



# **E**MAG Xtreme USER MANUAL



## **WARNING**

THIS PAINTBALL MARKER IS NOT A TOY! Please read and understand this owner's manual before using your new E-Mag paintball marker. It is vital to your safety and to the safety of others that you accurately follow the information contained in this manual. If you have any questions, please refer to the back of this manual for contact information.

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## SAFETY



**THIS PAINTBALL MARKER IS NOT A TOY!** This paintball marker should be treated as a dangerous instrument and should always be treated with respect. Never point a paintball marker at anyone not properly attired. This paintball marker can cause serious bodily injury including, but not limited to, blindness or even death. Please read all safety instructions and directions in this manual before using this paintball marker. Always wear approved safety goggles or an approved mask whenever you handle this paintball marker!



Do not point or shoot this paintball marker at animals. Do not point or shoot this paintball marker at any person unless you and your target are engaged in paintball activities and are wearing proper safety gear including approved paintball goggles, mask, and pads. Never shoot anyone at close range! Never load this paintball marker with anything except approved paintballs. Never put anything down the barrel except paintballs, barrel squeegees or barrel plugs. Do not attempt to repair this paintball marker by yourself. Follow all maintenance instructions carefully. If you are unsure about any aspect of the maintenance procedures contact your local dealer or Airgun Designs, Inc. at the number located at the back of this manual.



This paintball marker is always armed and cocked when an air supply is installed. Always engage the safety (located behind the trigger on the grip) and use an approved barrel bag/plug when an air supply is attached or installed. Disengage the safety and remove the barrel plug only when on a playing field, the game has started and all players are wearing proper safety gear. When the red ring of the safety pin is showing, the safety is off and the paintball marker will fire.



Always chronograph this paintball marker before using it. Never shoot this paintball marker when the chronograph readings exceed 300 fps! There is a blow-off valve incorporated into the valve mechanism that will release air pressure if pressure exceeds a predetermined amount. This blow-off valve is factory set and is not user adjustable. Remember to wear proper approved goggles or masks when chronographing your paintball marker.

## HANDLING PRECAUTIONS

### USE COMPRESSED AIR ONLY



Your E-Mag is designed to run on compressed air only! It will not function at all on CO2 no matter what hoses, expansion chambers, etc. you use. We recommend that you purchase a high-quality compressed air tank and regulator for your E-Mag. Working input pressure to the paintball marker is 600 psi to 1000 psi for best performance. Pressures over 1000 psi will damage the regulator and reduce performance.

### BLOW-OFF VALVE



The blow-off valve is self-contained in the regulator piston and is not user adjustable. It is a safety device for venting gas from the paintball marker should abnormally high pressure occur in the regulator or air chamber. Always check your velocity any time the blow-off valve has vented.

### FEEDING PAINTBALLS



When firing the paintball marker, it's important to remain aware of whether the loader is feeding paintballs at a sufficient rate. Due to the unique recoilless design of the E-Mag, paintballs may not feed because the marker does not shake the loader. We strongly suggest that you use an agitator type loader to keep the balls feeding.

### BOLT STICK



The bolt can stick forward causing the trigger to lock due to either paint chips wedging between the bolt and breech or when degassing the paintball marker, caused by turning off the tank and firing or shooting those last few blooping shots when the tank is empty. When the bolt sticks forward the trigger will not come forward. Remove the barrel and use a SQUEEGEE to push the bolt back until the trigger clicks forward.

### EXHAUSTED GAS SUPPLY



The paintball marker will give very little indication that it is running out of gas; by the time you see the velocity drop you are 20-30 shots away from total shutdown. Additionally, if you use a compressed air tank with an on/off valve, make sure you open it all the way.



## WELCOME

Thank you for selecting the Airgun Designs E-Mag Xtreme electronic paintball marker. Here at Airgun Designs we strive to continue our long history of producing quality products and service. Airgun Designs focuses on giving you, the player, the best possible value for your money. We hope that our policies reflect our commitment to you, the player, now and into the future.

We want you to start enjoying the benefits of this product as soon as possible. To receive the best results from your marker, read this manual before using the E-Mag.

If you need more information or help with your E-Mag please contact us. Our contact information is located at the end of this manual.

### Our Assumption

In this manual, we have tried to describe the E-Mag as simply as possible. However, we have assumed that you are familiar with basic paintball principles such as:

- The correct use of a paintball marker and other paintball equipment.
- Safety practices of paintball.
- The correct use of tools and maintenance agents.
- That this product will be used exclusively for the game of paintball.



## QUICK START

This is a quick overview of how to use the E-Mag.

Ensure that the battery has been charged overnight before first use.

Introducing 600 to 1000 psi of air pressure to the paintball marker will charge and cock the marker.

The E-Mag Xtreme uses a standard threaded Cocker barrel.

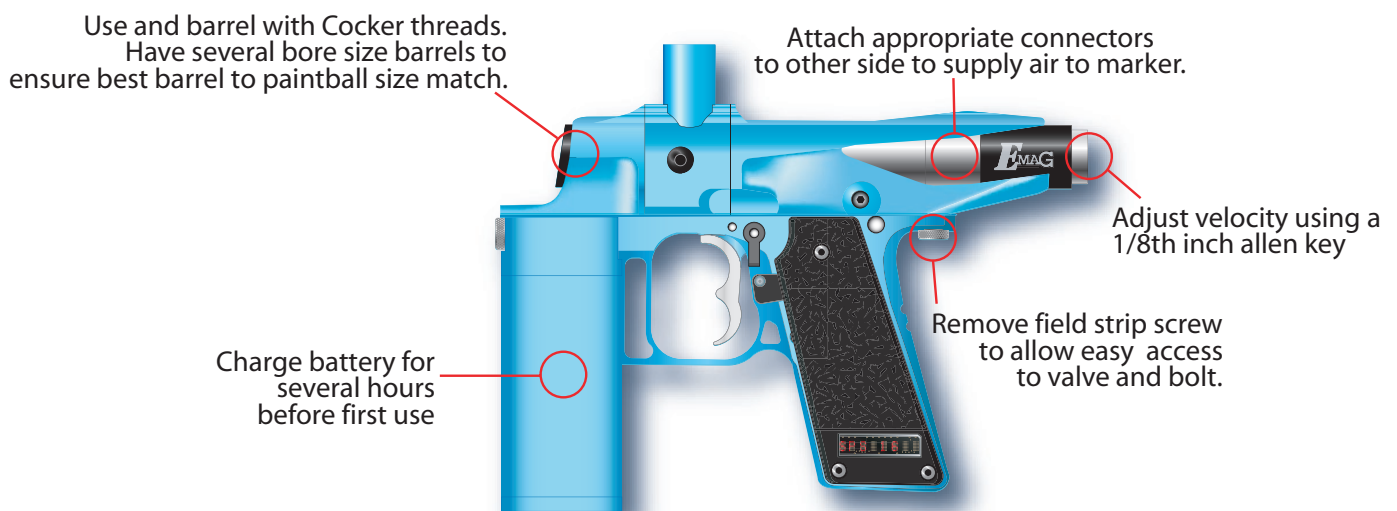
The velocity adjustment nut is on the back of the valve body and requires only one complete turn to adjust from 200 to 300 fps.

Field stripping to remove the valve and bolt is accomplished by unscrewing the knurled field strip screw located underneath the frame while the air supply is off.

**THE SAFETY MUST BE "OFF" TO PULL THE TRIGGER BACK AND THE TRIGGER MUST BE PULLED (WITH SELECTOR SWITCH SET POINTING STRAIGHT DOWN TO "M") TO SLIDE THE VALVE BODY OUT.**

The E-Mag body has a locking pin for alignment in the regulator body that allows the valve body to only come out part way before you must twist the valve body clockwise to continue sliding out the back. Once removed, the entire valve and bolt assembly is available for cleaning.

When adjusting the velocity regulator, dry fire the paintball marker several times before chronographing to allow the regulator piston and spring to seat properly. Always start below your intended velocity and work your way up.



## TECHNICAL SPECIFICATIONS

### E-Mag Xtreme

Weight - no tank, hopper or sight rail - 2.8 pounds

Length - 16 inches

Aluminum 45 Grip frame standard

Magnetically actuated trigger

Manual Override Switch goes from electric to manual operation

L.E.D. Display features countdown timer, shot counter, plus many other features

Tested beyond 20 shots per second without shoot down

No visible wiring or components

Trigger sensitivity fully adjustable

Modular Feed system (patent pending) change feed type from Center Feed to Warp Feed in seconds

Left, center and right feed modules optional

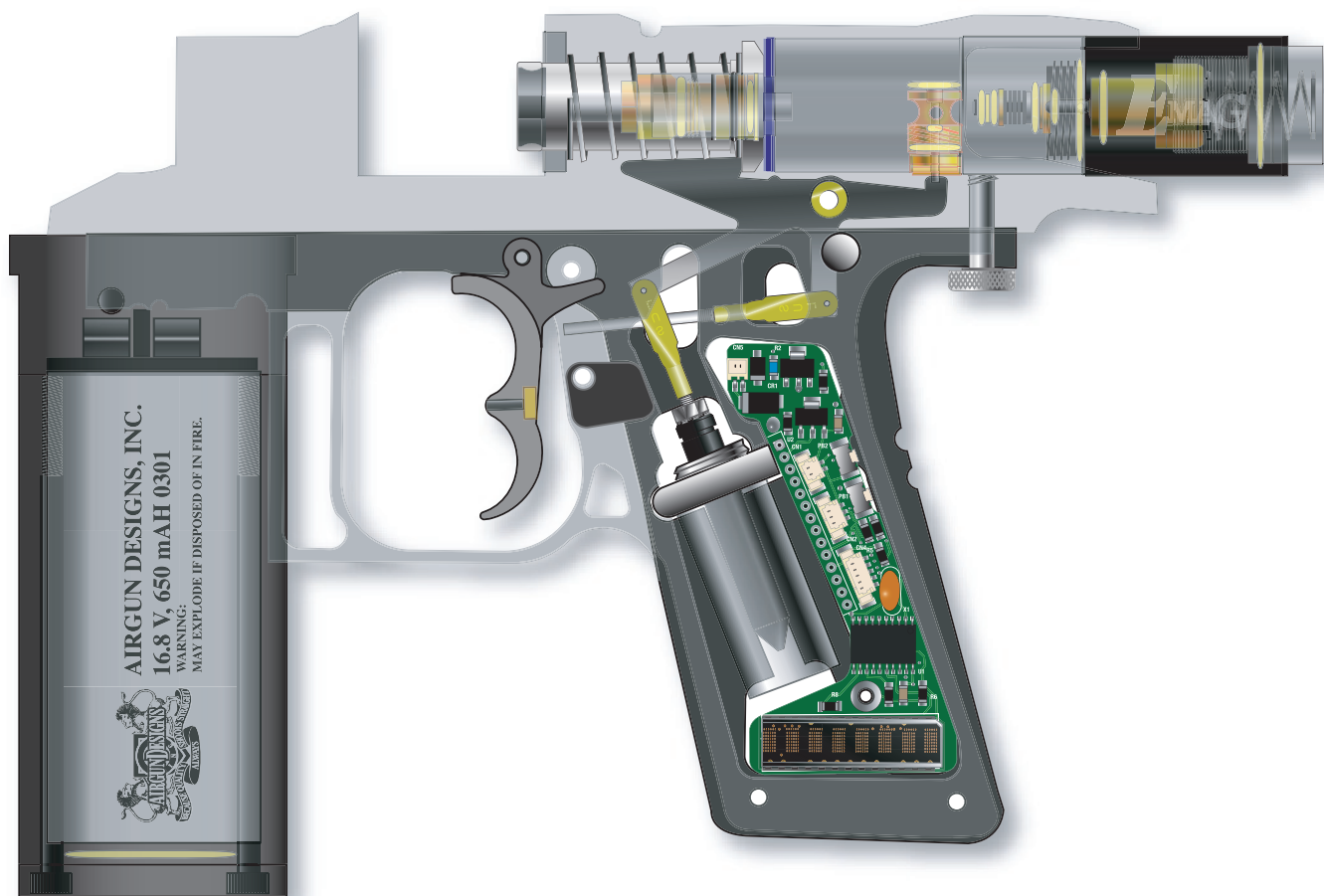
New Cut & Carve versions now available, machined on a 4th Axis CNC Mill

Revolutionary MAT system (Magnetically Actuated Trigger)

Accepts standard Autococker barrels

Revolutionary Dual selector, switches from Electric to Manual operation

Operates on 18v Nickel Metal Hydrate (NiMH) rechargeable battery pack



## GENERAL DESCRIPTION

The E-Mag is Airgun Designs flagship marker. Starting with the worlds fastest recharging RT valve system and ending with the worlds only manual override switch the E-Mag can't be beaten for looks and performance. The E-Mag comes in a variety of feed styles to suit every type of play, AGD is the only marker manufacture that designs interchangeable bodies into their markers so when your style changes your marker can too. A model of simplicity the electronic version has only one more moving part over the mechanical Mag. A solenoid in the grip pulls the trigger to fire the marker on command from the electronic trigger. The trigger is one of a kind and uses a magnetic sensor embedded in the grip to sense the position of the magnet in the trigger. Airgun Designs knows you like to fine tune your marker so we made the trigger FULLY ADJUSTABLE for stroke and tension. Many players get the trigger stroke down to a half a millimeter or better. The front grip houses the removable Nickel Metal Hydrate battery pack that can power you through 20,000 shots before recharging. Remove the battery and use the provided charger to juice up the battery from your cars cigarette lighter! LED display shows total shots, game timer, adjustable firing rate and shots since turned on. The single most unique feature of the E-Mag is the Manual Override Switch located just behind the trigger, allows you to completely bypass the electronics and fire the marker in manual mode with a flick of your thumb. We like to think of it as your primary and your backup marker in one! You never have to worry about dead batteries or broken wires taking you out of a game.

### E-Mag Xtreme

The E-Mag Xtreme is an aluminium main body, which incorporates a modular feed system (patent pending). The modular system allows the whole feed tube to be removed, and replaced with a different style. Currently available are center feed & warp feed modules, in left & right handed versions. The system works with standard Autococker barrels, which hold the module in position. When you want to change the module, just unscrew the barrel by a few turns, remove one module, and replace it with another...It's that easy!

# OPERATING MODES

## Operating Modes

The E–Mag has three distinctive modes of operation with each having their respective characteristics:

**1. Mechanical Mode:** Indicated by the selector switch positioned so that it points toward the “M” (9 O’clock position) marked above the trigger on the left side of the grip frame and the electronic system disengaged. Disengage the electronic system by either removing the battery pack or installing the molded electrical interrupter.

- This mode is purely mechanical.
- No shot count, timer, burst mode, etc is available in this mode.
- This mode provides a “Reactive Trigger”, meaning the trigger is returned forward by gas pressure supplied from the valve.
- There is longer trigger travel and greater effort required to pull the trigger in this mode.
- Partial trigger pulls “half stroking” is possible in this mode.
- Emulates Automag RT/Pro

**2. Electronic Mode:** Indicated by the selector switch positioned so that it points toward the “E” (6 O’clock position) marked behind the trigger on the left side of the grip frame while the electronic is on (by removing the battery saver plug on the side of the battery).

- This mode “purely” electronically controlled.
- The trigger pull will be light and short in this mode.
- Each time the trigger is pulled the electronics will activate causing a complete firing cycle to take place. This mode will not allow “half stroking”.
- The shot counter, count-down timer and various other LED indicators are active in this mode.
- The firing cycle is triggered via the Hall Effect Sensor in this mode.
- Eliminates the “Reactive Trigger” meaning the trigger is returned via the return magnet system located above and forward of the trigger.

**3. “Hybrid” Mode:** Indicated by the selector switch positioned so that it points toward the “H” (3 O’clock position) marked above the trigger on the left side of the grip frame while the electronic is on (by removing the battery saver plug on the side of the battery).

- This mode is a mixture or “Hybrid” of Mechanical and Electronic modes.
- The firing cycle is controlled electronically and is triggered via the Hall Effect Sensor.
- The trigger is “Reactive” and is returned via air pressure supplied from the AIR. valve pushing the trigger rod forward.
- In this mode the Shot Counter, Count-Down Timer and various other LED indicators are active.

# OPERATING INSTRUCTIONS

## VELOCITY ADJUSTMENT

The velocity of your E-Mag is adjusted by increasing or decreasing the regulated pressure. This is accomplished by turning the regulator -adjusting nut located on the back of the regulator body. Only a minimal amount of rotation is necessary to adjust the velocity. We recommend that you always start at a low velocity setting and continue to screw the adjustment clockwise up to your desired setting.

Always shoot several shots to seat the regulator piston and spring. High velocities will cause the blow-off valve built into your system to vent air out the back of the regulator body. If you hear air venting from the back of the regulator body, stop and re-chronograph the paintball marker immediately. We found the best performance to be in the 270-280 fps range. Occasionally grease the threads of the velocity-adjusting nut.

## BATTERY

The E-Mag features a Nickel Metal Hydride (NiMH) battery. This more expensive type of battery is being used due to its lack of "memory". This means that you may top-off' the battery at any time without it developing a memory" which reduces future useful power.

The E-Mag battery provides approximately 18 volts when fully charged. The E-Mag will function on as little as 14 volts. The battery should provide about 20,000 shots when fully charged.

To charge the battery, you must:

- Unscrew and remove the battery retaining screw (interchangeable with a field strip screw)
- Slide the battery down and off the battery rail (located in front of the trigger guard) Slide the battery into the charging unit and press the field strip screw through the hole in the charging unit and into the battery:
- Insert one end of the power cord adapter into the charging unit and the other into a 12 volt power source such as an automobile cigarette lighter.
- While the battery is charging the light on the charging unit will appear red. The light will change to green when it is in trickle charge mode; trickle charge mode occurs when the battery is about 85-90% charged. At this point, the battery is ready for play. Trickle charge an additional 3-4 hours, if desired, to attain 100% charge.

Some batteries may cause the green light to come on in a few minutes. Continue to trickle charge for several hours for a full charge.

## ELECTRONICS

The E-Mag is equipped with a computer that controls the firing of the marker in electronic mode. The computer is programmed via the two push buttons on the rear of the grip frame. The top button pages through the menu selections, the lower button allows changing the selections. The LED display in the



side of the grip frame displays the following options when the top menu button is pressed and will display for 6 seconds before shutting off to conserve battery life.



	When marker is powered up display will indicate ROM revision information for several seconds.
	While the marker has power, display will flash one pixel every four seconds to show it is on.
	If marker is not counting down, display will indicate time ready to count down.
	Press top button again to show number of shots fired since last power up.
	Press top button again to show total shots fired by this marker in its lifetime.
	Shots Per Second: Limits the number of shots per second to the indicated number on the display.
	Anti Chop Sensor 00=off, Set 01 = single color paint, 02 = two color paint.
	Count Down Timer can be set from 5 to 35 minutes, in 1 minute increments.
	Press lower button to start timer if not running. Firing the marker will also start game timer.
	Press lower button to stop clock and reset timer if counting down.
	Displays minutes left in game. If not counting down, it is waiting for a trigger pull to activate timer
	When the battery is low it will flash "low bat." every few seconds.

## PROGRAMMING THE E-MAG

While the marker is powered up display will flash one pixel every four seconds to show it's on. When the battery is low it will flash "low bat." every few seconds.

Press top button to show game timer: displays minutes left in the game. If not counting down, it is waiting for a trigger pull to activate timer.

Press lower button to stop clock and reset timer if counting down. Starts timer if not running. Firing the marker can also start game timer.

Press top button again to show number of shots fired since last power up.

Press lower button: does nothing

Press top button again to show total shots fired by this marker in its lifetime.

Press lower button: does nothing.

Press top button again to show shots per second limit. This will limit the firing rate to the indicated number of shots per second. The number is stored in memory and will come up again when you power up.

Press lower button to change shots per second.

Press top button again to show game timer. This will allow setting of the count down timer from five to thirty five minutes in one-minute increments. This setting will be saved in memory when power is off.

Press lower button to increment timer between 5 and 35 minutes.

Press top button again to go back to top of menu tree.

Software updates may not have all the features listed.

# MAINTENANCE

## LUBRICATION

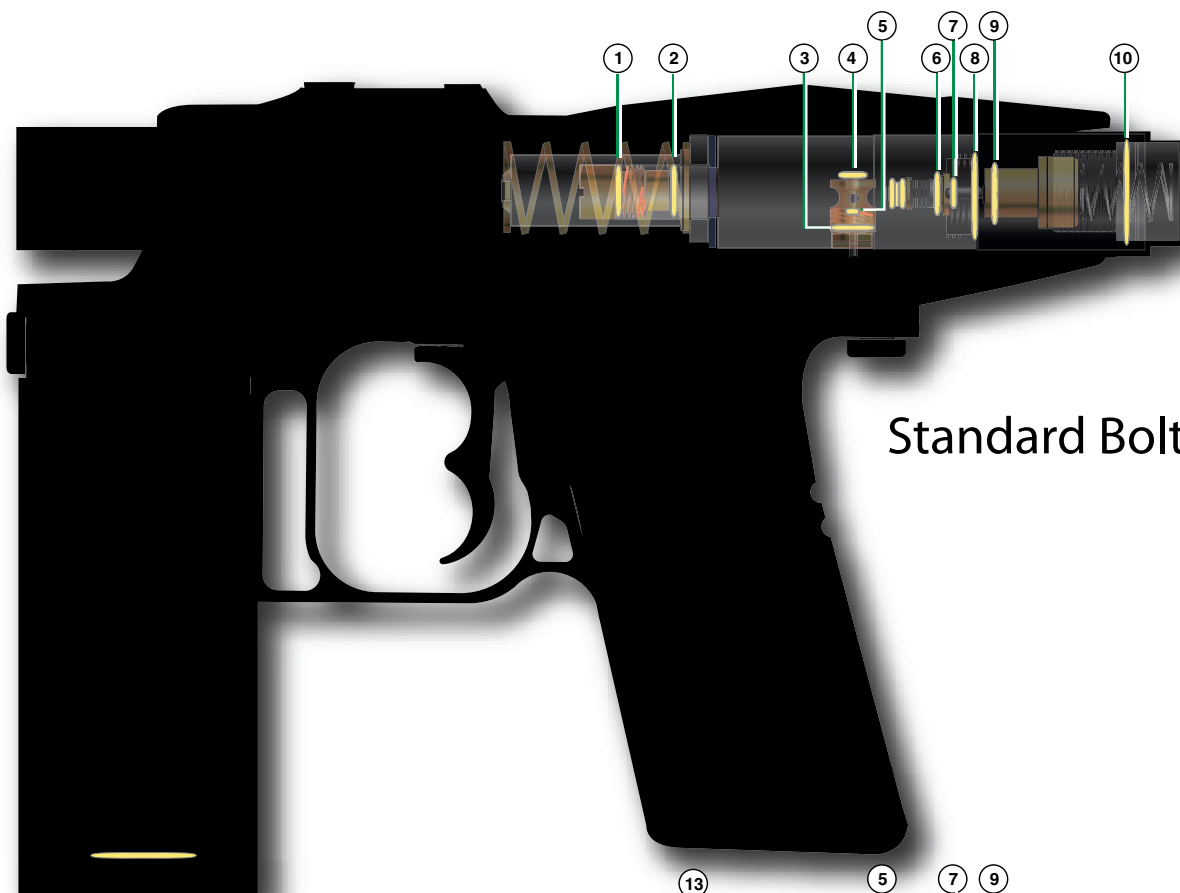
If used regularly, we find that customers who properly lubricate their paintball markers once a week have the fewest problems. To lubricate your E-Mag, apply 6 drops of AUTOLUBE into the air line running into the valve. Then gas up and dry fire the paintball marker several dozen times with the barrel removed to prevent oil build-up in the barrel. This cycles the oil throughout the marker and provides needed lubrication to internal parts.

## CLEANING

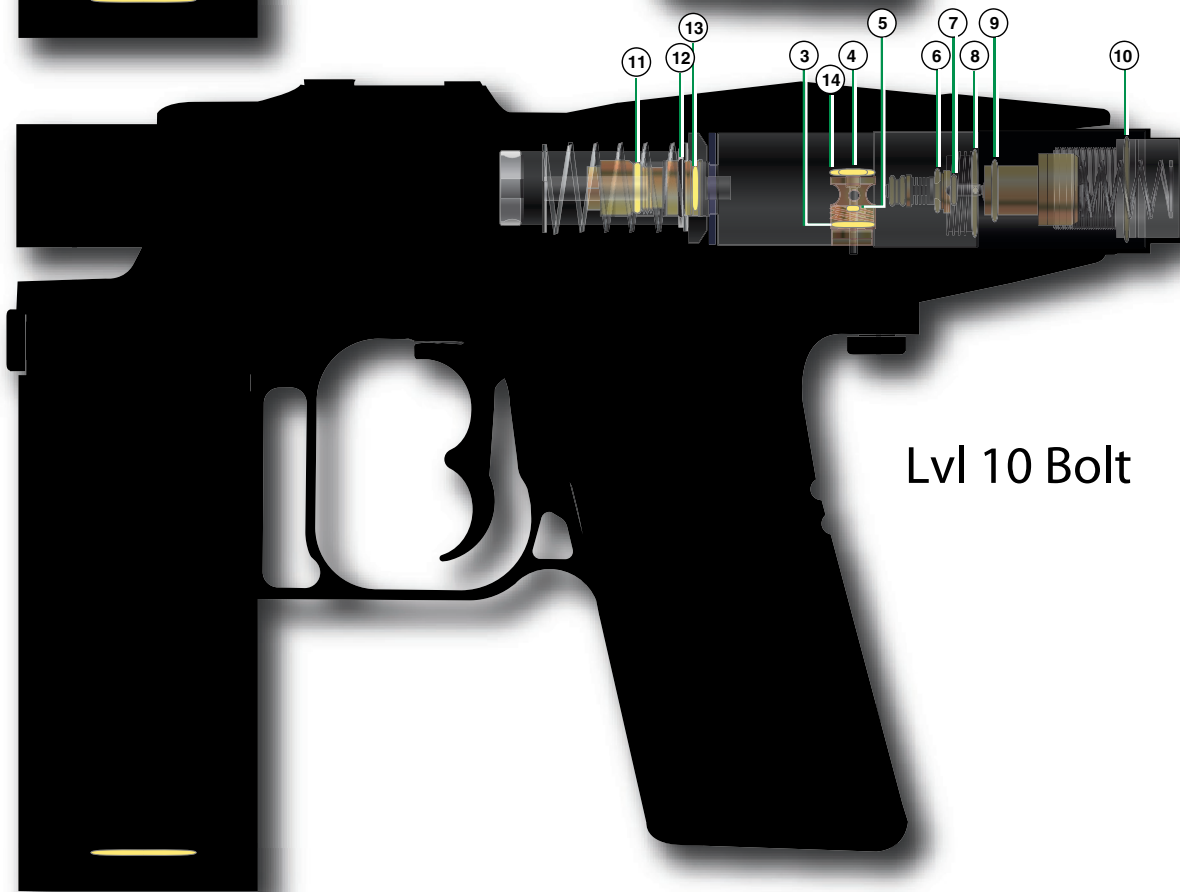
Always remember to wear approved paintball goggles and mask when cleaning your paintball marker if the marker is pressurized.

After each use a paintball marker should be field stripped and all the exposed parts cleaned and inspected for wear or problems. Lightly lubricate all surfaces and re-assemble according to instructions. **DO NOT USE “CLEANING” LUBRICANTS SUCH AS FOR FIREARMS OR SPRAYS SUCH AS “WD-40”**. Lubricate with quality lubricants designed for pneumatic devices such as “Autolube”.

# O-ring GUIDE








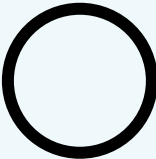

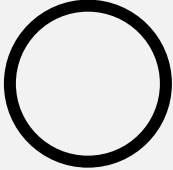
Standard Bolt



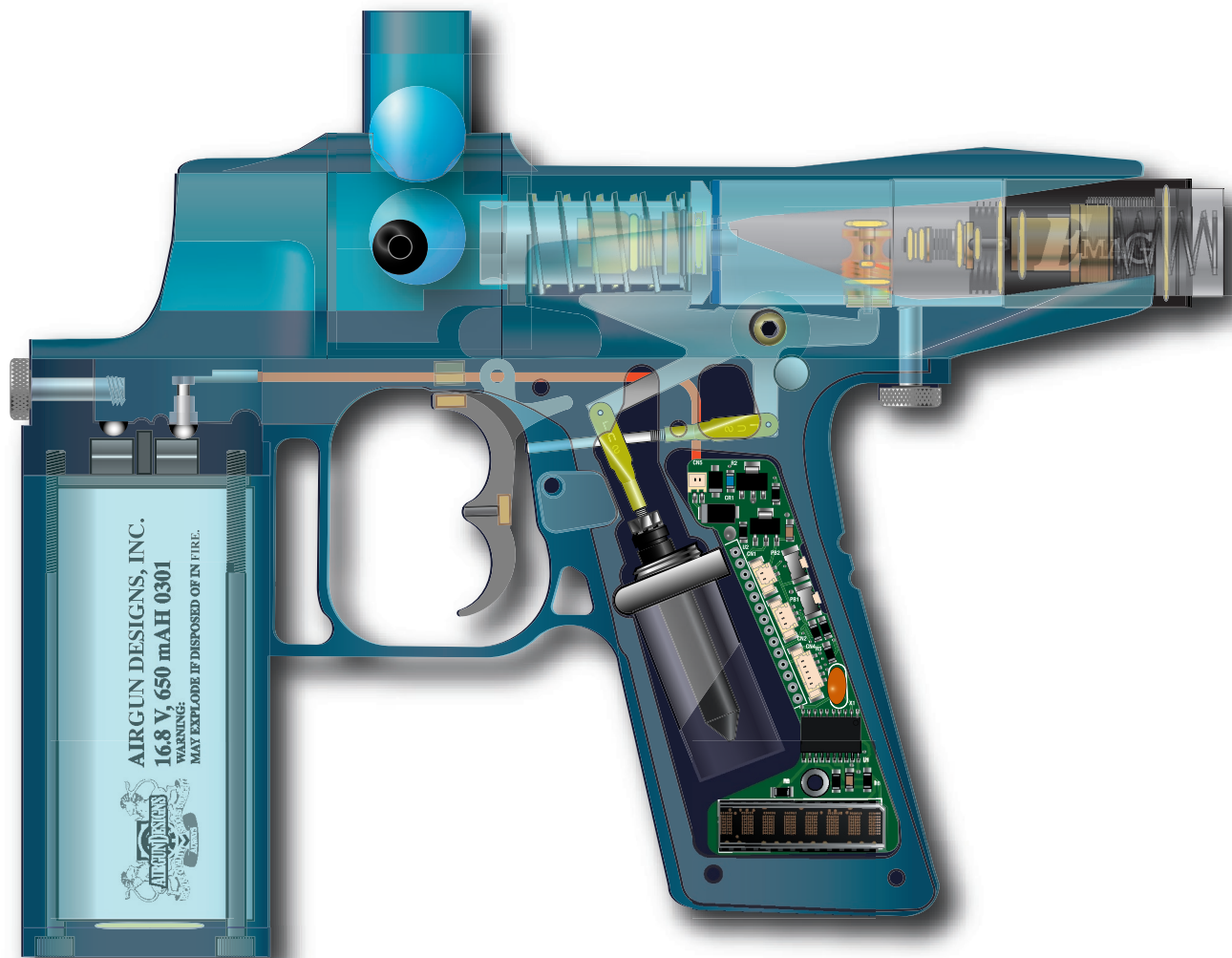
Lvl 10 Bolt

## O-ring IDENTIFICATION AND SPECIFICATIONS

Determining which o-ring goes where can be confusing, especially if you have removed several at once. Place an o-ring on the picture of the o-rings till you find one the exact same size. Look at the o-ring Identity description to find out which one you have. Never use the wrong o-ring as it will cause failures, and can damage your marker. It is better to replace an o-ring that you suspect is causing trouble even though it looks OK visually. Tiny cuts or wear may be impossible to see with the naked eye.

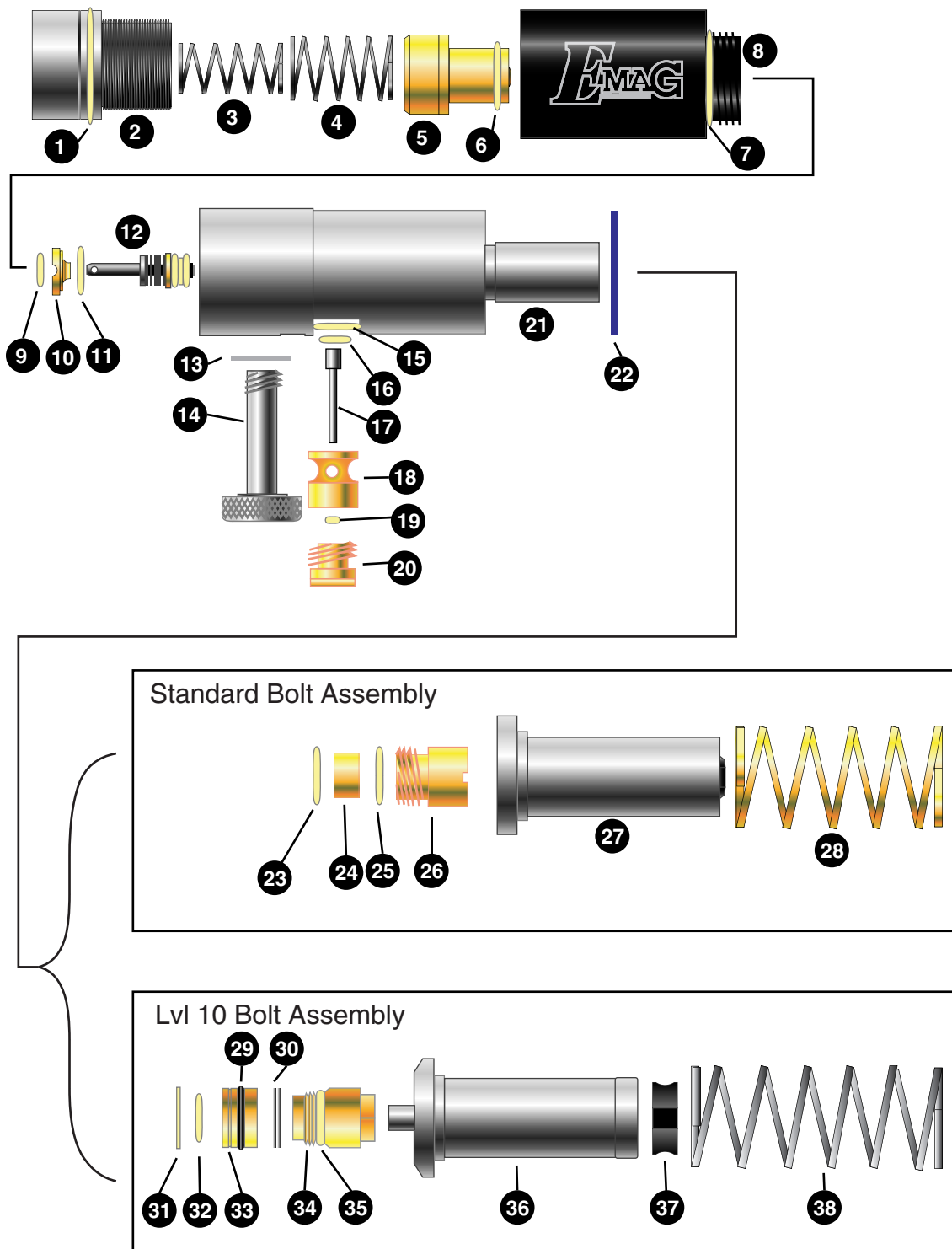
P/N	Inches Millimeters	100% Visual	Description	P/N	Inches Millimeters	100% Visual	Description
000 778	Inner 5/64 Outer 13/64  Inner 1.9844 Outer 5.1594		⑤ On/off small	001 695	Inner - Outer -  Inner - Outer -		⑨ Lvl 10 Carrier
000 779	Inner 1/8 Outer 1/4  Inner 3.1750 Outer 6.35		⑦ Valve pin ④ On/off top	000 113	Inner 3/8 Outer 1/2  Inner 9.525 Outer 12.7		⑨ Regulator piston
000 123	Inner 1/4 Outer 3/8  Inner 6.35 Outer 9.5250		③ On/off bottom ② Power tube	000 782	Inner 11/16 Outer 13/16  Inner 17.4625 Outer 20.6375		⑧ Regulator body
000 781	Inner 5/16 Outer 7/16  Inner 7.9375 Outer 11.1125		① Power tube tip	000 157	Inner 3/4 Outer 7/8  Inner 19.05 Outer 22.225		⑩ Velocity regulator nut

# MARKER

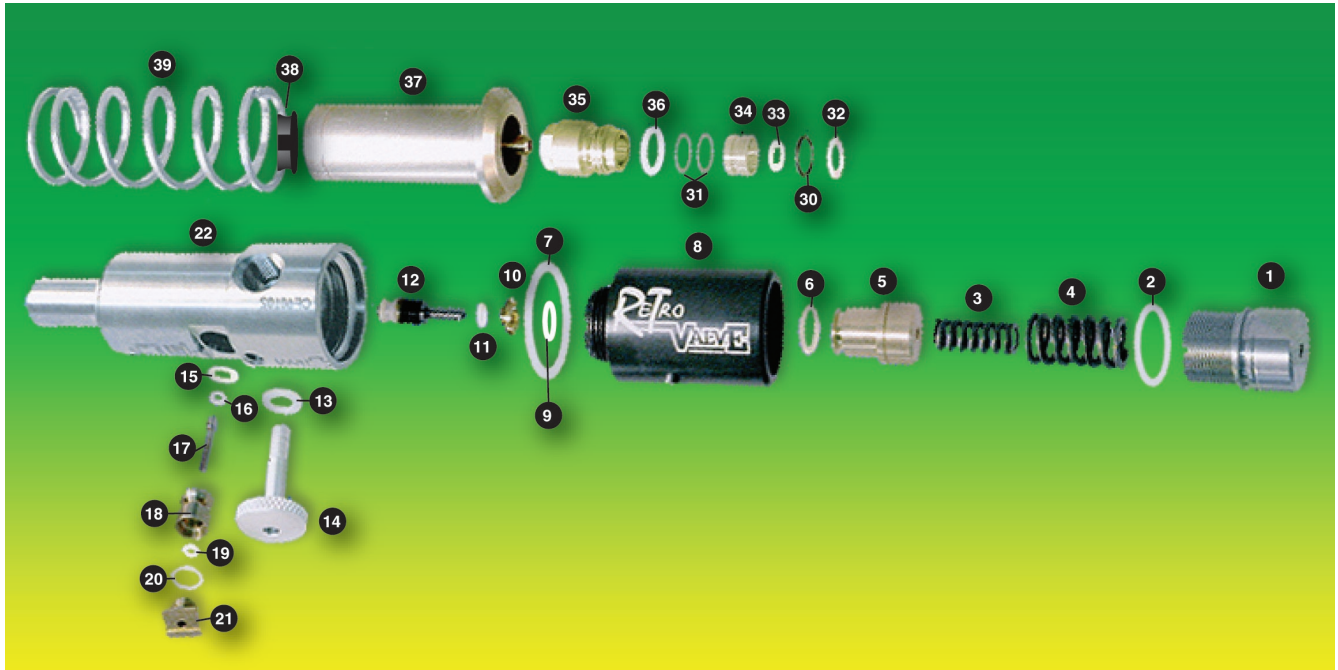




# VALVE



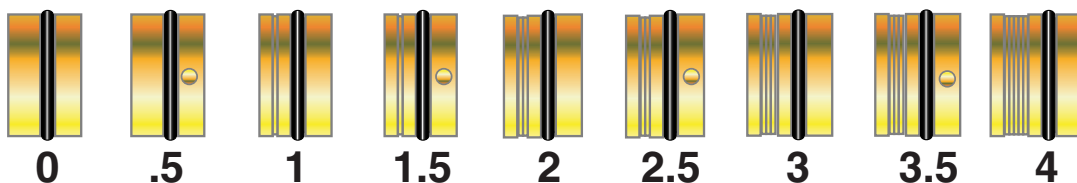
# VALVE



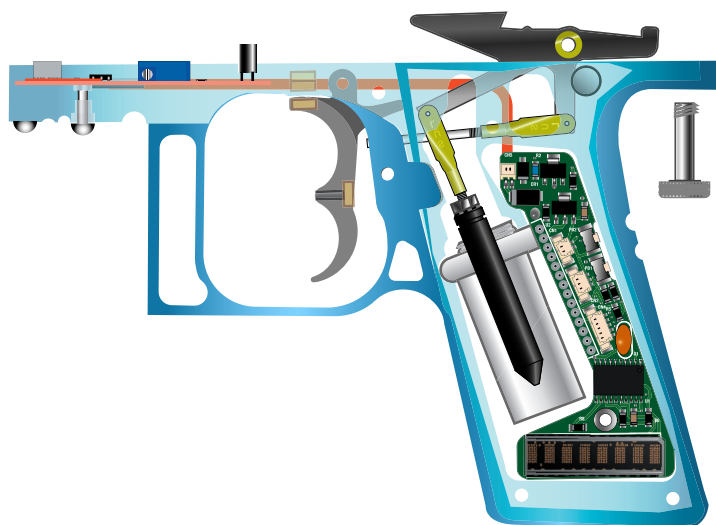
ID#	Part Description	ID#	Part Description
1	Regulator Nut	21	Power tube tip Assembly
2	Regulator Nut o-ring	22	Valve Body
3	Regulator Spring Outer	23	Bumper
4	Regulator Spring Inner	24	-
5	Regulator Piston	25	-
6	Regulator piston o-ring	26	-
7	Regulator Body O-ring	27	-
8	Regulator Body	28	-
9	Valve pin o-ring	29	-
10	Regulator Seat	30	Carrier o-ring
11	Regulator seat o-ring	31	Shim
12	-	32	Washer
13	Field strip screw washer	33	Lvl 10 PT o-ring
14	Field strip screw	34	Carrier
15	PT O-ring around quad	35	Power Tube Tip
16	Quad O-ring	36	Power Tube Tip o-ring
17	On/off pin .712	37	Lvl 10 Bolt
18	On/Off Top	38	Foamie
19	On/off small o-ring	39	Bolt Spring
20	Power tube tip o-ring	40	-

## Note on Lvl 10 Carrier Lengths

Carrier's are sized using a stripe and dot indicator etched into the carrier body. 0 – no line or dot is the smallest; 4 – 4 lines is the longest.



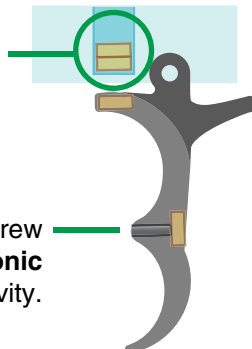
# GRIP FRAME



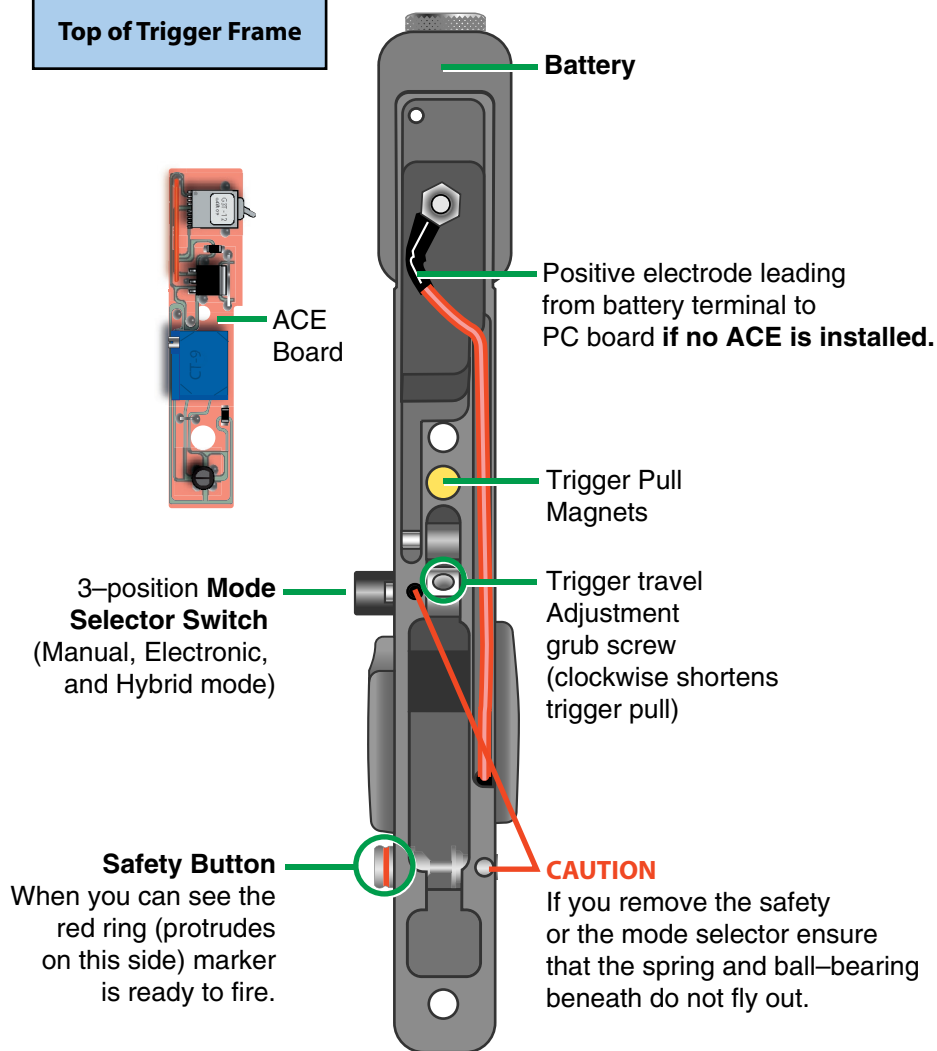
## Adjusting the Trigger

Add or remove magnets to adjust the effort needed to pull the trigger.

Turn grub screw to adjust **electronic** trigger sensitivity.

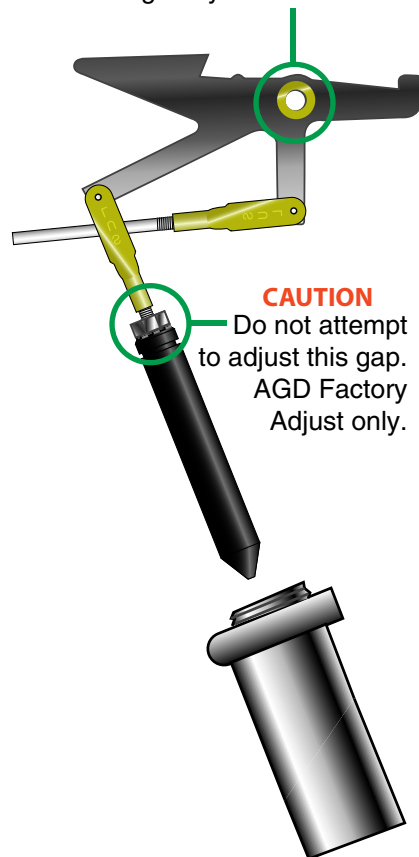


## Top of Trigger Frame

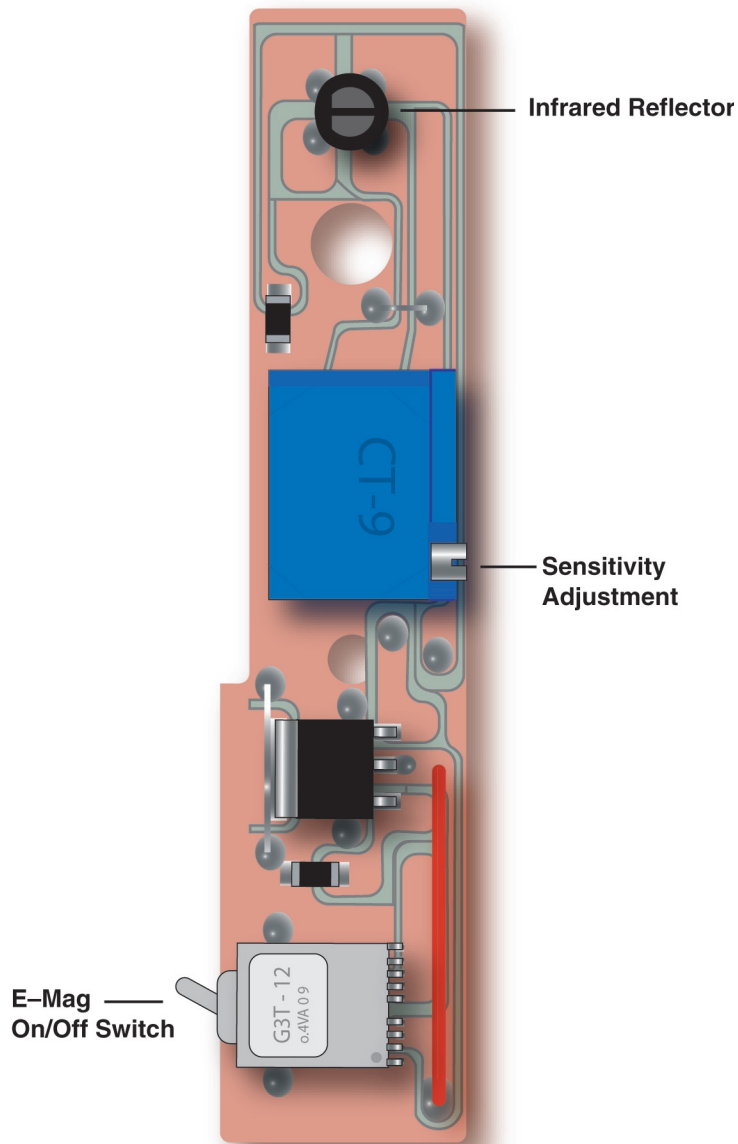


## CAUTION

When removing the grip frame from the rail remember to remove the screw that holds this sear into position before separation to avoid damage to your marker.



# ACE BOARD



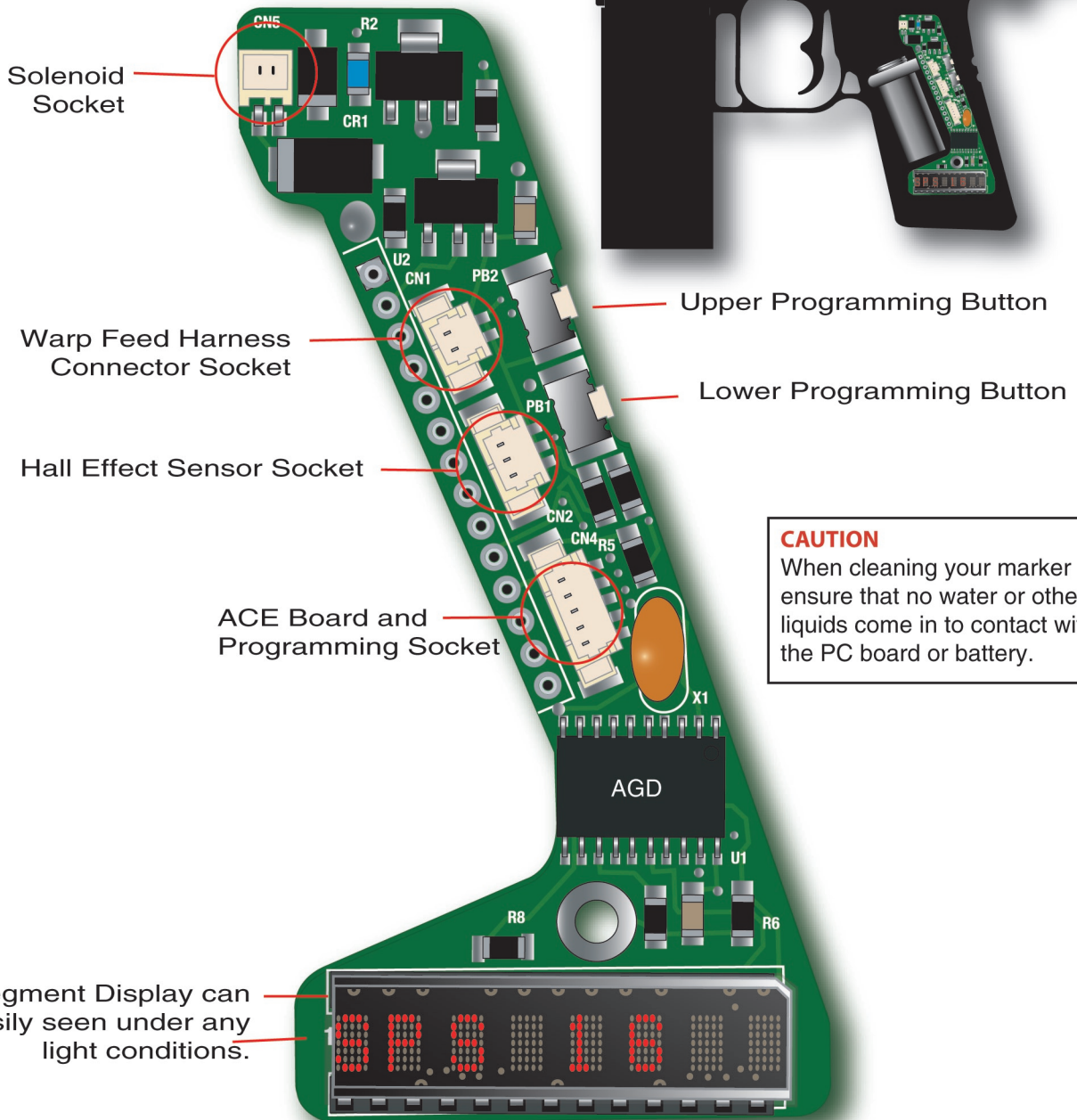
The Anti Chop Eye (ACE) board uses an infrared reflective sensor to determine if a ball is fully loaded into the breech.

Sensitivity can be adjusted to handle multi colored paintballs. Insert the paintball, dark side down into the breach, pull trigger and rotate sensitivity adjustment pot using a small flat blade screwdriver until the gun fires. Then rotate pot clockwise 2 full turns.

ACE Programming in grip:

- ACE 00 – ACE turned off
- ACE 01 – Short delay
- ACE 02 – Long delay for multi color and high contrast paintballs.

# PC BOARD



**CAUTION**  
When cleaning your marker ensure that no water or other liquids come in to contact with the PC board or battery.

# BATTERY

## CAUTION

Some batteries will turn light green when first plugged in. In this case leave battery charging for several hours.



Light will turn red when battery is plugged in and is charging. It will turn green when battery is fully charged.



Red light will come on when adapter is plugged into a live 12 volt accessory adaptor.

5 foot cable length.



## CAUTION

Do not allow battery terminals to come into contact with each other. Do not get battery terminals wet.



16.8 Volt Rechargeable NiMH Battery



## CAUTION

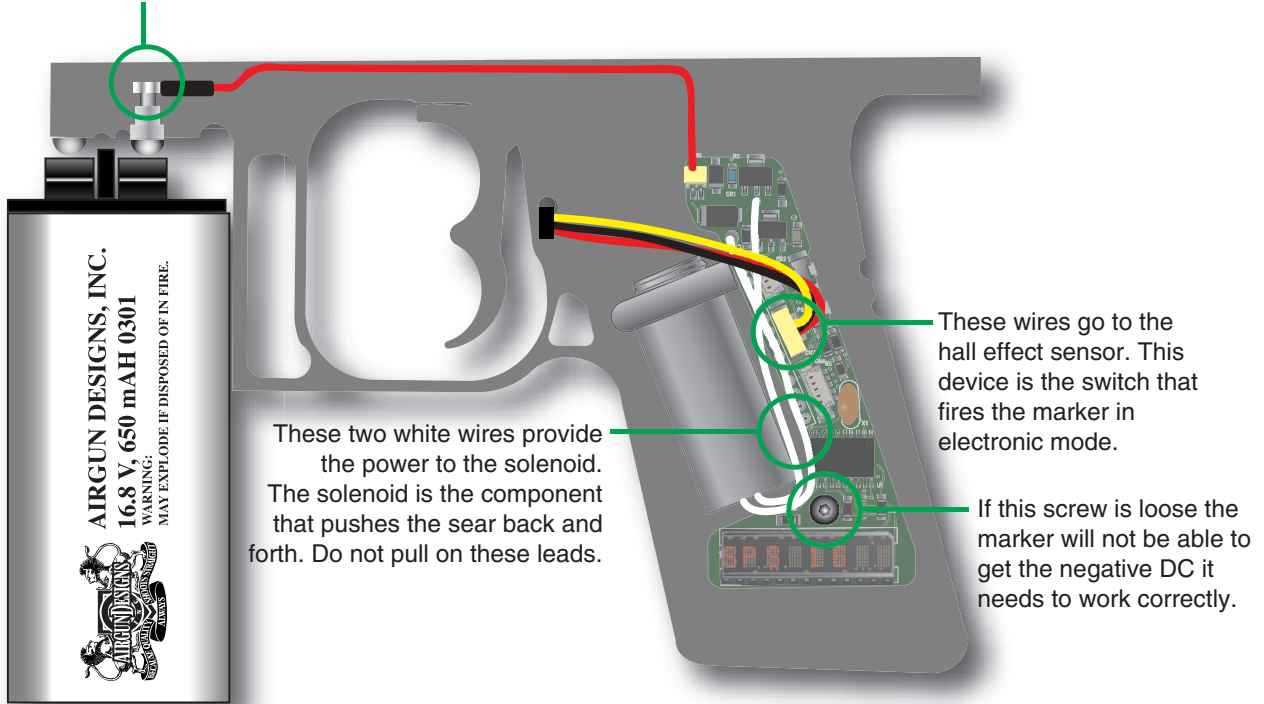
Make sure O-ring spacer installed or battery may fail to make adequate contact with marker electrodes.



# ELECTRONIC WIRING

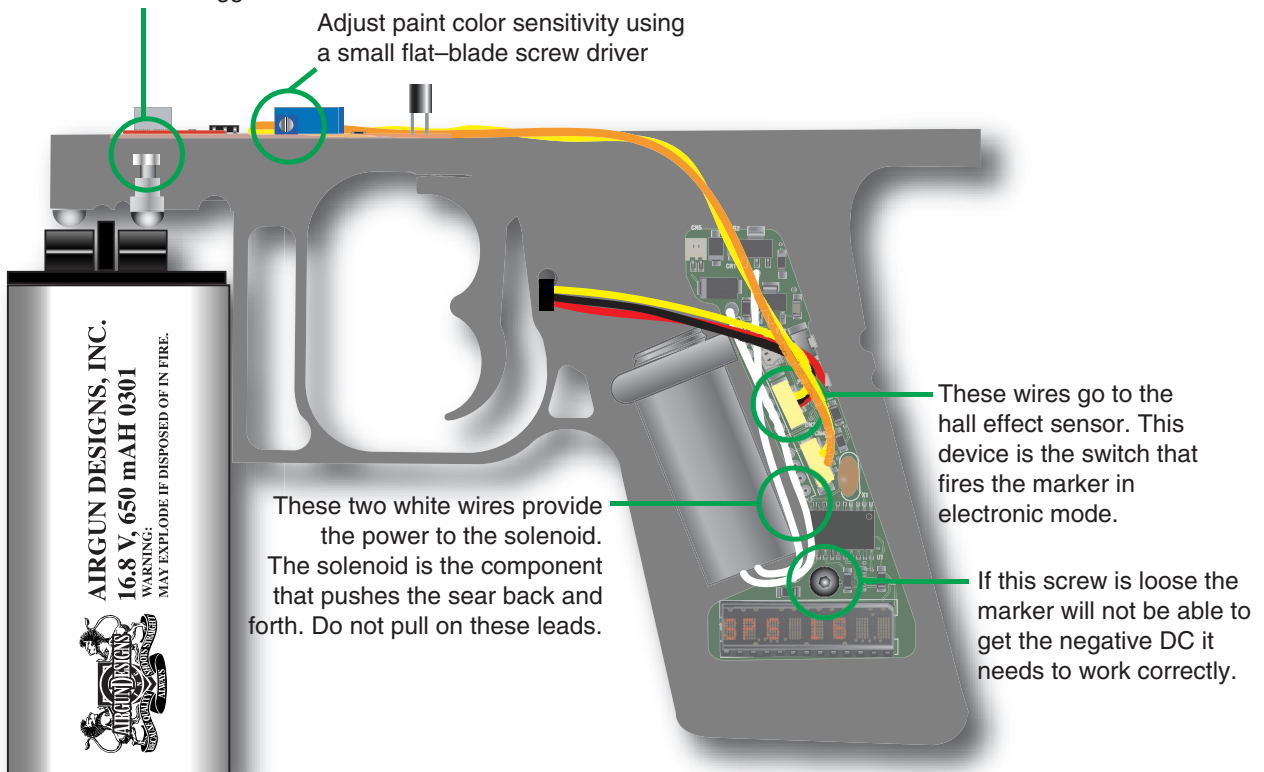
This wire contains the positive DC needed to supply power. The negative DC is supplied through the E-Mag's aluminum frame.

Standard E-Mag



Powered from the battery via the ACE board with and on/off toggle switch.

E-Mag Xtreme



# PARTS LIST

## **Bolt and Valve Assembly**

Regulator Nut O-ring  
000845 Regulator Nut Assembly  
000799 Regulator Spring Inner  
000800 Regulator Spring Outer  
000822 Regulator Piston Assembly  
000113 Regulator piston o-ring  
000779 Valve pin o-ring  
000844 Regulator seat o-ring  
Regulator Valve  
000432 Field strip screw  
001446 On/Off Assembly  
00123 On/off bottom o-ring  
001498 On/off pin .712  
000814 On/Off Top  
000778 On/off small o-ring  
000815 On/off Bottom  
Valve Body  
000123 Power tube o-ring  
Spacer  
000781 Power tube tip o-ring  
000819 Power tube tip Assembly  
000796 Bumper  
000802 Bolt Foamieless  
000798 Bolt Spring

## **Battery Assembly**

001220 Battery Assembly Bolt  
001226 Battery Charger  
001223 Battery Pack  
001319 Battery Saver Plug (Yellow)  
001388 12V Charger Cord

## **Grip Frame**

001297 Grips (pair)  
001307 Grip Screws  
001304 Hall Harness  
001420 Jumper Burst mode  
001328 Nylon Bushing  
001327 Nylon Washer  
001225 PC Board  
001331 Quad O-ring  
001355 Warp Harness  
001605 Nubbin, Molded Plastic

## **Body**

001410 Rail  
001386 Sear Assembly  
001281 Sear Lock  
001287 Selector Switch  
001237 Solenoid  
001286 Trigger Magnet Mount  
001314 Trigger Pin  
001224 Trigger Rod

## **Screws**

000176 Front Frame Screw

## **Other O-rings**

000157 Barrel O-ring  
000782 Regulator Body

# **TROUBLESHOOTING QUICK REFERENCE**

## **RECOMMENDED OPTIONS AND EXTRAS**

### **PAINTBALLS**

There are many different kinds of paintballs on the market, all with different specifications. The one thing that is consistent is that low quality paintballs will perform poorly in the E-Mag. Always use fresh, high-quality paintballs and try many different types to find the best one suited for your paintball marker and playing conditions.

### **LOADER**

An agitator loader such as a VL Revolution or HALO is mandatory for the efficient and effective use of your E-Mag. Always keep at least twenty balls in the loader when fast firing.

In order to assure the optimal feed rates and minimize ball chopping we recommend the use of Airgun Designs Warp Feed friction drive system. The Warp Feed system will consistently feed at a rate equal to the maximum firing rate of the E-Mag.

Ball breakage may occur with the E-Mag due to the incredibly high rates of fire achievable. If you find that the balls are cut in half in the breech, consider the purchase of a positive feed loader system combining an agitator with a Warp Feed. You can also reduce ball breakage by reducing the set rate of fire in Electronic mode.

### **ACCESSORIES**

Airgun Designs has a variety of add-on products for your paintball marker, including left, right and center feed models, Warp feed, and complete air systems. Airgun Designs also carries hats, t-shirts, patches, gun cases, and other promotional items.

Please contact us if you would like a product brochure or price list.

## WARRANTY

We offer a 90-day limited warranty from the date of original retail purchase. This limited warranty covers some parts, labor, manufacturing defects, and malfunctions. It does not cover abuse such as wrapping the marker around a tree when you lose a game, nor does it cover damage that occurs as part of an accident such as a house fire or hurricane.

After the 90-day limited warranty ends, we have what we call star warranty program. There are one to four stars laser engraved above the serial number on your marker's valve assembly. Each star entitles you to a free repair of your marker.

When you send your marker in for repair, we will drill a small dent into one star and so "punch" it out. After we have punched a star there is again a 90-day warranty to make sure we fixed your marker properly. If the marker still has the same problem it was sent in for, we will fix it again without punching another star, as long as the marker is returned to us within 90 days.

We will still service your marker after all the stars are used, but we will charge you a standard rebuild fee, which covers the replacement of soft parts and return ground shipping. There will be additional charges for hard parts such as bolts or sear assemblies. Just as there is a 90-day warranty on repairs done under the star program, there is also a 90-day warranty on rebuild repair work.

### PLEASE NOTE:

All E-Mags without engraved stars have the equivalent of 2 stars. We will "punch" the valve to show that a warranty repair has been done on the valve.

### THERE ARE EXCEPTIONS to our warranty service policy:

We will not perform any type of service on a marker which has been reported stolen according to our company guidelines.

We will not perform any type of service on a marker which has no serial number. We will not perform any type of service on a marker if the serial numbers on the valve body and the regulator body of the valve assembly do not match. We will contact you to offer the Valve Exchange program or the Go Retro program.

We will no longer fix markers for free either under the limited warranty or the star warranty if the marker has an aftermarket part and/or accessory that causes a problem. Some examples of modifications and/or parts that can cause problems include:

- a. painted main bodies
- b. two finger triggers (other than our own)
- c. wooden grips
- d. aftermarket valve assembly parts (automatic rebuild fee)
- e. aftermarket o-rings and seals
- f. aftermarket bolts (especially Venturi bolts)
- g. aftermarket on/off assemblies

MicroMag and Shocktech bodies are not made by AGD, though we do make these valves. If we determine that the body is causing the problems, a charge may apply. Both of these products will be evaluated on a case-by-case basis.

Splash Kits may cause the repairs to be subject to charges.

In many cases, aftermarket accessories such as barrels, expansion chambers and grip frames do not cause a problem and will not void the warranty. Many aftermarket parts and accessories are available. We have no problem with aftermarket parts being installed in our markers. However, please keep your stock parts on hand and replace them first if you have problems with your marker. If we determine that an aftermarket part is causing the problem, the repairs will require a rebuild fee.

And finally ...

Please do NOT send any barrels or air systems or other removable accessories with your marker unless specifically told to do so by our Tech Department. Airgun Designs is not responsible for any accessories sent to us along with a marker and not necessary to the repair.

Customers and dealers MUST call Airgun Designs to obtain a Return Authorization (RA) number before sending any marker, valve, accessory or part to us for repairs. Any product coming to the factory without a Return Authorization number will be shipped back to the customer. NO EXCEPTIONS!!! This warranty policy is subject to change or update without notice.



## **SERVICE, REPAIR AND SHIPPING**

### **TECHNICAL SUPPORT**

Please refer to this manual for basic information about your E–Mag. If you have questions about your E–Mag, please call our Technical Support staff (See contact information at the back of this manual). Please call us before you send your paintball marker to us for repair! Our Technical Support staff might be able to solve your problem over the telephone.

If your paintball marker needs to be returned to us for repair we need to verify that you have registered your E–Mag, that we have your current address and telephone number on file, and that you are aware of our warranty repair policies and the anticipated turnaround time.

Additional information can be located on our website at [www.airgun.com](http://www.airgun.com) or our sister site [www.automags.org](http://www.automags.org) for more information, forums and chat!



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## USA

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## Europe

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