



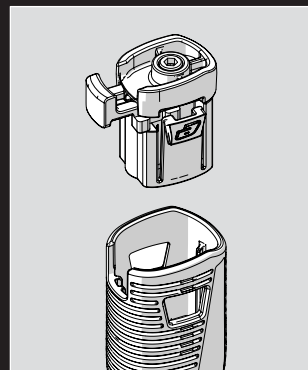
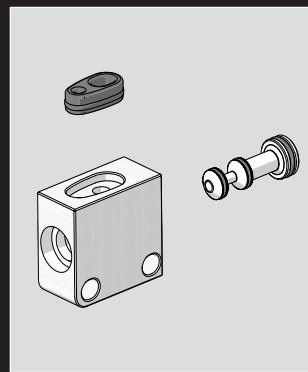
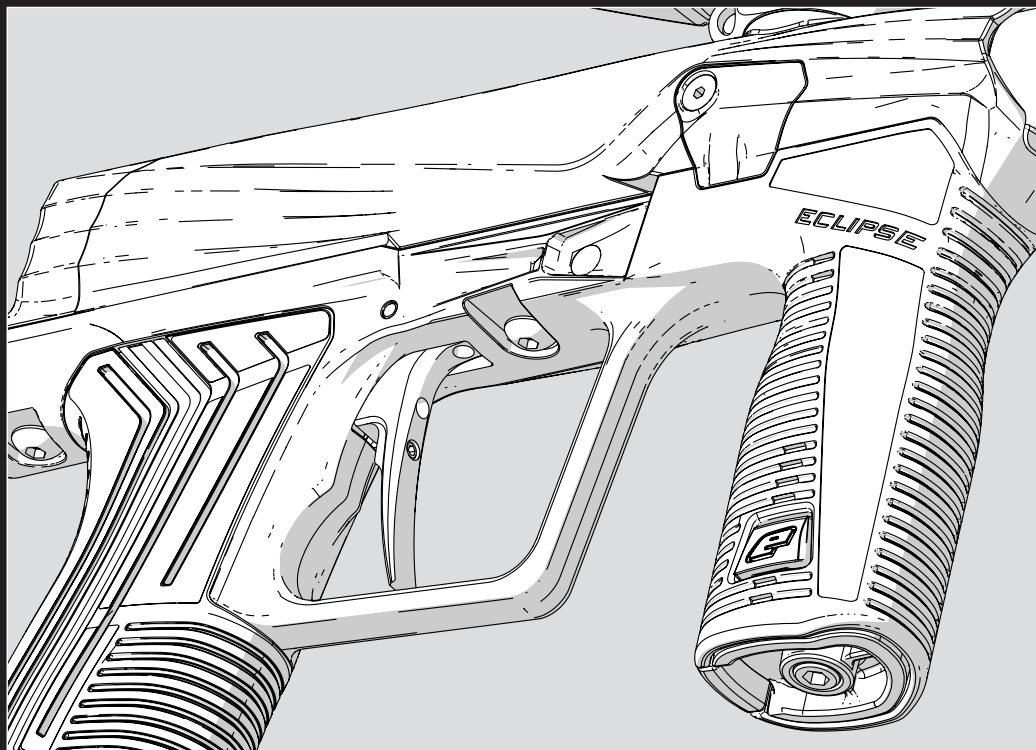
PLANET ECLIPSE: ETHA3

USER MANUAL: ENGLISH

ETHA3

.68CAL

G GALILEO
CORE



! WARNING!

IMPORTANT SAFETY NOTICES

- ⚠ **PLANET ECLIPSE PAINTBALL EQUIPMENT IS NOT A TOY. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.**
- ⚠ Careless or improper use of the marker and/or parts, including failure to follow instructions and warnings within this User Manual could cause serious injury or even death.
- ⚠ Do not remove or deface any warnings attached to the marker.
- ⚠ Paintball industry standard eye/face/ear and head protection designed specifically to stop paintballs and meeting ASTM standard F1776 (USA) or CE standard (Europe) must be worn by the user and any person within range. Proper protection must be worn during assembly, cleaning and maintenance.
- ⚠ Hearing protection should be worn.
- ⚠ Never shoot at a person who is not wearing proper protection.
- ⚠ Never look directly into the barrel of the marker. Accidental discharge into the eyes may cause permanent injury or even death. Never look into the barrel or breech area of the marker whilst the marker is switched on and able to fire.
- ⚠ Keep the marker switched off until ready to shoot.
- ⚠ Treat every marker as if it is loaded and ready to fire.
- ⚠ The electronic On/Off button or mechanical Safety switch is the marker's disabling device. Always switch the marker off when not in use.
- ⚠ Always fit a barrel-blocking device to the marker when not in use.
- ⚠ Always remove paintballs from the marker when not in use.
- ⚠ Do not field strip or remove any parts while the marker is pressurised.
- ⚠ Do not pressurise the marker without all the components of the marker correctly installed, as high-pressure gas may be emitted.
- ⚠ Do not fire the marker without the bolt correctly installed.
- ⚠ Never put your finger or any foreign objects into the paintball feed tube of the marker.
- ⚠ Never allow pressurised gas to come into contact with any part of your body.
- ⚠ Always remove the first stage regulator and relieve all residual gas pressure from the marker before disassembly.
- ⚠ Always remove the first stage regulator and relieve all residual gas pressure from the marker for transport and storage.
- ⚠ Always follow guidelines given with your first stage regulator for safe transportation and storage.
- ⚠ Always store the marker in a secure place.
- ⚠ Observe all local and national laws, regulations and guidelines.
- ⚠ Persons under 18 years of age must have adult supervision when using or handling the marker.

- ⚠ Only use professional paintball fields where codes of safety are strictly enforced.
- ⚠ Use compressed air/nitrogen only. Do not use any other compressed gas or pressurised liquid including CO2.
- ⚠ Always follow instructions, warnings and guidelines given with any first stage regulator you use with the marker.
- ⚠ Use 0.68 inch calibre paintballs only.
- ⚠ Always measure your marker's velocity before playing paintball, using a suitable chronograph.
- ⚠ Never shoot at velocities in excess of 300 feet (91.44 metres) per second, or at velocities greater than local or national laws allow.
- ⚠ Any installations, modifications or repairs should be carried out by a qualified individual at a licensed and insured paintball facility.

! WARNING!

This user manual must accompany the product in the event of resale or new ownership. Should you be unsure at any stage you must seek expert advice.

! WARNING!

IMPORTANT SAFETY NOTICES



This User Manual is in English.

It contains important safety guidelines and instructions. Should you be unsure at any stage, or unable to understand the contents of this manual you must seek expert advice.



Le mode d'emploi est en Anglais.

Il contient des instructions et mesures de sécurité importantes. En cas de doute, ou s'il vous est impossible de comprendre le contenu du mode d'emploi, demandez conseil à un expert.



Este manual de usuarios (operarios)

Usuarios está en Inglés. Contiene importantes normas de seguridad e instrucciones. Si no está seguro de algún punto o no entiende los contenidos de este manual debe consultar con un experto.

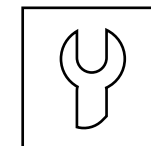


Diese Bedienungs - und Benutzeranleitung ist in Englisch.

Sie enthält wichtige Sicherheitsrichtlinien und -bestimmungen. Sollten Sie sich in irgendeiner Weise unsicher sein, oder den Inhalte dieses Heftes nicht verstehen, lassen Sie sich bitte von einem Experten beraten.

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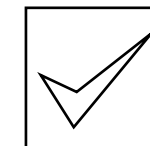
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**SUPPORT**

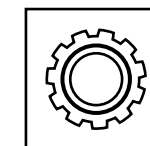
As an Eclipse customer you will have access to our worldwide technical support network that will help you with any technical problems from localised service centres to on-site* tech support.

**WARRANTY ***

All Eclipse Markers have 24 months limited warranty from the date of manufacture, or a minimum of 12 months with proof of purchase. Meaning we got your back from day one.

**QUALITY**

All Eclipse products undergo meticulous checks by experienced specialists who care about the product that arrives at your door. Precision materials + high standards = a quality product.

**STANDARD**

Your Eclipse marker is awesome and requires no after market parts however, for genuine Eclipse accessories and support please consult your local Eclipse Dealer for upgrade options.

* Conditions apply, see online policies for full details at planetclipse.com/warranty

FIG.1

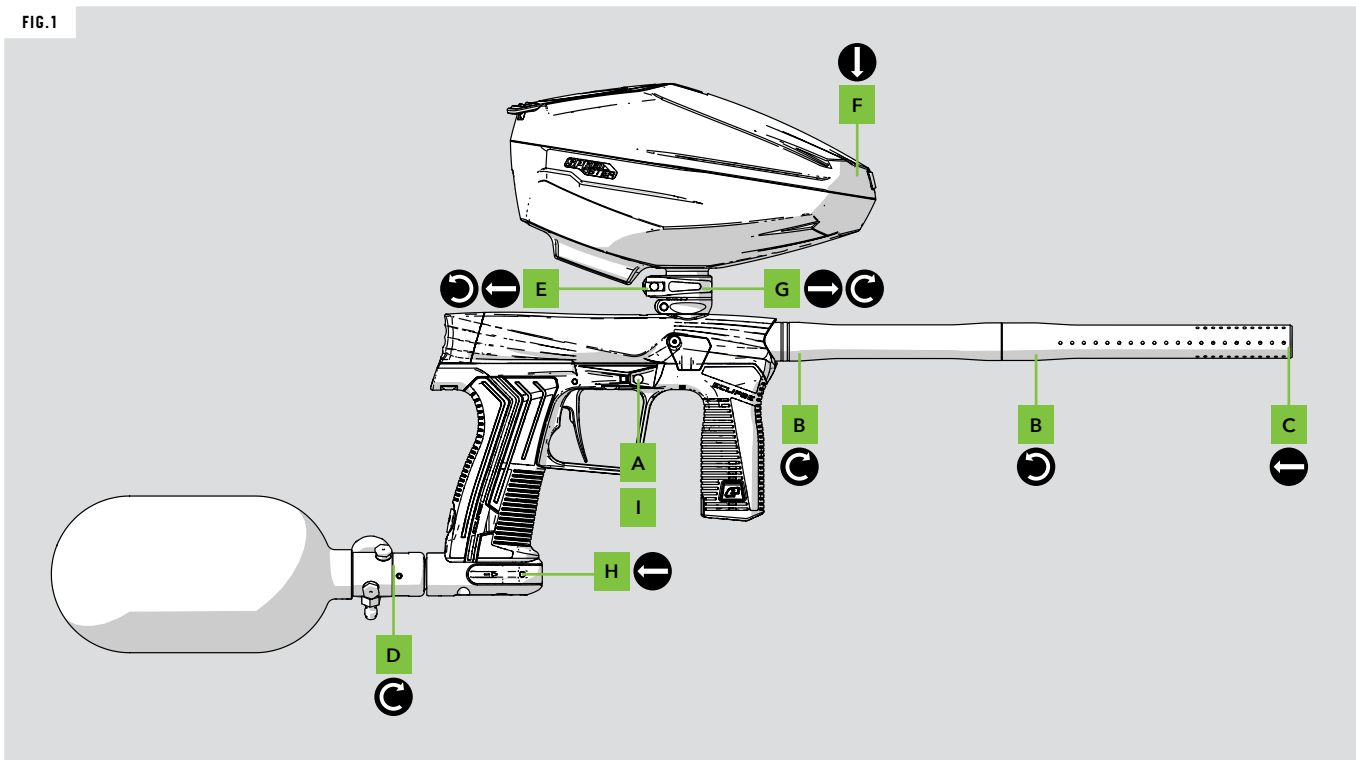


FIG.1

- A Switch the marker OFF before you begin.**
This ensures the marker will not fire when the trigger is pulled.
- B Attach the barrel.**
Rotate the barrel tip counter-clockwise into the back section.
Rotate the barrel back clockwise into the marker body.
- C Attach a barrel blocking device for safety.**
- D Attach the preset air system.**
Rotate the air system clockwise into the ASA body.
- E Loosen the clamping feed neck.**
Open the feed neck lever away from the feed neck.
Rotate the feed neck lever screw counter-clockwise.
- F Attach the loader.**
Loosen the clamping feed neck if it's too tight.
- G Secure the loader.**
Close the feed neck lever to secure.
Rotate the feed neck lever screw clockwise to tighten.
- H Gas the marker.**
Push the POPS switch towards the POPS body until it engages.
- I Switch the marker ON when you are ready to play.**
The marker will now fire when the trigger is pulled.

- ! IMPORTANT!** To switch the marker ON/OFF see page 8.
- ! DO NOT** over-tighten the barrel.
- ! ALWAYS** ensure marker is de-gassed when setting up.
- ! NEVER** use CO2. Only use compressed air or Nitrogen.

WARNING !

Always make sure that the marker is OFF with a barrel blocking device installed and that no paintballs are in the marker or loader before attaching an air system.

Compressed air and nitrogen systems can be extremely dangerous if handled or used incorrectly.

Only attach an air system certified for use within the country of use.

Never add lubricants or grease into the fill adaptor of the air system regulator.

Ensure that all screws are tightened and no parts are loose before installing an air system.

Do not pressurise the marker without the bolt system correctly installed, as high pressure gas will be emitted.

Do not install a compressed air system or load paintballs into the marker until you feel confident with your ability to handle the marker safely and responsibly.

The frame **A** houses the On/Off button **B** and the status indicator **C**. Use the On/Off button to switch the marker On/Off.

FIG-1

SWITCHING THE ETHA3 ON

Press and hold the On/Off button. Release the On/Off button when the status indicator lights up.

On power up, if the marker is unable to load its previous settings it will restore the factory settings. If this happens, the LED will flash RED (error), then BLUE factory reset).

See pages 16-17 for settings.

SWITCHING THE ETHA3 OFF

Press and hold the On/Off button. Release the On/Off button when the status indicator turns RED. The marker will now switch off.

FIRING THE ETHA3

Pull the trigger to fire the marker. If the marker is ON and able to fire then it will do so.

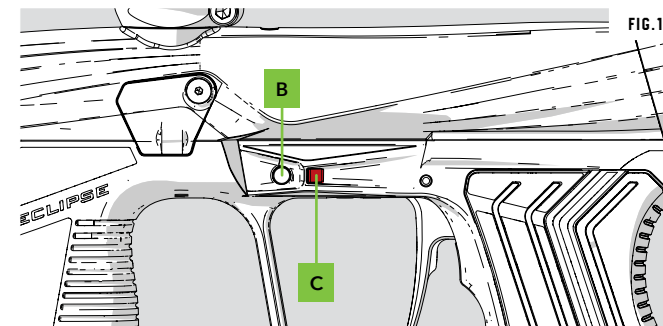
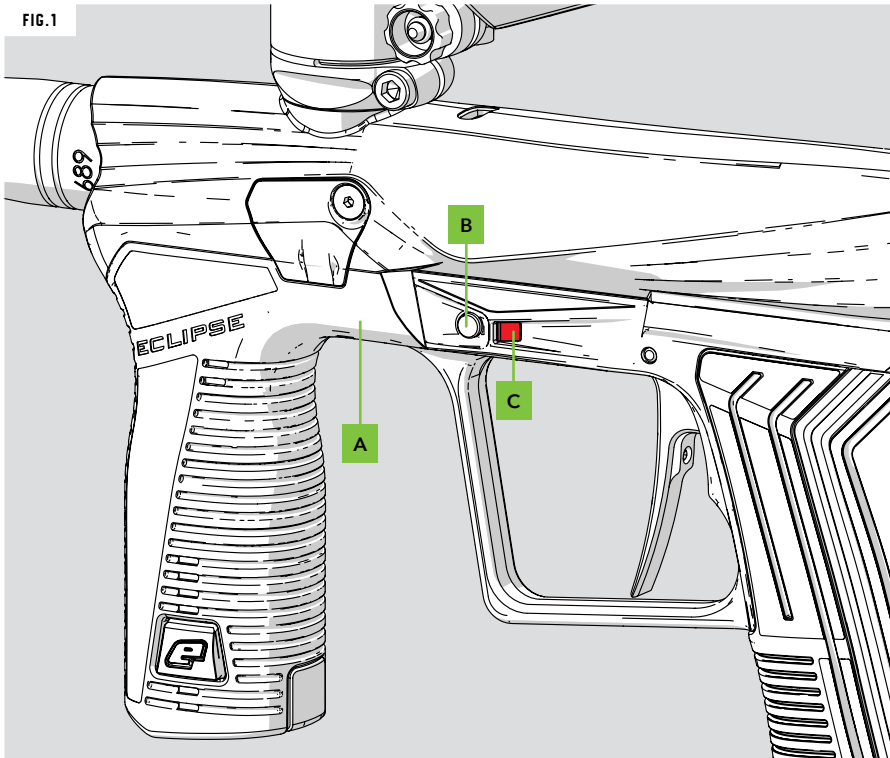


FIG-1

The status indicator is visible on each side of the marker and is used to indicate a number of different things.

BREECH SENSOR STATUS

After power up the status indicator **C** will display the status of the breech sensor (BS). The breech sensor (BS) is used to detect paintballs in the breech of the marker.

The table below shows each LED colour and its relevant BS status.

LED COLOUR	BREECH SENSOR (BS) STATUS
Flashing Yellow	BS enabled. NO paintball detected. Marker WILL NOT fire.
Flashing Light Blue	BS enabled. Paintball detected. Marker WILL fire.
Flashing Purple (Slow)	BS disabled. Marker WILL fire.
Flashing Purple (Fast)	Blockage detected. BS disabled. Marker WILL fire.
Red	Replace battery! Marker may or may not fire.

BATTERY STATUS

- 1 Tap the On/Off button **B** when the marker is On.
- 2 The status indicator **C** will indicate the status of the battery for 2 seconds (see the table below for battery status colour information).

The status indicator also indicates the various marker parameter settings. See pages 16-17.

LED COLOUR	BATTERY STATUS
Green	Battery level is good.
Yellow	Battery level is low.
Red	Replace the battery!
Flashing Red	Insufficient energy. Replace the battery immediately!

WARNING!

If the On/Off button does not work contact your local Eclipse Dealer immediately and do not use the marker.

When the marker is On, the marker is live and will fire with every pull of the trigger, if an air system is fitted.

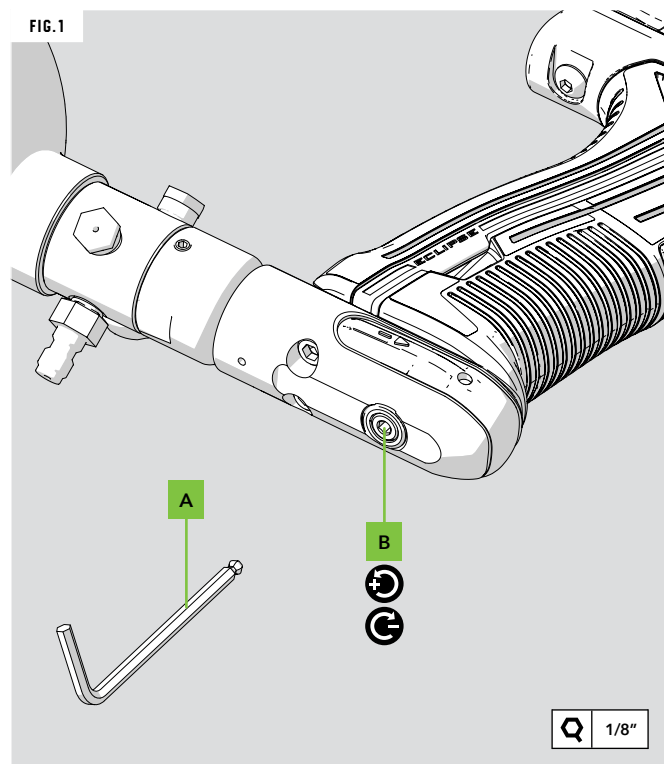
FIG.1

Insert a 1/8" hex key **A** into the velocity adjuster screw **B** to alter the velocity of the marker.

ADJUSTING THE VELOCITY:

- A** Turn the hex key clockwise to reduce velocity.
- B** Turn the hex key counter-clockwise to increase velocity.
- !** Fire two clearing shots after each velocity adjustment for an accurate velocity reading.
- !** DO NOT turn the adjuster screw in too far. This will prevent the marker from firing.

FIG.1



WARNING!

DO NOT exceed 300FPS.

ALWAYS wear correct protective equipment when firing your marker.

NEVER point your marker in the direction of other people when not on the field.

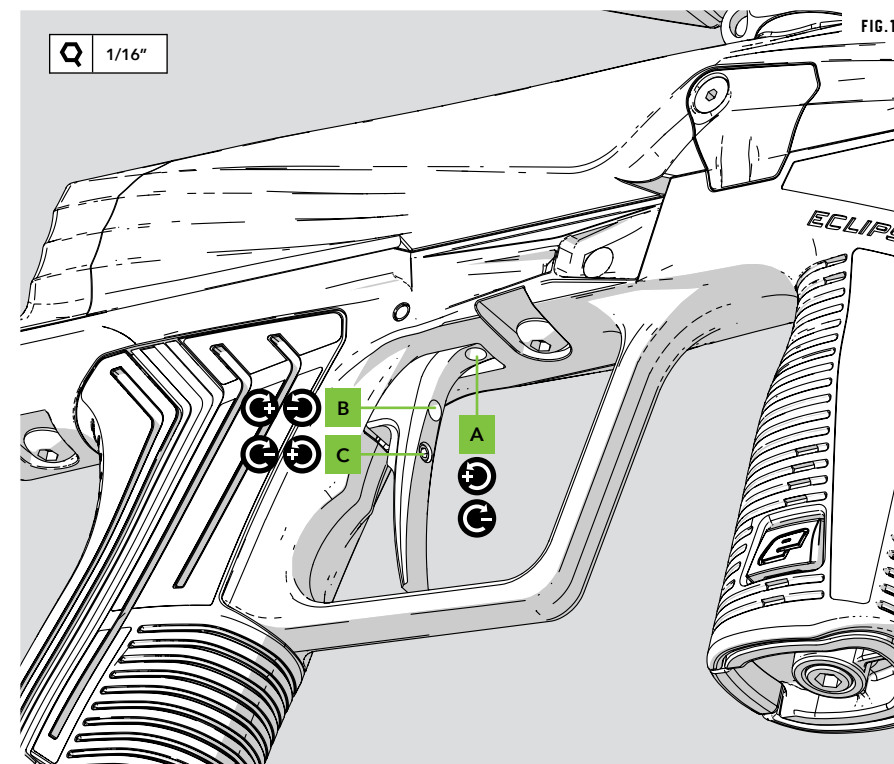
ALWAYS be aware of where the barrel is facing when adjusting the velocity.

FIG-1

The pre-travel screw **A** adjusts the distance the trigger travels before the microswitch is actuated. Clockwise reduces the amount of travel (shortening the trigger), counter-clockwise increases the trigger pre-travel distance.

The trigger spring screw **B** adjusts the spring strength of the trigger return. Clockwise increases the spring strength, counter-clockwise reduces the spring strength.

The post-travel screw **C** adjusts the distance the trigger travels once the microswitch has been actuated. Clockwise reduces the amount of travel (shortening the trigger), counter-clockwise increases the trigger post-travel distance.



WARNING!

Do not wind the screws in too far as this may prevent the marker from firing or even damage the marker.

If the pre-travel screw is wound in too far this could cause the marker to fire unintentionally.

FIG.1

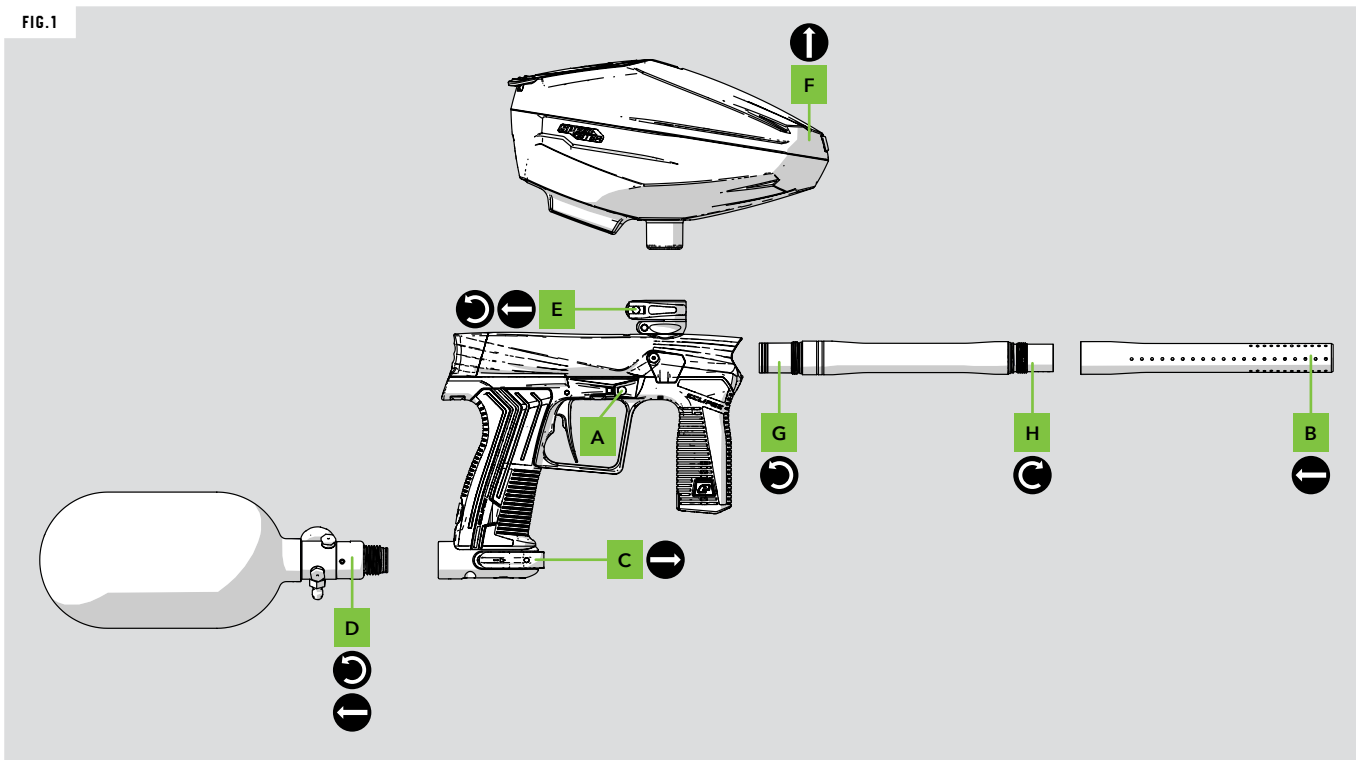


FIG.1

- A Switch the marker OFF before you begin.**
This ensures the marker will not fire when the trigger is pulled.
- B Attach a barrel blocking device for safety.**
- C De-gas the marker.**
Push and hold the POPS button then pull the POPS switch away from the POPS body.
- D Remove the preset air system.**
Rotate the air system counter-clockwise from the ASA body.
- E Loosen the clamping feed neck.**
Open the feed neck lever away from the feed neck.
Rotate the feed neck lever screw counter-clockwise.
- F Remove the loader.**
If the feed neck is too tight, loosen the clamping feed neck more.
- G Remove the barrel.**
Rotate the barrel counter-clockwise from the marker body.
- H Separate the barrel sections.**
Rotate the barrel tip clockwise from the barrel back.

- ! IMPORTANT!** To switch the marker ON/OFF see page 8.
- ! ALWAYS** attach a barrel blocking device to avoid injury.
- ! ALWAYS** remove air system before unloading.
- ! ALWAYS** remove any paintballs from the breech of the marker once the loader has been removed.

WARNING !

Always make sure that the marker is OFF with a barrel blocking device installed and that no paintballs are in the marker or loader before attaching an air system.

Compressed air and nitrogen systems can be extremely dangerous if handled or used incorrectly.

Only attach an air system certified for use within the country of use.

Never add lubricants or grease into the fill adaptor of the air system regulator.

Ensure that all screws are tightened and no parts are loose before installing an air system.




Do not pressurise the marker without the bolt system correctly installed, as high pressure gas will be emitted.

Do not install a compressed air system or load paintballs into the marker until you feel confident with your ability to handle the marker safely and responsibly.

- ! Your marker must be clear of all paint and propellant during transportation or storage.
 - ! Make sure the marker is switched OFF.
 - ! Remove the barrel from the marker.
 - ! Make sure the marker is clean of any paint residue, dirt and moisture.
 - ! Store your marker in a clean, cool, dry place.
 - ! Keep your marker away from any unauthorised or unsafe users.
- ! Protect your marker from excessive heat during transportation.
 - ! When transporting a paintball marker by air, check with the airline regarding their policies on transporting paintball equipment as hold luggage before arriving at the airport.
 - ! Observe and obey all local and national laws concerning the transportation of paintball markers.
 - ! Use the box in which the marker was originally supplied to protect the marker against rough handling during transport.

WARNING!

Never carry your marker un-cased 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 a real firearm. For your own safety, and to protect the image of paintball, always carry the paintball marker in a suitable marker case, such as the one in which it was supplied.

	<p>TECH SUPPORT SCAN TO ACCESS OUR LIVE TECH SUPPORT HUB.</p>
	<p>TECH VIDEOS SCAN TO WATCH IN-DEPTH TECHNICAL GUIDANCE VIDEOS.</p>
	<p>WARRANTY REGISTRATION SCAN TO CHECK WARRANTY SUPPORT ELIGIBILITY.</p>

From our live tech services, instructional video guidance and ongoing warranty support you'll quickly discover that our reputation for industry-leading after-sales care goes way beyond anything you've experienced before.

So pat yourself on the back for making the right choice and welcome to the family.

#WEGOTYOURBACK

To modify the control parameters you must access the set-up mode:

- 1 Fully depress and hold the trigger.
- 2 Switch on the marker.
- 3 The status indicator should flash WHITE.
- 4 Release the trigger.

If the status indicator flashes RED then access to set-up is denied because the tournament lock is still on. Turn off the tournament lock (page 33) and try again.

Once in set-up mode, use the trigger to cycle through the parameters, indicated by the colour of the status indicator (see table below). Quickly press the On/Off button to display the current parameter value.

LED COLOUR	PARAMETER	RANGE
Red	Preset	1 to 4
Green	Maximum ROF with BS on (capped modes only)	4.0 to 15.0 bps
Blue	Maximum ROF with BS off	4.0 to 15.0 bps
Purple	Dwell	18 to 28
Light Blue	Debounce	1 to 10

A long LED flash indicates the unit, whilst a short LED flash indicates the tenth. E.g. 5 long flashes and 3 short flashes would indicate 5.3.

MODIFYING A PARAMETER

- 1 Enter the set-up mode.
- 2 Select a parameter using the trigger.
- 3 Push and hold On/Off button for 1 second to select.
- 4 The LED will go off.
- 5 Increase the unit value using the trigger, one pull per unit.
- 6 Push the On/Off button to switch to tenths values.
- 7 Increase the tenths value using the trigger, one pull per tenth. Do not pull the trigger if the value should be 0.
- 8 Push the On/Off button to confirm. The status indicator will flash 3 times: GREEN if the value is accepted, RED if the value is invalid. If the status indicator was red then try again.
- 9 Push and hold the On/Off button until the status indicator turns BLUE to exit set-up mode.

To reset all of the parameters to their factory-set default values press and hold the tournament lock button for 2 seconds while in set-up mode. The status indicator will flash BLUE when the parameters have been reset.

- 1 The settings will return to their previous saved values if you do not pull the trigger for 5 seconds.
- 2 If a parameter does not support tenths, this will be skipped.

The Preset parameter is used to quickly set up the marker to operate within the rules of the most common paintball leagues. Simply set the Preset parameter to the required value as shown in the table below.

The rate of fire caps used by the presets are safe values to allow for variations in rate of fire measuring equipment.

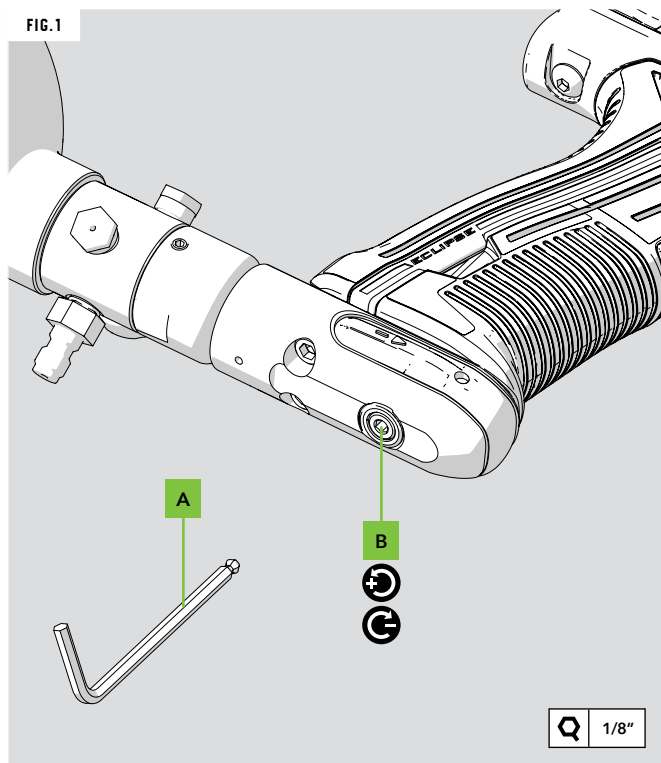
To change the rate of fire, first set the preset parameter and then set the two maximum ROF parameters (GREEN and BLUE).

VALUE	MODE	DESCRIPTION
1	SEMI ∞	Uncapped Semi-Automatic: one shot per trigger pull with no rate of fire cap.
2	SEMI 15.0	Capped Semi-Automatic: one shot per trigger pull with 15.0 bps rate of fire cap.
3	NXL	NXL compliant ramping with a 10.2 bps rate of fire cap.
4	PSP	PSP compliant ramping with a 10.2 bps cap and 1.0 ms restart.

It is important that the marker is set-up as per factory standards before use. To restore to factory settings follow these steps.

FIG-1

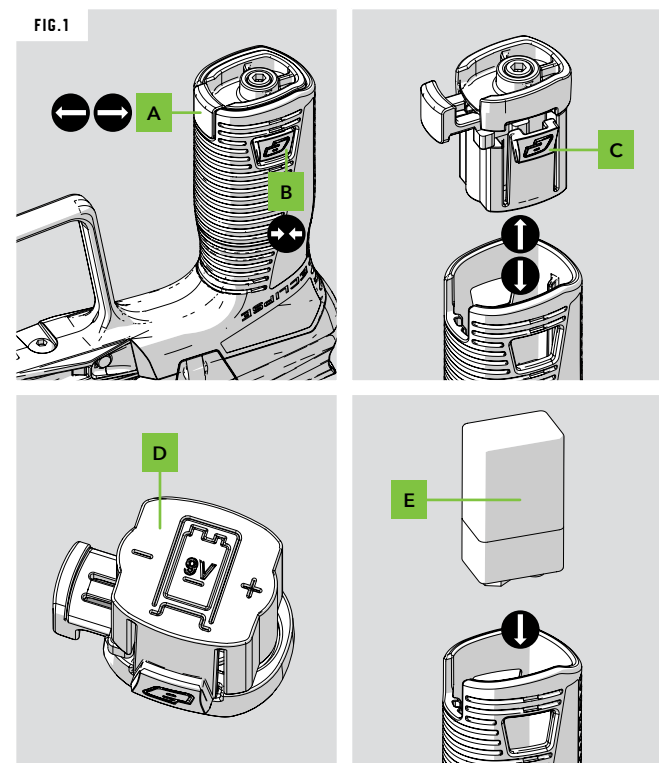
- 1 Enter set-up mode (see page 16). Reset all of the parameters to their factory-set default values by pressing and holding the tournament lock button for 2 seconds (see page 33). The status indicator will flash BLUE when the parameters have been reset.
 - 2 Using the 1/8" hex key **A** turn the inline regulator screw **B** 4 turns clockwise from it's fully screwed-out position.
- !** **DO NOT** turn the adjuster screw in too far. This will prevent the marker from firing.



The lock n' load battery system is located in the foregrip and makes changing your battery easy.

FIG-1

- 1 Pull out the bottom locking tab **A**.
 - 2 Pinch and hold the side locking tabs **B**.
 - 3 With the side locking tabs held firmly, pull the battery base **C** out of the bottom of the foregrip and remove.
 - 4 The battery base has a positional diagram **D** to show the correct orientation of the battery and terminals.
 - 5 Install your battery ensuring the terminal position is correct **E**.
 - 6 Replace the battery base **C**, ensuring the side tabs click and lock into place.
 - 7 Push the bottom locking tab **A** back in place to lock the unit.
- !** **DO NOT** use rechargeable batteries.
! **DO NOT** use poor quality batteries.



SYMPTOM	POSSIBLE CAUSE	SOLUTION
Although a fresh battery has been fitted, the marker will not switch on.	The battery has insufficient power.	Replace the battery.
	The battery has been fitted the wrong way.	Remove the battery and check that the terminal indicators and the battery orientation are correct.
The battery does not last very long.	The battery is low quality.	Replace with a good quality alkaline or lithium battery. Do not use a low quality or rechargeable battery.
The marker leaks from the solenoid.	The following items may be damaged or dirty: Solenoid gasket, air transfer pipe o-ring, solenoid plate gasket.	Ensure the gaskets are seated correctly. Replace the gaskets if damaged (using your parts kit). Check condition of the #010 NBR70 air transfer pipe o-ring
	Solenoid valve is over-pressurised.	Check and adjust the inline regulator output pressure. Clean and inspect the inline regulator assembly, especially the piston tip and regulator seal. Replace damaged components where necessary.
	Damaged or incorrect seals on the solenoid spool.	Replace and/or lubricate solenoid spool seals.
	Damaged SMC solenoid pilot valve.	Replace the SMC solenoid pilot valve.
The marker leaks down the barrel.	Dirty or damaged can o-rings.	Clean, lubricate or replace the #020 NBR70 and #017 NBR70 o-rings on the front of the can.
	Dirty or damaged spool o-rings.	Clean, lubricate or replace the #011 NBR70 and #012 NBR70 o-rings on the main spool.
	Dirty or damaged bolt o-rings.	Clean, lubricate or replace the 14x2 NBR70 o-ring on the back of the bolt.
	Dirty or damaged rear bolt guide o-ring.	Clean, lubricate or replace the 14x2 NBR70 o-ring towards the back of the bolt guide.

SYMPTOM	POSSIBLE CAUSE	SOLUTION
Low rate of fire or not reaching the ROF cap.	The loader's force setting is too low (where applicable).	Increase the loader's force feed setting.
	The breech sensor is defaulting and reducing the ROF.	Check the position and condition of both breech sensors. Clean or replace the breech sensor light pipes if required.
The marker is breaking paintballs in the barrel or breech.	The ball detents are damaged or missing.	Replace the ball detents.
	The loader's force setting is too high (where applicable).	Reduce the loader's force feed setting.
	The paintballs are poor quality.	Try a higher grade of paint.
	The breech sensor is switched off.	Switch on the breech sensor.
	The bolt and/or breech sensor is dirty.	Clean the bolt and breech sensor/light pipes.
	The marker velocity is set too high.	Check and adjust the velocity accordingly.
The marker does not fire.	The marker is not switched on.	Power up the marker using the ON/OFF button.
	The POPS is not fully engaged.	Push in the POPS switch until it engages.
	The battery quality or charge level is very low.	Install a new high quality alkaline or lithium battery.
	The battery is flat.	Replace the battery.
	The DWELL parameter is set too low.	Increase the DWELL parameter.
	The trigger is set-up incorrectly.	Adjust trigger to fully open and close the microswitch.
	The solenoid is not plugged into the PCB.	Plug the solenoid wire into the PCB port.
	The breech sensor is enabled but no paint in the breech.	Fill loader with paint. Ensure loader is feeding correctly.
	The PCB is damaged.	Replace the PCB.
The solenoid valve is damaged.	Replace the solenoid pilot valve.	

SYMPTOM	POSSIBLE CAUSE	SOLUTION
Low constant velocity.	The inline regulator output pressure set too low.	Increase the output pressure of the inline regulator.
High velocity first shot.	The inline regulator is creeping.	Strip and clean the inline regulator, replacing the regulator seal.
Velocity drop-off during rapid fire.	The battery quality or charge level is low.	Install a new high quality alkaline or lithium battery.
	Air system regulator does not have high enough flow.	Try another air system and get your current one checked out
	Dirty/partially blocked inline regulator.	Strip, clean, lubricate and rebuild the inline regulator.
The trigger is very 'bouncy'.	Incorrect filter settings.	Check that the DEBOUNCE settings suit your trigger set-up.
	The trigger pull is too short and return strength too low.	Refer to the manual's Trigger Adjustment page to refine.
The breech sensor is not reading correctly.	The breech sensor light pipes are dirty.	Keep the breech sensor light pipes clean for correct readings.
	Breech sensor cover(s) are not fitted correctly.	Check, remove and re-fit the covers correctly.
	Breech sensors are damaged or bent on the PCB.	Check that the breech sensors are pointing outwards. Make sure the sensor legs are not broken.
The breech sensor turns itself off after firing and the display shows a breech sensor faulty.	The sensors or light pipes are dirty.	Clean the breech sensors and light pipes.
	The sensors are faulty.	Replace the main circuit board.
	The sensors are out of place.	Make sure the breech sensors are pointing outwards.

SYMPTOM	POSSIBLE CAUSE	SOLUTION
Two or more paintballs are being fed into the breech.	Worn, damaged or missing ball detents.	Change the rubber ball detent(s).
	The loader's force setting is too high (where applicable).	Reduce the loader's force feed setting.
The marker is inconsistent.	The inline regulator is dirty.	Strip and clean the inline regulator, replace seal accordingly.
	The DWELL is too low.	Increase the DWELL setting.
	Using poor quality paintballs.	Use higher grade paintballs.
	Poor paintball size to barrel bore match.	Find a better barrel bore size.
	Inconsistent air supply from the air system.	Service the air system.
The marker is inefficient.	Poor paintball size to barrel bore match.	Find a better barrel bore size.
Powering up, the status indicator shows WHITE or RED.	The trigger is being pulled.	Release the trigger before powering up the marker.
	Microswitch is permanently depressed by an incorrectly set-up trigger.	Adjust the trigger so that it's not being activated at rest.

FIG.1

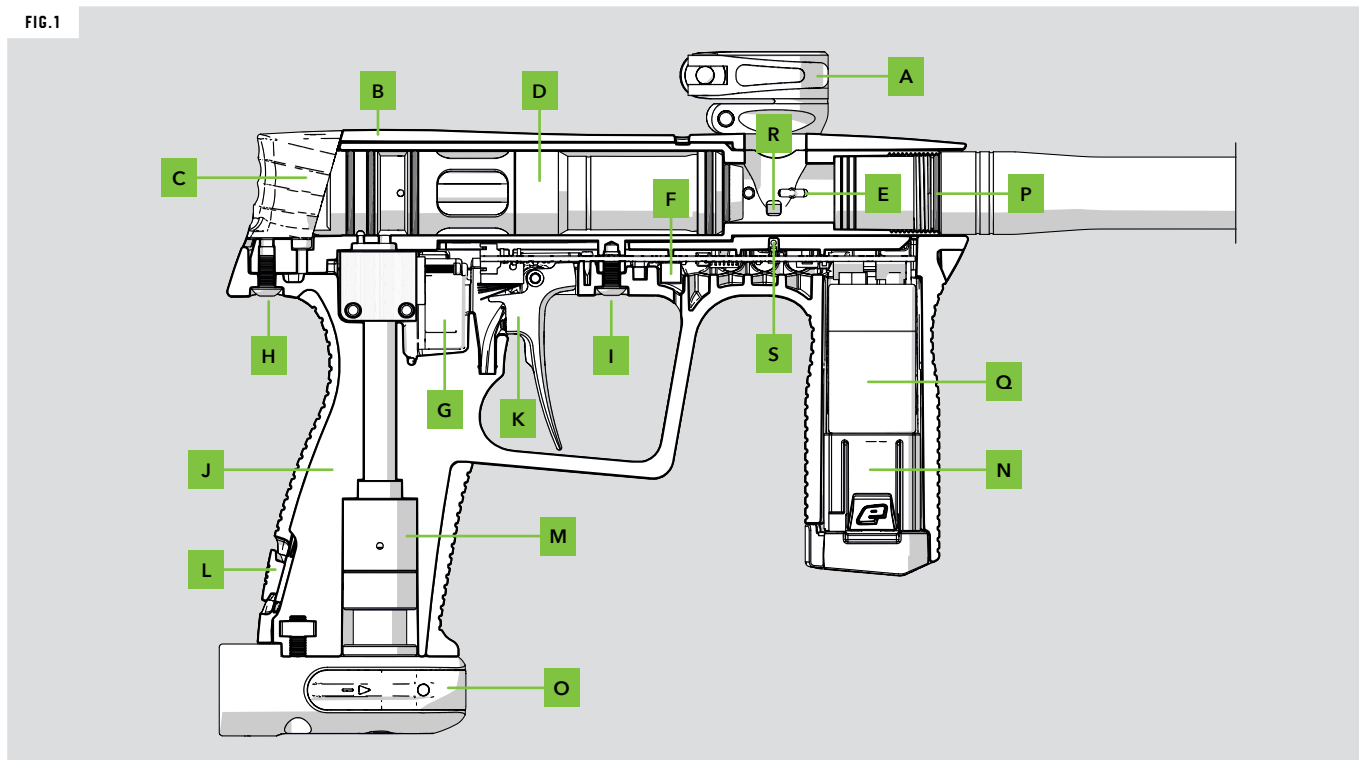


FIG.1

- A Clamping Feed Tube Assembly
- B Marker Body Shell
- C Quick-Release Back Cap
- D Gamma Core Bolt Assembly
- E Rubber Detent
- F On/Off button (left side only)
- G Solenoid Assembly
- H Rear Frame Screw
- I Front Frame Screw

- J Frame Assembly
- K Trigger Assembly
- L Grip Retaining Clip
- M Regulator Assembly
- N Lock 'N' Load Battery Assembly
- O POPS Assembly
- P Barrel O-Ring #016 NBR70
- Q 9V Battery
- R Light Pipe
- S Breech Sensor

FIG.1

- A** Regulator Body
- B** #015 NBR70 O-Rings
- C** Adjuster Bottom
- D** #011 NBR70 O-Ring
- E** Purge Poppet Spring
- F** Purge Poppet
- G** Regulator Seal
- H** Adjuster Top
- I** #008 NBR70 Internal O-Ring
- J** #011 NBR70 External O-Ring
- K** Regulator Spring
- L** Regulator Piston
- M** 14x2 NBR70 O-Ring
- N** Regulator Cap

FIG.1

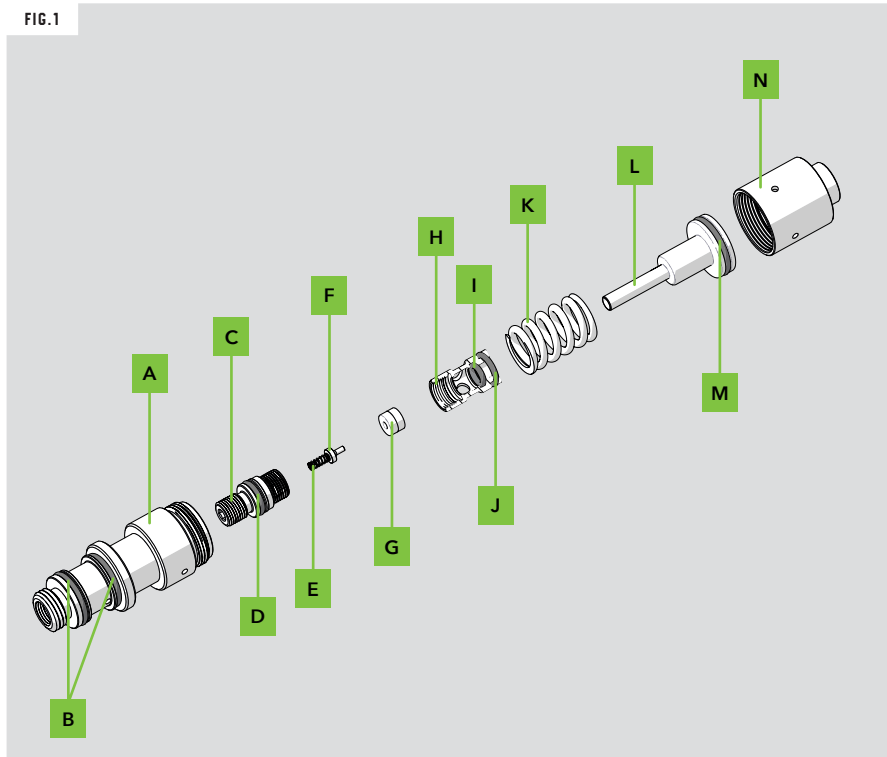


FIG.1

- A** Solenoid Body Gasket
- B** Solenoid Body
- C** #6 seal - Custom
- D** Solenoid Spool
- E** 6 x 1 NBR70
- F** Solenoid Gasket
- G** Solenoid Plate
- H** M1.6 x 5 Machine Screws
- I** Solenoid Pilot
- J** Solenoid Plug
- K** M2 x 16 Cross Pan head Screws

FIG.1

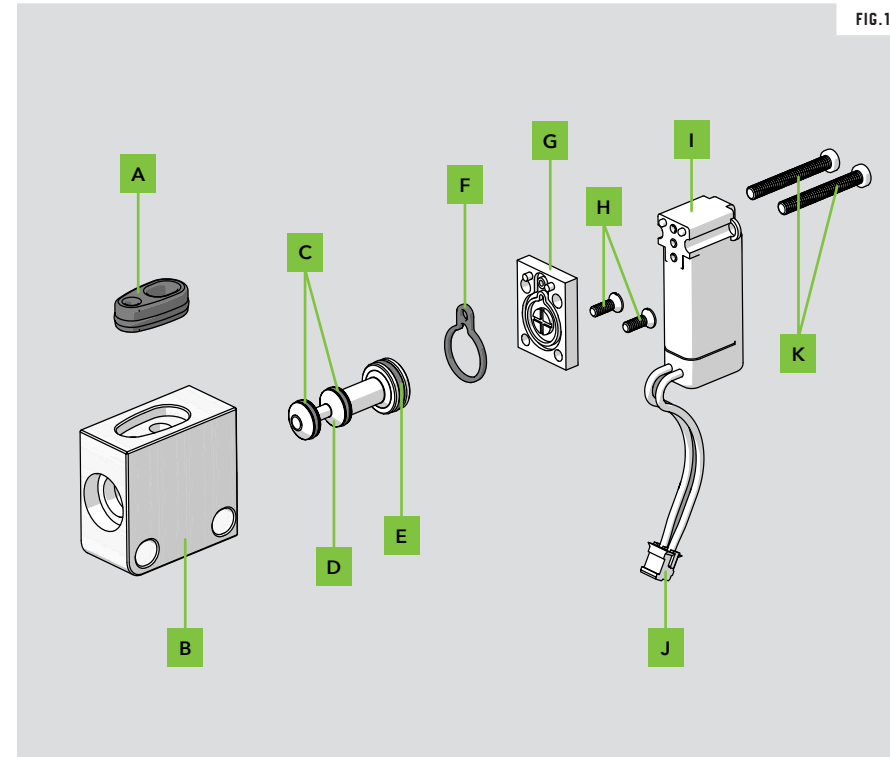


FIG.1

- A** Quick Release Back Cap
- B** #020 NBR70 O-Ring
- C** Valve Chamber
- D** #010 NBR70
- E** Plunger
- F** Switch
- G** #016 NBR70 O-Ring
- H** Spring Guide
- I** Spool Spring
- J** Spool
- K** #012 NBR70 O-Ring
- L** #011 NBR70 O-Ring
- M** #008 NBR70 O-Ring
- N** Bolt Guide
- O** #014 NBR70 O-Ring
- P** 14 x 2 NBR70 O-Ring
- Q** #013 NBR70 O-Ring
- R** Bolt
- S** 14 x 2 NBR70 O-Ring
- T** #015 NBR90 O-Ring
- U** #013 NBR70 O-Ring
- V** Can
- W** #020 NBR70 External O-Ring
- X** #017 NBR70 Internal O-Ring

FIG.1

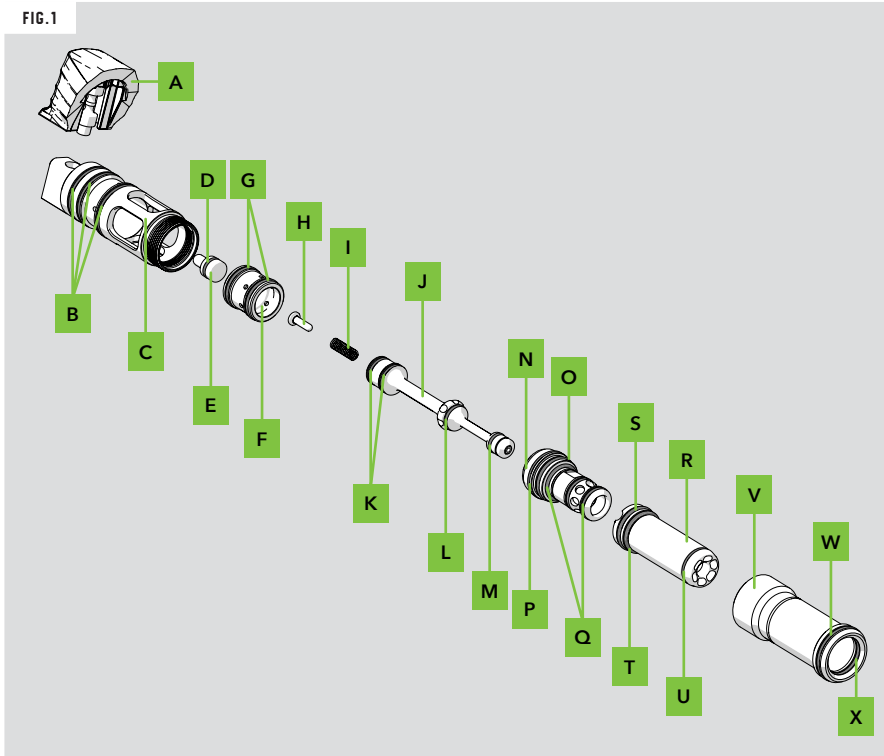


FIG.1

- A** POPS Bonnet
- B** POPS Body
- C** Latch Spring
- D** Latch Button
- E** Push Rod
- F** #004 NBR70
- G** #004 NBR70
- H** #005 NBR90 (Internal O-Ring)
- I** #007 NBR70 (External O-Ring)
- J** POPS Insert
- K** POPS Pin

FIG.1

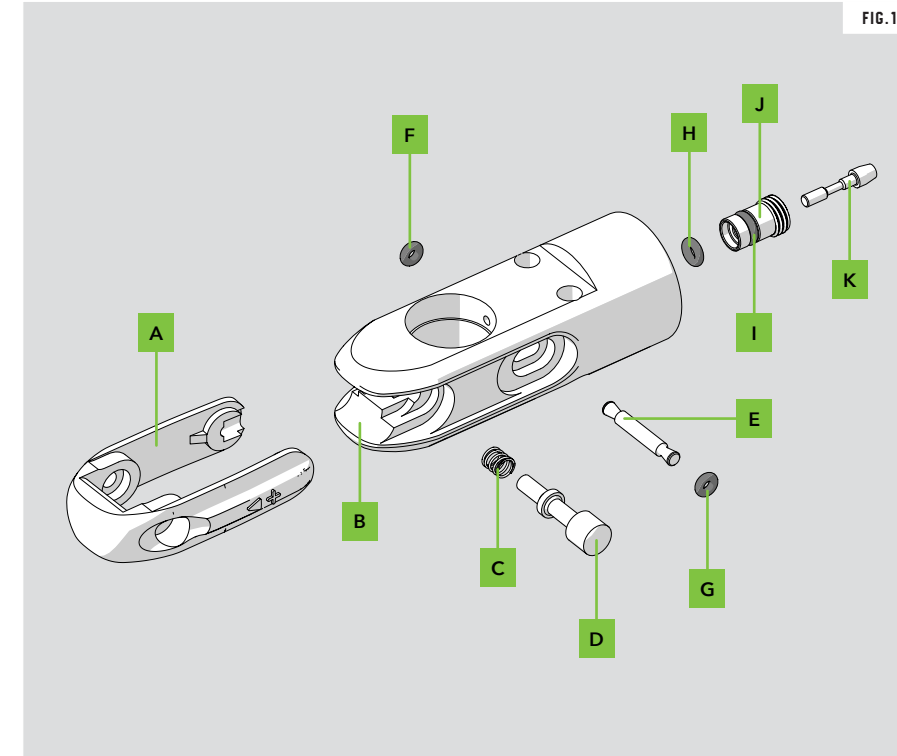
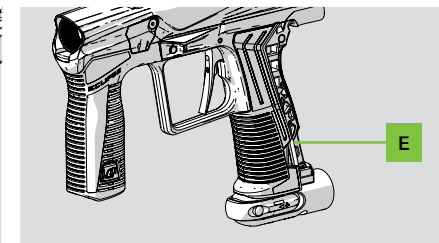
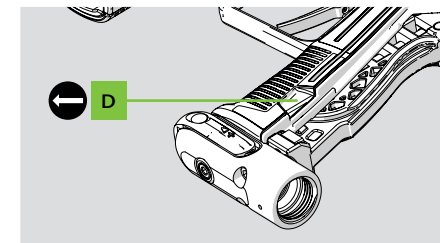
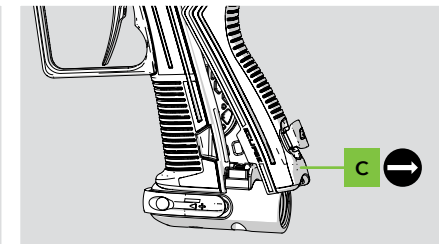
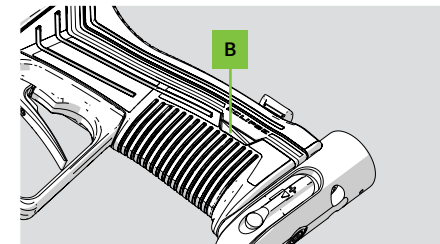
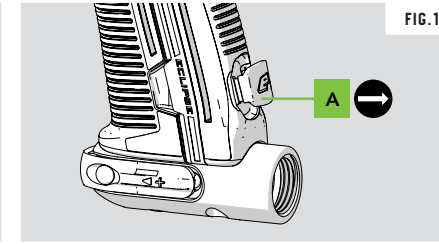
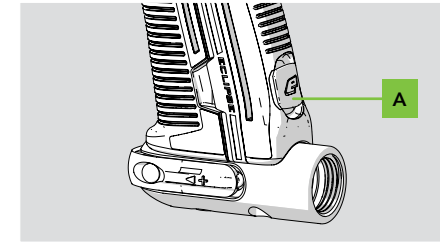
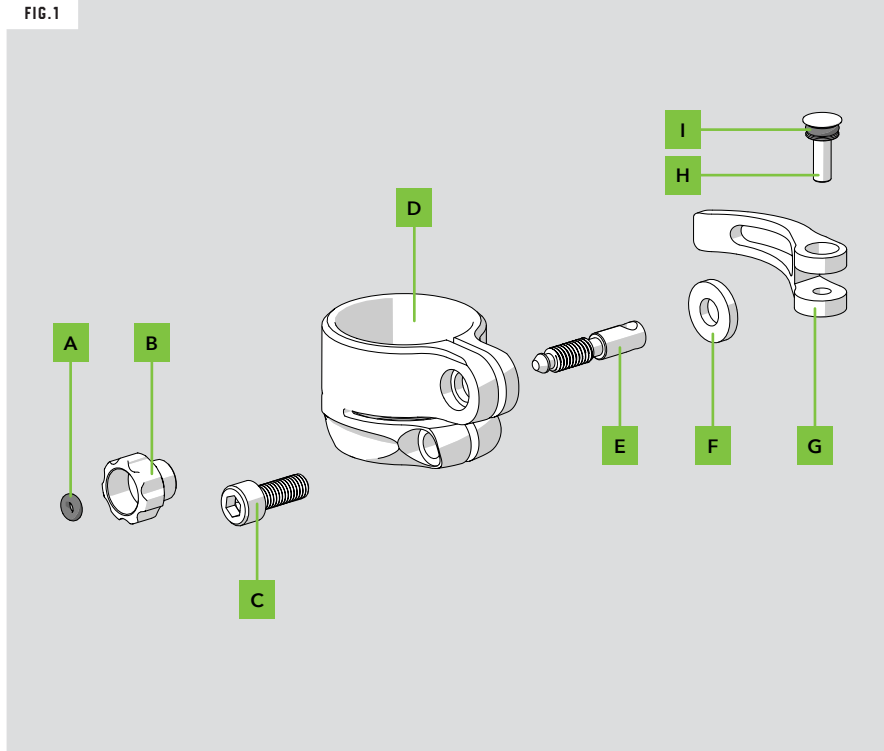


FIG.1

- A** Clamping Feed Nut O-Ring
#004 NBR70
- B** Clamping Feed Nut
- C** Short Clamping Feed Screw
10-32 UNF x 1/2"
- D** Feed Tube
- E** Machined Clamping Feed Screw
- F** Feed Insert
- G** Feed Lever
- H** Feed Swivel
- I** Feed Swivel O-Ring
#006 NBR70



The tool-less two-piece grip system makes it incredibly easy to remove and clean the grips after a big day out in the field.

FIG-1

- A** Locate and pull back the rear grip locking tab.
- B** Use the finger recess to help release the rear grip section.
- C** Once released, pull to fully remove the rear grip section from the frame.
- D** The front grip section can now be released and removed.
- E** You can now easily access the frame and separate grip pieces for thorough cleaning.

Repeat the steps in reverse order to reattach the grips to the frame.

WARNING!

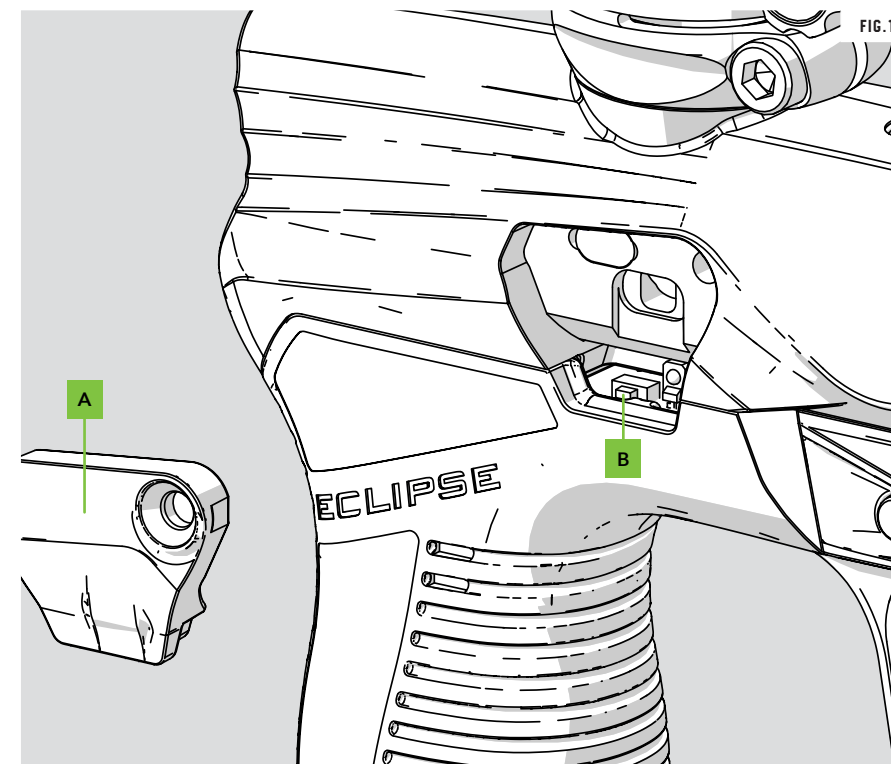
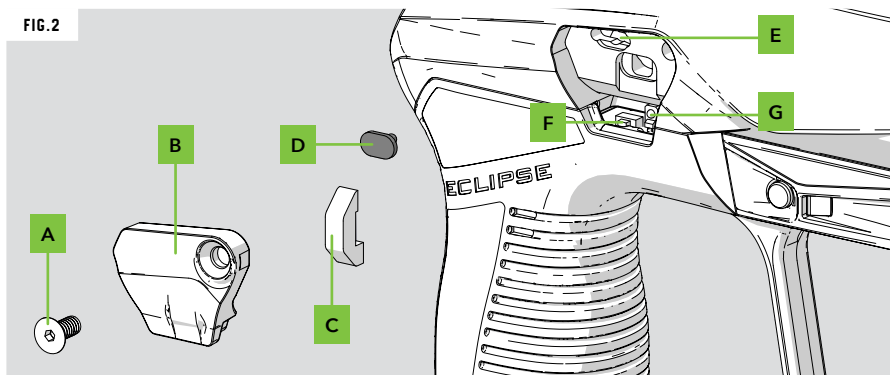
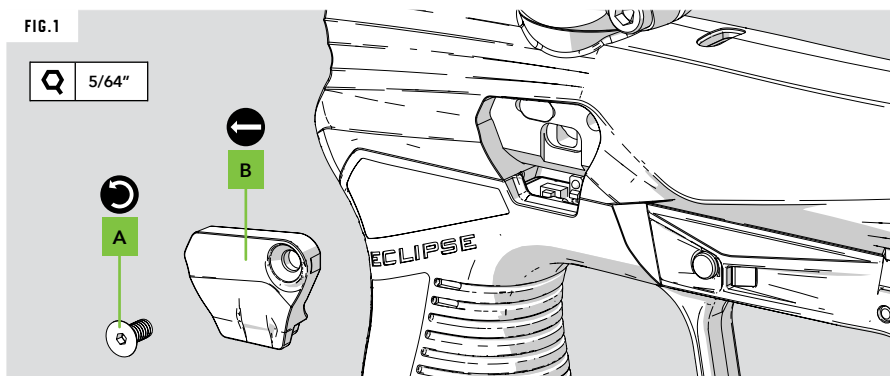
When cleaning the frame, there are exposed operational elements that may be affected if wet.

FIG.1 (ACCESS)

Use a 5/64" hex key to remove the breach cover screw **A** by rotating counter-clockwise. Then release the breach cover **B**.

FIG.2 (DETAILS)

- A** Breach Cover Screw
6-32UNC x 5/16
Countersunk socket screws
- B** Breach Cover
- C** Light Pipe
- D** Rubber Detent
- E** Detent Recess
- F** Tournament Lock Button
- G** Breach Sensor



The tournament lock button **B** sits behind the breach sensor cover **A** on the left hand side of the marker.

FIG-1

To lock/unlock the marker press the tournament lock button **B** once and you will be able to alter/lock the marker settings.

See pages 16-17 for parameter settings and status indicator.

FIG-1
CIRCUIT BOARD: TOP

- A** Circuit Board
- B** Tournament Lock Button
- C** Breech Sensors
- D** Solenoid Connector

FIG-2
CIRCUIT BOARD: BOTTOM

- A** 9V Battery Terminals
- B** Push Button Switch
- C** LED Unit
- D** Microswitch

FIG.1

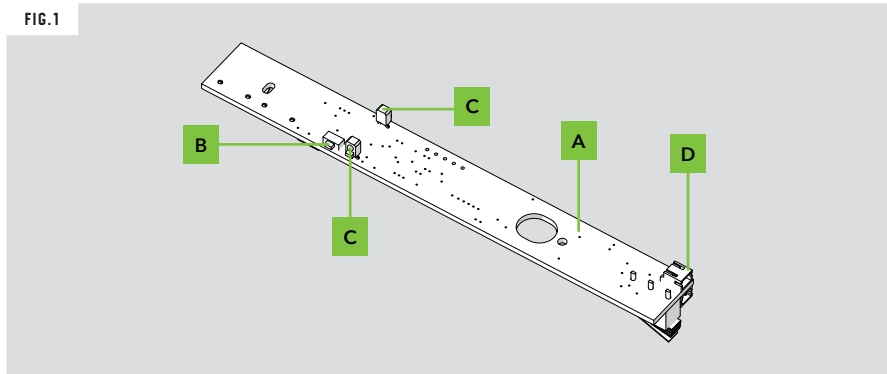


FIG.2

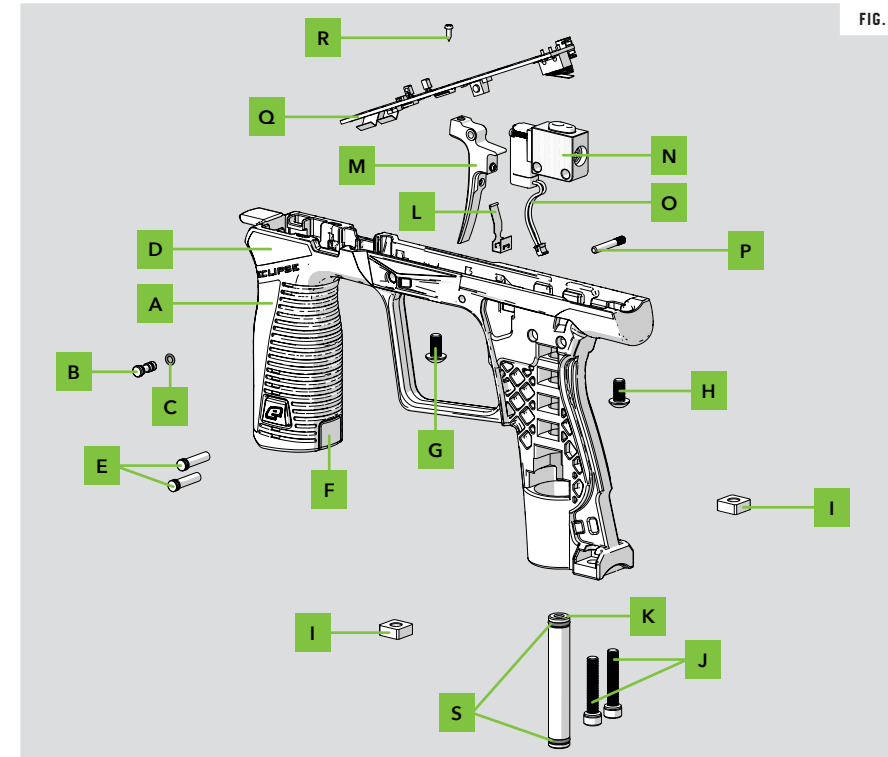
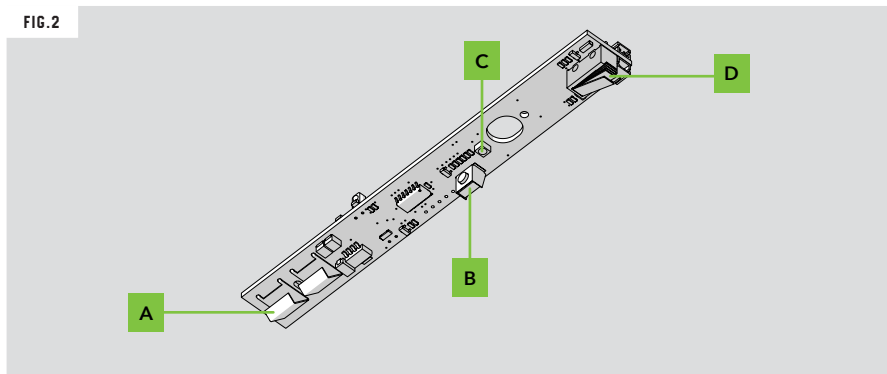


FIG.1

FIG.1

- A** Foregrip/Battery Housing
- B** Safety Button
- C** 3 x 1 NBR70 O-Ring
- D** Frame Assembly
- E** Solenoid Body Pins + 3 x 1 NBR00 O-Ring
- F** Battery Terminals
- G** Front Frame Screw
- H** Rear Frame Screw
- I** ASA Retaining Nuts
- J** ASA Screws
- K** 10-32 UNF x 1" Cap Head Socket
- L** Regulator Inlet Pipe
- M** Trigger Spring
- N** Trigger Assembly
- O** Solenoid Assembly
- P** Solenoid Plug
- Q** Trigger Pin
- R** Circuit Board (Top)
- S** Circuit Board Retaining Screw

Air System	07, 09, 13, 22-23
Barrel	02, 07, 10, 13-14, 20-21, 23, 25
Battery	09, 19-22, 25, 34-35
BLUE	08-09, 16-18
Breach Sensor	09, 21-22, 25, 32-34
Circuit Board	04, 22, 34-35
Detent	11, 21, 23, 25, 32
Feed Lever	30
Feed Neck	04, 07, 13, 30
Frame	04, 08, 25, 31, 35

Gamma Core	04, 25, 28
GREEN	09, 16-17
Grip	04, 25, 31
LED	04, 08-09, 16, 34
LIGHT BLUE	09
Light Pipe	22, 25, 32
Lock N' Load	19, 25
Microswitch	21, 34
On/Off	02, 04, 07-09, 13, 16, 21, 25
Parameters	09, 16-18, 21, 33

POPS	04, 07, 13, 21, 25, 29
PSP	17
PURPLE	09, 16
Rate Of Fire	17, 21
RED	08-09, 16, 23
Regulator	02-04, 07, 13, 18, 20, 22-23, 25-26, 35
Reset	08, 16, 18-19
Semi	17
Set-Up	04, 16, 18, 21
Solenoid	04, 20-21, 25, 27, 34-35

Spool	20, 27-28
Status Indicator	04, 08-09, 16, 18, 23, 33
Tech Support	05, 15
Tournament Lock	04, 16, 18, 32-34
Trigger	04, 07-09, 11, 13, 16, 21-23, 25, 35
Velocity	03-04, 10, 21-22
Warning	03, 07, 09-11, 13-14, 31
Warranty	05, 15
YELLOW	09



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2,342,710; 2,345,953; 2,352,022; 2,391,292; 2,391,063;

U.S. PATENTS:

7,836,873; 7,603,995; 7,073,284; 8,104,463; 7,509,953; 7,921,839; 7,089,697; 7,866,307;
8,082,912; 7,076,906; 7,607,424; 7,980,238; 8,960,175; 8,528,877; 8,201,547; 8,397,706;
8,210,160; 7,073,284; 6,311,682; 6,748,938; 6,860,259; 6,941,693; 6,973,748; 5,881,707;
5,967,133; 6,035,843; 6,474,326; 6,637,421; 6,644,295; 6,810,871; 6,901,923; 7,121,272;
7,100,593; 7,610,908; 7,603,997; 7,946,285; 6,349,711; 7,044,119; 7,185,646; 7,461,646;
7,556,032; 7,591,262; 7,617,819; 7,617,820; 7,640,925; 7,640,926; 7,866,308;

APPLICATION NUMBERS:

12/256,832; 12/613,958; 12/493,777; 11/654,721; 11/747,107; 12/503,504; 11/781,821;
60/832,548; 11/965,886; 10/280,115

Additional U.S. and International Patents may be pending.

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