



**FOX LABS PISTOL**  
**OWNER'S MANUAL**

Manual del Usuario



 **WARNING**

**This is not a toy. Misuse may cause serious injury or death. Eye, face, and ear protection designed for paintball must be worn by the user and any person within range. We recommend you be at least 18 years old to purchase. Persons under 18 must have adult supervision when using this product. Read the Owner's Manual before using this product.**

 **AVERTISSEMENT**

**Ceci n'est pas un jouet. Une mauvaise utilisation peut causer de sérieuses blessures ou la mort. Une protection pour les yeux, la tête et les oreilles et étant adaptée au paintball doit être portée par l'utilisateur ainsi que tout utilisateur situé dans le champ de tir. Nous recommandons que l'acheteur ait au moins 18 ans. Les personnes de moins de 18 ans doivent être supervisées par un adulte durant l'utilisation de ce produit. Lisez le Manuel avant d'utiliser ce produit.**

 **ADVERTENCIA**

**Esto no es un juguete. Un uso inapropiado puede causar serias heridas o la muerte. Ojos, cara y oídos deben ser protegidos todo el tiempo, con la protección diseñada para paintball tanto por jugadores como por cualquier persona que este en el radio de alcance. Recomendamos al menos 18 años para la compra y uso. Las personas menores de 18 años deben usar este producto bajo la supervisión de un adulto. Lea el Manual del Usuario antes de usar este producto.**

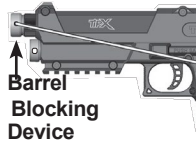
**! WARNING**

**Safety is Your Responsibility**

Read and familiarize yourself and any other user of this marker with the safety instructions in this manual. Follow these instructions when using, working on, transporting, or storing this marker.

Always keep the trigger safety in Safe mode unless firing as detailed in instructions on page 6.

Always keep the barrel blocking device installed when not in a shooting situation, see instructions on page 4.



**! AVERTISSEMENT**

**La Securite est Votre Responsabilite**

Lisez et familiarisez-vous ainsi que tout autre utilisateur de ce lanceur avec les instructions de securite contenues dans ce manuel. Suivez ces instructions lorsque vous utilisez, travaillez sur, transportez, ou entreposez ce lanceur.

Si vous ne tirez pas, maintenez toujours la securite de la detente en mode Securite comme indique dans les instructions en page 3.

Gardez toujours le dispositif de blocage du canon installe lorsque vous n'etes pas en situation de tir comme indique dans les instructions en page 1.



**! ADVERTENCIA**

**La Seguridad es Su Responsabilidad**

Lea y familiaricese usted y cualquier otro usuario de este marcador con las instrucciones de seguridad de este manual. Siga estas instrucciones cuando se utiliza, trabajando, transporte, o almacenar este marcador.

Mantenga siempre el seguro del gatillo activado a menos que sea necesario hacer disparos.

Como se ve en las instrucciones de la página 3. Mantenga el mecanismo de bloqueo del barril instalado cuando no este haciendo disparos como se ilustra en la página 1.



## ⚠ WARNING

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## ⚠ WARNING

**Always keep the barrel blocking device installed except when your marker is in use. Always make sure that the trigger safety is in the safe mode (see instructions on page 6) and the barrel blocking device is properly installed on your marker according to the instructions to prevent damage to property, serious injury, or death.**

### Barrel Blocking Device Installation Instructions

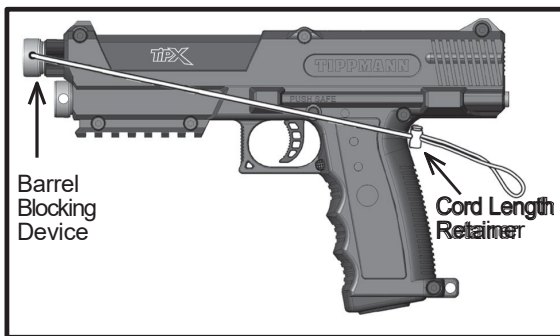
1. Insert the barrel blocking device into the barrel and loop the cord over the top of the receiver and position at the back of the grip as shown.

2. Adjust the cord length retainer up to the back of the grip by pulling the cord back while pushing the cord length retainer toward the marker. Ensure that the cord length retainer is completely tightened against the back of the grip by pulling the cord as tight as possible.

3. To remove barrel blocking device, pull back on center piece of cord length retainer and slide retainer toward end of cord.

4. Before and after playing, inspect the barrel blocking device. Replace the barrel blocking device if the cord is damaged or there is a loss of cord elasticity.

5. Clean the barrel blocking device with plain, warm water and store out of sunlight in a dry area when not in use.



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All of our products are subject to availability, and we reserve the right to impose quantity limits to reject all or part of any order, to discontinue offering certain products, and to substitute products without prior notice. Sales or shipping of our products may be refused to any person, household, geographic region or jurisdiction. We reserve the right to refuse any order you place with us. We may, in our sole discretion, limit or cancel quantities purchased by certain persons, households or per order or require additional information from you or verification of information provided by you before an order receipt acknowledgment or can be sent or before shipping your order. Restrictions may include orders placed by or under the same customer account, the same credit card, and/or orders that use the same billing and/or shipping address. In the event that we make a change to or cancel an order, we may attempt to notify you by

contacting the e-mail and/or billing address/phone number provided at the time the order was made. We reserve the right to limit or prohibit orders that, in our sole judgment, appear to be placed by dealers, resellers or unauthorized distributors.

Any order placed for projectiles whose content is prohibited or restricted for shipment to or possession at the address provided may be modified and a projectile substituted that is permissible unless an alternative shipping address is provided. See Restrictions. If applicable, a charge or credit may be posted to your account for the difference in price, or if no products can be shipped to that address the order will be cancelled. We reserve the right at any time to modify or discontinue the Service (or any part or content thereof) without notice at any time. We shall not be liable to you or to any third-party for any modification, price change, suspension or discontinuance of the Service or any product.

Certain products or services may be available exclusively online through the website. These products or services may have limited quantities and are subject to return or exchange only according to our Warranty.

We do not warrant that the quality of any products, services, information, or other material purchased or obtained by you will meet your expectations, or that any errors in the Service will be corrected.

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By providing a credit card or other payment method that we accept, you represent and warrant that you are authorized to use the designated payment method and that you authorize us (or our third-party payment processor) to charge your payment method for the total amount of your subscription or other purchase (including any applicable taxes and other charges) (collectively, including pre-orders and as applicable, your "Order"). If the payment method cannot be verified, is invalid or is otherwise not acceptable, your Order may be suspended or cancelled. You must resolve any payment method problems before we proceed with your order. If you want to change or update your payment method information, you can do so at any time by logging into your account or by emailing [info@byrna.com](mailto:info@byrna.com). If a payment is not successfully settled, you remain responsible for any uncollected amounts and authorize us to continue billing the payment method, as it may be updated.

You acknowledge that the amount billed may vary due to promotional offers, preferences you select, or changes in applicable taxes or other charges, and you authorize us (or our third party-payment processor) to charge your payment method for the corresponding amount.

You agree to provide current, complete and accurate purchase and shipping information for all purchases made at our store. You agree to promptly update your orders, account and other information, including your email address and credit card numbers and expiration dates, so that we can complete your transactions and contact you as needed.

### **ACCOUNTS**

You may be required to create an account to access or use certain areas of the Site or to modify an existing order. If you choose to create an account, you are responsible for maintaining the confidentiality of your account (including your username and password information), and also for restricting access to such information, your account, and your device. You agree to accept responsibility for all activities that occur under your account or password. Additionally, you agree to notify us immediately of any unauthorized access or use of your account or password, or any other breach of security.

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You are solely responsible for any comments you make and their accuracy. We take no responsibility and assume no liability for any comments posted by you or any third-party.

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We do not ship to all locations in the United States. See [Shipping Restrictions](#). We do not currently ship any Byrna devices outside of the continental United States. The Byrna HD is available in **South Africa** from [byrna.africa](#).

#### **MINIMUM AGE TO PURCHASE A BYRNA HD OR PEPPER SPRAY**

We do not sell to persons under 18 under any circumstances. Some localities may regulate purchase, possession and use by persons under 21. It is your responsibility to check applicable local laws before purchasing a Byrna HD. Pepper spray minimum age for purchase is 18.

#### **PERMISSIBLE USES:**

The Byrna HD is intended for use by adults for personal self-defense where and as permitted by applicable laws. It is not intended to be used as an offensive weapon. The Byrna should never be pointed at a police officer or other law enforcement personnel acting in their professional capacity. We do not recommend drawing it other than as needed for self-defense as it may be perceived to be a firearm and put you in jeopardy. You should not use the Byrna in furtherance of a crime or brandish it recklessly or intentionally to threaten or injure any person except where permitted in reasonable defense of person or property. While the Byrna HD is a non-lethal device, it is still a dangerous weapon and if used improperly can result in criminal and/or civil liability.

The Byrna may not be “carried-on” on commercial airlines. Before travelling always check individual airline and airport rules as well as local laws and regulations for all points of embarkation and disembarkation as well as FAA and TSA regulations, all of which are subject to change. See [Travelling with your Byrna](#).

#### **Important Safety Notice**

It is the buyer’s responsibility to accept all responsibility for the use of the Byrna and Fox Labs devices. It is important that you carefully read and understand all instructions, safety considerations and warnings in the [product manual](#) before unwrapping or attempting to operate the device, including but not limited to those related to use of the safety mechanism, loading and identification of the rounds, the safe use and storage of the launcher, rounds, and CO2 cannisters, and recommendations concerning discharge and travel with your Byrna.

## Buyer's Acknowledgment, Certification, Waiver, and Indemnification

Byrna is not responsible for any physical harm or damage from the use or misuse of any devices or rounds purchased from us.

By purchasing any product, including a self-defense device or self-defense projectiles from us, you understand that Byrna does not warrant that you may legally purchase, possess, or carry these products according to any state or local laws. By purchasing a Byrna the buyer represents that he is at least 18 (21 if required by local law), that he is not prohibited from owning or using a Byrna under relevant state or local law or regulation or pursuant to any court order, that he intends to use his Byrna solely for self-defense, that he understands and agrees to comply with all state and local laws related to its ownership, possession, and use, and that he will read all packaging, manuals and labels, comply with all safeguards and notices, and follow all instructions and warnings. The buyer, on behalf of himself and on behalf of his employers, employees, agents, executors, successors, and heirs, waives any and all claims whatsoever, whether at law or in equity (and including any claim of negligence or torts), against Byrna, and all of its subsidiaries, affiliates, parents, directors, officers, shareholders, successors and assigns, arising from or related to his purchase, ownership, use, or discharge of its products. Moreover, the buyer, on behalf of himself and any of his executors, successors and heirs, expressly agrees to indemnify and hold harmless Byrna, and all of its subsidiaries, affiliates, parents, directors, officers, shareholders, successors and assigns against any and all claims and expenses (including attorneys' fees) whatsoever resulting directly or indirectly from the purchase, ownership, and use or misuse of the item in compliance or in violation of federal, state, or local laws or regulations.

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Byrna is not responsible for any physical harm or damage from the use or misuse of any devices or rounds purchased from us.

By using the Services, including purchasing any product, including a self-defense device or self-defense projectiles from us, you understand that Byrna does not warrant that you may legally purchase, possess, or carry these products according to any state or local laws. By purchasing a Byrna the buyer represents that buyer is at least 18 (21 if required by local law), that he is not prohibited from owning or using a Byrna under relevant state or local law or regulation or pursuant to any court order, that he intends to use his Byrna solely for self-defense, that he understands and agrees to comply with all state and local laws related to its ownership, possession, and use, and that he will read all packaging, manuals and labels, comply with all safeguards and notices, and follow all instructions and warnings. The buyer, on behalf of himself and on behalf of his employers, employees, agents, executors, successors, and heirs, waives any and all claims whatsoever, whether at law or in equity (and including any claim of negligence or torts), against Byrna, and all of its subsidiaries, affiliates, parents, directors, officers, shareholders, successors and assigns, arising from or related to his purchase, ownership, use, or discharge of its products. Moreover, the buyer, on behalf of himself and any of his executors, successors and heirs, expressly agrees to all waivers and indemnities provided in the Terms of Service, including without limitation to indemnify and hold harmless Byrna, and all of its subsidiaries, affiliates, parents, directors, officers, shareholders, successors and assigns against any and all claims and expenses (including attorneys' fees) whatsoever resulting directly or indirectly from the purchase, ownership, and use or misuse of the item in compliance or in violation of federal, state, or local laws or regulations.

**SEVERABILITY**

In the event that any provision of these Terms of Service is determined to be unlawful, void or unenforceable, such provision shall nonetheless be enforceable to the fullest extent permitted by applicable law, and the unenforceable portion shall be deemed to be severed from these Terms of Service, such determination shall not affect the validity and enforceability of any other remaining provisions.

## **TERMINATION**

The obligations and liabilities of the parties incurred prior to the termination date shall survive the termination of this agreement for all purposes. These Terms of Service are effective unless and until terminated by either you or us. You may terminate these Terms of Service at any time by notifying us that you no longer wish to use our Services, or when you cease using our site.

If in our sole judgment you fail, or we suspect that you have failed, to comply with any term or provision of these Terms of Service, we also may terminate this agreement at any time without notice and you will remain liable for all amounts due up to and including the date of termination; and/or accordingly may deny you access to our Services (or any part thereof).

## **ENTIRE AGREEMENT**

The failure of us to exercise or enforce any right or provision of these Terms of Service shall not constitute a waiver of such right or provision. These Terms of Service and any policies or operating rules posted by us on this site or in respect to The Service constitutes the entire agreement and understanding between you and us and govern your use of the Service, superseding any prior or contemporaneous agreements, communications and proposals, whether oral or written, between you and us (including, but not limited to, any prior versions of the Terms of Service). Any ambiguities in the interpretation of these Terms of Service shall not be construed against the drafting party.

## **DISPUTE RESOLUTION AND BINDING ARBITRATION**

PLEASE READ THE FOLLOWING PROVISIONS CAREFULLY. IT REQUIRES YOU TO ARBITRATE CERTAIN DISPUTES AND LIMITS THE MANNER IN WHICH YOU CAN SEEK LEGAL REMEDIES IN THE EVENT OF A DISPUTE BETWEEN YOU AND BYRNA.

### Binding Arbitration

Except for any disputes, claims, suits, actions, causes of action, demands or proceedings (collectively, "Disputes") in which either you or Byrna (the "Parties") seeks to bring an individual action in small claims court in the jurisdiction of your billing address or of Byrna's headquarters or which seeks injunctive or other equitable relief for the alleged unlawful use of intellectual property the Parties hereby agree to waive (i) their respective rights to have any and all Disputes arising from or related to these Terms, or the Sites (including products purchased) resolved in a court, and (ii) their respective rights to a jury trial. The Parties further agree to arbitrate any and all Disputes other-

than small claims or intellectual property Disputes seeking injunctive or other equitable relief through binding arbitration.

#### No Class Arbitrations, Class Actions or Representative Actions

The Parties agree that any Dispute arising out of or related to these Terms or the Sites (including products purchased) is personal in nature between them, and that such Dispute will be resolved solely through individual arbitration and will not be brought as a class arbitration, class action or any other type of representative proceeding or be joined with any other proceeding. The Parties further agree that there will be no class arbitration or arbitration in which any individual attempts to resolve a Dispute as a representative of another individual or group of individuals. Further, the Parties agree that a Dispute cannot be brought as a class or other type of representative action, whether within or outside of arbitration, or on behalf of any other individual or group of individuals and that no arbitrator will have the power to vary any of these waiver provisions.

#### Federal Arbitration Act

The Parties agree that these Terms affect interstate commerce and that the enforceability of the provisions governing dispute resolution shall be both substantively and procedurally governed by and construed and enforced in accordance with the Federal Arbitration Act, 9 U.S.C. § 1 et seq. (the FAA), to the maximum extent permitted by applicable law.

#### Notice; Informal Dispute Resolution

The parties each agree to notify the other in writing of any arbitrable or small claims Dispute within thirty (30) days of the date it arises, so that they can attempt in good faith to resolve the Dispute informally. Notice to Byrna shall be sent by certified mail or courier to 107 Audubon Rd, Wakefield MA. Your notice must include (a) your name, postal address, telephone number, the email address you use or used for your order or Byrna account and, if different, an email address at which you can be contacted, (b) a description in reasonable detail of the nature or basis of the Dispute, and (c) the specific relief that you are seeking. Notice to the user of Byrna products or Services will be sent electronically to the email address you use or used for your order or Byrna account, and will include (i) our name, postal address, telephone number and an email address at which we can be contacted with respect to the Dispute, (ii) a description in reasonable detail of the nature or basis of the Dispute, and (iii) the specific relief that we are seeking. If the Parties cannot agree how to resolve a Dispute within thirty (30) days after the date notice is received by the applicable party, then either one of them may commence an-

arbitration proceeding as specified herein or, to the extent specifically permitted herein, file a claim in court.

#### Limitation Period, Venue, Governing Rules

Except for actions in small claims court or seeking injunctive or other equitable relief for the alleged unlawful use of intellectual property, the Parties agree that any Dispute must be commenced or filed within ONE YEAR of the date the Dispute arose or the claim is permanently barred. The parties further agree (a) that any arbitration will occur in the State of Massachusetts in the County of Middlesex or in the county in which you reside, (b) that the state or federal courts of the State of Massachusetts and the United States, respectively, sitting in the State of Massachusetts, Middlesex County, have exclusive jurisdiction over any appeals and the enforcement of an arbitration award, and (c) that any Dispute arbitrated hereunder shall be arbitrated on a confidential basis by a single arbitrator in accordance with the rules of the American Arbitration Association (“AAA”), which are available on the AAA website and hereby incorporated by reference. By purchasing any product from or otherwise using this site you either (a) acknowledge and agree that you have read and understand the rules of AAA, or (b) waive your opportunity to read the rules of AAA and any claim that the rules of AAA are unfair or should not apply for any reason.

#### Exclusivity of and Limits on Arbitrator’s Scope of Authority

Subject to the limits set forth herein with respect to representative actions, damages and otherwise, and subject to any limits set forth in the FAA or in local arbitration rules of the AAA, the arbitrator of any Dispute will have (a) the exclusive authority and jurisdiction to make all procedural and substantive decisions regarding such Dispute, including deciding its arbitrability, and (b) the authority to grant any remedy that would otherwise be available; provided, however, that no arbitrator of a Dispute shall have the authority to conduct a class arbitration or a representative action or to join the arbitration between the Parties with any other action or arbitration. Arbitrators of any and all disputes hereunder have limited authority only to conduct individual proceedings and may not consolidate more than one individual’s claims, resolve any type of class or representative proceeding, or preside over any proceeding involving more than one individual. Notwithstanding any other provision of this Section, any and all issues relating to the scope, interpretation and enforceability of the class action waiver provisions contained in this Section, are to be decided only by a court of competent jurisdiction, and not by the arbitrator.

### Severability

If any part of these provisions for Dispute resolution is deemed invalid or unenforceable, such part shall be interpreted as narrowly as may be permitted by law, and all other terms, clauses and provisions of this section will remain valid and enforceable. Further, the waivers set forth in this section are severable from the other provisions of these Terms and will remain valid and enforceable, except as prohibited by applicable law.

### Opt-Out Right

You have the right to opt out of binding arbitration within thirty (30) days of the date you first accepted the terms of this Section by writing to: Byrna Technologies, Inc.

100 Burt Road Suite 115. Andover, MA 01810

In order to be effective, the opt out notice must include your full name and clearly indicate your intent to opt out of binding arbitration.

### **GOVERNING LAW AND VENUE**

These Terms of Service and any other agreements between the Parties related to Byrna's products shall be governed by and construed in accordance with the laws of Delaware (exclusive of its choice of law provisions). By using this Service and/or purchasing products on this site the Parties irrevocably agree that any Dispute not subject to arbitration or which cannot be heard in small claims court, shall be resolved on an individual basis exclusively in the U.S. District Court for Delaware or the state courts located in Delaware. You and Byrna each irrevocably consents to the personal jurisdiction of these courts and waives any and all objections to the exercise of jurisdiction by courts in Delaware and to this venue. Notwithstanding the foregoing, however, you and Byrna agree that Byrna may commence and maintain an action or proceeding seeking injunctive or other equitable relief in any court of competent jurisdiction. If any provision of these Terms is found by a court of competent jurisdiction to be invalid, the parties nevertheless agree that the court should endeavor to give effect to the Parties' intentions as reflected in the provision, and the other provisions of the Terms remain in full force and effect.

### **CONTACT INFORMATION**

Questions about the Terms of Service should be sent to us at [info@byrna.com](mailto:info@byrna.com).

Updated May 7, 2020 with addendum for Fox Labs products June 1, 2022

# SELF DEFENSE PISTOL BY FOX LABS®

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## Warning/Liability Statement

This marker is classified as a dangerous weapon and is surrendered by Byrna Technologies Inc. with the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations.

Byrna Technologies Inc. shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including intentional, reckless, negligent or accidental discharges.

All information contained in this manual is subject to change without notice. Byrna Technologies Inc. reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements into products previously sold.

If you as a user do not accept liability, Byrna Technologies Inc. requests you do not use a Byrna Technologies Inc. marker. By using this paintball marker you release Byrna Technologies Inc. of any and all liability associated with its use.

### **SAFETY IS YOUR RESPONSIBILITY!**

#### **⚠ WARNING**

**Except when your marker is in use, always make sure that the trigger safety is in Safe mode, and that the barrel blocking device is properly installed (see page 4).**



**To turn ON the trigger safety (Safe mode), push in the safety (arrow) as shown above.**

**To turn OFF the trigger safety (Fire mode), push in the safety from the opposite side of the receiver.**

The ownership of this marker places upon you the total responsibility of its safe and lawful use. You must observe the same safety precautions as you would any firearm to assure the safety of not only yourself but everyone around you. Outlined here are some general precautions to be aware of. The user should at all times use caution and common sense when using this marker and always remember that the game of paintball can only survive and grow if it remains SAFE!

- Do not load or fire this marker until you have completely read this manual and are familiar with its safety features, mechanical operation and handling characteristics.
- Handle this and any marker as if it were loaded at all times.
- Keep your finger off the trigger until you are ready to shoot.
- Do not look down the barrel of a paintball marker. Accidental discharge into the eyes may cause permanent injury or death.
- Keep the marker in Safe mode until ready to shoot (page 6).

- Keep the barrel blocking device installed on marker when not shooting (page 4).
- Never point the marker at anything you do not intend to shoot.
- Never fire your marker at anything you do not intend to shoot because there may be paintballs or foreign debris lodged in the chamber, barrel, and/or the marker valve.
- Do not shoot at fragile objects such as windows.
- Never fire your marker at personal property of others. The paintball impact can cause damage and the paint can stain the finish of automobiles, houses, etc.
- Always keep the muzzle pointed down or in a safe direction, even if you stumble or fall.
- Eye, face, and ear protection designed specifically to stop paintballs in the form of goggles and full face mask meeting ASTM Specification F 1776 must be worn by the user and any person within range.
- Never shoot at a person who is not protected by eye, face, and ear protection designed for paintball.
- Pressurize and load the marker only when the marker will be immediately used.
- Store the marker unloaded and degassed in a secure place.  
NOTE: Before storing or disassembling, be sure to remove paintballs and air/CO<sub>2</sub> supply (see unloading and air/CO<sub>2</sub> removal instructions on pages 9 -11) and install the barrel blocking device (see page 4).
- Do not field strip or otherwise disassemble this marker while it is pressurized with air/CO<sub>2</sub> supply.
- Dress appropriately when playing the game of paintball. Avoid exposing any skin when playing the game of paintball. Even a light layer will absorb some of the impact and protect you from the paintballs.
- Keep exposed skin away from escaping gas when installing or removing air/CO<sub>2</sub> cylinder or if the marker or air/CO<sub>2</sub> supply is leaking. Compressed air, CO<sub>2</sub>, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Use only .68 caliber paintballs. Never load or fire any foreign objects.
- Avoid alcoholic beverages before and during the use of this marker. Handling markers while under the influence of drugs or alcohol is a criminal disregard for public safety.
- Avoid shooting an opponent at point blank, 6 feet or less.
- Familiarize yourself with instructions listed on air/CO<sub>2</sub> cylinder or adapter. Contact the air/CO<sub>2</sub> cylinder or adapter manufacturer with any questions.
- Read the *Air/CO<sub>2</sub> Cylinder Warnings* and *Safety Tips* on pages 22–24 before beginning the cylinder installation or removal.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second (see instructions on page 10).
- Do not brandish or display this product in public as it may cause confusion and may be a crime. Police or others may mistake this product for a real firearm. Altering the coloration or markings required by state or federal law to make the product look more like a firearm is dangerous and may be a crime.



## Getting Started

- Eye protection designed for paintball use must be worn by the user and any person within range.
- Do not disassemble this marker while it is pressurized.
- Do not pressurize a partially assembled marker.
- Read each step completely before performing the instruction.

NOTE: Carefully hand start all threaded parts when assembling, and do not overtighten, as this may potentially strip the threaded parts. In this manual, item numbers of parts are in parentheses. You can also find these item numbers in the Parts Diagram on pages 26-27.

### **⚠ WARNING**

**Keep exposed skin away from gas escape points (arrows) when installing or removing a CO2 cartridge, or if the marker or air supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold, and can cause frostbite under certain conditions.**

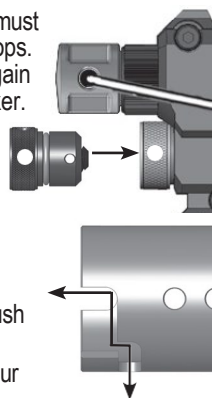


**Eye protection designed for paintball use must be worn by the user and any person within range.**

### 1. CO2 Cartridge Installation

If your marker has the optional Remote Line adapter, read the *Air/CO2 Cylinder Warnings, Safety Tips, and Removal* on pages 22-24 before beginning the cylinder installation. Do not pressurize a partially assembled marker. Follow the Remote Line instructions starting on page 21, then go to step 2 on page 9.

- Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4).
- Remove the CO2 Cap. This CO2 Cap has a safety feature. You must push in while turning the CO2 Cap counterclockwise until it stops. Next, pull the CO2 Cap outward and turn counterclockwise again until it stops. The CO2 Cap can now be removed from the marker.
- Clean the small end of a full 12 gram CO2 cartridge. Insert the small end into the marker.
- Replace the CO2 Cap. Align the CO2 Cap's tabs with the slots, push in on the CO2 Cap and turn clockwise until it stops. Push in on the CO2 Cap a second time while turning the CO2 Cap clockwise.



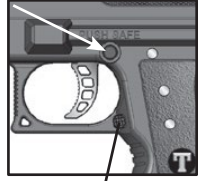
Note: The CO2 cartridge is not punctured during installation. Once you push the trigger safety to Fire mode, the first pull of the Trigger punctures the CO2 cartridge. You can hear the CO2 cartridge pressurize the marker. Your marker is now ready to fire on the next Trigger pull.

**IMPORTANT:** If your marker begins to leak gas, keep exposed skin away from the escaping gas (the arrows in the WARNING illustration above show gas escape points) and follow *CO2 Cartridge Removal* instructions on page 10 (on page 21 for markers with a Remote Line adapter) and then go to Troubleshooting on page 19.

NOTE: If your marker does not fire after you have successfully loaded and punctured your CO2 cartridge, put the trigger safety back into Safe mode (see page 4) and go to Troubleshooting on page 19.

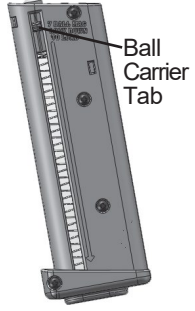
**2. Removing the Magazine and Loading**

The barrel blocking device must be installed (see page 4) and the trigger safety in Safe mode (see arrow at right and also see page 6).



Magazine Release

- a. To remove the Magazine, push in the Magazine Release button and the Magazine ejects out the bottom of the grip.
- b. The Ball Carrier inside the Magazine has two tabs, one on each side of the Magazine. To load the Magazine, push down on the Ball Carrier tabs until the Ball Carrier locks in place near the bottom of the Magazine. (It automatically releases when inserted into the marker.)
- c. Keep the Magazine vertical as shown, and insert one paintball at a time into the top of the Magazine. The Magazine holds seven paintballs. Paintballs in the Magazine are not under pressure until the Magazine is inserted into the marker.
- d. To insert a loaded Magazine into the marker, slide the Magazine into the grip until you hear it lock into place. Only remove the barrel blocking device and change the trigger safety to Fire mode when you are ready to shoot. Eye protection designed for paintball use must be worn by the user and any person within range. The Sight Windows allow you to see when you are low on paintballs in the Magazine.



Ball Carrier Tab

**3. Firing the Marker**

Eye protection designed for paintball use must be worn by the user and any person within range. Point the marker in a safe direction. Remove the barrel blocking device from the marker. Move the trigger safety from Safe mode to Fire mode. Pull the Trigger to fire the marker. Each pull of the Trigger fires one paintball.



**4. Unloading the Magazine**

- a. Eye protection designed for paintball use must be worn by the user and any person within range.
- b. Remove the Magazine from the TiPX marker. When removing the Magazine, two loose paintballs might drop from the grip. Inspect the breech chamber for a paintball. The Breech Window (16) on top of the receiver provides a way to check for a paintball in the breech chamber. Point the marker in a safe direction and pull the trigger (dry fire) to clear the marker of any remaining paintballs. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4).

**⚠ WARNING**

**Not seeing a paintball in the Breech Window does not indicate that the marker is unloaded or safe.**

- c. Push the Magazine's Ball Carrier down until it locks into place (see step 2.b. above) to take pressure off any remaining paintballs in the Magazine. You can then reload any loose paintballs into the Magazine.

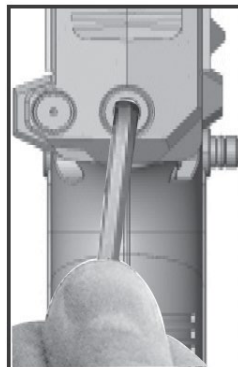
- d. To remove all paintballs from the Magazine, press down on the top of the Carrier Release Armature with a flat object, and any remaining paintballs are pushed out the top of the Magazine (Magazine parts are shown on page 13).

**TIP:** For best results and to keep your TiPX marker running at peak performance, it is recommended you use a paintball that is not too old or fragile, and is free of dimples or defects. To determine if the paintball is proper for use with the TiPX marker, press the tip of your fingernail against the paintball to see if it is easily dimpled. FOX LABS discourages leaving paintballs sitting in Magazines for an extended period of time, as this can lead to the paintball becoming out of round. Only load Magazines with paintballs on the day of play.

## Velocity Adjustment

Each time you play paintball, check the velocity of your paintball marker with a chronograph (an instrument for measuring velocity) prior to playing paintball. Verify that the marker's velocity is set below 300 feet per second (or less if required by the playing field).

To adjust the velocity, use the 3/16" Allen wrench included with your marker. The Velocity Adjustment Screw is located at the back of the receiver, as shown at right. (Do not use a smaller Allen wrench and mistakenly adjust the Regulator Pressure Relief Valve Set Screw which is accessed through the Velocity Adjustment Set Screw - see note below.) To reduce the velocity, turn the screw counterclockwise. To increase the velocity, turn the screw clockwise.



**NOTE:** This marker has a Regulator Pressure Relief Valve that prevents excessive air/CO<sub>2</sub> pressure that could damage your marker, and is factory set at 350 psi. If a cartridge with excessive air/CO<sub>2</sub> pressure is loaded, or if extreme temperature conditions cause excessive cartridge pressure buildup, it will vent excessive gas out the access point. Adjust only as outlined in the *Regulator Pressure Relief Valve Adjustment* instructions on page 19.

## CO<sub>2</sub> Cartridge Removal

### **WARNING**

**Keep exposed skin away from gas escape points (arrows) when installing or removing a CO<sub>2</sub> cartridge, or if the marker or air supply is leaking. Compressed air, CO<sub>2</sub>, and nitrogen gases are very cold, and can cause frostbite under certain conditions.**



**Eye protection designed for paintball use must be worn by the user and any person within range.**

Do not store or disassemble a marker with the CO<sub>2</sub> cartridge (punctured or unpunctured) installed. If your marker has an optional remote line adapter kit installed, do not remove the CO<sub>2</sub> cartridge until you first follow the air/CO<sub>2</sub> cylinder removal instructions in the *Remote*

*Line Adapter* instructions on page 21. Read each step completely before performing the instruction.

### Removing an Unused CO2 Cartridge (Non-Punctured)

1. Put the trigger safety in the Safe mode (see page 6) and install the barrel blocking device (see page 4).
2. Press the Magazine Release button (4) and the Magazine (79) ejects out of the grip. NOTE: When removing a loaded Magazine from the marker, two loose paintballs might drop from the grip. Pull the Magazine's Ball Carrier down until it locks to take pressure off the paintballs, and reload any loose paintballs into the Magazine.
3. Keep the marker pointed in a safe direction, and remove the CO2 Cap (15).
  - a. Push in and turn the CO2 Cap counterclockwise until it stops. Then pull out until it stops to partially unscrew the cap. NOTE: The cap should be easy to turn; if you are unable to turn it, or if it is difficult to turn, the cartridge has been punctured and you must follow the instructions below, *Removing a Used CO2 Cartridge (Punctured)*.
  - b. Turn the CO2 Cap a second turn counterclockwise until it stops and pull it out. The CO2 cartridge will then slide out.
4. Replace the CO2 Cap. Align the cap pins with the pin guides of the Cap Receiver Insert (14). Push the cap in and turn clockwise. Push the cap in a second time and turn clockwise.

### Removing a Used CO2 Cartridge (Punctured)

NOTE: A punctured CO2 cartridge must be emptied before it is removed.

1. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4).
2. Press the Magazine release button (4) and the Magazine (79) ejects out of the grip. NOTE: When removing a loaded Magazine from the marker, two loose paintballs might drop from the grip. Push the Magazine's Ball Carrier down until it locks to take pressure off the paintballs, and reload any loose paintballs into the Magazine.
3. Go to a designated firing area and remove the barrel blocking device.
4. Point the marker in a safe direction, move the trigger safety to Fire mode, and fire until there is no CO2 left in the cartridge. NOTE: If you have a punctured cartridge in your marker and the marker will not fire, follow the instructions on page 17, *Release Pressure From a Marker That Will Not Fire*.
5. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4).
6. Visually inspect the chamber for paintballs through the Magazine opening at the bottom of the grip.
7. Keep the marker pointed in a safe direction during CO2 Cap removal.
  - a. Keep exposed skin away from escaping CO2 - the arrows in the WARNING illustration on page 10 show CO2 escape points. Push in and turn the CO2 Cap slowly counterclockwise until it stops, and pull until it stops to partially unscrew the cap, then wait as any remaining CO2 in the cartridge escapes before performing step (b) (keep exposed skin away from escaping CO2).
  - b. Turn the CO2 Cap a second turn counterclockwise until it stops and pull it out. The empty cartridge then slides out.
8. Replace the CO2 Cap by aligning the CO2 Cap pins with the pin guides of the Cap Receiver Insert (14) and pushing the Cap in while turning clockwise. Push the Cap in a second time, turn clockwise, and release.

## Cleaning & Maintenance

Always wear eye protection (safety glasses) when cleaning or performing maintenance on your TiPX marker. To reduce the chance of an accidental discharge, follow *CO2 Cartridge Removal* instructions on page 10 (on page 21 for markers with a Remote Line Adaptor). Never disassemble a marker that is under pressure. Clean and lubricate your marker with FOX LABS grease after approximately 5000 shots.

- Familiarize yourself with instructions and follow warnings on CO2 cartridge and/or air/CO2 cylinder packaging for use, handling, storage and disposal. Contact the air/CO2 cylinder manufacturer with any questions.
- Read and follow *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 22-24.
- Petroleum based products and aerosol products can damage marker O-rings. Do not use any petroleum based cleaning solvents. Do not use any cleaning solvents that come in aerosol cans.
- Clean your marker using a damp towel to wipe off paint, grease, and debris.
- To clean inside the barrel, turn the barrel counterclockwise and remove. Push the cable of the squeegee through the barrel, then pull the squeegee through to remove debris.
- To clean the breech and barrel with the Magazine removed, push the cable of the squeegee up into the grip and out the barrel, then pull the squeegee through to remove debris.
- Clean the Magazine with a damp towel to wipe off paint, grease, and debris. Dry springs immediately to help prevent rusting.
- To maintain your marker in good working condition, inspect, clean, and replace any damaged parts. Lubricate as instructed in the following *Marker Disassembly/Assembly* section. The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air/CO2 pressures. These may be purchased from FOX LABS or your local paintball dealer. Use FOX LABS grease to lightly lubricate the O-rings and springs, to maintain your marker in good working condition.

## Magazine Disassembly, Reassembly, and Testing

Read these instructions completely before attempting Magazine disassembly or reassembly.

### Magazine Disassembly

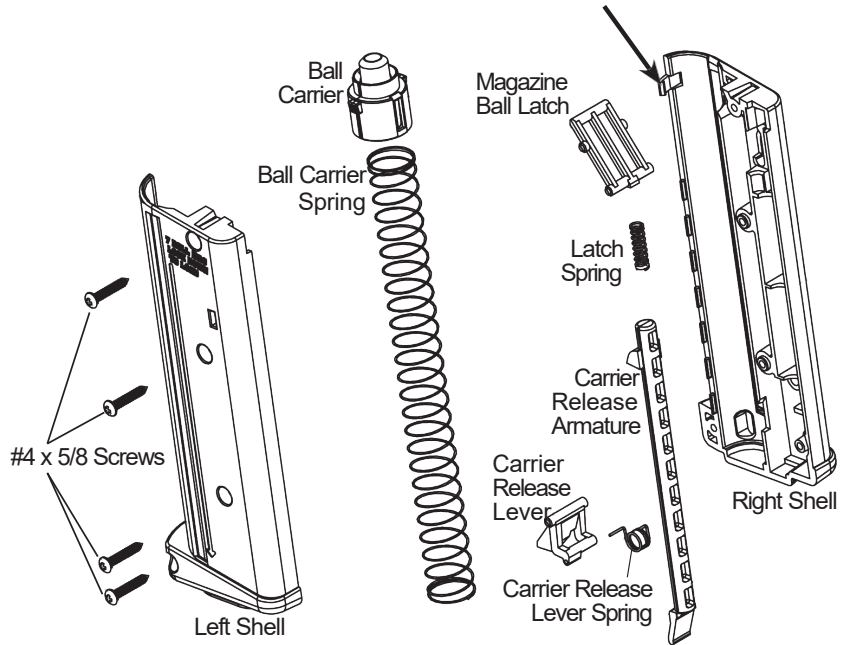
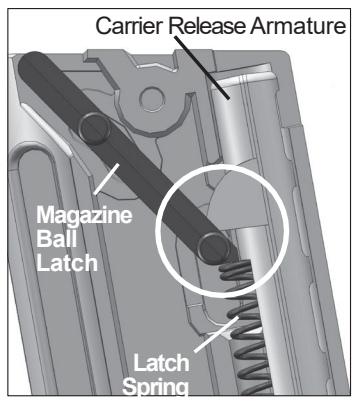
Refer to the diagram on the next page for these instructions.

1. Set the Magazine on a workbench with the Left Shell side facing up.
2. Remove four #4 x 5/8 Screws.
3. Gently disengage the top hook (arrow in bottom illustration on the next page), then separate both halves of the Magazine.
4. Remove and clean the internal parts as necessary.

NOTE: If you clean the Ball Carrier Spring with water, prevent rusting by thoroughly drying it before reassembly.

## Magazine Reassembly

1. Place the Carrier Release Lever Spring into the Right Shell.
2. Properly orient the Carrier Release Lever onto the Carrier Release Lever Spring in the Right Shell.
3. Place the Magazine Ball Latch and Carrier Release Armature into the Right Shell.
4. Set the Latch Spring between the Magazine Ball Latch and the Carrier Release Armature. The Latch Spring sets in a pocket formed by the two parts inside the Right Shell.
5. Confirm that the Magazine Ball Latch and Carrier Release Armature are oriented as shown in the circled area at right. The flat surfaces of the Magazine Ball Latch and the Carrier Release Armature fit together, and must align correctly for the Magazine to operate properly.
6. Place the Ball Carrier Spring into the Right Shell.
7. Install the Left Shell onto the Right Shell, but do not fully press the two pieces together. Be sure the internal parts stay in their locations while putting the two shell halves together. The top hook (see arrow) of the Right Shell does not engage at this time.
8. Install the bottom #4 x 5/8 Screw. Tighten it until snug.
9. Place the Ball Carrier onto the Ball Carrier Spring (aligning the two tabs on the Ball Carrier with the slots in the Left Shell and Right Shell) and slide down into the top of the assembled shell halves. Push down on the Ball Carrier until it snaps into place inside the Magazine.
10. Push the top of the Magazine together so the top hook engages (arrow below).
11. Install the three remaining #4 x 5/8 Screws. Tighten them until they are snug.



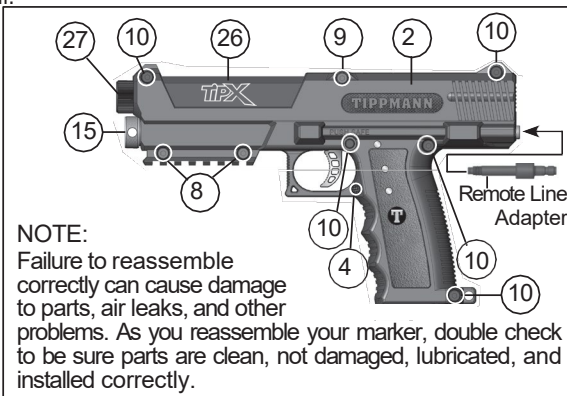
## Magazine Testing

1. Pull down on the Ball Carrier tabs until the Ball Carrier is about midway down the Magazine.
  2. While holding onto the Ball Carrier tabs, push down on the Carrier Release Armature and ensure that the Magazine Ball Latch moves freely.
  3. Release the Ball Carrier. The Ball Carrier should move freely when properly reassembled.
  4. Push the Ball Carrier all the way to the bottom of the Magazine until it locks into place.
  5. Press down on the Carrier Release Armature to release the Ball Carrier.
- Magazine testing is complete.

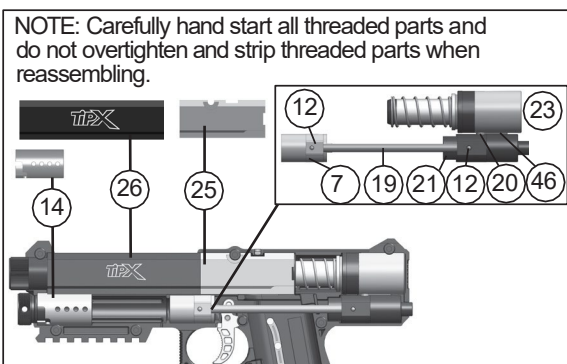
## Marker Disassembly/Assembly

Set up a table with plenty of space to work to make sure no small parts become lost. Eye protection must be worn during disassembly and reassembly. Do not disassemble a pressurized paintball marker. Do not pressurize a partially assembled paintball marker. Follow *CO2 Cartridge Removal* instructions on page 10 (page 21 if a Remote Line Adapter is installed), leave the CO2 cap (15) off.

1. For Remote Line equipped markers, first remove the Remote Line Adapter by turning it counterclockwise on the flats with a 1/2" wrench, and pull it out. (For reassembly, insert the Remote Line Adapter into the hole in the back of the marker as shown. Carefully hand start and screw it into the air fitting until finger tight.)
2. Remove the Barrel (27) by turning it counterclockwise, and pull it out.
3. Remove the left-side receiver (2) by unscrewing the 7 receiver bolts (items 8, 9, and 10). Carefully lift the Left Receiver half to access the internal parts.
4. Lift out the CO2 Cap Receiver Insert (14), Barrel Shroud (26), and Barrel Adapter (25). Lift out (as one piece) the Long Gas Line (19), Puncture Valve (7), Regulator (21), Air Valve (23) (with Firing Valve (items 45-51), and Short Gas Line (20) assembly.

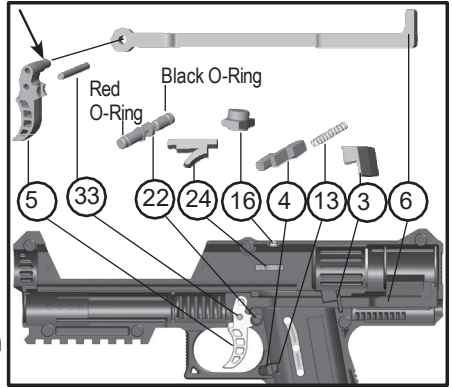


- To separate this sub-assembly, pull the Long Gas Line (19) out of the two integrated air fittings (12). (At reassembly, lubricate the Long Gas Line O-rings.) Pull the Regulator (21) from the Air Valve (23) and pull out the Short Gas Line (20) (lubricate O-rings at reassembly). Remove the

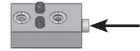


Firing Valve (46) from Air Valve (23) (see *Firing Valve Disassembly* below).

5. Lift out the Magazine Release (4) Spring (13), Safety (22) (at reassembly, the black O-ring end goes into right receiver half); Trigger (5), Trigger Pin (long) (33), Ball Latch (24), Breech Window (16), Release Actuator (3), and the Actuator Link (6).
6. Clean and inspect parts. Replace any damaged parts. Use FOX LABS grease to lightly lubricate the Safety O-rings, Spring (13), Trigger hinge (arrow above), and Trigger Pin (33) to maintain your marker in good working condition.
7. To reassemble, follow these instructions in reverse and be sure the Actuator Pin (arrow, below right) is pushed in flush to the Firing Valve Body as shown.



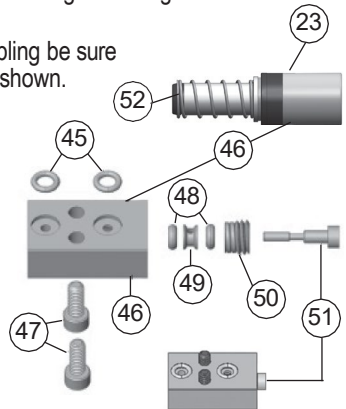
NOTE: Carefully hand start all threaded parts. Do not overtighten and strip threaded parts when reassembling.



NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your marker, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

### Firing Valve Disassembly/Assembly

1. Follow *Marker Disassembly/Assembly* on page 14.
2. Remove the Firing Valve (46) from the Air Valve (23), by removing the 2 Screws (47) with a 3/32" Allen wrench.
3. The 2 O-rings (45) are not attached.  
NOTE: Be sure the 2 O-rings are in place when reassembling the Firing Valve to the Air Valve.
4. Pull the Actuator Pin (51) out. NOTE: When reassembling be sure this Pin is pushed in flush to the Firing Valve body as shown.
5. Remove the Firing Valve Pin Guide (50) using a 3/32" wrench.
6. Tap on the Firing Valve Body (46). Two O-rings (48) and the Valve Bushing (49) should fall out (if you need to pull the parts out, use a plastic tool so you do not damage the parts).
7. Clean and inspect parts. Replace any damaged parts. Use FOX LABS grease to lightly lubricate the Spring (52) and O-rings (45 and 48) to maintain your marker in good working condition.
8. To reassemble and reattach the Firing Valve to the Air Valve, follow these instructions in reverse. NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when reassembling. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your marker, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

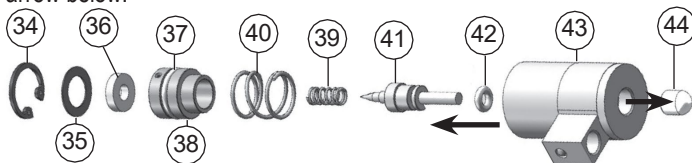




## Puncture Valve Disassembly/Assembly

1. Follow *Marker Disassembly/Assembly* on page 14. Unscrew the Air Fitting from the open hole in part 43 below. Do not overtighten and strip threads when reassembling.
2. To access the Puncture Valve internals, remove the Snap Ring (34) with a snap ring tool. NOTE: The snap ring tool tips should fit snugly into the snap ring - using a snap ring tool with tips too small may cause the snap ring to fly off the tool and cause injury and/or damage parts.

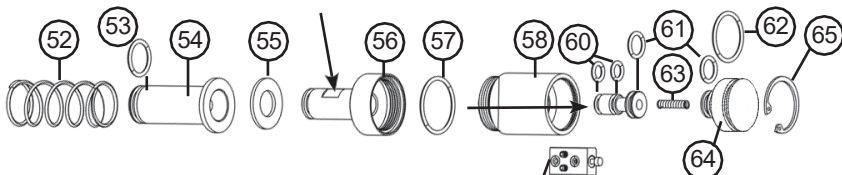
To remove the internals from the Puncture Valve Body (43), remove the Puncture Pin Cap (44) and carefully push Puncture Pin (41) and internal parts out as shown at the arrow below.



3. Clean and inspect parts. Replace any damaged parts. NOTE: O-rings are shown removed: It is not necessary to remove O-rings as shown to inspect, clean, and lubricate. Use FOX LABS grease to lightly lubricate the O-rings (37 and 42) and Springs (39 and 40) to maintain your marker in good working condition.
4. To reassemble, follow these instructions in reverse. NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when reassembling. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your marker, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

## Air Valve Disassembly/Assembly

1. Follow *Marker Disassembly/Assembly* on page 14.
2. Refer to the diagram below. Slide the Front Bolt Spring (52), Front Bolt (54), and Damper (55) off the Power Tube (56).
3. Remove Power Tube from the Air Valve Body (58) by unscrewing the Power Tube with a 1/2" wrench on the "wrench flats" (see arrow below).
4. To access the Air Valve Body internal parts, remove the Snap Ring (65) with a snap ring tool. NOTE: The snap ring tool tips should fit snugly into the snap ring. Using a snap ring tool with tips too small may cause the snap ring to fly off the tool and cause injury and/or damaged parts. To remove the internals from the Air Valve body (58), carefully push them out with a plastic tool in the direction shown.



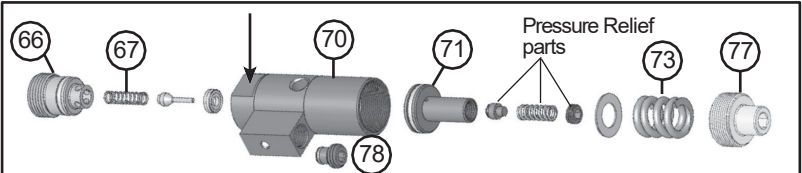
NOTE: The Firing Valve Assembly attaches to the Air Valve (58) (see Firing Valve Disassembly/Assembly).

5. Clean and inspect parts. Replace any damaged parts. NOTE: O-rings are shown removed. It is not necessary to remove O-rings as shown to inspect, clean, and lubricate. Use FOX LABS grease to lightly lubricate the O-rings (53, 57, 60, 61, and 62) and springs (52 and 63) to maintain your marker in good working condition.

- To reassemble, follow these instructions in reverse. NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when reassembling. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your marker, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

### Regulator Disassembly/Assembly

- Follow *Marker Disassembly/Assembly* on page 14.
- Remove the Regulator End Cap (66) from the Regulator Body (70) by holding the Regulator Body on the "wrench flats" (arrow) with a 5/8" wrench, and remove the End Cap by turning to the left with a 3/16" Allen wrench. Internal parts slide out.



- To remove the velocity adjustor (77), unscrew it with a 3/16" Allen wrench until it and the spring (73) come out. Use your fingers to pull the regulator piston (71) out. It is not necessary to remove the Pressure Relief parts for normal maintenance.
- Clean and inspect parts. Replace any damaged parts. NOTE: It is not necessary to remove O-rings to inspect, clean, and lubricate them. Use FOX LABS grease to lightly lubricate O-rings (on parts 66 and 71) and springs (67 and 73) to maintain your marker in good working condition.
- Reassemble the regulator following these instructions in reverse. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your marker, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.
- Upon marker reassembly, you will need to adjust the Regulator Pressure Relief Valve if you removed the Pressure Relief parts from item #71 (see *Regulator Pressure Relief Valve Adjustment* on page 19).

### Release Pressure From a Marker That Will Not Fire

**⚠ WARNING**

**Keep exposed skin away from escaping gas when installing or removing a CO2 cartridge, or if the marker or air supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold, and can cause frostbite under certain conditions.**

Only use this procedure if marker will not fire and the CO2 cartridge has been punctured. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *CO2 Cartridge Removal* (see page 10).

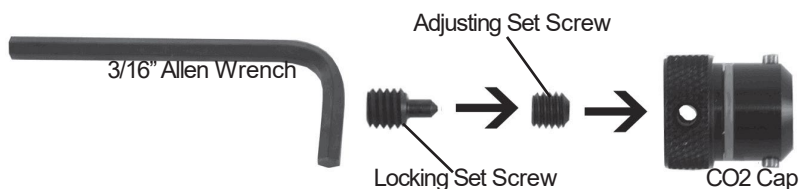


Keep marker pointed in a safe direction during CO2 cap (15) removal. Keep exposed skin away from escaping gas as it rushes out at the air/CO2 release points (arrows). Remove exterior locking set screw, and then slowly loosen adjusting set screw to empty CO2 from the cartridge. Remove and dispose of the CO2 cartridge.

## Adjustable CO2 Cap

CO2 cartridges vary from brand to brand. Your FOX LABS TiPX can be tuned to easily puncture a variety of cartridge brands. The internal parts for the CO2 cap cannot be purchased separately. You must order the adjustable CO2 cap as an assembly (see parts list).

1. Push the trigger safety to Safe mode (see page 6). Install the barrel blocking device (see page 4). Remove the CO2 Cap (see page 10) and ensure the CO2 cartridge compartment is empty. Remove the Magazine (see page 9). Inspect the breach to confirm the marker is unloaded.



2. Replace the CO2 Cap. With CO2 Cap in the marker and the trigger safety in Safe mode, remove the exterior Locking Set Screw from the CO2 Cap using the 3/16" Allen wrench supplied with your marker. Remove the CO2 Cap from the marker. Unscrew the Adjusting Set Screw until it does not protrude from the end of the CO2 Cap.
3. Insert a full CO2 cartridge and reinstall the CO2 Cap.
4. With the trigger safety in Fire mode, tighten the Adjusting Set Screw while lightly pulling the trigger until you feel the Puncture Pin make contact with the CO2 cartridge. Loosen the Adjusting Set Screw 1/4 turn. Push the trigger safety to Safe mode.
5. Remove the CO2 Cap and the CO2 cartridge from the marker.
6. Without a CO2 cartridge in the marker, reinstall the CO2 Cap into the marker, then install exterior Locking Set Screw and tighten.
7. Reinstall the CO2 cartridge. If the cartridge punctures without pulling the trigger, the Adjusting Set Screw is set too deep. If you fully pull the trigger and the cartridge does not puncture, the Adjusting Set Screw is set too shallow.
8. Remove and dispose of the CO2 cartridge (see *CO2 Cartridge Removal* on page 10). Because manufacturer's tolerances vary for CO2 cartridge length, steps 1 through 6 may need to be repeated in order to find the optimal setting for your particular brand of CO2 cartridge.

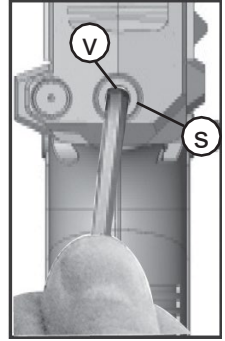
## Additional Information Regarding Performance

1. For best results, and to keep your TiPX pistol running at peak performance, it is recommended that you use a paintball that is not too old or fragile and free of dimples or defects. FOX LABS also discourages leaving paint in Magazines for an extended period of time as this can lead to the paintball deforming. Only load Magazines the day of play.
2. To determine if the paintballs are appropriate for use with the TiPX pistol, press the tip of your fingernail against a paintball to determine if it is easily dimpled. If the paintball dimples, this paintball should not be used in the TiPX pistol.
3. Please thoroughly read this TiPX manual, and in particular, review the *Magazine Removal, Loading, and Unloading* instructions (see page 9) before loading your Magazine. Proper loading will ensure proper feeding of the paintballs into your TiPX pistol.

## Regulator Pressure Relief Valve Adjustment

The regulator pressure relief valve is factory set to 350 psi. Do not reset it higher than 350 psi because that could cause damage to marker parts or cause personal injury. If you disassemble the Regulator (page 17) and remove the indicated parts from item #71, you will need to reset the Regulator Pressure Relief Valve before using your marker.

1. Adjust the velocity as outlined in *Velocity Adjustment* on page 10 until your marker chronographs below 300 fps.
2. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *Magazine Removal, Loading, and Unloading* (see page 9).
3. Insert a 1/8" wrench through the Velocity Adjuster Set Screw (S) and into the Regulator Relief Set Screw (V) and turn it slowly counterclockwise only until air/CO2 begins to escape through the Relief Valve. Then turn the set screw slowly back clockwise only until air/CO2 stops escaping, setting the relief pressure. NOTE: Do not turn any further clockwise which would set it higher than 350 psi. This could cause damage to marker parts or cause personal injury.
4. Follow the *Velocity Adjustment* Instructions on page 10 to adjust the velocity until the marker chronographs to 300 fps or less.



## Troubleshooting

**PROBLEM:** You have successfully loaded and punctured a new cartridge, put the trigger safety in Fire mode. Your marker will not fire and you can't get the CO2 cartridge out of the marker.

**SOLUTION:** Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *Magazine Removal* (see page 9). Follow the instructions *Release Pressure From a Marker That Will Not Fire* on page 17.

**PROBLEM:** Air/CO2 is leaking out of the gas vent hole (see arrow).

**SOLUTION:** The most common air/CO2 leak is caused by a dirty or damaged puncture seal. Check the Puncture Seal (36) for dirt or damage (see *Puncture Valve Disassembly* on page 16).



**PROBLEM:** Magazine will not feed paintballs correctly.

**SOLUTION:** Try using fresh paintballs

**SOLUTION:** Clean the Magazine with a damp towel to wipe off paint, grease, and debris. Dry springs immediately, if necessary, to help prevent rusting.

**PROBLEM:** You pull the trigger, and the marker does not pressurize.

**SOLUTION:** Adjust the CO2 Cap assembly (see instructions on page 18).

**PROBLEM:** Air/CO2 is leaking from the air/CO2 cylinder connection to the remote coil tank adapter.

**SOLUTION:** The most common leak occurs from a bad air/CO2 cylinder valve O-ring (see *Repairing Air/CO2 Cylinder Leaks* on page 24).

## Problems After Disassembly/Assembly Of Your Marker

Failure to reassemble parts correctly can cause damage to parts, air/CO2 leaks, and other problems. Always double check to be sure parts are clean, not damaged, lubricated, and installed correctly when you disassemble/reassemble your marker.

**PROBLEM:** You pull the trigger and the marker does not pressurize.

**SOLUTION:** Check that the puncture pin cap (44) is installed (see *Puncture Valve Disassembly* on page 16).

**SOLUTION:** Adjust the CO2 cap (see page 18).

**PROBLEM:** You install a cartridge and you hear air/CO2 leaking.

**SOLUTION:** Check to be sure the O-rings of the long gas line and the short gas line are not damaged (see *Marker Disassembly* on page 14).

**PROBLEM:** The Regulator (#77 in illustration on previous page) vents air/CO2 continuously.

**SOLUTION:** Adjust the Pressure Relief Valve (see page 19).

**SOLUTION:** Check the Regulator Pin (68) for dirt, damage, or if it is not inserted into the Regulator Piston (71) properly. Clean, inspect, and replace if damaged.

**NOTE:** When assembling, **be sure** the Regulator Pin seats into the Regulator Piston (see *Regulator Disassembly* on page 17).

**PROBLEM:** You pull the trigger back and it binds and will not release.

**SOLUTION:** Check the Firing Pin (51) for misalignment. Disassemble the Firing Valve and make sure the Firing Pin is pushed in flush with the Firing Valve Body during assembly (see *Firing Valve Disassembly* on page 15).

**PROBLEM:** There is air/CO2 leaking out of the barrel.

**SOLUTION:** Check the Front Valve Spool O-ring (60) for dirt or damage (see *Air Valve Disassembly* on page 16).

**PROBLEM:** When the trigger is pulled slowly, a short leaking sound is normal. The leak continues without the gun firing.

**SOLUTION:** Check the Valve Spool rear O-ring (61) and the Air Valve End Cap O-ring (61) for dirt or damage (see *Air Valve Disassembly* diagram on page 16).

**PROBLEM:** The trigger will not move at all when trying to fire.

**SOLUTION:** Check the trigger safety (22) to be sure it is not installed backwards. The red O-ring (32) should be on the left side of the marker (PUSH SAFE is embossed on this side), and the black O-ring (31) on the right side of the marker (PUSH FIRE is embossed on this side) (see *Marker Disassembly* on page 14).

**PROBLEM:** You fire the marker but no paintballs are fired.

**SOLUTION:** If the Front Bolt (54) sticks in the forward position, paintballs will not load. Check the Ball Latch (24) to be sure it is not installed backwards (see *Marker Disassembly* on page 14).

**SOLUTION:** If the Front Bolt (54) is installed correctly and does not return completely, the paintballs will not load. Check the Barrel Adapter (25) and the Air Valve Assembly (23) for dirt or damage (see *Marker Disassembly* on page 14).

**NOTE:** If a problem still exists, contact FOX LABS Service Department at 1-800-533-4831 or see your local paintball dealer.

## Remote Line Adapter (optional equipment)

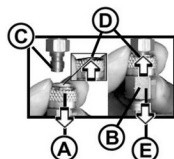
NOTE: The following includes instructions for installation, turning on, and turning off the air/CO<sub>2</sub> cylinder of the FOX LABS H-01 Remote Line. If your remote line is not this FOX LABS model, follow the instructions provided with your remote line for installation, turning on, and turning off the remote air/CO<sub>2</sub> cylinder.

### Connecting, Disconnecting, and Removing a Remote Air/CO<sub>2</sub> Cylinder

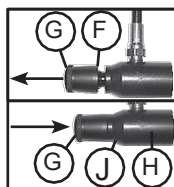
1. Eye protection designed for paintball use must be worn by the user and any person within range. Put trigger safety in Safe mode (see page 6). Install the barrel blocking device (see page 4). Remove and unload the Magazine (go to page 9 and follow *Magazine Removal, Loading, and Unloading* instructions).
2. Pull and hold the Remote Coil fitting Locking Ring (A) down to connect or remove the Remote Coil fitting (B).



3. To connect to the marker, with the Locking Ring (A) held down, push the coil fitting (B) up onto the nipple (C) and release the locking ring up to lock (D). Pull down on the Remote Coil fitting (E) to be sure it is locked properly.
4. Before attaching the air/CO<sub>2</sub> cylinder to the Remote Line, markers with a Remote Line Adaptor must first have an empty 12 gram CO<sub>2</sub> cartridge installed to operate properly. Turn off the Remote Line air/CO<sub>2</sub> flow control valve (F) by turning the flow control (G) counterclockwise outward until it stops (see illustration at right). Install a 12 gram CO<sub>2</sub> cartridge by following the *CO<sub>2</sub> Cartridge Installation* instructions on page 8. Empty the cartridge of all CO<sub>2</sub> by following steps 1-6 in *Removing a Used CO<sub>2</sub> Cartridge (Punctured)* on page 11, leaving the empty cartridge installed in the marker.



5. Install the air/CO<sub>2</sub> cylinder. First mark the cylinder and cylinder valve if necessary (see *Air/CO<sub>2</sub> Cylinder Warnings* and *Safety Tips* on pages 22-24). Lubricate the cylinder valve O-ring with a little marker grease, then insert the cylinder valve end into the Air Supply Adapter (ASA) of the Remote Line. Twist the cylinder clockwise into the ASA (H) until it stops. Your marker is ready to fire once you:
  - turn on the flow control (G) clockwise all the way in (J),
  - remove the barrel blocking device, and
  - switch the trigger safety from Safe mode to Fire mode.

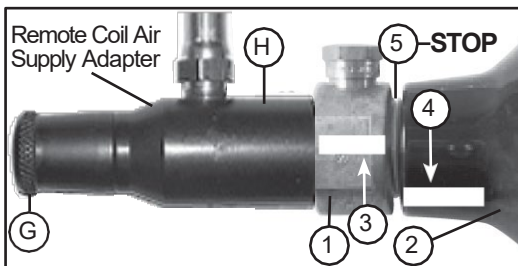


To turn off the air/CO<sub>2</sub> supply, turn the flow control (G) completely clockwise out (F). To turn on air supply, turn flow control counterclockwise completely in (J).

NOTE: If the air/CO<sub>2</sub> cylinder is full, and you do not hear the marker pressurize, the Pin Valve could be too short or the Pin Valve Seal is damaged. You will need to remove the remote air/CO<sub>2</sub> cylinder and take it to a "C5" Certified Airsmith for repair.

6. Air/CO<sub>2</sub> Cylinder Removal — You must first read the *Air/CO<sub>2</sub> Cylinder Warnings* and *Safety Tips* on pages 22–24 before beginning the cylinder removal process in step 7.

7. Refer to the illustration at right. Whenever you turn the air/CO2 cylinder (2) during removal, watch the mark (4) on the cylinder and the mark (3) on the cylinder valve to be sure that they rotate together. If you see the marks begin to separate (5), STOP! and take your marker to a qualified professional, such as a "C5" certified airsmith.



8. Turn the cylinder approximately 3/4 turn counterclockwise. This allows the air supply pin valve to close so that no air will enter the marker. Point the marker in a safe direction and discharge the remaining gas in the marker by pulling the trigger until the marker stops firing. If your marker continues to fire, the cylinder pin valve has not closed yet (the cylinder pin valve could be too long, because of the variances in cylinder pin valve parts, each cylinder varies slightly on exactly how far it should be turned) and you will have to turn the cylinder counterclockwise a little further and repeat this step until the marker does not fire, then remove the cylinder. NOTE: If during this step, you turned the cylinder and it began to leak before you pulled the trigger, the cylinder O-ring should be checked for damage before reassembly (see *Repairing Air/CO2 Cylinder Leaks* on page 24).
9. After the air/CO2 cylinder is removed, point and fire the marker in a safe direction until stored air is completely discharged.  
NOTE: Before storing or disassembling be sure to follow *Magazine Removal, Loading, and Unloading* instructions on page 9 and *CO2 Cartridge Removal* instructions on page 10. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4).

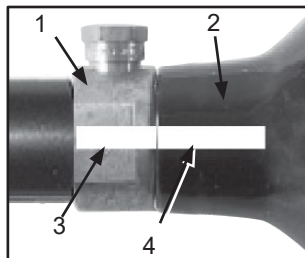
## Air/CO2 Cylinder Warnings

### **⚠ WARNING**

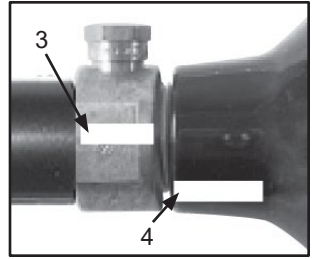
**The brass or nickel plated cylinder valve (#1) is intended to be permanently attached to the air or CO2 cylinder (2). An air or CO2 cylinder can fly off with enough force to cause serious injury or death if the cylinder (2) unscrews from a cylinder valve (1).**

Refer to the figure at right. There have been reported incidents caused by players unknowingly unscrewing the cylinder (2) from the cylinder valve (1). This occurs when the player thinks the entire valve-cylinder assembly is being unscrewed from the air/CO2 adaptor of the paintball marker, when in fact he or she is unscrewing the cylinder from the cylinder valve.

To avoid this danger, it is recommended (if your cylinder is not already marked) that you use paint or nail polish to place a mark (3) on the cylinder valve, and place another mark (4) on the cylinder, in line with the #3 mark as shown.



Whenever you turn the cylinder during removal, watch the marks on the cylinder and the cylinder valve to be sure that they rotate together. If at any time these marks start to separate as shown in the figure at right, the cylinder is starting to unscrew from the cylinder valve and you must **STOP** and take the entire unit to a “C5” certified airsmith for safe removal and/or repair.



**NOTE:** The cylinder valve should unscrew from the paintball marker in about 3 or 4 full turns. If you finish the 4<sup>th</sup> full turn and the cylinder valve is not unscrewed from the paintball marker, **STOP!** Take the entire unit to a “C5” certified airsmith for safe removal and/or repair.

Locate a “C5” Certified Airsmith at [www.paintball-pti.com/search.asp](http://www.paintball-pti.com/search.asp).

Whether you have a new or used refillable air/CO2 cylinder, you are at risk if any of the following has occurred:

- The valve unit was replaced or altered after purchase.
- An anti-siphon device was installed.
- The valve unit was removed from the cylinder for any reason.
- Any modification was done to the refillable air/CO2 cylinder.

If any of these conditions has occurred, take your air/CO2 cylinder to a “C5” Certified Airsmith for inspection or contact the cylinder manufacturer.

### **Air/CO2 Cylinder Safety Tips**

SAFETY TIPS to ensure that your air/CO2 cylinder is safe for play:

- Improper use, filling, storage, or disposal of air/CO2 cylinder may result in property damage, serious personal injury or death.
- Make sure that any maintenance or modification to any air/CO2 cylinder is done by a qualified professional, such as a “C5” certified airsmith.
- Installing an anti-siphon device is dangerous. However, if one is already installed on your air or CO2 cylinder or is desired, it is critical that your cylinder be checked by, or the device installed by, a qualified professional.
- All air/CO2 cylinders must be filled only by properly trained personnel.
- Cylinder valves must be installed only by properly trained personnel.
- Do not overfill a cylinder! Never exceed the air/CO2 cylinder’s capacity.
- Do not expose pressurized air/CO2 cylinder to temperatures exceeding 130 degrees Fahrenheit (55 degrees Celsius).
- Do not use caustic cleaners or strippers on the air/CO2 cylinder or cylinder valve and do not expose to corrosive materials.
- Do not modify the air/CO2 cylinder in any way. Never try to disassemble the cylinder valve from the air/CO2 cylinder.
- Any air/CO2 cylinder that has been exposed to fire or heated to a temperature of 250 degrees Fahrenheit (121 degrees Celsius) or more must be destroyed by properly trained personnel.



- Use appropriate gas for your cylinder. Only use CO2 in a CO2 cylinder and only use compressed air in a compressed air cylinder.
- Keep all cylinders out of the reach of children.
- The Air or CO2 cylinder should be inspected and hydrostatically retested at least every 5 years by a DOT licensed agency.
- Keep exposed skin away from escaping gas when installing or removing air/CO2, or if the marker or air/CO2 is leaking. Compressed air and CO2 gasses are very cold, and can cause frostbite under certain conditions.

**NOTE:** Locate a “C5” certified airsmith at [www.paintball-pti.com/search.asp](http://www.paintball-pti.com/search.asp)

## Repairing Air/CO2 Cylinder Leaks

The most common leak occurs from a bad air/CO2 valve O-ring. To replace a valve O-ring you must first remove the bad O-ring and then install a new one. This O-ring is located on the tip of your air/CO2 valve. The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air/CO2 pressures. These may be purchased from FOX LABS or your local paintball dealer.

**NOTE:** If a new air/CO2 valve O-ring does not resolve an air/CO2 leak, do not attempt to repair the air/CO2 cylinder. Contact FOX LABS Sports, LLC, your local paintball dealer, or a “C5” Certified Airsmith.

## Storage

Before storage, follow the *Magazine Removal, Loading, and Unloading* instructions on page 9 and *CO2 Cartridge Removal* instructions on page 10 (on page 21 for markers with a Remote Line Adapter installed). Do not store a marker with any of the following installed:

- 12 gram air/CO2 supply cartridge (punctured or unpunctured)
- an air/CO2 cylinder
- Magazine

Store the Magazine empty, with the Ball Carrier in its topmost position.

Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). You should store your marker in a dry area. Before storing your marker, make sure that the marker is cleaned and lubricated (see *Cleaning & Maintenance* on page 12) so that it does not rust.

When removing your marker out of storage, make sure that the trigger safety is in Safe mode (see page 6) and the barrel blocking device is installed (see page 4).

**Specifications**

Caliber ..... .68

Action..... Semi-Automatic (Open Bolt Blow Forward)

Power/Propellant ..... compressed air, nitrogen, or CO2

Cartridge .....12 gram CO2

Shots per 12 gram CO2 cartridge.....approximately 19

Magazine Capacity .....7 Rounds

Cycle Rate ..... 1 trigger pull = 1 shot (6 per second)

Standard Barrel Length ..... 6.25" / 15.875 cm

Overall Length (with standard barrel) ..... 10.8" / 27.43 cm

Weight (without 12 gram CO2 cartridge or paintballs).....1.81 lbs. / .821 kg

Effective Range ..... 150+ ft. / 46+ m

Velocity ..... Adjustable

Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet/91.44 meters per second (see *Velocity Adjustment* instructions on page 10).

## **⚠ AVERTISSEMENT**

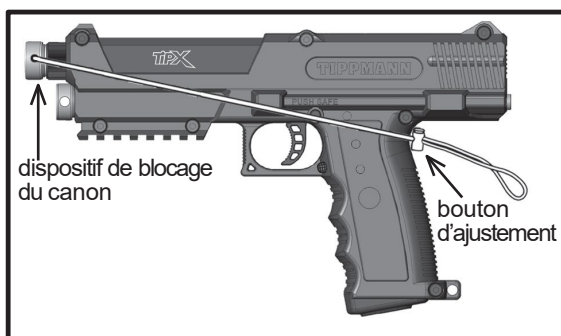
Ceci n'est pas un jouet. Une mauvaise utilisation peut causer de **sérieuses blessures ou la mort**. Une protection pour les yeux, la tête et les oreilles et étant adaptée au paintball doit être portée par l'utilisateur ainsi que tout utilisateur situé dans le champ de tir. Nous recommandons que l'acheteur ait au moins 18 ans. Les personnes de moins de 18 ans doivent être supervisées par un adulte durant l'utilisation de ce produit. Lisez le manuel avant d'utiliser ce produit.

## **⚠ AVERTISSEMENT**

Gardez toujours le dispositif de blocage du canon activé sauf lorsque vous utilisez votre marqueur. Assurez-vous toujours que la détente est en mode Sécurité (voir instructions à la page 3) et que le dispositif de blocage du canon est installé correctement sur votre marqueur afin d'éviter des dégâts matériels, des blessures graves ou la mort.

### **Instructions d'installation du dispositif de blocage du canon**

1. Insérez le dispositif de blocage du canon dans le canon et attachez la corde derrière la poignée comme sur la photo ci-contre.
2. Ajustez la longueur de la corde à l'arrière de la poignée en tirant sur l'élastique jusqu'à ce que le bouton d'ajustement soit fermement arrêté par la poignée. Assurez-vous que la corde soit bien attachée à l'arrière de la poignée en poussant le bouton d'ajustement au maximum.
3. Pour enlever le dispositif de blocage du canon, desserrez le bouton d'ajustement.
4. Inspectez le dispositif de blocage du canon avant et après chaque utilisation. Si vous remarquez que la corde est abîmée, ou si elle a perdu de son élasticité, remplacez-le dispositif.
5. Nettoyez le dispositif de blocage du canon à l'eau claire, chaude et, lorsque vous ne l'utilisez pas, rangez-le dans un endroit sec, non exposé au soleil.



## **⚠ ADVERTENCIA**

**Esto no es un juguete. Un uso inapropiado puede causar serias heridas o la muerte. Ojos, cara y oídos deben ser protegidos todo el tiempo, con la protección diseñada para paintball tanto por jugadores como por cualquier persona que este en el radio de alcance. Recomendamos al menos 18 años para la compra y uso. Las personas menores de 18 años deben usar este producto bajo la supervisión de un adulto. Lea el Manual del Usuario antes de usar este producto.**

## **⚠ ADVERTENCIA**

**Mantenga el mecanismo de bloqueo del barril instalado excepto cuando su marcador este en uso, siempre asegúrese de que el botón de seguridad del gatillo, se encuentre en posición (Push Safe) de seguridad (ver instrucciones página 3), y que el mecanismo de bloqueo del barril este instalado adecuadamente en el barril del marcador, de acuerdo con las instrucciones para prevenir daños materiales a propiedad, lesiones graves o la muerte.**

### **Instrucciones de Instalación del Mecanismo de Bloqueo del Barril**

1. Introduzca el mecanismo de bloqueo del barril en el barril y pase la cuerda sobre el armazón; colóquela detrás de la empuñadura como se muestra.
2. Ajuste la longitud del cordel del retenedor en la parte posterior de la empuñadura, jalando el cordón hacia atrás y abajo, mientras empuja el retenedor hacia el marcador. Asegúrese que el cordel este ajustado y tensionado contra la parte trasera de la empuñadura.
3. Para remover el mecanismo de bloqueo del barril, presione la pieza central del retenedor de cuerda y deslícelo hacia el extremo de la cuerda.
4. Antes y después de jugar, examine el mecanismo de bloqueo de barril y reemplácelo si se encuentra dañado o el cordel ha perdido su elasticidad.
5. Limpie el mecanismo de bloqueo del barril con agua tibia y guárdelo fuera de la luz del sol y en un área seca cuando no está en uso.



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## Advertencia/Declaracion de Responsabilidad

Este marcador esta clasificado como un arma peligrosa y esta entregada por Byrna Technologies Inc. con el entendimiento de que el comprador asume toda responsabilidad como resultado de un uso inseguro o acciones que constituyan una violacion a cualquier regulacion o leyes aplicables. Por lo tanto Byrna Technologies Inc. no podra ser responsable de lesiones personales, perdidas en propiedad o la vida como resultado del uso de esta arma bajo cualquier circunstancia, incluyendo descargas intencionales, accidentales, negligencias e imprudentes.

Toda la informacion contenida en este manual esta sujeta a cambios sin previo aviso. Byrna Technologies Inc. se reserva el derecho de hacer cambios y mejoras a productos sin incurrir en obligacion de incorporar dichas mejoras en productos previamente vendidos.

Si usted como usuario no acepta su responsabilidad, Byrna Technologies Inc. le pide que no use un marcador FOX LABS Sports, LLC. Al usar este marcador de paintball usted libera a Byrna Technologies Inc. de cualquier y toda responsabilidad asociada con su uso.

### ADVERTENCIA

**Excepto cuando su marcador este en uso, siempre asegúrese que el seguro del gatillo este en posición de seguro, desactivando el gatillo, y que el mecanismo de bloqueo del barril este instalada - ver página 1).**



**Para activar la posición de seguridad (PUSH SAFE), haga presión en el seguro como se ve.**

**Para desactivar la posición de seguro (listo para disparar) (PUSH FIRE), haga presión en el mismo botón del otro lado.**

### Familiarícese con la seguridad...

El propietario de esta arma asume la total responsabilidad por su seguridad y el uso legal. Usted debe observar y tener las mismas precauciones de seguridad que tendría con un arma de fuego, asegurándose no solo por su seguridad sino por cualquiera alrededor de usted. Aquí encontrara algunas de las precauciones que debe tener en cuenta. El usuario debe ser cauteloso en todo momento cuando este usando este marcador y tenga siempre presente que el deporte de Paintball solo puede sobrevivir y crecer si este se mantiene SEGURO !.

- No cargue o dispare este marcador hasta que usted haya leído completamente este manual y este familiarizado con su manejo seguro, operación mecánica y características de manejo.
- Maneje este o cualquier otro marcador como si estuviera cargado todo el tiempo.
- Mantenga su dedo lejos del gatillo hasta que este listo para disparar.
- Nunca mire dentro del barril del marcador. Una descarga accidental en un ojo, le puede causar una lesión permanente o la muerte.

- Mantenga seguro del gatillo en posición de Seguro (Safe Mode), hasta cuando este listo para disparar (ver Advertencia página 3).
- Mantenga el barril conectado el mecanismo de bloqueo del barril cuando no esta en uso.(ver página 1)
- Nunca apunte el marcador, si no tiene intenciones de disparar.
- Nunca dispare su marcador a cualquier objeto que no tenga la intención de disparar; porque pueden haber bolas o residuos almacenados en la cámara, barril y o en la válvula de el marcador.
- No dispare a objetos frágiles como ventanas.
- Nunca dispare su marcador a propiedad privada de otros. Impactos con bolas de pintura pueden causar daños y la pintura puede manchar automóviles, casas, etc.
- Siempre tenga el protector apuntando hacia abajo, o en una dirección segura, aún cuando usted tropiece o caiga.
- La protección de ojos, cara y orejas diseñadas específicamente, para detener las bolas de pintura en la forma de gafas y máscara, deben cumplir con las especificaciones F 1776 de la ASTM, la cual determina que debe ser utilizada por el usuario o cualquier otra persona que este dentro del radio de alcance.
- Nunca dispare a una persona que no tenga la protección de ojos, cara y orejas diseñadas para paintball.
- Presurice y cargue el marcador, solo cuando el marcador vaya a ser inmediatamente utilizado.
- Almacene el marcador descargado y desgasificado en un lugar seguro.  
NOTA: Antes de guardar o desensamblar, asegúrese de remover las bolas de pintura y el suministro de aire. Siga las instrucciones en la página 6 para desarmar y retirar la fuente de aire. Coloque el seguro del gatillo en posición de Seguro (ver página 3) y instale el mecanismo de bloqueo del barril (ver página 1).
- No desensamble el marcador mientras este presurizado.
- Vístase apropiadamente cuando juegue paintball. Evite exponer cualquier parte de la piel cuando juegue paintball. Aún algo delgado, absorberá parte del impacto y lo protegerá de las bolas de pintura.
- Mantenga las áreas de piel expuesta, alejadas en caso de algún escape de gas cuando instale o remueva el cilindro de suministro de aire. El aire comprimido y CO2 son gases muy frios y pueden causar quemaduras bajo ciertas condiciones.
- Solamente use paintballs de calibre .68. Nunca cargue o dispare a objetos extraños.
- Evite bebidas alcohólicas antes y durante el uso de este marcador. El manejo irresponsable del marcador bajo la influencia de drogas o alcohol, es una despreocupación criminal a la seguridad pública.
- Evite disparar a sus oponentes a punto vacio (6 pies o menos).
- Para el manejo y almacenamiento sobre el cilindro de suministro de aire o adaptador, siga las instrucciones. Si tiene alguna pregunta puede contactar al fabricante de los cilindros de aire.
- Siempre mida la velocidad de su marcador antes de jugar paintball y nunca dispare con velocidades que sobrepasen los (300 pies) 92 metros/seg. (ver instrucciones página 7).
- No exhiba o presente este producto en lugares públicos en los cuales pueda causar confusión y pueda ser considerado como un crimen. La policía u otras personas pueden confundir este producto con un arma de fuego real. La alteración de las leyes que este producto se vea como un arma de fuego es muy peligroso y puede ser considerado como un crimen de acuerdo a las leyes

## Inicio preparación

- La protección de ojos diseñada específicamente, debe ser utilizada por el usuario o cualquier otra persona que este dentro del radio de alcance.
- No desensamble el marcador mientras este presurizado con aire.
- Nunca presurice un marcador que este parcialmente ensamblado.
- Lea completamente cada uno de estos pasos antes de intentar usarlo.

**NOTA:** Inicie el ensamble de las partes con su mano y no apriete demasiado para evitar el posible alteración de las roscas de las partes. Use como referencia el diagrama de partes en las páginas 24-26 en este manual de instrucciones ( los números de las partes están entre paréntesis ).

### **⚠ ADVERTENCIA**

**Mantenga toda piel expuesta alejada de algún escape de gas (las flechas) mientras se instala o remueve la fuente de aire, cartuchos o si el marcador o el suministro de aire tenga un escape. Aire comprimido, CO2 y gases como nitrógeno son frios y puedes producir quemaduras bajo ciertas condiones.**

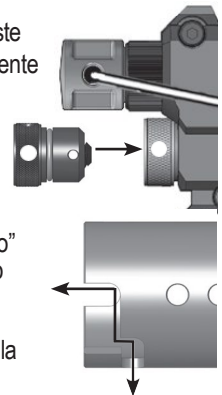


**Los protectores para ojos diseñados para paintball deben ser usados por los jugadores y cualquier persona que este en el rango de alcance.**

#### 1. Instalación del Cartucho de suministro de Aire

Si su marcador tiene la opción del adaptador de línea remota - siga las instrucciones de la página 19 y luego pase al paso 2. No desensamble este marcador mientras este presurizado. No presurice un marcador parcialmente ensamblado. Siga las instrucciones de la página 19 y luego pase al paso 2 on page 6.

- Coloque el seguro del gatillo en posición de Seguro (PUSH SAFE) ver página 3 Instale el mecanismo de bloqueo del barril (ver página 1).
- La tapa del compartimento del cartucho de aire tiene un “pestito” de seguridad. Empuje y sostenga la tapa y de vuelta en sentido contrario a las agujas del reloj hasta que se detenga/luego jale hasta que se detenga. De vuelta a la tapa de nuevo en sentido contrario a las agujas del reloj hasta que se detenga/luego jale la tapa del marcador.
- Para instalar un cartucho de CO2 de 12 gramos: limpie el cartucho/levante e inserte el lado pequeño primero.
- Reemplace la tapa. Alinee el pasador de la tapa con el pasador guía del compartimento del cartucho y luego empuje la tapa, luego de vuelta en sentido a las agujas del reloj, empujela / de vuelta en sentido a las agujas del reloj y libere.



**NOTA:** El cartucho no debe ser perforado durante la instalación. Una vez que hace el cambio de función de seguridad a función de disparo, al hacer presión sobre el gatillo hará una perforación en el cartucho y usted escuchara que el suministro de aire se inicia. (no habrá disparo).



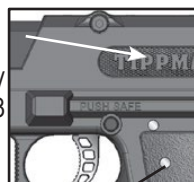
Su marcador esta listo para disparar la próxima vez que presione el gatillo. **IMPORTANTE** : Si su marcador presenta una fuga de aire, mantenga la piel expuesta alejada del escape de gas (las flechas en la ilustracion de ADVERTENCIA en la página 5 muestran los puntos de escape de gas) y siga las instrucciones de carga y remocion del cartucho de CO2 en la página 8 (en la página 19 para los marcadore con adaptador de línea remota) y vea la página 19 solución a problemas

NOTA: Si usted a logrado ensamblar / perforar el cartucho, cambie de la posicion de seguridad a la de diparar (FIRE) y si no dispara pongalo de nuevo en seguro ver la página 3 y mire en la página 17 *Solucion a Problemas*.

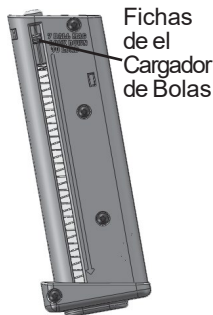
## 2. Remover el Magazine, Carga e Insercion

El mecanismo de bloqueo del barril debe estar instalado (ver página 1) y la funcion de seguridad tambien (ver la flecha de la derecha y la página 3 también) antes de remover o insertar el magazine.

- Para remover el magazine, haga presión en el botón de liberación del este y el magazine será expulsado desde el fondo del mango.
- El cargador de las bolas dentro del Magazine tiene dos aletas, una a cada lado del Magazine. Para cargar el Magazine haga presión sobre las aletas para abajo hasta que las aletas del Cargador de bolas queden asegurada cerca al el fondo del Magazine (esta automáticamente se liberara cuando se inserta dentro del marcador).
- Mantenga el magazine vertical como se observa e inserte una bola a la vez asegurándose de que queden alineadas. El magazine puede sostener hasta 7 bolas de pintura. Las bolas d el magazine solo quedaran bajo presión hasta que este es insertado en el marcador.
- Para insertar el magazine cargado en el marcador: deslice el Magazine dentro del mango hasta que escuche que ha quedado asegurado en su lugar. Solo remueva el mecanismo de bloqueo del barril y el seguro cuando este listo para disparar. La protección para ojos diseñada para paintball deberá ser usada por el usuario y cualquier persona dentro del rango de alcance. La ventana le permitirá ver cuando esta baja la cantidad de bolas.



El Botón de Liberación



Fichas de el Cargador de Bolas



## 3. Hacer disparos con su Marcador

Protección de los ojos diseñado para paintball uso debe ser usado por el usuario y cualquier persona dentro del radio de alcance. Apunte el marcador en una dirección segura. Remover el mecanismo de bloqueo del barril del marcador. Mover el botón de seguridad en el gatillo Seguro a disparo. Haga presión sobre el Gatillo para disparar el marcador. Cada vez que presiona el gatillo habrá una descarga de una bola de pintura.

## 4. Descarga del Magazine

- Protección de los ojos diseñado para paintball uso debe ser usado por el usuario y cualquier persona dentro del rango.
- Remueva el Magazine cargado del marcador TiPX. Cuando remueva el Magazine dos bolas de pintura pueden quedar sueltas en el mango. Inspeccione la cámara del puente para ver si quedan bolas de pintura. La ventana del Puente (16) en

la parte superior del recibidor le permite revisar si quedan bolas de pintura en la cámara. Apunte su marcador en una dirección segura (disparo seco) y apriete el gatillo para desocupar el marcador de bolas de pintura. Ponga el gatillo en posición de seguro (ver página 3) e instale el mecanismo de bloqueo del barril (ver página 1).

## **⚠ ADVERTENCIA**

**Si usted no ve bolas de pintura en la ventana del Puente no quiere decir que no puedan haber bolas en el marcador y que este completamente descargado y sea seguro.**

- c. Empuje el cargador de bolas del Magazine para abajo hasta que este quede seguro en su lugar (ver paso 2.b. arriba) para quitarle presión a cualquier bola que permanece aun dentro del Magazine. Luego usted puede recargar cualquier bola suelta dentro del Magazine.
- d. Para remover todas las bolas de pintura que están dentro del Magazine, haga presión para abajo en la parte superior de la armadura del cargador con un objeto plano, luego todas las bolas remanentes serán empujadas para afuera en la parte superior del Magazine. (Las partes del Magazine se muestran en la página 10).

Consejo: Para tener mejores resultados y mantener su marcador TiPX en función a tope, es aconsejable que use bolas de pintura que no estén muy usadas porque son mas frágiles y que no tengan marcas o defectos. Para determinar si la bola de pintura es adecuada para uso haga presión sobre la bola con sus uñas y si dejan marcas con facilidad deséchelas. Igualmente, FOX LABS recomienda no dejar bolas atrapadas en el interior del Magazine por periodos prolongados de tiempo porque esto deforma la forma redonda de las bolas. Por lo tanto llene el Magazine el mismo día en que va a jugar.

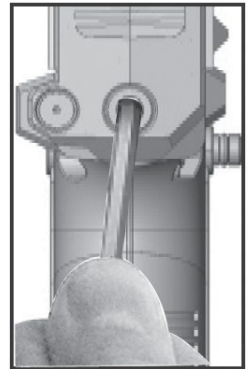
## **Ajuste de la Velocidad**

Antes de cada juego de paintball, la velocidad de su marcador debe ser checada con un cronógrafo, (instrumento de medición de velocidad), y verificando que la velocidad este por debajo de (300 pies) 92 metros/seg. o menos si es requerido por las normas del campo de juego.

Para ajustar la velocidad, use una llave de 3/16" que viene incluida con su marcador. El ajuste de velocidad se hace con el tornillo localizado en la parte de atrás del recibidor. (no use una llave muy pequeña y por accidente ajuste el tornillo de la válvula reguladora de presión el cual tiene acceso a través de el juego de tornillos de ajuste de velocidad - ver nota abajo).

Para disminuir la velocidad, mueva el tornillo en sentido contrario a las manecillas del reloj. Para aumentar la velocidad, mueva el tornillo en el sentido de las manecillas del reloj.

NOTA: Este marcador tiene una válvula reguladora de presión que previene la acumulación excesiva de aire la cual puede dañar su marcador y esta ajustada desde su fabricación en 350 psi. Si usted introduce un cartucho con excesiva presión de aire o temperaturas muy elevadas pueden causar que se acumule más presión en el cartucho, este expulsara aire en exceso a través del punto de acceso. *Ajuste de la Válvula Reguladora de Presión* únicamente siguiendo las instrucciones de la página 19.



## Remoción del Cartucho de CO2

### **ADVERTENCIA**

**Mantenga toda piel expuesta alejada de algún escape de gas (las flechas) mientras se instala o remueve la fuente de aire, cartuchos o si el marcador o el suministro de aire tenga un escape.**



**Aire comprimido, CO2, y gases como nitrógeno son fríos y puedes producir quemaduras bajo ciertas condiciones. Los protectores para ojos diseñados para paintball deben ser usados por los jugadores y cualquier persona que este en el rango de alcance.**

No desensamble o almacene un marcador con el cartucho de aire instalado (con perforación o sin perforación). Si su marcador tiene instalado la línea remota, no remueva la línea de suministro de aire del cartucho hasta que haya seguido las instrucciones de la línea remota del adaptador, para remover el cilindro de aire (ver página 19).

Lea completamente cada uno de estos pasos antes de intentar usarlo.

#### **Descarga de cartucho de aire sin PERFORACION (no usado)**

1. Coloque el seguro del gatillo en posición de Seguro (PUSH SAFE) ver página 3; y instale el mecanismo de bloqueo del barril (ver página 1).
2. Remover el magazine. Haga presión sobre el botón de liberación (4) y el magazine (79) saldrá solo. NOTA: Cuando remueva el magazine cargado del marcador, dos bolas sueltas caerán fuera del mango. Empuje la aleta del magazine para abajo hasta que quede asegurada para quitar presión en las bolas y recargue las bolas en el magazine.
3. Remueva la tapa del compartimiento del CO2 (15) en dos pasos y mantenga su marcador dirigido hacia una dirección segura durante la remoción de la tapa del compartimiento del CO2.
  - a. Empuje y de vuelta la tapa del CO2 hacia la izquierda hasta que se detenga y jale hasta que se detenga para desatornillar parcialmente la tapa. NOTA: La tapa debe ser de fácil remoción - si usted no puede moverla o si es difícil mover - el cartucho ha sido perforado y usted debe seguir las instrucciones - Para descargar el marcador con un cartucho de aire PERFORADO.
  - b. De vuelta a la tapa del CO2 (15) por segunda vez a la izquierda hasta que se detenga y jale para afuera, el cartucho de deslizara hacia afuera.
1. Reemplace la tapa del compartimiento de CO2. Alinie los pasadores de la tapa con los pasadores guía del cartucho y luego empuje la tapa en (14), luego de vuelta a la derecha. Luego empuje de vuelta a la derecha y libere enganchar.

#### **Descarga de cartucho de aire PERFORADO (usado)**

NOTA: una perforación un cartucho de aire debe estar vacío antes de ser removido.

1. Coloque el seguro del gatillo en posición de Seguro (PUSH SAFE) ver página 3; y instale el mecanismo de bloqueo del barril (ver página 1)

2. Presione el botón para liberar el magazine (4) y el magazine (79) se deslizara hacia afuera. NOTA: cuando remueva del marcador un magazine cargado, dos bolas de tinta saldrán del mango. Empuje la lengüeta del magazine hacia abajo hasta que asegure para quitarle presión a las bolas y cargue de nuevo el magazine con bolas.
3. Vaya al área designada de disparo y remueva de bloqueo del barril.
4. Apunte el marcador en una dirección segura, remueva el seguro y dispare hasta que no quede aire en el cartucho. NOTA: Si usted tiene un cartucho perforado en su marcador y el marcador no dispara: siga las instrucciones en la página 15 - Liberar la Presión en un Marcador que no Dispara.
5. Coloque el seguro del gatillo en posición de Seguro (PUSH SAFE) ver página 3; y instale el mecanismo de bloqueo del barril (ver página 1).
6. Inspeccione visualmente la cámara de bolas de pintura a través de la apertura del magazine en la parte inferior del fondo.
7. Remueva la tapa del CO2 en dos pasos y mantenga su marcador dirigido hacia una dirección segura durante la remoción de la tapa del compartimento del CO2.
  - a. Mantenga la piel expuesta alejada de el lugar de escape de gas - las agujas (la flechas) en la ADVERTENCIA en la página 8 muestran la dirección de el escape del gas. Haga presión y de vuelta a la tapa del CO2 muy lentamente hacia la izquierda hasta que se detenga y jale hasta que se detenga para parcialmente desatornillar la tapa, luego espere a que el aire remanente dentro del cartucho salga antes de pasar al paso b (mantenga piel expuesta alejada de el aire que esta saliendo)
  - b. De vuelta a la tapa del CO2 una segunda vuelta hacia la izquierda hasta que esta se detenga y jale hacia afuera, el cartucho se deslizará hacia afuera.
8. Reemplace la tapa del compartimento de CO2. Alinie los pasadores de la tapa con los pasadores guía del cartucho y luego empuje la tapa en luego de vuelta a la derecha. Luego empuje la tapa una vez más y dele vuelta en sentido a las agujas del reloj y suéltela.

## Limpieza y Mantenimiento

Los protectores para ojos diseñados para paintball deben ser usados por los jugadores y cualquier persona que este en el rango de alcance. Para reducir el riesgo de descarga accidental: Primero siga las instrucciones, para Descargando Su Marcador y Remoción del Cartucho de CO2 descritas en la página 8 (ver la página 19 para los marcadores con adaptador de línea remota). No desensamble este marcador mientras este presurizado. No presurise un marcador parcialmente ensamblado. Limpie su marcador despues de aproximadamente 5000 disparos.

- Siga las advertencias enumeradas en el cartucho y/o cilindro de suministro aire y empaque para manipulación y almacenamiento.
- Familiarizese con todas las instrucciones enumeradas para el cartucho y/o cilindro suministro de aire y el adaptador. Si tiene alguna duda contacte al fabricante.
- Lea y siga las adverencias y normas de seguridad para los cilindros de suministro de aire en las páginas 20 - 22.
- Los productos que contengan petrolatos o aerosoles, pueden dañar los empaques de su marcador. No use solventes o derivados a base de petróleo. No use solventes o limpiadores en aerosol.
- Para limpiar su marcador de paintball use una toalla húmeda, limpie remueve pintura, grasa, y desechos.

- Para limpiar el barril internas: desatornille el barril y jale hacia afuera.
- Inserte el cordón limpiador, luego hale para remover todo el residuo almacenado.
- Para limpiar la recámara y barril: Una vez removido el magazine - empuje el cordón limpiador dentro de el mango y afuera del barril, luego jale el cordón a travez de este para remover residuos.
- Limpie el magazine con una toalla húmeda para limpiar apagado la pintura, la grasa y la ruina. Resortes secos inmediatamente en caso de necesidad a ayudar a evitar el aherrumbrar.
- Para mantener su marcador en buen estado de funcionamiento, inspeccione, limpie y reemplace cualquier parte que no funcione y lubrique siguiendo las instrucciones del marcador en las páginas 12-15. Los mejores empaques, están hechos de uretano. Los empaques de uretano, no se afectan con la alta presión de aire. Estos pueden ser adquiridos directamente en FOX LABS o con cualquiera de nuestros distribuidores locales. Use lubricante FOX LABS en forma ligera en los empaques y anillos para mantener su marcador funcionando correctamente.

## Desensamble / Re ensamble y Examen del Magazine

Lea estas instrucciones completamente antes de desensamblar o re ensamblar el Magazine.

### Desensamble del Magazine

Refiérase al diagrama que esta en la página siguiente a estas instrucciones.

1. Coloque le Magazine sobre una mesa de trabajo con la cara izquierda mirando hacia arriba.
2. Retire cuatro tornillos #4 x 5/8.
3. Gentilmente desenganche el gancho que esta en la parte superior (flecha en la parte inferior de la página siguiente), luego separe las dos mitades del Magazine.
4. Remueva y limpie las partes internas si es necesario.

NOTA: Si usted limpia el Resorte del Cargador de Bolas con agua, debe asegurarse de secarlo muy bien antes de re ensamblarlo para evitar que se oxide.

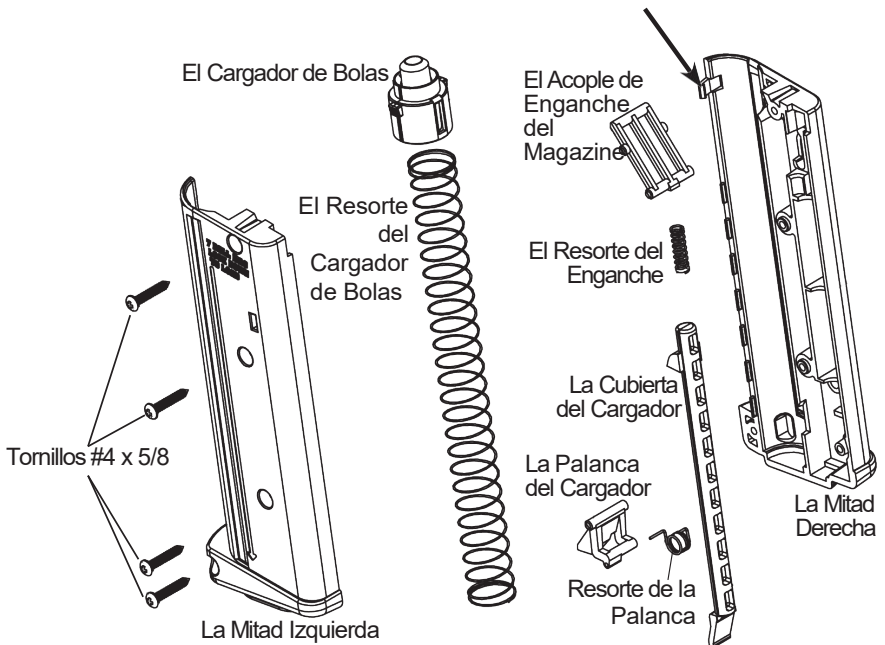
### Re ensamble del Magazine

1. Coloque el resorte de la palanca de liberación del cargador dentro de la mitad derecha.
2. Oriente adecuadamente la palanca del cargador dentro del resorte de la palanca en la mitad derecha.
3. Coloque el acople de enganche del Magazine y la cubierta del cargador en la mitad derecha .
4. Coloque el resorte del enganche entre el Magazine y el Acople de Enganche y la Cubierta del Cargador. El resorte del enganche quedara en un bolcillo formado por las dos partes en la mitad derecha .
5. Confirme que el acople de enganche del Magazine y la cubierta del cargador estén orientados adecuadamente como se muestra en el



área circularada en la derecha. Las áreas planas del acople de enganche del Magazine y la cubierta del cargador encajan juntas y deben quedar alineadas correctamente para que el Magazine funcione correctamente.

6. Coloque el resorte del cargador de bolas dentro de la mitad derecha.
7. Instale la mitad izquierda sobre la mitad derecha pero no haga presión total sobre las dos piezas. Asegúrese que las partes internas están juntas en sus lugares mientras coloca las dos mitades juntas. El gancho en la parte superior (ver flecha) en la mitad derecha no queda enganchado en este momento.
8. Instale los tornillos #4 x 5/8. Apriételes bien.
9. Coloque el Cargador de bolas dentro del resorte (alineando las dos aletas del cargador de bolas con la mitades derecha e izquierda) y deslícelas dentro ensamblando las dos mitades. Luego empuje el cargador hasta que sienta un sonido de ajuste quedando todo ensamblado en el Magazine.
10. Haga presión en la parte superior del Magazine para que el gancho quede enganchado (flecha de abajo).
11. Instale los tres tornillos #4 x 5/8 remanentes. Apriételes hasta que queden en su lugar.



## Examinando el Magazine

1. Empuje las aletas en el cargador de bolas hasta que este quede a medio camino hacia abajo en el Magazine.
  2. Mientras sostiene el cargador de bolas, haga presión para abajo sobre la armadura de y observe el movimiento de el acople de enganche del Magazine.
  3. Al dejar libres el cargador de bolas este se debe mover libremente cuando ha sido ensamblado correctamente.
  4. Empuje el cargador hasta que quede asegurado a la parte inferior del Magazine y quede asegurado en su lugar.
  5. Presione la armadura para liberar el cargador.
- El examen del Magazine esta completo.

## Desensamble / Re ensamble del Marcador

Prepare una mesa con suficiente espacio de trabajo y asegúrese de que ninguna parte pequeña se pierda. La protección de ojo se debe usar durante desmontaje/la asamblea. No desensamble este marcador mientras este presurizado. No presurise un marcador parcialmente ensamblado. Siga las instrucciones, para Descargando su Marcador y Remoción del Cilindro de CO2 descritas en la página 11 (ver la página 19 para los marcadores con adaptador de línea remota). Deje la tapa del CO2 apagada (15).

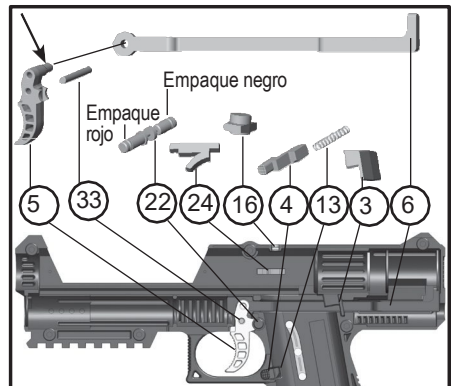
1. Si su marcador tiene la opción del adaptador de línea remota, remueva primero el acople de la línea remota desatornille con una llave 1/2". (Para re ensamblar, incerte el adaptador de Línea Remota dentro del agujero que se muestra en la parte trcera del marcador, cuidadosamente usando su mano inicie la rosca dentro del acople de aire hasta que quede apretado.)

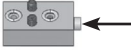


2. Retire el barril (27), desatornille el barril y jale hacia afuera.
3. Remover el lado izquierdo de el recibidor (2), desatornille los 7 tornillos (8, 9, y 10) que conectan el recibidor. Cuidadosamente levante la mitad izquierda para tener acceso a las partes interiores.

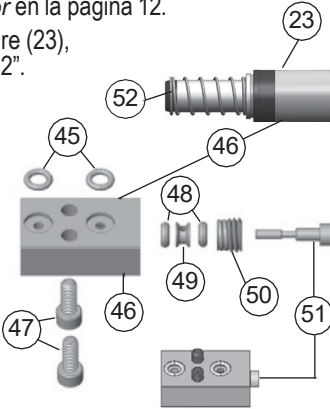


4. Levante hacia afuera, inserte la tapa del CO2 (14) cubierta del barril (26) adaptador del barril (25) y levante el ensamble como si fuera una sola parte, la línea de gas (19) válvula perforadora (7), regulador (21), válvula de aire (23) válvula de disparo (45-51) y línea de gas corta (20). Ensamble separado, jale la línea de gas larga (19) hacia afuera de los dos ensamblajes de aire integrado (12). Al re ensamblar lubrique el empaque de la línea larga de gas y asegúrese que el filtro es regulador (ver arriba). Jale el regulador (21) de la válvula de aire (23) y jale hacia afuera la línea corta de gas (20) (lubrique los empaques cuando los vuelva a re ensamblar). Remueva la válvula de disparo (46) de la válvula de aire (23) (vea la parte de desensamble de la válvula disparo en la página 13).



- Levante lo siguiente, libere el magazine (4) y libere el resorte (13), seguro (22) (para reensamblado el empaque negro va dentro de la mitad derecha del recibidor), gatillo (5), pasador del gatillo (largo) (33), acople de enganche (24) ventana de la recámara (16), libere el actuador (3), y el enlace del actuador (6).
- Limpie e inspeccione las partes. Reemplace las partes defectuosas. Utilice el lubricante FOX LABS para lubricar en forma superficial los empaques, resortes (13) los pasadores (33 y la fleche) para mantener su marcador en buenas condiciones.
- Para reensamblar siga las instrucciones en reversa asegurándose de que el pasador (la fleche) este introducido en la válvula de disparo como se muestra.
 
 NOTA: Usando sus manos inicie coloque las partes y de vuelta sin hacer fuerza excesiva para no lateral las roscas durante el re ensamble.  
 NOTA: Si el re ensamble no esta bien hecho. Habrá alteraciones en las partes, escapes de aire o CO2 y otros problemas. A medida de que usted realiza el re ensamble asegúrese de que las partes estén limpias, sin alteraciones y lubricadas para tener una adecuada instalación.

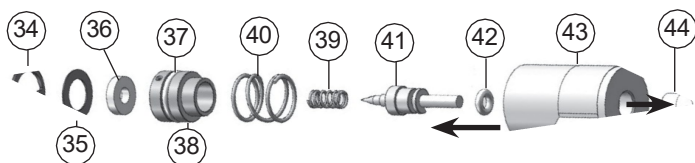
## Desensamble / Re ensamble de la Válvula Disparo

- Siga a *Desensamble y Re ensamble del Marcador* en la página 12.
- Remueva la válvula de disparo (46) de la válvula de aire (23), desatornille los dos tornillos (47) con un llave Allen 3/32".
- Los 2 empaques (45) no están juntos.
 
 NOTA: Asegúrese de que los 2 empaques estén colocados cuando re ensamble la válvula de disparo (46) en la válvula de aire (23) con los tornillos (47).
- Jale el pasador (51) para afuera. NOTA: Cuando este reensamblando asegúrese de que el pasador este introducido en su totalidad en el cuerpo la válvula de disparo como se muestra.
- Desatornille el tornillo (50) con una llave 3/32".
- De un golpe al cuerpo de la válvula de disparo (46) y los 2 empaques (48) y la válvula casquillo intermedio (49) debe salir (si usted necesita sacar las partes - use una herramienta plástica para no alterar la partes).
- Limpie e inspeccione las partes. Remplace cualquier parte que este alterada. Utilice el lubricante FOX LABS para lubricar en forma superficial los resortes (52), los empaques (45 y 48) para mantener su marcador en buenas condiciones.
- Para ensamblar y colocar la válvula de disparo a la válvula de aire siga estas instrucciones en reversa. NOTA: con mucho cuidado inicie el enrosque de las partes sin apretarlas demasiado para no alterar las roscas durante el re ensamble.

## Desensamble / Re ensamble de la Válvula Perforador

- Siga a *Desensamble y Re ensamble del Marcador* en la página 12. Remueva el tornillo de el acople del aire (no lo apriete demasiado para evitar alterar las roscas durante el re ensamble).
- Para tener acceso a la válvula perforador. Remueva el anillo de retención (34) con la herramienta anillo de retención (NOTA: La punta de la herramienta anillo encaja perfectamente dentro del espacio del anillo de retención - si usa una herramienta del anillo de retención con las extremidades demasiado pequeñas puede hacer el anillo de retención vuele fuera de la herramienta y cause un daño en las partes.)  
 Para remover las partes internas de el cuerpo de la válvula (43) perforador, remueva la tapa (44) y con mucho cuidado empuje el pasador perforador (41) y las partes internas como se muestra en la fleche.

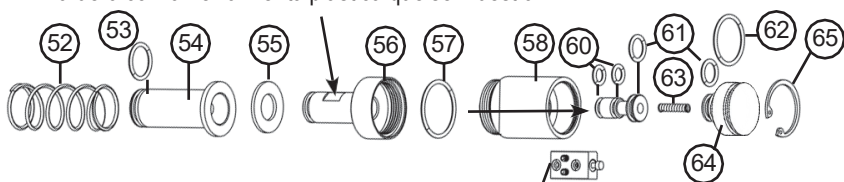




3. Limpie e inspeccione las partes. Reemplace las partes que se encuentran dañadas (NOTA: se muestra que los empaques han sido removidos: ara inspeccionar, limpiar y lubricar no es necesario remover los empaques como se muestra). Utilice el lubricante FOX LABS para lubricar en forma superficial los empaques (37 y 42) y resortes (39 y 40) para mantener su marcador en buenas condiciones.
4. Para reensamblar siga las instrucciones en reversa.  
 NOTA: Usando sus manos inicie coloque las partes y de vuelta sin hacer fuerza excesiva para no lateral las roscas durante el re ensamble.  
 NOTA: Si el re ensamble no esta bien hecho. Habrá alteraciones en las partes, escapes de aire o CO2 y otros problemas. A medida de que usted realiza el re ensamble asegúrese de que las partes estén limpias, sin alteraciones y lubricadas para tener una adecuada instalación.

### Desensamble / Re ensamble de la Válvula de Aire

1. Siga a *Desensamble y Re ensamble del Marcador* en la página 12.
2. Consulte el diagrama a continuación. Deslice el resorte del tornillo frontal (52), tornillo frontal (54) y arandela fuera del tubo de potencia (56).
3. Remueva el tubo de potencia (56) de el cuerpo de la válvula de aire (58), sotenga el cuerpo de la válvula de aire y de vuelta al tubo de potencia con una llave de 1/2" en las "zonas planas" (la flecha).
4. Para tener acceso al interior del cuerpo de la válvula de aire, remueva el anillo de retención (65) con la herramienta anillo de retención NOTA: la punta de la herramienta anillo encaja perfectamente dentro del espacio del anillo de retención - si usa una herramienta demasiado pequeña el anillo de retención puede volar fuera de la herramienta y causarle una lesion e / o daño en las partes. Para remover las partes interior del cuerpo de la válvula de aire (58), con mucho cuidado empuje estas hacia afuera con la herramienta plastica que se muestra.

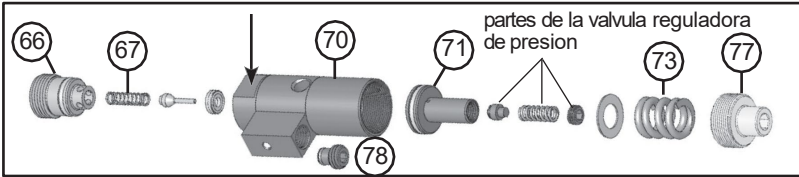


NOTA: El montaje de la valvula de disparo conectada con la valvula de disparo) (ver la pagina 14 para Ensamblado / Desensamblado de la valvula de disparo).

5. Limpie e inspeccione las partes. Reemplace cualquier parte que este alterada. NOTA: los empaques han sido removidos: NO es necesario para los empaques como se observa, para hacer inspección de las partes, lubricar y limpiar. Utilice el lubricante FOX LABS para lubricar en forma superficial los empaques (53, 57, 60, 61, y 62) y resortes (52 y 63) para mantener su marcador en buenas condiciones.
6. Para re ensamblar siga estas instrucciones pero en reverse. NOTA: con mucho cuidado inicie el enrosque de las partes sin apretarlas demasiado para no alterar las roscas durante el re ensamble. A medida de que usted realiza el re ensamble asegúrese de que las partes estén limpias, sin alteraciones y lubricadas para tener una adecuada instalación.

## Desensamblable / Re ensamble del Regulador

1. Siga a *Desensamblable y Re ensamble del Marcador* en la página 12. Remueva el acople del aire (12) desatornille lo. (Limpie el filtro y colóquelo en el interior del acople de aire) y no apriete demasiado para no alterar las roscas cuando se re ensamble).
2. Retire la cubierta del regulador (66) del cuerpo del regulador (70): sostenga el cuerpo del regulador con una llave planas con una llave 5/8" y remueva la el final de la cubierta con una llave 3/16") desatornille. Las partes se deslizaran hacia afuera.



3. Para remover el regulador de velocidad (77) desatornille lo con una llave 3/16" hasta que salga completamente con el resorte (73) . Use sus dedos para sacar hacia afuera el pistón regulador (71) afuera.
4. Limpie e inspeccione las partes. Reemplace las partes que estén dañadas. NOTA: los empaques han sido removidos: NO es necesario pare los empaques como se observa, pare hacer inspeccion de las partes, lubricar y limpiar. Utilice el lubricante FOX LABS para lubricar en forma superficial los empaques (66 y 71) y resortes (67 y 73) para mantener su marcador en buenas condiciones.
5. Para el re ensamblado del regulador siga estas instrucciones pero en reversa. NOTA: con mucho cuidado inicie el enrosque de las partes sin apretarlas demasiado para no alterar las roscas durante el re ensamble. A medida de que usted realiza el re ensamble asegúrese de que las partes estén limpias, sin alteraciones y lubricadas para tener una adecuada instalación.
6. A medida que avanza en el re ensamble, usted necesitara ajustar la presión en la válvula del regulador si ha removido partes que liberan presión en el ítem #71 (ver Ajuste del la Válvula Reguladora de Presión en la página 17).

## Liberar la Presión en un Marcador que no Dispara

### **⚠ ADVERTENCIA**

**Mantenga toda piel expuesta alejada de algún escape de gas (las flechas) mientras se instala o remueve la fuente de aire, cartuchos o si el marcador o el suministro de aire tenga un escape. Aire comprimido, CO2 y gases como nitrógeno son fríos y puedes producir quemaduras bajo ciertas condiciones.**

Solo use este procedimiento si no va a disparar y el carucho de CO2 ha sido perforado. Coloque el marcador en seguro (ver página 3), Instale el mecanismo de bloqueo del barril (ver página 1) y luego remueva el magazine (ver página 8).

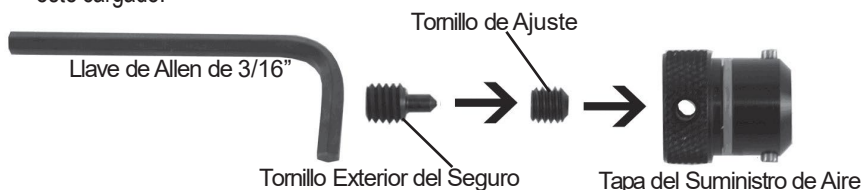


Manteng su marcador apuntando en dirección segura mientras remueve la cubierta del CO2 (15). Mantenga la piel expuesta alejada de los puntos de escape de gas que se muestran con las flechas. Retire el tornillo exterior del seguro, luego en forma muy lenta suelte el tornillo de ajuste para vaciar el cartucho de CO2. Remueva y deseche el cartucho de CO2. Mantenga la piel expuesta alejada de la salida del aire. Al liberar completamente la presión, el cartucho puede ser removido como se muestra en la página 16.

## Tapa Ajustable del Cartucho de CO2

Los cartuchos de CO2 varían de una marca a otra. Su TiPX puede ser afinado para que en forma muy fácil perfora una gran variedad de marcas de cartuchos. Las partes internas para el CO2 pac no puede ser comprado por separado. Usted debe ordenar la regulables CO2 pac como una asamblea (véase lista de partes).

1. Empuje el botón de seguridad a la posición de seguro (ver página 3). Instale el dispositivo de bloqueo del barril (ver página 1). Remueva la tapa de el suministro de aire (ver página 5) y asegúrese que el compartimento del cartucho de aire este vacío. Remueva el magazine (ver página 6). Inspeccione y asegúrese de que el marcador no este cargado.



2. Reemplace la tapa del suministro de aire. Con la tapa del suministro de aire en el marcador y el seguro activado, remueva el tornillo exterior del seguro de la tapa del suministro de aire usando una llave de Allen de 3/16" que esta incluida con su marcador, luego remueva la tapa del suministro de aire del marcador. Desatornille el tornillo de ajuste hasta que este no sobresalga en la tapa de el suministro de aire el cual esta insertado en el marcador.
3. Inserte el cartucho de CO2 y reinstale la tapa del suministro de aire.
4. Con el seguro desactivado, apriete el tornillo de ajuste, y al mismo tiempo haga una ligera presión en el gatillo hasta que sienta que el pasador perforador hace contacto con el cartucho de CO2. Soltando el tornillo de ajuste ¼ de vuelta. Active el botón de seguridad.
5. Remueva la tapa del suministro de aire y el cartucho de CO2 del marcador.
6. Sin el cartucho de CO2, reinstale la tapa del suministro en el marcador, instale el tornillo exterior del seguro y apriételo.
7. Inserte el cartucho de CO2 . Si el cartucho ha sido perforado sin haber jalado el gatillo, el tornillo de ajuste esta muy profundo. Si usted tira del disparador hasta el final y el cartucho no le perforado que el tornillo se fija demasiado bajo.
8. Remueva y deseche el cartucho de CO2 (ver página 8). Porque los factores de tolerancia y duración de un cartucho de CO2 varían de un fabricante a otro. Los pasos del 1 al 6 deberán ser repetidos para alcanzar el punto óptimo de ajuste con las diferentes marcas de cartuchos de CO2.

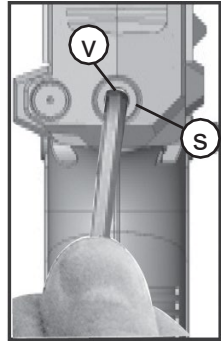
## Información Adicional Relacionada con el Desempeño

1. Para lograr los mejores resultados, y mantener su pistola TiPX funcionando a su máximo rendimiento, le recomendamos que use bolas de pintura que no estén viejas, con defectos, o frágiles. También FOX LABS le sugiere no dejar almacenado por periodos de tiempo prolongado bolas de pintura en el magazine para evitar que se deformen. Solo llene el magazine el día en que lo va a usar.
2. Para determine se las bolas de pintura están apropiadas para ser usadas con la pistola TiPX, presión con la punta de sus uñas la superficie de la bola, y si deja alguna marca, esta bola no debe ser usada en la pistola TiPX.
3. Por favor lea completamente el manual TiPX y en particular, revise la parte referente a "Remoción del Magazine, carga, descarga e inserción" siga las instrucciones antes de cargar su magazine. La carga adecuada de este, le asegurara una alimentación eficiente de bolas en la pistola TiPX.

## Ajuste de la Válvula Reguladora de Presión

La válvula de liberación de presión ha sido calibrada en la fábrica a 350 psi. No la calibre a presiones mayores de 350 psi porque podrá causar daños a los componentes del marcador o causar lesiones personales. Si desensambla el Regulador (página 15) y retira las partes que se indican en el ítem #71, usted tendrá que recalibrar la presión en la válvula reguladora antes de usar el marcador.

1. Ajuste la velocidad como se explica en la página 7 hasta que el cronógrafo indique 300 fps o menos.
2. Coloque el marcador en seguro (ver página 3), instale el mecanismo de bloqueo del barril (ver página 1) y luego remueva el magazine (ver página 6).
3. Inserte una llave de 1/8" en el dentro del tornillo regulador (S) y muévelo muy lentamente hacia la izquierda solo hasta que el aire comience a salir por la válvula de escape (V). Luego mueva el tornillo lentamente a la derecha solo hasta que el aire deje de salir por la válvula de escape y es calibrada. **NOTA** : no mueva el tornillo más a la derecha porque esto ocasionará que quede calibrada a más de 350 psi con lo cual se puede dañar el marcador y puede causar lesiones personales.
4. Siga las instrucciones de Ajuste de Velocidad de la página 7 para ajustar la velocidad hasta que el cronógrafo marque 300 fps o menos.



## Solución a Problemas

**PROBLEMA:** Usted está cargado satisfactoriamente y perforado el cartucho nuevo, cambio el botón de seguridad a posición de disparo y su marcador no hace disparos.

**SOLUTION:** Coloque el seguro del gatillo en posición de Seguro (ver página 3), instale el mecanismo de bloqueo del barril (ver página 1) y remueva el magazine (ver página 6). Siga las instrucciones: Para liberar la presión en su marcador y que no dispare (ver página 15).

**PROBLEMA:** El aire/CO2 se escapa por la ventana (la flecha).

**SOLUTION:** La más común causa de escapes está causada por empaque dañado o sucio. Revise el empaque por algún daño o sucio (ver desensamble de la válvula perforadora en la página 13).



**PROBLEMA:** El Magazine no alimenta correctamente.

**SOLUTION:** Use bolas nuevas.

**SOLUTION:** Limpie el interior y exterior del magazine con agua tibia y una toalla húmeda para remover la tinta, grasa y residuos. Seque muy bien los resortes para evitar corrosión.

**PROBLEMA:** Usted hace presión sobre el gatillo y el marcador no presuriza.

**SOLUTION:** Ajuste el montaje del casquillo del CO2 (ver instrucciones en la página 16).

**PROBLEMA:** El aire/CO2 se escapa de la conexión del cilindro suministrador de aire al el adaptador remoto.

**SOLUTION:** El escape más común se presenta porque el empaque de la válvula de suministro de aire está no está bien. (ver reparación de escape en el cilindro de aire página 22).

## Problemas Después de Desensable y Ensamble de Su Marcador

Fracaso el ensamble de las partes correctamente con lo cual puedo causar daños en las partes, escapes de aire, y otros problemas. Siempre revise para estar seguro de que las partes estén limpias, sin daños, lubricadas e instaladas correctamente cuando usted desensamble y ensamble su marcador.

**PROBLEMA:** Usted presiona el gatillo y el marcador no presuriza.

**SOLUTION:** Chequee que la pasador de la tapa perforadora (44) este instalada correctamente (ver desensable de la válvula perforador en la página 13).

**SOLUTION:** Haga el ajuste a la tapa de CO2 (ver página 16).

**PROBLEMA:** Usted instala el cartucho y usted escucha un escape de aire/CO2.

**SOLUTION:** Asegúrese que los empaques de la línea larga y corta de gas no estén dañados (ver desensable del marcador en la página 12).

**PROBLEMA:** El regulador (#77 en ilustracion en la pagina previa) escapa continuamente aire.

**SOLUTION:** Adjust e de la valvula de liberacion de presion (ver página 17).

**SOLUTION:** Revise el pasador del regulador (68) por suciedad, daño o simplemente no esta dentro del piston del regulador (71) adecuadamente. Limpie, inspeccione, y reemplace si hay daño. NOTA: cuando ensamble - asegúrese que el pasador del regulador este dentro del pistón (ver desensable del regulador en la página 15).

**PROBLEMA:** Usted hace presión sobre el gatillo y este se queda atascado y este se queda atascado y no se recupera.

**SOLUTION:** Revise si el pin de disparo no esta alineado. Desensamble la válvula de disparo y asegúrese de que los pasadores esten completamente introducidos en el cuerpo de la válvula (ver desensable de la válvula de disparo pagina 15).

**PROBLEMA:** Hay un escape de aire en el barril.

**SOLUTION:** Revise los empaques de la válvula del carrete (60) buscando suciedad, daño (ver desensamble de la válvula de aire en la página 14).

**PROBLEMA:** Cuando hace presión suavemente sobre el gatillo - un escape corto se siente. Si este escape persiste sin que se de disparos.

**SOLUTION:** Revise el empaque posterior de la válvula del carrete (61) y lel empaque de la tapa de la válvula de aire (61) buscando suciedad, daño (ver desensamble de la válvula de aire en la página 14).

**PROBLEMA:** El gatillo no se mueve cuando usted intenta hacer disparos.

**SOLUTION:** Revise el dispositivo de seguridad del gatillo (22) pues puede estar instalado al revés. El empaque rojo (32) debe estar en la parte izquierda de seguro (PUSH SAFE) y el empaque negro (31) debe estar a la derecha disparo (PUSH FIRE) . (ver desensable del marcador en la página 12).

**PROBLEMA:** Al hacer un disparo no salen bolas de pintura.

**SOLUTION:** Si el tonrillo frontal (54) esta metido hacia adelante las bolas de pintura no se cargaran. Revise el acople de enganche (25) para asegurarse de que no se haya instalado al revés (ver desensamble del marcador en la página 12).

**SOLUTION:** Si el tornillo frontal (54) no esta instalado correctamente y no regresa

completamente las bolas no se podrán cargar. Revise el adaptador del barril (25) y el ensamble de la válvula (23) buscando suciedad, daños (ver desensamble del marcador en la página 12).

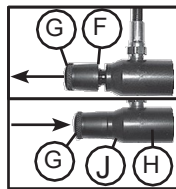
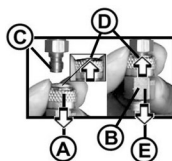
NOTA: Si el problema persiste, llame a el Departamento de Servicio FOX LABS al 1-800-533-4831 o su distribuidor local.

## Adaptador de Línea De Gas Remota (Equipo Opcional)

NOTA: Encontrara a continuación instrucciones para la instalación, encendido, y apagado del cilindro de aire/CO2 de la línea remota FOX LABS H-01 Si la línea remota es de un modelo que no es FOX LABS , siga las instrucciones que vienen con la línea remota para instalación, encendido, y apagado del cilindro de aire/CO2 remoto.

### Conexión, desconexión y Remoción del Cilindro de Air/CO2 Remota

1. Los protectores para ojos diseñados para paintball deben ser usados por los jugadores y cualquier persona que este en el rango de alcance. Coloque el seguro del gatillo en posición de Seguro (PUSH SAFE) ver página 3. Instale el mecanismo de bloqueo del barril (ver página 1). Remueva el Magazine (vea la página 6 y siga el paso 2: remoción del Magazine, instrucciones de carga e inserción).
2. Jale y sostenga hacia abajo el anillo (A) del conector (B) de la línea remoto para acoplar o remover el conector (B) del línea remoto.
3. Para conectar el macador: con el anillo del conector sostenido hacia abajo (A), empuje el conector (B) hacia arriba dentro del acople del adaptador (C) y luego libere el anillo de conector para que quede seguro (D). Empuje hacia abajo el conector de la línea asegurándose de que haya quedado bien seguro.
4. Antes de hacer la conexión de el suministro de aire a el acople, los marcadores con adaptadore de línea remota deben tener primero un cartucho vacio de 12 gramos de CO2 instalado para que funcionen correctamente. Para desconectar el control de la válvula de flujo (F) mueva el control de flujo (G) hacia la izquierda hasta que se detenga (como se observa derecho). Instale el cartucho de 12 gramos de CO2. Siga las instrucciones para la instalacion de el cartucho de suministro de aire en página 5. Desocupe el cartucho de cualquier tipo aire - seguido Descargue el marcador con un cartucho de aire PERFORADO en la página 8 (luego mantenga el cartucho vacio sin instalar).
5. Para instalar el cilindro de suministro de aire. Si necesario, primero marque la válvula del cilindro y el cilindro (ver Air/CO2 Cylinder Warnings and Safety Tips on pages 22-24). Lubrique el empaque de la válvula del cilindro con un poco de lubricante para marcador, después inserte la válvula del cilindro, hasta el final dentro del adaptador del suministro de aire (H), en la línea remota. De vuelta al cilindro dentro del adaptador (H), en sentido de las manecillas del reloj hasta que se detenga. Su marcador estará listo para disparar, una vez que mueve la válvula de flujo de aire (G) (en su totalidad en (J), y usted cambie de posición de seguro (PUSH SAFE) a posición de disparo (PUSH FIRE).



Su marcador esta listo para disparar cuando ha cumplido con:

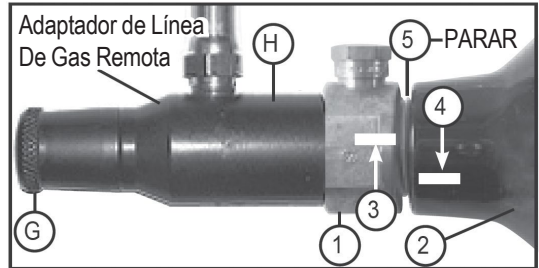
- encienda el control de flujo (G) en sentido a las agujas del reloj en (J),
- remueva el mecanismo de bloqueo del barril, y
- mueva el botón en el gatillo de la posición de seguro a posición de disparo.

Para terminar el suministro de aire: de vuelta a el control de flujo (G) completamente afuera. Para encender el suministro de aire : de vuelta a el control de flujo (G) completamente adentro (J).

NOTA: Si el tanque esta lleno y usted no escucha el suministro de aire acoplarse, mire si el pin de la válvula esta demasiado corto o el empaque de la válvula del pin esta dañado. Siga las instrucciones para remover el cilindro suministro de aire de la línea remota en página 19.

6. Remoción del Cilindro Suministro de Aire del Línea Remota — Usted debe primero leer las ADVERTENCIAS y normas de SEGURIDAD antes de proceder a remover el cilindro de suministro de aire en el paso 7.

7. Mire las marcas en el cilindro y en la válvula del cilindro así cuando usted. Gire el cilindro aproximadamente 3/4 de vuelta en sentido contrario a las manecillas del reloj. Esto permite que el pin de la válvula de suministro de aire, cierre de tal manera que no permita el paso de aire al marcador. Apunte con su marcador en forma segura y dispare el gas remanente jalando el gatillo hasta que el mismo marcador



deje de disparar. Si su marcador continua disparando, el pin de la válvula del tanque no ha cerrado aún, (debido a las variantes en las partes de las válvulas, y que cada tanque varia un poco uno de otro, especialmente en como se debe dar vuelta.); e usted tendrá que mover el tanque en sentido contrario a las manecillas del reloj, un poco más y repetir este paso hasta que el marcador no dispare, luego puede retirar el tanque. NOTA: Si durante este paso usted dio vuelta al tanque y este presento un escape antes de hacer algún disparo, el empaque del tanque debe ser revisado y cambiado antes de reensamblarlo (ver Reparación De Escapes En El Cilindro De Aire ver abajo).

8. Después de remover el tanque, apunte y dispare el marcador en dirección segura hasta que el tanque se desocupe completamente. NOTA: Antes de guardar o desensamblar, después de haber retirado el suministro de aire, usted debe remover el cartucho de aire de 12 gramos como se ha descrito en el capítulo de descarga de su marcador y remoción del cartucho de suministro de aire en página 8.
9. Coloque el gatillo en posición de Seguro (PUSH SAFE) ver página 3 e instale el mecanismo de bloqueo del barril (ver página 1). Nota: Antes de almacenar o desensamblar asegúrese de seguir las instrucciones para remover, cargar y descargar el Magazine en la pagina 10 y las instrucciones para remover el cartucho de CO2 en la pagina 8. Ponga el gatillo en posición de seguro (ver pagina 3) e instale el mecanismo de bloqueo del barril (pagina 1).

## Advertencias Cilindro de Aire/CO2

### **⚠ ADVERTENCIA**

**La válvula de bronce o níquel (1) ha sido fabricada para estar unida al cilindro de aire o de CO2 (2).**

**Un cilindro de aire o de CO2 puede dispararse con tal fuerza que puede causar lesiones permanentes o la muerte si se separa el cilindro (2) de la válvula (1).**

Remítase a la figura en la parte superior derecha. Han habido reportes de incidentes causados por jugadores que sin conocimiento desatornillan el cilindro (2) de la válvula (1). Esto ocurre cuando el jugador piensa que el ensamble cilindro y la válvula han sido desatornillado de el adaptador de suministro de aire (ASA) de el marcador de paintball, cuando en realidad están desatornillando el cilindro de la válvula del cilindro.

Para evitar este peligro, recomendamos Para evitar este riesgo, recomendamos (si su cilindro no esta aun marcado) que use pintura o esmalte para uñas para poner una marca (3) sobre la válvula del cilindro, y otra sobre el cilindro (4), en la línea con el #3 como se muestra.

Cada vez que usted da vuelta al cilindro para removerlo, mire las marcas en el cilindro y en la válvula del cilindro para asegurarse de que giran juntas. Si una de estas marcas comienzan a separarse como se ve en la figura inferior derecha, el cilindro se estará desatornillando de la válvula del cilindro y usted debe PARAR y llevar toda la unidad a un experto "C5" quien esta certificado en airsmith para que el remueva en forma segura el cilindro y lo repare.

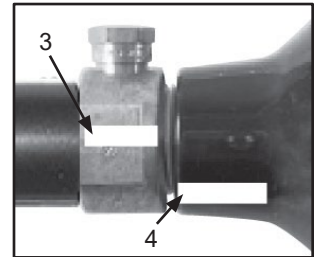
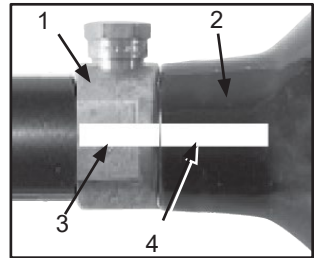
**NOTA:** La válvula del cilindro debe desatornillarse del marcador en unas 3 o 4 vueltas completas. Si usted termina el 4th giro y la válvula del cilindro no se desatornilla del marcador de paintball, PARE. Tome toda la unidad y llévela un centro certificado "C5" de airsmith para que el remueva/repare en forma segura.

Puede localizar un centro cetificado "C5" airsmith en este lugar web [www.paintball-pti.com/search.asp](http://www.paintball-pti.com/search.asp).

Sea que usted tenga un cilindro de aire/CO2 nuevo o usado, usted esta en riesgo si observa alguno de los siguientes condicines ocurren:

- La válvula de la unidad ha sido reemplazada o alterada después de la compra
- Se ha instalado un sistema anti-sifón
- La válvula de la unidad se ha sido removida del cilindro por alguna razón
- Alguna modificación se ha hecho al cilindro de aire o CO2.

Si alguna de estas condiciones han ocurrido, tome el cilindro de aire o de CO2 a un centro certificado "C5" Airsmith para inspección o contacte al fabricante de los cilindros.





## Consejos de Seguridad con el Suministro de Aire

CONSEJOS DE SEGURIDAD para asegurar que el cilindro de aire o CO2 pueda ser usado en forma segura:

- Un uso inapropiado, llenado, almacenaje, o desecho del cilindro de aire o CO2 puede resultar en daño a la propiedad, lesiones graves o la muerte.
- Asegúrese de que cualquier mantenimiento o modificaciones a cualquier cilindro de aire o CO2 debe ser realizado por una persona profesional y certificada "C5" airsmith.
- Instalar el Sistema Anti-sifon es muy peligroso. Aun cuando, si tiene ya uno instalado en su cilindro de Aire o CO2, o desea tener uno, es requerido que este sea chequeado o instalado por un profesional calificado.
- Todo cilindros de aire o CO2 solo debe ser llenado por personal entrenado.
- Toda válvula solo debe ser instalada por personal entrenado.
- No se exceda llenando el cilindro de aire o de CO2 más allá de su capacidad.
- No exponga un cilindro presurizado de aire o CO2 a temperaturas que excedan los 130 grados Fahrenheit (55 grados centígrados).
- No use limpiadores cáusticos sobre el cilindro de aire o de CO2 o sobre la válvula del cilindro ni lo exponga a materiales corrosivos.
- No modifique el cilindro de aire o CO2 en ninguna forma. Nunca intente desensamblar la válvula del cilindro de aire o CO2.
- Todo cilindro de aire o CO2 que ha sido expuesto a fuego o a temperaturas de 250 grados Fahrenheit (121 grados centígrados) o mas deben ser destruidos por personas entrenadas.
- Use el gas apropiado para su cilindro. Use solo CO2 para un cilindro para CO2 y use solo aire comprimido en cilindro para aire comprimido.
- Mantenga todos los cilindros alejados del alcance de los niños.
- Todo cilindro de aire o de CO2 debe ser inspeccionado y examinado hidrostáticamente por un experto licenciado DOT, cada 5 años.
- Mantenga toda piel expuesta alejada de escapes de gas especialmente cuando este instalando o removiendo el suministro de aire o si el marcador tiene una fuga. El CO2 comprimido es muy frio y puede causar quemaduras bajo ciertas condiciones.

NOTA: Puede localizar un centro certificado "C5" airsmith en este lugar web. [www.paintball-pti.com/search.asp](http://www.paintball-pti.com/search.asp).

### Reparación de Fugas de Aire en el Cilindro

La gran mayoría de los escapes ocurren por un empaque de la válvula de aire/CO2 malo. Para reemplazar el empaque lo que debe hacer primero es remover el empaque malo e instalar uno nuevo. Este empaque esta localizado en la punta de la válvula de suministro de aire/CO2. La mejor calidad de empaques son los de uretano. Los empaques de Uretano no se afectan con altas presiones. Estos se pueden adquirir con nosotros FOX LABS o con un distribuidor local de paintball.

**NOTA:** Si un empaque nuevo en la válvula de aire/CO2 no resuelve el problema del escape, no intente reparar el cilindro de suministro de aire. Contacte FOX LABS Sports, LLC, a su distribuidor local o a un Airmsmith certificado "C5".

## Almacenaje

No almacene su marcador con el cilindro de suministro de aire de 12 gramos (perforado o sin perforar), cilindro de suministro de aire o el magazine instalados.

1. Si su marcador tiene la opción de línea remota instalada, no la remueva del cartucho de suministro de aire hasta que se haya removido el cilindro de suministro de aire (como se describe en los pasos 1, 2, y 6 de las instrucciones de la línea remota opcional (ver página 19) y luego pase al paso 2.
2. Antes de almacenar su marcador descargue y remueva el cartucho de CO2 de 12 gramos: Siga a las instrucciones para Descarga del Magazine (ver página 6) y Remoción del Cartucho de CO2 ver página 8 .
3. Almacene el magazine vacío con la cubierta en la parte superior.
4. Ponga su marcador en la posición de seguro (PUSH SAFE - ver página 3) e instale el mecanismo de bloqueo del barril (ver página 1). Usted debe almacenarlo en un lugar seco.
5. Antes de almacenarlo asegúrese que el marcador este limpio y lubricado (ver limpieza y mantenimiento en la página 9) para que no se oxiden.
6. Cuando saque de nuevo su marcador, que el botón de seguridad se encuentre activado (en la posición de seguro (PUSH SAFE) - ver página 3 y asegúrese que el mecanismo de bloqueo del barril este instalado (ver página 1).
7. Usted debe re-lubricar antes de ser usados (ver limpieza y mantenimiento en la página 9).

## Especificaciones

Calibre .....	.68
Acción.....	tornillo abierto soplado-para adelante
Potencia / suministro de aire .....	Aire comprimido, Nitrógeno o cilindro de CO2
Cartucho .....	12 gramos CO2
Disparos por cartucho de 12 gramos .....	aproximadamente 19
Capacidad de Magazine de balas .....	7 Bolas
Ciclo.....	1 presión sobre el gatillo = 1 disparo (6 Vueltas por Segundo)
Longitud estándar del barril .....	6.25" / 15.875 cm
Longitud estándar (con barril estándar).....	10.8" / 27.43 cm
Peso (sin el cartucho de 12 gram CO2 o Bolas de pintura) .....	1.81 lbs. / .821 kg
Rango de efectividad.....	150+ ft. / 46+ m
Velocidad .....	Ajustable

Siempre mida la velocidad de su marcador, antes de iniciar su sesión de juego y nunca dispare usando velocidades superiores a (300 pies) 92 metros/segundos (ver página 7).

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## NOTAS