

Thank you for choosing ARIAKON.

ARI AKON™



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ARE YOU A PLAYER ?

Read and understand the entire contents of this
manual before attempting to use your marker!

WARNING

THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. PROPER EYE AND FACE PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN AT ALL TIMES BY THE USER AND ANY OTHER PERSON WITHIN RANGE. THIS PRODUCT IS NOT INTENDED FOR UNSUPERVISED USE BY PERSONS UNDER THE AGE OF 18. READ THE OWNERS MANUAL BEFORE USING THIS PRODUCT.

Repair Authorization Form

This form must be included with your return. You must contact ARI AKON @ 760-268-0735 and obtain a Return Merchandise Authorization Number before sending your marker back. **ITEMS RETURNED WITHOUT RMA NUMBER ON THE PACKAGE WILL BE REFUSED.**

CO# _____

Name _____

Address _____

Phone () _____

Product: _____

Description of Problem: _____

Most repairs are completed within 3 to 5 business days. Any costs associated with parts and/or labor that is not covered by the warranty is the sole responsibility of the customer. Customers will be contacted prior to out of warranty repairs. **Out of warranty repairs will be charged at a rate of \$15 hour + the cost of parts.** Return shipping is not covered for out of warranty items and will be the responsibility of the customer. Items must be picked up or shipped out within 30 days of completion of repairs. If the customer does not pickup merchandise or cover shipping and handling charges for return of such products, the customer agrees to relinquish all rights and titles to and waives all claims against ARIAKON® for credit related to such products. **This form must be filled out and signed by an Adult over the age of 18.**

Signature _____

WARRANTY TERMS AND AGREEMENTS

LIMITED 1 year WARRANTY

ARI AKON™ products are warranted for 1 year from the original date of retail purchase. During the warranty period, any part, because of manufacturing defects or workmanship, that fails to function properly under normal use shall be repaired or replaced, at ARI AKON'S™ sole discretion, free of charge. This product must be operated in accordance with the instructions included with the unit.

WHAT IS COVERED

Any parts which are determined to be defective. Labor associated with the warranty repairs. Transportation charges to consumer for repaired product.

WHAT IS NOT COVERED

Malfunctions or damage resulting from misuse, failure to perform normal maintenance (see page 8), tampering, unauthorized repairs, modifications, alterations, abuse, neglect, accident, aftermarket parts and add-ons. Wearable part such as, but not limited to, anodizing, o-rings, cup seal, ball detent, sights, springs, screws, plastic parts, and plastic finishes. Transportation charges to ARI AKON™ for defective product. Use of Loctite® or non-approved lubricant on any ARI AKON™ product will void warranty.

WARRANTY CLAIMS

USA customers: **You must contact ARI AKON™ at 1-877-4-ARIAKON and obtain a Return Merchandise Authorization Number.** The Repair Authorization Form (see page 19), filled out, and a copy of original purchase receipt must be included with the return.

Package the unit carefully using ample padding material to prevent damage in transit and ship it prepaid and insured. We recommend that you ship your return product using a method of shipment that supplies proof of delivery to establish liability. ARI AKON™ is not responsible for items that do not reach us or are lost / damaged in transit.

Please return to:

ARI AKON™

2794 Loker Ave West, Suite #107

Carlsbad CA USA 92008.

RMA#

International Customers: Please return product to your nearest distributor. If you do not know your distributor, please call 760-268-0735 and ask for our International Department for assistance.

IMPLIED WARRANTIES

WE MAKE NO EXPRESS WARRANTIES EXCEPT THOSE STATED IN THIS SECTION. ARI AKON™ MAKES NO REPRESENTATIONS OR WARRANTIES, EITHER EXPRESSED OR IMPLIED, OF ANY KIND WITH RESPECT TO PRODUCTS SOLD, INCLUDING BUT NOT LIMITED TO QUALITY, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. YOU AGREE THAT THE SOLE AND EXCLUSIVE MAXIMUM LIABILITY, TO ARI AKON™ ARISING FROM ANY PRODUCT SOLD, SHALL BE THE PRICE OF THE PRODUCT ORDERED. WE RESERVE THE RIGHT TO MODIFY THIS WARRANTY AT ANY TIME AT OUR SOLE DISCRETION. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. TO THE EXTENT ANY PROVISIONS OF WARRANTY IS PROHIBITED BY FEDERAL, STATE, OR MUNICIPAL LAW WHICH CANNOT BE PREEMPTED, SHALL NOT BE APPLICABLE. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE AND COUNTRY TO COUNTRY.

LIABILITY STATEMENT

ARI AKON™ SHALL NOT BE LIABLE, UNDER ANY CIRCUMSTANCE, FOR CONSEQUENTIAL DAMAGES, INCIDENTAL DAMAGES, OR INCIDENTAL EXPENSES, INCLUDING BUT NOT LIMITED TO, DAMAGE AND LOSS OF PROPERTY, LOSS OF LIFE, PERSONAL INJURY OR ANY OTHER EXPENSE RESULTING FROM THE USE OF THIS WEAPON, INCLUDING THE INTENTIONAL, RECKLESS, NEGLIGENT OR ACCIDENTAL DISCHARGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

GOVERNING LAW

THE SALE(S) WILL BE GOVERNED BY THE LAWS OF THE STATE OF CALIFORNIA. VENUE AND JURISDICTION FOR ALL DISPUTES WILL LIE IN SAN DIEGO COUNTY, CALIFORNIA

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Congratulations on your purchase of an ARI AKON™ paintball marker! As the leader in scenario paintball products we strive to provide you with one of the best paintball markers available. With proper maintenance your marker will provide you with reliable service for many paintball adventures. Please take time to read through the manual thoroughly and become familiar with the parts, operation, and safety precautions before you attempt to load or fire your ARI AKON™ marker.

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WARNING AND LIABILITY STATEMENT

This marker is classified as a dangerous weapon and is surrendered by ARI AKON™ with the express understanding that the purchaser assumes all liability resulting from unsafe handling, misuse, or any action that constitutes a violation of any applicable laws or regulations. ARI AKON™ assumes no liability for, and shall not be liable for personal injury, loss of property or life resulting from use of this weapon under any circumstances, including but not limited to those resulting from intentional, reckless, negligent, or any other possible accidental discharges.

All information contained in this manual is subject to change without notice. ARI AKON™ Reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements in products previously sold.

BE RESPONSIBLE! BE SAFE!

The ownership and use of this marker places the total responsibility of its safe and lawful use upon you. You must observe the same safety precautions as you would any firearm to assure the safety not only yourself, but everyone around you. The user, at all times, must use caution when using this marker.

- Do not pressurize, load, or fire this marker until you have completely read and understood this manual and are familiar with its operation and safety procedures.
- Handle this marker as if it were loaded at all times.
- Wear paintball approved goggles and full face mask when you are firing your marker, or are within range of anyone else firing their marker. NEVER shoot at someone who is not protected with gear as described.
- Always leave the marker in 'SAFE' mode when not actually in game play.
- Do not carry this paintball marker in public unless it is stored in a paintball case or bag.
- Always make sure your barrel is properly covered with a barrel plug or cover whenever you are not actually in game play.
- Only pressurize and load the marker when you intend to immediately use it. Always unload and remove CO2 cylinder immediately after use

TROUBLESHOOTING

Firing	The marker will not cock	Loosen the rear screw on the carry handle (<i>part #2</i>) approximately ½ turn at a time until you are able to cock the marker freely. Make sure the connector pin (<i>part #17</i>) is properly installed in the bolt and striker. See diagram 2-2 on page 13.
	Marker does not fire	Make sure air source is inserted properly. Make sure marker has been re-assembled properly Make sure paintballs are being allowed into the marker
	Marker sputters or doesn't re-cock	Check to make sure the air tank is full Clean bolt and striker making sure they are free of debris or broken paint Inspect the bolt (<i>part #15</i>) and striker (<i>part #32</i>) o-rings and make sure that they are well oiled and fit snugly. Replace if necessary
	Paintballs Curve	Make sure you are using high quality paintballs that are not old or dirty Clean barrel and breech area of broken paint and debris
	More than one paintball comes out at a time	Make sure the ball detent (<i>part #9</i>) is installed properly, not worn out, and that the screws (<i>part #11</i>) are not over-tightened. Replace if necessary Make sure the paintballs being used are the proper size. They should not roll freely out of the barrel when it is pointed downward
	Breaking paint	Make sure you are using high quality paintballs that are not old, dirty or are misshaped. Clean barrel and breech area of broken paint and debris Make sure ball detent (<i>part #9</i>) is not worn. Replace if necessary. <i>Note: Screws holding ball detent should not be over-tightened</i>

TROUBLESHOOTING

Air Leak	Air leaks from where I screw in the tank	Inspect the valve on your tank to ensure that it is not damaged
		Replace the o-ring on your tank
		Check for debris in the ASA (part #40)
	Air leaks out from the barrel	Make sure your marker has been reassembled properly. Refer to "Basic Cleaning and Maintenance" on page 7.
		Replace the o-rings on the valve (part #34)
		Replace the cup seal (part #36)
Air leaks from between the vertical ASA (part #40) and the body	Replace the valve (part #34)*	
	Replace o-ring (part #38)	
Alignment of Parts	Stock	Loosen the set screw holding the stock (part #19), align the stock properly, and re-tighten the screw. If the stock is loose after that tighten the screw on the underside of the stock (part #22).
	Front Sight	Loosen sight adjustment screw (part #50), and align sight properly, then re-tighten the screw. See diagram 3-3 on page 14
	Hand guard is loose	Follow diagram 3-2 on page 14. Tighten connecting screw (part #48), then reassemble hand guard
Velocity	Velocity is too high	Turn the velocity adjustment screw (part #27) out, counter-clockwise, until desired velocity is reached
		If the velocity spring (part #30) is new it may need to be broken in; until you are able to achieve the desired velocity*
	Velocity is too low	Turn the velocity adjustment screw in/clockwise until desired velocity is reached
		Internal parts may be dirty or o-rings may be damaged. Refer to "Basic Cleaning and Maintenance" on page 8
		Check bolt (part #15) to make sure it is not installed upside down. The hole in the center of the bolt should face downward
		Make sure you have not lost the copper air passage (part #12).

BE RESPONSIBLE! BE SAFE! CONTINUED

- Never point the marker at anything you do not intend to shoot.
- Only use paintball markers where it is legal and/or approved.
- Always keep the muzzle pointed down or in a safe direction.
- Use only .68 caliber paintballs. Never load or attempt to fire any other objects.
- Wear proper attire and avoid exposing any skin when playing the game of paintball.
- Keep exposed skin away from escaping CO2 gas when installing or removing the cylinder.
- Never look directly into the barrel while it is attached to the marker. accidental discharge into the eyes may cause permanent injury or death.
- Avoid shooting an opponent at point blank (6 feet or less).
- Never disassemble or perform maintenance to the marker while it is pressurized with gas.
- Never shoot at wildlife or any other animals.
- Never shoot your marker at personal property of others.

SPECIFICATIONS

Model..... ARI AKON™ SIM-4
 Caliber..... .68 caliber
 Action..... Semi-automatic (open bolt blow-back)
 Power..... CO₂, Compressed Air or Nitrogen
 Barrel length..... 13.5"
 Overall Length..... 30"
 Weight (without tank or hopper)... 4.8 lbs

PERFORMANCE

Operating a paintball marker below 70°F (21°C) will decrease the number of effective shots. The same is true for operating above 70°F (21°C). Many factors affect velocity and accuracy, including brand of paintball, type of paintball, amount of CO₂ in source, lubrication, barrel condition and temperature.

GETTING STARTED

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

1) Ammo Box (Hopper)

Make sure that the feed port is clean to keep the paintballs feeding properly and to help avoid breaking any paint. Also, make sure there are no sharp edges or debris in your hopper. Install the hopper into the feed elbow (included with your marker). Then attach the hopper assembly onto the feed port on the side of the marker. Now open the lid on the hopper and fill with paintballs.

NOTE: Do not over tighten or the elbow may break.

2) Air Source Installation

First make sure the marker is in "safe" mode. Next you need to cock the marker by sliding the cocking handle all the way back until it clicks, then release the handle so it slides back to the forward position. Note: you may need to manually push the cocking handle forward once you fully cock the marker.

To install the air source, insert the tank valve end into the tank adapter in front of the trigger frame. Twist the tank clockwise into the marker until you hear and feel the tank "engage", then give the tank about 1/3 turn more so it does not become loose. Your marker is ready to fire once you switch it from "safe" mode to fire mode.

3) Adjusting the Velocity

To adjust the velocity use a hex wrench on the velocity adjustment screw, (part #27), on the rear of the marker directly under the stock. Turning the adjuster screw in or clockwise will increase the velocity, and adjusting it out or counter-clockwise will lower the velocity.

NOTE: Always check the velocity of your marker using a chronograph at your

UNLOADING YOUR MARKER

IMPORTANT: Paintball approved eye and face protection should be worn when operating any paintball product. Make sure your barrel plug, or cover, is installed properly and always keep your marker pointed in a safe direction away from others.

- 1) First make sure your marker is set in "safe" mode and your barrel cover, or plug, is properly installed.
- 2) To unload your marker remove the ammo box completely or empty it so it is free of paintballs. Then point the marker in a safe direction, remove the barrel cover, take the marker out of "safe" mode and fire several times to be sure there are no paintballs lodged in the chamber, then immediately return the marker to "safe" mode and replace the barrel cover.

SIM-4 DISASSEMBLY METHODS

Diagram 1-7: Removing the Feed.



A— Begin by removing the Feed Screws (part #7) with a 4 mm Allen Key.
B— Pull up to remove as shown in Picture 'B'.

Diagram 1-8: Barrel Removal



A— Begin by unscrewing the barrel from the top body half in a counter clockwise motion as shown.
B— After the two have been unscrewed pull them apart as shown in Picture 'B'

SIM-4 DISASSEMBLY METHODS

Diagram 1-5: Loosening the connector pin retaining screw.
Removing the connector pin and bolt.



- A— Begin by unscrewing the Connector Pin retaining screw (part #18) 3 turns with a 2mm Allen key. *****NOTE: DO NOT REMOVE THIS SCREW.*****
B— Pull the Connector Pin (part #17) as shown in picture B.



- C— Tilt the upper body to slide the bolt (part # 15) towards the back of the marker and remove by pulling towards the direction shown.

*****NOTE: DO NOT loose this copper passage (part #12) without this piece your marker cannot generate enough pressure to fire correctly.*****

Diagram 1-6: Removing the Ball Detent.



- A— Begin by removing the Ball Detent Retaining screws (part # 10 & 11)
B— Pull out the Ball Detent (part #9) in a upward then out motion as shown in picture 'B'

UNLOADING YOUR MARKER CONTINUED

IMPORTANT: Paintball approved eye and face protection should be worn when operating any paintball product. Make sure your barrel plug, or cover, is installed properly and always keep your marker pointed in a safe direction away from others.

- To remove a charged air source turn the cylinder approximately $\frac{3}{4}$ of a turn counterclockwise. This allows the tank pin valve to close so that no CO₂ will enter the marker. With the barrel plug or cover properly installed point the marker in a safe direction and discharge the remaining CO₂ in the marker by pulling the trigger until the marker stops firing. (This may take 5-6 shots). Make sure to return your marker to "safe" mode when finished discharging any remaining CO₂.

NOTE: If your marker continues to fire after you have turned the tank then the pin valve has not closed yet and you may need to unscrew the tank a little further. If you turn the tank $\frac{3}{4}$ of a turn and it begins to leak before you pull the trigger then you have turned it to far and you may have damaged the tank o-ring.

STORING YOUR MARKER

NOTE: Proper storage of your ARIAKON[®] paintball marker can help cut down on the maintenance needed when bringing the marker back out to play.

- You should store your marker in a dry area. Make sure that the rear bolt, striker and spring are cleaned and oiled so that they do not rust (Refer to "Basic Cleaning and Maintenance". Store your marker with the bolt in the rear position (cocked).
- When removing your marker from storage you should re-oil all moving parts and o-rings before any use.
- Before storing, empty and remove the CO₂ tank from the gun (Refer to "Unloading Your Marker").

TRANSPORTING YOUR MARKER

Observe all local, state and federal laws concerning the transportation of paintball markers. For information concerning any of the laws in your area, contact your nearby law enforcement agency.

NEVER CARRY YOUR MARKER UNCASSED WHEN NOT ON A PLAYING FIELD. THE NON-PLAYING PUBLIC AND LAW ENFORCEMENT PERSONNEL MAY NOT BE ABLE TO DISTINGUISH BETWEEN A PAINT MARKING DEVICE AND FIREARM. FOR YOUR OWN SAFETY AND TO PROTECT THE IMAGE OF THE SPORT, ALWAYS CARRY YOUR MARKER IN A SUITABLE CASE OR IN THE BOX IT WAS PURCHASED IN.

BASIC CLEANING AND MAINTENANCE

NOTE: Basic maintenance of your ARI AKON™ marker is your responsibility. Your marker will provide you with dependable performance for many games if properly cared for. Not properly maintaining your marker could result in voiding your warranty. **WARNING:** Before conducting any maintenance, remove the air source from your marker (Refer to "Unloading Your Marker"). Make sure your marker is in 'SAFE' mode and your barrel has either a cover or plug installed.

Normal maintenance and cleaning will help reduce the majority of any possible complications with the performance of your marker. For best results we recommend cleaning your marker after each day of use. Use a damp towel with water to wipe off paint, oil and debris. (Do not use any cleaning solvents such as 409® or Simple Green®. Use of such products on your marker may cause corrosion and/or damage the internal parts, and may also void your warranty.) When oiling the cleaned parts we recommend using any paintball brand paintball gun oil. (The use of other lubricants such as WD-40®, graphite, and oil designed for actual firearms may cause build up and/or damage the internal parts or seals. Use of such products may also void your warranty.)

In order to help you properly maintain your marker we have created 10 simple steps to cleaning your marker:

- 1) Remove the stock by loosening the retaining screw (part #19), then pulling the stock straight out from the rear of the body.
- 2) Next remove the body pins (part #14) and separate the two halves of the body. Note: For easiest removal of body pins squeeze both halves of the body together while pushing pins out. **IMPORTANT:** Take care not to lose the copper air passage (part #'s 12 & 13) while disassembling your marker.
- 3) Remove the velocity adjustment screw (part #27), with a hex wrench, by turning it counter clockwise.
- 4) Next, remove the velocity lug (part #28) using a flathead screwdriver. Use caution when removing, parts are under pressure from the velocity spring.
- 5) Then, remove the guide pin (part #29) and velocity spring (part #30).
- 6) Next, loosen the connector pin retaining screw (part #18), by turning it counter-clockwise about two full turns.
- 7) Then, remove the connector pin (part #17), bolt (part #15), striker cushion (part #31), and striker (part #32). When doing so, be sure to note which direction each piece fits into the marker for reassembly.
- 8) Inspect all o-rings making sure they fit snugly and are not missing or damaged.
- 9) Clean the removed parts by wiping them with a damp towel. Then oil all moving surfaces and all o-rings with paintball marker oil. See page 13 for a diagram for the necessary places to oil you marker.
- 10) Reinstall the removed parts in the reverse order, making sure that the connector pin (part #17) is properly positioned so it connects the bolt (part #15) and striker (part #32). Note: When reinserting the striker you will have to press the trigger in order to allow the striker to pass the sear.

*Refer to "Basic Disassembly" on pages 12 through 14 for photos of steps 1-7.

SIM-4 DISASSEMBLY METHODS

Diagram 1-3: Removing the velocity screw, velocity lug, guide pin, and velocity spring Continued.



B—Loosen and remove velocity screw (part# 27)

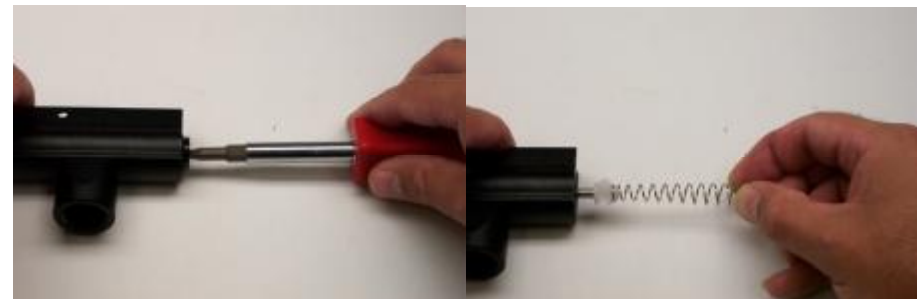
C—Loosen and remove velocity lug (part# 28) With a flathead or '—' screw driver



D— Pull out the Velocity Guide pin (part #29), the Velocity spring (part #30), and striker cushion (part #31)

E— Tilt the lower body half upwards and gently shake to remove the striker.

Diagram 1-4: Removing the volume chamber lug, cup seal return spring, and cup seal.



A— Begin by unscrewing the volume chamber lug (part # 41) with a flathead or '—' screwdriver.

B— Pull the Cup Seal return spring and Cup Seal (part #'s 36&37) as shown.

SIM-4 DISASSEMBLY METHODS

Diagram 1-1: Removing the stock.



A—Loosen stock retaining screw (part #19) With a 3mm Allen Key
B—Remove stock by pulling towards the direction shown.

Diagram 1-2: Separating the two Body Halves.



A—Squeeze gun body together and pull out the body pins (part #14)
B—Pull the two body halves apart as shown in picture 'B'

Diagram 1-3: Removing the velocity screw, velocity lug, guide pin, and velocity spring.



A and A1—Begin by removing the trigger assembly screws (part #55) with a 3mm Allen key on the front and rear of the trigger assembly. The bottom body half and trigger assembly will now come apart as shown on picture A1.

NOTE: Please make sure the trigger assembly is not cocked

ACCESSORIES AND UPGRADES

ACCESSORIES	QUANTITY	AMOUNT	TOTAL AMOUNT
ELITE KIT		\$159.99	
ELITE RAIL		\$69.99	
SIGHT MOUNT		\$39.99	
PRO RAIL		\$64.99	
R.I.S. KIT		\$129.99	
SIM SERIES ELITE SCOPE		\$59.99	
SIM SERIES RED DOT SCOPE		\$59.99	
LASER SIGHT KIT		\$79.99	
TAC LIGHT KIT		\$37.99	
DELUXE TAC LIGHT KIT		\$79.99	
19.5" BARREL		\$74.95	
SIM-4 STANDARD FRONT KIT		\$99.99	
SIM-4 A1 KIT (INCLUDES 19.5" BARREL)		\$119.99	
SIM-4 A2 KIT (INCLUDES 19.5" BARREL)		\$119.99	
REMOTE SYSTEM		\$49.99	
SIM-4 ELECTRONIC TRIGGER LCD		\$139.99	
SIM-4 ELECTRONIC TRIGGER LED		\$114.99	
SIM-4 SINGLE COMPOSITE TRIGGER		\$47.99	
SIM-4 PRO TRIGGER		\$49.99	
SIM-4 BASIC PARTS KIT		\$24.99	
SIM-4 DELUXE PARTS KIT		\$44.99	
SIM SERIES DELUXE PADDED BAG		\$49.99	
BARREL EXTENTION		\$79.99	
VERTICAL R.I.S GRIP		\$29.99	
R.I.S LOW PROFILE RAIL GUARDS- BLACK		\$32.99	
R.I.S REPLACEMENT PANEL-GREEN		\$4.99 EACH	

SCHEMATIC



SIM-4 PARTS LIST

1. CARRY HANDLE
2. CARRY HANDLE SCREW
3. COCKING LEVER
4. COCKING LEVER SPRING
5. FEED PORT
6. FEED PORT WASHERS (2)
7. FEED PORT SCREWS (2)
8. UPPER BODY
9. BALL DETENT
10. BALL DETENT WASHERS (2)
11. BALL DETENT SCREWS (2)
12. COPPER AIR PASSAGE
13. COPPER AIR PASSAGE O-RING
14. BODY PINS
15. BOLT
16. STANDARD O-RINGS (7 – bolt, striker, velocity lug, valve, volume chamber lug)
17. CONNECTOR PIN
18. CONNECTOR PIN RETAINING SCREW
19. STOCK RETAINING SCREW
20. STOCK CONNECTOR
21. STOCK TUBE
22. STOCK TUBE SCREW
23. STOCK HOUSING
24. RETRACTABLE ADJUSTMENT PIN
25. STOCK CAP
26. LOWER BODY

27. VELOCITY ADJUSTOR
28. VELOCITY LUG
29. SPRING GUIDE PIN
30. VELOCITY SPRING
31. STRIKER CUSHION
32. STRIKER
33. VALVE PIN
34. VALVE
35. VALVE RETAINING SCREW (Not Shown)
36. CUP SEAL
37. CUP SEAL RETURN SPRING
38. ASA O-RING
39. ASA PIN
40. VERTICAL ASA
41. VOLUME CHAMBER LUG
42. BARREL
43. BARREL O-RING
44. REAR HAND GUARD RING
45. REAR HAND GUARD RING RETAINING SCREW
46. HAND GUARD (2 HALVES)
47. FRONT STOCK RING
48. FRONT STOCK RING RETAINING SCREW
49. FRONT SIGHT
50. FRONT SIGHT ADJUSTMENT SCREW
51. FLASH SUPPRESSOR
52. FLASH SUPPRESSOR RETAINING SCREW
53. TRIGGER ASSEMBLY
54. TRIGGER ASSEMBLY WASHERS (2)
55. TRIGGER ASSEMBLY SCREWS (2)