

OPERATING INSTRUCTIONS

1. ALWAYS POINT YOUR MARKER IN A SAFE DIRECTION. WHEN NOT USING YOUR MARKER MAKE SURE THAT THE BARREL PLUG IS FIRMLY INSERTED AND THE SAFETY IS IN THE ON POSITION. TO PLACE YOUR MARKER IN THE ON "SAFETY" POSITION, SIMPLY PUSH DOWN THE SAFETY BUTTON ON THE SIDE MARKED "PUSH SAFE" SO THAT THE BUTTON IS NOW LEVELED FLAT WITH THE SURFACE OF THE GRIP FRAME. ALWAYS HAVE YOUR MARKER WITH THE SAFETY ON WHEN NOT IN USE DURING A GAME.
2. INSERT YOUR AIR SUPPLY INTO THE IN-LINE REGULATOR BY HOLDING THE MARKER AND AIR SUPPLY IN LINE WITH ONE ANOTHER AND SCREW THE TANK CLOCKWISE UNTIL IT IS HAND TIGHT. IF A LEAK OCCURS CHANGE THE O-RING ON THE VALVE OF YOUR AIR SUPPLY OR PLACE A FEW DROPS OF PAINTBALL OIL INTO THE IN LINE REGULATOR THEN REPEAT THE ABOVE MENTIONED PROCESS. NEVER LEAVE YOUR GASED AIR SUPPLY ATTACHED TO THE MARKER AS IT MAY WEAR OUT YOUR SEALS DUE TO PROLONGED PRESSURIZATION. DO NOT POINT YOUR MARKER AT ANYONE AT ANY TIME UNLESS YOU ARE PLAYING AND EVERYONE IN THE IMMEDIATE AREA IS WEARING PROPER SAFETY GEAR DESIGNED FOR THE SPORT OF PAINTBALL. AFTER REMOVING YOUR AIR SUPPLY, DO NOT SHOOT YOUR MARKER, AS THERE MAY BE SOME GAS REMAINING IN THE MARKER. POINT AND SHOOT TO RELEASE ANY TRAPPED GAS BY POINTING THE MARKER IN A SAFE DIRECTION WITH NO ONE IN THE IMMEDIATE AREA. MAKE SURE THAT THE MARKER IS NOT LOADED AND THAT YOU ARE WEARING PROPER SAFETY GEAR WHILE DOING THIS.
3. TO TURN ON YOUR MARKER, PRESS THE POWER BUTTON FOR 3 TO 5 SECONDS. WHEN THE POWER IS ACTIVATED YOUR MARKER WILL GO INTO STAND BY MODE. THIS IS INDICATED BY A GREEN FLASHING LIGHT. THE STAND BY MODE ALSO ACTS AS A SECONDARY SAFETY, THE MARKER WILL NOT SHOOT UNLESS YOU SWITCH FROM THIS MODE EVEN IF THE SAFETY IS OFF.
4. TO ACTIVATE THE SEMI-AUTOMATIC MODE PRESS THE MODE BUTTON ONCE THE LIGHT WILL NOW STAY GREEN AND NOT FLASH. BE SURE TO FOLLOW ALL THE ABOVE SAFETY GUIDELINES AS NOW YOUR MARKER IS NOW ACTIVATED. EACH DEPRESSION OF THE TRIGGER WILL ALLOW YOU TO FIRE ONE PAINTBALL.
5. TO ACTIVATE THE THREE ROUND BURST MODE PRESS THE MODE BUTTON AGAIN, THE LIGHT WILL NOW TURN A ORANGE WITH A GREEN GLOW. THIS MODE WILL ALLOW YOU TO FIRE THREE PAINTBALLS FOR A SINGLE DEPRESSION OF THE TRIGGER.
6. TO ACTIVATE FULL AUTO MODE DEPRESS THE MODE BUTTON THE LIGHT WILL NOW TURN RED. THE MARKER WILL NOW CONTINUOUSLY FIRE BY HOLDING THE TRIGGER BACK. YOU MAY EXPERIENCE BROKEN PAINTBALLS AND IF YOU ARE YOU USING CO2 YOU WILL NOTICE A FLOW OF CO2 OUT OF THE BARREL THIS IS DUE TO THE CO2 NOT HAVING ENOUGH TIME TO CONVERT FROM ITS LIQUID FORM INTO ITS GAS FORM, THIS IS NORMAL.
7. TO TURN OFF YOUR GRIP FRAME ONCE IT IS ON, SIMPLY PRESS THE MODE BUTTON AND HOLD IT FOR 3 TO 5 SECONDS UNTIL THE LIGHT HAS TURNED OFF.
8. DISENGAGE YOUR SAFETY BUTTON.
9. POINT AND SHOOT YOUR MARKER WHEN IT IS SAFE TO DO SO. TO SHOOT YOUR MARKER SIMPLY DEPRESS THE TRIGGER.

MAINTAINING YOUR MARKER

AFTER EACH USE WE RECOMMEND THAT YOU CLEAN AND LUBRICATE YOUR MARKER.

1. INSERT YOUR BARREL PLUG FIRMLY INTO THE BARREL.
2. ENGAGE YOUR SAFETY BUTTON BY PUTTING IT IN THE "PUSH SAFE" POSITION.
3. REMOVE YOUR AIR SUPPLY BY TURNING IT COUNTER-CLOCKWISE. YOU WILL EXPERIENCE A BRIEF DISCHARGE OF GAS FROM THE BLEED HOLE OF THE IN LINE REGULATOR, THIS IS NORMAL.
4. REMOVE YOUR HOPPER AND YOUR 7/8-INCH ELBOW FROM YOUR MARKER.
5. MAKE SURE THAT THERE ARE NO PAINTBALLS IN THE CHAMBER OF YOUR MARKER. YOU CAN CHECK THIS BY COCKING YOUR MARKER AND HOLDING IT VERTICALLY WITH THE BARREL IN THE UPWARD POSITION. IF THERE ARE ANY PAINTBALLS IN THE CHAMBER TURN THE MARKER UPSIDE DOWN WHILE THE MARKER IS COCKED AND SHAKE IT SO THAT THE BALL (S) CAN COME OUT OF THE POWER FEED. REPEAT THIS PROCESS UNTIL YOU ARE SURE THAT THERE ARE NO PAINTBALLS LEFT IN YOUR MARKER. **NEVER** LOOK DOWN THE BARREL OF YOUR MARKER TO CHECK FOR ANY PAINTBALLS THAT MAY BE LEFT IN THE CHAMBER.
6. TO MAKE SURE THERE IS NO GAS TRAPPED INSIDE YOUR MARKER, DISENGAGE THE SAFETY AND FIRE IN A SAFE DIRECTION. REMEMBER TO ALWAYS HAVE YOUR BARREL PLUG FIRMLY INSERTED AT ALL TIMES UNLESS YOU ARE IN PLAY.
7. ONCE YOU ARE **CERTAIN** THAT THERE ARE **NO** PAINTBALLS OR GAS IN YOUR MARKER IT IS SAFE TO REMOVE THE BARREL PLUG FROM THE UNIT.
8. *****BE SURE TO REMEMBER HOW THE UNIT IS DISASSEMBLED AS IT WILL HELP YOU IN PUTTING IT BACK TOGETHER.**
9. REMOVE THE BARREL FROM THE MARKER BODY BY TURNING IT COUNTER CLOCK WISE. ONCE THE BARREL IS OFF THE MARKER CLEAN IT WITH A SQUEEGEE OR SWAB DESIGNED FOR PAINTBALL BARRELS.
10. REMOVE THE LOCK PIN FROM THE FIELD STRIP PIN BY PULLING IT OUTWARD.
11. PLACE YOUR FREE HAND **FIRMLY** OVER THE UPPER AND LOWER BOLT KNOBS.
12. REMOVE THE FIELD STRIP PIN BY PULLING IT AWAY FROM THE MARKER.
13. YOU WILL EXPERIENCE A SLIGHT "JUMP" BY THE UPPER AND LOWER BOLT ASSEMBLY. THIS IS NATURAL. THE LOWER BOLT IS OPERATED BY SPRING TENSION.
14. SLOWLY PULL OUT THE UPPER AND LOWER BOLT ASSEMBLY AND REMOVE IT FROM THE MARKER BODY.
15. INSERT A PAINTBALL SWAB OR LINT FREE CLOTH INTO THE UPPER CHAMBER OF THE MARKER. WIPE OFF EXCESS RESIDUE LEFT BY ANY BROKEN PAINTBALLS. REPEAT THIS PROCEDURE FOR THE LOWER CHAMBER.
16. WIPE OFF EXCESS RESIDUE FROM THE UPPER AND LOWER BOLTS SO THAT THEY ARE CLEAN AND DRY.
17. PLACE A FEW DROPS OF PAINTBALL MARKER OIL ON THE O-RINGS OF THE UPPER AND LOWER BOLT.
18. YOU CAN NOW RE-ASSEMBLE YOUR MARKER. WHEN PLACING THE UPPER AND LOWER BOLT ASSEMBLY INTO THE MARKER BODY YOU WILL EXPERIENCE SOME TENSION. **DO NOT** FORCE THIS ASSEMBLY INTO THE MARKER. YOU WILL NEED TO DEPRESS THE TRIGGER TWICE WHILE APPLYING GENTLE PRESSURE TO THE UPPER AND LOWER BOLT ASSEMBLY. FORCING THE ASSEMBLY WILL DAMAGE YOUR MARKER. ONCE THE UPPER AND LOWER BOLT ASSEMBLY IS FULLY INSERTED INTO THE MARKER BODY, GENTLY HOLD IT DOWN AND INSERT YOUR FIELD STRIP PIN INTO THE MARKER. MAKE SURE THAT IT GOES **FULLY** THROUGH TO THE OTHER SIDE BEFORE REMOVING YOUR HAND. YOU CAN NOW INSERT YOUR FIELD LOCK PIN. RE-INSERT YOUR BARREL. YOUR MARKER IS NOW CLEAN AND LUBRICATED.

