

PROTECTED BY US PATENT NUMBERS:
5282454, 5722383, 5736720, 5816232,
6015058, 6725852, 6739323, 7021302

This Manual Contains:

- Warranty Information
- Operating Instructions
- Maintenance Instructions
- Annotated Diagram

SPECIFICATIONS

Power 15 volts (requires two 9 volt batteries (not supplied))
Capacity approx. 195 paintballs (.68 cal)
Activation Break Beam IR circuit
Feed Rate Up to 23 balls per sec. (bps) Force Feed On Marker

WARNING: NEVER SHOOT AT ANYONE WITHOUT PROPER PROTECTIVE EQUIPMENT FOR EYES, EARS, THROAT AND HEAD, WHICH MUST BE WORN AT ALL TIMES. EYE PROTECTION MUST BE DESIGNED SPECIFICALLY FOR PAINTBALL USE. FAILURE TO FOLLOW THESE SAFETY PRECAUTIONS MAY RESULT IN BODILY INJURY INCLUDING BLINDNESS AND DEAFNESS.



Call 1-877-877-GAME (4263) or visit our web site at www.viewloader.com/service if you should need an Illustrated Parts List.



Part No. 142404-000

05/06

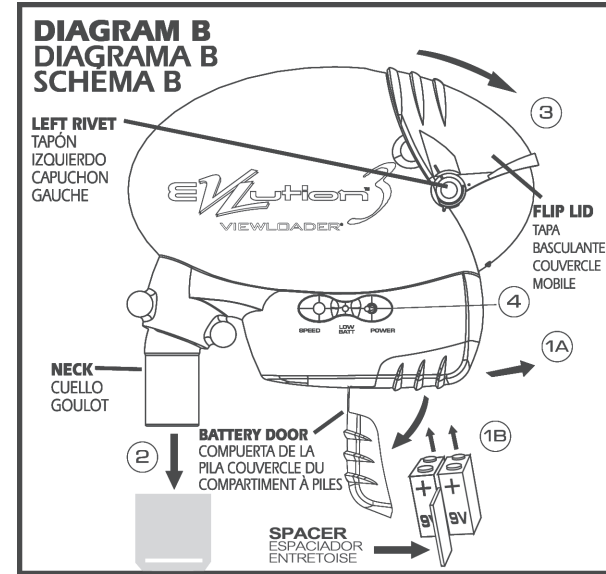
RULES OF SAFE PAINTBALL MARKER HANDLING

1. Always wear proper eye, face and ear protection designed especially to stop paintballs.
2. Never shoot a person who is not wearing proper protection.
3. Treat every paintball marker as if it were loaded.
4. Never look down the barrel of the marker.
5. Never point the paintball marker at anything you don't wish to shoot.
6. Keep the paintball marker on safe until ready to shoot.
7. Keep the barrel plug in the paintball marker's muzzle when not shooting.
8. Always remove gas source before disassembly.
9. Store the paintball marker unloaded and degassed in a locked place.
10. Follow warnings listed on gas source for handling and storage.
11. Never use anything other than .68 caliber paintballs.
12. Do not shoot fragile objects such as windows.
13. Paintballs may cause staining of some porous surfaces such as brick, stucco and wood.
14. Always measure velocity before playing paintball.
15. Never shoot with velocities in excess of 300 feet per second.
16. Never engage in vandalism.
17. Do not use marker for drive-by shootings.
18. Do not modify your marker's pressurized air system or cylinder in any way.

OPERATION INSTRUCTIONS (See Diagram B)

Step 1. Insert Batteries: Slide the Battery Door back in the direction of arrow (1A) to unlatch, then rotate the door down and forward in direction of arrow (1B). Insert two 9V Batteries. Make sure battery terminals match markings that are located on the outside of the loader body and battery door.

Step 2. Install Loader: Press the neck portion of the loader into the feedport or elbow of the paintball marker as shown in direction of arrow (2) and orient so the lid is to the rear of the marker. The neck is designed to fit most common paintball markers. The fit should be firm and tight.



CAUTION: Do not overfill the loader! This will cause impeller jams or performance loss and could cause damage to the loader.

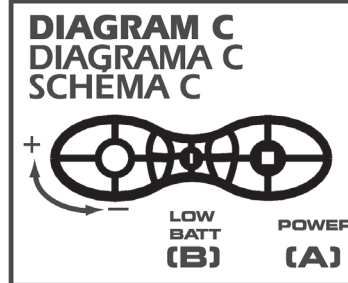
Step 3. Load Paintballs: Open the Lid by rotating back in the direction of arrow until it locks in the open position (3). Load paintballs but leave some room for movement. Close the Lid by unlatching and rotating back to the closed position and snap shut.

Step 4. Switch on Power: The power switch and low-battery LED indicator are located on the Left side of the Loader (4).

(See Diagram C)

Power Switch: (Diagram C)

Push the toggle power switch (A) forward. Power is now on. The impeller will spin when the infrared (IR) sensor does not detect a paintball in the neck of the feed tube. The IR sensor will then automatically shut the motor off when a paintball is detected. Turn the power switch off after play or extended down time.



Low-Battery LED Indicator: The LED light (B) will glow steady as an indication that the battery power is less than optimal. The motor may continue to run although the performance will be low. The batteries should be replaced in order to maintain optimum performance. The battery is completely dead when the motor discontinues running.

STORAGE

To extend product and battery life, always turn the power switch off, remove the batteries, and store away from extremes in temperature and humidity.

CAUTION: DO NOT USE ANY ELECTRONIC CIRCUIT BOARD WITH THIS SYSTEM OTHER THAN THE SUPPLIED ELECTRONIC CIRCUIT BOARD.

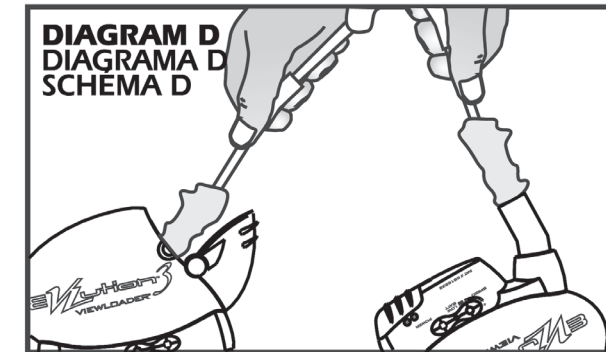
MAINTENANCE GUIDE

CLEANING

(Diagram D) Light cleaning may be done by using a flexible squeegee or similar object such as a paper towel to clean broken paint from inside the loader or feed tube.

Step 1. The body and flip lid may be cleaned with soap and water once they are separated from the circuit board and motor. Keep moisture away from the circuit board and servo.

Step 2. If the circuit board or motor is contaminated with paint, wipe them off with a clean, dry cloth. The components can be separated if necessary by unplugging the wiring harness.



DISASSEMBLY (See Diagram A)

Step 1. Place a towel on a flat surface and assemble 1 flathead screwdriver, 1 phillips screwdriver, 1 Cup for screws and small parts

Step 2. Remove 2 lid screws or plastic fasteners and springs. (Diagram I)

Step 3. Remove lid (Diagram I).

Step 4. Remove 9 shell screws (Diagram A).

Step 5. Separate shell halves slowly with flathead screwdriver starting at the servo seam in the battery area and move slowly to the feed neck area.

Step 6. Remove the Right and Left Raceway, the main circuit board, motor and propeller, and Wiring Harness from the Housing.

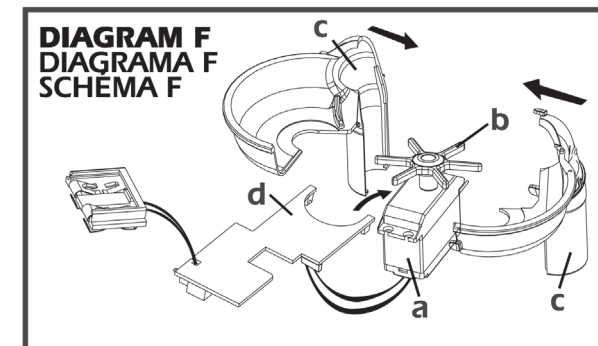
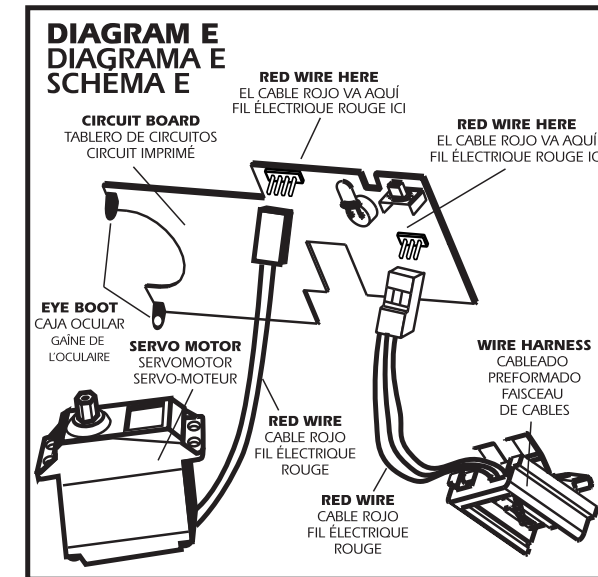
REASSEMBLY

Step 1. (Diagram E) Plug the Wiring Harness and Servo Motor Harness back into the Circuit Board as shown. **NOTE:** If the Wiring Harness is plugged in backwards the unit will not turn on. If the Servo Motor Harness is plugged in backwards the motor will turn in the wrong direction and paintballs will not feed into the neck portion of the loader.

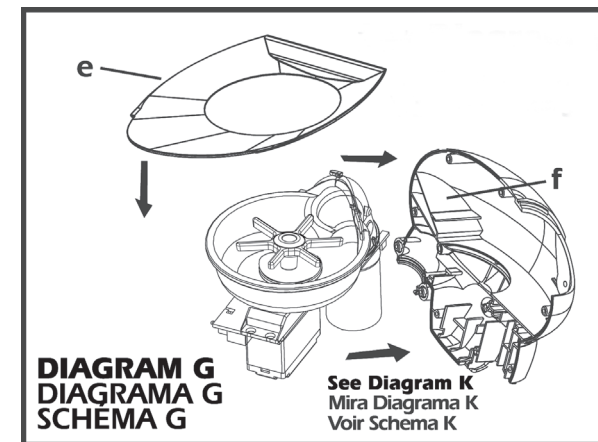
Step 2. (Diagram F) Install the Impeller (b) onto the shaft of the Servo Motor (a). Place the Servo Motor with Impeller (b) into the left and right Raceway halves (c). Place the Circuit Board (d), with wires attached, around the Feed Neck and Servo Impeller Shaft and under the raceway.

Step 3. (Diagram G) Reinstall the Ball Ramp (e) and assembly of Step 2 into the Right-Housing (f). Make sure the switch, LED light adjustments is oriented properly. Ensure that the wires are in a secure location so as not to get pinched or cut.

NOTE: The three wires from the wiring harness fit into the Left Housing. Test the direction of the impeller at this point to insure that it turns correctly in a counter-clockwise direction.



CAUTION: To prevent shorting out the wiring, check to assure no wire is crimped between servo, circuit board or housing.



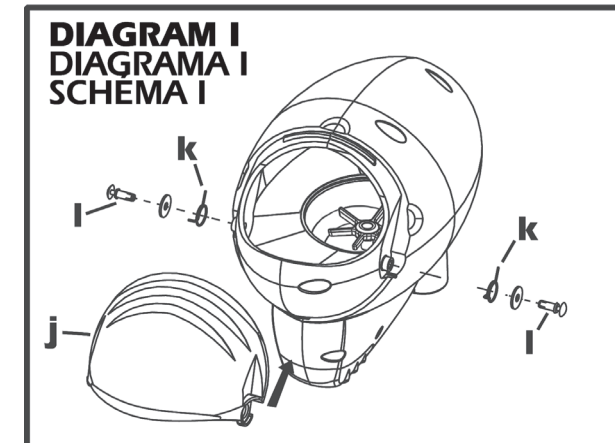
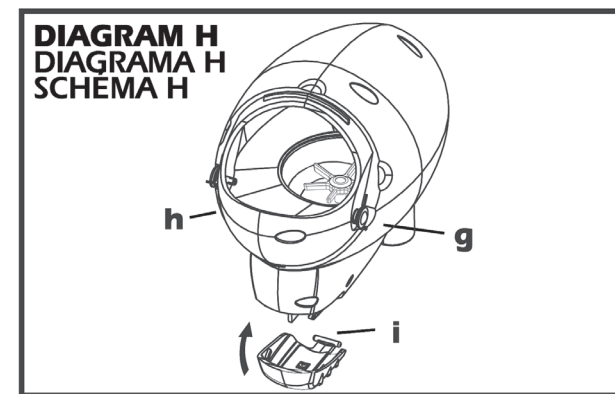
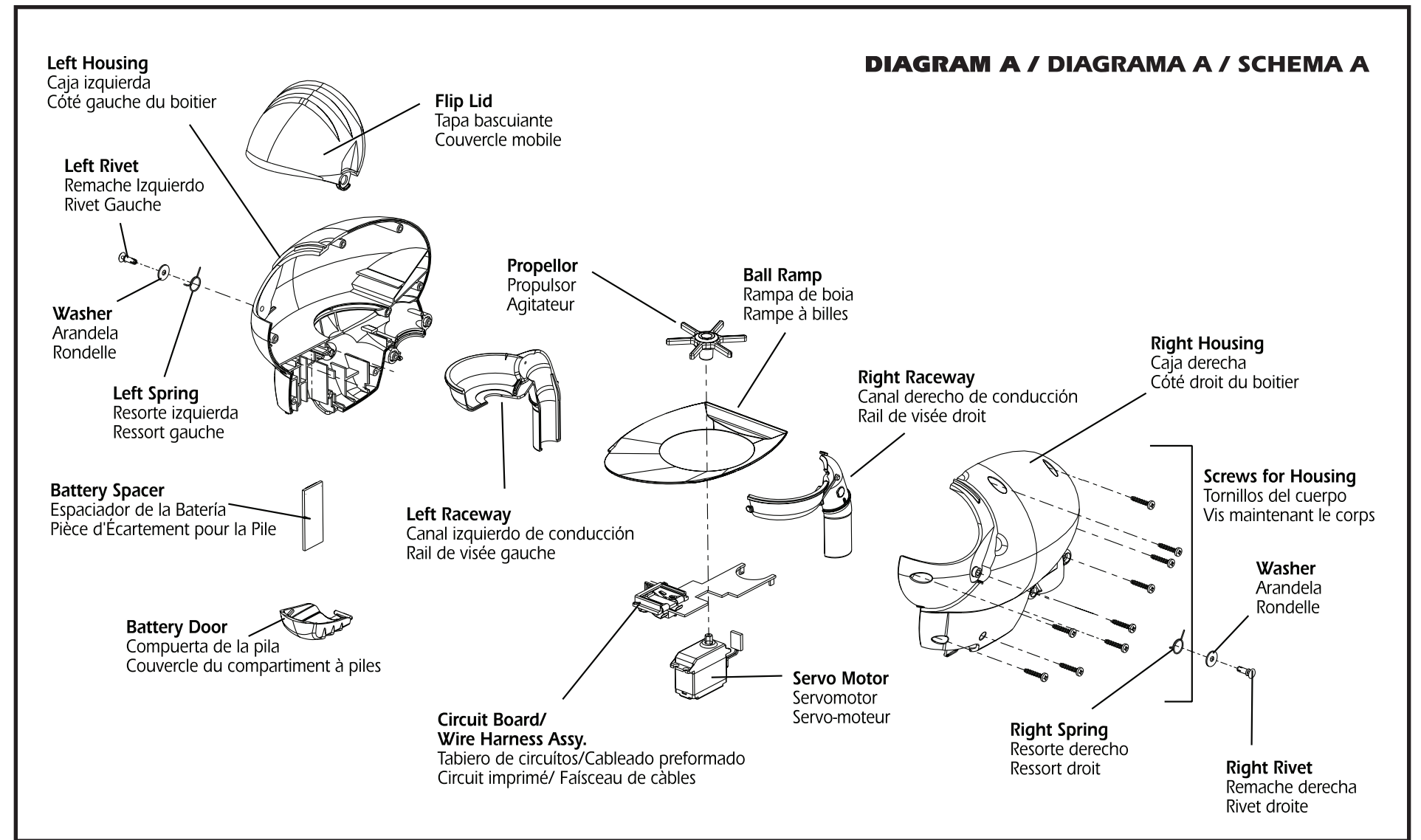
Step 4. (Diagram H) Carefully align the Right Housing assembly (g) into place with the Left Housing (h). There should be just enough gap between the two housing halves to install the Battery Door Hinge (j). This may be easier by carefully turning the unit upside down. After the battery door hinge is in place the two halves can be closed securely so there is no gap between them.

NOTE: Check to assure no wire is crimped between the Left and Right Housings.

Step 5. Reinstall the nine body screws. Use a staggered technique to tighten. Avoid over tightening.

Step 6. (Diagram I) Install the Flip Lid (j) into place over the pivot posts on the side of each housing. Replace the Right and Left springs (k) and the Right and Left phillips head screws (l).

Step 7. Test the direction of the impeller rotation for proper feeding prior to use on your marker. Impeller should rotate counter-clockwise for proper feeding.



TROUBLESHOOTING CHART

For further assistance in troubleshooting your loader call Viewloader® customer service at 1-877-877-4263

For new information on Viewloader® products and upgrades, go to www.viewloader.com (www.viewloader.com/service)

Symptom	Cause	Solution
Loader Is Not Functioning OR Is Losing Maximum Performance	Depleted Or Low Batteries	Replace Batteries
Loader Is Not Operating Properly	Broke Paint In The Loader	Clean The Loader.
Unit Runs but will not feed	Impeller rotating in clockwise direction	Disassemble and reverse Servo motor wiring plug to change direction of rotation to counter-clock wise
I Have Replaced Batteries And Cleaned My Loader And It Still Will Not Operate	Damaged Electronics	Visit A Local Service Center Or Contact Viewloader For Assistance At 877-877-GAME(4263)
I Have Taken Apart My Loader And Cleaned It. After Putting It Back Together It Will Not Function	Improper Assembly Of The Electronics Or Eye Boots are Rotated Across Eyes	Reassemble The Loader Please Refer To The Electronic Assembly Diagram In Your Owners Manual
The Loader Jams Or Fill It With Paintballs	To Many Paintballs In The Loader	Leave Some Room For Ball Movement When Filling The Loader

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International Service Center List Liste de Centre de Service Après-Vente International Lista de Centros de Servicio Internacionales		
Puerto Rico: Amado Gonzalez Villa Flores E-9 Urb. Los Frailes Guaynabo, PR 00969 787.790.8258 FAX: 787.720.5112 amagon@prtc.net	South Africa: Paintball City South Africa P O Box 3090 Symridge 1420 27.11.828.7583 FAX: 27.11.828.7516 info@paintballcity.co.za www.paintballcity.co.za	New Zealand: Kiwel Sports 490 Te Ngae Road Rotorua 64.7.345.9094 FAX:64.7.345.5149 sports@kiwell.co.nz www.kiwell.co.nz
Canada: Kolder Canada 21 Grandview Cres. Bradford, ON L3Z 2A5 905.775.9191 FAX: 905.775.6780 sales@koldercanada.com	France: Sport Attitude ZI Avenue Rhin at Danube 72201 La Fleche Cedex 33.2.4348.5012 FAX: 33.2.43485005 www.sport-attitude.com	Brazil: Mercenarios Rua Roma, 620 C.J. 124A Sao Paulo SP 05050-090 55.11.3871.1468 mercenarios@mercenarios.com.br www.mercenarios.com.br
Mexico: Security Private Planet SA de CV Bvd. Interlomas No. 5 Local G-6 Col. Lomas Anahuac Huaquiclan Estado de México CP 52760	Germany: CMC Sport GmbH Am Wärrfeld 1 63169 Friedberg 49.6031.73.75.0 FAX: 49.6031.73.75.19	Japan: K2 Japan Corporation A Nishi-Sandog Yamaki Bldg 3 28 6 1yoyogi Shitaya-ku Tokyo 151-0053 81.3.3320.7822 FAX: 81.3.3320.8771 www.k2japan.com

WARRANTY INFORMATION

WARRANTY: LIMITED 90 DAY WARRANTY (ORIGINAL PURCHASE RECEIPT REQUIRED)

For 90 days from date of purchase, Viewloader® will repair or replace this loader free of charge if defective in material or workmanship. This warranty gives you specific legal rights. You may also have other rights which may vary from state to state. Service is available from authorized Viewloader® Service Centers. A list of these is available at Viewloader's website at www.viewloader.com or by calling Viewloader® at 1-877-877-GAME (4263). These Service Centers generally offer the quickest service.

If you would rather return your loader to Viewloader® please call customer service at 1-877-877-GAME (4263) for return authorization number and shipping address. (Authorization number must be visible on outside of shipping package to be accepted.)

Do not return any products via non-trackable services such as regular mail or parcel post. Such products may become lost and Viewloader® Inc. will not be responsible for replacement.

PAINTBALL LOADERS OUT-OF-WARRANTY

Authorized Service Centers will gladly repair any markers out of warranty for a nominal charge to cover parts and labor. Repairs made by Service Centers will usually be faster and less expensive than those sent back to the factory. Go to www.viewloader.com/service for service center locations near you.

Prior to shipping out of warranty loaders, you must first call customer service at 1-877-877-GAME (4263) for return authorization number and shipping address. (Authorization number must be visible on outside of shipping package to be accepted.) Any out of warranty eLution® 3 returned to Viewloader® must be shipped prepaid and include the repair fee. Please call the Customer Service number for current repair fees. Viewloader® will repair or replace the marker with a reconditioned unit of the same model. If payment is not included, you will be billed for the repair fee plus a \$4.00 invoicing fee.

Upon receipt of payment, the marker or its replacement will be shipped to you. In the event that the marker includes no means of contacting the sender or no payment for repairs is received within 60 days of billing, the ownership of the marker will be forfeited and it will be disposed of at the discretion of Viewloader®.

