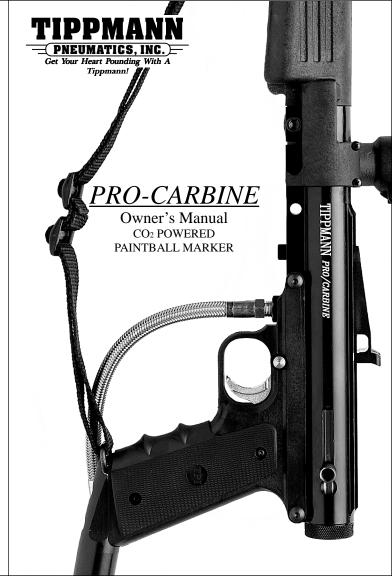
WARNING:

- This paintball marker/gun is not a toy nor is it intended for unsupervised use by persons under the age of 18 years.
- Misuse may cause serious injury or death.
- Eye Protection designed for paintball use must be worn by the user and any person within range.
- Read operation manual before using.
- Do not field strip or remove any parts while marker is pressurized.
- Always keep in mind that the sport of Paintball will be viewed and judged upon your safe and sportsmanlike conduct.



TIPPMANN

PNEUMATICS, INC.)

3518 Adams Center Road, Fort Wayne, IN 46806 P) 260-749-6022 • F) 260-749-6619 www.tippmann.com

CONGRATULATIONS on your purchase of a Tippmann "PRO-CARBINE" paintball marker. We believe it to be the most accurate and durable paintball marker available. The Tippmann "PRO-CARBINE" will give many years of dependable service if cared for properly.

Please take time to read through this manual thoroughly and become familiar with the "Tippmann *PRO-CARBINE*" parts, operation, and safety precautions before you attempt to load or fire this marker.

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Warning/Liability Statement

This marker is classified as a dangerous weapon and is surrendered by Tippmann Pneumatics, 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. Tippmann Pneumatics, Inc. shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including the intentional, reckless, negligent or accidental discharges.

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

Safety is Your Responsibility!

The ownership of this weapon 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. The user should at all times use caution when using this marker. 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 mechanical operation and handling characteristics.
- Handle this and any marker as if it were loaded at all times.

- Never point a marker at anything you do not intend to shoot.
- Always keep the muzzle pointed down or in a safe direction, even if you stumble or fall.
- All persons within a 200 yard radius should always wear eye protection in the form of approved goggles or full face mask and never shoot at a person who is not similarly protected.
- Do not fire the gun with rear sight removed. Shooting without rear sight allows linkage arm to pop out and cause damage to the gun and possible physical injury.
- Pressurize and load the marker only when the marker will be immediately used. Unload and remove the CO₂ cylinder immediately after use for safe storage.
- 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 CO₂ gas when installing or removing cylinder. CO₂ gas is very cold and can cause frostbite under certain conditions.
- Use only .68 caliber paintballs. Never load or fire any foreign objects.
- Do not field strip or otherwise disassemble this marker while it is pressurized with gas. Removing the lower receiver while under gas pressure will cause the marker to shoot uncontrollably. Remove CO₂ cylinder or CO₂ cartridge before disassembling the marker.

- Do not look directly into the barrel. Accidental discharge into the eyes may cause permanent injury or death.
- 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).
- If you purchased a 12 gram cartridge or any other form of adapter with this marker be sure to read and follow the instructions that came with the adapter.
- Never fire your marker at personal property of others, the paintball can stain the paint of automobiles and houses.

Specifications

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• • • • • • • • • • • • • • • • • • • •		
	Semi-Automatic (•
Power	(C	optional) CO2 cylinder
Magazine C	Sapacity	150 Rd Hopper
Cycle Rate.		7 RPS
Standard Ba	arrel Length	10.5"
Sniper Mode	el Barrel Length	14"
Overall Leng	gth (with standard barre	l & no tank) 20.63"
Weight (with	nout tank)	2.56 lbs.
Effective Ra	ange	150+ ft.

Getting Started

Note: Eye protection designed for paintball use must

be worn at all times when handling this marker by the user and any person within range.

1) Tank Installation

A) First, make sure that the marker is on SAFE mode. Press safety "In" on left receiver half to lock trigger & put marker in SAFE mode. (When safety button on left side of marker shows red, the marker is in FIRE mode and marker can fire.)

B) Next, cock the marker by sliding the bolt cocking handle all the way back until you hear/feel the bolt lock into place, then release the cocking handle.

C) To install the tank, we recommend using white lithium grease on the tank o-ring before you insert the tank valve end into the tank adapter at the back end of the pistol grip. Twist the tank clockwise into the marker, until it stops. Adjust the butt plate if necessary. Your marker is ready to fire once you switch to FIRE mode from SAFE mode.

2) Ammo Box

Make sure that the ammo box is clean and free of sharp edges or debris so it will feed the marker smoothly.

Install the ammo box neck into the feed elbow of your marker and tighten the ammo box pinch bolt with the large allen wrench. Now you are ready to load your hopper with paintballs.

3) Velocity Adjustment

To adjust the velocity use the small allen wrench included with your marker. The velocity adjustment screw is located on the bottom of the upper receiver just in front of the gas line. To adjust the velocity down, turn the screw inward or clockwise. To turn the velocity up, turn the screw out or counterclockwise.

In colder weather, 60° Fahrenheit or less, you should use a siphon tank to keep your velocity up. (Page 16)

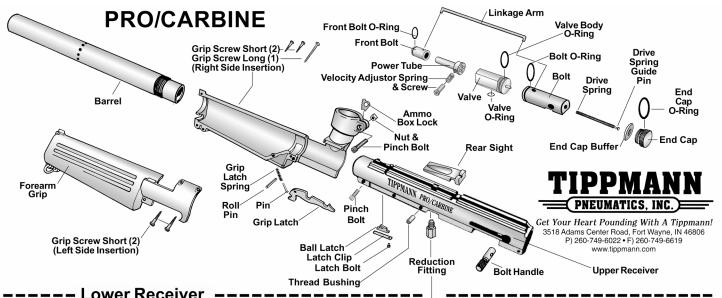
Unloading Your Marker

To unload your marker first remove the ammo box. Then, point your marker in a safe direction and fire several times to be sure there are no balls lodged in the chamber.

1) Tank Removal

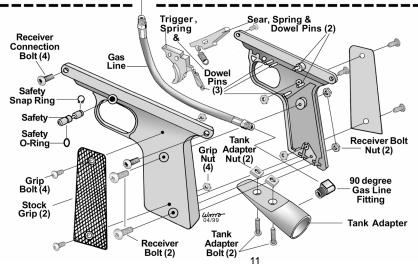
To remove a charged CO₂ cylinder, turn the cylinder approximately 3/4 of a turn counterclockwise or out. This allows the tank pin valve to close so that no CO₂ will enter the marker. Point the marker in a safe direction and fire the remaining CO₂ in the marker by pulling the trigger until the marker stops firing. (This may take 4-5 shots)

If your marker keeps firing after you have turned the tank 3/4 of a turn, the tank pin valve has not closed yet and you may have to turn the tank counterclockwise a little further. (continued on page 12)



Assembly Instructions

Into Right Lower Receiver Half; insert Trigger / Sear & Springs on 5 Receiver Dowel Pins. Insert 2 Grip Nuts and 2 Tank Adapter Nuts. Into Left Lower Receiver Half; insert 2 Grip Nuts and then bolt two halves together with 2 Receiver Bolts and Nuts. Attach 2 Grips with 4 Grip Bolts. Insert Safety with O-ring and secure with Safety Snap Ring. Insert 90 degree Gas Line Fitting into Tank Adapter and attach it to bottom of lower receiver using 2 Tank Adapter Bolts. Then attach lower and upper receivers with 4 Receiver Connection Bolts. Connect one end of Gas Line to 90 degree Tank Adapter Fitting and other to Upper Receiver Valve Gas Line Reduction Fitting with Gas Line Nut.



If you turn the tank 3/4 of a turn and it begins to leak before you pull the trigger you have turned it too far and may have damaged the tank o-ring.

Because of the variances in tank valve parts, each tank varies slightly on exactly how far it should be turned. If this process does not work the tank pin valve could be too long.

Cleaning & Maintenance

To clean your paintball marker use a damp towel with water to wipe off paint, oil, and debris. We recommend using a premium gun oil (Hoppes #9 gun oil) to maintain your marker in good working condition. Re-oil with a few drops to the front bolt, rear bolt, linkage arm, and tank o-ring. We also recommend using white lithium grease on the safety o-ring and tank o-ring.

Note: Before doing any marker disassembly when cleaning, remove the CO₂ cylinder and unload your marker as outlined on page 9. Do not use any cleaning solvents.

Field Stripping

Before doing any marker disassembly remove the CO₂ cylinder and unload your marker as outlined on page 9. Put the marker in the uncocked position before beginning to field strip it.

1) Upper Receiver Disassembly

Note: The barrel, forearm grip, and the front bolt are the only parts that can be removed from the front

of the receiver. The power tube, valve, rear bolt, drive spring, drive spring guide pin, and the end cap must be removed from the rear.

To remove the forearm grip, loosen and remove the barrel pinch bolt. Depress



the grip latch and pull the grip completely off the barrel. To remove the barrel unthread the barrel counterclockwise.

Note: Before you can remove the front or rear bolt you must remove the linkage arm.

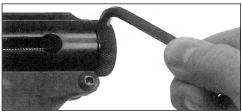
To remove the linkage arm you must first remove the rear sight by sliding it forward, off the receiver.



Next turn the marker upside down and the linkage arm should pop out. You might need to tap the receiver to help loosen it out. Once the linkage arm is out, the front bolt can slide out the front of the receiver.

Note: The rest of the parts must be removed from the rear of the receiver.

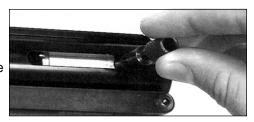
Remove your end cap with the large allen wrench included with your marker.



Once the end cap is out you can remove the end cap buffer. The buffer's purpose is to keep the end cap from vibrating loose.

Remove the drive spring and spring guide pin by pulling them straight out the back.

Once the drive spring is out, remove the bolt handle and then the rear bolt.



The bolt handle comes out by pulling it clear back and sliding it out the left side. The rear bolt can now slide straight out the back.

Note: Unless your marker is severely dirty or you need to replace the valve, do not remove the valve fitting. If you should do so you will need some LOCTITE® #271 to reinstall it.

To remove the reduction fitting you first need to make sure your gun is in the uncocked position. Then unscrew all lower receiver connection bolts to remove the lower receiver off the upper receiver. Now using an adjustable wrench, slowly unscrew the reduction fitting. Make sure you are not unscrewing the gas line. Once the reduction fitting is out, the valve will slide out the back.

Note: During reassembly, make sure you cock the gun before reinstalling the lower receiver to the upper receiver.

Now that the valve is out you can remove the power tube. To remove the power tube you must take the velocity adjuster screw completely out. Remove the velocity screw with an 1/8" allen wrench and the power tube will slide out the back.

Repairing Tank Leaks

The most common leak occurs in a bad tank o-ring. To replace a tank 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 tank valve.

The best tank o-rings are made of urethane. The urethane o-rings are not affected by high CO₂ pressures. These may be purchased from Tippmann Pneumatics or your local paintball dealer.

Rupture Disc Replacement

Your Tippmann tank comes with a rupture disc safety feature. When your tank is overfilled or gets too hot, it may blow the rupture disc. To replace the rupture disc you need to remove the rupture disc bolt and the ruptured disc. The exact specifications on the ruptured disc must be used or injury/death may result. This procedure should only be done by a certified technician.

Standard or Siphon CO₂ Tank

A siphon tank will draw liquid CO₂ to produce higher velocities. A regular tank which uses gas CO₂ will lose velocity at lower temperatures. It is recommended to use a siphon tank in temperatures below 60° Fahrenheit to keep the velocity of the paintball consistent.

The advantages of using a siphon CO_2 tank are higher velocities and longer term consistency. Velocity of the paintball would also remain the same when your siphon CO_2 tank is full or almost empty. Another advantage of using a siphon CO_2 tank is that there is little change in the velocity when there is a decrease in the siphon CO_2 tank due to cold weather play.

The disadvantages of using a siphon CO₂ are fewer shots per tank (about 100 less) and some loss of accuracy. For the standard games and warmer temperatures it is best to use regular CO₂.

Note: The ball latch can be taken out at anytime during the disassembly process. To remove the ball latch, you must remove the latch bolt and the latch clip and the ball latch will slide out the bottom.

Storage

You should store your marker in a dry area. Before storing your marker make sure that marker is cleaned and oiled so it does not rust. Store your marker with the bolt in the forward position. Empty and remove the CO₂ tank from the marker.

When removing your marker from storage you should re-oil before use.

Warranty - Repair Policy

Tippmann Pneumatics, Inc. is dedicated to providing you with the ultimate paintball marker and the quality support necessary for the utmost satisfaction in its use. Tippmann Pneumatics, Inc. warrants that this product is found free from defects in materials and workmanship for a period of 1 year from the original date of purchase by the initial owner/ purchaser. On claims submitted as outlined, Tippmann Pneumatics, Inc. will repair or replace, without charge, any of its markers that have failed through defect in material or workmanship.

Note: If you should encounter any problems with your marker and have aftermarket parts on it, please test the marker with the original stock parts before sending it in.

Call 1-800-533-4831 for assistance with warranty and repair.

Warranty - Repair Procedure

In the event warranty or other non-warranty related repairs are required, send the product(s) to Tippmann Pneumatics, Inc. with postage or delivery charges prepaid. Include a brief statement regarding the requested repair, your name, return address and telephone number where you can be reached during normal business hours, if possible. We strive to complete the necessary repair work

within 24 hours and return it to you via regular ground UPS.

If you wish to have it returned quicker, request for next day air or Second day air and include your credit card number with the expiration date. Your card will be charged the difference in additional cost of Next day air or Second day air over regular ground shipping cost.

> Ship to: Tippmann Pneumatics, Inc. 3518 Adams Center Road Fort Wayne, IN 46806

Call 1-800-533-4831 for assistance with warranty and repair.

Warranty Card Note: The Serial number is on the side of the marker. Be sure to enter Serial number on Warranty Card (not Pat# or "Pro-Carbine")

COMPLETE WARRANTY CARD,

CAREFULLY TEAR OFF AT PERFORATION AND MAIL.

Fippmann Pneumatics, Inc. 3518 Adams Center Road Mail Completed Card to:

Fort Wayne, IN

Ö **GISTRATION** ш 2 WARRANTY

ARD

MODEL_Pro/Carbine_SERIAL # Find serial nu	SERIAL # Find serial number on side of marker. (Not the Pat. # or Pro/Carbine)
PURCHASED FROM	
DATECITY	STATE ZIP
YOUR NAME (Please print)	int)

ZIP STATE IPPMANN PNEUMATICS, INC. P) 260-749-6022 # JNOHc STREET

46806

FT. WAYNE, IN

3518 ADAMS CENTER ROAD FT. W/F) 260-749-6619 www.tippmann.com