

TIPPMANN®

2955 Adams Center Road, Fort Wayne, IN 46803 USA
P) 260-749-6022 • F) 260-749-6619
www.tippmann.com



X7 PHENOM

PAINTBALL MARKER

Owner's Manual

 **WARNING**

THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE, FACE, AND EAR PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. WE RECOMMEND YOU BE AT LEAST 18 YEARS OLD TO PURCHASE. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION WHEN USING THIS PRODUCT. READ THE OWNER'S MANUAL BEFORE USING THIS PRODUCT.

 **AVERTISSEMENT**

CECI N'EST PAS UN JOUET. TOUT USAGE INAPPROPRIÉ PEUT PROVOQUER DES BLESSURES GRAVES OU MORTELLES. LE PORT DE LA PROTECTION POUR LES YEUX, LE VISAGE ET LES OREILLES CONÇUE POUR LE PAINT-BALL EST OBLIGATOIRE POUR L'UTILISATEUR AINSI QUE POUR TOUTE PERSONNE A PORTEE DE TIR. POUR L'ACHAT, NOUS RECOMMANDONS L'AGE DE 18 ANS. LES PERSONNES DE MOINS DE 18 ANS DOIVENT ÊTRE SOUS LA SURVEILLANCE D'UN ADULTE LORSQU'ELLES UTILISENT CE PRODUIT. LISEZ LE MANUEL AVANT D'UTILISER CE PRODUIT.

 **ADVERTENCIA**

ESTO NO ES UN JUGUETE. UN USO INAPROPIADO PUEDE CAUSAR SERIAS HERIDAS O LA MUERTE. OJOS, CARA Y OIDOS DEBEN SER PROTEGIDOS TODO EL TIEMPO, CON LA PROTECCIÓN DISEÑADA PARA PAINTBALL TANTO POR JUGADORES COMO POR CUALQUIER PERSONA QUE ESTE EN EL RADIO DE ALCANCE. RECOMENDAMOS AL MENOS 18 AÑOS PARA LA COMPRA Y USO. LAS PERSONAS MENORES DE 18 AÑOS DEBEN USAR ESTE PRODUCTO BAJO LA SUPERVISIÓN DE UN ADULTO. LEA EL MANUAL DEL USUARIO ANTES DE USAR ESTE PRODUCTO.

! WARNING

**SAFETY IS YOUR RESPONSIBILITY
 READ AND FAMILIARIZE YOURSELF AND ANY OTHER USER
 OF THIS MARKER WITH THE SAFETY INSTRUCTIONS
 IN THIS MANUAL. FOLLOW THESE INSTRUCTIONS WHEN
 USING, WORKING ON, TRANSPORTING, OR STORING THIS
 MARKER.**

**ALWAYS KEEP THE SELECTOR SWITCH IN
 SAFE MODE UNLESS FIRING AS DETAILED IN
 INSTRUCTIONS ON PAGE 6.**



**ALWAYS KEEP THE BARREL SLEEVE
 INSTALLED WHEN NOT IN A SHOOTING
 SITUATION, SEE INSTRUCTIONS ON PAGE 4.**



⚠ WARNING

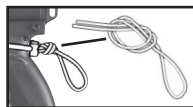
THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE, FACE, AND EAR PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. WE RECOMMEND YOU BE AT LEAST 18 YEARS OLD TO PURCHASE. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION WHEN USING THIS PRODUCT. READ THE OWNER'S MANUAL BEFORE USING THIS PRODUCT.

⚠ WARNING

ALWAYS KEEP THE BARREL BLOCKING DEVICE INSTALLED EXCEPT WHEN YOUR MARKER IS IN USE. ALWAYS MAKE SURE THAT THE SELECTOR SWITCH IS IN THE SAFE MODE (SEE INSTRUCTIONS ON PAGE 6) AND THE BARREL BLOCKING DEVICE IS PROPERLY INSTALLED ON YOUR MARKER ACCORDING TO THE INSTRUCTIONS TO PREVENT DAMAGE TO PROPERTY, SERIOUS INJURY, OR DEATH.

Barrel Sleeve Installation Instructions

1. Insert the Barrel Sleeve onto the Barrel and loop the cord over the top of the receiver and position at the back of the grip as shown.
2. Adjust the cord length retainer up to the back of the grip by pulling the cord through it until the retainer is snug against the back of the grip. Keeping the cord as tight as possible, leave just enough cord elasticity to pull the cord/retainer up over the top of the marker to remove the barrel sleeve for firing.
3. After the cord length is properly adjusted, lock the cord length by tying a knot in the cord against the back of the retainer as shown.
4. Before and after playing, inspect the Barrel Sleeve. Replace the Barrel Sleeve if the sleeve or cord is damaged, or there is a loss of cord elasticity.
5. Clean the Barrel Sleeve with plain, warm water and store out of sunlight in a dry area when not in use.



TIPPMANN®

2955 Adams Center Road, Fort Wayne, IN 46803 USA
P) 260-749-6022 • F) 260-749-6619

www.tippmann.com

CONGRATULATIONS on your purchase of your Tippmann® paintball marker. We believe our X7 Phenom™ marker to be the most accurate and durable paintball marker available, and it is proudly manufactured in the USA. All Tippmann X7 Phenom markers will provide many years of dependable service if cared for properly.

Please take time to read this manual thoroughly and become familiar with your Tippmann X7 Phenom marker's parts, operation, and safety precautions before you attempt to load or fire this marker. If you have a missing or broken part, or need assistance, please contact Tippmann Consumer Relations at 1-800-533-4831 for fast, friendly service.

Table of Contents

Barrel Sleeve Installation Instructions	4
Warning / Liability Statement	6
Safety Is Your Responsibility!	6
Familiarize Yourself with Safety.....	6
Getting Started	8
1. Battery Installation	8
2. Air Supply Cylinder Installation.....	8
3. Loading the Hopper and Cyclone™ Feed System	8
4. Fire the Marker	9
Selector Switch Operation	9
Low Battery Indicator.....	10
Changing the Firing Mode	10
Advanced Programming	10
Programming Menus	10
Programming Navigation	11
Velocity Adjustment	12
Unloading Your Marker.....	12
Air Supply Cylinder Warnings	13
Air Supply Cylinder Safety Tips	14
Air Supply Cylinder Removal.....	15
Repairing Air Supply Cylinder Leaks	15
Cleaning and Maintenance	16
Storage	17
Phenom Disassembly and Assembly - Set Up a Work Area	17
Phenom Disassembly and Assembly	19
The Flex Valve.....	21
The Upper Receiver	25
The Lower Receiver	27
The Trigger Assembly.....	27
The Cyclone Feed System	29
Specifications	30
Warranty and Repair Information	31

Warning / Liability Statement

This marker is classified as a dangerous weapon and is surrendered by Tippmann Sports, LLC 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. Tippmann Sports, LLC shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including intentional, reckless, negligent or accidental discharges.

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

If you as a user do not accept liability, Tippmann Sports, LLC requests you do not use a Tippmann Sports, LLC marker. By using this paintball marker you release Tippmann Sports, LLC of any and all liability associated with its use.

Safety Is Your Responsibility!

⚠ **WARNING**

EXCEPT WHEN YOUR MARKER IS IN USE, ALWAYS MAKE SURE THAT THE SELECTOR SWITCH IS IN SAFE MODE, (WHICH DISABLES THE TRIGGER AND ELECTRONICS) AND THAT THE BARREL SLEEVE IS PROPERLY INSTALLED (SEE PAGE 4).

TO TURN ON SAFE MODE: MOVE THE SELECTOR SWITCH SO THE INDICATOR POINTS TO “S” AS SHOWN IN FIGURE 1.

TO GO TO A FIRE MODE: MOVE THE SELECTOR SWITCH SO THE INDICATOR POINTS TO EITHER THE “F” OR “FA” POSITION (SEE PAGE 9 FOR FURTHER FIRING MODE EXPLANATION).

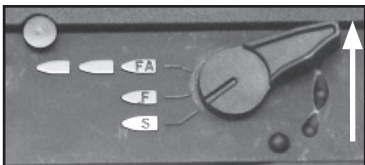


Figure 1: Selector Switch in Safe Mode

Familiarize Yourself with Safety...

The ownership of this marker places upon you the total responsibility of its safe and lawful use. You must observe the same safety precautions as you would any firearm to assure the safety of not only yourself but everyone around you. Outlined here are some general precautions to be aware of. The user should at all times use caution and common sense when using this marker and always remember that the game of paintball can only survive and grow if it remains SAFE!

- Do not load or fire this marker until you have completely read this manual and are familiar with its safety features, mechanical operation and handling characteristics.
- Handle this and any marker as if it were loaded at all times.
- Keep your finger off the trigger until ready to shoot.
- Do not look down the barrel of a paintball marker. Accidental discharge into the eyes may cause permanent injury or death.
- Keep the Selector Switch in Safe mode until ready to shoot (see Warning message above).

- Keep a barrel blocking device installed on marker when not shooting (see page 4).
- Never point the marker at anything you do not intend to shoot.
- Never fire your marker at anything you do not intend to shoot because there may be paintballs or foreign debris lodged in the chamber, barrel, or the marker's valve.
- Do not shoot at fragile objects such as windows.
- Never fire your marker at personal property of others. The paintball impact can cause damage and the paint can stain the finish of automobiles, houses, etc.
- Always keep the barrel pointed down or in a safe direction, even if you stumble or fall.
- Eye, face, and ear protection designed specifically to stop paintballs in the form of goggles and full face mask meeting ASTM Specification F 1776 must be worn by the user and any person within range.
- Never shoot at a person who is not protected by eye, face, and ear protection designed for paintball.
- Pressurize and load a marker only when the marker will be immediately used.
- Store the marker unloaded and degassed in a secure place.
NOTE: Before storing or disassembling, be sure to remove paintballs and air supply (see *Unloading Your Marker* on page 12 and *Air Supply Cylinder Removal* on page 15), put the Selector Switch in Safe mode (see page 6) and install the barrel blocking device (see page 4).
- Do not field strip or otherwise disassemble this marker while it is pressurized with air supply.
- Dress appropriately when playing the game of paintball. Avoid exposing any skin when playing the game of paintball. Even a light layer of clothing will help absorb some of the impact and protect you from the paintballs.
- Keep exposed skin away from escaping gas when installing or removing the air supply cylinder, or if the marker or air supply is leaking. Compressed air, CO₂, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Use only .68 caliber paintballs. Never load or fire any foreign objects.
- Avoid 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.
- Avoid shooting an opponent at point blank, 6 feet or less.
- Familiarize yourself with instructions listed on the air supply cylinder. Contact the air supply cylinder manufacturer with any questions.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second (see instructions on page 12).
- Always keep in mind that the sport of Paintball is viewed and judged by your safe and sportsmanlike conduct.

Getting Started

- Eye protection designed for paintball use must be worn by the user and any person within range.
- Do not disassemble this marker while it is pressurized with air.
- Do not pressurize a partially assembled marker.
- Read each step completely before performing the step.

NOTE: Carefully hand start all threaded parts when assembling, and do not overtighten, as this may potentially strip the threaded parts.

⚠ WARNING

INSTALL THE AIR SUPPLY AND LOAD THE HOPPER WITH PAINTBALLS ONLY AFTER YOU:

- **HAVE A BARREL BLOCKING DEVICE INSTALLED (SEE PAGE 4)**
- **HAVE THE SELECTOR SWITCH IN SAFE MODE (SEE PAGE 6)**

EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE.

1. Battery Installation

NOTE: This marker can be fired in the mechanical (F) mode without a battery.

To Install the battery:

- Remove the battery door from the back of the grip by pulling up and back on the tab as shown in Figure 2.
- NOTE:** Whenever removing the battery clip from the battery, never pull it by the wires.
- Install a 9 volt battery onto the battery clip.
 - Insert the battery into the grip with the battery clip at the top, and wires routed as shown in Figure 3.
 - Replace the battery door with the tab down, press the door and listen for the click as it locks back into the grip.

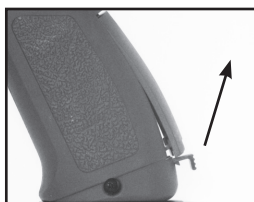


Figure 2: Open Battery Door



Figure 3: Install 9 Volt Battery

2. Air Supply Cylinder Installation.

Review *Air Supply Cylinder Safety Tips* (see page 14). Put the Selector Switch in Safe mode (see page 6) and install the barrel sleeve (see page 4).

Lubricate the cylinder valve O-ring with Tippmann® grease, then insert the air supply cylinder valve into the air supply adapter at the back end of the marker grip. Twist the cylinder clockwise into the air supply adapter until it stops. Use caution as the marker is now capable of firing after you put the Selector Switch in a firing mode.

3. Loading the Hopper and Cyclone™ Feed System

The barrel sleeve must be installed (see page 4) and the Selector Switch in Safe mode (see page 6).

- Make sure that the Cyclone Feed System housing is clean and free of debris. Make sure the Cyclone arms turn freely when the Manual Advance Lever is pushed (see Figure 4).

- b. Make sure that the Hopper is clean and free of sharp edges or debris. This keeps the paintballs from breaking prematurely, and allows the marker to feed paintballs to the marker's chamber smoothly.
- c. Install the Hopper neck into the Cyclone housing, aligning the hopper neck tab to fit into the cutout in the Cyclone housing. Turn counterclockwise to secure.
- d. With the barrel sleeve installed (page 4), and the Selector Switch in Safe mode (page 6), you are now ready to load your hopper with .68 caliber paintballs. Do not force excessive numbers of paintballs into the hopper.
- e. Push the Manual Advance Lever once to chamber a paintball. Only remove the barrel sleeve and change the Selector Switch to a Fire Mode when you are ready to fire the marker.



Figure 4: Manual Advance Lever for the Cyclone Feed System

4. Fire the Marker

Remove the Barrel Sleeve from the marker. Move the Selector Switch from Safe mode to a desired firing position (F or FA). Point the marker in a safe direction. Pull the trigger to fire the marker.

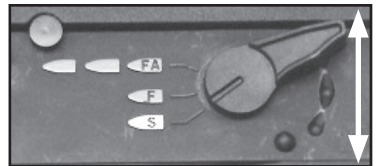


Figure 5: Selector Switch Operation (shown in Safe Mode)

Safe Mode (S): The Selector Switch is shown in Figure 5 in Safe mode. Safe mode locks the Trigger and disables the Electronics, making the marker inoperable.

Semi-Auto Mode (F): In this position, the electronics are disabled (off). The marker fires in mechanical mode (fires one shot for each pull of the trigger).

Full Auto Mode (FA): In this position, the electronics are on and the marker fires in one of five preset Firing modes. See *Changing the Firing Mode* on page 10.

FA Firing Modes:

1. **Safe Three-round Burst** - Pulling the trigger three times in less than one second results in a 3-shot burst at a rate of 13 balls per second (bps) on the third trigger pull. Each pull of the trigger in less than one second after this results in another 3-shot burst (up to 3 bursts per second).
2. **Safe Full-Auto (factory default)** - Pulling the trigger three times in less than one second results in full-automatic firing. Holding the trigger down on the third pull sustains this full-auto mode. The default rate of fire for this mode is 13 bps.
3. **Auto-Response** - The marker fires on the pull and on the release of the trigger. This mode effectively doubles your manual firing rate.
4. **Turbo Mode** - Pulling the trigger three times in less than one second results in full-automatic firing at a rate of 15 bps. To sustain this rate of fire, the trigger must be pulled at least once per second.
5. **Semi-Auto** - A semi-automatic Firing mode is available for fields or tournaments which restrict the use of automatic firing modes. This mode is the same as selecting the F firing mode with the Selector Switch (One pull/release of the trigger fires one time).

Low Battery Indicator

When the battery begins to lose power, the LED (see Figure 6) stops flashing green, and changes to flashing red. While performance may vary while the LED is flashing red, the electronics will still function under this condition until the battery has lost power to the point that it will not cycle the firing system. When this happens you can move the Selector Switch to F mode and fire the marker in mechanical mode (one shot per pull of the trigger).

NOTE: The Electronics will not automatically shut off. Be sure to put the Selector Switch in Safe mode when not in use to preserve battery life.

Changing the Firing Mode

Put the Selector Switch in FA mode. Press and hold the Programming button for ½ second to advance to the next firing mode. The button is below flush and must be pushed with a pin or your ⅛" allen wrench as shown in figure 6. The LED flashes orange to represent the number of the Firing mode as listed on page 9. The Factory Default Value is 2 flashes (Safe Full-Auto).

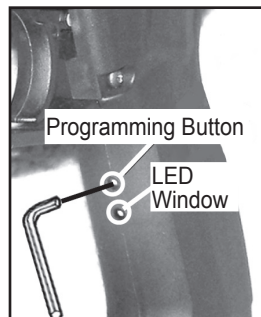


Figure 6: Programming Button and LED Window

Advanced Programming

There are several programming options which affect the operation of your Tippmann X7 Phenom marker. The Advanced Programming has been designed to allow users the maximum amount of customizing possible. There are four menu items available in the Advanced Programming Menu: Dwell, Debounce, Rate-of-fire, and Firing mode. Each menu item has a corresponding color code as follows:

- Solid Red - Dwell
- Solid Green - Debounce
- Flashing Green - Rate of fire
- Alternating Red/Solid Green - Firing mode

Programming Menus

This section discusses the four menu items in detail, so that the user fully understands the purpose and use of each menu item.

Dwell - (Factory Default Value = 8 milliseconds) The Dwell menu item is used to change the amount of time that power is supplied to the solenoid. The solenoid is the part of the electronics which actually contacts the Trigger Lever of the marker, allowing it to fire. This setting directly affects the battery life. If this is changed to a value less than 8 milliseconds, your battery will last longer, but this may not allow the solenoid enough time to fire the marker properly. If this value is set greater than 8 milliseconds, the solenoid will have power supplied to it for a longer time, reducing the life of the battery. Changing this value can cure or create performance issues for the user. This menu item can only be updated with values of 2-20 milliseconds.

Debounce - (Factory Default Value = 52 milliseconds) The Debounce menu item is used to change the amount of time between accepted trigger pulls. Quite simply, this adjusts the amount of time from one trigger pull being accepted by the electronics to the next trigger pull that can be accepted. If a Debounce setting is too low, a user may shoot more times than expected. This is explained by what is called "Trigger Bounce." When a paintball marker is fired, the marker moves and vibrates in the user's hand. This vibration sometimes allows the trigger to reset itself and trip without the user realizing that their finger has actually moved. This menu item can only be updated with values of 25-65 milliseconds.

Rate-of-Fire - (Factory Default Value = 13 bps) The Rate-of-Fire menu item may be used to change the Safe Full-auto Firing mode. This is the only Firing Mode which is affected by this menu item. All other Firing modes cannot have their rate of fire adjusted. This menu item can only be changed with values of 8-15 bps.

Firing Mode - (Factory Default Value = 2 Safe Full-auto) The Firing Mode menu item is used to change the default Firing Mode. The value and corresponding Firing Mode are listed below.

1. Safe Three-shot Burst
2. Safe Full-auto (factory default)
3. Auto-Response
4. Turbo Mode
5. Semi-automatic

The Firing Mode menu item can only be changed to a value of 1 through 5.

Programming Navigation

Entering Programming - Unload the marker (page 12) and remove the air supply (page 15). Never attempt to do Advanced Programming on a pressurized marker!

Put the Selector Switch in Safe mode. Press and hold the Programming Button and move the Selector Switch to the FA mode. After 2 seconds, the LED turns solid red. Release the Programming Button. You are now in the main programming menu. Cycle through the menu items using trigger pulls.

Cycling through the menu - To cycle through the menu items, pull and release the trigger. Each time the trigger is pulled and released, a different color code is displayed by the LED as listed in Advanced Programming on page 10.

Enter a menu option - Once the LED displays the color code of the desired menu item, pull and hold the trigger for two seconds.

Current Value - Upon entering a menu item, the LED begins flashing red. The flashes represent the current menu value. The current value is flashed twice with a short pause between the value flashes. If a new value is not entered before the end of the second value flash display, the electronics automatically return to the main menu.

Enter a new value - Any time while the LED is flashing with its current value, a new value can be entered by pulling and releasing the trigger. Each pull and release of the trigger counts as 1 when entering the new value. For example, to enter a number 5, pull and release the trigger five times.

Successfully updated menu confirmation - Once you enter a new value for a menu item, the LED flashes red/orange/green twice to signify an acceptable value has been entered. The electronics then returns to the main menu. If an unacceptable value is entered, the LED quickly flashes red, and returns to the main menu. The value of the menu item remains unchanged if this happens.

Power Off - After a menu item has been changed, you must power-off the electronics before the change takes effect. Move the Selector Switch to the Safe mode (S) or Mechanical mode (F), and the electronics power down. Move the Selector Switch back to the FA position to power up the electronics and use the new settings.

Optional Factory Settings Reset - You can reset programming back to the Factory Default Settings. Move the Selector Switch to the FA position. Press and hold the programming button for 10 seconds. Release the Programming Button, the LED flashes red/orange/green twice. The electronics power down for 10 seconds and then power back up. All settings are reset to factory defaults at this point.

Velocity Adjustment

Each time you play paintball, check the velocity of your paintball marker with a chronograph (an instrument for measuring velocity) prior to playing paintball. Verify that the marker's velocity is set below 300 feet per second (or less if required by the playing field).

To adjust the marker's velocity, use the included $\frac{1}{8}$ " allen wrench in the holes of the velocity adjuster. The velocity adjuster is located on the right side of the Upper Receiver, as shown in Figure 7.

As shown in Figure 8, reduce the velocity by turning the velocity adjuster upward. To increase the velocity, turn the velocity adjuster downward.

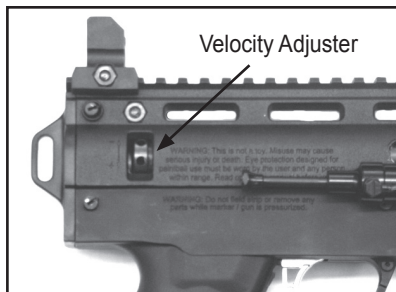


Figure 7: Velocity Adjuster Location

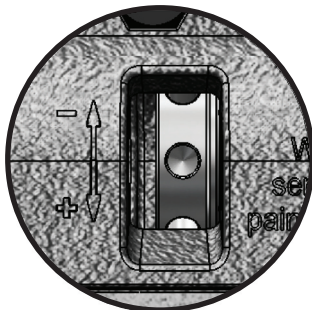


Figure 8: Velocity Adjuster Detail

Unloading Your Marker

1. Eye protection designed for paintball use must be worn by the user and any person within range.
2. Empty all paintballs from the Hopper. Turn the Hopper clockwise and lift from the Cyclone Feed System. Remove all paintballs from the Cyclone Feed System.
3. Go to a designated firing area, remove the barrel sleeve, and move the Selector Switch to a firing mode (see page 9).
4. Point your marker in a safe direction and fire several times to be sure there are no remaining paintballs lodged in the chamber or barrel.
5. Return the Selector Switch to the Safe mode (see page 6).
6. Reinstall the Barrel Sleeve (see page 4).
7. Read the following Air Supply Cylinder Warnings and Safety Tips before removing the air cylinder from your marker (removal instructions are on page 15).

Air Supply Cylinder Warnings

WARNING

The brass or nickel plated cylinder valve (figure 9, #1) is intended to be permanently attached to the air or CO₂ cylinder (2). An air or CO₂ cylinder can fly off with enough force to cause serious injury or death if the cylinder (2) unscrews from a cylinder valve (1).

Refer to Figure 9. There have been reported incidents caused by players unknowingly unscrewing the cylinder (2) from the cylinder valve (1). This occurs when the player thinks the entire valve-cylinder assembly is being unscrewed from the air supply adaptor of the paintball marker, when in fact they are unscrewing the cylinder from the cylinder valve.

To avoid this danger, it is recommended (if your cylinder is not already marked) that you use paint or nail polish to place a mark (3) on the cylinder valve, and place another mark (4) on the cylinder, in line with the #3 mark as shown.

Whenever you turn the cylinder during removal, watch the marks on the cylinder and the cylinder valve to be sure that they rotate together. If at any time these marks start to separate as shown in Figure 10, the cylinder is starting to unscrew from the cylinder valve and you must **STOP** and take the entire unit to a "C5" certified airmith for safe removal and/or repair.

NOTE: The cylinder valve should unscrew from the paintball marker in about 3 or 4 full turns. If you finish the 4th full turn and the cylinder valve is not unscrewed from the paintball marker, **STOP!** Take the entire unit to a "C5" certified airmith for safe removal and/or repair.

Locate a "C5" Certified Airmith at www.paintball-pti.com/search.asp.

Whether you have a new or used refillable air or CO₂ cylinder, you are at risk if any of the following has occurred:

- The valve unit was replaced or altered after purchase.
- An anti-siphon device was installed.
- The valve unit was removed from the cylinder for any reason.
- Any modification was done to the refillable air or CO₂ cylinder.

If any of these conditions has occurred, take your air or CO₂ cylinder to a "C5" Certified Airmith for inspection or contact the cylinder manufacturer.

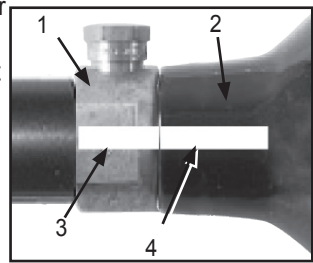


Figure 9: Properly marked Valve and Cylinder

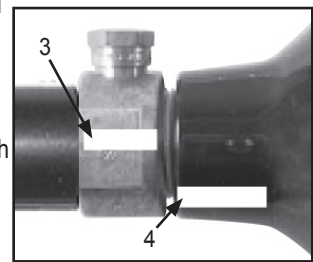


Figure 10: Misaligned Valve and Cylinder

Air Supply Cylinder Safety Tips

SAFETY TIPS to ensure that your air or CO₂ cylinder is safe for play:

- Improper use, filling, storage, or disposal of air or CO₂ cylinder may result in property damage, serious personal injury or death.
- Make sure that any maintenance or modification to any air or CO₂ cylinder is done by a qualified professional, such as a “C5” certified airsmith.
- The use of anti-siphon devices is not recommended. However, if one is already installed on your air or CO₂ cylinder or is desired, it is critical that your cylinder be checked by, or the device installed by, a qualified professional.
- All air or CO₂ cylinders must be filled only by properly trained personnel.
- Cylinder valves must be installed only by properly trained personnel.
- Do not overfill a cylinder! Never exceed the air or CO₂ cylinder’s capacity.
- Do not expose pressurized air or CO₂ cylinder to temperatures exceeding 130 degrees Fahrenheit (55 degrees Celsius).
- Do not use caustic cleaners or strippers on the air or CO₂ cylinder or cylinder valve and do not expose to corrosive materials.
- Do not modify the air or CO₂ cylinder in any way. Never try to disassemble the cylinder valve from the air or CO₂ cylinder.
- Any air or CO₂ cylinder that has been exposed to fire or heated to a temperature of 250 degrees Fahrenheit (121 degrees Celsius) or more must be destroyed by properly trained personnel.
- Use appropriate gas for your cylinder. Only use CO₂ in a CO₂ cylinder and only use compressed air in a compressed air cylinder.
- Keep all cylinders out of the reach of children.
- The Air or CO₂ cylinder should be inspected and hydrostatically retested at least every 5 years by a DOT licensed agency.
- Keep exposed skin away from escaping gas when installing or removing air supply, or if the marker or air supply is leaking. Compressed air and CO₂ gasses are very cold, and can cause frostbite under certain conditions.

NOTE: Locate a “C5” certified airsmith at www.paintball-pti.com/search.asp

Air Supply Cylinder Removal

1. Read *Air Supply Cylinder Warnings* (page 13) and *Air Supply Cylinder Safety Tips* (previous page) before beginning the cylinder removal process.
2. Eye protection designed for paintball use must be worn by the user and any person within range.
3. Follow the *Unloading Your Marker* instructions on page 12.
4. Watch the marks on the cylinder and cylinder valve (as shown in Figure 9 on page 13) as you turn the cylinder approximately $\frac{3}{4}$ turn counterclockwise. This allows the air supply pin valve to close so that no air will enter the marker.
5. Remove the Barrel Sleeve. Set the Selector Switch to a firing mode. Point the marker in a safe direction, and discharge the remaining gas in the marker by repeatedly pulling the trigger until the marker stops firing (this may take 4-5 shots). If your marker continues to fire, the cylinder's pin valve has not closed yet (the cylinder pin valve could be longer than usual. Because of the variances in cylinder pin valve parts, each cylinder varies slightly on exactly how far it has to be turned). Turn the cylinder counterclockwise a little further and repeat this step until the marker does not fire. Only then remove the air supply cylinder.

NOTE: If during this step, you turned the air supply cylinder and it began to leak before you pulled the trigger, the cylinder O-ring should be checked for damage before any re-assembly (see *Repairing Air Supply Cylinder Leaks* below).

6. After the air supply cylinder is removed, again point and fire the marker in a safe direction to verify the marker is completely discharged of gas.
7. Move the Selector Switch to the Safe mode (see page 6) and install the Barrel Sleeve (see page 4).

Repairing Air Supply Cylinder Leaks

The most common leak occurs from a bad air supply valve O-ring. To replace a valve O-ring you must first remove the bad O-ring and then install a new one. This O-ring is located on the tip of your air supply valve. The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air supply pressures. These may be purchased from Tippmann® or your local paintball dealer.

NOTE: If a new air supply valve O-ring does not resolve an air supply leak, do not attempt to repair the air supply cylinder. Contact Tippmann Sports, LLC, your local paintball dealer, or a "C5" Certified Airsmith.

Cleaning and Maintenance

- To reduce the chance of an accidental discharge, follow the Unloading Your Marker (on page 12) and Air Supply Cylinder Removal (on page 15).
- Eye protection must be worn.
- Do not disassemble a marker while it is pressurized with air.
- Do not pressurize a partially assembled marker.
- Follow warnings listed on the air supply cylinder for handling and storage.
- Familiarize yourself with instructions listed on air supply cylinder.
- Contact the air supply cylinder manufacturer with any questions.
- Do not use any petroleum based cleaning solvents.
- Do not use any cleaning solvents that come in aerosol cans.

NOTE: Petroleum based products and aerosol products can damage your markers' O-rings.

To clean your paintball marker exterior, use a damp towel to wipe off paint, oil, and debris.

To clean inside the barrel:

1. Remove the barrel (item 17 on page 18) by unscrewing it from the Upper Receiver.
2. Insert the tab end of the cable squeegee into barrel.
3. Pull the squeegee through the barrel to remove debris and paint.

To maintain your marker in good working condition, inspect, clean, and replace any damaged parts.

Every 8,000 to 10,000 shots, lubricate specific areas (marked with a G) as instructed in the Phenom Disassembly/Assembly section, shown on pages 18 and 20. Other than to clean and grease these specified areas, it is unnecessary to disassemble your Phenom marker for general maintenance.

The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air supply pressures. These may be purchased from Tippmann® or your local paintball dealer. Use Tippmann grease to lightly lubricate the O-rings, springs, and other areas indicated in Phenom Disassembly/Assembly instructions.

Use Tippmann grease to maintain your marker in good working condition. Inspect and lubricate the air supply valve O-ring with a few drops of grease when attaching the air supply cylinder.

Storage

Before storage, unload the marker (page 12) and remove air supply (see page 15). Then put the Selector Switch in Safe mode (see page 6) and install the barrel sleeve (see page 4). Store your marker in a dry area.

When removing your marker out of storage, make sure the Selector Switch is in Safe mode (see page 6) and the barrel sleeve is installed (see page 4).

Phenom Disassembly and Assembly - Set Up a Work Area

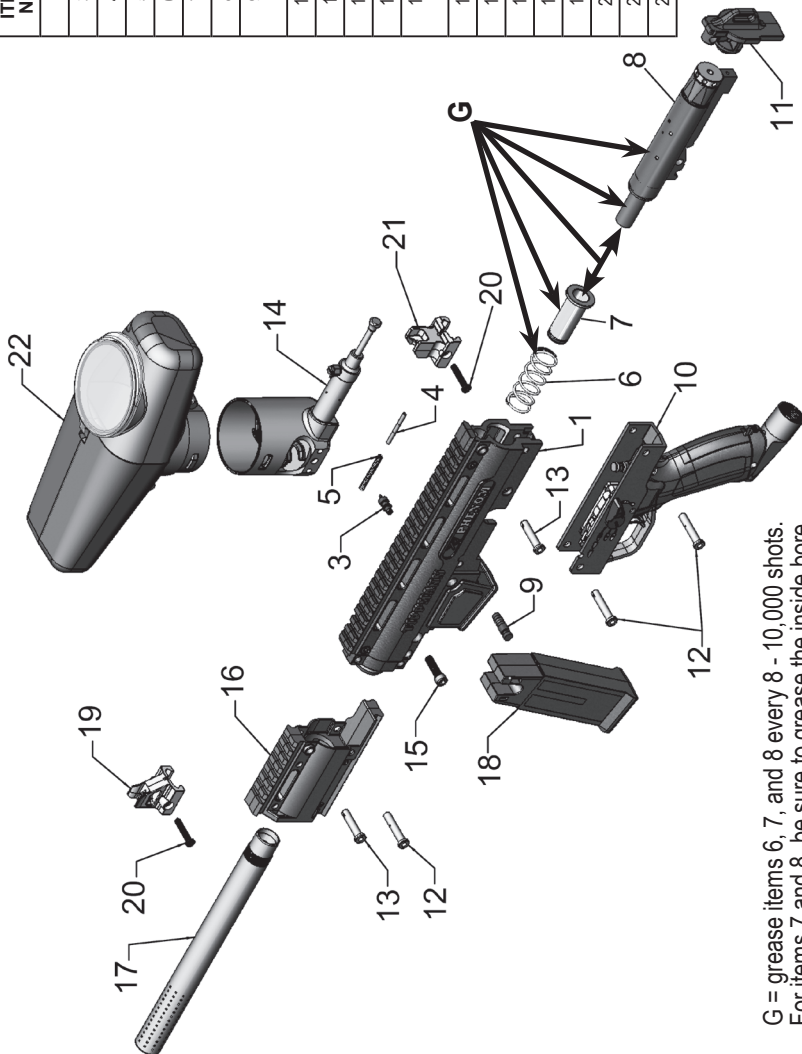
Set up a workbench with plenty of workspace to make sure no small parts become lost.

Follow these safety instructions at all times when disassembling or re-assembling your Phenom marker.

1. First follow *Unloading Your Marker* on page 12 and *Air Supply Cylinder Removal* instructions on page 15.
2. Always wear eye protection when performing any marker disassembly or re-assembly.
3. Do not pressurize a partially assembled paintball marker.

On the pages that follow, the parts illustration and part number list are on the left hand (even numbered) pages. Instructions for disassembly and re-assembly are on the right hand (odd numbered) pages.

Phenom Marker Assembly			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	N/A	Upper Receiver Assembly
3	1	TA30027	CFS Hose Fitting Assembly
4	1	TA05016	Hose, 5/16" ID x 1 1/2"
5	1	TA30057	Compression Spring
6	1	TA30003	Compression Spring
7	1	TA30101	Front Bolt Assembly
8	1	N/A	Valve Assembly (Complete)
9	1	TA30016	Pressure Gauge Plug Assembly
10	1	N/A	Lower Receiver Assembly
11	1	TA10038	End Cap
12	3	TA10045	Push Pin Assembly
13	2	02-PIN	Push Pin Assembly
14	1	TA30046	Cyclone Feed System Assembly (Complete)
15	1	02-41	1/4 - 20 UNC x 7/8" SHCS
16	1	TA30047	Front Grip/Shroud Assembly
17	1	TA30041	Barrel
18	1	TA30004	Magazine
19	1	TA06061	Front Sight Assembly
20	2	TA07065	Bolt
21	1	TA06041	Rear Sight Assembly
22	1	TA10042	Hopper Assembly



G = grease items 6, 7, and 8 every 8 - 10,000 shots.
 For items 7 and 8, be sure to grease the inside bore
 as well as the outside of the part.

Phenom Disassembly and Assembly

Always wear eye protection when performing any marker disassembly or re-assembly. Refer to the Assembly Diagram on page 18 for these instructions (item numbers are in parentheses). Disassembly instructions are listed here. To re-assemble, just do the steps in the reverse order.

1. To remove the **Barrel** (17), simply unscrew the Barrel from the Upper Receiver, and to reinstall it, just turn it clockwise to thread it into the Upper Receiver.
2. To remove the **Front Grip/Shroud Assembly** (16), pull each of the two push pins (12 and 13), from the assembly. Notice that #12 is longer than #13; keep them separated. The Front Grip/Shroud Assembly can now be removed. To remove the **Front Sight** (19), remove the **Bolt** (20) and slide the Front Sight towards the muzzle end of the barrel until it comes off.

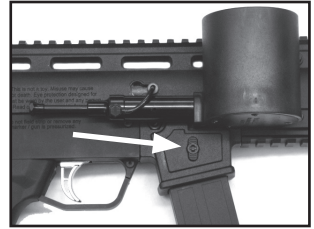
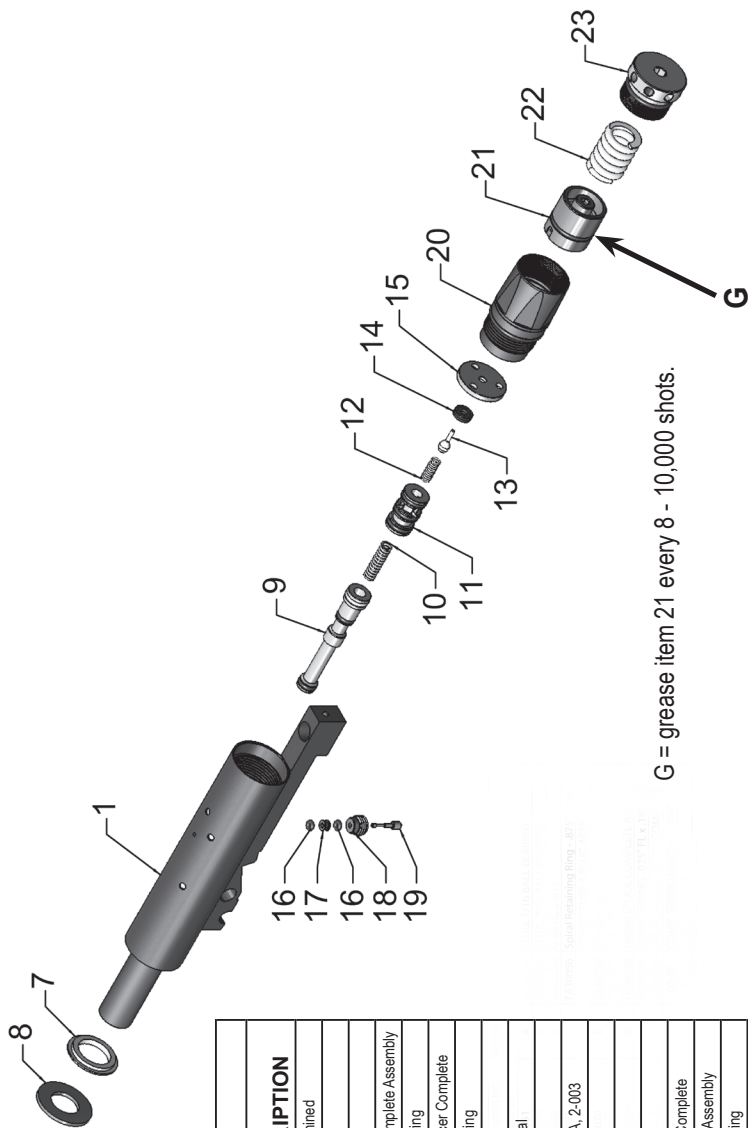


Figure 11: Magazine Release Button

3. To remove the **Magazine** (18) from the receiver, press the magazine button (see arrow in Figure 11), then pull the magazine down to remove. Be sure to keep the opposite side of the receiver clear while pressing the button to allow the magazine to release. The Magazine is designed to hinge open to allow for storage of tools and grease.
4. To remove the **Lower Receiver** (10, also see pages 26-27 for parts and disassembly instructions), pull both push pins (12), from the Lower Receiver assembly. Pull the Lower Receiver straight down to get it apart from the Upper Receiver (1) assembly.
5. Remove remaining parts from the **Upper Receiver** (1, see pages 24-25 for parts breakdown)
 - a. Remove the remaining **Push Pin** (13) from the **End Cap** (11).
 - b. Pull the End Cap (11) from the rear of the Upper Receiver.
 - c. Pull the **Pressure Gauge Plug** (9) from the Upper Receiver.
 - d. Slide the Cyclone Feed System **Hose Fitting** (3) back to the key hole and pull the Hose Fitting from the Valve assembly.
 - e. The **Valve** assembly (item 8, see page 20 for parts), **Front Bolt** assembly (7), and the **Compression Spring** (6) all slide out from the open end of the Upper Receiver. Inspect, clean, and lubricate the specified parts with Tippmann grease every 8-10,000 shots and prior to re-assembly.
6. To remove the **Cyclone Feed System** (14), first remove the **Hopper** (22) by turning clockwise and lifting from the Cyclone Feed System. Remove the **Bolt** (15). The **Hose** (4) should have been disconnected in the previous step. Set the Cyclone Feed System aside; see pages 28-29 for the parts diagram and parts list for the Cyclone Feed System.
7. To remove the **Rear Sight** (21), remove the **Bolt** (20) and slide off from the Upper Receiver rail.



G = grease item 21 every 8 - 10,000 shots.

Flex Valve Assembly			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	TA30024	Valve Body, Machined
7	1	TA30018	Spacer Washer
8	1	TA20077	Bumper Disk
9	1	TA30038	Firing Spool - Complete Assembly
10	1	TA30030	Compression Spring
11	1	TA30020	Valve Spool Spacer Complete
12	1	02-88	Compression Spring
13	1	TA30028	Regulator Pin
14	1	TA20075	Regulator Pin Seal
15	1	TA30025	Regulator Seat
16	2	TA20008	O-Ring, C.U., 70A, 2-003
17	1	TA30036	Valve Core
18	1	TA30037	Trigger Pin Plug
19	1	TA30039	Trigger Pin
20	1	TA30026	Regulator Body Complete
21	1	N/A	Regulator Piston Assembly
22	1	TA30031	Compression Spring
23	1	N/A	Velocity Adjuster

The Flex Valve

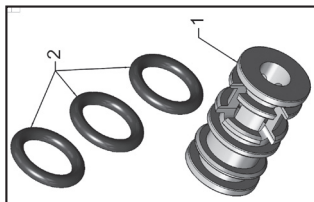
It is not necessary to disassemble the Upper Receiver to access and service the Flex Valve assembly or its internal parts. The Valve can be slid out the back of the receiver as described on pages 18 -19.

Disassembly instructions:

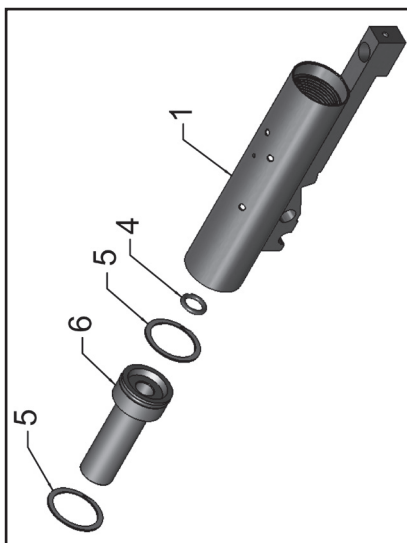
1. Inspect and clean the exterior of the Valve assembly (item 8 on page 18, item 1 here).
2. Remove the **Bumper Disk** (8) and the **Spacer Washer** (7). Clean and inspect. Replace if damaged.
3. Using a 3/16 or 1/8 allen wrench, remove the **Velocity Adjuster** (23) by rotating it counterclockwise until it is loose. Set aside.
4. Pull the **Spring** (22) out the back. Lightly tap the rear of the Valve Body on the workbench, and the **Regulator Piston** (21) comes out. Inspect, clean, and lubricate the Regulator Piston with Tippmann grease every 8-10,000 shots and prior to re-assembly. There is no need to further disassemble the marker for normal maintenance.
5. Hold the Valve Body with your hand while using an adjustable wrench to turn (counterclockwise) the **Regulator Body** (20) out from the Valve Body. Once removed, the **Regulator Seat** (15), **Regulator Pin Seat** (14), **Regulator Pin** (13), and **Compression Spring** (12) easily come out of the Valve Body.
6. Using a small plastic push rod, gently push from the opposite end of the Valve Body to remove the **Firing Spool** (9), **Compression Spring** (10), and the **Valve Spool Spacer** (11).

Re-assembly instructions:

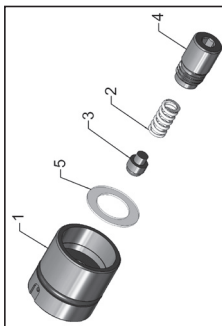
1. Always inspect and clean all parts prior to re-assembly. Replace any damaged part. Lubricate all O-rings and springs with Tippmann® grease to help prevent damage to O-rings and to make assembly easier.
2. After greasing O-rings, reinstall the **Firing Spool** (9), making sure it bottoms out inside the Valve Body.
3. Reinstall the **Compression Spring** (10), and then the **Valve Spool Spacer** (11).
4. Install the **Compression Spring** (12) and **Regulator Pin** (13) together.
5. Ensure the **Regulator Pin Seal** (14) is installed onto the **Regulator Seat** (15). Drop them down into the Valve Body with the Seal side going in first.
6. Clean and inspect the **Regulator Body** (20), making sure its O-ring is in place (and not damaged); replace the O-ring if damaged. Insert into the Valve Body and turn clockwise until hand tight and then tighten with an adjustable wrench.
7. Apply Tippmann grease to the **Regulator Piston** (21) complete outside surface. Reinstall into the Regulator Body.
8. Reinstall the **Compression Spring** (22) into the Regulator Body. Install the **Velocity Adjuster** (23) by threading clockwise into the Regulator Body. Use a 3/16 or 1/8 allen wrench to turn the Velocity Adjuster until the O-ring is not visible.
Note: Further adjustment is done when measuring velocity (see page 12).
9. Reinstall the **Spacer Washer** (7) and the **Bumper Disk** (8).
10. Apply Tippmann grease to the outside surface of the **Power Tube** (6). Also apply grease to the inside bore of the Power Tube.
11. Reinstall the **Front Bolt** (item 7 on page 18) and **Compression Spring** (item 6 on page 18) to the assembly at this time to make further reassembly easier. Make sure to apply grease to these parts.



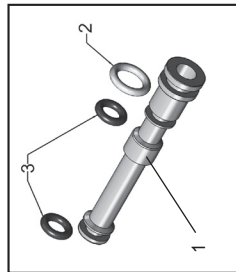
Valve Spool Spacer Assembly (item 11)			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	N/A	Valve Spool Spacer
2	3	TA30050	O-Ring, 2-011



Power Tube Assembly			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	TA30024	Valve Body, Machined
4	1	TA30050	O-Ring, 2-011
5	2	TA30056	Spiral Retaining Ring, .875" Bore
6	1	TA30102	Power Tube Assembly



Regulator Piston Assembly (item 21)			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	TA30029	Regulator Piston Complete
2	1	TA20067	Compression Spring
3	1	TA20066	Pressure Relief Seal Guide Assembly
4	1	TA30019	Regulator, Vent Post
5	1	TA30048	Regulator Spring Wear Disk



Firing Spool Assembly (item 9)			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	N/A	Firing Spool
2	1	TA30053	O-Ring, 1.78mm x 6.75mm
3	2	TA30049	O-Ring, 2-008

Regulator Piston Assembly

(Item 21 in the previous diagram on page 20.)

This assembly is factory preset, and it is not recommended for disassembly.

This assembly has parts with locktite applied, and should not be adjusted or disassembled.

The Regulator Vent Post (4) has been factory set to vent at pressures above 350 psi.

If this assembly requires replacement, please contact Tippmann Technical Support at 1-800-533-4831 for fast, friendly service.

Firing Spool Disassembly/Assembly

(Item 9 in the previous diagram on page 20.)

If defective O-rings are found, replace with new parts. Use Tippmann® grease on new O-rings after installing O-rings onto the Firing Spool and before installing into the Valve.

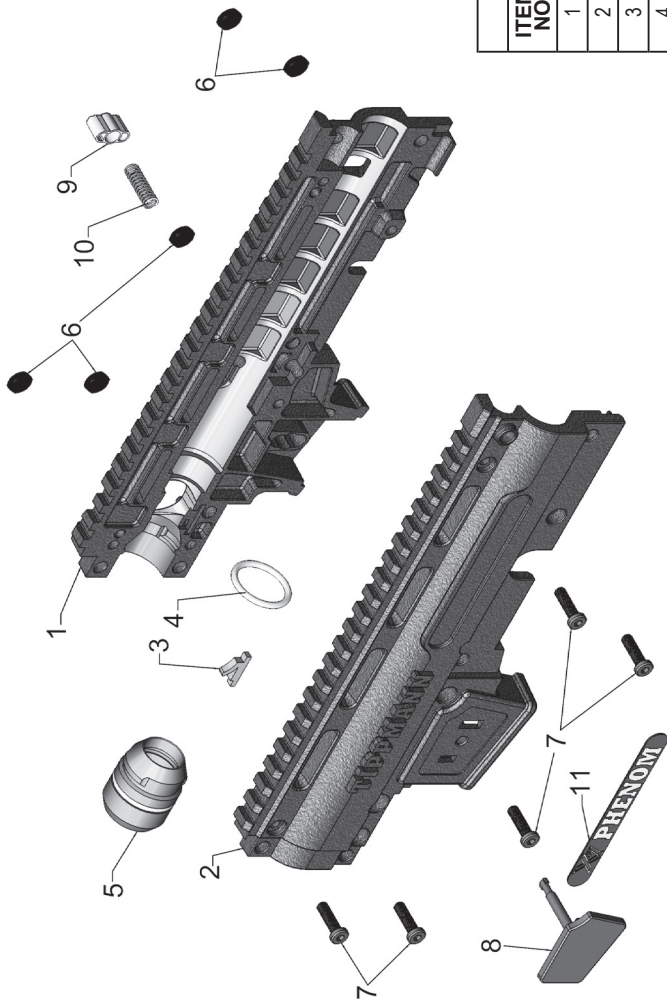
Valve Spool Spacer Disassembly/Assembly

(Item 11 in the previous diagram on page 20.)

If defective O-rings are found, replace with new ones. Use Tippmann grease on new O-rings after installing O-rings onto the Firing Spool and before installing into the Valve.

Valve Body Power Tube Disassembly/Assembly

Using a small flat screwdriver or a pick, you can remove the Spiral Retaining Ring (5) to allow the Power Tube (6) to be removed. Reassemble in the reverse order.



Upper Receiver Assembly			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	TA30044	Receiver, Right Half
2	1	TA30043	Receiver, Left Half
3	1	FA-18	Ball Latch
4	1	TA20046	O-Ring
5	1	02-69	Barrel Adapter Assembly
6	5	9-PA	Hex Nut, Black
7	5	98-01A	Screw, LSHCS
8	1	TA30006	Magazine Release Pin
9	1	TA30009	Magazine Release Button
10	1	TA30032	Compression Spring
11	1	TA30042	Name Plate

The Upper Receiver

To disassemble the Upper Receiver:

1. Remove five **Receiver Screws** (7) holding the two Upper Receiver halves together, and lift the **Left Receiver Half** (2) off from the **Right Receiver Half** (1). Keep track of the **Hex Nuts** (6), as they might come loose from the Right Receiver half.

Note that the Magazine Release Mechanism parts (8, 9, and 10) stay with the left half of the Upper Receiver. For Magazine Release Mechanism disassembly instructions see below.

2. Remove **Barrel Adapter** (5), remove **Ball Latch** (3), remove **O-ring** (4).
3. Clean and inspect parts for damage. Replace any damaged part.
4. Clean the inside of each Upper Receiver half.

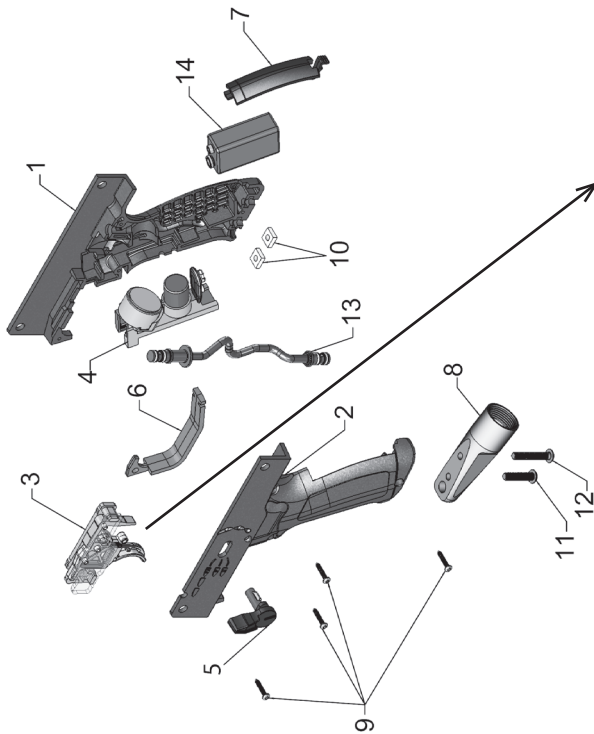
Reassembly:

1. Make sure all parts are cleaned.
2. Place the **Right Upper Receiver** half (1) on flat surface.
3. Insert the **Ball Latch** (3), **Barrel Adapter** (5), and **O-ring** (4) into the Right Receiver half. Make sure the Barrel Adapter is rotated to its locked position so it doesn't slide out.
4. Use your finger tips to guide the Left Receiver half straight down on to Right Receiver half until both receiver halves come together. If they do not fit flush the first time, check to make sure the parts have stayed in place, and repeat until both halves come together.
5. Insert five **Screws** (7) into holes they were removed from. Make sure the Hex Nuts (6) are in the recessed areas designed for them. Carefully tighten all 5 screws (be careful to not overtighten and strip threaded parts).

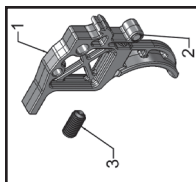
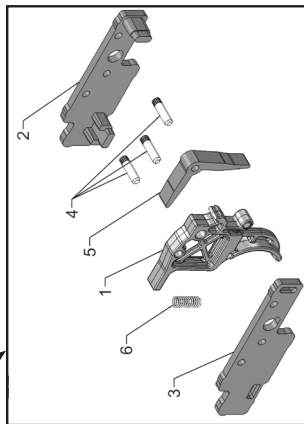
Magazine Release Mechanism

1. With receiver halves apart, push the **Magazine Release Button** (9) and turn it 90 degrees, then release it.
2. Remove the **Magazine Release button** (9) and **Spring** (10).
3. Remove **Magazine Release Pin** (8) from the Left Upper Receiver.
4. Clean and inspect parts. Replace any damaged parts. Reassemble in the reverse order.

Lower Receiver Assembly →		
ITEM NO.	QTY.	PT. NO. DESCRIPTION
1	1	TA30002 Lower Receiver, Right
2	1	TA30001 Lower Receiver, Left
3	1	N/A Trigger Assembly Complete
4	1	TA99600 Hall Effect Electronics
5	1	TA30103 Selector Switch
6	1	02-38 Trigger Guard
7	1	TA10066 Battery Door
8	1	TA30015 Air Supply Adapter (ASA)
9	4	PL-42A Screw, #4 x 5/8" Black
10	2	CA-08B Nut, 10-32 Square MS
11	1	PL-01A Screw, BHCS
12	1	98-06A Screw, BHCS
13	1	TA30045 Gas Line Assembly
14	1	TA99004 9V Battery



Trigger Assembly (item 3 above)		
ITEM NO.	QTY.	PT. NO. DESCRIPTION
1	1	TA30100 Trigger Assembly
2	1	TA30008 Trigger Plate, Right
3	1	TA30007 Trigger Plate, Left
4	3	02-33 Dowel Pin,
5	1	TA30013 Trigger Lever
6	1	02-88 Compression Spring



Trigger		
ITEM NO.	QTY.	PT. NO. DESCRIPTION
1	1	TA30010 Trigger
2	1	TA10072 Trigger Magnet
3	1	02-97 Set Screw

The Lower Receiver

To disassemble the Lower Receiver, follow the Phenom Disassembly instructions on pages 18-19 until you have separated the Lower Receiver from the Upper Receiver.

1. Open the **Battery Door** (7) and remove the **9V Battery** (14).
2. Rotate **Selector Switch** (5) from the Safe position, counterclockwise until the Selector arm is vertical (pointing up) as shown in the diagram on page 26. Pull the Selector Switch out from the Lower Receiver assembly.
3. Remove the **Trigger Assembly** (3) from the Lower Receiver assembly. It lifts straight up out of the Lower Receiver.
4. Remove the **ASA (Air Supply Adapter) Screws** (11 and 12) using 1/8 allen wrench. Pull the **ASA** (8) straight down to remove, taking extra care to not damage the O-rings on the end of the **Gas Line** (13).
5. Remove the four **Screws** (9) holding the two Lower Receiver halves together. This exposes the entire Gas Line assembly (13) and the **Hall Effect Electronics** (4). Inspect for damage. Clean if necessary. Replace if necessary.

Reassemble the Lower Receiver

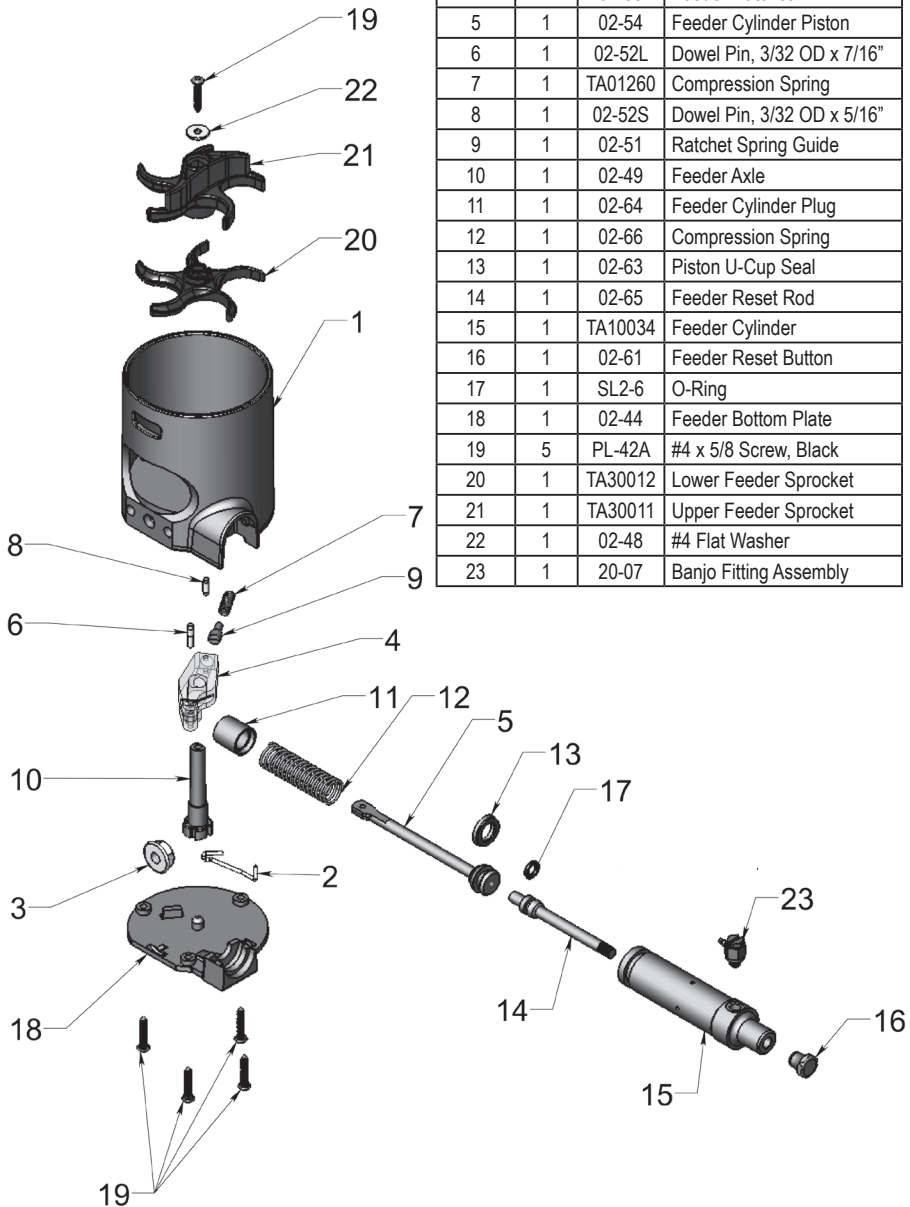
1. Make sure the **Trigger Guard** (6), **ASA Nuts** (10), and the **Hall Effect Electronics** (4) are in place in the **Left Lower Receiver** side (2).
2. Apply Tippmann grease to all O-rings on the **Gas Line** (13). Install the Gas Line into the **Right Lower Receiver** half (1).
3. Position the Right Lower Receiver half over the Left Lower Receiver half and put them together so that they come completely together.
4. When completely together, flip both halves over and secure the Lower Receiver halves together with four **Screws** (9). Do not over-tighten as this will strip the threads.
5. Insert the **Trigger** assembly (3) into the Lower Receiver assembly. Reinstall the **Selector Switch** (5), aligning the tab straight up, and then inserting it into the left side of the Lower Receiver. Rotate the Selector Switch to the Safe mode position.
6. Attach the **ASA** (8). Align the ASA to the end of the Gas Line (13). Lightly push the ASA up onto the Gas Line. Insert the ASA bolts (11 and 12) and tighten.
7. Reinstall the **9V Battery** (14) and the **Battery Door** (7).

To assemble the Lower Receiver to the Upper Receiver, see re-assembly instructions on page 19:

The Trigger Assembly

1. Lay **Trigger** Assembly (item 3, also see framed inset diagram) flat on workbench.
2. Pull the **Left Trigger Plate** (3) from the **Right Trigger Plate** (2). There is no need to remove the three pins (4) from the Right Trigger plate. Replace only if necessary.
3. Inspect remaining parts for damage; replace parts only if necessary.
4. The trigger **Set Screw** (#3 in Trigger detail) is factory pre-set and should not be adjusted. Adjusting this set screw permanently bends the **Trigger** (1).
5. When finished, reinstall Left Trigger Plate back onto the Right Trigger Plate.

Cyclone Feed System Assembly			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	02-43	Feeder Housing
2	1	02-50	Feeder Ratchet Spring
3	1	02-42	¼ - 20 Flange Nut
4	1	02-53	Feeder Ratchet
5	1	02-54	Feeder Cylinder Piston
6	1	02-52L	Dowel Pin, 3/32 OD x 7/16"
7	1	TA01260	Compression Spring
8	1	02-52S	Dowel Pin, 3/32 OD x 5/16"
9	1	02-51	Ratchet Spring Guide
10	1	02-49	Feeder Axle
11	1	02-64	Feeder Cylinder Plug
12	1	02-66	Compression Spring
13	1	02-63	Piston U-Cup Seal
14	1	02-65	Feeder Reset Rod
15	1	TA10034	Feeder Cylinder
16	1	02-61	Feeder Reset Button
17	1	SL2-6	O-Ring
18	1	02-44	Feeder Bottom Plate
19	5	PL-42A	#4 x 5/8 Screw, Black
20	1	TA30012	Lower Feeder Sprocket
21	1	TA30011	Upper Feeder Sprocket
22	1	02-48	#4 Flat Washer
23	1	20-07	Banjo Fitting Assembly



The Cyclone Feed System

This diagram presumes that you have already removed the Cyclone Feed System from the marker as instructed on pages 18 and 19.

1. Remove the Screw (19) and Washer (22) to remove the Feeder Sprockets (20 and 21).
2. Remove four Screws (19) from the Feeder Bottom Plate (18).
3. The feed drive parts are now accessible for inspection or repair.
4. Reassemble in the reverse order.

Specifications

Model.....	TIPPMANN® X7 Phenom™
Caliber68
Action.....	Semi-Automatic (Open Bolt Blow Forward Spool Valve System)
Power	Electro/Pneumatic
Air Supply	compressed air, nitrogen, or CO ₂
Hopper Capacity	200 Paintballs
Ball Feed	TIPPMANN Cyclone™ System
Feed Rate.....	20 paintballs per second
Firing Rate.....	15 paintballs per second
Trigger	Mechanical and Electronic
Standard Barrel Length	9.5" / 24.1 cm
Length (with standard barrel, no air supply cylinder).....	19.75" / 50.17 cm
Effective Range	150+ feet / 45.72+ meters
Weight (without air supply cylinder)	3.92 lbs / 1.8 kg
Finish	Black Nickel

Velocity — Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet / 91.44 meters per second (see instructions on page 12).

Warranty and Repair Information

TIPPMANN SPORTS, LLC (“Tippmann[®]”) is dedicated to quality paintball products and outstanding service. In the unlikely event of a problem with this Tippmann paintball marker (“Marker”) and/or Tippmann accessories (“Accessories”), Tippmann’s customer service personnel are available to assist you. For customer service and/or other information, please contact:

Tippmann Sports, LLC
 2955 Adams Center Road
 Fort Wayne, IN 46803
www.tippmann.com
 1-800-533-4831

Warranty Registration

To activate the Marker’s Limited Warranty, you must register the Marker within thirty (30) days of the date of original retail sale by:

1. Registering online at www.tippmann.com; or
2. Completing the attached warranty registration card and returning it to Tippmann at the address above.

The Limited Warranty for Tippmann Accessories does not require activation or registration; by registering the Marker, you activate the warranty for the Accessories.

Limited Warranty

Tippmann warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you, for the Marker for a period of two (2) years from the date of original retail sale. Further, Tippmann warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you, for Tippmann Accessories for a period of ninety (90) days from the date of original retail sale. All Tippmann asks is that you properly maintain and care for the Marker and Accessories (collectively, the “Product”) and that you have warranty repairs performed by Tippmann or a Tippmann Certified Tech Center.

This Limited Warranty is non-transferable, and it does not cover damage or defects to the Product caused by (a) improper maintenance; (b) alteration or modification; (c) unauthorized repair; (d) accident; (e) abuse or misuse; (f) neglect or negligence; and/or (g) normal wear and tear.

Tippmann does not authorize any person or representative to assume or grant any other warranty obligation with the sale of this Product.

THIS IS THE ONLY EXPRESS WARRANTY GIVEN WITH THE PURCHASE OF THIS PRODUCT; ANY AND ALL OTHER EXPRESS WARRANTIES ARE DISCLAIMED. THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE APPLICABLE LIMITED WARRANTY PERIOD SET FORTH HEREIN, AND NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, SHALL APPLY AFTER EXPIRATION OF SUCH PERIOD.

Some states and nations do not allow limitations on the duration of implied warranties, so the above limitation may not apply to you.

The sole and exclusive liability of Tippmann® and/or its authorized dealers under this Limited Warranty shall be for the repair or replacement of any part or assembly determined to be defective in material or workmanship. TIPPMANN SHALL NOT BE LIABLE FOR, AND YOU EXPRESSLY DISCLAIM, ANY DIRECT, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES (COLLECTIVELY, "DAMAGES") ARISING OUT OF THE SALE OR USE OF, OR YOUR INABILITY TO USE, THE PRODUCT. NO PAYMENT OR OTHER COMPENSATION WILL BE MADE FOR DAMAGES, INCLUDING INJURY TO PERSON OR PROPERTY OR LOSS OF REVENUE WHICH MIGHT BE PAID, INCURRED OR SUSTAINED BY REASON OF THE FAILURE OF ANY PART OR ASSEMBLY OF THE PRODUCT.

Some states and nations do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that may vary from state to state or nation to nation.

Warranty and Non-Warranty Repairs

When shipping the Product to Tippmann for warranty or non-warranty repair:

1. If you have aftermarket parts on your Marker, please test the Marker with original stock parts before returning the Marker for service or repair.
2. Always unload (page 12) and remove the air supply from the marker (page 15). Do not ship the air supply cylinder if it is not completely empty.
3. Ship the Product to the Tippmann address identified on page 31.
4. You must pre-pay postage and delivery charges.
5. Provide the date of purchase for the Product.
6. Briefly describe the repair requested.
7. Include your name, return address and a telephone number where you can be reached during normal business hours, if possible.

Tippmann makes every effort to complete its repair work within twenty-four (24) hours of receipt. Tippmann will return the Product to you via regular ground UPS. If you wish to have it returned using a faster service, you can request NEXT DAY AIR UPS OR SECOND DAY AIR UPS, but you will be charged for this service and must include your credit card number with the expiration date. Your credit card will be charged the difference in additional cost over regular ground shipping service.

NOTES

NOTES

TIPPMANN®

2955 ADAMS CENTER ROAD
FT. WAYNE, IN 46803 USA

L'inscription de Garantie sur l'internet à www.tippmann.com ou com-

plétez la carte de d'inscription et l'envoyez à www.tippmann.com.

Registro de Garantía via On line a www.tippmann.com o complete esta tarjeta de garantía y envíela por correo regular a www.tippmann.com.



Numéro Sérial
Numero de Serie

Acheté du
Nombre comprador

Date
Fecha

Ville
Ciudad

État
Codigo Postal

Pays
País

Votre nom
Nombre (letra de molde)

Âge
Edad

Mâle
Hombre

Femelle
Mujer

Adresse
Direccion

Ville
Ciudad

État
Codigo Postal

Pays
País

No. de téléphone
Teléfono

E-mail

TIPPMANN®

2955 ADAMS CENTER ROAD
FT. WAYNE, IN 46803 USA



Warranty Registration online at www.tippmann.com
or complete this warranty card and mail to Tippmann®.

Serial Number

Purchased from

Date

City

State

Zip

Country

Your Name (print)

Age

Male

Female

Address

City

State

Zip

Country

Phone #

E-mail