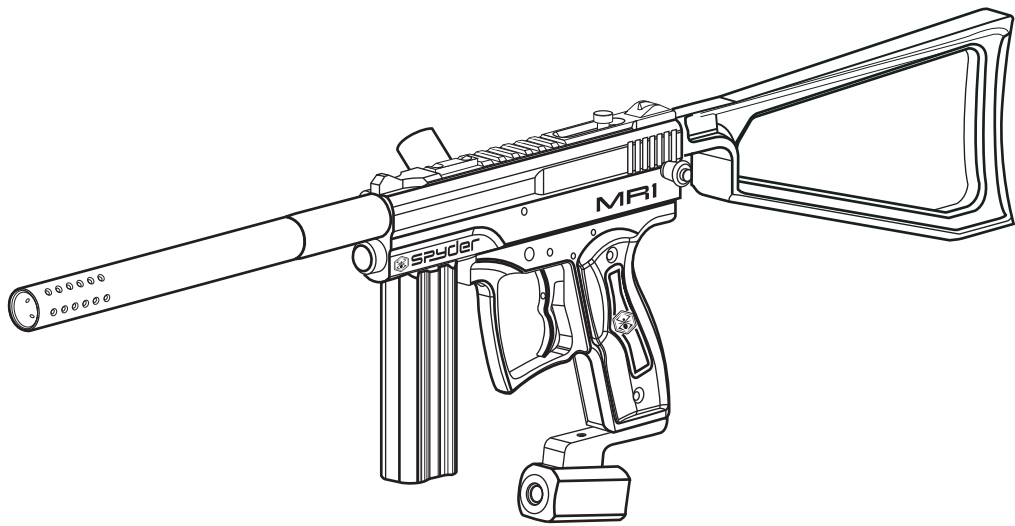
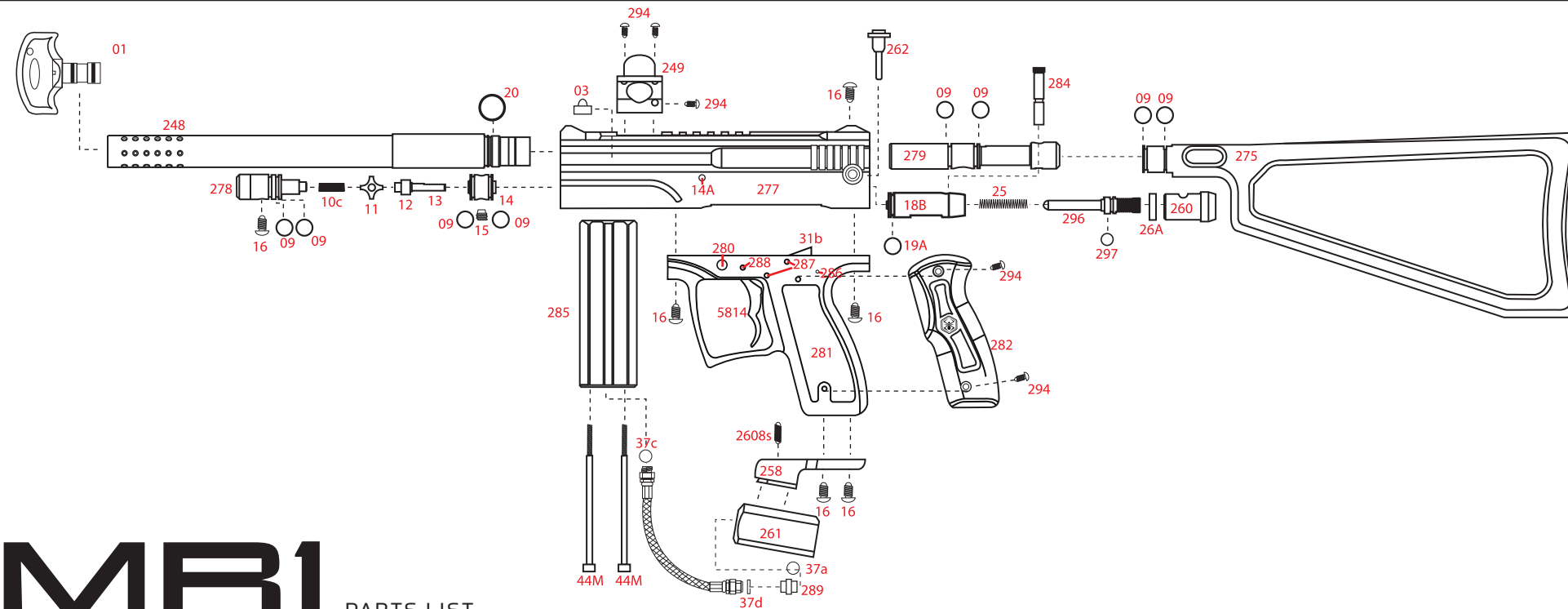


SPYDER MR1



!CAUTION!

- This paintball marker is NOT a toy. It can cause serious injury or death.
- Kingman recommends that customers be at least 18 years of age to purchase this product.
- Firmly install a barrel blocking device when marker is not in use.
- All persons using this product, or within range while this product is being used, must wear eye and face protection specifically designed for paintball.
- Never shoot a person who is not wearing proper protection.
- Treat every paintball marker as if it were loaded.
- Never look down the barrel of the marker.
- Keep the paintball marker on SAFE until ready to shoot.
- Always remove gas source before disassembly.
- Fire only 0.68 caliber paintballs from this product.
- Read this manual and air system warnings before using this product.
- Any modifications or tempering of original factory parts will void all warranties and liabilities from Kingman.
- Always make certain the bolt is in the un-cocked position when marker is not in use.
- Always put marker on SAFE when marker is not in use.
- Transfer this instruction manual upon change of marker ownership.



MR1 PARTS LIST

ITEM #:	NAME OF PARTS:	ITEM #:	NAME OF PARTS:	ITEM #:	NAME OF PARTS:	ITEM #:	NAME OF PARTS:
01	Spyder Barrel Plug	294	MR1/MR2 M4 x 8 Screw w/washer	258	MR1/MR2 2" Dovetail Drop Forward	37A	Filter O-ring
248	MR1/MR2 12' Barrel	16	M5 x 12 Screw	261	MR1/MR2 Dovetail Bottom-Line ASA	37B	Air Filter
03	Ball Stopper	279	MR1 Venturi Bolt	26085	Drop Forward Lock Screw	37C	Disconnect O-ring #011
249	MR1/MR2 Feed Neck	18B	Striker Bolt	280	MR1 Safety Button Set (med)	37D	Plastic Washer
277	MR1 Receiver	19A	Striker O-Ring	281	MR1 Trigger Frame	295*	MR 1 Spare Parts Kit
278	MR1 Reservoir Plug	20	Barrel O-Ring (Black)	282	MR1 Grip Panels	5814	Double Trigger
9	O-Ring #015 80D	262	MR1/MR2 Quick Disconnect Pin	283	Male STD / Female Metric	275	MR1/MR2 Shoulder Stock
10C	Valve Spring	25	Striker Spring	284	MR 1 Pull Pin Cocking Knob		
11	Cup Seal Guide	26A	Striker Buffer	285	MR 1 Foregrip		
12	Cup Seal	31B	Sear	44M	Foregrip Fixing Screws w/washers		
13	Valve Pin	260	MR1/MR2 Striker Plug	286	Secondary Roll Pin (small)		
14	Valve Body	296	Velocity Adjuster	287	Sear Roll Pin (med)		
14A	Valve Body Roll Pin	297	Velocity Adjuster O-ring	288	Trigger Roll Pin (large)		
15	Valve Body Screw	31E	Sear Spring	289	Hose 7.75"		

* not pictured

KINGMAN

WARRANTY REGISTRATION

PLEASE COMPLETE AND RETURN THIS FORM, ALONG WITH A COPY OF YOUR PURCHASE RECEIPT, WITHIN 15 DAYS OF PURCHASE SO THAT WE MAY VALIDATE YOUR 90 DAY LIMITED WARRANTY.

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

COUNTRY: _____ AGE: _____ JOB: _____

E-MAIL: _____ PHONE #: () _____

PRODUCT NAME/MODEL: _____

WHAT OTHER BRAND(S) OF MARKERS DO YOU OWN?: _____

WHY DID YOU PURCHASE THIS KINGMAN MARKER?: _____

WHAT IS THE NEXT PAINTBALL PRODUCT YOU INTEND TO BUY?: _____

WHAT ARE YOUR HOBBIES (OTHER THAN PAINTBALL)?: _____

WHAT ARE SOME MAGAZINES YOU LIKE TO READ?: _____

HAVE YOU MADE ANY ONLINE PURCHASES IN THE PAST 6 MONTHS?: Y / N

COMMENTS/SUGGESTIONS: _____

MAIL TO: KINGMAN GROUP 14010 LIVE OAK AVE. BALDWIN PARK, CA 91706 USA

KINGMAN GROUP

WARRANTY STATEMENT

Kingman warranties to the original customer/purchaser that this product is free from defects in material and workmanship under normal use and service for a period of 12 months from the original date of purchase by the initial owner/purchaser. For warranty to be effective, customer must return the enclosed warranty registration card, along with a copy of the purchase receipt, within fifteen days of purchase. Kingman agrees to repair or replace (at its discretion) any product within a reasonable period of time. This warranty does not cover o-rings, 9.6v rechargeable battery, charger, scratches, nicks, normal wear and tear of parts, any modifications or normal fading of anodizing or damage caused by dropping or hitting of products. This warranty shall not apply if it is shown by Kingman that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering with original factory parts will not be covered by this warranty. Any damage caused by water will not be covered by this warranty. Warranty repair labor may only be conducted by Kingman technicians or by technicians authorized by Kingman to perform warranty repairs. If product needs repair, package it carefully and send together with your name, address, phone number and a brief description of the malfunction to:

KINGMAN

14010 Live Oak Avenue

Baldwin Park, CA 91706 U.S.A.

Phone no.: 626.430.2300

Fax no.: 626.851.8530

www.kingman.com

OPERATION GUIDE

1. To put the marker on SAFE, push the Safety Button from the PUSH SAFE side of the trigger frame. To disengage the Safety, point the marker in a safe direction and push in the Safety Button from the right side of the trigger frame.
2. Cock the marker by pulling the Pull Pin Cocking Knob (part #284) rearward until it latches. Caution: If you let go before the knob latches, your marker may fire.
3. Tighten the air tank until it is snug. If a leak occurs between the air tank and the C/A Adapter, replace the tank o-ring.
4. Install the Loader onto the Feed Adapter (part #54A). Tighten the Feed Adapter Screw to secure the Loader, then you may fill the Loader with .68 caliber paintballs only.
5. With the Safety off, fire the marker by pulling the Trigger.
6. Routine lubrication of the marker does not require disassembly of the marker. Put 3-4 drops of paintball marker oil into the Bottom Line ASA (part #261), screw in your air tank, point the marker in a safe direction and dry fire (no paintballs in the chamber) 5-10 shots. This procedure will circulate oil through the markers internal parts, thus extending the life of the marker.
7. It is good practice to lubricate your marker before and after each use, especially when storing the marker for an extended period of time.
8. When you are finished shooting the marker, be sure to remove the Loader and all paintballs before storing. NOTE: there may still be paintballs in the breach and neck of the marker, take a couple of shots in a safe direction to make sure that the Barrel and breach are empty.
9. Place the Barrel Plug into the Barrel to avoid accidental discharge of the marker. Put the marker on SAFE by pushing the Safety Button IN from the left side (labeled PUSH SAFE) then slowly unscrew the air source tank. Caution: do not remove the Tank Valve from the Tank, doing so may cause serious injury or death.

TROUBLESHOOTING

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

- a. The pressure in the tank is too low. In some cases, the weather can affect the liquid in the CO2 tank and cause it not to expand into gas (carbon dioxide) at a consistent rate.
- b. Marker needs lubrication. (See OPERATION GUIDE in P4)
- c. The Striker O-ring (#19A) is damaged. Replace with new Kingman or Kingman-approved O-ring. (NOTE: the #19A O-ring cannot be substituted by a tank O-ring or a #9 O-ring).
- d. Need to clean Barrel and upper chamber of the Receiver.
- e. Paintballs may be defective (i.e. expired, odd shape, etc.)
- f. After ball breaks in Barrel or chamber, remove all parts from UPPER chamber of Receiver, wipe parts clean, and reassemble parts into Receiver. Also make sure to clean the Barrel with a squeegee.

DANGER

The CO2 or Compressed Air Tank can fly off with enough force to cause serious injury or death if the Valve unscrews from the cylinder head. LOOK at the Valve when removing the cylinder from the marker. Be sure that the valve is turning with the cylinder rather than remaining stationary with the marker. STOP if the Valve starts to unscrew from the cylinder. If in doubt, screw the cylinder back onto the marker and contact a trained person for repair.

IMPORTANT

- Firing velocity may vary according to altitude and climate conditions.
- BEFORE using your marker in play, you must always first perform a SAFE VELOCITY TEST. This can only be accomplished by using a testing device called a Velocity Chronograph and can be performed by the dealership where you purchased this product or at a local paintball playing field.
- NOTE: This product is intended to be used at a velocity no greater than 300 feet per second (FPS).
- Recommended velocity is 280 FPS or less.
- This product is NOT intended to be used at any distance less than 25 feet.
- This paintball marker may have excess gas after removal of the CO2 or Compressed Air tank. Please remove all paintballs and discharge the remaining gas safely.
- Always put marker on SAFE when marker is not in use.

CO2/HP AIR TANK WARNING

- VALVES MUST BE INSTALLED OR REMOVED ONLY BY QUALIFIED PERSONNEL.
- BOTTLE MUST BE RETESTED PERIODICALLY - SEE CO2/HP TANK LABEL FOR RETEST DATE!
- Improper use, filling, storage or disposal of this cylinder may result in death, personal injury and/or property damage.
- This cylinder must be filled only by properly trained personnel in accordance with CGA Pamphlets P.1 and G-6.3 available from the Compressed Gas Association - www.CGANET.COM.
- Do not over pressurize. Do not expose pressurized cylinder to temperatures in excess of 130 degrees F.
- Do not expose cylinder to corrosive materials and do not clean with caustic cleaners.
- Do not alter this cylinder in any way.
- Cylinders heated to a temperature of 250 degrees Fahrenheit or more must be condemned or requalified in accordance with test defined in CFR-49.
- Keep cylinder out of reach of children.
- The valve should NEVER be detached from the canister. Should this occur, please seek assistance from a trained airsmith immediately.
- Any tank packaged with this marker is intended for paintball use only.

HELPFUL HINTS

Always remove Air Tank before any disassembly of your marker. DO NOT remove the Valve Body (#14) unless specific Valve Body repairs are needed. If needed, remove Valve Body with a long, soft-tipped object such as the eraser end of a pencil. DO NOT remove the Valve Body with a screwdriver as it will damage the Valve Body and cause air leaks. (Note: #15 screw must be removed prior to taking out the Valve Body). Air leaks down the barrel are usually cause by a damaged or worn Cup Seal (#12). Replace with a new Cup Seal. To assure marker is assembled properly, follow the schematic drawing or carefully arrange parts in order during disassembly. Parts assembled backwards or placed in the wrong order will cause marker to malfunction.