



EMPIRE PAINTBALL
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EMPIREPAINTBALL.COM



Sniper™

USER MANUAL



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1. Safe Marker Handling

IMPORTANT: Never carry your Marker uncased 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 firearm. For your own safety and to protect the image of the sport, always carry your Marker in a suitable Marker case or in the box in which it was shipped.

- Treat every Marker as if it were loaded.
- Never look down the barrel of a paintball marker.
- Keep the Marker in "Safe Mode" until ready to shoot.
- Keep your finger off the trigger until ready to shoot.
- Never point the Marker at anything you don't wish to shoot.
- Keep the barrel blocking device in/on the marker's barrel when not shooting.
- Always remove paintballs and the air source before disassembly.
- After removing the air source, point Marker in safe direction and discharge until Marker is degassed.
- Store the Marker unloaded and degassed in a secure place.
- Follow warnings listed on the air source for handling and storage.
- Do not shoot at fragile objects such as windows.
- Every person within range must wear eye, face, and ear protection designed specifically to stop paintballs and meeting ASTM standard F1776.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet-per-second (91.44 meters-per-second).

Read this entire manual before loading, attaching a propellant source, or in any way attempting to operate the Empire Sniper™ marker.

NOTE: Eye protective devices designed specifically for paintball use must be worn by the operator and anyone within range.

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2. Introduction and Specifications

Congratulations on your selection of the Empire Sniper paintball marker. The Sniper marker is made to provide you with many years of reliable performance. We are honored that you have chosen the Sniper as your marker of choice and hope you enjoy using this high quality product.

The Sniper is precision engineered from aircraft-grade aluminum, and composite materials. We expect you to play hard and play frequently and the Sniper was built with this in mind.

Empire Sniper markers come with a removable Autococker threaded barrel and accept any CO2 or compressed air tanks with standard threads.

Marker Specifications

Model:.....Empire Sniper
Caliber:68
Mechanical Action: Pump with Auto-Trigger
Air Source: Compressed Air or CO2
Main Body Material:.....Aluminum

Included Items

- 14" Barrel with 3 backs (.675", .680", and .685" bores)
- 10 Round Spring loaded Feeding System
- Removal Vertical Pump Handle
- 1/16", 5/64", 3/32", 7/64", 9/64", 3/16", 1/4" Allen Wrenches
- Spare Parts Kit
- Barrel Blocking Device
- Clamping Feed Elbow
- Quick Start Manual and CD

3. GETTING STARTED

Safety and safe marker handling are the most important aspects of paintball sports. Please practice each of the following steps with an unloaded marker before attempting to operate your marker with an air source and paintballs.

- Do not install an air source or load paintballs into your marker until you have completely read and understood this manual and feel completely confident with your ability to handle your marker safely.
- Always use ASTM approved paintball specific eye protection. Always wear eye protection when handling a paintball marker and in any areas where paintball markers may be discharged.
- Keep your finger out of the Trigger guard and away from the Trigger; point the muzzle of the marker in a safe direction at all times. Keep the marker in Safe Mode and use a barrel blocking device.
- Remember that the ultimate safety device is you, the operator.

Safety and Safe Mode

The Safety is a small mechanical push button on the left side of the marker above the grips. When the Safety is "OFF", a red O-ring is visible on the marker (fig. 3.1). When the Safety is "ON", the red O-ring will be hidden and the marker will not fire (fig. 3.2).

In this manual, you will see the term "Safe Mode" used. In "Safe Mode", the Safety should be set to "ON" (red marking on safety will not be visible) and a barrel blocking device should be installed. Make sure your marker is in "Safe Mode" when the marker is not being fired or when indicated to do so.



FIRE - SAFETY "OFF" Fig. 3.1



SAFE - SAFETY "ON" Fig. 3.2

Barrel Installation

- Make sure marker is degassed, loader removed, no paintballs in the feed port or breech and the marker is in "Safe Mode".
- Slide the longer barrel tip into the desired barrel back, turning the barrel tip clockwise until it stops (do not over tighten).
- The barrel backs are sized (.675, .680, .685) to match the paintball diameter to get the most efficient usage of your Sniper marker.
- While pointing marker in a safe direction, thread the barrel into the front opening of the marker body.
- Turn the barrel clockwise (when looking at the front opening) until it stops (do not over tighten).
- Install a barrel blocking device. This can be a barrel bag or other such device that prevents the accidental discharge of a paintball.

Loader Installation

- To install a loader, check the feedneck and the loader to make sure they are free from debris and obstructions.
- Press the loader neck into the opening of the feed neck until it stops.
- Align the loader so that the lid is pointing to the rear and the loader is parallel with the marker.
- Clamp the loader in place by tightening the clamp arm; it may be necessary to adjust the feed neck clamp screw (see below). Do not over tighten the clamp holding the loader, as this may damage it.

Feed Elbow Clamp Adjustment

The feed elbow clamp may need adjustment for different types/brands of loaders. Adjust the thumb nut clockwise to increase the clamping force or counter clockwise to decrease the clamping force of the lever. No tools are needed to make any adjustments.

Before Pressurizing your Marker

Consult the place where you purchased your Empire marker, or a recognized and competent air smith, for instruction in the safe handling of compressed-air cylinders

before purchasing or connecting one to your Empire marker.

- Check to make sure that you and anyone within range are wearing eye protection designed specifically for paintball.
- Double check that all screws are tightened and no parts are loose before installing your tank.
- Ensure you have a barrel plug, barrel bag or other specifically designed barrel blocking device in place.
- Make sure there are no paintballs in the marker.
- Set marker to “Safe Mode”.
- Cock the marker by moving the pump handle back then forward.

Pressurizing your Marker

- While pointing the marker in a safe direction, locate the ASA (Air Source Adapter). The Sniper ASA is located on the bottom of the grip frame.
- Move the On/Off ASA lever to the forward position.
- Insert the threaded end of the air cylinder into the ASA. (FIG. 3.3)
- Without pushing the cylinder, twist the cylinder clockwise and allow the threads to draw the cylinder into the marker’s ASA until it stops.
- Flip the On/Off lever back. Your marker is now charged.



Fig. 3.3

WARNING:

- Remember compressed air, nitrogen systems and CO2 cylinders can be extremely dangerous if misused or improperly handled. Use only cylinders meeting D.O.T. or regionally defined specifications.
- Never disassemble your tank or tank regulator. Only a qualified and trained technician should perform work on your tank and tank regulator.

- Never add any lubricants or greases into the fill adapter on your tank regulator

Loading Paintballs

Empire markers use .68 caliber, water-soluble paintballs, readily available at paintball pro-shops, commercial playing fields, and many sporting goods stores. The paintballs are feed through the feed elbow into the breech of the marker.

- Make sure the marker is set to “Safe Mode”, with Safety ON and barrel blocking device installed.
- Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the marker does the same.
- Load quality Empire .68 caliber paintballs (leave some room for paintballs to move about, inside the loader).
- Your marker is now loaded.

4. FIRING YOUR MARKER

WARNING: Always keep your marker pointed in a safe direction! Everyone within firing range should always use paintball approved eye and face protection in the presence of live paintball markers. Make sure the marker is set to “Safe Mode”, before following the steps below.

- Cock the marker by pulling the pump handle rearward.
- Install the air cylinder and pressurize the marker.
- Put the paintballs into the loader.
- Using the pump handle, load a paintball by sliding the pump back then forward.
- Remove the barrel-blocking device.
- Aim the marker in a safe direction.
- Set the Safety to the “Fire” position, Safety OFF.
- Aim the marker at the target.
- Place your finger on the trigger.
- Pull the trigger with a smooth squeezing motion.
- Once the marker is fired, slide pump handle back, then forward, to load the next paintball.

Auto-Trigger

The Empire Sniper paintball marker is equipped with an Auto-Trigger. To use the Auto-Trigger, hold the Trigger in while pumping the marker. Each time the handle is pumped a paintball will be fired from the marker.

5. MARKER ADJUSTMENT

Always check the velocity of the marker prior to playing paintball. Different playing fields may have different maximum velocity limits, check the regulations at your local field. At no time should your marker shoot at velocities above 300 feet-per-second (91.44 meters-per-second).

Checking Velocity

- Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the Empire marker does the same.
- While pointing the marker in a safe direction, remove the barrel blocking device.
- Point the Empire marker over a chronograph that will measure the velocity of the paintballs discharged by the marker.
- Set the marker to "Fire" mode, safety OFF (red visible).
- Load a paintball and fire the marker, checking the reading on the chronograph.

Adjusting Velocity

The velocity can be adjusted via the inline regulator pressure and by the rear adjustment screw. The rear adjustment screw will compress the main spring making the Hammer hit the valve harder, this will also increase the tension on the pump stroke. We recommend that you mainly adjust the velocity via the inline regulator (see regulator adjustment) and use the rear adjustment screw to fine tune the velocity. Turning the input pressure up too high may result in lower velocity as the pressure behind the valve will be too high.



Fig. 5.1

- Use the included 3/16" Allen wrench to

turn the rear velocity adjuster (Fig 5.1).

- Turning the rear velocity adjuster inward or clockwise will increase the velocity and turning it outward or counterclockwise will decrease the velocity.
- Never turn the rear adjustment screw out past flush with the back of the marker body.
- Also matching your barrel back to the paintballs you are using will help raise velocity.

Regulator Adjustment

- The Sniper is factory set at about 225 psi. You can adjust the input pressure by turning the adjustment screw located on the bottom of the inline regulator.
- Use the included 1/4" Allen wrench to adjust the pressure (Fig 5.2).
- Turn the wrench inward or clockwise to decrease the input pressure, and outward or counterclockwise to increase the input pressure.
- When increasing the input pressure, the adjustment change will be visible on the Pressure Gauge.
- When decreasing the input pressure, the marker will have to be fired to see a pressure change on the gauge.



Fig. 5.2

Hammer Lug Adjustment

The Hammer Lug controls how far the Trigger must be pulled in order to fire the marker. If the Hammer Lug is adjusted too high, the marker will not cock as it won't engage the Sear. If the Hammer Lug is adjusted too low, the marker will fire too early or not at all.

Hammer Lug adjustment is critical to having a well tuned marker. We recommend that the Hammer Lug be set .040"-.050" from the bottom of the main body. Hammer Lug adjustment will also affect the Auto-Trigger activation point.



Fig. 5.3

You can adjust the Hammer Lug position using a 1/8" Allen wrench, turning it clockwise will lower the Hammer Lug and counterclockwise will raise the Hammer Lug (Fig 5.3).

Auto-Trigger Adjustment

The Auto-Trigger allows the user to rapid fire their pump marker. When the Trigger is held back, each forward pump stroke will fire a paintball.

The Auto-Trigger can be fine tuned by slightly adjusting the Hammer Lug position, which adjusts the Trigger activation point. You should adjust the activation point only when the marker is degassed and unloaded.

- Hold the Trigger back and slide the pump handle all the way back.
- Continue to hold the Trigger and begin to slide the pump handle forward. As you're sliding it forward you will hear the Hammer release, this is your current activation point.
- While making slight adjustments to the Hammer Lug, look into the markers feed neck to make sure the Bolt is sealing forward of the feed neck, when the Hammer is released.

Vertical Pump Handle

The Sniper comes equipped with a Vertical Pump Handle. This handle can be removed if desired by loosening the two screws on the back of the pump handle with a 5/32" Allen wrench and then sliding the vertical handle out.

Pump Rod Adjustment

The Pump Rods are factory set so a paintball can freely fall into the breech of the marker when the pump handle is at its most rearward position. The rearward pump stroke limit can be adjusted by how far the Pump Rods are threaded into the Bolt Sled.

6. UNLOADING YOUR MARKER

Put on an eye protective device designed specifically for paintball and make sure that anyone within range of your Empire marker does the same.

- Make sure the barrel blocking device is properly installed and the marker is set to "Safe Mode".

- Remove the loader and all paintballs.
- While pointing the Empire marker in a safe direction, remove the barrel blocking device and fire the marker several times to insure there are no balls remaining in the chamber or the barrel.
- Properly re-install the barrel blocking device and set the marker Safety to "Safe Mode".

Removing Air Cylinder

- Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the Empire marker does the same.
- Make sure the barrel blocking device is properly installed on the marker.
- While pointing the Empire marker in a safe direction, flip the ASA On/Off lever forward venting the air from the marker. Turn the air cylinder counter-clockwise until it's free of the ASA.
- The marker is now ready to be cleaned and put away for future use.

7. INSTALLING THE 10-ROUND FEED SYSTEM

Included with the Empire Sniper is a 10 round feeding system that replaces the stock clamping feed neck. If you wish to use the system, the stock feed neck has to be removed first. It is recommended that you cover your markers body to prevent accidental damage, just in case you were to slip with the screwdriver or similar tool while removing the feedneck.

- First remove all the hardware from the feedneck.
- Then carefully insert a flat head screwdriver into the slot on the back of the feed neck and slightly separate the two sides (Fig 7.1).
- Lift the feed neck of the body and re-install the hardware (so it's not misplaced).
- Next remove the two screws on the 10rd adapter and the cover plate using the 7/64" Allen wrench.
- Place the 10rd adapter on the marker
- Install cover and screws (Fig 7.2).
- Tighten screws until the adapter does not turn freely.



Fig. 7.1



Fig. 7.2

8. MAINTENCE AND LUBRICATION

Caution: Before attempting to perform any maintenance operations, make sure that all paintballs and propellant sources have been removed from the marker. Install a barrel blocking device, marker must be unloaded and degassed before any disassembly or maintenance.

Once your Empire marker is unloaded and the air cylinder is removed, you can use a damp cloth to wipe off paint, dirt and debris from the outside of your marker. Once your marker is clean and dry you can re-oil using a light, premium marker oil. Do not use any petroleum based or aerosol products on your marker, they can damage your markers O-rings.

Cleaning Barrel /Breech Insert and Breech of Marker

- Push a paintball swab, like the Empire Battle Swab, through the barrel and breech area to clean them.
- Clean the outside of your marker using a paper towel or clean rag, which can be dampened with warm water.

Lubricating the Bolt /Hammer Assembly

- See section 8 for disassembly instructions.
- Wipe the parts clean and inspect the O-rings for damage or wear, replace if needed.
- Apply one drop of premium marker oil to the O-ring on the Bolt and apply a small amount to the outer surface of the Hammer.

9. DISASSEMBLY

CAUTION: Before attempting to perform any maintenance operations, make sure that all paintballs and air sources have been removed from the marker. Install a barrel blocking device, marker must be unloaded and degassed before any disassembly or maintenance.

Disassembly Tips

- Make sure you have a clean area to work on your marker.
- When removing parts for the first time, do so carefully, so you do not lose any.
- Visit PaintballSolutions.com for additional information.

Barrel

- The Barrel is removed by turning it counter-clockwise.

Ball Detent and Covers

- Using a 5/54" Allen wrench, removed the Detent Cover screws.
- Lift off the cover and remove the detents for cleaning or replacement as needed.

Bolt

- Lift the quick release Bolt Pin up and slide the Bolt out the back of the body.

Grips

- Using a 5/64" Allen wrench, remove the 4 grip screws and then remove the grips.

Trigger Frame Assembly

- Disconnect the air hose from either the regulator or ASA macro fitting.
- Using a 9/64" Allen wrench, remove the two frame screws from the Trigger Frame.
- Remove the frame by sliding it downward, it may be necessary to slide the pump handle back slightly to allow the Auto-Trigger arm to disengage from the Pump Rod.

Air Source Adapter (ASA)

- Disconnect the air hose from either the regulator or ASA macro fitting.
- Remove the grips (see above).
- Using a 3/32" Allen wrench, loosen the two set screws which are located in the bottom of the frame.
- Once loosen enough the ASA will slide off the frame.

Pump Plate

- To keep the proper pump stroke length, make sure you hold the Pump Rods in position while loosening the Pump Plate screws.
- To do this place a 5/64" Allen wrench into the side of the Pump Rod and hold its position while removing the Pump Plate screws with a 7/64" Allen wrench. Repeat

this for each side.

- When re-installing the screws make sure to repeat the same steps of holding the Pump Rods.

Pump Handle

- Using a 5/32" Allen wrench, remove the two screws located on the back of the Pump Plate.
- Slide the pump handle off the pump guide rod and be careful not to lose the Pump Return Spring which is located inside the handle.

Pump Rods and Sled

- Once the Bolt and Pump Plate have been removed, the Pump Rod and Sled assembly will slide off the back of the marker.

Hammer Assembly (Hammer, Main Spring, and Rear Adjuster)

It is recommended that you do not remove the Hammer unless you feel confident in setting the Hammer Lug correctly.

- Using a 3/16" Allen wrench, remove the Rear Adjuster and Main Spring.
- Next turn the Hammer Lug counterclockwise with a 1/8" Allen wrench until it is within the bottom of the Hammer, thus visible thru the slot on the bottom of the body.
- The Hammer will slide out the back of the marker if the Hammer Lug is high enough to create clearance.

Inline Regulator Assembly

- Turn the entire Inline Regulator Assembly counterclockwise to unscrew it from the Vertical ASA.

Pump Guide and Vertical ASA

- Using a 3/16" Allen wrench, turn the Pump Guide counterclockwise to remove.
- Once the Pump Guide is removed the Vertical ASA will slide off the front of the marker.

Valve Assembly (Valve, Cupseal, and Valve Spring)

- The Valve Assembly should only be removed if maintenance is needed like an air leak.
- Once the marker is fully disassembled the valve assembly can be accessed.
- Remove the valve alignment screw from the bottom of the body using a flat head screwdriver.
- Insert a Pump Rod into the front of the body and push the valve assembly out the back of the marker.

10. STORAGE AND TRANSPORTATION

IMPORTANT: Never carry your Empire marker uncased 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 firearm. For your own safety and to protect the image of the sport, always carry your Empire marker in a suitable marker case or in the box in which it was shipped.

When you are finished using your Empire marker it is important that you prepare it for storage. This will not only serve to increase the life of the marker, but will assure optimum performance on your next outing.

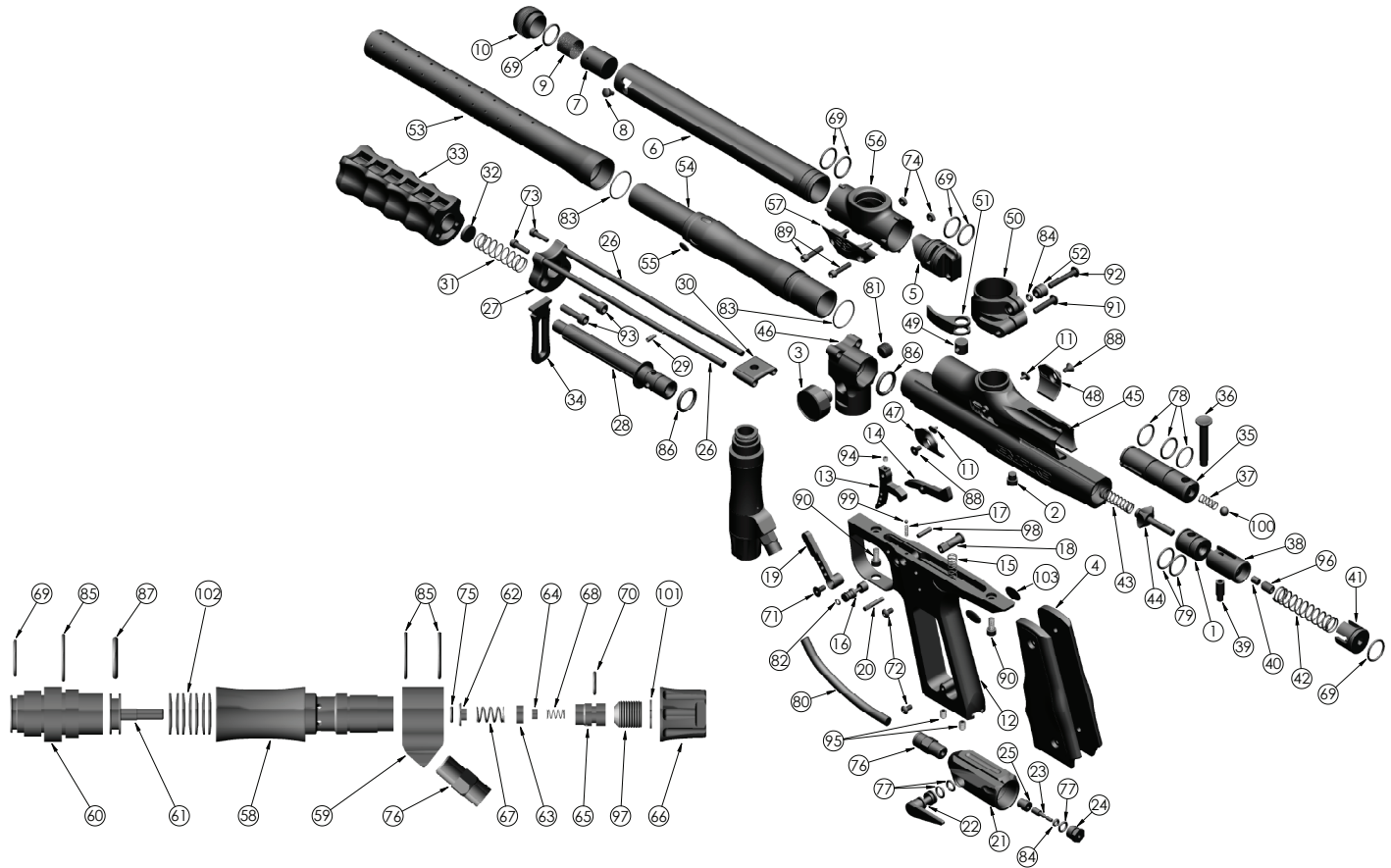
- The Empire marker must be clear of all paint and air sources when not being used.
- Be sure to have marker de-cocked and in "Safe Mode" when not in use.
- Make sure a barrel blocking device is in place.
- Store your Empire marker and propellant in cool dry place.
- Keep your Empire marker away from unsupervised children.
- Your Empire marker must be free of all paint and not attached to a propellant source while being transported to and from the playing field.
- Observe and obey all local, state and federal laws concerning the transportation of paintball markers. For information concerning any of the laws in your area, contact your local law enforcement.
- Always store the marker in a secure location when not in use so as to prevent access by unauthorized persons.

11. DIAGRAMS / PARTS LIST

Diagram #	Description	SKU#
1	VALVE	10027
2	VALVE SCREW	10513
3	300.PSI GAUGE	17596
4	GRIP	17959
5	FEED ADAPTER PLUG	17960
6	FEED TUBE BODY	17962
7	FEED TUBE PLUNGER	17963
8	FEED TUBE PLUNGER KNOB	17964
9	FEED TUBE SPRING	17965
10	FEED TUBE CAP	17966
11	BALL DETENT	19275
12	FRAME	72420
13	TRIGGER	72421
14	SEAR	72422
15	SPRING SEAR	72423
16	SAFETY	72424
17	SAFETY SPRING	72425
18	AUTOTRIGGER CAM	72426
19	AUTOTRIGGER ARM	72427
20	SEAR PIN	72428
21	ASA BODY	72429
22	ASA LEVER	72430
23	ASA PIN	72431
24	ASA PLUG	72432
25	ASA GUIDE	72433
26	PUMP ROD	72434
27	PUMP PLATE	72435
28	PUMP GUIDE	72436
29	PUMP ROD PIN	72437
30	PUMP SLIDE	72438
31	PUMP SPRING	72439
32	PUMP BUMPER	72440
33	PUMP HANDLE	72441
34	VERTICAL PUMP HANDLE	72442
35	BOLT	72443

Diagram #	Description	SKU#
36	BOLT PIN	72444
37	BOLT SPRING	72445
38	HAMMER	72446
39	HAMMER LUG	72447
40	HAMMER RETAINER	72448
41	END CAP	72449
42	HAMMER SPRING	72450
43	VALVE SPRING	72451
44	CUP SEAL	72452
45	BODY	72453
46	VERTICAL ASA	72454
47	DETENT COVER LEFT	72455
48	DETENT COVER RIGHT	72456
49	FEEDNECK BUSHING	72457
50	FEEDNECK	72458
51	FEEDNECK LEVER	72459
52	FEEDNECK THUMB NUT	72460
53	BARREL TIP 14" ALUM	72461
54	BARREL BACK .675	72462
54	BARREL BACK .680	72463
54	BARREL BACK .685	72464
55	BARREL EMPIRE JEWEL	72465
56	FEED TUBE HOUSING	72466
57	FEED TUBE HOUSING SIDE PLATE	72467
58	REGULATOR BODY	72468
59	REGULATOR ADAPTER	72469
60	REGULATOR TOP	72470
61	REGULATOR PISTON	72471
62	REGULATOR RETAINER	72472
63	REGULATOR SEAL ADJUSTER	72473
64	REGULATOR VENT ADJUSTER PISTON	72474
65	REGULATOR ADJUSTER PISTON	72475
66	REGULATOR CAP	72476
67	REGULATOR SPRING	72477
68	REGULATOR ADJUSTER SPRING	72478

Diagram #	Description	SKU#
69	O RING- 015/70 BUNA	10260
70	O RING- 011/70 URETHANE	10608
71	SCREW FHCS 6-32 X .313	17651
72	SCREW BHCS 6-32 X .250	17653
73	SCREW SHCS 6-32 X .500	17655
74	HEX NUT (6-32 .25 X .092)	17657
75	O RING- 008/70 URETHANE	41015
76	MACROLINE FITTING STRAIGHT	55112
77	O RING- 010/70 BUNA	57608
78	O RING- 015/70 URETHANE	57738
79	O RING- 015/90 URETHANE	75541
80	MACROLINE HOSE 1/4" OD X .90MM	72485
81	1/8 NPT X .300 PLUG FITTING	72486
82	O RING- 1MM X 3MM ID 70 RED BUNA	72487
83	O RING- 1MM X 19.5MM ID 70 BUNA	72488
84	O RING- 006/70 BUNA	72489
85	O RING- 018/70 BUNA	72490
86	O RING- 113/70 BUNA	72491
87	O RING- 113/70 URETHANE	72492
88	SCREW FHCS 6-32 X .250	72493
89	SCREW SHCS 6-32 X .625	72494
90	SCREW SHCS 8-32 X .375	72495
91	SCREW BHCS 8-32 X .750	72496
92	SCREW BHCS 8-32 X 1.000	72497
93	SCREW SHCS 10-24 X .750	72498
94	SCREW SET 6-32 X .125 FLAT POINT	72499
95	SCREW SET 10-32 X .250	72500
96	SCREW SET 1/4-28 X .375 FLAT POINT	72501
97	SCREW SET 1/2-20 X .500 CUP POINT	72502
98	DOWEL PIN .125 DIA X .500	72503
99	BALL BEARING 2.5MM	72504
100	BALL BEARING 1/4"	72505
101	RETAINING RING INT .500 BORE	72506
102	BELLVILLE WASHER .750 OD .380 ID X .034	72507
103	JEWEL	72508



LIMITED LIFETIME WARRANTY

LIMITED LIFETIME WARRANTY INFORMATION (ORIGINAL PURCHASE RECEIPT REQUIRED)

Empire Paintball ("Empire") warrants that this product is free from defects in materials and workmanship for as long as it is owned by the original purchaser, subject to the terms and conditions set forth below. Empire will repair or replace with the same or equivalent model, without charge, any of its products that have failed in normal use because of a defect in material or workmanship.

Empire is dedicated to providing you with products of the highest quality and the industry's best product support available for satisfactory play.

Purchaser should register product to activate warranty. Register your product by:

1. Online at www.paintballsolutions.com
2. Complete the product registration card (if applicable) and mail along with a copy of your receipt to: Paintball Solutions, 11723 Lime Kiln Rd., Neosho, MO 64850, 800-220-3222. Canada Contact: 98 Bessemer Ct Unit 4, London ON N6E 1K7, 866-685-0030.

WHAT THIS WARRANTY DOES NOT COVER

This warranty does not cover problems resulting from abuse, the unauthorized modification or alteration of our product, problems resulting from the addition of aftermarket products and scratches or minor superficial imperfections. Due to the nature of paintball products it is important that the product be maintained by the user as indicated in the product manual to remain in good operating condition. Your Limited Lifetime Warranty will be void if you fail to maintain the product as recommended in the product instruction manual. In addition, certain parts of a product may be subject to wear through regular usage. Replacement and repair of such parts is the responsibility of the user throughout the life of the product. These parts are not covered under the Limited Warranty. Examples of this type of part include (but are not limited to) goggle lens, straps, O-ring seals, cup seals, springs, ball detents, batteries, hoses, drive belts, gears and any part of a product subject to continuous impact from paintballs. Hydrotesting of air cylinders is not covered under this warranty.

The Limited Lifetime Warranty also does not cover incidental or consequential damages. This warranty is the sole written warranty on Empire's product and limits any implied warranty to the period that the product is owned by the original purchaser. Some states, provinces and nations do not allow the limitation of implied warranties or of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state, province to province, nation to nation.

If you should encounter any problems with your product and you have added aftermarket parts on your product,



please test it with the original stock parts before sending it in. Always unload and remove air supply before shipping markers. Do not ship your air supply tank if it is not completely empty. Shipping a pressurized air supply tank is unsafe and unlawful. Remove all batteries from products prior to shipping.

This Limited Warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages.

For warranty parts, service or information contact: Paintball Solutions • www.paintballsolutions.com
E-mail: tech@paintballsolutions.com • Phone: 1-800-220-3222 • Canada: 866-685-0030
Patent Pending.

WARNING! PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS!

Careless use or misuse may result in serious bodily injury or death!

- Eye protection designed for paintball must be worn by the user and all persons within range.
- Not for sale to persons under 18 years of age.
- Must be 18 years of age or older to operate or handle any paintball gun and paintball gun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with Paintballs only.
- Use common sense and have fun.

Any tampering with the unit voids your warranty. There are no consumer serviceable parts inside the unit. The use of non factory authorized components within this product may cause a critical failure, fire or shock hazard.

IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. Wash hands after handling. You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be considered a crime.