

Optional Accessories



Basic CO2 Fill Station
\$45.00
For filling your own tanks.



Extra Regular CO² Tank
(for Large Bleacher Reacher Pro)
\$40 each



O-Rings (pack of 10)
\$5.00 per pack
O Rings - O Rings are used to seal your CO2 bottle into your launcher, occasionally they become damaged, worn and will need replacing.



Deluxe Co2 Fill Station
\$85 each
Deluxe Two Valve CO₂ Cylinder Fill Station



Quick-Disconnect Hose **\$229 each**
This allows you to connect your launcher directly to a bulk CO2 tank, providing a direct and continuous air source without the use of a CO2 tank. The quick disconnect comes with a 2-piece adapter that screws directly into your launcher where the CO2 tank usually goes and a braided hose with air fitting to adapt directly to a bulk tank



Replacement Gauge
\$20 each



Professional Fill Station with Muffler
\$205 each
The best professional fill station on the market! The muffler reduces noise while the fill station itself makes filling tanks much faster than dual valve fill stations and very durable.



Digital Scale
\$35 each
This optional accessory allows you fill your own CO2 tanks by weighing them accurately



www.TSHIRTGUN.com



BLEACHER REACHER PRO T-SHIRT LAUNCHER MANUAL



(Bleacher Reacher Pro shown here with Wheeled Road Case, CO2 Fill Station, 20oz CO2 bottle, Owner's Manual, Maintenance Kit, and Lifetime Warranty Registration Card. All items shown come standard with this launcher, with the exception of the CO2 Fill Station, which is an optional accessory.)



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 250psi on the Bleacher Reacher Pro. Do not expose pressurized air cannon to temperatures exceeding 100 degrees Fahrenheit for extended periods.

Cleaning and Lubrication

The anodized parts of your launcher should be cleaned off with a damp cloth. *DO NOT run the launcher under water to clean, as this will damage the internal components.* Only O-ring safe oils and lubricants should be used. The Launcher regulators require silicon grease and must be kept clean – recommended every 50-100 shots. Always use War Machine replacement parts.



(STEP 1)

NOTE Please read all instructions before operating launcher or attaching CO2 tank

Operation and Use

Step 1: Make certain the yellow ON/OFF valve is in the “OFF/CLOSED” position and attach CO2 air source by screwing bottle into regulator as shown in photo.

Limited Lifetime Warranty

War Machine Inc. warranties to initial retail purchaser that the product is free from defects in materials and workmanship, subject to the limitations of the warranty. Disposable parts (o-rings, seals etc) are not warranted. The use of non sanctioned accessories or upgrades is not covered and will void your warranty. This warranty does not cover aesthetic damages (scratches, dents and nicks) misuse, or improper disassembly and re-assembly, or attempts made to drill holes, remove metal or modify this product from its original state, which could cause pressure safety factors or degrade the performance. This warranty does not cover failures due to wear and tear, exposure to the elements or extreme conditions. This warranty is limited to the repair or replacement of defective parts with the customer to pay shipping costs. This limited lifetime warranty is effective to the original customer with proof of purchase and proper warranty registration. The warranty is non-transferable. Repair or replacement of defective material is at the discretion of WAR MACHINE INC.

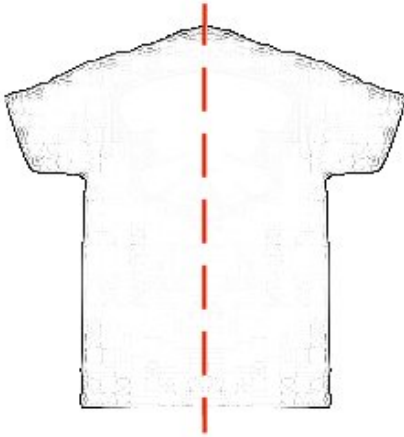
Warranty Claim/Return Policy

For any warranty return/claim needed, please contact our RMA claims department at 1-864-349-1500. An RMA number must be issued prior to any warranty return. Please be sure to mail your warranty registration card found in your shipping package for proper registration of your War Machine Product. All returns should be pre-paid by shipper and shipped to:

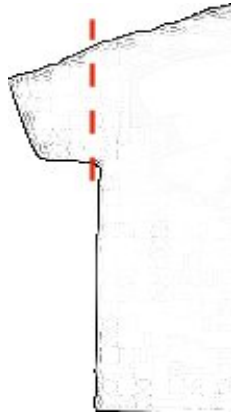
War Machine Warranty Depot
3429 Rutherford Road Ext STE B
Taylors, SC 29687

Folding Tips for T-Shirts

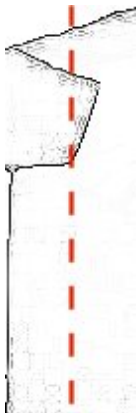
1. Fold T-Shirt in half



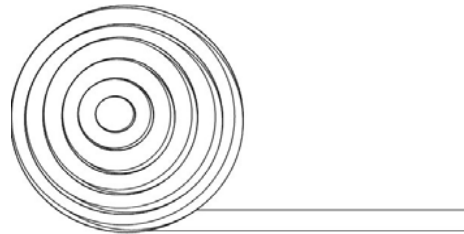
2. Fold Sleeves in



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.

Step 2: Turn Yellow ON/OFF valve to “ON/OPEN” position – you will hear the launcher begin to charge. The Launcher gauge is pre-set from the factory at 250 psi. (To change this pre-set, see Regulator Tech Info in this manual)



(STEP 2)

Step 3: Once the gauge shows desired pressure, turn valve back to the “OFF/CLOSED” position. Launcher is now ready to shoot.



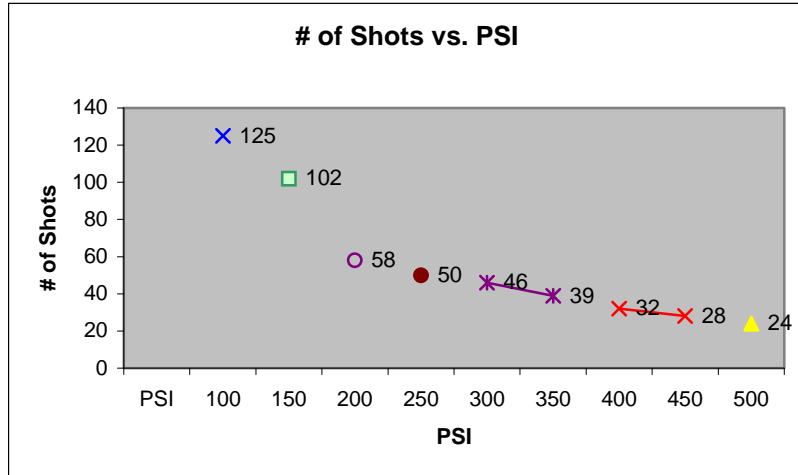
Step 4: Once you have shot the launcher, you will repeat steps 2-3 for each desired shot.

When finished with the launcher...

1. Make certain the launcher has been discharged and turn the ON/OFF valve to the OFF/CLOSED position.
***CAUTION* Do not proceed if the gauge shows pressure – doing so will damage the CO2 O-Ring.**
2. Remove the CO2 tank and store the launcher.

Tech Info

Here is an example of the # of shots you can expect from a 20oz CO2 bottle. Note that the weight of the t-shirt, temperatures & weather conditions, & the angle at which you launch affects the distance and # of shots greatly. The optimum launch angle is 32 degrees. You should experiment with your launcher to obtain the optimum distance & air usage for your individual setting.



*** CAUTION – FEDERAL LAW ***

All CO2 must be emptied from tanks before air travel or shipping via common carriers. This is a Federal Regulation subject to heavy fines. Be sure to empty/bleed all air from your tanks using the previously described method.

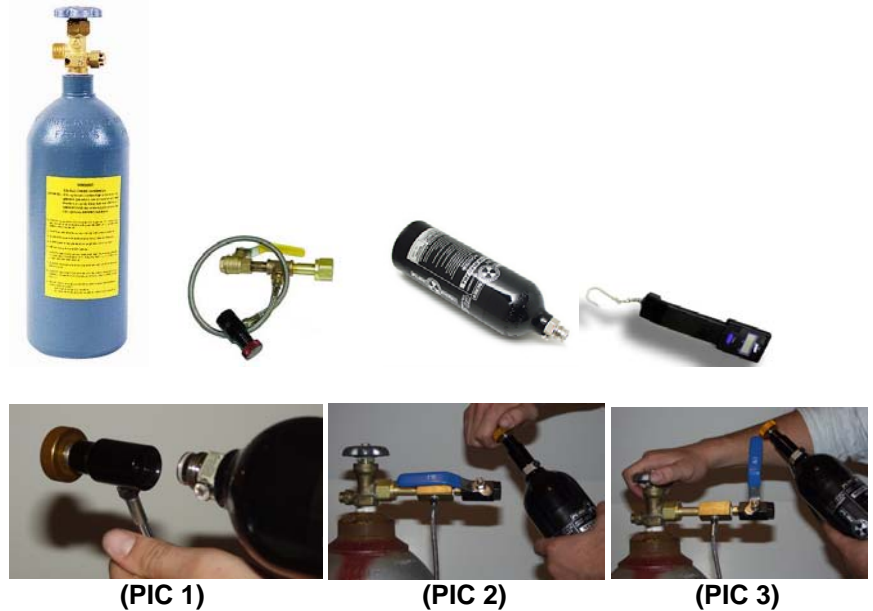
Regulator Tech

To reset the Pressure Stop Point on your launcher, use a 1/8th Allen Wrench. Turn counter-clockwise to adjust pressure down or Clockwise to adjust pressure up. Reg can be turned off & no air will enter the charge chamber if needed for maintenance. * **NEVER EXCEED 250 PSI** - NEVER TAKE REG APART WITHOUT WM TECH ASSISTANCE, DOING SO MAY VOID WARRANTY *



TO FILL YOUR OWN CO2 TANKS:

You will need: A 20lb or larger bulk tank from your local Gas/Welding supplier, a Fill Station (optional accessory), and your CO2 tanks. (A digital 10lb scale is also highly recommended)



To fill the tank: Filling a CO2 tank is simple but it can be dangerous if you are not careful. Screw the tank into your fill adapter (PIC 1) and tighten down the pin depressor until you feel resistance. With the bleed valve open (shown in PIC 2), any CO2 in your tank will escape, chilling the tank. If your tank is empty, you should close the bleed valve on the fill station (PIC 3), open the valve on your bulk tank (PIC 3) and fill to about 2oz on your scale. Turn bulk tank OFF and open bleed valve to empty your CO2 tank and chill. (PIC 2) Now you are ready to fill your tank. With the bleed valve closed on your fill station and the bulk tank turned on, you will fill a twenty-ounce tank 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. Open the bleed valve to bleed the excess CO2 that's in the line and unscrew the CO2 tank. Your 20oz tank is now filled. Repeat as needed for multiple tank fills.