

Game Vector Operating Instructions With HideRider 300

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 very slowly** with the GameVector receiver.

Practice tracking before you hunt

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

1. To activate the Hiderider remove the O-ring from the front of the Hiderider. Attach the Hiderider to an arrow or bolt. Slide the Hiderider toward the fletching to separate the Hiderider from the retainer which will activate the transmitter and the LED light. The small LED light can be seen through a small opening in the housing next to the FCC identification number. The Hiderider will continue to blink and transmit until the retainer is reinstalled. To reinstall, slide the Hiderider up the shaft in a reverse fashion.
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. Play with the system and have some fun with it. Place the HideRider in various locations and practice finding it.

Field Tips and Practice Capsules

The HideRider adds 55 grains of weight to your arrow. Included in the kit are two field tips and two practice capsule which are similar in weight and aerodynamic design as the HideRider Transmitter. Shoot the field tips to simulate the added weight of the Hiderider. Once you are comfortable with accuracy with this added weight, shoot the practice capsules. You are now ready to attach the Hiderider transmitter and go hunting.

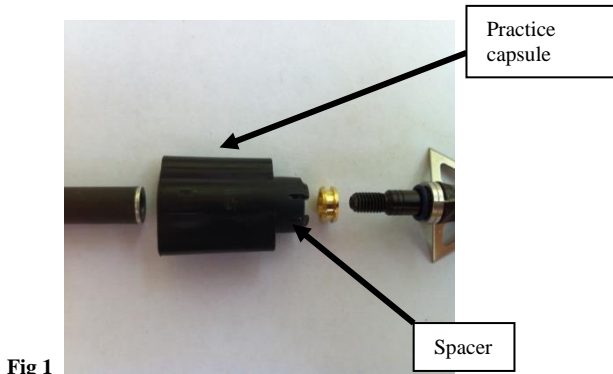


Fig 1

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.

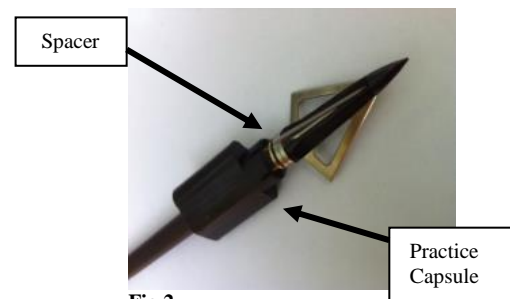


Fig 2

HideRider Transmitter

Upon impact the Hiderider and the retainer separate activating the transmitter and the LED Light. To turn the unit off, simply mate the Hiderider and the Retainer.

Note: Once the HideRider is shot from the bow and in transmit mode, the battery life is approximately 30 hours. The battery is not replaceable. The internal battery has an extended shelf life of up to 10 years.

Important note: After turning off the transmitter, wait at least one minute before turning it back on. Without this wait time the transmitter will not restart.

Caution: There must be a minimum of 1 inch 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.

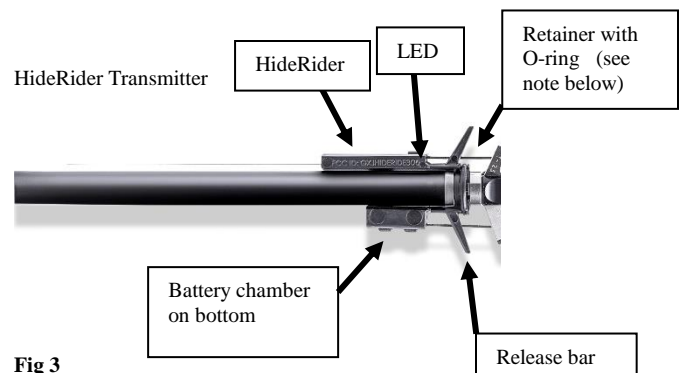


Fig 3

Note: O-rings may vary in color from black to white but function is the same.

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To attach the HideRider: Fig.3

1. Remove the broadhead from the arrow shaft.
2. Place the HideRider/Retainer assembly onto the broadhead threaded end.
3. Re-attach the broadhead.
4. Make sure the needles are positioned between and as far away from the broadhead blades as possible so the barbed needles latch onto the hide as opposed to following the blade into an area of cut hide.

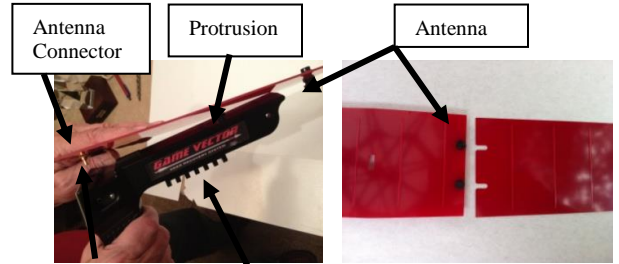


Fig. 5.

Fig. 6

To activate the HideRider transmitter

1. The retainer has a tongue that when properly mated with the HideRider protrudes into the HideRider body and **deactivates** the transmitter. When the HideRider is separated the opposite occurs and the transmitter is activated. When the arrow strikes the target the Hiderider separates from the retainer and the transmitter is activated.

GameVector Receiver

The GameVector receiver is made up of two parts, the Game Vector receiver gun, Fig 4, and the two-piece antenna, Fig 5,6. Once the antenna is attached to the receiver gun the unit functions as a directional receiver.

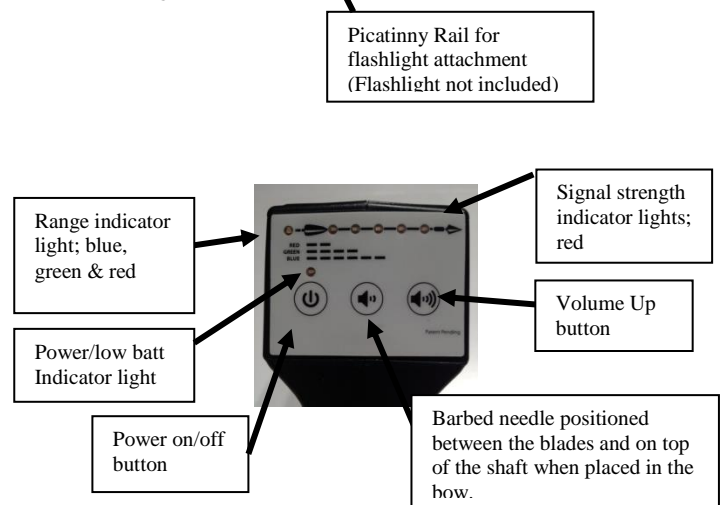


Fig.6

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.

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.6. 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.5.
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.

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

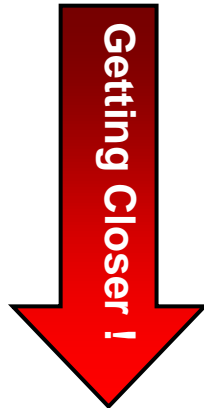
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indicator light will turn to red, Fig 10. At this point you are very close to the animal, generally within 50 to 100 yards or less.

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.



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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 PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

This device complies with Industry Canada license-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.

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