



Introducing the Razer Hydra, the world's first PC gaming-grade motion sensing controllers that let you extend your natural body motion directly into the game. A breathtaking new way to play when you can intuitively reach out and interact with the virtual world in complete three dimensions, as you would in real life.

Faster with ultra-low latency and more precise with one-to-one tracking to the exact millimeter and degree, the Razer Hydra brings you absolute game immersion like never seen before.

MASTER GUIDE

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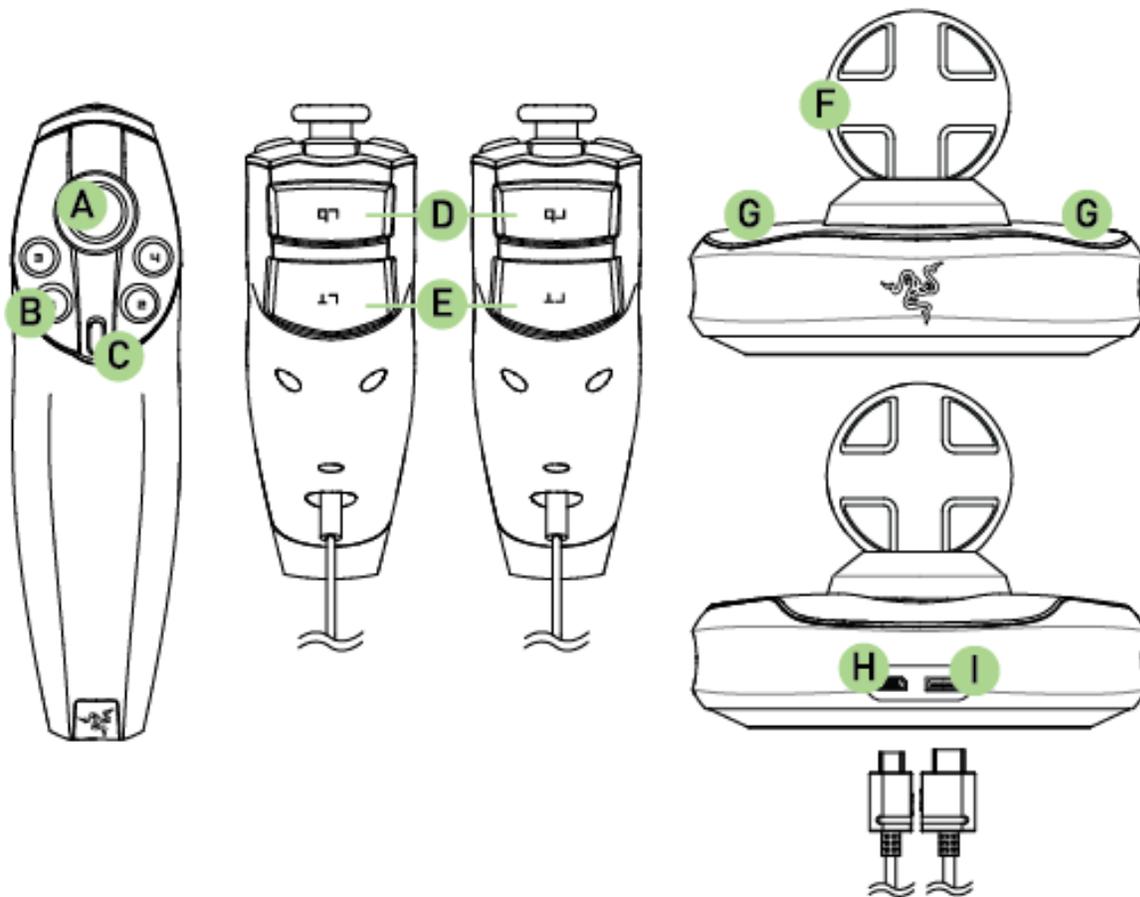
1. PACKAGE CONTENTS

- Razer Hydra PC Gaming Motion Sensing Controllers
- Base Station
- USB Cable
- Quick Start Guide

2. SYSTEM REQUIREMENTS

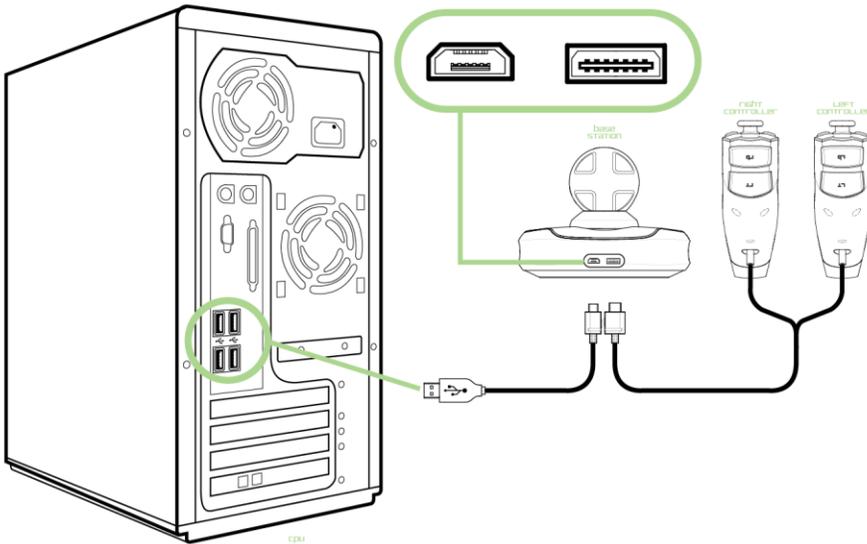
- PC with USB port
- Windows® 7 / Windows Vista® / Windows® XP
- Internet connection (for driver installation)
- 75MB of free hard disk space

3. KEYFEATURES

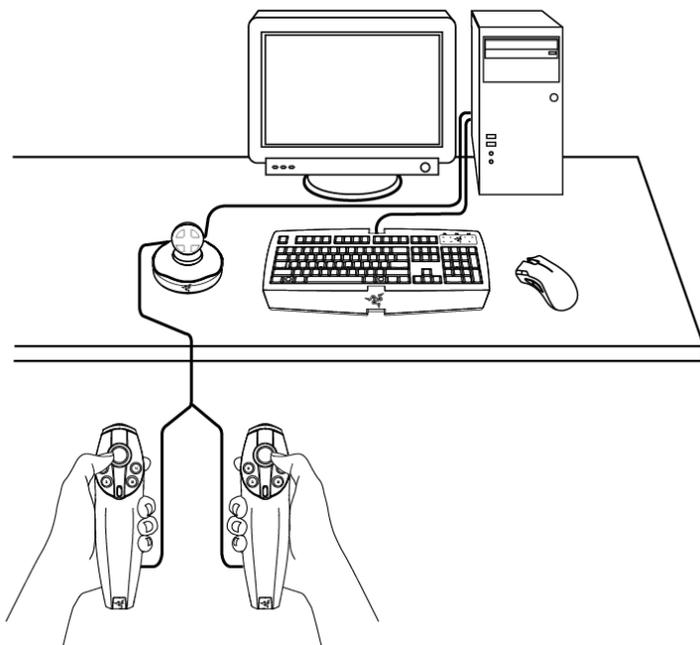


- A. Analog Stick/Button 6
- B. Buttons 1 - 4
- C. Button 5
- D. Bumper Buttons
- E. Trigger Buttons
- F. Base Station
- G. Controller Holder
- H. PC Connector
- I. Controller Connector

4. INSTALLATION AND SETUP / REGISTRATION / TECHNICAL SUPPORT

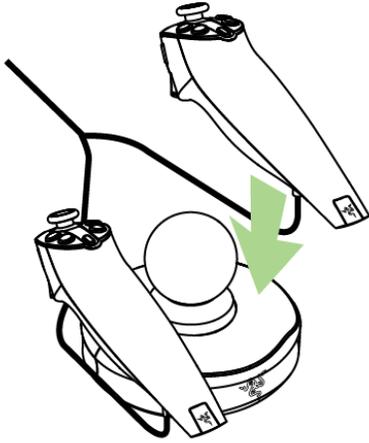


1. Plug in the controller cable to the base station.
2. Plug in the USB cable to the base station and your PC.
3. Download the driver installer at www.razer-support.com
4. Run the installer and follow the onscreen instructions.



Position the base station in a location where your controllers are easily accessible.

Do make sure that the base station does not move after it has been initialized and centered to ensure optimal gaming experience.



You can rest the controllers on the base station after gameplay.

NOTE:

Ensure that the game you are playing is compatible with the Razer Hydra.

You can view a list of supported games from this link:

www.razerzone.com/minisite/hydra/supportedGames

REGISTRATION

Please visit **www.razerzone.com/registration/** for online product registration.

TECHNICAL SUPPORT

What you'll get:

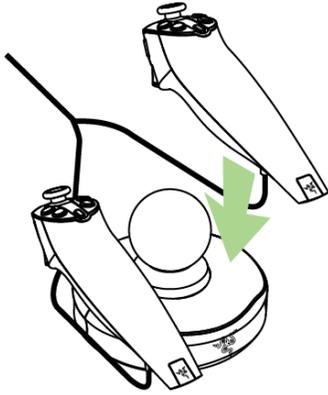
- 1 year limited manufacturer's warranty for the Razer Hydra
- Access to manual and free online technical support at **www.razersupport.com**.

5. CONFIGURING YOUR RAZER HYDRA

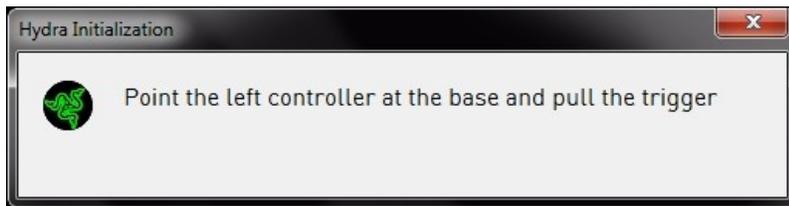
INITIALIZATION

There are 2 ways of initializing your controllers:

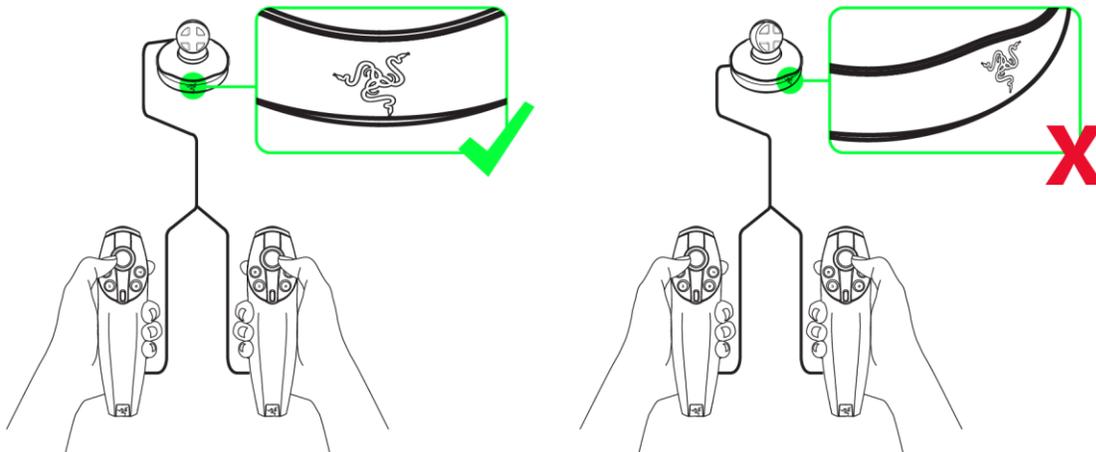
1. During driver installation, we recommend that you place the controllers on the base station so that the controllers are initialized properly.



2. If the controllers are not on the base station whenever the unit is powered on, you will be prompted to initialize your controllers.



While following the instructions, do ensure that the Razer Hydra base station is forward facing to ensure the controllers will be initialized properly. If this is not done properly, you can perform reinitialization by placing the controllers on the base station.



PORTAL 2

For Portal 2, the game is not listed in the Game Configuration list as it is supported natively by Razer Hydra. Native support includes additional features such as the Portal 2 Sixsense MotionPack™ DLC exclusive chapters supporting Scaling, Portal Surfing and One to One that the experience with a mouse and keyboard are unable to replicate.

The features listed here require the Razer Hydra software driver to be installed.

GAME CONFIGURATION TAB



In the Game Configuration tab, you can configure game control settings.

1. Default Mode

Motion Controller:

Select this to activate Razer Hydra motion controller functionality on the listed games.

The Razer Hydra will run natively on selected games such as Portal 2 so you will not see the list of these games in the Game Configuration tab.

Gamepad Controller:

Select this to use the Razer Hydra as a normal Windows gamepad with a fixed button mapping defined in Windows Control Panel. You can reconfigure this in-game if button configuration is supported for that game.

2. Active

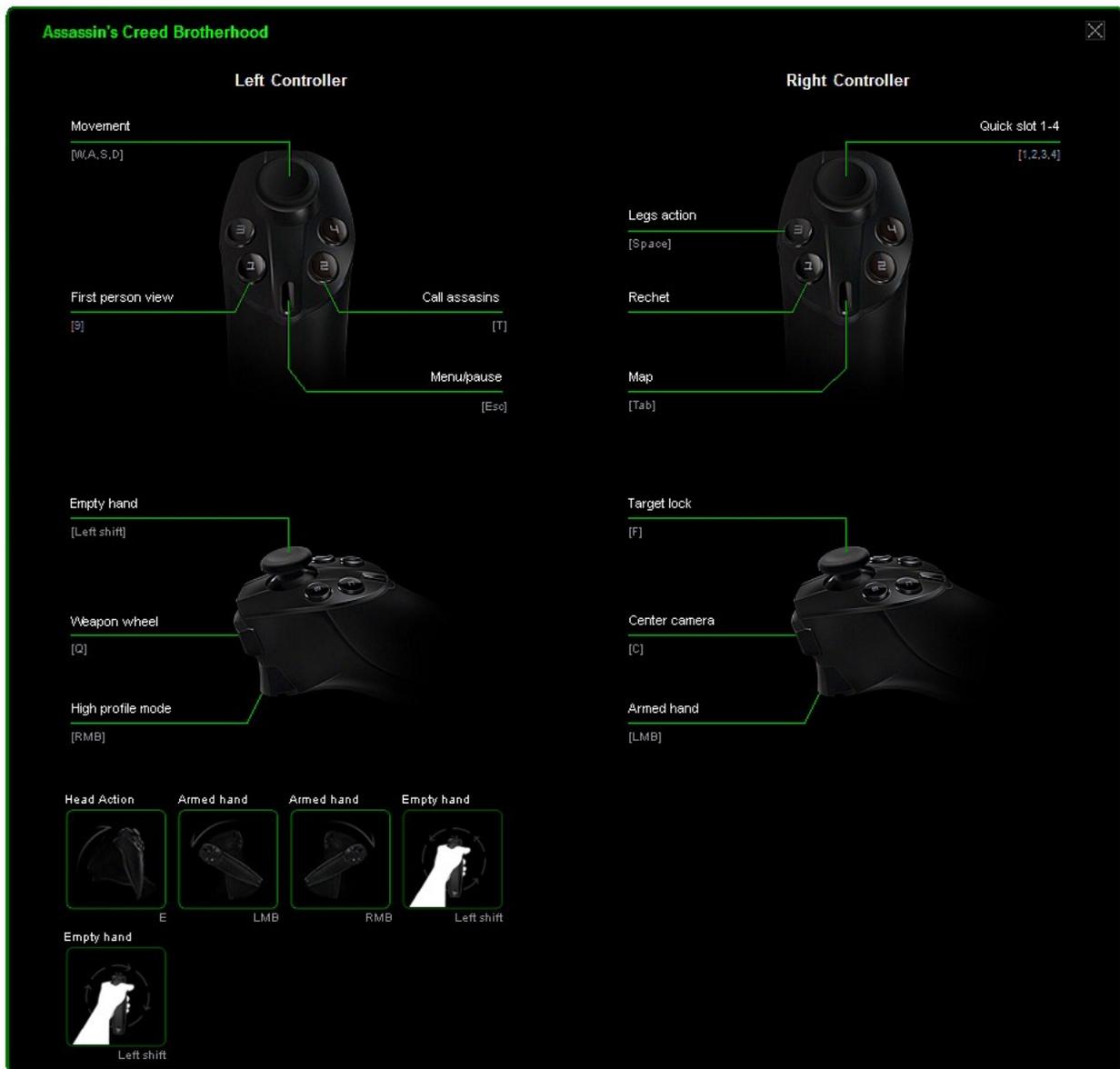
Check the box to enable Razer Hydra motion controller functionality for the selected game.

Uncheck the box to disable the pre-configured controls. You can use the right-hand controller as a mouse as follows:

- Button 4 – Activate/Deactivate Cursor
- RT – Left Click
- Button 1 – Right Click

3. Game: Indicates the name of the Game.

4. View Configuration: Selecting this allows you to see the preset configuration for the respective game.



SENSITIVITY AND LIGHTING TAB



Sensitivity

Gesture:

You can adjust the responsiveness of the tilt/rotate actions of the controller to suit your needs. At High mode, a smaller tilt angle is needed to make the same in-game movement as a larger tilt angle in Low mode.

Pointer:

You can adjust the cursor sensitivity of the Razer Hydra controllers. This applies to games other than First Person Shooters (FPS) and in Windows Desktop mode.

First Person Shooter (FPS):

You can adjust the aiming sensitivity of the Razer Hydra controllers within First Person Shooter games.

Lighting

The brightness level of the base station can be customized to your preference.

6. USING YOUR RAZER HYDRA

MOTION CONTROLLER MODE

Activation

1. Open up the Razer Hydra Configurator.
2. Click the Game Configuration tab.
3. Under “Default Mode”, select “Motion Controller”.

Mouse/Keyboard Usage

During gameplay, placing the controllers on the base station will allow you to take control of your mouse/keyboard.

GAMEPAD CONTROLLER MODE

1. Open up the Razer Hydra Configurator.
2. Click the Game Configuration tab.
3. Under “Default Mode”, select “Gamepad Controller”.

SYSTEM PLAY GUIDE

Hold It!

Do you have ample space around you? We don't want you to knock the living daylights out of gawking friends with a swing of the controller.

Don't get too excited! Hold the controller securely and don't let go of it. We're pretty sure you do not want a broken LCD screen. You've been warned.

For that matter, we recommend using the controllers at a distance of 20 to 40 inches from the base station. If you experience jitter while using the Razer Hydra, you might be out of the optimum detection range.

For optimal performance during gameplay, we recommend you keep the base station about 8 inches away from large metallic objects such as computer cases. Objects that emit their own magnetic fields, such as some CRT televisions, might have the potential to cause interference between the controllers and the base station.

As much as we hate to say it, don't play excessively. There have been cases of repetitive motion injuries occurring so do take a 10 minute break for every hour of gameplay.

SOFTWARE UPDATE

Update the Razer driver and firmware software by clicking on the  button. This will connect you to www.razersupport.com for the latest driver/firmware downloads.

7. TROUBLESHOOTING

Have a look through this section if you run into problems. For further troubleshooting, go to www.razersupport.com.

The motion controller is not detected or there is a lag in response.

- Ensure that the controllers are used 20 to 40 inches from the base station.
- Keep metallic objects at about 8 inches away.

The hand movement to screen mapping may not correspond.

- Re-initialize controllers (See 'Configuring Your Razer Hydra')

The motion controller does not function.

- Unplug the connectors and reconnect them.
- Ensure that "Motion Controller" mode is selected in the Razer Hydra Configurator and that the game you are playing is set as "Active".

8. LEGALESE

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