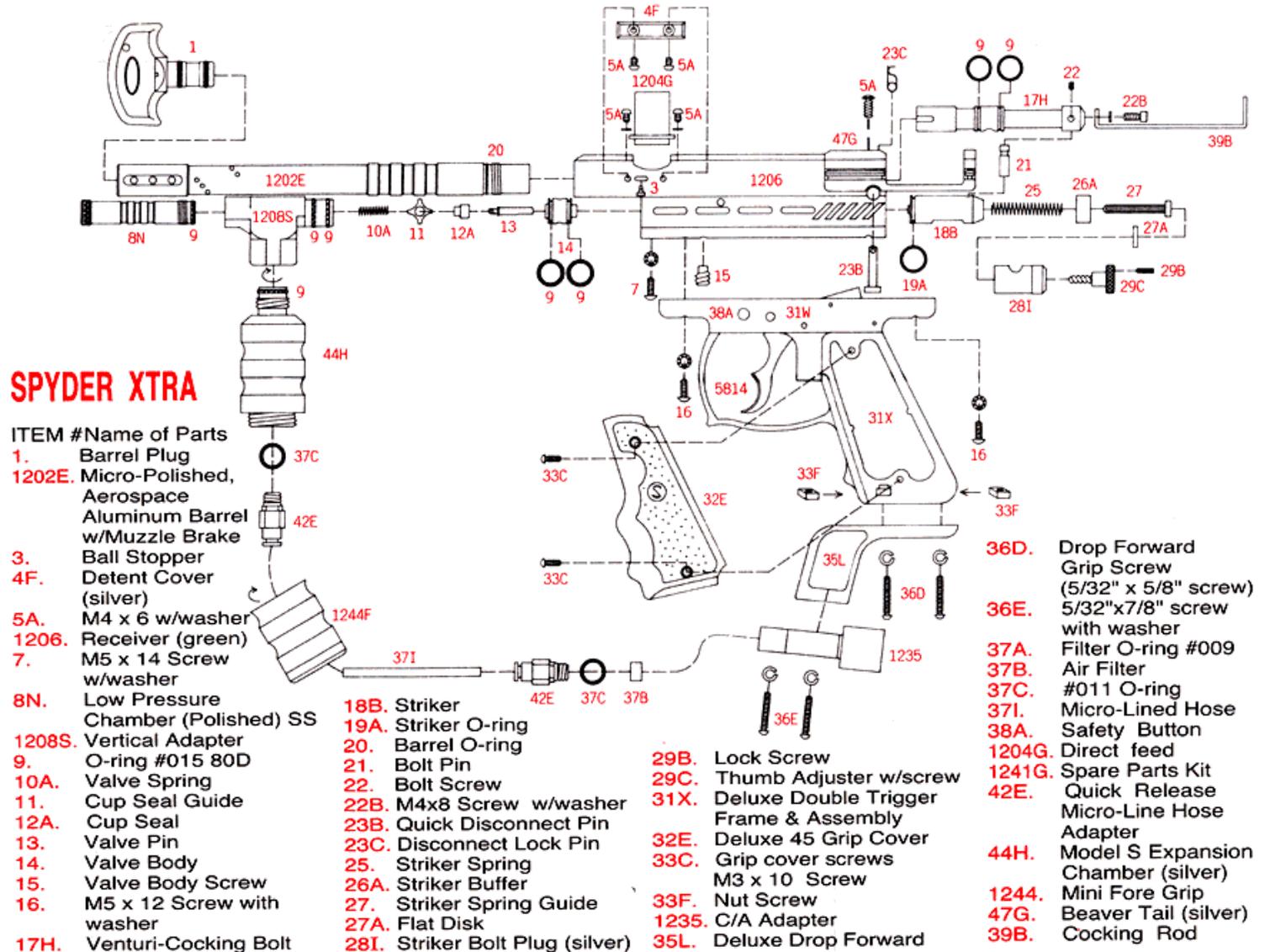


Spyder Xtra



TROUBLESHOOTING

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

- The pressure in the tank is too low or too high.
- Need lubrication. (See *OPERATION GUIDE* in P4)
- #19A (striker o-ring) is damaged. Replace with new Kingman or Kingman-approved o-ring. (Note: the #19A O-ring cannot be substituted by a tank o-ring or a #9 o-ring).
- Need to clean barrel and upper chamber of the receiver.
- Paintball may be defective. (i.e. expired, change shape)
- #9 (bolt o-ring) is damaged or the o-ring has expanded or swelled. Replace with a new o-ring.
- After ball breaks, remove all parts from UPPER chamber of receiver, wipe parts clean, and reassemble parts into receiver. Also make sure to clean barrel with squeegee.

HELPFUL HINTS

Always remove air tank before any disassembly of your marker. DO NOT remove #14 (valve body) unless specific valve body repairs are needed. If needed, remove valve body with a long, soft-tipped object such as the eraser 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: #15 screw must be removed prior to taking out the valve body),

Air leaks are usually caused by a damaged valve body or damaged cup seal (#12). Replace with new valve body and/or cup seal if necessary.

To assure marker is assembled properly, follow the schematic drawing or place parts in order during disassembly. Parts assembled backwards or placed in the wrong order will cause marker to malfunction.

SPYDER XTRA OPERATION GUIDE:

1. To put the marker on "SAFE", push the safety from the "PUSH SAFE" side of the trigger frame. To disengage the safety, point the marker in safe direction, push in the safety from the "PUSH FIRE" side of the trigger frame.

2. Cock the marker by pulling the Cocking Bolt (#39B) rearward until it latches.

Caution: if you let go before it latches, your marker may fire.

3. Tighten the air tank until it is snug. If a leak occurs between the air tank and the CIA Adapter, replace the tank o-ring.

4. Install a 7/8" elbow with loader into the vertical feed. Fill the loader with .68 caliber paintballs only.

5. With the safety off, fire the marker by pulling the trigger.

6. Only use lubrication specifically designed for paintball markers. To lubricate your marker, you will need to disassemble your marker (please note how parts are removed from marker as this will ease reassembly). Remove the Disconnect Lock Pin (#23C) and the Disconnect Pin (#23B). Hold down the Striker Plug (#28I) and Thumb Adjuster (#29C), as internal parts may be spring-loaded. As you pull the cocking knob out of the receiver, the Cocking Bolt (#17H) and Striker (#18B) will also be removed.

7. Lubricate O-rings #9 and #19A with a few drops of paintball oil only.

8. **Reassemble parts back into the marker.** *Note: when putting the Cocking Bolt and Striker back into the marker, you will need to apply pressure behind the bolt while pulling the trigger at the same time. This will allow the Bolt and Striker to be properly installed back into the receiver.*

9. **When you are finished shooting the marker, first, unload the marker of all paintballs.** *Note: there may be a ball in the receiver; take a couple of shots in safe direction to make sure that the barrel and receiver are empty. Second, put the barrel lug into the barrel. Put the safety on and slowly unscrew the air source tank. **Caution: do not unscrew the tank valve from the tank. Doing so may cause serious injury or death.***

10. **Empty the hopper or remove the hopper off the marker to stop the flow of paintballs in the marker.**