

**Step 18:** Carefully remove the two Halo stickers from the sides of the loader shell. If there is any dirt or paint residue on the shell where the badge will sit, apply a small amount of water to a cloth and wipe until clean. Do not use any cleaners, as the residue of the cleaner will cause the new badges to not adhere properly to the shell. Let area dry. Remove the paper strip on one Empire shell badge to expose the adhesive on the badge. Affix badge to the shell. Repeat for other side.

*Installation is now complete. Please read all operating instructions before proceeding.*

### Operating the Reloader B's 3-Speed Board

**Turning the loader on:** Do not load paintballs into your hopper until the hopper has been turned on. If you have already loaded the hopper, proceeding with power-on sequence may result in a jam during power-up. If this happens, simply spin the RIP drive manually to clear the jam. During the initial powering sequence, the motor will spin to prime the drive cone.

Locate the power button on the rear control panel. To turn on, press the button, the green LED comes on while the button is pressed, now release the button. The green LED will now flash again for one second, go off, then flash quickly for 1, 2, 3 times indicating which speed it is currently set to. The motor will spin for a second and the loader is now ready to use. Do NOT fire your marker until after the initial motor spin has completed. Firing during this first period can disrupt the auto-adjusting sound sensitivity and cause the loader to work improperly. The green LED will flash repeatedly while the unit is on to show it's ready. If the LED flashing changes to red, then the batteries are low and need to be replaced.

**Setting the speed:** When the Reloader B is first turned on, while the LED flashes for one long second, press and hold the power button again during this flash. When properly done, the LED will now change to red and you can release the button. The LED will stay red for about 5 seconds, then change back to its flashing green sequence for operation if no buttons are pressed. To set the speed during the red LED phase, push and release the button the number of times necessary based on which speed you desire. Press once for normal speed, twice for faster speed and 3 times for the fastest speed. Each time you press and release the button during this sequence, the press of the button should last about 1 second. If done too quickly, the board may not be set to the speed you desire. When done correctly, the red LED will go off, then flash the same number of times the button is pressed, indicating the speed it is now set to. then the green LED will flash the same number of times if you are using the 6 AA battery pack, or the orange LED will flash the same number of times if you are using the 4 AA battery pack. The motor will now spin up at the speed it is set to, it will stop and now the speed is set and the unit is ready to use.

**Turning off:** Press and hold the power button until the red LED comes on, then release. When the red LED goes off, the unit is now off and the LED will not flash green.

**! WARNING! PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS**

- Careless use or misuse may result in serious bodily injury or death!
- Eye protection designed for paintball must be worn by the user and all persons within range.
- Not for sale to persons under 18 years of age.
- Must be 18 years of age or older to operate or handle any paintball gun and paintball gun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with .68 caliber Paintballs Only
- To prevent fire or shock hazard, do not expose unit to rain or moisture.
- To prevent fire or shock hazard, do not immerse unit in liquids.
- To prevent fire or shock hazard, do not disassemble any electronic paintball device.
- The disposal of the battery used to power this product may be regulated in your area. Please conform to all local or state regulations with regard to battery disposal.
- Use Common Sense and have fun.

**To protect your warranty, do not attempt to disassemble this product. Any tampering with the unit voids your warranty. There are no consumer serviceable parts inside the unit. The use of non factory authorized components within this product may cause a fire or shock hazard.**

**IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.**

## Empire Reloader B Upgrade Kit Installation Instructions

Thank you for purchasing the Empire Reloader B Upgrade Kit! *Please read all directions BEFORE starting any work.* Any damages caused to your new Empire control board or to your loader as a result of attempting to install this upgrade kit are not the responsibility of the manufacturer. If you do not feel comfortable attempting this installation based on these terms, or if you need technical assistance during installation, **DO NOT RETURN THE PRODUCT TO WHERE IT WAS PURCHASED.**

### Contact:

Paintball Solutions  
570 Mantua Blvd.  
Sewell, NJ 08080  
800-220-3222  
<http://www.paintballsolutions.com>

If you are not comfortable installing this kit, Paintball Solutions will install this kit into your hopper at no additional charge. Send this kit and your hopper prepaid to the address above, along with your name, return address and daytime telephone number.

### Tools required for installation:

#1 size Phillips screwdriver and a medium-size flat head screwdriver

### This kit contains:

- (1) Empire Reloader B 3-speed Sound-Activated Control Board
- (1) Empire Control Board Back Plate
- (1) Battery Pack for 4 AA
- (1) Foam Spacer from Battery Pack
- (2) Empire Shell Badges

**If any parts are missing from this kit, please contact the address above.**

### Getting started:

**Step 1:** Clear a neat space to work. If possible, spread out a large, light-colored towel or paper towels on a flat surface.

**Step 2:** Remove any paintballs from your hopper. Remove your hopper from your marker.

**Step 3:** Remove the battery pack from the hopper. Consult your hopper's owners manual for help if necessary. Place battery pack aside where it will not come in contact with any liquids or metal objects during installation.

**Step 4:** Open the hopper's lid.

**Step 5:** Utilizing a #1 Phillips screwdriver, loosen and remove the six screws in the right side shell. It may be necessary to use one of the long screws to screw through the nuts in the left side shell in order to push out the screws completely. Pay close attention to which screws go into which holes for reassembly. Place screws in a safe place until you're ready to put back in the end.

**! WARNING: !**

**DO NOT BREAK THE ON/OFF BUTTON ON THE CONTROL BOARD. YOU MAY USE THIS BOARD AT A LATER DATE.**

**Step 6:** With all screws now completely removed from the holes, begin just slightly separating the two shell halves. As the two halves are separating, all internal components should remain in the left side shell while the right side shell is removed by itself. If necessary, use a very small screwdriver to push the control board back plate and control board toward the left side shell while removing the right side shell (**photo 6A**). The on/off button of the control board extends through the back plate, so if the control board and back plate are not kept in alignment, the on/off button will snap off and destroy the control board (**photo 6B**). Remove the right side shell completely.



Photo 6A

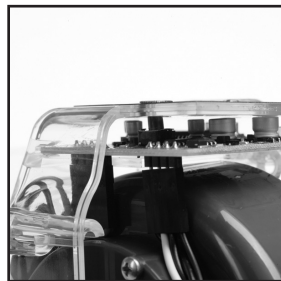


Photo 6B

**Step 7:** Remove the lid and lid pin, leaving the lid spring in its groove in the shell.

**Step 8:** Remove the control board and back plate together now from the left side shell. Unplug the control board from the sensor and motor harness. Place off to the side. These items are no longer needed. We recommend placing them in the package at the end of the installation and placing the package in your original box for safe keeping.

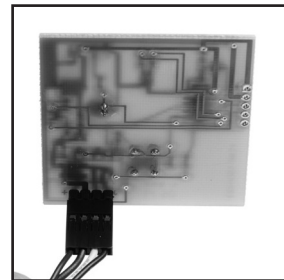


Photo 9A

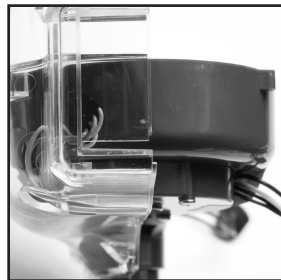


Photo 9B

**Step 9:** Plug the motor harness onto the new Empire Reloader B control board as shown (**photo 9A**). It is not necessary to remove the sensor harness completely from the unit. Simply tuck the harness in between the drive assembly and the shell as shown to prevent it from knocking around during play (**photo 9B**).

**! WARNING: !**

**DO NOT BREAK THE ON/OFF BUTTON ON THE CONTROL BOARD. THE BOARD WILL NOT FUNCTION AND WILL NOT BE REPLACED BY THE MANUFACTURER.**

**Step 10:** Install the Empire control board and back plate into the left side shell. Be careful not to break the button on your new control board. Start by seating the back plate into the upper and lower grooves in the shell (**photo 10A**). Then gently fit the control board in under the back plate (**photo 10B**). Now slide both items in until the circuit board is seated

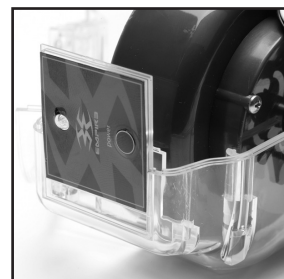


Photo 10A



Photo 10B

fully into the corner slots in the shell just behind the groove for the back plate (**photo 10C**).

**Step 11:** Install the lid and lid pin back into the left side shell.

**Step 12:** Begin installing the right side shell back onto the left side shell. Holding the left side shell slightly tilted, start by seating the groove of the right side shell onto the back plate (**photo 12A**). Slide about halfway on, then seat the hole in the right side shell onto the lid pin. Be sure the right side shell is seating properly onto the drive assembly and that the back plate is still in the groove in both shell halves. Before joining the halves together completely, when there is just about a quarter-inch gap between the two shell halves, it is necessary to tuck the last coil of the anti-jam spring under the lip of the right side shell that meets the top of the drive assembly. To do this, use a medium size flathead screwdriver to push the coil from its right side (**photo 12B**). It should tuck under the lip of the right side shell and stay there when you remove the screwdriver.

Now join the two halves together completely, making sure the nut for the battery door screw seats into both shell halves and there are no gaps (**photo 12C**).



Photo 12A



Photo 12B



Photo 12C

**Step 13:** Be sure at this point that the lid spring is acting to keep the lid open with its own force.

**Step 14:** Insert and tighten just the center screw. The screws do not need to be very tight, just snug enough to join the two shell halves in the area around them. At this point, connect the original battery pack to the battery harness. Turn the unit on briefly by pressing the power button, holding it in for a full half-second, then releasing. If the LED goes through a series of blinks, then the motor turns on briefly, then the LED continues to blink again, the unit is operational and you should immediately unplug the battery pack. Now insert and tighten the rest of the screws.

**Step 15:** The unit is almost ready to operate. This kit came with the optional 4 AA battery pack, which is lighter when filled as compared to the standard 6 AA battery pack. Try using the 4 AA battery pack and see if it meets your needs. If you find that the batteries do not last long enough for the length that you play, or that the hopper cannot keep up to your rate-of-fire when you set to the fastest setting, switch back to the 6 AA pack. To install the 4 AA pack, insert the foam spacer into the battery compartment as shown (**photo 15**).

**Step 16:** Install 4 AA batteries into the battery pack as indicated on the pack. Be sure each battery is in the correct direction as depicted on the battery pack.

**Step 17:** Plug battery harness into battery pack and insert into loader with wire routed as shown (**photo 17**). Insert battery door so that it aligns tightly to the shell with very little force. Insert screw and tighten. Do not over tighten screw. It can break the battery door.

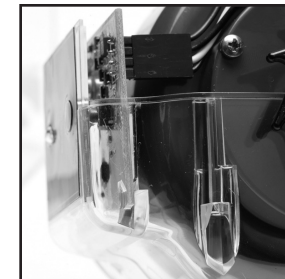


Photo 10C

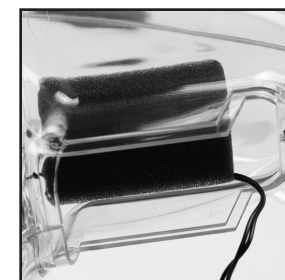


Photo 15

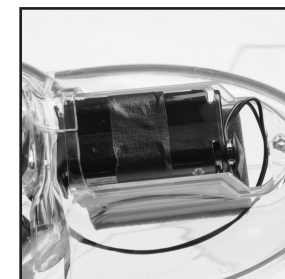


Photo 17