



 **RIP-CLIP™**
L O A D E R S Y S T E M



RIP-CLIP™

⚠ WARNING!

This is not a toy. Misuse may cause serious injury or death. Eye protection designed specifically for paintball must be worn by the user and persons within range. Recommend 18 years of age or older to purchase. Persons under 18 years of age must have adult supervision. **READ THIS MANUAL BEFORE USING.**

⚠ 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.
- To prevent fire or shock hazard, do not expose unit to rain or moisture.
- To prevent fire or shock hazard, do not immerse unit in liquids.
- To prevent fire or shock hazard, do not disassemble any electronic paintball device.
- The disposal of the battery used to power this product may be regulated in your area.
- Please conform to all local or state regulations with regard to battery disposal.
- 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.

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1. RULES FOR SAFE MARKER HANDLING

- Treat every marker as if it were loaded.
- Never look down the barrel of a paintball marker.
- Keep your finger off the trigger until ready to shoot.
- Never point the marker at anything you don't wish to shoot.
- Keep the marker on "SAFE" until ready to shoot.
- Keep the barrel-blocking device in/on the marker's muzzle when not shooting.
- Always remove paintballs and propellant source before disassembly.
- After removing propellant source, point marker in safe direction and discharge until marker is degassed.
- Store the marker unloaded and degassed in a secure place.
- Follow warnings listed on propellant source for handling and storage.
- Do not shoot at fragile objects such as windows.
- Every person within range must wear eye, face, and ear protection designed specifically to stop paintballs and meeting ASTM standard F1776.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 91.44 meters (300 feet-per-second).

***FULLY READ OWNER'S MANUAL BEFORE USING.**

2. SPECIFICATIONS AND FEATURES

Specifications

- Power Requirements: (2) 9-volt batteries (not included)
- Capacity: Approximately 220 paintballs
- Feed Rate: 15bps+
- Construction: Composite

Features

- Side mounting allows down-the-barrel sighting
- Adjustable Speed setting
- Auto-Off 1 Hour
- Adjustable Sound Sensitivity
- Low Battery Indicator
- Auto anti-jam

3. GETTING STARTED

Rip-Clip Setup

The Rip-Clip™ comes with 2 different adapter plates and 2 different length rail locking screw sets for use on TM-7, TM-15, BT-4 Combat series, BT-4 Slice series, Omega v1 and JT Tactical markers.

- For BT-4 Combat and BT-4 Slice series markers, Omega v1 and JT Tactical, use the shorter screws to attach the Rip-Clip™ to the paintball marker.
- For the TM-7 and TM-15 Series markers, use the longer screws to attach the Rip-Clip to the paintball marker.
 - Select the adapter plate for your marker; they are labeled either TM-15 or TM-7. Do not use any of the adapter plates for the BT-4 series or Omega/Tactical markers.
- Put both screws with thumb nuts attached into the Picatinny rail locking arm.
- Place the correct adapter onto the Rip-Clip body if needed.
- Install the rail locking arm with screws and thumb nuts onto the Rip-Clip body using a flathead screwdriver (Fig. A).
- Make sure the screws are fully seated into the body.



Rip-Clip Installation

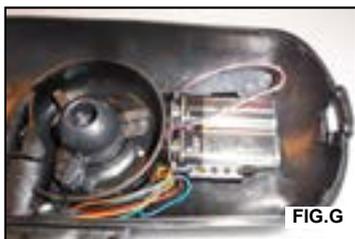
- Loosen up the thumb nuts (Fig. B).
- Install the Rip-Clip onto the marker's Picatinny rail (Fig. C).
- Check the position on the Picatinny rail and make sure the Rip-Clip is aligned with the feed hole on the side of the marker (Fig. D).
- Tighten up the thumb nuts and you're ready to go.



Battery Installation

- Press and hold the Shell Release Button on the back of the loader (Fig. E) and pull the upper shell apart from the lower shell.
- Pull the floor up and out of the lower shell (Fig. F)
- Install (2) 9-volt alkaline batteries into the battery harness (Fig. G).
- Place the batteries into the designated holder in the lower shell
- Replace the floor and the upper shell

NOTE: Use premium disposable alkaline or lithium batteries only in this loader for optimal performance. Rechargeable batteries are not recommended. Used batteries should be recycled. Always replace both batteries at the same time



Loading Paintballs

Open the spring loaded lid, load with .68 caliber paintballs, leaving some room for movement. Close the lid by pressing it down until lid snaps shut.

CAUTION: Do not overfill the loader! This will cause impeller jams or performance loss and could cause damage to the loader.

Note: Paintballs exposed to high temperatures and/or humidity can adhere to each other and will not feed through the loader. Protect your paintballs from direct sunlight and high temperatures whenever possible.

Activating the Rip-Clip

- Locate the power button on the rear of the Rip-Clip. Press and hold the power button until the LED turns green to turn the Rip-Clip ON (Fig. H). The motor will spin to prime the marker and the loader is now ready to use.



Normal Operation

- The green LED will flash repeatedly while the unit is on to show it is ready. If the LED flashing changes to red, then the batteries are low and need to be replaced.
- Tap the power button while the loader is on to cause loader to feed immediately
- If the loader senses it is empty it will spin in short intervals for several seconds to attempt to feed paintballs
- The rip-Clip may spin backwards if a jam is sensed (see “Auto Anti-Jam Function” section below)
- To turn off the Rip-Clip, press and hold the power button until the LED changes to Red. Release the button and the loader will turn off. If the loader is left on, it will automatically shut off after 1 hour of inactivity.

Auto Anti-Jam Function:

The loader uses a break beam sensor at the feed neck to detect jams. If the loader senses shots 2 or more times and doesn't sense a ball in the break beam sensor the loader will attempt to un-jam. Once un-jammed, the loader will automatically begin normal feeding again. Note: if you are encountering jams repeatedly you should examine the loader for foreign objects or switch to fresher paintball and/or batteries.

4. GENERAL MAINTENANCE

Emptying the Loader for Storage

With the loader turned OFF; turn it upside down to dump the paintballs out. Do not store your Rip Clip loader with any paintballs remaining inside. When storing the loader for an extended period of time, disconnect the battery harness from the batteries completely.

Cleaning the Loader

To clean the loader, use only a clean, dry cloth, or apply a small amount of goggle lens cleaner to a clean, dry cloth and wipe clean. Do not apply goggle lens cleaner directly to loader surfaces, as too much contact will deteriorate plastic and cause damage.

If any paintballs break inside the hopper; do not use any liquids or chemicals to rinse out the hopper; doing so will cause severe damage to the loader electronics.

Impeller Disassembly/Reassembly

It is best to disassemble the loader before attempting to remove the impeller.

- Step 1. Remove impeller by using a Phillips head screwdriver. Use flat head screwdriver to lift impeller base from the shaft. Rotate impeller and lift at several points under base (Dia. I).
- Step 2. Remove impeller top and arms from base. Clean and lubricate spring with marker grease if necessary.
- Step 3. Reassemble spring to base tab as shown (Dia. J). Install impeller top and press on the shaft to secure. Install Phillips screw and tighten. Test impeller for function before reassembly of the loader. If the assembly does not spring back when under load disassemble for troubleshooting. Reassemble with the above procedure.



5. PROGRAMMING MODE

The loader has 2 settings that are adjustable by the user, which may be adjusted according to playing conditions. The adjustable settings are Speed and Sound Sensitivity. Each setting has 3 levels; low, medium and high corresponding to 1, 2 or 3 blinks respectively.

To enter Programming Mode:

With loader OFF, press and hold the power button. The LED will then flash alternating colors indicating you have entered the programming mode and you may now release the button. The LED should now be GREEN to represent the Speed setting.

Exiting Programming Mode

The loader will automatically turn off after 5 seconds of inactivity. To exit programming mode simply don't press the button for 5 seconds and the loader will turn off.

Navigating in Programming Mode:

Each setting is indicated by a different LED color

SPEED = GREEN

SOUND SENSITIVITY = RED

To navigate to the setting you would like to check or modify, tap and release the button until the color corresponding to that setting is displayed. For example, if the LED is currently GREEN corresponding to the SPEED setting, and you want to get to SOUND SENSITIVITY you would press and release the button 1 times and the LED should display RED.

Checking and Changing Settings:

First press and release the button until you get to the color corresponding to the setting you want to change. Once there press and hold the button for 3 seconds. The LED will begin blinking to show the current value of the setting (for example if the led blinks 2 times the current value is Med). Once done blinking, the LED will turn off and you have 3 seconds to begin entering the new value by pressing and releasing the button. Once done entering the new value, release the button for 3+ seconds. The LED will flash alternate colors indicating the new value has been saved. The LED will then go back glow the solid color corresponding to the current setting chosen.

Note: If you just want to check the setting and not change it simply do not press the button to enter the new setting and the setting will remain unchanged.

If you press and release the button more than the maximum value of the setting the maximum value for that setting will be saved. For example if you enter a value of 5 for speed setting which has a maximum value of 3, a value of 3 will be saved.

Programming Example - Changing sound sensitivity to 2 = Medium

- Enter programming mode as described above
- Press and release button until LED is RED
- Press and hold button until LED begins blinking
- Once LED turns off press and release button 2 times
- Wait until LED flashes alternate colors indicating setting is saved
- Wait until loader turns off automatically to exit programming

SETTINGS EXPLANATION

Speed (GREEN LED)

This determines the maximum feed rate of the loader. Too low of a setting may cause inconsistent feeding at high rates of fire. Too high of a setting may cause double feeding. 1 blink is slowest speed and 3 blinks is the fastest.

1 blink = Low (best for markers with mechanical triggers or low rates of fire, less than 10bps)

2 blinks = Medium (Good for most markers)

3 blinks = High (Best for high speed electronic markers with anti-chop breech sensors)

Sound Sensitivity (RED LED)

This determines how sensitive the microphone will be to register a shot. Too low of a setting may cause inconsistent feeding due to not sensing each shot. Too high of a setting may decrease battery life by activating when not shooting. A setting of 1 blink is the least sensitive and 3 blinks is the most sensitive.

1 blink = Low (best for louder mechanical markers such as the Empire BT-4 Combat Line)

2 blinks = Medium (good for most markers)

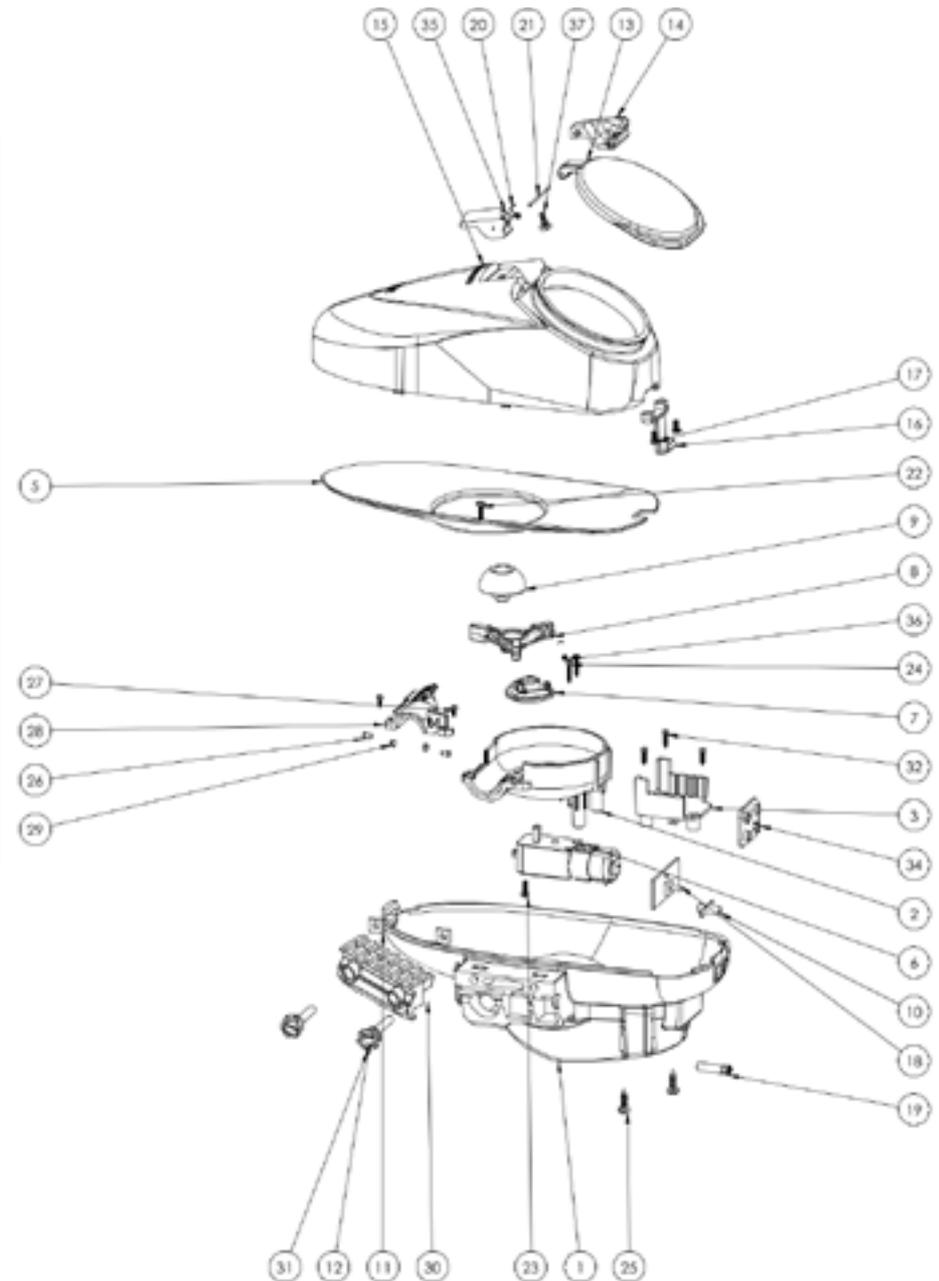
3 blinks = High (Should be used with very quiet electronic markers such as the Empire BT TM15)

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6. DIAGRAM AND PARTS

Dia.#	Part	SKU
1	Shell Bottom	70190
2	Catch Cup	70191
3	Battery holder	70192
5	Floor	70193
6	Motor Drive	30739
7	Impellor Blade Base	30741
8	Impellor Blade	30740
9	Impellor Blade Top Cover	30742
10	On/Off button	70194
11	Locking Rail Nut	38396
12	Rail Locking Thumb Nut	38433
13	Lid	38831
14	Lid Housing Right	70195
15	Top Shell	70196
16	Shell Lock	70197
17	Lock Screw	70198
18	Circuit Board	70199
19	Light Pipe	70200
20	Lid Spring	38833

Dia.#	Part	SKU
21	Lid Shaft	70201
22	Catch Cup Shaft Screw	70202
23	Motor Mount Screw	70214
24	Motor Screw	70203
25	Shell Bottom Screw	70204
26	Eye Harness	70205
27	Catch Cup Cover Screw	70206
28	Catch Cup Cover	70207
29	Sensor Cover	70208
30	Picitinny Locking Rail	38395
31a	Rail Locking Screw Long TM Marker	38445
31b	Rail Locking Screw Short BT4 Marker	38432
32	Battery Holder Screw	70210
34	Battery Harness	70211
35	Lid Housing left	70212
36	Impellor Spring	30738
37	Lid Screw	70213
Not Shown	TM-15 Adapter Plate	17852
Not Shown	TM-7 Adapter plate	38449



Empire Paintball
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LIMITED LIFETIME WARRANTY INFORMATION

KEE Action Sports (“KEE”) warrants that this product is free from defects in materials and workmanship for as long as it is owned by the original purchaser, subject to the terms and conditions set forth below. KEE Action Sports will repair or replace with the same or equivalent model, without charge, any of its products that have failed in normal use because of a defect in material or workmanship.

KEE Action Sports is dedicated to providing you with products of the highest quality and the industry’s best product support available for satisfactory play.

ORIGINAL PURCHASE RECEIPT REQUIRED

Purchaser should register product to activate warranty. Register your product by:
Online at www.paintballsolutions.com



WHAT THIS WARRANTY DOES NOT COVER

This warranty does not cover problems resulting from abuse, the unauthorized modification or alteration of our product, problems resulting from the addition of aftermarket products and scratches or minor superficial imperfections. Due to the nature of paintball products it is important that the product be maintained by the user as indicated in the product manual to remain in good operating condition. Your Limited Lifetime Warranty will be void if you fail to maintain the product as recommended in the product instruction manual. In addition, certain parts of a product may be subject to wear through regular usage. Replacement and repair of such parts is the responsibility of the user throughout the life of the product. These parts are not covered under the Limited Warranty. Examples of this type of part include (but are not limited to) goggle lens, straps, O-Ring seals, cup seals, springs, ball détentes, batteries, hoses, drive belts, gears and any part of a product subject to continuous impact from paintballs. Hydrotesting of air cylinders is not covered under this warranty.

The Limited Lifetime Warranty also does not cover incidental or consequential damages. This warranty is the sole written warranty on KEE’s product and limits any implied warranty to the period that the product is owned by the original purchaser. Some states, provinces and nations do not allow the limitation of implied warranties or of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state, province to province, nation to nation. If you should encounter any problems with your product and you have added aftermarket parts on your product, please test it with the original stock parts before sending it in. Always unload and remove air supply before shipping markers. Do not ship your air supply tank if it is not completely empty. Shipping a pressurized air supply tank is unsafe and unlawful. Remove all batteries from products prior to shipping. This Limited Warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages.

For Warranty parts, service, information or manuals in other languages, (where applicable) go to Paintball Solutions: www.paintballsolutions.com
E-Mail: tech@paintballsolutions.com
US: 1-800-220-3222
Canada: 866-685-0030
11723 Lime Kiln Rd., Neosho, MO 64850





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