



OWNER'S MANUAL

- Contains:
- Safety Information
 - Warranty Information
 - Operating Instructions
 - Annotated Diagram
 - Trouble Shooting Guide

! This safety alert symbol indicates important safety messages in this manual. When you see this symbol, be alert to the possibility of personal injury and carefully read the message that follows.

! **WARNING:** THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. RECOMMEND AT LEAST 18 YEARS OLD TO PURCHASE, 14 YEARS OLD TO USE WITH ADULT SUPERVISION, OR 10 YEARS OLD TO USE ON PAINTBALL FIELDS MEETING ASTM-STANDARD F1777-97. READ OPERATION MANUAL BEFORE USING.

! **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.

Welcome to the Viewloader® team and thank you for purchasing this high quality Viewloader® paintball marker.

We at Viewloader® stand committed to providing you with the best product and service available. Your new marker is designed and manufactured to provide ease of maintenance with trouble free performance. We ask that you read this manual to obtain the maximum enjoyment of your purchase.

Call 1-877-877-GAME (4263) or visit our web site if you should need an illustrated parts list.



VIEWLOADER®

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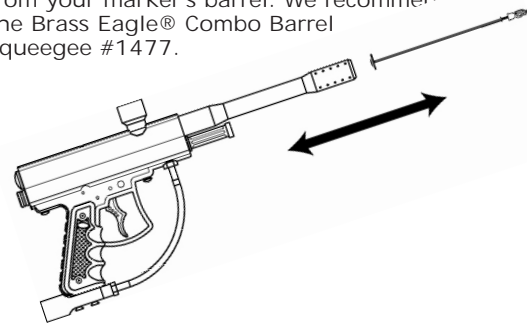
Part No.140442-000

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! 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 point the paintball marker at anything you don't wish to shoot.
5. Keep the paintball marker on safe until ready to shoot.
6. Keep the barrel plug in the paintball marker's muzzle when not shooting.
7. Always remove gas source before disassembly.
8. Store the paintball marker unloaded and degassed in a locked place.
9. Follow warnings listed on gas source for handling and storage.
10. Never use anything other than .68 caliber paintballs.
11. Do not shoot fragile objects such as windows.
12. Paintballs may cause staining of some porous surfaces such as brick, stucco and wood.
13. Always measure velocity before playing paintball.
14. Never shoot at velocities in excess of 300 feet per second.

Use a barrel squeegee to clean broken paintballs from your marker's barrel. We recommend the Brass Eagle® Combo Barrel Squeegee #1477.



WARRANTY INFORMATION

WARRANTY: LIMITED 1 YEAR WARRANTY (PROOF OF PURCHASE REQUIRED)

For 1 year from date of purchase, Viewloader® will repair or replace this marker 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—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 marker to Viewloader® please call consumer 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 MARKERS 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. Prior to shipping out of warranty markers, you should first call consumer 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 Revelation™ returned to Viewloader® should include a repair fee of \$50.00 and must be shipped prepaid. 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® Inc.

OPERATING INSTRUCTIONS

! **WARNING:** Be sure the paintball marker is always pointed in a safe direction. Read the following operating instructions and WITHOUT LOADING ANY PAINTBALLS proceed several times through the operating steps with your paintball marker (dry fire the paintball marker at a safe target) so that you will be able to operate the marker properly and safely.

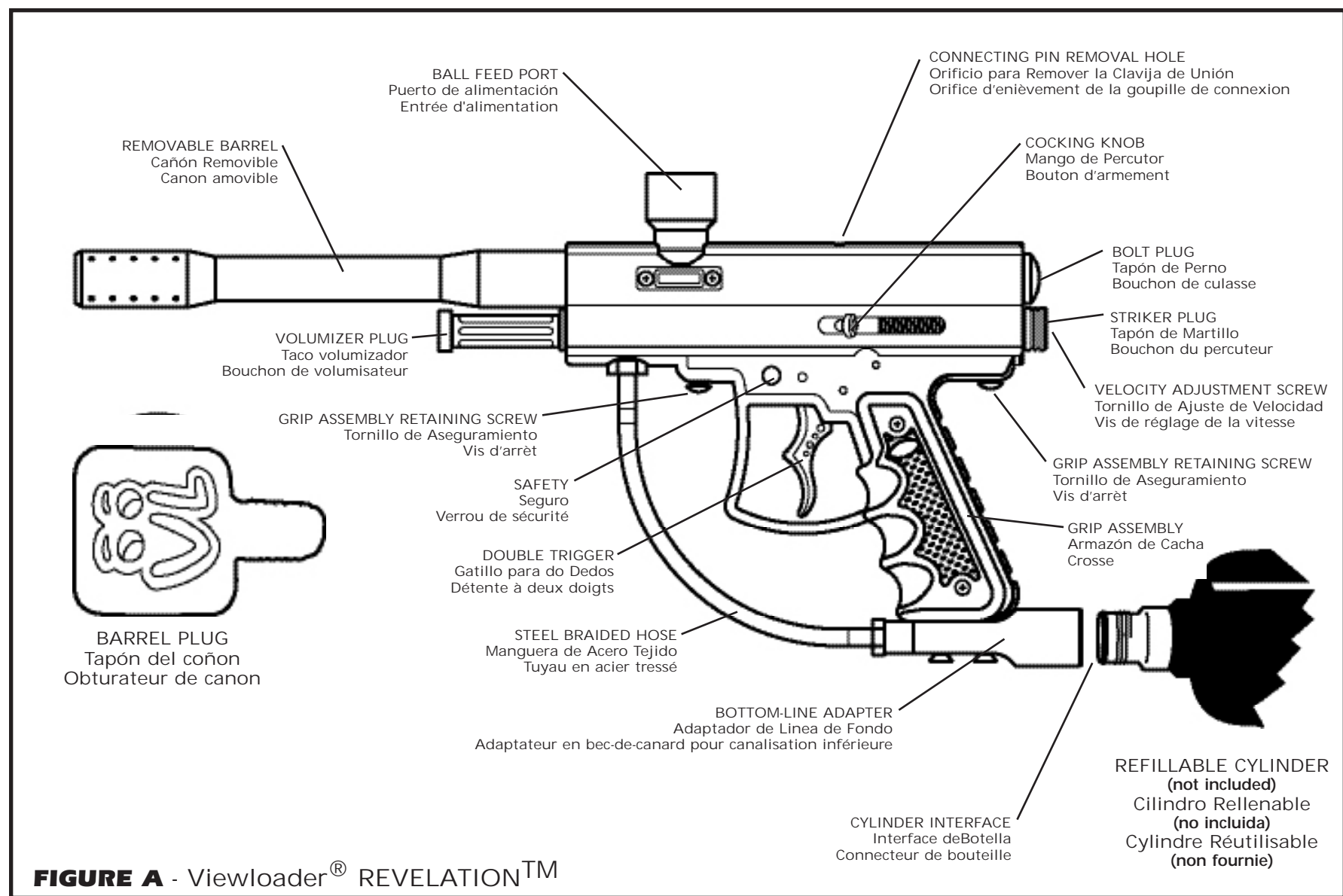
STEP 1. PUT ON "SAFE". Push safety from left to right; no red band showing. Make sure barrel plug is placed securely in muzzle of marker

STEP 2. COCK: Cock marker by pulling cocking handle fully back until locked in sear position. The Revelation™ is a semi-automatic marker, which will re-cock itself after firing when working properly.

STEP 3. ATTACH GAS SOURCE: Marker can be used with a Viewloader® constant air refillable cylinder (not included). You should expect better gas efficiency with a larger refillable cylinder. (RECOMMEND Brass Eagle® 9oz. refillable cylinder. Item #1471.)

STEP 4. LOAD PAINTBALLS:

1) Insert hopper (not included) into feed port (RECOMMEND Viewloader® Revolution™ motorized hopper Item# 5011 or Viewloader® Evolution™ motorized hopper Item#5021.)



TROUBLE SHOOTING GUIDE

PROBLEM	CAUSE	CURE
Star Loader Does Cylinder Connection	Damaged Cylinder O-ring	Replace O-ring
Star Loader Does Inside Barrel	Damaged Valve Seal	Replace Valve Body
Marker Fails to Discharge	Marker Wasn't Cocked	Cock Marker Before Firing
	Lock of Gas Pressure	Refill Cylinder
	Gas Source Not Fully Engaged	Screw Gas Source Into Constant Air Adapter
Marker Fails to Cock	Damaged Striker O-ring	Replace Striker O-ring
	Lock of Gas Pressure	Refill Cylinder
Mechanism Sticks or Hops Up	Broken Shell	Clean Mechanism
	No Lubrication	Lubricate Bolt and Striker
Marker Paintballs	Excessive Paint Buildup in Barrel	Squeeze out paintball particles from barrel
	Defective Paintballs	Replace Paintballs

2) Pour paintballs into hopper. NOTE: Paintballs are gravity fed from hopper to the marker each time the trigger is pulled. Too rapid a rate of fire, broken balls or too many balls in hopper may cause subsequent balls to break and will adversely affect the paintball marker's accuracy.

Use a squeegee to clean inside the paintball marker's barrel.

(RECOMMEND Viewloader® .68 caliber paintballs.) 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.

STEP 5. EYE PROTECTION: Make sure everyone within range (200 yards) is properly protected from paintball impacts.

STEP 6. Remove barrel plug and take off safe by pressing safety from right side of paintball marker until red band is showing.

STEP 7. VERIFY VELOCITY: Verify that the paintball marker's velocity is below 300 feet per second or less if required by playing field. Velocity should be measured with a chronograph prior to playing paintball. Velocity may be adjusted by turning the velocity adjustment screw (See Figure A) Using a 3/16" allen key turn the screw clockwise to increase velocity and counter-clockwise to decrease velocity. (RECOMMEND Viewloader® on-barrel chronograph to verify velocity. Item #7815.) NOTE: Additional velocity adjustment available by removing spacer. (Figure C).

STEP 8. FIRE: Paintball marker is now ready to fire.

! **WARNING:** Never shoot at anyone without proper protective equipment for eyes, 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.

SPECIAL INSTRUCTIONS

Maintenance/Operation

Follow all procedures listed in this manual. In addition, periodically check the steel braided hose assembly for leaks or fraying.

Safety

Do not allow the steel braided hose to be pinched in any way. The hose is durable but is not intended to act as a trigger guard.

FIELD STRIP GUIDE

Bolt and Striker removal

STEP 1. Remove gas supply from marker.

STEP 2. Make sure cocking handle is in the forward position. Pull trigger to release if necessary.

STEP 3. Remove bottom line and grip assembly screws and remove grip assembly.

STEP 4. Remove striker plug and bolt plug from rear of marker (Figure B) by turning counter-clockwise.

STEP 5. Remove spring guide and spring from lower hole (Figure C) and pull cocking knob out.

STEP 6. Screw spring guide (threaded end) into connecting pin through connecting pin hole in top of marker. (Figure D) and pull connecting pin out. (Figure E)

STEP 7. You can now remove bolt and striker from rear of marker.

REASSEMBLY

Follow the steps above in reverse order. Lubricate all wear points with a light grade oil. When installing bolt make sure ball stop relief slot is lined up with ball stop. Install connecting pin through the rear bolt hole into striker.

