

ICON<sup>e</sup>



**⚠ WARNING**

**⚠ WARNING:** This is not a toy. Misuse may cause serious injury or death. Eye protection designed specifically for paintball must be worn by the user and persons within range. Recommend 18 years of age or older to purchase. Persons under 18 years of age must have adult supervision. READ OWNER'S MANUAL BEFORE USING.

Rules of Safe Marker Handling

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

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**Welcome** . . . Thank you for purchasing the Icon Electronic Paintball marker. The Icon-E represents the culmination of a great deal of research by 32 Degrees, along with input from players such as you. We believe that the affordability of a reliable, feature-packed marker will improve your playing experience and winning percentage. While winning isn't everything, it sure beats the alternative!

Play hard, play safe, play to win!

### WARRANTY INFORMATION


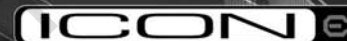
#### Standard Warranty:

The manufacturer warrants to the original customer that this product is free from defects in material and workmanship under normal use and service for a period of 90 days from the original date of purchase by the initial owner/purchaser. The manufacturer agrees to repair or replace (at its discretion) any product within a reasonable period of time. This warranty does not cover: o-rings, scratches, nicks, normal wear and tear of parts, any modifications or normal fading of anodizing or damage caused by dropping or hitting of the product. This warranty shall not apply if it is shown by the manufacturer that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering of original factory parts will not be covered by this warranty. Warranty work can only be conducted by the manufacture technicians and or authorized technicians. If product needs to be repair, package it carefully and send it together with your name, address, phone number and a brief description of the malfunction to: Paintball Solutions  
570 Mantua Blvd  
Sewell, NJ 08080

#### Extended Warranty:

By returning the enclosed warranty registration card or registering your warranty on-line at [www.PaintballSolutions.com](http://www.PaintballSolutions.com), within fifteen days of purchase the warranty will automatically be extended for an additional year.

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### Initial Assembly

1. Screw the barrel (#23) hand tight into the Main Body (#34).
2. Screw the Velocity Adjuster (#12) into the Hammer Plug (#24) approximately two complete turns.
3. Place a Barrel Plug or Barrel cover into/on the end of the barrel. The barrel is the top chamber of the Main Body (#34).

### Battery Installation

1. Find the safety switch located on the left side of the marker just above the Left Grip Panel (#36).
2. Make sure the switch is in the "Safety" position (toward the rear of the marker).
3. Using a screwdriver, remove the three Grip Panel Screws (20) from the left side (side facing you if the barrel is pointing to your left) of the Grip Panel (36).
4. Install the 9-volt battery.

**NOTE:** We recommend the use of a strong, brand name battery, such as Duracell or Energizer, for a longer lasting charge and better performance.

5. Push the safety switch towards the on position (toward the front end of the marker).
6. Confirm that the LED light located on the grip is lit, signifying that the battery is good and properly installed.
7. Push the safety switch to the off position toward the rear of the marker.
8. Replace the Grip Panel using the three Grip Panel Screws, being careful not to pinch the wires leading to the battery connector and those leading to the circuit board.

### Attaching Propellant Source

1. Confirm that the Barrel Plug is properly installed and the marker is on "Safe."
2. Cock the marker by pulling the Bolt (#28) in the rearward direction until it "clicks" into place. This compresses the Main Spring (#2) and allows the Cupseal (#7) to properly seat.
3. Point the marker downward and in a safe direction.
4. Place a few drops of non-corrosive lubricant made specifically for use in paintball (Empire

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- Oil) into the Tank Adapter (#14). This will run the oil through the valve to ensure the O-Rings stay moist and do not dry or crack. Failure to do so may cause the marker to leak.
- Place the leading end of the propellant cylinder threads into the threaded interface of the Tank Adapter (14).
  - Without pushing, twist the propellant cylinder in a clockwise direction and allow the cylinder threads to "draw" it into the Tank Adapter. **DO NOT** force the cylinder; it could cause cross threading, not covered by warranty.
  - Screw the propellant cylinder completely in until it is firmly seated.

### Attaching Feeder/Hopper

- Confirm that the Barrel Plug is properly installed on the marker and is on "Safe."
- Attach the vertical feed elbow that is provided with your marker and hand tighten the thumb adjustment screws onto the Vertical Feed Neck (#11). **DO NOT OVER TIGHTEN.** Over tightening can cause the vertical feed elbow to crack.
- Press the neck of the Feeder/Hopper into the Vertical Feed Neck (11) until it is completely seated.
- Position the Feeder/Hopper so that the lid is facing the rear of the marker and the Feeder/Hopper is parallel to the Main Body (34).
- Tighten down the top screw on the vertical feed neck to secure the feeder/hopper into place, again being sure not to over tighten.

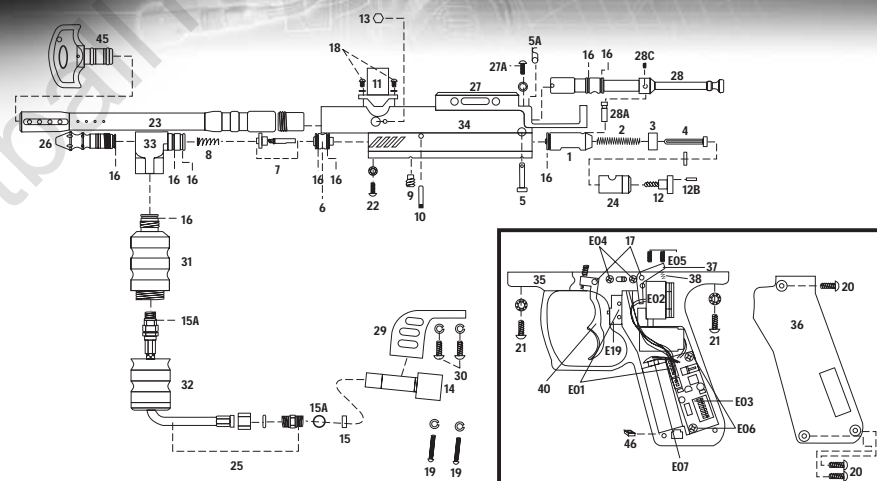
### Loading Paintballs

The performance of your marker is directly affected by the quality of paintballs used. We highly recommend Diablo paintballs to give you satisfaction and success on the playing field.

- Confirm that the Barrel Plug is properly installed and the marker in on "Safe."
- Point the marker in a safe direction and load paintballs in the Feeder/Hopper. If you are using a non-motorized hopper, be sure to leave some room in the hopper for the balls to feed properly.



# ICON E



### ICON E Parts List

- |                    |                          |                          |                             |                                   |
|--------------------|--------------------------|--------------------------|-----------------------------|-----------------------------------|
| 1. Hammer          | 11. Vertical Feed Neck   | 20. Grip Panel Screws    | A. Connecting Pin           | 36. Grip Panels                   |
| 2. Main Spring     | 12. Velocity Adjuster    | 21. Grip Frame Screws    | C. Connecting Pin Set Screw | 37. Electronic Sear               |
| 3. Recoil Pad      | 13. Locking Set Screw    | 22. Vertical ASA Screw   |                             | 38. Sear Spring                   |
| 4. Spring Strut    | 14. Tank Adapter         | 23. Barrel               | 29. Drop Forward            | 40. Trigger                       |
| 5. Quick Strip Pin | 15. Air Filter           | 24. Hammer Plug          | 30. Drop Forward Screws     | 45. Barrel Plug                   |
| A. R-Clip          | 16. Multi-Use O-Ring     | 25. Gas Line             |                             | 46. Drop Forward Re-tension Screw |
| 6. Gas Valve       | 17. Grip Frame Pin Set   | 26. Low Pressure Chamber |                             |                                   |
| 7. Cupseal         | 18. Vertical Feed Screws | 27. Sight Rail           |                             |                                   |
| 8. Valve Spring    | 19. Bottomline Screws    | A. Sight Rail Screw      |                             |                                   |
| 9. Valve Gas Plug  |                          | 28. Bolt                 |                             |                                   |
| 10. Valve Stop Pin |                          |                          |                             |                                   |

### ELECTRONIC GRIP FRAME Parts List

- |                                    |                           |                          |
|------------------------------------|---------------------------|--------------------------|
| E01. Wiring Harness/Trigger Switch | E04. ON/OFF Switch Screws | E06. Circuit Board Screw |
| E02. Solenoid                      | E05. Solenoid Set Screws  | E07. Battery Lead        |
| E03. Circuit Board                 |                           |                          |







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### Chronographing

Never operate your marker without first checking the velocity and confirming that you are firing below that required on the field of play. At no time should the marker fire paintballs in excess of 300 feet per second. Higher velocities are not only potentially dangerous; they often result in a substantial increase in paintballs broken in the marker.

1. Confirm that the Barrel Plug is properly installed and the marker is on "Safe."
2. Using a 5/64 hex key (not included), make sure the Velocity Adjuster Locking Set Screw (#12B) is backed out without removing it.
3. Make sure that you and anyone within range is wearing eye protection designed specifically for paintball.
4. While pointing the paintball marker in a safe direction, remove the Barrel Plug and move the safety switch to on.
5. Point the marker over the chronograph and in a safe direction.
6. Pull the trigger and observe the reading on the chronograph.
7. To increase the velocity, turn the Velocity Adjuster (#12) clockwise.
8. To decrease the velocity, turn the Velocity Adjuster (#12) counter-clockwise.
9. Once the desired velocity has been reached, use the 5/64 hex key (not included) to turn the Velocity Adjuster (#12) Set screw in until it binds against the Hammer Plug (#24). This will prevent the Velocity Adjuster from moving during play and is required by most competitions and fields.
10. Re-install the Barrel Plug and place the marker on "Safe."
11. Proceed to the playing field.
12. Keep the safety in the "Safe" position and the Barrel Plug in place until ready to play.

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### De-Gassing

1. Make sure that you and anyone within range is wearing eye protection specifically designed for paintball.
  2. Set "Safety" switch to the safe position.
  3. Point the marker in a safe direction.
  4. If you are using a motorized feeder, turn it off.
  5. Loosen the bottom screw from the vertical feed elbow.
  6. Invert the marker so that the hopper/feeder is upside down and paintballs are no longer feeding into the marker.
  7. Remove the hopper/feeder from the marker.
  8. Twisting the barrel in a counter-clockwise direction, remove it from the marker.
  9. While now pointing the marker in a safe direction, move the "Safety" on/off switch to the on position.
- NOTE:** There may still be a ball in the chamber! Make sure you are in a safe area to fire the marker safely!
10. Pull the trigger and allow the marker to cycle to confirm the absence of paintballs in the marker's breech. If a ball discharges, repeat until no more paintballs come out of the marker.

**!WARNING:** When removing the cylinder from the marker, it could fly off with enough force to kill if the valve unscrews from the cylinder. LOOK at the valve when removing the cylinder. STOP if the valve starts to unscrew from the tank. Screw it back on and take it to a trained person for repair.

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11. Unscrew the propellant cylinder approximately one complete revolution.
12. Pull the trigger until the marker fails to re-cock (if this takes more than 10 shots, unscrew the cylinder an additional turn and repeat).
13. Remove (**See Warning Above**) the propellant cylinder.

### Maintenance

**⚠ WARNING:** All maintenance should be performed with an unloaded and degassed marker **ONLY**.

#### **Bolt and Hammer**

1. De-gas the marker according to previous directions.
2. Always perform maintenance over a smooth, clean work surface. This will help prevent the accidental loss of small parts.
3. Make sure the bolt is in the forward position before proceeding.
4. Remove the Quick Strip Pin (#5).
5. Remove the Hammer Plug (#24) from the rear of the Main Body.
6. Pull the Bolt (#28) from the rear. This will also remove the Spring Strut (#4), Main Spring (#2), Recoil Pad (#3), and Hammer (#1).
7. Clean the Bolt thoroughly; this includes rinsing in warm water if needed. Be sure to dry all parts well before the next step.
8. Lubricate the Bolt and Hammer with non-corrosive lubricant such as Empire Lube or Empire Oil.
9. While pointing the marker downward, place the Bolt's Connecting Pin (#28A) into the hole on top of the Hammer. Guide this assembly in to the rear of the Main Body.
10. The Striker will likely stop when it makes contact with the top of the Sear (#37).
11. Push the "Safety" to the on position; this should light the LED on the circuit board to signify it is on.

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12. While putting slight pressure on the rear of the bolt, pull the trigger (this depresses the Sear and allows the Bolt/Hammer assembly to travel forward).
13. Push the "Safety" to the OFF position and the LED on the circuit board should shut off.
14. Return the Main Spring, Recoil Pad, and Spring Strut to their proper position following the schematic on Page (5).
15. Place the Hammer Plug into the rear of the Main Body with the longest portion of the Main Spring / Spring Strut.
16. Push the Hammer Plug in and replace the Quick Strip Pin.

#### Storage

Always turn off the marker and remove the hopper/feeder, all paintballs and propellant source and place it in a secure location where it cannot be accessed by unauthorized persons.

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### Trouble Shooting Guide

Symptom	Cause	Cure
Does not Fire	Not Cocked On "Safe" Bad Battery	Cock the Bolt to the Rear Switch On/Off Switch to the "On" Position Replace w/Fresh Duracell or Energizer brand batteries
Leaks Air Down Barrel	Bad Cup Seal Not Cocked	Replace/Re-set Cupseal Cock the Bolt to the Rear
Leaks Air from ASA/Bottle Interface	Bad Bottle O-Ring	Replace Bottle O-Ring
Does not Re-Cock	Low on Gas Bad Hammer or Hammer O-Ring Needs Lubrication Debris around Bolt/Hammer	Refill or Replace Propellant Source Replace Hammer or Hammer O-Ring Lubricate Hammer and Bolt Remove Bolt/Hammer and clean parts and breach
Goes "Full Auto"	Sear Not Catching Low on Gas Propellant Source Bad Hammer or Hammer O-Ring Needs Lubrication	Tighten Grip Frame Screws (32) Refill or Replace Propellant Source Replace Hammer or Hammer O-Ring Lubricate Hammer and Bolt
Excessive Ball Breakage	Low Quality Paintballs	Use better Paintballs Such as Diablo Brand

When in doubt, thoroughly clean and lubricate the marker. Many marker function problems are caused by excessive dirt or lack of lubrication.

For further assistance go to [www.PaintballSolutions.com](http://www.PaintballSolutions.com)



### Warranty Registration

To assist us in providing the best customer service possible and to increase your warranty from 90 days to one year at no additional cost Complete and mail this to:

Paintball Solutions  
570 Mantua Blvd.  
Sewell, NJ 08080

Or register online at [www.PaintballSolutions.com](http://www.PaintballSolutions.com)

Marker Type: **Icon E**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Country: \_\_\_\_\_

Email Address: \_\_\_\_\_

Serial Number (located on left side of marker): \_\_\_\_\_

Date of Purchase: \_\_\_\_\_

Place of Purchase: \_\_\_\_\_