

RAP4™

T68 Pistol



Real Action™
Paintball

WARNING USER MANUAL **(NOT A TOY)**

Missuse 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. Recommended at least 18 years of age to purchase this product. Please read instruction manual and air system warning before using.

Real Action Paintball
WWW.RAP4.COM

Congratulations! You now own a high-end quality paintball marker which, with proper maintenance, will provide many years of enjoyment. Please complete and return this form, along with a copy of enjoyment. 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 one year limited warranty.

Real Action Paintball Inc.
2215 Ringwood Avenue
San Jose, CA 95131
408 - 434 - 0434 Office
408 - 434 - 0334 Fax

MODEL NUMBER: _____

DATE OF PURCHASE: DD _____ MM _____ YY _____

PURCHASED FROM: _____

NAME: _____

ADDRESS: _____

PHONE NUMBER: _____

EMAIL ADDRESS: _____

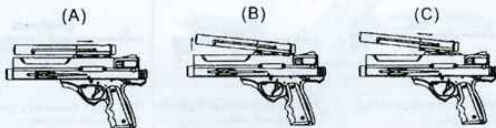
GETTING STARTED

IMPORTANT:

Paintball approved eye and face protection must be worn at all times when handling this or any other marker. Always make sure that when not actively firing the marker in a paintball game, the marker is in "safe" mode and the barrel plug or barrel cover is properly installed.

1) Magazine Clip - Removing and Attaching

To remove the magazine clip (part# 1) (A) Slide the magazine clip backward. (B) Raise the front of the magazine clip. (C) Sliding the magazine toward the front of the marker. To attach the magazine clip (part# 1) align the bottom of the magazine with the guide rails on the top of the marker. Slide the magazine forward until it the release lever locks into place.



2) Magazine Clip - Loading the paintballs

First remove the plug (part# 2) at the rear of the magazine. Then slide the silver spring rod the front of the magazine and lock it into place in the groove. Make sure that the inside of the magazine is clean and free of dirt, debris moisture and paint. Using a 10 round tube, or manually loading the paintballs individually, fill the magazine with ten (10) paintballs. Next place the plug in the back of the magazine. Lastly, release the spring rod. This will ensure the paintballs feed automatically into the pistol.

NOTE: The magazine plug (part# 2) has an additional feature to prevent paintballs from feeding into the marker. If the wedge on the inside of the plug is turned down it will stop the paintballs from feeding. Simply turn the wedge up to allow the paintballs to feed into the marker.

3) Air Source Installation

First make sure the marker is in "safe" mode. Next you need to cock the marker by sliding the bolt (part# 10) all the way back until it clicks. Then unscrew the CO₂ cap (part# 8) counter-clockwise to remove it. Insert a 12 gram CO₂ cartridge into the air chamber. Screw the CO₂ cap back on by turning in clockwise until it is securely tightened.

IMPORTANT: If you do not cock the marker before inserting the CO₂ all the air will escape from the marker

WARRANTY INFORMATION

Limited warranty Statement

RAP4 warrants that your Marker is from defects in materials and workmanship for a period of 1 year from the original date of purchase by the initial owner. During this period, any defective parts will be repaired or replaced with new, or at the option of RAP4 refurbished parts.

Exclusion and Limitations

This warranty does not extend to the cup seal or O-rings, not to any parts, such as air bottles or adapters, which are not manufactured by RAP4 nor to any parts made defective by accident, misuse or abuse. Any modifications to the marker voids all warranties without prior consent from RAP4.

Except as expressly stated herein RAP4 makes no warranties, express or implied, including but not limited to any implied warranties of merchantability or fitness for any purpose beyond that for which the Marker was designed. The warranty gives you specific legal rights. You may have other rights which vary from state to state.

RAP4 shall not be liable for any incidental or consequential damages arising from the use of the Marker or from the breach of the warranty set forth herein.

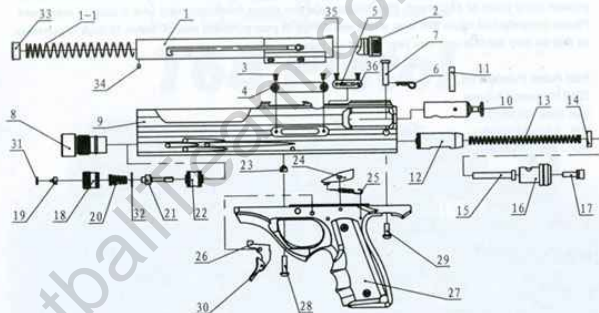
CAUTION

- This paintball marker is NOT a toy. It can cause injury or death.
- Install a barrel plug in the barrel when not actually playing.
- All persons using the product, or within range while this product is being used, must wear eye and face protection specifically designed for paintball.
- Fire only 0.68 caliber paintballs from this product.
- Read this manual before using this product.
- Transfer this instruction manual upon change of marker ownership.

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 by the dealership where you purchased this product or at a local paintball playing field.
- NOTE: This product is intended to be used at a velocity no exceed than 300 feet per second (FPS).
- Recommended velocity is 280 FPS or Less.
- This product is NOT intended to be used at any distance less than 25 feet.

RAP4



PART LIST

- | | |
|--------------------------------|----------------------------------|
| 1. Magazine | 19. Puncture pin |
| 1-1. Magazine Spring | 20. Cup Seal Return Spring |
| 2. Magazine Plug | 21. Cup Seal |
| 3. Air passage Cover Screws(2) | 22. Main Valve |
| 4. Air Passage Cover | 23. Main Valve Retaining Pin |
| 5. Ball Stopper | 24. Seal |
| 6. Small Retaining pin | 25. Seal Tensile Spring |
| 7. Retaining Pin | 26. Trigger |
| 8. CO ₂ Cap | 27. Trigger Frame |
| 9. Body | 28. Trigger Frame Screws (long) |
| 10. Bolt | 29. Trigger Frame Screws (short) |
| 11. Connector pin | 30. Plastic Trigger |
| 12. Striker | 31. Puncture Pin Seal |
| 13. Velocity Spring | 32. Air chamber Guide |
| 14. Striker Cushion | 33. Magazine Fornt Plug |
| 15. Velocity Spring Guide pin | 34. Magazine Fornt Plug Screw |
| 16. Velocity Lug | 35. Ball Stopper Cover Screw(2) |
| 17. Velocity Adjustor | 36. Ball Stopper Cover |
| 18. Puncture Valve | |