

Game Vector Operating Instructions

For **video instructions** go to www.game-vector.com

Finding Your Game

1. Allow adequate time for the game to expire before perusing. One half hour to overnight is often required. Game that is "pushed" may be very difficult if not impossible to find.
2. Practice good traditional tracking techniques
3. Knowing the general direction of the game, set up a search pattern. Either walk or drive the pattern until the game is found. Moving in a pattern and scanning in all directions will facilitate a quick recovery. The signal being transmitted from the animal can be reflected by hills, trees, water and other objects. If you receive signals from more than one direction move to a new position and scan again. Continue this process until you can determine the direction of the primary signal. Reflected signals can be stronger than the primary signal if the primary signal is blocked.
4. If possible walk on higher ground and scan downward. This may help create a clear signal path to the game.
5. Be sure to **scan slowly** with the GameVector receiver.

Practice before you hunt

We recommend that you familiarize yourself with the operation of the system before going to the field.

1. Fully insert the battery into the HideRider which activates the transmitter and the LED light in the back of the HideRider. The Hiderider will continue to blink and transmit for two minutes and then go into sleep mode. No signal is transmitted during sleep mode.
2. Turn on the receiver. After a short "boot" period the red lights on the receiver will illuminate indicating the presence of a signal from the HideRider.
3. To simulate the HideRider being shot from the bow: While the HideRider is in sleep mode swing it in your hand much like you would swing a golf club. The transmitter will be activated and continue to transmit until the battery is disconnected. The receiver will again detect the signal.
4. Play with the system and have some fun with it. Place the HideRider in various locations and practice finding it.

Important Information

1. The system is designed to be used on most arrow shafts with the exception of the micro shafts on the market today.
2. The system is **NOT** designed for use in a **crossbow**.

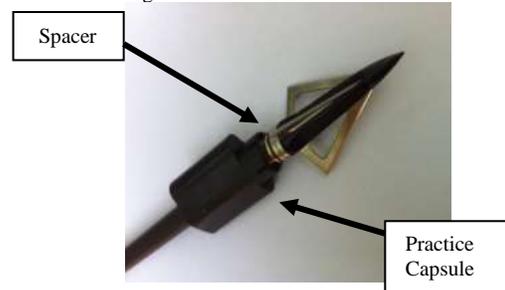
Practice Capsules

The HideRider adds 65 grains of weight to your arrow. The Practice capsule is the same weight and similar aerodynamic design as the HideRider Transmitter. Use the practice capsule before hunting to insure accuracy. It is also recommended that you shoot the HideRider itself before going afield.

To attach the practice capsule Fig 1.

1. Remove the target point or broadhead from the arrow shaft.
2. Slide the practice capsule onto the shaft.
3. Insert the spacer onto the practice point or broadhead
4. Reattach the practice point or broadhead to the arrow shaft.
5. Slide the practice capsule toward the practice point or broadhead until it clicks in place on the spacer. Fig 2.
6. After shooting, remove the arrow from the target; slide the practice capsule back onto the spacer.

Fig 2



HideRider Transmitter

When the HideRider is affixed to your arrow it begins to transmit when shot and attaches to the hide of the animal where it stays until recovery. It comes complete with the battery module. To activate the HideRider simply insert the battery module until it is firmly seated into the HideRider. The LED in the back of the HideRider will blink indicating the transmitter is activated. **Attach the retaining clip as shown in Figure 4.** After a two-minute period the unit will enter its sleep mode and the blinking will stop. The transmitter is only slightly active while in sleep mode. The unit is now asleep and ready to be shot from your bow. Upon releasing the arrow from your bow, the HideRider is automatically activated and will begin to blink and transmit. To turn the unit off, simply remove the battery module. It is recommended that when you receive your GameVector you activate the HideRider transmitter and practice using the receiver. After the initial two minute transmit period and the HideRider enters sleep mode it can be activated by swinging it in your hand much like you would swing a golf club.

Note: Once the HideRider is shot from the bow and in transmit mode, the battery life is approximately 48-72 hours. **It is recommended that you replace the battery after a week of sleep time** to assure there is ample battery power remaining after the shot. Although the battery has an extended shelf life, up to 10 years, we recommend you change the batteries annually to assure a full charge.

Caution: There must be a minimum of 1 1/4 inches between the back of the broadhead or point and your arrow rest to accommodate the HideRider. To test, draw an arrow in your bow and have someone mark the arrow where it meets the front of the arrow rest. Place the HideRider on the arrow as explained below. Assure that the HideRider battery module does not extend back past the mark. If there is not adequate length, in full draw, the HideRider will hit the arrow rest pulling the nock off of the bow string resulting in a possible dry fire of the bow.

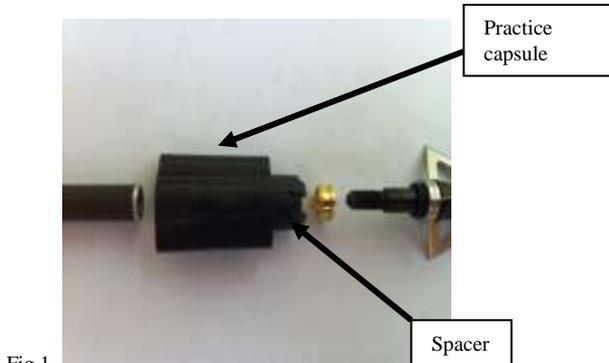


Fig 1

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Fig.3

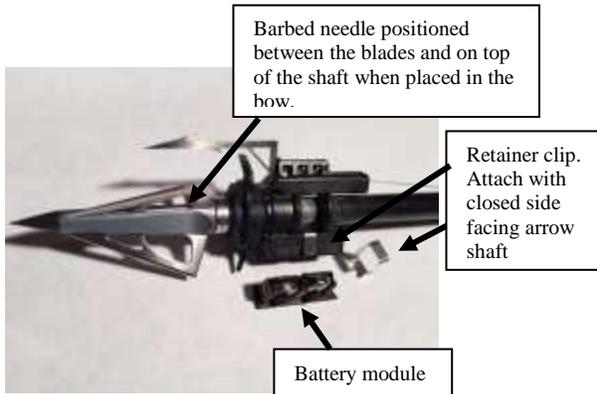


Fig 4

To attach the HideRider: Fig.3& 4.

1. Remove the broadhead from the arrow shaft.
2. Insert the retainer with O-Ring as shown. Fig 3.
3. Re-attach the broadhead.
4. Place the HideRider around the shaft.
5. Push the HideRider forward until it snaps into the retainer.
6. Make sure the needle is positioned on top of the shaft when placed in the bow as shown. Fig 4.
7. Assure the barbed needle is lined up between the blades of the broadhead so the barbed needle latches onto the hide as opposed to following the blade into an area of cut hide. Fig 4.

To operate HideRider:

1. Fully insert the battery module. Fig. 4 (LED will flash and transmitter is activated for two minutes until it enters sleep mode)
2. Attach the retaining clip with the closed side facing the arrow shaft. Fig. 4
3. To deactivate the HideRider and stop all battery consumption, simply remove the battery module.

To remove or change the HideRider battery: Fig. 4

1. Remove the retaining clip from the battery module.
2. Slide the battery module out. Replace with a new battery module and reattach the retainer clip.(Battery modules are available at your nearest archery store or at www.game-vector.com

Note: If the batteries are removed from the battery module they must be replaced with the proper polarity. The polarity is indicated in the bottom of the battery cavity. If the batteries are not inserted in the proper polarity position the HideRider will not function.

GameVector Receiver

The GameVector receiver is made up of two parts, the Game Vector receiver gun, fig 5, and the two-piece antenna, Fig 7. Once the antenna is attached to the receiver gun the unit functions as a directional receiver.

Fig. 5



To insert the batteries into the receiver gun

1. Remove the screw holding the battery cover.
2. Insert two AA batteries as shown inside the battery compartment. See the emblem inside the battery compartment for proper batter polarity (batteries not included).
3. Replace battery cover.

To attach the antenna to the gun (Receiver)

1. Assemble the red antenna as shown below Fig.7. The orientation of the two antenna sections is not important but make sure that the two pieces are completely and securely together before tightening the thumb screws.
2. Attach the antenna to the gun by placing the protrusion on the top of the gun through the slot in the antenna, Fig.6.
3. Slide the antenna back until it stops.
4. Carefully line up the antenna connector with the connector receptacle in the top of the gun and insert. Make sure the connector is fully seated.

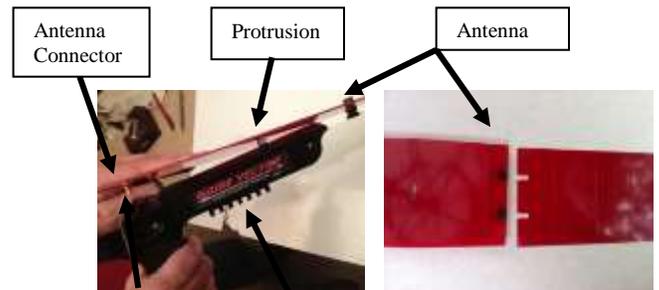


Fig. 6.

Fig. 7

Picatinny Rail for flashlight attachment (Flashlight not included)

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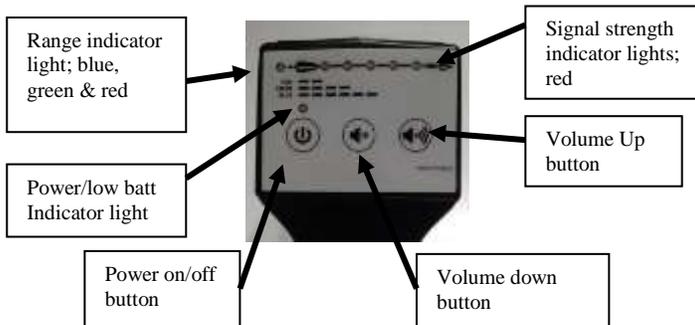


Fig.8

Receiver Operation

Once the arrow is shot, the HideRider begins transmitting and attaches to the animal's hide. Depending on your shot placement, wait an appropriate period of time before pursuing the mortally wounded animal. If it is believed that the shot resulted in a marginal hit, wait long enough for the animal to expire.

1. Turn the receiver on by pressing and releasing the power button.
2. Check the "Power/Low Batt" indicator light to verify the unit has power. The light blinks to indicate low battery in which case replace the AA batteries.
3. Insert standard ear buds (not included) into the headphone jack if desired (this is optional and not necessary as tracking is easily accomplished using the signal strength lights). **Using ear buds or head phones is highly recommended.**
4. Hold the receiver out in front of you as you would a handgun and point in the direction you believe the animal went. SWEEP THE RECEIVER STEADILY AND VERY SLOWLY left and right. The receiver is searching for the transmitter signal. The signal strength indicator lights will indicate when the receiver antenna is pointed at the animal. The range indicator light indicates whether you are far from the animal (blue/cold), in mid-range (green) or close to the animal, (red/hot). The red signal strength indicator lights indicate the signal strength within each range. One light indicates a weak signal and multiple lights indicate a stronger signal. When far away from the animal and the unit is receiving a very weak signal, the range indicator light will be blue (cold) and one signal strength light will be on. As you progress closer and continue to point the antenna at the animal more signal strength lights will be lit. As you progress even closer the range indicator light will change from blue to green and, as you get even closer, the range indicator light will turn to red, Fig 10. At this point you are very close to the animal, generally within 50 to 100 yards or less.
5. **KEEP SWEEPING THE RECEIVER VERY SLOWLY** to find the strongest signal as you move through the woods and progress toward the animal. Please note that twisting your wrist and turning the receiver from a horizontal to a vertical position may change the signal strength and enhance reception.
6. In some situations the range indicator light may bounce from one color to another and back again. This sometimes happens when you are close to the animal and between ranges. Hold the "volume up" button and the range indicator light will begin to cycle from red to green to blue. When the light turns red, release the button. This locks the system in the "red" or "close" range. To unlock simply turn the receiver off and back on.
7. **Using ear buds or head phones is highly recommended.**
8. The signal being transmitted from the animal can be reflected by hills, trees, water and other objects. If you receive signals from more than one direction move to a new position and scan again. Continue this process until you can determine the direction of the primary signal. In some cases reflected signals can be stronger than the primary signal if the primary signal is blocked.

Fig 10

Relative Range	Range Indicator Light	Red Signal Strength Lights
15 = farthest	Blue	1
14	Blue	2
13	Blue	3
12	Blue	4
11	Blue	5
10	Green	1
9	Green	2
8	Green	3
7	Green	4
6	Green	5
5	Red	1
4	Red	2
3	Red	3
2	Red	4
1 = closest	Red	5



We have designed the Game Vector Game Recovery System to be modular. Everyone in your hunting party can buy HideRiders and use them at the same time. Then, when somebody needs help recovering an animal, your Game Vector receiver can be used.

Distance

The distance the signal will travel is highly affected by terrain and obstructions. Under ideal, line of sight conditions with no obstructions the unit will transmit and be picked up by the receiver for up to two miles. Under normal hunting conditions the transmission can be reduced to a few hundred yards or less.

Warranty

The limited warranty can be found on the GameVector web site. To activate your warranty go to www.game-vector.com and click on "Resources". You must register the warranty at the time of purchase and provide proof of purchase for warranty to be valid.

Caution: The Barbed needle is extremely sharp and should be handled carefully. Do not allow use by children.



Iron Mountain Products, LLC, 849 North 1909 Road, LeCompton, KS 66050
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Changes or modifications not expressly approved by Iron Mountain Products, LLC could void the user's authority to operate this equipment.

This device complies with CFR 47 Part 15 of the FCC rules.

Operation is subject to the following two conditions. This device may not cause harmful interference. This device must accept any interference received, including interference that may cause undesired operation.

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.