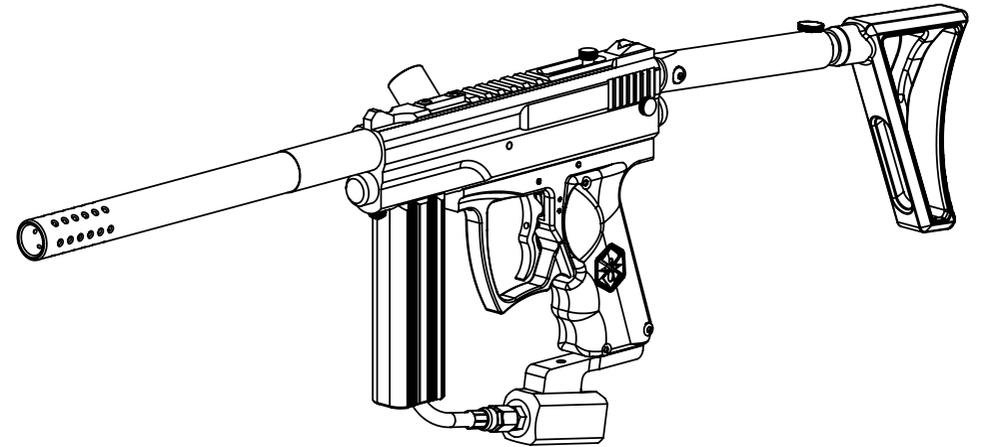




**SPYDER**

USERS MANUAL

# E-MR1



# E-MR1

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## IMPORTANT SAFETY GUIDELINES

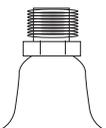
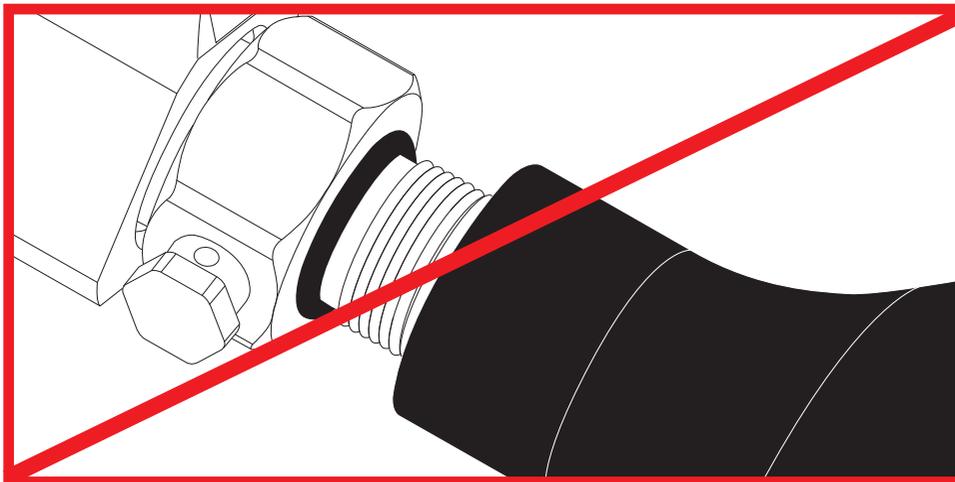
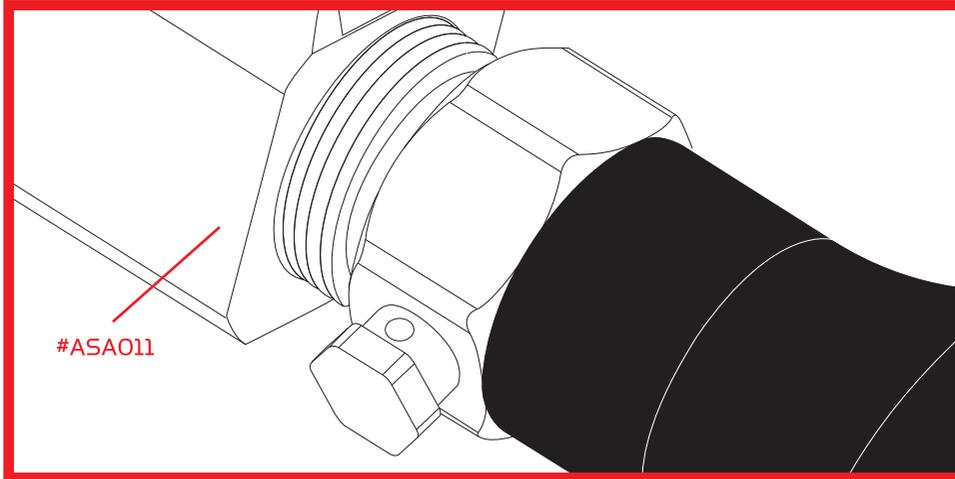
### CAUTION

- 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.
- To ensure proper adjustment on velocity (fps), Kingman strongly recommends using a chronograph for paintball use located at most paintball stores and paintball fields.
- All persons using this product, or within range while this product is being used, must wear eye and face protection specifically designed for paintball.
- Never shoot or point your marker at a person that is not in a designated paintball playing area and/or who is not wearing proper paintball protection.
- 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 in the SAFE or OFF mode until ready to operate.
- Always remove your gas source before disassembly.
- Fire only 0.68 caliber paintballs with this product.
- Always make certain the bolt is in the un-cocked position when marker is not in use.
- Using a paintball marker outside of designated paintball field can be illegal, and is subject to law enforcement penalties if property damaged is caused by the user.
- Transfer this instruction manual upon change of marker ownership.

## OPERATION GUIDE / START UP

1. **WARNING:** Always keep the marker powered OFF or on SAFE until you are ready to fire.
2. Always install a designated paintball barrel blocking device for safety precautions when the marker is not in use.
3. Charge and install a 9.6 volt battery. (See Battery Charging / Installation)  
Attach the CO2 / Compressed Air Tank to the C/A Adapter. **HELPFUL TIP:** Make sure to have the CO2 / Compressed Air Tank filled before attaching to the marker.
4. Tighten the tank clockwise in the markers C/A Adapter until it is snug. If an air leak occurs between the tank and the C/A Adapter, replace the urethane bottle O-ring. **NOTE:** O-rings in the markers parts kit are not supplied to attach with a CO2 / Compressed Air Tank.  
**IMPORTANT:** You should never need to use any hand tool to attach a CO2 / Compressed Air Tank to the C/A Adapter.
5. Install a vertical elbow onto the markers feed neck then attach a paintball loader to the elbow.  
**NOTE:** Fill your paintball loader with only .68 caliber paintballs.
6. To cock the marker, simply pull the Top Cocking Knob (#STK003) rearward until the Delrin Bolt latches.  
**CAUTION:** Should you let go of the Top Cocking Knob before it latches, your marker may fire.
7. Remove the barrel blocking device.  
**CAUTION:** With the proper switch turned ON the marker is **LIVE**. Pulling the trigger (#TRS004) will fire a paintball.  
**IMPORTANT:** Only test your marker in a safe direction in a designated paintball area.
8. Performing a velocity (fps) check. Turning the velocity adjuster & spring guide (#VTA008) clockwise will increase the velocity (fps) while turning counter-clockwise will decrease the velocity (fps). **NOTE:** Your marker is intended to be used in a paintball facility with the proper paintball protection.  
**IMPORTANT:** Kingman recommends using a chronograph to ensure that the maker's velocity is under 300 (fps).
9. When finished playing, remove all paintballs from under the loader before detaching the paintball loader and vertical elbow from the marker.  
**CAUTION:** There may be a paintball in the marker's breach; take a couple of shots in a safe direction to make sure the barrel and receiver are empty.
10. Make sure to properly install an approved barrel blocking device, this will help avoid any accidental discharge.
11. Kingman recommends having the marker in the "SAFE" or "OFF" position after use.
12. Unscrew the CO2 / Compressed Air Tank from the marker's C/A Adapter. Turning the tank counter-clockwise will detach it from the marker's C/A Adapter.  
**CAUTION:** Never expose any skin underneath the C/A Adapter's bleed hole when removing the tank. This can run the risk of getting skin burn from the releasing of the GAS.  
**IMPORTANT:** You should never need to use any hand tool to detach a CO2 / Compressed Air Tank.
13. Store the marker in a paintball bag or in a safe place. **HELPFUL TIP:** Before / after use of the marker, make sure to fasten all screws. Screws can become loose due to vibration. It is good practice to lubricate your marker before and after each use, especially when storing the marker for an extended period of time. Add a few drops of paintball gun oil on the Striker O-ring (#ORG001) (see Disassemble / Reassemble Guide). Before storing the marker, make sure the marker is in the un-cocked position. This will help the main spring maintain its tension.  
**IMPORTANT**  
Firing velocity may vary according to altitude and climate conditions.  
Before using your marker in play, you must always first perform a "SAFE VELOCITY TEST". This can only be accomplished by using a testing device called a "Velocity Chronograph" and can be performed at a paintball dealership or local playing field.  
**NOTE:** This product is intended to be used at a velocity no greater than 300 feet per second (fps).  
This product is NOT intended to be used at any distance less than 25 feet.  
This paintball marker may have excess gas after the removal of the CO2 / Compressed Air Tank. Please remove all paintballs and discharge the remaining gas safely.  
Never store a CO2 / Compressed Air Tank attached on the marker while not supervised.

## CO2 / COMPRESSED AIR TANK WARNINGS



**! DANGER**

The CO2 or Compressed Air Tank can fly off with enough force to cause serious injury or death if the Valve unscrews 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 unscrew from the cylinder. If in doubt, screw the cylinder back onto the marker and contact a trained person for repair.

## 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. Cylinder 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 person(s).
- Only properly trained personnel in accordance with CGA Pamphlets P.1 and G-6.3 must fill all air cylinders. Pamphlets are available from the Compressed Gas Association or [www.CGANET.com](http://www.CGANET.com).
- Never alter the cylinder in any way.
- DO NOT expose pressurized cylinders to temperatures in excess of 130° F (54° C).
- Cylinders heated to an excess of 250° F (121° C) must be condemned or requalified in accordance with test defined in CFR-49.
- 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 urethane 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.

## INSTALLING A CO2 / COMPRESSED AIR TANK

Firmly screw the CO2 / Compressed Air Tank clockwise into the markers C/A Adapter (#ASA011).

**HELPFUL TIP:** Before installing a CO2 / Compressed Air Tank, make sure that the tank is full and that it has a urethane bottle on the top of the valve to prevent air leaks.

**IMPORTANT:** You should never need to use any hand tool to attach a CO2 / Compressed Air Tank to the C/A Adapter.

## REMOVING A CO2 / COMPRESSED AIR TANK

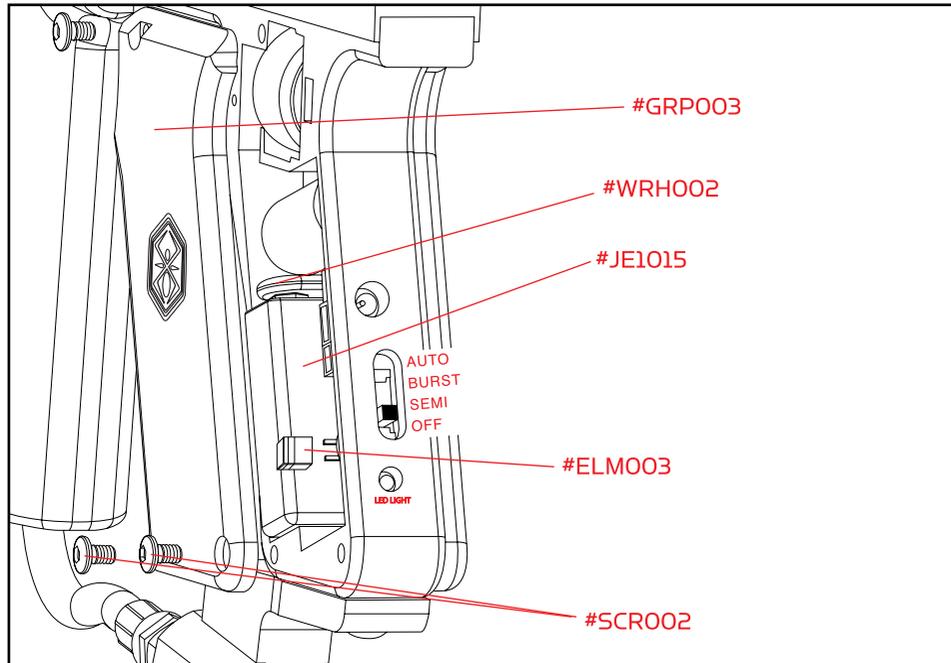
Firmly unscrew the CO2 / Compressed Air Tank by turning the tank counter-clockwise until it comes out of the C/A Adapter.

**HELPFUL TIP:** After firing the marker, you should ALWAYS remove the CO2 / Compressed Air Tank before storing. When the tank is being removed, excess air will release from the bottom of the C/A Adapter (#ASA011). This is normal.

**CAUTION:** Never expose any skin to the C/A Adapters bleed hole when removing the tank. This is to avoid the risk of getting skin burn from the escaping GAS.

**IMPORTANT:** You should never need to use any hand tool to detach a CO2 / Compressed Air Tank from the C/A Adapter. If you cannot remove a tank by hand, see a certified airsmith for assistance.

## INSTALLING A BATTERY / TOURNAMENT LOCK SWITCH



### INSTALLING A BATTERY

**NOTE:** Battery must be fully charged before initial use.

**STEP 1** Remove the three M4x8 Screws (#SCR002) and left side Grip Panel (#GRP001).

**STEP 2** Attach the Spyder Battery (#JE1015) to the Battery Harness (#WRH002).

**STEP 3** Re-tighten the three M4x8 screws (#SCR002).

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

### SPYDER 9.6 NiMH BATTERY LIFE

Always use the supplied Spyder 9.6volt NiMH Battery and Spyder LED A/C Charger to operate this marker. A fully charged Spyder Battery will last about 3,000 to 5,000 shots. Under normal use and charging conditions the expected life of the Spyder 9.6 NiMH Battery to is approximately 700-1,000 charging cycles.

**WARNING:** This marker is not intended to use any normal 9 volt battery or charger that is NOT a Spyder Product. Doing so will VOID all electronic warranties and liabilities from Kingman.

### REMOVAL OF TOURNAMENT LOCK SWITCH

The MR Circuit Board (#ECB003) is equipped with a Tournament Lock Switch (#ELM003). When the Tournament Lock Switch is removed the marker can only fire in SEMI-AUTO mode, when reattached the 3 Burst and Full Auto Modes will be available.

**STEP 1** Remove the three M4x8 Screw (#SCR002) and left side grip panel (#GRP003).

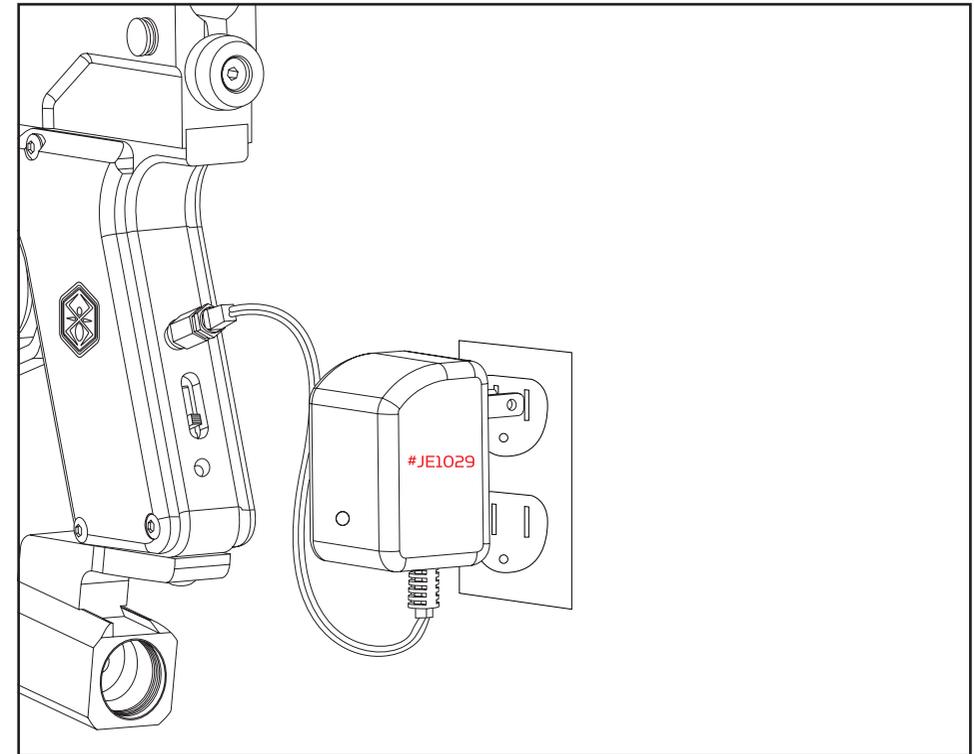
**STEP 2** Remove the Tournament Lock Switch (#ELM003) located to the right of the Spyder Battery.

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

#### WARNING

Spyder Electronic Markers are not water resistant. Extreme moisture can cause serious damage to any Spyder Electronic Marker. Always clean any dirt or paint inside the markers electronics. Never attempt to modify the electronics circuitry, doing so will VOID all electronic warranties and liabilities from Kingman.

## SPYDER LED A/C CHARGER INSTRUCTIONS



### SPYDER LED A/C CHARGER 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 LED A/C Charger (#JE1029) Kingman recommends a charging time of 5 hours for a complete charge.

**STEP 1** Plug the Spyder LED A/C Charger into a 110v-120v power outlet.

**STEP 2** Connect the Spyder LED A/C Charger cord to the rear of the markers trigger frame.

**STEP 3** The LED indicator on the A/C Charger will display RED when the battery is charging.

**STEP 4** The LED indicator on the A/C Charger will display GREEN when the battery is fully charged.

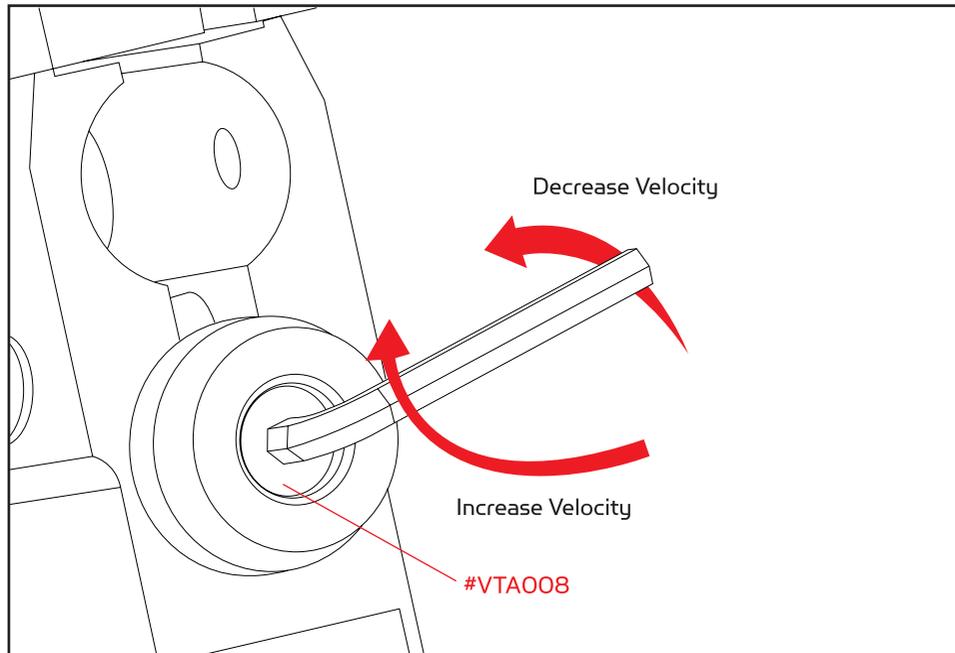
**STEP 5** Unplug the Spyder LED A/C Charger cord from the rear of the markers trigger frame.

**STEP 6** Remove the Spyder LED A/C Charger from the 110v-120v power outlet.

**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.

**IMPORTANT:** 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 port.

## VELOCITY ADJUSTMENT



### VELOCITY ADJUSTMENT INCREASE / DECREASE

To increase your velocity FPS (Feet per second) using an allen wrench, turn the Velocity Adjuster / Spring Guide (#VTA008) clockwise.

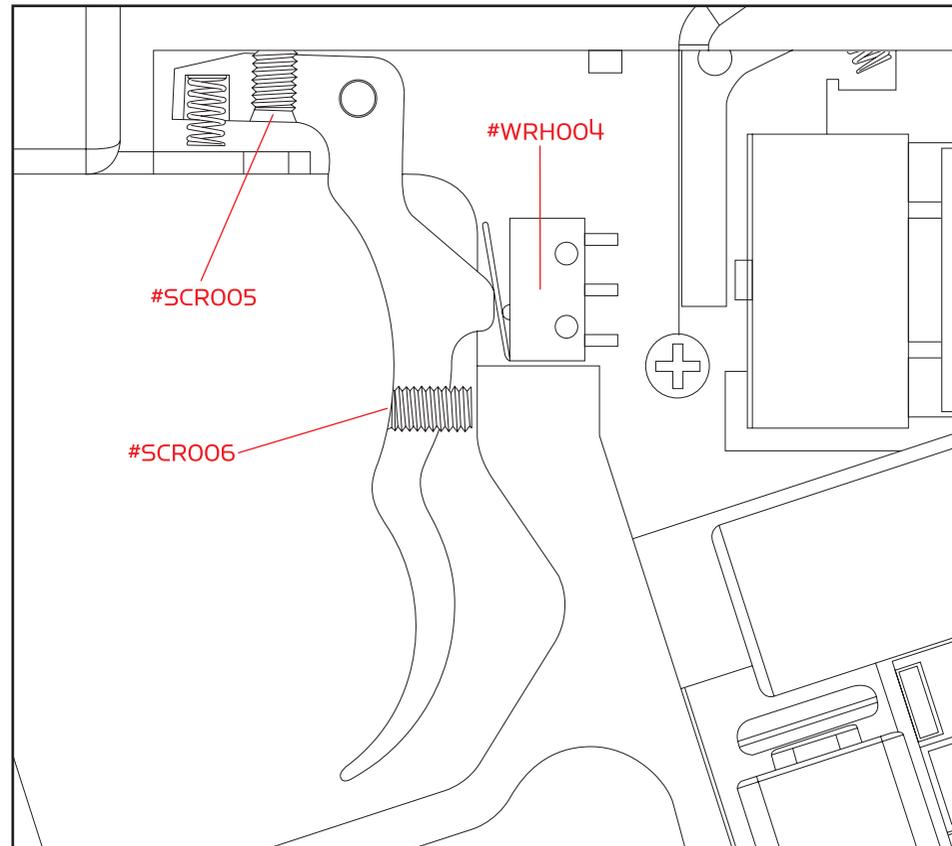
To decrease your velocity FPS (Feet per second) using an allen wrench, turn the Velocity Adjuster / Spring Guide (#VTA008) counter-clockwise.

**NOTE:** Velocity Adjuster & Spring Guide (#VTA008) doesn't remove from the rear of the Striker Plug (#STP011).

### WARNING

- The recommended Velocity speed should be no greater than 300fps. Firing at a velocity greater than 300 (fps) can cause serious injury or death.
- Paintball markers are not intended to shoot any person less than 25 feet.
- Never point a loaded marker at any person who is not wearing the proper face protection.
- Using a paintball marker outside a non designated paintball field can be illegal, and is subject to law enforcement penalties if property damage is caused by the user.

## TRIGGER ADJUSTMENT



### TRIGGER ADJUSTMENT

Adjusting the Top Trigger Screw (#SCR005), located underneath the Trigger Frame, clockwise will swing the Trigger closer to the Touch Switch.

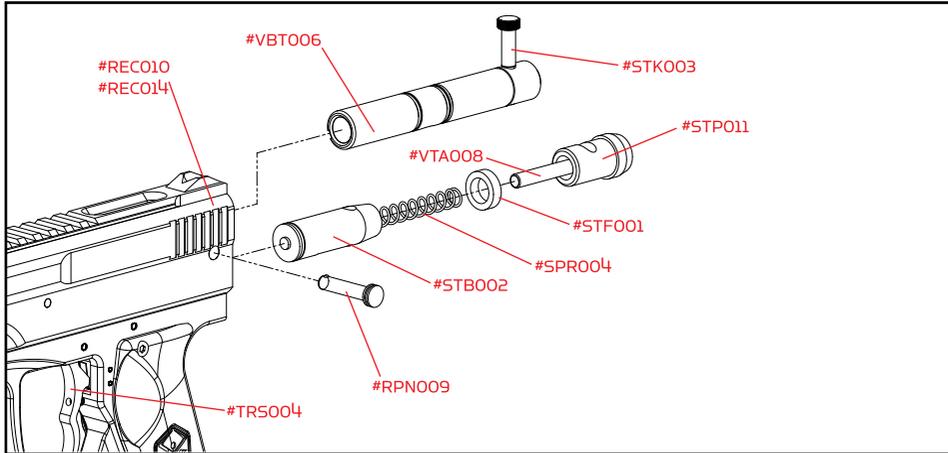
**NOTE:** Adjusting the screw counter-clockwise will increase the trigger gap.

**HELPFUL:** Over-Tightening the screw too close to the Touch Switch will not allow the Trigger to fire the marker.

Adjusting the Middle Trigger Screw (#SCR006) clockwise will shorten the distance from the Trigger to the Touch Switch.

**NOTE:** This will increase trigger sensitivity. Unscrewing the screw counter-clockwise will decrease trigger sensitivity.

## DISASSEMBLE / REASSEMBLE AND CLEANING OF REAR INTERNALS



### Part Names and Part Numbers described in this section:

EMR1 Receiver (#RECO10/RECO14)	MR Pull Ping Cocking Knob(#STK003)
MR Quick Disconnect Pin (#RPN009)	MR Striker Plug (#STP011)
Striker Spring (#SPR004)	MR Blade Trigger (#TRS004)
Striker Bolt (#STB002)	Delrin Bolt (#VBT006)
Striker Buffer(#STFO01)	Velocity Adjuster & Spring Guide(#VTA008)

## QUICK CLEAN DISASSEMBLE

Lift upward on the MR Pull Cocking Pin. This will allow the MR Delrin Bolt to slide from the rear of the Receiver.

**HELPFUL TIP:** Removing the Delrin Bolt from the Receiver will allow easy access to clean with a squeegee.

**NOTE:** Make sure the hole on the Striker Bolt is facing upright when looking thru the Receiver. This will allow the MR Pull Cocking Pin to correctly fasten with the Striker Bolt.

**IMPORTANT:** The air passage hole located in the middle of the MR Delrin Bolt should always be facing downward when reinstalling. If the Bolt is not installed correctly, paintballs will NOT exit out of the barrel normally.

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

## DISASSEMBLE REAR INTERNALS

**STEP 1** Lift the upward on the MR Pull Cocking Pin to allow the MR Delrin Bolt to slide out from the rear of the Receiver.

**STEP 2** Remove the MR Disconnect Pin to allow the Striker Plug and the markers internals to slide from the rear of the Receiver. **NOTE:** Remove the MR Quick Disconnect Pin when the marker is un-cocked position. This way, the tension of the Striker Spring will not allow the marker's internals to spring out. **HELPFUL TIP:** Placing your finger behind the Striker Plug before removing the MR Quick Disconnect Pin will prevent the marker's internals from springing out.

**STEP 3** Remove items in order; Striker Plug w/Velocity Adjuster, Striker Spring and Striker Buffer.

**STEP 4** Slide the Striker Bolt out of the rear of the Receiver.

**HELPFUL TIP:** When the internals are removed it would be wise to clean any dirt or paint from the inside of the Receiver with a squeegee. Wipe clean the MR Delrin Bolt with a rag of paper towel. Apply some paintball gun oil on Striker O-ring periodically.

## REASSEMBLE REAR INTERNALS

**STEP 1** Reinsert the Striker Bolt with Striker O-ring facing toward the front of the marker with the flat spot of the Striker Bolt facing down. **NOTE:** Having the Power Switch ON will ease entry of the Striker Bolt. Apply thumb pressure behind the Bolt and at the same time pull on the Trigger. Repeat this process until the Bolt is fully inserted. **NOTE:** The hole on the Striker Bolt should be facing upright when looking thru the Receiver.

**STEP 2** Insert the Striker Buffer flush with the receiver and place the Striker Spring thru the Striker Buffer.

**STEP 3** Place the Striker Plug w/Velocity Adjuster & Spring Guide to the rear of the receiver.

**STEP 4** Insert the MR Quick Disconnect Pin thru the Receiver to hold the Striker Plug in place.

**STEP 5** Insert the MR Delrin Bolt thru the rear of the Receiver with the MR Pull Cocking Pin. Press downward on the MR Pull Cocking Pin to gain entry with the Striker Bolt. **NOTE:** If the Striker Bolt hole is not aligned upright, the MR Pull Cocking Pin will not fasten correctly. **HELPFUL TIP:** Use a small tool to align the hole upright should the Striker Bolt turn when positioned back in the receiver.

**IMPORTANT:** The MR Quick Disconnect Pin must be properly placed thru the Receiver. The ball bearing on the pin must be visible thru the opposite end of the Receiver.

To assure the marker is assembled properly, follow the schematic drawing of position parts in order during disassembly. Parts assembled backwards or improper parts installed will/can cause the marker to malfunction.

## A JAMMED PAINTBALL IN THE BREACH

In the event of a paintball break and the Delrin bolt jams, follow these steps to help un-jam the marker. The markers breach is located where the barrel starts to thread in the receiver and underneath the markers feed neck.

Before attempting to un-jam the Delrin bolt you should always have your Goggles or Safety Glasses on.

Make sure the marker is in the SAFE / OFF position before attempting to un-jam the Delrin bolt.

Remove the CO<sub>2</sub> / Compressed Air Tank before attempting to un-jam the marker.

Remove all paintballs and the loader from the feed neck.

Have the barrel removed from the receiver to allow the paintball(s) to exit.

With enough tension on the cocking knob, pull back to release the Delrin bolt from the jammed position.

Another method is to use a "Straight Shot Squeegee" or the end of a wood dowel rod; push against the face of the Delrin bolt with enough force to release the jammed bolt.

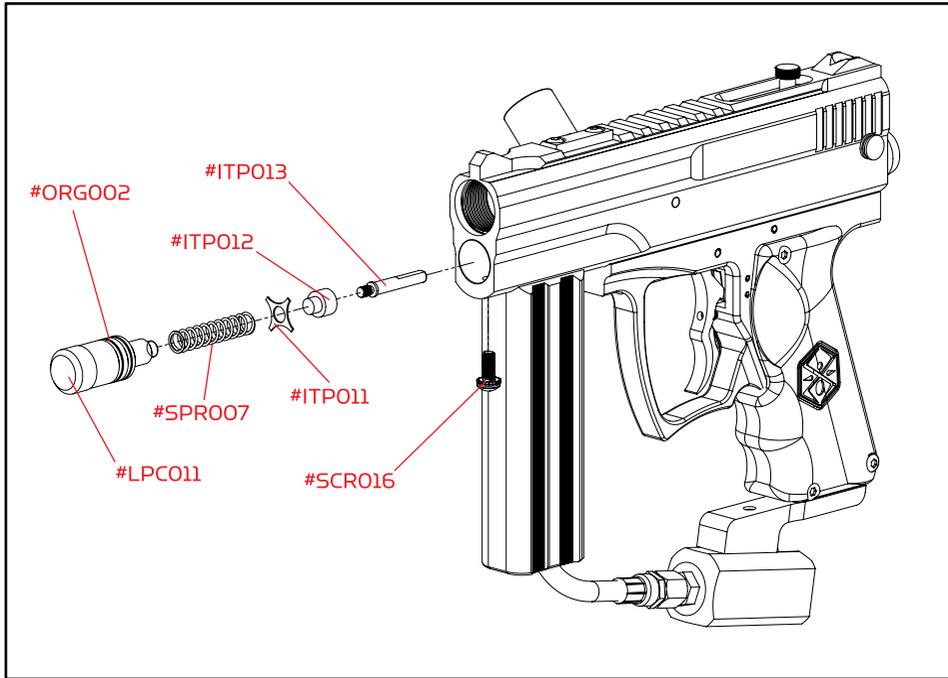
Always clean the paint from the breach and barrel to enhance the performance of your marker.

**IMPORTANT:** Never at any time should you look down the barrel when the marker is loaded or not.

Remove the attached CO<sub>2</sub> / Compressed Air Tank before attempting to un-jam the Delrin bolt.

**NOTE:** Never use a metal rod or screwdriver as a tool to push on the Delrin bolt, anything metal will scratch and damage the inside of the marker.

## CUP SEAL ACCESS



### Part Names and Part Numbers described in this section:

Cup Seal Guide (#ITPO11)	O-ring (#ORG002)
Cup Seal (#ITPO12)	M5 x 12 Screw (ASH) (#SCRO16)
Valve Pin (#ITPO13)	Valve Spring(#SPR007)
MR1 Reservoir Pin(#LPC011)	

## STEP BY STEP CUP SEAL ACCESS

**HELPFUL TIP:** The sign of worn Cup Seal is the pressure of CO<sub>2</sub> / Compressed Air leaking down the barrel.

**Step 1** Loosen M5x12 screw with the Allen wrench provided.

**Step 2** Hold the MR1 Reservoir Plug.

**Step 3** Remove the following parts in order Valve Spring, Cup Seal Guide, Cup Seal and the Valve Pin.

**Step 4** Replace the Cup Seal.

**HELPFUL TIP:** Please note how parts are removed for easy reassembly.

## TROUBLESHOOTING

ONE OR MORE OF THE FOLLOWING MAY CAUSE RECOCKING RELATED ISSUES:

Need lubrication on the following O-ring (#ORG001 not pictured) (see Disassemble / Reassemble & Cleaning Internals)

The pressure in the tank is too low and the tank needs to be refilled.

Striker O-ring (#ORG001 not pictured) is damaged or missing. Replace the O-ring with a new, approved Striker O-ring. **NOTE:** The Striker O-ring cannot be substituted with a black or urethane bottle O-ring. Dirt or broken paint shell fragments in the receiver can cause the marker to have re-cocking issues. Using a squeegee thru the upper portion of the receiver will remove most of the dirt or broken shell fragments. Should this issue continue, (see Disassemble/Reassemble & Cleaning Internals) remove the marker's internals for complete cleaning.

Using low quality paintballs can cause the marker to experience re-cocking issues because of the shape of the paintballs.

**HELPFUL TIP:** Paintballs have a shelf life and can become to fragile for use.

**HELPFUL TIP:** Paintballs can take a different shape over time, so it would be wise to size the paintball with your barrel.

## AIR LEAKS

**IMPORTANT:** Always remove the air tank before disassembling the marker.

Air leaking from the MR Reservoir Plug means that the O-ring (#ORG002) will need to be oiled or replaced,

Air leaking down the barrel is usually cause be a worn or damaged Cup Seal (#ITPO12). (see Cup Seal Access should the Cup Seal need to be exchanged)

Never remove the Valve Body (#ITPO14 not pictured) unless specific repairs are needed.

A nick or scratch on the lip of the Valve Body can cause an internal air leak (see Cup Seal Access). The Valve Body may need to be replaced.

Air leaking thru the Receiver and out of the Trigger Frame would indicate that the Valve Body O-rings (#ORG002) will need to be replaced.

If air is leaking thru the opposite end of the hose fittings, please check the following:

The Female end of the Hose must have a plastic washer (#HSFO04 not pictured) installed inside the hose collar and tightened properly.

The Male end of the Hose must have a hose O-ring (#ORG004 not pictured) at all times.

**IMPORTANT:** The hose line supplied has a metric female and metric male ends. These ends will not install into American (NPT) threaded fittings. If installed incorrectly, it is possible to damage the attachment fittings and hose lines.

**HELPFUL TIP:** To assure the marker is assembled properly, follow the schematic drawing or position parts in order during disassembly. Parts assembled backwards or improper parts installed will/can cause the marker to malfunction.

## ELECTRONIC GRIP TROUBLESHOOTING

If your marker is not shooting it may be due to one of the following problems:

Battery may need to be recharged.

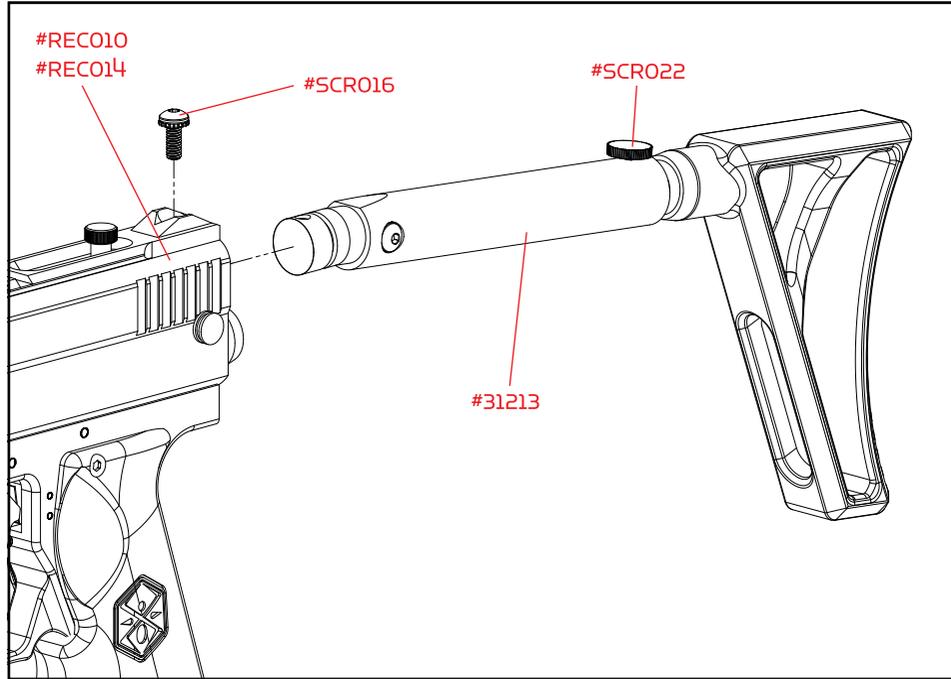
The Battery Wire Harness is not properly attached to the Circuit Board.

The Coil Set Harness is not properly attached to the Circuit Board.

The Touch Switch Harness is not properly attached to the Circuit Board.

**NOTE:** If the marker's electronics are being touched by dirt or paint, Kingman recommends using an aerosol can of air to remove the impurities. Apply the can of air directly at the components that need cleaning.

## SHOULDER STOCK INSTALLATION



## SHOULDER STOCK INSTALLATION

Place the Shoulder Stock (#31213) on the back end upper section of the Receiver (#RECO10 - #RECO14). Once the Shoulder Stock is in place tighten the Set Screw (#SCR016) to secure the stock to the body of the marker. The Set Screw (#SCR016) is located on the top side of the receiver.

## ADJUSTING SHOULDER STOCK LENGTH

Turning the Tactical Shoulder Thumb Screw (#SCR0022) counter-clockwise will loosen the Shoulder Stock allowing for three different lengths to be achieved.

## MR ACCESSORIES



Adjustable Should Stock (#31213)



Flux Wraparound Grip (#31214)



Tactical Rail (#31218)



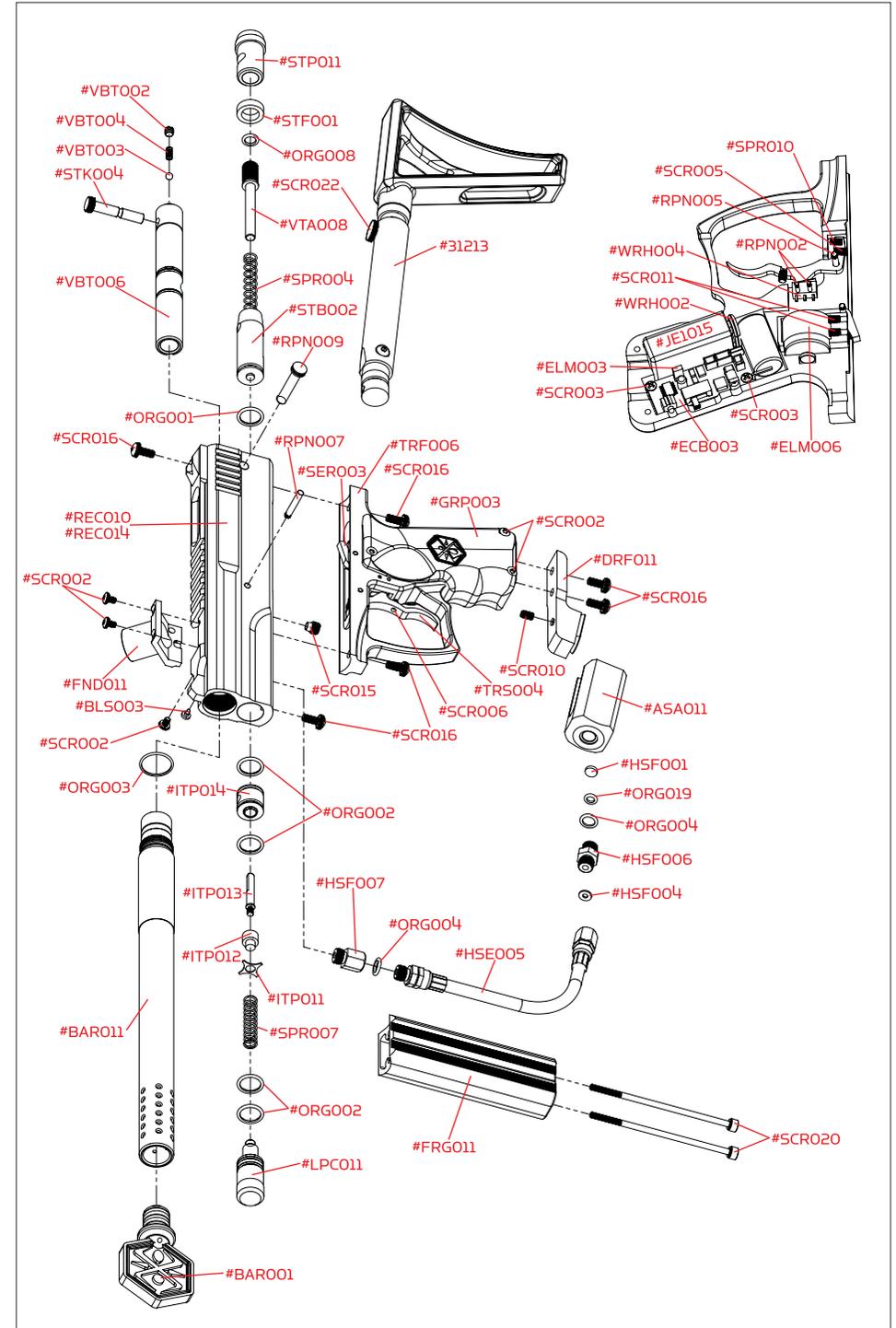
Tactical Red Dot Sight (#31213)



16" Tactical Barrel (#31212)

## E-MR1 PARTS LIST / SCHEMATICS

31213	Tactical Adjustable Shoulder Stock	SCR020	Foregrip Fixing Screws w/washers
ASA011	MR Dovetail Bottom-Line ASA	SCR022	Tactical Shoulder Thumb Screw
BAR001	Barrel plug	SER003	ESP Sear
BAR011	12" Tactical Barrel (matte black)	SPR004	Striker Spring
BLS003	Ball Stopper	SPR007	Valve Spring
DRF011	2" Tactical Dovetail Drop Forward	SPR009	ESP Sear Spring
ECB003	MR Circuit Board	*SPR010	ESP Trigger Spring
ELM003	Tournament Lock Switch	STB002	Striker Bolt
ELM006	Coil Set	STF001	Striker Buffer
FND011	Tactical MR Feed Neck	STK004	MR Pull Pin Cocking Knob
FRG011	MR Foregrip	STP011	MR Striker Plug (matte black)
GRP003	Rubber Grip Cover (black)	TRF006	EMR1 Metal Trigger Frame
HSE005	Disconnect Hose 7.75"	TR5004	MR Blade Trigger
HSF001	Air Filter	VBTO02	Delrin Bolt Locking Screw
HSF004	Plastic Washer	VBTO03	Delrin Bolt Locking Bearing
HSF006	Male to Male Adapter (MET x MET)	VBTO04	Delrin Bolt Locking Spring
HSF007	Metric Female to STD Male Adapter	VBTO06	Delrin Bolt
ITP011	Cup Seal Guide	VTA008	Velocity Adjuster Spring Guide (matte black)
ITP012	Cup Seal	WRH002	Battery Harness
ITP013	Valve Pin	WRH004	Touch Switch (3P)
ITP014	Valve Body		
JE1015	Spyder 9.6v Rechargeable Battery		
JE1029	Spyder LED A/C Charger		
LPC011	MR1 Reservoir Plug		
ORG001	Striker O-ring		
ORG002	O-ring #O15 80D		
ORG003	Barrel O-ring		
ORG004	#O11 O-ring		
ORG008	#O10 O-ring		
ORG019	#O09 O-ring		
* PAK003	Electronic Spare Parts Kit		
RECO10	EMR1 Receiver (matte olive)		
RECO14	EMR1 Receiver (matte silver)		
RPN002	Trigger/Touch Switch Roll Pin		
RPN005	Sear Roll Pin		
RPN007	Valve Body Roll Pin		
RPN009	MR Quick Disconnect Pin		
SCR002	M4 x 8 Screw w/washer (A)		
SCR003	Circuit Board Screw (+)		
SCR005	Trigger Screw (S)		
SCR006	Trigger Screw (L)		
SCR010	Dove Tail Lock Screw (A)		
SCR011	Coil Set Screw		
SCR015	Valve Body Screw		
SCR016	M5 x 12 Screw (ASH)		



# 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 (6) 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 and liabilities from Kingman. 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](http://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.

VIIC



# 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:

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 ARE SOME PAINTBALL MAGAZINES YOU LIKE TO READ?

HAVE YOU MADE ANY ONLINE PURCHASES IN THE PAST 6 MONTHS?

Y / N

COMMENTS / SUGGESTIONS:

VIIC

YES, I WOULD LIKE TO RECEIVE MORE INFO REGARDING NEW PRODUCTS, PROMOTIONS, AND SPECIAL OFFERS FROM KINGMAN.

MAIL TO:

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

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**ENJOY YOUR FUTURE.**

