



Battery Installation,

- 1.) Remove the bolt holding the battery door.
- 2.) Remove the battery holder.
- 3.) Install batteries following the polarity markings of the holder.
- 3.) Connect power plug to the battery pack.
- 4.) Reinstall the battery pack.
- 5.) Re-install the battery door.

Attaching the loader

Straight feedneck application:

The loader will screw directly into the vertical feedneck
(The loader neck can be shaped with sandpaper if the neck is too wide)

Loading the loader

- 1.) Hold the loader from the back, with your thumb under the lip of the lid.
- 2.) Sweeping your thumb upward will pop the lid open
- 3.) Load paintballs and close the lid

Activating the loader

Turning on:

- 1.) Press and release the button in a regular fashion.
- 2.) The loader will now indicate what mode the board is in.
- 3.) The LED indication will blink GREEN the corresponding number of times for the code indication and then blink RED once.

For example: Once the loader is activated, if you are in code 4 you will get 4 GREEN blinks and one RED blink and the loader will then activate.

Once a code is selected,^o the loader will automatically use the selected code until the batteries are removed.

NOTE – Upon placing a new set of batteries in the loader the code default will be code 3 as will be indicated.

Turning off:

- 1.) Press and hold the button until the loader gives a RED indication. Release the button and loader will power down to the OFF state.

VICTORY Codes

1.	17 BPS	4.	28 BPS
2.	21 BPS	5.	32 BPS
3.	24 BPS	6.	35 BPS

Programming:

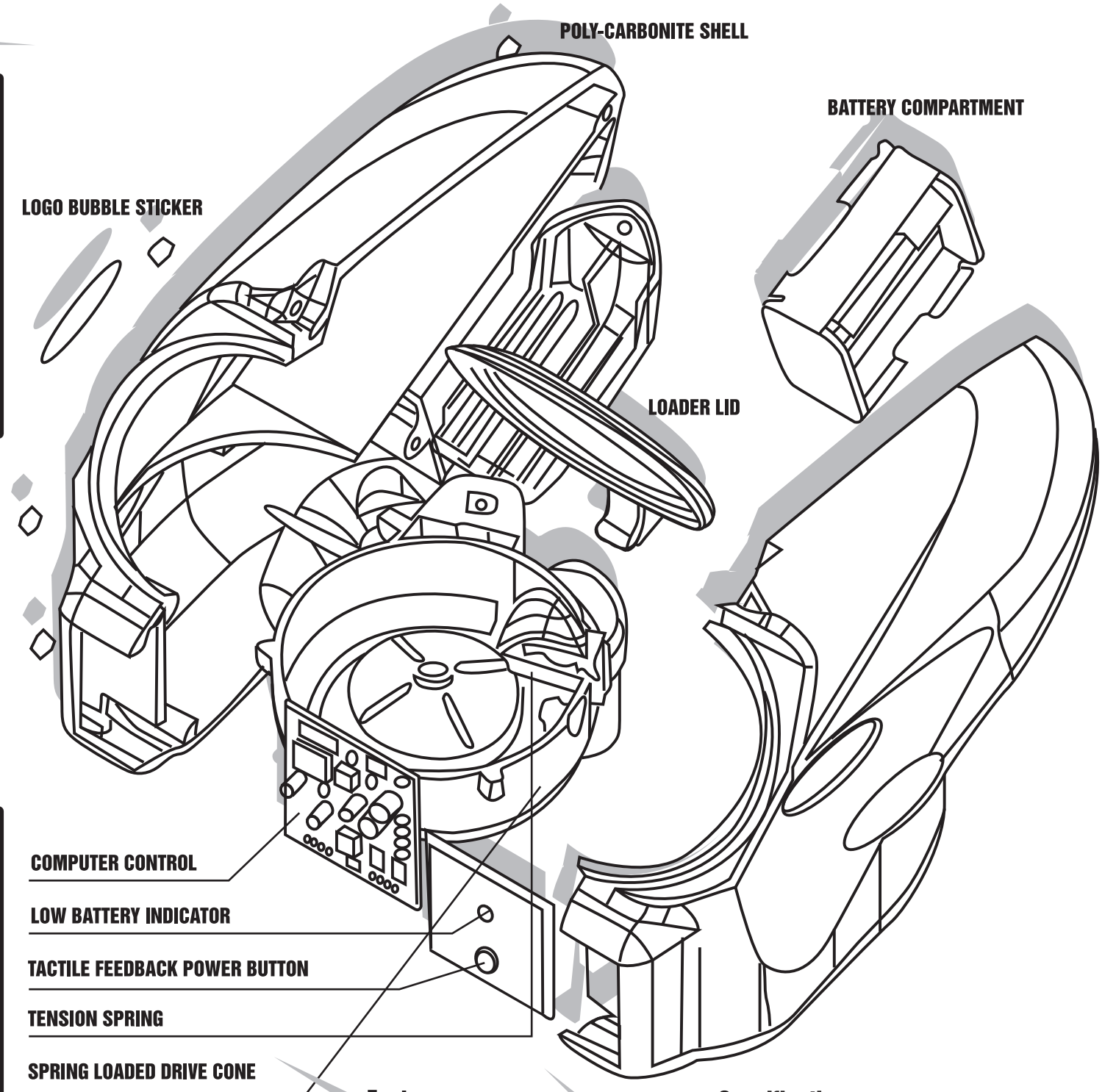
- 1.) To enter programming mode with the loader
- 2.) Press and hold the button when the loader is in an OFF state until the LED begins to flash.
- 3.) Release the button.. the loader will begin to sequence the current mode selected.

For example 3 green flashes means you are at speed 3 – 24bps. Now in programming mode, each time the button is pressed the program advances 1 increment. Press the button once per each advancement. When you have advanced to the setting you would like, do not press the button any further. This indication will repeat itself for 10 seconds then the loader will then turn itself off. Programming is complete.

NOTE - After 10 seconds of no activity the loader will return to the off state.

EXAMPLE - If you are in program 2 and you press the button 2 times, you will now be in program 4. If the button is pressed when program 6 is selected, Victory ? will then move to program 1.

The 10 second timer will reset after each button press.
The LED indication will blink the appropriate number of times as indicated before and repeat the sequence until 10 seconds has elapsed.



Features

Auto-off 1 hour
Low Battery Indicator
Ultra Quiet Belt Drive
Tactile Feedback Power Button
Load Power Status
Computer Controlled
Auto Prime

Specifications

Power Requirements 6AA
Capacity 180 pb
Feed Rate 20 bps+
Construction Poly-Carbonite

Owner Registration Information

Purchased From: _____ City _____ State: _____ Zip: _____ Serial Number: _____
Your Name: _____ City _____ State: _____ Zip: _____
Phone: _____ Email: _____

Mail To: 2010 Century Center Blvd., Suite S Irving, Tx 75062

