



SHERIDAN® PGP .68 Caliber CO₂ Paintball Marker

OWNER'S MANUAL

**READ ALL INSTRUCTIONS AND WARNINGS IN THIS
MANUAL BEFORE USING THIS PAINTBALL MARKER**

Incluye instrucciones en español al reverso

Sheridan Paintball
Division of Crosman Corporation
Rts. 5 & 20, P.O. Box 308
East Bloomfield, NY 14443

PGPA515

WARNING: This is not a toy. Misuse may cause serious injury or death. Eye protection designed specifically for paintball must be worn by the user and any person within range. Recommend 18 years or older to purchase. Users under 18 must have adult supervision. Read owner's manual before using.

BUYER AND USER HAVE THE DUTY TO OBEY ALL LAWS ABOUT THE USE AND OWNERSHIP OF THIS PAINTBALL MARKER.

Congratulations and thank you for purchasing the SHERIDAN® PGP .68 caliber CO₂ paintball marker. Please read this owner's manual completely. And remember, this paintball marker is not a toy. Always carefully follow the safety instructions found in this owner's manual and keep this manual in a safe place for future use.

If you have any questions regarding your new paintball marker, please contact Sheridan Paintball at 1-800-724-7486, 716-657-6161 or www.sheridanusa.com.

STEPS FOR SAFE SHOOTING

- Step 1. Learning the Parts of Your New Paintball Marker
- Step 2. Operating the Safety
- Step 3. Removing and Installing the CO₂ Cartridge
- Step 4. Loading and Unloading Paintballs

- Step 5. Velocity Adjustment
- Step 6. Aiming and Firing Safely
- Step 7. Maintaining Your Paintball Marker
- Step 8. Reviewing Safety

Step 1. Learning the Parts of Your New Paintball Marker

Learning the names of the parts of your new paintball marker will help you to understand your owner's manual. Use this manual to increase your enjoyment of this paintball marker.

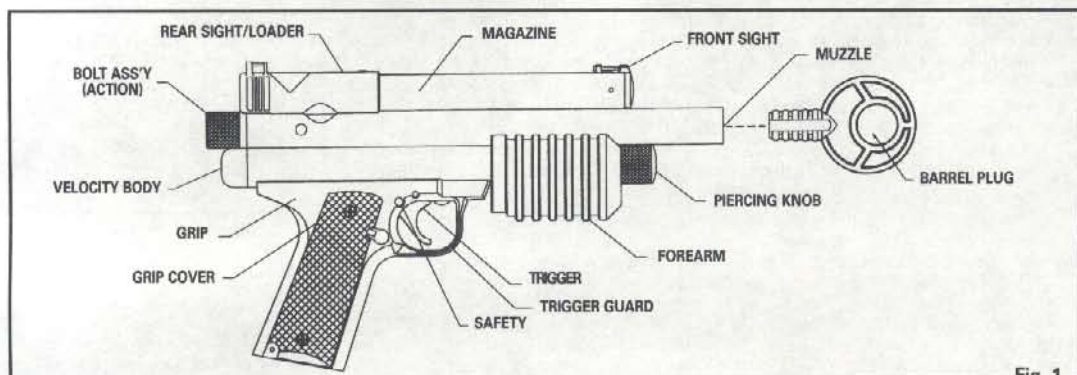


Fig. 1

Step 2. Operating the Safety

▲ WARNING: Keep the paintball marker in the "ON SAFE" position until you are actually ready to shoot. Then push the safety to the "OFF SAFE" position.

A. To Put the Paintball Marker "ON SAFE":

- Locate the safety in back of the trigger.
- Push the safety from the left side all the way in (Fig. 2). The safety is not on unless it is pushed all the way in and the red line on the safety is not showing. The paintball marker will not fire when "On Safe".

Even when the safety is "On Safe", you should continue to handle the paintball marker safely. Do not ever point the paintball marker at anything you do not intend to shoot.

- Insert barrel plug into the muzzle where indicated in Fig. 1.

B. To Take the Paintball Marker "OFF SAFE":

- Remove the barrel plug.
- Push the safety from the right side all the way in (Fig. 2).
- The paintball marker is ready to fire when "Off Safe". When you can see the red line on the safety, the paintball marker is "Off Safe" and can be fired.



Fig. 2

Step 3. Removing and Installing the CO₂ Cartridge

▲ WARNING: CO₂ cartridges may explode at temperatures above 120° F (48.9° C). Do not mutilate or incinerate them. Do not expose them to heat or store CO₂ cartridges at temperatures above 120°F (48.9°C).

▲ WARNING: Keep hands away from escaping CO₂ gas. It can cause frostbite if allowed to come in contact with skin.

▲ WARNING: Make sure the paintball marker is unloaded when releasing the CO₂ charge. If a paintball is left in the barrel and a new CO₂ cartridge is inserted and pierced by cocking and pulling the trigger, the paintball will be discharged. Always point the paintball marker in a SAFE DIRECTION when charging with CO₂ gas.

A. Removing the CO₂ Cartridge

- Make sure the barrel plug is inserted into the muzzle where indicated in Fig. 1.
- Make sure the paintball marker is "On Safe" (See Step 2A).
- Unload the paintball marker (See Step 4B).
- Hold the marker in one hand. With the other hand, slowly turn the piercing knob counterclockwise, while completely allowing the release of the remaining CO₂ gas through the action.
- Remove the piercing knob from the action tube.
- Remove the empty CO₂ cartridge by pointing the muzzle of the marker down so that the cartridge will fall out.

B. Installing the CO₂ Cartridge

- Insert the CO₂ cartridge into the paintball marker with the small neck of the CO₂ cartridge into the action tube first as shown in Fig. 3.
- Replace the piercing knob in the action tube, making sure to screw the piercing knob until finger tight. **Never use any tool on the piercing knob. Over-tightening can cause injury to you or damage to your paintball marker.**
- With the paintball marker unloaded (See Step 4B) and pointed in a SAFE DIRECTION, remove the barrel plug, and take "Off Safe" (See Step 2B).
- While holding the marker with the muzzle in the downward position, slide the forearm back until the sear engages with two clicks (Fig. 3).
- Slide the forearm forward to close the bolt and squeeze the trigger. This will pierce the CO₂ cartridge and the paintball marker will be fully charged. **If the paintball marker does not make a popping noise after squeezing the trigger, the CO₂ is not being discharged.** In that event you will have to put the paintball marker "On Safe" (See Step 2A), tighten the piercing knob a little more, point in a SAFE DIRECTION, take "Off Safe" (See Step 2B), and squeeze the trigger until CO₂ is discharged when you pull the trigger.
- Return safety to the "On Safe" position (See Step 2A).

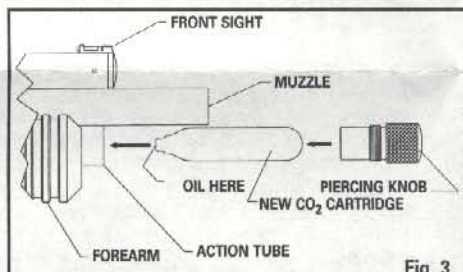


Fig. 3

NOTE: We recommend the use of SHERIDAN® brand POWERLET® CO₂ cartridges. They are made to fit the SHERIDAN PGP paintball marker. Other brands of CO₂ cartridges may not fit properly and if you force them into place it may result in injury to you or damage to your paintball marker. Never try to force any CO₂ cartridge into or out of place. Do not store your paintball marker with a CO₂ cartridge in it. (This is very important to remember, as it will prolong the longevity of your paintball marker seals.) (See Step 3A for removal instructions).

Step 4. Loading and Unloading Paintballs

▲ WARNING: Use .68 caliber paintballs only. Never reuse paintballs. Use of any other ammunition can cause injury to you and or others, or damage to the paintball marker.

A. Loading Paintballs

- Make sure the barrel plug is inserted into the muzzle where indicated in Fig. 1.
- Make sure the paintball marker is "On Safe" (See Step 2A).
- While holding the marker with the muzzle in the downward position, slide the rear sight/loader all the way back and load up to 10 paintballs in the magazine (Fig. 4).

- Slide the rear sight/loader all the way forward.
- While holding the marker with the muzzle in the upward position, slide the forearm all the way back until the sear engages with two clicks. At this time, a paintball will drop from the magazine down into the barrel.
- Push the forearm forward and the paintball will be in the firing position.



Fig. 4

B. Unloading the Paintballs

- Make sure the barrel plug is inserted into the muzzle where indicated in Fig. 1.
- Make sure the paintball marker is "On Safe" (See Step 2A).
- Remove the CO₂ cartridge (See Step 3A for removal instructions).
- Slide the rear sight/loader all the way back (Fig. 5).
- Turn the marker upside down with the muzzle pointed in the upward position allowing the remaining paintballs to fall out of the magazine.
- Push the sight/loader all the way forward.
- To make sure the barrel is clear, hold the marker upside down with the muzzle pointed in the upward position. Slide the forearm back until the sear engages with two clicks and the action stays open. Remove the barrel plug and insert a ramrod of the proper size into the muzzle end of the barrel. If there is a paintball chambered in the marker, gently push the paintball back so that it can fall into the magazine. Pull the sight/loader rearward, which allows the last remaining paintball to fall out (Fig. 6).
- Do not use that paintball again.
- Slide forearm forward.
- Insert barrel plug into the muzzle.

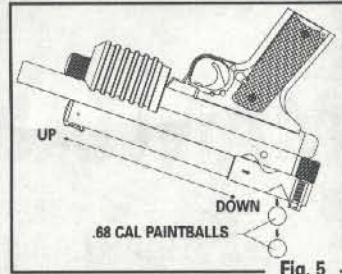


Fig. 5

Step 5. Velocity Adjustment

- To increase the velocity, turn the velocity screw clockwise with a 3/16" Allen wrench (Fig. 7).
- To decrease velocity, turn the velocity screw counterclockwise.

NOTE: Velocity may vary depending upon altitude and climate conditions. BEFORE using your paintball marker you must always perform a "SAFE VELOCITY TEST" by using a chronograph to verify that the velocity is below 300 fps.

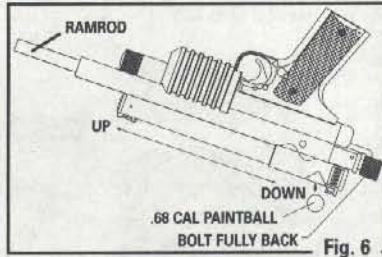


Fig. 6

Step 6. Aiming and Firing Safely

- Eye protection designed specifically for paintball must be worn by the user and any person within range.
- Always aim your paintball marker in a SAFE DIRECTION.
- When you are sure of your target, and the area around the target is clear, remove the barrel plug, take the paintball marker "Off Safe" (See Step 2B) and squeeze the trigger to fire.
- Do not shoot at fragile objects such as windows.
- Paintballs may cause staining of some porous surfaces such as brick, stucco and wood.

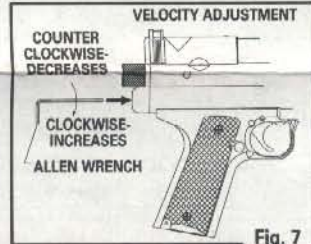


Fig. 7

Step 7. Maintaining Your Paintball Marker

A. Disassembling for Cleaning and Lubricating

WARNING: Always remove the CO₂ cartridge before disassembling your marker (See Step 3A).

- With the paintball marker "On Safe" (See Step 2A), and the CO₂ cartridge removed (See Step 3A), grasp the forearm rod and pull it out of the bolt just far enough so that it can be rotated upwards. Do not bend the rod. Slide the forearm and rod forward off the paintball marker (Fig. 8).
- Pull the bolt assembly back until the cocking pin lines up with the track in the barrel.
- Rotate the bolt clockwise in the track and slide it rearward to remove the bolt from the barrel (Fig. 9).

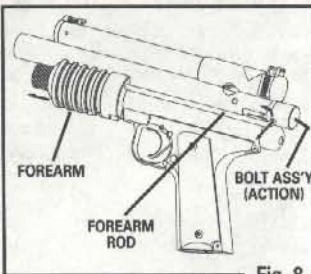


Fig. 8

B. Cleaning and Lubricating

- Once the bolt assembly/action is removed, push a squeegee through the barrel to clean (start at the breech).
- From time-to-time, the bolt assembly/action may require additional lubrication. Apply a light coating of a lithium-type grease where indicated in Fig. 9 and apply SHERIDAN Marker Oil where indicated in Fig. 9. DO NOT use a petroleum distillate based oil or solvent as they can cause damage to your paintball marker.
- The barrel, magazine and action tube are made of a rust resistant, hard, nonferrous alloy and do not require any special treatment.
- Put a drop of SHERIDAN Marker Oil on the tip of every CO₂ cartridge before inserting into the paintball marker. DO NOT use a petroleum distillate based oil or solvent as they can cause damage to your paintball marker (See Fig. 3).



Fig. 9

C. Reassembling the Bolt Assembly/Action

- The bolt lock must have the gap in it to allow the bolt to be reinserted into the barrel.
- Align the cocking pin in the track, slide the bolt assembly forward into the barrel and turn the bolt assembly counterclockwise.
- Slide the forearm and rod onto the paintball marker.
- Without bending the rod, place it back in the bolt.

NOTE:

- Tampering with the paintball marker or attempts to change the paintball marker in any way may make it unsafe to use and will void the warranty.
- If you drop your paintball marker, check to see that it works properly before you use it again. If anything seems changed, like a shorter or weaker trigger pull, this may mean worn out or broken parts. Call the factory for assistance before using the paintball marker again.

Step 8. Reviewing Safety

- Do not ever point the paintball marker at anything you do not intend to shoot.
- Always treat the paintball marker as though it were loaded.
- Always aim in a SAFE DIRECTION. Always keep the muzzle of the paintball marker pointed in a SAFE DIRECTION.
- Always keep the paintball marker "On Safe" until you are ready to shoot in a SAFE DIRECTION.
- Always check to see if the paintball marker is "On Safe" and unloaded when getting it from another person or from storage.
- Always keep your finger off the trigger and out of the trigger guard until ready to shoot.
- Eye protection designed specifically for paintball must be worn by the user and any person within range.
- Never shoot at a person who is not wearing eye protection designed specifically for paintball.
- Never disassemble your marker before removing the CO₂ cartridge (See **Step 3A**) and marking sure your marker is in the "On Safe" position (See **Step 2A**).
- Keep hands away from escaping CO₂ gas. It can cause frostbite if allowed to come in contact with skin.
- Use .68 caliber paintballs only. Never reuse paintballs.
- Always measure your marker's velocity before playing paintball.
- Never shoot at velocities in excess of 300 feet per second.
- Do not attempt to disassemble or tamper with your paintball marker other than what is instructed in this manual for removing paintballs or cleaning. Use an Authorized Service Station or return it to the factory for repair.
- Always store your paintball marker unloaded and de-gassed in a locked location. Make sure **ALL** of the paintballs are unloaded from the paintball marker (See **Step 3A** and **4B**).
- Always make sure you have the barrel plug in the marker's muzzle when not shooting.

SPECIFICATIONS

Action:	Pump	Barrel:	9 in. (22.86 cm)
Caliber/Ammunition:	.68 cal. Paintballs	Power Source:	CO ₂ 12 gram cartridge, small neck type
Magazine:	10 shot internal gravity fed	Safety:	Cross bolt
Weight:	2 lbs. 3 oz. (1.04 kg)	Sights (front and rear):	Fiber optic
Overall Length:	11.6 in. (29.5 cm)		

PERFORMANCE

Operating paintball marker below 70°F (21°C) will decrease the number of effective shots. The reverse is true for operating above 70°F (21°C). Many factors affect velocity, including brand of paintball, type of paintball, amount of CO₂ in cartridge, lubrication, barrel condition and temperature.

REPAIR SERVICE

If your paintball marker needs repair, we recommend that you take or send it to an Authorized Service Station or Sheridan Paintball. For an Authorized Service Station near you, visit our web site at www.sheridanusa.com or call Customer Service at 1-800-724-7486 or 716-657-6161. (International customers should contact their distributor.) **DO NOT ATTEMPT TO DISASSEMBLE IT OTHER THAN AS INSTRUCTED IN THE MANUAL FOR REMOVING PAINTBALLS, CLEANING OR LUBRICATING!** Your paintball marker requires special tools and fixtures to repair it. If you take it apart, you probably will not be able to reassemble it correctly. Sheridan Paintball assumes no warranty responsibility under such circumstances.

LIMITED ONE YEAR WARRANTY

This product is warranted to the retail consumer for one year from date of retail purchase against defects in material and workmanship and is transferable. To register the serial number of your gun, please return the Product Registration form found in your owner's manual packet. The warranty is not conditioned on the return of the card.

WHAT IS COVERED

Replacement parts and labor. Transportation charges to consumer for repaired product.

WHAT IS NOT COVERED

Transportation charges to Sheridan Paintball for defective product. Damages caused by abuse or failure to perform normal maintenance (See **Step 7**). Any other expense. **CONSEQUENTIAL DAMAGES, INCIDENTAL DAMAGES, OR INCIDENTAL EXPENSES, INCLUDING DAMAGE TO PROPERTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.**

WARRANTY CLAIMS

USA Customers: Attach your name, address, description of problem, phone number and copy of sales receipt to product. Package and return to Sheridan Paintball, Rts. 5&20, P.O. Box 308, E. Bloomfield, NY 14443.

Canadian Customers: Follow packaging procedures above and send to Crosman Parts & Service Depot, 427 Pido Road, P.O. Box 2421, Peterborough, Ontario K9J 7Y8 Canada.

International Customers: Please return product to your nearest distributor. If you do not know your distributor, please call 716-657-6161 and ask for our International Department for assistance.

IMPLIED WARRANTIES

ANY IMPLIED WARRANTIES, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO ONE YEAR FROM DATE OF RETAIL PURCHASE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

To the extent any provision of this warranty is prohibited by federal, state, or municipal law which cannot be preempted, it shall not be applicable. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state and country to country.

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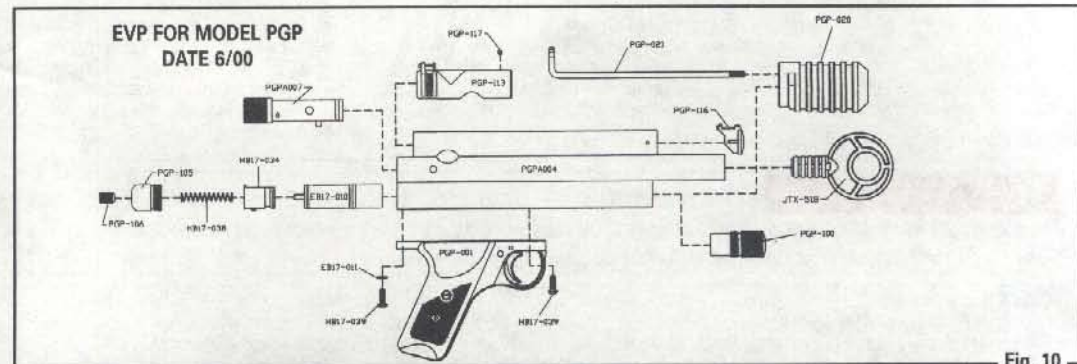


Fig. 10