qloader™

qloader™ custom loading system manual VERSION 1.00

q-loader manual VERSION 1.00 CREATIVE DIRECTION levi hammett CONTRIBUTORS tom piehn, jared hamilton, kirk alderson and ethan hammett

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notice

contents

MARKER COMPATIBILITY
Adapts to virtually any paintball marker in a number of dynamic configurations.

STANDARD SIZE CLIP
Replaces standard reload pods and works with some existing harnesses and belts.

CONSTANT FEED + PRESSURE
Maintains paintballs in constant alignment and pressure regardless of the marker orientation.

30+ BALLS PER SECOND
Feeds paintballs faster than any hopper system, because each *q-pod* is loaded with a presorted stream of 100 rounds.

INCREASED MANEUVERABILITY
Allows the marker to operate smoothly at any angle and even while being shaken.

LOWER TARGET AREA
Reduces the player target profile by mounting the loading system under the barrel.

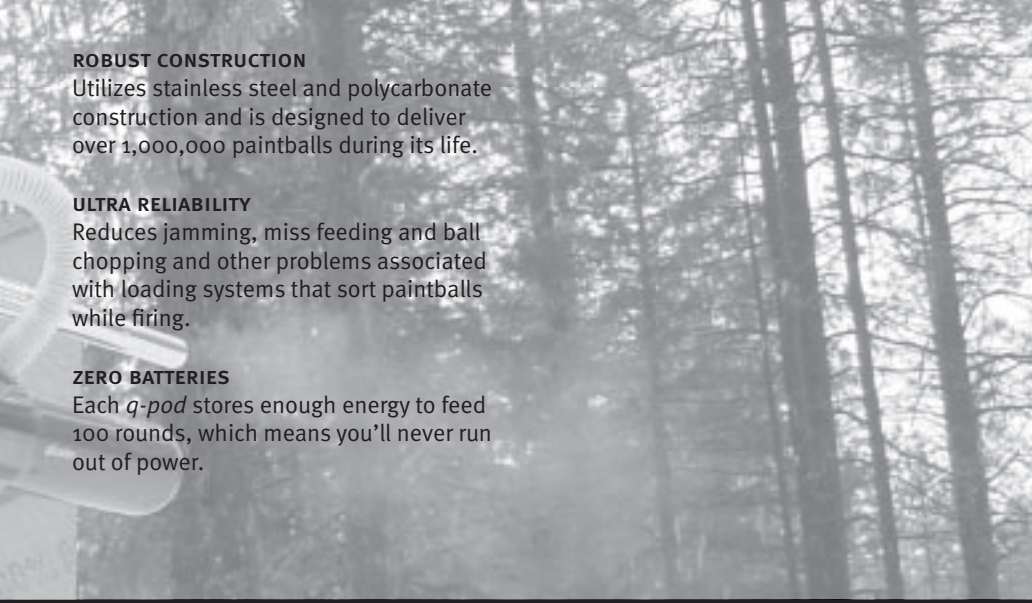
SILENT GAME PLAY
Feeds paintballs silently and reduces paintball rattle by isolating every paintball within a helical *drive tube*.

CLIP-BASED LOADING
Offers the same advantages of the clip-based loading systems the military has benefited from for more than a century.

1. introduction

Thank you for choosing the *q-loader™ custom loading system*, the first of a new generation of clip-based paintball loading systems.

The *q-loader* was developed around innovative new technology for loading and managing paintballs. The result is a high-powered clip-based system that can be used with virtually any marker.



ROBUST CONSTRUCTION
Utilizes stainless steel and polycarbonate construction and is designed to deliver over 1,000,000 paintballs during its life.

ULTRA RELIABILITY
Reduces jamming, miss feeding and ball chopping and other problems associated with loading systems that sort paintballs while firing.

ZERO BATTERIES
Each *q-pod* stores enough energy to feed 100 rounds, which means you'll never run out of power.

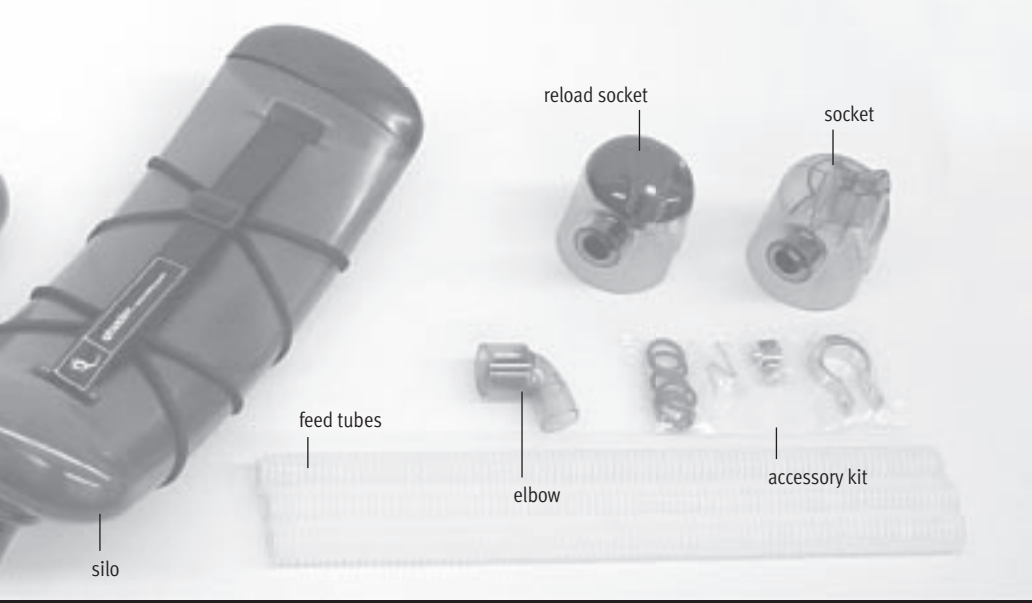
The *q-loader* is capable of delivering 30+ balls per second, continuously under pressure, for 100 rounds regardless of marker orientation or game play intensity.

q-pods (2 or 5 depending on system)

2. quick-start >

Before you begin, please check the contents of your *q-loader* to make sure it includes everything shown above, and that nothing appears to be damaged.

It will take approximately 15 to 30 minutes to setup your *q-loader* and prepare to use it for the first time. It is very important to follow all of the instructions in order for it to function properly.



Pay strict attention to all safety warnings, as failing to follow the safety warnings may cause severe bodily injury.

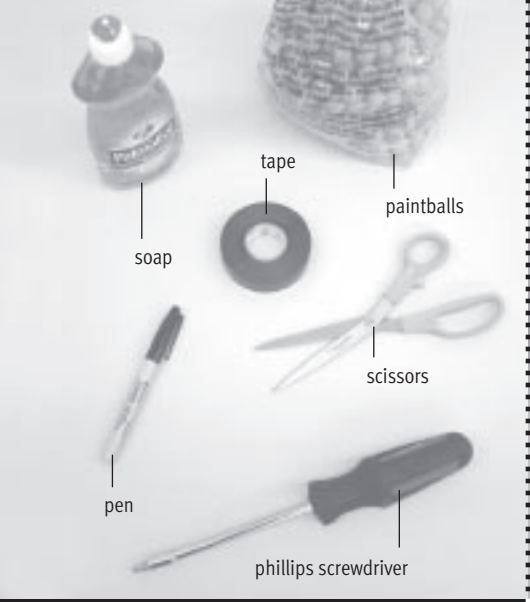
Setting up the *q-loader* is not as difficult as may seem at first. However, if you have trouble setting up your *q-loader*, or have any concerns or questions, please see the help and support section for further assistance (section 6).

NOTICE
Your exact setup may vary depending on how you mount the *socket* and *elbow*.

2.1. setup >

The *q-loader* contains multiple components. These components must be setup and adjusted before using the *q-loader* for the first time.

The following steps will guide you through the proper procedures for safely setting up your *q-loader* components.



tools needed

Setting up the *q-loader* requires the tools shown above.

WARNING
Do not cover any of the vent holes on your marker, as this may cause your air system to rupture and cause severe bodily injury.

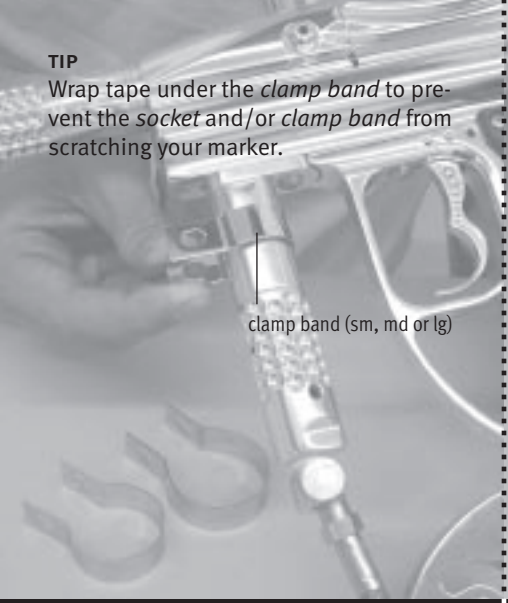
step 2.1.1

Choose a cylindrical mounting feature on your marker to mount the *socket* to, such as a regulator, barrel or feed neck.

Ensure a smooth path for the *feed tube*, free from kinks or tight turns (step 2.1.8).

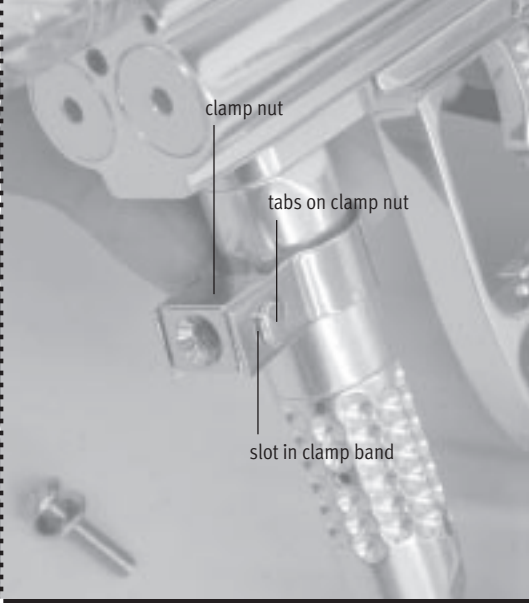
TIP

Wrap tape under the *clamp band* to prevent the *socket* and/or *clamp band* from scratching your marker.



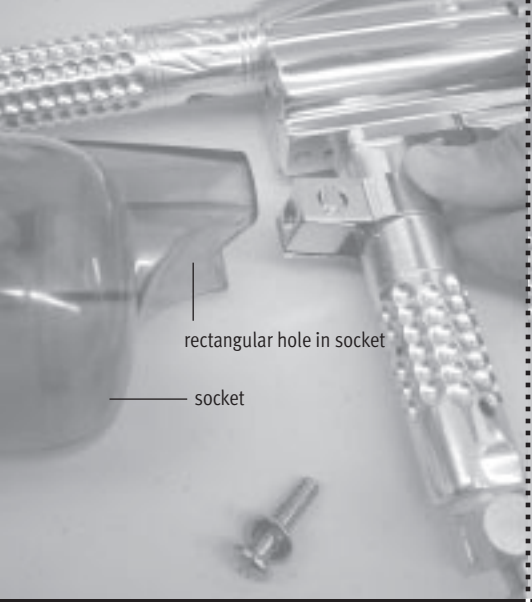
step 2.1.2

Wrap one of the three *clamp bands* around the mounting feature on your marker.



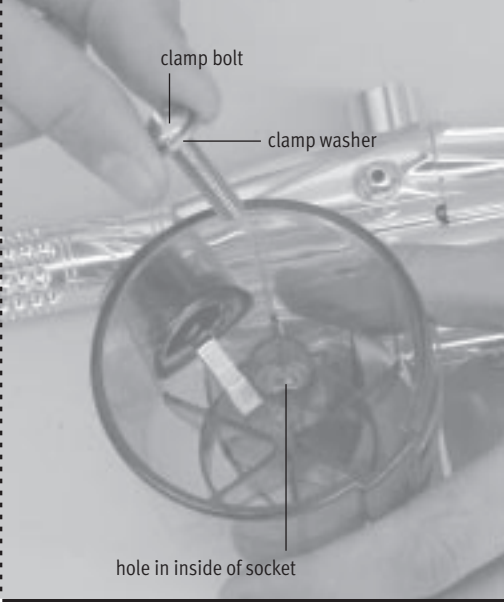
step 2.1.3

Insert the tabs on the *clamp nut* into the slots in the *clamp band*, and rotate the *clamp nut* 90°.



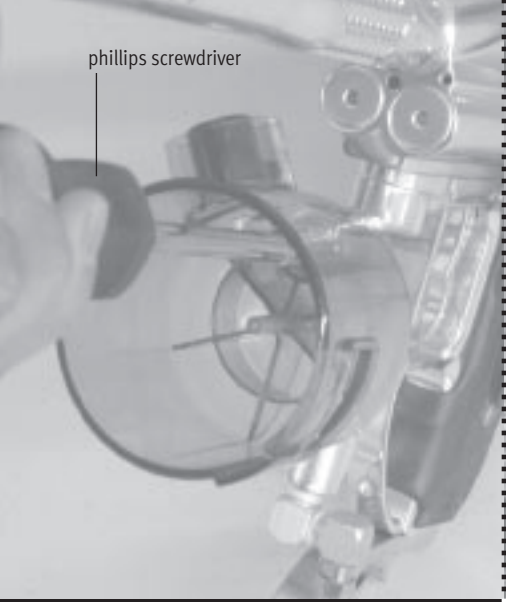
step 2.1.4

Slip the rectangular hole in the *socket* over the *clamp band* and *clamp nut*.



step 2.1.5

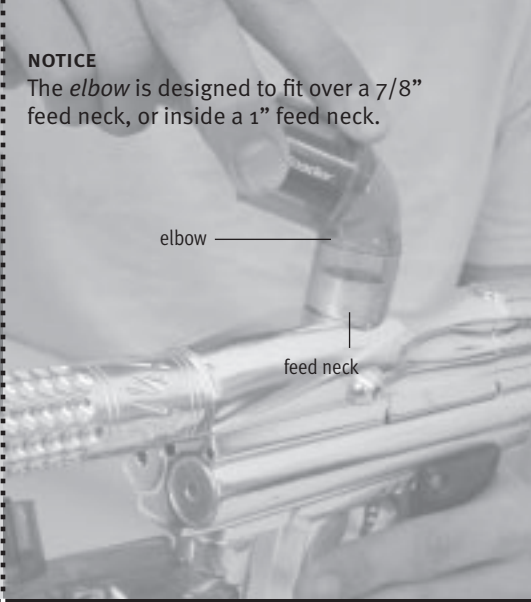
Insert the *clamp bolt* through the hole in the inside of the *socket* (use the *clamp washer* on the *clamp bolt*).



step 2.1.6

Tighten the *clamp bolt* with a phillips screwdriver. The *socket* should draw tight to the mounting feature.

If the *socket* will not draw tight, use a smaller *clamp band* (step 2.1.2).

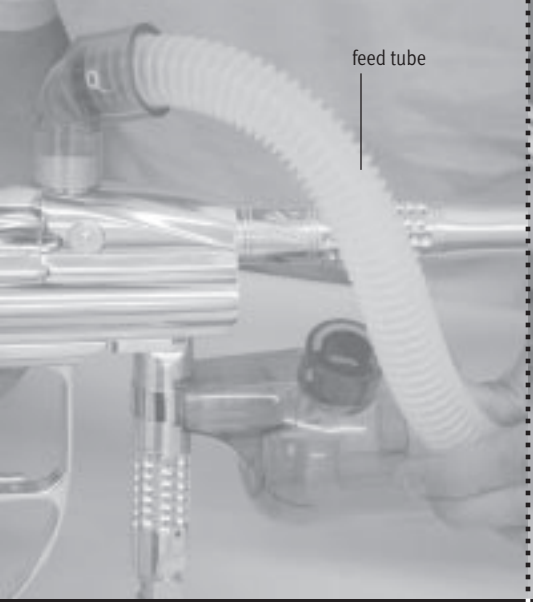


NOTICE
The *elbow* is designed to fit over a 7/8" feed neck, or inside a 1" feed neck.

step 2.1.7

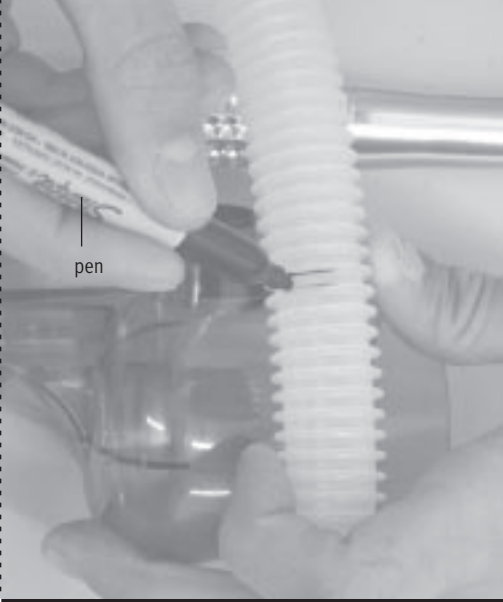
Press and twist the *elbow* into place. Orient the *elbow* so the *feed tube* will curve smoothly towards the *socket* (step 2.1.8).

If the *elbow* will not stay in place, wrap tape around the *elbow* or the feed neck.



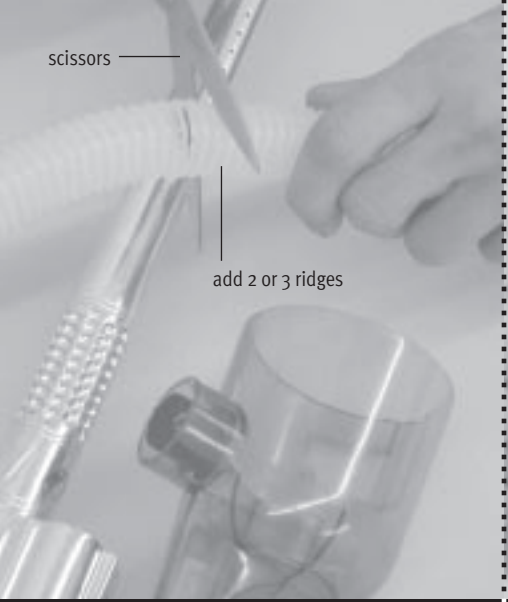
step 2.1.8

Evaluate the necessary length of the *feed tube* by inserting one end of the *feed tube* (without *o-rings*) into the *elbow* and bending the *feed tube* towards the *socket*. Avoid kinks and tight turns, and do not stretch the *feed tube*.



step 2.1.9

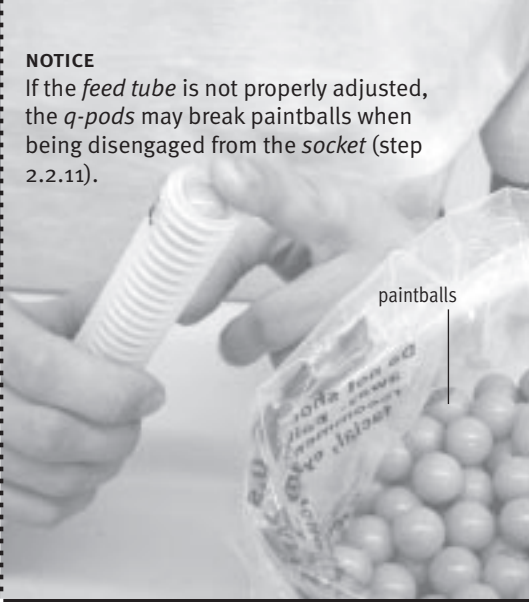
Use a pen to mark the necessary length of the *feed tube*.



step 2.1.10

Use scissors to cut the *feed tube* to 2 or 3 ridges longer than the necessary length. Be careful not to cut the *feed tube* too short.

NOTICE
If the *feed tube* is not properly adjusted, the *q-pods* may break paintballs when being disengaged from the *socket* (step 2.2.11).



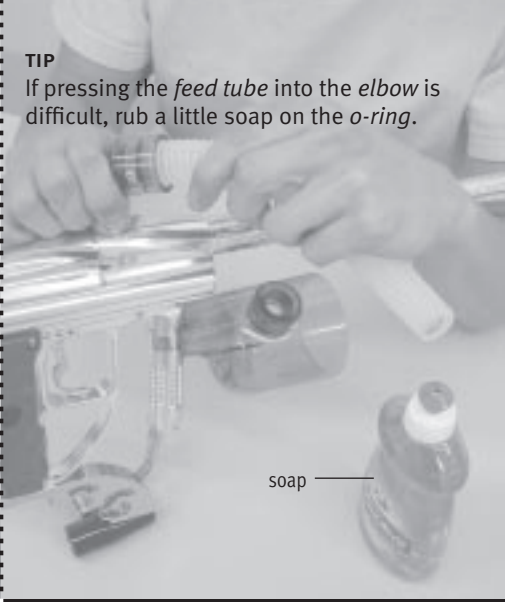
step 2.1.11

Adjust the *feed tube* length so that a whole number of balls fit inside the *feed tube* and *elbow* (with a little finger pressure). Trim the *feed tube* as necessary.

step 2.1.12

Remove the *feed tube* from the *elbow* and place an *o-ring* into the second ridge from the end of the *feed tube*.

Two *o-rings*, separated by one ridge, may be used for a more secure fit.



TIP
If pressing the *feed tube* into the *elbow* is difficult, rub a little soap on the *o-ring*.

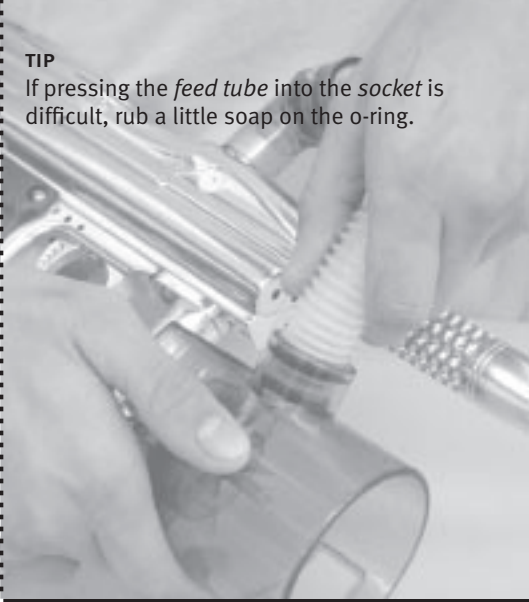
step 2.1.13

Press the *feed tube* (with an *o-ring*) fully into the *elbow*. Do not allow the *o-ring* to rollover the ridge on the *feed tube*, and avoid deforming the *feed tube*, as this may impair smooth paintball flow.

step 2.1.14

Place an *o-ring* into the second ridge on the other end of the *feed tube*.

Two *o-rings*, separated by one ridge, may be used for a more secure fit.



TIP
If pressing the *feed tube* into the *socket* is difficult, rub a little soap on the o-ring.

step 2.1.15

Press the *feed tube* (with an *o-ring*) fully into the *socket*. Do not allow the *o-ring* to rollover the ridge on the *feed tube*, and avoid deforming the *feed tube*, as this may impair smooth paintball flow.

step 2.1.16

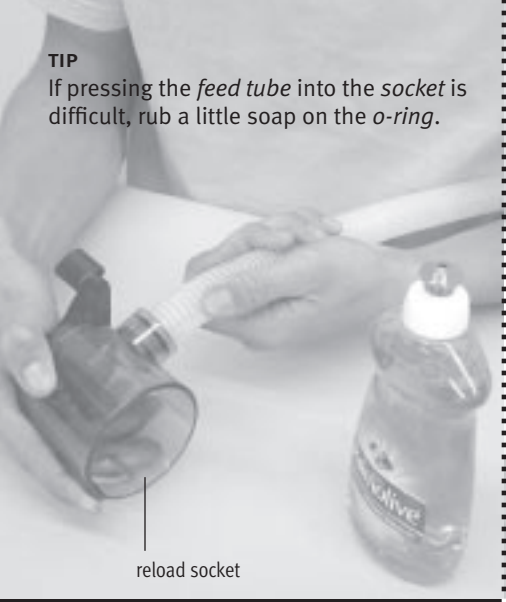
Make sure the *feed tube* is secure and that paintballs flow through it smoothly.

NOTICE
The *silo reloader* also uses a *feed tube* to connect the *silo* to the *reload socket*.

step 2.1.17

Take another *feed tube* and place an *o-ring* into the second ridge on one end of the *feed tube*.

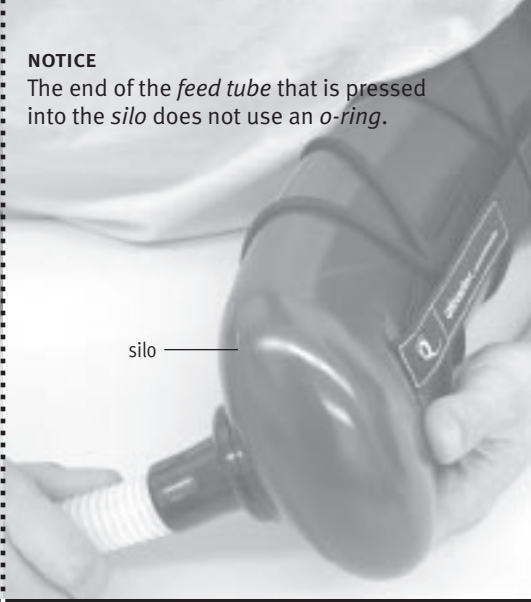
TIP
If pressing the *feed tube* into the *socket* is difficult, rub a little soap on the *o-ring*.



step 2.1.18

Press and twist the *feed tube* (with an *o-ring*) into the *reload socket*. Do not allow the *o-ring* to rollover the ridge on the *feed tube*, and avoid deforming the *feed tube*, as this may impair smooth paintball flow.

NOTICE
The end of the *feed tube* that is pressed into the *silo* does not use an *o-ring*.



step 2.1.19

Insert the other end of the *feed tube* 2 or 3 ridges into the *silo*. Note how the *feed tube* snaps into place.

progress check

At this time the *socket* and *elbow* should be securely mounted to your marker and connected by a *feed tube*, and the *silo* and *reload socket* should be connected by another *feed tube*.

2.2 game-play >

Now that your *q-loader* is setup, it is almost ready to be used for the first time. A few small adjustments may still need to be made.

The following steps will guide you through the proper procedures for safely using and adjusting your *q-loader* in preparation for game-play.

PAINTBALL SELECTION
High ROF (rate-of-fire) users should only use fresh, good quality and non-brittle paintballs. High fire-rates and brittle paintballs do not mix in any loading system.

MARKER SELECTION
High ROF users should ensure they have a marker with a good paintball-detection-system and double-paintball-detents.

harness or belt (not included)

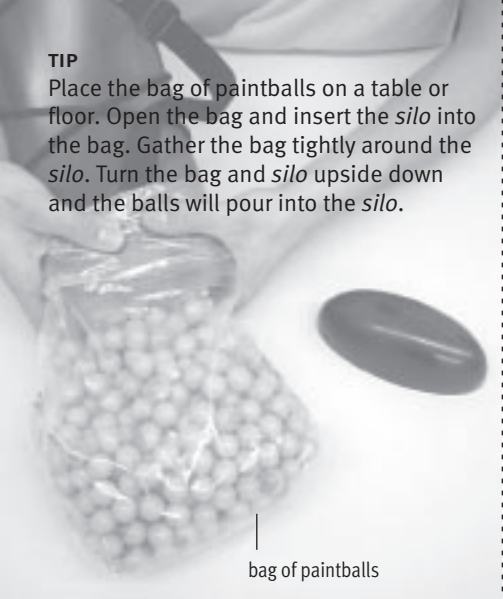
gear needed

The gear described and shown above is recommend for using the *q-loader*.

step 2.2.1

Remove the *silo cap* from the *silo*.

TIP
Place the bag of paintballs on a table or floor. Open the bag and insert the *silo* into the bag. Gather the bag tightly around the *silo*. Turn the bag and *silo* upside down and the balls will pour into the *silo*.



step 2.2.2

Fill the *silo* with paintballs. The *silo* will hold approximately 500 paintballs (one bag).

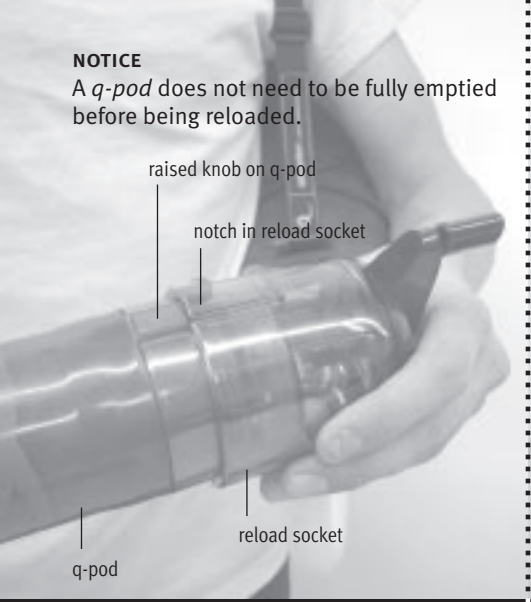
The *silo* works best when it is not fully packed. Do not overload it.

step 2.2.3

Replace the *silo cap* on the *silo*.

You are now ready to reload *q-pods*.

NOTICE
A *q-pod* does not need to be fully emptied before being reloaded.



step 2.2.4

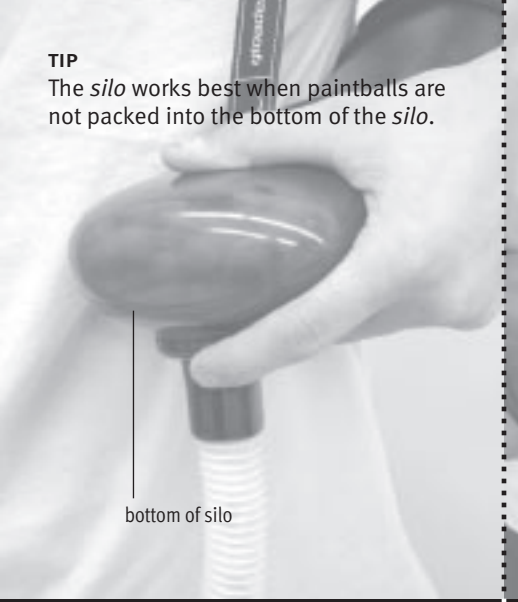
Engage a *q-pod* into the *reload socket* by aligning the raised knob on the *q-pod* with the slot on the *reload socket*, inserting the *q-pod,* and quarter turning the *q-pod* to lock it into place.

step 2.2.5

Elevate the *silo* so that paintballs will flow from the *silo* into the *reload socket*.

You can hang the *silo* by the strap or place it on a table.

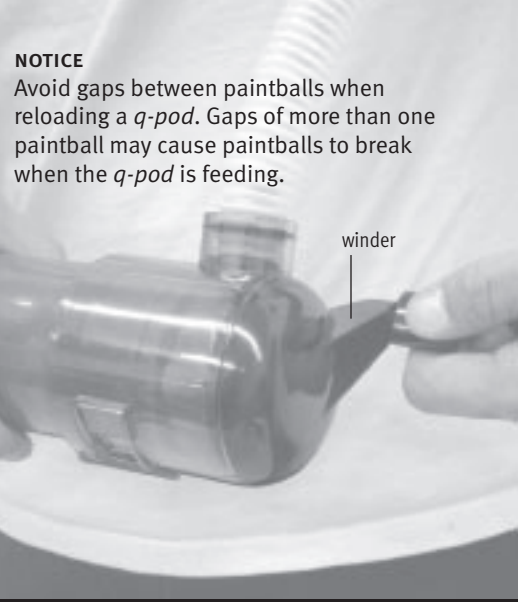
TIP
The *silo* works best when paintballs are not packed into the bottom of the *silo*.



step 2.2.6

Shake the *silo* to make paintballs flow down the *feed tube* towards the r*eload socket*.

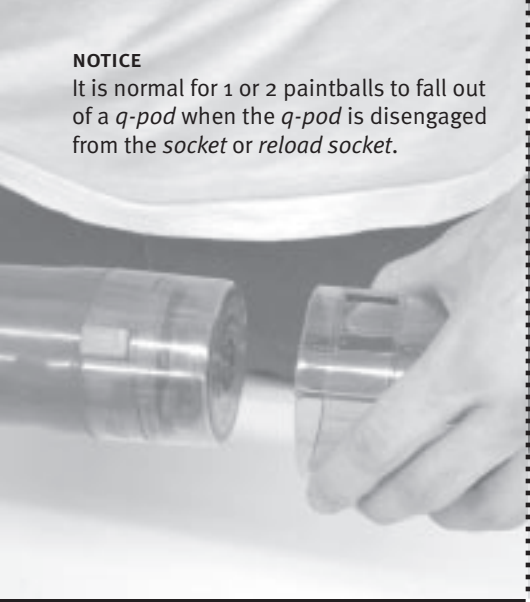
NOTICE
Avoid gaps between paintballs when reloading a *q-pod*. Gaps of more than one paintball may cause paintballs to break when the *q-pod* is feeding.



step 2.2.7

Turn the *winder* on the *reload socket* clockwise. Note how the paintballs are wound into the *q-pod*. You can see the *q-pod* filling up. Continue to turn the *winder* until it stops. This means the *q-pod* is full.

NOTICE
It is normal for 1 or 2 paintballs to fall out of a *q-pod* when the *q-pod* is disengaged from the *socket* or *reload socket*.



step 2.2.8

Disengage the *q-pod* from the *reload socket* by quarter-turning the *q-pod* and pulling it out.

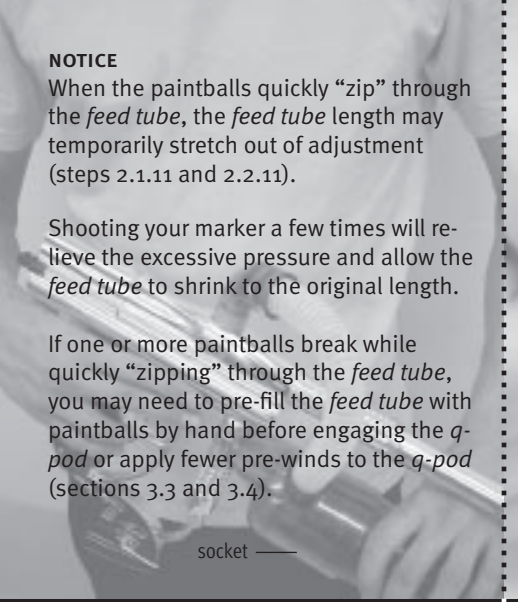
step 2.2.9

Reload as many *q-pods* as needed for game-play and store them in a harness or belt (steps 2.2.4 to 2.2.8).

NOTICE
When the paintballs quickly "zip" through the *feed tube*, the *feed tube* length may temporarily stretch out of adjustment (steps 2.1.11 and 2.2.11).

Shooting your marker a few times will relieve the excessive pressure and allow the *feed tube* to shrink to the original length.

If one or more paintballs break while quickly "zipping" through the *feed tube*, you may need to pre-fill the *feed tube* with paintballs by hand before engaging the *q-pod* or apply fewer pre-winds to the *q-pod* (sections 3.3 and 3.4).

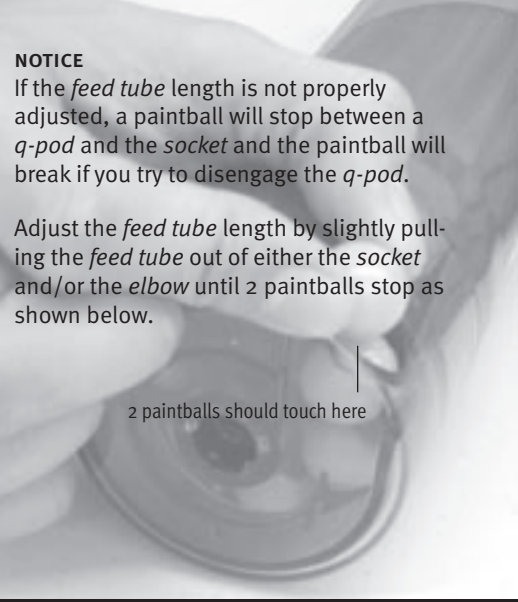


step 2.2.10

Engage the *q-pod* into the *socket* the same way you engaged the *q-pod* into the *reload socket* (step 2.2.4). Immediately upon engagement, paintballs will be released from the *q-pod* and quickly "zip" through the *feed tube* towards the *elbow*.

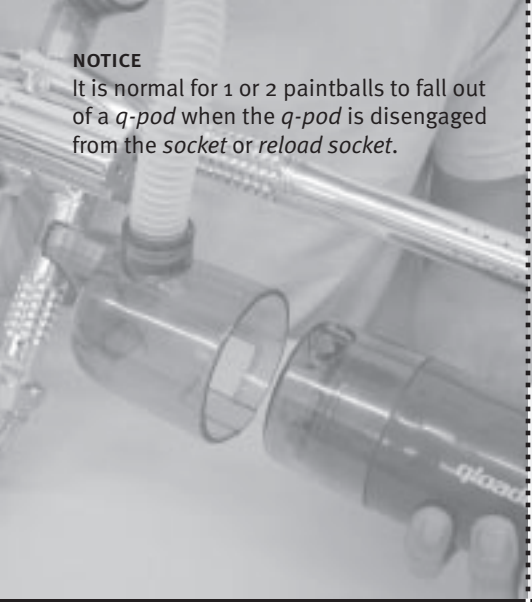
NOTICE
If the *feed tube* length is not properly adjusted, a paintball will stop between a *q-pod* and the *socket* and the paintball will break if you try to disengage the *q-pod*.

Adjust the *feed tube* length by slightly pulling the *feed tube* out of either the *socket* and/or the *elbow* until 2 paintballs stop as shown below.



step 2.2.11

Double check that the *feed tube* length is properly adjusted by looking through the *socket* and ensuring that 2 paintballs touch in the place shown above.



NOTICE
It is normal for 1 or 2 paintballs to fall out of a *q-pod* when the *q-pod* is disengaged from the *socket* or *reload socket*.

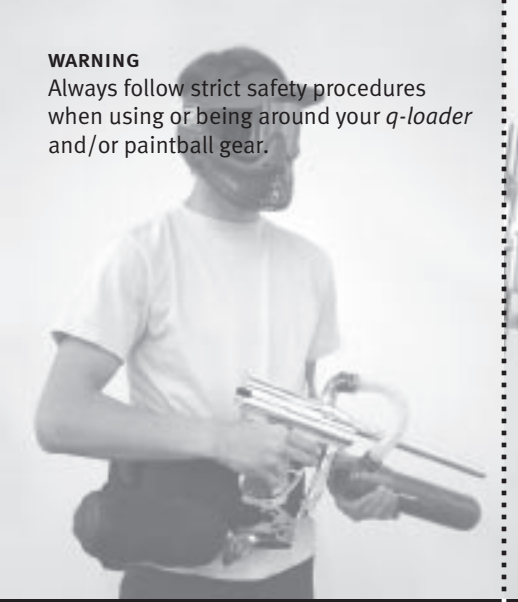
step 2.2.12

Disengage the *q-pod* from the *socket* like you did from the *reload socket* (step 2.2.8).

step 2.2.13

Reload the partially emptied *q-pod* for maximum possible load of paintballs (steps 2.2.4 to 2.2.8).

WARNING
Always follow strict safety procedures when using or being around your *q-loader* and/or paintball gear.



step 2.2.14

Your *q-loader* is now ready to be used.

NOTICE
Store emptied *q-pods* in a clean and dry place like a harness or belt. Avoid getting dirt inside *q-pods*.

step 2.2.15

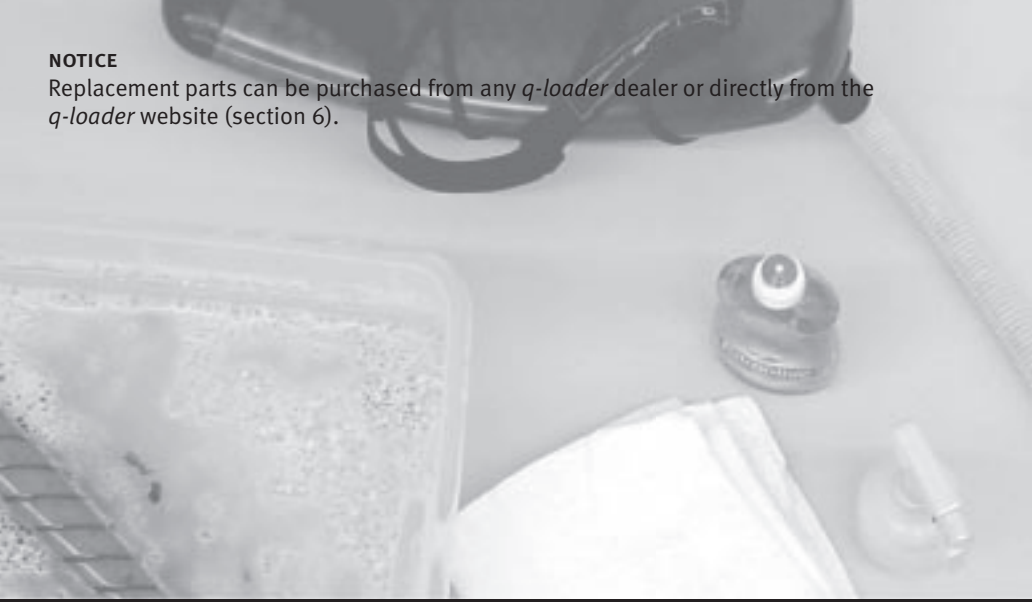
Swap emptied or partially emptied *q-pods* with full or partially full *q-pods* as needed.

progress check

At this time you should be familiar with using your *q-loader.* Mastering it will take patience and practice.

The next section will help you maintain and care for your *q-loader*.

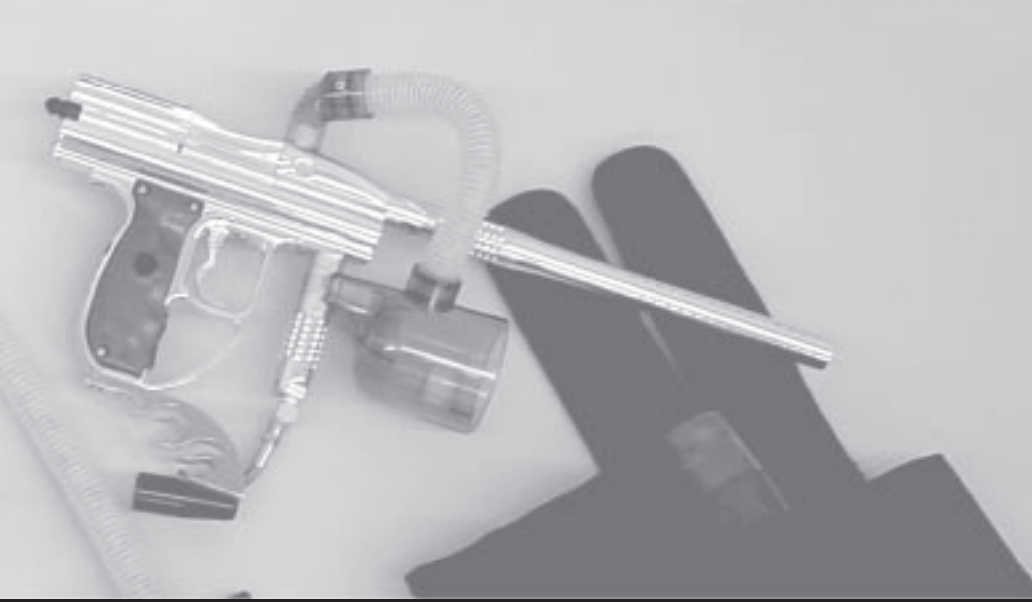
NOTICE
Replacement parts can be purchased from any *q-loader* dealer or directly from the *q-loader* website (section 6).



3. maintenance & care >

It is often said that, "If you take care of your gear, your gear will take care of you."

The following steps will guide you through the proper procedures for safely and effectively maintaining and caring for your *q-loader*.



NOTICE
Unloading a *q-pod* is fast and easy, and is good way to prolong the life of the *spring*. Leaving the *spring* tensioned for an extended period of time is not recommended.

3.1. unload paintballs >

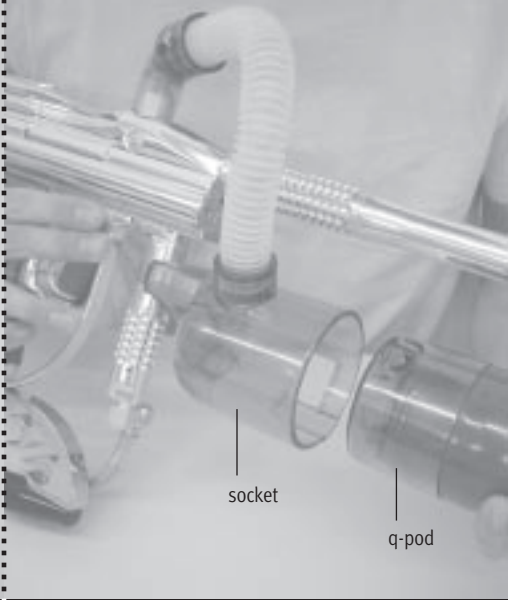
It is not advisable to leave paintballs in your *q-loader* after game-play is over. Paintballs should be stored in an airtight container to keep them fresh for later use. Removing the paintballs will also allow you to inspect your *q-loader* for paint residue and dirt.

The following steps will guide you through proper procedures for safely unloading paintballs from your *q-loader*.

TIP
Re-closable plastic bags are excellent for storing paintballs.

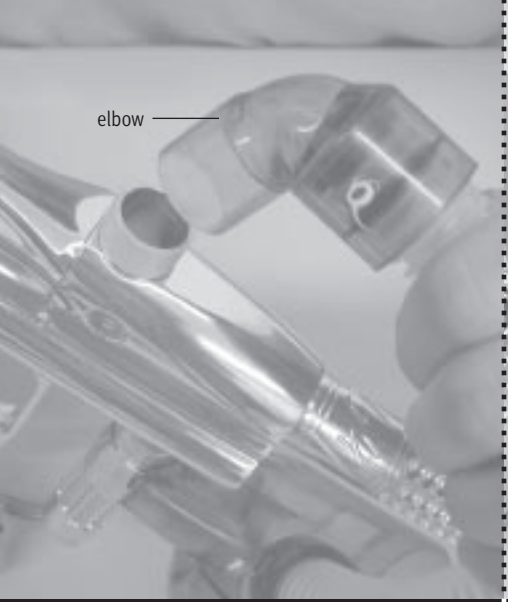
gear needed

Prepare a container to store the paintballs loaded inside the *q-loader*. The original container that the paintballs came in usually works well.



step 3.1.1

If the *socket* has a *q-pod* engaged into it, disengage it at this time.



step 3.1.2

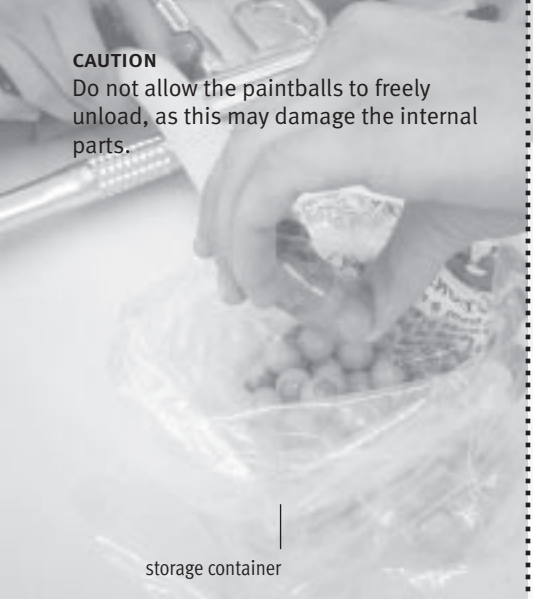
Disconnect the *elbow* from your marker.

CAUTION
Be ready to retain the paintballs because they will be under spring pressure.

step 3.1.3

While keeping your thumb over the *elbow* (like keeping your thumb over a garden hose), engage the *q-pod* to be unloaded into the *socket*.

CAUTION
Do not allow the paintballs to freely unload, as this may damage the internal parts.



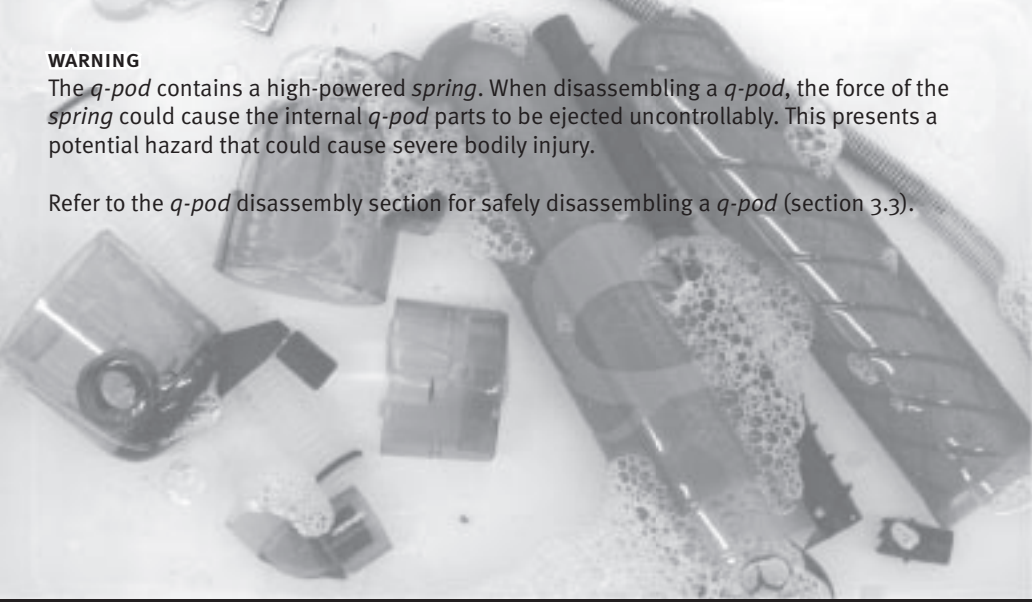
step 3.1.4

Point the *elbow* into the storage container and slightly release the pressure applied by your thumb. Use your thumb to slow the unloading.

Repeat as needed (steps 3.1.1 to 3.1.4).

step 3.1.5

The *silo* is not under spring pressure, so you may unload the *silo* by removing the *silo cap* and pouring the paintballs into the storage container.



WARNING
The *q-pod* contains a high-powered *spring*. When disassembling a *q-pod*, the force of the *spring* could cause the internal *q-pod* parts to be ejected uncontrollably. This presents a potential hazard that could cause severe bodily injury.

Refer to the *q-pod* disassembly section for safely disassembling a *q-pod* (section 3.3).

3.2. cleaning

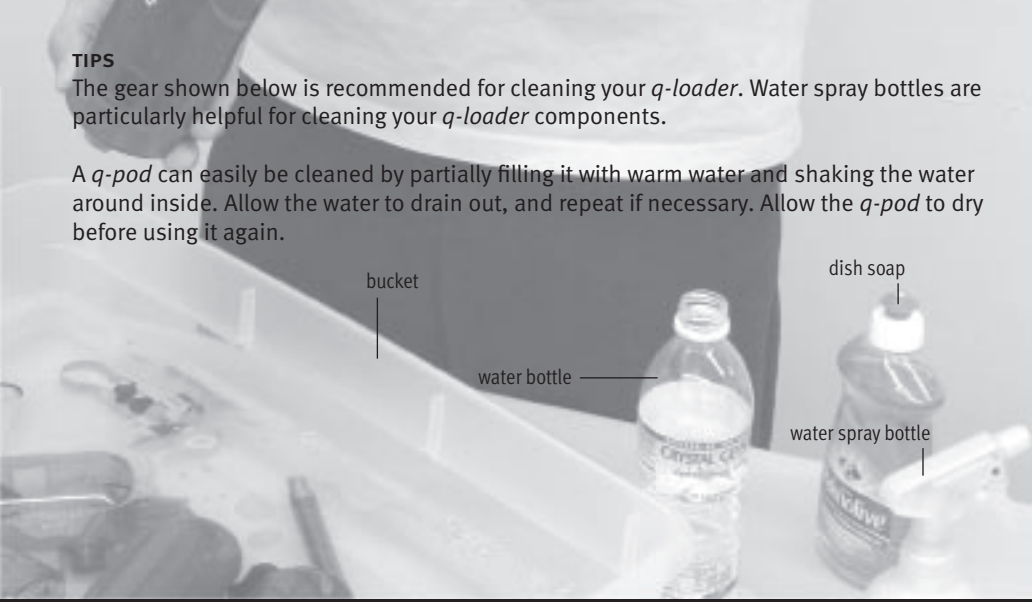
Cleaning your *q-loader* is simple and usually the only routine maintenance that is required. You may use mild soap (common dish soap) and warm water to clean the components if they have dirt or paint residue on them.

Your *q-loader* can usually be cleaned without being disassembled (section 3.3). The components are all water safe, and may be fully submerged in water if necessary.

TIPS

The gear shown below is recommended for cleaning your *q-loader*. Water spray bottles are particularly helpful for cleaning your *q-loader* components.

A *q-pod* can easily be cleaned by partially filling it with warm water and shaking the water around inside. Allow the water to drain out, and repeat if necessary. Allow the *q-pod* to dry before using it again.



After cleaning the components, allow them to dry before using them again.

If you disassembled your *q-loader* for cleaning, refer to the setup and/or q-pod assembly sections for the proper procedures for safely assembling it (sections 2.1 or 3.4)

WARNING
A *q-pod* contains a high-powered *spring*. When disassembling a *q-pod*, the force of the *spring* could cause the internal *q-pod* parts to be ejected uncontrollably. This presents a potential hazard that could cause severe bodily injury.

It is recommended that you read the entire *q-pod* disassembly section and familiarize yourself with the procedures before attempting to disassemble a *q-pod*.

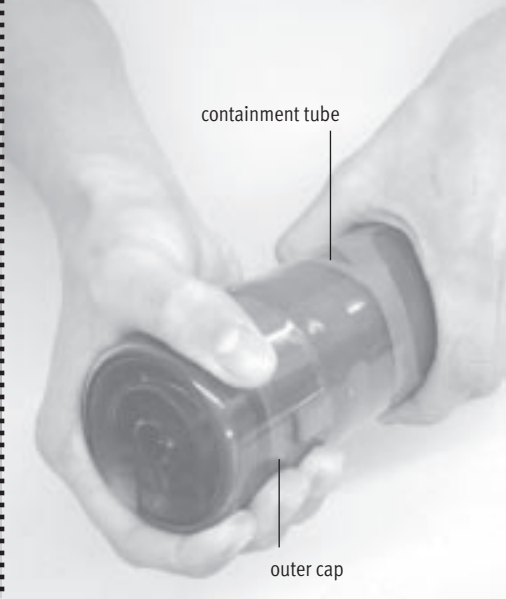
3. 3. q-pod disassembly >

Normally it should not be necessary to disassemble a *q-pod* to clean it (section 3.2). If a *q-pod* is broken or is severely loaded with dirt, broken paintballs and/or paintball residue, you may need to disassemble, clean, repair (if necessary) and reassemble it (section 3.4).

The following steps will guide you through proper procedures for safely disassembling the *q-pod*.

tools needed

A *q-pod* does not require any tools for disassembly.



step 3.3.1

Grasp the *q-pod* firmly with both hands. One hand should secure the *containment tube* while the other hand grips the *outer cap* with a secure baseball-grip.

WARNING
The *spring* inside the q-pod is pre-wound. If you pull the *outer cap* off quickly, the parts inside the *q-pod* will be ejected and the *spring* may be damaged.

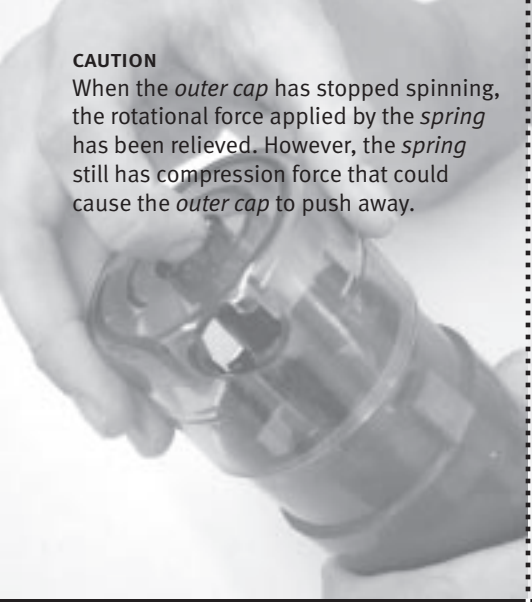
step 3.3.2

Partially remove the *outer cap* by wiggling it loose from the *containment tube*. Do not fully remove the *outer cap* at this time.

step 3.3.3

Continue to remove the *outer cap* but do not remove it completely. Stop when the notch in the *outer cap* clears the raised knob on the *containment tube*. Continue to hold the *outer cap* with a firm baseball grip.

CAUTION
When the *outer cap* has stopped spinning, the rotational force applied by the *spring* has been relieved. However, the *spring* still has compression force that could cause the *outer cap* to push away.



step 3.3.4

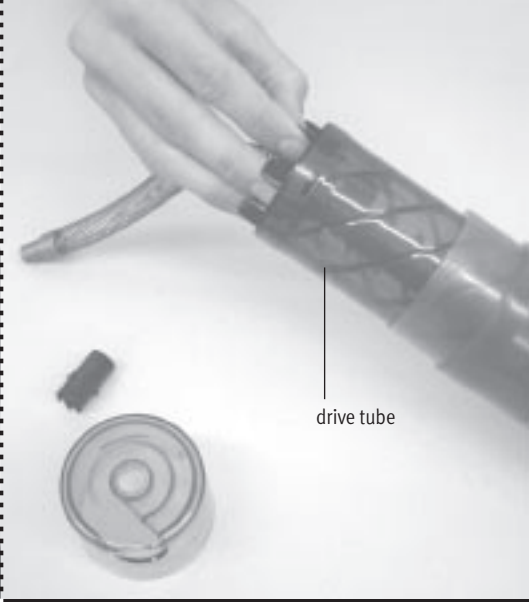
Now that the notch of the *outer cap* has cleared the raised knob on the *containment tube*, you may release the *spring* pressure by loosening your grip on the *outer cap*. The *outer cap* will spin in your hand as the *spring* unwinds.

step 3.3.5

Pull the *outer cap* away from the *containment tube*. As you remove the *outer cap*, the compression force applied by the *spring* will be relieved (like a jack-in-the-box coil spring).

step 3.3.6

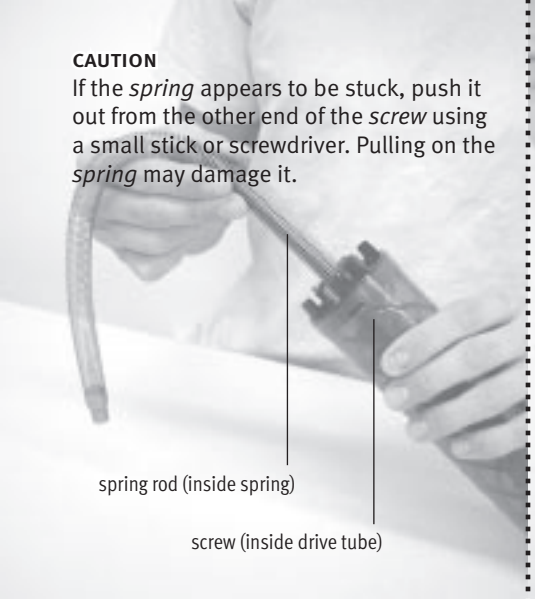
Remove the *hub* from the end of the *spring*.



step 3.3.7

Pull the *drive tube* out of the *containment tube*.

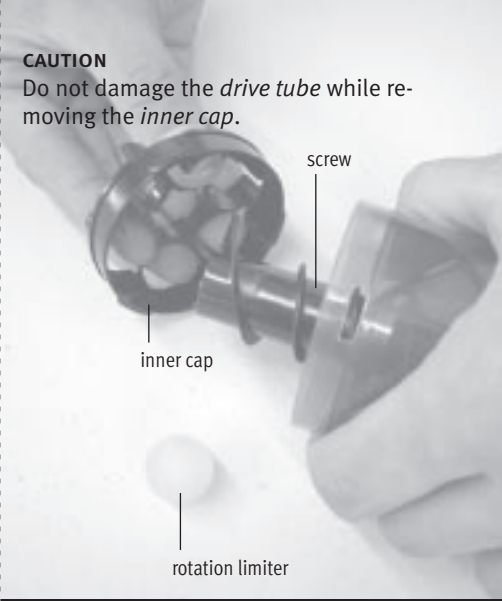
CAUTION
If the *spring* appears to be stuck, push it out from the other end of the *screw* using a small stick or screwdriver. Pulling on the *spring* may damage it.



step 3.3.8

Remove the *spring*, and *spring rod* from the center of the *screw*.

CAUTION
Do not damage the *drive tube* while removing the *inner cap*.



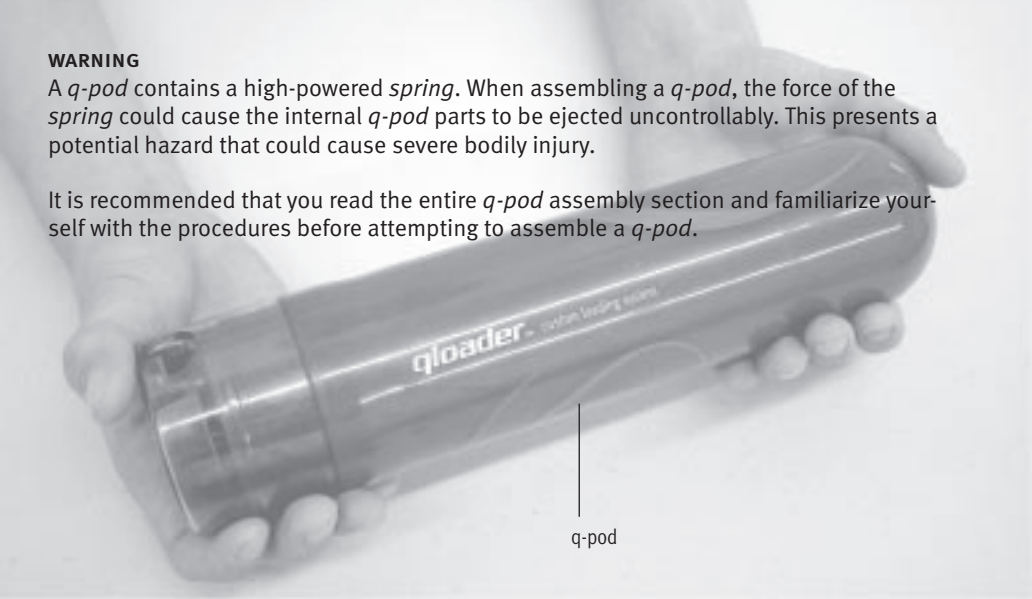
step 3.3.9

Finally, detach the *inner cap* from the *drive tube* by releasing the three tabs that secure the *inner cap* along its perimeter.

When the *inner cap* is removed, the *screw* and *rotation limiter* will come out freely.

WARNING
A *q-pod* contains a high-powered *spring*. When assembling a *q-pod*, the force of the *spring* could cause the internal *q-pod* parts to be ejected uncontrollably. This presents a potential hazard that could cause severe bodily injury.

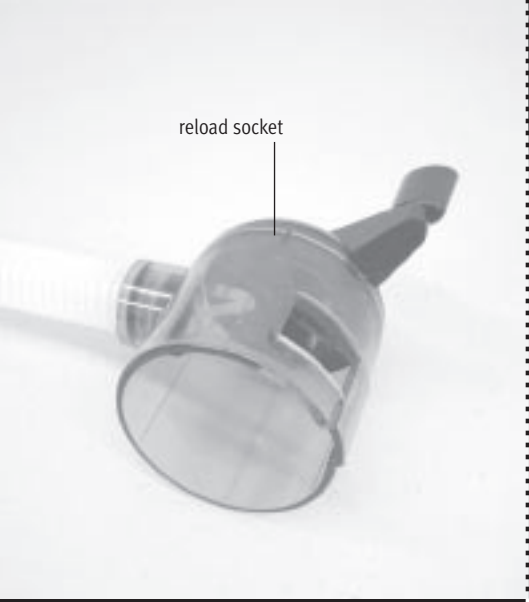
It is recommended that you read the entire *q-pod* assembly section and familiarize yourself with the procedures before attempting to assemble a *q-pod*.



3.4. q-pod assembly >

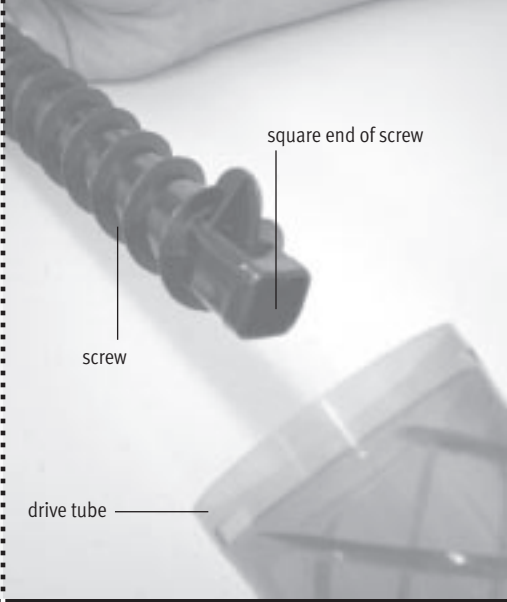
Assembling a *q-pod* may appear to be rather complex, but after you have done it once you will find that you can assemble a *q-pod* in just a few minutes.

The following steps will guide you through proper procedures for safely assembling a *q-pod*.



tools needed

The *q-pod* must be pre-wound using the reload socket.



step 3.4.1

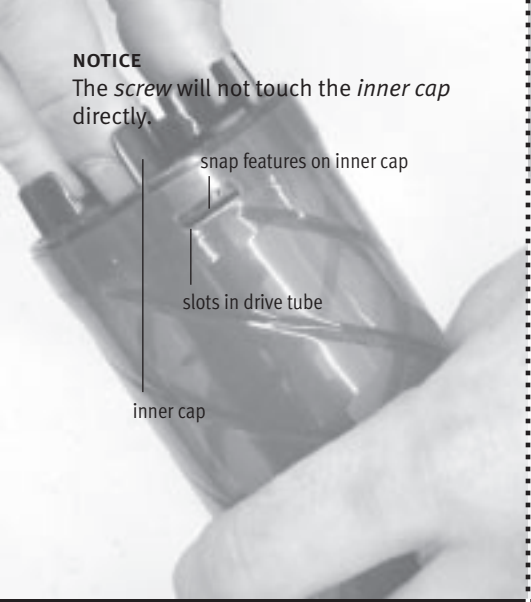
Insert the square end of the *screw* into the *drive tube*.

step 3.4.2

Use your fingers to guide the square end of the *screw* through the hole in the bottom of the *drive tube*.

step 3.4.3

Insert the *rotation limiter* into the *drive tube*.



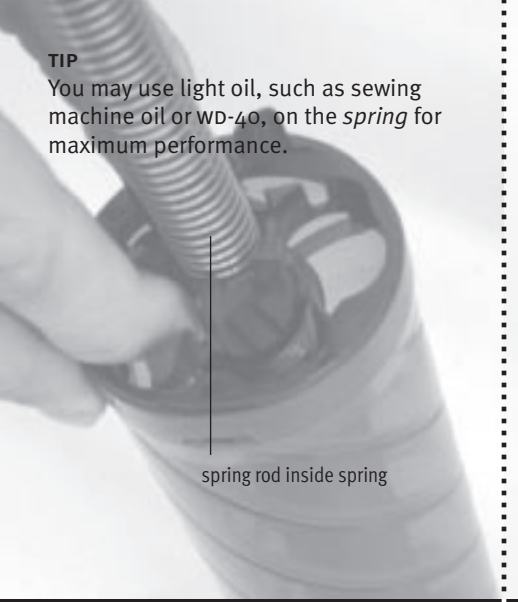
step 3.4.4

Snap the *inner cap* into the open end of the *drive tube*. The three snap features on the *inner cap* must fully snap into three corresponding slots in the *drive tube*.

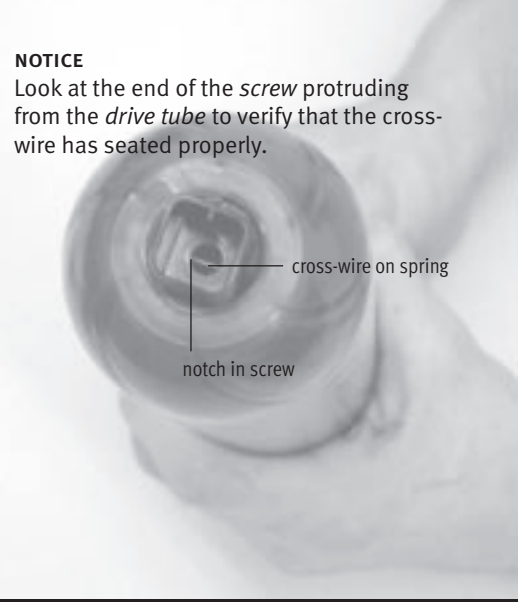
step 3.4.5

Use your fingers and reach through any of the six hole in the *inner cap* and align the *screw* with the center hole of the *inner cap*.

TIP
You may use light oil, such as sewing machine oil or WD-40, on the *spring* for maximum performance.



NOTICE
Look at the end of the *screw* protruding from the *drive tube* to verify that the cross-wire has seated properly.



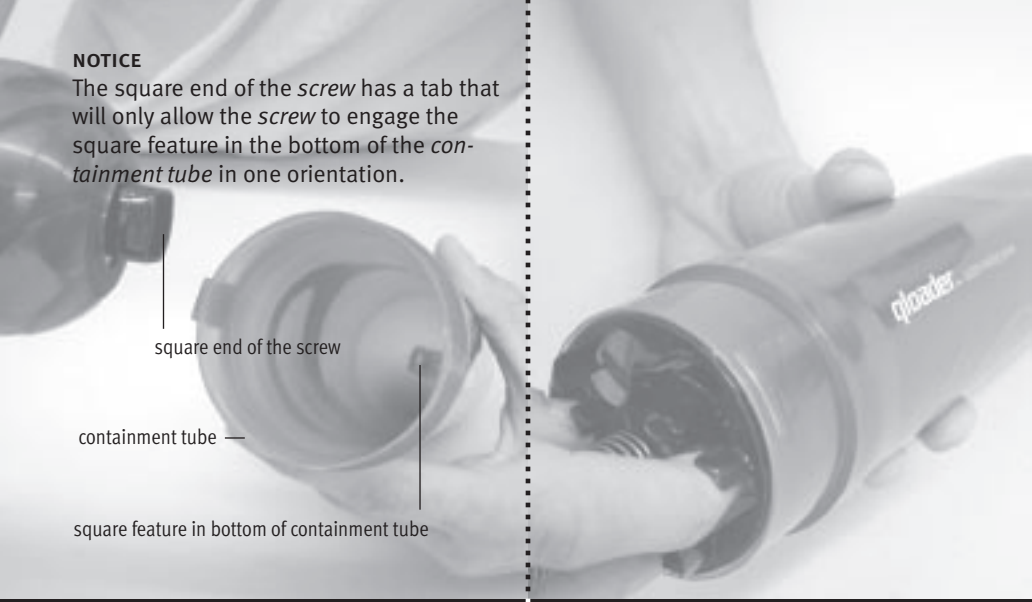
step 3.4.6

Insert the *spring* (with the *spring rod* inside the *spring*) through the center hole in the *inner cap* and into the *screw* as far as it will go.

step 3.4.7

Engage the cross-wire on the *spring* into the notch in the end of the *screw* by rotating the *spring* slightly until the cross-wire falls into the notch.

NOTICE
The square end of the *screw* has a tab that will only allow the *screw* to engage the square feature in the bottom of the *containment tube* in one orientation.



step 3.4.8

Observe how the square end of the *screw* will engage with the square feature in the bottom of the *containment tube*.

step 3.4.9

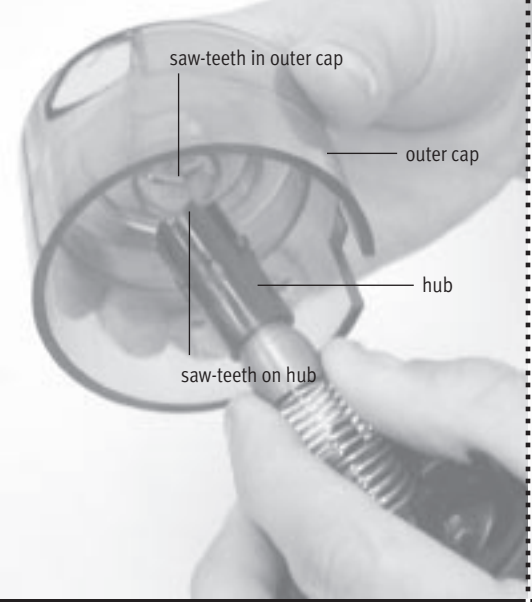
Insert the *drive tube* (with the *screw*, *rotation limiter*, *spring* and *spring rod*) into the *containment tube*. Rotate the *screw* if necessary, to engage the square end of the *screw* with the square feature in the bottom of the *containment tube*.

step 3.4.10

Wind the *rotation limiter* to the top of the *drive tube* by turning the *drive tube* counter-clockwise

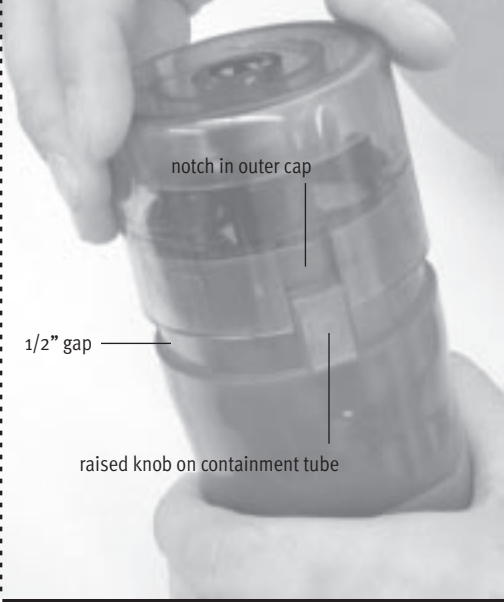
step 3.4.11

The *rotation limiter* should stop in one of the holes in the *inner cap* as shown above.



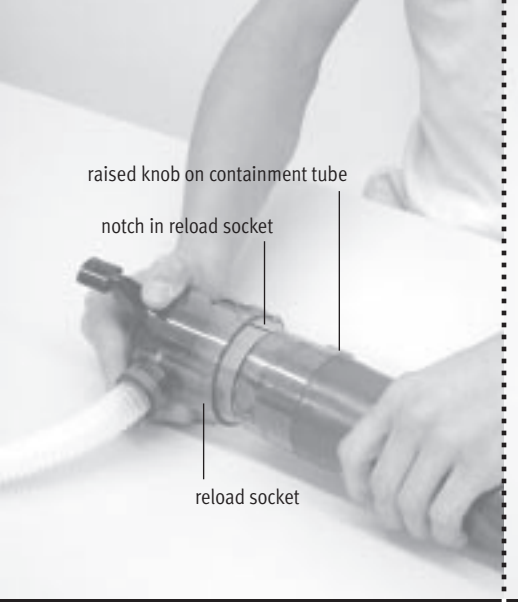
step 3.4.12

Install the *hub* by inserting the cross-wire on the *spring* into the notch in the *hub* and then inserting the *hub* into the *outer cap*. The saw-teeth on the *hub* will engage the saw-teeth in the *outer cap*.



step 3.4.13

Press the *outer cap* partially onto the *containment tube* by aligning the notch in the *outer cap* with the raised knob on the *containment tube*. Do not press the *outer cap* fully into place. Leave a 1/2" gap between the *outer cap* and the *containment tube*.



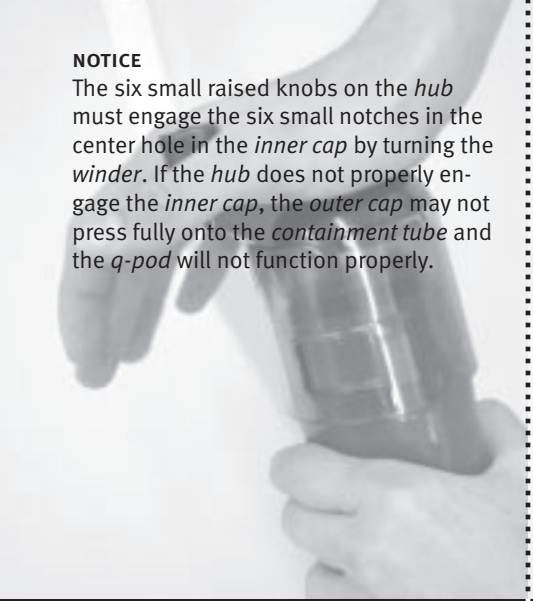
step 3.4.14

Insert the *q-pod* into the *reload socket* by aligning the raised knob on the *containment tube* with the notch in the *reload socket*. Do not press the *outer cap* fully onto the *containment tube*, as this would engage the internal *q-pod* parts.

NOTICE
The exact number of pre-winds that you use will depend upon your *q-loader* setup, marker selection, paintball selection and playing conditions (section 5).

step 3.4.15

Pre-wind the *spring* by turning the *winder* on the *reload socket* clockwise 10 to 16 turns (section 5). Make sure the *drive tube* is not turning while pre-winding the *spring*. The *q-pod* must not be fully engaged into the *reload socket*.



NOTICE
The six small raised knobs on the *hub* must engage the six small notches in the center hole in the *inner cap* by turning the *winder*. If the *hub* does not properly engage the *inner cap*, the *outer cap* may not press fully onto the *containment tube* and the *q-pod* will not function properly.

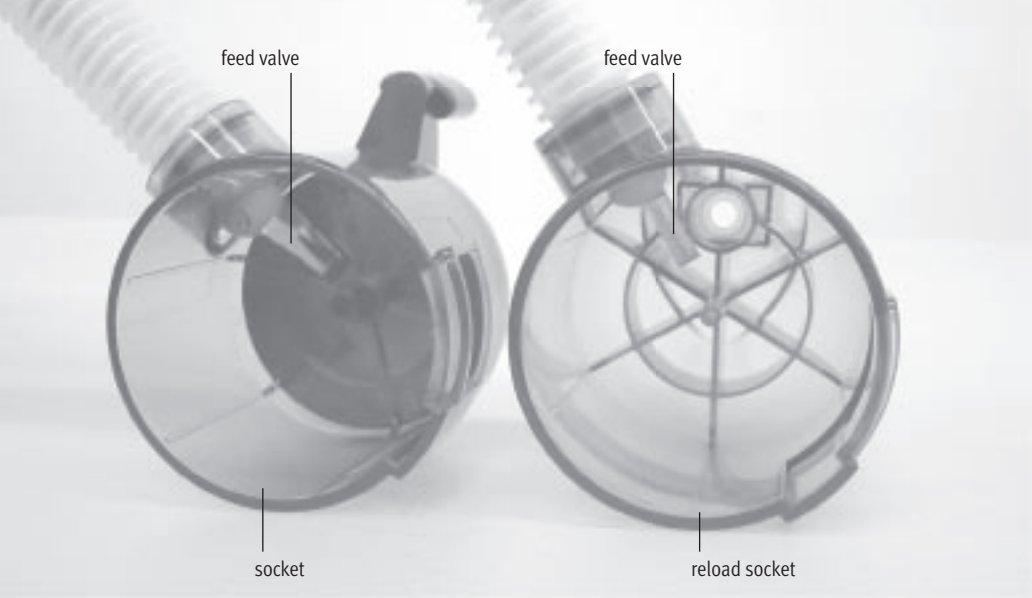
step 3.4.16

Press the *outer cap* fully onto the *containment tube* by pressing down on the *reload socket* while slightly turning the *winder* to align the *hub* with the *inner cap*.

step 3.4.17

Finally, remove the *q-pod* from the *reload socket*.

The *q-pod* is now fully assembled and ready to be used.



3.5. feed valve replacement >

A *feed valve* prevents balls from freely flowing out of either the *socket* or *reload socket* when a *q-pod* is disengaged. If a *feed valve* is damaged (bent or broken), it will need to be replaced.

The following steps will guide you through proper procedures for safely replacing a *feed valve*.

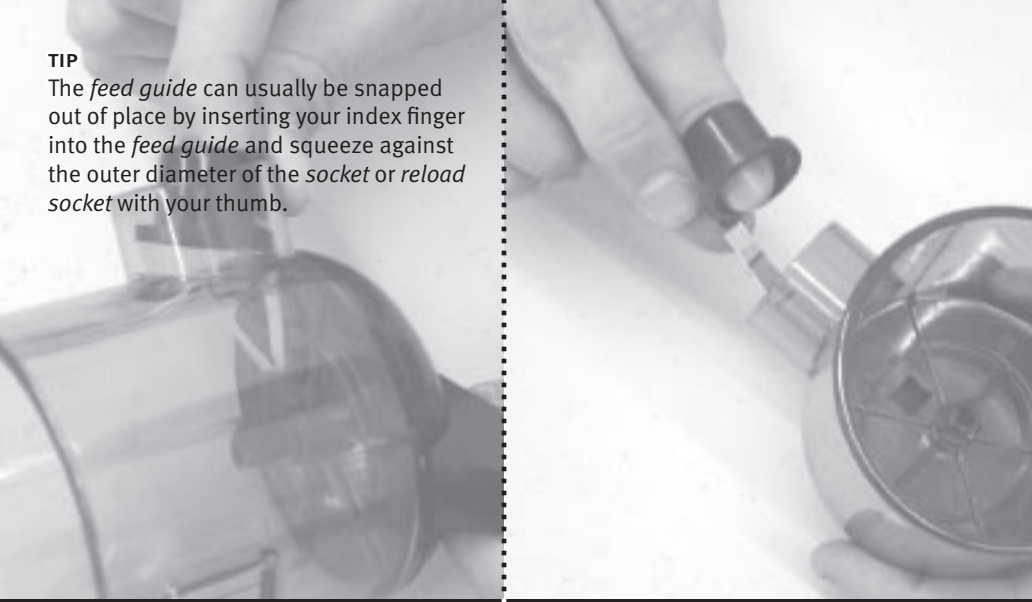
tools needed

The *elbow* makes a nice tool for replacing a *feed valve*.

step 3.5.1

Observe how the *feed guide* holds the *feed valve* in place and is press-fit into the *socket* or *reload socket*.

TIP
The *feed guide* can usually be snapped out of place by inserting your index finger into the *feed guide* and squeeze against the outer diameter of the *socket* or *reload socket* with your thumb.

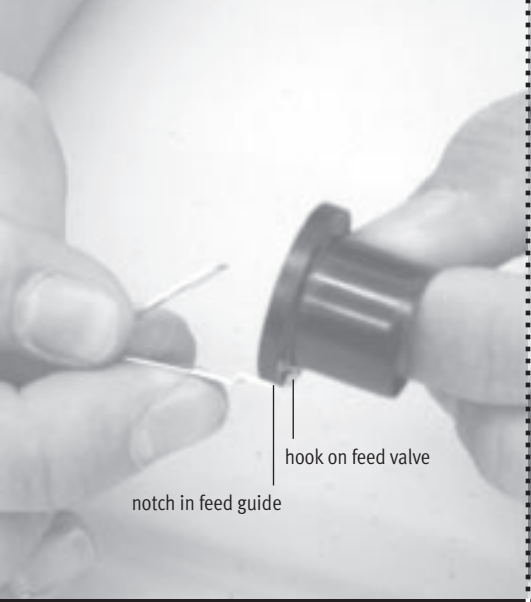


step 3.5.2

Insert your finger into the *feed guide* and rock the *feed guide* until it snaps out of place.

step 3.5.3

Remove both the *feed guide* and the damaged *feed valve*.



step 3.5.4

Observe the relative position between the notch on the *feed guide* and the hook on the *feed valve*.

step 3.5.5

Partially insert the new *feed valve* into the notch in the *socket* or reload *socket*. Do not insert the new *feed valve* all the way at this time.

step 3.5.6

Insert the *feed guide* into the *socket* or *reload socket* at an angle. It is essential that the notch in the *feed guide* goes over the hook on the *feed valve*.

NOTICE
The *feed guide* is held in place by a tight press-fit.

step 3.5.7

Press the *feed guide* fully into the *socket* or *reload socket*. Use the smaller end of the *elbow* as a tool if necessary.

step 3.5.8

Make sure the *feed guide* is straight and concentric with the *socket* or *reload socket*. Adjust the *feed guide* if necessary.

step 3.5.9

Finally, make sure that the *feed valve* is properly seated in the notch in the inside of the *socket* or *reload socket*.

WARNING
Do not cover any of the vent holes on your marker, as this may cause your air system to rupture and cause severe bodily injury (section 2, step 2.1).

WARNING
Do not interfere with any of the safety features your marker may have while setting up or using your *q-loader* (section 2.1 and 2.2).

WARNING
A *q-pod* contains a high-powered *spring*. When disassembling a *q-pod*, the force of the *spring* could cause the internal *q-pod* parts to be ejected uncontrollably. This presents a potential hazard that could cause severe bodily injury.

Refer to the disassembly section for safely disassembling a *q-pod* (section 3.3).

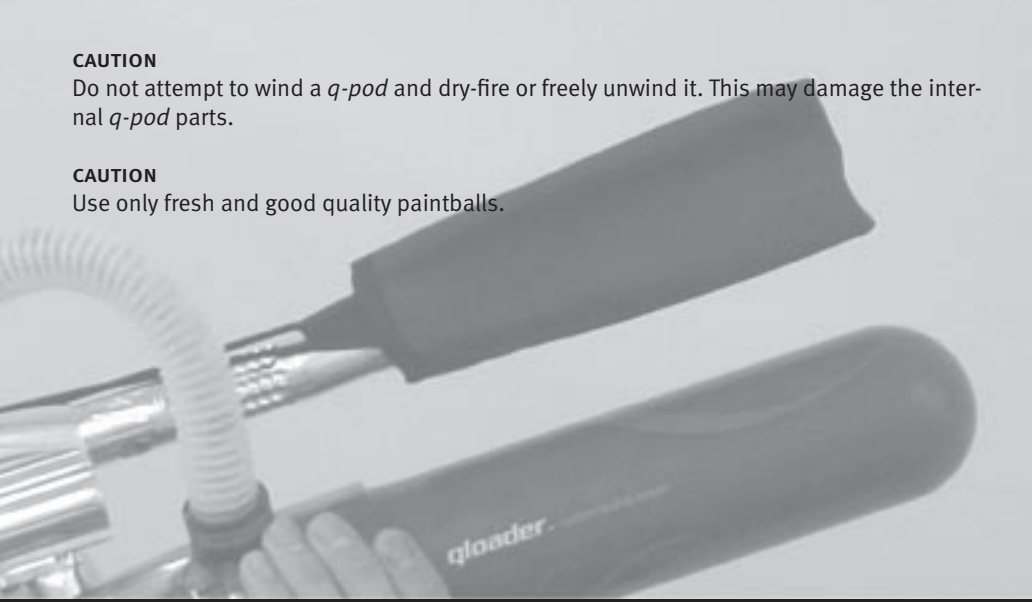
WARNING
Do not insert your fingers into a *q-pod*, as the parts may cause severe bodily injury.

4. safety & precautions >

Paintball industry standard eye/face/ear and head protection, designed specifically for paintball games, must be worn by user and any person within range. Do not shoot at a person at close range. Must be at least 18 years of age to purchase. Persons under 18 years of age must only use under adult supervision. Observe all local laws, regulations and guidelines. Use only on professional paintball fields where codes of safety are strictly enforced. Use .68 caliber paintballs only.

CAUTION
Do not attempt to wind a *q-pod* and dry-fire or freely unwind it. This may damage the internal *q-pod* parts.

CAUTION
Use only fresh and good quality paintballs.



Always remember to put safety first.

PAINTBALLS BREAK IN THE FEED TUBE OR SOCKET WHEN A Q-POD IS ENGAGED
› apply fewer pre-winds to the *q-pod* (section 3.3 and 3.4).
› pre-fill the *feed tube* with paintballs by hand before engaging a *q-pod* (step 2.2.10).
› use only fresh, good quality, and non-brittle paintballs.

PAINTBALLS BREAK IN THE SOCKET WHEN A Q-POD IS DISENGAGED
› adjust the *feed tube* length (steps 2.1.11 and 2.2.11).
› fix the feed valve (section 3.5).
› use only fresh, good quality, and non-brittle paintballs.

A Q-POD WILL NOT FEED PAINTBALLS
› clean and dry the *q-pod*, *socket*, *feed tube* and *elbow* (section 3.2).
› adjust the *feed tube* so that paintballs flow through it smoothly (step 2.1.16).
› check the *q-pod* for improper assembly (section 3.4).
› apply more pre-winds to the *q-pod* (section 3.3 and 3.4).
› check the *q-pod* for missing and/or broken parts (section 3.3).
› use only fresh, good quality, and non-brittle paintballs.

5. troubleshooting

Thoroughly familiarize yourself with the troubleshooting tips above. It may not be necessary to apply all of the listed tips for any given problem. It may be that just one tip solves your problem.

Learn how your *q-loader* functions. Practice disassembling and assembling a *q-pod* until it is easy for you (sections 3.3 and 3.4).

PAINTBALLS BREAK IN YOUR MARKER

› clean your marker.
› make sure the paintball-detents in your marker are functioning properly.
› apply fewer pre-winds to the *q-pods* (section 3.3 and 3.4).
› pre-fill the *feed tube* with paintballs by hand before engaging a *q-pod* (step 2.2.10).
› use only fresh, good quality, and non-brittle paintballs.

THE RELOAD SOCKET WINDER WILL NOT TURN OR WILL FREELY UNWIND A Q-POD

› oil the triangular feature on the *winder* inside of the *reload socket* with a light oil.

THE FEED TUBE WILL NOT STAY IN THE ELBOW OR SOCKET SECURELY

› clean the *o-rings*, *socket* and *elbow* (section 3.2).
› replace worn or damaged *o-rings* (steps 2.2.12 to 2.1.16).
› use two *o-rings* on each end of the *feed tube* (steps 2.2.12 to 2.1.16).

SUPPORT
For additional *q-loader* support, including manual revisions, news, movies, articles and tips, visit the *q-loader* website (www.qloader.com).

For live support, contact your *q-loader* dealer or call *Ancient Innovations* and ask to speak with a *q-loader* technical support representative (530.623.4522)

REPLACEMENT PARTS
Replacement parts and repairs can be purchased from any *q-loader* dealer or directly from the *q-loader* website (www.qloader.com).

WARRANTY
The *q-loader™ custom loading system* is warranted against defects in materials and workmanship for 90 days from the date of purchase (original owner with valid receipt only).

6. help & support

The *q-loader™ custom loading system* is based on new technology. It requires more time to setup and become familiar with using for the first time, as compared to other paintball loaders. Please be patient with the new technology. You will be glad you did.

Please let us know if there is anything that we can do to help you setup and/or use your *q-loader*, or improve your overall *q-loader* experience.

Ancient Innovations Corporation
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The staff at Ancient Innovations would like you to know that we are committed to developing new and innovative products for the paintball industry. Thanks for your support.

Ancient Innovations Corporation

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