spyder

FASTA
E-LOADER

INSTRUCTION MANUAL
FOR THE 9v LED, 18v LCD & 18v LED SPYDER FASTA E-LOADERS

WARNING [NOT A TOY]

This is not a toy. This product is for paintball use only. Misuse of this product may cause serious injury or death. All persons using this product, or within range while this product is being used, must wear eye and face protection specifically designed for paintball. Recommend at least 18 years of age to purchase this product. Please read instruction manual and air system warning before using.

Never shoot or point your marker at a person that is not in a designated paintball facility and without the proper paintball protection. Always keep th paintball marker and loader in the off mode until ready to operate.

Due to the one-way ball travel of your Fasta E-Loader, balls below the sensor cannot be emptied from your marker by turning the marker upside down. Between 4 and 7 balls will remain above the breach when balls are emptied from the Loader through the lid.

BATTERY

Remove battery door by sliding toward the back of the loader.
LCD LOW BATTERY: The display screen will flash low battery on and off for 5 seconds indicating your battery is low. Once the low battery indicator begins flashing you have approximately 1,500 shots remaining. Once your batteries are drained please replace with two 9 volt batteries.
LCD BATTERY SAVER: Loader will automatically shut off after 20 minutes with no use.
LED LOW BATTERY: The LED Light will change from green to red. Once your batteries are drained please replace with two 9 volt batteries for the 18 volt version and one 9 volt battery for the 9 volt version

POWER

LCD: Push the power button to turn the Fasta E-Loader ON or OFF. When powering ON, the Fasta E-Loader will perform a self-diagnostic of the electronics. It will agitate once, beep, and flash a series of "8"s, when ready.
LED: One button operation turns the Fasta E-Loader ON or OFF. LED will be a solid green with a fresh battery and will alternate between green and red as the battery drains. Solid red means battery is low.

LCD RESET BUTTON

The reset button performs the following functions:
a. START game timer
b. RESET game timer

LCD GAME TIMER

To adjust the minutes, push the MINUTES button. To adjust the seconds, push the SECONDS button. To start the timer, push the RESET button. Time will reset to the last time entered. If you push and hold both the MINUTES and the SECONDS buttons you will be able to change the game timer more rapidly.

SOUND ALERTS:
Short beep every 5 minutes
Fast beep series at 1 minute remaining
Fast beep series at 30 seconds remaining
long beep at 0 seconds remaining, game over.

SILENT MODE: To turn the sound alerts OFF, push the SECONDS button after the RESET button is pushed to start the timer. You will hear one short beep when you press the SECONDS button to turn the beeper OFF, and two short beeps to turn it back ON. The LCD display will show a speaker when thye beeper is ON. The speaker will disappear when the sound alerts are turned OFF.

LCD EMERGENCY AGITATION

After you have pressed the RESET button to start the game timer, the MINUTE button will spin the motor when pressed.
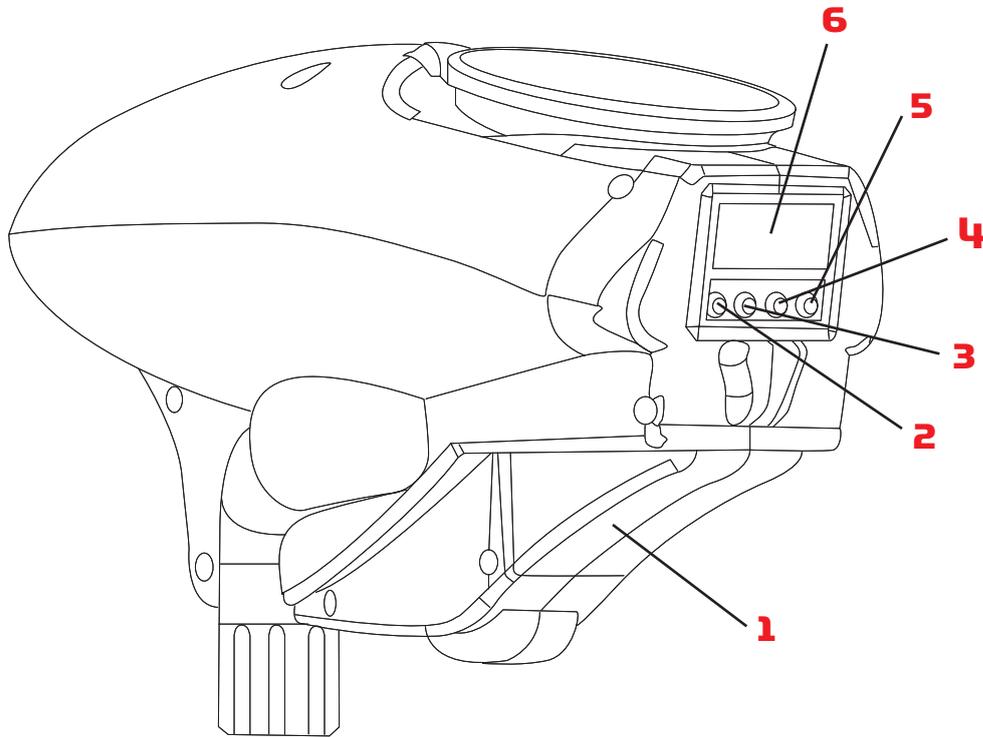
WARRANTY

Kingman Group warrants this product to be free from defects in material and workmanship to the original purchaser for a period of one year from the original purchase date. Our responsibility with regard to this limited warranty shall be limited solely to repair or replacement, at its option, of any product which fails during normal consumer use. This warranty does not extend to damage or failure which results from misuse, neglect, accident, alteration, abuse, improper installation or maintenance. To obtain a replacement during the time of this warranty please return the defective item with proof of purchase to:

KINGMAN GROUP
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Baldwin Park CA 91706 USA
TEL: 626.430.2300
www.spyder.tv

LCD SCHEMATICS

6
5
4
3
2
1

1. Battery Compartment
2. Power Button
3. Reset Button
4. Minutes Button
   Emergency Agitation
5. Seconds Button
   Mute Button
6. LCD Screen
   * Game Timer
   * Low Battery
   * Mute Status
7. LED Light
8. Audio Alerts
   * Every 5 minutes
   * One minute remaining
   * 30 seconds remaining
   * Game over

LED SCHEMATICS

7
2
1