



# QUICK START MANUAL



## EMPIRE PROPHECY™ PAINTBALL LOADER SYSTEM

### **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.

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.

#### NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

This Class B digital apparatus complies with Canadian ICES-003.  
Cet appareil numérique de la Classe B est conforme à la norme NMB-003 du Canada

#### For Tech Support:



Phone: 1.800.220.3222  
Site: [paintballsolutions.com](http://paintballsolutions.com)  
Email: [tech@paintballsolutions.com](mailto:tech@paintballsolutions.com)

**EMPIRE PAINTBALL**  
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PAT NOS. 5,791,325;5,947,100;6,  
109,252;6,792,933; GB2322438,  
other Patents Pending






  
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**Battery Installation** - There are no tools needed to install the batteries into the Prophecy™ Loader. For best results, only use quality brand batteries.

- Remove the front body by pressing in the lower spring lock and the upper tab, and then slide the front body forward.
- Push in the front tab on the loader's deck and gently lift the front of the deck.
- Remove the battery pack and install batteries into the pack following the polarity markings.
- Install the battery pack back into the backbone; lock the pack in place by pushing the front tab in and lowering the deck.
- Reinstall the front body by sliding it back on and check that both tabs locked in to place.

**Attaching the Loader** - Place the Prophecy Loader into your marker's feedneck, adjust the clamping mechanism, and push the clamp closed. If the clamp shows too much resistance when trying to close, loosen the feed neck's adjustment screw. If it's too loose, tighten the feed neck's adjustment screw, until the loader is secure. You want to hold the loader securely "be careful not to crush the feedneck".

**Powering On** - Flip the toggle switch to the left, to turn on. When you first flip the switch the motor will spin and a flashing green LED will appear. The loader will have a green flashing LED when on. When an RF signal is received, the LED will change to a flashing blue when on.

**Activating Loader** - The Prophecy Loader can be activated by Sound or a Radio Frequency signal (RF). Simply turn the Prophecy Loader on and check that the loader is being activated by the sound of your marker or the RF signal. If RF activation is being used, sync your loader to your marker. You can switch back to Sound Mode by pushing Button (A) one time. If Button (A) is pushed 3 times after the loader is turned on it will lock into sound mode until the loader is turned off.

**To use the Loader in RF mode**, a RF Transmitter must be installed in you marker. For best results, use an Empire RF Transmitter Kit or you may use a compatible Hater™ RF board. The Prophecy Loader will automatically switch to RF Mode when a signal is received from your marker, unless the loader is locked into sound mode. The Prophecy Loader will automatically switch to RF once a signal is received.

\*It is recommended that if you are only using Sound activation that you lock the loader into sound mode only. RF signals may interfere with your loader.

**Locking Loader into Sound Activation**

- Turn Loader on and enter programming mode by holding in Button (B) until a green LED comes on.
- Release Button (B) and then press Button (B) three times, a solid blue LED will come on.
- A flashing orange LED will display its current setting. Once done flashing, press Button (A) one time to enter the new activation setting.
- Wait for the loader to display the new setting and then turn the loader off.
- You have now locked the Prophecy Loader into sound activation.

**Advancing Drive** - You can advance the drive by pressing Button (A). Each time the button is pressed the drive will spin and a red LED will flash. Do not hold Button (A) in, just quickly push and release the button. Holding the button in will make the loader enter RF Sync Mode.

**Turning Off** - Flip the toggle switch to the right, to turn off. If the loader is left on, it will shut off after 1 hour of inactivity.

**Synchronizing Loader to your Marker**

- Make sure your marker is degassed and unloaded.
- Turn your marker on with the eyes turned off. Read your markers manual for eye operation if you are having problems turning them off.
- Turn on the Prophecy Loader.
- Press and Hold Button (A) and hold in until the solid red LED turns to orange, then release Button (A).
- While the orange LED is lit, pull the trigger on your marker. This must be done within 2 seconds of the LED changing to orange.
- If done correctly the LED will change from orange to green if a signal is received from your marker.
- You are now ready to use your Prophecy Loader in RF Mode.

**Rip Drive** - The Rip Drive is the thumbwheel located under the Prophecy Loader. It has several uses; pre-tension paintballs into your paintball gun, clear a ball jam in your loader, load balls into your marker if your batteries go dead and remove tension from the ball stack between games.



Have fun winning games with your Prophecy Paintball Loader System!

