

DIMP Kit™



OPERATOR'S MANUAL



VERSION 1.0

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Read this operator's manual completely before loading, pressurizing, or operating this, or any 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.



THE EVIL® PIMP KIT™ 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 PIMP KIT™ PAINTBALL MARKER.

The EVIL® Pimp Kit™ 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.

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Statement of Liability

This EVIL® Pimp Kit™ 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.

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.evil-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.evil-paintball.com for updates regarding your PIMP KIT™ purchase.



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 200 YARDS WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.



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 PIMP KIT™ PAINTBALL MARKER.

Paintball Basic Safety Rules

Read this operator's manual completely before loading, pressurizing, or operating the EVIL® Pimp Kit™ Paintball Marker.



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- ⓔ 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 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.
- ⓔ 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.
- ⓔ There is always the chance that there is a paintball lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is loaded: remove air system and shoot marker in safe direction, remove hopper, visually inspect chamber for a paintball, remove barrel and inspect for paintball present in barrel.
- ⓔ Paintball markers with electronic frames have extremely sensitive triggers. Take extra safety precautions any time handling or shooting an electronic paintball marker. To avoid accidentally firing the marker, keep the marker off until you are ready to fire.

Paintball Basic Safety Rules

- ⓔ Markers with regulators hold pressure even after tank is removed. Shoot marker in safe direction after tank is removed to degas it completely.
- ⓔ 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 power source is refilled or changed, any time the barrel, the brand, the type of paintball or any part in the power system is changed, and upon request of any player or game official.
- ⓔ This paintball marker operates using compressed nitrogen 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.
- ⓔ Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, place the barrel blocking device over the tip of the barrel with the elastic strap firmly around the back of the marker. Keep the marker turned "off" when the marker is not in use and when in any non-shooting area.
- ⓔ Never shoot at animals.
- ⓔ Never mark objects outside the confines of the game or authorized shooting areas.
- ⓔ Never look down the barrel of the marker.
- ⓔ Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove power source; and remove all gas or air from the power system. Employ barrel blocking device (barrel sleeve condom, sock, bag, or barrel plug) and turn the 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.
- ⓔ DO NOT STORE PRESSURIZED. Always remove air source when storing and, or transporting. In some states this is the law.

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.

Compressed Gas/Air

The EVIL® Pimp Kit™ paintball marker may be powered by regulated compressed air, or regulated nitrogen only.

Operating Pressure and Input Pressure

- Operating pressure range: 150-400 psi.
- Respirator Low Pressure Regulator (LPR) Range: 100-150 psi.
- Recommended maximum input pressure is 175 p.s.i. into the marker from the LPR.
- Exceeding 175 psi into marker can damage solenoid and void warranty.
- Maximum inlet to Detonator regulator 1000 psi.
- Do not exceed recommended pressures.

The safety rules for handling compressed gas or air must be followed at all times.



DO NOT EXCEED RECOMMENDED INPUT OR OPERATING PRESSURE.



USE N₂ ONLY! DO NOT USE CO₂ ON YOUR PIMP KIT™!

Valve-Cylinder Connection

The valve on a cylinder is to remain screwed into the cylinder; Figure 1. 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 or leak.

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.

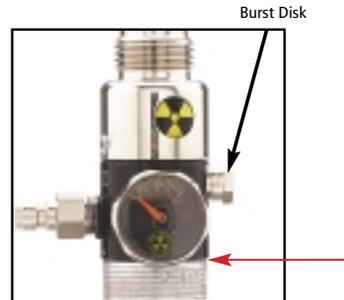


Figure 1. Valve-cylinder connection.

Compressed Gas/Air



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 POWER SYSTEM OR ITS COMPONENTS MUST BE PERFORMED BY QUALIFIED PERSONNEL.



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

Filling Compressed Gas/Air

An overfill of any compressed gas or air cylinder can cause the safety burst disk (Figure 1) 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.

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.

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.

Operating the EVIL® Pimp Kit™ 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 EVIL® Pimp Kit™

- 1 Attach threaded barrel firmly to marker.
- 2 Install barrel blocking device (barrel condom, bag, sock or plug) firmly into or onto barrel.
- 3 Attach empty loader into feed tube. There are two standard sizes of loader 'necks' in paintball, the stock feed tube was designed to take the larger of the two. If the loader is too small, use the provided O-rings from the parts kit in the feed tube. Do not load paintballs at this time.
- 4 Before attaching air source, read and understand the section in this manual on "Compressed Gas/Air" (page 6). Use N₂ only. 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 air smith. 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.
- 5 Turn marker "on." The light will light up on the left side of the frame. See page 9.
- 6 Hold trigger. Marker should not fire right away if eye is functioning. It should override the eye after 3/4 second and fire once.
- 7 Turn marker "off" and install barrel blocking device. Paintballs may then be loaded.

⚠ 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.

Operating the EVIL® Pimp Kit™ Marker

⚠ WARNING

THIS PAINTBALL MARKER HAS A MEMORY THAT HOLDS A SHOT UP TO 3/4 OF A SECOND AFTER THE TRIGGER IS PULLED. ALWAYS KEEP YOUR MARKER POINTED IN A SAFE DIRECTION WHEN THE BARREL BLOCKING DEVICE IS REMOVED

Led Boot Up Indicators

When the marker turns on, the led first turns Red if the eye is disabled or Green if it is enabled. The led then quickly cycles red-orange-green if the Tournament Lock is enabled. If the Tournament Lock isn't enabled, the marker just goes straight to the normal live mode strobe (Orange=not ready, Green=ready to fire). See Tuning pages 18-19 for further Board and led instructions.

⚠ 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 BY CYCLING MARKER AFTER TANK IS REMOVED. THE REGULATOR WILL HOLD A SHOT EVEN AFTER THE TANK IS REMOVED UNLESS THE MARKER IS FIRED. INSTALL BARREL BLOCKING DEVICE AND SLIDE THE ON/OFF SWITCH TO THE "OFF" POSITION.



A BLINKING OR SOLID LIGHT INDICATES THE MARKER IS LIVE. IF THE SWITCH IS TURNED TO THE ON POSITION AND THE LED DOES NOT LIGHT UP OR CONTINUALLY STROBES, THE BATTERY MAY NEED TO BE REPLACED.

EVIL® Pimp Kit™ Specifications

Action:	Semi-automatic
Length:	11 inches without barrel
Weight:	3.45 lbs.
Height:	9.5 inches
Barrel:	Two piece construction with Impulse threads. Mid-grade .689 back. EVIL® Pipe™ front anodized to match can be used interchangeably with EVIL® Pipe™ backs. .689 backs available in high polish or matte finish
Paintballs:	For use only with standard ".68 caliber" (.68-inch diameter) paintballs
Air Source:	Accepts standard connections for regulated N ₂ , or regulated compressed air
EVIL® Pimp Kit™ Operating pressure:	150-400 psi recommended
LPR Operating Pressure:	100-150 psi maximum
Marker Pressure:	Not to exceed 175 psi from LPR
Input Pressure to EVIL® Detonator™:	Not to exceed 1000 psi
Air Source Input:	EVIL® bottom line on/off assembly with rail
Grip:	45 style frame
Safety:	On/Off safety switch and barrel blocking device (included)

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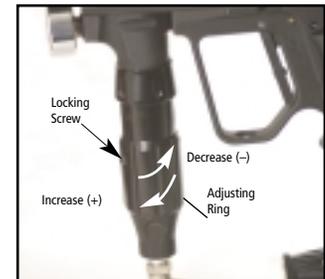
Velocity Adjustment

⚠ 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 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® Pimp Kit™ 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, excessive regulator output pressure actually decreases velocity).



To adjust velocity, first loosen the locking screw (3/32 allen wrench) and back it 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 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.

In extreme cases the Dwell or even the Respirator Low Pressure Regulator (LPR) can be adjusted to alter velocity.

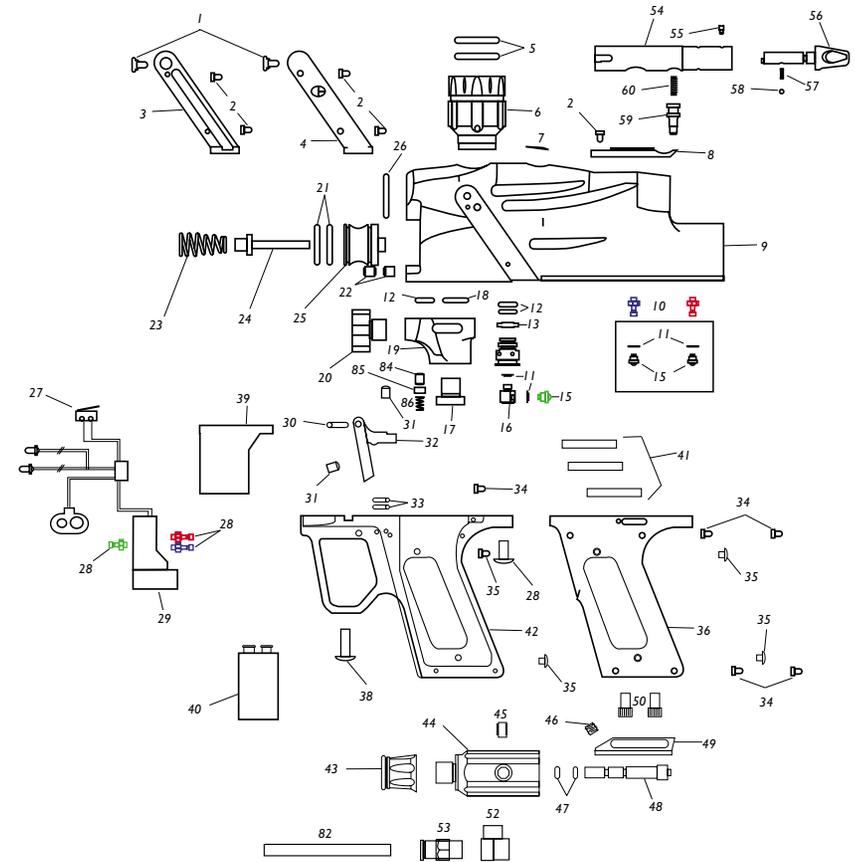
- 3 Lock the velocity lock screw back in place.
- 4 Chronograph the marker after every velocity or pressure adjustment.
- 5 Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel, brand, type of paintballs used, and upon request of any player or game official.

NOTE: The gauge on the front of the marker is the LPR gauge. It should not move when adjusting your vertical regulator unless your vertical regulator was less than 150 psi. Your LPR should be set at approximately 120-150 psi.

EVIL® Pimp Kit™ Parts Location

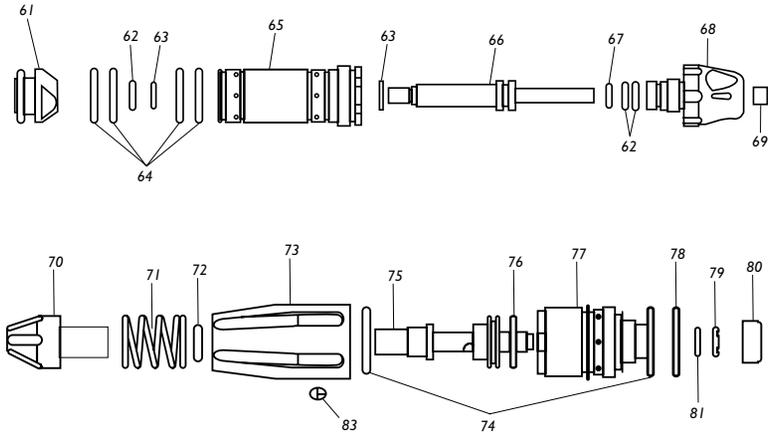


EVIL® Pimp Kit™ Body Diagram



1. Ball Detent	10160	16. 90° Barb Fitting	56529
2. 2-56 x .125	56511	17. ASA Gas-Thru Bolt	57709
3. Eye Cover Right	56523	18. 012-70 Urethane O-ring	10257
4. Eye Cover Left	56524	19. Pimp Kit™ ASA	56506
6. Pimp Kit™ Short Stack	57455	20. 0-300 Pressure Gauge	46999
7. Small Evil Jewel	11441	21. 018-70 Urethane O-ring	57994
8. Bolt Cover	56522	22. 10-32 x .250 Set Screw	57747
9. Pimp Kit™ Receiver Body	56500	23. Valve Spring	57972
10. Barb	56527	24. Valve Stem	56535
11. Barb Seal-Alternate	57610	25. Valve Body	57989
12. 010-70 Urethane O-ring	57645	26. 019/70U O-ring	10265
13. 011-70 Urethane O-ring	10608	27. Pimp Kit™ Wire Harness	56541
14. Pimp Kit™ Valve Plug	56509	28. Barbs	56527
15. Barb-Alternate	57600		

EVIL® Pimp Kit™ Ram & Reg Diagram



29. Solenoid	56539	59. Pimp Kit™ Bolt Pin	56515
30. Pimp Trigger Pin	55505	60. Pimp Kit™ Bolt Pin Spring	56517
31. 10-32 x .250	57747	61. Pimp Kit™ Hammer	56534A
32. Pimp Kit™ Trigger	56505	62. 011-70 Urethane O-ring	10608
33. Pimp Kit™ Switch Pins	56528	63. Pimp Kit™ Ram Bumper	56532
34. 2-56 x .125 Socket Head Screw	56511	64. 018-70 Urethane O-ring	57994
35. 6-32 x .1875 Button	56544	65. Pimp Kit™ Ram Body	56533A
36. Pimp Kit™ Grip Panel	56502	66. Pimp Kit™ Ram Piston	56531A
37. 10-32 x .375 Button Head Screw	10682	67. 009-70 Urethane O-ring	57643
38. 10-32 x .75 Button Head Screw	57781	68. Pimp Kit™ Ram Cap	56530SB
39. Pimp Kit™ Board	56518	69. Pimp Kit™ Ram Piston Adjuster	57625
40. 9 Volt Battery	70092	70. Pimp Kit™ Reg Adjuster	57490SB
41. Hoses	56526	71. Pimp Kit™ Reg Spring	57497
42. Pimp Kit™ Grip Frame	56501	72. 012-70 O-Ring	10257
43. O/O Bottomline Cap	42075	73. Pimp Kit™ Reg Cap	57491SB
44. O/O Bottomline Body	42074	74. 020-70 Buna	40920
45. 1/8 NPT Plug	47006	75. Pimp Kit™ Reg Poppet	57489
46. 10-32 x .250 Set Screw	57747	76. 016-70 Urethane O-ring	10361
47. 006-70 Urethane O-ring	10259	77. Pimp Kit™ Reg Body	57487B
48. O/O BL Piston	42073	78. 019-70 Urethane O-ring	10265
49. O/O BL Slide Rail	42076	79. 010/70 Buna	57608
50. 10-32 x .375 Socket Head Screws	10797	80. Pimp Kit™ Reg Seat Base	57488
52. 90° Elbow	47004	81. Pimp Kit™ Reg Seat Seal	57486
53. Straight Fitting Macroline	47075	82. Macroline Hose	47028
54. Pimp Kit™ Bolt	56514	83. Evil Jewel	11442
55. Pimp Kit™ Bolt Set Screw	56519	84. Trigger Spring Screw	57747
56. Pimp Kit™ Bolt Cam Pin	56516	85. Trigger Spring Rest	56543
57. Pimp Kit™ Bolt Ball Spring	10750	86. Trigger Spring	56517
58. Pimp Kit™ Bolt Ball	10730		



PIMP
KIT™

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

Tape Here

WARRANTY REGISTRATION
Detach and Mail

First Class
Stamp
Here

EVIL® Pimp Kit™ Warranty Registration

Please fill out entirely this EVIL® Pimp Kit™ Warranty Registration form including the checklist and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA. Save your original sales purchase receipt or packing slip. A copy must accompany the marker when warranty repairs are sought. Consult owners 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® Pimp Kit™ paintball marker. Please read each of the following items and initial that you have read and understood it before operating the EVIL® Pimp Kit™ paintball marker:

1. Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker. Please initial: _____
2. 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: _____
3. Operate a paintball marker only in areas where it is safe and lawful to do so. Please initial: _____
4. Misuse of this paintball marker can result in criminal penalties, including jail time. Please initial: _____
5. This marker is intended for sale to adults only. Adult supervision is recommended at all times whenever a minor is handling this marker in any manner. Please initial: _____
6. 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: _____
7. Play paintball only where the rules of safe paintball play are followed. Please initial: _____
8. 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. Please initial: _____
9. There is always the chance that there is a paintball lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is loaded: remove air system and shoot marker in safe direction, remove hopper, visually inspect chamber for a paintball, remove barrel and inspect for paintball present in barrel. Please initial: _____
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11. Markers with regulators hold pressure even after tank is removed. Shoot marker in safe direction after tank is removed to degas it completely. Please initial: _____
12. 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 power source is refilled or changed, any time the barrel, the brand, the type of paintball or any part in the power system is changed, and upon request of any player or game official. Please initial: _____
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15. Never shoot at animals. Please initial: _____
16. Never mark objects outside the confines of the game or authorized shooting areas. Please initial: _____
17. Never look down the barrel of the marker. Please initial: _____
18. Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove power source; and remove all gas or air from the power system. Employ barrel blocking device (barrel condom, sock, bag, or barrel plug) and turn the marker "off". Please initial: _____
19. Carry marker in case or sturdy bag when in public. Please initial: _____
20. Safely and securely store marker to prevent access to it by unauthorized persons. Please initial: _____
21. DO NOT STORE PRESSURIZED. Always remove air source when storing and, or transporting. In some states this is the law. Please initial: _____



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DIMP Kit™



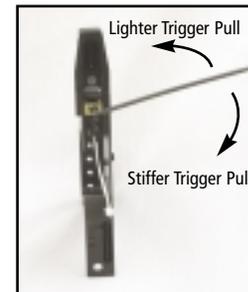
Parts Kit

1. 20/70 Buna O-Ring	40920
2. 21/70 Buna O-Ring	40921
3. 22/70 Buna O-Ring	40922
4. 3/32 long arm	42033
5. 3/16 short arm	42028
6. 5/64 short arm	42038
7. 1/8 short arm	42026
8. Regulator Reg Seat	57486
9. Evil Pus	62221
10. 4 Ball Detents	10160
11. Barrel Centering O-ring 19/70 U	10265
12. Evil Barrel Condom	61228

Trigger Adjustment

Remove Trigger Frame from the marker. You will have to disconnect the Solenoid to completely remove the Trigger Frame.

Trigger Frame pictured from directly above.

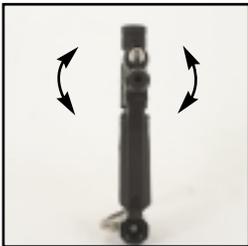


Screwing the Trigger Adjustment Screw (part #84) in further will make the spring push on the trigger more, and therefore make the trigger pull more stiff. Loosening the screw will make the trigger pull lighter. If you remove the plate, spring and screw the marker may bounce too much for tournament play. Make sure the cone of the spring is installed with the larger end down.

EVIL® Pimp Kit™ Bolt Removal

The EVIL® Pimp Kit™ stock delrin bolt needs no 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.

UNLOCKING BOLT



Twist the back of the bolt 180° in either direction.

REMOVING BOLT



Pull out

RE-INSTALLING BOLT



Line up with the back of marker so a sliver of the white bolt is showing & twist bolt 180° to lock back in place.

⚠ WARNING

DO NOT PUSH BOLT TOO FAR FORWARD IN PIMP KIT™ OR YOU WILL DAMAGE BALL DETENTS.

⚠ WARNING

MAKE SURE BOLT LOCKS IN PLACE IN HAMMER. DO NOT CYCLE MARKER WITHOUT BOLT PROPERLY LOCKED IN PLACE.

Bolt Position Screw Adjustment

Pimp Kit™ Ram assemblies have a Ram Piston adjustment screw (69) in the back. If the top of the bolt is visible when looking down the feed tube while the marker is aired up, then that screw is too far forward. If the ball is rolling backwards off the eye once it is in the chamber, then that screw is too far back. Do not attempt to adjust unless one of these two problems is causing the Pimp Kit™ to break paint.



Use a 1/8 allen wrench to adjust the Ram Piston screw. Make sure to use a drop of Red 277 Loc Tite on the center of the screw while it is removed from the Ram so the screw won't move after adjustment is made. Allow to dry for 24 hours before cycling marker.

Do not leave marker in direct sunlight. In extreme circumstances it can cause the bolt to swell.

EVIL® Pimp Kit™ Eye & Ball Detent Replacement

The ball detents will wear over time and will have to be replaced. Check ball detents if the Pimp Kit™ is chopping or breaking paint.

Remove these two screws with a 5/64 allen wrench



Replace worn or damaged ball detents



Damaged Good



The eyes can be gently removed and cleaned by factory trained technicians only. Broken or pinched wires are not covered under the warranty.

If the electronic eyes get paint or dirt on them, they will not function properly.

Changing the Battery

The 9 Volt battery will need to be occasionally replaced as part of normal maintenance. You should get over 50,000 shots before the battery needs to be replaced. When troubleshooting the marker, always check or replace battery.



- 1 Remove the 2 grip cheek screws on the left hand side of the marker with a 5/64 allen wrench.
- 2 Remove the 4 panel screws with a 5/64 allen wrench. See picture for screw locations.
- 3 Remove the bottomline adapter and rail if the panel does not remove easily
- 4 Carefully replace battery with a fresh 9 Volt.

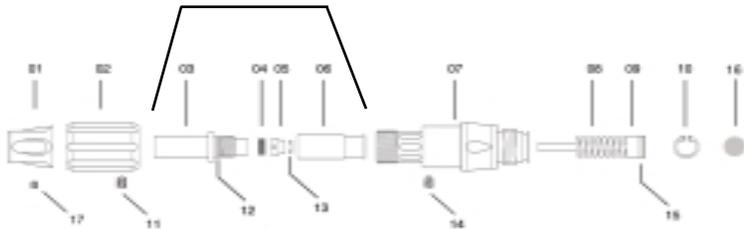
EVIL® Pimp Kit™ Detonator Diagram

⚠ 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. FILLING OF COMPRESSED GAS OR AIR CYLINDERS MUST BE DONE BY QUALIFIED PERSONS. DISASSEMBLY OF REGULATOR MAY VOID WARRANTY.

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

Disassembly will void warranty

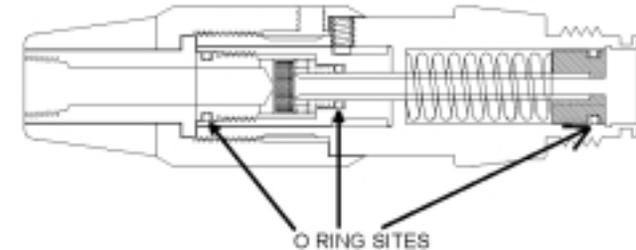


01 Detonator End Cap	57201
02 Detonator Adjusting Ring	57202
03 Inner Tube	57203
04 Regulator Seat	57204
05 Thrust Element	57205
06 Seal Retainer	57206
07 Detonator Main Body	57207
08 Piston Spring	57208
09 Piston	57209
10 Snap Ring	57210
11 Locking Screw 10/32 Oval Point	57211
12 O-Ring 011/70 Buna	57212
13 O-Ring 008/90 Urethane (Poppet O-ring)	40923
14 Retaining Screw 8/32 Dog Point	57213
15 O-Ring 012/90 Urethane	40919
16 Screen Filter	71667
17 10/32 Black Lower Locking Screw	41318

EVIL® Pimp Kit™ Detonator Maintenance

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 a leak 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 (4).

The EVIL® Pimp Kit™ 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. Run a couple of drops of 100% synthetic oil through the Detonator after every 10 cases of paint. The easiest way to oil the internals of Detonator is to drop three drops in the inlet port or the ASA and air the marker up.

Complete maintenance of the Detonator should never have to be performed unless dirt is introduced into the system or a leak is detected. **Improper disassembly will void warranty.** To completely disassemble the Detonator the Snap Ring (10) and both the Locking Screw (11) and the Retaining Screw (14) must be removed. The Seal Retainer (6) and Inner Tube (3) are Blue Loc Tited together and if that Loc Tite is broken it will void the warranty.

Oil the top Piston O-ring (15).

Oil the bottom 1/3 of the Piston Shaft (9); this should oil Poppet O-ring (13).

Do not lube the tip.

If you tighten the Retaining Screw during reassembly the Detonator will not turn properly.

Loc Tite the seal retainer and inner tube back together with a small amount of Blue Loc Tite. Make sure they screw all the way together or it will leak.

Normal Maintenance

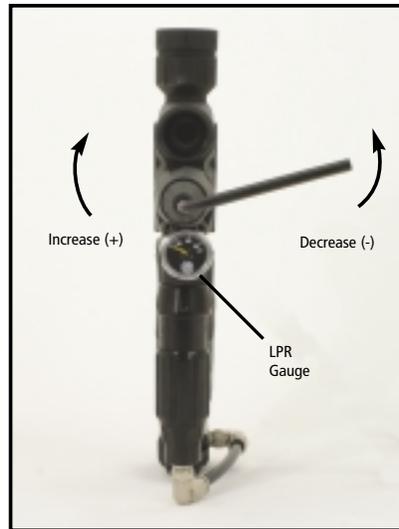
Note: The PIMP KIT's valve was designed for more cycles of trouble free performance than most players can afford to play. There should be no reason to remove the valve body from marker main body.

The EVIL® Pimp Kit™ is easy to strip for cleaning and basic maintenance. Regular cleaning and maintenance is highly recommended, including checks of regulator components. Keep screws tightened. Replace worn components with factory parts; all leaks must be repaired promptly. Solenoid or electronic 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.

LPR Adjustment and Maintenance

Respirator LPR Adjustment

- Always degas the marker before adjusting the LPR.
- From the front of the marker, screw the cap further in (clockwise) to raise the LPR pressure. Unscrew the cap to lower the LPR pressure.
- Optimum performance can usually be achieved with an LPR pressure of 100 to 150 psi. Do not adjust over 170 psi.



Respirator LPR maintenance



Figure 1



Figure 2

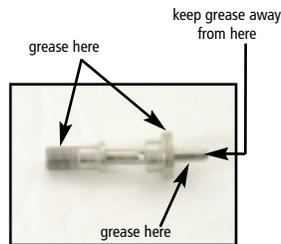


Figure 3

- Always degas the marker before disassembling the LPR.
- Unscrew the entire LPR Cap from the front of the marker. (Figure 1)
- Unscrew the Poppet Shaft from the Nose Piece and remove the Poppet Shaft from the Cap. (Figure 2)
- Grease the threads of the Poppet Shaft where it screws into the Nose Piece.
- Clean and grease the O-ring on the Poppet Shaft.
- Clean and grease the tip of the Poppet Shaft.
- Keep grease away from non-threaded end of the Poppet Shaft. (Figure 3)

LPR Maintenance Cont.

Punch Ram Maintenance

LPR Seat Seal

If the LPR creeps or doesn't adjust properly after greasing the internals, the seat seal may need to be replaced.

- Unscrew the LPR base from the Pimp Kit.™
- Carefully unscrew the brass seat base from the LPR base and remove the seat seal.
- Fit new seal carefully and completely into the seat base and reassemble.



Greasing the Ram

With the bolt removed, remove the Ram from the back of the Pimp Kit.™

The easiest way to not damage the Ram O-rings is to unscrew the Ram 5 1/2 full turns and pull it firmly straight out the back without rotating it.

- Grease Ram once every 10,000 shots. Do not use OIL. *We recommend EVIL® Pus.*
- Apply a small amount to the shaft. Figure 1.
- Remove the cap and lightly grease the O-ring inside the cap. Figure 2.
- Grease the back of the shaft. Figure 3.
- Apply grease to the four external O-rings. Figure 3.
- Keep grease away from holes to keep your solenoid working properly. Figure 3.

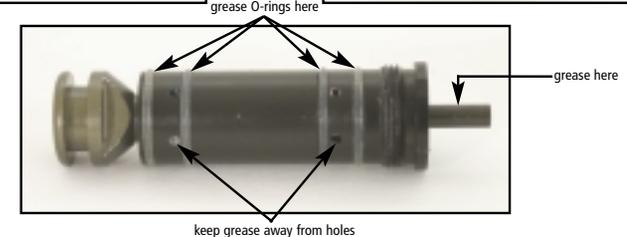
Figure 1



Figure 2



Figure 3



Tuning

The EVIL® Pimp Kit™ ships from the factory already tuned, and with regular cleaning and lubrication should only require pressure regulator adjustments to set the velocity and avoid shoot down.

Respirator LPR Adjustment

The LPR should be set at about 100-150 psi. If the EVIL® Pimp Kit™ is not getting correct velocity even after adjusting the Detonator™ or it is shooting down, see page 19 for instructions on how to lubricate and adjust the LPR. If the LPR leaks, turn it down. The LPR should vent at 170 psi. Degas marker before adjusting LPR.

Velocity Adjustment EVIL® Detonator™ Regulator

Adjust your velocity using the Detonator™ Vertical Regulator. Please see page 11 for instructions. *NOTE: As gas pressure is increased, velocity first increases to a maximum and then decreases.*

Dwell Adjustment

Dwell adjustment is how long the valve is held open. Higher Dwell usually leads to higher velocity. Dwell adjustment can be made in any live mode and it can be adjusted whether the Tournament Lock is on or off. The Dwell buttons are located directly on the left hand side of the board and are visible once the grips are removed. The upper button adjusts the Dwell up and the lower button takes the Dwell down.

Eye Settings

Turning the Eye On The Anti-Chop Eye (ACE) turns on automatically when the marker is turned on. The led light indicates what the ACE is doing. Orange—No ball in chamber. Red—Trigger has been pulled and marker is waiting for a ball to load. Green—Ball is loaded and ready to shoot.

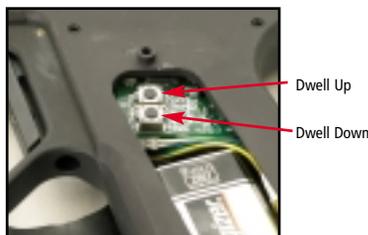
Override Eye To override the eye for one shot, hold in the trigger for 3/4 of a second.

The Pimp Kit™ will fire once, but the eye will not turn off.

Turning the Eye Off To turn the eye off, hold the trigger down and turn the marker on. Once the marker is turned on, release the trigger. The light will blink Green even when there is no ball in the chamber. You can adjust the ROF with the eye off. See next page.

Tournament Lock

The Pimp Kit™ comes stock with the Tournament Lock on. Tournament Lock mode is toggled if both Dwell buttons are held when the power is turned on. The light will turn solid Green when the Tournament Lock is OFF. The light will turn solid Red when the Tournament Lock is ON. Once the Tournament Lock has been changed, the Pimp Kit™ must then be turned off and on again to adjust settings. The Tournament Lock must be turned off to adjust the BIP, ROF, ETS or use the reset function.



Tuning

Setting the Ghetto Board

Each time you press the Dwell button, the light should blink Green. The led glows Orange once any setting has been adjusted to its maximum or minimum.

Board Adjustments-Instructions for ROF, ETS and BIP

Hold down the trigger and switch on the gun. Keep holding the trigger until the led changes from Orange to Red (4 seconds). If the led stays unlit then the EVIL® Pimp Kit™ is locked—see Tournament Lock Section. You're now in the settings menus and the gun should now be blinking Red. To cycle through the different options, pull the trigger. The led flashes a color to indicate the option selected. Red=Ball In Place, Orange=Rate of Fire, Green=Electronic Trigger Sensitivity. Just hold down or press the up or down Dwell buttons located under the grip on the left side of the marker to change the setting of each option. Each time you press the Dwell button, the light should blink Green. The led glows Orange once any setting has been adjusted to its maximum or minimum. When you're done changing all the settings, just turn the gun off and then on again and you're ready to go.

Ball in Place Adjustment (BIP)

This delay allows the paintball to fully seat in the chamber. Raise the BIP delay if you are using a slower hopper or having problems chopping or breaking paint.

Rate Of Fire Adjustment (ROF)

The ROF adjustment only affects the EVIL® Pimp Kit™ when eye is off. The EVIL® Pimp Kit™ has an uncapped rate of fire with the eye on.

Electronic Trigger Sensitivity (ETS)

This allows the sensitivity of the EVIL® Pimp Kit's trigger switch to be adjusted. The lower the number, the higher degree sensitivity. Some fields and tournaments are very strict about bounce and this allows you to customize your gun so it is always legal.

Reset Function

This will reset all adjustments done to the board back to the default stock settings (below). It can be done only when the Tournament Lock is disabled. To reset the board, hold the trigger for a full 20 seconds while turning the marker on. The led will strobe between Green and Orange when it has been reset.

Stock Settings

	Dwell	ROF†	ETS	Ball in Place
min	4ms	1bps	1ms	0ms
max	20ms	25bps	127ms	25.5ms
default	10ms	12bps	10ms	2.0
increment*	1/2ms	1bps	1ms	0.1

†ROF only affects the marker when the eye is off.

*increment is how much it changes when you press the up or down button.

Troubleshooting

No velocity	<ul style="list-style-type: none">• Bolt installed improperly. See page 16.• See page 8 for set up instructions.• Check battery.
Low velocity	<ul style="list-style-type: none">• Verify LPR is between 100-150 psi.• Increase regulator output pressure. (See page 11).• Reg pressure that is way too high (400 psi or more) can also lead to low velocity.• Grease Ram• Increase Dwell.
High velocity	<ul style="list-style-type: none">• Decrease Detonator regulator output pressure.• Verify LPR is between 100-150 psi.• Decrease Dwell.
Shoot down	<ul style="list-style-type: none">• Tank not screwed in all the way.• LPR needs to be lubed. (See page 20)• Adjust LPR up; do not adjust above 150 psi.
Velocity is very erratic	<ul style="list-style-type: none">• Your barrel is a bad match for your paint.• Detonator™ Regulator is not providing a consistent output pressure and may need oil run through it.
Marker chops paint	<ul style="list-style-type: none">• Replace ball detents.• Turn up BIP delay.• Check bolt position and move bolt positioning screw only if needed.
Paintballs break in barrel	<ul style="list-style-type: none">• Barrel diameter is too large or too small for the paint you are using.• Paint has gone bad and must be replaced.• Check barrel centering O-ring and make sure it is firmly seated.
Paintball doesn't load	<ul style="list-style-type: none">• Bolt installed in front of Ram. Reinstall bolt properly.
Paintballs roll forward in barrel	<ul style="list-style-type: none">• Replace ball detents.• Your paint is really bad.
Ball detents wear quickly	<ul style="list-style-type: none">• When installing or removing bolt, do not push the bolt forward or you will break off ball detents.
Marker fires with no paintball in the chamber	<ul style="list-style-type: none">• Eyes are turned off.• Eyes are dirty. Clean.

Troubleshooting

Eye doesn't work	<ul style="list-style-type: none">• Turn marker off then on to reset the eye.• Remove eye cover and clean eye.
Eyes are clean and turned on and marker fires with no paintball	<ul style="list-style-type: none">• Replace battery.• Check for pinched eye wire. Replace.
Marker shoots once and will not fire again with eye on. Fires with eye off.	<ul style="list-style-type: none">• Clean eyes.
Ball rolls back off the eye	<ul style="list-style-type: none">• Bolt positioning screw must be moved forward.
Ball rolls forward off eye	<ul style="list-style-type: none">• Hold trigger for 3/4 of a second and the marker will override the eye and fire once to clear the ball.• Replace ball detents if problem persists.
Internal Leak	<ul style="list-style-type: none">• Check LPR and make sure it is less than 170 psi.• Check internal hoses for a loose or damaged hose.• Check for damaged cup seal.
LPR Leaks	<ul style="list-style-type: none">• Turn it down. It should vent at 170 psi.• Grease LPR.
LPR won't adjust	<ul style="list-style-type: none">• Degas marker, then make adjustments.• Replace LPR seat seal.
LPR Creeps	<ul style="list-style-type: none">• Grease LPR.• Replace LPR seat seal.
Marker cycles but doesn't fire	<ul style="list-style-type: none">• Inline regulator is too low or too high and marker is overpressurized.• Grease Ram.• Hose to the back of the Ram is pinched.• LPR is too low.• Dwell is too low.
Marker shoots slow (BPS)	<ul style="list-style-type: none">• Check hopper battery.• Check Pimp Kit™ battery.• Buy faster hopper.
Marker gets first shot drop off	<ul style="list-style-type: none">• Replace battery.
Marker does not fire with each trigger pull	<ul style="list-style-type: none">• Battery is low.• Marker is not assembled correctly.• Trigger is adjusted incorrectly.• Hopper can't keep up. Buy faster hopper.
Hopper doesn't fit	<ul style="list-style-type: none">• Use O-rings provided in parts kit or remove O-rings from vertical feed.
Lose often	<ul style="list-style-type: none">• 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.

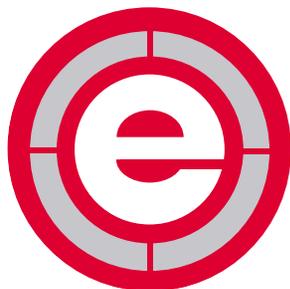
Warranty Repair Return Procedure

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. Owner 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 PIMP KIT™ 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 PIMP KIT™ 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 warranty to the original purchaser of the paintball marker that the product is free from defects in materials and workmanship for a period of one year from the date of purchase. 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 a 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 markers 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® Pimp Kit™ 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® Pimp Kit™ or from any breach of the warranty herein set forth.

Warranty Registration Form

Please fill out entirely the enclosed EVIL® PIMP KIT™ 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.

Covered by one or more of U.S. Patent Nos. 5,881,707; 5,967,133; 6,035,843; 6,474,326; and 6,637,421. The EVIL® Pimp Kit™ 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® Pimp Kit™
Paintball Markers
manufactured by:

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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 PIMP KIT™ purchase
or to download an up-to-date manual