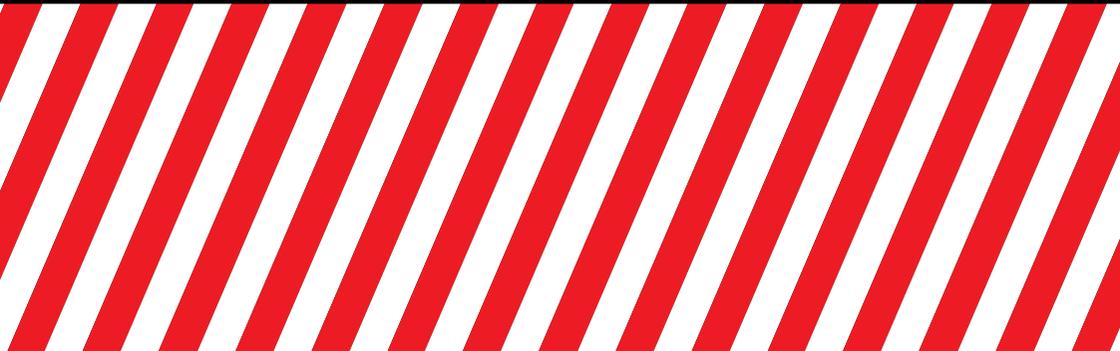
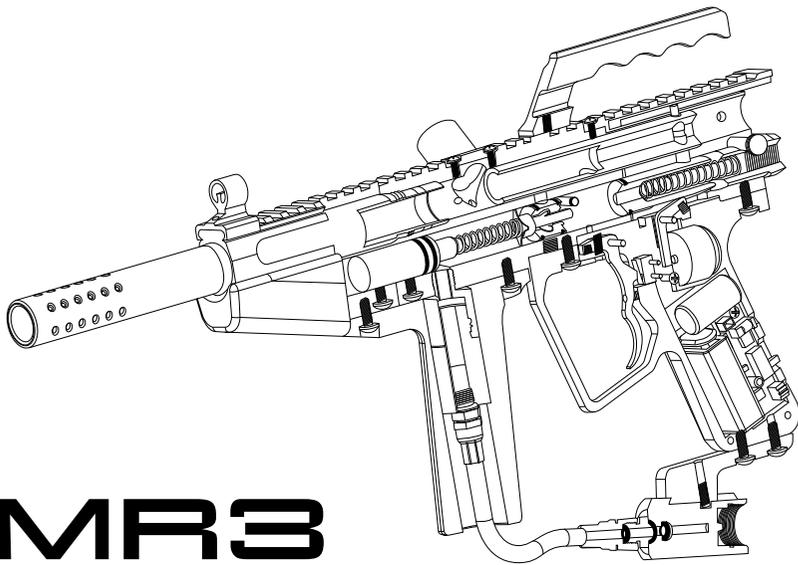




# MR3

USERS MANUAL





# MR3

## TABLE OF CONTENTS

IMPORTANT SAFETY GUIDELINES	1
OPERATION GUIDE / START UP	2
CO2 / COMPRESSED AIR TANK	3-4
ELECTRONICS & SETTINGS	5-6
BATTERY CHARGING	7-8
VELOCITY ADJUSTMENT	9
SHOULDER STOCK INSTALLATION	10
DISASSEMBLE / REASSEMBLE & CLEANING INTERNALS	11-12
T-COCKING REMOVAL	13
TRIGGER ADJUSTMENT	14
ANTI CHOP EYES	15-16
CUP SEAL REMOVAL	17-18
MR3 SCHEMATICS	19
MR3 PARTS LIST	20
WARRANTY STATEMENT	21
WARRANTY REGISTRATION	22

## **IMPORTANT SAFETY GUIDELINES**

### **!CAUTION!**

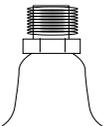
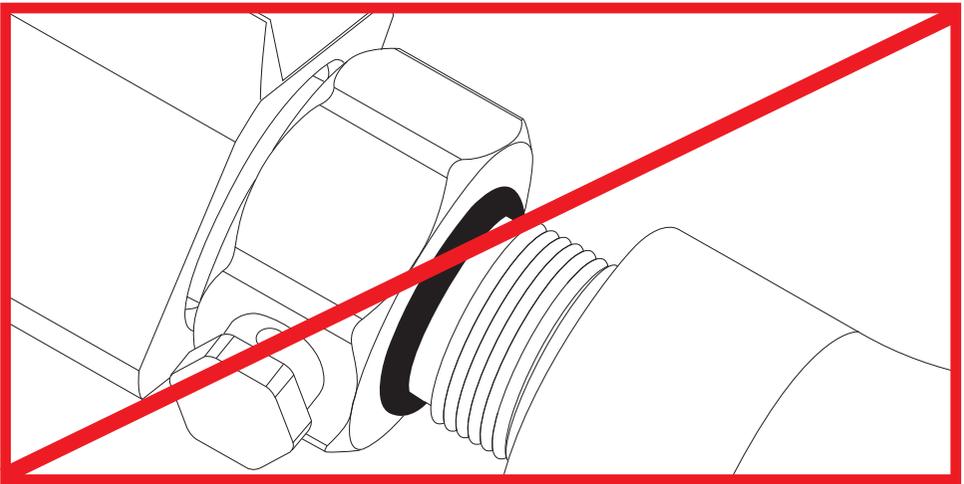
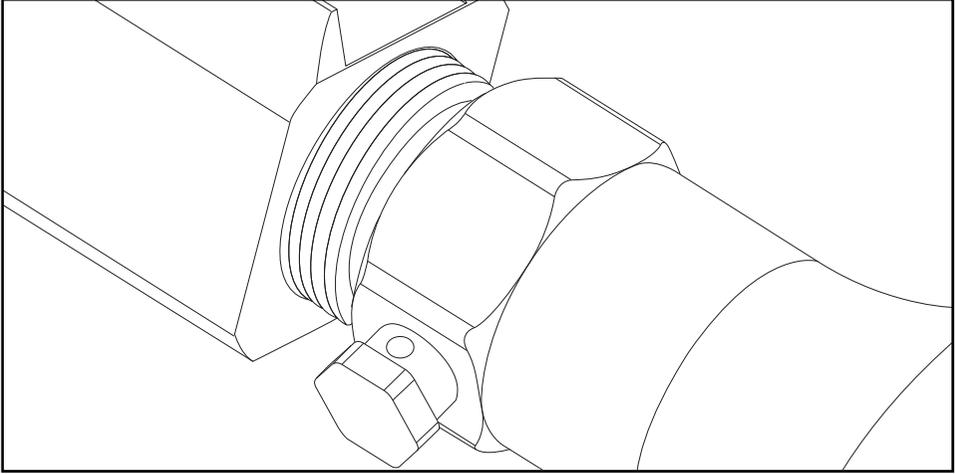
- This paintball marker is NOT a toy; It can cause serious injury or death.
- Kingman recommends that customers be at least 18 years of age to purchase this product.
- Read this manual and air system warnings before using this product.
- Any modifications or tampering of original factory parts will void all warranties and liabilities from Kingman.
- Kingman recommends using a barrel plug or barrel sock when marker is not in operation.
- All persons using this product, or within range while this product is in use, must wear eye and face protection specifically designed for paintball.
- Never shoot at a person or an animal that is not in a designated paintball facility.
- Treat every paintball marker as if it were loaded.
- Never look down the barrel of a loaded or unloaded marker.
- Always keep the paintball marker on SAFE until ready to operate.
- Always remove CO<sub>2</sub>/Compressed Air source before disassembly.
- Fire only 0.68 caliber paintballs.
- Transfer this instruction manual upon change of marker ownership.

## OPERATION GUIDE / START UP

**WARNING:** Always keep the marker powered off or on SAFE until you are ready to shoot.

1. To install and charge the battery see pages 6 and 8.
2. To turn the power ON, slide the Selector Switch located on the rear of the trigger frame UP to SEMI w/ EYES, SEMI, or AUTO mode. **CAUTION:** With the power ON, the marker is now ready to shoot.
3. Cock the marker by pulling the Snap T-Cocking Handle (#266) rearward until it latches. **CAUTION:** If you let go before the handle latches, your marker may fire. **NOTE:** The Snap T-Cocking Handle will latch the bolt internally, the Handle will not remain in a cocked position after latching the bolt, nor will it move while the marker is being fired. You should hear an audible click and feel a tension release in the Handle when cocking the marker.
4. Firmly, attach the CO<sub>2</sub>/Compressed Air Tank clockwise to the markers Dovetail Bottom Line ASA (#261).
5. It is recommended to use a Force Fed/High Speed Electronic Loader that is capable of feeding paintballs into the marker at 17 balls per second or faster to avoid chopping paintballs in the markers breach when shooting at high rates of fire.
6. Routine lubrication of the marker does not require disassembly of the marker. Put 3-4 drops of Paintball Marker Oil into the Bottom Line ASA (#261), screw in your air tank, point the marker in a safe direction and dry fire (no paintballs in the chamber) 5-10 shots. This procedure will circulate oil through the markers internal parts, thus extending the life of the marker. **NOTE:** Only use oil that is specifically designed for paintball markers.
7. It is a good practice to lubricate your marker before and after each use, especially when storing the marker for an extended period of time.
8. When you are finished shooting the marker, be sure to remove the Loader and all paintballs before storing. **NOTE:** There may be a paintball in the breach of the marker, take a couple of shots in a safe direction to make sure that the Barrel and breach are empty.
9. Place the Barrel Plug into the Barrel to avoid accidental discharge of the marker. Turn the marker OFF and slowly unscrew the air source tank. **CAUTION:** Do not remove the Tank Valve from the Tank, doing so may cause serious injury or death.

## CO2 / COMPRESSED AIR TANK



  
**DANGER**

The CO2 or Compressed Air Tank can fly off with enough force to cause serious injury or death if the Valve unscrews from the cylinder head. LOOK at the Valve when removing the cylinder from the marker. Be sure that the valve is turning with the cylinder rather than remaining stationary with the marker. STOP if the Valve starts to unscrew from the cylinder. If in doubt, screw the cylinder back onto the marker and contact a trained person for repair.

## **INSTALLING A CO<sub>2</sub> / COMPRESSED AIR TANK**

Firmly, attach the CO<sub>2</sub> / Compressed Air Tank clockwise to the markers Dovetail Bottom Line ASA (#261).

**HELPFUL TIP:** Make sure when installing a tank, to have the CO<sub>2</sub> / Compressed Air Tank filled. Make sure the CO<sub>2</sub> / Compressed Air Tank has a bottle o-ring on the top of the valve to prevent air leaks.

## **REMOVING A CO<sub>2</sub> / COMPRESSED AIR TANK**

Firmly, unscrew the CO<sub>2</sub> / Compressed Air Tank by turning counter-clockwise.

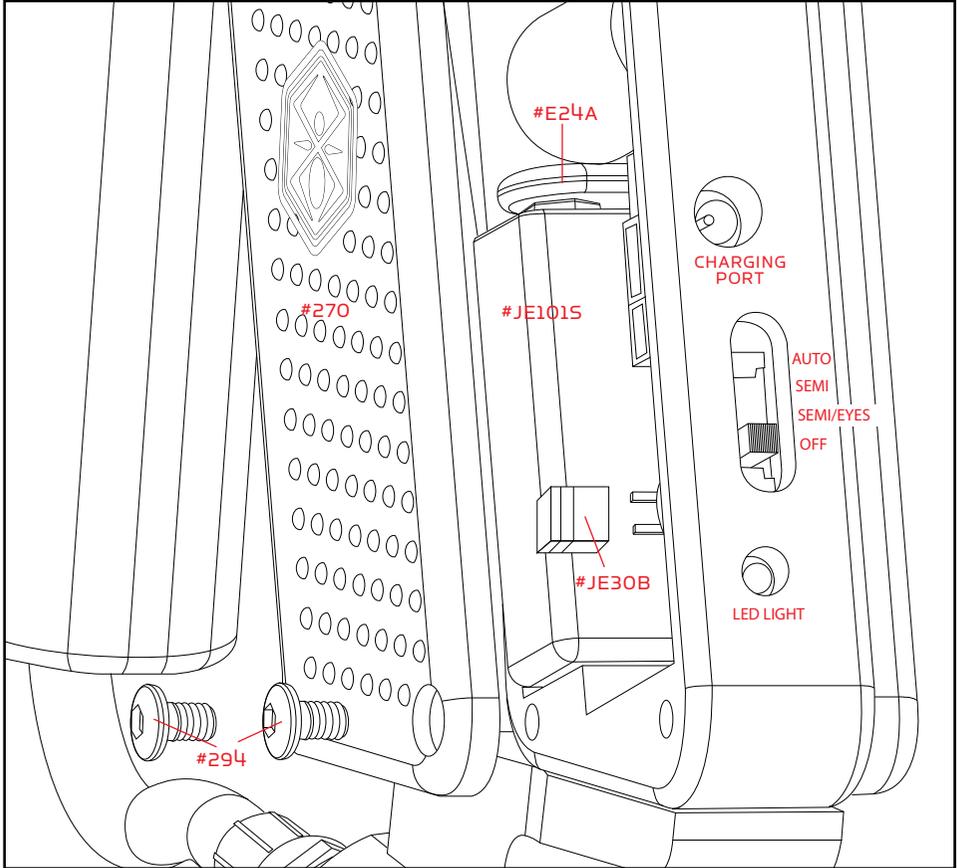
**HELPFUL TIP:** After playing with the marker, you should ALWAYS remove the CO<sub>2</sub> / Compressed Air Tank. When the Tank is being removed, excess air will release from the bottom of the Dovetail Line ASA (#261).

**IMPORTANT:** Never expose any skin underneath the Dovetail Bottom Line ASA (#261) when removing the Tank. This can run the risk getting skin burn from releasing the GAS. Never store any CO<sub>2</sub> / Compressed Air Tank attached to the marker.

## **CO<sub>2</sub> / COMPRESSED AIR TANK WARNINGS**

- All valves must only be installed or removed by a qualified airsmith.
- See CO<sub>2</sub> / Compressed Air tank labels for retest dates. Cylinder tanks must be retested periodically.
- Improper use, filling, storage or disposal of all air cylinders may result in death, personal injury and/or property damage.
- Always keep cylinders out of reach from children or any inexperienced person(s).
- Only properly trained personnel in accordance with CGA Pamphlets P.1 and G-6.3 must fill all air cylinders. Pamphlets are available from the Compressed Gas Association or [www.CGANET.com](http://www.CGANET.com).
- Never alter the cylinder in any way.
- DO NOT expose pressurized cylinders to temperatures in excess of 130 °F (54 °C).
- Cylinders heated to an excess of 250 °F (121 °C) must be condemned or requalified in accordance with test defined in CFR-49.
- The valve should NEVER be detached from the canister. Please seek immediate assistance from a trained airsmith should this occur.
- Any tank packed with the product is intended for paintball use only.
- Confirm that there is an attached urethane O-ring on the CO<sub>2</sub> / Compressed Air tank valve before attaching the tank to the marker. The tank will leak air as soon as it is secured to the marker, if the O-ring is missing from the valve.
- A urethane O-ring is highly recommended before attaching any air supply to the marker.
- NEVER over pressurize a CO<sub>2</sub> / Compressed Air cylinder.
- Avoid any direct skin exposure to the escaping gas, when installing or removing any air supply.
- Never expose cylinders to corrosive materials or clean with any caustic cleaners.

## ELECTRONICS & SETTINGS



## ELECTRONIC GRIP TROUBLESHOOTING

- Check to make sure there is enough air pressure to fire the marker.
- Battery may need to be recharged.
- If the Trigger is not functioning, turn the Trigger Screw (#298) clockwise to shorten the gap between the Touch Switch (#272) using an allen wrench. **NOTE:** Do not over extend the Trigger Screw (#298) for this can cause the Touch Switch (#272) to stick.
- Everytime the trigger set screws are repositioned use thread locker "Loc-Tite" 242 (Blue color) to prevent from loosening.

## INSTALLING A BATTERY

**STEP 1** Remove the 3 M4x8 screws (#294) and left side grip panel (#270).

**STEP 2** Attach the Spyder battery (#JE1015) to the Battery Harness (#E24A).

**STEP 3** Retighten the 3 M4x8 screws (#294).

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

## REMOVING THE TOURNAMENT LOCK SWITCH

**STEP 1** Remove the 3 M4x8 screws (#294) and left side grip panel (#270).

**STEP 2** Remove the Tournament Lock Switch (#JE30B) located to the right of the Spyder Battery.

**HELPFUL TIP:** Having the Tournament Lock Switch removed from the circuit board will deactivate auto.

## MODE SETTINGS

Mode Switch Down is in the OFF Position.

**MODE 1** Click Up is in Semi-Auto with Eyes ON.

**MODE 2** Click Up is in Semi-Auto with Eyes OFF.

**MODE 3** Click Up is in Auto with Eyes OFF.

## TOURNAMENT MODE SETTING

The MR3 Circuit Board (#331) is equipped with a Tournament Lock Out Switch (#JE30B). When the Tournament Lock Switch is removed from the Circuit Board the marker can only fire in SEMI-AUTO. The Tournament Lock Switch is located on the internal Circuit Board to the right of the Battery. Reattaching the Tournament Lock Switch (#JE30B) back into the Circuit Board will re-enable the multi-mode functions.

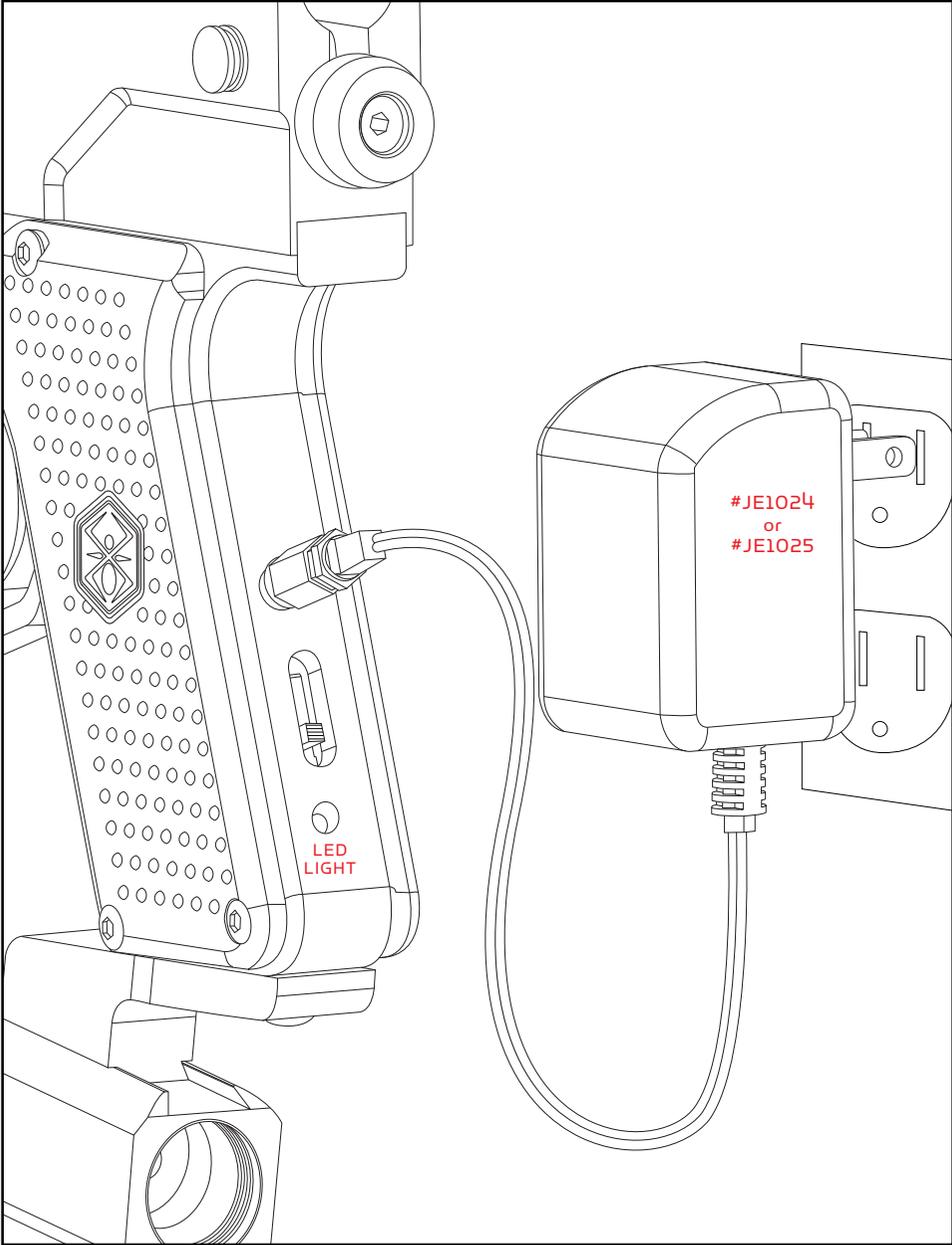
**IMPORTANT!** Kingman recommends that you use a force feed / high speed electronic loader to reach optimum performance. Kingman also recommends the use of a Spyder CO<sub>2</sub> / Compressed Air Tank to operate this marker. Lastly, the use of tournament grade paint will help reduce the likelihood of paintball breaks when firing the marker.

## WARNING

- The Spyder Electronic Markers are not water resistant.
- Extreme moisture can cause serious damage to any Spyder Electronic Markers.
- Always clean any dirt or paint inside the Markers Electronics.
- Never attempt to modify the Electronics circuitry. Doing so, it will VOID all electronic warranties.

**NOTE:** If the Markers Electronics have any dirt or paint, Kingman recommends using an aerosol can of air. Apply the can of air directly at the components that need cleaning.

**BATTERY CHARGING**



## **CHARGING INSTRUCTIONS**

To charge a Spyder 9.6 NiMH Battery the circuit board must be in the OFF Position. Spyder Batteries (#JE1015) are not fully charged when purchased. Using the supplied Spyder Charger (#JE1024) place the charger in the charging port which is located at the rear of the trigger frame. Kingman recommends a charging time of 6-8 hours for a complete charge.

**IMPORTANT:** You should never charge the battery over 24 hours or you can run the risk of damaging the battery or electronics. The battery charger will continue to power until removed from charging port.

**NOTE:** It is recommended that the battery be charged prior to use in order to ensure maximum performance, especially if the battery has not been used in over a week.

## **SPYDER 9.6 NiMH BATTERY LIFE**

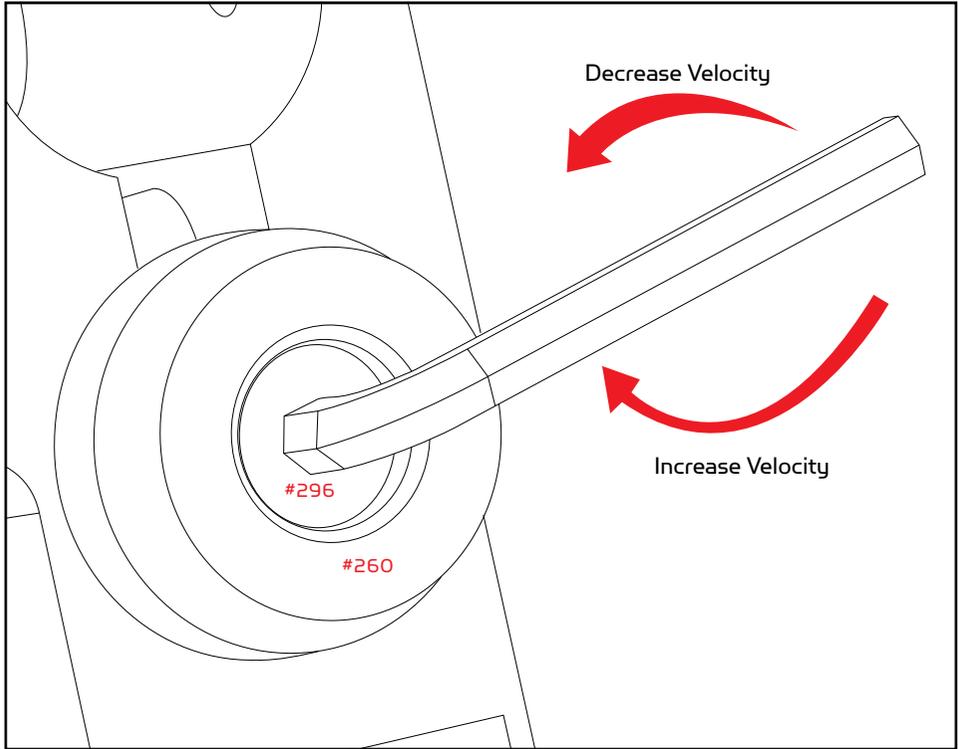
Always use the supplied Spyder 9.6volt NiMH Battery and Spyder Charger to operate this marker. A fully charged Spyder Battery will last about 3000 to 5000 shots. Number of shots depends on the settings of your firing methods. Under normal use and charging conditions the expected life of the Spyder 9.6 NiMH Battery to last approximately 700-1000 charging cycles.

**WARNING:** This marker is not intended to use any normal 9 volt battery or chargers that are NON Spyder Products. Doing so will VOID all electronic warranties.

## **LOW BATTERY INDICATOR**

The LED light located beneath the mode switch on the back of the grip will blink rapidly when the battery power is low and will require charging.

## VELOCITY ADJUSTMENT



## VELOCITY ADJUSTMENT INCREASE/DECREASE

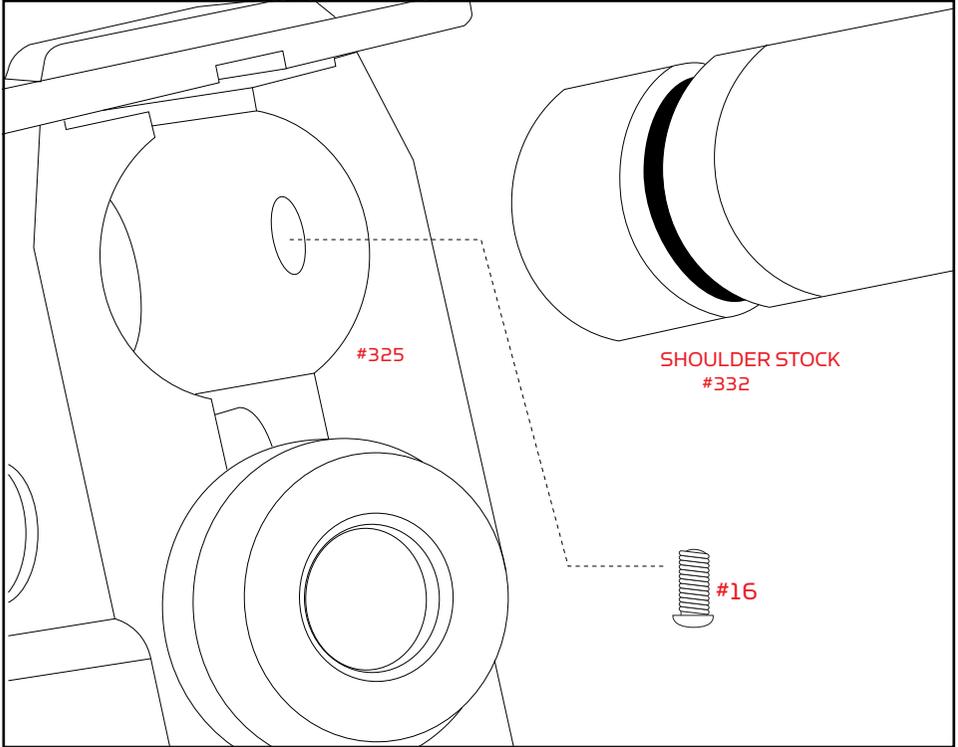
To increase your velocity FPS (Feet per second) using the allen wrench turn the Velocity Adjuster (#296) clockwise. To decrease your velocity FPS (Feet per second) using the allen wrench turn the Velocity Adjuster (#296) counter-clockwise.

**NOTE:** Velocity Adjuster w/Spring Guide (#296) doesn't remove from the rear of the Striker Plug (#260).

## WARNING

- The recommended Velocity speed should be no greater than 300fps. Not doing so can cause serious injury if the velocity is dangerously high.
- Paintball markers are not intended to shoot any person less than 25 feet.
- Never point a loaded marker at any person who is not wearing the proper face protection.
- Never at any time should you look down the barrel when the marker is loaded or not.
- Using a paintball marker outside a non designated paintball field can be illegal, and is subject to law enforcement penalties if property damage is caused by the user.

## SHOULDER STOCK INSTALLATION



## SHOULDER STOCK INSTALLATION

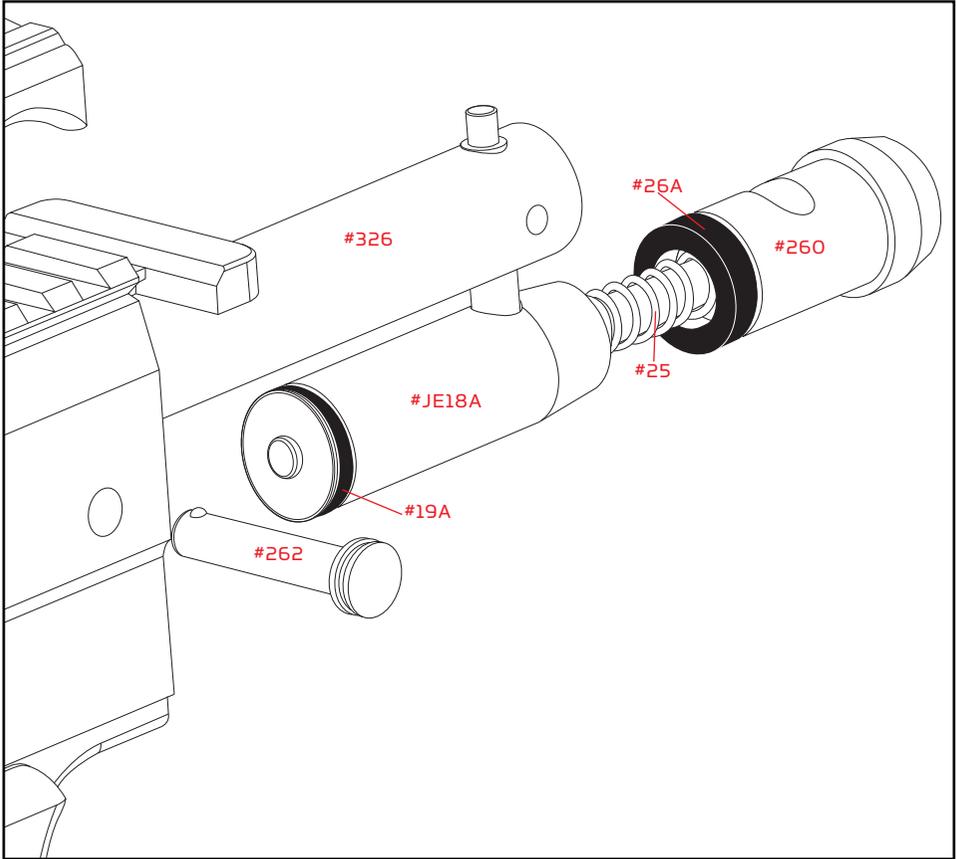
Place the Shoulder Stock (#332) on the back end upper section of the Receiver (#325). Once the Shoulder Stock is in place tighten the Set Screw (#16) to secure the stock to the body of the marker. The Set Screw (#16) is located on the right side of the receiver.

## ADJUSTING SHOULDER STOCK LENGTH

\* Turning the Shoulder Stock Screw (#333) counter-clockwise will loosen the Shoulder Stock allowing for three different lengths to be achieved.

\* Not Pictured.

## DISASSEMBLE / REASSEMBLE & CLEANING INTERNALS



## TROUBLESHOOTING

### ONE OR MORE OF THE FOLLOWING MAY CAUSE RECOCKING RELATED PROBLEMS:

- The pressure in the tank is too low. In some cases, the weather can affect the liquid in the tank and not cause it not to expand into carbon dioxide gas.
- Marker needs lubrication.
- Venturi Bolt (#326) needs to be cleaned.
- The Striker O-ring (#19A) is damaged. Replace with new Kingman or Kingman-approved O-ring.  
**NOTE:** The O-ring (#19) cannot be substituted by a tank O-ring or an #09 O-ring.
- Need to clean Barrel and upper chamber of the Receiver (#325).
- Paintballs may be defective (i.e. expired, odd shape, etc.)
- After ball breaks in Barrel or chamber, remove all parts from upper chamber of Receiver, wipe parts clean, and reassemble parts into Receiver. Also make sure to clean the Barrel with a squeegee.

## DISASSEMBLE REAR INTERNALS

**STEP 1** Remove Quick Disconnect Pin (#262). **NOTE:** Place a finger over the Striker Plug (#260) before removing the Quick Disconnect Pin (#262)

**STEP 2** Remove the Striker Plug (#262) Main Spring (#25) Striker Buffer (#26A).

**STEP 3** Remove the following items at the same time. Striker Bolt (#JE18A) and the Delrin Venturi Bolt (#326).

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

## REASSEMBLE REAR INTERNALS

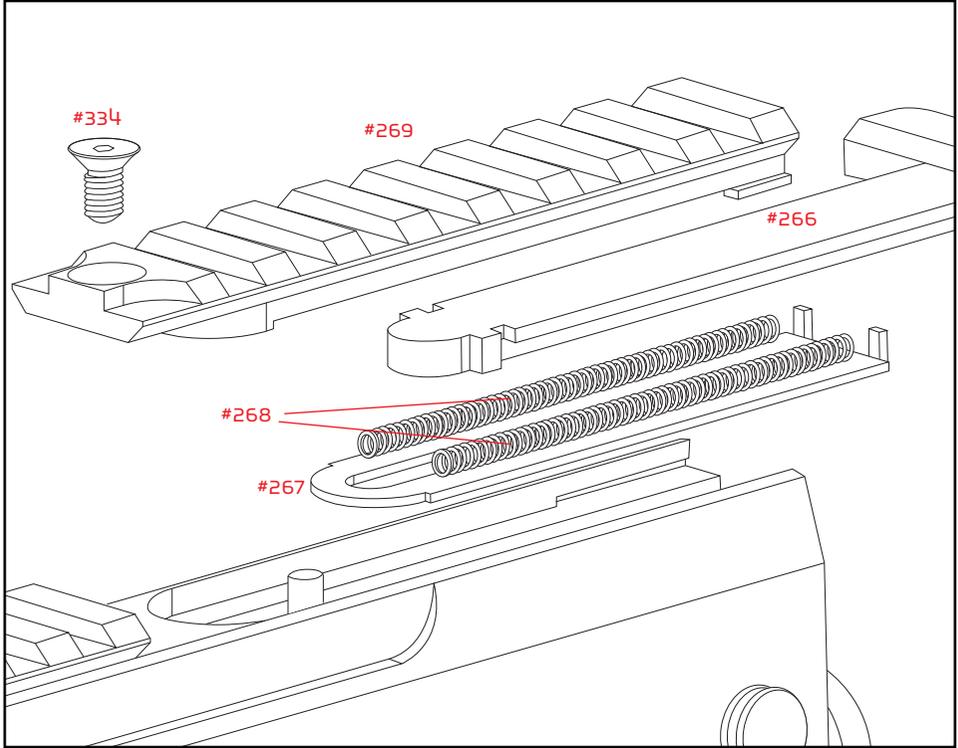
When reassembling the Delrin Venturi Bolt (#326) and Striker Bolt (#JE18A) the circuit board must be powered ON with the Eyes OFF. Join the Delrin Venturi Bolt (#326) and Striker Bolt (#JE18A) together entering the back end of the Receiver (#325). Simultaneously pull the Blade Trigger (#273) and apply pressure behind the Delrin Venturi Bolt (#326) to allow reentry of both parts. Reinstall the Striker Buffer (#26A), Striker Spring (#25) Striker Plug (#260) and press in the Quick Disconnect Pin (#262) to lock down all back internals.

**HELPFUL TIP:** When the back internals are removed it would be wise to clean any dirt or paint from inside the Receiver (#325) with a stick swab or cable squeegee. Wipe the Delrin Venturi Bolt (#326) with a rag or paper towel. The Striker O-Ring (#19A) will need to be oiled periodically. Kingman recommends that each time the back internals are removed the Striker O-Ring (#19A) should be oiled.

**IMPORTANT:** Never oil the Delrin Venturi Bolt (#326). This will swell the bolt and cause cocking problems. Striker Buffer (#26A) should be installed behind the Striker Bolt (#JE18A) to ensure proper functioning.

**WARNING:** Never attempt to remove the markers internals while the CO2 / Compressed Air bottle is attached. Make sure to remove all paintballs and loader before disassembling the marker.

## T-COCKING REMOVAL



## T-COCKING REMOVAL

**STEP 1** Remove Flat M4 x 8 Screw (#334).

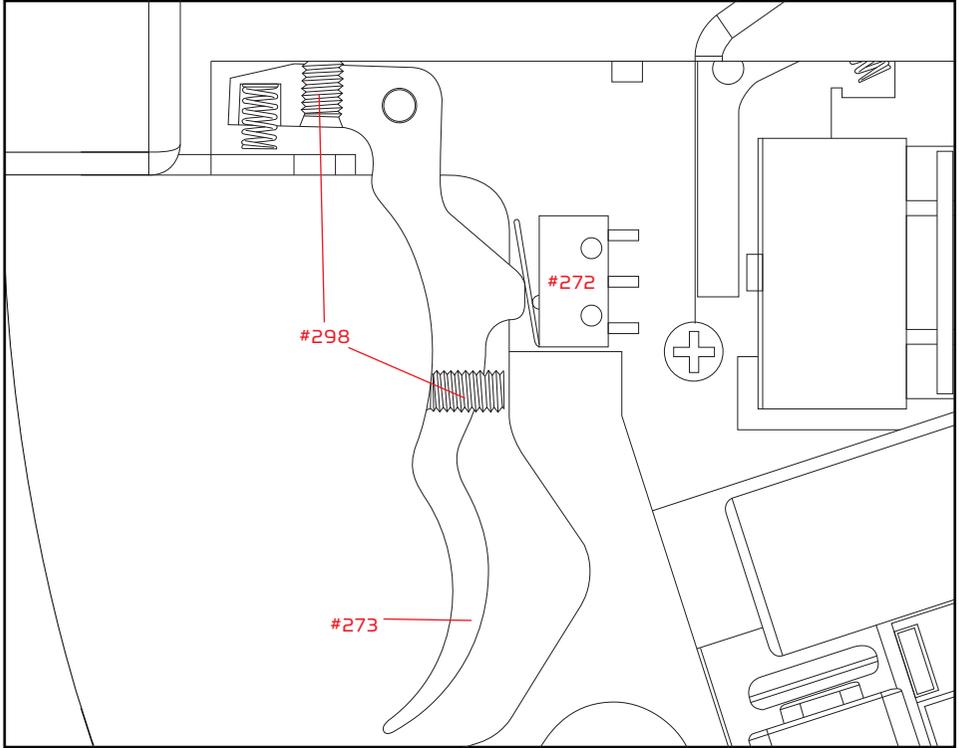
**STEP 2** Slide the Snap Rail Cover (#269) toward the rear of the marker.

**STEP 3** Remove Snap T-Knob (#266).

**STEP 4** Remove the Snap T-Clip (#267). **NOTE:** Be careful while removing the Snap T-Springs (#268) as the tension may cause them to fly off.

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

## TRIGGER ADJUSTMENT

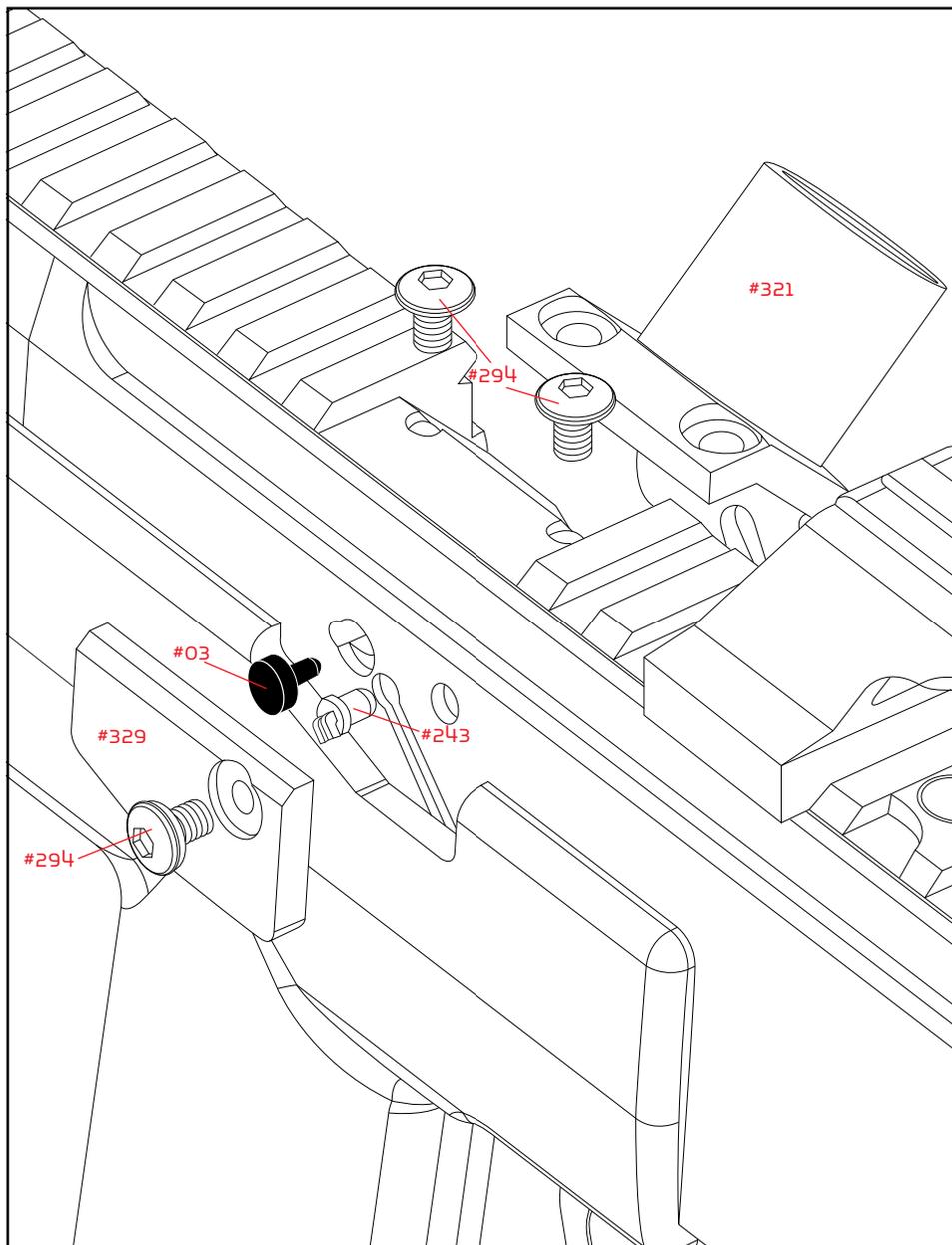


## TRIGGER ADJUSTMENT

Adjusting the Top Trigger Set Screw (#298) clockwise will swing the Trigger (#273) closer the Touch Switch (#272) which will lessen the trigger gap. **NOTE:** Adjusting the Trigger Set Screw (#298) counter-clockwise will increase the trigger gap.

Adjusting the lower Trigger Set Screw (#298) clockwise will shorten the Trigger (#273) stroke to the Touch Switch (#272) this will increase Trigger (#273) sensitivity. **NOTE:** Adjusting the Trigger Set Screw (#298) counter-clockwise will decrease the Trigger (#273) sensitivity.

## ANTI CHOP EYES



## **ANTI CHOP EYES**

The Anti Chop Eyes help prevent chopping paint by not allowing the marker to fire until a paintball is in front of the Venturi Bolt. The Eyes transmit a beam across the inside of the breech. The Circuit Board is preset from the factory and does not need to be adjusted or altered. If the Eyes are ON and do not see each other when firing your marker, you will have to clean the Eyes.

## **CLEANING THE ANTI CHOP EYES**

Using a squeegee or swab thru the breech should clean the Eyes enough for the beams to detect each other. Another way is to use an aerosol can of air thru the breech to remove paint or dirt from the Eyes. To thoroughly clean the Eyes remove all M4 x 8 Screws (#294) (including the lower screw not pictured which holds the Feed Neck), the Eye / Detent Cover (#329) and the Feed Neck (#321) using an allen wrench. Once the M4 x 8 Screws (#294), Eye / Detent Cover (#329), and Feed Neck (#321) are removed, precede with a soft pinch to remove the Eye Wire Harness (#243) from the receiver. Remove all dirt or paint that is blocking the Eyes and causing it to malfunction.

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

**IMPORTANT:** Cleaning the Eyes often will help reduce dirt, paint or oil residue that blocks the Eyes from seeing each other.

**NOTE:** Never attempt to rush the cleaning process or you can pinch the wires and cause the marker to malfunction with the Eye Mode ON. Take precaution not to over tighten the M4 x 8 Screw (#294) or this can lead stripping the head.

## **CHANGING THE BALL DETENTS**

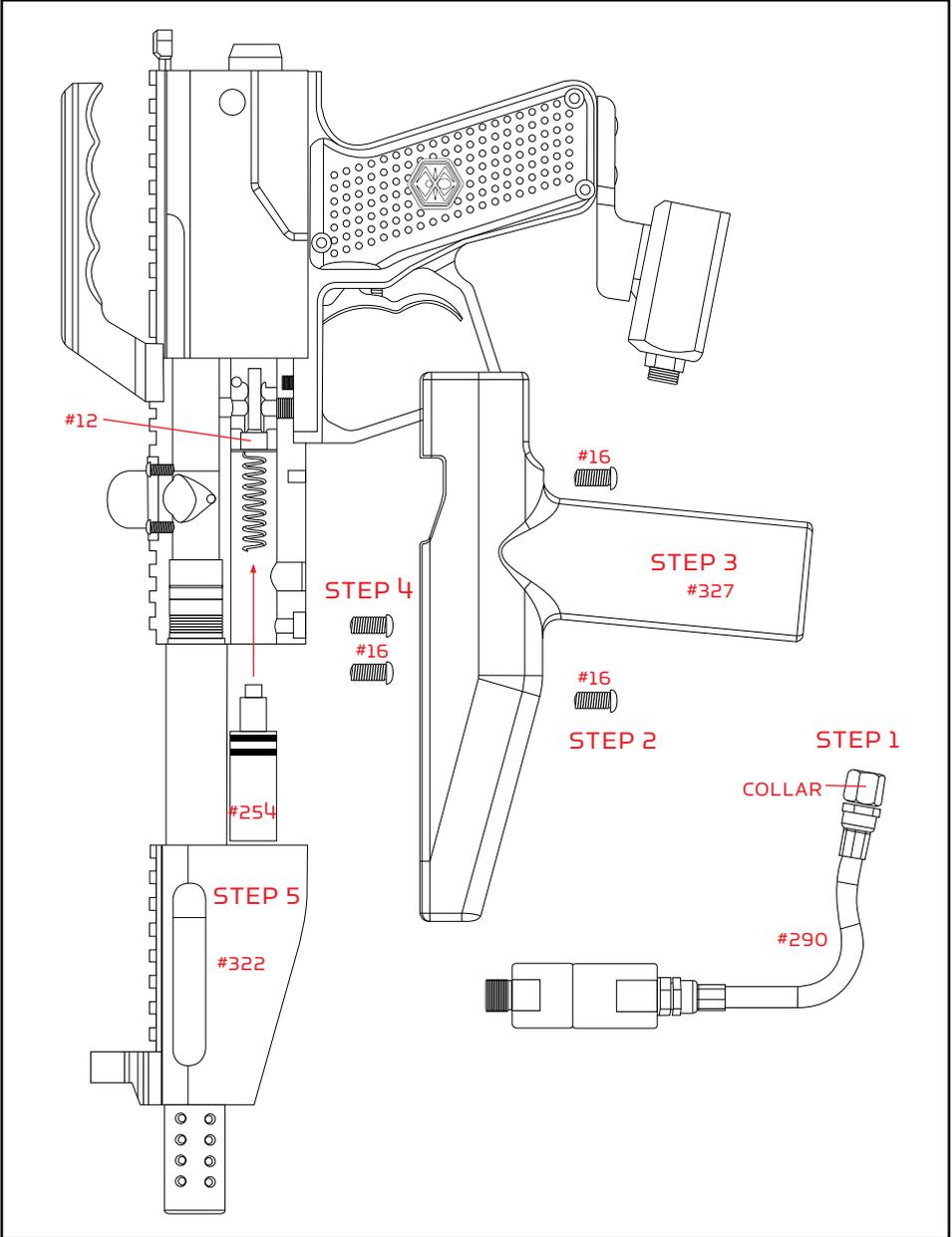
Experiencing paint rolling through the barrel, can be related to small diameter of paintballs or the lost of a ball detent(s).

When removing the Eye / Detent Cover (#329) and Feed Neck (#321) the Ball Detents (#03) will become accessible to be cleaned or replaced.

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

**NOTE:** Take precaution not to over tighten the M4 x 8 (#294) or this can lead to stripping the head.

# CUP SEAL REMOVAL



## STEP BY STEP CUP SEAL ACCESS

The following steps will provide easy access to the Cup Seal (#12).

The sign of a worn out Cup Seal (#12) is the presence of CO<sub>2</sub>/Compressed Air leaking down the barrel.

**STEP 1** Loosen the Disconnect Hose (#290) from the collar.

**STEP 2** Loosen the 2 set screws M5x12 (#16).

**STEP 3** Remove the Fore Grip Handle (#327).

**STEP 4** Loosen the 2 set screws M5x12 (#16).

**STEP 5** Remove the Shroud (#322).

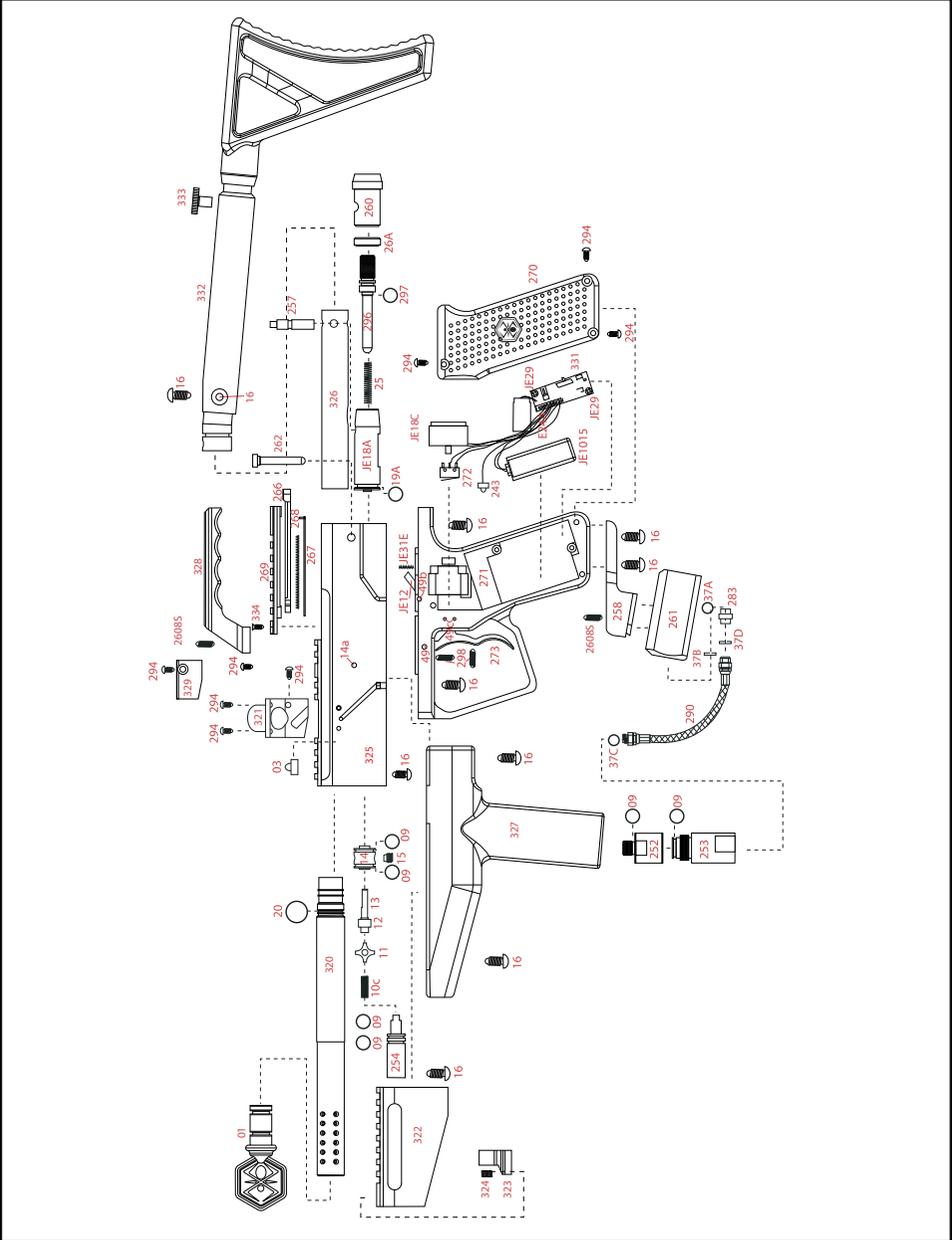
Once the steps have been completed, this will allow the Reservoir Plug (#254) to slide out with the Valve Spring (#10C), Cup Seal Guide (#11), Cup Seal (#12) and Valve Pin (#13).

**HELPFUL TIP:** Please note how the parts are removed for easy reassembly.

## HELPFUL HINTS

Always remove the Air Tank before any disassembly of your marker. Do not remove the Valve Body (#14) unless specific Valve Body repairs are needed. If needed, remove Valve Body with a long, soft-tipped object such as the eraser end of a pencil. Do not remove the Valve Body with a screwdriver as it will damage the Valve Body and cause air leaks. **NOTE:** Valve Body (#15) screw must be removed prior to taking out the Valve Body

# MR3 SCHEMATICS



## MR3 PARTS LIST

01	Barrel Plug	320	MR3 10" Barrel
03	Ball Stopper	321	MR3 Feed Neck
09	O-Ring #O15 80D	322	MR3 Shroud
10C	Valve Spring	323	MR3 Rifle Sight
11	Cup Seal Guide	324	MR3 Rifle Sight Screw
12	Cup Seal	325	MR3 Receiver
13	Valve Pin	326	MR3 Delrin Bolt
14	Valve Body	327	MR3 Fore Grip Handle
14A	Valve Body Roll Pin	328	MR3 Sight Rail
15	Valve Body Screw	329	MR3 Eye / Detent Cover
16	M5 x 12 Screw w/ washer	330	MR3 Trigger Frame
19A	Striker O-Ring	331	MR3 Circuit Board
20	Barrel O-Ring	332	MR3 Military Adjustable Stock
25	Striker Spring	333	MR3 Military Adjustable Stock Screw
26A	Striker Buffer	334	Flat M4 x 8 Screw
37B	Filter O-Ring	26085	Drop Forward Lock Screw
37C	Air Filter	E24A	Battery Harness
49	Trigger Pin	JE12	Sear
49B	Sear Roll Pin (Small)	JE18A	Striker Bolt
49C	Touch Switch Roll Pins	* JE18C	Coil Set
243	MR3 Wire Harness	JE18E	Coil Set Screw
252	MR3 Vertical / C/A Adapter	JE29	Circuit Board Screw
253	MR3 Vertical / C/A to Hose Adapter	JE31E	ESP Sear Spring
254	MR3 Reservoir Adapter Plug	* JE1015	9.6v Rechargeable Battery
257	MR3 Bolt Pin	JE1024	A/C Charger - 110v
258	MR3 Dovetail Drop Forward		
260	MR3 Striker Plug		
261	MR3 Dovetail Bottom-Line ASA		
262	MR3 Quick Disconnect Pin		
266	MR3 Snap T-Knob		
267	MR3 Snap T-Clip		
268	MR3 Snap T-Spring		
269	MR3 Snap Rail Cover		
270	MR3 Grip Panels		
272	MR3 Touch Switch w/ Wire Harness		
273	MR3 Blade Trigger		
* 276	MR3 Parts Kit		
283	MR3 Male STD / Female Metric		
290	MR3 Disconnect Hose 6.25" (black)		
294	M4 x 8 Screw w/ Washer		
296	MR3 Velocity Adjuster w/ Spring Guide		
297	MR3 Velocity Adjuster O-Ring		
298	Trigger Set Screw		

\* Not Pictured



# ***KINGMAN***

## **WARRANTY STATEMENT**

Kingman warrants the original retail purchaser that this product is free from defects in material and workmanship under normal use and service for a period of (1) year from the original date of purchase. Any Electronic Components in an Electronic Spyder marker are warranted for (6) months from the original date of purchase. Kingman agrees to repair or replace (at its discretion) any product within (a reasonable period of time). This warranty does not cover o-rings, cup seals, 9.6v rechargeable battery, charger, scratches, nicks, normal wear and tear of parts, any modifications, normal fading of anodizing and damage caused by dropping or hitting of products. This warranty shall not apply if it is shown by a Kingman Technician that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering of original factory parts will VOID warranty. Any damage caused by water will not be covered under warranty. Warranty repair can only be conducted by Kingman technician or Kingman authorized technician. For warranty to be effective, consumer must return the enclosed warranty registration card filled out, along with a copy of the purchase receipt, within (15) days of the original purchase date. This warranty is not transferable. Paintball markers are non-refundable. This warranty will not cover pick up, shipping, delivery, and/or house calls. If product needs repair, consumer will package it carefully and send together with your name, address, phone number and a brief description of the malfunction to:

### **KINGMAN GROUP**

Attn: Tech Department  
14010 Live Oak Avenue  
Baldwin Park, CA 91706 U.S.A.  
[www.kingman.com](http://www.kingman.com)

### **FOR TECHNICAL SUPPORT**

Our Technical Support Department is open Monday through Friday, from 8am to 5pm (PST), and can be reached at (626) 430-2300.



**[www.spyder.tv](http://www.spyder.tv)**

# KINGMAN

## WARRANTY REGISTRATION

PLEASE COMPLETE AND RETURN THIS FORM, ALONG WITH A COPY OF YOUR PURCHASE RECEIPT,  
WITHIN 15 DAYS OF PURCHASE SO THAT WE MAY VALIDATE YOUR 12 MONTH LIMITED WARRANTY.

NAME:

ADDRESS:

CITY:

STATE:

ZIP:

COUNTRY:

GENDER:

AGE:

JOB:

E-MAIL:

PHONE:

PRODUCT NAME/SERIAL #:

WHAT OTHER BRAND(S) OF MARKERS DO YOU OWN?

WHY DID YOU PURCHASE THIS KINGMAN MARKER?

WHAT IS THE NEXT PAINTBALL PRODUCT YOU INTEND TO BUY?

WHAT ARE YOUR HOBBIES (OTHER THAN PAINTBALL)?

WHAT ARE SOME MAGAZINES YOU LIKE TO READ?

HAVE YOU MADE ANY ONLINE PURCHASES IN THE PAST 6 MONTHS?

Y / N

COMMENTS / SUGGESTIONS:



YES, I WOULD LIKE TO RECEIVE MORE INFO REGARDING NEW PRODUCTS, PROMOTIONS, AND SPECIAL OFFERS  
FROM KINGMAN.

MAIL TO:

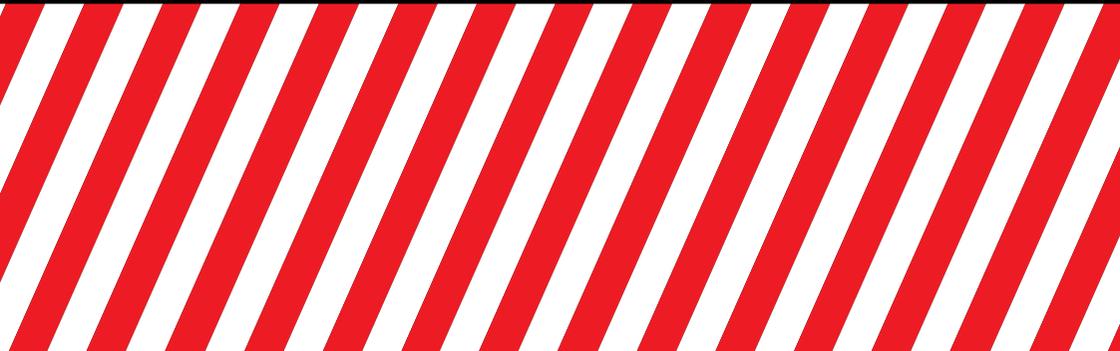
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