## FOR CHANGE LAUNCHING SEQUENCE:

1 You put button \* ADVANCE +\* and swap ABT to DTL

# FOR ACTIVATE 1 to 6 SHOOTERS AND LAUNCH SEQUENCE:

- 1. You put button one to six in up position.
- 2. You push **\*VALID**.\* for cycle start.

## FOR INSERT A SHOOTER AFTER START:

- 1 You put button of shooter to up position.
- 2 You put button \*NO-BIRD -\* and \*ADVANCE +\* for activate modification.

### FOR DISBLE A SHOOTER:

- 1 You put button of shooter to down position.
- 2 You put button \* ADVANCE +\* for activate the modification.

### FOR CHANCEL CYCLE :

1 You put button \* ADVANCE +\* for 3 seconds.

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