

VICTOR

.68 CAL. SEMI-AUTO PAINTBALL MARKER / MARQUER DE PAINTBALL SEMI-AUTOMATIQUE DE CALIBRE .68

OWNER'S MANUAL / LE MANUEL DU PROPRIÉTAIRE

PART 1

IMPORTANT SAFETY GUIDELINES - READ BEFORE OPERATION

CAUTION

- This paintball marker is NOT a toy. It can cause serious injury or death.
- Kingman recommends that customer be at least 18 years of age to purchase this product.
- Read this manual and air systems warnings before using this product.
- Any modifications or tampering of original factory parts will void all warranties and liabilities from Kingman.
- Kingman recommends using a barrel plug or barrel sock when the marker is not in operation.
- To ensure proper adjustment of velocity (fps) Kingman strongly recommends using a chronograph for paintball use located at most paintball stores and paintball fields.
- 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 or point your marker at a person that is not in a designated paintball facility and without proper paintball protection.
- Treat every paintball marker as if it were loaded.
- Never look down the barrel of a loaded or unloaded marker.
- Always keep the paintball marker in SAFE or OFF mode until ready to operate.
- Always remove the gas source before disassembly.
- Fire only 0.68 caliber paintballs with this product.
- Always make certain the bolt is in the un-cocked position when marker is not in use.
- Using a paintball marker outside of a non designated paintball field can be illegal, and is subject to law enforcement penalties if property damaged is caused by the user.
- Transfer this instruction manual upon change of marker ownership.

INITIAL START UP / OPERATION GUIDE

1. Kingman recommends having the marker in the "SAFE" position before use. To operate, push the safety button from the "PUSH SAFE" side of the trigger frame. This will position the marker in a lock safe mode. To disengage the safety button in a safe manner, point the marker in a safe direction, and push the safety button towards the "PUSH FIRE" side of the trigger frame.
2. Place the barrel plug or barrel sock over the barrel. This will help avoid any accidental discharge.
3. Attach the CO2 / Compressed air tank to the C/A adapter. **HELPFUL TIP:** Make sure to have the CO2 / Compressed air tank filled before attaching. Tighten the tank clockwise in the markers C/A adapter until it is snug. If an air leak occurs between the tank and the C/A Adapter, replace the urethane bottle o-ring. **NOTE:** O-rings in the markers parts kit are not supplied to attach with a CO2 / Compressed Air Tank. **IMPORTANT:** You should never need to use any hand tool to attach a CO2 / Compressed Air Tank to the C/A adapter.
4. Attach the elbow and a paintball loader to the markers feed neck. (* Not Pictured) Install the vertical elbow on to the markers feed neck, then attach a paintball loader connecting into the elbow. **NOTE:** Fill your paintball loader with only .68 caliber paint.
5. Cocking the marker. Pull the Top Cocking Knob # (STK002) rearward until the Delrin Bolt latches. **CAUTION:** Should you let go of the Top Cocking Knob before it latches, your marker may fire.
6. Remove the barrel plug or barrel sock.
7. **CAUTION:** With the safety button released in the FIRE position the marker is LIVE. Pulling the trigger # (TRS003) will fire a paintball. **IMPORTANT:** Only test your marker in a safe direction or in a designated playing field.
8. Performing a velocity (fps) check. Turning the velocity adjuster & spring guide # (VTA004 or VTA005) clockwise will increase the velocity (fps). Counter-clockwise will decrease the velocity (fps). **NOTE:** Your marker is intended to be used in a paintball facility with the proper paintball protection. **IMPORTANT:** Kingman recommends using a chronograph to ensure the marker's Velocity is under 300 (fps).
9. When finished playing, remove all paintballs from the loader. Then detach the paintball loader and vertical elbow from the marker. **CAUTION:** There may be a paintball in the marker's breach; take a couple of shots in a safe direction to make sure the barrel and receiver are empty.
10. Place the barrel plug or barrel sock over the barrel. This will help avoid any accidental discharge.
11. Kingman recommends having the marker in the "SAFE" position after use.
12. Unscrew the CO2 / Compressed air tank from the marker's C/A adapter. Turning the tank counter-clockwise will detach from the markers C/A adapter. **CAUTION:** Never expose any skin underneath the C/A Adapters bleed hole when removing the tank. This can run the risk of getting skin burn from the releasing of the GAS. **IMPORTANT:** You should never need to use any hand tool to detach a CO2 / Compressed Air Tank.

13. Store the marker in a paintball bag or in a safe place. **HELPFUL TIP:** Before / after use of the marker, make sure to fasten all screws. Screws can become loose because of vibration. It's a good practice to lubricate your marker before and after each use, especially when storing the marker for an extended period of time. Add a few drops of paintball gun oil on the Striker O-ring # (ORG001) (*see disassemble / reassemble guide*). Before storing the marker, make sure to have the marker in the uncocked position. This way the main spring does not lose its tension.

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 at a paintball dealership or a local playing field.
- **NOTE:** This product is intended to be used at a velocity no greater than 300 feet per second (FPS).
- This product is NOT intended to be used at any distance less than 25 feet.
- This paintball marker may have excess gas after the removal of the CO2 / Compressed air tank. Please remove all paintballs and discharge the remaining gas safely.
- Never store a CO2 / Compressed air tank attached on the marker while not supervised.

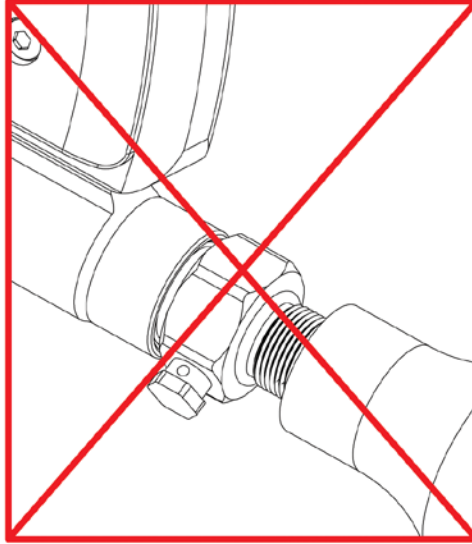
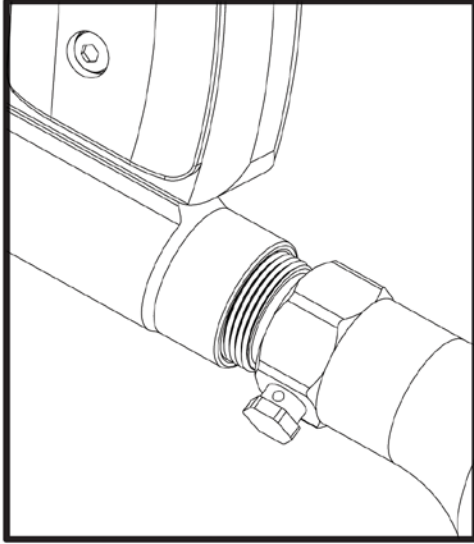
TROUBLESHOOTING

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

- Need lubrication on the following o-ring # (ORG001) (*see disassemble / reassemble & cleaning internals*).
- The pressure in the tank is too low and possibly needs to be refilled.
- Striker O-ring # (ORG001) is damaged or missing. Replace with a new Kingman approved Striker O-ring. **NOTE:** The Striker O-ring can not be substituted with a black or urethane bottle o-ring.
- Dirt or broken paint shell fragments in the receiver can cause the marker to have recocking issues. Using a squeegee thru the upper portion of the receiver will remove most of the dirt or broken shell fragments. Should this issue continue, (*see disassemble / reassemble & cleaning internals*) remove the markers internals for complete cleaning.
- Using low quality paintballs can cause the marker to experience recocking issues because of the shape of the paintballs.

HELPFUL TIP: Paintballs have a shelf life and can become too fragile for use.

HELPFUL TIP: Paintballs can take a different shape over time, so it would be wise to size the paintball with your barrel.

CO2 / HP AIR TANK WARNING**WARNING**

- VALVES MUST BE INSTALLED OR REMOVED ONLY BY QUALIFIED PERSONNEL.
- ALL BOTTLES MUST BE RETESTED BEFORE EXPIRATION DATE. SEE THE CO2 / COMPRESSED TANK LABEL FOR RETEST DATE!
- Improper use, filling, storage or disposal of this cylinder may result in death, personal injury and property damage.
- Air cylinders 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 [HYPERLINK "http://WWW.CGANET.COM" WWW.CGANET.COM](http://WWW.CGANET.COM)
- Do not over pressurize. Do not expose pressurized cylinder to temperatures in excess of 130°F degrees (54°C).
- Do not expose cylinders to corrosive materials and do not clean with caustic cleaners.
- Do not alter tank cylinders in any way.
- Tank cylinders heated to a temperature of 250°F degrees (121°C) or more must be condemned or requalified in accordance with test defined in CFR-49.
- Keep tank cylinders out of reach of children.
- The valve should NEVER be detached from the tank canister. Should this occur, please seek assistance from a trained airsmith immediately.
- Air tanks are intended for paintball use only.

INSTALLING A CO2 / COMPRESSED AIR TANK

Firmly attach the CO2 / Compressed Air Tank clockwise to the markers C/A Adapter SH # (ASA004 or ASA005). **HELPFUL TIP:** Make sure when installing a tank, to have the CO2 / Compressed Air Tank filled first. Make sure the CO2 / Compressed Air Tank has a urethane bottle o-ring on the top of the valve to prevent air leaks. **IMPORTANT:** You should never need to use any hand tool to attach a CO2 / Compressed Air Tank to the C/A adapter.

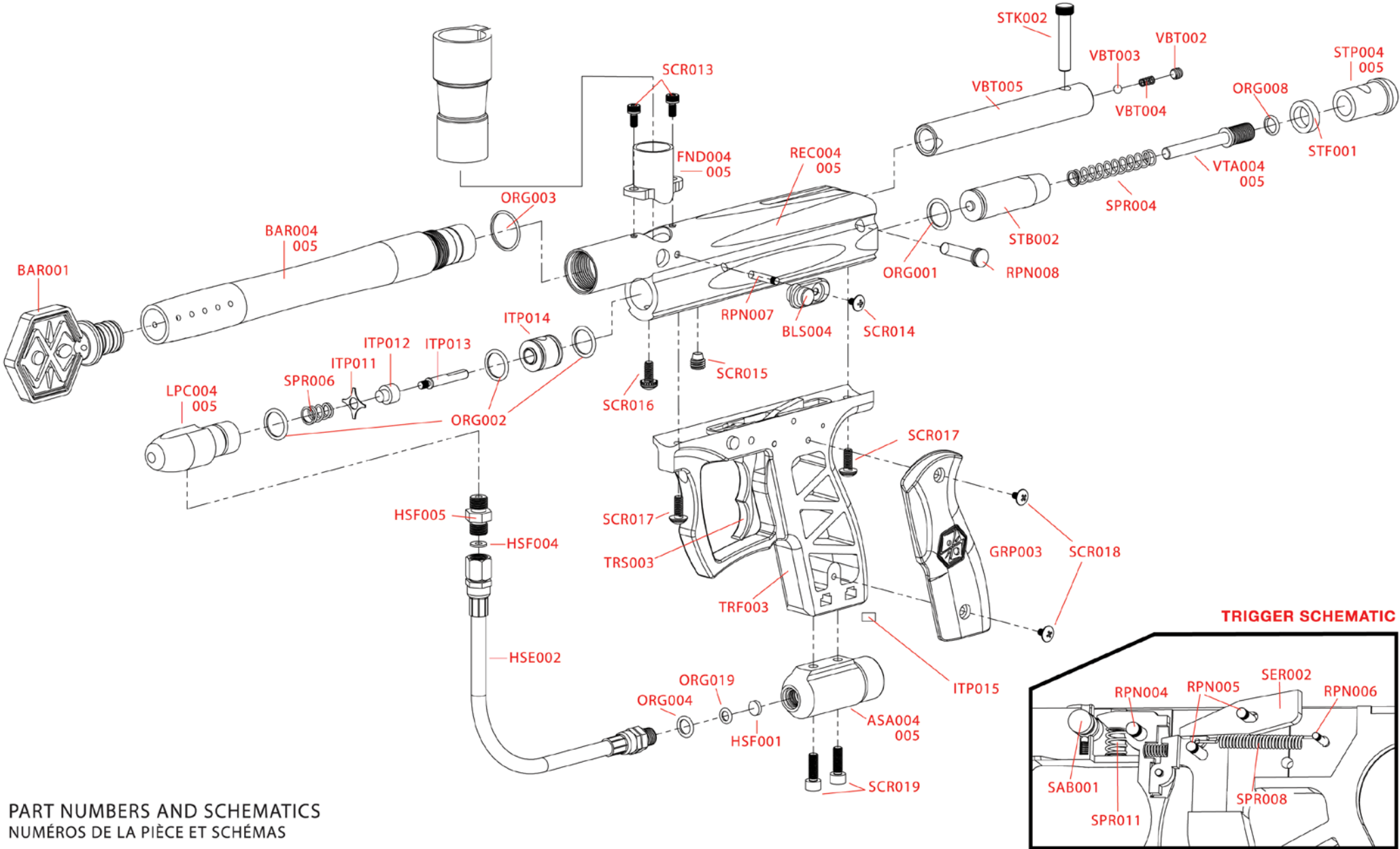
REMOVING A CO2 / COMPRESSED AIR TANK

Firmly unscrew the CO2 / Compressed Air Tank by turning counter-clockwise. **HELPFUL TIP:** After playing with the marker, you should ALWAYS remove the CO2 / Compressed Air Tank. When the tank is being removed, excess air will release from the bottom of the C/A Adapter # (ASA004 or ASA005).

CAUTION: Never expose any skin underneath the C/A adapters bleed hole when removing the tank. This can run the risk of getting skin burn from the releasing of the GAS. **IMPORTANT:** You should never need to use any hand tool to detach a CO2 / Compressed Air Tank from the C/A adapter.

**DANGER****DANGER**

- The CO2 or Compressed Air Tank cylinder 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 IMMEDIATELY** if valve starts to unscrew from the cylinder. If in doubt, screw the cylinder back onto the marker and contact a trained person for repair.

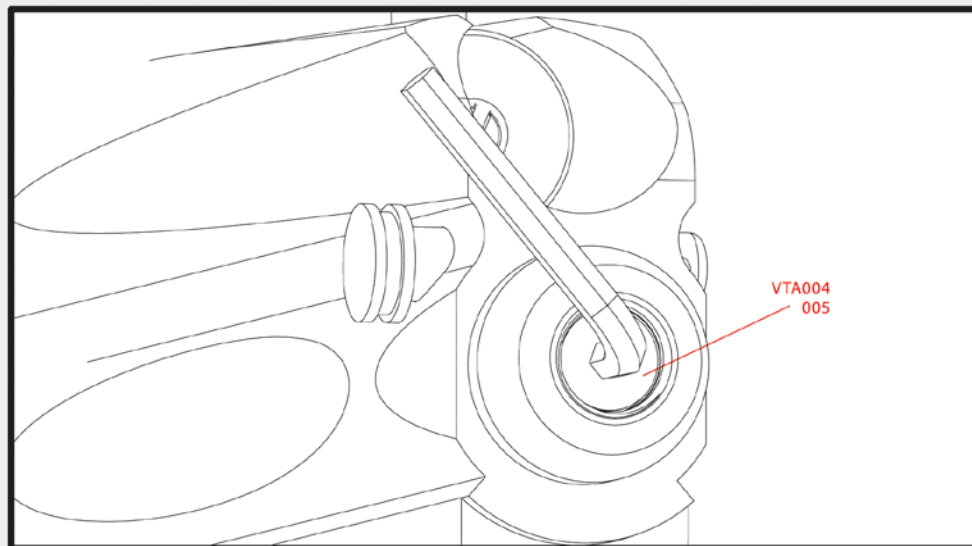


PART NUMBERS AND SCHEMATICS
 NUMÉROS DE LA PIÈCE ET SCHÉMAS

Item #	Name Of Parts	Item #	Name Of Parts
ASA004	C/A Adapter SH (matte blue)	SCR017	M5 x 12 Screw (ABH)
ASA005	C/A Adapter SH (matte green)	SCR018	Grip Screw M3 x 8 Screw (+)
BAR001	Barrel plug	SCR019	C/A Adapter M5 x 28 Screw (A)
BAR004	9 1/2" Barrel (matte blue)	SER002	Sear
BAR005	9 1/2" Barrel (matte green)	SPR004	Striker Spring
BLS004	Detent Cover w/ Ball Bearing (curved)	SPR006	Valve Spring
FND004	Direct Feed (matte blue)	SPR008	Sear Spring
FND005	Direct Feed (matte green)	SPR011	Trigger Spring
GRP003	Rubber Grip Cover (black)	STB002	Striker Bolt
HSE002	Disconnect Hose 9.5"	STF001	Striker Buffer
HSF001	Filter	STK002	Top Cocking Knob (semi)
HSF004	Plastic Washer	STP004	Striker Plug (matte blue)
HSF005	Male to Male Adapter (STD x MET)	STP005	Striker Plug (matte green)
ITP011	Cup Seal Guide	TRF003	Composite Trigger Frame (black)
ITP012	Cup Seal	TRS003	Double Trigger (black)
ITP013	Valve Pin	VBT002	Delrin Bolt Locking Screw
ITP014	Valve Body	VBT003	Delrin Bolt Locking Bearing
ITP015*	Nut Screw	VBT004	Delrin Bolt Locking Spring
LPC004	Reservoir Chamber (matte blue)	VBT005	Delrin Bolt (semi)
LPC005	Reservoir Chamber (matte green)	VTA004	Velocity Adjuster & Spring Guide (matte blue)
ORG001	Striker O-ring	VTA005	Velocity Adjuster & Spring Guide (matte green)
ORG002	O-ring #015 80D		
ORG003	Barrel O-ring		
ORG004	#011 O-ring		
ORG008	#010 O-ring		
ORG019	#009 O-ring		
PAK002*	Spare Parts Kit		* Not Pictured
REC004	Victor Receiver (matte blue)		
REC005	Victor Receiver (matte green)		
RPN004	Trigger Roll Pin		
RPN005	Sear Roll Pin		
RPN006	Secondary Sear Roll Pin		
RPN007	Valve Body Roll Pin		
RPN008	Quick Disconnect Pin w/ bearing (black)		
SAB001	Safety Button (C)		
SCR013	M4 x 8 Screw (+)		
SCR014	M4 x 6 Screw (+)		
SCR015	Valve Body Screw		
SCR016	M5 x 12 Screw (ASH)		

PART 4

VELOCITY ADJUSTMENTS INCREASE / DECREASE



- To increase your velocity FPS (Feet Per Second) using the allen wrench turn the Velocity Adjuster / Spring Guide # (VTA004 or VTA005) clockwise.
 - To decrease your velocity FPS (Feet Per Second) using the allen wrench turn the Velocity Adjuster / Spring Guide # (VTA004 or VTA005) counter-clockwise.
- NOTE:** Velocity Adjuster / Spring Guide # (VTA004 or VTA005) doesn't remove from the rear of the Sticker Plug # (STP004 or STP005).

WARNING

- The recommended Velocity speed should be no greater than 300 fps. Not doing so can cause serious injury if the Velocity is dangerously high.
- Paintball markers are not intended to shoot any person less than 25 feet.
- Never point a loaded marker at any person who is not wearing the proper face protection.
- Never at any point should you look down the barrel, whether the marker is loaded or not.
- Using a paintball marker outside a non designated paintball field can be illegal, and is subject to law enforcement penalties if property damage is caused by the user.

ASSEMBLY AND CLEANING THE REAR INTERNALS

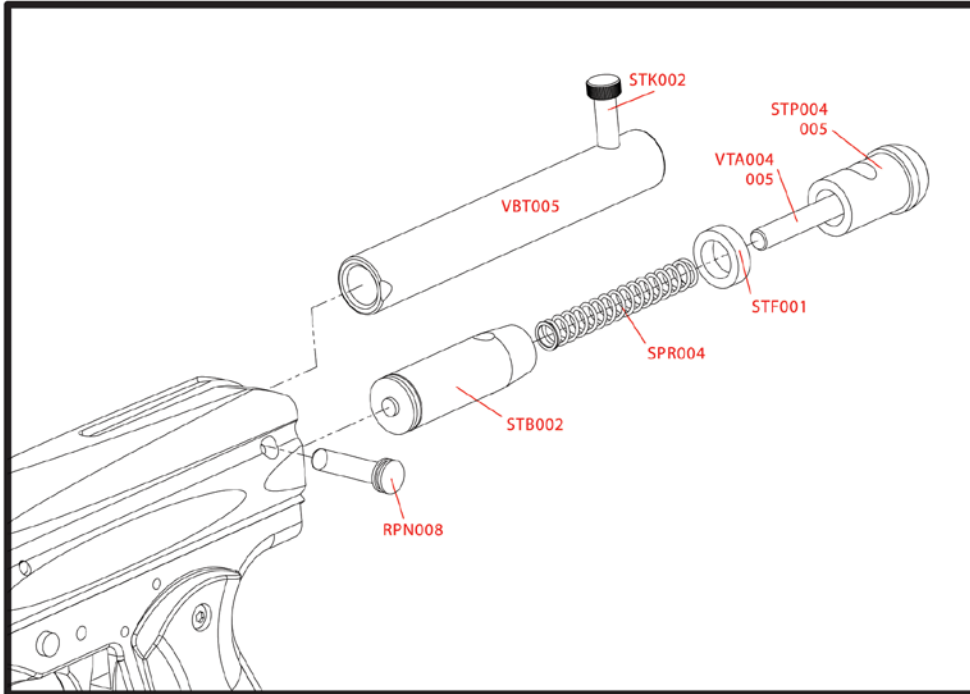
QUICK CLEAN DISASSEMBLE

Lift upward on the Top Cocking knob # (STK002). This will allow the Delrin Bolt # (VBT005) sliding from the rear of the receiver.

HELPFUL TIP: With the Delrin Bolt removed out of the Receiver, this allows easy access to clean with a squeegee.

NOTE: Make sure the hole on the Striker Bolt # (STB002) is facing upright when looking thru the Receiver. This will allow the Top Cocking Knob # (STK002) to correctly fasten with the Striker Bolt.

HELPFUL TIP: Please note how the parts are removed for easy reassembly.



DISASSEMBLE REAR INTERNALS

STEP 1. Lift upward on the Top Cocking knob # (STK002). This will allow the Delrin Bolt # (VBT005) slide out from the rear of the Receiver.

STEP 2. Remove the Quick Disconnect Pin # (RPN008). This will allow the Striker Plug # (STP004 or STP005) and the markers internals to slide from the rear of the Receiver. **NOTE:** Remove the Quick Disconnect Pin when the markers in the de-cocked position. This way, the tension of the Striker Spring does not allow the markers internals to spring out.

HELPFUL TIP: Placing your finger behind the Striker Plug before removing the Quick Disconnect Pin will prevent the markers internals to spring out.

STEP 3. Remove items in order; Striker Plug # (STP004 or STP005) w / Velocity Adjuster # (VTA004 or VTA005), Striker Spring # (SPR004) and Striker Buffer # (STF001).

STEP 4. Slide the Striker Bolt # (STB002) out of the rear of the receiver.

HELPFUL TIP: When the internals are removed it would be wise to clean any dirt or paint from the inside of the receiver with a squeegee. Wipe clean the Delrin Bolt with a rag or paper towel. Apply some paintball gun oil on the Striker O-ring periodically.

REASSEMBLE REAR INTERNALS

STEP 1. Insert the Striker Bolt # (STB002) thru the rear of the receiver with the o-ring facing towards the front of the marker. **NOTE:** When inserting the Striker Bolt, apply pressure behind the Striker Bolt and at the same time pull on the Trigger # (TRF003) to allow entry of the Striker Bolt. **NOTE:** The hole on the Striker Bolt should be facing upright when looking thru the Receiver. This will allow the Top Cocking Knob # (VBT005) to correctly fasten with the Striker Bolt.

STEP 2. Insert the Striker Buffer # (STF001) flush with the receiver and place the Striker Spring # (SPR004) thru the Striker Buffer.

STEP 3. Place the Striker Plug # (STP004 or STP005) w / Velocity Adjuster & Spring Guide # (VTA004 or VTA005) to the rear of the receiver.

STEP 4. Insert the Quick Disconnect Pin # (RPN008) thru the Receiver to hold the Striker Plug # (STP004 or STP005) in place.

STEP 5. Insert the Delrin Bolt # (VBT005) thru the rear of the Receiver with the Top Cocking Knob # (STK002). Press downward on the Top Cocking Knob to gain entry with the Striker Bolt. **NOTE:** If the Striker Bolt hole is not aligned upright, the Top Cocking Knob will not fasten correctly with the Striker Bolt. **HELPFUL TIP:** Use a small tool device to align the hole upright should the Striker Bolt turn when positioned back in the receiver.

IMPORTANT: The Quick Disconnect Pin # (RPN008) must be properly placed thru the Receiver. The ball bearing on the pin must be visible thru the opposite end of the Receiver.

To assure marker is assembled properly, follow the schematic drawing or position parts in order during disassembly. Parts assembled backwards or improper parts installed will / can cause the marker to malfunction.

WARNING: Never attempt to remove the markers internals while the CO2 / Compressed Air Tank is attached. Make sure to remove all paintballs and loader before disassembling the marker.

AIR LEAKS

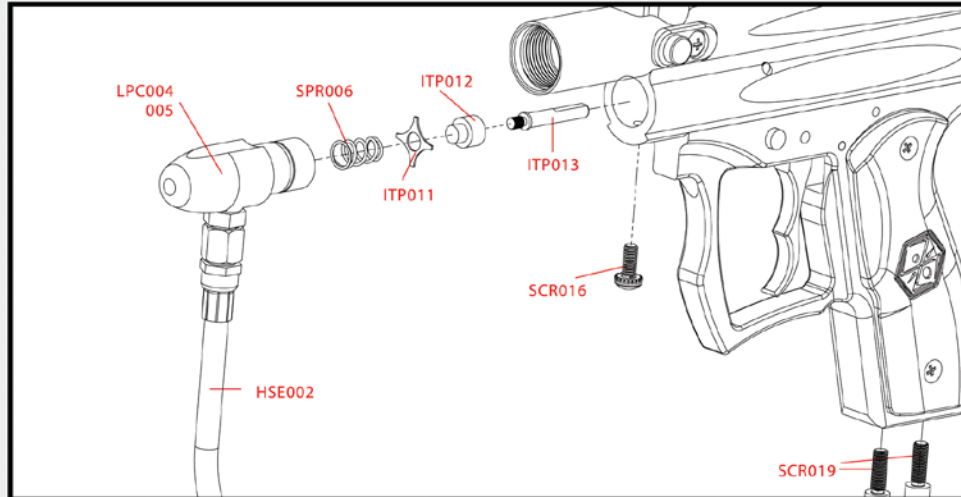
IMPORTANT! Always remove the air tank before any disassembling of the marker.

- Air leaking from the Low Pressure Chamber means the o-ring # (ORG002) will need to be oiled or replaced.
- Air leaking down the barrel is usually caused by a worn or damaged cup seal # (ITP012). (see *cup seal / valve body removal guide*) should the cup seal need to be exchanged.
- Never remove Valve Body # (ITP014) unless specific repairs are needed.
- A nick or scratch on the lip of the Valve Body can cause an internal air leak (see *cup seal / valve body removal guide*). The Valve Body may need to be replaced.
- Air leaking thru the Receiver and out of the Trigger Frame would indicate the Valve Body O-rings # (ORG002) will need to be replaced.
- If air is leaking thru the opposite end of the hose fittings, please check the following:
 - The Female end of the Hose must have a plastic washer # (HSF004) installed inside the hose collar and be tightened properly.
 - The Male end of the Hose must have a hose o-ring # (ORG004) at the end of the male side of the hose at all times.

IMPORTANT! The hose line supplied has metric female and metric male ends. These will not install into American (NPT) threaded fittings. If installed incorrectly, it is possible to damage the attachment fittings and hose line.

HELPFUL TIP: To assure marker is assembled properly, follow the schematic drawing or position parts in order during disassembly. Parts assembled backwards or improper parts installed will / can cause the marker to malfunction.

CUP SEAL / VALVE BODY REMOVAL GUIDE



WARRANTY STATEMENT

Kingman Group warranties to the original owner / purchaser that this product is free from defects in material and workmanship under normal use and service for a period of 1 year 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 Group agrees to repair or replace (at its discretion) any product within a reasonable period of time. This warranty does not cover o-rings, 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 Group that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering of original factory parts will not be covered by this warranty. Any damage caused by water will not be covered by this warranty. Warranty work can only be conducted by Kingman Group technician or Kingman Group authorized technicians. If product needs repair, package it carefully and send together with your name, address, phone number and a brief description of the malfunction to:

DÉCLARATION DE GARANTIE

Kingman Group garantit à l'acheteur d'origine que ce produit est exempt de tout défaut de matériaux et de main-d'œuvre dans des conditions d'utilisation normale pour une période de 12 mois à partir de la date d'achat originale par l'acheteur initial. Pour que cette garantie soit valide, l'acheteur doit retourner la fiche de garantie ci-incluse ainsi qu'une copie du reçu d'achat dans les quinze jours suivant l'achat. Kingman Group s'engage à réparer ou à remplacer (à sa discrétion) tout produit dans un délai raisonnable. La présente garantie ne couvre pas les joints toriques, les éraflures, l'usure normale des pièces, une modification ou une décoloration normale de l'anodisation, ni les dommages causés par un choc sur le produit. La présente garantie ne s'appliquera pas si Kingman Group peut prouver que le défaut résulte d'un usage abusif de la part du consommateur. La présente garantie couvre uniquement les pièces d'origine. Aucune modification ou altération apportée aux pièces d'origine ne sera couverte par la présente garantie. Aucun dommage causé par l'eau ne sera couvert par cette garantie. Les réparations couvertes par la garantie ne peuvent être effectuées que par un technicien de chez Kingman Group ou autorisé par Kingman Group. Si le produit doit être réparé, emballez-le soigneusement et envoyez-le, accompagné de vos nom, adresse et numéro de téléphone, ainsi que d'une brève description du problème à:

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www.kingman.com

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www.spyder.tv



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 1 YEAR LIMITED WARRANTY.

NAME:

ADDRESS:

CITY:

STATE:

ZIP:

COUNTRY:

GENDER:

AGE:

JOB:

E-MAIL:

PHONE #: ()

PRODUCT NAME/SERIES:

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

WHY DID YOU PURCHASE THIS SPYDER 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:

(please check box)

Yes, I would like to receive more info
regarding new products, promotions
and specials from Kingman.

VIIA

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