

TACAMO™



TYPE-68

Table of Contents

1) Rules for Safe Handling

2) Operating Your Marker

3) Field Stripping Your Marker

4) Exploded Diagram

5) To Fully Disassemble Your Marker

6) Care And Maintenance

7) Troubleshooting



1) Rules For Safe Handling

- Always wear proper paintball eye protection and never remove them when operating the marker or near playing area.
- Treat every paintball marker as if it were loaded.
- Never point a paintball marker at anyone not wearing the proper paintball eye protection.
- Always use a barrel blocking device as well as the safety when not playing.
- Never look down the barrel of a paintball marker. Accidental discharge into the eyes may cause permanent injury or death.
- Always measure the velocity (speed) of the marker before playing paintball. NOTE: Paintball velocity can be tested at most regulation paintball fields with a chronograph.
- Never shoot your marker with the velocity exceeding 300fps.

- Only play in a proper paintball facility.
- Avoid shooting an opponent at point blank range (20 feet or less).
- Paintballs can stain, so never fire your marker at the property of others.
- Do not shoot fragile objects (i.e. windows, lights, etc.)
- Pressurize and load the marker only when the marker will be immediately used. Unload and remove the gas cylinder immediately after use for safe storage.
- **Always remove gas source before disassembly.**
- Keep exposed skin away from escaping gas when installing or removing cylinder. All compressed gases are very cold and can cause frostbite under certain conditions.
- **Do not field strip or otherwise disassemble this marker while it is pressurized with gas.**
- Store the paintball marker unloaded and degassed in a locked place.
- Follow warnings listed on gas source for handling and storage. Use only .68 caliber paintballs. Never load or fire any foreign objects.
- Dress appropriately and avoid exposing any skin when playing the game of paintball. A light layer of clothing will absorb some of the impact and protect you from the paintballs.
- Never consume alcoholic beverages before and/or during the use of this marker. Handling paintball markers while under the influence of drugs or alcohol is a criminal disregard for public safety.



2) Operating Your Marker

Always follow all safety rules when operating the marker. Misuse or abuse of the marker can cause serious injury or death.

THIS MARKER OPERATES ONLY ON CO2 OR COMPRESSED AIR. DO NOT USE ANY OTHER GAS TO POWER THIS MARKER. DOING SO MAY CAUSE SERIOUS INJURY OR DEATH AND MAY DAMAGE THE MARKER.

1. Put barrel blocking device in place on barrel.
2. Put marker on safe by pushing the button safety to the right.
3. Put goggles on. Attach air cylinder to the gas connector located at the bottom of the handle.
4. Attach ammo box to feed port and press it in firmly.
5. Load the ammo box with paintballs.
6. Remove barrel blocking device.
7. Take marker off safe by pressing the safety to the left.
8. Check the velocity of marker with a chronograph to verify that the velocity does not exceed 300 fps or the set field limit.

Adjusting you velocity

1. Remove two pins (65T) located at the rear of the main body (20T) and pull stock away from body.
2. Locate silver velocity adjustment back block (29T) and insert allen key.
3. Rotate the allen key clockwise to increase velocity. Rotate counter clockwise to decrease velocity.
4. When decreasing velocity it may be necessary to fire several shots before the velocity drops.



3) Field Stripping Your Marker

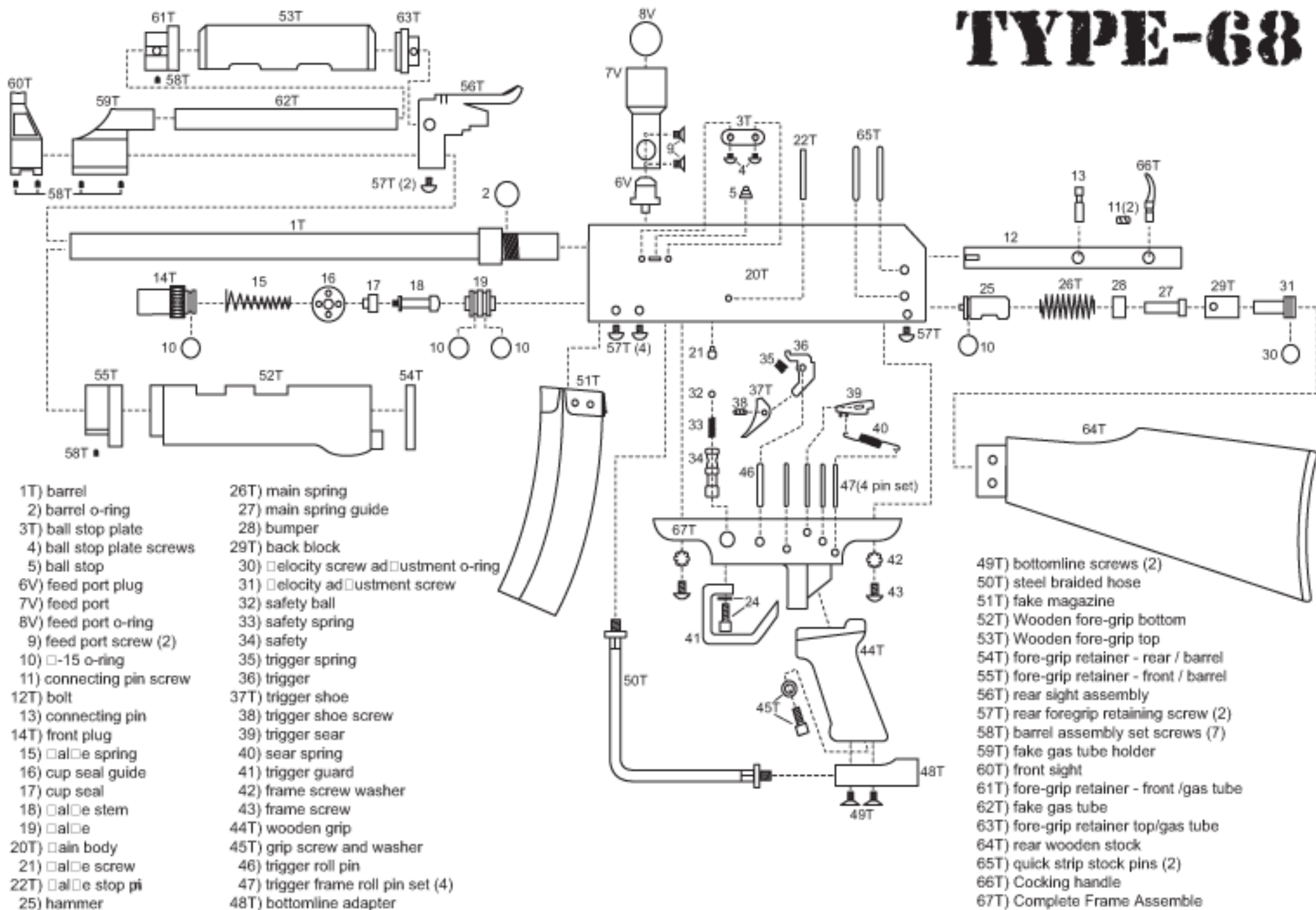
ALWAYS REMOVE AIR SOURCE (CYLINDER) BEFORE DISASSEMBLING THE MARKER.

1. **Remove air cylinder from marker.**
2. Remove ammo box and paintballs from marker.
3. Remove the two pins(65T) at the rear of the body and pull the wooden stock(64T) away from the main body.
4. Grasp the silver velocity adjustment block(29T), push in, rotate 180 degrees, and remove from the main body.
5. Remove the spring guide(27) and spring(26T).
6. Grasp cocking handle(66T) and pull away from body. Cocking handle(66T) is held in place with spring tension and will pop out.
7. The bolt(12) and hammer(25) will now slide out through the rear of the main body.
8. Clean and lubricate the bolt(12) and hammer(25).
9. To reassemble connect the bolt(12) and hammer(25) together and place inside the marker with the bolt on top and the hammer on the bottom. Push as far forward into the main body as they will go.
10. Locate the hole for the cocking handle(66T) and re-insert into the bolt(12) through the slot on the right side of the main body.
11. While pressing forward on the cocking handle(66T), pull the trigger (make sure that you have removed your gas source). This will allow the bolt, hammer, and cocking handle to move forward to the de-cocked position.
12. Replace the main spring(26T), bumper(28), and spring guide(27).
13. Insert the back block(29T) into the main body and rotate 180 degrees until it locks in place.
14. Replace wooden stock(26T) and pins(65T).

4) Exploded Diagram

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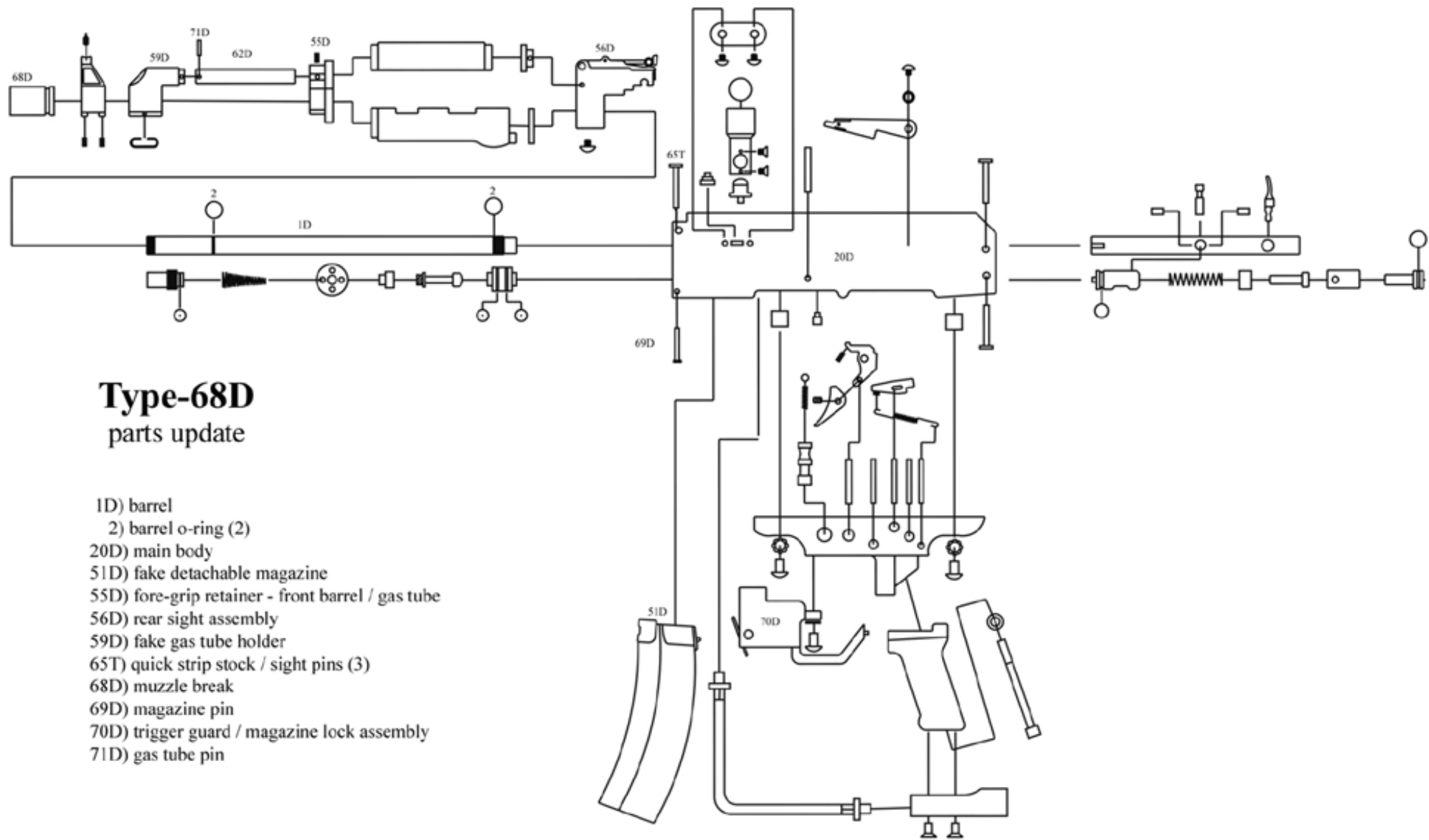
TYPE-68



- 1T) barrel
- 2) barrel o-ring
- 3T) ball stop plate
- 4) ball stop plate screws
- 5) ball stop
- 6V) feed port plug
- 7V) feed port
- 8V) feed port o-ring
- 9) feed port screw (2)
- 10) O-15 o-ring
- 11) connecting pin screw
- 12T) bolt
- 13) connecting pin
- 14T) front plug
- 15) OalOe spring
- 16) cup seal guide
- 17) cup seal
- 18) OalOe stem
- 19) OalOe
- 20T) main body
- 21) OalOe screw
- 22T) OalOe stop pin
- 25) hammer

- 26T) main spring
- 27) main spring guide
- 28) bumper
- 29T) back block
- 30) Oelocity screw adOelocustment o-ring
- 31) Oelocity adOelocustment screw
- 32) safety ball
- 33) safety spring
- 34) safety
- 35) trigger spring
- 36) trigger
- 37T) trigger shoe
- 38) trigger shoe screw
- 39) trigger sear
- 40) sear spring
- 41) trigger guard
- 42) frame screw washer
- 43) frame screw
- 44T) wooden grip
- 45T) grip screw and washer
- 46) trigger roll pin
- 47) trigger frame roll pin set (4)
- 48T) bottomline adapter

- 49T) bottomline screws (2)
- 50T) steel braided hose
- 51T) fake magazine
- 52T) Wooden fore-grip bottom
- 53T) Wooden fore-grip top
- 54T) fore-grip retainer - rear / barrel
- 55T) fore-grip retainer - front / barrel
- 56T) rear sight assembly
- 57T) rear foregrip retaining screw (2)
- 58T) barrel assembly set screws (7)
- 59T) fake gas tube holder
- 60T) front sight
- 61T) fore-grip retainer - front /gas tube
- 62T) fake gas tube
- 63T) fore-grip retainer top/gas tube
- 64T) rear wooden stock
- 65T) quick strip stock pins (2)
- 66T) Cocking handle
- 67T) Complete Frame Assemble



5) To Fully Disassemble The Marker

ALWAYS REMOVE AIR SOURCE (CYLINDER) BEFORE DISASSEMBLING THE MARKER.

NOTE

It is not necessary to perform any of these steps to maintain your TYPE-68. These instructions are for your reference should you decide to add accessory items or perform repairs on your marker. It is not advised that you try to perform any of these instructions if you are not knowledgeable in the repair of paintball markers.

Remove the stock(64T), bolt(12), and hammer(25) by following the **Field Stripping Your Marker** instructions.

Remove the barrel(1T) by following these instructions:

1. Remove front sight(60T) by loosening the two set screws(58T) located under the sight(60T).
2. Loosen the two set screws(58T) under the fake gas tube holder(59T) (uppertube over the barrel)
3. Loosen the set screw(58T) located on the bottom of the Fore-grip retainer(55T).
4. Remove the two wooden fore grip pieces(53T, 52T).
5. Unscrew the barrel(1T). The rear sight mechanism(56T) will come off with the barrel(1T).
6. Locate the valve plug(14T) on the front of the marker. Using a flathead screwdriver, unscrew the plug(14T). **WARNING Do not attempt to remove the valve plug(14T) with your gas source attached. The valve area is pressurized and can cause serious injury or death if you attempt to access it with your gas cylinder attached.**
7. Once the valve plug(14T) is removed, the valve spring(15), cup seal guide(16), and cup seal(17) can be removed.

Remove the grip frame(67T) by following these instructions:

1. Remove the two screws(49T) from the bottomline adapter(48T).
2. Remove the four screws(57T) holding the fake magazine(51T) in place.
3. Remove the two screws(43) holding the grip frame(67T) in place.



6) Care and Maintenance

Oiling:

Only oil specifically designed for paintball markers should be used. Other oils will freeze upon contact with CO2 or contain solvents which will damage your cup seal(17) and o-rings(10) causing your marker to leak. To oil the bolt(12) and hammer(25) see the instructions under **Field Stripping Your Marker**. It is recommended that to oil all other internal parts you wait until you are ready to play and at a safe location where you can fire your marker. Place two drops of oil in the bottomline adapter(48T) before putting your gas cylinder on. Once the gas cylinder is attached fire the marker several times. This will distribute the oil through the valve(19) and cup seal(17) area. You should squeegee your barrel(1T) afterwards to remove any excess oil. Oil in the barrel(1T) will cause erratic ball flight.

Cleaning:

It is important that you clean your marker every time you finish playing. See the instructions on **Field Stripping Your Marker**. Any paint around the feed port(7V), barrel(1T) and main body(20T) should be wiped off with a damp paper towel or cloth.

Special cleaning requirements for the Type-68:

Because the Type-68 uses actual production military parts special care should be taken to make sure that the marker is clean and dry before it is stored. Many parts like the rear sight(56T), gas tube holder(59T), and foregrip retaining rings(61T, 63T, 55T, 54T) are made of steel. These parts will rust if you do not keep them clean, dry, and oiled.



7) Troubleshooting

PROBLEM	REASON	CORRECTON
Low Velocity	CO2 Tank Is Almost Empty	Re-Fill CO2 Tank
Low Velocity	CO2 Tank Is Cold	Wait 10 Minutes After CO2 Tank Is Filled Before Attempting To Shoot.
Low Velocity	Bolt(12) And Hammer(25) Are Dirty	See- Field Stripping Your Marker
Marker Does Not Re-Cock	Bolt(12) And Hammer(25) Are Dirty	See- Field Stripping Your Marker
Marker Does Not Re-Cock	Bolt O-Ring(10) Damaged	Replace Bolt O-Ring (Same Size As CO2 O-Ring)
Gas Is Leaking	Cup Seal(17) Damaged	Replace Cup Seal
Gas Is Leaking	Valve O-Ring(10) Is Dry	Oil Marker
Double Feeding Balls	Ball Detent(5) Is Broken Or Missing	Check Detent And Replace If Necessary
Bolt Stuck	Broken Shell From A Paintball Or Other Debris Is Wedged Between The Bolt(12) And The Body(20T)	Remove And Clean Bolt, See - Field Stripping Your marker

ARCHON PAINTBALL INC. SERVICE TRACKING TAG

Model: Type-68

Serial#: _____

Name: _____

Address: _____

City: _____ St: _____

Zip: _____ Ph#: _____

Purchase Date: ____ / ____ / ____

Purchased From: _____

Your Email Address: _____

THIS TAG IS VERY IMPORTANT.

Fill in the contact information and keep it in a safe place. If your Type-68 should need warranty repair or service, attach this tag securely and ship it postage paid.

Mail to:

ARCHON Paintball Inc.
155 Verdin Rd.
Greenville, SC 29607
archonpaintball.com

ARCHON PAINTBALL INC.

WARRANTY REGISTRATION TAG

Model: Type-68 Serial#: _____

Name: _____

Address: _____

City: _____ State: _____

Zip: _____ Phone#: _____

Purchase Date: ____ / ____ / ____

Purchased From: _____

Your Email Address: _____

Please fill in the information above, then detach and return this form within 15 days of purchase in order to validate your 90 days limited warranty.

Mail to:

ARCHON Paintball Inc.
155 Verdin Rd.
Greenville, SC 29607
archonpaintball.com

Affix
Postage
Here

ARCHON Paintball Inc.
155 Verdin Road
Greenville, SC 29607
Attn: Warranty Registration

Detach here to mail

ARCHON PAINTBALL INC. WARRANTY STATEMENT

ARCHON Paintball Inc. warrants to the original consumer purchaser that this product is free from defects in material and workmanship under normal use and service for a period of ninety (90) days from the original date of purchase. For warranty to be effective, customer must return the attached warranty registration card along with a copy of the purchase receipt within fifteen days of purchase. ARCHON Paintball Inc. agrees to repair or replace (at its discretion) any product within a reasonable period of time, provided that it is returned with postage prepaid to ARCHON Paintball Inc. This warranty does not cover cup seals, o-rings, scratches, nicks, normal wear and tear of parts, normal fading of anodization, or damage caused by dropping or hitting of product. This warranty includes but is not limited to individual parts of the product such as receiver and barrel. This warranty shall not apply if ARCHON Paintball Inc. shows that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications of or tampering with original factory parts will not be covered by this warranty.

Keep this portion until service is needed