WARNING! PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS!

- Careless use or misuse may result in serious bodily injury or death!
- Eye protection designed for paintball must be worn by the user and all persons within range.
- Not for sale to persons under 18 years of age.
- Must be 18 years of age or older to operate or handle any paintball gun and paintball gun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with Paintballs only.
- Use common sense and have fun.

Any tampering with the unit voids your warranty. There are no consumer serviceable parts inside the unit. The use of non factory authorized components within this product may cause a critical failure, fire or shock hazard.

IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. Wash hands after handling. You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be considered a crime.
EMPIRE ER3 OPERATOR’S MANUAL

Empire 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:

Empire Paintball
11723 Lime Kiln Rd.
Neosho, MO 64850 USA
1.800.724.3222
www.empirepaintball.com

Questions about the operation of the Empire ER3 paintball marker may be directed to Paintball Solutions at 1.800.220.3222, or visit www.paintballsolutions.com for updates regarding your Empire purchase.

READ THIS OPERATOR’S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE ER3 PAINTBALL MARKER.

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• 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.

• 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.

PAINTBALL BASIC SAFETY RULES

• 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.
Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball when operating the marker.

1. Attach threaded barrel firmly to marker.
2. At this time, do not attach air source or loader and do not load paintballs into marker.
3. Insert barrel plug firmly into barrel.
4. Pull the cocking knob straight back from the rear of the marker until the cocking mechanism locks back in the cocked position. See Figure 1. Always cock marker before airing it up. During cocking the flush cocking rod will recoil or “spring back” into the marker once released and will only move slightly during marker operation. See Figures 2 and 2a.
5. Push safety “OFF”
6. Squeeze the trigger with an even pressure. The cocking knob will snap forward into the un-cocked position.
7. Cock the marker.

NOTE: Always cock marker before attaching air source. Marker can discharge if air source is attached before marker is cocked.

The marker contains compressed gas or air when pressurized. Never disassemble marker until removing all gas or air from the system. Rules for safe handling of compressed gas or air must be followed at all times.

8. 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.

Bottomline: First check the tank O-ring for rips or tears, then attach the air source by

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**OPERATION**

**SPECIFICATIONS**

**Action:** Tournament grade semi-automatic powered by either N2 or CO2

**Paintballs:** For use only with standard “.68 caliber” (.68-inch diameter) paintballs. RPS paintballs recommended

**Safety:** Mechanical slide

**Barrel Length:** 9 inches

**Barrel:** Threaded and polished aluminum; ported for all models

**Height:** 8.5 inches (without attached loader)

**Length:** 17.5 inches overall (with 9 in. barrel and without attachments)

**Air Source:** Accepts standard connections for CO2, regulated N2, or regulated compressed air

**Grip:** Durable polymer with double trigger & guard

**Input Pressure:** Recommended 650 psi to 1000 psi.

**Air Source Input:** Bottomline ASA accepts standard paintball threading

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**Figure 1. Pull Back**

**Figure 2. Pull Back**

**Figure 2a. Fully Cocked**
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.

**OPERATING PRESSURE AND INPUT PRESSURE**

- Operating pressure range: 650 to 1000 p.s.i. on ER3 markers without regulators.
- Recommended maximum input pressure is 1000 p.s.i.
- Do not exceed recommended pressures.

**COMPRESSED GAS/AIR**

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. ER3 markers usually need 650 p.s.i. to cycle and attain correct velocity.

**VELOCITY ADJUSTMENT**

**WARNING**

All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet-per-second (fps) and/or that does not exceed the velocity limit set by the paintball park where the marker is in use.

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. Chronograph the marker after every velocity adjustment.

4. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled.

**SAFETY**

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. 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 RULES FOR HANDLING COMPRESSED GAS OR AIR MUST BE FOLLOWED AT ALL TIMES.**
WARNING

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

CONTACT PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED ER3 REPAIR FACILITIES. PHONE 1.800.220.3222; PAINTBALLSOLUTIONS.COM

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

DO NOT EXCEED A VELOCITY OF 300 FEET-PER-SECOND (fps).

VELOCITY ADJUSTMENT SPRINGS

The hammer spring assembled with the ER3 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.

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. Spring tension in order from strongest to weakest–red, blue, then yellow.

SAFETY FIRST! USE A BARREL BLOCKING DEVICE!

MAINTENANCE & LUBRICATION

DISASSEMBLY

The ER3 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 Paintball Solutions for information regarding authorized Empire marker repair facilities.

LUBRICATION

It is recommended that 100% synthetic paintball marker 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,
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 (#5) 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 12 through 17, which shows the procedure for reassembly of the bolt/hammer assembly. Once it is reassembled, hold the bolt/hammer assembly in one hand. See Figure 18. Push it gently into the marker until it stops sliding forward, which will be about halfway into the body of the marker. See Figures 19-20.

2. Before it stops sliding forward, push the Sear Release Slide button forward. The Sear Release Slide maintenance and reassembly 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.

3. Field strip pin must be inserted into the left side of the marker. See Figure 22.

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

REGULAR MAINTENANCE FOR THE ER3

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.

3. Inspect the bolt O-rings and Blue Hammer O-ring after each time you oil the marker. Make sure they are getting oil.
1. Before disassembling the marker remove the air source, and then remove all paintballs from the marker, barrel, and loader.

2. Unscrew the ASA Slug to access the cup seal assembly. See Figure 23. Remove the valve spring, cup seal assembly, and guide as in Figure 24.

3. To remove the bottom line air system, detach the bottom line ASA from the grip by removing the two screws (#23). See Figure 25. The 5/32" Allen wrench for this procedure is not included with the marker. Then unscrew the vertical grip (#50) or regulator.

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

4. To remove trigger frame from the receiver, remove the two 1/8" socket Allen screws (#14) under the receiver. One is in front of the trigger guard and one is behind the grip portion of the frame. See Figure 26. The receiver then will disassemble from the trigger frame.

5. To access the valve, use a flathead screwdriver to remove the small brass screw located in the center of the underside of the receiver (#44). See Figure 27. 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 28.

CUP SEAL & VALVE REMOVAL

WARNING

DO NOT ATTEMPT TO COMPLETELY DISASSEMBLE YOUR ER3 UNLESS QUALIFIED TO DO SO. CONTACT PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED EMPIRE REPAIR FACILITIES. PHONE: 1.800.220.3222; PAINTBALLSOLUTIONS.COM

THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.
IMPORTANT: Valve body O-rings and front valve portion of the receiver must be well oiled prior to valve body insertion.

6. 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 29. The valve pin assembly must be inserted correctly into the valve; valve pin must drop down into valve body completely.

Figure 27.  Figure 28.  Figure 29.

Questions about your ER3 purchase, the operation of the marker, or any updates may be directed to:

Empire Paintball
11723 Lime Kiln Rd.
Neosho, MO 64850 USA
1.800.724.3222
www.empirepaintball.com

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 PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED EMPIRE REPAIR FACILITIES.
PHONE: 1.800.220.3222 WEB: WWW.EMPIREPAINTBALL.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. 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.

TROUBLESHOOTING - AIR LEAK

Leak in pressure source between tank valve
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 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
   Check tank O-ring at connection or on remote hose connector.

Leaks at connection between braided air hose
   Requires disassembly of air hose assembly for repairs; and fitting contact factory or factory authorized repair center.

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.

**TRIGGER AND SHOOTING**

Trigger pulls back, marker will not shoot
   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.

Trigger action does not feel smooth
   Check pin at top of trigger. Use center punch to tap pin back into place.

Marker runs on (partially cycles more than once when trigger is squeezed)
   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.

Marker shoots but does not re-cock
   Check Blue Hammer O-ring for wear and replace Blue Hammer O-ring (#4) 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.

Safety Fails
   Take off the left grip-frame panel and see if the safety spring (#17) and safety ball (#16) are still in their groove. If they are absent, call Paintball Solutions immediately.

**VELOCITY**

Low
   Check that air source is adequately filled

Low
   Adjust velocity adjuster clockwise

Low
   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

Low
   Change to a stiffer hammer spring

High
   Adjust velocity adjuster counterclockwise

High
   Change to a softer hammer spring. (DO NOT EXCEED 300 FEET-PER-SECOND)

**TROUBLESHOOTING - PAINTBALLS**

Always check for poor quality paintballs prior to playing.

Any time paint gets too cold or too warm, there’s always the chance it is ruined.

Not flying straight
   Check for broken paint or oil 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.

Break in Barrel
   Check ball detent (#5) and replace if necessary; check that velocity does not exceed 300 fps

Does not drop into feed tube
   Shake gravity feed loader; Check for jams in force-feed loader; Check that loader is ON or loader batteries for life; check loader and feed tube for broken paint.

Two paintballs shoot at a time
   Check ball detent (#5) and replace if necessary

SHOOT ONLY QUALITY EMPIRE OR JT PAINTBALLS FOR BEST RESULTS WHEN USING THE EMPIRE ER3 MARKER.
BARREL

Barrel comes loose
Check barrel O-ring (#6) and firmly tighten barrel. Do not oil barrel O-ring.
Aftermarket barrel does not tighten.

If it is difficult to tighten the threads onto the receiver, check to see that the threads on
the barrel match. The ER3 uses Spyder/Piranha barrel threads only. If threading is
mismatched, barrel is not designed for use with the ER3.

WARRANTY

ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. Empire 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 ER3 paintball marker, please re-read the operator’s manual carefully. If further
assistance is needed, contact Paintball Solutions at 1.800.220.3222.

WARRANTY RETURN PROCEDURE

A returned product must be accompanied by a Return Authorization (RA) number on the
outside of the box; please call Paintball Solutions at 1.800.220.3222 to obtain an RA number
before shipping product to Empire. 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.
In Canada, ship to: KEE Action Sports Canada, 98 Bessemer Ct Unit 4, London ON N6E 1K7
(800) 220-3222.

In the U.S., ship to: Empire Paintball, 11723 Lime Kiln Rd., Neosho, MO 64850 USA
(800) 220-3222.

STATEMENT OF LIABILITY

This Empire ER3 semi-automatic paintball marker is surrendered by Empire, 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. Empire 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.

Empire Paintball is the manufacturer of a complete line of quality paintball products, including markers,
goggle systems and loaders as well as many accessories needed to enjoy the sport of paintball.

OUT-OF-WARRANTY REPAIRS

Should repairs be needed on an Empire marker that is out of warranty, contact Paintball
Solutions at 1.800.220.3222 for information regarding authorized ER3 repair facilities.

Any ER3 marker returned to Empire 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.

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 Empire.

Other than as expressly stated herein, Empire 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 ER3 was designed. This warranty gives you
specific legal rights. You may have other rights which may vary from state to state.

Empire is not liable for any consequential damages or incidental damages which may
arise from the use or operation of the ER3 or from any breach of the warranty herein set
forth.
WARRANTY REGISTRATION FORM

Please register your Empire marker at www.paintballsolutions.com
Empire 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.

ER3 Paintball Marker manufactured by:
Empire Paintball
11723 Lime Kiln Rd., Neosho, MO 64850 USA
1.800.724.3222
www.empirepaintball.com

Please contact Paintball Solutions for updates and information regarding this marker via phone at 1.800.220.3222 or at www.paintballsolutions.com.

Printed in Taiwan

WARNING

THE ER3 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 ER3 PAINTBALL MARKER.

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<td>Ball Detent Cap RT</td>
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<td>34</td>
<td>Trigger</td>
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<td>Trigger Panel Assembly</td>
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<td>36</td>
<td>Safety Slide</td>
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<td>37</td>
<td>Trigger Spring</td>
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<td>38</td>
<td>Feedneck</td>
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<tr>
<td>39</td>
<td>Clamp Lever - Short</td>
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<td>40</td>
<td>Clamp Nut</td>
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<tr>
<td>41</td>
<td>Clamp Screw</td>
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<td>End Cap O-Ring (016-Ur)</td>
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<td>43</td>
<td>End Cap O-Ring (02x14-buna)</td>
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<td>44</td>
<td>Body</td>
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<td>Body O-Ring</td>
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<td>Barrel</td>
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<td>Grip Frame</td>
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<td>Rubber Grip</td>
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<td>Vertical ASA Adapter</td>
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<td>Foregrip</td>
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<td>Foregrip Rubber</td>
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<td>ASA</td>
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<td>Sear Release Slide</td>
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<td>54</td>
<td>Field Strip Pin</td>
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<td>55</td>
<td>Rear Block (with recoil pad)</td>
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<td>56</td>
<td>Cocking Rod (rod, handle and pin)</td>
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<td>Seer Spring Pin</td>
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<td>58</td>
<td>Hammer Spring</td>
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</tbody>
</table>
**OVERDRIVE DB LOADER**
- 200 Plus Ball Capacity.
- Extended Battery Life.
- 3 Speed Variable Feed Rate.
- Uses One 9v Battery.
- Sound Activated.

**RAZZOR BARREL**
- Three in one barrel system.
- Spiral porting for ultra quiet shooting
- Black gloss finish

**X-RAY GOGGLE**
- Extended forehead protection.
- Fits over most glasses.
- Full ear protection.
- High quality adjustable head strap.
- Hypo-allergenic face foam.
- Solid faceplate.
- Air vents hot air away from the lens.
- Thermal Lens.

**RAMPAGE GRIP FRAME**
- Tournament grade electronic grip frame.
- 12+ shots per second.
- Semi, burst, and full auto.
- Powered by one 9v battery (included).