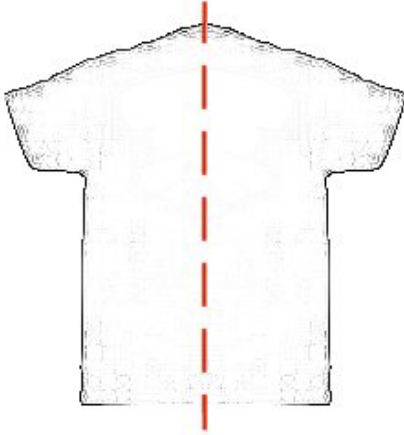
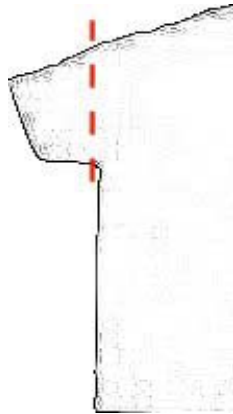


## Folding Tips for T-Shirts

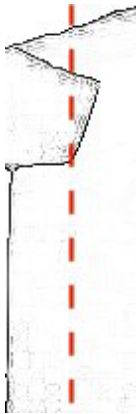
1. Fold T-Shirt in half



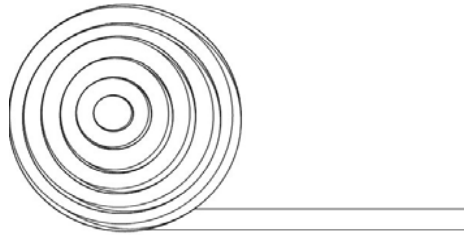
2. Fold Sleeves in



3. Fold in half again



4. Starting from the neck, begin a *tight* roll. As the roll is done, a slight pull on the opposite end will insure the tightness of the roll.



5. Test to make sure the shirt fits into the barrel of the launcher easily – if it does, the roll should be secured with rubber bands, balloons, tape, etc. to make sure it maintains a tight roll.

**Note:** The tighter the shirt fits into the barrel, the farther it will travel. Likewise, distance is affected by how loose the roll is in the barrel. A tightly rolled shirt will go farther in distance than a loosely rolled shirt.



## MICRO-MINI T-SHIRT LAUNCHER MANUAL





**WARNING!** The T-Shirt Launcher Series are not toys. Misuse may cause serious injury or death. **The launcher should never be pointed at any person or animal!!** Recommended at least 18 years of age to operate. Use of CO2 air source required for proper operation – note: no other air types should be used with these devices. PSI should not exceed 500psi on the Bleacher Reacher Compact.

## Cleaning and Lubrication

The anodized parts of your launcher should be cleaned off with a damp cloth. Always use War Machine replacement parts.



## Operation and Use

(It's as easy as 1-2-3)

**Step 1:** *Attach CO2 Air source by screwing bottle into launcher.*

**Step 2:** *Turn CO2 tank valve 90 degrees to charge launcher.*

**Step 3:** *Pull trigger to shoot.*

### **Other Operating Instructions**

After you turn the CO2 tank on to charge the launcher, you may turn the valve back to the OFF position to shut off the air source and manually charge the launcher before each shot. If you choose to leave the valve in the ON position, the launcher will automatically re-charge after each shot. Either method will work

fine, however, when you are finished shooting, remember to discharge the launcher with the valve in the OFF position before disconnecting and packing up the launcher.

**CAUTION: NEVER UNSCREW THE CO2 TANK FROM THE LAUNCHER WITHOUT FIRST HAVING THE CO2 TANK IN THE OFF POSITION AND DISCHARGING FULLY.**

### ***Launching Tips:***

Hold launcher away from body and use both hands firmly to shoot. Do not point at anything you do not intend to shoot. Do not load any projectile that is not specifically recommended for use in the launcher. Do not place your hands inside the tube while the launcher is charged. Do not lay the launcher down on any surface before discharging.

### **TO FILL CO2 CANISTERS:**

To empty the tank: To drain the tank you wish to fill, screw the CO2 tank into your fill adapter (a.k.a. Universal fill adapter) and "bleed" the tank until it is empty. For regular (gas) tanks, bleed the tank in the upright position. If the tank you are filling has no CO2 left you must chill it somehow or you'll only be able to fill your tank to around 25% of its capacity. The common method of chilling a tank is to put CO2 (about two ounces) in the tank then drain it completely.

To fill the tank: Screw the tank into your fill adapter and tighten down the pin depressor until you feel resistance. With the bleed valve closed, open the valve on your bulk tank and fill to the desired weight. If you are filling a 20oz tank, fill it to about seventeen ounces. This way if the gas expands, your tank pressure will not rise above safe levels. Close your bulk tank valve and unscrew the fill adapter until you feel the resistance of the valve pin decrease sufficiently. Bleed the excess CO2 that's in the line and unscrew the small tank.