OWNER'S MANUAL

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ENGINEERING®

A WORD FROM OUR ENGINEERS AND DESIGN TEAM

BUILT WITH PASSION, OUR CHALLENGE WAS TO BLEND THE ART OF METAL SCULPTURE WITH MASTERFUL ELECTRONICS IN A PACKAGE THAT SYMBOLIZES STRENGTH, POWER, AND DEXTERITY.

Throughout the years it has been our challenge to design the most high-performance markers with the most up-to-date Advanced Technology, Innovation, Superior-Performance, and Engineering while keeping you, the player, in mind.

Dangerous Power is proud to bring you, the FUSION ELITE.
THE MOST ADVANCED PAINTBALL MARKER ON THE PLANET!

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WARNING
IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES!

1. The DP Fusion Elite is NOT A TOY. Treat it with the same respect and care you would a firearm.

2. Carelessness, misuse, and failure to adhere to the warning and guidelines printed in this Owner's Manual may result in property damage, injury, or death. User assumes all risks associated with use of the DP Fusion Elite.

3. Always ensure that proper safety gear - eyes, face, ear, and head protection - conforming to ASTM standard F1776 (USA) or CE (Europe) are worn at all times when paintballs are within range.

4. Persons under the age of 18 must have adult supervision at all times during use of the Fusion Elite, or any paintball firing device.

5. Observe all local and national laws regarding rules and regulations.

6. The Fusion Elite should only be used on a permitted and regulated paintball field where safety rules and guidelines are strictly enforced.

7. Only use compressed air or nitrogen. DO NOT USE CO2!

8. Only use high quality, .68 caliber paintballs.

9. Never point your Fusion Elite at an unintended target.

10. Always treat your Fusion Elite as if it were loaded.

11. Keep your Fusion Elite turned OFF until ready to use.

12. Always measure the velocity of paintballs from your Fusion Elite with a suitable chronograph device before play.

13. Never look down the barrel or breech area of the Fusion Elite without first ensuring that the marker is switched to the OFF position, with NO AIR in the marker.

    NOTE- SEE NOTE ON PAGE 3 FOR DIRECTIONS ON REMOVING RESIDUAL AIR FROM A POWERED 'OFF" MARKER.

WARNING
IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES!

14. Never put any body parts or foreign objects into the breech or feed tube.

15. Always use the supplied barrel cover when the Fusion Elite is not in use. Doing so will help secure the safety of yourself and those around you.

16. Never allow pressurized gas to come into contact with your body. Serious harm, injury, or death may occur.

17. When not in use, always turn your Fusion Elite to the OFF position.

18. Promptly remove any paintballs from your Fusion Elite when not in use.

19. Always remember to remove residual air from your Fusion Elite before attempting maintenance or service.

20. Always remember to remove residual air from your Fusion Elite before storage or transportation.

    NOTE- POWERING ' OFF' THE MARKER WILL NOT AUTOMATICALLY REMOVE RESIDUAL AIR. TO SAFELY REMOVE RESIDUAL AIR, PLEASE DO THE FOLLOWING:

    A. Remove loader and paintballs from marker.
    B. Turn Eye Sensors to the OFF position.
    C. Point marker in a safe direction.
    D. Fire marker until all residual gas is removed.

21. Always store your Fusion Elite in a safe place.

22. Do not discard the Owner's Manual. In the event of transfer or resale, this guide must accompany the marker.

23. When in doubt, ALWAYS seek expert advice by contacting a reputable airsmith familiar with paintball markers, or by contacting DP Engineering's Customer Service Staff.

CONTENTS

INNOVATIVE FEATURES

- Grip OLED. Innovative stocked fully programmable micro-switch OLED board for your viewing (and playing) pleasure.
- Profiler chip-Easily transfer profile settings between elite markers.
- Ultra sharp OLED display. The sharpest OLED display in its class, providing a high contrast (2000:1), high resolution (192x32), and extremely power efficient display screen.
- Configurable modes. Rule change “immune” Tournament Modes that are fully user configurable. Flexible for all levels and modes of play.
- Provides the most flexible and creative recreational play and training operations available.
- Forward-Aggressive frame style makes for an Ultra comfortable player profile.
- Angled break-away magnetic Archon Trigger with spring assist for a fine-tuned feel.
- Enlarged Trigger Guard
- Ultra low-profile Clamping Feedneck. That’s right – the Clamping Feedneck that is widely used throughout the paintball industry was originally designed by the folks at DP Engineering. (U.S. Patent – US7252080B2)
- DP Engineering original. (U.S. Patent – US7156135) RAPS™ (Rapid Air Pressurizing System) Flip Lever Style ASA. Re-designed exclusively for use with DP macro-less Pneumatic systems.
- Fully Adjustable Low Pressure Regulator (LPR)
- Adjustable Output Pressure Regulator (OPR)
- Innovative 3-way solenoid design for use with DP Fully Pneumatic Air-Ram System.
- Newly designed air ram provides low friction against the body of the marker.
- Removable Delrin-core valve assembly provides ease of deeper cleaning and maintenance of vital marker internals.
- Re-designed bolt porting evenly distributes air for better accuracy, quieter shot, and softer bolt impact while minimizing ball breakage inside the breech.
- Extremely light weight body (1.875lbs with Barrel and Battery)
- High precision light weight 3-D milled aluminum alloy body, frame and accents.

KNOW YOUR FUSION ELITE

Your Fusion Elite is a sophisticated piece of machinery, designed for superior performance along with ease of use and maintenance. For maximum enjoyment and safety while using your Fusion Elite, please take the time to acquaint yourself with its operation, controls, programmable features, and care and maintenance instructions found in this Owner's Manual.

FUSION ELITE PARTS LIST

A. Patented Low-Rise Clamping Feedneck

B. Elite Body

C. Bolt

D. Bolt Pin

E. Low Pressure Regulator

F. Spring Ring

G. Valve Pin Spring

H. Valve Pin

I. Ram

J. Ram Cap

K. Elite Solenoid

L. Riptide Elite Regulator

M. Archon Trigger

N. Elite OLED Window

O. Body/Frame Connector Screw #1

P. Body/Frame Connector Screw #2

Q. Butterfly Grip Panel

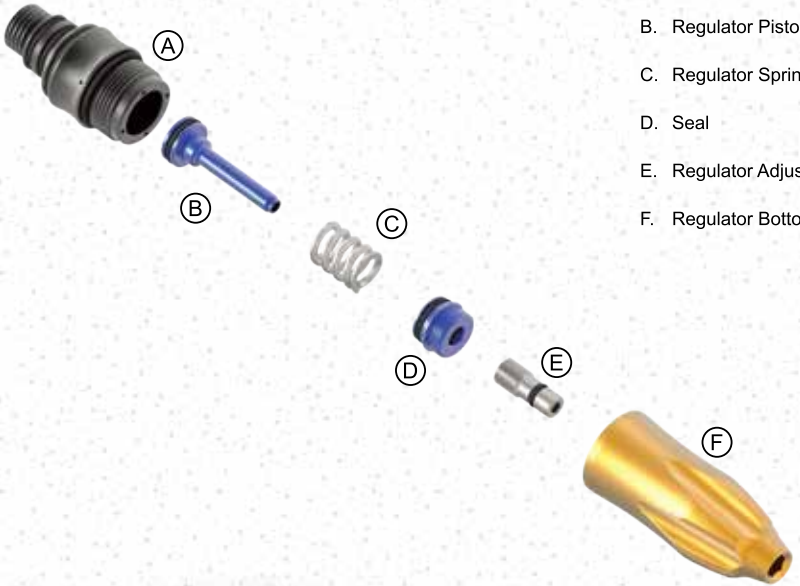
R. Power Pad/Guard

S. RAPS™ (Rapid Air Pressurizing System) ASA

T. Delrin-Core

U. Valve Core Screw

OPR PARTS LIST



A. Regulator Top Housing

B. Regulator Piston

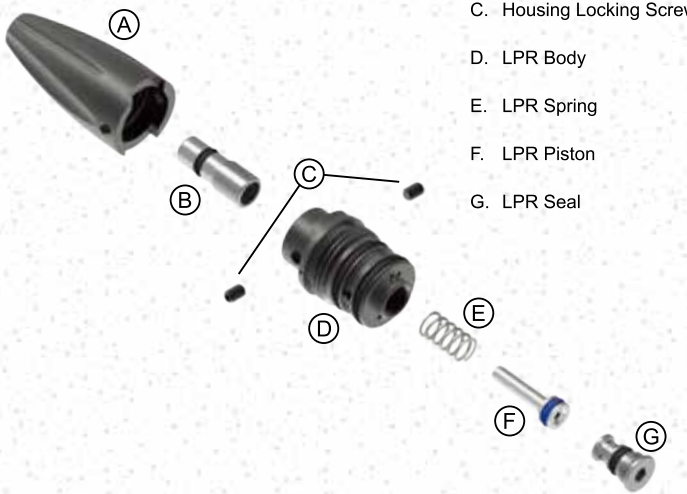
C. Regulator Spring

D. Seal

E. Regulator Adjustment Screw

F. Regulator Bottom Housing

LPR PARTS LIST



A. Low Pressure Regulator (LPR) Housing

B. LPR Adjustment Screw

C. Housing Locking Screws (2)

D. LPR Body

E. LPR Spring

F. LPR Piston

G. LPR Seal

EVERYTHING YOU NEED TO GET STARTED

Prepare the following items in order to begin using your FUSION ELITE:

- One 9V battery. Be sure that the battery is fresh and from a reputable manufacturer.
- Paintball loading device. (Recommended minimum load rate of 25 BPS)
- .68 caliber paintballs. Always use fresh, high-quality paint with proper bore size for best results.
- Approved air tank utilizing COMPRESSED AIR or NITROGEN ONLY.

WARNING
THE FUSION ELITE OPERATES WITH NITROGEN OR COMPRESSED AIR ONLY! DO NOT USE CO2! DOING SO WILL RISK DAMAGING YOUR MARKER AND ITS PRIMARY COMPONENTS!

INSTALLING THE BATTERY

- Carefully remove the 3 hexagonal screws (5/64") holding the right grip panel in place. **(PIC A)**
- Refer to the + and - battery installation indicators located on the inside of the frame. **(PIC B)**
- Replace battery in grip frame as shown in illustration **C**. Do not use excessive force.
- Replace Grip Panel and Screws. Do not over tighten screws!

UTILIZING YOUR PATENTED DP CLAMPING FEEDNECK

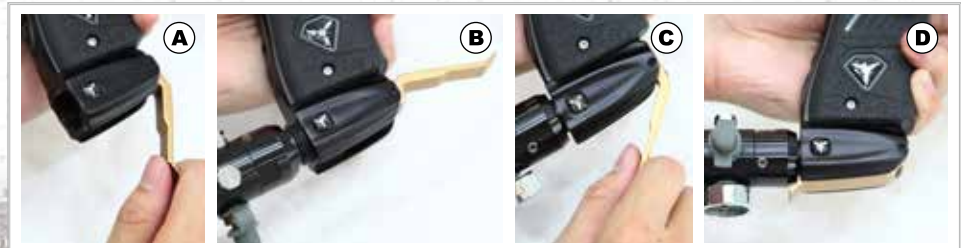
- Release clamp on feedneck. **(PIC A)**
- Loosen thumbscrew counterclockwise by hand. **(PIC B)**
- Insert feed tube of loader unit.
- Close clamp securely. Loader should fit snug with feedneck. **(PIC C)**
- If loader is loose, remove and adjust thumbscrew clockwise.

WARNING
EXCESSIVE FORCE MAY CAUSE DAMAGE TO LOADER OR THE ELITE!

ATTACHING AIR TANK TO RAPS FLIP LEVER ASA

- Swing flip lever to the 'release' position. **(PIC A)**
- Attach air tank by carefully screwing it into the threaded portion of the RAPS ASA. Make sure tank fitment is tight and all the way in. **(PIC B)**
- Return flip lever of the RAPS ASA to the 'close' position. **(PIC C)**
- A brief sound of air entering the system is normal. The ELITE is now pressurized. **(PIC D)**

WARNING
ALWAYS USE THE SUPPLIED BARREL COVER BEFORE AIRING UP YOUR ELITE AND WHEN THE MARKER IS NOT IN USE. DOING SO WILL HELP SECURE THE SAFETY OF YOURSELF AND THOSE AROUNG YOU. DO NOT USE CO2 FILL TANKS OR TANK REGULATOR OUTPUTS EXCEEDING THE RECOMMENDED OUTPUT PRESSURE.



SWITCHING YOUR FUSION ELITE ON/OFF

- Press and hold the Power Button until the Elite turns on. Release the power button to continue.
- To power OFF your Elite, press and hold the Power Button until your marker shuts off.

TURNING EYES ON/OFF

- The ELITE uses a break beam eye sensor system to detect paintballs in the firing position. When the eye sensors are turned on, the circuit board will inhibit the firing of the bolt when no paintball has been detected. This prevents unintended paintball breakage in the breech of the marker. For optimum results during play, always leave the eyes in the ‘ON’ position. For testing or ‘DRY FIRING’, it will be necessary to switch the eye sensors to the ‘OFF’ position.
- Tap the Eye Button to toggle the eye function between ON or OFF. Your marker will display the ‘EYES ON’ icon on the OLED display when enabled and will fire at the ‘EYES ON’ rate of fire.
- When the eye function is disabled, the ‘EYES OFF’ icon will appear on the OLED display and your marker will fire at the ’EYES OFF’ rate of fire.

FIRING YOUR FUSION ELITE

- While the ELITE is ON, tap the Power Button to scroll through all available enabled firing modes.
- Select desired firing mode.
- Depress the trigger to fire the ELITE.
- The entire firing operation can be programmed electronically for optimal results.

VELOCITY ADJUSTMENT

- Locate the (1/8”) Allen key wrench included with your ELITE.
- Adjust screw located at the bottom of Operating Pressure Regulator (OPR) to increase or decrease velocity.
- Turn screw counterclockwise to increase velocity.
- Turn screw clockwise to decrease velocity.

SETTING YOUR OPR & LPR OUTPUT

- **OPR**-Turn clockwise until adjustment screw reaches the “close-off” point. (DO NOT OVER-TIGHTEN)- From the “close-off” point turn the OPR adjustment screw 3 turns for optimal operating pressure and/or 280FPS.
- **LPR**- Turn clockwise until adjustment reaches the “close-off” point. (DO NOT OVER-TIGHTEN) Once desired output pressure/FPS is achieved from adjusting the OPR turn LPR adjustment screw counter-clockwise 3 turns to reach optimal LPR setting.

WARNING
DP ENGINEERING RECOMMENDS THAT THE VELOCITY NEVER EXCEED 300 FPS. FAILURE TO FOLLOW REGULATIONS REGARDING MAXIMUM ALLOWABLE VELOCITY, CALCULATED IN FEET PER SECOND (FPS), MAY RESULT IN DAMAGE OF PAINTBALL MARKER AND/OR SERIOUS INJURY OR DEATH. BE RESPONSIBLE AND ALWAYS USE A CHRONOGRAPH TO DETERMINE ACCURATE VELOCITY BEFORE PLAY.

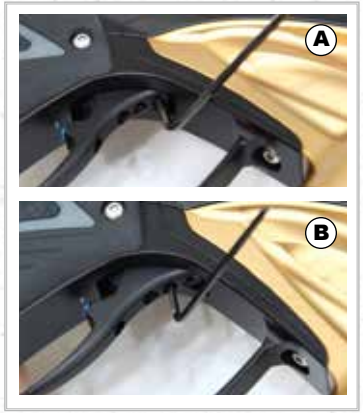
FINE TUNING YOUR ELITE: LPR & OPR

- Locate the (1/8”) allen key wrench included with your ELITE.
- Adjust screw located at the tip of the Lower Operating Pressure Regulator (LPR) to increase velocity tuning threshold until it is completely ‘OPEN’. (counter-clockwise)
- Adjust screw located at the bottom of Operating Pressure Regulator (OPR) to decrease velocity until it is completely ‘CLOSED’. (clockwise)
- Insert air source into the V3 STEALTH RAPS™ ASA. Close Lever to pressurize your Fusion Elite.
- Adjust screw located at the bottom of Operating Pressure Regulator (OPR) to increase velocity.
- Use a chronograph to achieve desired velocity. Use 1 second firing intervals.
- Adjust screw located at the tip of the Lower Pressure Regulator (LPR) to decrease velocity tuning threshold.
- Use a chronograph to achieve desired velocity & tuning threshold. Use 1 second firing intervals
- Increase or decrease LPR for desired feel, trajectory, and velocity threshold.

NOTE
YOUR FUSION ELITE ECU MAY PROVIDE ACUTE MECHANICAL AND ELECTRICAL COMPONENT ADJUSTMENTS, RESULTING SATISFACTORY TUNING. IF YOU CHOOSE TO USE THE ECU IN CONJUNCTION WITH YOUR LPR, PLEASE TAKE THE TIME TO FAMILIARIZE YOURSELF WITH THE DWELL SETTINGS AND BOLT RETURN SETPOINTS.

TRIGGER ADJUSTMENT

- Note the four trigger adjustment screws (marked A, B, C & D) located on the face of the Archon Break-Away Trigger system.
- Screw A (3/32”) adjusts the strength of the trigger’s return to rest by either reducing or increasing the magnetic pull. Turning this screw counterclockwise will decrease the strength. Turning this screw clockwise will increase the strength. Do not turn the screw too far – doing so may weaken the magnetic pull and prevent the trigger from being able to fully return to rest.
- Screw B (5/64”) adjusts the amount of trigger travel prior to the marker firing. Turning this screw clockwise will reduce the amount of trigger travel. Turning this screw counterclockwise will increase the amount of trigger travel.



TRIGGER ADJUSTMENT (CONTINUED)

- Screw C (5/64”) sets the point at which the trigger depresses the Micro-switch tab. Turning this screw clockwise will increase the point at which the marker fires. Turning this screw counter-clockwise will decrease the point at which the marker will fire.

NOTE
DO NOT TURN THE SCREW TOO FAR IN EITHER DIRECTION, DOING SO MAY PUSH THE TRIGGER PASSED THE FIRING POINT AND CAUSE OPERATIONAL FAILURE.

- Screw D (5/64”) sets the amount of trigger travel after the marker has been fired. Turning the screw clockwise will reduce the amount of trigger travel. Turning the screw counterclockwise will increase the amount of trigger travel.

ELITE CIRCUIT BOARD PROGRAMMING FLOW-CHART

START MENU
- PROGRAM MENU
- STATISTICS
- TRIGGER TRAINER

PROGRAM MENU
- PROGRAM SET
- PROFILER MENU
- TOUR MODE MENU

STATISTICS

PEAK	XX
TOTAL PULL	XXX
TOTAL SHOTS	XXX

TRIGGER TRAINER

PROGRAM SET
- MARKER SET1
- MARKER SET2
- FIRE MODES

PROFILE MENU
- TOURNAMENT
- HOT START
- PSP PRO
- PROFILE INFO

CONFIRM LOAD
- NO
- YES

PROFILE INFO
- PSP PRO
- XXXXXXX
- XXXXXX

TOUR MODE MENU
- PSP3 MODE
- NXL MODE
- MILL MODE

MARKER SET1

BPS EYES ON	10
BPS FINE	2
BPS EYES OFF	10
T DEBOUNCE	20
SOL DWELL	10
ABS DWELL	0
ABS RST TIME	10
AUTO SHUT OFF	0
SPLASH SCREE	ON

MARKER SET2

BOLT RETURN	20
OLED INTENS	16
CAP FIRING	ON
BURST SHOTS	3
REACTIVE SHOT	1
RAMP SHOTS	3
RAMP RATE	4
RAMP MODE	PNCT
RAMP VALUE	1
RAMP TIMER	1

FIRE MODES

SEMI	ON
BRST	ON
RACT	ON
AUTO	ON
RAMP	ON
PSP3	ON
NXL	ON
MILL	ON

PSP3 MODE

RAMP SHOTS	3
RAMP RATE	0
RAMP MODE	BRST
RAMP VALUE	3
RAMP TIMER	1

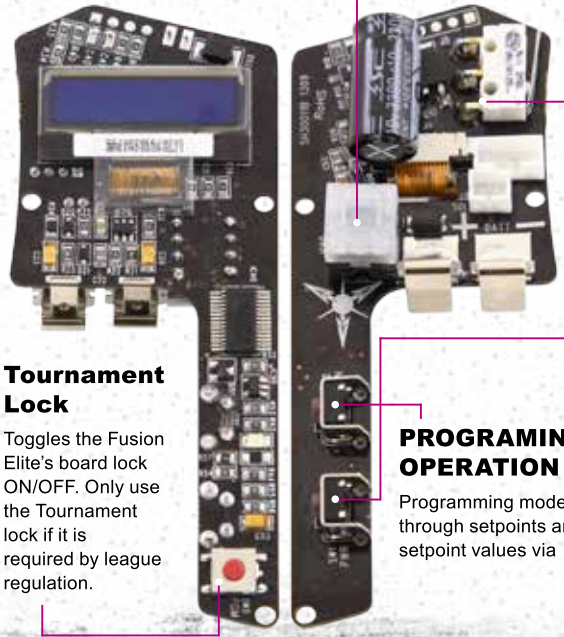
NXL MODE

RAMP SHOTS	3
RAMP RATE	0
RAMP MODE	AUTO
RAMP VALUE	1
RAMP TIMER	1

MILL MODE

RAMP SHOTS	3
RAMP RATE	8
RAMP MODE	PCNT
RAMP VALUE	1
RAMP TIMER	0

BOARD



PROFILER CHIP

MICRO-SWITCH

FIRES THE MARKER

Programming mode cycles through setpoint values via trigger pulls.

POWER BUTTON

POWER ON

Press and hold until illuminates. Release and marker is ready to fire.

POWER OFF

Press and hold 2 seconds until board turns off. Release and marker is off.

EYE CONTROL

Tap to toggle eye sensor on/off.

Tournament Lock

Toggles the Fusion Elite's board lock ON/OFF. Only use the Tournament lock if it is required by league regulation.

PROGRAMING MODE OPERATION

Programming mode cycles through setpoints and enters setpoint values via pulls.

PROGRAMMING YOUR ELITE

Please refer to ELITE Circuit Board Programming Flow-Chart for a complete overview.

To enter Programming Mode, POWER ON the ELITE while holding the trigger down. Once powered on, release the power button and trigger to continue.

NOTE
YOUR MARKER WILL NOT START IN PROGRAMMING MODE IF THE TOURNEY MODE LOCK SWITCH IS IN THE 'ON' POSITION.

To exit Programming Mode, either POWER OFF the ELITE or scroll through modes until the 'x' appears in the upper right corner of the screen. When the 'x' is displayed, pull and hold the trigger to return to live firing mode.

MENU NAVIGATION

Pull and release the trigger to scroll through the available menu options. An arrow on the left side of the display will indicate your current selection. To select a menu option, simply pull and hold the trigger. To adjust the setpoint, tap the Power Button to increase the value or tap the Eye Button to decrease the value. Once the desired setpoint value is reached, simply scroll to another setpoint, or exit. Once you scroll past the last option in a menu, a "Back Arrow" icon will appear in the upper left corner of the OLED display. When selected, the "Back Arrow" option returns you to the previous menu.

START MENU

PROGRAM MENU

This option lets you load a profile. You can define up to six individual profiles. Each profile stores a complete collection of setpoints and allows instant reconfiguration of settings and preferences.

STATISTICS

This option displays the following statistical information about your marker:

-Peak
This displays the highest pull rate achieved since the last reset.

-Total Pull
This displays the total number of trigger pulls since the last reset.

-Total Shots
This displays the total number of bolt cycles/shots fired since the last reset.

All of these statistical counters can be reset to zero from the “Reset Menu”.

START MENU (CONTINUED)

TRIGGER TRAINER MODE

This option puts you into “training“ mode that lets you measure how fast you can pull the trigger. This mode will capture your Average and Peak pull rates, and display a bar graph based on your current pull rate. To start a training cycle, pull the trigger repeatedly for a short burst. When you stop pulling, the marker will update the OLED display with your pull rate data. Pull another trigger burst to measure your rate again.

PROGRAM SET

1. MARKER SET 1

-BPS EYES ON
This sets the ‘EYES ON’ rate of fire in BPS (balls per second) for all firing modes.

-BPS FINE
This adds a fractional BPS to the BPS ‘EYES ON’ setting. For example, a value of 1 would add .1 to the BPS ‘EYES ON’ rate of fire.

-BPS EYES OFF
This sets the ‘EYES OFF’ rate of fire in BPS (balls per second) for all firing modes.

-TRIGGER DEBOUNCE
This value sets amount of time (in milliseconds) the trigger must remain inactive prior to accepting a new trigger pull. Lowering this value can cause your marker to fire erratically when making successive trigger pulls. Raising this value will prevent erratic firing and provide reliable firing in sync with your trigger pulls.

PROGRAM SET (CONTINUED)

-SOLENOID DWELL
This setting allows you to adjust how long the solenoid is energized (in milliseconds). Higher Dwell times will consume more power and air when the solenoid is energized. Lowering this value too much may prevent the solenoid valve from opening altogether.

-ABS DWELL
This setting allows you to add additional Dwell time (in milliseconds) to your solenoid Dwell setting. This will only affect the first shot fired after the Anti- Bolt Stick Reset Time is exceeded.

NOTE
YOU SHOULD ONLY USE THIS SETTING IF YOU EXPERIENCE FIRST SHOT DROP OFF.

OPTIMAL DWELL TUNING ADJUSTMENTS
DWELL- Optimal dwell setting for the ELITE should be set to 11ms.
(Refer to board setting adjustment segment for adjusting dwell settings)
(ABS DWELL IS RECOMMENDED WHEN EXPERIENCE FIRST SHOT DROP-OFF)
Dwell setting may be adjusted, but should be tuned in conjunction with bolt return timing in mind so that there is not a conflict of setting values.

MAINTAINING OPTIMAL DWELL ADJUSTMENTS REQUIRES PROPORTIONED BOLT RETURN & SOLENOID DWELL SETTINGS. CONFLICTING VALUES WILL SHORTEN THE FIRE CYCLE.

PROGRAM SET (CONTINUED)

-ABS RESET TIME

This setting allows you to set the amount of time the trigger can remain idle before adding the Bolt Stick Dwell setting. This value is ignored if the Bolt Stick Dwell is zero.

-AUTO SHUT OFF

Allows you to adjust if or when your marker will automatically POWER OFF after no firing activity. Auto Shutoff values range from 0 to 60, with each increment adding 1 minute of time to the delay (1 to 60min.). A value of 0 defeats the Auto Shutoff feature, and your marker will remain on until you manually POWER OFF.

-SPLASH SCREEN

This determines if the splash screen is displayed at marker startup.

PROGRAM SET (CONTINUED)

2. MARKER SET 2

-BOLT RETURN

This setpoint establishes the amount of time (in milliseconds) after firing a round that the marker waits for the bolt to return to the back position. Remove, Assuming aftermarket products are approved to be used.

This setpoint establishes the amount of time (in milliseconds) after firing a round; having the marker wait to see the bolt transition back past the eyes. this value may be adjusted to provide proper tuning procedures.

OPTIMAL BOLT RETURN SETTING

BOLT RETURN- Optimal bolt return setting for the ELITE should be set at 15ms.
(Refer to board setting adjustment segment for adjusting the bolt return setting)
Bolt return setting can be changes ,but, should be tuned in conjunction with solenoid dwell timing in mind so that there is not a conflict of setting values.

(Lengthened or too short of a Bolt Return Value may conflict your Solenoid Dwell Tuning values. Ensure that your Bolt Return & Solenoid Dwell values are proportioned during performance tuning.)

-OLED INTENSITY

Allows you to change the intensity (Brightness) level of your OLED display.

PROGRAM SET (CONTINUED)

-CAP FIRING

This option allows you to cap the firing rate at the BPS ‘EYES ON’ setpoint. If you wish to fire your marker uncapped at its highest mechanical rate of fire, you can turn the option off.

-BURST SHOTS

This value sets the number of rounds fired for each trigger pull in Burst Mode.

-REACTIVE SHOT

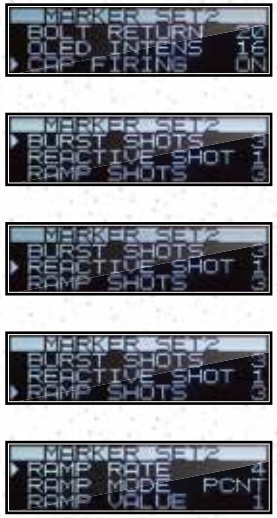
This value sets the number of rounds fired for each trigger pull and release in Reactive Mode.

-RAMP SHOTS

Defines the number of semi shots required before any ramping is allowed.

-RAMP RATE

This is the trigger pull rate (trigger pulls per second) that needs to be achieved before ramping. Any semi shots defined must first be satisfied prior to ramping by pull rate. Lf this setpoint is zero, the marker will ramp immediately after the defined number of semishots are satisfied.



PROGRAM SET (CONTINUED)

-RAMP MODE

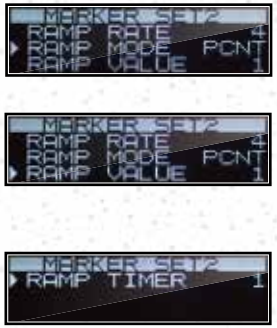
Determines which firing mode to ramp to: Burst, Reactive, Full Auto, or Percent ramping.

-RAMP VALUE

In Burst Mode, it is the number of shots in a burst. In Reactive Mode, it is the number of shots fired with each trigger pull and release. In Percent ramping, it is the percentage of ramping used (Percentage = Ramp Firing Valve x 100).

-RAMP TIMER

Determines the amount of time the trigger can be at rest and still remain in the current ramping stage before reverting back to Semi Mode. This time value is entered in seconds. If this set-point is zero, it will reset ramping when the trigger is released, or when your trigger pull rate drops below the Ramp Pull Rate setpoint.



PROGRAM SET (CONTINUED)

3. FIRE MODES

Enable or Disable any firing modes available on the selected profile while the marker is in use.

PROFILE MENU

1. TOURNAMENT

Fusion Elite Advance US Profile enables League Options/Rules to be altered to comply with updated Tournament rules with a global rate of fire of 10.5BPS. This Profile also enables users to adjust advanced marker set points for high performance tweaking.

2. HOT START

Fusion Elite Hot Start enables essential set points such as the global rate of fire set at 12.5BPS & factory recommended settings. Marker set points may be adjusted for improved performance. Ideal for a quick match.

3. PSP PRO

Fusion Elite PSP PRO Profile enables your Fusion Elite to be compliant with PSP's Pro tournament regulations with only PSP as the only firing mode with a rate of fire of 10.2BPS.

4. PROFILE INFO

Displays setting values for current loaded profile

TOUR MODE MENU

The ELITE provides fully programmable tournament operations, allowing you to stay compliant in the event of any future tournament rule changes. Default support is provided for PSP, NXL and Millennium tournament formats. The user can also reconfigure these rules for other tournament formats or any new tournament format that is adopted in the future.

-Ramp Shots
Defines the number of semi shots required before any ramping is allowed.

-Ramp Rate
This is the trigger pull rate (trigger pulls per second) that needs to be achieved before ramping. Any semi shots defined must first be satisfied prior to ramping by pull rate. If this setpoint is zero, the marker will ramp immediately after the defined number of semi shots is satisfied.

-Ramp Mode
Determines which firing mode to ramp to: Burst, Reactive, Full Auto, or Percent ramping.

TOUR MODE MENU (CONTINUED)

-Ramp Value
In Burst Mode, it is the number of shots in a burst. In Reactive Mode, it is the number of shots fired with each trigger pull and release. In Percent Ramping, it is the percentage of ramping used (Percentage = Ramp Firing Value x 100).

-Ramp Timer
Determines the amount of time the trigger can be at rest and still remain in the current ramping stage before reverting back to Semi Mode. This time value is entered in seconds. If this setpoint is zero, it will reset ramping when the trigger is released, or when your trigger pull rate drops below the Ramp Pull Rate setpoint.

BOARD RESET

To reset the profile setpoints to default for your Elite, scroll through the following to reset each profile:

Program Menu > Profile Menu > (Select profile to reset) > Confirm Load? > Yes

Loading the new profile will override the current profile & reset all marker setpoints back to its default value.

CARE AND MAINTENANCE

Your ELITE was designed to be reliable, easy to maintain, and easy to repair. Routine maintenance will ensure many years of performance and enjoyment. When in doubt, always seek the assistance of a certified technician from a reputable pro shop, or contact DP Engineering Customer Service.

DEGASSING the ELITE

Always be sure to completely de-gas your marker before performing maintenance or service repair. Carefully follow the instructions below in sequence to ensure that all remaining air has been removed from the entire operation.

1. Flip the RAPS™ ASA to the “OFF” position, unscrew to disconnect the air tank from the RAPS™ ASA..
2. Remove the paintball loading device and check to make sure there are no paintballs within the breech.
3. Turn the eyes to the “OFF” position and point the marker to a safe direction, then fire 1-2 shots to remove air from the OPR. Be aware that the marker may still fire without an air system attached!
4. POWER OFF the marker.

IMPORTANT NOTES BEFORE SERVICING YOUR MARKER:

- DP ENGINEERING SUGGESTS YOU ALWAYS USE DP-40(PLUS) LUBE (SUPPLIED) & DP O-RINGS TO SERVICE YOUR MARKER.
- USE OF HYDROCARBON BASED OILS, INCORRECT VISCOSITY LUBRICANTS, AND OTHER LUBRICANTS NOT SPECIFICALLY DESIGNED FOR DP MARKERS CAN SEVERLY DAMAGE INTERNAL SEALS AND MOVING COMPONENTS AND ARE NOT RECOMMENDED.
- APPLY MAINTENANCE TO THE RECOMMENDED COMPONENTS/AREAS IN ACCORDANCE TO THE INSTRUCTIONS IN THIS MANUAL.
- DO NOT APPLY EXCESSIVE LUBRICANT.
- DO NOT APPLY LUBRICANT ON DELRIN BOLT.
- ALWAYS INSPECT AND CLEAN YOUR MARKER AFTER EACH USE.
- NEVER APPLY EXCESSIVE FORCE WHEN REMOVING OR REPLACING SCREWS. DOING SO MAY STRIP THE SCREW HEADS OR DAMAGE THREADS.
- ALWAYS USE THE CORRECT SIZE AND THE APPROPRIATE TOOLS.
- REFRAIN FROM SUBMERSING ENTIRE MARKER IN LIQUID. KEEP SENSITIVE ELECTRONICS SUCH AS SOLENOID AND CIRCUIT BOARD FREE FROM MOISTURE.
- NEVER ALLOW SOMEONE WHO IS UNFAMILIAR WITH YOUR MARKER TO PERFORM MAINTENANCE OR REPAIR WORK. WHEN IN DOUBT, CONTACT DP ENGINEERING CUSTOMER SERVICE.

CLEANING THE BREAK-BEAM EYE SENSOR SYSTEM

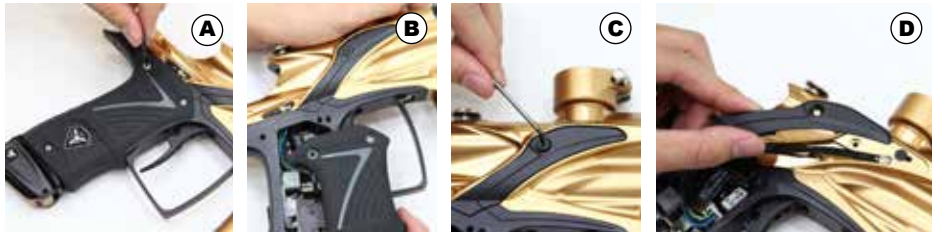
The function of the break beam sensor eyes is to allow the firing circuit to 'time' the activation of the solenoid. This prevents 'chopping' of paint, which is caused by the bolt cycling within the breech without the paintball being seated in the proper firing position. When the eye sensors are ON, the gun will not fire if the beam does not sense a paintball. To ensure proper function, the eye sensors should be cleaned after every other use, or when paintballs have been broken within the marker. More frequent cleaning may be necessary when using paintballs that have 'oily residue' on the surface of the shell. To avoid malfunction, always use fresh and clean paint from a reliable manufacturer.

To clean the eyes:

1. Locate the eyes cover plates on either side of your ELITE, use 5/64 allen key to remove the grip cover. **(PIC A.B)**

2. Using provided allen key wrench (5/64"), carefully remove the eye cover screw. **(PIC C)**

3. Lift eye cover plate, exposing eye wires, and ball detent. **(PIC D)**



CLEANING THE BREAK-BEAM EYE SENSOR SYSTEM
(CONTINUED)

4. Carefully pull out the eyes sensors from the socket, do not lose the ball detent and eye cover screw. **(PIC E)**

5. With a cotton swab, gently wipe the back and front side of the eye sensor and the eye socket to remove any debris or residue. **(PIC F)**

6. Replace eye sensors back to original position. Be sure the eyes are aligned correctly and facing the direction of the breech. **(PIC G)**

7. Replace eye cover plate in original position and gently tighten eye cover screws clockwise. DO NOT OVERTIGHTEN! **(PIC H)**

8. Repeat the same procedure on the other side.

HELPFUL HINT
DO NOT PULL ON THE EYE WIRES. USE A SMALL PICK OR SCREW DRIVER TO GENTLY LIFT THE WIRES UP. THIS WILL LIFT THE EYE SENSORS OUT OF THE EYE SOCKET.

CLEANING THE BALL DETENTS

The ball detents should be inspected during the cleaning of the eye sensors. Replace these parts should you notice any damage, no matter how slight.

1. Locate the eye cover plate on either side of you ELITE body, use allen key 5/64 to unscrew the screws and remove the grip panel from trigger frame. **(PIC A.B)**

2. Using provide allen key wrench 5/64, carefully remove the eye cover screw on one side by turning allen key counterclockwise and then remove the eye cover. **(PIC C.D)**

CLEANING THE BALL DETENTS (CONTINUED)

3. Place finger within breech, and gently push on the detent from the inside of marker body. Remove ball detent. **(PIC E)**

4. With a cotton swab, clean ball detent, and detent groove. **(PIC F)**

5. Replace detent back to original position, with the circular side down towards the breech.

6. Replace eye cover plate in original position and gently tighten eye cover screws clockwise, DO NOT OVER TIGHTEN. **(PIC G)**

7. Repeat the same procedure on the other side.

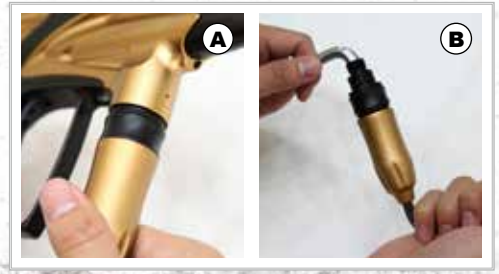
OPERATING PRESSURE REGULATOR (OPR) DISASSEMBLY AND MAINTENANCE

As its name implies, the OPR regulates the amount of air-flow, which determines paintball velocity. Regular inspection and cleaning of your OPR is an essential part of keeping your ELITE running in top condition. Follow the easy steps outlined below to ensure that your OPR remains trouble-free.

GENERAL DISASSEMBLY OF OPR

1. With a firm hold on the Regulator Body, unscrew by hand the entire unit in a counterclockwise direction. If the OPR unit is difficult to turn by hand, your (1/4) allen key may be used to remove OPR body. **(PIC A)**

2. By hand or with the assistance of hex key wrench (1/4") at the bottom & unscrew the OPR from the Regulator Top Housing using a 5/16" hex key (not included with your Elite). **(PIC B)**



NOTE
DO NOT UNSCREW BY USING WRENCH OR PLIERS, AS DOING SO MAY SCRATCH AND DAMAGE THE ANODIZED SURFACE.

OPERATING PRESSURE REGULATOR (OPR) DISASSEMBLY AND MAINTENANCE (CONTINUED)

3. Take out Regulator Piston and remove Regulator Spring. **(PIC C)**

4. Using supplied hex key wrench (1/4") and (7/32") carefully disassemble the Regulator Bottom Cap and Piston Seal with turning wrench handle counterclockwise. **(PIC D)**

5. Using supplied allen key wrench (1/8") turn clockwise to remove Regulator Adjustment Screw. **(PIC E.F)**

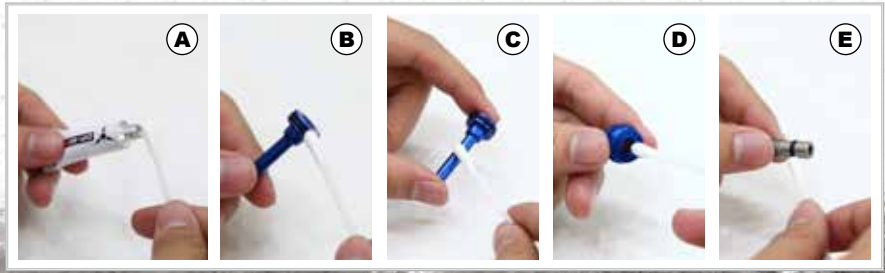
OPERATING PRESSURE REGULATOR (OPR) DISASSEMBLY AND MAINTENANCE (CONTINUED)

7. Inline Regulator assembly arrangement shown in illustration. **(PIC G)**

OPERATING PRESSURE REGULATOR (OPR) DISASSEMBLY AND MAINTENANCE (CONTINUED)

CLEANING AND MAINTENANCE OF OPR

1. Remove all visible debris and dirt with a lightly dampened and clean cotton cloth. Not to scratch the surface of any regulator parts.
2. Lightly apply a small amount of DP-40 lubricant to the tip of a cotton swab. **(PIC A)**
3. Apply lubricant to the O-ring located on the base of the Regulator Piston. **(PIC B)**
4. Apply Lubricant to the Piston Shaft. **(PIC C)**
5. Apply lubricant to the 2 O-rings located on the Piston Seal. **(PIC D)**
6. Apply lubricant to the o-ring located on the base of the Regulator Adjustment Screw. **(PIC E)**

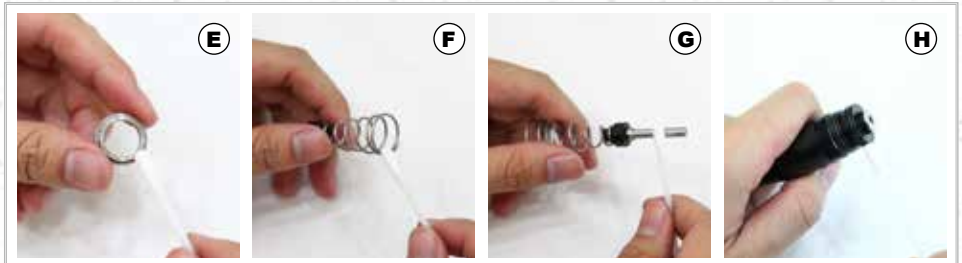


CLEANING THE AIR CHAMBER MODULE

1. Insert supplied hex key wrench (7/32”) in the LPR Cap and unscrew Counterclockwise. **(PIC A)**
2. Remove the Air Chamber Cap from marker body. **(PIC B)**
3. Remove Valve Pin, spring and ring from the chamber. **(PIC C.D)**

CLEANING THE AIR CHAMBER MODULE (CONTINUED)

4. Wipe off all visible debris and grime from the Air Chamber Ring and Spring with a dampened swab. **(PIC E.F)**
5. Use a cotton swab gently to clean and apply a thin clothing of DP40 to the Valve-Pin and Spring . **(PIC G)**
6. Wipe off all visible debris from the LPR body. **(PIC H)**



GENERAL DISASSEMBLY OF LPR & MAINTENANCE

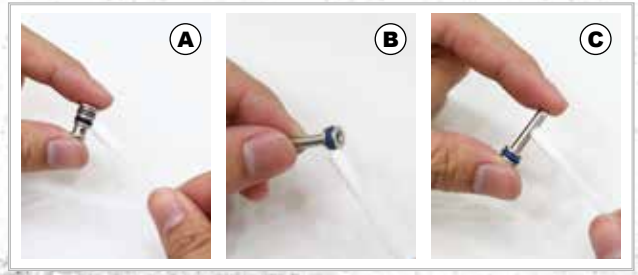
1. Grasp LPR Firmly, or with (7/32”) allen key turn LPR Counter-clockwise. **(PIC A)**
2. Using the (1/8”) hex key wrench, insert at the LPR Seal & unscrew Counterclockwise. **(PIC B)**
3. Using the (1/16”) hex key wrench, insert at the LPR Housing Locking Screws and turn Counter Clockwise to remove. **(PIC C.D)**

GENERAL DISASSEMBLY OF LPR & MAINTENANCE
(CONTINUED)

4. Using 1/8 allen key remove piston and spring from rear assembly. **(PIC E)**
5. Using supplied (1/8) allen key turning counter-clockwise remove Regulator Adjustment Screw located at the tip of LPR front casing. **(PIC F.G)**

GENERAL DISASSEMBLY OF LPR & MAINTENANCE
(CONTINUED)

1. Remove all visible debris and dirt with a lightly dampened and clean cloth. Be careful not to scratch the surface of the LPR components. **(PIC A)**
2. Lightly apply a small amount of DP-40 Lubricant to the base of the LPR Piston's O-Ring. **(PIC B)**
3. Lightly Apply Small amount of DP-40 Lubricant to the Shaft of the LPR Piston. **(PIC C)**



GENERAL DISASSEMBLY OF LPR & MAINTENANCE
(CONTINUED)

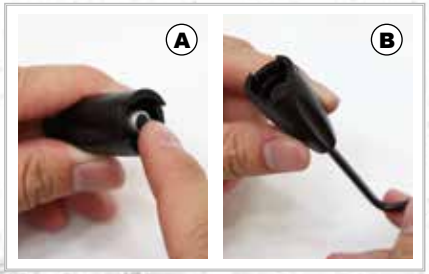
4. Apply a small amount of DP-40 Lubricant to the inner housing O-ring of the LPR Body. **(PIC D)**
5. Apply small amount of DP-40 Lubricant to the base of the LPR's Adjustment Screw O-Ring. **(PIC E)**
6. Re-assemble LPR in reverse order and re-install.

NOTE
CAREFULLY INSPECT O-RING PRIOR TO APPLYING LUBRICANT. REPLACE IF O-RING APPEARS WORN, CRACKED, TORN, OR DAMAGED.

GENERAL DISASSEMBLY OF LPR & MAINTENANCE
(CONTINUED)

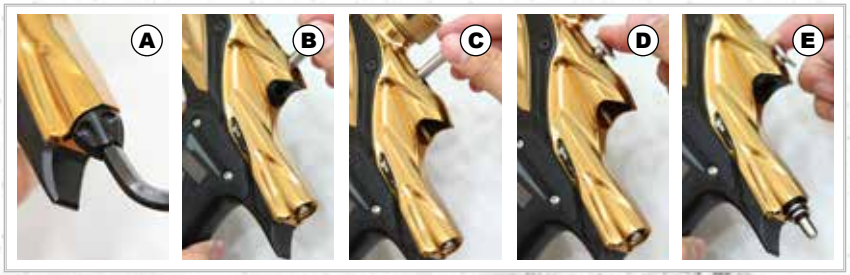
Note for re-assemble LPR

1. Align the LPR Adjustment screw & install a quarter's way. **(PIC A)**
2. Press the adjustment screw firmly and use allen key 1/8 to turn the LPR Adjustment Screw counterclockwise for reinstall the adjustment screw. **(PIC B)**



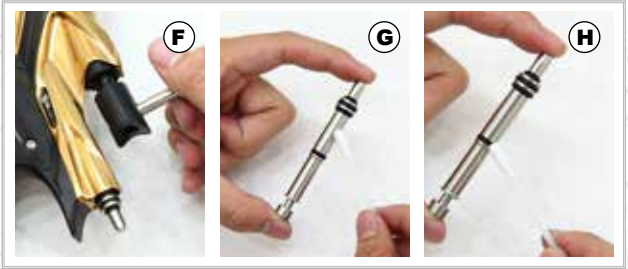
MAINTAINING THE REAR PRESSURE RAM (RPR)

1. Use allen wrench (7/32") turn counterclockwise to remove the Ram Cap. **(PIC A)**
2. Locate bolt and bolt pin at the back of the marker. **(PIC B)**
3. Pull bolt pin up and slide bolt out of marker. **(PIC C)**
4. Slide Bolt forward and push 'DOWN' on Bolt Pin. **(PIC D)**
5. Slide Bolt Backward to receive the Rear Pressure Ram. **(PIC E)**



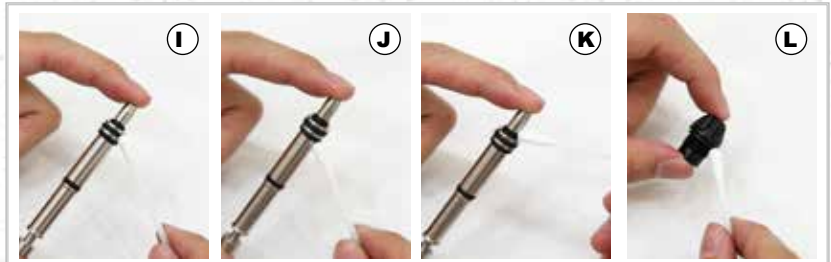
MAINTAINING THE REAR PRESSURE RAM (RPR)
(CONTINUED)

5. Remove the Ram & Bolt. **(PIC F)**
6. Wipe off all visible debris and grime from the Ram with a soft dampened cotton cloth and cotton swab. **(PIC G)**
7. Lightly apply DP-40 lubricant to the tip of a cotton swab and apply lubricant on the o-rings located on ram. **(PIC H)**
9. Reassemble Ram, Ram and back cap in reverse order.



MAINTAINING THE REAR PRESSURE RAM (RPR)
(CONTINUED)

10. Clean and/or replace the O-rings located on the Rear Pressure Ram. These O-rings are vital to the Elite's High-Performance. **(PIC I)**
11. Apply DP-40 Lubricant to the Ram's tail-bumper, Sail, Mid-Bumper, and Guide O-Rings. **(PIC J)**
12. Apply DP-40 Lubricant to the Ram's mid-section Shaft & frontal-lip. **(PIC K)**
13. Apply DP-40 Lubricant to the Ram Cap's Seal O-ring. **(PIC L)**



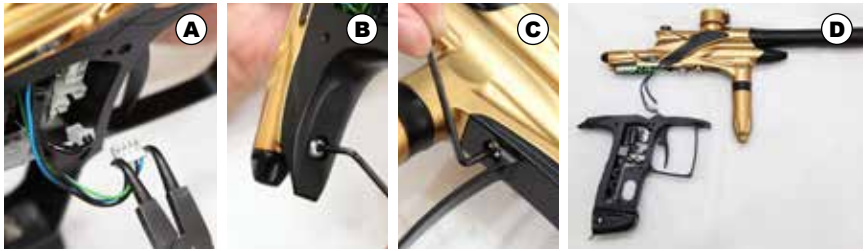
SEPARATING ELITE BODY FROM TRIGGER FRAME

1. Carefully remove the 3 hexagonal screws (3/32”) holding the left panel in place.

2. Gently secure the base of the connectors and pull up to remove the plugs. DO SO ONE AT A TIME. It may be helpful to use needle nose pliers. Note the location and direction of the connectors on the circuit board for reassembly. **(PIC A)**

3. Locate screw #1 underneath ELITE body between OPR and Trigger Guard and screw #2 behind the trigger frame towards the rear of the marker. Using (3/32”) Allen key wrench loosen Connector Screw by turning it counterclockwise. **(PIC B.C)**

4. Separate the ELITE body from the trigger frame. **(PIC D)**



SOLENOID MAINTENANCE

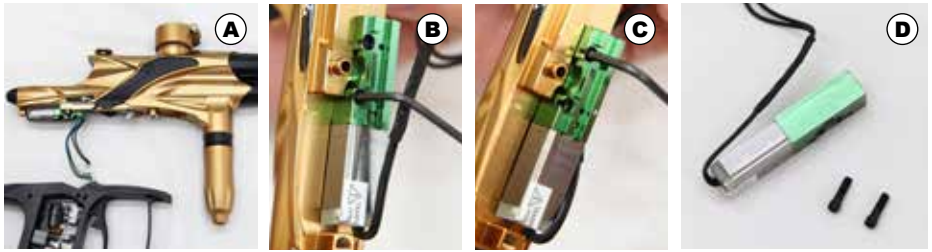
The ELITE solenoid is a delicate electronic component that requires minimal maintenance or service. DP Engineering does not recommend frequent cleaning of this part, or its internals.

The following instructions are provided for reference and for DP Certified Technicians only.

1. Follow Page 54 continued operation next step. **(PIC A)**

2. Using (5/64”) Allen wrench key locate and remove both screws securing the solenoid to the marker body. **(PIC B.C)**

3. Once both screws are removed, gently lift and remove the solenoid. **(PIC D)**



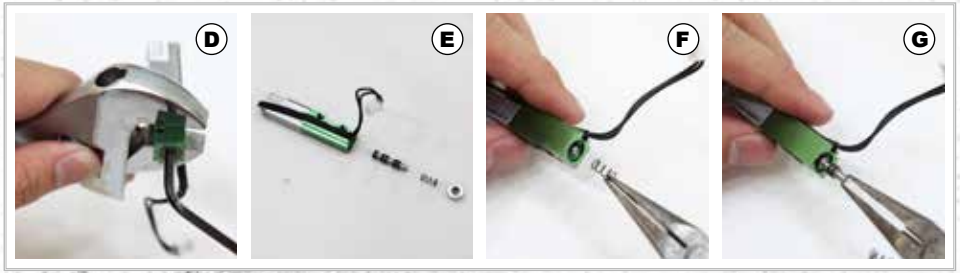
SOLENOID MAINTENANCE (CONTINUED)

4. Place solenoid on a flat surface, with the wiring harness side facing down and solenoid disassembly screw facing up. **(PIC D.E)**

5. Secure base of solenoid casing with an adjustable wrench (not provided). Using a (1/8) Allen key, remove screw carefully by turning it counterclockwise. Be extremely careful not to strip the screw. **(PIC F)**

6. Remove solenoid spring. **(PIC F)**

7. With thin tweezers or needle nose pliers, carefully remove the solenoid piston by gently securing the tip and pulling it out. **(PIC G)**



SOLENOID MAINTENANCE (CONTINUED)

8. Carefully inspect and clean solenoid piston o-rings. Make sure the o-rings are not cracked, broken, or show signs of wear. Replace parts if necessary.

9. With a cotton swab, lightly apply a small amount of DP-40 lube to the solenoid piston assembly. **(PIC H)**

10. Replace in reverse order.

WARNING
NEVER USE FORCE WHEN REMOVING OR REINSTALLING THE SOLENOID AND ITS SENSITIVE INTERNALS. BE CAREFUL NOT TO BEND, TWIST, OR BREAK DELICATE WIRES, AS DOING SO MAY RENDER THE UNIT INOPERATIVE OR CAUSE IT TO MALFUNCTION.

MAINTAINING THE VALVE SYSTEM

1. Maintaining the Valve System requires the Body to be separated from the Trigger Frame. **(PIC A)**
2. Remove the components from the Body: Bolt, Ram Assembly, LPR & Valve Assembly. **(PIC B)**
3. Remove Valve-Core Screw using the 5/32" hex key, & turn counterclockwise. **(PIC C)**
4. Using a long-stem tool, insert tool through the ram side of the Elite's Body. **(PIC D)**
5. Your tool will press against the Valve-Core & eventually be pushed out through the LPR's side. **(PIC E)**
6. Replace the appropriate O-rings located on the outside body of the Valve-Core. Clean the entire core using a soft microfiber cloth before applying DP 40 Formula lubricant on the Valve-Core.

MAINTAINING THE VALVE SYSTEM (CONTINUED)

7. Locate the Valve's locking point. This side will face DOWN when being inserted into the body. **(PIC F)**
8. Align the Valve Core's locking point and insert through the Air Chamber Module. Ensure the locking point is facing the correct direction. **(PIC G)**
9. Insert the Valve Core until it is correctly seated within the Elite's Body & is aligned correctly. **(PIC H)**
10. Ensure the Valve Core is aligned correctly by inspecting the locking point. **(PIC I)**

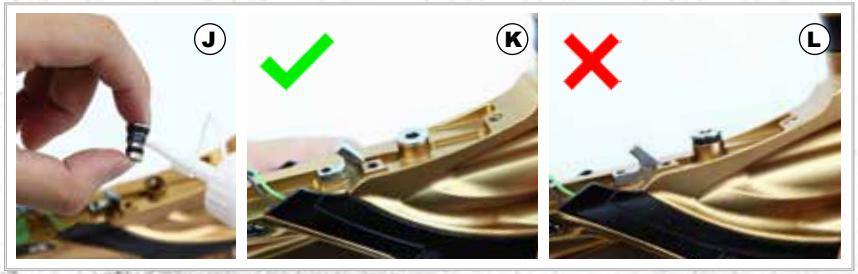
MAINTAINING THE VALVE SYSTEM (CONTINUED)

11. The Valve-Core Screw secures & absorbs high impact. Ensure that once this part is removed, a new coat of TEMPORARY thread sealant is applied to secure and reduce the core's impact. **(PIC A)**

12. Ensure that the Valve-Core Screw is seated correctly and secures the valve correctly. This screw should touch the base of the Body & be secured. **(PIC B)**

13. If the Valve-Core is not secure & is misaligned, the Core's screw will NOT correctly secure the Valve's Core and will NOT touch the base of the body. Remove the Screw and align the core correctly before installing the Core Screw. **(PIC C)**

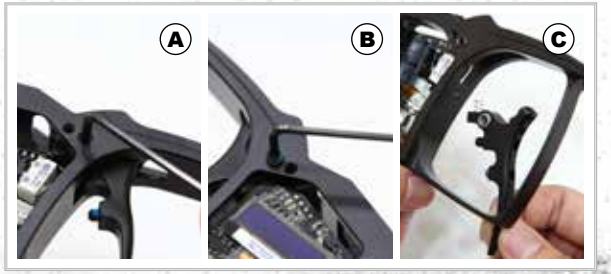
WARNING
NEVER OPERATE YOUR FUSION ELITE IF THE VALVE CORE IS NOT SECURE AND ALIGNED PROPERLY.



REMOVING TRIGGER FROM FRAME

1. Locate the two trigger adjustment screws. Use (3/32") allen key wrench to loosen and remove both screws by turning them counterclockwise. Be careful not to misplace the screws. **(PIC A.B)**

2. Remove trigger assembly by lifting it up and out of Elite trigger frame. **(PIC C)**



RAPS™ FLIP LEVER ASA REMOVAL AND MAINTENANCE

The RAPS ASA was designed to be virtually maintenance free. However, it may be necessary to occasionally clean and inspect for debris or damage, as either may cause malfunction or leaking of air.

1. Remove butterfly grip panels from trigger frame. **(PIC A)**
2. Using (5/32") Allen key wrench, loosen and remove screw by turning it counterclockwise. **(PIC B)**
3. Use a lightly dampened cloth and/or cotton swab to remove debris or grime from all RAPS™ ASA components, including the piston, spring, level, and casing. **(PIC D)**

RAPS™ FLIP LEVER ASA REMOVAL AND MAINTENANCE (CONTINUED)

4. Clean and inspect o-ring located on the base of the piston. Replace o-ring if it appears worn, cracked, or damaged. Using a cotton swab, apply a small amount of DP-40 PLUS lubricant on the o-ring. **(PIC D)**
5. Make sure the spring is properly seated on the piston, then reassemble the RAPS™ ASA in the reverse order of assembly. **(PIC E)**

TROUBLESHOOTING

ELITE WILL NOT TURN ON

I. Not activated-Hold down power button until OLED display is active.
II. Low Battery Power- Test battery voltage. Replace with fresh battery from a reputable manufacturer.
III. Battery is connected incorrectly- Check battery connection and board terminals. Check battery to be sure it is in the correct position with the installation indicators on the board.
IV. Profiler chip upside down-OLED display will blink red. Remove chip and replace with the indicator marking facing downward.

ELITE WILL NOT FIRE

I. Low Battery Power-Replace with fresh battery from a reputable manufacturer.
II. Low Air Pressure- Check air tank, refill if under 1000psi.
III. OPR pressure too low-Adjust the OPR output pressure upward until by turning adjustment screw counter-clockwise until marker begins to cycle or desired FPS is reached. Check setpoints on OPR & LPR to be sure both regulators are currently up to operating pressure. (NOTE: It is recommended that the OPR is set to the proper operating pressure before LPR is adjusted)
IV. Trigger is not activating micro-switch or is too close-Inspect trigger screw (Screw C on trigger diagram) to be sure it is activating the micro-switch. To increase the trigger activation turn screw clockwise, to decrease turn counter-clockwise. Once desired travel is reached and micro-switch is operating properly, power off the board and power back on. To test if the micro-switch is activating properly, turn the eyes to the “off” position and pull the trigger. You will hear the solenoid click, indicating the micro-switch is activating properly.

TROUBLESHOOTING (CONTINUED)

ELITE WILL NOT FIRE WITH SENSOR SYSTEM ON

I. No Paintball is present-Check to be sure loader has fresh batteries and is powered on.
II. Check solenoid connection to board-Inspect for loose or unplugged terminals; pinched or damaged wires.
III. Marker not receiving enough air pressure- Check tank pressure. Inspect OPR to be sure it is set at the proper operating pressure. Adjust the OPR output pressure upward until by turning adjustment screw counter-clock-wise until marker begins to cycle or desired FPS is reached. Check setpoints on OPR & LPR to be sure both regulators are currently up to operating pressure. (NOTE: It is highly recommended that the OPR is set to the proper operating pressure before LPR is adjusted)

ELITE DOES NOT CYCLE PROPERLY

I. Air Pressure too low- Check tank pressure. OPR output pressure should be set in the range of 150-200psi for optimum performance.
II. Dwell time is too short- Optimum dwell timing should be set between 7-11ms. See Dwell timing adjustment illustration.
III. Low Battery- Replace with fresh battery from reputable manufacturer.
IV. Ram O-ring is worn or damaged- Replace Damaged O-ring(s) and re-lubricate before re-installation.
V. Ram O-ring lubricant exhausted- Re-lubricate O-ring with dow33 or 55.

AIR LEAKING FROM BREACH

I. Poppet valve not sealing-Clean valve face and check valve pin seal for damage or wear. Inspect O-rings located on valve assembly, replace if damaged or worn.

TROUBLESHOOTING (CONTINUED)

PAINTBALL BREAKING OUT OF THE BARREL

I. Barrel Bore size does not match paintballs-Match paintball to barrel bore size before use. Change if necessary
II. Broken paintball or debris inside of the barrel-Clean barrel thoroughly with a clean swab or squeegee.
III. Barrel may be damaged- Inspect barrel for any damage, i.e knicks, scratches, etc.
IV. Poor Quality Paint- Replace with higher quality paint-inspect for dimples, flat-spots and oddly shaped paintballs.

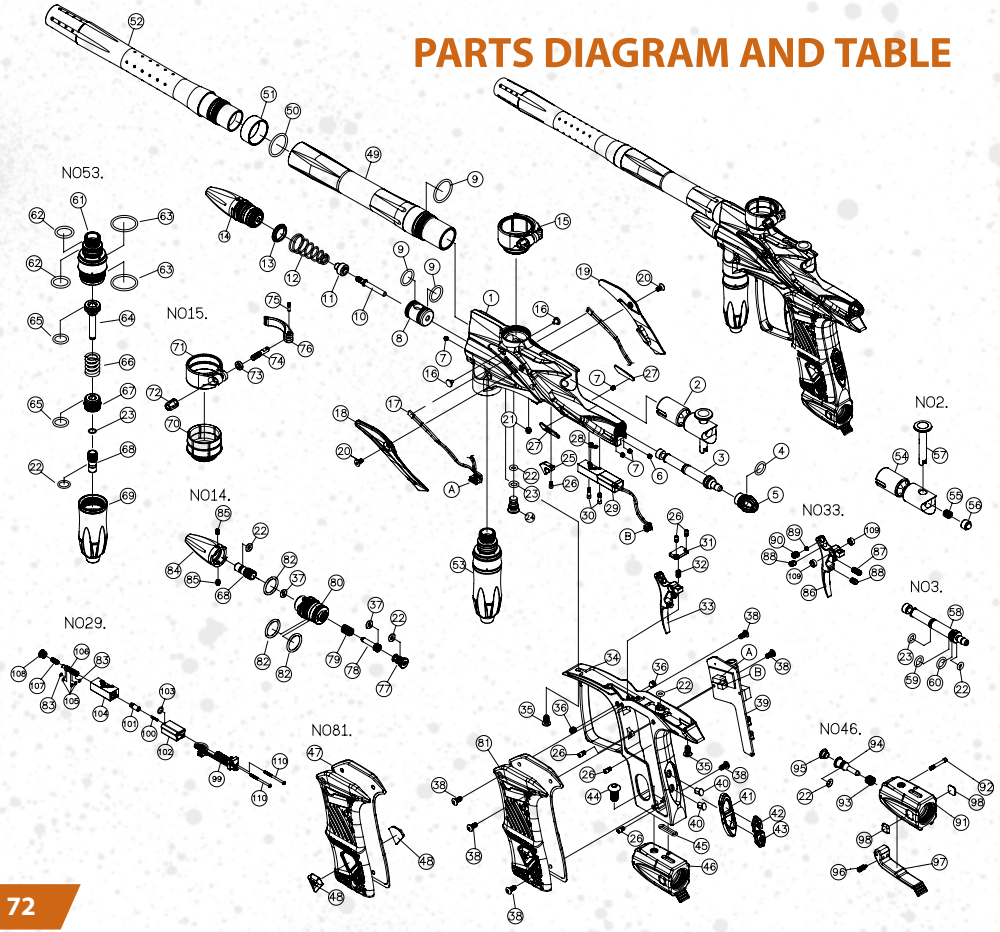
PAINTBALL BREAKING INSIDE THE BREECH

I. Ball Detent worn or damaged- Inspect for signs of damage or wear, replace if needed.
II. Break beam eye system not on- Clean breech and barrel. Switch eye sensor system to “on”.
III. Low Battery Power-Replace with fresh battery from reputable manufacturer.
IV. Poor Quality Paint- Replace with higher quality paint-inspect for dimples, flat-spots and oddly shaped paintballs.
V. Velocity too high- Check your velocity (FPS) using a chronograph. Turn down OPR output pressure as needed. (To reach desired FPS refer to OPR adjustment segment)

ELITE Marker Leaking Air

I. Refer to the NEAREST O-ring or Body set screw location and inspect for leak. Inspect O-rings for damage, wear, or over-lubrication (Using your manual as reference when diagnosing a leak is highly recommended)

PARTS DIAGRAM AND TABLE



NO	ITEM NUMBER	O'ty	NOTE
1	20-B01335-301-PFX20B	1	
2	20-A40240-000-PFX20B	1	
3	20-A23380-000-PFX20B	1	
4	20-F01580-000-PFUS0A	1	Ø9.25 * Ø1.78
5	20-B10603-301-PFX20B	1	
6	20-W11090-000-PM100B	1	M3 * P0.5 * 4L
7	20-W11100-000-PM100B	4	#5-40UNC-1/8"L
8	20-E20180-000-PFX20B	1	
9	20-F01820-000-PSPE0B	3	Ø12.42 * Ø1.78
10	20-H05750-000-PFX20B	1	
11	20-E20170-000-PFX20B	1	
12	20-G10320-000-PFX00B	1	
13	20-H01030-000-PFX00B	1	
14	20-A20350-301-PFX20B	1	
15	20-A60350-388-PG500B	1	
16	20-F10200-000-PFX00B	2	
17	20-W23660-000-PFX00B	1	
18	20-B31134-301-PFX20B	1	
19	20-B31124-301-PFX20B	1	
20	20-W11130-000-PM100B	2	#5-40UNC-6L
21	20-W10710-000-PFUS0A	1	#8-32 * 3.96L
22	20-F01590-000-PFUS0A	7	Ø3.69 * Ø1.78-90°
23	20-F01520-000-PFUS0A	3	Ø5.29 * Ø1.78
24	20-H03282-000-PFX20B	1	
25	20-C01063-000-PFX20B	1	
26	20-W11020-000-PSP10B	6	#3-56UNF-4L
27	20-X46550-000-PFX20B	2	
28	20-F05090-000-PFX20B	1	
29	20-A06320-311-PFX20B	1	
30	20-W11160-000-PFX20B	2	#3-56 * 7.93L
31	20-E01210-301-PG500B	1	
32	20-G10380-000-PG500B	1	
33	20-A60380-301-PFX20B	1	
34	20-B05386-301-PFX20B	1	
35	20-H03180-000-PREV0B	2	#8-32-5/16L
36	20-W11110-000-PG500B	2	#10-32UNF-6L
37	20-F01970-000-PFX20B	2	Ø3.69 * Ø1.78-70°
38	20-H03260-000-PG500B	6	#6-32UNC-7.9L
39	20-W23790-000-PFX20B	1	
40	20-E01270-301-PFX20B	2	
41	20-E01250-301-PFX20B	1	
42	20-E01240-301-PFX20B	1	
43	20-E01260-301-PFX20B	1	
44	20-H03170-000-PREVOB	1	#1/4"-28UNF-12.7L
45	20-F05070-000-PG500B	1	90°
46	20-A01330-388-PG500B	1	
47	20-A14050-601-PFX20B	1	
48	20-X46540-388-PFX20B	2	
49	20-B16463-301-PFX20B	1	
50	20-F01540-000-PFUS0A	1	Ø18.77 * Ø1.78
51	20-B16473-300-PFX20B	1	
52	20-B16482-301-PFX20B	1	
53	20-A20360-301-PFX20B	1	
54	20-E20192-000-PFX20B	1	
55	20-G10440-000-PFX20B	1	

NO	ITEM NUMBER	O'ty	NOTE
56	20-H05730-000-PFX20B	1	
57	20-H05760-000-PFX20B	1	
58	20-H05740-000-PFX20B	1	
59	20-F01960-000-PFX20B	1	Ø6.07 * Ø1.78
60	20-F01530-000-PFUS0A	1	Ø7.65 * Ø1.78
61	20-B25853-301-PFX20B	1	
62	20-F01810-000-PSPE0B	2	Ø13 * Ø2-90°
63	20-F01870-000-PG400B	2	Ø20.35 * Ø1.78
64	20-B10582-303-PG500B	1	
65	20-F01560-000-PFUS0A	2	Ø10.82 * Ø1.78
66	20-G10410-000-PG500B	1	
67	20-B10572-303-PG500B	1	
68	20-H03223-000-PFX00B	2	
69	20-B16453-301-PFX20B	1	
70	20-B25803-301-PG500B	1	
71	20-B16394-301-PG500B	1	
72	20-H03250-000-PG500B	1	
73	20-E10230-301-PG500B	1	
74	20-C25030-104-PG300B	1	
75	20-H05560-000-PFUS0A	1	
76	20-B31034-301-PG500B	1	
77	20-H10102-000-PFX20B	1	
78	20-H05720-000-PFX20B	1	
79	20-G10430-000-PFX20B	1	Ø0.9 * L11.7
80	20-B25833-301-PFX20B	1	
81	20-A14060-601-PFX20B	1	
82	20-F01510-000-PFUS0A	3	Ø14 * Ø1.78
83	20-F01780-000-PG300B	2	Ø2 * Ø1 * 70°
84	20-B25823-301-PFX20B	1	
85	20-W11172-000-PFX20B	2	#5-40UNC-4.76L
86	20-B31154-301-PFX20B	1	
87	20-W1101C-000-PFUS8A	1	#8-32 * 9.53L
88	20-W10952-000-PTHR7A	2	#8-32 * 6.35L
89	20-W63030-000-PG500B	1	
90	20-W11144-000-PG500B	1	#10-32UNF-4.5L
91	20-B25795-301-PG500B	1	
92	20-W10810-000-PFUS0A	1	#3-56UNF-17.3L
93	20-G10250-000-PFUS0A	1	
94	20-H05540-000-PG300B	1	
95	20-E01130-000-PFUS0A	1	
96	20-E01200-301-PG500B	1	
97	20-B31044-301-PG500B	1	
98	20-X46450-000-PM100B	2	
99	20-A06300-000-PFX20B	1	
100	20-G01300-000-PFX20B	1	
101	20-H05783-000-PFX20B	1	
102	20-H10092-000-PFX20B	1	
103	20-F01950-000-PFX20B	1	Ø4.5 * Ø1
104	20-B20322-311-PFX20B	1	
105	20-F01700-000-PFUS0A	3	Ø2 * Ø1-85°
106	20-H05770-000-PFX20B	1	
107	20-G10220-000-PFUS0A	1	
108	20-H03292-000-PFX20B	1	
109	20-W60010-000-PREV0B	2	Ø3 * Ø6 * 2.5T
110	20-W11150-000-PFX20B	2	M1.6 * 0.35

STATEMENT OF LIABILITY

The manufacturer assumes no responsibility for this product's safe operation upon sale or distribution. PROPERTY DAMAGE, BODILIY INJURY, OR DEATH could occur due to misuse, abuse or failure to follow the manufacturer's instructions stated in this manual. The manufacturer will assume no responsibility for physical injury or property damage resulting from the use of this marker. The information in this document is subject to change without prior notice. The manufacturer assumes no responsibility for any errors that may appear in this document.

DISCLAIMER

Notice is hereby given that this owner's manual is part of the article owned in whole by the manufacturer, known as indicated by this disclaimer and all illustrations within the manual. All rights for manufacturing and reproducing of such articles or any part thereof are reserved by the manufacturer. Neither said article nor any part thereof may be manufactured or reproduced in any way except by the written authorization of the manufacturer. All proprietary truths and information are the sole property of the manufacturer.

LIMITED WARRANTY

DANGEROUS POWER™ Warrants this Elite Paintball marker, to the initial retail purchaser, to be free from defect in original materials and/or workmanship for twelve (12) months from the original date of purchase and must be registered with DANGEROUS POWER™, with the following exceptions:

1. Disposable parts (batteries, o-rings, seals, micro switch, air pressure hose, rubber and/or plastic material parts, etc.) are not included in this limited lifetime warranty.
2. Electronic parts on this marker are fully warranted for 30 days from the original date of purchase.
3. Bolt and striker systems of this marker are fully warranted for 6 months from the original date of purchase.
4. Surface damages (scratches and nicks) or operation failure due to accident, neglect, modification, normal wear, operator error, maintenance by anyone other than an authorized dealer or agent, misuse, improper disassembly and reassembly, are expressly not covered under this warranty.

Purchaser is responsible for all rendered services not covered under this limited lifetime warranty, including any applicable shipping costs, labor, and/or installation.

DANGEROUS POWER™ reserves the right to determine the legitimacy of claimed defective original parts and their eligibility for coverage under the terms of this warranty. DANGEROUS POWER™ , its authorized dealers, affiliates, and/or agents, will not be held liable under this warranty, state, federal, or common law for any product failure, personal injury, or property damage resulting from improper use and/or alteration of this product. Any attempt to alter the trigger assembly will instantly void your warranty and may result in serious injury. Any attempt to alter basic marker parts without prior written consent from the manufacturer will result in automatic default of all expressed warranties.

This limited lifetime warranty is non-transferable and is valid only upon presentation of a completed warranty registration card and original proof of purchase. There are no other warranties or guarantees, expressed or implied, made by the manufacturer on this paintball marker.

PAINTBALL MARKERS ARE NON-REFUNDABLE AND ARE NOT SUBJECT TO EXCHANGE FROM MANUFACTURER.

NOTES

JP ENGINEERING

Product Registration Card

Fill out all of the information below completely. To activate your warranty, visit www.dangerouspower.com and click on “SUPPORT” to register your product within 7 days of purchase. Keep this card and your receipt for proof of purchase - you will be asked to include both when sending in your product for warranty service.

Name _____

Address _____ Apt/Suite #_____

City _____ State _____ Province _____

Zip/Postal Code _____ County _____ Country _____

Phone (_____) _____ Fax (_____) _____

Email _____

Name of Product Purchased _____

Date of Purchase _____ (dd/mm/yy) Product Color _____

Place of Purchase_____

Product Serial Number (if applicable) _____

I guarantee all of the information completed above to be true and correct to the best of my knowledge.

Signature _____

Date _____

Visit www.dangerouspower.com for more information on how to claim warranty.

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ELITE