The PMI Piranha® is a 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 paintball markers, which are airguns; 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 PMI Piranha® 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 PMI Piranha® paintball marker.

**STATEMENT OF LIABILITY**

This PMI Piranha® semi-automatic paintball marker is surrendered by Pursuit Marketing, Inc. (PMI), 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 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 the PMI Piranha® paintball marker.

PMI Piranha® is a registered trademark of Pursuit Marketing, Inc.

Pursuit Marketing, Inc. (PMI), founded in 1982 and manufacturer of the PMI Piranha® line of semi-automatic paintball markers, is an industry-leading manufacturer and wholesale distributor with warehouses in key locations throughout the U.S.A. Headquarters: PMI, 55 Howard Ave, Des Plaines, Illinois 60018 USA; phone 1.800.579.1633; www.buypmi.com.

**WARNING**

This paintball marker is intended for sale to adults 18 years of age or older 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.

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This operator’s manual includes several models of the PMI Piranha® paintball marker. 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. An updated or 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.buypmi.com. Questions about the operation of the PMI Piranha® paintball marker may be directed to Pursuit Marketing Inc., or visit www.buypmi.com for updates regarding your Piranha® purchase.
TOP 6 QUESTIONS ANSWERED

1. Leaks down barrel
   Make sure marker is cocked before attaching air. Check cup seal for wear or grooves. Replace if leak continues. See page 36 for more information.

2. Low velocity (to make it shoot harder)
   1. Check that air source is adequately filled.
   2. Adjust velocity by turning the velocity adjusting screw clockwise.
   3. Remove bolt/hammer assembly and clean it. Clean inside receiver area where bolt/hammer assembly is located. Lubricate all O-rings on bolt assembly with synthetic paintball marker oil.
   4. Change to a stiffer hammer spring. See page 10 for complete velocity instructions.

3. Before you change any O-ring or “seal”
   Do not replace the Blue Hammer O-ring with a bottle O-ring! The marker needs a Piranha® Blue Hammer O-ring to work properly.

4. Regular Maintenance
   See page 28-29.

5. What is the “sear release slide?”
   The sear release slide is a mechanical slide that allows you to re-install your bolt/block/hammer assembly back into your marker without shooting the marker or taking off the grip frame. See Reassembly Procedure on page 29 for more information.

6. Marker doesn’t work out of the box?
   1. Is tank filled? All tanks sent through the mail come empty.
   2. Is the marker cocked? Always cock marker before airing it up.
   3. Is safety “off”?  
   5. Call us at 1.800.579.1633.

PAINTBALL BASIC SAFETY RULES

SAFETY FIRST!

THE PMI PIRANHA® 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 PMI PIRANHA® PAINTBALL MARKER.

<table>
<thead>
<tr>
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<td>Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.</td>
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<td>Operate a paintball marker only in areas where it is safe and lawful to do so.</td>
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<td>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.</td>
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<td>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.</td>
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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 into the muzzle and push the electronic or mechanical safety “on” when the marker is 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 put mechanical safety in “no shoot” position.

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 your request is made.
OPERATING THE PMI PIRANHA® MARKER

8. Before attaching air source, read and understand the section in this manual on “Compressed Gas/Air” (Found on page 9). Follow safety rules for handling compressed gas/air. If any leak occurs in the 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.

Bottom line: First check the tank O-ring for rips or tears, then attach the air source by screwing the threads of the tank or air source adapter into the threaded bottom line ASA at the base of the grip. Make sure marker is cocked before attaching air. If leaks occur, recheck tank O-ring. If damaged, replace.

WARNING

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

9. With goggles on, test for function after attaching air source: Squeeze 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. Flush cocking rods will bobble some, but they will not come out all the way.

The PMI Piranha® semi-automatic marker shoots one paintball for each squeeze of the trigger, and recocks itself after each shot. See page 27 if you have a Piranha with an electronic frame for the different modes of fire.

10. Turn the marker off (E-Force version) or slide safety forward (semi-auto version). 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. Insert barrel plug and slide the mechanical safety forward so the safety is engaged and red dot isn’t showing.

The safety is a small mechanical slide on the left side of the marker above the trigger. When the safety is “off,” a red dot is visible on the marker. The trigger can still be pulled if the safety is “on,” but the marker will not fire or de-cock.

E-Force Model: The on/off button on the left side of the frame should be used as safety. See page 25 for eForce on/off button.

EVO Model: When the Active Indicator glows red the marker is ready to fire. See page 23.

COMPRRESSED GAS/AIR

The PMI Piranha® paintball marker may be powered by CO₂, regulated compressed air, or regulated nitrogen.

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

OPERATING PRESSURE AND INPUT PRESSURE

- Operating pressure range: 250 to 1000 p.s.i. on Piranhas without regulators.
- Recommended maximum input pressure is 1000 p.s.i.
- Do not exceed recommended pressures.
- The EVO, EXT and SRT should recock at less than 300 p.s.i. When using a regulator on the marker, follow the instructions provided by the manufacturer of the regulator.

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. A Piranha GTI or R6 usually needs 650 p.s.i. to cycle and attain correct velocity. The EVO, SRT and EXT body styles need less than 300 p.s.i. to cycle correctly.

WARNING

DO NOT EXCEED RECOMMENDED INPUT OR OPERATING PRESSURE.

VALVE-CYLINDER CONNECTION

The valve on a cylinder is to remain screwed into the cylinder; see 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.

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.

During filling, if any looseness or leak is detected between the valve and the cylinder, filling must stop immediately. Drain cylinder and call manufacturer or take to qualified personnel for inspection.
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/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 or any part in the marker 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. Adjust velocity by using a 3/16” allen wrench to turn the velocity adjuster. See Figure 6. Turn adjuster clockwise to raise velocity. Turn adjuster counter-clockwise to lower velocity. See Figure 7. Turning the velocity adjuster changes the amount of tension on the hammer spring. The hammer spring may be changed for additional velocity adjustment; insert stiffer spring to raise velocity and less stiff spring to lower velocity (spring tension in order of strongest to weakest: red, blue, white). See next page for more about springs.

3. The EXT comes standard with the DSR Regulator which can directly affect velocity. Most EXT markers will shoot 280 fps with the regulator set at 300 p.s.i. Turning the pressure up with a 3/32” allen key should raise velocity. To turn the pressure up, turn the bottom adjustment screw counterclockwise (looking at the bottom of the DSR) with a 3/32” allen wrench. See Figure 8.

4. Chronograph the marker after every velocity 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 or any part in the marker is changed, and upon request of any player or game official.
SAFETY FIRST!

Use a Barrel Plug!

VELOCITY ADJUSTMENT SPRINGS

The hammer spring assembled with the PMI Piranha® paintball marker is intended to provide appropriate shooting velocity for most outdoor paintball game situations and will provide a range of velocities suitable for most conditions. Shooting velocity will vary based upon form of regulated compressed gas or air used to power the marker, outside temperature, and other factors. DO NOT EXCEED A VELOCITY OF 300 FEET PER SECOND (fps).

SPRING KIT INSTRUCTIONS

1. Never allow the marker to shoot at velocities exceeding 300 FPS.
2. Always remove the gas source and all paintballs from your marker before you disassemble any part of it.
3. Before changing any component of a paintball marker, fully understand the entire operator’s manual.
4. When changing springs or anything else that will alter shooting velocity of the marker, have appropriate chronograph available for testing results.
5. Never shoot marker at the heads of people or animals. Never shoot at anyone not wearing goggles and head protection approved for paintball games.
6. Spring tension in order from strongest to weakest—red, blue, then white.

PMI PIRANHA® SPECIFICATIONS

<table>
<thead>
<tr>
<th>Action:</th>
<th>Tournament grade semi-automatic powered by either N₂ or CO₂</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length:</td>
<td>17 inches overall (with 9 in. barrel and without attachments)</td>
</tr>
<tr>
<td>Barrel:</td>
<td>Threaded and polished aluminum; ported for all models</td>
</tr>
<tr>
<td>Height:</td>
<td>8 inches (without attached loader)</td>
</tr>
<tr>
<td>Grip:</td>
<td>Durable space age polymer with double trigger &amp; guard</td>
</tr>
<tr>
<td>Barrel Length:</td>
<td>9 inches for Piranha® SRT, R6, GTI; 11 inches for EXT and EVO</td>
</tr>
<tr>
<td>Safety:</td>
<td>Mechanical slide or electronic push button/barrel plug</td>
</tr>
<tr>
<td>Paintballs:</td>
<td>For use only with standard “.68 caliber” (.68-inch diameter) paintballs. RPS paintballs recommended</td>
</tr>
<tr>
<td>Air Source:</td>
<td>Accepts standard connections for CO₂, regulated N₂, or regulated compressed air</td>
</tr>
<tr>
<td>Operating Pressure:</td>
<td>Recommended 250 psi to 1000 psi</td>
</tr>
<tr>
<td>Input Pressure:</td>
<td>Not to exceed 1000 psi</td>
</tr>
<tr>
<td>Air Source Input:</td>
<td>Bottom line ASA accepts standard paintball threading</td>
</tr>
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Velocity Adjustment

Velocity adjustment is done by adjusting the rear Velocity Screw (25). See page 10 for more information. Extreme velocity adjustment can be made by replacing the Hammer Spring (15). See page 11 for more information. Always use a chronograph to make sure your marker is shooting under the legal field limit after each velocity change.

The Cup Seal (7) can be accessed by removing the Puncture Assembly Set Screw (27) and sliding the Puncture Assembly out the front of the marker. Oil the Puncture Assembly with 100% synthetic oil before re-installing.

The Orange Thread Guard (71850) on the front of the marker is replaceable with the black one included in the package.

Maintenance

Always clean all the paintball residue out of the barrel and off the bolt/block/hammer assembly after each use. Oil the Blue Hammer O-ring (35) with two drops of 100% synthetic paintball marker oil after each case of paint through the marker or anytime the hammer is cleaned. Place four drops of oil into the front of the Puncture Assembly (18) and immediately air it up and dry fire a complete 12 gram through the marker after every other case of paint or anytime it has sat idle for over six months.

Warning

THIS PAINTBALL MARKER RESEMBLES A REAL GUN FROM A DISTANCE. WHEN IN PUBLIC ALWAYS CARRY MARKER IN A BAG AND ALWAYS PLAY PAINTBALL AT INSURED FIELDS.

An optional holster is available from your local paintball store or online dealer.

Loading paintballs

The USP has been designed to hold 10 rounds of paint in the clip. Slide the Sight Screw (31) back and lock it in the rear position to load paint. Rotate the Clip Lock (4) and load paint. Rotate the Clip Lock back to cover the paint and unlock the Sight Screw before firing so the Clip Spring (8) can push paint into the chamber.
Shown: PMI Piranha® USP

1. USP Receiver Body 71800
2. Thread Guard-Black 71843
3. Thread Guard-Orange 71850
4. Puncture Knob 71830
5. Clip Lock 71820
6. Field Strip Pin Assembly 10021
7. Valve Body 10027
8. Valve Cup Seal Assembly 10127
9. Clip Spring 71840
10. Valve Guide 10520
11. Valve Spring 71597
12. Minlon Bolt 71668
13. Rear Block w/Cushion 71662
14. Bolt Grip Slide 71851
15. Hammer Assembly 10024
16. Blue Hammer Spring 10351
17. Clip Lock Buna O-ring 14-70 71852
18. Spring Guide 10301
19. Puncture Assembly 71842
20. Ball Detent Cap 10101
21. Single Trigger Frame 10160
22. Sear Release Slide 10702
23. Grip Left 10703
24. Grip Right 10704
25. Velocity Screw 10026
26. Valve Set Screw 10513
27. Puncture Assembly Set Screw 71853
28. Ball Detent Screw 10180
29. Trigger Frame Screw 70537
30. Grip Screws 10782
31. Sear Screw 20010
32. Bolt Pin 10291
33. Velocity Screw O-Ring 10460
34. Rear Block O-Rings 10260
35. Blue Hammer O-Ring 10129
36. Valve O-Rings 41010
37. ASA O-Ring 41010
38. Single Trigger 10031
39. Clip Spring Cap 71820
40. Clip Piston 71845
44. Sear 10721
46. Safety Slide 10711
47. Safety Ball 10730
48. Safety Spring 10750
55. Trigger Spring 10752
56. Sear/Trigger Pin 10766
57. Sear Spring Pin 10767
58. Sear Spring 10753
59. Front Bolt O-Ring 57738
60. Clip Lock Ball Bearings 71855
61. Clip Lock Spring 71854
62. Clip Lock Set Screw 71844
Shown: PMI Piranha® R6

1. Milled Receiver Body
2. 9” Silver Barrel
3. ASA Slug
4. Sight Rail
5. Field Strip Pin Assembly
6. Valve Body
7. Valve Cup Seal Assembly
8. Valve Guide
9. Valve Spring
10. Minlon Bolt
11. Minlon Cocking Rod
12. Rear Block w/ Cushion
13. Blue Hammer Spring
14. Hammer Assembly
15. Blue Hammer Spring
16. Valve Body
17. Spring Guide
18. Ball Detent Cap
19. Ball Detent
20. Double Trigger Frame Assembly
21. Seated Release Slide
22. Grip Left
23. Grip Right
24. Velocity Screw
25. Valve Set Screw
26. Ball Detent Screw
27. Trigger Frame Screw
28. Grip Screws
29. Sight Screw
30. Bolt Pin
31. Velocity Screw O-Ring
32. Rear Block O-Rings
33. Blue Hammer O-Ring
34. Valve O-Rings
35. ASA Slug O-Ring
36. Trigger Assembly
37. Barrel O-Ring
38. Hose Adapter
39. 10° hose
40. Bottom Line SS screw
41. 10° Bottom Line Adapter
42. Seated
43. 90° Elbow
44. Safety Slide
45. Safety Ball
46. Safety Spring
47. Trigger Spring
48. Sear/Trigger Pin
49. Sear Spring Pin
50. Sear Spring
51. Front Bolt O-Ring
52. Standard B/B/H Assembly
Shown: PMI Piranha® SRT

PMI High Performance Ported Barrel
Vertical Feed
Flush Cocking Knob
Field Strip Pin
Milled Body
Raised Sight Rail
Ball Detent
Optimized Pressure Chamber
Gas Thru ForeGrip
Ultra Light Double Trigger
.S45 Grip Double Trigger Frame
Safety Slide
Sear Release Slide
10º Bottom Line Adapter

1. Vertical Feed Receiver 71500
2. Barrel 10124
3. Optimized Pressure Chamber 71530
4. Sight Rail 71570
5. Field Strip Pin Assembly 10021
6. Valve Body 71663
7. Valve Cup Seal Assembly 10137
8. Vertical Top Tube 71510
9. Valve Guide 10520
10. Valve Spring 71597
11. Red Venturi Bolt 10073
12. Flush Cocking Rear Block w/Cushion 71661
13. Flush Cocking Rod 10201
14. Hammer Assembly 10024
15. White Hammer Spring 71590
16. ASA O-Ring 10608
17. Spring Guide 10301
18. Vertical ASA Adapter 71520
19. Flat Ball Detent Cap 10189
20. Ball Detent 10160
21. Double Trigger Frame Assembly 10062
22. Sear Release Slide 10702
23. Grip Left 10703
24. Grip Right 10704
25. Thumb Adjust Velocity Screw 10482
25A. Velocity Lock Screw 42029
26. Valve Set Screw 10514
27. ASA Screw 71580
28. Ball Detent Screw 10180
29. Trigger Frame Screw 70537
30. Grip Screws 10782
31. Sight Rail Screws 71581
32. Bolt Pin 10291
33. Velocity Screw O-Ring 10460
34. Rear Block O-Ring 10260
35. Blue Hammer O-Ring 10129
36. Screen Filter 71667
37. Bolt O-Rings 41010
37. Valve O-Rings 41010
37. Gas Thru Grip O-Ring 41010
37. Optimized Pressure Chamber O-Ring 41010
38. Trigger Assembly 10050
39. Barrel O-Ring 10161
40. Gas Thru Foregrip 10788
41. .75" hose 47015
42. Bottom line SS screw 42016
43. 10" Bottom Line Adapter 42013
44. Sear 10721
45. 90º Elbows 47000
46. Safety Slide 10711
47. Safety Ball 10730
48. Safety Spring 10750
49. Flush Cocking Guide O-Ring 10212
50. C-Clip 10207
51. Retaining Washer 10206
52. Flash Spring 10203
53. Trigger Spring 10752
54. Sear/Trigger Pin 10766
55. Sear Spring Pin 10767
56. Sear Spring 10753
57. Front Bolt O-Ring 57738
58. Flush Cocking B/R/H Assembly 71298
Pursuit Marketing, Inc., thanks you for purchasing this high quality PMI Piranha® paintball marker. Please read each of the following items and initial that you have read and understood it before operating the PMI Piranha® 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 PMI Piranha® 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 marker 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: ______

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

14. Never shoot at domestic animals or wildlife. Please initial: ______

15. Never mark objects outside the confines of the game or authorized shooting areas. Please initial: ______

16. Never look down the barrel of the marker. Please initial: ______

17. Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader. Remove air source and all gas or air from the marker. Insert barrel plug and put mechanical safety in “no shoot” position. Please initial: ______

18. Carry marker in case or sturdy bag when in public. Please initial: ______

19. Safely and securely store marker to prevent unauthorized access. Please initial: ______

---

**PMI PIRANHA® WARRANTY REGISTRATION**

Please fill out this PMI Piranha® Warranty Registration form entirely, including the checklist and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA, or register online at www.buypmi.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.

<table>
<thead>
<tr>
<th>Purchaser’s name:</th>
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<tbody>
<tr>
<td>Mailing address:</td>
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<td>Phone number:</td>
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<tr>
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<td>Age:</td>
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<tr>
<td>Model purchased:</td>
<td></td>
</tr>
<tr>
<td>Serial number:</td>
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</tbody>
</table>

(Serial number is located left hand side of marker next to Piranha® logo)

<table>
<thead>
<tr>
<th>Where purchased:</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>Date of purchase:</td>
<td></td>
</tr>
<tr>
<td>Seller’s name:</td>
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</tr>
<tr>
<td>Seller’s address:</td>
<td></td>
</tr>
<tr>
<td>City, State, Zip:</td>
<td></td>
</tr>
<tr>
<td>Purchase price:</td>
<td></td>
</tr>
</tbody>
</table>

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**WARNING**

**THE PMI PIRANHA® 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 PMI PIRANHA® PAINTBALL MARKER.**

Please initial: ______
IT'S TIME TO PLAY THE GAME

PMI PIRANHA® PARTS DIAGRAM

28. Ball Detent Screw 10100
29. Back eForce Trigger Frame Screw 70537
29A. Front eForce Trigger Frame Screw 71582
30. Grip Screws 10782
31. Sight Screws 71581
32. Bolt Pin 10299
33. Velocity Screw O-Ring 10460
34. Rear Block O-Rings 10260
35. Blue Hammer O-Ring 10129
36. Screen Filter 71667
37. Bolt O-Rings 41010
37. Valve O-Rings 41010
37. Ram Air Chamber O-Ring 41010
37. Regulator O-Ring 41010
38. Trigger Assembly 71586
39. Barrel O-Ring 10161
41. 4.4" Hose 47011
42. Bottom Line SS Screws 42016
43. 10" Bottom Line Adapter 71640
44. Sear 71591
45. 90° Elbow 47000
46. Safety Slide 10711
47. Safety Ball 10730
48. Safety Spring 10750
50. Flush Cocking Guide O-Ring 10212
51. C-Clip 10207
52. Retaining Washer 10206
53. Flush Spring 10203
54. Drop Forward 71650
55. Trigger Spring 10152
56. Trigger/Sear Pin 10766
57. Sear Spring Pin 10767
58. Sear Spring 10753
61. eForce Board Screws 71592
62. eForce Board Cover 71593
63. eForce Electronic Board 71594
64. eForce Solenoid 71595
65. 8.4V Rechargeable Battery 70181
66. eForce Charge Port Cover 71596
67. Low Pressure Gauge 46090
68. NGO Top 41600
69. Reg Seat Seal 41517
70. Poppet O-Ring (013-70) 57976
71. Poppet 41509
72. Reg Seat Base O-Ring (006-700) 10162
73. DSR Reg Spring 41510
74. Reg Seat Base 41505
75. Reg Body Mid (black) 41601
76. Bottom Swivel (black) 41602
77. Bottom Bolt O-Ring (012-70 0) 57645
78. Bottom Bolt 41503
79. Adjusting Screw 41504
81. DSR 10-12 Plug 41506
82. Seal Stop O-Ring (002-70) 10253
83. Interior Bottom Bolt O-Ring (010-70) 57645
94. DSR Regulator 71630
95. Flush Cocking B/H Assembly 71298
PMI Piranha: EVO

INSTRUCTIONS FOR USING YOUR EVO

The Evo is a semi-auto only marker that is designed for tournament play. It does not have full auto or burst features.

SAFETY: When you turn the marker on by holding the on/off button for three seconds, it automatically goes into “safe mode.” To turn the safety off, press the on/off button once lightly. The red on/off indicator will turn on and the marker is now ready to fire. To turn the marker back on safety, press the on/off button once and the red active indicator will turn off. To turn the marker off hold the on/off button for three seconds while it is in safe mode. The frame should be left off when not using the marker or you will drain the battery.

WARNING: Never use water to clean the marker, or you run the risk of damaging the electronic trigger frame.

ON/OFF BUTTON: The on/off is the silver button located on the left hand side of the gripframe. Push and hold it in for three full seconds to turn your Evo LCD on. The LCD will turn on, but the marker is in “safe mode.” Press the on/off button again and the safety will turn off. The red on/off indicator will then light up.

ODOMETER: The Evo must be in “safe mode” to view the odometer. Press the A button to view the odometer.

TIMER: The Evo must be in “safe mode” to change the timer settings. Press button B on the right hand side once to change settings. Once the numbers are blinking use button A to increase timer clock by one minute increments. Press button B once when the countdown time is set and the numbers will stop blinking. To start the timer, turn the safety off and fire the marker once.

To test Eye function, (treat the marker as though it was loaded for this test):
1. Turn marker on
2. Cock marker
3. Verify that the Eye is on by checking for the Eye Indicator on the LCD
4. Remove hopper to make sure there is no paintball in the breach
5. The marker should NOT fire when the trigger is pulled

Cleaning the EYE: If the Evo Anti-Chop Eye doesn’t function, then verify that the eye is turned on. If the Eye is on and Evo fires without a paintball in the breach, then there is probably dirt or paint on the eye itself. Clean off the eyes and test again. It is possible for an authorized repair shop to remove the eye itself for cleaning, but a squeegee should clean away enough paint to make the eyes work right away.

Cleaning The EYE: If there is a paintball in the chamber. When the ACE is off, the rate of fire defaults to a slower setting so you won’t chop paint. However, this means you will not be able to dry fire the marker quickly. To turn the ACE on or off, press button B on the right hand side of the frame while the marker is ready to fire. The Eye logo on the LCD will only appear while the ACE is turned on.

EVO Battery: The Evo comes with a 9 volt rechargeable battery. You must charge it for a full 22 hours before initial use since it does not come fully charged. For best long term battery life, repeat this process every time it is drained. You can also use a regular 9 volt battery with this frame if your rechargeable battery is dead or if you want to play with the frame right away. You will need to remove the right grip panel to replace the battery.
PMI PIRANHA® PARTS LOCATION

**SHOWN: PMI PIRANHA®**

eFORCE GRIP FRAME

1. eForce Polymer Double Trigger Frame Assembly 59093
2. eForce Sear Release Slide 71585
3. Grip 70105
4. Rear Trigger Frame Screw 71593
5. Front eForce Trigger Frame Screw 71592
6. Grip Screws 10782
7. eForce Trigger 71586
8. eForce Sear 71591
9. eForce Trigger Spring 71587
10. eForce Sear/Trigger Pin 71588
11. eForce Trigger/Spring Pin 71589
12. eForce Sear Spring 71590
13. eForce Board Screws 71592
14. eForce Board Cover 71593
15. eForce Electronic Board 71594
16. eForce Solenoid 71595
17. eForce Charge Port Cover 71596
18. 8.4V Rechargeable Battery 70181

**WARNING**

ALWAYS CHARGE WITH MARKER TURNED OFF!

**eForce SS Hose Lengths**

- R6—10” 47062
- GTI—6.25” 47097
- SRT—6.25” 47097
- EXT—3.75” 47021
PMI PIRANHA® EFORCE

INSTRUCTIONS FOR USING YOUR EFORCE FRAME

ON/OFF BUTTON
The on/off is located on the left hand side of the marker. Push it once to turn your eForce on. Push it again and the frame will turn off. The frame should be left off when not using the marker or you will drain the battery. Use the on/off button as the safety.

BURST BUTTON
Press the Burst Button once to turn the marker on 3 Shot Burst. Press the Burst Button again to turn the frame to 6 Shot Burst. Press the Burst Button again to turn the frame to 9 Shot Burst. Press the Burst Button again to turn it back to semi-auto.

FULL AUTO BUTTON
Press the Full Button once to turn the frame to Full Auto. Press the Full Button again to turn it back to semi-auto.

EFORCE BATTERY
The eForce frame comes with a 9 volt rechargeable battery. You must charge it for a full 22 hours with the marker turned off before initial use since it does not come fully charged. For best long term battery life, repeat this process every time it is drained. You can also use a regular 9 volt battery with this frame if your rechargeable battery is dead or if you want to play with the frame right away. You will need to remove the right grip panel when you need to replace it. A blinking on/off indicator light means your eForce frame needs to be charged right away. Always charge with the marker turned off.

WARNING
Take extra safety precautions when handling or shooting since markers with electronic frames have extremely sensitive triggers.

SEAR RELEASE SLIDE
The sear release slide is located on the left hand side of the eForce grip frame. To reinstall the bolt/block/hammer assembly, push the sear release slide up before the hammer comes in contact with the sear. That will allow the bolt/block/hammer assembly to slide easily into the marker.

WARNING
Never use water to clean the marker, or you run the risk of damaging the electronic trigger frame.

TOURNAMENT LOCK SWITCH
The Tournament Lock Switch enables you to play in a tournament or at a field that does not allow full auto and burst modes by restricting the marker to semi-automatic only. All eForce frames come with the Tournament Lock off so you can immediately put the marker in full auto or burst mode.

To access the Tournament Lock, you have to take the eForce frame off the receiver and unscrew the two phillips head screws (#13) that hold the board cover (#14) in place. Once these are out, the cover can be lifted and the small blue switch can be moved to put the marker on Tournament Lock.

WARNING
PMI recommends the included 9V rechargeable battery for optimal performance. Do not use the battery charger when using any non-rechargeable battery.

*Adjustable modes of fire and rechargeable frames are not currently available in all countries.
LUBRICATION

It is recommended that 100% synthetic paintball marker oil, such as PMI Paintball Gun Oil, be used for lubricating the marker. Do not use any oil aside from paintball marker oil or you run the risk of ruining the O-rings.

1. Before each insertion of the removable air source (tank or remote line) into the ASA, clean the threads and put two drops of oil onto them.

2. After removing the bolt/hammer assembly, clean off any paint or dirt. Put 1 drop of oil onto each O-ring. See Figure 13. Only replace the Blue Hammer O-ring (#35) with another Blue Hammer O-ring, or the marker will not re-cock properly.

3. Before screwing the barrel onto the marker, clean the barrel threads.

4. The fastest way to oil the entire Piranha® is to take off the barrel; put 6 drops of oil into the ASA (#43), screw the bottle in over the oil, and shoot the marker a dozen times without the barrel.

5. There is no need to ever oil the inside of the barrel. Oil in the barrel will decrease accuracy.

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 FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED PMI PIRANHA® REPAIR FACILITIES. PHONE 800.579.1633; WWW.BUYPMI.COM

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

LUBRICATION

The PMI Piranha® is easy to strip for cleaning and basic maintenance. Regular cleaning and maintenance is highly recommended. 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 PMI Piranha® repair facilities.

1. Before disassembling the marker, first remove the air tank, and then remove all paintballs from the marker, barrel, and loader.

2. Leave barrel plug firmly inserted in barrel and keep barrel pointed in a safe direction.

3. To remove the bolt/hammer assembly, first remove the field strip pin. See Figure 10. The field strip pin is at the center rear of the receiver and is removed by pulling it out of the left side of the marker.

4. Grasp the block assembly and slowly begin to pull the bolt/hammer assembly out of the marker. See Figure 11.

5. When the bolt/hammer assembly is about halfway out, grasp it with one hand and continue to hold it intact while removing it completely from the marker. See Figure 12.

WARNING

DISASSEMBLY PROCEDURE

1. Before disassembling the marker, first remove the air tank, and then remove all paintballs from the marker, barrel, and loader.

2. Leave barrel plug firmly inserted in barrel and keep barrel pointed in a safe direction.

3. To remove the bolt/hammer assembly, first remove the field strip pin. See Figure 10. The field strip pin is at the center rear of the receiver and is removed by pulling it out of the left side of the marker.

4. Grasp the block assembly and slowly begin to pull the bolt/hammer assembly out of the marker. See Figure 11.

5. When the bolt/hammer assembly is about halfway out, grasp it with one hand and continue to hold it intact while removing it completely from the marker. See Figure 12.
MAINTENANCE AND REASSEMBLY

REGULAR MAINTENANCE FOR THE PIRANHA®

1. Clean out all broken paint regularly. Do this before you oil the marker.

2. Oil marker each time you play with synthetic marker oil. Never use 3-in-1. Non-synthetic oil can contaminate the ball detent and hammer O-ring, causing the marker not to function. PMI’s new synthetic oil works the best. See previous page for oiling instructions.

3. The fastest way to oil your Piranha is to drop 6 drops in the ASA (#43) and screw the bottle in over it. Take the barrel off and shoot the marker a dozen times to cycle oil throughout the marker.

4. Inspect the bolt O-rings and Blue Hammer O-ring after each time you oil the marker. Make sure they are getting oil.

5. Clean out the vertical feed, as well as the barrel. If any oil or paint is present, the marker will not shoot accurately.

6. Never wash the bolt assembly with water unless you are going to oil them before you reassemble them. Dry before oiling.

7. Check ball detent (#20) every 25,000 shots. Replace if it is worn or broken.

8. Never stretch hammer spring to increase velocity. This will shorten the life span of the spring.

REASSEMBLY PROCEDURE (SEAR RELEASE SLIDE)

1. See Figures 15 through 26, which shows the procedure for reassembly of the bolt/hammer assembly. The flush cocking bolt reassembly procedure can be found on the following page in figures 27-38. Once it is reassembled, hold the bolt/hammer assembly in one hand. See Figure 24. Push it gently into the marker until it stops sliding forward, which will be about halfway into the body of the marker. See Figure 25.

2. Before it stops sliding forward, push the Sear Release Slide button forward. See Figure 25. The Sear Release Slide button is located on the left side of the marker near the top of the left grip panel. Continue to press assembly into marker. Pushing the button allows the bolt/hammer assembly to slide easily the rest of the way into the marker. The sear release slide has to be pushed up on force frames. See Figure 36.

3. Field strip pin must be inserted into the left side of the marker.

4. After reassembly, follow the procedures in this manual for adding air system, loader, and paintballs.
FLUSH COCKING BOLT REASSEMBLY

CUP SEAL & VALVE REMOVAL

WARNING

DO NOT ATTEMPT TO COMPLETELY DISASSEMBLE YOUR PIRANHA® UNLESS QUALIFIED TO DO SO.
CONTACT PMI FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED PMI PIRANHA® REPAIR FACILITIES. PHONE 1.800.579.1633 WEB WWW.BUYPMI.COM
THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

1. Before disassembling the marker remove the air source, then remove all paintballs from the marker, barrel, and loader.

2. Unscrew the ASA Slug to access the cup seal assembly. See Figure 39. Remove the valve spring, cup seal assembly, and guide as in Figure 40.

3. To remove the bottom line air system, detach the bottom line ASA from the grip by removing the two screws (#42). See Figure 41. The 5/32" allen wrench for this procedure is not included with the marker. Then unscrew the vertical grip (#40) or regulator.
5. To remove trigger frame from the receiver, remove the two 1/8" socket allen screws (#29) under the receiver. One is in front of the trigger guard and one is behind the grip portion of the frame. See Figure 42. The receiver then will disassemble from the trigger frame.

6. To access the valve, use a flathead screwdriver to remove the small brass screw located in the center of the underside of the receiver (#26). See Figure 43. To remove the valve body, use a flat ended wooden dowel or the eraser end of a pencil to push the valve body out of the front of the receiver. See Figure 44.

**IMPORTANT:** Valve body O-rings and front valve portion of the receiver must be well oiled prior to valve body insertion.

4. The valve body must be inserted correctly with the raised flat surface of the valve and larger hole pointing towards the front of the marker. Be careful reinserting the valve body. Any scratches to the front can cause leaks. Use a flat ended wooden dowel or the eraser end of a pencil to push the valve body into the front of the receiver. See Figure 45. The valve pin assembly must be inserted correctly into the valve; valve pin must drop down into valve body completely.

Questions about the operation of the PMI Piranha® paintball marker may be directed to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA; phone 1.800.579.1633 or www.buypmi.com for any updates regarding your Piranha® purchase.

The EXT comes standard with the DSR Regulator which can directly affect velocity. Most EXT markers will shoot 280 fps with the regulator set at 300 psi. Turning the pressure up with a 3/32" allen key should raise velocity. To turn the pressure up, turn the bottom adjustment screw counterclockwise (looking at the bottom of the DSR) with a 3/32" allen wrench.

**NOTE:** Make sure marker is un-cocked before continuing to step 4.

**NOTE:** Valve body O-rings and front valve portion of the receiver must be well oiled prior to valve body insertion.
Leaks A: Replace poppet O-rings (#4)

Leaks B: De-gas and check O-ring (#16), re-seat and re-thread or carefully apply Loc tite (red or blue)

Leaks C: Replace 16 mid body O-ring (#3)

Leaks D: Replace 14 bottom bolt O-ring (#11)

Leaks E: Re-Teflon tape or Loc tite bottom bolt threads, Check reg seat base O-rings (part #8 on DSR Regulator diagram).

WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO.

THIS TROUBLESHOOTING GUIDE DOES NOT COVER ALL SITUATIONS AN INDIVIDUAL MAY ENCOUNTER. CONTACT PMI FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED PMI PIRANHA® REPAIR FACILITIES. PHONE 1.800.579.1633 WEB WWW.BUYPMI.COM

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

BEFORE DISASSEMBLY OF THE MARKER, REMOVE AIR SOURCE; REMOVE ALL PAINTBALLS FROM THE MARKER, BARREL, AND LOADER.

AIR LEAK

| Leak in pressure source between tank valve and cylinder | Do not fill cylinder. Immediately take to qualified personnel for inspection. Cylinder must be drained. |
| Leaks down barrel | Check front of cup seal where it touches the valve for any wear or grooves. Replace if leak continues. |
| Leaks at connection between ASA and tank | Check tank O-ring at connection or on remote hose connector. See page 34. |
| Leaks at connection between braided air hose and fitting | Requires disassembly of air hose assembly for repairs; contact factory or factory authorized repair center. |
| Leaks at body of marker or heavily down the barrel | Requires removal of valve and inspection of front valve O-ring (can be replaced with bottle O-rings), cup seal and valve surface where the cup seal touches the valve. A valve installed backwards will cause a leak. Never use a screwdriver or metal object to remove or install a valve body. Use a pencil eraser or other soft instrument. |
| Leaks at connection between gas-through foregrip & vertical ASA | Remove foregrip unit and check O-rings Replace with tank O-rings if worn or broken. |
TROUBLESHOOTING

TRIGGER AND SHOOTING

<table>
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<tr>
<th>Issue</th>
<th>Solution</th>
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</thead>
<tbody>
<tr>
<td>Trigger pulls back, marker will not shoot</td>
<td>Check that the safety slide is back and the red dot is visible. Check that the marker is cocked, air source is correctly attached and air source is properly filled. If the frame is electronic, make sure battery is properly charged and the trigger frame screws are tight.</td>
</tr>
<tr>
<td>Trigger action does not feel smooth</td>
<td>Check pin at top of trigger. Use center punch to tap pin back into place.</td>
</tr>
<tr>
<td>Marker runs on (partially cycles more than once when trigger is squeezed)</td>
<td>Check that air source is correctly attached to marker. Check that air source is adequately filled. Check sear and Blue Hammer O-ring for wear.</td>
</tr>
<tr>
<td>Marker shoots but does not recock</td>
<td>Check Blue Hammer O-ring for wear and replace Blue Hammer O-ring (#35) if needed, using factory O-ring only. A tank O-ring will not work. Using anything other than a factory Blue Hammer O-ring can cause run on. Make sure marker is properly oiled.</td>
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VELOCITY (DO NOT EXCEED 300 FEET PER SECOND)

<table>
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<th>Solution</th>
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<tr>
<td>Low</td>
<td>Check that air source is adequately filled</td>
</tr>
<tr>
<td>Low</td>
<td>Adjust velocity adjuster clockwise</td>
</tr>
<tr>
<td>Low</td>
<td>Remove bolt/hammer assembly and clean it; clean inside receiver area where bolt/hammer assembly is located; lubricate all 0-rings on bolt assembly with synthetic paintball marker oil</td>
</tr>
<tr>
<td>Low</td>
<td>Change to a stiffer hammer spring</td>
</tr>
<tr>
<td>High</td>
<td>Adjust velocity adjuster counterclockwise</td>
</tr>
<tr>
<td>High</td>
<td>Change to a softer hammer spring</td>
</tr>
</tbody>
</table>

NOTE: Any PMI Piranha® with a regulator will need the regulator adjusted properly to get proper recock and adequate velocity out of the marker. Please see pages 10 & 36 for complete velocity instructions.

PAINTBALLS

Always check for poor quality paintballs prior to playing.

<table>
<thead>
<tr>
<th>Issue</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not flying straight</td>
<td>Check for broken paint or paint in barrel, loader, feed tube and chamber. Bolt/hammer assembly area must also be free of broken paint. Check that marker is not shooting over 300 fps. Disassemble and clean</td>
</tr>
<tr>
<td>Break in Barrel</td>
<td>Check ball detent (#20) and replace if necessary; check that velocity does not exceed 300 fps</td>
</tr>
<tr>
<td>Does not drop into feed tube</td>
<td>Shake loader; check loader and feed tube for broken paint.</td>
</tr>
<tr>
<td>Two paintballs shoot at a time</td>
<td>Check ball detent (#20) and replace if necessary</td>
</tr>
</tbody>
</table>

SHOOT ONLY QUALITY RPS PAINTBALLS. PMI PREMIUM, EL TIGRE™, ALL STAR® AND MARBALLIZER® PAINTBALLS ARE RECOMMENDED FOR USE IN THE PMI PIRANHA®

BARREL

<table>
<thead>
<tr>
<th>Issue</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barrel comes loose</td>
<td>Check barrel 0-ring (#39) and firmly tighten barrel. Do not oil barrel 0-ring</td>
</tr>
<tr>
<td>Aftermarket barrel does not tighten</td>
<td>If it is difficult to tighten the threads onto the receiver, check to see that the threads on the barrel match. If threading is mismatched, barrel is not designed for use with PMI Piranha™</td>
</tr>
</tbody>
</table>

WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO.

CONTACT PMI FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED PMI PIRANHA® REPAIR FACILITIES. PHONE 1.800.579.1633 WEB WWW.BUYPMI.COM

BEFORE DISASSEMBLY OF THE MARKER, REMOVE AIR SOURCE; REMOVE ALL PAINTBALLS FROM THE MARKER, BARREL, AND LOADER. 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.

THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED WITH THE CORRECT PRESSURE RATED COMPONENTS.
ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. PMI takes pride in manufacturing high quality paintball products that will provide you with many years of trouble free enjoyment. Should you experience any difficulty in operating or maintaining this PMI Piranha® paintball marker, please re-read the operator’s manual carefully. If further assistance is needed, contact PMI 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 at 1.800.579.1633 to obtain an RA number before shipping product to PMI. All warranty returns must be accompanied by the operator’s name, address, and telephone number. Include operator’s fax and e-mail if possible. Operator must remove all paintballs 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 55 Howard Ave, Des Plaines, Illinois 60018 USA.

OUT OF WARRANTY REPAIRS

Should repairs be needed on a PMI Piranha® that is out of warranty, contact PMI at 1.800.579.1633 for information regarding authorized PMI Piranha® repair facilities.

Any PMI Piranha® 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 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 additional repairs being done.

Pursuit Marketing, Inc. (PMI), extends a warranty to the original purchaser of the PMI Piranha® 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’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), 55 Howard Ave, Des Plaines, IL 60018 USA; customer pays shipping charges. Please call PMI at 1.800.579.1633 for information on obtaining warranty service or to obtain a Return Authorization (RA) number before shipping product to PMI. 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.

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, or springs, or to normal fading of anodized finish, scratches, or other cosmetic wear, or to any items or parts not manufactured by PMI.

Other than as expressly stated herein, PMI 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 PMI Piranha® was designed. This warranty gives you specific legal rights. You may have other rights which may vary from state to state.

PMI is not liable for any consequential damages or incidental damages which may arise from the use or operation of the PMI Piranha® or from any breach of the warranty herein set forth.

WARRANTY REGISTRATION FORM

Please fill out entirely the enclosed PMI Piranha® Warranty Registration form and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA.

The PMI Piranha® 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.
WARNING

THE PMI PIRANHA® 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 PMI PIRANHA® PAINTBALL MARKER.

PMI Piranha® Paintball Markers
manufactured by:

Pursuit Marketing, Inc.
55 Howard Ave
Des Plaines, Illinois 60018 USA
Toll Free Phone 1.800.579.1633
Phone 847.299.5000
www.buypmi.com

Please visit
www.buypmi.com
for updates on your PMI Piranha® Purchase.

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