

ragun



1172 West I-65 Service Rd. South

Mobile AL, 36609

1-866-6-dragun

(372-486)

Owners Manual

Warning!

This marker is not a toy. Misuse may cause serious injury or death. Eye protection designed for paintball use must be worn by the user and any person within range. Recommend at least 18 years of age to purchase, 14 years of age to use with adult supervision, or 10 years old to use on paintball fields meeting ASTM-Standard F1 777-97.

Read operation manual before using.

Warning!

Never shoot at anyone without the proper protective equipment for the eyes, ears, throat and head, which must be worn at all times. Eye protection must be designed specifically for paintball use. Failure to follow these safety precautions may result in bodily injury including blindness and deafness.

Rules for Safe Paintball Marker Handling

1. Always wear proper eye, face, and ear protection designed specifically to stop paintballs.
2. Never shoot a person who is not wearing proper protection.
3. Treat every paintball marker as if it were loaded.
4. Never point a paintball maker at anything thing you don't intend to shoot.
5. Keep the paintball maker on safety until ready to shoot.
6. Keep the barrel plug in the makers barrel when not shooting.
7. Always remove gas source before disassembly.
8. Store the paintball marker unloaded and degassed in a locked place.
9. Follow warnings listed on the gas source for handling and storage.
10. Never use anything other than .68 caliber paintballs.
11. Do not shoot fragile objects such as windows.
12. Paintballs may cause staining of some porous surfaces such as brick, stucco, and wood.
13. Always measure your markers velocity before playing paintball.
14. Never shoot at velocities in excess of 300 feet per second.

OPERATING INSTRUCTIONS

1. Turn on the Marker. Note that the Marker should turn on in the SAFE mode.
2. The marker will cock itself upon attaching the gas source.
3. Attach the gas source by screwing the tank into the ASA adapter on the marker. Gas source not included.
4. Attach the hopper (not included) to the feed neck of the marker, and load paintballs into the hopper. Only .68 caliber paintballs can be used.
5. Always use proper eye protection designed for the use in paintball. Eye protection is the most important part of paintball.
6. Remove the barrel blocking device and turn the safety off.
7. Make sure that the velocity is under 300 feet per second using a chrono device. Always check with your local field for rules on velocity at their field.
8. After marker feet per second is set you are ready to play.

SETTING UP THE ONE MARKER

This marker is designed to operate on high pressure only. The pressure should be set on the for-grip regulator that is supplied with this marker. Pressure of this marker is between 250-300 psi. To adjust the pressure Up you must turn the adjustment screw counter-clockwise. To lower the pressure you must turn the adjustment screw clockwise.

SETTING THE LPR

The LPR is the low pressure regulator that controls the cocking of the marker.

1. Tighten the LPR with the 3mm allen wrench that is supplied with your marker until the 3 way valve leaks.
 2. Turn the LPR adjustment screw back out until the 3 way stops leaking
 3. Turn the LPR adjustment screw $\frac{1}{4}$ turn out and stop.
- The LPR is now set and the marker is ready to chrono.

DRAGUN OPTICAL SENSOR

The ONE marker is equipped with D.O.S. D.O.S. is a sensor eye system that will not allow the marker to fire without a paintball in the breech. The Eye system is on as a default mode when the marker is turned on. To deactivate the D.O.S. hold down the trigger in live mode for 5-7 seconds. This will turn off the eye and allow you to dry fire the marker. The marker will still operate with the eye off with the same rate of fire, but without the operation of the eye system. To reactivate the eye system you must turn off the marker and turn it on again. The eye will be back on in the default mode.

ELECTRONIC TRIGGER FRAME

Your marker is equipped with a electronic LCD trigger frame that is fully adjustable from 4-20 bps. The maker comes on set at a default mode of 15 Balls per second. The LCD features a battery level meter, shot counter, and a game timer.

OPERATION

BATTERY INSTALLATION

The trigger frame is powered by a 9-volt battery (alkaline recommended), not included.

To install the battery, remove the left grip panel of the trigger frame using a #2 Phillips head screw driver. Plug battery into the battery harness and make sure that the wires aren't pinched upon reinstallation. Replace grip panel and Be careful not to over tighten the screws. Over tightening the screws will damage the panel and will not be covered under the warranty.

ACTIVATION

A=Top Button

B=Bottom Button

To turn the marker on press and hold the B button for 5 seconds. Will come on in the safe mode. To release from safety mode press A one time. The LCD will now be in live mode and should read SEMI 15. To change the rate of fire press the B button once and the A button until the rate is achieved. Once rate of fire is achieved press the B button once to lock the mode.

Game Timer Mode: After rate of fire is set press the B button 3 times. This is the game timer mode. Press A button one time and the counter will blink. Press A button until the game time limit has been reached. Adjustments are made in 1 minute intervals. To start the timer press B and the marker will go back to live mode and the counter will begin at that time.

USING THE REGULATOR

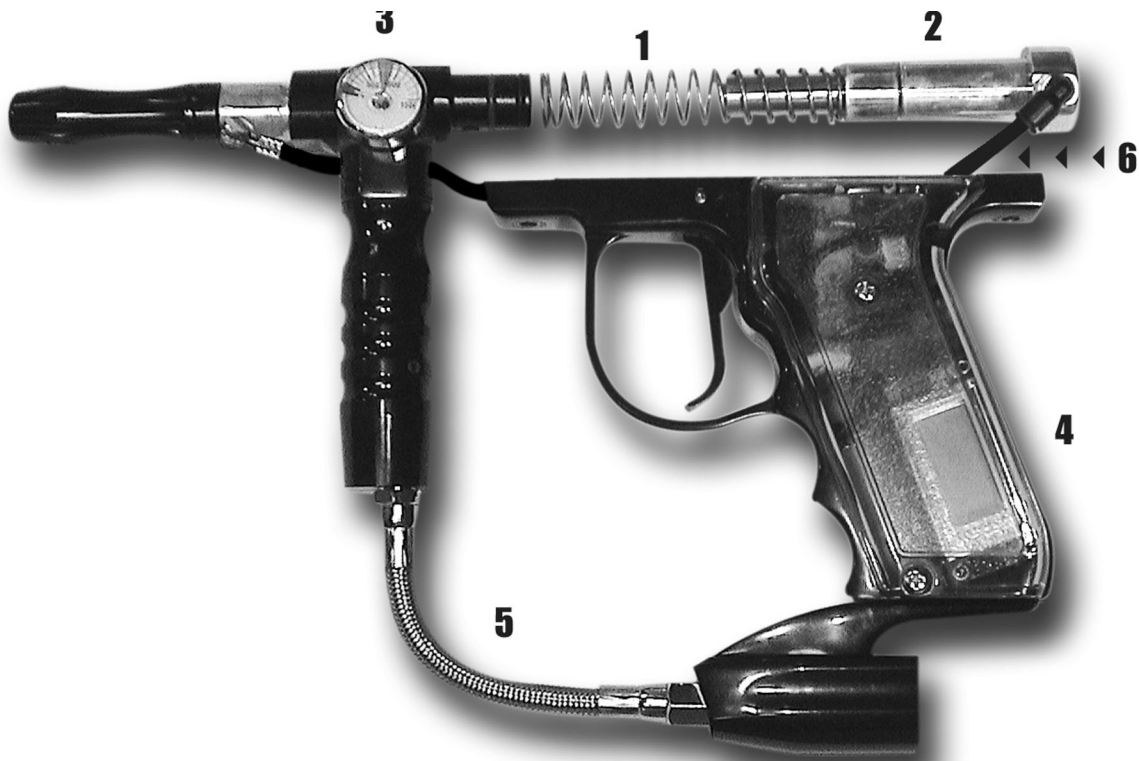
Your marker is equipped with a in line for-grip regulator. The regulator will allow you to adjust the input pressure going into the marker. This is the pressure that the marker is intended to work off of. It is very important to properly adjust the pressure of the marker so not to do damage to the marker. This marker will require the use of a low-pressure regulator.

To adjust the pressure these are the steps.

1. To increase the pressure going into the gun, slowly turn the adjustment screw counter-clockwise. Carefully watch the guage on the marker to be careful not to over pressure the marker. This may cause damage to the marker.
2. To decrease the input pressure, turn the adjustment screw clockwise. You may need to release the pressure inside the marker. To do so you may need to fire the marker. Watch the guage and make the adjustments as needed.
3. Check the feet per second to verify the speed regulated at your field.

VELOCITY ADJUSTMENTS

All velocity adjustments are to be made at the regulator. To increase the velocity, adjust the input pressure up in small increments and check speed as you do so. To decrease velocity, adjust input pressure down while you check your velocity. NEVER shoot more than 300 FPS.



THE ONE KIT

1. Main spring
2. Air ram body
3. LPR and 90 degree adapter
4. Grip frame with electronics
5. Low-pressure for-grip regulator and drop asa.
6. Ram hose
7. Low pressure valve (not in picture)

THE ONE KIT

The ONE kit is an up-grade to most stacked over blow back markers. It will change the marker from a blow back marker to a air ram operated marker. A Ram will now actuate the cocking and firing in the markers cycle. The kit will replace the stock internals with everything you need to make your marker air ram marker.

ONE KIT INSTALLATION

1. The first step is to get your marker ready to install the ONE kit. To do so you will first need to disassemble your marker. Remove and reinstall the valve supplied in the kit. If you are installing the kit into a TES you will not need to replace the valve but only the cup seal pin.
2. Remove the bolt pin. This is the pin that connects the bolt to the striker. Insert the pin supplied in the ONE kit into your bolt. Make sure to tighten the lock screw for the pin.
3. Insert the main spring into the lower tube that the striker was pulled out of. This is the # 1 spring.
4. Connect the LPR and 90 degree adapter to the marker and replace the Front block screw. Be careful not to over tighten. #3
5. Install the #4 grip frame supplied with the kit. Be sure not to pinch the hose. The hose should run through a channel in the front and rear of the grip frame.
6. Install the ram assembly into the lower tube that the striker came out of. If you do not have a top-cocking bolt be sure to install the bolt into the hole in the ram. #2
7. Install the hose on the back of the grip panel in the quick connect on the back of the ram. #6
8. Screw the #5 regulator into the 90 degree adapter. Install ASA drop forward with the supplied screws.
9. Installation is now finished. Be sure to tighten all the screws.

Trouble Shooting

Problem	Possible Cause	Remedy
Gas leaking down barrel	Cup Seal/Valve O-ring	Replace the cup seal/valve O-ring
Gas leaking out of fore-grip	Fore-grip O-ring	Replace fore-grip O-ring
Marker will not fire	Not cocked	Cock marker
	Out of air	Refill tank
	Tank not fully screwed in	Screw in tank
	Broken paintball shell	Remove The bolt and clean
	Dead battery	Replace battery
Marker fires erratically	Weak battery	Use only premium batteries as suggested by manufacturer
	Sear out of adjustment	Adjust sear as stated in manual
	Low air pressure	Refill tank
	Striker O-ring	Replace striker O-ring
Low Velocity	Weak main spring	Replace with heavier main spring
	Shortened or cut main spring	Replace main spring
High Velocity	Main spring too stiff and/or long	Replace with lighter main spring

General Reminder

Your Paintball marker is not a toy. It should be used only by adults or under proper adult supervision. Respect other people and do not use this marker to destroy or damage other peoples property. When using your marker, obey all local, state and federal laws. When entering a field, become aware of all rules and regulations.

Before taking the Paintball marker on on trips or transporting it through public areas, such as airports, or bus and train stations, call ahead for regulatory information regarding the carrying and transportation of such item.