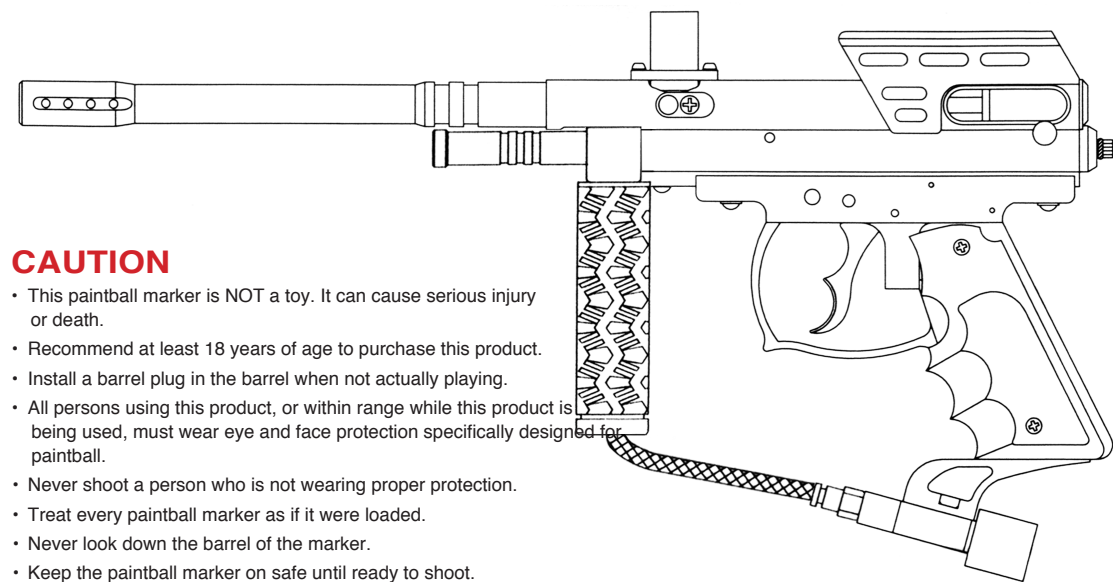




VICTOR II SEMI-AUTO



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.
- Transfer this instruction manual upon change of marker ownership.

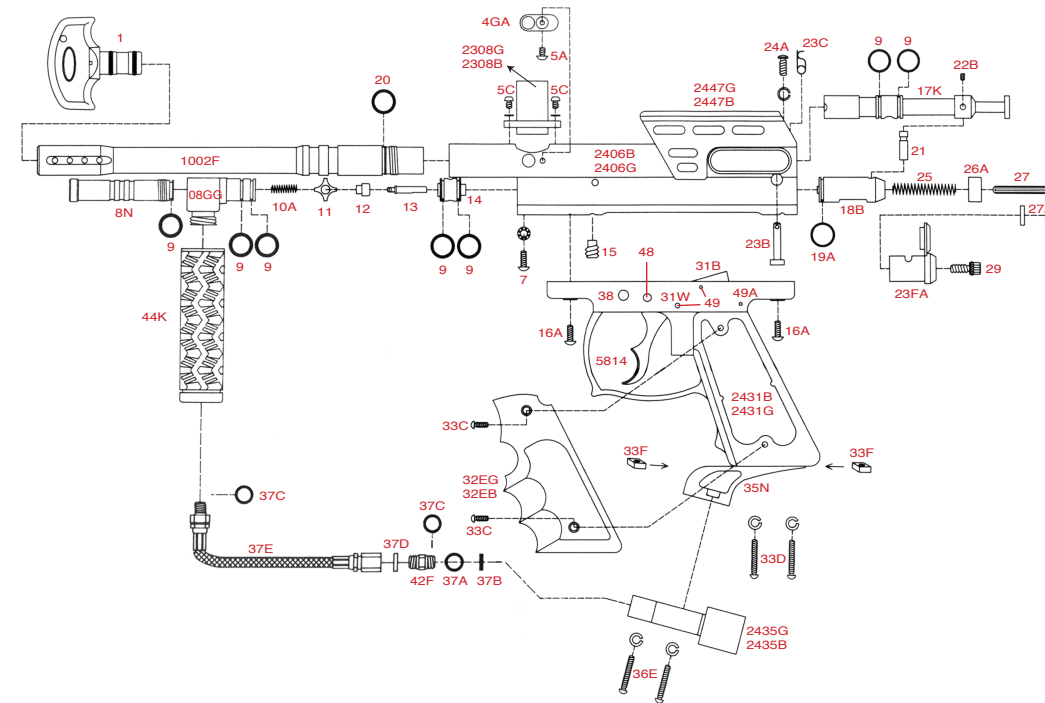
IMPORTANT

- 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 armsmith immediately.
- This tank is intended for paintball use only.



Item #	Name of Parts
23B	Quick Disconnect Pin
23C	Disconnect Lock Pin
24A	Sight Rail Screw
25	Striker Spring
26A	Striker Buffer
27	Striker Spring Guide
27A	Flat Disc
23FA	Striker Plug (Silver)
29	Velocity Adjust Screw
2431B	Deluxe Trigger Frame (Blue)
2431G	Deluxe Trigger Frame (Green)
31B	Seal
32EG	Rubber Grip Cover (Green)
32EB	Rubber Grip Cover (Blue)
33C	Grip Cover Screw
2435G	C/A Adapter (Green)
2435B	C/A Adapter (Blue)
33F	Nut Screw
36D	Screw 5/32" x 5/8" w/ washer (Black)
36E	Screw 5/32" x 7/8" w/ washer (Black)
37E	Disconnect Hose
37A	Filter O-ring
37B	Filter
37C	#011 O-ring
37D	Plastic Washer
38	Safety Button
42	Male to Male Adapter
2447G	Sight Rail (Green)
2447B	Sight Rail (Blue)
2441	Spare Parts Kit
5814	Double Trigger
48	Trigger Roll Pin
49	Seal Roll Pin
49A	Secondary Seal Roll Pin

SPYDER VICTOR II

Item #	Name of Parts	Item #	Name of Parts	Item #	Name of Parts
1	Barrel Plug	2406G	Victor Receiver (Green)	14	Valve Body
1002F	9" Barrel (Silver)	08GB	Vertical Adapter (Blue)	15	Valve Body Screw
04GA	Ball Stopper w/ Detent Cover (Black)	08GG	Vertical Adapter (Green)	16A	M5 X 12.5 screw
2308G	Direct Feed (Green)	08N	Low Pressure Chamber (Silver)	17K	Venturi Bolt
2308B	Direct Feed (Blue)	9	O-ring #015 80D	18A	Striker
5A	M4 X 6 Screw (Black)	10A	Valve Spring	19A	Striker O-ring
05C	Direct Feed Screw (Silver)	11	Cup Seal Guide	20	Barrel O-ring
12	M5 X 14 Screw w/ washer	12	Cup Seal	21	Bolt Pin
2406B	Victor Receiver (Blue)	13	Valve Pin	22B	Bolt Screw

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 caused 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 VICTOR II 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 (#17K) 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 (#23FA) and Thumb Adjuster (#17K), as internal parts may be spring-loaded. As you pull the cocking knob out of the receiver, the Cocking Bolt (#29) 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.

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: _____