



PAINTBALL MARKER OWNER'S MANUAL



VERSION 1.1

RPS ADVANTAGE  **RPS**
ADVANTAGE
PATENT #5554385 / MADE IN THE USA

THE RPS ADVANTAGE LINE :

EVIL

MARBALLIZER
ALL STAR
EL TIGRE
SLAM
FLASH
POLAR ICE
PMI PREMIUM

The most technologically advanced
paintballs in the world.

The world's #1 selling paint.

Tournament tested.
Perfectly round.
Always consistent.
Always on target.

SHOOT THE BEST



AFTERSHOCK 2002 WORLD CUP CHAMPIONS
1ST PLACE : 10 MAN PROFESSIONAL
1ST PLACE : 5 MAN PROFESSIONAL

TEN WORLD CHAMPIONSHIPS

DISTRIBUTED EXCLUSIVELY BY PMI



20 YEARS
PMI IS PAINTBALL





The EVIL OMEN™ is a semi-automatic paintball marker designed to shoot .68 caliber paintballs for use in the sport of paintball.

Paintball is a recreational and competitive sport played worldwide. Special equipment used in paintball includes goggles designed for paintball, paintball markers, and paintballs, which are liquid-filled gelatin capsules that mark with a bright color. The object of the game is to capture the opposing team's flag; while on that quest, players try to mark their opponents to eliminate them from the game.



WARNING

PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL MUST BE WORN BY ALL PERSONS WITHIN RANGE WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.



WARNING

THE EVIL OMEN™ PAINTBALL MARKER IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OWNER'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE OMEN™ PAINTBALL MARKER.

STATEMENT OF LIABILITY

This EVIL OMEN™ semi-automatic paintball marker is surrendered by Pursuit Marketing, Inc. (PMI, Inc.), with the express understanding that the purchaser assumes all liability arising out of any unsafe handling of this marker or any action that violates any applicable laws or regulations. PMI, Inc., assumes no liability for, and shall not be responsible for, any personal injury or loss of property or life resulting from the use of this paintball marker under any circumstances, including but not limited to those resulting from intentional, reckless, negligent or accidental discharges.

READ THIS OWNER'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THIS, OR ANY PAINTBALL MARKER.

EVIL™, OMEN™, and EVIL OMEN™ is a registered trademark of Pursuit Marketing, Inc. U.S. and Foreign Patents Pending.

Pursuit Marketing, Inc. (PMI, Inc.), founded in 1982 and manufacturer of the EVIL OMEN™, Pure Energy Air Systems and the entire EVIL line of markers, is an industry-leading manufacturer and wholesale distributor with warehouses in key locations throughout the U.S.A. Headquarters: PMI, Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA; phone 1.800.334.0502; www.evil-paintball.com

EVIL OMEN™ OWNER'S MANUAL



WARNING

THIS PAINTBALL MARKER IS INTENDED FOR SALE TO ADULTS ONLY, FOR USE IN COMPLIANCE WITH ALL APPLICABLE LAWS AND REGULATIONS. ADULT SUPERVISION IS RECOMMENDED AT ALL TIMES WHENEVER A MINOR IS HANDLING THIS PAINTBALL MARKER. PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL MUST BE WORN BY ALL PERSONS WITHIN RANGE WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.



WARNING

PAINTBALL MARKERS ARE NOT TOYS. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OWNER'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE EVIL OMEN™ PAINTBALL MARKER.

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Pursuit Marketing, Inc. (PMI, Inc.) reserves the right to modify or change its markers without incurring any obligation to incorporate such modifications or changes in any of its products that were sold prior to the modification. The information in this owner's manual may be updated or changed without notice.

This owner's manual is intended to remain with the paintball marker upon any subsequent transfer of the marker, whether through sale, resale, or furnishing in any manner. Updated and replacement owner's manual may be obtained from: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA; phone 1.800.579.1633; www.evil-paintball.com. Questions about the operation of this or any EVIL™ line of paintball markers can be directed to Pursuit Marketing Inc., or visit www.evil-paintball.com for updates regarding your OMEN™ purchase.

SAFETY FIRST!



WARNING

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READ THIS OWNER'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE EVIL OMEN™ PAINTBALL MARKER.

- ⓔ Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.
- ⓔ Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.
- ⓔ Operate a paintball marker only in areas where it is safe and lawful to do so.
- ⓔ Misuse of this paintball marker can result in criminal penalties, including jail time.
- ⓔ This marker is intended for sale to adults only. Adult supervision is recommended at all times whenever a minor is handling this marker in any manner.
- ⓔ During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area.
- ⓔ Play paintball only where the rules of safe paintball play are followed.
- ⓔ Never aim or shoot a paintball marker (loaded or unloaded) toward any person who is not wearing protective goggles and headgear specifically designed for paintball.
- ⓔ There is always the chance that there is a paintball lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is loaded: remove air system and shoot marker in safe direction, remove hopper, visually inspect chamber for a paintball, remove barrel and inspect for paintball present in barrel.

- ⓔ Markers with regulators hold pressure even after tank is removed. Shoot marker in safe direction after tank is removed to degas it completely.
- ⓔ All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use. Chronograph the marker at regular intervals during the day, as well as any time the power source is refilled or changed, any time the barrel, the brand, the type of paintball or any part in the power system is changed, and upon request of any player or game official.
- ⓔ This paintball marker operates using compressed nitrogen or CO₂ (carbon dioxide) at specified pressure ranges. Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons.
- ⓔ Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel blocking device into the muzzle and keep the marker turned "off" when the marker is not in use and when in any non-shooting area.
- ⓔ Never shoot at animals.
- ⓔ Never mark objects outside the confines of the game or authorized shooting areas.
- ⓔ Never look down the barrel of the marker.
- ⓔ Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove power source; and remove all gas or air from the power system. Employ barrel blocking device (barrel condom, sock bag, or barrel plug) and turn the marker "off".
- ⓔ Carry marker in case or sturdy bag when in public.
- ⓔ Safely and securely store marker to prevent access to it by unauthorized persons.
- ⓔ DO NOT STORE PRESSURIZED. Always remove air source when storing and, or transporting. In some states this is the law.

Safety standards information is available from the American Society for Testing and Materials, 100 Barr Harbor Drive, West Conshohocken, PA 19428-2959; phone 1.610.832.9500; www.astm.org. "Standard Practice for Paintball Field Operation" is publication F1777-97, and "Standard Specification for Eye Protective Devices for Paintball Sports" is publication F1776-97; inquire about additional publications which may be available at the time request is made.



WARNING

EVERY PERSON WITHIN RANGE OF AN AREA WHERE ANY PAINTBALL MARKER IS IN USE MUST WEAR PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL.

FIRST TIME USERS FOLLOW INSTRUCTIONS CAREFULLY UNTIL FAMILIAR WITH MARKER

1. Attach threaded barrel firmly to marker.
2. Employ barrel blocking device (barrel condom, bag, sock or plug) firmly into or onto barrel.
3. Pull the cocking rod straight back from the rear of the marker until the cocking mechanism locks back in the cocked position. Figures 1 and 2.
4. Turn marker "on." The light will only light up on the right side of the frame.
5. Squeeze the trigger with an even pressure. The cocking knob will snap forward into the uncocked position.
6. Attach empty loader into feed tube. There are two standard sizes of loader 'necks' in paintball, the stock feed tube was designed to take the smaller of the two. If the loader is too big, modify it to fit.
7. Cock the marker.
8. Before attaching power source, read and understand the section in this manual on "Compressed Gas/Air" (page 7). Follow safety rules for handling compressed gas/air. If any leak occurs in the air system or marker refer to troubleshooting guide or to a qualified airsmith. Use only cylinders for compressed gas or air that comply with all applicable laws and regulations, including but not limited to those of the U.S. Department of Transportation, OSHA, Compressed Gas Association, and/or American Society for Testing and Materials.



Figure 1. Pull Back



Figure 2. Fully Cocked



WARNING

THE POWER SYSTEM CONTAINS COMPRESSED GAS OR AIR WHEN PRESSURIZED. NEVER DISASSEMBLE MARKER UNTIL REMOVING ALL GAS OR AIR FROM THE POWER SYSTEM. RULES FOR SAFE HANDLING OF COMPRESSED GAS OR AIR MUST BE FOLLOWED AT ALL TIMES.



WARNING

WHEN COCKING THE PRESSURIZED MARKER, DO NOT RELEASE THE COCKING ROD UNTIL AFTER THE COCKING MECHANISM HAS LOCKED BACK INTO THE COCKED POSITION; RELEASING THE COCKING ROD DURING COCKING CAN CAUSE THE MARKER TO SHOOT.

9. Test for function after attaching power source by squeezing the trigger. The marker should shoot air and the cocking knob should cycle forward and back, stopping in the cocked position, after each trigger squeeze. Repeat several times.
10. Turn marker "off" and install barrel blocking device. Paintballs may then be loaded.



WARNING

BEFORE DISASSEMBLY, STORAGE, OR TRANSPORT OF THE MARKER, REMOVE AIR SOURCE FIRST. THEN REMOVE ALL PAINTBALLS FROM THE MARKER, BARREL, AND LOADER. REMOVE ALL GAS OR AIR FROM THE POWER SYSTEM BY CYCLING MARKER AFTER TANK IS REMOVED. THE REGULATOR WILL HOLD A SHOT EVEN AFTER THE TANK IS REMOVED UNLESS THE MARKER IS FIRED. INSERT BARREL BLOCKING DEVICE AND SLIDE THE ON/OFF SWITCH TO THE "OFF" POSITION.



Do not leave marker in direct sunlight. In extreme circumstances it can cause the bolt to swell.

COMPRESSED GAS/AIR

The EVIL OMEN™ paintball marker may be powered by CO₂, regulated compressed air, or regulated nitrogen.

THE SAFETY RULES FOR HANDLING COMPRESSED GAS OR AIR MUST BE FOLLOWED AT ALL TIMES.



WARNING

DO NOT EXCEED RECOMMENDED INPUT OR OPERATING PRESSURE.

OPERATING PRESSURE AND INPUT PRESSURE

- Operating pressure range: 250-500 p.s.i.
- Recommended maximum input pressure is 500 p.s.i. for marker.
- Maximum inlet to regulator 1000 p.s.i.
- Do not exceed recommended pressures.

DO NOT LEAVE CYLINDER OR PRESSURIZED MARKER IN DIRECT SUNLIGHT OR EXPOSED TO HEAT SOURCE. INCREASED TEMPERATURE WILL INCREASE THE PRESSURE OF COMPRESSED GAS OR AIR TO DANGEROUS LEVELS. THIS IS ESPECIALLY TRUE WITH CO₂.

VALVE-CYLINDER CONNECTION

The valve on a cylinder is to remain screwed into the cylinder; Figures 3 and 4. Should it loosen, the cylinder may detach from the valve with extremely dangerous force. Call manufacturer or take to qualified personnel for inspection if valve and cylinder begin to separate.

Every time a cylinder is filled, the connection between the valve and cylinder must be inspected. If any looseness or leak is detected between the valve and the cylinder, do not fill. Drain cylinder and call manufacturer or take to qualified personnel for inspection.



Figure 3. Valve-cylinder connection.



Figure 4. Valve-cylinder connection.

COMPRESSED GAS/AIR



WARNING

A COMPRESSED GAS OR AIR CYLINDER IS A PRESSURE VESSEL. FOLLOW RULES FOR SAFE HANDLING OF COMPRESSED GAS OR AIR. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS, AND ALL REPAIRS TO A MARKER'S POWER SYSTEM OR ITS COMPONENTS MUST BE PERFORMED BY QUALIFIED PERSONNEL.

FILLING COMPRESSED GAS/AIR

An overfill of any compressed gas or air cylinder can cause the safety burst disk (Figure 5) on the cylinder to burst, or the cylinder itself to rupture. A cylinder may rupture with extremely dangerous, and potentially lethal force. Use properly rated discs only. Inspect the burst disc for a vent hole. If no hole is present contact a local store or PMI immediately. DO NOT FILL!



Figure 5. Safety burst disk.

A scale must be used for all CO₂ fills to prevent an overfill. A pressure gauge must be used for all compressed gas or air fills to prevent an overfill.

Fills must be performed by qualified personnel. A cylinder must not be filled beyond the cylinder's capacity per the U.S. Department of Transportation. A cylinder's rated capacity appears on the cylinder itself.

Use only CO₂ tanks with an anti-siphon tube installed for best results.



WARNING

DO NOT OVERFILL ANY CYLINDER. AN OVERFILL CAN CAUSE THE SAFETY BURST DISK OR THE CYLINDER ITSELF TO RUPTURE.

HYDROSTATIC TESTING DATE

Many cylinders are required by the U.S. Department of Transportation to be hydro tested at periodic intervals, with the interval varying according to cylinder type. The date of the cylinder's initial or later testing appears on the cylinder. A cylinder that is out of date for hydrostatic testing must not be filled or used.



WARNING

All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use.

Chronograph the marker at regular intervals during the day, as well as any time the power source is refilled or changed, any time the barrel or any part in the power system is changed, and upon request of any player or game official.

1. Chronograph the marker using standard chronograph procedures and following safety rules. Shooting velocity will vary based upon many factors, such as paint, weather, and air system.
2. Velocity of the EVIL OMEN™ is normally adjusted by rotating the adjusting ring on the regulator. The thread used in this ring is a fine pitch, allowing for very small adjustments to be made accurately. Generally, increasing output pressure increases paintball velocity. (However, see TUNING for a discussion of how excessive regulator output pressure actually decreases velocity).

To adjust velocity, first loosen the locking screw (3/32 allen wrench) and back it off three full turns. If the locking screw is not backed off far enough you will be unable to turn the adjusting ring. The adjusting ring should turn easily; DO NOT FORCE IT! To increase pressure, turn the adjusting ring counter-clockwise (down), as seen from the 1/8" NPT end. To decrease pressure, turn the adjusting ring clockwise (up).

NOTE: When turning the Adjusting Ring to reduce velocity, it is necessary to cycle the marker every 1/2 turn. This is done to relieve the captive pressure in the downstream portion of the gas system. Failure to do this will result in premature wear to the sealing seat in the regulator.

In EXTREME cases the velocity screw (part #34) can be adjusted to alter velocity, as well as inserting a stronger hammer spring (See Tuning page). More tension on the hammer spring or a stiffer hammer spring should lead to higher velocity. However, if these changes are needed, either the environment is hostile or there is something physically wrong with the marker, be it improper assembly or failure and an authorized EVIL tech should be consulted. DO NOT EXCEED 300 FPS! You must have a chronograph of some fashion to know your speed. Paintballs fired over 300 fps can cause permanent damage and injury and the extra wear and tear on the marker may void your warranty.

3. Anytime the velocity is adjusted at the inline regulator, you must also adjust the recock screw. If you turn your inline pressure up, you will have to turn the recock pressure down. See page 17 for complete tuning instructions.
4. Chronograph the marker after every velocity or pressure adjustment.
5. Chronograph the marker at regular intervals during the day, as well as any time the power source is refilled or changed, any time the barrel, brand, type of paintballs used, or any part in the power system is changed, and upon request of any player or game official.



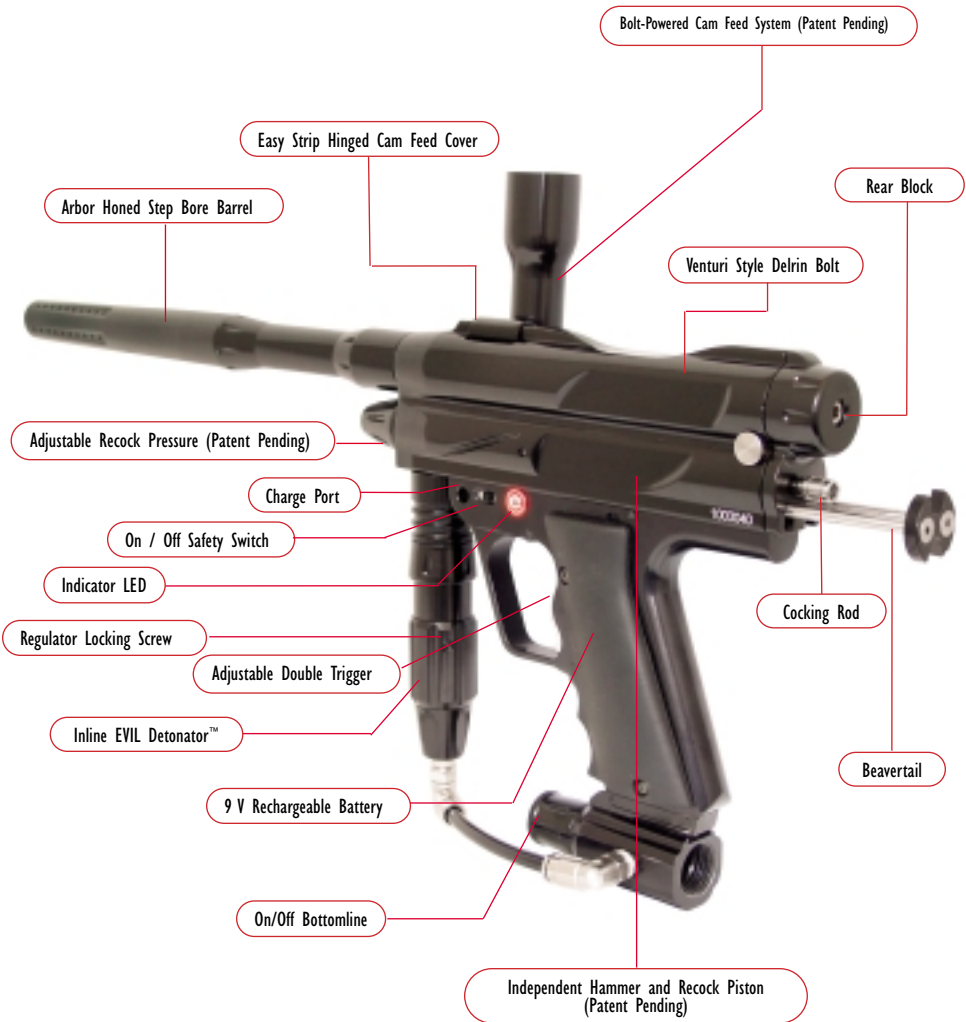
Figure 3.

Action:	Semi-automatic, True Closed Bolt Cycle, Pneumatic recock, Electro-Mech firing control, independent hammer and recock piston (patent pending), external recock regulation (patent pending).
Length:	19.7 inches
Weight:	2lbs., 7oz
Height:	8 inches
Barrel:	15/16-20 TPI (AC) Stiff Arbor Honed, 0.690 first stage to 0.700 second stage. Special patented anodizing process for durability and low drag coefficient. 12 inch length with Autococker Threads.
Feed:	CAM operated Force feed system with anti-doubler arm (patent pending) and shock absorbing buffer.
Paintballs:	For use only with standard ".68 caliber" (.68-inch diameter) paintballs
Power Source:	Accepts standard connections for CO ₂ , regulated N ₂ , or regulated compressed air.
Omen Operating Pressure:	200-500 psi recommended
Marker Pressure:	not to exceed 500 p.s.i.
Input Pressure to EVIL Detonator:	not to exceed 1000 p.s.i.
Power Source Input:	bottom line on/off assembly
Grip:	Custom panels to fit 45 style frame
Safety:	On/Off switch and barrel blocking device (included)

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This owner's manual is intended to remain with the paintball marker upon any subsequent transfer of the marker, whether through sale, resale, or furnishing in any manner. A replacement owner's manual may be obtained from Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, Illinois USA; phone 800.579.1633; www.evilm-paintball.com

EVIL OMEN™ PARTS LOCATION





Tape Here

PURSUIT MARKETING INC.
 55 Howard Ave
 Des Plaines, IL 60018 USA

WARRANTY REGISTRATION

Detach and Mail

First Class
 Stamp
 Here

EVIL OMEN™ WARRANTY REGISTRATION

Please fill out entirely this EVIL OMEN™ Warranty Registration form including the checklist and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA, or register online at www.evilm-paintball.com. Save your original sales purchase receipt or packing slip. A copy must accompany the marker when warranty repairs are sought. Consult owners manual for warranty information and instructions on obtaining repair service.

Purchaser's name:

Mailing address:

City, State, Zip:

Phone number:

E-Mail Address:

Age:

Model purchased:

Serial number:

(Serial number is located on the left hand side above the grip frame)

Where purchased:

Date of purchase:

Seller's name:

Seller's address:

City, State, Zip:

Purchase price:

Pursuit Marketing, Inc., thanks you for purchasing this high quality EVIL OMEN™ paintball marker. Please read each of the following items and initial that you have read and understood it before operating the EVIL OMEN™ paintball marker:

1. This paintball marker is intended for sale to adults only, for use in compliance with all applicable laws and regulations. Adult supervision is recommended at all times whenever a minor is handling this paintball marker in any manner. Please initial: _____
2. Always wear protective goggles and headgear specifically designed for paintball when shooting this marker. Please initial: _____
3. Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball. Please initial: _____
4. Operate a paintball marker only in areas where it is safe and lawful to do so. Please initial: _____
5. Misuse of this paintball marker can result in criminal penalties including jail time. Please initial: _____
6. Read this owner's manual completely before loading, pressurizing, or operating the EVIL OMEN™ paintball marker. Please initial: _____
7. Never aim or shoot a paintball marker toward any person who is not wearing protective goggles and headgear specifically designed for paintball. Please initial: _____
8. During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area. Please initial: _____
9. Play paintball only where the rules of safe paintball play are followed. Please initial: _____
10. All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use. Chronograph the marker at regular intervals during the day, as well as any time the power source is refilled or changed, any time the barrel or any part in the power system is changed, and upon request of any player or game official. Please initial: _____
11. This paintball marker operates using compressed gas or air at specified input pressure ranges. Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons. Please initial: _____
12. Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel plug into the muzzle and push the mechanical safety "on" when the marker is not in use and when in any non-shooting area. Please initial: _____

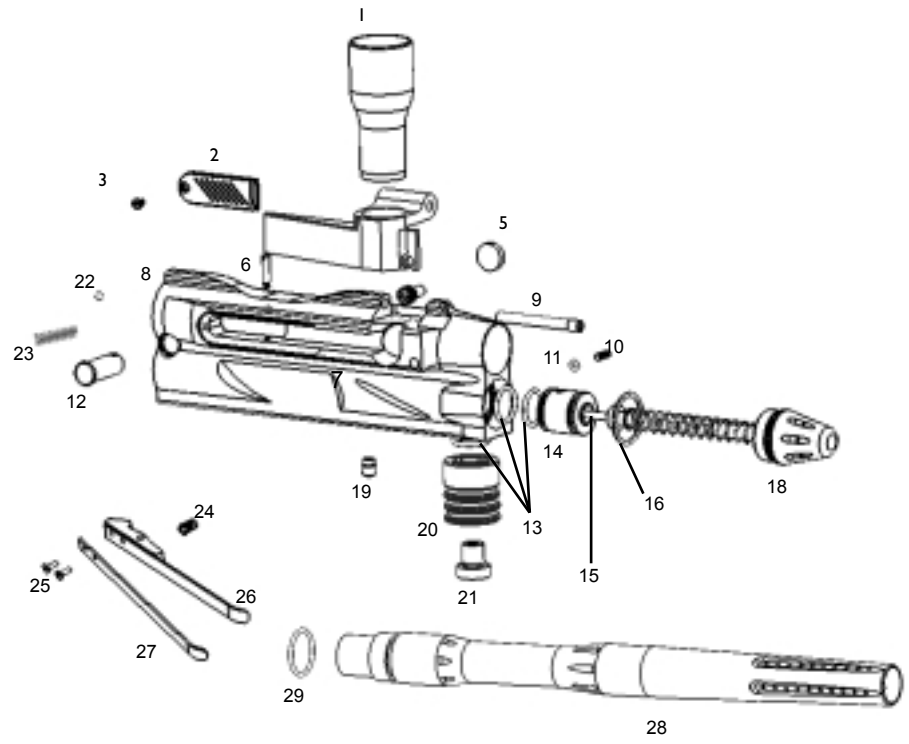


WARNING

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13. Never shoot at domestic animals or wildlife. Please initial: _____
14. Never mark objects outside the confines of the game or authorized shooting areas. Please initial: _____
15. Never look down the barrel of the marker. Please initial: _____
16. Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove power source; and remove all gas or air from the power system. Insert barrel plug and put electronic safety in "no shoot" position. Please initial: _____
17. Carry marker in case or sturdy bag when in public. Please initial: _____
18. Safely and securely store marker to prevent access to it by unauthorized persons. Please initial: _____

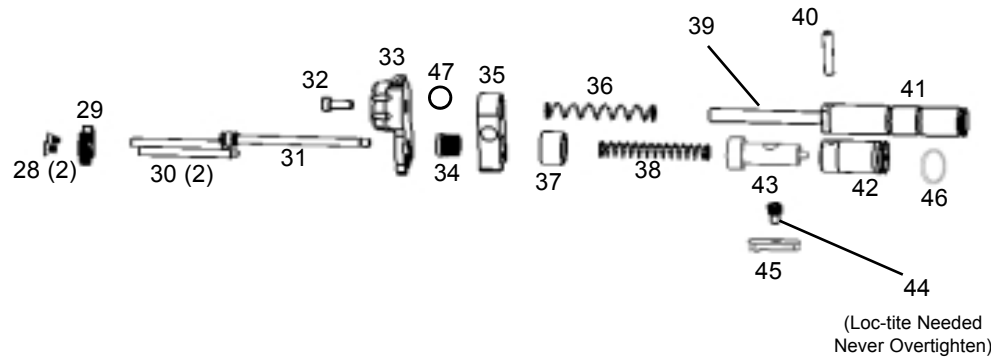
OMEN™ RECEIVER BARREL DIAGRAM



- | | | | |
|---------------------------------------|-------|------------------------------|-------|
| 01 Feed Tube (black) | 57004 | 15 Valve Stem | 57707 |
| 02 Cover Plate (black) | 57008 | 16 End Cap O-Ring (019-70) | 57730 |
| 03 Cover Plate Screw | 57704 | 17 Valve Spring | 57721 |
| 04 Pivot Cover (black) | 57001 | 18 End Cap (black) | 57006 |
| 05 Bumper | 57724 | 19 Valve Body Locating Screw | 57706 |
| 06 Cam Pin Threaded | 57710 | 20 Vertical ASA (black) | 57007 |
| 07 Sear Plate Screw | 57718 | 21 Gas Thru Bolt | 57709 |
| 08 Body (black) | 57000 | 22 Field Strip Pin Ball | 10130 |
| 09 Pivot Cover Hinge Pin | 57703 | 23 Field Strip Pin Spring | 10150 |
| 10 Recock Screw | 57715 | 24 Cam Spring | 57723 |
| 11 Recock Screw O-Ring (003-70) | 57736 | 25 Cam Detent Screw | 57727 |
| 12 Field Strip Pin | 57705 | 26 Cam Arm | 57725 |
| 13 Valve Body O-Ring (015-90 or 70) | 41010 | 27 Anti Doubler Arm | 57726 |
| 13 Vertical ASA O-Ring (015-90 or 70) | 41010 | 28 Stock Barrel (black) | 57005 |
| 14 Valve Body | 57700 | 29 Barrel O-Ring (019-70) | 57730 |

RULE THE WORLD

OMEN™ BOLT ASSEMBLY DIAGRAM



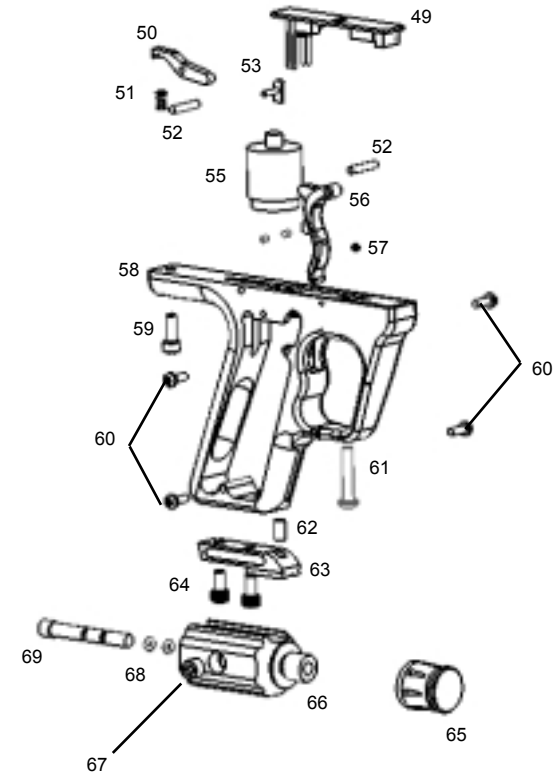
28	Tail Screws	57717
29	Tail Disk Screw	57011
30	Tail Rods	57716
31	Cocking Rod	57702
32	Rear Block Screw	57719
33	Rear Block (black)	57003
34	Velocity Screw	57708
35	Inner Block (red)	57009
36	Bolt Spring	57720
37	Hammer Cushion	57712
38	Hammer Spring	57722
39	Bolt Shaft	57941
40	Bolt Link Pin	10291
41	Delrin Venturi Bolt	57940
42	Bolt Carrier	57701
43	Hammer	57713
44	Hammer Screw	57718
45	Hammer Plate	57714
46	Hammer O-Ring (015-70)	57738
47	Brass Insert	57755



WARNING

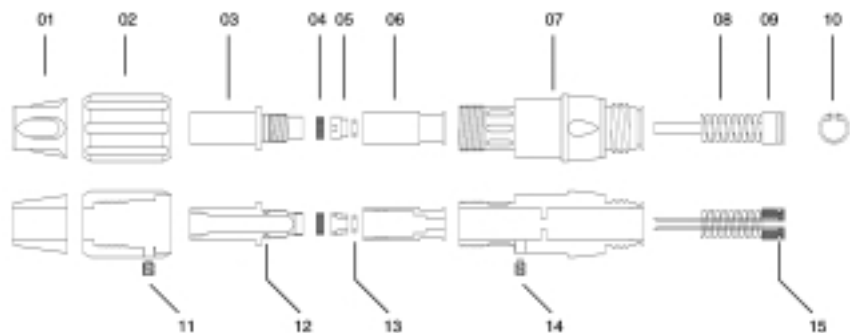
DO NOT DISASSEMBLE THE REAR SECTION OF THE BOLT ASSEMBLY OR CYCLE MARKER AFTER REMOVING THE HAMMER CUSHION. IMPROPER ALIGNMENT CAN CAUSE MARKER TO BIND AND CYCLING MARKER WITH MISSING PARTS CAN VOID WARRANTY.

OMEN™ GRIP FRAME DIAGRAM



49	Board Assembly	57739	62	On/Off Rail Set Screw (10-32x.25)	57747
50	Sear	57740	63	On/Off Rail	42076
51	Sear Spring	57741	64	Bottom Line Screws (10-32x.375)	10797
52	Sear / Trigger Pin (2)	10766	65	On/Off Cap	42075
53	Sear Release	57742	66	On/Off Body	42074
55	Solenoid	57744	67	1/8 NPT plug	47006
56	Trigger	57743	68	006-70 O-Ring	10162
57	Solenoid Set Screw (6-32x.2)	57745	69	On/Off Bottomline Piston	42073
58	Omen Frame	57002	70	Grip Panel	70105
59	Rear Frame Screw (10-32x.5)	10682	71	110v Charger	70182
60	Grip Panel Screw (6-32x.375)	10782	72	DC Charger	70183
61	Front Frame Screw (10-32x1)	57746	73	Manual	57748
			74	8.4 Rechargeable Battery	70181

The OMEN™ battery is a 9 volt rechargeable battery. The battery needs a full 22 hours to charge before it is full. The battery does not come fully charged. For best long term battery life, EVIL recommends you charge your OMEN™ frame for a full 22 hours before using it. You can use regular 9 volt batteries with this frame if your rechargeable battery is dead or you want to play with the frame right away. A blinking on/off indicator light means your OMEN™ frame needs to be charged right away.



- | | | |
|----|--------------------------------|-------|
| 01 | Detonator End Cap | 57201 |
| 02 | Detonator Adjusting Ring | 57202 |
| 03 | Inner Tube | 57203 |
| 04 | Regulator Seat | 57204 |
| 05 | Thrust Element | 57205 |
| 06 | Seal Retainer | 57206 |
| 07 | Detonator Main Body | 57207 |
| 08 | Piston Spring | 57208 |
| 09 | Piston | 57209 |
| 10 | Snap Ring | 57210 |
| 11 | Locking Screw 10/32 Oval Point | 57211 |
| 12 | O-Ring 011/70 Buna | 57212 |
| 13 | O-Ring 008/90 Urethane | 40923 |
| 14 | Retaining Screw 8/32 Dog Point | 57213 |
| 15 | O-Ring 012/90 Urethane | 40919 |



Charge Port

The trigger frame handle might get warm during charging.

Loss of rear gripframe screw (59) can cause sear not to drop and imitate a dead battery.

MAINTAINING EVIL OMEN™

The EVIL OMEN™ is easy to strip for cleaning and basic maintenance. **Regular cleaning and maintenance is highly recommended, including frequent checks of all power system components.** Keep screws tightened. Replace worn components with factory parts; all leaks must be repaired promptly. Power system repairs are best performed by the factory or an authorized factory repair facility; contact PMI for information regarding authorized repair facilities: 1.800.579.1633.



WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO. DO NOT DISASSEMBLE MARKER UNTIL IT IS COMPLETELY DRAINED OF COMPRESSED GAS OR AIR AND ALL PAINTBALLS HAVE BEEN REMOVED. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS MUST BE DONE BY QUALIFIED PERSONS.

CONTACT PMI, INC., FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED REPAIR FACILITIES. PHONE 800.579.1633; WWW. BUYPMI.COM

PAINTBALL MARKER POWER SYSTEMS MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

TUNING

(WITHOUT BREAKING PAINT)

The OMEN™ ships from the factory already tuned, and with regular cleaning and lubrication should only require pressure regulator adjustments to set the velocity. Every time you adjust the inline regulator, the recock pressure should also be adjusted.

Here is how to tune from scratch. It assumes you are adjusting to a field limit of 300 fps; if your velocity limit is lower the numbers must be adjusted accordingly. Every time you adjust velocity using the inline regulator, you must also adjust the recock pressure the opposite way. Example: If you increase your inline pressure to turn velocity up, then you will want to turn the recock pressure down slightly.

STEP 1

Check that the marker is clean and has a thin coat of grease or oil on the hammer o-ring (part #46). (A working OMEN™ that stops recocking is usually out of gas, dirty, or needs lube.)

STEP 2

Reduce recock pressure (to avoid breaking paint during step3):

To reduce recock pressure use the smallest hex wrench (.050) to turn the recock screw (part #10) in (clock wise) until it GENTLY bottoms on the valve stem; then back it out 1/4 turn.

STEP 3

Adjust velocity (loading only one paintball at a time is safest):

3a. Adjust regulator to a gas pressure well below normal shooting pressure. (Use a 3/32" hex wrench to loosen the locking regulator screw as shown in the photo on page 9.) Then turn the adjusting ring clockwise to decrease the line pressure into the marker.

3b. Drop a paintball into the feed tube and chamber it by pulling back the rear block (part # 33). Fire the marker and note velocity.

3c. Increase gas pressure (in small steps) and repeat 3b until you get a velocity of about 310 fps. (When you add in recocking in Step 4 velocity should fall below 300 fps, but to be sure you **MUST** do the final velocity adjustment in Step 5.)

TUNING

(WITHOUT BREAKING PAINT)

NOTE: As gas pressure is increased, velocity first increases to a maximum and then decreases. The maximum velocity achievable is increased by turning the red velocity screw (part # 34) in to increase hammer spring tension. Best marker operation (smoothest shooting and best efficiency) will occur when the maximum velocity is only about 10-20 fps above your velocity chrono point. Hence when adjusting gas pressure to get a velocity just below 300 fps, the ideal maximum velocity is about 310 fps.

STEP 4

Adjust recock pressure to get reliable recocking (do this with air but **WITHOUT** paintballs!)

4a. Fire marker (with no paint!); if it does not recock, turn recock screw out a quarter turn. Repeat until it recocks consistently.

4b. Turn recock screw out (CCW) 1/8 turn more and fire rapidly a few dozen times to confirm consistent recocking. This should give enough recock pressure to recock reliably, but not so much that the bolt cycles too hard and breaks paint.

STEP 5

Adjust marker velocity to a value below the field limit by adjusting regulator pressure.

NOTE: For optimum performance, your OMEN™ might need to be tuned each time you play. That means setting the recock pressure as low as possible.

The EVIL OMEN™ is designed to be very low maintenance. The EVIL Detonator™ must be well maintained as most issues will start with neglect of the Detonator inline regulator, see regulator maintenance below. Also, the hammer o-ring (part #46) must be clean and lightly lubed.

The OMEN™ stock delrin bolt needs no maintenance. Always clean marker after every day of play. This usually does not mean a complete strip. On the contrary, most warranty calls originate from improper assembly by the operator. However, do not hesitate to call Evil HQ with questions.

Proper regulator maintenance and preventative inspection of the entire bolt assembly and the simple cleaning, inspection, and lubrication of the HAMMER O-RING (part # 46) with 100% synthetic oil will ensure your OMEN™ does not leave you hanging on the field.

Note: The OMEN's valve was designed for more cycles of trouble free performance than most players can afford to play. There should be no reason to remove end cap and valve stem from valve body and there should never be a cause to remove valve body from marker main body. Note barrel leak in the trouble shooting section.

Always use at least an agitating loader with the OMEN™. Force feed loaders may need to be set to the lowest torque setting if paint jams between the cam arm (26) and the anti-doubler arm (27).

PROBLEM

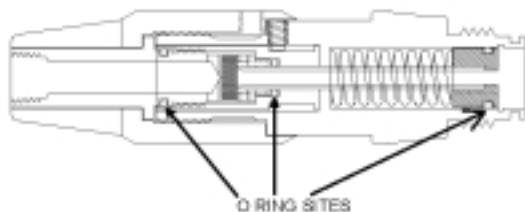
SOLUTION

Regular Maintenance

- Poppet O-rings greased with lithium grease or synthetic paintball marker oil. (Part #13)

EVIL DETONATOR™ SERVICE PROCEDURES

For Experts Only - Do Not Attempt to disassemble EVIL Detonator™ without reading complete instructions.



There are only three O-rings and one urethane Regulator seat in the Evil Detonator™. If gas leakage is detected, the fault lies with one of the three O-rings. If the regulator fails to hold a consistent delivery pressure, then the problem is with the Regulator Seat.

Low velocity

- Increase regulator output pressure. (See page #9).
- Reg pressure that is way too high (600psi or more) can also lead to low velocity.

High velocity

- Decrease regulator output pressure.

Marker does not recock every shot
Marker does not recock during skips

- Gas supply is low.
- Hammer o-ring (part #46) is dirty or needs lube.
- Recock pressure is low-turn recock screw out. (See TUNING).

Marker skips often (no paintball is fired)

- Cam push arm (part #26) is rubbing on marker frame.
- You're firing too fast for your loader, get a better one.

Paintballs break in barrel

- Barrel diameter is too large for the paint you are using (allowing ball to roll forward before firing).
- Your paint is really bad.

Paintballs roll forward in barrel

- Your barrel is too large for your paint. (See above).
- Regulator is not providing a consistent output pressure and may need lube on poppet o-rings (regulator part #13).

Velocity is very erratic

- Marker recocks too hard. Reduce recock pressure! (See TUNING)
- Bumper (part #5) is damaged.
- Hammer cushion (part #37) is worn out or missing.

Bolt or cam push arm breaks paint

- Marker recocks too hard. Reduce recock pressure! (See TUNING)
- Bumper (part #5) is damaged.
- Hammer cushion (part #37) is worn out or missing.

Ball jams between cam push arm (part #26) and anti-doubler arm (part #27)
(To remove ball, gently push it up into feed tube.)

- External force-feeder loader is pushing too hard
- Debris between push arm and ant-doubler arm.
- Anti-doubler arm is jammed or rubbing on marker frame.
- Push arm or anti-doubler arm is damaged.

Marker does not fire with each trigger pull

- Battery is low.
- Marker is not assembled correctly.
- Hammer plate (part #45) is loose.
- Rear frame screw (part #59) is missing.

Barrel leak

- Pressure too low to seal valve.
- Debris stuck in valve is holding it open.

Lose Often

- Practice more.

ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. A copy must accompany the marker if warranty repairs are needed. Evil takes pride in manufacturing high quality paintball products for many years of trouble free enjoyment. Should you experience any difficulty in operating or maintaining this paintball marker, please re-read the owner's manual carefully. If further assistance is needed, contact PMI, Inc., at 1.800.579.1633.

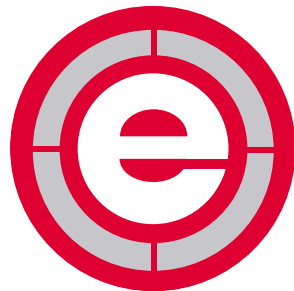
WARRANTY REPAIR RETURN PROCEDURE

A returned product must be accompanied by a Return Authorization (RA) number on the outside of the box; please call PMI, Inc., at 1.800.579.1633 to obtain a RA number before shipping product to PMI, Inc. All warranty returns must be accompanied by the owner's name, address, telephone number and a copy of the receipt. Include owner's fax and e-mail if possible. Owner must remove all paintballs and completely drain power system before shipping, and must pack product securely to avoid damage during shipping. **Include a brief description of what does not appear to work correctly.** Ship to: PMI Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA. Most lost or delayed guns are the result of not including a RA number. Do not ship your OMEN™ to PMI without first obtaining a RA number.

OUT OF WARRANTY REPAIR

Should repairs be needed on a paintball marker that is out of warranty, contact PMI at 1.800.579.1633 for information regarding authorized EVIL OMEN™ repair facilities.

Any paintball marker returned to PMI for out of warranty repairs must be accompanied by a RA number, description of what does not appear to work correctly, and owner's information requested in "Warranty Repair Return Procedure" above. Including sales purchase receipt or packing slip is optional for out of warranty repairs. Please note that there will be a minimum labor charge of \$20.00 and there may be additional charges for parts to repair an item/product that is not covered by warranty. An estimate of repair cost will be provided to the customer and authorization to complete the repairs will be obtained prior to repairs being done.



Pursuit Marketing, Inc. (PMI, Inc.), extends a warranty to the original purchaser of the paintball marker that the product is free from defects in materials and workmanship for a period of one year from the date of purchase. PMI, Inc.'s obligation under this warranty shall be limited to repairing or replacing any part of the product which is defective. Service for this replacement or repair will be done free of charge upon delivery of the product to Pursuit Marketing, Inc. (PMI, Inc.), 55 Howard Ave, Des Plaines, IL 60018 USA; Customer pays shipping charges. Please call PMI, Inc., at 1.800.579.1633 for information on obtaining warranty service or to obtain a Return Authorization (RA) number before shipping product to PMI, Inc. **Do not mail your marker in without first obtaining an RA number. Please make sure to ship your marker through a shipping company that allows you to track and insure your package. PMI is not responsible for guns that never reach us. Clearly mark your RA number on the outside of the package.**

WARRANTY EXCLUSIONS AND LIMITATIONS

This warranty does not apply in the event of misuse or abuse of the product, use of any parts other than original factory parts, or unauthorized repairs, modifications, or alterations, and does not apply to any parts that are made defective by modification, misuse, abuse, or accident. This warranty does not apply to o-rings, cup seals, springs, normal fading of anodized finish, scratches, cosmetic wear, or to any items or parts not manufactured by PMI, Inc.

Other than as expressly stated herein, PMI, Inc., does not make any warranties, express or implied, including but not limited to implied warranties of merchantability or fitness, for any purpose other than that for which the EVIL OMEN™ was designed. This warranty gives you specific legal rights. You may have other rights which may vary from state to state. PMI, Inc., is not liable for any consequential damages or incidental damages which may arise from the use or operation of the EVIL OMEN™ or from any breach of the warranty herein set forth.

WARRANTY REGISTRATION FORM

Please fill out entirely the enclosed EVIL OMEN™ Warranty Registration form found in the center of this manual and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA.

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