



Drum42 Instructions

First off, thanks for buying one of our products. We've done our best to make some really fun and unique products for the paintball hobby and we hope you have a good time with it. If for some reason, whatever the case, you are not, let us know and we'll do our best to help and get you back on the field of play. That's what's important to us. Getting you gear you can trust to work when you need it to. So if you do have issues of any kind with this product, let us know, and we'll try and help as best we can.

STOP!

Damage to spring can result from winding drum magazine and placing into gun without any paint!

Please Read Instructions Prior to use.

Do not wind and release the drum magazine without paint inside.

The spring can break if this happens too much. Please don't do that. If you need to release the tension, put on a mag-top and press the activator while holding the middle rotor, and let it slowly unwind. Letting it rotate and slam from a fully clicked position can break stuff!

Loading Paintballs



1. Leave the back plate on and click the rotor all the way to the right until the Pusher Arm is at 12 o'clock. The pusher arm blocks the paint to keep it from falling out of the drum.



2. Remove back plate by loosening the thumbscrews, rotating back plate to the left, and pull up and off.



3. Dump paint into drum and magtop.

4. Put plate back on, and lightly tighten down thumbscrews a quarter to half turn. Only a little pressure is needed, don't over tighten.

1. Click ROTOR ALL WAY BACK
2. REMOVE CLEAR PLATE
3. DUMP IN AMMO
4. PUT PLATE BACK ON.
5. GO

WINDING MAG BEFORE YOU TAKE OFF THE TOP HELPS PREVENT YOU FROM SKIPPING THE TRACK WITH THE PUSHERS/FOLLOWERS.

Loading First Strike Rounds



-When using First Strike, you will need a flat surface to put the magazine on. Use a bench or a flat spot on the ground.

-Same method as loading paintballs, only you will need to make sure the FSR are all nose down!

-Be sure to load your Mag-Top if it doesn't already have FSR/paint in it.

-If you do not have enough FSR to load all of the space, I suggest filling the empty spaces with normal paintballs.



-I also recommend you change the mag tension from 0 to 1 turn as discussed on the next page.

Changing the Spring Tension:

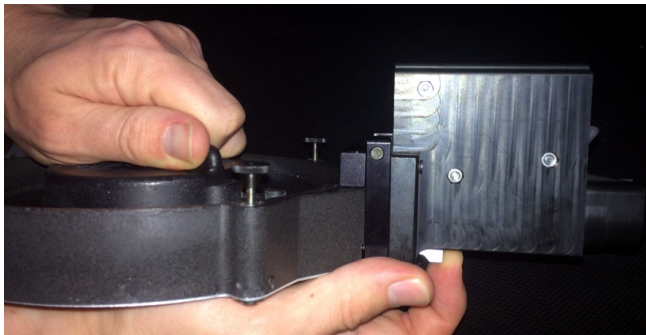
You can adjust the tension without tools. If find you need more spring power because you want to shoot First Strike or old paint has caused friction and the pusher needs more force, you can make it harder or softer.



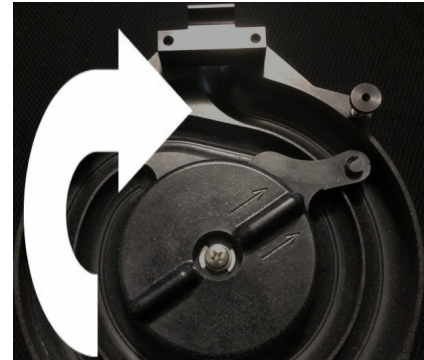
1. Rotate rotor to this exact position and remove backplate. This is the **Start** position.



2. Disconnect the pusher from the rotor.



3. Put Mag-Top on and press down activator while holding middle rotor and let it slowly unwind. Be careful, there can be a lot of tension in the drum.



4. Click rotor to the right until you get back to **Start** position. This is 0. From here, one full 360 rotation back to the Start position will equal 1 turn. Your drum may need 0 or 1 depending on how much power there is in the 0 position.

5. In most cases, regular paintballs need 0 turns, and First Strike need 1 turn. You may find that 1 turn for regular paintballs and 2 turns for First Strike works better for you depending on the mag's friction and spring age.

6. Put your pusher back onto the rotor and attach backplate.

