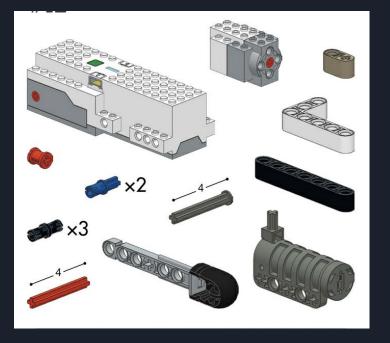


Shooting and Launching

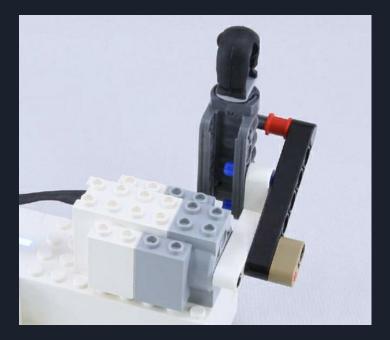
How can you use these?













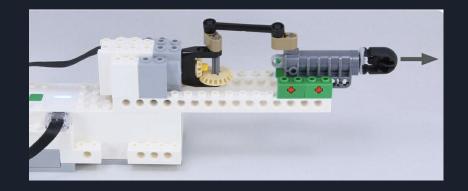
Shooting 1 Programming





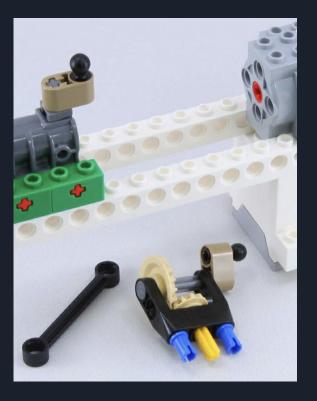
Let's try another option.

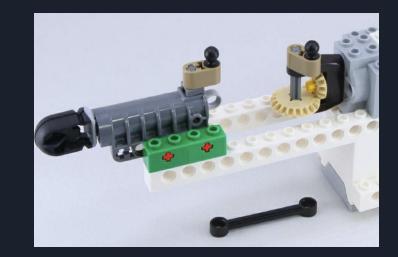














Shooting 2 Programming

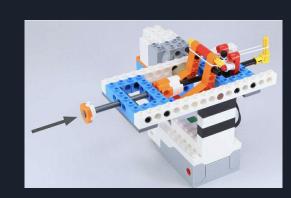




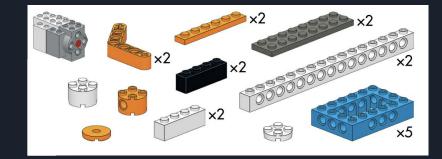
Click here when you are ready to try the next one.



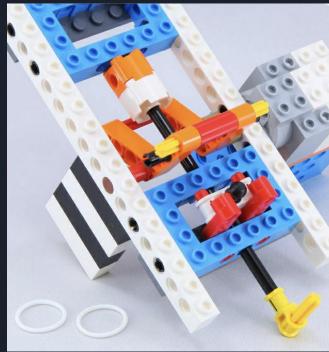
















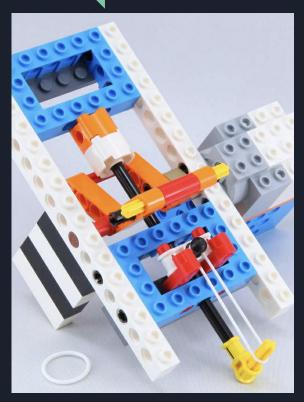
Shooting 3 Building - Part 3 **Don't put the rubber bands on yet. The next slide has photos for that.

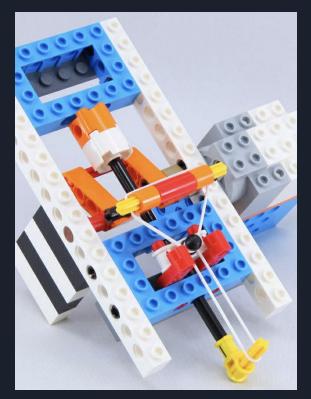


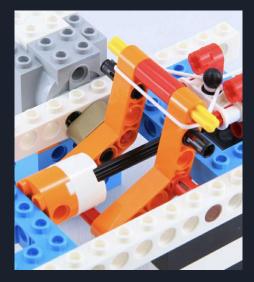






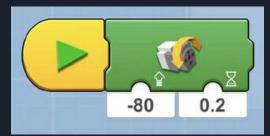


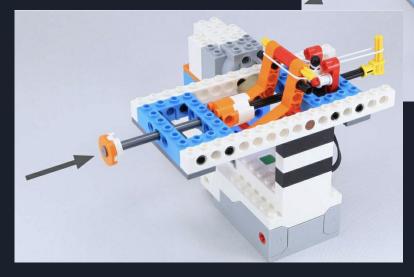






Shooting 3 Programming





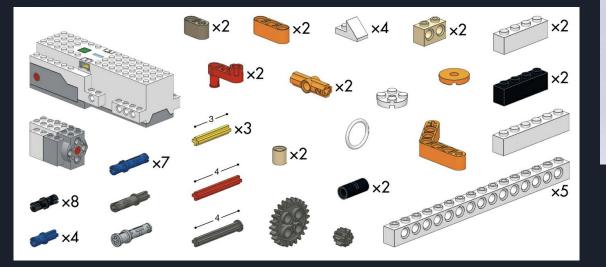


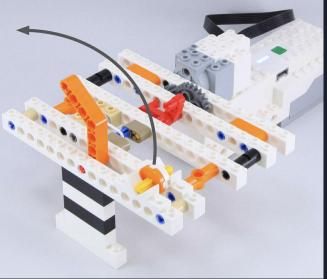
0000

When you are ready, move on to the next

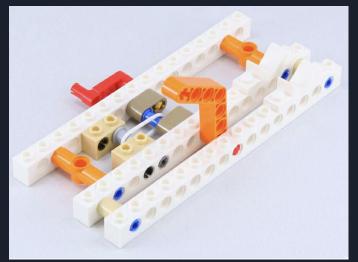
one.

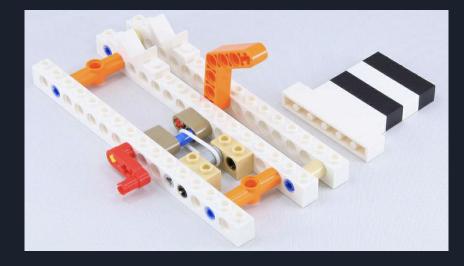


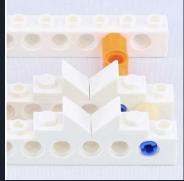


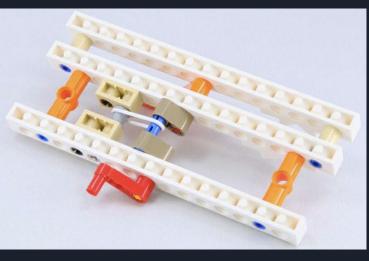




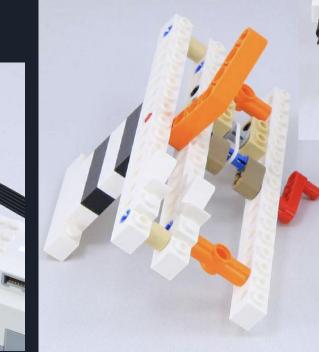


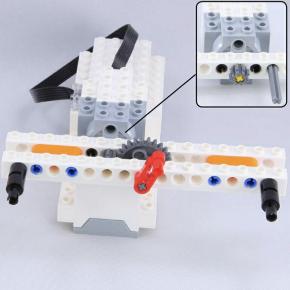






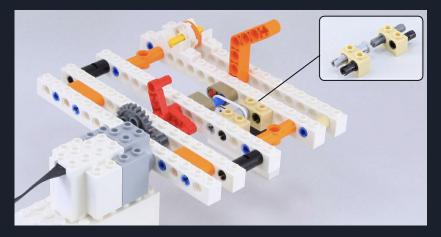


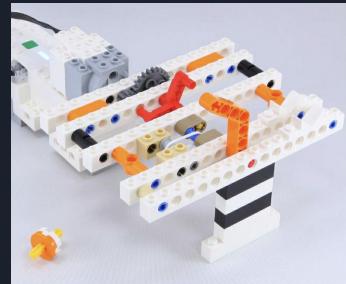




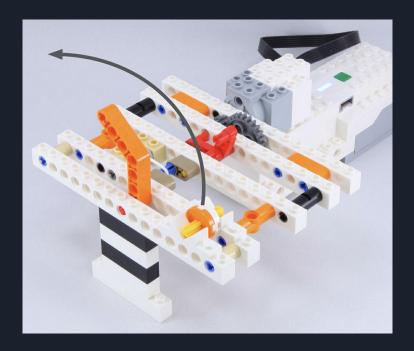


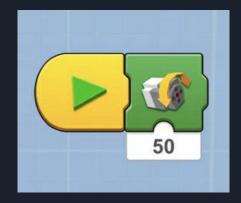


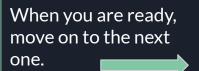




Shooting 4 Programming







Launching Rockets 1 Building - Part 1





×2

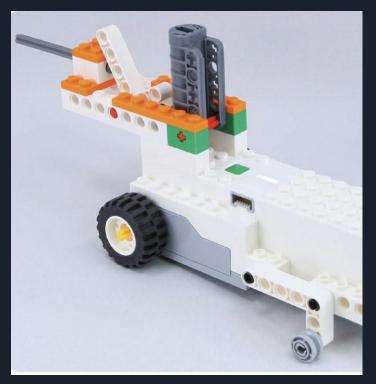
(Ø)×2







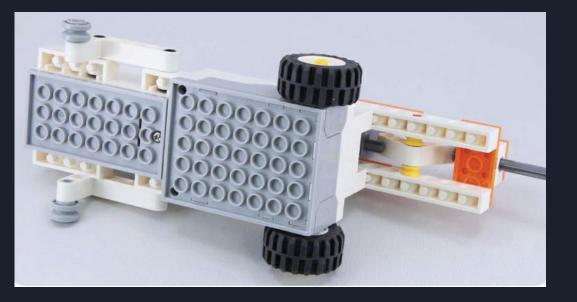
Launching Rockets 1 Building - Part 2

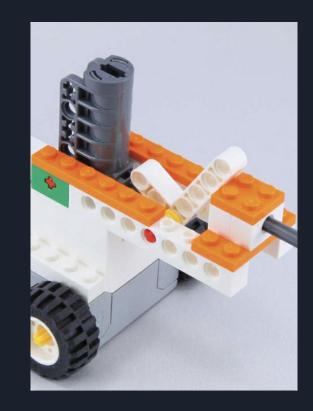






Launching Rockets 1 Building - Part 3





Launching Rockets 1 Programming



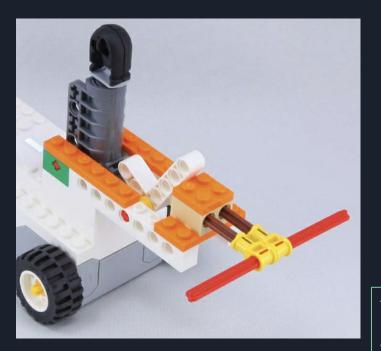




Now it is time to add fun features to your vehicle.



Launching Rockets 2 Customizing



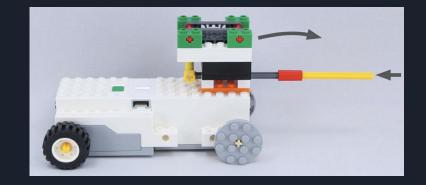
Try this or an idea of your own.

When ready, move on to the next build.



Launching Rockets 2 Building - Part 1

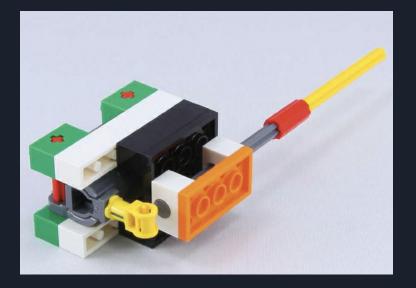


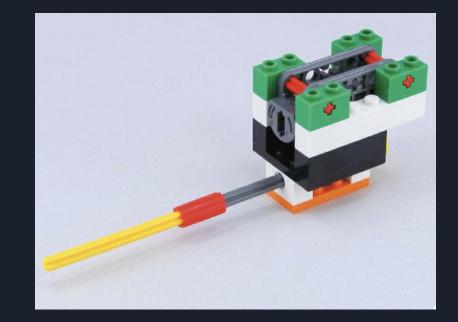






Launching Rockets 2 Building - Part 2

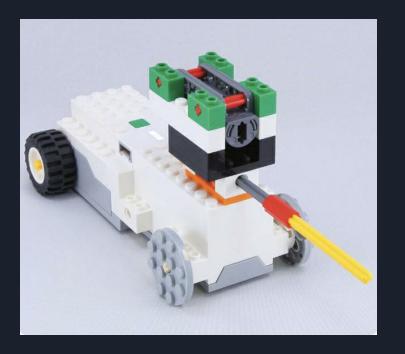




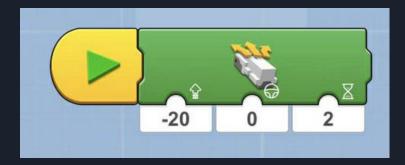


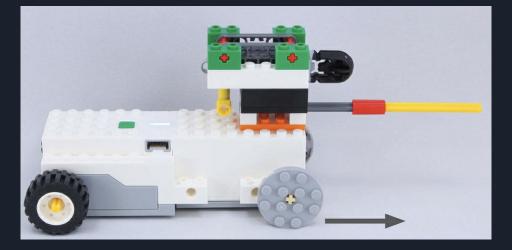
Launching Rockets 2 Building - Part 3

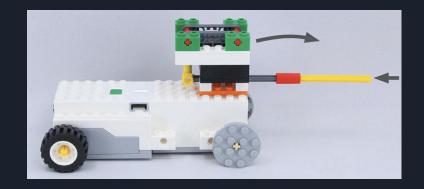




Launching Rockets 2 Programming







Now it is time to add fun features to your vehicle.