

Shocker Sport™ Start Guide

Thank you for purchasing the Shocker Sport™.

This document is a guide to help you when you are ready to use your Shocker Sport™.

Read before taking Shocker out of the box:

Before using your Shocker Sport™ you **MUST** understand two things:

1. It is essential to carefully read and understand the manual. Unless you read the manual carefully you will have trouble understanding the Shocker and how to keep it working properly and use it safely. Please feel free to call Smart Parts, Inc. if you do not understand the contents of the manual.
2. Even more importantly you must understand the necessity for wearing goggles when playing, both you and anyone participating with you. The goggles must be manufactured specifically FOR PAINTBALL by a reputable manufacturer.

The best way to play is on an insured field where you will learn the necessity of wearing proper goggles all the time. Also, to have adult supervision and learn how essential it is to have a safe area separated from the field of play where you and those playing with you, can remove their goggles is paramount, too. If you need help locating the nearest field contact Smart Parts, Inc. and we will assist you.

DO NOT play casually on your, or someone else's, property. You, or one of your players, could suffer severe injury or eye damage. Paintball is a safe, fun, sport if played properly with appropriate supervision and gear. **DO NOT** attempt to play unless you understand that the Shocker Sport™ is not a toy. The enjoyment of playing the sport must be coupled with serious responsibility for safe play.

If you purchased the **On-gun Shocker Sport™** you should have received the Shocker Sport™ Marker with an on-gun cradle and regulator all ready attached, and a barrel.

NOTE: You must have an anti-siphon tube installed correctly in your tank in order to use the on-gun set-up. If you do not have, or are not sure if you have this item installed, **DO NOT** screw your tank in. This will cause liquid CO2 to enter the system and damage the regulator and the marker. For more information on anti-siphon tank set-ups, refer to the last page of your Shocker Sport™ manual.

For **On-gun Shocker Sport™**:

1. Move safety to the "on" position; NOTE: Do not use the safety as an end-all be-all safety. **Always use your barrel plug!**
2. Remove grip screws and connect the battery pack;
3. Screw in the barrel;
4. Insert barrel plug into the barrel;

5. Screw tank into bottle adapter on the cradle - open the on/off valve **SLOWLY!**
6. Attach feed elbow and loader;
7. Fill loader with paintballs.

Now you are ready to chronograph your Shocker Sport™:

1. Put on your "paintball approved" goggles;
2. Remove barrel plug;
3. Move safety to the “**off**” position;
4. Aim the marker over the chronograph and fire a paintball. *NOTE: Point the barrel of the gun up to prevent your loaded paintball from rolling down the barrel. If the ball rolls down the barrel you may get inconsistent velocities - call Smart Parts, Inc regarding barrel bore size*
5. The velocity is adjusted by turning the spring housing. The spring housing is the lower (or, front part of the) cylinder on the regulator with the relief hole in the bottom;
6. If the marker's velocity is too high then turn the spring housing on the regulator **out** (counter clockwise) to reduce the pressure to the marker;
7. If the marker's velocity is too low then turn the spring housing **in** to increase the pressure to the marker;
8. When you have your velocity set where you want it, tighten the retaining nut (the thin silver nut on the regulator) against the spring housing to lock it in place;
9. Test the velocity again;
10. If the velocity is OK then you are ready to play!

If you purchased the **Remote Shocker Sport™** you should have received the Shocker Sport™ marker and a remote set-up, along with a barrel.

For **Remote Shocker Sport™**:

1. Move safety to the “**on**” position; *NOTE: Do not use the safety as an end-all, be-all safety. Always use your barrel plug!*
2. Remove grip screws and connect the battery pack.
3. Screw in the barrel.
4. Insert barrel plug into the barrel.
5. Make sure the remote is disconnected from the marker.
6. Screw the tank into the remote bottle adapter (try to **SLOWLY** open the on/off valve).
7. Once the remote system is pressurized you can attach it to the marker.
8. Hold the female side of the disconnect (the part attached to the hose) and slide the sleeve back, push the disconnect on to the male piece until you hear the maker pressurize.
9. Once the marker is pressurized you must release the sleeve while continuing to push on the disconnect.
10. Attach feed elbow and loader.

11. Fill loader with paintballs.

Now you are ready to chronograph your Shocker Sport TM:

1. Put on your "paintball approved" goggles.
2. Remove barrel plug.
3. Move safety to the "**off**" position.
4. Aim the marker over the chronograph and fire a paintball. *NOTE: Point the barrel of the gun up to prevent your loaded paintball from rolling down the barrel. If the ball rolls down the barrel you may get inconsistent velocities - call Smart Parts, Inc regarding barrel bore size.*
5. The velocity is adjusted by turning the spring housing. The spring housing is the lower cylinder (or, front part) on the regulator with the relief hole in the bottom.
6. If the marker's velocity is too high then turn the spring housing on the regulator **out** (counter clockwise) to reduce the pressure to the marker.
7. If your velocity is too low then turn the spring housing **in** to increase the pressure to the marker.
8. When you have your velocity set where you want it, tighten the retaining nut (the thin silver nut on the regulator) against the spring housing to lock it in place.
9. Test the velocity again.
10. If the velocity is OK then you are ready to play!