

EMPIRE

EMPIRE

RELOADER B

35



Thank you for purchasing your
new Empire Reloader B
Sound-Activated 3-Speed
Paintball Hopper!

Should you require any
technical assistance on the
use of this product, or if your
product needs servicing,
**DO NOT RETURN THE
PRODUCT TO WHERE
IT WAS PURCHASED.**

CONTACT:

Paintball Solutions
570 Mantua Blvd.
Sewell NJ 08080
(800) 220-3222

<http://www.paintballsolutions.com>



 **EMPIRE**
RELOADER B

Battery Installation

Remove the bolt holding the battery door. Remove the battery holder. Install batteries following the polarity markings of the holder. Connect power plug to battery pack. Re-install pack. Finally Re-install battery door bolt.

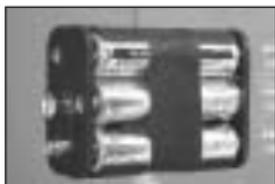
The Reloader B comes with both a 4 AA battery pack with spacer and a 6 AA battery pack. The 6 AA batteries will last longer than using 4 AA batteries, but is slightly heavier. We suggest trying the 4 AA battery pack first. If you find that the loader is not performing fast enough after you have set the speed to the highest setting, (see page 2 for "Setting the speed"), or that your batteries are not lasting long enough for the amount of paintballs you are shooting, then switch to the 6 AA battery pack.

Care needs to be taken when putting the battery holder into your loader. The wiring must run beside the battery holder and not underneath or on top of it, or you will break your battery cover.

When you put your battery cover onto the body, it should slide on smoothly with no pressure required to align the retaining screw. If you have to hold the cover in place while inserting the screw, the wires are positioned incorrectly.



Reposition the battery pack until the cover goes on as a precision fit and sits easily and smoothly in the proper location.



Tape batteries for rough play.



Wires should be routed as shown above.

Attaching The Loader



You can attach your Reloader B to the markers feed neck or you may need an elbow to attach it properly. It may be necessary to sand or grind down the feed neck of the Reloader B to fit in your elbow or marker's feed neck.

Powering On the Reloader B 3-Speed Board

Turning on: Do not load paintballs into your hopper until the hopper has been turned on. If you have already loaded the hopper, proceeding with power on sequence may result in a jam during power-up. If this happens, simply spin the rip drive manually to clear the jam. During the initial powering sequence, the motor will spin to prime the drive cone.

Locate the power button on the rear control panel. To turn on, press the button, the green LED comes on while the button is pressed, now release button. The green LED will now flash again for one second, go off, then flash quickly for 1, 2, or 3 times indicating what speed it is currently set to. The motor will spin for a second, and the loader is now ready to use. Do not fire your marker until after the initial motor spin has completed. Firing during this period can disrupt the auto-adjusting sound sensitivity and cause the hopper not to work properly. 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.

Setting the speed: When the Reloader B is first turned on, while the LED flashes for one long second, press and hold the power button again during this flash. When done properly, the LED

will now change to red and you can release the button. The LED will only stay red for about 5 seconds, then change back to its flashing green sequence for regular operation if no buttons

are pressed. To set the speed during the red LED phase, push and release the button the number of times necessary based on what speed you desire. Press once for normal speed, twice for faster speed, and three times for fastest speed. Each time you press and release the button during this sequence, the press of the button should last about one second. If done too quickly, the board may not be set to the speed you desire.

When done correctly, the red LED will go off, then flash the same number of times the button was pressed, indicating which speed it's now set to. Then the green LED will flash the same number of times if you are using the 6 AA battery pack, or the orange LED will flash the same number of times if you are using the 4 AA battery pack. The motor will now spin up at the speed it is set to, it will stop, and now the speed is set and the unit is ready to use.

Turning off: Press and hold the power button until the red LED comes on, now release. When the red LED goes off, the unit is now off and the LED will not flash green.



Loading the Reloader B

Be sure to attach loader to marker and turn on before adding paintballs. Hold the loader from the back with your thumb under the lip of the lid. Pinch fingers together sweeping thumb towards your fingers, lid will pop open. Load paintballs and close the lid.



Rip Drive

The Rip Drive is the thumbwheel located under the Reloader B. It has several uses:

- 1) Manually pre-tension up to 10 paintballs into your paintball gun for every revolution of the thumbwheel. This can be done to chrono your gun without the need to turn on the hopper, or to "ready" paintballs if your batteries should happen to die during a game.
- 2) Clear a ball jam in your loader during a game by turning the hopper off, rotating the thumbwheel backwards and clearing the jam, then restarting the hopper. The thumbwheel could also be rotated in the same direction as the feeding while the loader is still turned on, but should be done with a delicate touch, as this can crush and break the paintballs in the hopper or in the feed neck.
- 3) Unwind the tension on the drive spring when the game is over. The paintballs may be left in, but the spring should be unwound to relieve the tension when not in use.

Emptying the Loader for Storage

With the hopper turned off, turn upside down to dump the paintballs out. While upside down, rotate the Rip Drive backwards from the feeding direction to release paintballs. Do not store your Reloader B with any paintballs left inside, as doing so will stretch the drive spring and cause decreased loader performance. Release feed cone tension between long game delays. We recommend Plexus Plastic Cleaner for cleaning your Reloader B.



General Care

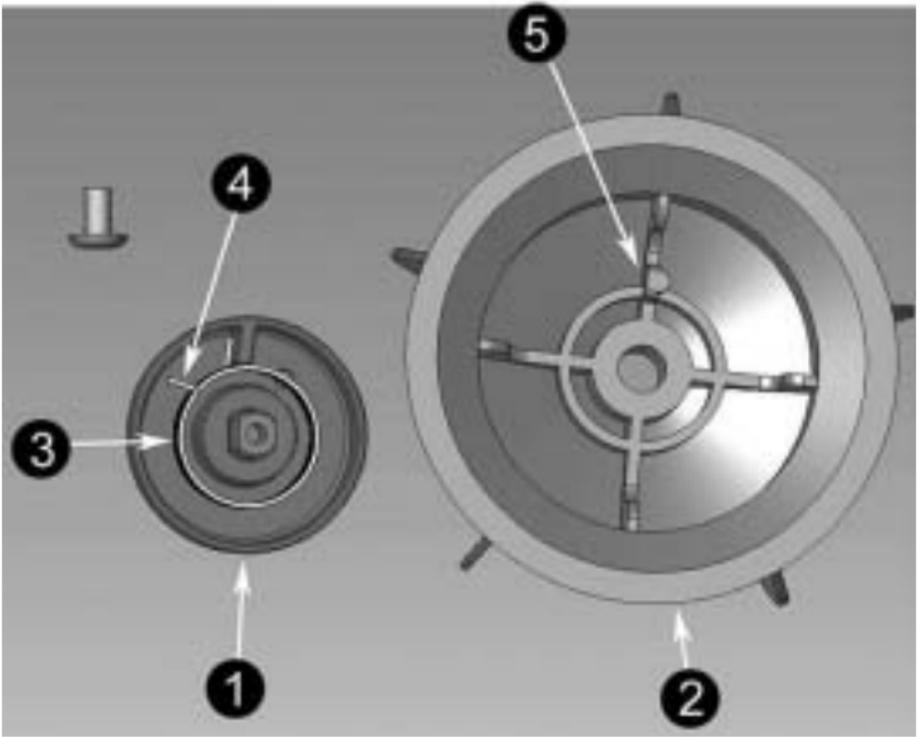
When storing the loader for an extended period of time, remove the battery pack completely and store in a dry place where it will not come in contact with the loader itself or any metal parts.

To clean the hopper, 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 cracking.

If any paintballs break inside the hopper, **DO NOT USE ANY LIQUIDS OR CHEMICALS, INCLUDING WATER, TO RINSE OUT THE HOPPER.** Doing so will cause severe damage to electrical components and will void the warranty.

To disassemble the hopper to clean broken paint:

- 1) Any damages caused by disassembly are not covered under warranty.
- 2) Remove battery pack (see page 1).
- 3) Loosen and remove all 6 screws from the right side shell, making note of which screws go in which holes.
- 4) Slowly work right side shell away from left side shell, keeping all components in left side shell, especially the drive assembly, circuit board and back plate. If the circuit board or back plate is stuck in right side shell, the on/off button on the circuit board will break off, which destroys the circuit board. If they are stuck in right side shell, use a micro screwdriver to push both components back toward left side shell as you continue to remove right side shell.
- 5) Remove lid and lid pin to a safe place.
- 6) Loosen both circuit board and back plate at the same time from left side shell.
- 7) Remove drive assembly from left side shell.
- 8) If necessary, remove upper feed neck cover on drive assembly for access to feed tube by removing 2 screws.
- 9) If necessary, remove feed cone by removing its center screw. For reassembly of feed cone, follow diagram (opposite page).
- 10) Reassemble in reverse order, making sure to seat circuit board and back plate into left side shell at the same time so that button does not break off. Also locate the 2 notches in the left side shell in the corners of the cavity where the circuit board seats. Be sure circuit board is seated into those 2 notches.



It is very important to reinstall the drive cone properly for correct loader operation. Note the drive tab (5) on the drive cone. The tab is used to catch the spring tab (4). With the drive cup (1) and spring mounted on the main shaft, put the drive cone onto the drive cup and rotate the cone clockwise until the upper and lower spring tabs hit each other. You should now have both spring tabs pressed together. Lift the drive cone SLIGHTLY and rotate it clockwise up and over the drive cup's tab (taking the upper spring tab (4) with it). Snap the drive cone down with the drive spring tab on the right side of the drive cup's tab. Insert and tighten the screw into the main shaft. The drive cone spring is now pre-loaded and will snap back properly when wound up.

Warranty Information

Empire Paintball Products warrants this Reloader B from defects in materials and workmanship under normal use and service for a period of 90 days from original purchase date. The manufacturer agrees to repair or replace any part which has been found to be defective. The outer shell is not covered under this warranty if it is broken due to misuse, dropped, or collided with another object. This product also has a limited extended warranty of one year from original purchase date covering the operation of the circuit board. Damage to the circuit board due to disassembly of the product is not covered under this warranty. In the event that this product is defective and needs repair, put loader back into plastic bag to prevent scratching of outer shell. Unfold original box and refold inside out. Place loader inside box, along with your name, return address, daytime telephone number, a brief description of the problem, and a copy of your original sales receipt.

Send to:

Paintball Solutions
570 Mantua Blvd.
Sewell, NJ 08080
800-220-3222
www.paintballsolutions.com

It is the responsibility of the purchaser to pay for shipping fees of the product to the repair facility during the warranty period.

Troubleshooting: If you experience any difficulties with operating this product, and you have not found the solution in this manual, please call 800-220-3222, or visit on the internet at <http://www.paintballsolutions.com>.