

Welcome to ZAP Extreme Sportz!

On behalf of everyone at our company, thank you for your purchase of a ZAP Extreme Sportz marker. This Owner's Manual is designed to help you enjoy the growing sport of paintball. In it you will find:

WARNING/LIABILITY STATEMENT	2
RULES FOR SAFE HANDLING	4-6
OPERATING INSTRUCTIONS	7-11
EXPLODED DIAGRAM	12-13
FIELD STRIPPING INSTRUCTIONS	14-15
TROUBLESHOOTING INSTRUCTIONS	16
WARRANTY INFORMATION	17
ACCESSORIES	18-19

Thank you again for your purchase.
Play Safe, Play Fair, Play Hard!

The ZAP Extreme Sportz Team

WARNING / LIABILITY STATEMENT

This marker is classified as a dangerous weapon and is surrendered by the manufacturer with the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. The manufacturer shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including the intentional, reckless, negligent or accidental discharges.

All information contained in this manual is subject to change without notice. The manufacturer reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements in products previously sold.

WARNING: This paintball marker is not a toy. Always wear eyewear protection designed specifically for paintball while handling or within a minimum range of 200 yards of this paintball marker. You must be at least 18 years old to purchase this product. Any person under 14 years of age should use this paintball marker with adult supervision.
ASTM-STANDARD F1777-97

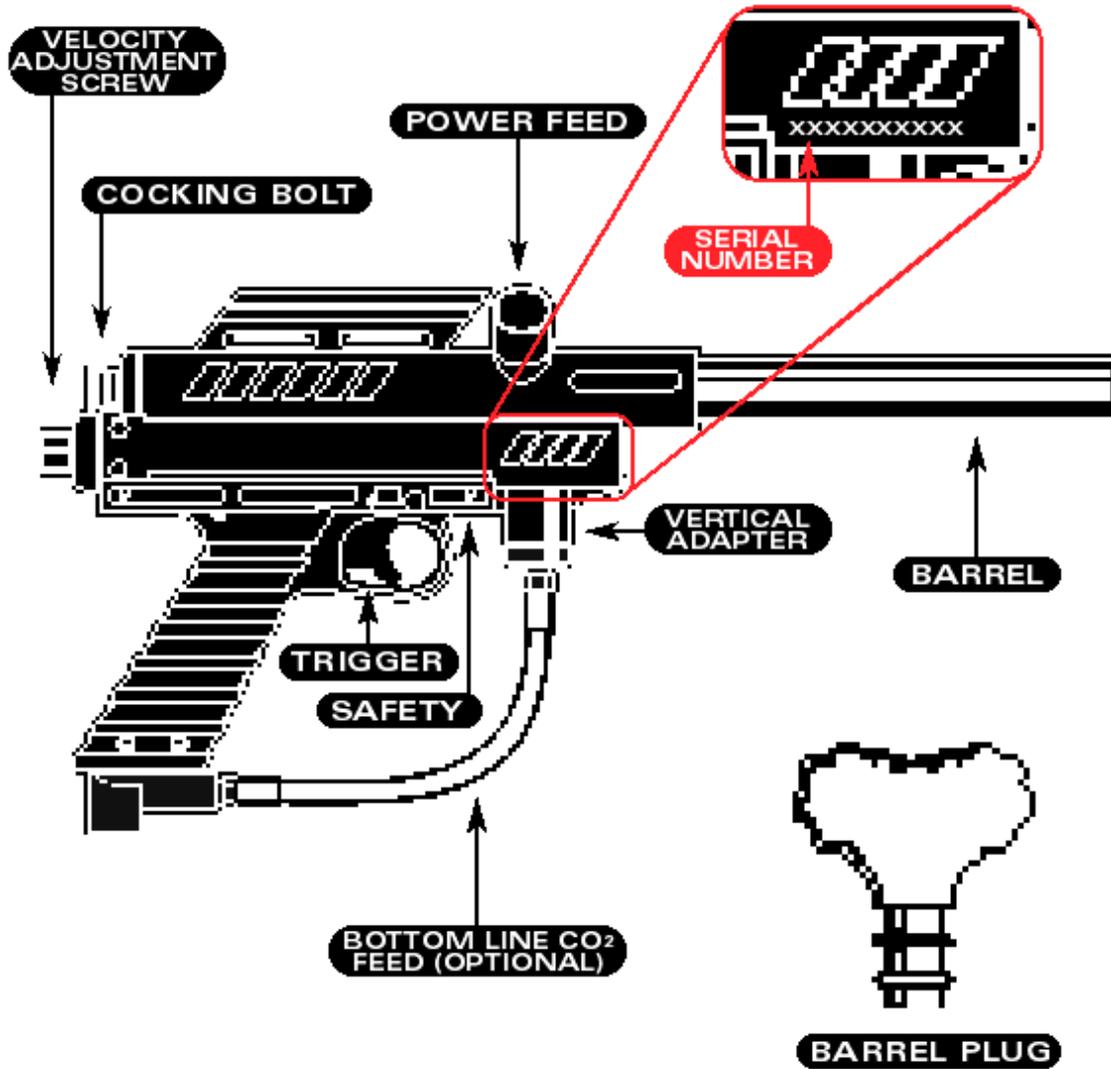
WARNING: Never shoot at anyone without proper protective equipment for eyes, ears, throat and head, which must be worn at all times. Protection must be designed specifically for paintball use. Failure to follow these safety precautions may result in bodily injury including blindness and deafness.

RULES FOR SAFE HANDLING

- * Always wear proper eyewear protection designed specifically for paintball while handling or within a minimum range of 200 yards of this paintball marker. Never remove protective eyewear when 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 plug as well as the safety when not playing.
 - * Never look down the barrel of the paintball marker. Accidental discharge into the eyes may cause permanent injury or death.
 - * Never shoot your paintball marker with the velocity exceeding 300 fps.
 - * Always measure velocity (speed) before playing paintball.
- NOTE: Paintball velocity can be tested at all regulation paintball fields with a chronograph.
- * Only play in a proper paintball facility.
 - * Avoid shooting any target/opponent closer than 20 feet.
 - * 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 CO2 cylinder immediately after use for safe storage.
 - * Keep exposed skin away from escaping CO2 gas when installing or removing cylinder. CO2 gas is very cold and can cause frostbite under certain conditions.
 - * Always store your marker with the air source removed and in a safe location.
 - * Always remove gas source before disassembly.
 - * 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. Even a light layer of clothing will absorb some of the impact and protect you from the paintballs.
 - * Never consume alcoholic beverages before and during the use of this marker. Handling markers while under the influence of drugs or alcohol is a criminal disregard for public safety.
 - * Play Safe! The safety of yourself and others depends on you!

OPERATING INSTRUCTIONS

Aldo – I will need a new drawing to go into this section. Do you have anything.



WARNING: Be sure that the marker is always pointed in a safe direction. Read the following operating instructions and without loading paintballs, proceed several times through operating steps.

NOTE: Safety goggles must be properly worn at all times to protect eyes, ears, throat and head when handling this marker. Remember Goggles On!

WARNING: The use of gasses other than CO₂ could result in an explosion or rupture of the marker, causing serious injury.

CAUTION: CO₂ bottles or cylinders may explode at temperatures above 130oF (54.4oC)

PUT ON SAFE:

Push safety from left to right. Make sure barrel plug is placed securely in barrel of marker.

Attach Power Source (Not included):

Screw power source (CO₂ cylinder) into bottom line CO₂ feed. Shoot the marker without the paintballs at a safe target to ensure proper function.

COCK MARKER:

Cock marker by pulling bolt fully back until locked in rear position. This is a semiautomatic marker, which will re-cock itself after firing. It is only necessary to cock the marker when installing CO₂ bottle, or for initial shot.

DO NOT DRY FIRE THE PAINTBALL MARKER WITHOUT THE POWER SOURCE ATTACHED.

LOAD PAINTBALLS:

1. Attach any hopper with a 1 inch neck to the vertical feed of the marker.
2. Pour paintballs into the hopper.

NOTE: Paintballs are gravity fed from hopper to the marker each time the trigger is pulled. Broken paintballs or too many paintballs in hopper may cause subsequent paintballs to break and will adversely affect the marker's accuracy.

NOTE: Paintballs should be stored in a cool dry place in sealed plastic bags. Do not subject to freezing, excessive heat, humidity or store in direct sunlight. These conditions may cause ball breakage and/or poor feeding performance.

RECOMMENDED: ZAP Extreme Sportz Premium quality .68 caliber paintballs.

Make sure that the power feed is clean to keep the paintballs from breaking and to feed the marker smoothly. You do not want any debris in your hopper.

Make sure everyone within a minimum range of 200 yards is properly protected from paintball impacts.

Remove barrel plug and take off safe by pressing safety from right side of marker.

VERIFY VELOCITY (SPEED): Verify that the marker's velocity is below 300 feet per second (fps) or less. Velocity should be measured with a chronograph prior to playing paintball.

PAINTBALL MARKER IS NOW READY TO FIRE...

WARNING: Proper paintball eye protection should include lower face mask with side ear protection. Protective gear should be worn at all times while operating or standing within a minimum range of 200 yards of this paintball marker.

EXPLODED DIAGRAM

Aldo – I will need a new list to put into the manuals along with an exploded diagram. If you could send them to me that would be great.

- | | | | |
|-----|--------------------------|-----|----------------|
| 1. | barrel | 17. | sear pin |
| 2. | bottom tube | 18. | sear spring |
| 3. | body | 19. | pawl |
| 4. | trigger frame | 20. | pawl spring |
| 5. | bolt | 21. | pawl pin |
| 6. | hammer | 22. | valve spring |
| 7. | hammer O-ring (optional) | 23. | velocity screw |
| 8. | bolt pin | 24. | hammer spring |
| 9. | bolt O-ring | 25. | valve plug |
| 10. | safety | 26. | plug O-ring |
| 11. | valve | 27. | rear plate |
| 12. | valve stem | 28. | trigger pin |
| 13. | detent pin | 29. | trigger spring |
| 14. | trigger | 30. | breech seal |
| 15. | sear spring pin | 31. | valve O-ring |
| 16. | sear | 32. | frame pin |
| | | 33. | rear plate pin |

FIELD STRIPPING INSTRUCTIONS

WARNING: Always be sure that the air source is removed from the paintball marker and that there are no paintballs loaded before disassembling.

Remove barrel #1.

Take off trigger frame.

1. Remove frame pins #23 (#35 for ZXS-440 and 444)
2. Pull trigger frame #34 (#45 for ZXS-440 and 444) downward.

REMOVE rear plate.

1. Unscrew Rear Cap # 45.
2. Bolt #8 and hammer assembly will then be able to be removed.

For ZXS-440 and 444

1. Remove rear plate pins #11
2. Pull rear plate #10 from body. Bolt #8 and hammer assembly will then be able to be removed.

Remove Valve Assembly.

1. Trigger frame must be removed prior to removing the valve assembly.
2. Remove valve plug #39. (ZXS-500 only) #30 (ZXS-440 only)
Remove volumizer #41. (ZXS-555 only) #31 (ZXS-444 only)
3. The valve body can now be pulled forward from the front of the marker. Be sure that valve O-ring #2 located on top of the valve assembly and detent pin #35 (#24 for ZXS-440 and 444) are not lost during the removal of the valve.

TROUBLESHOOTING INSTRUCTIONS

WARNING: Always ensure that the CO2 bottle is removed before any field stripping of the paintball marker begins.

PROBLEM – AIR LEAKS FROM THE BARREL:

SOLUTION – Check the valve O-ring #40 (#29 for ZXS-440 and 444) or seal on valve stem #37 (#27 for ZXS-440 and 444). If either is damaged, replace the O-ring or valve stem, and the leaking will stop. (Follow STEP #2 on page 9 of this manual).

PROBLEM – AIR LEAKS FROM CO2 Bottom Adapter:

SOLUTION – Unscrew the CO2 cylinder and check for a damaged O-ring on the bottle valve. If the O-ring is damaged, then replace O-ring. Also, check the brass “lip” around the

O-ring on CO2 cylinder. If dented or pinched, replace entire valve.

PROBLEM – MARKER does not re-cock after pulling trigger:

SOLUTION – Check the CO2 cylinder and ensure it is filled.

If the problem still persists, check the sear spring #26 (#43 for ZXS-440 and 444) for damage or collapse. If required, replace sear spring.

WARRANTY INFORMATION

ONE YEAR LIMITED WARRANTY

ZAP Extreme Sportz is dedicated to providing you with the ultimate paintball marker and quality support necessary for the utmost satisfaction in its use. For one year from date of purchase by the initial owner, ZAP Extreme Sportz will repair or replace this marker free of charge if defective in material or workmanship.

Register your warranty online at www.zappaintball.com or call 1-877-907-8880. Also check out the troubleshooting section of our website to help you out with your marker.

This warranty gives you specific legal rights. You may also have other rights which may vary from **state to state** or province to province.

In the event warranty or other non-warranty related repairs are required, you may call ZAP Extreme Sportz at 1-877-907-8880.

ACCESSORIES