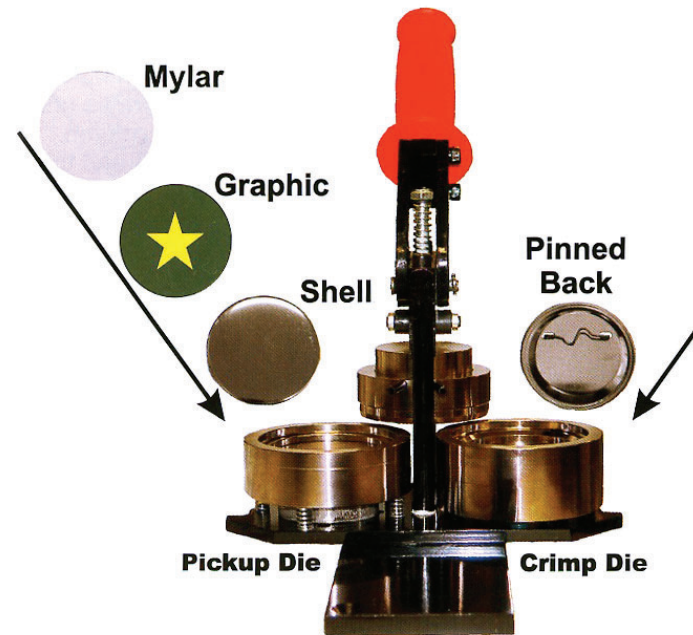


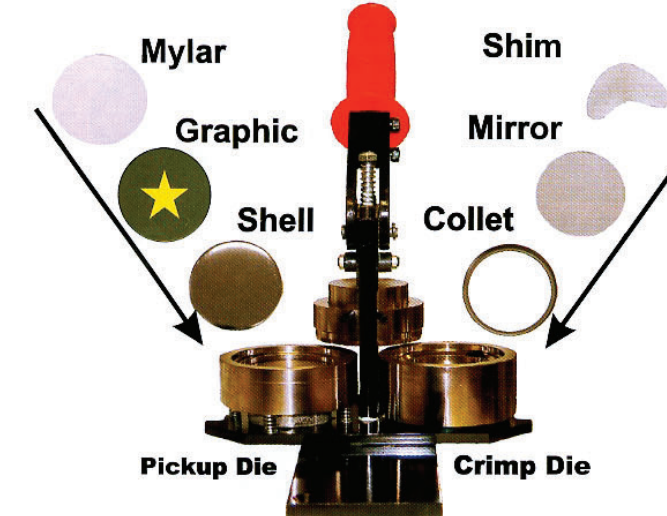
●●● Trying to make a button?

How to Make a Button



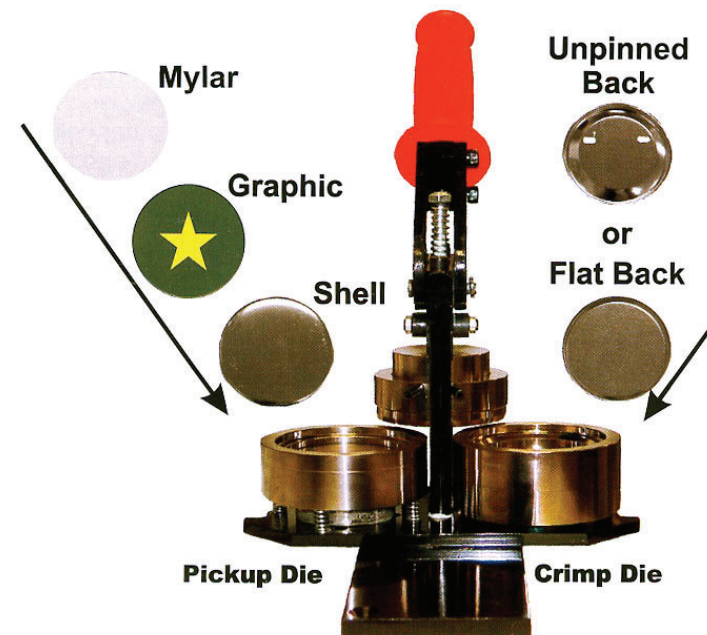
1. Identify the crimp die and pickup die.
2. Insert a shell into the pickup die with the sharp edge facing downward. Place the graphic on the shell. Place the mylar on top of the graphic. Line up the top of the graphic with the center column for correct orientation.
3. Rotate the die table one-half turn clockwise until the die table is against the outer column.
4. Pull the handle down as far as it will go and then raise it back up to its rest position.
5. Place a pinned back into the crimp die with the sharp edge facing up. Line up the top of the pinned back slightly to the right of the center column for correct orientation.
6. Rotate the die table one-half turn counter clockwise until the die table stop is against the outer column.
7. Pull the handle down as far as it will go and then raise it back up to its rest position.
8. Rotate the die table clockwise again to remove the finished button.

How to Make a Mirror



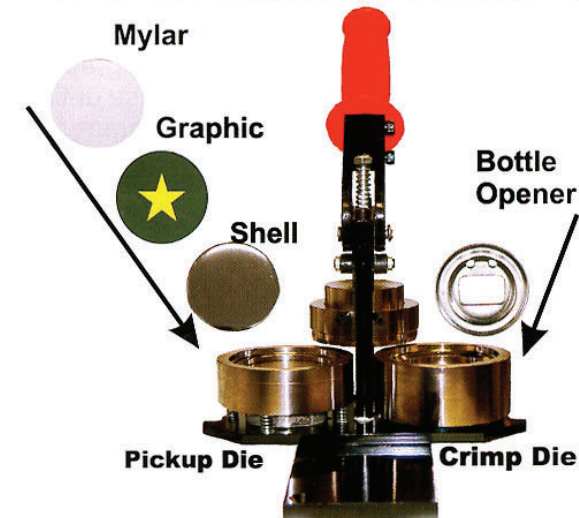
1. Identify the crimp die and pickup die.
2. Insert a shell into the pickup die with the sharp edge facing downward. Place the graphic on top of the shell. Place the mylar on top of the graphic.
3. Rotate the die table one-half turn clockwise until the die table stop is against the outer column.
4. Pull the handle down as far as it will go and then raise it back up to its rest position.
5. Place a collet back into the crimp die sharp side up. Follow the collet with the mirror, reflective side down, and place a shim bent 45° on top of the mirror. (The bent shim prevents the mirror from rattling)
6. Rotate the die table one-half turn counter clockwise until the die table stop is against the outer column.
7. Pull the handle down as far as it will go and then raise it back up to its rest position.
8. Rotate the die table clockwise and remove the finished mirror button.

How to Make a Magnet



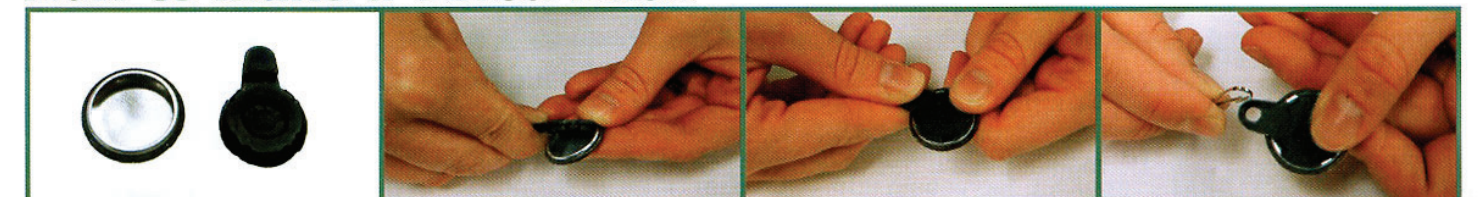
1. Identify the crimp die and pickup die.
2. Insert a shell into the pickup die with the sharp edge facing downward. Place the graphic on the shell. Place the mylar on top of the graphic.
3. Rotate the die table one-half turn clockwise until the die table is against the outer column.
4. Pull the handle down as far as it will go and then raise it back up to its rest position.
5. Place a flat back or unpinned back into the crimp die with the sharp edge facing up.
6. Rotate the die table one-half turn counter clockwise until the die table stop is against the outer column.
7. Pull the handle down as far as it will go and then raise it back up to its rest position.
8. Rotate the die table clockwise again to remove the finished button.
9. Apply a peel and stick magnet to the back of the button to finish the magnet button.

How to Make a Bottle Opener



1. Identify the crimp die and pickup die.
2. Insert a shell into the pickup die with the sharp edge facing downward. Place the graphic on top of the shell. Place the mylar on top of the graphic.
3. Rotate the die table one-half turn clockwise until the die table stop is against the outer column.
4. Pull the handle down as far as it will go and then raise it back up to its rest position.
5. Place a bottle opener back into the crimp die sharp side up.
6. Rotate the die table one-half turn counter clockwise until the die table stop is against the outer column.
7. Pull the handle down as far as it will go and then raise it back up to its rest position.
8. Rotate the die table clockwise and remove the finished bottle opener button.
9. If desired attach a split key ring.

How to make a Versa-Back



A Versa-Back is a plastic back that snaps easily into a button back giving you various attachment options. Available in black or white for 1", 1-1/4" and 1-1/2" Custom colors available with a minimum purchase of 10,000 pieces. Patent # D578,432

PERIODICALLY CHECK BOLT ON BOTTOM OF BUTTON MAKER AND TIGHTEN USING 11MM BENT HEAD WRENCH