

ZXS=1000E

**ELECTRONIC
PAINTBALL MARKER**

Welcome to ZXS Powered by Zap

On behalf of everyone at our company, thank you for your purchase of an ZXS Electronic Marker. This Owner's Manual is designed to help you enjoy the growing sport of paintball.

Introducing the new ZXS-1000E with L.E.D indicator light, electronic safety, low battery flash indication, and 10 balls per second cycle capability.

WARNING / LIABILITY STATEMENT

This marker is classified as a dangerous weapon and is surrendered by the manufacturer with the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. The manufacturer shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including the intentional, reckless, negligent or accidental discharge.

All information contained in this manual is subject to change without notice. The manufacturer reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements in products previously sold.

WARNING:

This paintball marker is not a toy. Always wear eyewear protection designed specifically for paintball while handling or within a minimum range of 200 yards of this paintball marker. You must be at least 18 years old to purchase this product.

Any person under 14 years of age should use this paintball marker with adult supervision. ASTM STANDARD F1777-97.

WARNING:

Never shoot at anyone without proper protective equipment for eyes, ears, throat and head, which must be worn at all times. Protection must be designed specifically for paintball use. Failure to follow these safety precautions may result in bodily injury including blindness and deafness.

Rules for Safe Handling

- Always wear proper eyewear protection designed specifically for paintball while handling or within a minimum range of 200 yards of this paintball marker. Never remove protective eyewear when near playing area.
- Treat every paintball marker as if it were loaded.
- Never point a paintball marker at anyone not wearing the proper paintball eye protection.
- Always use a barrel plug as well as safety when not playing.
- Never look down the barrel of the paintball marker. Accidental discharge into the eye may cause permanent injury or death.
- Never shoot your paintball marker with the velocity exceeding 300 fps.
- Always measure velocity (speed) before playing paintball. NOTE: Paintball velocity can be tested at all regulation paintball fields with a chronograph.
- Only play in a proper paintball facility.
- Avoid shooting any target / opponent closer than 20 feet.
- Never fire your marker at the property of others.
- Do not shoot fragile objects (i.e. windows, lights, etc.)
- Pressurize and load the marker only when the marker will be immediately used. Unload and remove power source immediately after use for safe storage.
- Keep exposed skin away from escaping CO₂ gas when installing or removing cylinder. CO₂ gas is very cold and can cause frostbite under certain conditions.
- Always store your marker with the air source removed and in a safe location.
- Always remove gas source before disassembly.
- Do not field strip or otherwise disassemble this marker while it is pressurized with gas.
- Store the paintball marker unloaded and degassed in a locked place.

- Follow warnings listed on gas source for handling and storage. Use only .68 caliber paintballs. Never load or fire any foreign objects.
- Dress appropriately and avoid exposing any skin when playing the game of paintball. Even a light layer of clothing will absorb some of the impact and protect you from the paintballs.
- Never consume alcoholic beverages before and during the use of this marker. Handling markers while under the influence of drugs or alcohol is a criminal disregard for public safety.
- **Play Safe! The safety of yourself and others depends on you!**

Operation of the ZXS-1000E

The ZXS-1000E is powered by a 9-volt battery (not included). To install the battery, remove front trigger frame panel (see Fig. 1-1) and plug in and insert battery as shown. Secure panel with screws.

To turn On – Press and hold actuation button (11) for 5 seconds. See Fig. 1-1. Marker will be automatically set to the safety position when turned on (Red LED Light)(12).

To Set on Fire Mode – Press actuation button once. (Green LED light).
To set on safety again, press actuation button once.

To turn Off – Press and hold button for 5 seconds.

Operating Instructions

1. Make sure barrel blocking device is in place. Turn on Marker and Put on “Safe” by pressing actuation button and releasing. The button will glow red indicating “safe”.
2. **Cock:** Cock marker by pulling cocking handle back fully until locked in sear position. This is a semi-automatic marker which will re-cock itself after each discharge when working correctly.
3. **Attach Gas Source:** Attach gas source according to manufacturer of propellant cylinder’s instructions.
4. **Load Paintballs:** Attach hopper (not included) according to manufacturer of hopper’s instructions and fill with paintballs. Do not fill to the point that paintballs are packed tightly together inside hopper. *Note – Paintballs should be stored in a cool, dry place in a sealed bag or container. Do not subject paintballs to freezing, excessive heat, humidity or store in direct sunlight.
5. **Eye Protection:** Make sure that everyone within range is wearing eye protection designed specifically for paintball.

6. **Remove Barrel Blocking Device** and press actuation button to take off safe and set marker to “fire” mode. LED will glow green to indicate ready to discharge.
7. **Verify Velocity:** Make sure that the paintball marker’s velocity is below that required by playing field operator. The velocity must be set below 300 feet per second regardless of planned location for usage.
8. **The paintball marker is now ready to discharge.**

Trouble Shooting Guide

Problem	Cause	Cure
Gas Leak	Seal Failure (location of leak)	Replace
	A - Out of the Barrel	Cup Seal/Valve O-Ring
	B - Out of Foregrip	Foregrip O-Ring
	C - Out of Volumizer	Volumizer O-Ring
	D - Out of Regulator	Propellant Source O-Ring
Marker will not cycle	A - Marker Not Cocked	Cock Marker
	B - Out of Air	Refill/Replace Propellant Source
	C - Bolt jammed on shell	Remove Bolt & Clean
	D – Dead Battery	Replace Battery

Warranty Information

ONE YEAR LIMITED WARRANTY

Zap Paintball Inc. is dedicated to providing you with the ultimate paintball marker and quality support necessary for the utmost satisfaction in its use. For one year from the date of purchase by the initial owner, Zap Paintball Inc. will repair or replace this marker free of charge if defective in material or workmanship.

Register your warranty online at www.zappaintball.com or call 1-877-907-8880. Also check out the trouble shooting section of this manual to help you out with your marker.

This marker gives you specific legal rights. You may also have other rights which may vary from state to state or province to province.

In the event warranty or other non-warranty related repairs are required, you may call Zap Paintball Inc. at 1-877-907-8880.

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