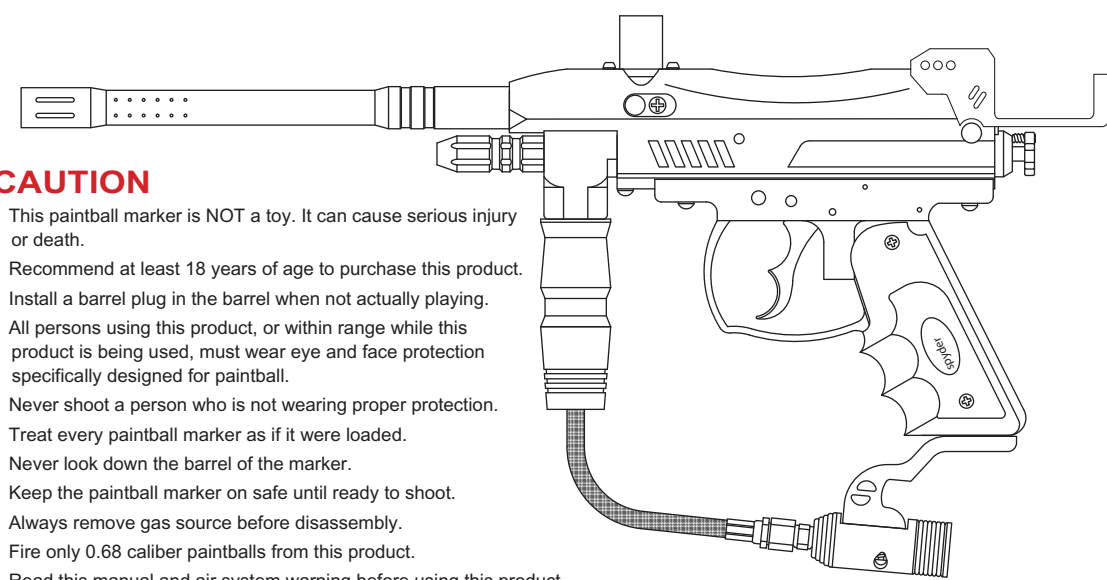




XTRA SEMI-AUTO



CAUTION

- This paintball marker is NOT a toy. It can cause serious injury or death.
- Recommend at least 18 years of age to purchase this product.
- Install a barrel plug in the barrel when not actually playing.
- All persons using this product, or within range while this product is being used, must wear eye and face protection specifically designed for paintball.
- Never shoot a person who is not wearing proper protection.
- Treat every paintball marker as if it were loaded.
- Never look down the barrel of the marker.
- Keep the paintball marker on safe until ready to shoot.
- Always remove gas source before disassembly.
- Fire only 0.68 caliber paintballs from this product.
- Read this manual and air system warning before using this product.
- Any modifications or tampering of original factory parts will void all warranties and liabilities from Kingman.
- Always turn power off or put marker on safety when marker is not in use.
- Always make certain the bolt is in the un-cocked position when marker is not in use.
- Transfer this instruction manual upon change of marker ownership.

IMPORTANT

- Firing velocity may vary according to altitude and climate conditions.
- BEFORE using your marker in play, you must always first perform a "SAFE VELOCITY TEST". This can only be accomplished by using a testing device called a "Velocity Chronograph" and can be performed by the dealership where you purchased this product or at a local paintball playing field.
- Note: This product is intended to be used at a velocity no greater than 300 feet per second (FPS).
- Recommended velocity is 280 FPS or less.
- This product is NOT intended to be used at any distance less than 25 feet.
- This paintball marker may have excess gas after removal of the tank. Please remove all paintballs and discharge the remaining gas safely.

CO2/HP AIR TANK WARNING



- VALVES MUST BE INSTALLED OR REMOVED ONLY BY QUALIFIED PERSONNEL.
- BOTTLE MUST BE RETESTED SEE CO2/HP TANK LABEL FOR RETEST DATE!
- Improper use, filling, storage or disposal of this cylinder may result in death, personal injury and property damage.
- This cylinder must be filled only by properly Trained personnel in accordance with CGA Pamphlets P.1 and G-6.3 available from the Compressed Gas Association WWW.CGANET.COM
- Do not over pressurize. Do not expose pressurized cylinder to temperatures in excess of 130 degrees F.
- Do not expose cylinder to corrosive materials and do not clean with caustic cleaners.
- Do not alter this cylinder in any way.
- Cylinders heated to a temperature of 250 degrees F or more must be condemned or requalified in accordance with test defined in CFR-49.
- Keep cylinder out of reach of children.
- The valve should NEVER be detached from the canister. Should this occur, please seek assistance from a trained airsmith immediately.
- This tank is intended for paintball use only.

SPYDER XTRA

ITEM # Name of Parts

01	Spyder Barrel Plug
02F	1/2" Barrel (Silver)
2704G	Ball Stopper w/Retent Cover (Silver)
05B	M4 x 6 Screw (#4B,4C,4TD) (Silver)
28041	Direct Feed (Silver)
28061	Receiver (Shutter Blue)
28063	Receiver (Cobalt Blue)
28081	Vertical Adapter (Shutter Blue)
28085	Vertical Adapter (Cobalt Blue)
28082	Low Pressure Chamber (Silver)
07	M5 x 14 Screw w/ Washer
09	O-Ring #015 80D
10A	Valve Spring
11	Cup Seal Guide
12	Cup Seal

ITEM # Name of Parts

13	Valve Pin
14	Valve Body
15	Valve Body Screw
16	M5 x 12 Screw (Black)
17H	Venturi Cocking Bolt
18B	Striker Bolt (#19A)
19A	Striker O-Ring (#18A/#18B)
20	Barrel O-Ring (Black)
21	Bolt Pin
22	Bolt Screw
22B	M4 x 8 Screw (Black)
23B	Quick Disconnect Pin
23C	Disconnect Pin Lock
25	Striker Spring
26A	Striker Buffer (#18A/#18B)

ITEM # Name of Parts

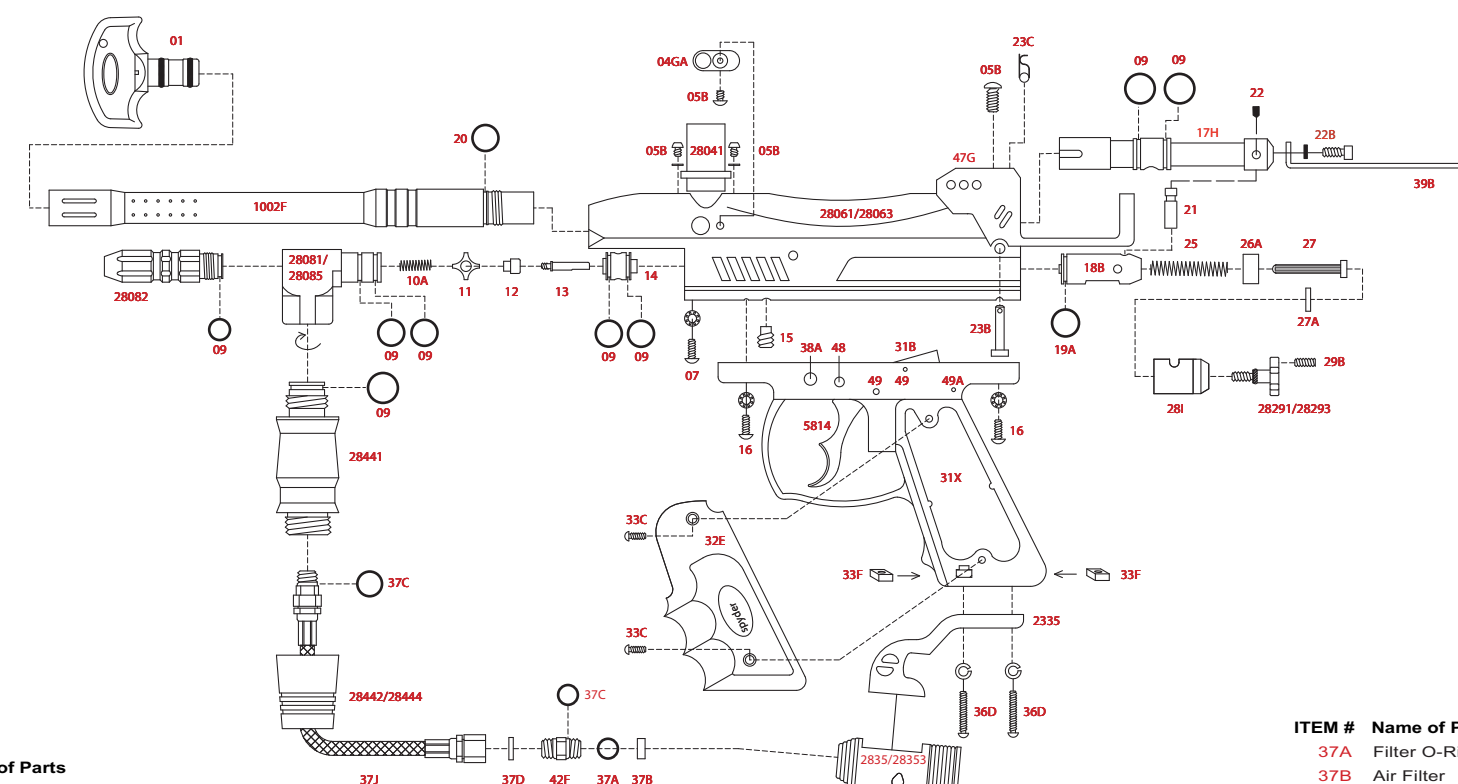
27	Striker Spring Guide
27A	Flat Disc
281	Striker Bolt Plug (Silver)
28291	Thumb Adjuster w/ screw (Shutter Blue)
28293	Thumb Adjuster w/ screw (Cobalt Blue)
29B	Lock Screw
31B	Trigger Sear
31X	Deluxe Trigger Frame

ITEM # Name of Parts

32E	45 Grip Cover
33C	Grip Cover Cover
33F	Nut Screw
2835	C/A Adapter (Shutter Blue)
28353	C/A Adapter (Cobalt Blue)
2335	Deluxe Drop Forward (Silver)
36D	5/32" x 5/8" Screw
36E	5/32" x 7/8" Screw (Black)

ITEM # Name of Parts

37A	Filter O-Ring
37B	Air Filter
37C	Disconnect O-Ring #011(Black)
37D	Plastic Washer (Disconnect Hose)
37J	Disconnect Hose
2841	Spare Parts Kit
28441	Gas Thru Fore Grip (Silver)
28442	Mini Fore Grip (Shutter Blue)
28444	Mini Fore Grip (Cobalt Blue)
38A	Safety Button Set (Medium)
39B	Cocking Rod (Silver)
42F	Male to Male Metric Adapter
47G	Sight Rail w/ Beaver Tail (Silver)
48	Trigger Roll Pin (Large)
49	Sear Roll Pin (Medium)
49A	Secondary Sear Roll Pin (Small)
5814	Double Trigger



KINGMAN Warranty Registration

PLEASE COMPLETE AND RETURN THIS FORM, ALONG WITH A COPY OF YOUR PURCHASE RECEIPT, WITHIN 15 DAYS OF PURCHASE SO THAT WE MAY VALIDATE YOUR ONE YEAR LIMITED WARRANTY.

Mail to: Kingman Group
14010 Live Oak Avenue
Baldwin Park, CA 91706 U.S.A.

Name _____ Telephone () _____

Address _____

City _____ State _____ Zip _____ Country _____

Your age _____ E-mail address _____ Occupation _____

Product name and model _____

What other brand(s) of markers do you own? _____

Why did you purchase this Kingman marker? _____

Avg # of times you play paintball per month _____

What is the next paintball product you intend to buy? _____

What are your hobbies (other than paintball)? _____

What are some magazines you like to read? _____

Have you purchased products from the Internet within the last 6 months? _____

Comments/Suggestions: _____

WARRANTY STATEMENT

Kingman warranties to the original customer purchaser that this product is free from defects in material and workmanship under normal use and service for a period of 12 months from the original date of purchase by the initial owner/purchaser. For warranty to be effective, customer must return the enclosed warranty registration card, along with a copy of the purchase receipt, within fifteen days of purchase. Kingman agrees to repair or replace (at its discretion) any product within a reasonable period of time. **This warranty does not cover** o-rings, scratches, nicks, normal wear and tear of parts, any modifications or normal fading of anodizing or damage caused by dropping or hitting of products. This warranty shall not apply if it is shown by Kingman that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering of original factory parts will not be covered by this warranty. Any damage caused by water will not be covered by this warranty. Warranty work can only be conducted by Kingman technician or Kingman authorized technicians. If product needs repair, package it carefully and send together with your name, address, phone number and a brief description of the malfunction to:



14010 Live Oak Avenue, Baldwin Park, CA 91706
Telephone: 626.430.2300 Fax: 626.851.8530
Website: www.Kingman.com

TROUBLESHOOTING

ONE OR MORE OF THE FOLLOWING MAY CAUSE RECOCKING RELATED PROBLEMS:

- The pressure in the tank is too low or too high.
- Need lubrication. (See OPERATION GUIDE in P4)
- #19A (striker o-ring) is damaged. Replace with new Kingman or Kingman-approved o-ring. (Note: the #19A O-ring cannot be substituted by a tank o-ring or a #9 o-ring).
- Need to clean barrel and upper chamber or the receiver.
- Paintball may be defective (i.e. expired, change shape)
- #9 (bolt o-ring) is damaged or the o-ring has expanded or swelled. Replace with a new o-ring.
- After ball breaks, remove all parts from UPPER chamber of receiver, wipe parts clean, and reassemble parts into receiver. Also make sure to clean barrel with squeegee

HELPFUL HINTS

- Always remove air tank before any disassembly of your marker. DO NOT remove #14 (valve body) unless specific valve body repairs are needed. If needed, remove valve body with a long, soft-tipped object such as the eraser end of a pencil. DO NOT remove the valve body with a screwdriver as it will damage the valve body and cause air leaks. (Note: #15 screw must be removed prior to taking out the valve body).
- Air leaks are usually cause by a damaged valve body or damaged cup seal (#12). Replace with new valve body and/or cup seal if necessary.
- To assure marker is assembled properly, follow the schematic drawing or place parts in order during disassembly. Parts assembled backwards or placed in the wrong order will cause marker to malfunction.

SPYDER XTRA OPERATION GUIDE:

- To put the marker on "SAFE", push the safety from the "PUSH SAFE" side of the trigger frame. To disengage the safety, point the marker in safe direction, push in the safety from the "PUSH FIRE" side of the trigger frame.
- Cock the marker by pulling the Cocking Bolt (#17H) rearward until it latches. Caution: if you let go before it latches, your marker may fire.
- Tighten the air tank until it is snug. If a leak occurs between the air tank and the C/A Adapter, replace the tank o-ring.
- Install a 7/8" elbow with loader into the vertical feed. Fill the loader with .68 caliber paintballs only.
- With the safety off, fire the marker by pulling the trigger.
- Only use lubrication specifically designed for paintball markers. To lubricate your marker, you will need to disassemble your marker (please note how parts are removed from marker as this will ease reassembly). Remove the Disconnect Lock Pin (#23C) and the Disconnect Pin (#23B). Hold down the Striker Plug (#281) and Thumb Adjuster (#28291/#28293), as internal parts may be spring-loaded. As you pull the cocking knob out of the receiver, the Cocking Bolt (#17H) and Striker (#18B) will also be removed.
- Lubricate o-rings #9 and #19A with a few drops of paintball oil only.
- Reassemble parts back into the marker. Note: when putting the Cocking Bolt and Striker back into the marker, you will need to apply pressure behind the bolt while pulling the trigger at the same time. This will allow the Bolt and Striker to be properly installed back into the receiver.
- When you are finished shooting the marker, first, unload the marker of all paintballs. Note: there may be a ball in the receiver; take a couple of shots in a safe direction to make sure that the barrel and receiver are empty. Second, put the barrel plug into the barrel. Put the safety on and slowly unscrew the air source tank. Caution: do not unscrew the tank valve from the tank. Doing so may cause serious injury or death.
- Empty the hopper or remove the hopper off the marker to stop the flow of paintballs in the marker.