



ER³

PAINTBALL MARKER MANUAL
MANUEL DE MARQUEUR DE PAINTBALL
PAINTBALL MARCADOR MANUAL



Empire Paintball
11723 Lime Kiln Rd.
Neosho, MO 64850 USA
1.800.724.3222
www.empirepaintball.com



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 Paintballs only.
- Use common sense and have fun.

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 critical failure, 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.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. *Wash hands after handling.* You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be considered a crime.

EMPIRE ER3 OPERATOR'S MANUAL

Empire reserves the right to modify or change its markers without incurring any obligation to incorporate such modifications or changes in any of its products that were sold prior to the modification. The information in this operator's manual may be updated or changed without notice.

This operator's manual is intended to remain with the paintball marker upon any subsequent transfer of the marker, whether through sale, resale, or furnishing in any manner. An updated or replacement operator's manual may be obtained from:

Empire Paintball
11723 Lime Kiln Rd.
Neosho, MO 64850 USA
1.800.724.3222
www.empirepaintball.com

Questions about the operation of the Empire ER3 paintball marker may be directed to Paintball Solutions at 1.800.220.3222, or visit www.paintballsolutions.com for updates regarding your Empire purchase.

READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE ER3 PAINTBALL MARKER.

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PAINTBALL BASIC SAFETY RULES

SAFETY FIRST!

WARNING

THE ER3 PAINTBALL MARKER IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE EMPIRE ER3 PAINTBALL MARKER.

READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE ER3 PAINTBALL MARKER.

- Always wear protective goggles and headgear specifically designed for paintball when shooting this 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.
- During game play, 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 park, 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 marker 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.

PAINTBALL BASIC SAFETY RULES

- This paintball marker operates using compressed gas or air at specified pressure ranges. Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons.

- Always cock marker before attaching air or gas source to it. Failure to always cock marker before attaching air to it may cause accidental firing or discharge of paintballs.

- Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel plug or barrel bag into the muzzle and push the electronic or mechanical safety "on" when the marker is not in use and when in any non-shooting area.

- Paintball markers with electronic frames have extremely sensitive triggers. Take extra safety precautions anytime handling or shooting an electronic paintball marker. To avoid accidentally firing the marker, keep the marker off until you are ready to fire.

- Never shoot at domestic animals or wildlife.

- Never mark objects outside the confines of the game or authorized shooting areas.

- Never look down the barrel of the marker.

- Never aim or shoot a paintball marker (loaded or unloaded) toward any person who is not wearing protective goggles and headgear specifically designed for paintball.

- Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove air source; and remove all gas or air from the marker. Insert barrel plug and put mechanical safety in "no shoot" position.

- Carry marker in case or sturdy bag when in public.
- Safely and securely store marker to prevent access to it by unauthorized persons.

Safety standards information is available from the American Society for Testing and Materials, 100 Barr Harbor Drive, West Conshohocken, PA 19428-2959; phone 1.610.832.9500; www.astm.org. "Standard Practice for Paintball Field Operation" is publication F1777-97, and "Standard Specification for Eye Protective Devices for Paintball Sports" is publication F1776-97; inquire about additional publications which may be available at the time your request is made.

SPECIFICATIONS

Action: Tournament grade semi-automatic powered by either N2 or CO2

Paintballs: For use only with standard ".68 caliber" (.68-inch diameter) paintballs. RPS paintballs recommended

Safety: Mechanical slide

Barrel Length: 9 inches

Barrel: Threaded and polished aluminum; ported for all models

Height: 8.5 inches (without attached loader)

Length: 17.5 inches overall (with 9 in. barrel and without attachments)

Air Source: Accepts standard connections for CO2, regulated N2, or regulated compressed air

Grip: Durable polymer with double trigger & guard

Input Pressure: Recommended 650 psi to 1000 psi.

Air Source Input: Bottomline ASA accepts standard paintball threading

OPERATION

Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball when operating the marker.

1. Attach threaded barrel firmly to marker.
2. At this time, do not attach air source or loader and do not load paintballs into marker.
3. Insert barrel plug firmly into barrel.
4. Pull the cocking knob straight back from the rear of the marker until the cocking mechanism locks back in the cocked position. See Figure 1. Always cock marker before airing it up. During cocking the flush cocking rod will recoil or "spring back" into the marker once released and will only move slightly during marker operation. See Figures 2 and 2a.
5. Push safety "OFF"
6. Squeeze the trigger with an even pressure. The cocking knob will snap forward into the un-cocked position.

7. Cock the marker.

NOTE: Always cock marker before attaching air source. Marker can discharge if air source is attached before marker is cocked.



Figure 1. Pull Back



Figure 2. Pull Back



Figure 2a. Fully Cocked

The marker contains compressed gas or air when pressurized. Never disassemble marker until removing all gas or air from the system. Rules for safe handling of compressed gas or air must be followed at all times.

8. Follow safety rules for handling compressed gas/air. If any leak occurs in the marker, refer to troubleshooting guide or to a qualified airsmith. Use only cylinders for compressed gas or air that comply with all applicable laws and regulations, including but not limited to those of the U.S. Department of Transportation, OSHA, Compressed Gas Association, and/or American Society for Testing and Materials.

Bottomline: First check the tank O-ring for rips or tears, then attach the air source by

screwing the threads of the tank or air source adapter into the threaded bottom line ASA at the base of the grip. Make sure marker is cocked before attaching air. If leaks occur, recheck tank O-ring. If damaged, replace.

WARNING

WHEN COCKING THE PRESSURIZED MARKER, DO NOT RELEASE THE COCKING KNOB UNTIL AFTER THE COCKING MECHANISM HAS LOCKED BACK INTO THE COCKED POSITION; RELEASING THE COCKING KNOB DURING COCKING CAN CAUSE THE MARKER TO SHOOT.

9. With goggles on, test for function after attaching air source: Squeeze the trigger. The marker should shoot air and the cocking knob should cycle forward and back, stopping in the cocked position, after each trigger squeeze, Repeat several times. Flush cocking rods will bobble some, but they will not come out all the way. The ER3 marker shoots one paintball for each squeeze of the trigger, and re-cocks itself after each shot.

10. Slide safety forward. Paintballs may then be loaded.

SAFETY

The safety is a small mechanical slide on the left side of the marker above the trigger. When the safety is "OFF," a red dot is visible on the marker. The trigger can still be pulled if the safety is "ON," but the marker will not fire or de-cock. Before disassembly, storage, or transport of the marker, remove air source first, then remove all paintballs from the marker, barrel, and loader. Remove all gas or air from the marker. Insert barrel plug and slide the mechanical safety forward so the safety is engaged and red dot isn't showing.



THE SAFETY RULES FOR HANDLING COMPRESSED GAS OR AIR MUST BE FOLLOWED AT ALL TIMES.

OPERATING PRESSURE AND INPUT PRESSURE

- Operating pressure range: 650 to 1000 p.s.i. on ER3 markers without regulators.
- Recommended maximum input pressure is 1000 p.s.i.
- Do not exceed recommended pressures.

COMPRESSED GAS/AIR

Do not leave cylinder or pressurized marker in direct sunlight or exposed to heat source. Increased temperature will increase the pressure of compressed gas or air to dangerous levels. ER3 markers usually need 650 p.s.i. to cycle and attain correct velocity.

VELOCITY ADJUSTMENT

WARNING

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

1. Chronograph the marker using standard chronograph procedures and following safety rules. Shooting velocity will vary based upon many factors, such as paint, weather, and air system.
2. Adjust velocity by using a 3/16" Allen wrench to turn the velocity adjuster. See Figure 6. Turn adjuster clockwise to raise velocity. Turn adjuster counter-clockwise to lower velocity. See Figure 7. Turning the velocity adjuster changes the amount of tension on the hammer spring. The hammer spring may be changed for additional velocity adjustment; insert stiffer spring to raise velocity and less stiff spring to lower velocity (spring tension in order of strongest to weakest: red, blue, white). See next page for more about springs.

3. Chronograph the marker after every velocity adjustment.

4. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled



Figure 6. A 3/16" Allen wrench is used to adjust velocity.



Figure 7. Clockwise increases velocity. Counterclockwise reduces velocity.

or changed, any time the barrel or any part in the marker is changed, and upon request of any player or game official.

VELOCITY ADJUSTMENT SPRINGS

The hammer spring assembled with the ER3 paintball marker is intended to provide appropriate shooting velocity for most outdoor paintball game situations and will provide a range of velocities suitable for most conditions. Shooting velocity will vary based upon form of regulated compressed gas or air used to power the marker, outside temperature, and other factors.

DO NOT EXCEED A VELOCITY OF 300 FEET-PER-SECOND (fps).

SPRING KIT INSTRUCTIONS

1. Never allow the marker to shoot at velocities exceeding 300 FPS.
2. Always remove the gas source and all paintballs from your marker before you disassemble any part of it.
3. Before changing any component of a paintball marker, fully understand the entire operator's manual.
4. When changing springs or anything else that will alter shooting velocity of the marker, have appropriate chronograph available for testing results.
5. Spring tension in order from strongest to weakest—red, blue, then yellow.

SAFETY FIRST! USE A BARREL BLOCKING DEVICE!

MAINTENANCE & LUBRICATION DISASSEMBLY

The ER3 is easy to strip for cleaning and basic maintenance. Regular cleaning and maintenance is highly recommended. Keep screws tightened. Replace worn components with factory parts; all leaks must be repaired promptly. Air system repairs are best performed by the factory or an authorized factory repair facility. Contact Paintball Solutions for information regarding authorized Empire marker repair facilities.

WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO. DO NOT DISASSEMBLE MARKER UNTIL IT IS COMPLETELY DRAINED OF COMPRESSED GAS OR AIR AND ALL PAINTBALLS HAVE BEEN REMOVED. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS MUST BE DONE BY QUALIFIED PERSONS.

CONTACT PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED ER3 REPAIR FACILITIES. PHONE 1.800.220.3222; PAINTBALLSOLUTIONS.COM

THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

DISASSEMBLY PROCEDURE

1. Before disassembling the marker, first remove the air tank, and then remove all paintballs from the marker, barrel, and loader.
Figure 8. Remove field strip pin to begin disassembly.
2. Leave barrel plug firmly inserted in barrel and keep barrel pointed in a safe direction.
3. To remove the bolt/hammer assembly, first remove the field strip pin. See Figure 8. The field strip pin is at the center rear of the receiver and is removed by pulling it out of the left side of the marker.
4. Grasp the block assembly and slowly begin to pull the bolt/hammer assembly out of the marker. See Fig. 9.
5. When the bolt/hammer assembly is about halfway out, grasp it with one hand and continue to hold it intact while removing it completely from the marker. See Figure 10.

LUBRICATION

It is recommended that 100% synthetic paintball marker oil be used for lubricating the marker. Do not use any oil aside from paintball marker oil or you run the risk of ruining the O-rings.

1. Before each insertion of the removable air source (tank or remote line) into the ASA,



Figure 8. Remove field pin.



Figure 9. Remove assembly.



Figure 10. Grasp assembly.



Figure 11. Oil here.

clean the threads and put two drops of oil onto them.

2. After removing the bolt/hammer assembly, clean off any paint or dirt. Put 1 drop of oil onto each O-ring. See Figure 11. Only replace the Blue Hammer O-ring (#4) with another Blue Hammer O-ring, or the marker will not re-cock properly.

3. Before screwing the barrel onto the marker, clean the barrel threads.

4. The fastest way to oil the entire ER3 is to take off the barrel; put 6 drops of oil into the ASA (#52), screw the bottle in over the oil, and shoot the marker a dozen times without the barrel.

5. There is no need to ever oil the inside of the barrel. Oil in the barrel will decrease accuracy.

REGULAR MAINTENANCE FOR THE ER3

1. Clean out all broken paint regularly. Do this before you oil the marker.

2. Oil marker each time you play with synthetic marker oil. Never use 3-in-1. Non-synthetic oil can contaminate the ball detent and hammer O-ring, causing the marker not to function.

4. Inspect the bolt O-rings and Blue Hammer O-ring after each time you oil the marker. Make sure they are getting oil.

5. Clean out the vertical feed, as well as the barrel. If any oil or paint is present, the marker will not shoot accurately.

6. Never wash the bolt assembly with water unless you are going to oil them before you reassemble them. Dry before oiling.

7. Check ball detent (#5) every 25,000 shots. Replace if it is worn or broken.

8. Never stretch hammer spring to increase velocity. This will shorten the life span of the spring.

REASSEMBLY PROCEDURE (sear release slide)

1. See Figures 12 through 17, which shows the procedure for reassembly of the bolt/hammer assembly. Once it is reassembled, hold the bolt/hammer assembly in one hand. See Figure 18. Push it gently into the marker until it stops sliding forward, which will be about halfway into the body of the marker. See Figures 19-20.

2. Before it stops sliding forward, push the Sear Release Slide button forward. The Sear Release Slide maintenance and reassembly button is located on the left side of the marker near the top of the left grip panel. Continue to press assembly into marker. Pushing the button allows the bolt/hammer assembly to slide easily the rest of the way into the marker.

3. Field strip pin must be inserted into the left side of the marker. See Figure 22.

4. After reassembly, follow the procedures in this manual for adding air system, loader, and paintballs.



Figure 12.



Figure 13.



Figure 14.



Figure 15.



Figure 16.



Figure 17.



Figure 18.



Figure 19.



Figure 20.



Figure 21.



Figure 22.

1. Before disassembling the marker remove the air source, and then remove all paintballs from the marker, barrel, and loader.

2. Unscrew the ASA Slug to access the cup seal assembly. See Figure 23. Remove the valve spring, cup seal assembly, and guide as in Figure 24.

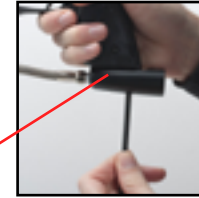


Figure 23.



Figure 24.

3. To remove the bottom line air system, detach the bottom line ASA from the grip by removing the two screws (#23). See Figure 25. The 5/32" Allen wrench for this procedure is not included with the marker. Then unscrew the vertical grip (#50) or regulator.



Bottomline ASA Figure 25.



Figure 26. 1/8" Allen Screw

NOTE: Make sure marker is un-cocked before continuing to step 4.

4. To remove trigger frame from the receiver, remove the two 1/8" socket Allen screws (#14) under the receiver. One is in front of the trigger guard and one is behind the grip portion of the frame. See Figure 26. The receiver then will disassemble from the trigger frame.

5. To access the valve, use a flathead screwdriver to remove the small brass screw located in the center of the underside of the receiver (#44). See Figure 27. To remove the valve body, use a flat ended wooden dowel or the eraser end of a pencil to push the valve body out of the front of the receiver. See Figure 28.

CUP SEAL & VALVE REMOVAL

WARNING

DO NOT ATTEMPT TO COMPLETELY DISASSEMBLE YOUR ER3 UNLESS QUALIFIED TO DO SO. CONTACT PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED EMPIRE REPAIR FACILITIES. PHONE: 1.800.220.3222; PAINTBALLSOLUTIONS.COM

THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

IMPORTANT: Valve body O-rings and front valve portion of the receiver must be well oiled prior to valve body insertion.

6. The valve body must be inserted correctly with the raised flat surface of the valve and larger hole pointing towards the front of the marker. Be careful reinserting the valve body. Any scratches to the front can cause leaks. Use a flat ended wooden dowel or the eraser end of a pencil to push the valve body into the front of the receiver. See Figure 29. The valve pin assembly must be inserted correctly into the valve; valve pin must drop down into valve body completely.



Figure 27.



Figure 28.



Figure 29.

Questions about your ER3 purchase, the operation of the marker, or any updates may be directed to:

Empire Paintball
11723 Lime Kiln Rd.
Neosho, MO 64850 USA
1.800.724.3222
www.empirepaintball.com

WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO.

THIS TROUBLESHOOTING GUIDE DOES NOT COVER ALL SITUATIONS AN INDIVIDUAL MAY ENCOUNTER. CONTACT PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED EMPIRE REPAIR FACILITIES.
PHONE: 1.800.220.3222 WEB: WWW.EMPIREPAINTBALL.COM
THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED WITH THE CORRECT PRESSURE RATED COMPONENTS.

BEFORE DISASSEMBLY OF THE MARKER, REMOVE AIR SOURCE; REMOVE ALL PAINTBALLS FROM THE MARKER, BARREL, AND LOADER. TO CHECK IF THE MARKER IS UNLOADED: REMOVE AIR SYSTEM AND SHOOT MARKER 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.

THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED WITH THE CORRECT PRESSURE RATED COMPONENTS.

TROUBLESHOOTING - AIR LEAK

Leak in pressure source between tank valve

Do not fill cylinder. Immediately take to qualified personnel for inspection.
Cylinder must be drained.

Leaks down barrel

Check front of cup seal where it touches the valve for any wear or grooves.
Replace if leak continues.

Leaks at body of marker or heavily down the barrel

Requires removal of valve and inspection of front valve O-ring (can be replaced with bottle O-rings), cup seal and valve surface where the cup seal touches the valve. A valve installed backwards will cause a leak. Never use a screwdriver or metal object to remove or install a valve body. Use a pencil eraser or other soft instrument.

Leaks at connection between gas-through foregrip & vertical ASA
Check tank O-ring at connection or on remote hose connector.

Leaks at connection between braided air hose
Requires disassembly of air hose assembly for repairs; and fitting contact factory or factory authorized repair center.

Leaks at connection between gas-through foregrip & vertical ASA
Remove foregrip unit and check O-rings. Replace with tank O-rings if worn or broken.

TRIGGER AND SHOOTING

Trigger pulls back, marker will not shoot
Check that the safety slide is back and the red dot is visible. Check that the marker is cocked, air source is correctly attached and air source is properly filled.

Trigger action does not feel smooth
Check pin at top of trigger. Use center punch to tap pin back into place.

Marker runs on (partially cycles more than once when trigger is squeezed)
Check that air source is correctly attached to marker. Check that air source is adequately filled. Check sear and Blue Hammer O-ring for wear.

Marker shoots but does not re-cock
Check Blue Hammer O-ring for wear and replace Blue Hammer O-ring (#4) if needed, using factory O-ring only. A tank O-ring will not work. Using anything other than a factory Blue Hammer O-ring can cause run on. Make sure marker is properly oiled.

Safety Fails
Take off the left grip-frame panel and see if the safety spring (#17) and safety ball (#16) are still in their groove. If they are absent, call Paintball Solutions immediately.

VELOCITY

Low
Check that air source is adequately filled

Low
Adjust velocity adjuster clockwise

Low
Remove bolt/hammer assembly and clean it; clean inside receiver area where bolt/hammer assembly is located; lubricate all O-rings on bolt assembly with synthetic paintball marker oil

Low
Change to a stiffer hammer spring

High
Adjust velocity adjuster counterclockwise

High
Change to a softer hammer spring. (DO NOT EXCEED 300 FEET-PER-SECOND)

TROUBLESHOOTING - PAINTBALLS

Always check for poor quality paintballs prior to playing.

Any time paint gets too cold or too warm, there's always the chance it is ruined.

Not flying straight
Check for broken paint or oil in barrel, loader, feed-tube and chamber. Bolt/hammer assembly area must also be free of broken paint. Check that marker is not shooting over 300 fps. Disassemble and clean.

Break in Barrel
Check ball detent (#5) and replace if necessary; check that velocity does not exceed 300 fps

Does not drop into feed tube
Shake gravity feed loader; Check for jams in force-feed loader; Check that loader is ON or loader batteries for life; check loader and feed tube for broken paint.

Two paintballs shoot at a time
Check ball detent (#5) and replace if necessary

SHOOT ONLY QUALITY EMPIRE OR JT PAINTBALLS FOR BEST RESULTS WHEN USING THE EMPIRE ER3 MARKER.

BARREL

Barrel comes loose

Check barrel O-ring (#6) and firmly tighten barrel. Do not oil barrel O-ring.
Aftermarket barrel does not tighten.

If it is difficult to tighten the threads onto the receiver, check to see that the threads on the barrel match. The ER3 uses Spyder/Piranha barrel threads only. If threading is mismatched, barrel is not designed for use with the ER3.

WARRANTY

ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. Empire takes pride in manufacturing high quality paintball products that will provide you with many years of trouble free enjoyment. Should you experience any difficulty in operating or maintaining this ER3 paintball marker, please re-read the operator's manual carefully. If further assistance is needed, contact Paintball Solutions at 1.800.220.3222.

WARRANTY REPAIR RETURN PROCEDURE

A returned product must be accompanied by a Return Authorization (RA) number on the outside of the box; please call Paintball Solutions at 1.800.220.3222 to obtain an RA number before shipping product to Empire. All warranty returns must be accompanied by the operator's name, address, and telephone number. Include operator's fax and e-mail if possible. Operator must remove all paintballs before shipping, and must pack product securely to avoid damage during shipping. Include a brief description of what does not appear to work correctly. In Canada, ship to: KEE Action Sports Canada, 98 Bessemer Ct Unit 4, London ON N6E 1K7 (800) 220-3222.

In the U.S., ship to: Empire Paintball, 11723 Lime Kiln Rd., Neosho, MO 64850 USA (800) 220-3222.

STATEMENT OF LIABILITY

This Empire ER3 semi-automatic paintball marker is surrendered by Empire, 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. Empire 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.

Empire Paintball is the manufacturer of a complete line of quality paintball products, including markers, goggle systems and loaders as well as many accessories needed to enjoy the sport of paintball.

OUT-OF-WARRANTY REPAIRS

Should repairs be needed on an Empire marker that is out of warranty, contact Paintball Solutions at 1.800.220.3222 for information regarding authorized ER3 repair facilities.

Any ER3 marker returned to Empire for out of warranty repairs must be accompanied by an RA number, description of what does not appear to work correctly, and operator's information requested in "Warranty Repair Return Procedure" above. Including sales purchase receipt or packing slip is optional for out of warranty repairs. Please note that there will be a minimum labor charge of \$20 and there may be additional charges for parts to repair an item/product that is not covered by warranty. An estimate of repair cost will be provided to the customer and authorization to complete the repairs will be obtained prior to additional repairs being done.

WARRANTY EXCLUSIONS AND LIMITATIONS

This warranty does not apply in the event of misuse or abuse of the product, use of any parts other than original factory parts, or unauthorized repairs, modifications, or alterations, and does not apply to any parts that are made defective by modification, misuse, abuse, or accident. This warranty does not apply to O-rings, cup seals, or springs, or to normal fading of anodized finish, scratches, or other cosmetic wear, or to any items or parts not manufactured by Empire.

Other than as expressly stated herein, Empire does not make any warranties, express or implied, including but not limited to implied warranties of merchantability or fitness, for any purpose other than that for which the ER3 was designed. This warranty gives you specific legal rights. You may have other rights which may vary from state to state.

Empire is not liable for any consequential damages or incidental damages which may arise from the use or operation of the ER3 or from any breach of the warranty herein set forth.

WARRANTY REGISTRATION FORM

Please register your Empire marker at www.paintballsolutions.com
 Empire is a registered trademark. Design rights & all rights reserved. All patterns,
 drawings, photographs, instructions or manuals remain the intellectual property of the
 manufacturer. Patents pending. All rights will be strictly enforced.

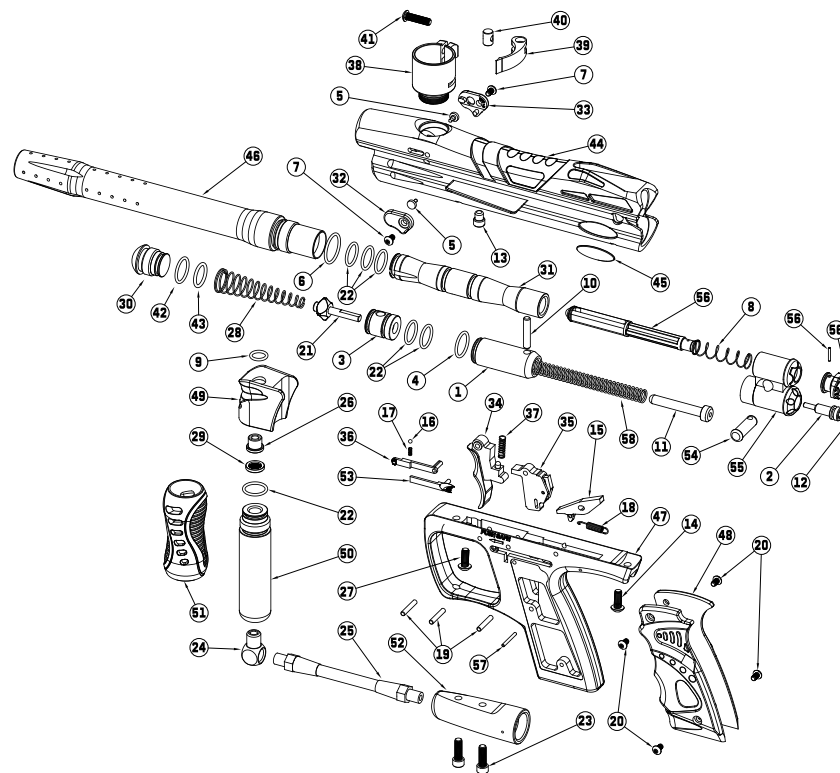
ER3 Paintball Marker manufactured by:
 Empire Paintball
 11723 Lime Kiln Rd., Neosho, MO 64850 USA
 1.800.724.3222
www.empirepaintball.com

Please contact Paintball Solutions for updates and information regarding this marker via
 phone at 1.800.220.3222 or at www.paintballsolutions.com.

Printed in Taiwan

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THE ER3 PAINTBALL MARKER IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR
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 AND ANY PERSON WITHIN RANGE. READ THIS OPERATOR'S MANUAL COMPLETELY
 BEFORE LOADING, PRESSURIZING, OR OPERATING THE ER3 PAINTBALL MARKER.



REF#	DESCRIPTION	PART #	REF#	DESCRIPTION	PART #	REF#	DESCRIPTION	PART #
1	Hammer	10024	21	Cup Seal Assembly	19682	41	Clamp Screw	73152
2	Velocity Screw	10026	22	O-Ring (O15-Ur)	41010	42	End Cap O-Ring (O16-ur)	73153
3	Valve	10027	23	Bottomline SS Screw	42016	43	End Cap O-ring (M2x1.4-buna)	73176
4	Blue Hammer O-Ring	10129	24	90° Elbow	47000	44	Body	73177
5	Ball Detent	10160	25	6.25" SS Hose	47011	45	Body Decal	73178
6	Barrel O-Ring	10161	26	Vertical ASA Screw	71580	46	Barrel	73179
7	Ball Detent Screw	10180	27	Front Trigger Frame Screw	71583	47	Grip Frame	73180
8	Cocking Rod Spring	10203	28	Valve Spring	73191	48	Rubber Grips	73181
9	ASA O-ring	10257	29	Screen Filter	71667	49	Vertical ASA Adapter	73182
10	Bolt Pin	10291	30	End Cap	73123	50	Foregrip	73183
11	Spring Guide	10301	31	Bolt	73124	51	Foregrip Rubber	73184
12	Velocity Screw O-Ring	10460	32	Ball Detent Cap Left	73129	52	ASA	73185
13	Valve Set Screw	10513	33	Ball Detent Cap Right	73130	53	Sear Release Slide	73186
14	Rear Trigger Frame Screw	10682	34	Trigger Pawl	73141	54	Field Strip Pin	73187
15	Sear	10721	35	Trigger Pawl Assembly	73142	55	Rear Block (with recoil pad)	73188
16	Safety Ball	10730	36	Safety Slide	73143	56	Cocking Rod (rod, handle and pin)	73189
17	Safety Spring	10750	37	Trigger Spring	73146	57	Sear Spring Pin	73190
18	Sear Spring	10753	38	Feedneck	73147	58	Hammer Spring	10351
19	Sear/Trigger Pin	10766	39	Clamp Lever - Silver	73150			
20	Grip Screws	10782	40	Clamp Nut	73151			

UPGRADES AND ACCESSORIES



30362

OVERDRIVE DB LOADER

- 200 Plus Ball Capacity.
- Extended Battery Life.
- 3 Speed Variable Feed Rate.
- Uses One 9v Battery.
- Sound Activated.



50450

RAZZOR BARREL

- Three in one barrel system.
- Fits M98, Piranha/ER3/Spyder, & BT-4/A-5.
- Spiral porting for ultra quiet shooting
- Black gloss finish



21429

X-RAY GOGGLE

- Extended forehead protection.
- Fits over most glasses.
- Full ear protection.
- High quality adjustable head strap.
- Hypo-allergenic face foam.
- Solid faceplate.
- Air vents hot air away from the lens.
- Thermal Lens.



59400

RAMPAGE GRIP FRAME

- Tournament grade electronic grip frame.
- 12+ shots per second.
- Semi, burst, and full auto.
- Powered by one 9v battery (included).