



RESURRECTION

A U T O C O C K E R

www.empirepaintball.com

1. SAFE MARKER HANDLING

IMPORTANT: Never carry your marker uncased when not on a playing field. The non-playing public and law enforcement personnel may not be able to distinguish between a paintball marker and firearm. For your own safety and to protect the image of the sport, always carry your marker in a suitable marker case or in the box in which it was shipped.

- Treat every marker as if it were loaded.
- Never look down the Barrel of a paintball marker.
- Careless use or misuse may result in serious bodily injury or death!
- Keep the marker in "Safe" mode until ready to shoot, safety on and Barrel blocking device installed in/on the markers Barrel.
- Keep your finger off the trigger until ready to shoot.
- Never point the marker at anything you don't wish to shoot and do not shoot at fragile objects such as windows.
- Do not aim paintball gun at eyes or head of people or at animals.
- Keep the Barrel blocking device in/on the marker's Barrel when not shooting.
- Paintball guns are to be used with paintballs only.
- Always remove paintballs and the air source before disassembly.
- After removing the air source, point marker in safe direction and discharge until marker is degassed.
- Store the marker unloaded and degassed in a secure place.
- Follow warnings listed on the air source for handling and storage.
- Every person within range must wear eye, face and ear protection designed specifically to stop paintballs and meeting ASTM standard F1776.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet-per-second (91.44 meters-per-second).
- Not for sale to persons under 18 years of age.
- Must be 18 years of age or older to operate or handle any paintball gun and/or paintball gun accessories without adult or parental supervision.
- Use common sense and have fun.

Read and understand all cautions, warnings and this entire manual before loading, attaching a propellant source or in any way attempting to operate the Empire Resurrection Autococker marker.

Any tampering with the unit voids the Warranty. The use of non-factory authorized components within this product may cause a critical failure, fire or shock hazard.

IN NO EVENT SHALL THE SELLER BE LIABLE FOR ANY DIRECT, INDIRECT, OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR ESPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. *Wash Hands after Handling.* You must be 18 years old to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of this product or brandishing in public may be considered a crime.

2. INTRODUCTION

Congratulations on your selection of the Empire Resurrection Autococker paintball marker. The Resurrection Autococker marker is made to provide you with many years of reliable performance. We are honored that you have chosen the Resurrection Autococker as your marker of choice and hope you enjoy using this high quality product. The Resurrection Autococker is precision engineered from aircraft-grade aluminum, and high grade materials. We expect you to play hard and play frequently and the Resurrection Autococker was built with this in mind.

Marker Specifications

Model- Empire Resurrection Autococker

Caliber- .68

Mechanical Action- Semi Automatic

Air Source- Compressed Air (recommended)

Main Body Material- Aluminum

Included Items

- 14" Two-piece Barrel with 5 Backs
- Empire Allen Wrench Set
- Spare Parts Kit
- Barrel Blocking Device
- Quick Start Manual
- CD with Full Manual

3. BASIC OPERATION

The Empire Resurrection Autococker fires from a closed bolt, meaning the Bolt is forward when the marker is fired. The Resurrection Autococker system only activates during the last half of the trigger pull. The final portion activates a 3-way valve that allows air to enter the front side of the Ram assembly. This in turn pushes the bolt backwards approximately one inch (2.54cm). At this time the Hammer Lug latches and a paintball drops into the breach.

The bolt remains in the rearward position until you release the trigger. Releasing the trigger reverses the 3-way valve. Then the air vents from the front of the Ram assembly and routes air to the rear of the Ram. The Ram then pulls the bolt into the forward position. The gun is now ready to fire.

The first half of the next trigger pull releases the Hammer, firing the gun, and the second half of the pull repeats the above steps.

4. GETTING STARTED

Safety and safe marker handling are the most important aspects of paintball sports. Please practice each of the following steps with an unloaded marker before attempting to operate your marker with an air source and paintballs.

- Do not install an air source or load paintballs into your marker until you have completely read and understood this manual and feel completely confident with your ability to handle your marker safely.
- Always use ASTM approved paintball specific eye protection. Always wear eye protection when handling a paintball marker and in any areas where paintball markers may be discharged.
- Keep your finger out of the trigger guard and away from the trigger; point the muzzle of the marker in a safe direction at all times. Keep the marker in safe mode.
- Always keep your marker pointed in a safe direction and use a Barrel blocking device.
- Remember that the ultimate safety device is you, the operator.

Safety and Safe Mode

The Safety is a small mechanical push button on the left side of the marker above the grips. When the safety is "Off", a red o-ring is visible on the marker (fig.4.1). When the Safety is "On", the red o-ring will be hidden and the marker will not fire (fig.4.2).

In this manual, you will see the term "Safe Mode". In "Safe Mode", the safety should be set to "Safe On" (red marking on safety will not be visible) and a Barrel blocking device should be installed. Make sure your marker is in "Safe Mode" when the marker is not being fired or when indicated to do so.

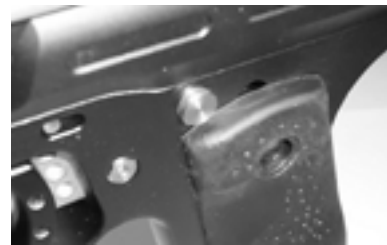


FIG. 4.1

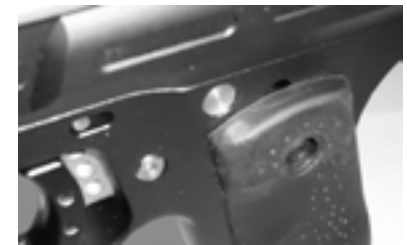


FIG. 4.2

Barrel Installation

- Take the Barrel Tip and thread the tip into the chosen back section of the Barrel. Be careful not to cross the threads which can damage them.
- Make sure marker is degassed, loader removed, no paintballs in the Feed Port or Breech and the marker is in “Safe Mode”.
- While pointing marker in a safe direction, thread into the front opening of the marker body.
- Turn the Barrel clockwise until it stops (do not over tighten).
- Install a Barrel blocking device. This can be a Barrel pLug or other such device that prevents the accidental discharge of a paintball.

To determine the correct bore size:

1. Choose a Barrel back section from the available options.
2. Select 5 - 10 paintballs of the same type you will be using to play
3. Place a ball into the end of the Barrel back
 - a. Tip the Barrel back, if the ball rolls through without any outside force, switch to a smaller Barrel Back. The Barrel Back have the size engraved onto the side of each one (sized .675, .680, .685, .690, .695)
 - b. If the ball barely fits into the Barrel back and you can't blow it out (easily) switch to a larger Barrel Back.
4. When the ball is blown out of the Barrel back listen for a small pop sound. If you can blow the ball out of the Barrel without blowing hard you should have a good ball-to-bore match.

Note: The more you exhale through the Barrel, the more moisture can accumulate within the insert and affect your testing. If you notice that the ball is starting to stick, or see a buildup of moisture, clean and dry the Barrel before continuing with the selection of bore sizes.

Loader Installation

- To install a loader check the Feed Neck and loader to make sure they are free from debris and obstructions.
- Make sure the Clamp Lever is flipped so as to be “Open”.
- Press the loader into the opening of the Feed Neck until it stops.
- Align the loader so that the lid is pointing to the rear and the loader is parallel with the marker.
- Clamp the loader in place by tightening the Clamp Lever; it may be necessary to adjust the clamp using the Thumb Screw (see below). Do not over tighten the loader.

Feed Neck Clamp Adjustment

The Feed Neck clamp may need adjustment for different types/brands of loaders. Adjust the Thumb Nut clockwise to increase the clamping force or counter clockwise to decrease the clamping force. No tools are needed to make adjustments.

Before Pressurizing your Marker

Consult the place where you purchased your marker, or a recognized and competent air smith, for instruction in the safe handling of compressed-air cylinders before purchasing or connecting one to your marker.

- Check to make sure that you and anyone within range are wearing eye protection designed specifically for paintball.
- Double check that all screws are tightened and no parts are loose before installing your tank.
- Ensure you have a Barrel pLug, Barrel sock or other specifically designed Barrel-blocking device in place.
- Make sure there are no paintballs in the marker.
- Set marker to “Safe Mode”.
- Cock the marker by pulling the Bolt Pin towards the rear of the marker until it stops.

Pressurizing your Marker

- While pointing the marker in a safe direction, locate the ASA (Air Source Adapter). The Resurrection Autococker ASA is located on the bottom of the grip fRame.
- Rotate the On/Off ASA Lever to the forward position.
- Insert the threaded end of the air cylinder into the ASA (fig 4.3).
- Without pushing the cylinder, twist the cylinder clockwise and allow the threads to draw the cylinder into the marker's ASA until it stops. Use caution to not strip the threads.
- Flip the On/Off Lever back pointing to the rear.
- Your marker is now charged.



FIG. 4.3

Warning:

- Remember compressed air, nitrogen systems and CO2 cylinders can be extremely dangerous if misused or improperly handled. Use only cylinders meeting D.O.T. or regionally defined specifications.
- Never disassemble your tank or tank regulator. Only a qualified and trained technician should perform work on your tank and tank regulator.
- Never add any lubricants or greases into the fill adapter on your tank regulator

Loading Paintballs

Markers use .68 caliber, water-soluble paintballs, readily available at paintball pro-shops, commercial playing fields, and many sporting goods stores. The paintballs are feed through the Feed Neck into the breech of the marker.

- Make sure the marker is set to “Safe Mode”, safety on and Barrel blocking device on.
- Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the marker does the same.
- Load quality .68 caliber paintballs (leave some room for paintballs to move about, inside loader).
- Your marker is now loaded.

5. FIRING YOUR MARKER

Warning: Always keep your marker pointed in a safe direction! Everyone within firing range should always use paintball approved eye and face protection in the presence of live paintball markers. Make sure the marker is set to “Safe Mode”, before following the steps below.

- Cock the marker by pulling the Bolt Pin rearward.
- Install the air cylinder and pressurize the marker.
- Install a paintball loader.
- Put the paintballs into the loader.
- Remove the Barrel-blocking device.
- Aim the marker in a safe direction.
- Set the safety to the “Fire” position, Safety Off.
- Aim the marker at the target.
- Place your finger on the trigger and pull then release.
- The marker will now load a paintball and is ready.

6. MARKER ADJUSTMENTS

Always check the velocity of the marker prior to playing paintball. Different playing fields may have different maximum velocity limits. At no time should you shoot at velocities above 300 feet-per-second (91.44 meters-per-second).

Your Resurrection Autococker marker was thoroughly inspected and test-fired at the factory and should only require verifying the velocity adjustment with a chronograph before use. After extended use and under varying conditions, your Resurrection Autococker marker may require some adjustment.

When performing any adjustments on the marker, check for paintballs in the Barrel, marker and loader, and make sure it is fully de-gassed. **If you are not certain of your skills, have any adjustments performed by a qualified technician.** Any damage caused by improper adjustment is not covered under warranty.

Marker Velocity

Checking Velocity

- Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the marker does the same.
- While pointing the marker in a safe direction, remove the Barrel blocking device.
- Point the marker over a paintball chronograph that will measure the velocity of the paintballs discharged by the marker.
- Set the marker to “Fire” mode, Safety Off (red visible).
- Load a paintball and fire the marker, checking the reading on the chronograph.

Adjusting Velocity

The velocity can be adjusted via the High Pressure Regulator (HPR) and by the Rear Velocity Adjuster. The HPR adjusts the air pressure coming into the marker and the Rear Adjustment Screw will adjust the force by which the Hammer opens the valve. We recommend that you mainly adjust the velocity via the inline regulator (see HPR adjustment) and use the rear adjustment screw to fine-tune the velocity. Turning the input pressure up too high may result in lower velocity as the air pressure behind the valve will be higher. The Barrel back bore size and marker timing can also affect the markers velocity.

High Pressure Regulator (HPR)

- The Resurrection Autococker’s HPR is factory set to about 360 psi. You can adjust the input pressure by turning the adjustment screw located on the bottom of the inline regulator.
- Using a 1/4” Allen wrench, turn the adjustment screw on the bottom of the HPR to adjust the input pressure to the marker (Fig 6.1).
- Turn the wrench inward or clockwise to decrease the input pressure, and outward or counterclockwise to increase the input pressure.



FIG. 6.1

Rear Velocity Adjuster

- The Rear Velocity Adjuster is set from the factory at about 2 turns in from flush with the back of the body.
- Using a 3/16” Allen wrench, turn the rear velocity adjuster (Fig 6.2).
- Turning the rear velocity adjuster inward or clockwise will increase the velocity and turning it outward or counterclockwise will decrease the velocity.
- Never turn the rear adjustment screw out past flush with the back of the marker body.



FIG. 6.2

Timing Adjustment

Timing refers to the time interval between the trigger pull and the cycling of the marker. Adjusting the Hammer Lug height and 3-Way Shaft/ Timing rod will change the markers timing.

Hammer Lug Adjustment

The Hammer Lug Adjustment is crucial to the overall performance of the Resurrection Autococker. It is recommended that the factory setting be retained and adjustments are only done when necessary. Timing too close can cause excessive blow-back into the feed tube, chopped balls, low velocity and other related problems. Timing too far apart may result in short stroking or the marker may not re-cock at all.

- First make sure the marker is un-cocked (Hammer forward), de-gassed, and unloaded.
- Remove the markers Bolt by pulling up on the Bolt Pin and sliding is rearward.
- Insert a 1/8” Allen wrench into the top of the Hammer Lug located in the Hammer of the marker (fig. 6.3).
- Turn the wrench clockwise to “close” the timing, or make the firing and re-cocking events closer together. Turning the Allen wrench counter-clockwise will yield the opposite result.
- Turning the Hammer Lug counter-clockwise too far, will result in the Hammer Lug not catching the sear at all.



FIG. 6.2

3-Way Shaft/Timing Rod Adjustment

The 3-way shaft/Timing Rod position is also crucial to the overall function of the Resurrection Autococker, as it controls the re-cocking of the marker. It is recommended that the factory setting be retained and adjustments are only done when necessary.

It is not necessary to remove or loosen the set screws on the 3-way shaft, the nylon set screws provide enough force to hold the shaft in position and allow adjustment. It is best to make these adjustments while the marker is pressurized. Make sure the marker is unloaded and safe before adjusting your marker. Always point your marker in a safe direction.

- Insert a 5/64” Allen wrench into the front of the 3-way shaft (Fig. 6.4).
- Turn the wrench to adjust the Timing. Turning the shaft clockwise will start the re-cocking cycle earlier in the trigger pull, and turning the shaft counter-clockwise will start the re-cocking cycle later in the trigger pull. Only do adjustments in small increments.
- The front of the 3-way shaft should be just past flush with the 3-way body, each marker will vary slightly. But setting it flush with is a good starting point if adjustments are needed.



FIG. 6.4

Low Pressure Regulator (LPR) Adjustment

Your Empire Resurrection Autococker comes with an adjustable Low Pressure Regulator (LPR). This regulator controls the cocking pressure that flows through the 3-way and Ram. Adjustments should be done in small increments. The LPR does not control the velocity of your paintball marker. If the LPR setting is too low, the marker will not re-cock correctly and if set too high the 3-way will not function well.

- Adjust the LPR pressure by turning the adjuster by hand or with a 3/16” Allen wrench.
- Turn the LPR adjuster clockwise to raise the pressure or counter clockwise to lower the pressure.
- Ideally, the LPR pressure should be set just slightly higher than needed to re-cock the marker consistently.



FIG. 6.5

7. UNLOADING YOUR MARKER

Put on an eye protective device designed specifically for paintball and make sure that anyone within range of your marker does the same.

- Make sure the Barrel blocking device is properly installed and the marker is set to “Safe Mode”.
- Remove the loader and all paintballs.
- While pointing the marker in a safe direction, remove the Barrel blocking device and fire the marker several times to insure there are no balls remaining in the chamber or the Barrel.
- Properly re-install the Barrel blocking device and set the marker safety to “Safe Mode”.

Removing Air Cylinder

- Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the marker does the same.
- Make sure the Barrel blocking device is properly installed on the marker.
- While pointing the marker in a safe direction, remove the air cylinder, by flipping the ASA On/Off lever forward venting the air and turning the air cylinder counter-clockwise until it’s removed.
- The marker is now ready to be cleaned and put away for future use.

8. MAINTENCE AND LUBRICATION

Caution: Before attempting to perform any maintenance operations, make sure that all paintballs and propellant sources have been removed from the marker. Install a Barrel blocking device, marker must be unloaded and degassed before any disassembly or maintenance.

Once your marker is unloaded and the air cylinder is removed, you can use a damp cloth to wipe off paint, dirt and debris from the outside of your marker. Once your marker is clean and dry you can lubricate as needed using a light, premium marker oil. Do not use any petroleum based or aerosol products on your marker. Petroleum based and aerosol products can damage your markers’ O-rings.

Lubricating the Resurrection Autococker

The Empire Resurrection Autococker will only perform at its best when properly maintained and lubricated. SL33K or Dow 33 and premium paintball oil is recommended. Some areas of the Resurrection Autococker work best with either marker oil or Dow 33 type grease. See below for the recommended lubricant.

Areas below will require regular maintenance for best performance.

- **Bolt**- Apply a very small amount of grease to the 3 O-rings on the bolt, too much grease can affect marker accuracy.
- **Hammer**- Lightly oil the Hammer.
- **Trigger Plate**- Lightly oil the side of the Trigger Plate and the 3 oval slots in which the screws and Timing Rod go through.
- **3-Way Shaft**- Apply a very small amount of grease to the 3 O-rings on the shaft.

These areas will require less maintenance and should only be lubricated as needed.

- **Sear Assembly**- Lightly oil the sides of the Sear and the Sear roller bearing.
- **Ram Assembly**- Apply a small amount of grease to all the internal O-rings on the Ram assembly.
- **LPR Assembly**- Apply a small amount of grease to the LPR internal O-rings. Leave the front O-ring on the plunger dry as that is the Regulator Seal.
- **HPR Assembly**- Apply a small amount of grease to the internal O-rings.
- **Valve Assembly**- Apply a small amount of grease to the 3 O-rings.
- **ASA Assembly**- Apply a small amount of grease to all internal O-rings

Low Pressure Hose Replacement

To replace the Low Pressure Hose, follow these steps:

- Make sure marker is unloaded and de-gassed
- Slide the plastic clamp away from the end of the hose. Remove the hose from the barb fitting.
- Carefully cut the new hose to length with a razor blade or wire cutters.
- Slide the two Hose Clamps onto each end of the hose and make sure to slide them back slightly from the end of the hose.
- Place the hose over the Barb fitting and push until it is fully seated. Then force the Hose Clamp down over the hose.

9. DISASSEMBLY

CAUTION: Before attempting to perform any maintenance operations, make sure that all paintballs and air sources have been removed from the marker. Install a Barrel blocking device, marker must be unloaded and degassed before any disassembly or maintenance.

Disassembly Tips

- Make sure you have a clean area to work on your marker.
- When removing parts for the first time, do so carefully, so you do not lose any.
- Visit PaintballSolutions.com for additional information.

Barrel

- The Barrel is removed by turning it counter-clockwise.

Ball Detent and Covers

- Using a 5/54" Allen wrench, removed the Detent Cover screws.
- Lift of cover and remove Detents for cleaning or replacement as needed.

Bolt

- Lift the quick release Bolt Pin up and slide the bolt out the back of the Body.

Grips

- Using a 5/64" Allen wrench, remove the 4 Grip Screws and remove Grips.

Trigger FFrame Assembly

- Disconnect the air hose from either the High Pressure Regulator or ASA macro fitting.
- Using a 9/64" Allen wrench, remove the two FFrame screws.
- Remove the FFrame by sliding it downward and off the Timing Rod.

Air Source Adapter (ASA)

- Disconnect the air hose from either the High Pressure Regulator or ASA macro fitting.
- Remove the Grips.
- Using a 3/32" Allen wrench, loosen the two set screws which are located in the bottom of the FFrame.
- Once loosen enough, the ASA will slide off the fFrame.

Hammer Assembly (Hammer, mainspring, and rear adjuster)

It is recommended that you do not remove the Hammer unless you feel confident in setting the Hammer Lug correctly.

- Using a 3/16" Allen wrench, remove the Rear Adjuster and Main Spring.
- Next turn the Hammer Lug counterclockwise with a 1/8" Allen wrench until it is within the bottom of the Hammer, this visible thru the slot on the bottom of the body.
- The Hammer will slide out the back of the marker if the Hammer Lug is high enough.

Inline Regulator Assembly

- Turn the HPR regulator assembly counterclockwise to remove it from the vertical ASA.

Front Block Assembly

- Using a 3/16" Allen wrench, turn the Front Block screw counter-clockwise until loose.

Valve Assembly (valve, cupseal, and valve spring)

- The Valve Assembly should only be removed if maintenance is needed like an air leak.
- Once the marker is fully disassembled the Valve Assembly can be accessed.
- Remove the valve screw from the bottom of the body using a 5/32" Allen wrench.
- Insert a rod into the front of the body and push the Valve Assembly out the back of the marker.

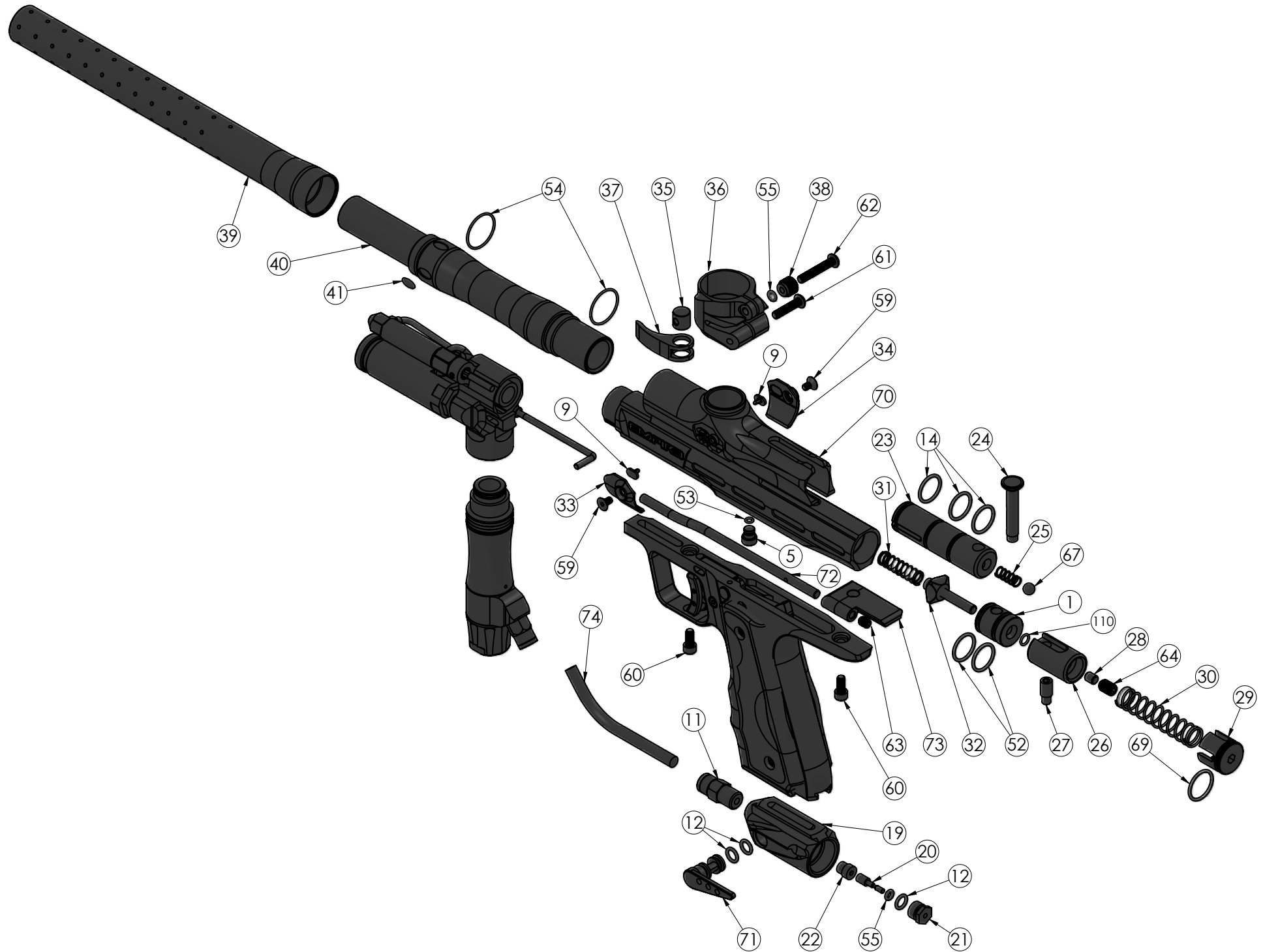
10. STORAGE AND TRANSPORTATION

IMPORTANT: Never carry your marker uncased when not on a playing field. The non-playing public and law enforcement personnel may not be able to distinguish between a paintball marker and firearm. For your own safety and to protect the image of the sport, always carry your marker in a suitable marker case or in the box in which it was shipped.

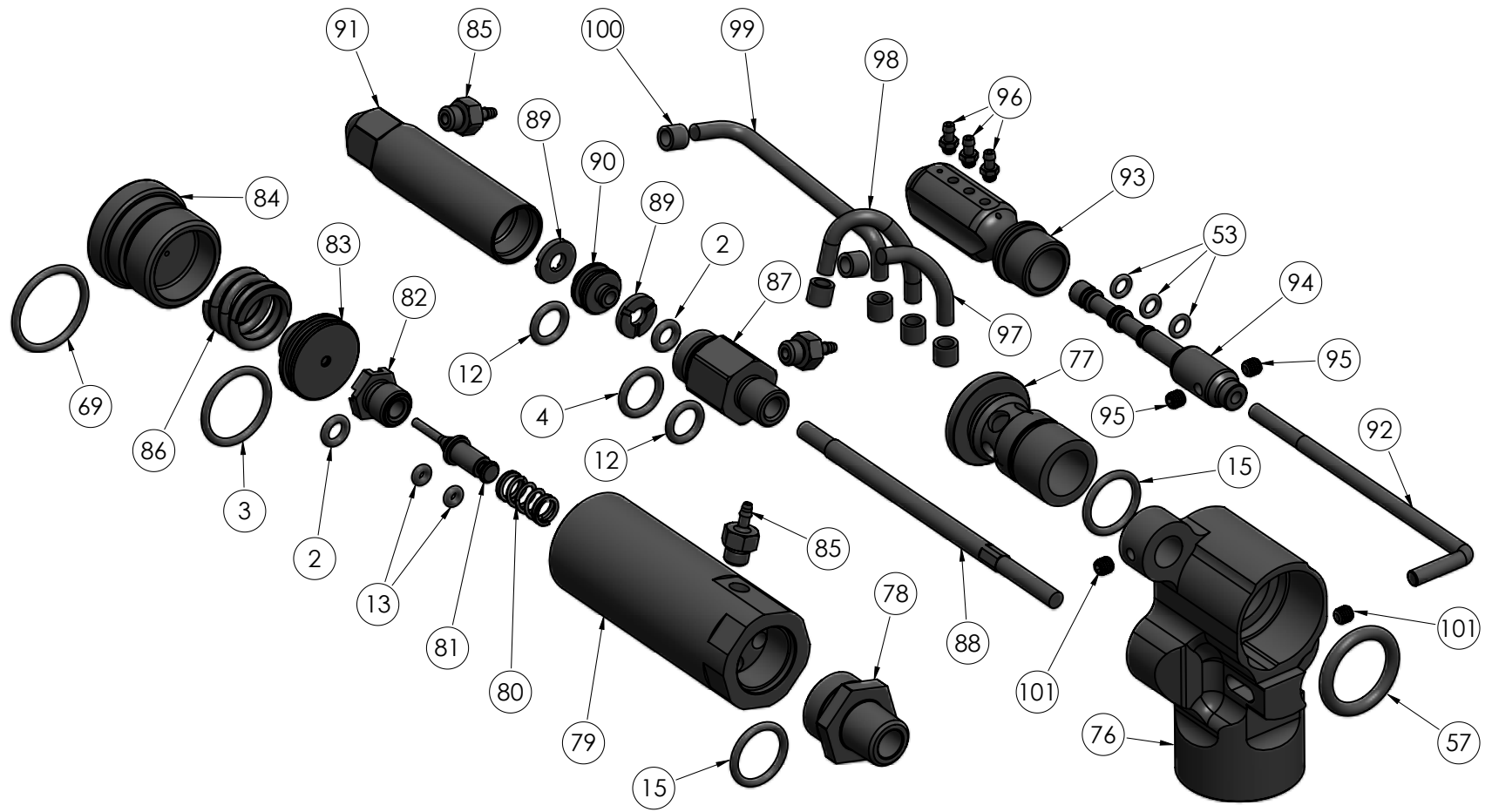
When you are finished using your marker it is important that you prepare it for storage. This will not only serve to increase the life of the marker, but will assure optimum performance on your next outing.

- The marker must be clear of all paint and air sources when not being used.
- Be sure to have marker de-cocked and in "Safe Mode" when not in use.
- Make sure a Barrel blocking device is in place.
- Store your marker and propellant in cool dry place.
- Keep your marker away from unsupervised children.
- Your marker must be free of all paint and not attached to a propellant source while being transported to and from the playing field.
- Observe and obey all local, state and federal laws concerning the transportation of paintball markers. For information concerning any of the laws in your area, contact your local law enforcement.
- Always store the marker in a secure location when not in use so as to prevent access by unauthorized persons.

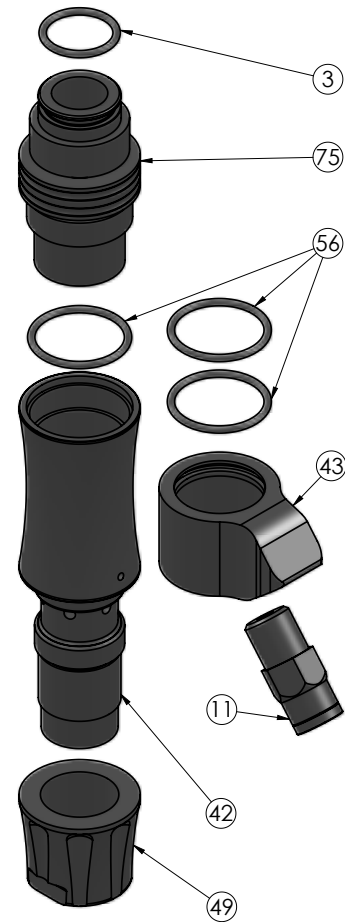
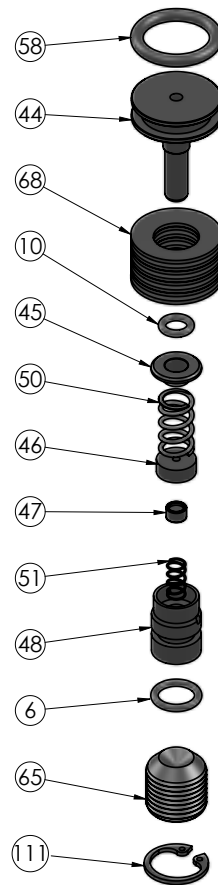
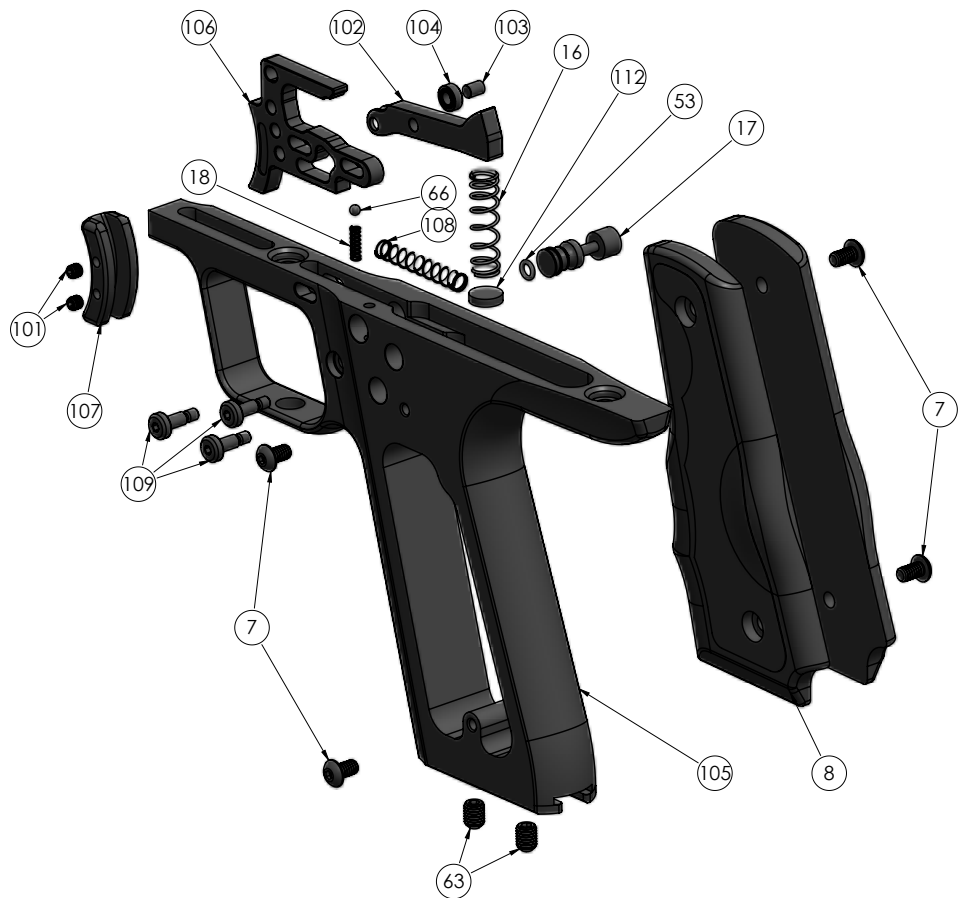
11. DIAGRAMS / PARTS LIST



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1	VALVE	72660
2	O-RING- 007/70 BUNA	10258
3	O RING- 015/70 BUNA	10260
4	O-RING- 011/ 70 BUNA	10460
5	VALVE SCREW	72661
6	O RING- 011/70 URETHANE	10608
7	SCREW BHCS 6-32 X .250	17653
8	GRIP	17959
9	BALL DETENT	19275
10	O RING- 008/70 URETHANE	41015
11	MACROLINE FITTING STRAIGHT	55112
12	O RING- 010/70 BUNA	57608
13	O-RING- 003/70 BUNA	57736
14	O RING- 015/70 URETHANE	57738
15	O-RING-013/70 BUNA	57976
16	SEAR SPRING	72423
17	SAFETY	72424
18	SAFETY SPRING	72425
19	ASA BODY	72429
20	ASA PIN	72431
21	ASA PLUG	72432
22	ASA GUIDE	72433
23	BOLT	72443
24	BOLT PIN	72444
25	BOLT SPRING	72445
26	HAMMER	72446
27	HAMMER LUG	72447
28	HAMMER RETAINER	72448
29	END CAP	72449
30	HAMMER SPRING	72450
31	VALVE SPRING	72451
32	CUPSEAL	72452
33	DETENT COVER LEFT	72455
34	DETENT COVER RIGHT	72456
35	FEEDNECK BUSHING	72457
36	FEEDNECK	72458
37	FEEDNECK LEVER	72459
38	FEEDNECK THUMB NUT	72460
39	BARREL TIP 14" ALUM	72461
40A	BARREL BACK .675	72462
40B	BARREL BACK .680	72463

40C	BARREL BACK .685	72464
40D	BARREL BACK .690	72662
40E	BARREL BACK .695	72663
41	BARREL EMPIRE JEWEL	72465
42	REGULATOR BODY	72468
43	REGULATOR ADAPTER	72469
44	REGULATOR PISTON	72471
45	REGULATOR RETAINER	72472
46	REGULATOR SEAL ADJUSTER	72473
47	REGULATOR VENT ADJUSTER PISTON	72474
48	REGULATOR ADJUSTER PISTON	72475
49	REGULATOR CAP	72476
50	REGULATOR SPRING	72477
51	REGULATOR ADJUSTER SPRING	72478
52	O RING- 015/90 URETHANE	75541
53	O RING- 1MM X 3MM ID 70 RED BUNA	72487
54	O RING- 1MM X 19.5MM ID 70 BUNA	72488
55	O RING- 006/70 BUNA	72489
56	O RING- 018/70 BUNA	72490
57	O RING- 113/70 BUNA	72491
58	O RING- 113/70 URETHANE	72492
59	SCREW FHCS 6-32 X .250	72493
60	SCREW SHCS 8-32 X .375	72495
61	SCREW BHCS 8-32 X .750	72496
62	SCREW BHCS 8-32 X 1.000	72497
63	SCREW SET 10-32 X .250 CUP POINT	72500
64	SCREW SET 1/4-28 X .375 FLAT POINT	72501
65	SCREW SET 1/2-20 X .500 CUP POINT	72502
66	BALL BEARING 2.5MM	72504
67	BALL BEARING 1/4"	72505
68	BELLEVILLE WASHER .750 OD .380 ID X .034	72507
69	O-RING- 016/70 BUNA	72664
70	BODY	72665
71	ASA LEVER	72666
72	PUMP ARM	72667
73	PUMP SLED	72668
74	MACROLINE HOSE 1/4"OD X 87.5MM	72669
75	REGULATOR TOP	72670
76	FRONT BLOCK	72671
77	FRONT BLOCK SCREW	72672
78	LPR ADAPTER	72673

79	LPR BODY	72674
80	LPR PLUNGER SPRING	72675
81	LPR PLUNGER	72676
82	LPR RETANER	72677
83	LPR PISTON	72678
84	LPR ADJUSTER	72679
85	BARB FITTING 10-32 THREAD	72680
86	LPR MAIN SPRING	72681
87	RAM BACK	72682
88	RAM SHAFT	72683
89	RAM BUMPER	72684
90	RAM COLLAR	72685
91	RAM FRONT	72686
92	TIMING ROD	72687
93	3WAY BODY	72688
94	3WAY SHAFT	72689
95	SET SCREW 6-32 X .125 FLAT POINT NYLON	72690
96	BARB FITTING 3-56 THREAD	72691
97	LP HOSE A (26mm)	72692
98	LP HOSE B (39mm)	72693
99	LP HOSE C (62mm)	72694
100	LP HOSE CLAMP	72695
101	SET SCREW 5-40 X .125 FLAT POINT	72696
102	SEAR	72697
103	SEAR PIN	72698
104	SEAR BEARING	72699
105	FRAME	72700
106	TRIGGER PLATE	72701
107	TRIGGER SHOE	72702
108	TRIGGER RETURN SPRING	72703
109	SHOULDER SCREW	72704
110	O-RING BUNA-N 70 DUR 1MM CS X 5MM ID	72559
111	RETAINING RING INT .500 BORE	72506
112	SEAR SPRING SPACER	72710

12. WARRANTY INFORMATION



LIMITED LIFETIME WARRANTY INFORMATION (ORIGINAL PURCHASE RECEIPT REQUIRED)

KEE Action Sports ("KEE") warrants that this product is free from defects in materials and workmanship for as long as it is owned by the original purchaser, subject to the terms and conditions set forth below. KEE Action Sports will repair or replace with the same or equivalent model, without charge, any of its products that have failed in normal use because of a defect in material or workmanship.

KEE Action Sports is dedicated to providing you with products of the highest quality and the industry's best product support available for satisfactory play.

Purchaser should register product to activate warranty. Register your product by:

1. Online at www.paintballsolutions.com
2. Complete the product registration card (if applicable) and mail along with a copy of your receipt to Paintball Solutions, 11723 Lime Kiln Rd., Neosho, MO 64850.

WHAT THIS WARRANTY DOES NOT COVER

This warranty does not cover problems resulting from abuse, the unauthorized modification or alteration of our product, problems resulting from the addition of aftermarket products and scratches or minor superficial imperfections. Due to the nature of paintball products it is important that the product be maintained by the user as indicated in the product manual to remain in good operating condition. Your Limited Lifetime Warranty will be void if you fail to maintain the product as recommended in the product instruction manual. In addition, certain parts of a product may be subject to wear through regular usage. Replacement and repair of such parts is the responsibility of the user throughout the life of the product. These parts are not covered under the Limited Warranty. Examples of this type of part include (but are not limited to) goggle lens, straps, O-Ring seals, cup seals, springs, ball détentes, batteries, hoses, drive belts, gears and any part of a product subject to continuous impact from paintballs. Hydrotesting of air cylinders is not covered under this warranty.

The Limited Lifetime Warranty also does not cover incidental or consequential damages. This warranty is the sole written warranty on KEE's product and limits any implied warranty to the period that the product is owned by the original purchaser. Some states, provinces and nations do not allow the limitation of implied warranties or of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state, province to province, nation to nation. If you should encounter any problems with your product and you have added aftermarket parts on your product, please test it with the original stock parts before sending it in. Always unload and remove air supply before shipping markers. Do not ship your air supply tank if it is not completely empty. Shipping a pressurized air supply tank is unsafe and unlawful. Remove all batteries from products prior to shipping. This Limited Warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages.

For Warranty parts, service, information or manuals in other languages, (where applicable) contact Paintball Solutions:

Paintball Solutions
USA 800-220-3222
Canada 866-685-0030
www.paintballsolutions.com
tech@paintballsolutions.com



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