

Paintball Marker Operator's Manual 5.3

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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.

PMI PIRANHA® OPERATOR'S MANUAL



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”?
 4. Is marker charged? See page 27.
 5. Call us at 1.800.579.1633.

PAINTBALL BASIC SAFETY RULES

SAFETY FIRST!



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READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE PMI PIRANHA® PAINTBALL MARKER.



Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.



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



Operate a paintball marker only in areas where it is safe and lawful to do so.



Misuse of this paintball marker can result in criminal penalties, including jail time.



This marker is intended for sale to adults 18 years of age or older only. Adult supervision is recommended at all times whenever a minor is handling this marker in any manner.



During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area.



Play paintball only where the rules of safe paintball play are followed.



All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity 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 is changed, and upon request of any player or game official.



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.



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.



WARNING

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

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 Figures 1 and 1a. Always cock marker before airing it up. Certain Piranha models come equipped with a flush cocking bolt. 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”, or turn the marker “on” if it is an electronic trigger frame. See next page.
6. Squeeze the trigger with an even pressure. The cocking knob will snap forward into the uncocked position. Electronic markers must be charged before operation. See page 27.
7. Cock the marker.



Figure 1. Pull Back



Figure 1a. Fully Cocked

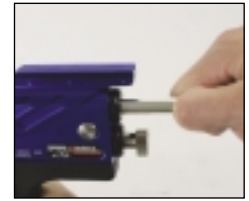


Figure 2. Pull Back



Figure 2a. Fully Cocked



WARNING

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



WARNING

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. 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.

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.



Figure 3 Valve-cylinder connection.

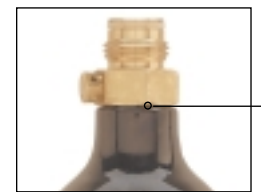


Figure 4 Valve-cylinder connection.



WARNING

A COMPRESSED GAS OR AIR CYLINDER IS A PRESSURE VESSEL. FOLLOW RULES FOR SAFE HANDLING OF COMPRESSED GAS OR AIR. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS, AND ALL REPAIRS TO A MARKER OR ITS COMPONENTS MUST BE PERFORMED BY QUALIFIED PERSONNEL.

FILLING COMPRESSED GAS/AIR

An overfill of any compressed gas or air cylinder can cause the safety burst disk (Figure 5) on the cylinder to burst, or the cylinder itself to rupture. A cylinder may rupture with extremely dangerous force. Use properly rated disk only. Inspect the burst disc for a vent hole. If no hole is present contact a local store or PMI immediately. **DO NOT FILL!**

A scale must be used for all CO₂ fills to prevent an overfill. A pressure gauge must be used for all compressed gas or air fills to prevent an overfill.

Fills must be performed by qualified personnel. A cylinder must not be filled beyond the cylinder's capacity per the U.S. Department of Transportation. A cylinder's rated capacity appears on the cylinder itself.

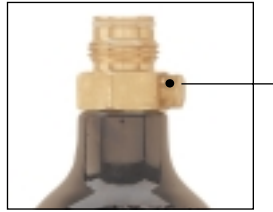


Figure 5 Safety burst disk.



WARNING

DO NOT OVERFILL ANY CYLINDER. AN OVERFILL CAN CAUSE THE SAFETY BURST DISK OR THE CYLINDER ITSELF TO RUPTURE.

HYDROSTATIC TESTING DATE

Many cylinders are required by the U.S. Department of Transportation to be hydro-tested at periodic intervals, with the interval varying according to cylinder type. The date of the cylinder's initial or later testing appears on the cylinder. A cylinder that is out of date for hydrostatic testing must not be filled or used.



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.

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 $\frac{3}{16}$ " 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 $\frac{3}{32}$ " 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 $\frac{3}{32}$ " 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.



Figure 6. $\frac{3}{16}$ " allen wrench is used to adjust velocity.

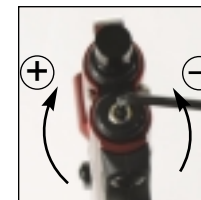


Figure 7. Clockwise increases velocity. Counterclockwise reduces velocity.

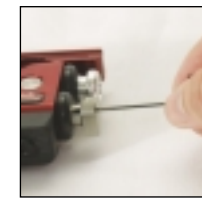


Figure 7a. Locking down SRT or EXT velocity knob.

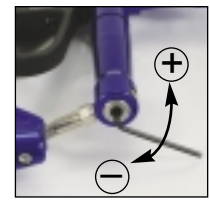


Figure 8. Increasing the pressure on the EXT.

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

**SAFETY
FIRST!**

USE A BARREL PLUG!

SEE PAGE 29 FOR DISASSEMBLY OR REASSEMBLY INSTRUCTIONS

PMI PIRANHA® SPECIFICATIONS

Action:	Tournament grade semi-automatic powered by either N ₂ or CO ₂
Length:	17 inches overall (with 9 in. barrel and without attachments)
Barrel:	Threaded and polished aluminum; ported for all models
Height:	8 inches (without attached loader)
Grip:	Durable space age polymer with double trigger & guard
Barrel Length:	9 inches for Piranha® SRT, R6, GTI; 11 inches for EXT and EVO
Safety:	Mechanical slide or electronic push button/barrel plug
Paintballs:	For use only with standard “.68 caliber” (.68-inch diameter) paintballs. RPS paintballs recommended
Air Source:	Accepts standard connections for CO ₂ , regulated N ₂ , or regulated compressed air
Operating Pressure:	Recommended 250 psi to 1000 psi
Input Pressure:	Not to exceed 1000 psi
Air Source Input:	Bottom line ASA accepts standard paintball threading

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INSTRUCTIONS FOR USING YOUR USP

USP SPECIFICATIONS

The USP is designed for optimal performance at approximately 250 fps. The velocity will naturally drop as the 12 gram cartridge empties. Always use a chronograph to make sure your marker is shooting under the legal field limit. Always follow the Basic Safety Rules found on page 4 and 5 of this manual.

IMPORTANT SAFETY INFORMATION

The USP utilizes a slide safety. See page 7 for complete instructions.

12 GRAM CARTRIDGES

This USP marker is designed for use only with 12 gram CO2 cartridges (not included). Always cock marker by pulling back the Bolt Grip Slide (13) before airing up. If 12 gram leaks upon installation, continue to tighten the Puncture Knob (3) until the leak stops. Always shoot the 12 gram empty before loosening the Puncture Knob.



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.



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.



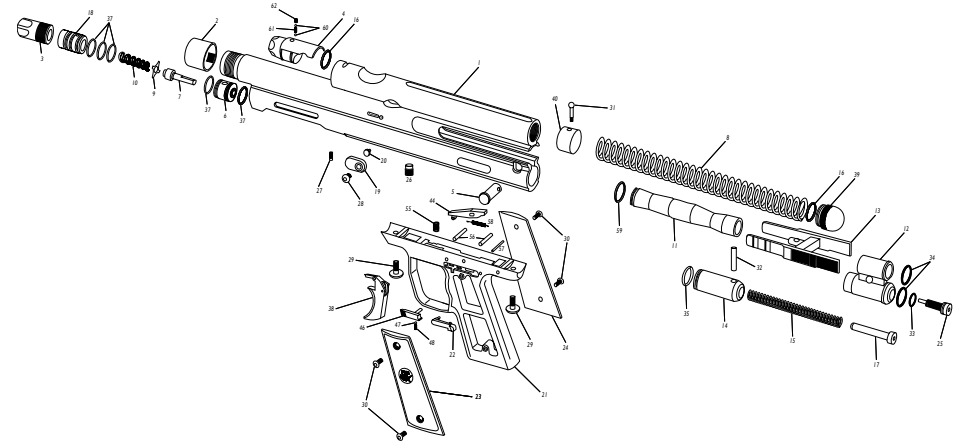
WARNING

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.

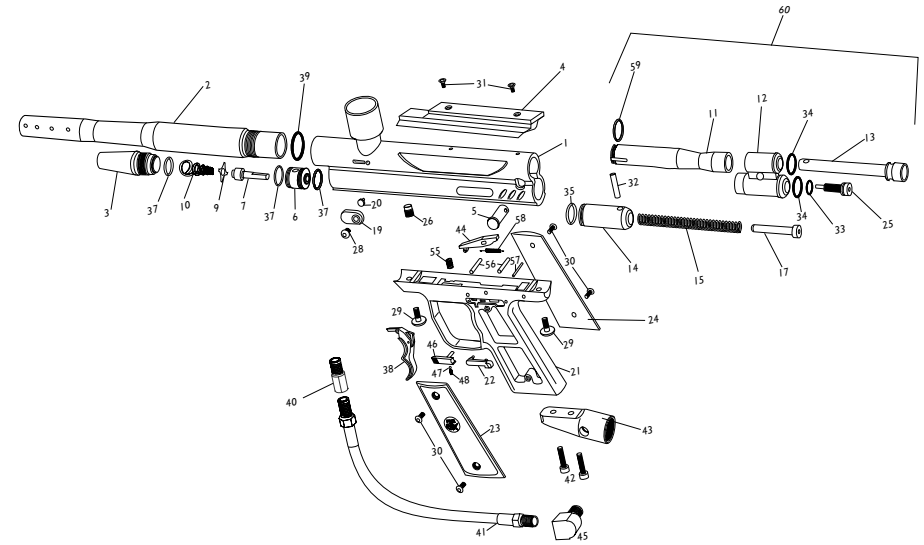
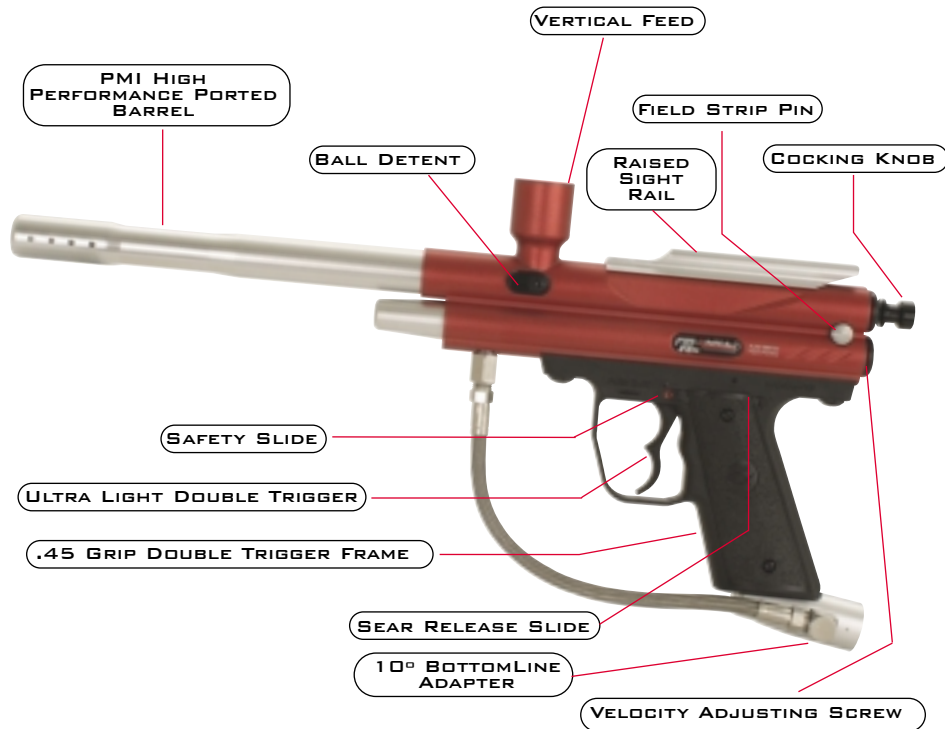


SHOWN: PMI PIRANHA® USP



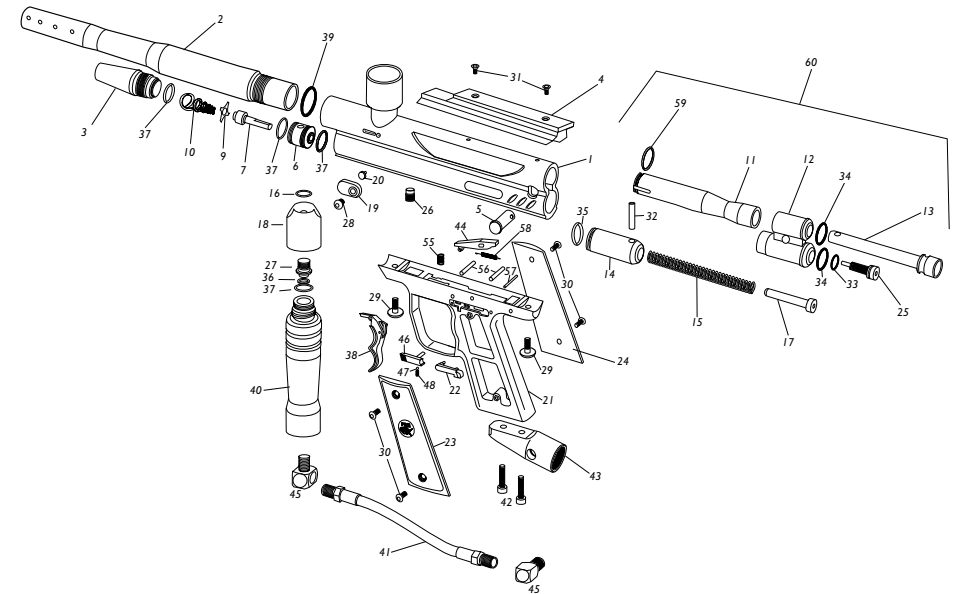
1. USP Receiver Body	71800	27. Puncture Assembly Set Screw	71853
2. Thread Guard-Black	71843	28. Ball Detent Screw	10180
2. Thread Guard-Orange	71850	29. Trigger Frame Screw	70537
3. Puncture Knob	71830	30. Grip Screws	10782
4. Clip Lock	71820	31. Sight Screw	20010
5. Field Strip Pin Assembly	10021	32. Bolt Pin	10291
6. Valve Body	10027	33. Velocity Screw O-Ring	10460
7. Valve Cup Seal Assembly	10127	34. Rear Block O-Rings	10260
8. Clip Spring	71840	35. Blue Hammer O-Ring	10129
9. Valve Guide	10520	37. Valve O-Rings	41010
10. Valve Spring	71597	37. ASA O-Ring	41010
11. Minlon Bolt	71668	38. Single Trigger	10031
12. Rear Block w/ Cushion	71662	39. Clip Spring Cap	71820
13. Bolt Grip Slide	71851	40. Clip Piston	71845
14. Hammer Assembly	10024	44. Sear	10721
15. Blue Hammer Spring	10351	46. Safety Slide	10711
16. Clip Lock Buna O-ring 14-70	71852	47. Safety Ball	10730
17. Spring Guide	10301	48. Safety Spring	10750
18. Puncture Assembly	71842	55. Trigger Spring	10752
19. Ball Detent Cap	10101	56. Sear/Trigger Pin	10766
20. Ball Detent	10160	57. Sear Spring Pin	10767
21. Single Trigger Frame	71810	58. Sear Spring	10753
22. Sear Release Slide	10702	59. Front Bolt O-Ring	57738
23. Grip Left	10703	60. Clip Lock Ball Bearings	71855
24. Grip Right	10704	61. Clip Lock Spring	71854
25. Velocity Screw	10026	62. Clip Lock Set Screw	71844
26. Valve Set Screw	10513		

SHOWN: PMI PIRANHA® R6



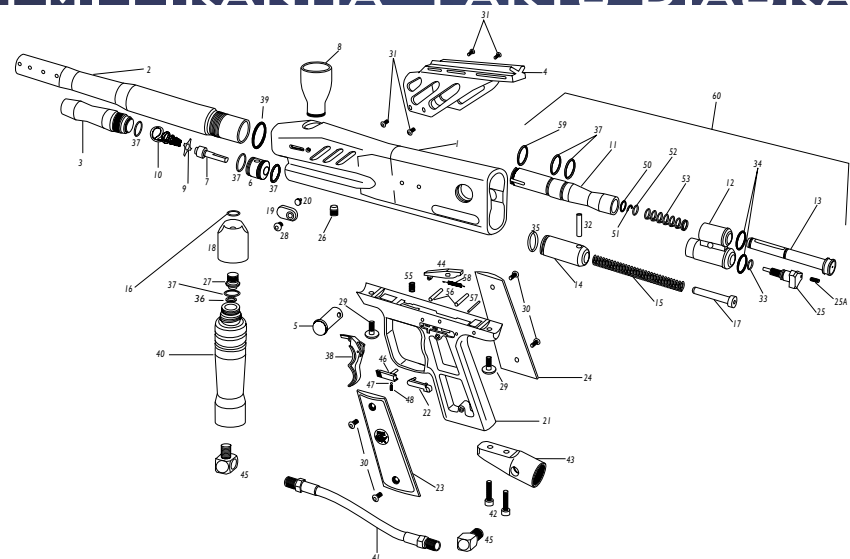
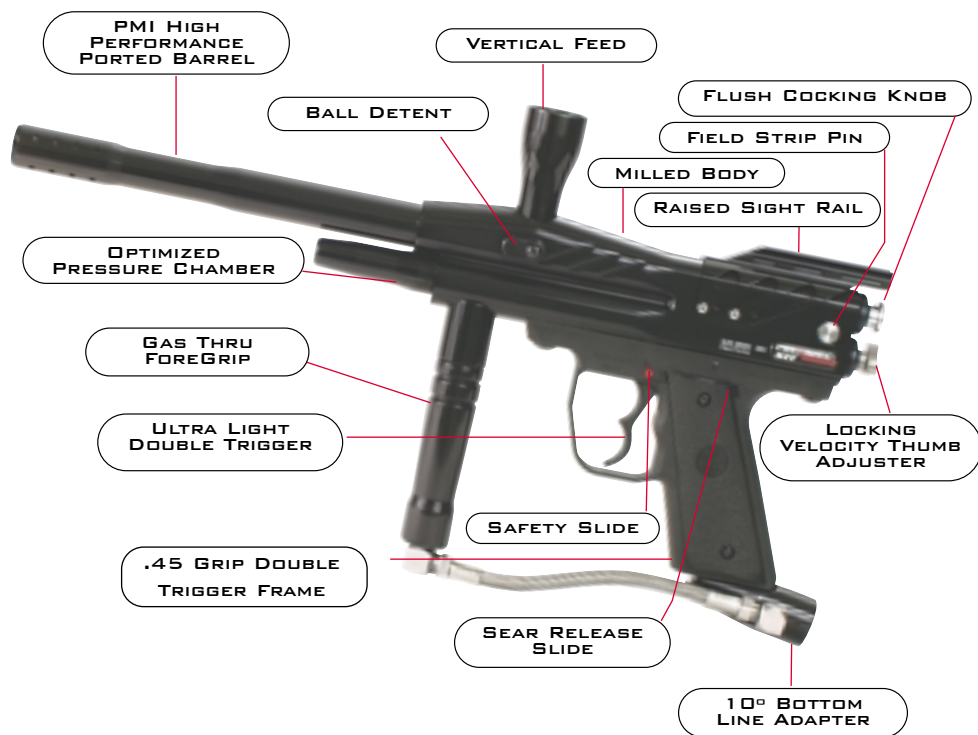
1. Milled Receiver Body	71690	32. Bolt Pin	10291
2. 9" Silver Barrel	10145	33. Velocity Screw O-Ring	10460
3. ASA Slug	71674	34. Rear Block O-Rings	10260
4. Sight Rail	71684	35. Blue Hammer O-Ring	10129
5. Field Strip Pin Assembly	10021	37. Valve O-Rings	41010
6. Valve Body	10027	37. ASA Slug O-Ring	41010
7. Valve Cup Seal Assembly	10127	38. Trigger Assembly	10050
9. Valve Guide	10520	39. Barrel O-Ring	10161
10. Valve Spring	71597	40. Hose Adapter	71664
11. Minlon Bolt	71668	41. 10" hose	47062
12. Rear Block w/ Cushion	71662	42. Bottom line SS screw	42016
13. Minlon Cocking Rod	71669	43. 10° Bottom Line Adapter	10778
14. Hammer Assembly	10024	44. Sear	10721
15. Blue Hammer Spring	10351	45. 90° Elbow	47000
17. Spring Guide	10301	46. Safety Slide	10711
19. Ball Detent Cap	10101	47. Safety Ball	10730
20. Ball Detent	10160	48. Safety Spring	10750
21. Double Trigger Frame Assembly	10052	55. Trigger Spring	10752
22. Sear Release Slide	10702	56. Sear/Trigger Pin	10766
23. Grip Left	10703	57. Sear Spring Pin	10767
24. Grip Right	10704	58. Sear Spring	10753
25. Velocity Screw	10026	59. Front Bolt O-Ring	57738
26. Valve Set Screw	10513	60. Standard B/B/H Assembly	71297
28. Ball Detent Screw	10180		
29. Trigger Frame Screw	70537		
30. Grip Screws	10782		
31. Sight Screw	20010		

SHOWN: PMI PIRANHA® GTI



1. Milled Receiver Body	71690	30. Grip Screws	10782
2. 9" Barrel	10124	31. Sight Rail Screws	20010
3. ASA Slug	71670	32. Bolt Pin	10291
4. Sight Rail	71680	33. Velocity Screw O-Ring	10460
5. Field Strip Pin Assembly	10021	34. Rear Block O-Rings	10260
6. Valve Body	10027	35. Blue Hammer O-Ring	10129
7. Valve Cup Seal Assembly	10127	36. Screen Filter	71667
9. Valve Guide	10520	37. Valve O-Rings	41010
10. Valve Spring	71597	37. Gas Thru Grip O-Ring	41010
11. Minlon Bolt	71668	37. ASA Slug O-Ring	41010
12. Rear Block w/ Cushion	71662	38. Trigger Assembly	10050
13. Minlon Cocking Rod	71669	39. Barrel O-Ring	10161
14. Hammer Assembly	10024	40. Gas-Thru Foregrip	10788
15. Blue Hammer Spring	10351	41. 7" SS hose	47015
16. ASA O-ring	10608	42. Bottom line SS screw	42016
17. Spring Guide	10301	43. 10° Bottom Line Adapter	42013
18. Vertical ASA Adapter	71520	44. Sear	10721
19. Ball Detent Cap	10101	45. 90° Elbows	47000
20. Ball Detent	10160	46. Safety Slide	10711
21. Double Trigger Frame Assembly	10052	47. Safety Ball	10730
22. Sear Release Slide	10702	48. Safety Spring	10750
23. Grip Left	10703	55. Trigger Spring	10752
24. Grip Right	10704	56. Sear/Trigger Pin	10766
25. Velocity Screw	10026	57. Sear Spring Pin	10767
26. Valve Set Screw	10513	58. Sear Spring	10753
27. ASA Screw	71580	59. Front Bolt O-Ring	57738
28. Ball Detent Screw	10180	60. Flush Cocking B/B/H Assembly	71298
29. Trigger Frame Screw	70537		

SHOWN: PMI PIRANHA® SRT

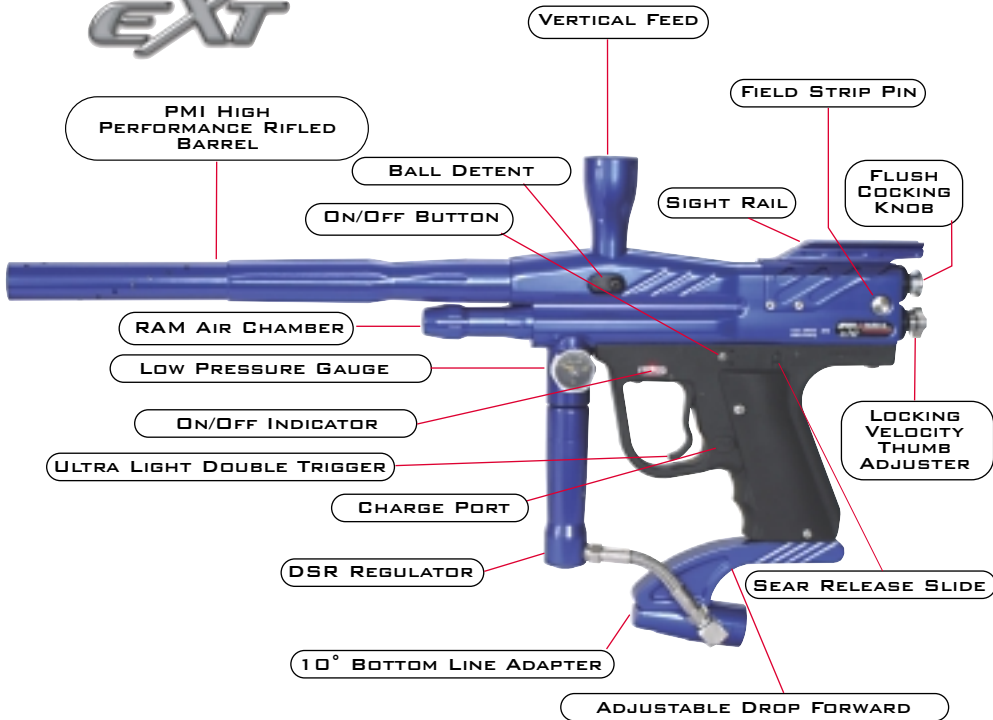


1. Vertical Feed Receiver	71500	31. Sight Rail Screws	71581
2. Barrel	10124	32. Bolt Pin	10291
3. Optimized Pressure Chamber	71530	33. Velocity Screw O-Ring	10460
4. Sight Rail	71570	34. Rear Block O-Rings	10260
5. Field Strip Pin Assembly	10021	35. Blue Hammer O-Ring	10129
6. Valve Body	71663	36. Screen Filter	71667
7. Valve Cup Seal Assembly	10127	37. Bolt O-Rings	41010
8. Vertical Top Tube	71510	37. Valve O-Rings	41010
9. Valve Guide	10520	37. Gas Thru Grip O-Ring	41010
10. Valve Spring	71597	37. Optimized Pressure Chamber O-Ring	41010
11. Red Venturi Bolt	10073	38. Trigger Assembly	10050
12. Flush Cocking Rear Block w/Cushion	71661	39. Barrel O-Ring	10161
13. Flush Cocking Rod	10201	40. Gas Thru Foregrip	10788
14. Hammer Assembly	10024	41. 7" SS hose	47015
15. White Hammer Spring	71598	42. Bottom line SS screw	42016
16. ASA O-Ring	10608	43. 10° Bottom Line Adapter	42013
17. Spring Guide	10301	44. Sear	10721
18. Vertical ASA Adapter	71520	45. 90° Elbows	47000
19. Flat Ball Detent Cap	71489	46. Safety Slide	10711
20. Ball Detent	10160	47. Safety Ball	10730
21. Double Trigger Frame Assembly	10052	48. Safety Spring	10750
22. Sear Release Slide	10702	50. Flush Cocking Guide O-Ring	10212
23. Grip Left	10703	51. C-Clip	10207
24. Grip Right	10704	52. Retaining Washer	10206
25. Thumb Adjust Velocity Screw	10482	53. Flush Spring	10203
25A. Velocity Lock Screw	42029	55. Trigger Spring	10752
26. Valve Set Screw	10514	56. Sear/Trigger Pin	10766
27. ASA Screw	71580	57. Sear Spring Pin	10767
28. Ball Detent Screw	10180	58. Sear Spring	10753
29. Trigger Frame Screw	70537	59. Front Bolt O-Ring	57738
30. Grip Screws	10782	60. Flush Cocking B/B/H Assembly	71298

PMI PIRANHA® PARTS LOCATION

SHOWN: PMI PIRANHA® EXT

EXT

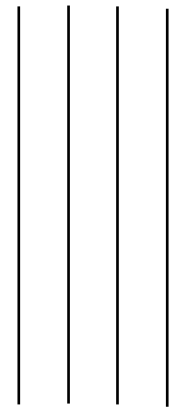


1. Vertical Feed Receiver	71500	13. Flush Cocking Rod	10201
2. Barrel	71560	14. Hammer Assembly	10024
3. Ram Air Chamber	71540	15. White Hammer Spring	71598
3B. Ram Air Spring	71599	16. ASA O-Ring	10608
3C. Ram Air Piston	71579	17. Spring Guide	10301
3D. Piston O-Ring	10608	18. Vertical ASA	71520
4. Sight Rail	71570	19. Flat Ball Detent Cap	71489
5. Field Strip Pin Assembly	10021	20. Ball Detent	10160
6. Valve Body	71663	21. eForce Double Trigger Frame Assembly	59093
7. Valve Cup Seal Assembly	10127	22. Sear Release Slide	10702
8. Vertical Top Tube	71510	23. Grip	70105
9. Valve Guide	10520	25. Thumb Adjust Velocity Screw	10482
10. Valve Spring	71597	25A. Velocity Lock Screw	42029
11. Red Venturi Bolt	10073	26. Valve Set Screw	10514
12. Rear Block w/ Cushion	71661	27. ASA Screw	71580

WARRANTY REGISTRATION

Detach and Mail

PURSUIT MARKETING INC.
 55 Howard Ave
 Des Plaines, IL 60018 USA



First Class
 Stamp
 Here



Tape Here

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.

Purchaser's name:

Mailing address:

City, State, Zip:

Phone number:

E-Mail Address:

Age:

Model purchased:

Serial number:

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

Where purchased:

Date of purchase:

Seller's name:

Seller's address:

City, State, Zip:

Purchase price:

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: _____

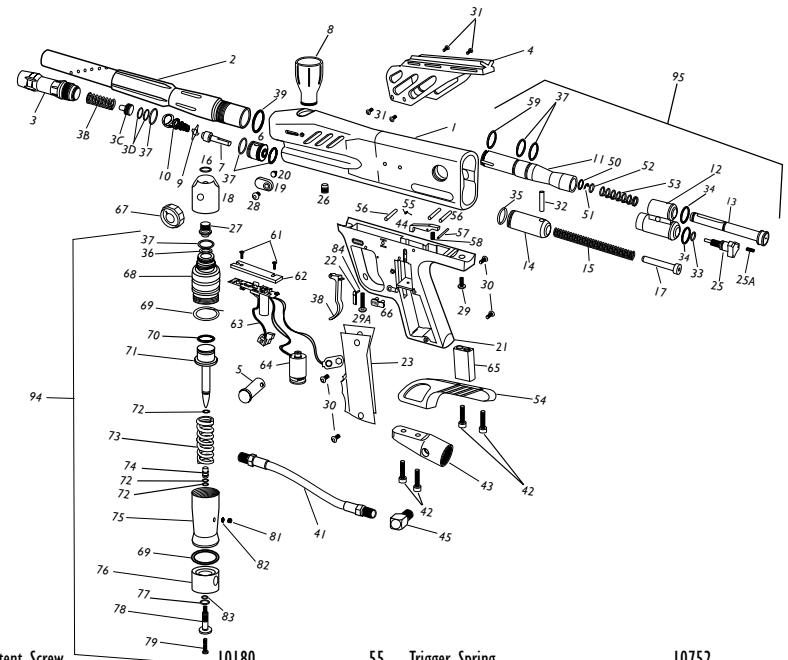
WARNING

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: _____

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® PARTS DIAGRAM



28. Ball Detent Screw	10180	55. Trigger Spring	10752
29. Back eForce Trigger Frame Screw	70537	56. Trigger/Sear Pin	10766
29A. Front eForce Trigger Frame Screw	71582	57. Sear Spring Pin	10767
30. Grip Screws	10782	58. Sear Spring	10753
31. Sight Screws	71581	61. eForce Board Screws	71592
32. Bolt Pin	10291	62. eForce Board Cover	71593
33. Velocity Screw O-Ring	10460	63. eForce Electronic Board	71594
34. Rear Block O-Rings	10260	64. eForce Solenoid	71595
35. Blue Hammer O-Ring	10129	65. 8.4V Rechargeable Battery	70181
36. Screen Filter	71667	66. eForce Charge Port Cover	71596
37. Bolt O-Rings	41010	67. Low Pressure Gauge	46090
37. Valve O-Rings	41010	68. NGO Top	41600
37. Ram Air Chamber O-Ring	41010	69. Reg Seat Seal	41517
37. Regulator O-Ring	41010	70. Poppet O-Ring (013-70)	57976
38. Trigger Assembly	71586	71. Poppet	41509
39. Barrel O-Ring	10161	72. Reg Seat Base O-Ring (006-70U)	10162
41. 4.4" Hose	47011	73. DSR Reg Spring	41510
42. Bottom Line SS Screws	42016	74. Reg Seat Base	41505
43. 10° Bottom Line Adapter	71640	75. Reg Body Mid (black)	41601
44. Sear	71591	76. Bottom Swivel (black)	41602
45. 90° Elbow	47000	77. Bottom Bolt O-Ring (012-70 U)	57645
46. Safety Slide	10711	78. Bottom Bolt	41503
47. Safety Ball	10730	79. Adjusting Screw	41504
48. Safety Spring	10750	81. DSR 10-32 Plug	41506
50. Flush Cocking Guide O-Ring	10212	82. Seal Stop O-Ring (002-70)	10253
51. C-Clip	10207	83. Interior Bottom Bolt O-Ring (010-70)	57645
52. Retaining Washer	10206	94. DSR Regulator	71630
53. Flush Spring	10203	95. Flush Cocking B/B/H Assembly	71298
54. Drop Forward	71650		

IT'S TIME TO PLAY THE GAME

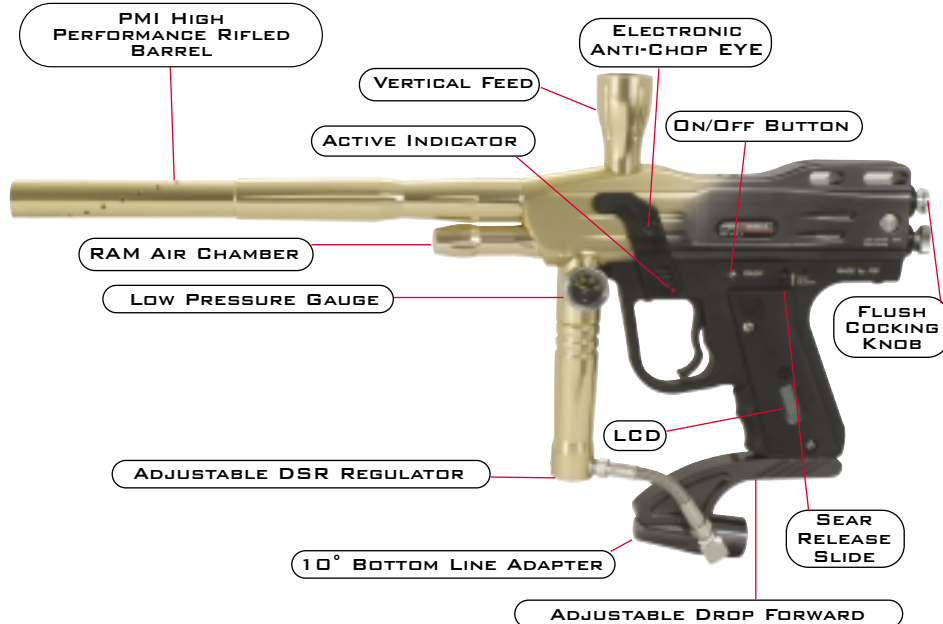
DETACH AND MAIL



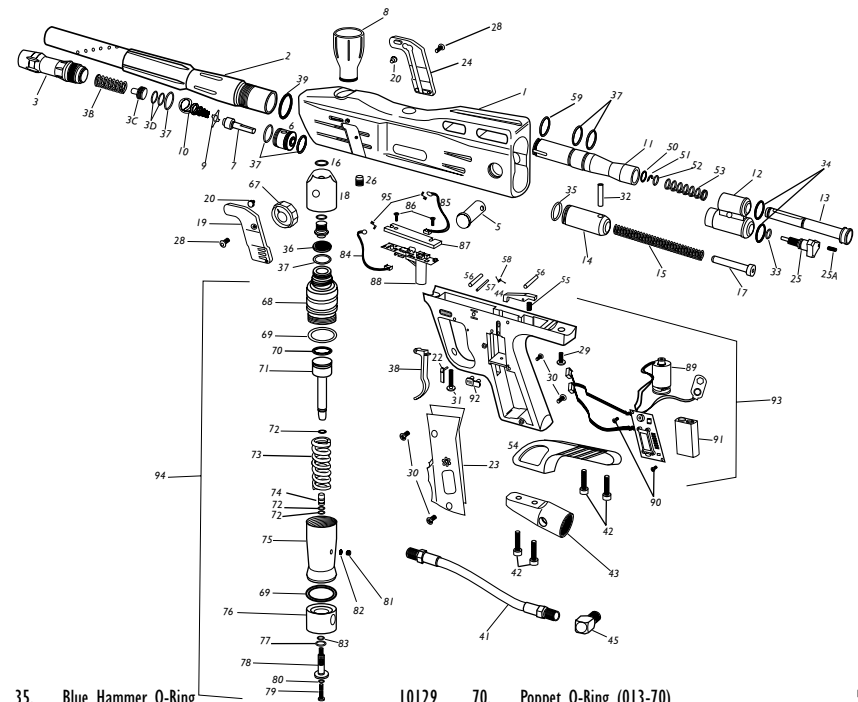
PIRANHA

SHOWN: PMI PIRANHA® EVO

EVO



- | | | | |
|-------------------------------------|-------|----------------------------------|-------|
| 1. Vertical Feed Receiver—Gold Fade | 71722 | 17. Spring Guide | 10301 |
| 2. Barrel—Gold | 71564 | 18. Vertical ASA—Gold | 71527 |
| 3. Ram Air Chamber—Gold | 71546 | 19. Left Eye Cover | 71701 |
| 3B. Ram Air Spring | 71599 | 20. Flat Ball Detents | 10160 |
| 3C. Ram Air Piston | 71579 | 22. Sear Release Slide | 71585 |
| 3D. Piston O-Ring | 10608 | 23. LCD Grips | 71704 |
| 5. Field Strip Pin Assembly | 10021 | 24. Right Eye Cover | 71700 |
| 6. Valve Body | 71663 | 25. Thumb Adjust Velocity Screw | 10482 |
| 7. Valve Cup Seal Assembly | 10127 | 25A. Velocity Lock Screw | 42029 |
| 8. Vertical Top Tube—Gold | 71516 | 26. Valve Set Screw | 10514 |
| 9. Valve Guide | 10520 | 27. ASA Screw | 71580 |
| 10. Valve Spring | 71597 | 28. Ball Detent/Eye Cover Screws | 10782 |
| 11. Grey Venturi Bolt | 71702 | 29. Rear Trigger Frame Screw | 71583 |
| 12. Rear Block w/ Cushion | 71661 | 30. Grip Screws | 71705 |
| 13. Flush Cocking Rod | 10201 | 31. Front Trigger Frame Screw | 71582 |
| 14. Hammer Assembly | 10024 | 32. Bolt Pin | 10291 |
| 15. White Hammer Spring | 71598 | 33. Velocity Screw O-Ring | 10460 |
| 16. ASA O-Ring | 10608 | 34. Rear Block O-Rings | 10260 |



- | | | | |
|--------------------------------------|-------|--|-------|
| 35. Blue Hammer O-Ring | 10129 | 70. Poppet O-Ring (013-70) | 57976 |
| 36. Screen Filter | 71667 | 71. Poppet | 41509 |
| 37. Bolt O-Rings | 41010 | 72. Reg Seat Base O-Ring (006-70U) | 10162 |
| 37. Valve O-Rings | 41010 | 73. DSR Reg Spring | 41510 |
| 37. Ram Air Chamber O-Ring | 41010 | 74. Reg Seat Base | 41505 |
| 37. Regulator O-Ring | 41010 | 75. Reg Body Mid (black) | 41601 |
| 38. Trigger Assembly | 71586 | 76. Bottom Swivel (black) | 41602 |
| 39. Barrel O-Ring | 10161 | 77. Bottom Bolt O-Ring (012-70) | 18085 |
| 41. 3.75" Hose | 47021 | 78. Bottom Bolt | 41503 |
| 42. Bottom Line SS Screws | 42016 | 79. Adjusting Screw | 41504 |
| 43. 10° Bottom Line Adapter—Charcoal | 71646 | 80. Adjusting Screw O-Ring | 57607 |
| 44. Sear | 71591 | 81. DSR 10-32 Plug | 41506 |
| 45. 90° Elbow | 47000 | 82. Seal Stop O-Ring (002-70) | 57631 |
| 50. Flush Cocking Guide O-Ring | 10212 | 83. Interior Bottom Bolt O-Ring (010-70) | 57645 |
| 51. C-Clip | 10207 | 84. Clear EVO Eye | 71702 |
| 52. Retaining Washer | 10206 | 85. Smoke EVO Eye | 71703 |
| 53. Flush Spring | 10203 | 86. Board Screws | 71592 |
| 54. Drop Forward—Charcoal | 71656 | 87. Board Cover | 71593 |
| 55. Sear Spring | 71590 | 88. Upper EVO Board | 71706 |
| 56. Trigger/Sear Pin | 10766 | 89. LCD Board Assembly | 71703 |
| 57. Sear Spring Pin | 71589 | 90. LCD Board Screws | 71707 |
| 58. Trigger Spring | 71587 | 91. 8.4 Volt Battery | 70181 |
| 59. Front Bolt O-Ring | 57738 | 92. Charge Port Cover | 71596 |
| 67. Low Pressure Gauge | 46090 | 93. EVO LCD Grip Frame Assembly | 71706 |
| 68. NGO Top | 41600 | 94. DSR Regulator | 71636 |
| 69. Reg Seat Seal | 41517 | 95. Eye Bushing | 71709 |

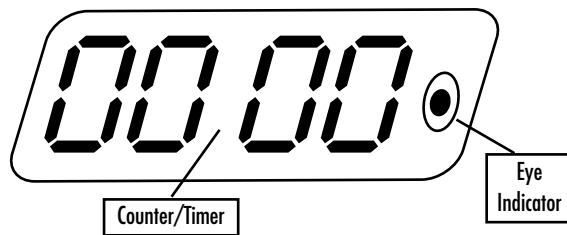
INSTRUCTIONS FOR USING YOUR EVO

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.

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.

LCD DISPLAY



ODMETER: 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.

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

ODMETER: Accumulate odometer readout can be zeroed out by holding button B for 15 seconds while on/off switch is turned to safe mode.



WARNING: Take extra safety precautions when handling or shooting the Evo as paintball markers with electronic frames have **EXTREMELY** sensitive triggers.



ANTI-CHOP EYE (ACE): When the ACE is activated, it will only allow you to fire when 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.

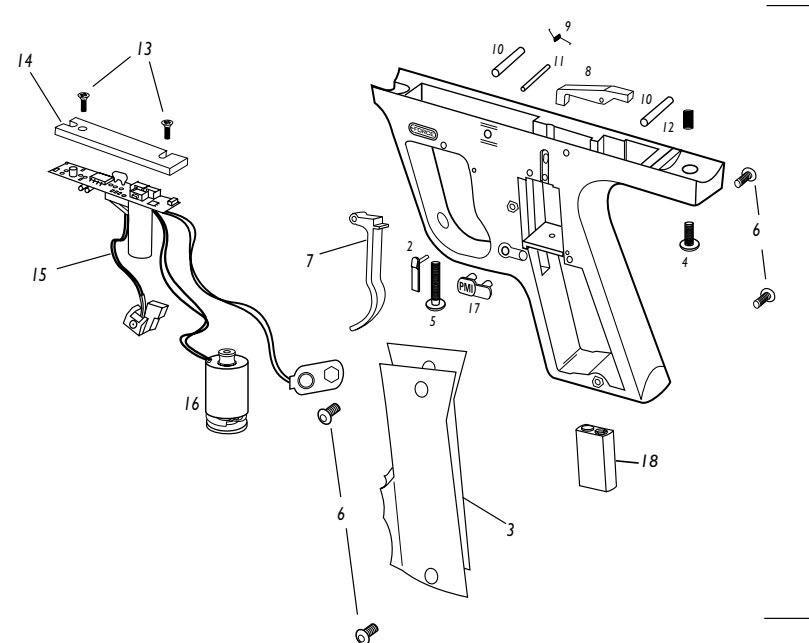
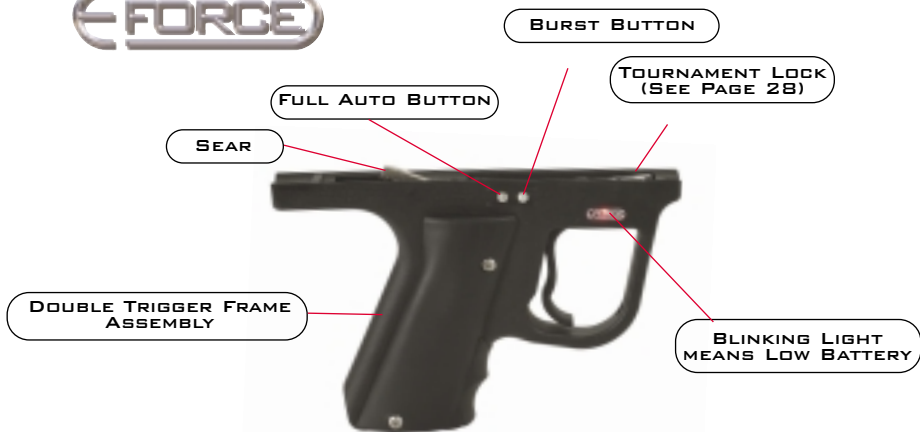
CLEANING THE EYE: If the Evo Anti-Chop Eye doesn't function, then verify that the eye is turned on. If the Eye is on and Evo fires without a paintball in the breach, then there is probably dirt or paint on the eye itself. Clean off the eyes and test again. It is possible for an authorized repair shop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

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

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.

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 71583
5. Front eForce Trigger Frame Screw 71582
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

eForce SS Hose Lengths	
R6- 10"	47062
GTL- 6.25"	47097
SRT- 6.25"	47097
EXT- 3.75"	47021

WARNING
ALWAYS CHARGE WITH MARKER TURNED OFF!

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

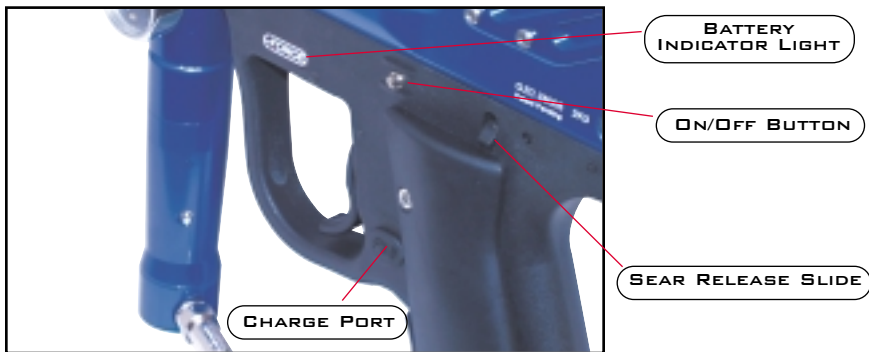
Press the Burst Button once to turn the marker on 3 Shot Burst. Press the Burst Button again to turn the frame to 6 Shot Burst. Press the Burst Button again to turn the frame to 9 Shot Burst. Press the Burst Button again to turn it back to semi-auto.

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.



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

WARNING

TAKE EXTRA SAFETY PRECAUTIONS WHEN HANDLING OR SHOOTING SINCE MARKERS WITH ELECTRONIC FRAMES HAVE EXTREMELY SENSITIVE TRIGGERS.

SEAR RELEASE SLIDE

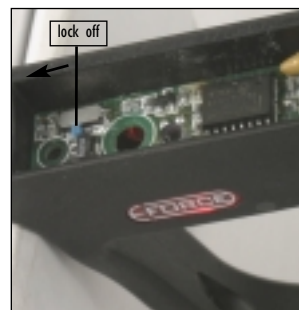
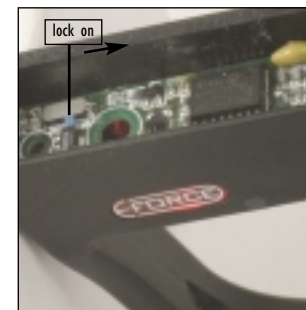
The sear release slide is located on the left hand side of the eForce grip frame. To reinstall the bolt/block/hammer assembly, push the sear release slide up before the hammer comes in contact with the sear. That will allow the bolt/block/hammer assembly to slide easily into the marker.

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.

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.



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 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.

DISASSEMBLY PROCEDURE

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



Figure 10. Remove field strip pin to begin disassembly.

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.

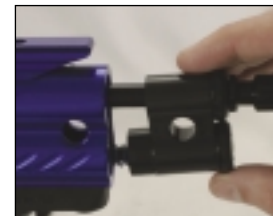


Figure 11

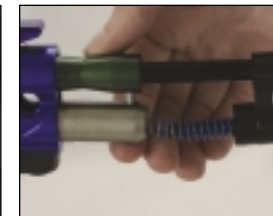


Figure 12 Grasp assembly.

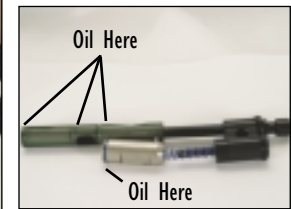


Figure 13 Bolt-hammer assembly removed.

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.

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 eForce 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.

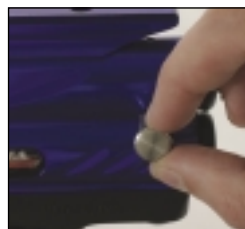


Figure 14



Figure 15

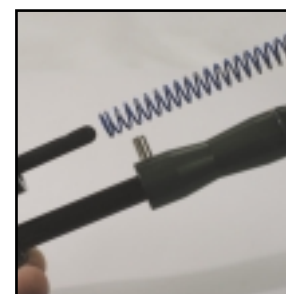


Figure 16



Figure 17



Figure 18



Figure 19

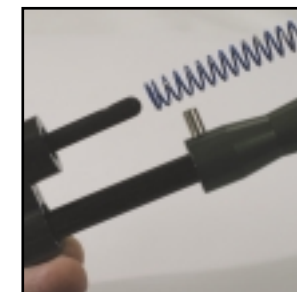


Figure 20

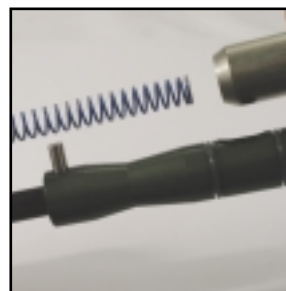


Figure 21

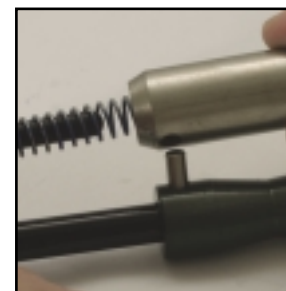


Figure 22

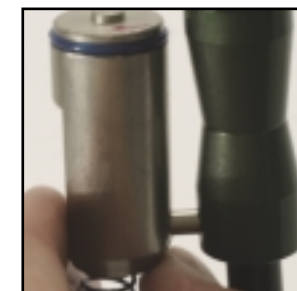


Figure 23



Figure 24



Figure 25—Semi-Auto Sear Release

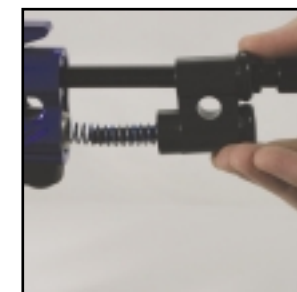


Figure 26



Figure 27



Figure 28



Figure 29



Figure 30



Figure 31

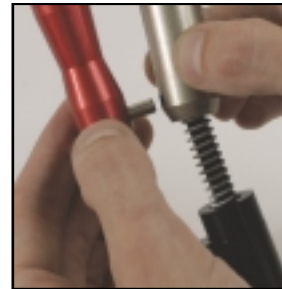


Figure 32



Figure 33



Figure 34



Figure 35

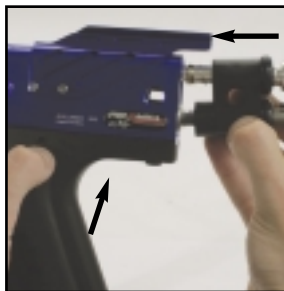


Figure 36—Electronic Sear Release Pictured



Figure 37



Figure 38



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.



Figure 39

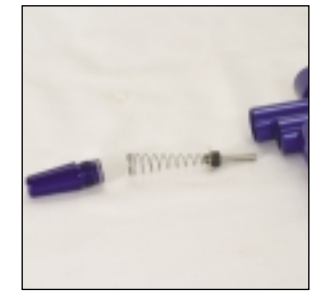


Figure 40

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.

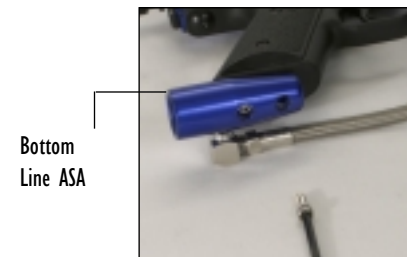


Figure 41



Figure 42

1/8" Allen Screw

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 (#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.

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 (#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.

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



Figure 43

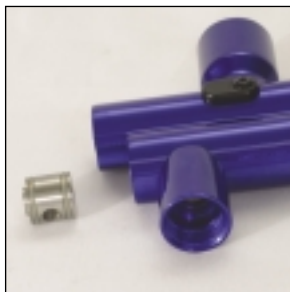


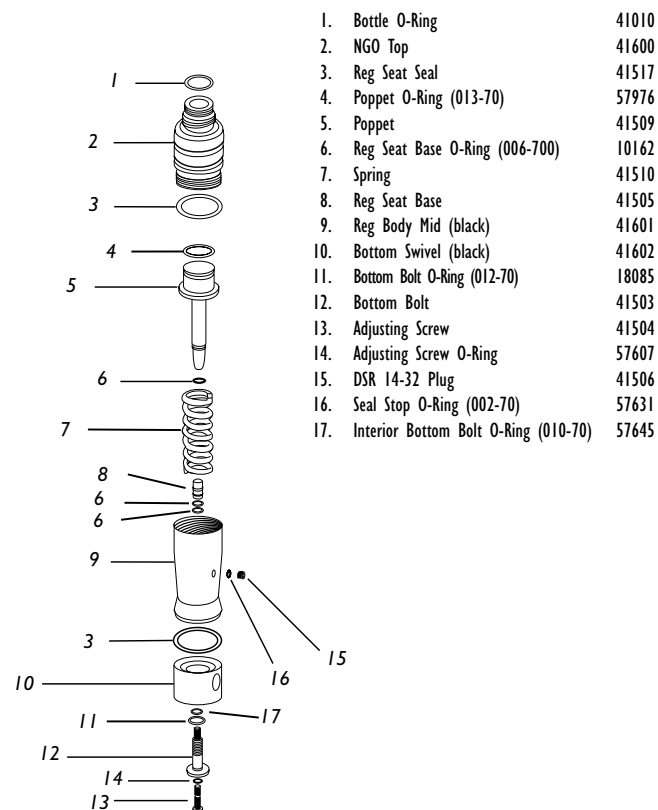
Figure 44



Figure 45

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.

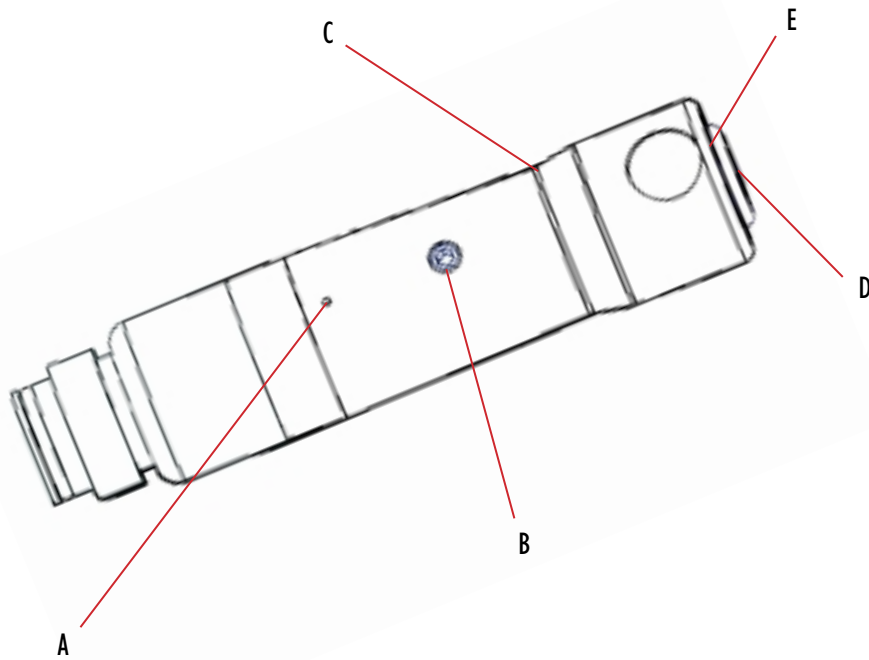
DSR REGULATOR



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.

Marker must be fired several times for regulator to accept new setting.

DSR Regulator Leak Chart



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 screw driver 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

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. If the frame is electronic, make sure battery is properly charged and the trigger frame screws are tight.
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 recock	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.
Safety Fails	Take off the left gripframe panel and see if the safety spring (#48) and safety ball (#47) are still in their groove. If they are absent, call PMI immediately.

VELOCITY (DO NOT EXCEED 300 FEET PER SECOND)

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

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.

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 (#20) and replace if necessary; check that velocity does not exceed 300 fps
Does not drop into feed tube	Shake loader; check loader and feed tube for broken paint
Two paintballs shoot at a time	Check ball detent (#20) and replace if necessary

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

BARREL

Barrel comes loose	Check barrel O-ring (#39) 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. If threading is mismatched, barrel is not designed for use with PMI Piranha™

! WARNING

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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.