



VAPOR

M A N U A L

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INCLUDED WITH YOUR VAPOR

- 2 VAPOR TRIGGERS
- BARREL BACKS .685 .689 .693 .697
- BARREL TIP 14"
- DOW 33 LUBE
- ALLEN KEYS
- SPARE O RINGS, SPARE DETENTS
- CLAM SHELL CASE

TECH SUPPORT

TECH@MACHINEPAINTBALL.COM

SAFETY INSTRUCTIONS



WARNING

- THE MACHINE VAPOR IS NOT A TOY.
- CARELESS OR IMPROPER USE, INCLUDING FAILURE TO FOLLOW INSTRUCTIONS AND WARNINGS WITHIN THIS OPERATOR MANUAL AND ATTACHED TO THE MACHINE VAPOR COULD CAUSE DEATH OR SERIOUS INJURY.
- DO NOT REMOVE OR DEFACE ANY WARNINGS ATTACHED TO THE MACHINE VAPOR.
- PAINTBALL INDUSTRY STANDARD EYE/FACE/EAR AND HEAD PROTECTION DESIGNED SPECIFICALLY TO STOP PAINTBALLS AND MEETING ASTM STANDARD F1776 (USA) MUST BE WORN BY USER AND ANY PERSON WITHIN RANGE.
- YOU MUST BE AT LEAST 18 YEARS OF AGE TO PURCHASE THE MACHINE VAPOR.
- PERSONS UNDER 18 YEARS OF AGE MUST HAVE ADULT SUPERVISION WHEN USING OR HANDLING THE MACHINE VAPOR.
- OBSERVE ALL LOCAL AND NATIONAL LAWS, REGULATIONS AND GUIDELINES.
- USE COMPRESSED AIR/NITROGEN GAS ONLY. DO NOT USE CO₂.
- DO NOT EXCEED 650 PSI INPUT PRESSURE.
- USES 68 CALIBER PAINTBALLS ONLY.
- NEVER POINT THE MACHINE VAPOR AT ANYTHING YOU DO NOT INTEND TO SHOOT.
- DO NOT SHOOT AT PERSONS AT CLOSE RANGE.
- DO NOT SHOOT AT FRAGILE OBJECTS SUCH AS WINDOWS.
- NEVER SHOOT AT VELOCITIES IN EXCESS OF 300 FEET PER SECOND, OR AT VELOCITIES GREATER THAN LOCAL OR NATIONAL LAWS ALLOW.

SAFETY INSTRUCTIONS



WARNING

- NEVER LOOK INTO THE BARREL OR BREECH AREA OF THE MACHINE VAPOR WHILE THE MARKER IS SWITCHED ON AND ABLE TO FIRE.
- NEVER PUT YOUR FINGER OR ANY FOREIGN OBJECTS INTO THE MACHINE VAPOR OTHER THAN PAINTBALLS.
- NEVER ALLOW PRESSURIZED GAS TO COME INTO CONTACT WITH ANY PART OF YOUR BODY.
- ALWAYS SWITCH OFF THE MACHINE VAPOR WHEN NOT IN USE.
- ALWAYS USE A BARREL BLOCKING DEVICE WHEN THE MACHINE VAPOR NOT IN USE.
- ALWAYS DISCHARGE THE MARKER IN A SAFE DIRECTION TO RELIEVE THIS RESIDUAL GAS PRESSURE.
- ALWAYS REMOVE ALL RESIDUAL GAS PRESSURE FOR TRANSPORT AND STORAGE.
- ALWAYS FOLLOW WARNINGS AND GUIDELINES FOR SAFE TRANSPORT AND STORAGE.
- ALWAYS STORE THE MACHINE VAPOR IN A SECURE PLACE.
- MUST USE A LOW PRESSURE AIR SYSTEM.

MARKER OVERVIEW



VAPOR BASICS

1. QUICK RELEASE BOLT SYSTEM
2. FEED CLAMP LEVER
3. INTEGRATED GAS THROUGH REGULATOR
4. LATCHING EYE COVERS
5. CUSTOM GEN 4 OLED
6. VENTING CAM ASA
7. 14" BARREL KIT

TECH SPECS

HEIGHT: 195MM
WIDTH: 36MM
LENGTH: 535MM
WEIGHT*: 1LB 15OZ
* WITH BARREL AND BATTERY

OLED BOARD FUNCTIONS



OLED BOARD FUNCTIONS



APE GEN 4 OLED BOARD FUNCTIONS

TURNING YOUR MACHINE VAPOR ON

HOLD THE POWER BUTTON UNTIL THE MACHINE LOGO APPEARS ON THE DISPLAY. AFTER A SHORT DELAY, THE HOME SCREEN IS DISPLAYED; AT THIS POINT THE MARKER IS POWERED ON AND READY TO FIRE.

TURNING YOUR MACHINE VAPOR OFF

HOLD THE POWER BUTTON UNTIL THE OLED SCREEN STARTS TO FLICKER. THE MARKER WILL SHUT DOWN WHEN THIS FUNCTION IS SELECTED.

THE OLED DISPLAY

THE MARKER'S ORGANIC LED (OLED) DISPLAY, PROVIDING AN INSTANT VISUAL INDICATION OF THE MARKER'S STATUS AND AN EASY MEANS OF ADJUSTING THE MARKER'S SETTINGS. WHEN THE MARKER IS TURNED ON, AND DURING NORMAL USE, THE HOME SCREEN IS VISIBLE ON THE DISPLAY. THE HOME SCREEN DISPLAYS SEVERAL ITEMS OF USEFUL INFORMATION; NOTABLY THE BATTERY LEVEL, CURRENT FIRE MODE, EYE STATUS INDICATOR AND PROFILE.

BREAK BEAM EYE SYSTEM

THE MARKER IS EQUIPPED WITH A BREAK BEAM EYE SYSTEM WHICH PREVENTS PAINT BREAKAGE BY ALLOWING THE MARKER TO FIRE ONLY WHEN A BALL IS FULLY SEATED IN THE BREACH AND READY TO FIRE, AND ALSO BY MONITORING THE MOVEMENT OF THE BOLT TO ALLOW THE HIGHEST RATE OF FIRE. WHEN THE MARKER IS TURNED ON, THE EYES ARE ACTIVE BY DEFAULT, AND THE MARKER WILL BE PREVENTED FROM FIRING UNLESS A BALL IS IN THE BREACH READY TO FIRE. IT IS RECOMMENDED THAT THE MARKER BE OPERATED WITH THE EYES ON AT ALL TIMES, UNLESS THERE IS A PROBLEM PREVENTING THEM FROM WORKING (SUCH AS BROKEN PAINT BLOCKING THE SENSOR.)

OLED BOARD FUNCTIONS



IF YOU DO NEED TO TURN THE EYES OFF, PRESS THE YELLOW BUTTON (WHILST IN THE HOME SCREEN) UNTIL THE EYE STATUS INDICATOR CHANGES TO SHOW THAT THE EYES ARE DISABLED. WHEN THE EYES ARE OFF, THE RATE OF FIRE IS LIMITED BY THE EYE OFF ROF SETTING, AND THE EYES ARE NOT USED TO CONTROL THE FIRING CYCLE OR TO PREVENT THE MARKER FROM FIRING. TO TURN THE EYES BACK ON AGAIN, PRESS THE YELLOW BUTTON ONCE AGAIN AND THE INDICATOR WILL SHOW THAT THE EYES ARE ON. IF THE EYES FAIL, FOR INSTANCE IF THEY BECOME BLOCKED BY BROKEN PAINT, THEY WILL AUTOMATICALLY BE DISABLED AND THE MARKER WILL BE LIMITED TO A REDUCED RATE OF FIRE TO PREVENT FURTHER BREAKAGE. IF THE FAILURE CLEARS ITSELF, THE EYES WILL AUTOMATICALLY BE RE-ENABLED, ALTHOUGH A WARNING SYMBOL WILL CONTINUE TO BE DISPLAYED IN THE EYE STATUS ICON TO ALERT YOU TO THE PROBLEM. THIS WARNING WILL NOT AFFECT OPERATION OF THE MARKER, BUT IT MAY BE CLEARED BY TURNING THE EYES OFF AND BACK ON AGAIN.

USING THE MENUS

SETTINGS AND INFORMATION ARE AVAILABLE THROUGH AN EASY TO USE MENU TREE, MAKING USE OF THE OLED SCREEN BUILT INTO THE MARKER. TO ENTER THE MENUS, HOLD THE TRIGGER AND PRESS THE POWER BUTTON TO ENTER THE MENU. ONCE IN THE MENU, USE THE TRIGGER TO NAVIGATE, AND SELECT OPTIONS BY HOLDING THE TRIGGER FOR A SECOND.

TOURNAMENT LOCK

THE MARKER FEATURES A TOURNAMENT LOCK FUNCTION WHICH ALLOWS CERTAIN SETTINGS, WHICH COULD AFFECT HOW THE MARKER FIRES, TO BE DISABLED. THIS ENSURES THAT ONCE A MARKER HAS BEEN SET UP WITHIN THE RULES OF A TOURNAMENT, IT CANNOT BE MODIFIED TO INCREASE VELOCITY, RATE OF FIRE, OR ENGAGE ENHANCED FIRE MODES, WITHOUT THE USE OF TOOLS.

OLED BOARD FUNCTIONS



FUNCTION DESCRIPTIONS

NOTE: DEPENDING ON THE SOFTWARE VERSION RUNNING ON YOUR MARKER, SOME OPTIONS MAY BE DIFFERENT. SEE THE DOCUMENTATION ACCOMPANYING THE SOFTWARE RELEASE FOR FURTHER INFORMATION.

- | | |
|------------------|--|
| POWER OFF | SWITCHES OFF THE MARKER, TO PREVENT UNWANTED FIRING AND STOP THE BATTERY FROM BEING DRAINED. |
| FIRE MODE | ENTERS THE MENU CONTAINING SETTINGS AFFECTING HOW THE MARKER FIRES. THIS INCLUDES FIRE PRESET (DISPLAYED IN THE MENU ITEM WHEN HIGHLIGHTED) AS WELL AS MAXIMUM RATE OF FIRE AND CUSTOM RAMPING PARAMETERS. THIS MENU GROUPS TOGETHER THE SETTINGS WHICH MAY NEED TO BE CHANGED FOR PARTICULAR FIELD OR TOURNAMENT RULES. |
| SETTINGS | ENTERS THE MENU CONTAINING BASIC MARKER SETTINGS, INCLUDING DWELL AND DEBOUNCE PARAMETERS, AND OTHER PREFERENCES. THESE ARE SETTINGS WHICH SHOULD NOT NEED CHANGING ONCE THE MARKER IS CORRECTLY SET UP, |
| INFO | PROVIDES SOME INFORMATION ABOUT THE SOFTWARE AND HARDWARE VERSIONS, OF THE ELECTRONICS, AND SOME STATUS INFORMATION WHICH CAN BE USEFUL WHEN DIAGNOSING PROBLEMS. |
| EXIT MENU | LEAVES THE MENU SYSTEM AND RETURNS TO THE HOME SCREEN. EACH SUBMENU ALSO HAS A “BACK” OPTION WHICH RETURNS TO THE PREVIOUS MENU. |
| PRESET | SETS THE FIRE MODE USED. NOTE THAT SELECTING A PRESET DOES NOT AFFECT OTHER SETTINGS SUCH AS MAX ROF, SO YOU MUST ALSO SET MAX ROF CORRECTLY TO ENSURE THAT THE MARKER IS TOURNAMENT LEGAL. |

OLED BOARD FUNCTIONS



MAX ROF	SETS THE MAXIMUM RATE OF FIRE OF THE MARKER. WHEN THE ROF CAP IS IN EFFECT (OR THE EYES ARE NOT IN USE), THE MARKER WILL NEVER FIRE FASTER THAN THIS RATE.
ROF CAP	SETS WHETHER THE RATE OF FIRE IS CAPPED ACCORDING TO THE MAX ROF SETTING. IF THIS IS OFF, THEN THE MARKER WILL FIRE AS FAST AS THE LOADER CAN FEED IT, AS LONG AS THE EYES ARE IN USE. WHEN THE EYES ARE DISABLED, THE RATE OF FIRE WILL ALWAYS BE LIMITED BY THE EYE OFF ROF SETTING (OR MAX ROF, IF SET LOWER).
RAMP START	SETS THE MINIMUM RATE OF FIRE WHICH MUST BE ACHIEVED FOR RAMPING TO START, WHEN USING THE RAMP PRESET (OTHER MODES SUCH AS PSP AND MILLENNIUM ARE NOT AFFECTED BY THESE SETTINGS).
RAMP STOP	SETS THE MINIMUM RATE OF FIRE WHICH MUST BE MAINTAINED FOR RAMPING TO CONTINUE, WHEN USING THE RAMP PRESET (OTHER MODES SUCH AS PSP AND MILLENNIUM ARE NOT AFFECTED BY THESE SETTINGS).
RAMP RESET	SETS THE RATE OF FIRE BELOW WHICH RAMPING WILL CEASE AND FURTHER SAFETY SHOTS WILL BE REQUIRED TO RESTART RAMPING, WHEN USING THE RAMP PRESET (OTHER MODES SUCH AS PSP AND MILLENNIUM ARE NOT AFFECTED BY THESE SETTINGS).
SEMI SHOTS	SETS THE NUMBER OF SHOTS WHICH MUST BE FIRED IN SEMI AUTOMATIC MODE BEFORE RAMPING MAY START, WHEN USING THE RAMP PRESET (OTHER MODES SUCH AS PSP AND MILLENNIUM ARE NOT AFFECTED BY THESE SETTINGS).
MAX BURST	SETS THE MAXIMUM NUMBER OF SHOTS DISCHARGED FOR EACH TRIGGER PULL WHEN RAMPING IS ACTIVE, WHEN USING THE RAMP PRESET (OTHER MODES SUCH AS PSP AND MILLENNIUM ARE NOT AFFECTED BY THESE SETTINGS).

OLED BOARD FUNCTIONS



- DWELL** SETS THE LENGTH OF TIME THE SOLENOID VALVE IS HELD OPEN TO ACTUATE THE FIRING CYCLE. IF SET TOO LOW, SHOT VELOCITY WILL BE LOW OR INCONSISTENT, OR THE MARKER MAY NOT CYCLE FULLY; IF SET TOO HIGH THEN AIR EFFICIENCY WILL SUFFER.
- DEBOUNCE** SETS THE LENGTH OF TIME THAT MUST PASS AFTER THE TRIGGER IS RELEASED BEFORE ANOTHER TRIGGER PULL MAY BE REGISTERED. INCREASE THIS VALUE TO ELIMINATE UNWANTED “TRIGGER BOUNCE” OR SWITCH NOISE WHICH MAY CAUSE UNWANTED ADDITIONAL SHOTS TO BE FIRED.
- EYE DELAY** SETS THE AMOUNT OF TIME THAT A BALL MUST BLOCK THE EYES BEFORE THE MARKER IS ALLOWED TO FIRE. INCREASE THIS SETTING WHEN USING A GRAVITY-FED LOADER AND PAINT BREAKAGE IS A PROBLEM.
- EYE SENS.** SETS THE SENSITIVITY OF THE EYE SENSOR (HIGHER MEANS MORE SENSITIVE). ADJUST THIS IF THE EYES ARE DIRTY AND NOT RELIABLY DETECTING BALLS, OR IF AMBIENT LIGHT IS INTERFERING WITH THE OPERATION OF THE EYES.
- BOLT DELAY** SETS THE LENGTH OF TIME THAT THE BOLT MUST BLOCK THE EYES FOR THE MARKER TO RECOGNISE A FULL CYCLE. ADJUST THIS SETTING IF YOU ARE EXPERIENCING FREQUENT EYE ERRORS OR “STUTTERING”, PARTICULARLY WHEN THE ROF CAP IS DISABLED. A HIGHER SETTING WILL NOT AFFECT THE RATE OF FIRE OF THE MARKER.
- CLEARING SHOT** SETS WHETHER HOLDING THE TRIGGER FOR A SECOND WILL CAUSE THE MARKER TO FIRE, EVEN IF A BALL IS NOT DETECTED. THIS IS USEFUL TO “KICK-START” SOUND-ACTIVATED LOADERS. IF A BALL IS DETECTED AND FIRED BEFORE THE ONE SECOND DELAY, NO ADDITIONAL CLEARING SHOT WILL BE FIRED.

OLED BOARD FUNCTIONS



FSDO TIME

ALLOWS AN OPTION TO INCREASE THE DWELL ON THE FIRST SHOT AFTER AN IDLE PERIOD. THIS CAN BE USEFUL PARTICULARLY IN VERY COLD CONDITIONS, OR IF THE MARKER'S INTERNALS ARE IN NEED OF SERVICING, AND THE FIRST SHOT AFTER AN IDLE PERIOD IS AT A LOWER VELOCITY ("FIRST SHOT DROP OFF"). IF REDUCED TO ZERO, THIS OPTION IS DISABLED; OTHERWISE THE SETTING DETERMINES HOW LONG MUST PASS WITHOUT A SHOT BEFORE THE NEXT SHOT IS CORRECTED. NOTE: FSDO CORRECTION MAY INCREASE THE VELOCITY OF THE FIRST SHOT OVER THE LIMITS SET BY THE FIELD OR TOURNAMENT, SO USE THIS OPTION WITH CARE, AND ONLY IF NECESSARY.

FSDO DWELL

SETS HOW MUCH TIME IS ADDED TO THE DWELL OF THE FIRST SHOT AFTER THE IDLE PERIOD ABOVE. IF THE FSDO TIME IS SET TO "DISABLED", THIS OPTION WILL HAVE NO EFFECT. NOTE: FSDO CORRECTION MAY INCREASE THE VELOCITY OF THE FIRST SHOT OVER THE LIMITS SET BY THE FIELD OR TOURNAMENT, SO USE THIS OPTION WITH CARE, AND ONLY IF NECESSARY.

HIGH PRESSURE REGULATOR



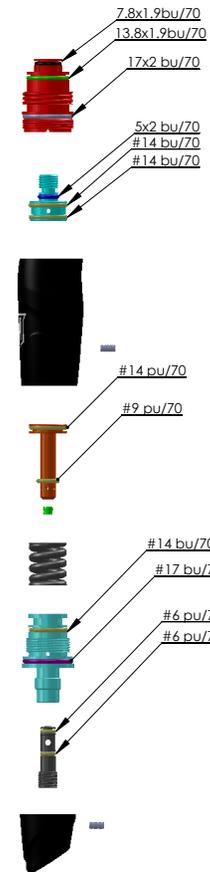
HIGH PRESSURE REGULATOR



THE VAPOR HIGH PRESSURE REGULATOR (HPR) HAS A OPERATING RANGE FROM 150-190 PSI.THE HPR IS FACTORY SET TO 180 PSI.

INCREASE PRESSURE TURN THE ADJUSTER TO THE RIGHT.

DECREASE PRESSURE TURN THE ADJUSTER TO THE LEFT.



HIGH PRESSURE REGULATOR



MAINTAINING THE INLINE REGULATOR

YOUR INLINE REGULATOR, REGULATES THE PRESSURE FROM YOUR AIR SYSTEM DOWN TO THE PRESSURE USED TO FIRE YOUR VAPOR. IT IS VERY IMPORTANT THAT YOUR INLINE REGULATOR IS WORKING WELL. IF NOT, YOU MAY EXPERIENCE PROBLEMS WITH VELOCITY FLUCTUATION OR SHOOTDOWN. BEFORE WORKING ON YOUR REGULATOR, MAKE CERTAIN THAT THE AIR SUPPLY IS TURNED OFF, AND SAFELY FIRE ANY GAS OUT OF THE GUN TO ENSURE IT DOES NOT HAVE ANY RESIDUAL PRESSURE, THEN REMOVE THE GAS SOURCE. UNSCREW THE REGULATOR FROM YOUR VAPOR. PUT YOUR VAPOR ASIDE SO THAT YOU CAN CONCENTRATE ON YOUR REGULATOR. A PICTURE OF THE PARTS INSIDE YOUR REGULATOR IS SHOWN ON THE ADJACENT PAGE. DISASSEMBLE THE REGULATOR AND CLEAN AND RELUBRICATE THE PISTON AND RETAINER INNER O-RINGS. ALSO, CLEAN AND RELUBRICATE THE BORE WHERE THE PISTON SLIDES. PLEASE NOTE THAT TO COMPLETE THIS SIMPLE MAINTENANCE, YOU DO NOT NEED TO COMPLETELY DISASSEMBLE THE REGULATOR AS SHOWN. ALL THE PARTS ARE SHOWN TO HELP YOU IF YOU NEED IT FOR TROUBLESHOOTING. RE-ASSEMBLE YOUR REGULATOR AND RE-ASSEMBLE YOUR VAPOR. RE-CHRONOGRAPH YOUR VAPOR BEFORE USE ON THE FIELD.

ASA ON/OFF



ASA ON/OFF



ATTACHING BOTTLE

MUST USE A LOW PRESSURE AIR SYSTEM. CAREFULLY SCREW YOUR AIR SYSTEM INTO THE ASA UNTIL IT STOPS. WHEN SCREWING YOUR AIR SYSTEM INTO THE ASA, THE THREADS SHOULD BE LOOSE. IF AT ANY POINT THEY BECOME TIGHT, DO NOT FORCE THE THREADS, THIS MAY CAUSE DAMAGE TO YOUR AIR SYSTEM OR YOUR MARKER.

GAS UP VAPOR

TURN THE ASA LEVER TO THE CENTER POSITION. YOU WILL HEAR YOUR VAPOR ENERGIZE.

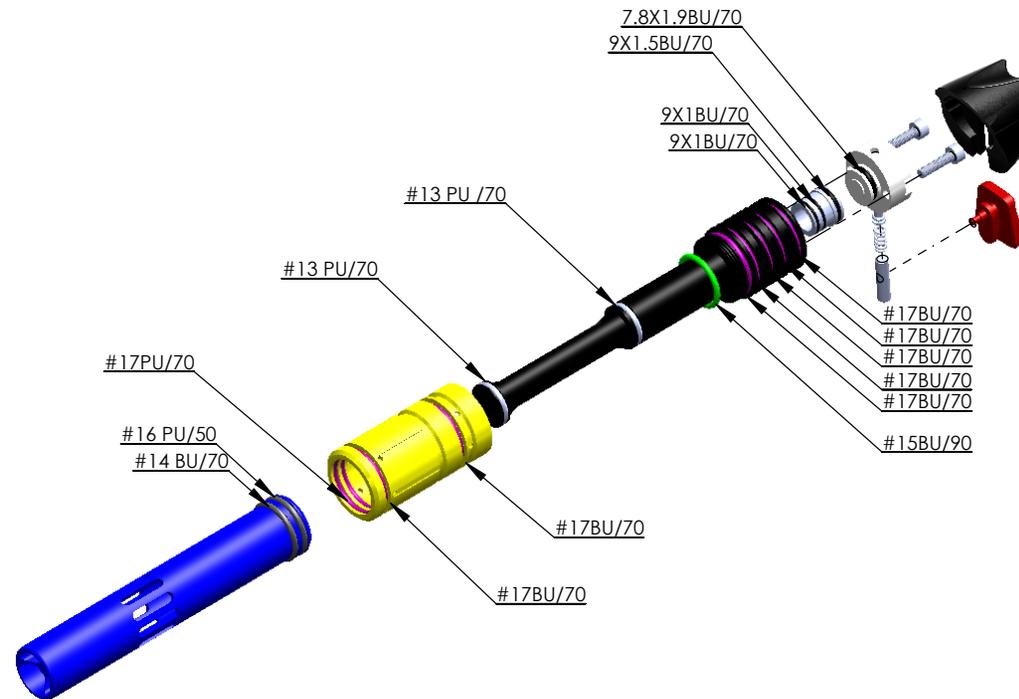
DE-GAS VAPOR

TURN THE ASA LEVER OUT TO EITHER SIDE. THIS WILL DE-GAS THE MARKER. YOU WILL HEAR YOUR VAPOR DE-GAS AND THE ASA WILL PURGE.

BOLT ASSEMBLY



BOLT ASSEMBLY



MAINTAINING THE VAPOR BOLT ASSEMBLY

YOUR BOLT SYSTEM SHOULD BE MAINTAINED AFTER EVERY 8,000 SHOTS. YOU MAY MAINTAIN YOUR BOLT SYSTEM MORE FREQUENTLY SHOULD YOU FEEL THE NEED. BEFORE WORKING ON YOUR BOLT SYSTEM, ENSURE THAT YOUR VAPOR IS DE-GASSED, THEN PUSH THE BOLT RELEASE ROTATE THE BOLT AND PULL OUT OF THE MARKER.

WARRANTY



MACHINE PAINTBALL WARRANTS FOR 2 YEARS TO THE PURCHASER, FROM THE INITIAL DATE OF PURCHASE, THAT THE PAINTBALL MARKER AND REGULATOR ARE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP, SUBJECT TO THE REQUIREMENTS, DISCLAIMERS AND LIMITATIONS OF THIS WARRANTY. DISPOSABLE PARTS, NORMAL MAINTENANCE AND STANDARD WEAR AND TEAR PARTS SUCH AS BATTERIES, O-RINGS AND SEALS ARE NOT WARRANTED. THE SOLENOID AND ELECTRONIC COMPONENTS ON THE MARKER ARE WARRANTED FOR 2 YEARS. THIS WARRANTY DOES NOT COVER SCRATCHES, NICKS, IMPROPER DISASSEMBLY, IMPROPER RE-ASSEMBLY, MISUSE, NEGLIGENCE OR IMPROPER STORAGE. MODIFICATION TO THE PRODUCT WILL VOID THE WARRANTY. THIS WARRANTY IS LIMITED TO REPAIR OR REPLACEMENT OF DEFECTIVE PARTS WITH THE CUSTOMER TO PAY SHIPPING COSTS. PROOF OF PURCHASE MUST BE SUBMITTED TO MACHINE PAINTBALL, FOR WARRANTY TO BE IN EFFECT. THIS WARRANTY IS NOT TRANSFERABLE. UNLESS OTHERWISE AGREED WITH MACHINE PAINTBALL, THIS WARRANTY DOES NOT COVER PERFORMANCE.

DISCLAIMER

THE SPECIFICATIONS & PHOTOGRAPHS IN THIS MATERIAL ARE FOR INFORMATION AND GENERAL GUIDANCE PURPOSES ONLY. OUR PRODUCTS ARE CONTINUALLY UPDATED AND CHANGES MAY BE MADE TO SPECIFICATION, DESIGN OR APPEARANCE FROM TIME TO TIME. THESE ARE SUBJECT TO CHANGE WITHOUT NOTICE. CONTENTS OF BOX MAY THEREFORE VARY FROM OWNER'S MANUAL. FOR DETAILS OF CHANGES IN DESIGN, SPECIFICATION OR APPEARANCES CONSULT YOUR LOCAL DEALER. DESIGN RIGHTS, COPYRIGHTS AND ALL OTHER RIGHTS RESERVED. ALL PATTERNS, DRAWINGS, PHOTOGRAPHS, INSTRUCTIONS OR MANUALS REMAIN THE INTELLECTUAL PROPERTY OF THE MANUFACTURER.

WARRANTY



- DIAGNOSTIC SERVICE, REPAIR & TUNE: \$25.00 (NON REFUNDABLE)
(DIAGNOSE, REPAIR, O RING, LUBE & REPLACEMENT, TESTING FUNCTIONS, COMPLETE TUNING AND SETTING ALL PRESSURES TO MANUFACTURES SPECS.)
- PARTS UPGRADES/REPLACEMENT: COST OF PARTS (INSTALLATION INCLUDED IN COST OF SERVICE & REPAIR)
- WARRANTY REPAIR: WILL BE FILED UNDER MANUFACTURER'S WARRANTY ON ANY MARKER THAT IS WITHIN THE 2 YEARS FROM DATE OF PURCHASE. WARRANTY WILL COVER ALL PARTS AND LABOUR EXCLUDING DAMAGES INCURRED FROM MISUSE, ABUSE, SCRATCHES, NICKS, IMPROPER DISASSEMBLY, IMPROPER RE-ASSEMBLY, NEGLIGENCE OR IMPROPER STORAGE. IT ALSO DOES NOT COVER ANY DAMAGES DUE TO MODIFICATIONS INSTALLED OR USED WITHOUT MACHINE PAINTBALL'S WRITTEN APPROVAL. ANY PRODUCT MODIFICATIONS WITHOUT WRITTEN APPROVAL FROM MACHINE PAINTBALL ARE STRICTLY PROHIBITED AND WILL VOID YOUR WARRANTY IMMEDIATELY. WARRANTY DOES NOT INCLUDE ANY WEARABLE ITEMS SUCH AS ORINGS, DETENTS, STRIPPED OR BROKEN SCREWS OR PARTS THAT ARE DAMAGED BY THE CUSTOMER. ALL WARRANTY CLAIMS MUST BE SUBMITTED TO A MACHINE PAINTBALL SERVICE CENTER PRIOR TO SHIPMENT OF THE MARKER.
- RETURN SHIPPING: \$10-\$15 FLAT RATE DEPENDING ON LOCATION.
- CUSTOMERS WILL BE RESPONSIBLE FOR ALL COSTS OF SHIPPING TO AND FROM THE SERVICE CENTRE, UNLESS OTHERWISE NOTED, BECAUSE OF MANUFACTURER WARRANTY.