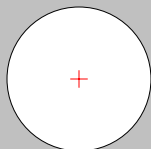
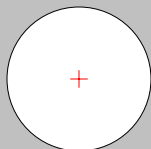


Back



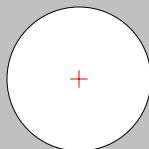
Rotate Turn  
Table CW

Start



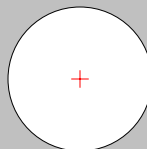
Rotate Arm  
To Angle

Left Stick



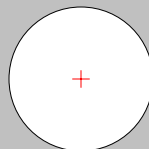
Extend  
Arm

Right Stick



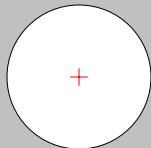
Retract  
Arm

Left Bumper



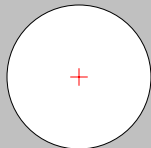
Place  
On Floor

Right Trigger



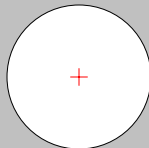
Toggle  
Claw

Left Trigger



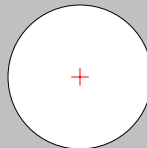
Travel  
Position

X



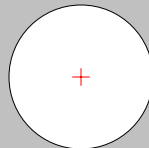
Place  
High

Y



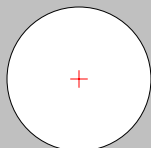
Retrieve  
Game Piece

Right Bumper



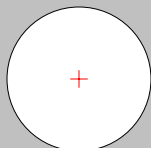
Intake  
Release

B



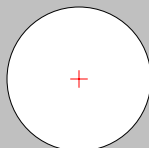
Place  
Low

A



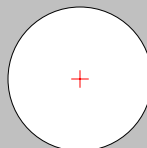
Ingest

POV Left



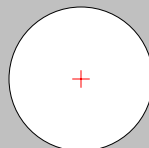
Extend  
Back Plate

POV Right



Retract  
Back Plate

POV Up



Rotate Turn  
Table CCW