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# CONQUEST

Owner's Manual

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## INCLUDES

- .68 CALIBER CONQU3ST PAINTBALL MARKER
- 10.5" ONE PIECE BARREL (AUTOCOCKER THREAD)
- SPARE PARTS KIT
- TOOL KIT
- BARREL BLOCKING DEVICE

**AIR SOURCE :** CO2/HPA ONLY (not included)



# IMPORTANT SAFETY GUIDELINES



## IMPORTANT SAFETY GUIDELINES

- The CONQU3ST paintball marker is not a toy. Misuse may cause serious injury or death.
- Please read, understand and follow the instructions in the CONQU3ST Owner's Manual.
- D3FY SPORTS recommends the customer be 18 years of age or older to purchase this product. Person under 18 years of age must have adult supervision when using this product.
- Any person using this product or within range of the product while in use must wear Eyes/Face/Ear protection designed specifically for the sport of paintball and meets ASTM/CE specifications.
- Always keep the barrel blocking device on marker when not shooting/playing.
- Ensure all screws and fittings are tightly secured before gassing up the CONQU3ST.
- Always keep the paintball marker in "SAFE" mode until ready to operate.
- Never point the CONQU3ST marker at anything you don't wish to shoot.
- Never shoot or point the CONQU3ST marker at a person that is not outfitted with the proper paintball Eyes/Face/Ear Protection.
- Never shoot at animals, houses, cars or anything not related to the sport of paintball.
- Never point or shoot the CONQU3ST marker at any Law Enforcement.
- Always treat the CONQU3ST marker as if it were loaded and able to fire.

- Never look into the barrel of a paintball marker when unload/loaded.
- Only use Co2 or HPA Air tanks in the CONQU3ST marker.
- Always remove the air source and all paintballs from the paintball marker, before disassembly or for maintenance.
- Do not exceed 82.74bar (1200psi) input pressure.
- Only use .68 caliber paintballs that meet ASTM/CE specifications.
- Using a paintball marker outside of a designated paintball field can be illegal, and is subject to law enforcement penalties.
- Never shoot the CONQU3ST marker at velocities in excess of 300fps (feet per second), or at velocities greater than local or national laws allow. The discharge of paintballs at high velocity can cause serious injuries or death, if misused.
- Always chronograph the CONQU3ST marker before playing paintball.
- Any modifications or tampering of original factory parts or use of non-authorized aftermarket accessories will Void all warranties and liabilities from D3FY SPORTS.
- Keep your finger off the trigger until ready to shoot.
- Store the marker unloaded and degassed in a secure place.
- Transfer of Owner's manual, any related instructions, and warnings labels in the event of change in ownership.
- D3FY SPORTS will not be held liable for injuries or death sustained when failing to follow the Safety Guidelines.
- If you read these instructions and do not fully understand them, or are unsure of your ability to make necessary adjustments properly, call D3FY SPORTS or your local pro shop for help.

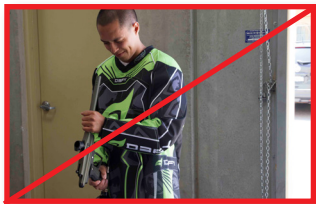
# CRITICAL SAFETY INFORMATION ⚠

## CRITICAL SAFETY INFORMATION

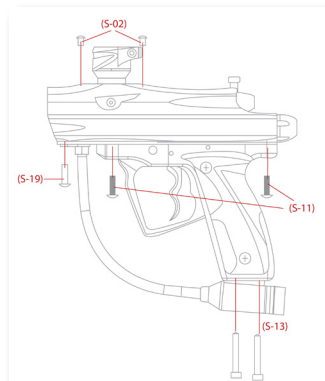
D3FY SPORTS reminds the user that Safety is Your Responsibility. Protect your eyes, face and ears at all times.



**⚠ NEVER** shoot or point the CONQU3ST marker at a person that is not in designated paintball facility and without the proper Eyes/Face/Ears protection designed specifically for the sport of paintball and meets ASTM/CE specifications.



**⚠ NEVER** look into the barrel of a paintball marker.



Part # and Description  
(S-02) Feedneck Screw  
(S-19) Valve Plug Screw  
(S-11) Trigger Frame Screw  
(S-13) ASA Screw

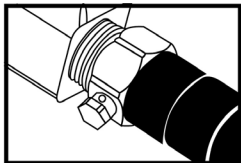
**⚠ IMPORTANT:** Before and after using the paintball marker, check and make sure all the screws are securely fastened. Loose screws may prevent the paintball marker from functioning properly.

# IMPORTANT CO2 & HPA AIR TANK SAFETY GUIDELINES ⚠

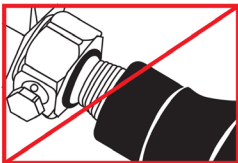


## IMPORTANT CO2 & HPA AIR TANK SAFETY GUIDELINES

- Only use Co2 or HPA Air Tanks that are made for the sport of paintball
- The Co2/HPA Air Tank can fly off with enough force to cause property damage, serious injury or death if the Valve unscrews from the cylinder head. LOOK at the Valve when removing the tank from the marker. Be sure that the valve is turning with the tank rather than remaining stationary with the marker's ASA.



**SAFE**



**WARNING: UNSAFE**

**⚠ STOP IMMEDIATELY** if the valve starts to unscrew from the tank. Screw the tank back onto the marker's bottom ASA adapter and contact a qualified airsmith for further assistance.

- Tank valves must only be installed or removed by qualified personnel.
- All tanks must meet ASTM/CE/DOT/TC Specifications.
- See Co2 or HPA tank labels for retest dates. Tanks must be retested periodically.

- Improper use, filling, storage, or disposal of all air tanks may result in property damage, personal injury, and/or death.
- Always keep Air tanks out of reach from children or any inexperienced person(s).

• Air tanks must only be filled by qualified and trained personnel.

• Never alter the Air tank in any way.

• DO NOT expose pressurized cylinders to temperatures in excess of 54°C (130°F).

• Any tank packaged with the product is intended for paintball use only.

• Tanks heated to a temperature of 121°C (250°F) or more must be re-qualified or condemned.

• Do not expose tanks to corrosive materials and do not clean with caustic cleaners.

• Co2/Compressed gas is dangerous, do not allow Co2/Compressed gas to come in direct contact with your skin or try to stop a leak by covering it with your hand.

• NEVER over pressurize a Co2 or HPA Air cylinder.

• A urethane O-ring is highly recommended before attaching any air supply to the marker.

• Confirm that there is a urethane O-ring attached on the Co2/HPA Air Tank Valve before attaching the tank to the marker. If the O-ring is missing from the valve, the paintball marker will leak from the ASA as soon as an air tank is secured to the marker.

• Always follow the warning listed on Co2/HPA tank.

# GETTING STARTED


## GETTING STARTED

1. Make sure the Safety Button (I-40) is on the “SAFE” position. Push the safety button from the “PUSH SAFE” side of the trigger frame.

2. Attach a barrel blocking device (X-02) on the tip of the barrel.

3. Install a Co2/HPA air tank. Firmly screw the air tank clockwise into the markers ASA (X-18). **TIP:** Make sure the tank is full and has a urethane o-ring on the valve to prevent an air leak.

**NOTE:** Co2/HPA air tank is not included.

 **CAUTION:** Never use any hand tools to screw the air tank on or off from the ASA.

4. Install a paintball loader to the feedneck (X-13(P)) and tighten the Clamping Screw (S-05) with a 3mm Allen key.

**NOTE:** Loader is not included.

5. Fill up the loader with .68 caliber paintballs that meet ASTM specifications.

6. Put on your paintball goggles and cock back the Bolt Cocking Pin (I-05).

7. Remove the barrel blocking device from the tip of the barrel.

8. Point the marker in a “SAFE” direction before unlocking the safety button. Unlock the safety by pushing the safety button from the opposite side of “PUSH SAFE” on the trigger frame.

 **CAUTION:** The CONQU3ST is now live and ready to fire.


9. Ready to Fire.

**IMPORTANT:** Only use the marker in a safe and/or designated playing field.

10. Check the velocity/fps (feet per second) using a chronograph designed for the sport of paintball. If adjustment is needed, adjust the velocity by turning the Velocity Spring Guide adjustment screw (I-15) with a 3mm Allen key. To increase the velocity, turn the screw in (clockwise). To decrease the velocity, turn the screw out (counter-clockwise).


**NOTE:** After each adjustment, take a few shots for the spring to set. Never adjust the marker to shoot above 300fps or the field rules/local laws permit.

11. After playing, remove all paintballs from your hopper/loader. Then detach the hopper/loader from the paintball marker.

 **CAUTION:** There may be 1-2 paintballs in the breach of the paintball marker. In a safe direction, take a couple of shots to insure the marker is completely clear of any paintballs.

12. Attach the barrel blocking device on the tip of the barrel.

13. Remove the Co2/HPA tank. Firmly unscrew the tank counter-clockwise until it comes out of the ASA. **TIP:** When removing the air tank, excess air will release from the ASA.

 **CAUTION:** Never expose any skin to the ASA relief hole when removing the air tank. Never store the paintball marker with an air tank attached to the ASA.

14. Un-cock the marker by pulling the trigger once.

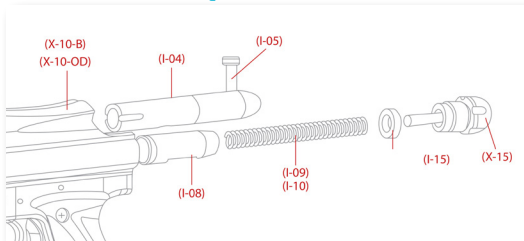
**NOTE:** Make sure to have the bolt of the marker in the un-cocked position when not in use.

15. Push the safety button to the “SAFE” position.

# MAINTAINING YOUR CONQUEST PAINTBALL MARKER



## MAINTAINING YOUR CONQUEST PAINTBALL MARKER



### PART # AND DESCRIPTION

- (X-10-B, X-10-OD) Receiver
- (I-04) Delrin Bolt
- (I-05) Bolt Cocking Pin
- (I-08) Striker
- (I-09) Striker Spring - (I-10) Striker Spring (High Velocity)
- (I-13) Striker Buffer
- (I-15) Velocity Spring Guide
- (X-15) Striker Plug

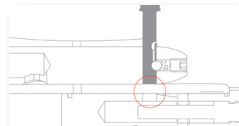
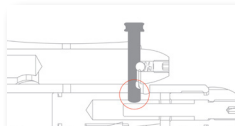
### QUICK CLEAN AND DISASSEMBLE

Make sure all paintballs are removed from the marker and that the air source is detached before attempting any maintenance and/or repairs. Push the Safety button to the "SAFE" position. Cock back the bolt.

**NOTE:** This will help keep the Striker (I-08) from rotating and moving forward. Pull upward on the Bolt Cocking Pin to disconnect the Delrin Bolt (I-05) from the Striker. Remove the Delrin Bolt by sliding it out the rear of the Receiver/Body (X-10).

Wipe off the Delrin Bolt using a clean cloth. Use a squeegee or swab to clean the inside of the Receiver. Insert the Delrin Bolt with the open face in first. Align the Bolt Cocking Pin with the Striker hole and push down on the Pin to lock it in place.

**IMPORTANT:** Make sure to install the Delrin Bolt with the air passage hole located in the middle of the bolt facing downwards.



**NOTE:** If the Delrin Bolt is not installed correctly, the paintball marker will not function properly. With the Bolt Cocking Pin properly installed to the Striker, push the Safety button to the "Fire" position. The Delrin Bolt will slide forward when you pull the trigger.

### DISASSEMBLE REAR INTERNALS

1. With the Bolt in the un-cocked position, pull upward on the Bolt Cocking Pin to disconnect the Delrin Bolt from the Striker. Remove the Delrin Bolt by sliding it out the rear of the Receiver.

2. Remove the Striker Plug (X-15) by unscrewing it counter-clockwise. This will allow you to remove the Striker Spring (I-09), Striker Buffer (I-13) and Striker from the rear of the Receiver.

**TIP:** Only remove the Striker Plug with the marker in the un-cocked position. This will prevent the internals from springing out when the Striker Spring is compressed.

**NOTE:** The Striker Plug and Velocity Spring Guide will come out as one piece.

Continued

# MAINTAINING YOUR CONQUEST PAINTBALL MARKER

3.Remove the following items in order; Striker Spring, Striker Buffer, and Striker

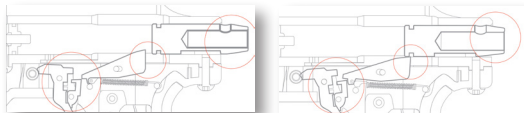
4.Clean any dirt, debris, or paint from the inside of the Receiver.

5.Wipe the Delrin Bolt and Striker with a clean cloth. Apply a few drops of oil to the Striker O-ring (O-03).

## REASSEMBLE REAR INTERNALS

1.Insert the Striker with the O-ring end facing in first and the flat spot of the Striker facing downwards.

**NOTE:** The Striker will only go in half way because of the Trigger Frame Sear. Apply pressure behind the Striker with your thumb and at the same time pull the trigger to release the Sear, this will allow the Striker to insert all the way.



2.Insert the Striker Buffer so that it is flush with the Receiver and insert the Striker Spring.

3.Insert the Velocity Spring Guide into the Striker Spring, which is connected to the Striker Plug and firmly tighten the Striker Plug to the Receiver.

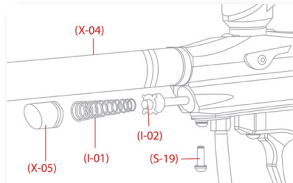
4.Insert the Delrin Bolt with the open face in first. Align the Bolt Cocking Pin with the Striker hole, and push down on the Pin to lock it in place.

**NOTE:** If the Striker hole is not aligned upright, the Bolt Cocking Pin will not lock correctly.



**WARNING** Before and after using the marker, make sure to fasten all screws. Screws may become loose due to vibration caused by firing the marker. Loose screws can cause parts to detach from one another, which can be dangerous and cause injury.

To assure that the marker is assembled properly, follow the schematic drawing and position parts in order during assembly. Parts assembled improperly or using improper parts will/can cause the marker to malfunction.



**CUP SEAL REMOVAL  
PART # AND DESCRIPTION**  
(X-04) 10.5" Barrel  
(X-05) Valve Plug  
(I-01) Valve Spring  
(I-02) Cup Seal w/Valve Pin  
(S-19) Valve Plug Screw

## DISASSEMBLE FRONT INTERNALS

Make sure all paintballs are removed from the marker and that the air source is detached before attempting any maintenance and/or repairs.

1.Remove the Barrel (X-04) by unscrewing it counter-clockwise.

2.Remove Valve Plug Screw (S-19) using a 3mm Allen key. This screw holds the Valve Plug (X- 04) onto the Receiver.

3.Slide the Valve Plug out of the Receiver.

4.Once the Valve Plug is removed. Pull out the Valve Spring (I-01) and Cup Seal with Valve Pin (I-02).

**NOTE:** Replace the Cup Seal with Valve Pin, when experiencing air leaking out the barrel.

Continued



# TROUBLESHOOTING



## Reassemble Front Internals

1. Attach the Valve Spring to the Cup Seal end first. Insert the Valve Pin end first and ensure it slides through the Valve Body.
2. Insert the Valve Plug with the O-ring end facing in first and the screw hole facing downwards.
3. Align the Valve Plug screw hole with the Valve Plug Screw and fasten the Valve Plug Screw.

**NOTE:** Valve Plug must be flush with the Receiver for the Valve Plug Screw to align properly.

## TROUBLESHOOTING

### RECOCKING ISSUES

Make sure all paintballs are removed from the marker and that the air source is detached before attempting any maintenance and/or repairs.

1. Air tank is empty, or the pressure in the tank is too low.  
**Solution:** Refill the tank.
2. Internals may be dirty and/or full of paint.  
**Solution:** Clean the rear internals and Receiver.
3. Striker O-ring needs lubrication.  
**Solution:** Add a few drops of oil on the Striker O-ring
4. Striker O-ring is damaged or missing.  
**Solution:** Replace Striker O-ring and add a few drops of oil.

5. Using low quality paintballs can cause them to break and/or get jammed in the marker.

6. Rear internals are not properly installed.  
**Solution:** Follow Reassemble Rear Internals section.

### AIR LEAK

Make sure all paintballs are removed from the marker and that the air source is detached before attempting any maintenance and/or repairs.

1. Air leaking from the Front Plug. Inspect Front Plug O-ring.  
**Solution:** Clean any dirt or debris which can cause the o-ring not to seal. Replace the O-ring if it is damaged or missing.
2. Air leaking down the Barrel. Cup Seal may be damaged, installed incorrectly or missing.  
**Solution:** Replace damaged Cup Seal or properly install the Cup Seal.
3. Air leaking between the Receiver and Trigger Frame. Valve Body O-ring may be damaged or installed incorrectly.  
**Solution:** Replace Valve Body O-ring or properly install the Valve Body.
4. Air leaking from the hose fitting on the Receiver.  
**Solution:** Remove hose and use thread sealer (Blue Loctite) on hose thread.
5. Air leaking from the hose fitting on the ASA.  
**Solution:** Replaced the Hose O-ring.
6. Air leaking from the ASA relief hole.  
**Solution:** Replaced tank valve O-ring.

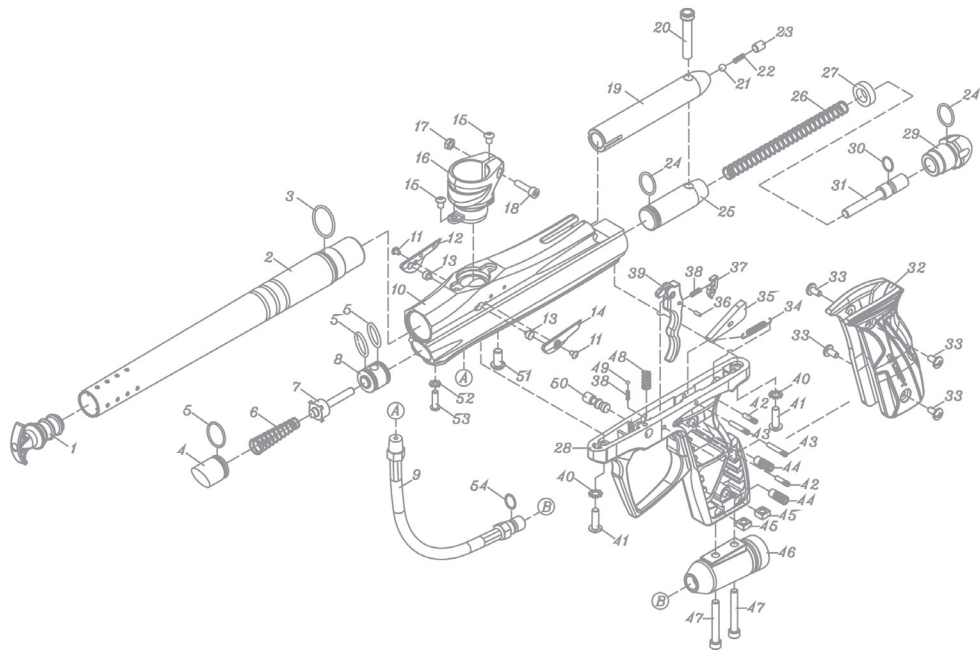
# CONQUEST PARTS LIST

## CONQUEST PARTS LIST

LIST	PART#	DESCRIPTION	QTY
1	X-02	Barrel Safety Plug	1
2	X-04-B/OD	10.5" Barrel	1
3	O-05	Barrel O-ring (CS 1.5 x 17.5 ID)	1
4	X-05	Valve Plug	1
5	O-01	Main Body O-ring (015)	3
6	I-01	Valve Spring	1
7	I-02	Cup Seal with Valve Pin	1
8	I-03	Valve Body	1
9	X-07	Steel braided Hose	1
10	X-10-B/OD	Receiver/Body	1
11	S-01	Ball Detent Cover Screw	2
12	X-11(P)	Right Ball Detent Cover (Composite)	1
13	I-12	Ball Detent	2
14	X-12(P)	Left Ball Detent Cover (Composite)	1
15	S-02	Feedneck Screw	2
16	X-13(P)	Clamping Feedneck (Composite)	1
17	S-03	Clamping Screw Nut	1
18	S-05	Clamping Screw	1
19	I-04	Derlin Bolt	1
20	I-05	Bolt Cocking Pin	1
21	I-06	Bolt Pin Retaining Ball Bearing	1
22	I-07	Bolt Pin Retaining Spring	1
23	S-06	Bolt Pin Retaining Screw	1
24	O-03	Striker O-ring (015)	2
25	I-08	Striker	1
26	I-09	Striker Spring	1
*	I-10	Striker Spring(High Velocity)	1
27	I-13	Striker Buffer	1

## CONQUEST PARTS LIST

LIST	PART#	DESCRIPTION	QTY
28	X-14(P)	Trigger Frame (Composite)	1
29	X-15	Striker Plug	1
30	O-04	Velocity Spring Guide O-ring (010)	1
31	I-15	Velocity Spring Guide	1
32	X-16	Rubber Wrap Grip	1
33	S-08	Grip Screw	4
34	I-16	Sear Spring	1
35	I-18	Sear	1
36	I-21	Trigger Sear Roll Pin	1
37	I-23	Trigger Sear	1
38	I-25	Trigger Sear / Safety Button Spring	2
39	X-17	Double Trigger	1
40	S-09	Trigger Frame Screw Washer	2
41	S-11	Trigger Frame Screw	2
42	I-26	Sear Roll Pin (Short)	2
43	I-27	Sear Roll Pin (Long)	2
44	I-30	Trigger Grip Retaining Nut	2
45	S-12	ASA Screw Nut	2
46	X-18-B/OD	ASA 15 Degree Angle	1
47	S-13	ASA Screw	2
48	I-33	Trigger Spring	1
49	I-35	Safety Button Retaining Ball Bearing	1
50	I-40	Safety Button	1
51	S-14	Valve Body Screw	1
52	S-17	Valve Plug Screw Washer	1
53	S-19	Valve Plug Screw	1
54	O-06	Hose To ASA Seal O-ring (CS 2 x 6 ID)	1



# WARRANTY

## WARRANTY

D3FY Sports Inc. provides a (2) year warranty from date of purchase on D3FY OEM products. D3FY warrants the original retail purchaser that this product is free from defects in material and workmanship under normal use and service for period of (2) years from the date of purchase. D3FY agrees to repair or replace any product which is deemed to possess a manufacturer defect. Normal wear and tear is not covered under warranty.

**REGISTER YOUR MARKER AT [WWW.D3FYSports.COM](http://WWW.D3FYSports.COM)**

### **PLEASE READ THE FOLLOWING WHEN CLAIMING WARRANTY.**

1.Call D3fy Sports at 909-623-8801 to first acquire a return RMA number and an address to send your product. Note: Your RMA number expires 15 days from the date it was issued to you by our warranty department.

2.Send your D3fy product with the following information. A copy of your receipt dated within 2 years from purchase. Write the RMA number on the outside of the package you use to ship the product. Include your contact/shipping information.

D3fy Sports strongly recommends that you send your package via a carrier which provides a tracking number. D3fy Sports is not liable for any packages lost in transit. We are only responsible for product we have received.  
All packages received w/o an RMA number will be refused, No Exceptions.

3.Our warranty covers repair or replacement of defective products only, as determined by our technicians or RMA staff.

4.All products must be registered in our database within 30 days of purchase for warranty coverage to be valid.

5.Warranty is void when the product is altered, abused, or neglected. Any signs of alteration or unauthorized disassembly of the product will void warranty.

6.Warranty is void when non-OEM upgrade/replacement parts are installed. D3fy Sports will not be held responsible for the compatibility issues between various manufactures.

7.If you don't have your receipt or have not registered your warranty within the time frame given, you can have your product repaired for a nominal fee.

To assist you with any technical issues with our products, please contact our Tech Department at [tech@d3fysports.com](mailto:tech@d3fysports.com) or call us at 909-623-8801

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# NOTES



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