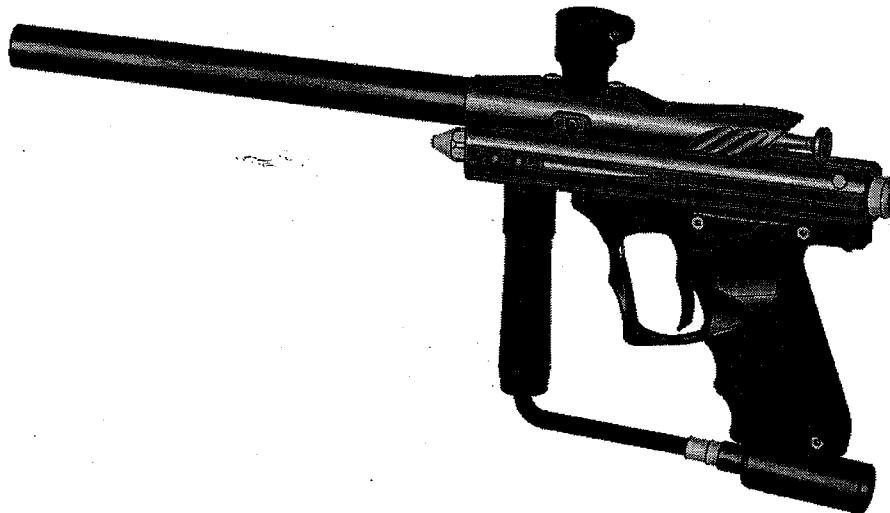


PAINTBALL MARKER OPERATION MANUAL



READ OWNER'S MANUAL BEFORE OPERATING

THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION IS DESIGNED SPECIFICALLY FOR PLAYING PAINTBALL AND MUST BE WORN BY USER AS WELL AS ALL PERSONS WITHIN RANGE. RECOMMEND 18 YEARS OR OLDER TO PURCHASE. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION.

WARNING

1. Use only CO2/ Nitrogen/Compressed Air (air source) and 9 volt battery (power source).
2. Look in to the feed tube to make sure that there are no paintball inside before you turn ON your air source.
3. Do not exceed 900 psi inlet pressure into this marker.
4. When not playing with and storing the marker for an extended amount of time, disconnect the air source and remove the battery to prevent draining the marker.
5. Fire only 0.68 caliber paintballs from this product.
6. This product is intended to be used at a velocity no greater then 300 feet per second.
7. This product is not intended to be used at any distance less then 25 feet.

QUICK START/OPERATION GUIDE

1. Remove the left trigger frame grip. Attach the 9 volt batter to the batter connectors.
2. Screw on the barrel. then place a barrel plug over the end of the barrel.
3. Screw your air source into the paintball marker bottom line. Using CO2/Nitrogen/Compressed air, simply screw your tank in until it seals. Place your hopper into the marker feed tube. Now add paintballs. An electronic agitating hopper is recommended for use with the marker.
4. Making sure your goggles are on, remove the barrel plug. Turn the marker ON by depressing function button. (LED show red light)
5. Cook the marker by pulling the cocking bolt rearward until it latches.
6. The marker is now ready for play. Click function button (LED show green light) with the safety off, fire the marker by pulling the trigger. Follow all safety regulations and rules before beginning and during play. **NOTE:** To degas the marker properly and prevent damage to your bottle O-ring, turn the bottle out slowly as you cycle the marker after you have removed the hopper and paintballs. Make sure that there are no paintballs in the marker breach, and point the barrel towards the ground with a barrel plug on during removal.

POWER/ MODE SETTING INDICATOR

1. Depressing function button for approximately 2 seconds you turn ON the marker, the LED show red light. Now the marker is power on with safety.
2. Click function button the LED show green light, the firing mode is "SEMI AUTO" with fixed on "15" for reactive trigger response up to 15 shots per second.

3. Click function button the LED show red light, the marker on safety.
4. Depressing function button for approximately 3 seconds you turn OFF the marker.

DISASSEMBLY/MAINTENANCE/CLEANING/REASSEMBLY

1. Only use lubrication specifically designed for paintball markers. To lubrication your marker, you will need to disassemble.
2. Remove the disconnect pin (18). Hold down the rear plug (25) and thumb adjuster, as internal parts may be spring loaded. As you pull the cocking knob out of the body, the cocking bolt (19) and striker (22) will also be removed.
3. Lubricate bolt O-ring (20) and striker O-ring (21) with a few drops of paintball oil only. Too much oil with striker O-ring may will not re-cocking.
4. Reassemble parts back into the marker. After putting the bolt and striker back into the body, need to apply pressure behind the bolt while pulling the trigger at twice (with power ON in semi auto mode), this will allow the bolt and striker to be properly installed back into the body.

TROUBLESHOOTING

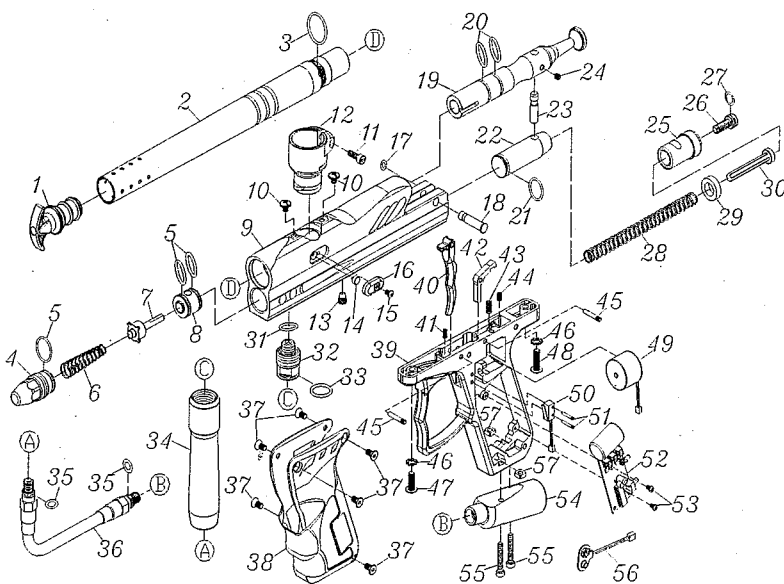
ONE OR MORE OF THE FOLLOWING MAY CAUSE RECOCKING RELATED PROBLEMS:

1. The pressure in tank is too low.
2. Need to clean barrel and upper chamber or striker O-ring is damaged need replace or need lubrication.
3. Paintball may defective (i.e. expired, change shape). After ball breaks, remove all parts wipe parts clean and reassemble.
4. The battery may need to replace.

HELPFUL HINTS

1. The marker air leaks are usually cause damaged valve body or cup seal. Replace with new if necessary.
2. Do not remove the valve body unless specific valve body repair are needed. If needed, remove body with a long soft-tipped object such as the eraser end of a pencil.
3. To assure marker is assembled properly, follow the schematic drawing.

ASSEMBLY DIAGRAM



No.	Parts name	No.	Parts name
1	Barrel plug	29	Striker buffer
2	Barrel	30	Spring guide
3	O-ring	31	O-ring
4	Front plug	32	Adapter
5	O-ring	33	O-ring
6	Spring	34	Fore grip
7	Cup seal set	35	O-ring
8	Valve body	36	Air hose
9	Body	37	Screw
10	Screw	38	Rubber grip
11	Screw	39	Trigger frame
12	Clamping feed neck	40	Trigger
13	Set screw	41	Trigger spring
14	Ball detent	42	Sear
15	Screw	43	Set screw
16	Cover	44	Sear spring
17	O-ring	45	Pin
18	Disconnect pin	46	Gear washer
19	Bolt	47	Screw
20	O-ring	48	Screw
21	O-ring	49	Solenoid
22	Striker	50	Switch
23	Bolt pin	51	Pin
24	Set screw	52	P.C board
25	Rear plug	53	Screw
26	Velocity adjust screw	54	C/A adapter
27	O-ring	55	Screw
28	Striker spring	56	Batter hold