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# Owner's Manual

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**RAP47 AK47**

**Real Action Marker™**

**Caliber 0.43**



**This Real Action Marker™ is not a toy and it is not intended for unsupervised use by any persons under the age of 18 years.**

**Warning: Before using this product, please read all instructions carefully.**

**Toy Bayonet**

**Front Sight**

**Rear Sight**

**Ejection Opening**

**Fire Selector**

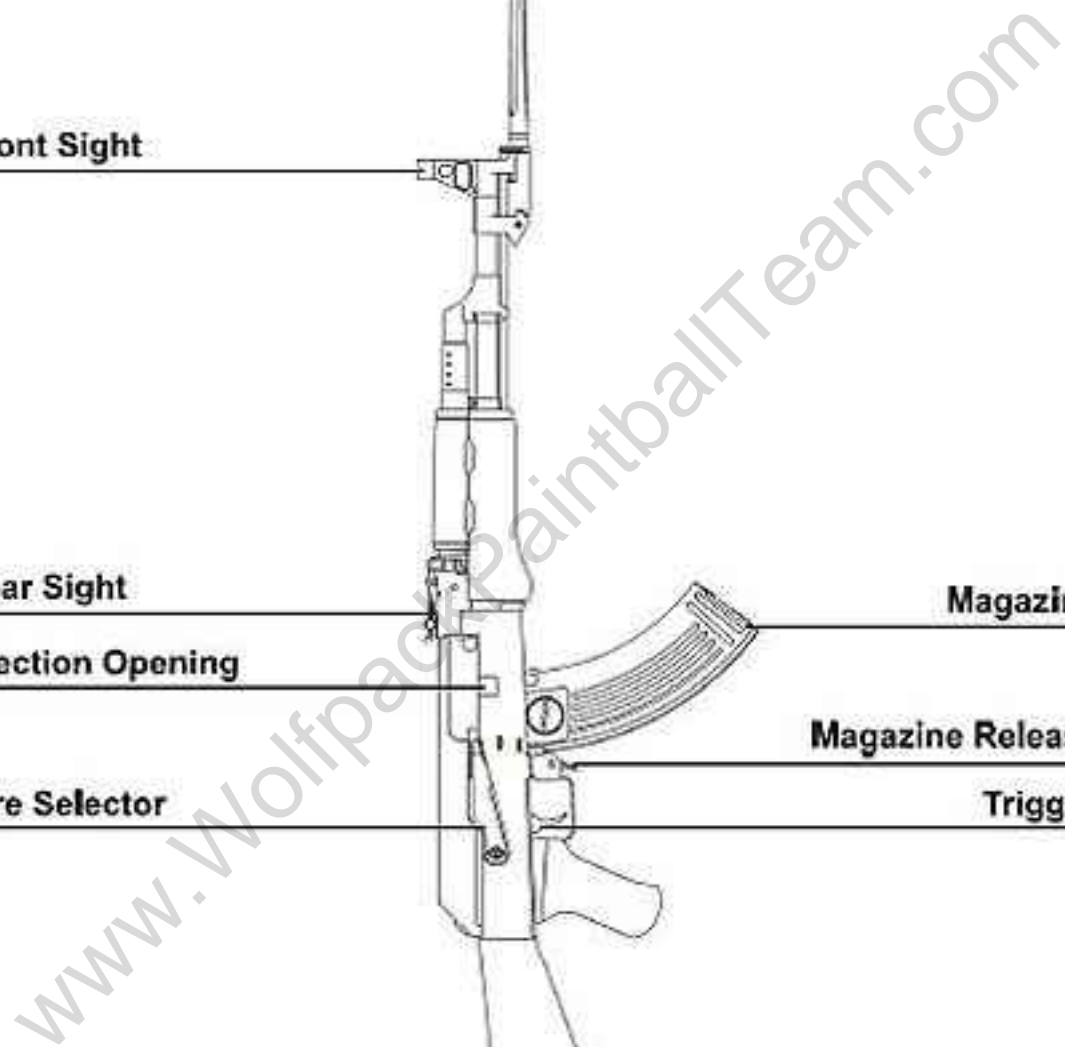
**Butt Stock**

**Magazine**

**Magazine Release**

**Trigger**

**RAP47 AK47**



## Important Notices

- Read the Owner's Manual carefully before using the Marker to avoid any unnecessary accidents or injuries.
- You must be at least 18 years old to operate and handle the Marker.
- Failure to follow the instructions may result in serious injury such as blindness and/or damage to property.
- Wear a protective mask at all times while operating this Marker to avoid injury to your face or eyes.
- DO NOT point or shoot the Marker at anyone who is not wearing a protective equipment.
- Keep the Gas Cylinder and the Marker away from fire or a high temperature area (in excess of 113 F or 45 C).
- Only use Co2 in the Gas Cylinder to operate the Marker.
- DO NOT attempt to disassemble the Marker and gas cylinder when the Gas Cylinder is attached to the Marker.
- Only load the correct size projectiles into the Marker.
- Only use recommended projectiles in the Marker.
- Carry the Marker in a carrying case when in view of the public.
- Ship the Marker or accessories in the original case.
- DO NOT attempt to rebuild or modify the Marker. You may cause serious injuries and may damage the Marker during use. Any unauthorized modification will void all warranties.
- Remove the Gas Cylinder from the Marker after use.
- Keep the Marker and the Gas Cylinder out of reach of children at all times.
- Ensure the muzzle energy (joule) and velocity of the Marker is within the limits of local laws and regulations.
- Immediately seek medical attention if you or anyone is injured by the Marker.

**RAP47 AK47**

## Important Notices (Con')

- Only authorized technicians are permitted to repair the Marker. Contact us for the nearest Authorized Service Center,
- DO NOT ATTEMPT to disassemble and assemble the Gas Cylinder or the Main Core.
- Ensure the Safety Catch is on "SAFE" before and after using the Marker.
- WEAR appropriate protective equipment and eye/face/head protection when using the Marker.

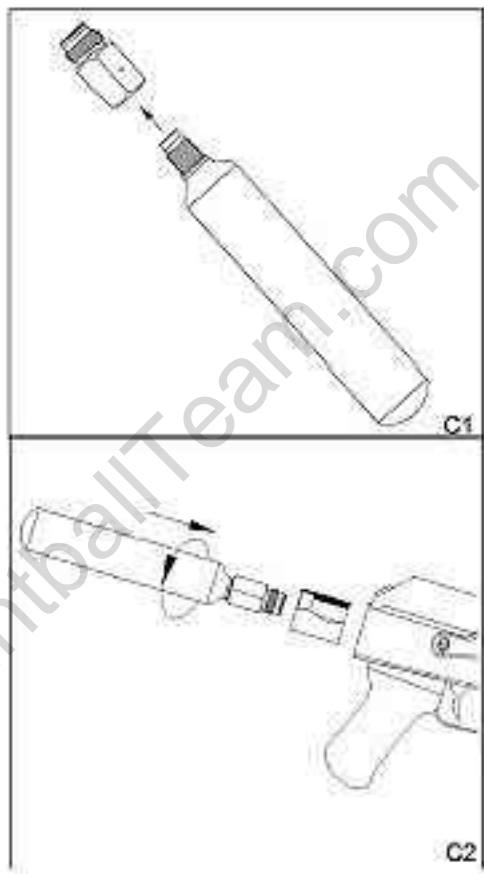
[www.WolfpackPaintballTeam.com](http://www.WolfpackPaintballTeam.com)

## 88g (Crosman) Co2 Cylinder Installation

1. **Install** the 88g Disposable Co2 cylinder to the adapter (as C1) 2. Apply 2 drops of lubricate oil into the end of the marker body.
3. **Install** 88g Co2 Disposable cylinder with adapter to the marker. (as C2)
4. **Install** the Butt Stock over the 88g Disposable Cylinder.

### Note:

88g pre-filled CO2 cylinders are no need to turn on, it is on already while installed the adapter.

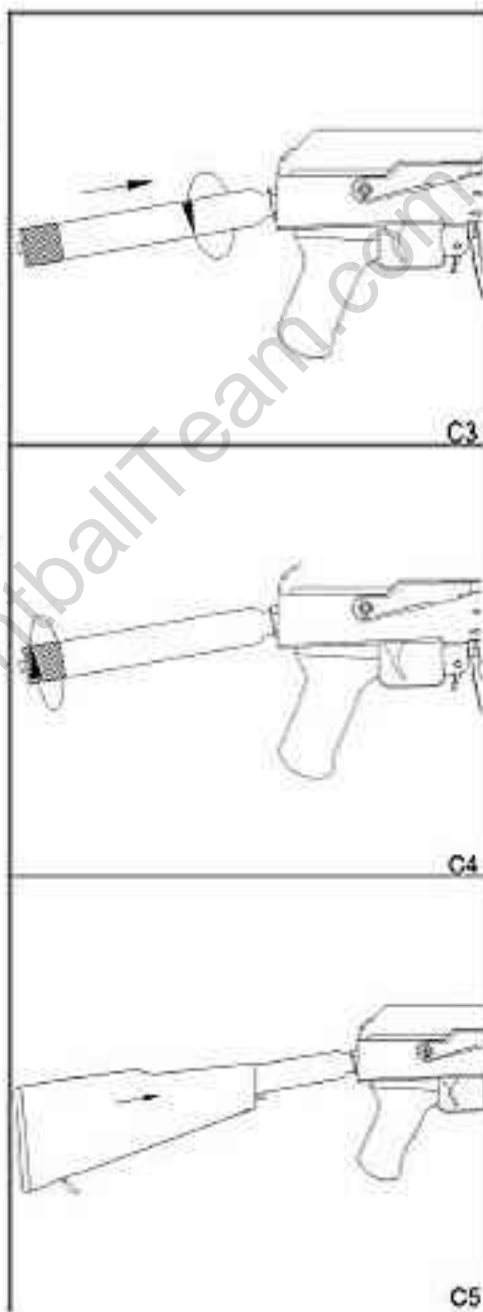


## 45g (Standard) Co2 Cylinder Installation

1. Apply 2 drops of lubricate oil into the end of the marker body,
2. Install the CO2 Cylinder into the end of the marker body (as C3)
3. Turn the CO2 Cylinder knob on (counter-clockwise) for one full turn only (as C4)
4. Install the butt stock on to the cylinder, Press the button on the Butt Stock locating Sheet at the insert opening, and then insert it into the hole of the locating hole at the marker which under the cylinder inserts area, and then release the button after butt stock installed (as C5)

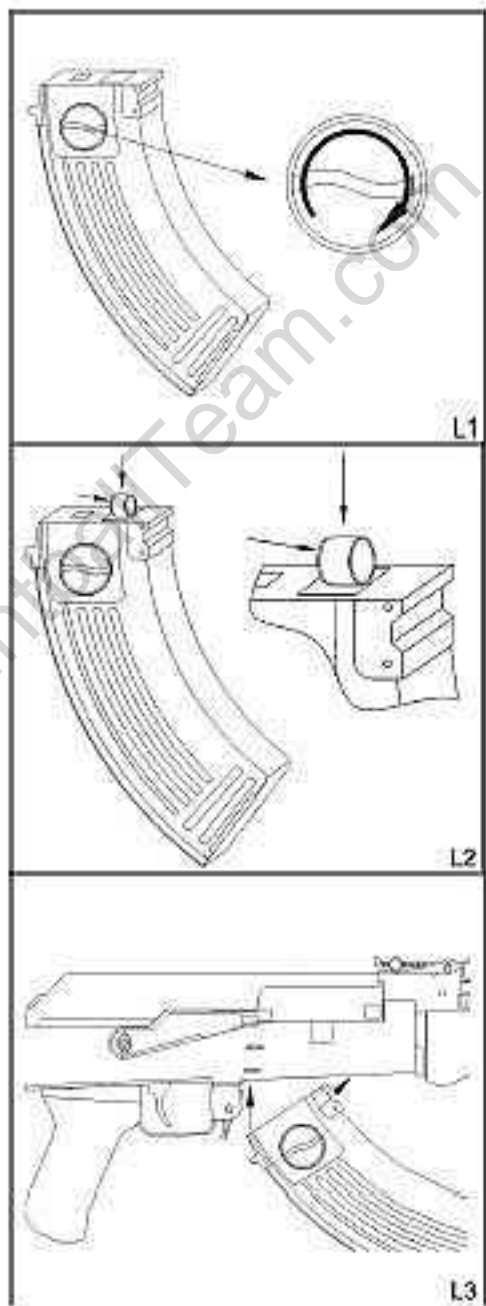
### Note:

- a. For all Co2 cylinders turn on the cylinder before installing the Butt Stock.
- b. DO NOT attempt to remove the cylinder with still on and attempt to remove with force. It may result damage, injuries or death.



# Projectile Loading Procedures

1. Apply Fire Selector to make sure in safe mode for load or unload magazine.
2. Turn the knob (clockwise) on the side of the Marker Magazine until it stops. (as L1)
3. Load the Projectiles with Cases into the Magazine with the opened side of the Case facing forward. (as L2)
4. Load magazine into the RAM with an angle. (as L3)
5. Unload the magazine by pressing the magazine release, holding the magazine with the same hand and push slightly forward then unload the magazine, make sure there is no paintball inside the Chamber. (as L6)
6. Point to safety direction and apply safety to Semi-Auto then pull the trigger few times to make sure no more paintball or projectile inside the barrel.



# Firing Procedures

## Fire Selector (USA Version)

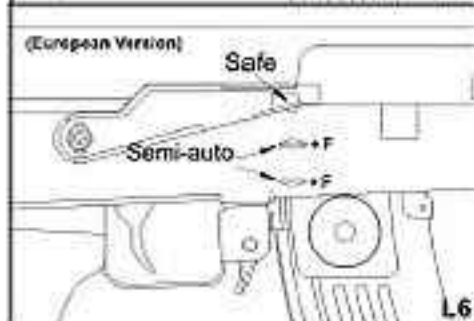
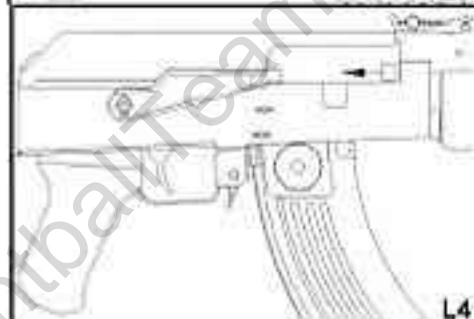
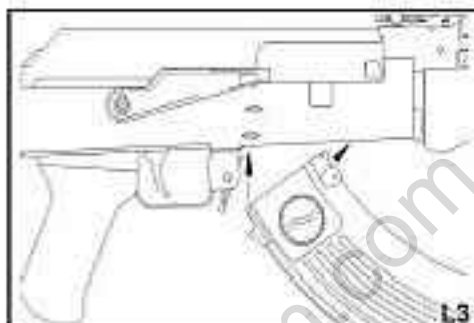
1. Safe Mode which is no indication shows as Safe, but pull up to top level it is Safe mode
2. "L" means for Full-Auto mode
3. "D" means for Semi-Auto mode (as L5)

## Fire Selector (European Version)

1. Safe Mode which is no indication shows as Safe, but pull up to top level it is Safe mode, there is no Full-Auto version for European Countries.
2. "F" after a Red Dot means for Semi-Auto mode (as L6)

## Shooting Procedures

1. Apply Fire Selector to top position as "Safe" (without indication)
2. Loading the Magazine into the marker (as L3)
3. Pull the Cocking Handle open the ejection opening (it must be opened when shooting) for each magazine loaded (as L4)
4. Select the shooting mode by switching the change lever (as L5)
5. Aim the target and pull trigger to shoot.





## Cleaning Barrel Procedures

1. Unload the Magazine by pressing the Magazine Release and release the Magazine. Make sure there is no paintball in the Chamber follow the unload procedure.
2. Pull the Cocking handle and hold to ensure the ejection opening is opened; place the cleaning wire from the ejection opening into the chamber then to the barrel, until one end reaching the muzzle then pull the wire out slowly from the muzzle. Attach a clean and dry cloth if necessary to the cleaning wire. (as B1, B2)
3. Repeat the step few more time with a cleaned Cleaning Cloth if necessary.

