

## Introduction

Introducing the new Amp with L.E.D indicator light, electronic safety, low battery flash indication, and 10 balls per second cycle capability. What sets this marker apart from the rest is its revolutionary, external adjustable solenoid and sear.

## Operation of the AMP

The Amp is powered by a 9-volt battery (not included). To install the battery, remove front trigger frame panel (see Fig. 1-1) and plug in and insert battery as shown. Secure panel with screws.

To turn On – Press and hold actuation button (11) for 5 seconds. See Fig. 1-1. Marker will be automatically set to the safety position when turned on (Red LED Light)(12).

To Set on Fire Mode – Press actuation button once. (Green LED light). To set on safety again, press actuation button once.

To turn Off – Press and hold button for 5 seconds.

## **Operating Instructions**

1. Make sure barrel blocking device is in place. Turn on Marker and Put on “Safe” by pressing actuation button and releasing. The button will glow red indicating “safe”.
2. **Cock:** Cock marker by pulling cocking handle back fully until locked in sear position. This is a semi-automatic marker which will re-cock itself after each discharge when working correctly.
3. **Attach Gas Source:** Attach gas source according to manufacturer of propellant cylinder’s instructions.
4. **Load Paintballs:** Attach hopper (not included) according to manufacturer of hopper’s instructions and fill with paintballs. Do not fill to the point that paintballs are packed tightly together inside hopper. \*Note – Paintballs should be stored in a cool, dry place in a sealed bag or container. Do Not subject paintballs to freezing, excessive heat, humidity or store in direct sunlight.
5. **Eye Protection:** Make sure that everyone within range is wearing eye protection designed specifically for paintball.
6. **Remove Barrel Blocking Device** and press actuation button to take off safe and set marker to “fire” mode. LED will glow green to indicate ready to discharge.
7. **Verify Velocity:** Make sure that the paintball marker’s velocity is below that required by playing field operator. The velocity must be set below 300 feet per second regardless of planned location for usage.
8. **The paintball marker is now ready to discharge.**

## Adjusting the Sear

After some use, the sear may require adjustment, as the distance between the striker and sear may change.

**Step 1** – Loosen adjustment locking screw (3)

**Step 2** – Unscrew sear adjustment screw until flush with trigger frame body.

**Step 3** – Turn on trigger frame on (no air attached) set to fire mode.

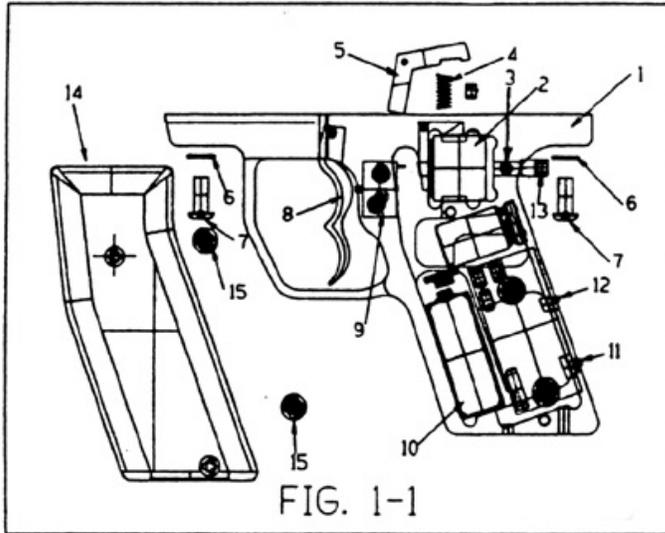
**Step 4** – Pull bolt to back position, cocking marker.

**Step 5** – Pull trigger. If bolt releases re-cock and repeat step 5 at least 4 times. If marker fires correctly, attach air and repeat step 5. If marker again fires correctly, tighten adjustment-locking screw. Adjustment is complete. If marker does not fire, see step 6.

**Step 6** – If marker does not fire, tighten sear adjustment screw 1/8<sup>th</sup> turn. Repeat step 5. Repeat step 5 until marker fires correctly. Remember to tighten adjustment locking screw (3).

### Trouble Shooting Guide

<b>Problem</b>	<b>Cause</b>	<b>Cure</b>
Gas Leak	Seal Failure (location of leak)	Replace
	A - Out of the Barrel	Cup Seal/Valve O-Ring
	B - Out of Foregrip	Foregrip O-Ring
	C - Out of Volumnizer	Volumnizer O-Ring
	D - Out of Regulator	Propellant Source O-Ring
Marker will not cycle	A - Marker Not Cocked	Cock Marker
	B - Out of Air	Refill/Replace Propellant Source
	C - Bolt jammed on shell	Remove Bolt & Clean
	D – Dead Battery	Replace Battery



- 1. TRIGGER FRAME BODY
- 2. SOLENOID
- 3. ADJUSTMENT LOCKING SCREW
- 4. SEAR SPRING
- 5. SEAR
- 6. WASHER
- 7. TRIGGER FRAME ATTACHMENT SCREW
- 8. DOUBLE TRIGGER
- 9. MICRO-SWITCH
- 10. 9-VOLT BATTERY (NOT INCLUDED)
- 11. ACTUATION BUTTON
- 12. INDICATOR LIGHT
- 13. SEAR ADJUSTMENT SCREW
- 14. PANEL
- 15. PANEL SCREW