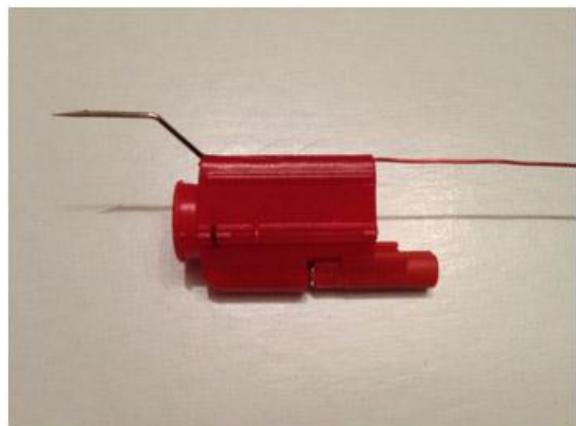




GameVector Operating Instructions



GameVector Receiver



HideRider Transmitter with battery

The GameVector system consists of two components, the HideRider transmitter and the GameVector Receiver.

## **HideRider Transmitter**

The HideRider comes complete with the battery module inserted. To activate, press on the back of the battery module and insert completely into the HideRider. The LED in the back of the HideRider will blink and the transmitter is activated. After a two minute period unit enters the sleep mode, the blinking stops and the transmitter is turned off. The unit is now asleep and ready to be shot from the bow. Upon release from the bow, the HideRider is automatically activated and will begin to blink and transmit. To turn the unit off, simply slide the battery back about 1/8 inch to the off position.

Note: When the battery is fully inserted and the HideRider is asleep the battery life is approx. two weeks. Once the Hiderider is shot from the bow and in transmit mode, the battery life is approximately 72 hours. It is recommend to replace the battery after 100 hours of sleep time to assure there is ample battery power remaining after the shot.

To attach the HideRider

1. Remove the broad head from the arrow shaft
2. Insert the HiderRider retainer as shown
3. Reattach the broadhead
4. Close the HideRider around the shaft
5. Push the HideRider forward until it snaps into the retainer
6. Assure the barbed needle is lined up between the blades of the broadhead

To operate the HideRider

1. Fully insert the battery (LED will flash and transmitter is activated for two minutes then enters sleep mode)
2. To deactivate the HideRider and stop all battery consumption simply slide the battery back about 1/8 inch to the off position.

To Change the HideRider battery

1. Remove the HideRider from the arrow or bolt shaft
2. With the point of a pocket knife lift the small tab on the inside if the HideRider
3. Slide Battery out
4. Replace with new battery

## **GameVector Receiver**

The GameVector receiver is made up of two parts, the GameVector receiver gun and the two piece antenna. Once the antenna is attached to the receiver gun the unit functions as a directional receiver.

To Insert the batteries

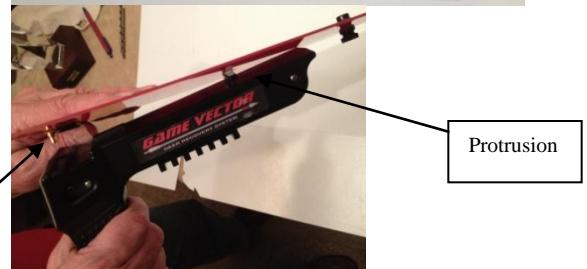
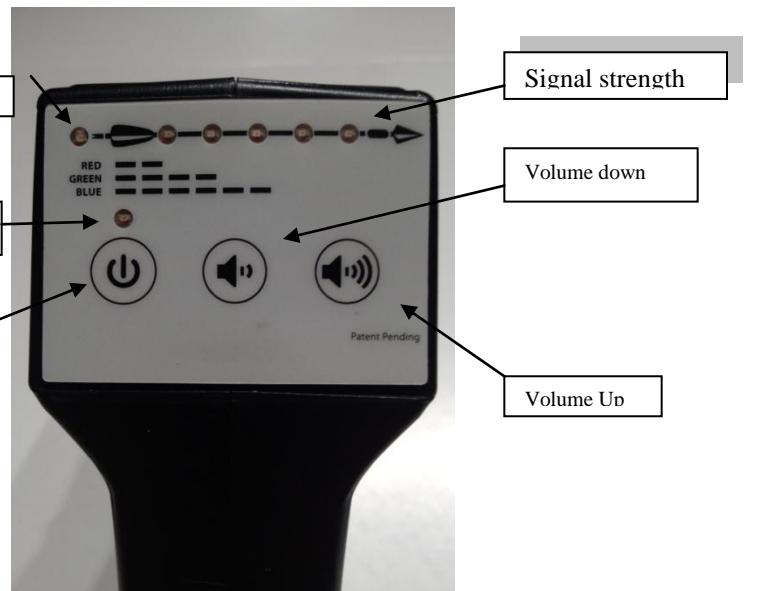
1. Remove the screw holding the battery cover
2. Insert two AA batteries as shown inside the battery compartment
3. Replace battery cover

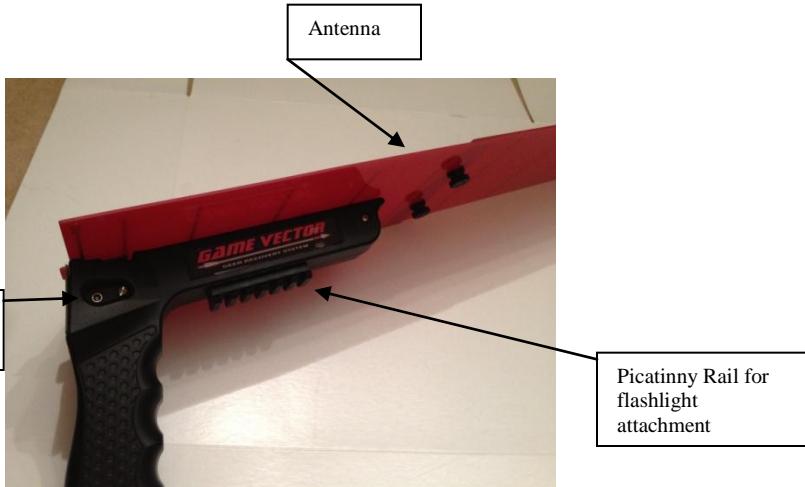
To attach the antenna to the gun

1. Assemble the red antenna as shown. The orientation of the two antenna sections is not important but make sure that the two pieces are completely forced 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.
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 inserted and the Velcro is engaged.

## Receiver Operation (see diagram)





The receiver



## Operation

Once the arrow or bolt is shot the HideRider is attached to the animal and is transmitting. Wait at least one to two hours before pursuing the animal and if it is believed the shot was a marginal hit wait long enough for the animal to expire.

1. Turn the transmitter 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 batteries with new AA batteries.
3. Insert standard ear bud into head phone jack if desired. (this is optional and not necessary as tracking is easily accomplished using the signal strength lights)
4. Hold the receiver out in front of you as you would a hand gun and point in the most likely direction to find the animal. Sweep the receiver steadily and very slowly 360 degrees. The receiver is searching for the transmitter signal. When the receiver antenna is pointed toward the animal the signal strength will be indicated by the signal strength lights. The range indicator light indicates whether you are far away or far away from the animal

(Blue/cold), in mid range (Green) or in close range (Red/Hot). The signal strength indicator lights indicate the signal strength within each range. One light indicates a weak signal and more 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 the one signal strength light will be on. As you progress closer and continue to point the antenna at the animal the more signal strength lights will be lit. As you progress even closer the range indicator light will change from blue to green and even closer the indicator light will turn to Red. At this point you are very close to the animal, generally within 100 to 200 yards. Keep sweeping the receiver to find the strongest signal as you move through the woods and progress toward the animal. Please note that by turning the receiver from a horizontal to a vertical position can change the signal strength.

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 CFR47 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.



Iron Mountain Products, LLC. 849 North 1909 Road, LeCompton, KS 66050  
P: 1-866-535-8009 f: 1-866-535-8009 [www.ironmountainproducts.com](http://www.ironmountainproducts.com)