



PAINTBALL MARKER OPERATOR'S MANUAL



VERSION 2.0

PAINT

APPLY LIBERALLY ON OPPONENTS EVERYWHERE.

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**MIDEVIL AND EVIL PAINT FOR EVERYONE
PERFECTLY ROUND .68 CALIBER PAINTBALLS
FLIES STRAIGHT, FLIES FAST
BREAKS ON TARGET, HARDER TO WIPE
DESIGNED FOR EVERY STYLE OF PLAY
AVAILABLE IN DIFFERENT FLAVORS**



The EVIL OMEN™ is a semi-automatic paintball marker designed to shoot .68 caliber paintballs for use in the sport of paintball.

Paintball is a recreational and competitive sport played worldwide. Special equipment used in paintball includes goggles designed for paintball, paintball markers, and paintballs, which are liquid-filled gelatin capsules that mark with a bright color. The object of the game is to capture the opposing team's flag; while on that quest, players try to mark their opponents to eliminate them from the game.



WARNING

PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL MUST BE WORN BY ALL PERSONS WITHIN RANGE WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.



WARNING

THE EVIL OMEN™ PAINTBALL MARKER 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. READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE OMEN™ PAINTBALL MARKER.

STATEMENT OF LIABILITY

This EVIL OMEN™ semi-automatic paintball marker is surrendered by Pursuit Marketing, Inc. (PMI, Inc.), with the express understanding that the purchaser assumes all liability arising out of any unsafe handling of this marker or any action that violates any applicable laws or regulations. PMI, Inc., assumes no liability for, and shall not be responsible for, any personal injury or loss of property or life resulting from the use of this paintball marker under any circumstances, including but not limited to those resulting from intentional, reckless, negligent or accidental discharges.

READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THIS, OR ANY PAINTBALL MARKER.

EVIL®, OMEN™, and EVIL OMEN™ is a registered trademark of Pursuit Marketing, Inc. U.S. and Foreign Patents Pending.

Pursuit Marketing, Inc. (PMI, Inc.), founded in 1982 and manufacturer of the EVIL OMEN™, Pure Energy Air Systems and the entire EVIL line of markers, is an industry-leading manufacturer and wholesale distributor with warehouses in key locations throughout the U.S.A. Headquarters: PMI, Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA; phone 1.800.334.0502; www.evill-paintball.com

EVIL OMEN™ 2.0 OPERATOR'S MANUAL



WARNING

THIS PAINTBALL MARKER IS INTENDED FOR SALE TO ADULTS ONLY, FOR USE IN COMPLIANCE WITH ALL APPLICABLE LAWS AND REGULATIONS. ADULT SUPERVISION IS RECOMMENDED AT ALL TIMES WHENEVER A MINOR IS HANDLING THIS PAINTBALL MARKER. PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL MUST BE WORN BY ALL PERSONS WITHIN RANGE WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.



WARNING

PAINTBALL MARKERS ARE NOT TOYS. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE EVIL OMEN™ PAINTBALL MARKER.

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Pursuit Marketing, Inc. (PMI, Inc.) reserves the right to modify or change its markers without incurring any obligation to incorporate such modifications or changes in any of its products that were sold prior to the modification. The information in this operator's manual may be updated or changed without notice.

This operator's manual is intended to remain with the paintball marker upon any subsequent transfer of the marker, whether through sale, resale, or furnishing in any manner. Updated and replacement operator's manual may be obtained from: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA; phone 1.800.579.1633; www.evill-paintball.com. Questions about the operation of this or any EVIL™ line of paintball markers can be directed to Pursuit Marketing Inc., or visit www.evill-paintball.com for updates regarding your OMEN™ purchase.

PAINTBALL BASIC SAFETY RULES

SAFETY FIRST!



WARNING

PAINTBALL MARKERS ARE NOT TOYS. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE EVIL OMEN™ PAINTBALL MARKER.

- ⓔ Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.
- ⓔ Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.
- ⓔ Operate a paintball marker only in areas where it is safe and lawful to do so.
- ⓔ Misuse of this paintball marker can result in criminal penalties, including jail time.
- ⓔ This marker is intended for sale to adults 18 years of age or older only. Adult supervision is recommended at all times whenever a minor is handling this marker in any manner.
- ⓔ During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area.
- ⓔ Play paintball only where the rules of safe paintball play are followed.
- ⓔ All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity less than 300 feet per second (fps) and/or that does not exceed the velocity limit set by the paintball park where the marker is in use. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel is changed, and upon request of any player or game official.
- ⓔ There is always a chance that a paintball is lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is unloaded: remove air system and shoot marker in a safe direction. Remove hopper, visually inspect chamber for a paintball, remove and inspect barrel for the presence of a paintball. Never look down the barrel of any paintball marker once the barrel is screwed into the marker.

PAINTBALL BASIC SAFETY RULES

- ⓔ Markers with regulators hold pressure even after tank is removed. Shoot marker in a safe direction after tank is removed to de-gas it completely.
 - ⓔ This paintball marker operates using compressed gas or air at specified pressure ranges. Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons.
 - ⓔ Always cock marker before attaching air or gas source to it. Failure to always cock marker before attaching air to it may cause accidental firing or discharge of paintballs.
 - ⓔ Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel plug or barrel bag onto the muzzle and turn marker off when not in use and when in any non-shooting area.
- Paintball markers with electronic frames have extremely sensitive triggers. Take extra safety precautions anytime handling or shooting an electronic paintball marker. To avoid accidentally firing the marker, keep the marker off until you are ready to fire.
- ⓔ Never shoot at domestic animals or wildlife.
 - ⓔ Never mark objects outside the confines of the game or authorized shooting areas.
 - ⓔ Never look down the barrel of the marker.
 - ⓔ Never aim or shoot a paintball marker (loaded or unloaded) toward any person who is not wearing protective goggles and headgear specifically designed for paintball.
 - ⓔ Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove air source; and remove all gas or air from the marker. Insert barrel plug and turn marker off.
 - ⓔ Carry marker in case or sturdy bag when in public.
 - ⓔ Safely and securely store marker to prevent access to it by unauthorized persons.

Safety standards information is available from the American Society for Testing and Materials, 100 Barr Harbor Drive, West Conshohocken, PA 19428-2959; phone 1.610.832.9500; www.astm.org. "Standard Practice for Paintball Field Operation" is publication F1777-97, and "Standard Specification for Eye Protective Devices for Paintball Sports" is publication F1776-97; inquire about additional publications which may be available at the time request is made.

OPERATING THE EVIL OMEN™ MARKER



WARNING

EVERY PERSON WITHIN RANGE OF AN AREA WHERE ANY PAINTBALL MARKER IS IN USE MUST WEAR PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL.

FIRST TIME USERS FOLLOW INSTRUCTIONS CAREFULLY UNTIL FAMILIAR WITH MARKER

1. Attach threaded barrel firmly to marker.
2. Employ barrel blocking device (barrel condom, bag, sock or plug) firmly into or onto barrel.
3. Pull the cocking rod straight back from the rear of the marker until the cocking mechanism locks back in the cocked position. Figures 1 and 2.
4. Turn marker "on."
5. Squeeze the trigger with an even pressure. The cocking knob will snap forward into the uncocked position.
6. Attach empty loader into feed tube. Use provided O-rings to make the hopper snug.
7. Always cock the marker before attaching air.
8. Before attaching air source, read and understand the section in this manual on "Compressed Gas/Air" (page 10/11). Follow safety rules for handling compressed gas/air. If any leak occurs in the air system or marker refer to troubleshooting guide or to a qualified airsmith. Use only cylinders for compressed gas or air that comply with all applicable laws and regulations, including but not limited to those of the U.S. Department of Transportation, OSHA, Compressed Gas Association, and/or American Society for Testing and Materials.



Figure 1. Pull Back



Figure 2. Fully Cocked



WARNING

NEVER DISASSEMBLE MARKER UNTIL REMOVING ALL GAS OR AIR FROM THE MARKER. RULES FOR SAFE HANDLING OF COMPRESSED GAS OR AIR MUST BE FOLLOWED AT ALL TIMES.



WARNING

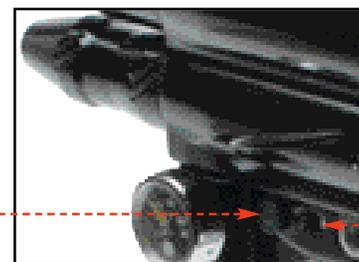
WHEN COCKING THE PRESSURIZED MARKER, DO NOT RELEASE THE COCKING ROD UNTIL AFTER THE COCKING MECHANISM HAS LOCKED BACK INTO THE COCKED POSITION; RELEASING THE COCKING ROD DURING COCKING CAN CAUSE THE MARKER TO SHOOT.

9. Test for function after attaching air source by squeezing the trigger. The marker should shoot air and the cocking knob should cycle forward and back, stopping in the cocked position, after each trigger squeeze. Repeat several times. If the marker does not recock itself, see page 29. Your Omen is NOT broken. It just needs the recock increased slightly.
10. Turn marker "off" and install barrel blocking device. Paintballs may then be loaded.



WARNING

BEFORE DISASSEMBLY, STORAGE, OR TRANSPORT OF THE MARKER, REMOVE AIR SOURCE FIRST. THEN REMOVE ALL PAINTBALLS FROM THE MARKER, BARREL, AND LOADER. REMOVE ALL GAS OR AIR FROM THE MARKER BY CYCLING MARKER AFTER TANK IS REMOVED. THE REGULATOR WILL HOLD A SHOT EVEN AFTER THE TANK IS REMOVED UNLESS THE MARKER IS FIRED. INSERT BARREL BLOCKING DEVICE AND SLIDE THE ON/OFF SWITCH TO THE "OFF" POSITION.



Charge Port Cover

On/Off Switch

DO NOT LEAVE MARKER IN DIRECT SUNLIGHT. IN EXTREME CIRCUMSTANCES IT CAN CAUSE THE BOLT TO SWELL.

COMPRESSED GAS/AIR

The EVIL OMEN™ paintball marker may be powered by anti-siphon CO₂ but it is recommended that Nitrogen or Compressed Air be used for best performance.

THE SAFETY RULES FOR HANDLING COMPRESSED GAS OR AIR MUST BE FOLLOWED AT ALL TIMES.

WARNING

DO NOT EXCEED RECOMMENDED INPUT OR OPERATING PRESSURE.

OPERATING PRESSURE AND INPUT PRESSURE

- Operating pressure range: 250-500 p.s.i.
- Recommended maximum input pressure is 500 p.s.i. for marker.
- Maximum inlet to regulator 1000 p.s.i.
- Do not exceed recommended pressures.

DO NOT LEAVE CYLINDER OR PRESSURIZED MARKER IN DIRECT SUNLIGHT OR EXPOSED TO HEAT SOURCE. INCREASED TEMPERATURE WILL INCREASE THE PRESSURE OF COMPRESSED GAS OR AIR TO DANGEROUS LEVELS. THIS IS ESPECIALLY TRUE WITH CO₂.

VALVE-CYLINDER CONNECTION

The valve on a cylinder is to remain screwed into the cylinder; Figures 3 and 4. Should it loosen, the cylinder may detach from the valve with extremely dangerous force. Call manufacturer or take to qualified personnel for inspection if valve and cylinder begin to separate.

Every time a cylinder is filled, the connection between the valve and cylinder must be inspected. If any looseness or leak is detected between the valve and the cylinder, do not fill. Drain cylinder and call manufacturer or take to qualified personnel for inspection.

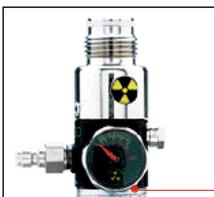


Figure 3. Valve-cylinder connection.



Figure 4. Valve-cylinder connection.

COMPRESSED GAS/AIR

WARNING

A COMPRESSED GAS OR AIR CYLINDER IS A PRESSURE VESSEL. FOLLOW RULES FOR SAFE HANDLING OF COMPRESSED GAS OR AIR. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS, AND ALL REPAIRS TO A MARKER'S AIR SYSTEM OR ITS COMPONENTS MUST BE PERFORMED BY QUALIFIED PERSONNEL.

FILLING COMPRESSED GAS/AIR

An overfill of any compressed gas or air cylinder can cause the safety burst disk (Figure 5) on the cylinder to burst, or the cylinder itself to rupture. A cylinder may rupture with extremely dangerous, and potentially lethal force. Use properly rated discs only. Inspect the burst disc for a vent hole. If no hole is present contact a local store or PMI immediately. **DO NOT FILL!**



Figure 5. Safety burst disk.

A scale must be used for all CO₂ fills to prevent an overfill. A pressure gauge must be used for all compressed gas or air fills to prevent an overfill.

Fills must be performed by qualified personnel. A cylinder must not be filled beyond the cylinder's capacity per the U.S. Department of Transportation. A cylinder's rated capacity appears on the cylinder itself.

Use only CO₂ tanks with an anti-siphon tube installed for best results.

WARNING

DO NOT OVERFILL ANY CYLINDER. AN OVERFILL CAN CAUSE THE SAFETY BURST DISK OR THE CYLINDER ITSELF TO RUPTURE.

HYDROSTATIC TESTING DATE

Many cylinders are required by the U.S. Department of Transportation to be hydro tested at periodic intervals, with the interval varying according to cylinder type. The date of the cylinder's initial or later testing appears on the cylinder. A cylinder that is out of date for hydrostatic testing must not be filled or used.

VELOCITY ADJUSTMENT



WARNING

ALL PAINTBALL MARKERS MUST BE CHRONOGRAPHED REGULARLY. ADJUST MARKER TO SHOOT PAINTBALLS AT A VELOCITY THAT IS LESS THAN 300 FEET PER SECOND (FPS) AND THAT DOES NOT EXCEED THE VELOCITY LIMIT SET BY THE PAINTBALL PARK WHERE THE MARKER IS IN USE.

CHRONOGRAPH THE MARKER AT REGULAR INTERVALS DURING THE DAY, AS WELL AS ANY TIME THE AIR SOURCE IS REFILLED OR CHANGED, ANY TIME THE BARREL OR ANY PART IN THE AIR SYSTEM IS CHANGED, AND UPON REQUEST OF ANY PLAYER OR GAME OFFICIAL.

1. Chronograph the marker using standard chronograph procedures and following safety rules. Shooting velocity will vary based upon many factors, such as paint, weather, and air system.
2. Velocity of the EVIL OMEN™ is normally adjusted by rotating the adjusting ring on the regulator. The thread used in this ring is a fine pitch, allowing for very small adjustments to be made accurately. Generally, increasing output pressure increases paintball velocity. (However, see TUNING for a discussion of how excessive regulator output pressure actually decreases velocity).

To adjust velocity, first loosen the locking screw (3/32 allen wrench provided) and back the locking screw off three full turns. If the locking screw is not backed off far enough you will be unable to turn the adjusting ring. The adjusting ring should turn easily; DO NOT FORCE IT!

NOTE: When turning the Adjusting Ring to reduce velocity, it is necessary to cycle (shoot) the marker every 1/2 turn. This is done to relieve the captive pressure in the downstream portion of the gas system. Failure to do this will result in premature wear to the sealing seat in the regulator. The gauge will NOT move unless you cycle the marker as you adjust the pressure down.

DO NOT EXCEED 300 FPS! You must have a chronograph to know your speed. Paintballs fired over 300 fps can cause permanent damage and injury and the extra wear and tear on the marker may void your warranty.

3. Anytime the velocity is adjusted at the inline regulator, you should also adjust the recock screw for best performance. If you turn your inline pressure up, you will have to turn the recock pressure down slightly (Figure 7). See page 26 for complete tuning instructions.
4. Chronograph the marker after every velocity or pressure adjustment.
5. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel, brand, type of paintballs used, or any part in the air system is changed, and upon request of any player or game official.

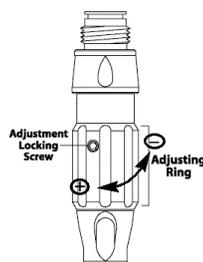


Figure 6.



Figure 7.

EVIL OMEN™ SPECIFICATIONS

Action:	Semi-automatic, true closed bolt cycle, pneumatic recock, electro-mech firing control, independent hammer and recock piston (patent pending), external recock regulation (patent pending)
Length:	19.7 inches
Weight:	2lbs., 7oz
Height:	8 inches
Barrel:	15/16-20 TPI (AC) Stiff Arbor Honed, 0.689 first stage to 0.700 second stage Special patented anodizing process for durability and low drag coefficient 14 inch Driver Barrel with Autococker Threads
Feed:	CAM operated Force feed system with anti-doubler arm (patent pending) and shock absorbing buffer
Paintballs:	For use only with standard ".68 caliber" (.68-inch diameter) paintballs
Air Source:	Accepts standard connections for CO ₂ , regulated N ₂ , or regulated compressed air
Omen Operating Pressure:	200-500 psi recommended
Marker Pressure:	not to exceed 500 p.s.i.
Input Pressure to EVIL Detonator:	not to exceed 1000 p.s.i.
Air Source Input:	bottom line on/off assembly
Grip:	Custom panels to fit 45 style frame
Safety:	On/Off switch and barrel blocking device (included)

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EVIL OMEN™ PARTS LOCATION



Four horizontal lines for registration information.



Tape Here

PURSUIT MARKETING INC.
 55 Howard Ave
 Des Plaines, IL 60018 USA

WARRANTY REGISTRATION

Detach and Mail

First Class
 Stamp
 Here

EVIL OMEN™ 2.0 WARRANTY REGISTRATION

Please fill out entirely this EVIL OMEN™ Warranty Registration form including the checklist and mail it to:
Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA, or register online at www.evil-paintball.com.
Save your original sales purchase receipt or packing slip. A copy must accompany the marker when warranty repairs are sought.
Consult operator's manual for warranty information and instructions on obtaining repair service.

Purchaser's name:

Mailing address:

City, State, Zip:

Phone number:

E-Mail Address:

Age:

Model purchased:

Serial number:

(Serial number is located on the left hand side above the grip frame)

Where purchased:

Date of purchase:

Seller's name:

Seller's address:

City, State, Zip:

Purchase price:

Pursuit Marketing, Inc., thanks you for purchasing this high quality EVIL OMEN™ paintball marker. Please read each of the following items and initial that you have read and understood it before operating the EVIL OMEN™ paintball marker:

1. This paintball marker is intended for sale to adults only, for use in compliance with all applicable laws and regulations. Adult supervision is recommended at all times whenever a minor is handling this paintball marker in any manner. Please initial: _____
2. Always wear protective goggles and headgear specifically designed for paintball when shooting this marker. Please initial: _____
3. Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball. Please initial: _____
4. Operate a paintball marker only in areas where it is safe and lawful to do so. Please initial: _____
5. Misuse of this paintball marker can result in criminal penalties including jail time. Please initial: _____
6. Read this operator's manual completely before loading, pressurizing, or operating the EVIL OMEN™ paintball marker. Please initial: _____
7. Never aim or shoot a paintball marker toward any person who is not wearing protective goggles and headgear specifically designed for paintball. Please initial: _____
8. During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area. Please initial: _____
9. Play paintball only where the rules of safe paintball play are followed. Please initial: _____
10. All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel or any part in the air system is changed, and upon request of any player or game official. Please initial: _____
11. This paintball marker operates using compressed gas or air at specified input pressure ranges. Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons. Please initial: _____
12. Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel plug into the muzzle and push the mechanical safety "on" when the marker is not in use and when in any non-shooting area. Please initial: _____



WARNING

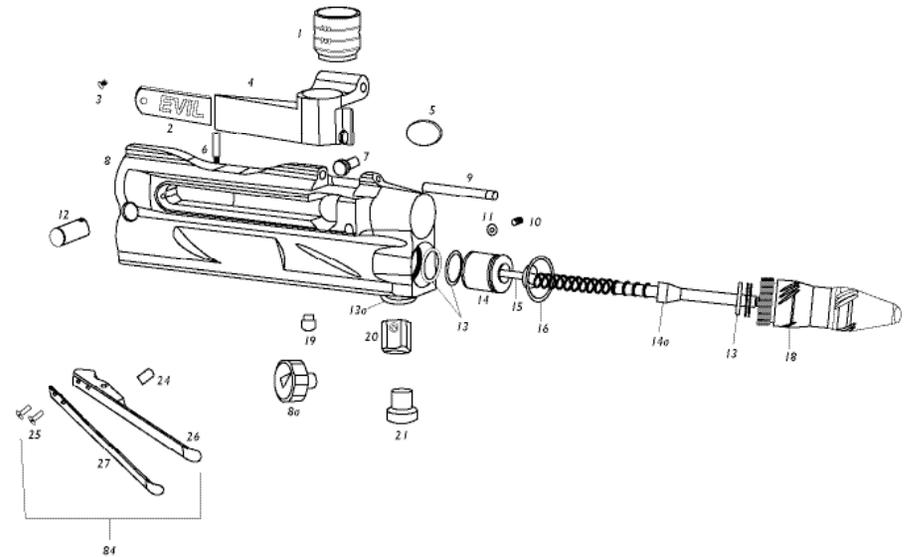
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13. Never shoot at domestic animals or wildlife. Please initial: _____
14. Never mark objects outside the confines of the game or authorized shooting areas. Please initial: _____
15. Never look down the barrel of the marker. Please initial: _____
16. Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove air source; and remove all gas or air from the air system. Insert barrel plug and put electronic safety in "no shoot" position. Please initial: _____
17. Carry marker in case or sturdy bag when in public. Please initial: _____
18. Safely and securely store marker to prevent access to it by unauthorized persons. Please initial: _____

OMEN™ 2.0 RECEIVER BARREL DIAGRAM



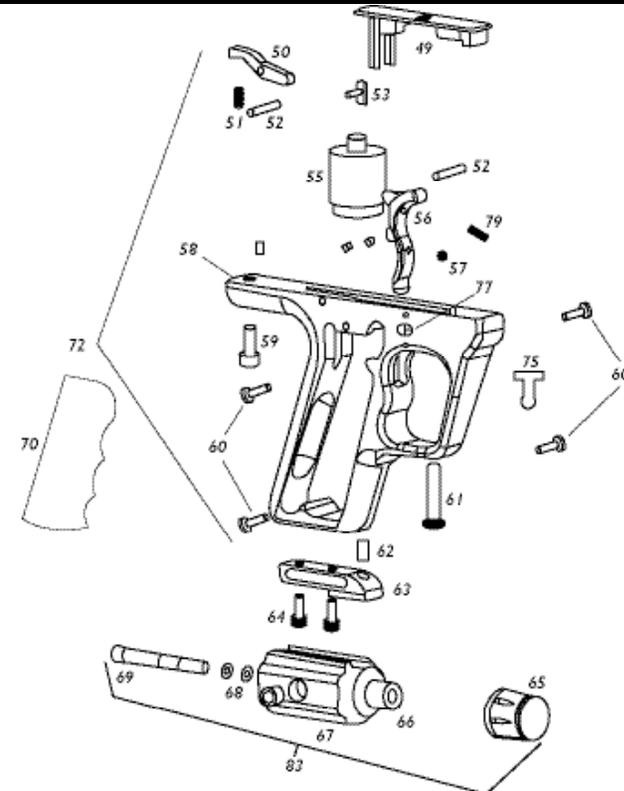
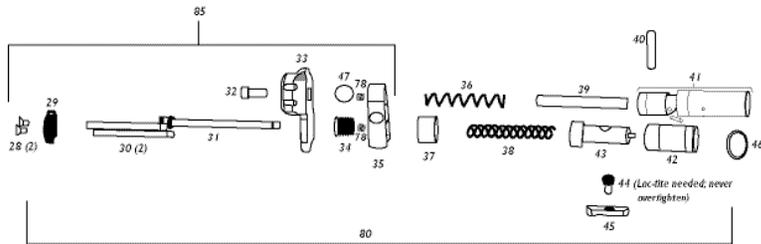
RULE THE WORLD



- | | | | | | |
|-----|------------------------------------|-------|-----|---------------------------|-------|
| 01 | Feed Tube (black) | 57775 | 14a | Valve Spring Guide | 57773 |
| 02 | Cover Plate (black) | 57008 | 15 | Valve Stem | 57707 |
| 03 | Cover Plate Screw | 57704 | 16 | End Cap O-Ring (019-70) | 57728 |
| 04 | Pivot Cover (black) | 57821 | 17 | Valve Spring | 57721 |
| 05 | Ball Bumper | 57724 | 18 | LPC (black) | 57826 |
| 06 | Cam Pin Threaded | 57710 | 19 | Valve Body Locating Screw | 57706 |
| 07 | Pivot Cover Screw | 57768 | 20 | Vertical ASA (black) | 57007 |
| 08 | Body (black) | 57000 | 21 | Gas Thru Bolt | 57709 |
| 08a | Gauge | 46998 | 22 | Field Strip Pin Ball | 10130 |
| 09 | Pivot Cover Hinge Pin | 57703 | 23 | Field Strip Pin Spring | 10150 |
| 10 | Recock Screw | 57757 | 24 | Cam Spring | 57723 |
| 11 | Recock Screw O-Ring (003-70 U) | 10256 | 25 | Cam Detent Screw | 57727 |
| 12 | Field Strip Pin Assembly | 57705 | 26 | Cam Arm | 57725 |
| 13 | Valve Body O-Ring (015-70 or 90) | 57738 | 27 | Anti Doubler Arm | 57726 |
| 13 | Vertical ASA O-Ring (015-70 or 90) | 57738 | | | |
| 13a | Vertical ASA O-Ring (12/70) | 10257 | | | |
| 14 | Valve Body Assembly | 57104 | | | |

OMEN™ 2.0 BOLT ASSEMBLY DIAGRAM

OMEN™ 2.0 GRIP FRAME DIAGRAM



- | | |
|---------------------------|-------|
| 28 Tail Screws | 57717 |
| 29 Tail Disk | 57011 |
| 30 Tail Rods | 57716 |
| 31 Cocking Rod | 57702 |
| 32 Rear Block Screw | 57719 |
| 33 Rear Block (black) | 57003 |
| 34 Velocity Screw | 57708 |
| 35 Inner Block (red) | 57009 |
| 36 Bolt Spring | 57720 |
| 37 Hammer Bumper | 57712 |
| 38 Hammer Spring | 57722 |
| 39 Bolt Shaft | 57941 |
| 40 Bolt Link Pin | 10291 |
| 41 Bolt Assembly | 57114 |
| 42 Bolt Carrier | 57701 |
| 43 Hammer Assembly | 57103 |
| 44 Omen Hammer Screw | 57718 |
| 45 Hammer Sear Plate | 57714 |
| 46 Hammer O-Ring (015-70) | 57738 |
| 47 Brass Insert | 57755 |

- | | | | |
|--------------------------------------|-------|-------------------------------|-------|
| 49 Circuit Board Assembly | 57739 | 68 006-70 O-Ring | 10259 |
| 50 Sear | 57740 | 69 On/Off Bottomline Piston | 42073 |
| 51 Sear Spring | 70146 | 70 Grip Panel | 70105 |
| 52 Sear / Trigger Pin (2) | 10766 | 71 110v Wall Charger | 70182 |
| 53 Sear Release | 57742 | 72 Omen Trigger Frame | 57111 |
| 55 Solenoid | 57744 | 73 Manual | 57748 |
| 56 Trigger | 57743 | 74 8.4 Rechargeable Battery | 70181 |
| 57 Trigger Stop Screw (6-32x.2) | 57745 | 75 Charger Port Cover | 70184 |
| 58 Omen Trigger Frame | 57002 | 76 Sear Release Slide | 57742 |
| 59 Rear Frame Screw (10-32x.5) | 10682 | 77 Evil Jewel | 11441 |
| 60 Grip Panel Screw (6-32x.375) | 10782 | 78 Nylon Set Screws | 10687 |
| 61 Front Frame Screw (10-32x1) | 57784 | 79 Trigger Switch Screw | 10688 |
| 62 On/Off Rail Set Screw (10-32x.25) | 57747 | 80 Bolt Block Hammer Assembly | 57112 |
| 63 On/Off Bottom Line Rail | 42076 | 81 Mini Parts Kit | 18102 |
| 64 Bottom Line Screws (10-32x.375) | 10797 | 82 Parts Kit | 18107 |
| 65 On/Off Bottom Line End Cap | 42075 | 83 On/Off Assembly | 58235 |
| 66 On/Off Body | 42074 | 84 Cam Arm Assembly | 57100 |
| 67 1/8 NPT plug | 47006 | 85 Inner Block Assembly | 57113 |

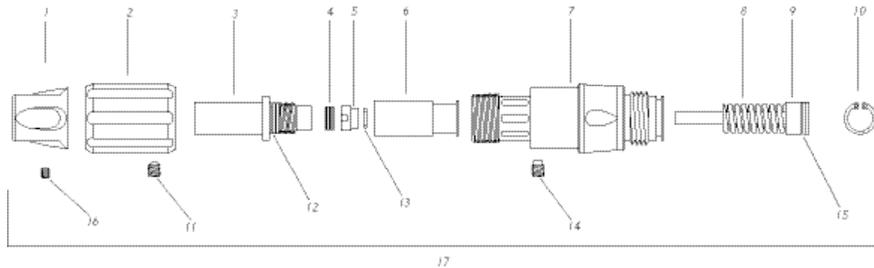


WARNING

DO NOT DISASSEMBLE THE REAR SECTION OF THE BOLT ASSEMBLY OR CYCLE MARKER AFTER REMOVING THE HAMMER CUSHION. IMPROPER ALIGNMENT CAN CAUSE MARKER TO BIND AND CYCLING MARKER WITH MISSING PARTS CAN VOID WARRANTY.

OMEN™ 2.0 EVIL DETONATOR DIAGRAM

OMEN™ 2.0 BOARD PROGRAMMING



01 Detonator End Cap	57201	10 Snap Ring	57210
02 Detonator Adjusting Ring	57202	11 Locking Screw 10/32 Oval Point	57211
03 Inner Tube	57203	12 O-Ring 011/70 Buna	57212
04 Regulator Seat	57204	13 O-Ring 008/90 Urethane (Poppet O-ring)	40923
05 Thrust Element	57205		40923
06 Seal Retainer	57206	14 Retaining Screw 8/32 Dog Point	57213
07 Detonator Main Body	57207	15 O-Ring 012/90 Urethane	40919
08 Piston Spring	57208	16 10/32 Black Lower Locking Screw	41318
09 Piston	57209	17. Detonator Regulator	57200

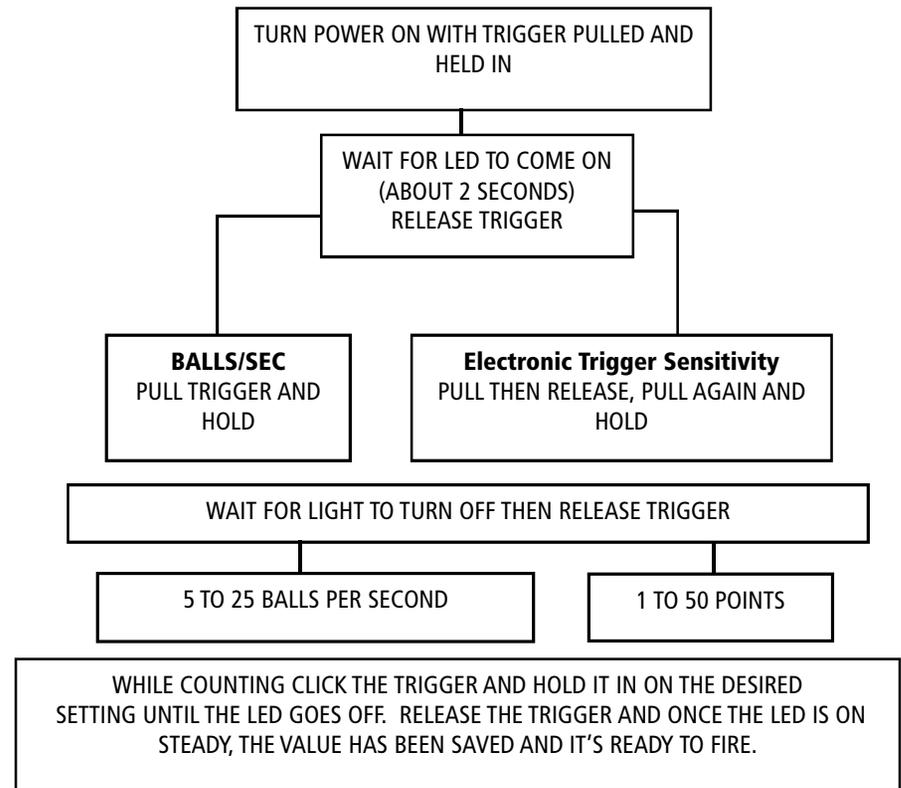
OMEN 2.0 Parts Kit (18102)



1/8" Hex Key	42026
3/32" Hex Key	42033
1/16" Hex Key	42036
Omen Hammer Cushion	57712
O-ring 15/70 Urethane	57738
O-ring 19/70 Buna	57728

actual size

OMEN 2.0 Board Programming



OMEN™ 2.0 BOARD PROGRAMMING

CHARGING EVIL OMEN™ 2.0

PROGRAMMING EXAMPLES

TO SET RATE OF FIRE TO 20BPS:

Start with the power turned off, hold in trigger and turn power on. Wait for about 2 seconds and LED will come on, release trigger and then pull it once more and hold until the LED turns off, this selects the Ball/Second register. Starting at five, click the trigger while counting and hold the trigger in on the 20th count. Hold until the LED goes out, meaning the value has been accepted, and then release the trigger once again. It will then reboot with the new value indicated by a single flash and it will then be live and ready to fire.

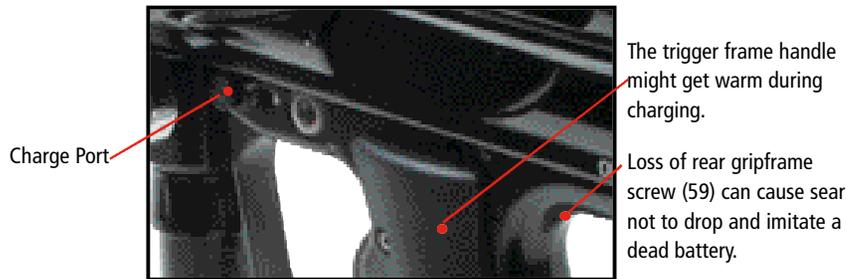
SETTING ELECTRONIC TRIGGER SENSITIVITY TO 5 POINTS

Start with the power turned off, hold in trigger and turn power on. Wait for about 2 seconds and LED will come on, release trigger and then pull it once and release, then pull a second time and hold until the LED turns off, this selects the de-bounce register. Starting at one, click the trigger while counting and hold the trigger in on the 5th click. Hold until the LED goes out meaning the value has been accepted and then release the trigger once again. It will then reboot with the new value indicated by a single flash and it will then be live and ready to fire.

NOTE: If at any point a mistake is made just turn power off and start again. The selected values are stored in permanent memory and will remain set even without a battery connected.

WHEN SETTING BALLS/SECOND ALWAYS START COUNTING AT FIVE BECAUSE FIVE IS THE LOWEST SETTING. WHEN SETTING THE ELECTRONIC TRIGGER SENSITIVITY ALWAYS START COUNTING AT ONE. ALL PROGRAMMING IS DONE USING THE LED ON THE RIGHT SIDE OF THE EVIL OMEN TRIGGER FRAME.

The OMEN™ battery is a 9 volt rechargeable battery. The battery needs a full 22 hours to charge before it is full. The battery does not come fully charged. For best long term battery life, EVIL recommends you charge your OMEN™ frame for a full 22 hours before using it. You can use regular 9 volt batteries with this frame if your rechargeable battery is dead or you want to play with the frame right away. A blinking on/off indicator light means your OMEN™ frame needs to be charged right away.



TURN MARKER OFF TO CHARGE

MAINTAINING EVIL OMEN™ 2.0

The EVIL OMEN™ is easy to strip for cleaning and basic maintenance. **Regular cleaning and maintenance is highly recommended, including frequent checks of all air system components.** Keep screws tightened. Replace worn components with factory parts; all leaks must be repaired promptly. Air system repairs are best performed by the factory or an authorized factory repair facility; contact PMI for information regarding authorized repair facilities: 1.800.579.1633.



WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO. DO NOT DISASSEMBLE MARKER UNTIL IT IS COMPLETELY DRAINED OF COMPRESSED GAS OR AIR AND ALL PAINTBALLS HAVE BEEN REMOVED. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS MUST BE DONE BY QUALIFIED PERSONS.

CONTACT PMI, INC., FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED REPAIR FACILITIES. PHONE 800.579.1633; WWW. BUYPMI.COM

PAINTBALL MARKER AIR SYSTEMS MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

TUNING FROM SCRATCH

(WITHOUT BREAKING PAINT)

TUNING

(WITHOUT BREAKING PAINT)

The OMEN™ ships from the factory already tuned, and with regular cleaning and lubrication should only require pressure regulator adjustments to set the velocity. Every time you adjust the inline regulator, the recock pressure should also be adjusted. Here is how to tune from scratch. It assumes you are adjusting to a field limit of 300 fps; if your velocity limit is lower the numbers must be adjusted accordingly.

STEP 1 Check that the marker is clean and has a thin coat of grease or oil on the hammer o-ring (part #46). (A working OMEN™ that stops recocking is usually out of gas, dirty, or needs lube.)

STEP 2 Before screwing in your CO2 or HPA tank turn your recock all the way down by turning the adjustment screw clockwise till it stops. Do not bear down on this screw or you will strip the allen wrench.

STEP 3 Next, adjust the regulator to its lowest output setting. If you're looking at the left side of the marker, turn the adjustment sleeve on the reg toward the trigger frame until it stops.

STEP 4 Now put your air tank on the Omen and load paint.

STEP 5 Start to adjust the regulator up until the marker is shooting 10 fps above where you want to set it (you will need a chronograph for this step). NOTE: you will have to manually cock the marker each time since the recock pressure is turned off. Once the reg is set, lock the adjustment sleeve in place with the lockdown screw.

STEP 6 Now adjust for recock. Start with 1/10th increments counterclockwise until the marker starts to recock itself. Test with a fast string of fire, if the marker comes uncocked turn the recock adjustment screw up slightly.

NOTE: For optimum performance, your OMEN™ might need to be tuned each time you play. That means setting the recock pressure as low as possible and the velocity under the legal limit. (usually 300 fps).

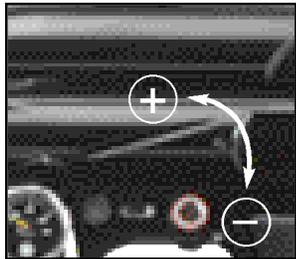


Figure 7.

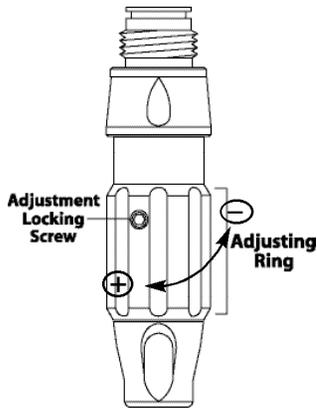


Figure 6.

If you have any questions about setting up your Omen or continue to have problems feel free to call us at tech support at 1-800-579-1633.

TROUBLESHOOTING & MAINTENANCE

The **EVIL OMEN™** is designed to be very low maintenance. The EVIL Detonator™ must be well maintained as most issues will start with neglect of the Detonator inline regulator; see advice on regulator maintenance intervals below. Also, the hammer o-ring (part #46) must be clean and lightly lubed.

The **OMEN™ stock delrin bolt needs no oil or maintenance.** Always clean marker after every day of play. This usually does not mean a complete strip. On the contrary, most warranty calls originate from improper assembly by the operator. However, do not hesitate to call Evil HQ with questions.

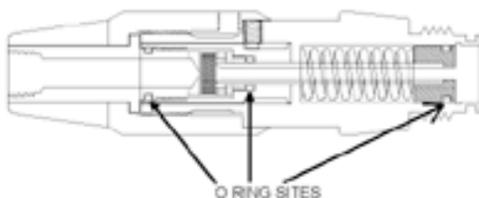
Proper regulator maintenance and preventative inspection of the entire bolt assembly and the simple cleaning, inspection, and lubrication of the **HAMMER O-RING** (part # 46) with 100% synthetic oil will ensure your **OMEN™** does not leave you hanging on the field.

Always use at least an agitating loader with the OMEN™. Force feed loaders may need to be set to a lower torque setting if paint jams between the cam arm (26) and the anti-doubler arm (27).

PROBLEM	SOLUTION
Regular Maintenance	Poppet O-rings greased with Evil Pus or synthetic paintball marker oil. (Part #13)

EVIL DETONATOR™ SERVICE PROCEDURES

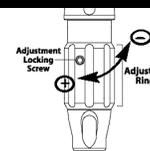
For Experts Only - Do Not Attempt to disassemble EVIL Detonator™ without reading complete instructions.



There are only three O-rings and one urethane Regulator seat in the Evil Detonator™. If gas leakage is detected, the fault lies with one of the three O-rings. If the regulator fails to hold a consistent delivery pressure, then the problem is with the Regulator Seat.

TROUBLESHOOTING

Low velocity



High velocity

Marker does not recock every shot or
Marker does not recock during skips

Marker shoots but no paintball is fired

Paintballs break in barrel

Paintballs roll forward in barrel or rolls out of barrel

Velocity is very erratic

Bolt or cam push arm breaks paint

Ball jams between cam push arm (part #26) and anti-doubler arm (part #27)
(To remove ball, gently push it up into feed tube.)

Marker clicks but does not fire with each trigger pull

Barrel leak

Lose Often

- Increase regulator output pressure. (See page #9).
- Reg pressure that is way too high (600psi or more) can also lead to low velocity.
- Decrease regulator output pressure.
- Gas supply is low.
- Hammer o-ring (part #46) is dirty or needs lube.
- Recock pressure is low-turn recock screw out. (See TUNING pg. 26).
- Cam push arm (part #26) is rubbing on marker frame.
- You're firing too fast for your loader; get a better one.
- Barrel diameter is too large for the paint you are using (allowing ball to roll forward before firing).
- Brittle paint.
- Re-tune marker. (See page 26)
- Paint too small. Buy a barrel kit.
- Your barrel is too large for your paint. (See above).
- Regulator is not providing a consistent output pressure and may need lube on poppet o-rings (regulator part #13).
- Marker recocks too hard. Reduce recock pressure! (See TUNING pg. 26)
- Bumper (part #5) is damaged.
- Hammer cushion (part #37) is worn out or missing.
- External force-feeder loader is pushing too hard.
- Debris between push arm and anti-doubler arm.
- Anti-doubler arm is jammed or rubbing on marker frame.
- Push arm or anti-doubler arm is damaged.
- Battery is low.
- Marker is not assembled correctly.
- Hammer plate (part #45) is loose.
- Rear frame screw (part #59) is missing.
- Debris stuck in valve is holding it open. Clean valve surface.
- Valve stem (#15) is bad. Replace.
- Practice more.

WARRANTY

ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. A copy must accompany the marker if warranty repairs are needed. Evil takes pride in manufacturing high quality paintball products for many years of trouble free enjoyment. Should you experience any difficulty in operating or maintaining this paintball marker, please re-read the operator's manual carefully. If further assistance is needed, contact PMI, Inc., at 1.800.579.1633.

WARRANTY REPAIR RETURN PROCEDURE

A returned product must be accompanied by a Return Authorization (RA) number on the outside of the box; please call PMI, Inc., at 1.800.579.1633 to obtain an RA number before shipping product to PMI, Inc. All warranty returns must be accompanied by the operator's name, address, telephone number and a copy of the receipt. Include operator's fax and e-mail if possible. Operator must remove all paintballs and completely drain air system before shipping, and must pack product securely to avoid damage during shipping. **Include a brief description of what does not appear to work correctly.** Ship to: PMI Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA. Most lost or delayed guns are the result of not including an RA number. Do not ship your OMEN™ to PMI without first obtaining an RA number.

OUT OF WARRANTY REPAIR

Should repairs be needed on a paintball marker that is out of warranty, contact PMI at 1.800.579.1633 for information regarding authorized EVIL OMEN™ repair facilities.

Any paintball marker returned to PMI for out of warranty repairs must be accompanied by an RA number, description of what does not appear to work correctly, and operator's information requested in "Warranty Repair Return Procedure" above. Including sales purchase receipt or packing slip is optional for out of warranty repairs. Please note that there will be a minimum labor charge of \$20.00 and there may be additional charges for parts to repair an item/product that is not covered by warranty. An estimate of repair cost will be provided to the customer and authorization to complete the repairs will be obtained prior to repairs being done.



REPAIR PROCEDURE

Pursuit Marketing, Inc. (PMI, Inc.), extends a Limited Lifetime Warranty to the original purchaser of the paintball marker that the product is free from defects in materials and workmanship. PMI, Inc.'s obligation under this warranty shall be limited to repairing or replacing any part of the product which is defective. Service for this replacement or repair will be done free of charge upon delivery of the product to Pursuit Marketing, Inc. (PMI, Inc.), 55 Howard Ave, Des Plaines, IL 60018 USA; Customer pays shipping charges. Please call PMI, Inc., at 1.800.579.1633 for information on obtaining warranty service or to obtain a Return Authorization (RA) number before shipping product to PMI, Inc.

Do not mail your marker in without first obtaining an RA number. Please make sure to ship your marker through a shipping company that allows you to track and insure your package. PMI is not responsible for guns that never reach us. Clearly mark your RA number on the outside of the package.

WARRANTY EXCLUSIONS AND LIMITATIONS

This warranty does not apply in the event of misuse or abuse of the product, use of any parts other than original factory parts, or unauthorized repairs, modifications, or alterations, and does not apply to any parts that are made defective by modification, misuse, abuse, or accident. This warranty does not apply to o-rings, cup seals, springs, normal fading of anodized finish, scratches, cosmetic wear, or to any items or parts not manufactured by PMI, Inc.

Other than as expressly stated herein, PMI, Inc., does not make any warranties, express or implied, including but not limited to implied warranties of merchantability or fitness, for any purpose other than that for which the EVIL OMEN™ was designed. This warranty gives you specific legal rights. You may have other rights which may vary from state to state. PMI, Inc., is not liable for any consequential damages or incidental damages which may arise from the use or operation of the EVIL OMEN™ or from any breach of the warranty herein set forth.

WARRANTY REGISTRATION FORM

Please fill out entirely the enclosed EVIL OMEN™ Warranty Registration form found in the center of this manual and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA.

The EVIL OMEN™ is a registered trademark. Design rights & all rights reserved. All patterns, drawings, photographs, instructions or manuals remain the intellectual property of the manufacturer. Patents pending. All rights will be strictly enforced.



EVIL OMEN™ Paintball
Markers
manufactured by:

Pursuit Marketing, Inc.
55 Howard Ave
Des Plaines, Illinois 60018
USA
Phone 1.800.579.1633
847.233.2545
www.evilm-paintball.com

*Please visit
www.EVIL-PAINTBALL.com
for updates on your EVIL OMEN™ purchase
or to download an up-to-date manual.*