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.

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.
**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 when not pointing it at a safe direction, and 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.**

---

**Paintball Basic Safety Rules**

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

**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® PIMP KIT™ 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 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.

---

**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.**
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.

**WARNING**

**DO NOT EXCEED RECOMMENDED INPUT OR OPERATING PRESSURE.**

**WARNING**

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.

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.

---

**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

<table>
<thead>
<tr>
<th>Specification</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td>Semi-automatic</td>
</tr>
<tr>
<td>Length</td>
<td>11 inches without barrel</td>
</tr>
<tr>
<td>Weight</td>
<td>3.45 lbs.</td>
</tr>
<tr>
<td>Height</td>
<td>9.5 inches</td>
</tr>
<tr>
<td>Barrel</td>
<td>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</td>
</tr>
<tr>
<td>Paintballs</td>
<td>For use only with standard “.68 caliber” (.68-inch diameter) paintballs</td>
</tr>
<tr>
<td>Air Source</td>
<td>Accepts standard connections for regulated N₂, or regulated compressed air</td>
</tr>
<tr>
<td>EVIL® Pimp Kit™ Operating pressure</td>
<td>150-400 psi recommended</td>
</tr>
<tr>
<td>LPR Operating Pressure:</td>
<td>100-150 psi maximum</td>
</tr>
<tr>
<td>Marker Pressure:</td>
<td>Not to exceed 175 psi from LPR</td>
</tr>
<tr>
<td>Input Pressure to EVIL® Detonator™:</td>
<td>Not to exceed 1000 psi</td>
</tr>
<tr>
<td>Air Source Input:</td>
<td>EVIL® bottom line on/off assembly with rail</td>
</tr>
<tr>
<td>Grip</td>
<td>45 style frame</td>
</tr>
<tr>
<td>Safety</td>
<td>On/Off safety switch and barrel blocking device (included)</td>
</tr>
</tbody>
</table>

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. A replacement operator’s manual may be obtained from Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, Illinois USA; phone 800.579.1633; www.evil-paintball.com

Velocity Adjustment

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 REFINED 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

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

EVIL® Pimp Kit™ Body Diagram
29. Solenoid 56539
30. Pimp Trigger Pin 55505
31. 10-32 x .250 57747
32. Pimp Kit™ Trigger 56505
33. Pimp Kit™ Switch Pins 56528
34. 2-56 x .125 Socket Head Screw 56511
35. 6-32 x .1875 Button 56544
36. Pimp Kit™ Grip Panel 56502
37. 10-32 x .375 Button Head Screw 10682
38. 10-32 x .75 Button Head Screw 57781
39. Pimp Kit™ Board 56518
40. 9 Volt Battery 70092
41. Hoses 56526
42. Pimp Kit™ Grip Frame 56501
43. O/D Bottomline Cap 42075
44. O/D Bottomline Body 42074
45. 1/8 NPT Plug 47006
46. 10-32 x .250 Set Screw 57747
47. 006-70 Urethane O-ring 10259
48. O/D BL Piston 42073
49. O/D BL Slide Rail 42076
50. 10-32 x .375 Socket Head Screws 10797
51. 90° Elbow 47004
52. Straight Fitting Macroline 47075
53. Pimp Kit™ Bolt 56514
54. Pimp Kit™ Bolt Set Screw 56519
55. Pimp Kit™ Bolt Cam Pin 56516
56. Pimp Kit™ Bolt Ball Spring 10750
57. Pimp Kit™ Bolt Ball 10730
58. Pimp Kit™ Bolt Pin 56515
59. Pimp Kit™ Bolt Pin Spring 56517
60. Pimp Kit™ Hammer 56534A
61. 011-70 Urethane O-ring 10608
62. 018-70 Urethane O-ring 57994
63. Pimp Kit™ Ram Bumper 56532
64. Pimp Kit™ Ram Body 56533A
65. Pimp Kit™ Ram Piston 56531A
66. Pimp Kit™ Ram Piston Adjuster 57625
67. 009-70 Urethane O-ring 57643
68. Pimp Kit™ Ram Cap 56530SB
69. Pimp Kit™ Ram Piston Adjuster 57625
70. Pimp Kit™ Reg Adjuster 57490SB
71. Pimp Kit™ Reg Cap 57497
72. 012-70 O-Ring 10257
73. Pimp Kit™ Reg Cap 57491SB
74. 020-70 Buna 40920
75. Pimp Kit™ Reg Poppet 57489
76. 016-70 Urethane O-ring 10361
77. Pimp Kit™ Reg Body 57487B
78. 019-70 Urethane O-ring 10265
79. 010/70 Buna 57608
80. Pimp Kit™ Reg Seat Base 57488
81. Pimp Kit™ Reg Seat Seal 57486
82. Macroline Hose 47028
83. Evil Jewel 11442
84. Trigger Spring Screw 57747
85. Trigger Spring Rest 56543
86. Trigger Spring 56517
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, inspect chamber for a paintball, remove barrel and inspect for paintball present in barrel. Please initial: ______

10. 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 your finger away from the trigger until you are ready to fire. Please initial: ______

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 refiled 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: ______

13. 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. Please initial: ______

14. 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. Please initial: ______

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: ______

---

**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:**

---

**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 EVIL® PIMP KIT™ PAINTBALL MARKER. Please initial:**
### Parts Kit

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

### 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

Remove the two grip cheek screws on the left hand side of the marker with a 5/64 allen wrench.

1

2

3

4

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™ 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.

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

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.
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.
**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**

- 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 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.
**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 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**

<table>
<thead>
<tr>
<th></th>
<th>Dwell</th>
<th>ROF†</th>
<th>ETS</th>
<th>Ball in Place</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>min</strong></td>
<td>4ms</td>
<td>1bps</td>
<td>1ms</td>
<td>0ms</td>
</tr>
<tr>
<td><strong>max</strong></td>
<td>20ms</td>
<td>25bps</td>
<td>127ms</td>
<td>25.5ms</td>
</tr>
<tr>
<td><strong>default</strong></td>
<td>10ms</td>
<td>12bps</td>
<td>10ms</td>
<td>2.0</td>
</tr>
<tr>
<td><strong>increment</strong></td>
<td>1/2ms</td>
<td>1bps</td>
<td>1ms</td>
<td>0.1</td>
</tr>
</tbody>
</table>

†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

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>No velocity</strong></td>
<td>• Bolt installed improperly. See page 16.</td>
</tr>
<tr>
<td></td>
<td>• See page 8 for set up instructions.</td>
</tr>
<tr>
<td></td>
<td>• Check battery.</td>
</tr>
<tr>
<td><strong>Low velocity</strong></td>
<td>• Verify LPR is between 100-150 psi.</td>
</tr>
<tr>
<td></td>
<td>• Increase regulator output pressure.</td>
</tr>
<tr>
<td></td>
<td>(See page 11).</td>
</tr>
<tr>
<td></td>
<td>• Reg pressure that is way too high (400 psi or more) can also lead to low velocity.</td>
</tr>
<tr>
<td></td>
<td>• Grease Ram</td>
</tr>
<tr>
<td></td>
<td>• Increase Dwell.</td>
</tr>
<tr>
<td><strong>High velocity</strong></td>
<td>• Decrease Detonator regulator output pressure.</td>
</tr>
<tr>
<td></td>
<td>• Verify LPR is between 100-150 psi.</td>
</tr>
<tr>
<td></td>
<td>• Decrease Dwell.</td>
</tr>
<tr>
<td><strong>Shoot down</strong></td>
<td>• Tank not screwed in all the way.</td>
</tr>
<tr>
<td></td>
<td>• LPR needs to be lubed. (See page 20)</td>
</tr>
<tr>
<td></td>
<td>• Adjust LPR up; do not adjust above 150 psi.</td>
</tr>
<tr>
<td><strong>Velocity is very erratic</strong></td>
<td>• Your barrel is a bad match for your paint.</td>
</tr>
<tr>
<td></td>
<td>• Detonator™ Regulator is not providing a consistent output pressure and may need oil run through it.</td>
</tr>
<tr>
<td><strong>Marker chops paint</strong></td>
<td>• Replace ball detents.</td>
</tr>
<tr>
<td></td>
<td>• Turn up BIP delay.</td>
</tr>
<tr>
<td></td>
<td>• Check bolt position and move bolt positioning screw only if needed.</td>
</tr>
<tr>
<td><strong>Paintballs break in barrel</strong></td>
<td>• Barrel diameter is too large or too small for the paint you are using.</td>
</tr>
<tr>
<td></td>
<td>• Paint has gone bad and must be replaced.</td>
</tr>
<tr>
<td></td>
<td>• Check barrel centering O-ring and make sure it is firmly seated.</td>
</tr>
<tr>
<td><strong>Paintball doesn’t load</strong></td>
<td>• Bolt installed in front of Ram. Reinstall bolt properly.</td>
</tr>
<tr>
<td><strong>Paintballs roll forward in barrel</strong></td>
<td>• Replace ball detents.</td>
</tr>
<tr>
<td></td>
<td>• Your paint is really bad.</td>
</tr>
<tr>
<td><strong>Ball detents wear quickly</strong></td>
<td>• When installing or removing bolt, do not push the bolt forward or you will break off ball detents.</td>
</tr>
<tr>
<td><strong>Marker fires with no paintball in the chamber</strong></td>
<td>• Eyes are turned off.</td>
</tr>
<tr>
<td></td>
<td>• Eyes are dirty. Clean.</td>
</tr>
<tr>
<td><strong>Eye doesn’t work</strong></td>
<td>• Turn marker off then on to reset the eye.</td>
</tr>
<tr>
<td></td>
<td>• Remove eye cover and clean eye.</td>
</tr>
<tr>
<td><strong>Eyes are clean and turned on and marker fires with no paintball</strong></td>
<td>• Replace eye cover and clean eye.</td>
</tr>
<tr>
<td></td>
<td>• Check for pinched eye wire. Replace.</td>
</tr>
<tr>
<td><strong>Marker shoots once and will not fire again with eye on. Fires with eye off.</strong></td>
<td>• Clean eyes.</td>
</tr>
<tr>
<td><strong>Ball rolls back off the eye</strong></td>
<td>• Bolt positioning screw must be moved forward.</td>
</tr>
<tr>
<td><strong>Ball rolls forward off eye</strong></td>
<td>• Hold trigger for 3/4 of a second and the marker will override the eye and fire once to clear the ball.</td>
</tr>
<tr>
<td></td>
<td>• Replace ball detents if problem persists.</td>
</tr>
<tr>
<td><strong>Internal Leak</strong></td>
<td>• Check LPR and make sure it is less than 170 psi.</td>
</tr>
<tr>
<td></td>
<td>• Check internal hoses for a loose or damaged hose.</td>
</tr>
<tr>
<td></td>
<td>• Check for damaged cup seal.</td>
</tr>
<tr>
<td><strong>LPR Leaks</strong></td>
<td>• Turn it down. It should vent at 170 psi.</td>
</tr>
<tr>
<td></td>
<td>• Grease LPR.</td>
</tr>
<tr>
<td><strong>LPR won’t adjust</strong></td>
<td>• Degas marker, then make adjustments.</td>
</tr>
<tr>
<td></td>
<td>• Replace LPR seat seal.</td>
</tr>
<tr>
<td><strong>LPR Creeps</strong></td>
<td>• Grease LPR.</td>
</tr>
<tr>
<td></td>
<td>• Replace LPR seat seal.</td>
</tr>
<tr>
<td><strong>Marker cycles but doesn’t fire</strong></td>
<td>• Inline regulator is too low or too high and marker is overpressurized.</td>
</tr>
<tr>
<td></td>
<td>• Grease Ram</td>
</tr>
<tr>
<td></td>
<td>• Hose to the back of the Ram is pinched.</td>
</tr>
<tr>
<td></td>
<td>• LPR is too low.</td>
</tr>
<tr>
<td></td>
<td>• Dwell is too low.</td>
</tr>
<tr>
<td><strong>Marker shoots slow (BPS)</strong></td>
<td>• Check hopper battery.</td>
</tr>
<tr>
<td></td>
<td>• Check Pimp Kit™ battery.</td>
</tr>
<tr>
<td></td>
<td>• Buy faster hopper.</td>
</tr>
<tr>
<td><strong>Marker gets first shot drop off</strong></td>
<td>• Replace battery.</td>
</tr>
<tr>
<td><strong>Marker does not fire with each trigger pull</strong></td>
<td>• Battery is low.</td>
</tr>
<tr>
<td></td>
<td>• Marker is not assembled correctly.</td>
</tr>
<tr>
<td></td>
<td>• Trigger is adjusted incorrectly.</td>
</tr>
<tr>
<td></td>
<td>• Hopper can’t keep up. Buy faster hopper.</td>
</tr>
<tr>
<td><strong>Hopper doesn’t fit</strong></td>
<td>• Use O-rings provided in parts kit or remove O-rings from vertical feed.</td>
</tr>
<tr>
<td><strong>Lose often</strong></td>
<td>• Practice more.</td>
</tr>
</tbody>
</table>
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 an 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, 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:

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

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