



ELECTRA with EYE

| ITEM # | NAME OF PARTS | ITEM # | NAME OF PARTS |
|--------|----------------------------|--------|---|
| 01 | Spyder Barrel Plug | 370 | Plastic Washer |
| 03 | Ball Stopper | 428 | Slide Make to Male Adapter |
| 05B | M4 x 6 Screw (Silver) | 498 | Secondary Seal Roll Pin |
| 07 | M5 x 16 Screw w/ Washer | 49C | Trigger/Touch Switch Roll Pin |
| 10 | O-Ring #015 BOD | 127 | Regulator Piston O-Ring #013 700 |
| 11 | Cup Seal Guide | 166 | Low Pressure Chamber (Sun Metal Grey) |
| 12 | Cup Seal | 173 | Top Cocking Knob |
| 13 | Valve Pin | 197 | Disconnect Hose - 5.75" |
| 14 | Valve Body | 230 | 137 Connection Barrel (Sun Metal Grey) |
| 15 | Valve Body Screw | 231 | Eye Panel (left side) |
| 16 | Frame Screw M5 x 12 Screw | 232 | Eye Panel (right side) |
| 19A | Striker O-Ring | 233 | Eye Panel Screw |
| 20 | Barrel O-Ring | 234 | Direct Feed Neck Clamp (Sun Metal Grey) |
| 21 | Ball Pin | 235 | Receiver (Sun Metal Grey) |
| 22 | Ball Screw | | |
| 25 | Striker Spring | | |
| 26A | Striker Buffer | | |
| 33F | Nut Screw | | |
| 35D | Gauge | | |
| 36D | 5/32" x 3/8" Screw | | |
| 36E | 5/32" x 3/8" Screw (Black) | | |
| 37A | Filter O-Ring | | |
| 37C | Air Filter | | |
| 37D | Disconnect O-Ring #011 | | |



SPYDER ELECTRA with EYE

CAUTION!

- This paintball marker is NOT a toy. It can cause serious injury or death.
- Kingman recommends that customers be at least 18 years of age to purchase this product.
- Read this manual and air system warnings before using this product.
- Any modifications or tampering of original factory parts will void all warranties and liabilities from Kingman.
- Kingman recommends using a barrel plug or barrel sock when marker is not in operation.
- All persons using this product, or within range while this product is in use, must wear eye and face protection specifically designed for paintball.
- Never shoot at person or an animal that is not in a designated paintball facility.
- Treat every paintball marker as if it were loaded.
- Never look down the barrel of a loaded or unloaded marker.
- Always keep the paintball marker on SAFE until ready to operate.
- Always remove CO2/Compressed Air source before disassembly.
- Five only CO2 color paintballs.
- Transfer this instruction manual upon change of marker ownership.

CO2/COMPRESSED AIR TANK WARNINGS

- All valves must only be installed or removed by a qualified airsmith.
- See CO2/Compressed Air tank labels for retest dates. Cylinders tanks must be retested periodically.
- Improper use, filling, storage or disposal of all air cylinders may result in death, personal injury and/or property damage.
- Always keep cylinders out of reach from children or any inexperienced persons!
- Only properly trained personnel in accordance with CGA Pamphlets D1 and G-6.3 must fill all air cylinders. Pamphlets are available from the Compressed Gas Association or www.CGASite.com.
- Never alter the cylinder in any way.
- DO NOT expose pressurized cylinders to temperatures in excess of 330°F (165°C).
- Cylinders heated to an excess of 250°F (127°C) must be condemned or requalified in accordance with test defined in CGA4g.
- The valve should NEVER be detached from the canister. Please seek immediate assistance from a trained airsmith should this occur.
- Any tank packed with the product is intended for paintball use only.
- Confirm that there is an attached overheat O-ring on the CO2/Compressed Air tank valve before attaching the tank to the marker. The tank will leak air as soon as it is secured to the marker, if the O-ring is missing from the valve.
- A urethane O-ring is highly recommended before attaching any air supply to the marker.
- NEVER over-pressurize a CO2/Compressed Air Cylinder.
- Avoid any direct skin exposure to the escaping gas, when installing or removing any air supply.
- Never expose cylinders to corrosive materials or clean with any caustic cleaners.

DANGER

The CO2 or Compressed Air Tank can fly off with enough force to cause serious injury or death if the Valve uncovers from the cylinder head. LOOK at the Valve when removing the cylinder from the marker. Be sure that the valve is turning with the cylinder rather than remaining stationary with the marker. STOP if the Valve starts to uncrew from the cylinder. In doubt, screw the cylinder back onto the marker and contact a trained person for repair.

CHARGING INSTRUCTIONS

To charge a Spyder 9.6 NiMH Battery the circuit board must be in the OFF Position. Spyder Batteries (#JE1015) are not fully charged when purchased. Using the supplied Spyder Charger (#JE1024) must be placed in the charging slot which is located at the rear of the trigger frame. Kingman recommends a charging time of 6-8 hours for a complete charge. NOTE: You should never charge the battery over 24 hours or you can run the risk of damaging the battery or electronics. The battery charger will continue to power until removed from charging.

NOTE: It is recommended that the battery be charged prior to use in order to ensure maximum performance, especially if the battery has not been used in over a week.

LOW BATTERY INDICATOR

This circuit board is equipped with a (shaped of a battery) low light indicator which is located on the left side of the trigger frame. If the battery light appears ON and in RED over time the marker is fired it's time to charge the battery.

SPYDER 9.6 NiMH BATTERY LIFE

Always use the supplied Spyder 9.6volt NiMH Battery and Spyder Charger to operate this marker. A fully charged Spyder Battery will last about 3000 to 5000 shots. Number of shots depends on the settings of your firing methods. Under normal use charging conditions the expected life of the Spyder 9.6 NiMH Battery to last approximately 700-1000 charging cycles.

WARNING

This marker is not intended to use any normal 9volt battery or chargers that are NON Spyder Products. Doing so will VOID all electronic warranties.

HELPFUL HINTS

- Always remove the Air Tank before any disassembly of your marker. Do not remove the Valve Body (#14) unless specific Valve Body repairs are needed. If needed, remove Valve Body with a long, soft-tipped object such as the end of a pencil. Do not remove the Valve Body with a screwdriver as it will damage the Valve Body and cause air leaks. NOTE: Valve Body (#15) screw must be removed prior to taking out the Valve Body.
- Air leaks down the barrel are usually caused by a damaged or worn Cup Seal (#12). Replace with a new Cup Seal to assure marker is assembled properly. Follow the schematic drawing or carefully arrange parts in order during disassembly. Parts assembled backwards or placed in the wrong order will cause marker to malfunction.

ANTI CHOP EYES

The Anti Chop Eyes help prevent chopping paint by not allowing the marker to fire until a paintball is in front of the Venturi Bolt. The Eyes transmit a beam across the inside the breach. The Circuit Board is preset from the factory and does not need to adjust or alter the settings for Eye delay. If the Eyes are ON and do not see each other when firing your marker you will have to clean the Eyes properly.

CLEANING THE ANTI CHOP EYES

Using a squeegee or tall swab thru the breach should clean the Eyes enough for the beams to detect each other. Another way is to use an aerosol can of air thru the breach to remove paint or dirt from the Eyes.

To thoroughly clean the Eyes remove Eye Panel Screws (#233) and remove Eye Panels (#231/232) using a cross-head screwdriver. Once the panels are removed, proceed with a soft pin to remove the Eye Wires (#243) from the receiver. Remove all dirt or paint that is blocking the Eyes to malfunction. Follow the steps above to reinstall Eye Panels (#231/232) and Eye Panel Screws (#233).

NOTE: Never attempt to rush the cleaning process or you can pinch the wires and cause the marker to malfunction with the Eye Mode ON. Take precaution not to over tighten the Eye Panel Screw (#233) or this can lead to cracking the Eye Panels (#231/232) or stripping the head of the Eye Screws (#233).

HELPFUL TIP: Cleaning the Eyes often will help reduce dirt, paint or oil residue from block the Eyes from seeing each other.

CHANGING THE BALL DETENTS

Experiencing paint rolling through the barrel can be related to small diameter of paintballs or the loss of a ball detent(s). When having the Eye Panels removed (#231/232) will allow access for the Ball Detents (#03) to be cleaned or replaced. Follow the steps above to reinstall Eye Panels (#231/232) and Eye Panel Screws (#233).

NOTE: Take precaution not to over tighten the Eye Panel Screw (#233) or this can lead to cracking the Eye Panels (#231/232) or stripping the head of the Eye Screws (#233).

KINGMAN

WARRANTY STATEMENT

Kingman warrants the original retail purchaser that this product is free from defects in material and workmanship under normal use and service for a period of (1) year from the original date of purchase. Any Electronic Components in an Electronic Spyder marker are warranted for (5) months from the original date of purchase. Kingman agrees to repair or replace (at its discretion) any product within (a reasonable period of time). This warranty does not cover o-rings, cup seals, 9.6v rechargeable battery, charger, scratches, nicks, normal wear and tear of parts, any modifications, normal fading of anodizing and damage caused by dropping or hitting of products. This warranty shall not apply if it is shown by a Kingman Technician 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 VOID warranty. Any damage caused by water will not be covered under warranty. Warranty repair can only be conducted by Kingman technician or Kingman authorized technician. For warranty to be effective, consumer must return the enclosed warranty registration card filled out, along with a copy of the purchase receipt, within (15) days of the original purchase date. This warranty is not transferable. Paintball markers are non-refundable. This warranty will not cover pick up, shipping, delivery, and/or house calls. If product needs repair, consumer will package it carefully and send together with your name, address, phone number and a brief description of the malfunction to:

KINGMAN GROUP
Attn: Tech Department
14010 Live Oak Avenue
Baldwin Park, CA 91706 U.S.A.
www.kingman.com

FOR TECHNICAL SUPPORT
Our Technical Support Department is open Monday through Friday, from 8am to 5pm (PST), and can be reached at (626) 430-2300.

www.spydertv

KINGMAN WARRANTY REGISTRATION

PLEASE COMPLETE AND RETURN THIS FORM, ALONG WITH A COPY OF YOUR PURCHASE RECEIPT, WITHIN 15 DAYS OF PURCHASE SO THAT WE MAY VALIDATE YOUR 12 MONTH LIMITED WARRANTY.

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

COUNTRY: _____ GENDER: _____ AGE: _____ JOB: _____

E-MAIL: _____ PHONE #: () _____

PRODUCT NAME/SERIAL #: _____

WHAT OTHER BRAND(S) OF MARKERS DO YOU OWN? _____

WHY DID YOU PURCHASE THIS KINGMAN MARKER? _____

WHAT IS THE NEXT PAINTBALL PRODUCT YOU INTEND TO BUY? _____

WHAT ARE YOUR HOBBIES OTHER THAN PAINTBALL? _____

WHAT MAGAZINES DO YOU LIKE TO READ? _____

HAVE YOU MADE ANY ONLINE PURCHASES IN THE PAST 6 MONTHS? YES NO

COMMENTS/SUGGESTIONS: _____ (please check box) Yes, I would like to receive more info regarding new products, promotions and specials from Kingman.

MAIL TO: KINGMAN GROUP 14010 LIVE OAK AVE. BALDWIN PARK, CA 91706 USA