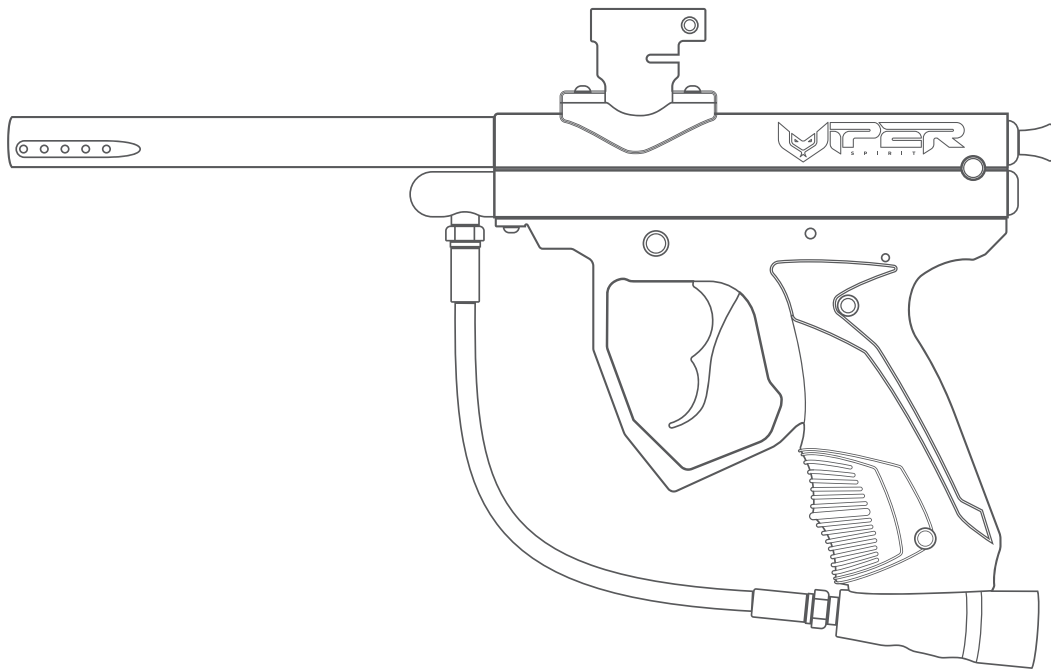




## MANUAL



### INCLUDED IN THE BOX:

Paintball Marker  
Spare Parts and Hex Key  
Barrel Plug  
User Manual

### COLOR OPTIONS:

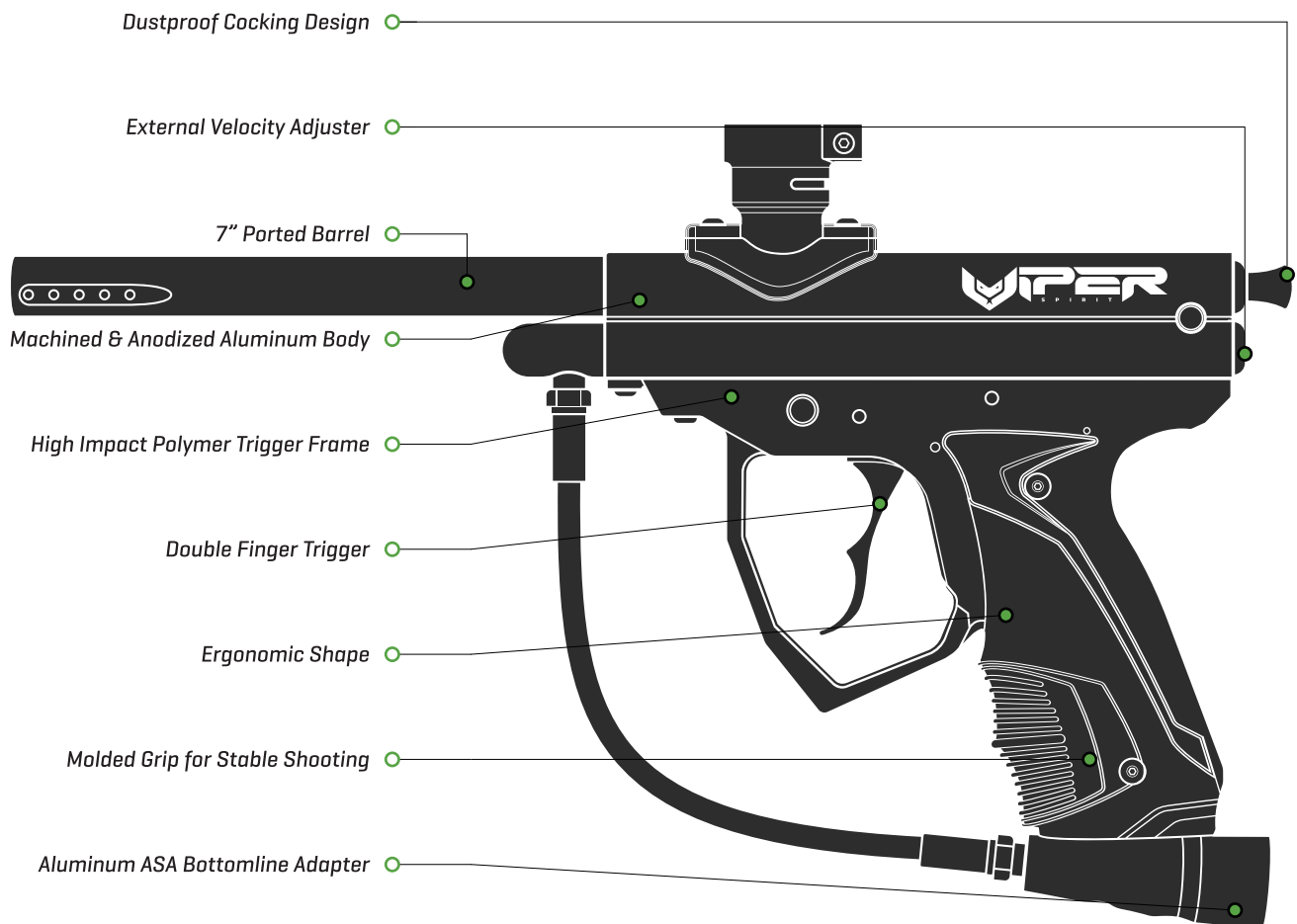


## VIPER SPIRIT .50 PAINTBALL MARKER SPECIFICATIONS

Thank you for purchasing the **Viper Spirit .50 Cal.** Paintball Marker by **SPIRIT FIELD**. This Paintball Marker was designed to be a durable paintball marker for players of all experience levels in all conditions and be easy to maintain.

### Specifications

<b>Caliber</b>	0.50
<b>Action</b>	Semi-Automatic
<b>Barrel</b>	Removable 7" ported
<b>Power</b>	CO2 or Compressed Air [Paintball Tank]
<b>Construction</b>	Aluminum & Polymer
<b>Velocity</b>	Up to 300 Feet Per Second [FPS]Effective
<b>Range</b>	125+ feet



## STATEMENT OF LIABILITY

The **Viper Spirit .50 Cal.** Paintball Marker is supplied by **SPIRIT FIELD**, with the express understanding that the purchaser assumes all liability arising out of any unsafe handling of this marker or any action that violates any applicable laws or regulations. **SPIRIT FIELD** assumes no liability for, and shall not be responsible for any personal injury or loss of property or life resulting from the use of this paintball marker under any circumstances, including but not limited to those resulting from intentional, reckless, negligent or accidental discharges.



## WARNING READ BEFORE USE

THIS PAINTBALL MARKER IS NOT A TOY. MISUSE COULD RESULT IN SERIOUS INJURY OR DEATH. EYE PROTECTION SPECIFICALLY DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE OPERATING THE **VIPER SPIRIT .50** PAINTBALL MARKER.

The Viper is intended for sale to adults 18 years of age or older only, for use in compliance with all applicable laws and regulations. **Adult supervision is recommended** at all times whenever a minor is handling this paintball marker. Paintball safety rules must be followed at all times.

## RULES OF SAFE MARKER HANDLING

1. Treat every marker as if it were loaded.
2. Never look down the barrel of a paintball marker.
3. Keep your finger off the trigger until ready to shoot.
4. Never point the marker at anything you don't wish to shoot.
5. Keep the marker on **"safe"** until ready to shoot.
6. Keep the barrel blocking device in the marker's muzzle when not shooting.
7. Always remove paintballs and propellant source before disassembly.
8. After removing propellant source, point marker in safe direction and discharge until the marker is degassed.
9. Store the marker unloaded and degassed in a secure place.
10. Follow warnings listed on propellant source for handling and storage.
11. Do not shoot at animals or fragile objects, such as windows.
12. Every person within range must wear eye, face, and ear protection designed specifically to stop paintballs and meeting ASTM standard F1776.
13. Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 91.44 meters [300 feet/per- second].
14. Do not use this marker to shoot at a target closer than 20 feet [6 meters].

**Always wear protective goggles** specifically designed for paintball when shooting the Viper or any paintball marker. Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.

Operate a paintball marker only in areas where it is safe and lawful to do so. Misuse of this paintball marker can result in criminal penalties, including jail time. This marker is intended for sale to adults 18 years of age or older only.

**Adult supervision is recommended** at all times whenever a minor is handling this marker in any manner.

When playing, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area. Play paintball only where the rules of safe paintball play are followed.

All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity less than 300 feet per second [fps] and/or that does not exceed the velocity limit set by the paintball field, where the marker is in use.

Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel is changed, and upon request of any player or game official.

There is always a chance that a paintball is lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is unloaded: Remove air system and shoot in a safe direction. Remove hopper, visually inspect chamber for a paintball, remove and inspect barrel for the presence of a paintball. Never look down the barrel of any paintball marker once the barrel is screwed into the marker. Markers with regulators hold pressure even after tank is removed. Shoot marker in a safe direction after tank is removed to de-gas it completely.

## USING YOUR VIPER SPIRIT .50 PAINTBALL MARKER

Before beginning setup, locate the trigger safety pin above the trigger. **Make sure the trigger safety is pushed in** on the left side of the marker so that the marker is not accidentally discharged during setup.

## BARREL INSTALLATION

1. Make sure the marker is degassed and that the hopper is removed. Make sure that no paintballs are in the feed port or breech. Confirm that the safety is set to **"safe"** mode.
2. While pointing marker in a safe direction, place the threaded end of the barrel into the front opening of the body.
3. Turn the barrel clockwise until it stops. Do not turn the barrel with too much force, just allow the threads to draw the barrel in until it stops. Do not over tighten.
4. Immediately install a barrel blocking device. A blocking device is any device that prevents the accidental discharge of a paintball, such as a barrel plug.

## LOADER INSTALLATION

1. Loosen the feedneck allen screw.
2. Insert the loader into the opening of the feedneck until it bottoms out.
3. Align the loader so that the lid is to the rear.
4. Using an allen wrench tighten until loader is secure.

## PAINTBALL TANK INSTALLATION

1. With a barrel blocking device properly installed, **point the marker in a safe direction**. Pull the cocking knob located on the top of the marker back until it clicks and stops. This will cock the marker. Release the cocking knob and the marker is now cocked.



2. Locate the air source adapter (ASA) at the base of the grip frame
3. Position the marker so that the air source adapter is pointed upwards and make sure that the barrel of the marker is pointed down.
4. Insert the threaded end of the paintball tank into the adapter.
5. Do not push the paintball tank, but slowly twist the paintball tank clockwise. Allow the threads to draw the paintball tank into the marker until it stops. Once it stops, the marker is charged.

## FIRING YOUR VIPER SPIRIT .50 PAINTBALL MARKER

1. Make sure eye protective devices designed for paintball use are worn by the operator and anyone within range.
2. While pointing the marker in a safe direction, remove the barrel blocking device.
3. Push the trigger safety to the **"fire"** mode by pushing it in on the right side of the marker.  
The red o-ring will now be visible on the left side and the marker is in **"fire"** mode.
4. Aim your marker at a safe target and pull the trigger.
5. When finished shooting, return the trigger safety to the **"safe"** mode and replace the barrel blocking device.

## VELOCITY ADJUSTMENTS

- A.** Do not adjust the velocity without using a chronograph to measure the velocity of a paintball. Adjusting the velocity without a **paintball-specific chronograph** may cause unsafe speeds, which may result in serious injury or death.
- B.** Make sure eye protective devices designed for paintball use are worn by the operator and anyone within range.
1. Point the marker in a safe direction. Then, remove the barrel blocking device.
  2. Aim your marker barrel over the chronograph.
  3. Set the trigger safety to fire by pushing the safety pin in on the right side of the marker.
  4. Pull the trigger once and observe the reading on the chronograph.
  5. Locate the velocity adjuster screw recessed on the rear of the paintball marker receiver.
  6. To increase or decrease the velocity of the paintballs discharged from a marker, use a 1/8" Allen Wrench to turn the screw counter clockwise to reduce velocity and clockwise to increase velocity.
  7. When finished, set the trigger safety pin to safe mode by pushing the safety pin in on the left side of the marker, and replace the barrel blocking device.

**\*Note:** When adjusting the velocity, make small adjustments, testing after each adjustment.

*When reducing velocity, you may need to make several adjustments before a reduction in velocity is achieved.*

## STORING YOUR VIPER SPIRIT .50 PAINTBALL MARKER

When play is over, proper storage of the marker is essential to maintain function and extend the life of the marker.

1. Make sure eye protective devices designed for paintball use are worn by the operator and anyone within range.
2. Empty the paintballs from the loader and remove the loader from the feed neck.
3. Point the marker in a safe direction and set the trigger safety pin to **"fire"** mode.
4. Remove the barrel blocking device and fire the marker in a safe direction until it is empty of paintballs.
5. Unscrew and remove the barrel.
6. Slowly unscrew and remove the paintball tank. Make sure the paintball tank does not separate from its valve/regulator.
7. Aim the marker in a safe direction and pull the trigger once to move the cocking bolt to the forward position.
8. Set the safety to **"safe"** mode.
9. The marker is now ready to be cleaned or put away for future use.

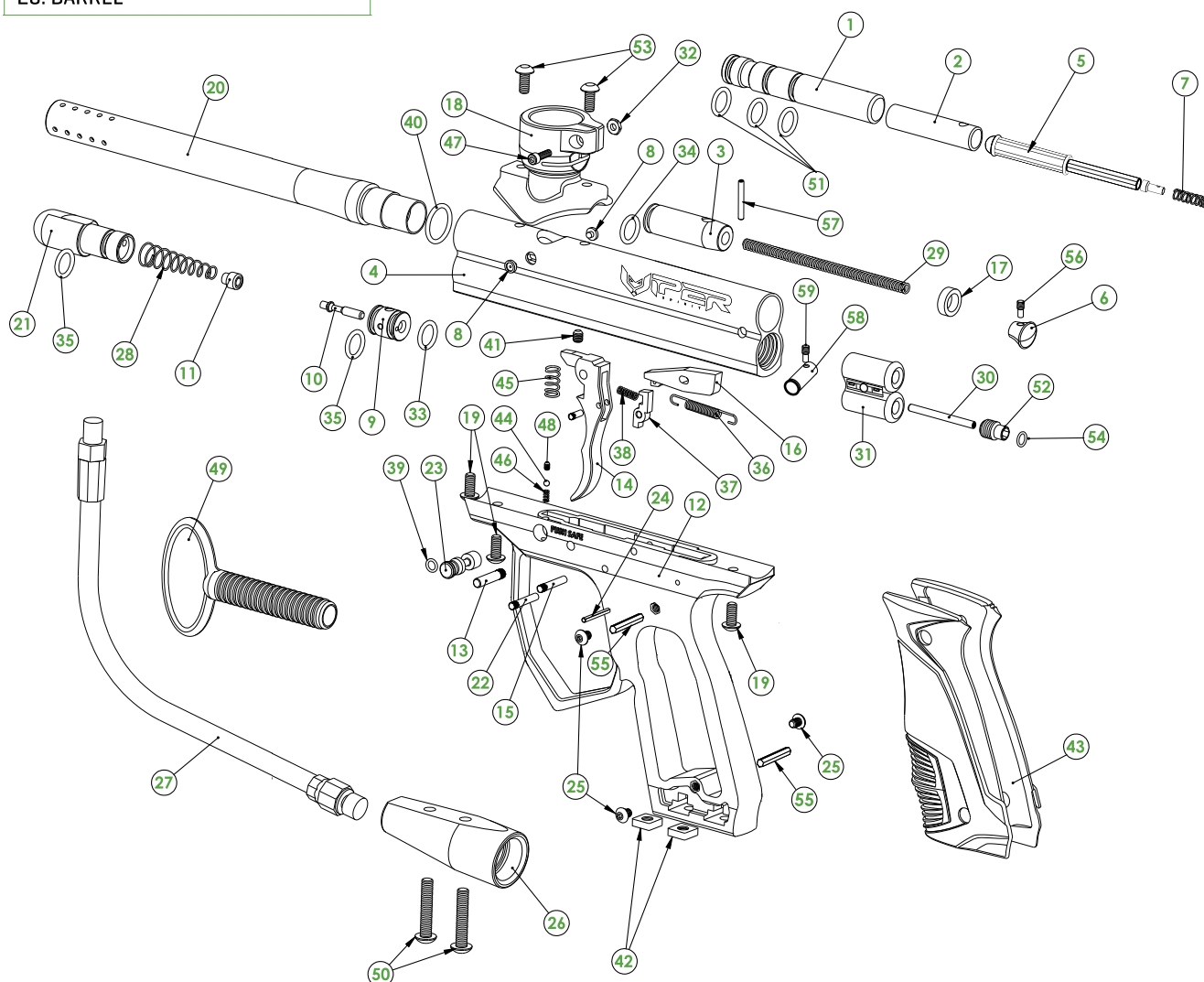


## VIPER SPIRIT .50 PAINTBALL MARKER SCHEMATICS

1. BOLT
2. INNER BOLT SLEEVE
3. HAMMER
4. MAIN BODY
5. INNER BOLT
6. INNER BOLT CAP
7. INNER BOLT SPRING
8. BALL DETENT
9. VALVE
10. VALVE PIN
11. CUP SEAL
12. TRIGGER FRAME
13. TRIGGER PINS
14. TRIGGER
15. SEAR PIN
16. SEAR
17. BUMPER
18. FEEDNECK
19. TRIGGER FRAME SCREW
20. BARREL

21. FRONT CAP
22. TRIGGER DOWEL PINS
23. SAFETY
24. SPRING PIN
25. GRIP SCREW
26. ASA
27. STEEL BRAIDED HOSE
28. VALVE SPRING
29. MAIN SPRING
30. MAIN SPRING GUIDE
31. BACK CAP
32. FEEDNECK ADJUSTMENT NUT
33. VALVE BLACK O-RING
34. HAMMER O-RING
35. VALVE WHITE O-RING
36. SPRING SEAR
37. TRIGGER HOOK
38. TRIGGER HOOK SPRING
39. SAFETY O-RING

40. BARREL O-RING
41. TRIGGER SCREW
42. ASA NUT
43. GRIP
44. SAFETY DETENT
45. TRIGGER RETURN SPRING
46. SAFETY DETENT SPRING
47. FEEDNECK ADJUST. SCREW
48. SAFETY DETENT SCREW
49. BARREL PLUG
50. ASA SCREW
51. BOLT O-RING
52. VELOCITY ADJUST. SCREW
53. FEEDNECK SCREW
54. VELOCITY SCREW O-RING
55. GRIP SCREW CONNECTOR
56. INNER BOLT CAP PIN
57. BOLT PIN
- 58+59. QUICK RELEASE PIN






## LIMITED WARRANTY

**SPIRIT FIELD** guarantees the **Viper Spirit .50 Paintball Marker** against defects in material and or workmanship of this marker for **Twenty-four (24) months** from the original date of purchase by the original retail purchaser. To activate your warranty, fill out the warranty card and mail or email it, along with a copy of the original purchase receipt. In the event that a part is defective, **SPIRIT FIELD** will send out a replacement part free of charge. Wearable items such as o-rings, screws, ball detents are not covered under this warranty. Failure of any part due to an accident, abuse, neglect, modification, misuse, operator error, lack of maintenance, or use of parts inconsistent with the use originally intended for the marker as sold is not covered by this warranty.

**SPIRIT FIELD** makes no other warranties or guarantees, expressed or implied for this marker.

**SPIRIT FIELD** limits its sole and exclusive liability and that of its authorized dealers, affiliates, or agents pursuant to this warranty to cover repair or replacement of the defective part. Incidental and consequential damages are expressly excluded hereunder. **SPIRIT FIELD**, its authorized dealers, affiliates, or agents, will not be liable under this warranty, nor under any state or federal law, or the common law or otherwise for any damage or failure, including personal injury, resulting from such use and/or alteration.

This warranty gives you specific legal rights, and additional rights vary from country to country.

WARRANTY REGISTRATION CARD		
Name		
Address		
City		
State/Province		
Zip Code		
Country		
Phone		
E-Mail		
Purchased from		
Store location		
Purchase price		

For warranty parts, service or information contact:

**Emboscada Organização de Eventos Lda.**

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