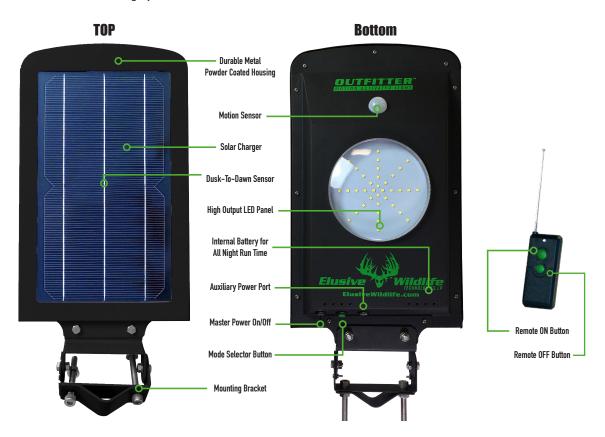


The Outfitter-R™ Solar Powered Motion Activated Light

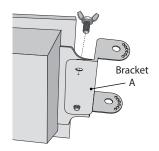
Thank you for purchasing the Kill Light* Outfitter-R™ Solar Powered Motion Activated Light with Remote from Elusive Wildlife Technologies, LP. If you have not already done so, please check your local game laws to ensure it is legal to use an artificial light source while hunting or observing animals at night. Elusive Wildlife Technologies, LP and its affiliates do not condone or promote the use of any of our products as a means to illegally harvest any animal. Please take a moment to read these instructions thoroughly before initial use.



Assembly and Installation

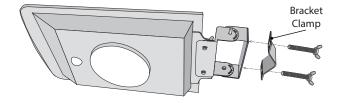
Step 1 - Light Bracket

Using two of the .5" long Wing Bolts, attach Bracket A to the bottom side of the light. Thread the wing bolt from the top of the light into the threaded Bracket A.



Step 3 - Bracket Clamp

Using the two 1.5" long Wing Bolts, attach the bracket clamp to the back of the Bracket B. Insert the Wing Bolts through the holes in the Bracket Clamp and into the threaded holes in Bracket B.

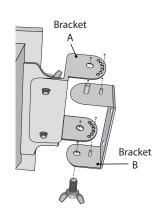


Step 2 - Swivel Bracket

Align the larger pin in Bracket B with the larger hole in Bracket A.

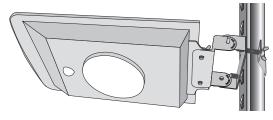
Select the smaller adjustment hole that gives the light the desired angle after mounting to the t-post. Using the center adjustment hole will angle the light horizontal. Align the smaller pins in Bracket B with the corresponding smaller hole in Bracket A.

Use one of the .5"Wing Bolts to lock both brackets together. Insert the Wing Bolt into the larger hole in Bracket B, then into the larger threaded hole in Bracket A.



Step 4 - Installation on a T-Post

Slide the light onto a t-post, a pipe, or small post will also work. Position Bracket B between the wire locating studs on the t-post to help prevent the light from sliding up or down. Tighten the Wing Bolts for the bracket clamp.



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Operating the Light

Switching the Master Power On/OFF

To apply power to the light, flip the rocker switch to the ON position ("I" is the symbol for on). Turning the Master Power on will allow normal function of the light (setting the modes, motion activation, and solar charging). To turn the Master Power off, flip the rocker switch to the OFF position ("O" is the symbol for off). Turning the Master Power off disconnects the battery and solar panel so it will not charge the battery, or activate with motion or the remote. It is used when the light is being stored or when the light is not needed to operate.

Setting the Modes

After switching the Master Power on and pressing the mode selector button, the light will flash a number of times indicating which mode it is in. It is helpful to set the modes when the solar panel is exposed to light. If it is dark or the solar panel is covered, the light will turn itself on (depending on which mode). This may make it difficult to distinguish between the light turning itself on and the first flash to indicate in which mode it is set. To avoid this confusion, set the modes when the solar panel is exposed to light.

Mode 1 - Battery Saver

Press the Button One Time: The light will flash one time and turn off. The light is now activated. When it is dark, it will turn on and gradually increase to 50% power when motion is detected. It will stay on as long as it senses motion. It will turn off after 30 seconds when motion is no longer detected.

Mode 2 - On All Night - Battery Saver Press the Button a Second Time: The light will flash twice and turn off. The light is now activated. It will turn on at dusk, and run all night at 10% power. When motion is detected, it will increase in brightness to 50% power. It will stay on 50% power as long as it senses motion. When motion is no longer detected, it will drop down to 10% power after 30 seconds.

Mode 3 - Extreme Bright

Press the Button a Third Time: The light will flash three times and turn off. The light is now activated. When it is dark, it will turn on and gradually increase to 100% power when motion is detected. It will stay on as long as it senses motion. It will turn off after 45 seconds when motion is no longer detected.

Mode 4 - On All Night - Extreme Bright

Press the Button a Fourth Time: The light will flash four times and turn off. The light is now activated. It will turn on at dusk, and run all night at 10% power. When motion is detected, it will gradually increase in brightness to 100% power. It will stay on 100% power as long as it senses motion. When motion is no longer detected, it will drop down to 10% power after 30 seconds.

Mode 5 - On All Night - Instant Extreme Bright

Press the Button a Fifth Time: The light will flash five times and turn off. The light is now activated. It will turn on at dusk, and run all night at 25% power. When motion is detected, it will instantly increase in brightness to 100% power. It will stay on 100% power as long as it senses motion. When motion is no longer detected, it will drop down to 25% power after 30 seconds.

Mode 6 - Remote Control Activation Only

Press the Button a Sixth Time: The light will flash six times and turn off. The light is now deactivated, and will not turn on with motion. It will only turn on with the **Remote Control**. It will continue to charge the internal battery. If the light turns on again after it has flashed six times, you may need to cycle through the modes again to deactivate the light. Be sure to wait until the light stops flashing before pressing the button again to change to the next mode. If the button is pressed while the light is still flashing, it may jump to the next mode inadvertently.

Important Note: The dusk-to-dawn sensor is built into the solar charger. The light will not turn on unless it is dark or the solar charger is completely covered.

Auxiliary Power Cord

The auxiliary power cord will plug into the light next to the Power/Mode Selector Button, and the alligator clips on other end of the cord can be attached to any 12 volt battery. The auxiliary power cord may be used to charge the light before installation, power the light during times of extended cloud coverage, or power the light when installing the Outfitter-R™ in a location that does not have access to sunshine.

Kill Light® Universal Charger Wall & Car Adapter

The Kill Light® Universal Battery Charger, that is included with our rifle and bow lights, will charge the Outfitter-R™ or they may be used to power the light when installed in a location that does not have access to sunshine. Simply plug the wall adapter or the 12 volt car adapter into the Auxiliary Power Port on the rear of the Outfitter-R™.

Remote ControlThe Kill Light® Outfitter-R™ is equipped with a 200 yard wireless remote control. To operate the light with the remote, the Master Power Switch must be in the on position. The remote is designed to override the mode setting and turn the light . on 100% power. If you want the Outfitter-R[™] to turn on at any time, press the "ON" button on the remote. This will override the mode setting previously programed into the light, and turn the light on. It will slowly increase in brightness until it reaches 100% brightness. The light will stay illuminated in 100% brightness for a period of thirty minutes, then the light will revert back to the previous mode setting. Pressing the off button on the remote will revert the light back to the previous mode setting before thirty minutes if needed. NOTE: If the light does not appear to return to its previous setting when the OFF button is pressed, it may have detected motion. Once motion subsides then it should be back at its previous setting.

Troubleshooting & Helpful Tips

I just received my light, why does it not turn on?

To operate the light, the Master Power Switch must be in the on position. The Outfitter-R™ has a daylight sensor built into the solar panel, and will only turn on in the dark. Also, the battery in the The Outfitter-R™ light has a small charge to keep it fresh during storage and shipping. The light will often work for a short time before charging for the first time; however, it will need to be charged completely before first use. Place the Outfitter-R™ in direct sunlight for a full day, install early in the morning to ensure the light is fully charged before first use, or charge the light with the auxiliary power cord and external 12 volt battery.

Is it important to face the solar panel south?

As with all solar powered products, the amount of sun that shines on the solar charger greatly affects the performance of the light. The more sun exposure the solar panel receives, the longer the light will operate.

Is it important to receive full sun exposure all day?

The Outfitter-R™ light is designed to receive full sun all day. This allows the solar charger to charge the battery completely. A completely charged battery will provide the longest runtime during the night. If the light is not receiving full sun exposure all day, then the expected run times will decrease. If you find that your Outfitter MRF light is not running all night or if it stops activating with motion during the night, then it most likely not receiving a full charge during the day. Move the light to a location that receives full sun exposure all day, clear away branches or obstacles that may be blocking the sun light, or charge the light with the auxiliary power cord and external 12 volt battery.

Why does the light not last all night?

It is completely normal for the Outfitter-R™ to only run 30 minutes to 4 hours following an extremely overcast or cloudy day. The Outfitter-R™ light utilizes an over-sized battery to store more power than it needs to function all night. Even the best solar panels will not charge properly when there is no sun shine. Even with the over-sized battery, a day or two of rainy or cloudy weather may not charge the light completely. If the activity during the night does not decrease, the light may not be charged enough to last all night. This does not mean the light is bad or broken. Once the daytime returns to full sunshine, the light will completely charge and resume all night function.

If you find that the light does not last all night even with sunny days, you may want to relocated the light to an area the receives more sun. You may also try changing to Mode 1 or Mode 2 battery saver modes. Another option is to charge the light with the auxiliary power cord and external 12 volt battery.

Can I add additional Solar Panels to my light?

The Outfitter™ Boost™ Booster Solar Panel is designed to add to any Outfitter™ light. The Outfitter™ Boost™ is great for areas that do not get enough sun, extended periods of overcast weather, winter days that are shorter, and areas where the only available sun light is different than where the light needs to be. One or Two Outfitter™ Boost™ may be added to a single Outfitter™ light if desired.

Warranty

Elusive Wildlife Technologies, LP warranties this product for a period of one year from original date of purchase. This warranty covers manufacturer defects as well as malfunction during normal operation. Pléase complete the warranty registration and mail in along with proof of purchase to register your light. You may also e-mail your registration and proof of purchase to info@elusivewildlife.com.

Elusive Wildlife Technologies, LP will not warranty any light damaged by user neglect or failure to adhere to these instructions and guidelines. No lights will be warrantied due to animal damage, being immersed in water, or theft

Outfitter-R™ Warranty Registration

Date of Purchase	Name
Address	City, State, Zip
Phone	E-mail
Name of store where purchased	Received as a gift ☐ or Purchased for yourself ☐

Please rate your level of satisfaction with this product from 1-10 with 10 being most satisfied. If you have yet to use this product, please circle N/A. Please circle one.

3 5 6 7 8 10 N/A

Elusive Wildlife Technologies, LP respects your privacy and we will not sell or provide your personal information to any other party. However, we would like to occasionally send you information about your Elusive Wildlife product or special offers. If you do not wish to receive this information please check here \Box .

> Please mail or e-mail warranty info to: Elusive Wildlife Technologies, LP • 1107 West Dallas Street Suite A . Conroe, TX 77301 800-780-6861 email: info@elusivewildlife.com



The Outfitter-R™ Solar Powered Motion Activated Light

Where to Place Outfitter-R™

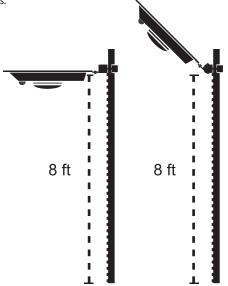
1 - Attaching The Light To A T-Post

For optimal results, place the Outfitter™ on the top of a t-post so that it is 7′-8′ above the ground. Make sure to drive T-Post with the wire nubs, or bumps, pointing the direction of the target area to be illuminated so that when the light is ready to install it will mount correctly and face the proper direction. The wire nubs help to prevent the Outfitter™ from sliding up or down on the T-Post.

If 8'-10' t-post is unavailable in your area, the Outfitter^m lights may also attach to a round pole or even a flat surface.

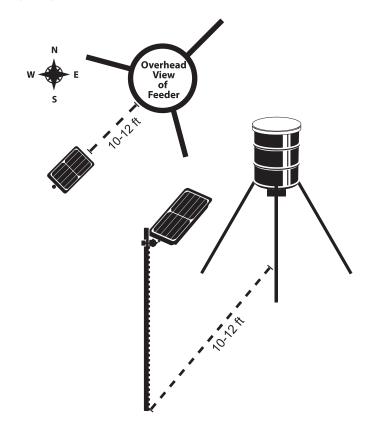
If the light is on the South side if the feeder, angle the light so that it is about 45° with the solar panel facing the South or Southwest. This will allow the solar panel to collect the most sunlight.

If the light is on the North side of the feeder, angle the light so that it is horizontal. With the light on the North side of the feeder, you will need to be aware where the shadow of the feeder will travel. You want to place the light in an area that is free from shadows.



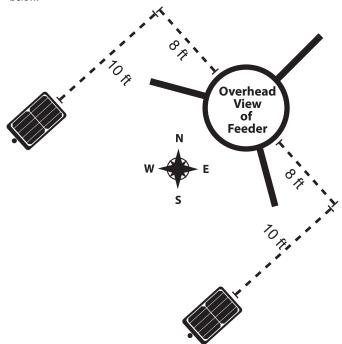
2 - Single Light Setup

Place the T-Post and Outfitter™ light 10-12 feet away from the center of the feeder for optimal performance.



3 - Double Light Setup

Place the T-Posts so they are 10 feet out from the center line of the feeder and move over about 8 feet on each side of that center line. Please refer to placement diagram below.





Six Tips for Hog Hunting At Night

TIP 1

Feeding Times

First, we recommend that you set your feeder timer to throw corn at the time of night you plan on hunting. This will get the hogs conditioned to show up during your particular hunting time. Set the feeder to throw corn a second time. The second throw should be somewhere between 30 minutes to one hour after the first throw to keep them consistently eating at that feeder every night. This will help keep the hogs at or close to the feeder if you get to your stand late or jump some hogs coming in. The additional feeding times keep the hogs in the area even if something spooks them away from your feeder. Example: We have our feeders set-up to spin for two seconds at 10:00 PM, two seconds at 11:00 PM, one second at midnight, and one second at 1:00 AM. This setup has worked well for us.

TIP₂

Feeder Light

Whether you hunt with a rifle or a bow, you must first invest in a good feeder light such as Outfitter™, Sportsman™, Blind Sider X2™, or Kill Light® Pro 3 Color Motion Feeder Light. The motion activated light is designed to illuminate only when animal activity is detected. The Outfitter-R™ has a built-in wireless remote. The remote allow you to turn your light on/off or bring it up to full power even if you have it set in a power saving mode. Using the remote allows you to do this without leaving behind human scent or disturbing the area around the feeder once you arrive at your stand.

TIP₃

Feeder Remote Control

We also highly recommend a good remote control for your feeder, such as THE-REMOTE. By utilizing a good remote on your feeder, you will be able to draw spooked hogs back in for a shot, sometimes several times. Some hogs, once spooked by shifting winds, can be charmed back in immediately or 30 minutes to an hour later by sounding the dinner bell of golden nuggets once again. They might come from a totally different location, wind direction or a whole new group could move in on you while you lie in wait. Having a remote in hand will greatly increase your success rate.

TIP 4

Target Illuminator

If you really want to increase your odds of success, the use of a momentary target illuminator on your rifle or bow is recommended (XLR HD Series Lights, Piglet™, Piglet HD™, or Kill Light® XLR250). This will help if an animal is out of range and not visible under or around the feeder light. When using a rifle or shotgun, simply depress the momentary switch to "light up" the animal in your scope and line up the cross-hairs on the target area. If using a bow, once at full draw, press the pressure sensitive switch to illuminate your target. In areas with extra elusive boars or wary hogs and varmints, you may want to aim your target illuminator up in the sky and turn your light on. Then very slowly come down on the animal to avoid spooking them with a sudden blast of light in their face.

TIP 5

Practice in the Dark

No matter how experienced a hunter you may be, hunting in complete darkness is very different. Being able to quickly and quietly operate your light and equipment while preparing for a shot is very important. Before setting out on your first night hunt, it is very beneficial to take several practice shots with your bow or gun outfitted with your light. Pay special attention to control switches and their location(s) as well as how your sights and/or optics perform in the dark. Doing this a few days before your hunt will help ensure all of your equipment is working properly. This will also help you get accustomed to preparing for and making a shot in the dark. It is also very beneficial when archery hunting at night to use a lighted arrow nock. The lighted nock will help you better identify your shot placement. Also, in the event the arrow does not 'pass through', the lighted nock serves as a beacon to help you visually track the animal's escape route and in some cases identify their location after they expire. In the event of a 'pass through' or errant shot, finding your arrow is also much easier.

TIP 6

Stand Placement

When hunting any animal, proper stand placement is critical to a successful hunt but especially when it comes to hogs! Special consideration and attention to wind should be taken. Hogs are especially keen to human scent. As a rule of thumb, always try and keep the wind in your face whenever possible to increase your odds. Hogs are one of the hardest animals to hunt if you are not careful about your scent and wind direction. We have had great success when using the OZONICS Ozone Generator to help control your scent, especially when ground blind hunting. Camouflage is not necessary at night so you can wear whatever you are comfortable in. Because we mostly bow hunt, we set up tripods in an open field 20 yards or less from a feeder, and we wear dark colored clothing. When hunting with a rifle we recommend trying to get about 50–75 yards or more away to increase your chances of success since a hog's snout is very good at detecting human odor.

TIP 7 (BONUS TIP)

After The Shot

After you have successfully taken your shot, being able to visually track your animal in the dark can be the difference between recovery or going home empty handed. We recommend using a Shot Spot-R™ laser to mark the location you last saw the animal or where your bullet or broadhead made impact. Simply clip the laser pointer to a tree or blind and aim it at the location you have selected. When you exit your blind or get back on the ground, follow the red laser beam directly to the spot you marked and begin looking for signs of a hit. It is also very important to have a good tracking light such as the Piglet HD Blood Track-R™ adjustable beam light, an old gas lantern, or spotlight to look for sign of blood or hair. Once sign is found, it is very important to mark the location in a manner that is easy to see. Our illumitacks™ magnetic LED trail markers easily attach to leaves, limbs or branches and provide you with a highly visible and compact light source to mark your path. Of course, you do not need all of these products to be successful, but through years of use we have found these items to be highly effective and huge time savers in the field.