

TIPPMANN®

98 CUSTOM™ PLATINUM SERIES™ MARKER LINE

- Owner's Manual - For Markers with or without **ACT**
- Le Manuel du Propriétaire - Pour les marqueurs avec ou sans **ACT**
- Manual del Usuario - Para Marcadores con o sin **ACT**

98 CUSTOM™ PLATINUM SERIES™

- **BASIC NON-A.C.T.**
- **BASIC** **ACT**



98 CUSTOM™ PLATINUM SERIES™

- **BASIC E-TRIGGER** **ACT**



98 CUSTOM™ PLATINUM SERIES™

- **BASIC RESPONSE** **ACT**



98 CUSTOM™ PLATINUM SERIES™

- **BASIC CAMOUFLAGE** **ACT**



98 CUSTOM™ PLATINUM SERIES™

- **PRO** **ACT**



98 CUSTOM™ PLATINUM SERIES™

- **PRO E-TRIGGER** **ACT**



98 CUSTOM™ PLATINUM SERIES™

- **PRO CAMOUFLAGE** **ACT**





WARNING

THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE, FACE AND EAR PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. WE RECOMMEND AT LEAST 18 YEARS OLD TO PURCHASE. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION WHEN USING THIS PRODUCT. READ THE OWNER'S MANUAL BEFORE USING THIS PRODUCT.



AVERTISSEMENT

CE N'EST PAS UN JOUET. L'USAGE IMPROPRE PEUT CAUSER LA BLESSURE SÉRIEUSE OU LA MORT. LA PROTECTION POUR LES YEUX, LE VISAGE ET LES OREILLES CONSTRUITE POUR LA BALLE DE PEINT DOIT ÊTRE PORTÉE PAR L'UTILISATEUR ET N'IMPORTE QUELLE PERSONNE DANS LE CHAMP DE TIR. NOUS RECOMMANDONS QU' ON A DIX - HUIT ANS AU MOINS POUR L'ACHETER. LES PERSONNES SOUS L'ÂGE DE DIX - HUIT ANS DOIVENT AVOIR LA SUPERVISION D' UN ADULTE QUAND ON EMPLOIE CE PRODUIT. IL FAUT LIRE TOUT DE CE MANUEL AVANT DE L'UTILISER.



ADVERTENCIA

ESTO NO ES UN JUGUETE. UN USO INAPROPIADO PUEDE CAUSAR SERIAS HERIDAS O LA MUERTE. OJOS, CARA Y OIDOS DEBEN SER PROTEGIDOS TODO EL TIEMPO, CON LA PROTECCIÓN DISEÑADA PARA PAINTBALL TANTO PARA JUGADORES COMO PARA CUALQUIER PERSONA QUE ESTE EN EL RADIO DE ALCANCE. RECOMENDAMOS AL MENOS 18 AÑOS PARA LA COMPRA Y USO. LAS PERSONAS MENORES DE 18 AÑOS DEBEN USAR ESTE PRODUCTO BAJO LA SUPERVISIÓN DE UN ADULTO. ANTES DE USAR ESTE PRODUCTO LEA EL MANUAL DEL USUARIO.



WARNING

SAFETY IS YOUR RESPONSIBILITY

READ, FAMILIARIZE YOURSELF AND ANY OTHER USER OF THIS MARKER WITH THE SAFETY INSTRUCTIONS IN THIS MANUAL. FOLLOW THESE INSTRUCTIONS WHEN USING, WORKING ON, TRANSPORTING OR STORING THIS MARKER.



ALWAYS KEEP TRIGGER SAFETY IN SAFE MODE UNLESS FIRING AS DETAILED IN INSTRUCTIONS ON PAGE 4.



ALWAYS KEEP BARREL SLEEVE INSTALLED WHEN NOT IN SHOOTING SITUATION AS DETAILED IN INSTRUCTIONS ON PAGE 2.



AVERTISSEMENT

SÉCURITÉ EST VOTRE RESPONSABILITÉ

IL FAUT LIRE, VOUS FAMILIARISER ET TOUTS LES AUTRES UTILISATEURS DE CE MARQUEUR AVEC LES INSTRUCTIONS DE SÉCURITÉ DANS CE MANUEL. SUIVEZ CES INSTRUCTIONS QUAND VOUS UTILISEZ, TRAVAILLEZ SUR, TRANSPORTEZ, OU ENTREPOSEZ CE MARQUEUR.



IL FAUT TOUJOURS GARDER LA DÉTENTE DANS UNE MODE DE SÉCURITÉ SAUF QUAND ON TIRE COMME DÉTAILLÉE DANS LES INSTRUCTIONS À LA PAGE 3.



IL FAUT TOUJOURS GARDER LA CHEMISE DU CANON INSTALLÉE QUAND ON NE TIRE PAS COMME DÉTAILLÉE DANS LES INSTRUCTIONS À LA PAGE 1.



ADVERTENCIA

LA SEGURIDAD ES SU RESPONSABILIDAD

EL PROPIETARIO Y TODA PERSONA QUE VA A USAR ESTE MARCADOR DEBE LEER Y FAMILIARIZARSE CON LAS INSTRUCCIONES DE SEGURIDAD EN ESTE MANUAL. SIGA LAS INSTRUCCIONES DE USO, MANTENIMIENTO, TRANSPORTE Y ALMACENAJE DE ESTE MARCADOR.



MANTENGA SIEMPRE EL SEGURO DEL GATILLO ACTIVADO A MENOS QUE SEA NECESARIO HACER DISPAROS. COMO SE VE EN LAS INSTRUCCIONES DE LA PÁGINA 3.



MANTENGA LA FUNDA DE SEGURIDAD INSTALADA CUANDO NO ESTE HACIENDO DISPAROS COMO SE ILUSTRAN EN LA PÁGINA 1.



WARNING

THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE, FACE AND EAR PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. WE RECOMMEND AT LEAST 18 YEARS OLD TO PURCHASE. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION WHEN USING THIS PRODUCT. READ THE OWNER'S MANUAL BEFORE USING THIS PRODUCT.



WARNING

BARREL SLEEVE INSTALLATION

• EXCEPT WHEN YOUR MARKER IS IN USE, ALWAYS MAKE SURE THAT THE TRIGGER SAFETY IS IN SAFE MODE (SEE INSTRUCTIONS ON PAGE 4), AND THE BARREL SLEEVE IS PROPERLY INSTALLED ON YOUR MARKER AS SHOWN BELOW.

1) SLIDE BARREL INTO SLEEVE AND LOOP CORD OVER TOP OF RECEIVER AND POSITION AT BACK OF GRIP AS SHOWN BELOW.



2) PINCH CORD LENGTH ADJUSTOR BUTTON AND HOLD TO BACK OF GRIP AS YOU PULL CORD THROUGH IT UNTIL ADJUSTOR IS SNUG AGAINST BACK OF GRIP, THEN RELEASE BUTTON.

3) CHECK TO BE SURE YOU LEAVE ENOUGH CORD ELASTICITY TO PULL CORD/ADJUSTOR UP OVER TOP OF MARKER TO REMOVE BARREL SLEEVE FOR FIRING.



4) AFTER CORD LENGTH IS ADJUSTED, LOCK CORD LENGTH BY TYING A KNOT IN THE CORD AGAINST THE BACK OF THE ADJUSTOR AS SHOWN.

TIPPMANN®

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CONGRATULATIONS on your purchase of a Tippmann® paintball marker. We believe our 98 Custom™ Platinum Series™ line of markers to be the most accurate and durable paintball markers available, and are proudly manufactured by Tippmann®. All Tippmann® 98 Custom™ Platinum Series™ markers from the Basic non-A.C.T model to our enabled models will give many years of dependable service if cared for properly. The enabled markers contain our exclusive new Anti-Chop Technology, a patent pending design to help eliminate ball chopping and ensure consistent performance. Using a new technology that has the front and rear bolt working independently of each other, virtually eliminates ball chopping and improves ball accuracy with less barrel cleaning; and unlike other anti-chop systems, our system maintains consistent ball velocity shot after shot and does not have to be re-cocked if the anti-chop technology had to be engaged.

The 98 Custom™ Platinum Series™ markers feature Tippmann's exclusive split receiver technology which separates the left receiver half into two parts for improved ease of service and installation of accessories.

Please take time to read this manual thoroughly and become familiar with your 98 Custom™ Platinum Series™ marker's parts, operation, and safety precautions before you attempt to load or fire this marker. If you have a missing or broken part or need assistance, please contact Tippmann® Consumer Relations at 1-800-533-4831 for fast friendly service.

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Warning/Liability Statement

This marker is classified as a dangerous weapon and is surrendered by Tippmann Sports, LLC with the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. Tippmann Sports, LLC shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including the intentional, reckless, negligent or accidental discharges.

All information contained in this manual is subject to change without notice. Tippmann Sports, LLC reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements in products previously sold.

If you as a user do not accept liability, Tippmann Sports, LLC requests you do not use a Tippmann Sports, LLC marker. By using this paintball marker you release Tippmann Sports, LLC of any and all liability associated with its use.

SAFETY IS YOUR RESPONSIBILITY!

WARNING

TRIGGER SAFETY ACTIVATION

- EXCEPT WHEN YOUR MARKER IS IN USE, ALWAYS MAKE SURE THAT THE BARREL SLEEVE IS INSTALLED (SEE PAGE 2) AND THE TRIGGER SAFETY IS IN SAFE MODE WHICH DISABLES THE TRIGGER.
- TO TURN ON THE SAFETY (SAFE MODE): PUSH THE SAFETY IN AS SHOWN ABOVE.
- TO TURN SAFETY OFF (FIRE MODE): PUSH SAME BUTTON ON OPPOSITE SIDE OF RECEIVER.

FAMILIARIZE YOURSELF WITH SAFETY...

The ownership of this weapon places upon you the total responsibility for its safe and lawful use. You must observe the same safety precautions as you would any firearm to assure the safety of not only yourself but everyone around you. The user should at all times use caution when using this marker. The sport of Paintball will be viewed and judged upon your safe and sportsmanlike conduct. Always remember that the game of Paintball can only survive and grow if it remains SAFE!

- Do not load or fire this marker until you have completely read this manual and are familiar with its safety features, mechanical operation

Safety Is Your Responsibility (continued from page 4)

- and handling characteristics.
- Handle this and any marker as if it were loaded at all times.
- Keep your finger off the trigger until ready to shoot.
- Do not look down the barrel of a paintball marker. Accidental discharge into the eyes may cause permanent injury or death.
- Keep the marker on safe until ready to shoot (see page 4).
- Keep the barrel sleeve installed on marker when not shooting.
- Never point the marker at anything you do not intend to shoot.
- Never fire your marker at anything you do not intend to shoot because there may be balls or foreign debris lodged in the chamber, barrel and / or the marker valve.
- Do not shoot at fragile objects such as windows.
- Never fire your marker at personal property of others, the paintball can stain the paint of automobiles and houses.
- Always keep the muzzle pointed down or in a safe direction, even if you stumble or fall.
- Eye, face and ear protection designed specifically to stop paintballs in the form of goggles and full face mask meeting ASTM Specification F 1776 must be worn by the user and any person within range.
- Never shoot at a person who is not protected by eye, face and ear protection designed for paintball.
- Pressurize and load the marker only when the marker will be immediately used.
- NOTE: Before storing or disassembling be sure to remove paintballs and air supply (see unloading and air supply removal instructions on page 20). Install barrel sleeve (see page 2).
- Store the marker unloaded and degassed in a secure place.
- Do not field strip or otherwise disassemble this marker while it is pressurized with air supply.
- Dress appropriately when playing the game of paintball. Avoid exposing any skin when playing the game of paintball. Even a light layer will absorb some of the impact and protect you from the paintballs.
- Keep exposed skin away from escaping gas when installing or removing air supply cylinder or if the marker or air supply is leaking. Compressed air, CO₂, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Use only .68 caliber paintballs, never load or fire any foreign objects.
- Avoid alcoholic beverages before and during the use of this marker. Handling markers while under the influence of drugs or alcohol is a criminal disregard for public safety.
- Avoid shooting an opponent at point blank, 6 feet or less.
- Familiarize yourself with instructions listed on air supply cylinder or adaptor. Contact the air supply cylinder or adaptor manufacturer with any questions.

Safety Is Your Responsibility (continued from page 5)

- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second (see instructions on page 7).

GETTING STARTED

Eye protection designed for paintball use must be worn by the user and any person within range. Read each step completely before performing step.

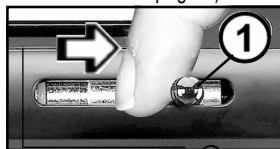
STEP 1) Prepare Marker for Air Supply Cylinder Installation

- For markers with E-Trigger™ - You must first read and follow E-Trigger Operating Instructions (on pages 7-12) before performing **STEP 2**.
- For markers without E-Trigger™ (semi-automatic markers) go to **STEP 2**.

STEP 2) Air Supply Cylinder Installation

- Do not pressurize a partially assembled paintball marker.
- First install barrel sleeve (see instructions on page 2).
- Next put trigger safety in Safe Mode (see instructions on page 4).

Next you need to cock the marker by sliding the bolt handle **1** all the way back until it locks into place. Always keep marker in the cocked position when air supply is attached to the marker. This will help prevent an accidental discharge.



- To install the air supply cylinder, lubricate the cylinder valve o-ring with a little marker oil then insert the cylinder valve end into the air supply adapter at the back end of the marker grip. Twist the cylinder clockwise **C** into the marker until it stops. Your marker is ready to fire once you switch to Fire Mode from Safe Mode. If the tank is full and you do not hear the air supply engage, the pin valve could be too short or the pin valve seal is damaged.

STEP 3) Hopper Installation

- Barrel Sleeve must be installed (see page 2) and safety in Safe Mode (see page 4) before filling the hopper.
- Make sure that the feed elbow and hopper are clean and free of any sharp edges to keep paintballs feeding into the marker smoothly.
- Install the hopper neck into the feed elbow of your marker and tighten the hopper down with a 3/16" allen wrench.

NOTE: Do not overtighten or the elbow may break. With the barrel sleeve installed and safety in Safe Mode, you are now ready to load your hopper with paintballs. Fill the hopper and only remove barrel sleeve and turn off the safety when ready to shoot.

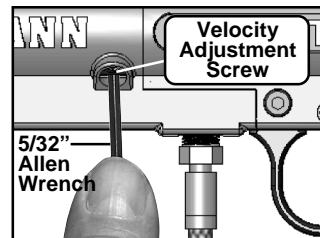
Getting Started (continued from page 6)

STEP 4) Rate of Fire Adjustments and Troubleshooting

- For **RESPONSE™** markers - complete Tuning The Response Trigger Rate of Fire instructions (on page 13) before performing **STEP 5**.
- For **E-TRIGGER™** markers - read and follow E-Trigger™ Operating Instructions (on pages 7-12); before performing **STEP 5**.
- For Basic Non-A.C.T., Basic A.C.T. and Pro™ markers - Go to **STEP 5**.

STEP 5) Velocity Adjustment

Each time you play paintball, the velocity of your paintball marker should be checked with a chronograph, an instrument for measuring velocity, prior to playing paintball to verify that the marker's velocity is set below 300 feet per second or less if required by playing field.



To adjust the velocity use the 5/32" allen wrench included with your marker. The velocity adjustment screw is located on left side receiver. To adjust the velocity down, turn the screw inward or clockwise **C**. To turn the velocity up, turn the screw out or counterclockwise **C**. Do not remove velocity screw. **NOTE:** You must turn the velocity screw all the way in **C** before doing any disassembly.

E-TRIGGER™ OPERATING INSTRUCTIONS

Read And Follow E-Trigger™ Operating Instructions Before Attempting To Operate an E-Trigger™ marker .

READ EACH STEP COMPLETELY BEFORE PERFORMING STEP:

- Eye protection designed for paintball use must be worn by the user and any person within range.



WARNING

INSTALL THE AIR SUPPLY AND LOAD THE HOPPER WITH PAINTBALLS ONLY AFTER YOU:

- HAVE THE BARREL SLEEVE INSTALLED;
- HAVE THE SAFETY IN THE "SAFE" POSITION;
- HAVE SUCCESSFULLY INSTALLED THE BATTERY AND
- ARE FAMILIAR WITH THE E-TRIGGER™ NORMAL OPERATION (**STEP 2:** AND **STEP 3:**).

STEP 1: Prepare the marker for safety before any programming:

E-TRIGGER™ Battery Installation or Replacement

1) Prepare the marker for disassembly. First follow the unloading and air supply removal instructions on page 20 and never disassemble a marker that is under pressure.

2) Remove Battery Clip/old battery (from marker). Remove left grip (2 bolts). Carefully work battery out of receiver cutout bringing non-connected end out first. As you remove battery from receiver, do not pull wires off of internal components. Carefully remove old battery from battery clip connector.

3) Install new battery. Attach a 9 volt battery to battery connector and be sure wires lay flat inside the cutout area of receiver (as shown on page 22). Carefully tilt and insert your new battery, wire attached end first (A), into receiver as shown. Reinstall left receiver grip with 2 grip bolts. Battery installation is complete.

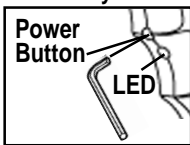


NOTE: The E-Trigger™ Low Battery Indicator feature: the “Ready To Fire” solid Green LED will turn to blinking red when the battery is low and needs replaced.

STEP 2: NORMAL OPERATION:

1) To Turn ON the TRIGGER™ to normal operation - Ready To Fire:

Without holding the trigger: Use a small object like an allen wrench to press and hold the power button for 1/2 second and then release the power button. The LED should light solid Orange for 2 seconds, flash Red once and then light solid Green to show normal operation - “Ready To Fire” mode.



Your E-Trigger™ is now ready to fire in the SEMI-AUTO = 1 pull / release of the trigger fires 1 time (Factory set Default Firing Mode).

NOTE: If pressing the power button failed to turn on the LED light, see troubleshooting on page 9.

2) To turn OFF the E-Trigger™ electronics. Press and hold the power button for 2 seconds as the LED turns solid Red, then release the Power Button and the LED will turn OFF. NOTE: The trigger electronics are set to shut-off automatically after a prolonged period of inactivity (120 minutes).

3) To select a new firing mode:

1) Turn ON the E-Trigger™ to normal operation (solid Green LED - Ready To Fire) as instructed in step 1 above.

2) Press / hold the power button in one time for more than 1/4 but less than 2 seconds and release the power button. Count the LED Orange flashes to identify your new setting, the LED light will return to solid Green - Ready To Fire - in the new firing mode. You can program your marker for any one of 5 firing modes. The orange flashes = firing mode options are:

- 1 orange flash = **SEMI-AUTO MODE** – 1 pull/release of the trigger fires 1 time (default firing mode). (This adheres to the 2005 NPPL rules).
- 2 orange flashes = **3 SHOT RAMPING MODE** – 3 trigger pulls are required (semi-auto) and the consecutive trigger pulls will fire 3 shots

per pull as long as the trigger is pulled at least 5 times per second. (This adheres to the 2005 PSP rules).

- 3 orange flashes = **3 SHOT FULL AUTO MODE** – 3 trigger pulls are required (semi-auto) after which the trigger can be held to achieve full auto firing. (This adheres to the 2005 NLX rules).
 - 4 orange flashes = **AUTO RESPONSE MODE** – Fires one shot for each pull or release of the trigger. If the trigger is held for more than 1/4 of a second, when the trigger is released no shot is fired.
 - 5 orange flashes = **TURBO MODE** – Fires one shot for each pull of the trigger until the time between trigger pulls is less than 1/4 of a second at which point it will fire on each trigger pull and trigger release.
 - Repeat step 2) until you have the firing mode you want.
 - You are now ready to go back to page 6 and complete the GETTING STARTED section steps: **STEP 2;**, **STEP 3;**, **STEP 4;** and **STEP 5;**.
- NOTE: If marker does not fire see E-Trigger™ Troubleshooting - below.

TOURNAMENT LOCK: Because the E-Trigger™ board requires a tool to turn it on and off, no tournament lock is necessary for competition paintball.

E-TRIGGER™ TROUBLESHOOTING

PROBLEM: The LED light does not light when you push the power button and attempt to turn ON the E-Trigger™ in **STEP 2:** Normal Operation.

- 1) Battery may be disconnected. Check battery clip connection.
- 2) Battery may be bad - Replace battery.
- 3) Internal wire may be disconnected. Do NOT disassemble a marker while it is pressurized with air. Inspect wire connections inside the receiver: follow disassembly / wire inspection and assembly instructions on pages 21-23 then continue on page 8 with **STEP 2:** Normal Operation. NOTE: If a problem still exists, call Tippmann® Service Department at 1-800-533-4831.

PROBLEM: You have successfully installed the battery, turned on the E-Trigger™, installed the air supply and loaded the paintballs and the marker will not fire. Check to be sure safety is in "FIRE" position and make sure sufficient air supply is hooked up to the marker. If a problem still exists, call Tippmann® Service Department at 1-800-533-4831.

PROBLEM: the “Ready To Fire” solid Green LED has turned to blinking red - The E-Trigger™ has a Low Battery Indicator feature: the “Ready To Fire” solid Green LED will turn to blinking red when the battery is low and needs replaced. Replace the battery.

PROBLEMS WHEN FIRING: You can fine tune how your marker fires by making adjustments to the Dwell, Debounce™ and Rate Of Fire Cap modes. Read and become familiar with detailed descriptions of problems you may have when firing and instructions for troubleshooting, tuning and programming to correct them in the Dwell, Debounce™ and Rate Of Fire sections on pages 10, 11 and 12.

ENGLISH

ENGLISH

STEP 3: How to program a new Dwell, Debounce™, Rate Of Fire Cap or Firing mode setting in the TRIGGER PROGRAMMING MODE. (Example: Shows how to select a new firing mode).

- 1) FIRST YOU MUST ENTER INTO THE "TRIGGER PROGRAMMING MODE:"** to access the Trigger Programming Menu: Make sure the power is turned off (page 8 step 2). Press the trigger safety to the FIRE position. Pull the trigger and hold it in the back position - as you press and hold the power button for 1 second (the LED will light red) - then release first the power button and then the trigger. The LED will stay solid red indicating the marker is now in the "Trigger Programming Mode" - at Menu Item number 1.
- In the "Trigger Programming Mode", there are 4 Menu Items**, each identifiable by its LED color which creates the "Programming Menu" sequence:
- Menu Item 1 - Solid Red LED = Dwell (programming mode).
 - Menu Item 2 - Solid Green LED = Debounce (programming mode).
 - Menu Item 3 - Flickering Green LED = Rate of Fire (ROF) Cap (programming mode).
 - Menu Item 4 - Alternating Green/Orange LED = Firing Mode (programming mode).

2) TO SELECT A MENU ITEM:

- Pull and release the trigger to advance to the next menu item until you get to the item you want to change. After last item, an additional trigger pull will restart the menu item sequence. (EXAMPLE: To program a new Firing Mode, advance to: Alternating Green/Orange LED=Firing Mode).

3) TO CHECK THE MENU ITEM'S CURRENT SETTING:

- Pull the trigger and hold it until the LED goes out and then release the trigger. There will be a 2 second pause and then the LED will flash green - count the number of green flashes to determine the current setting.

EXAMPLE-Firing Mode settings (green LED flashes =):

- 1 LED flash = Semi-auto (2005 NPPL legal).
- 2 LED flashes = 3 shot Ramping (2005 PSP legal).
- 3 LED flashes = 3 shot Full Auto (2005 NXL legal).
- 4 LED flashes = Auto Response.
- 5 LED flashes = Turbo.

If you decide not to change the item's setting, simply do not touch the trigger at all for 5 seconds. The LED will then blink green/red alternately to indicate there was no reprogramming, and then it will go back to the programming menu and the menu item's setting will not have changed. You can exit the programming mode by pressing the power button until the LED turns solid red (then stop pressing the power button) and the LED will turn off.

4) TO CHANGE A MENU ITEM'S SETTING:

Once the LED is done flashing the current setting, there is a 5 second time period to begin programming the new setting (Note: you do not have to wait and count the flashes for the current setting, any trigger input immediately bypasses the flashes and begins programming the new setting). Pull and release the trigger the number of times equal to how you wish to program the item. On each pull of

- the trigger, the LED will light up red (indicating that the pull has been detected). Once you have pulled and released the trigger the number of times necessary to set the function, wait a few seconds for Programming Verification.

PROGRAMMING VERIFICATION:

- **If the programming was successful:** The LED will flash red/green/orange in rapid succession (numerous times) to let you know that the new setting has been saved. After this, the LED will return to the color representing what the current programming menu item is. At this point, you can exit the programming mode (see below) or you can program other features by once again pulling and releasing the trigger to toggle between Dwell, Debounce™, ROF Cap, and Firing Mode. (Dwell, Debounce™ and Rate of Fire Cap Programming is described in detail on pages 11 and 12).
- **If the programming was unsuccessful,** the LED will toggle green/red alternately to indicate there was a programming error, and it will then return to the programming menu. If this happens the setting will not have changed and you will need to begin programming again at STEP 3: 2). (NOTE: When adjusting the Firing Mode, if you pull and release the trigger more than 5 times it will cause a programming error.)
- **To exit the Trigger Programming Mode:** Turn off the E-Trigger™, press and hold the power button until the LED first flickers red then becomes solid red, and then release the button.

DWELL, DEBOUNCE™ and RATE OF FIRE (ROF) CAP MODES:

The firing mode controls how the marker fires regardless of these 3 mode settings. Adjust these 3 mode features to fine tune your markers firing as follows.

DWELL troubleshooting and tuning / programming: Dwell is the amount of time that the solenoid will be activated. This time is measured in milliseconds (1/1000th of a second). The default dwell is 6.0ms. The lowest allowable dwell time is 4.0ms and the longest allowable time is 50.0ms. According to the solenoid manufacturer, the dwell should never be below 5.0ms for proper operation. Too short of a dwell time will not release the rear mechanism. Too long of a dwell time will reduce battery life. **To adjust the Dwell:** Perform STEP 3: 1) then select the Dwell programming feature (= Solid Red LED), pull and hold trigger until LED light goes out and release the trigger. When LED comes back on - count the number of green flashes to determine the current setting and once the LED stops flashing, you have 5 seconds to begin pulling and releasing the trigger once for every FULL 1ms of time you want the dwell to be. On each pull of the trigger, the LED will light up red (indicating that the pull has been detected). Once you have pulled and released the trigger the number of times necessary to set the function, wait a few seconds for Programming Verification (See Programming Verification - above).

DEBOUNCE™ troubleshooting and tuning/programming: Debounce™ is the amount of time the trigger switch must be stable before checking for

another trigger pull. This time is measured in milliseconds. (The default Debounce™ setting is 20ms). If the marker has been double firing, increase the Debounce™ time. To make your marker fire faster, reduce the trigger response time by decreasing the Debounce™ time. **To adjust the Debounce™ time:** Perform STEP 3 1) then select the Debounce™ programming feature (= Solid Green LED), pull and hold trigger until LED light goes out and release the trigger. When LED comes back on - count the number of green flashes to determine the current setting and once the LED stops flashing, you have 5 seconds to begin pulling and releasing the trigger once for every FULL 1 ms of time you want the Debounce™ to be. On each pull of the trigger, the LED will light up red (indicating that the pull has been detected). Once you have pulled and released the trigger the number of times necessary to set the function, wait a few seconds for Programming Verification (See Programming Verification on page 11).

THE RATE OF FIRE (ROF) CAP troubleshooting and tuning/programming: (ROF) Cap sets the maximum cycle speed of the marker. (The default ROF Cap is 15 bps). Setting this value too low will reduce the usable speed of the marker. Setting this value too high can cause misfires and "chops" if the hopper can not keep up. **To adjust the Rate of Fire cap:** Perform STEP 3 1) then select the (ROF) programming feature (=Flickering Green LED), pull and hold trigger until LED light goes out and release the trigger. When LED comes back on - count the number of green flashes to determine the current setting and once the LED stops flashing, you have 5 seconds to begin pulling and releasing the trigger once for every bps you want the Rate of Fire (ROF) cap to be. For example, 20 pulls/releases would be 20 bps. On each pull of the trigger, the LED will light up red (indicating that the pull has been detected). Once you have pulled and released the trigger the number of times necessary to set the function, wait a few seconds for Programming Verification (See Programming Verification on page 11).

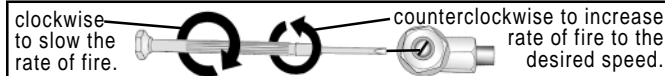
To Perform A Complete E-Trigger™ Reset To the Default Settings:

With the E-Trigger turned off, press and hold the power button for 10 full seconds as the LED turns on solid orange and at 10 seconds it turns solid red. At this point, you release the power button and the LED will turn off and the board will be reset to the factory default settings. Your marker is now ready for normal operation with the Factory Default Mode Settings: Firing Mode = Semi-auto (1 pull/release of the trigger fires 1 time); Dwell = 6.0 ms; Debounce™ = 20 ms; Rate of Fire (ROF) Cap = 15 bps.

NOTE: You can increase your 98 Custom™ Platinum Series™ Basic or 98 Custom™ Platinum Series™Pro™ rate of fire by adding a Cyclone™ Feeder Adapter to your marker.
The Cyclone™ Adapter works well with the E-Trigger™ markers.
Order the Cyclone™ Adapter Kit PN. T205030.

TUNING THE RESPONSE™ TRIGGER RATE OF FIRE

With a screwdriver, turn the Flow Control Adjustor to the desired speed.



Tuning - Troubleshooting A:

If tuning the Response™ Trigger produces little or no response in the rate of fire, reset the Flow Control as follows:

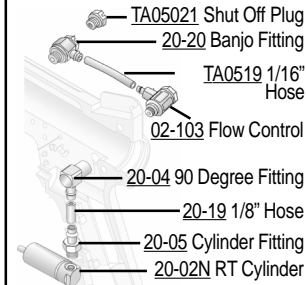
- 1) With marker properly unloaded (see page 21), begin adjusting rate of fire by turning flow control clockwise completely (Do not over tighten or damage will occur). In a safe direction fire 2 to 4 shots. Trigger should become very hard to pull or even unable to be pulled. If this occurs, the response trigger system is functioning properly. Go to step 2. If it does not occur, go to Troubleshooting B.
- 2) Now while firing in a safe direction with marker still unloaded, slowly turn the flow control adjustor counter-clockwise until desired rate of fire is achieved.

Tuning - Troubleshooting B:

If the trigger remains easy to pull after adjusting the flow control, there may be a leak in the system. Double check installation making sure all fittings are tight and o-rings are properly seated. If you need to disassemble to check that all fittings are tight and o-rings are properly seated (see Response™ parts below), do not disassemble this marker while it is pressurized with air, follow disassembly / assembly instructions on pages 21-23. If a problem still exists, call Tippmann® Service Department at 1-800-533-4831.

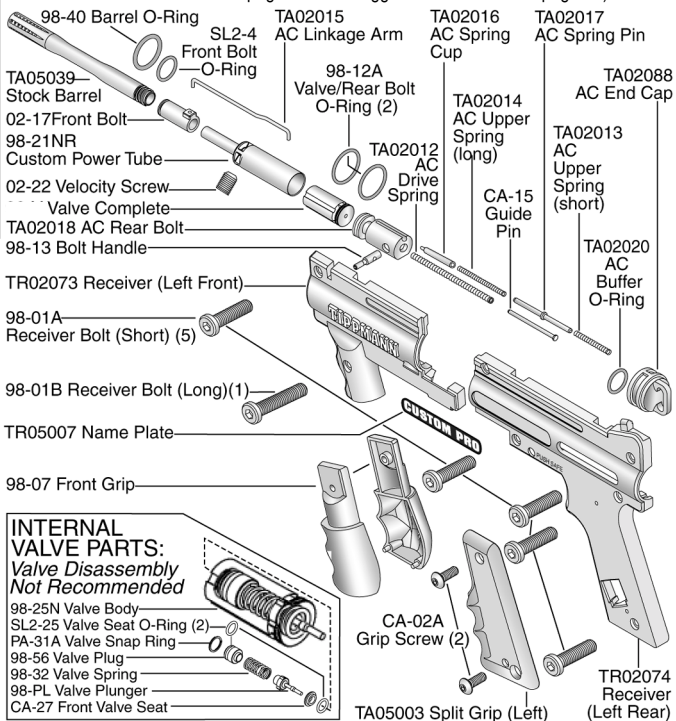
NOTE: To disable the Response™ System: First follow the unloading and air supply removal instructions on page 20 and never disassemble a marker that is under pressure. Remove the banjo fitting (20-20) attached to the power tube/valve and replace it with the shut off plug (TA05021).

Model Specific RESPONSE™ Parts Not Shown on parts pages 14-19).



98 CUSTOM PLATINUM SERIES™

• RESPONSE™ Parts Shown on page 13. • E-Trigger™ Parts Shown on page 23).



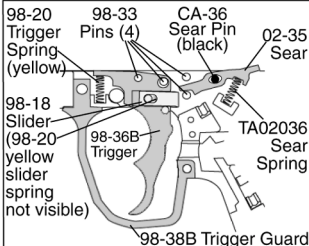
• PRO™ Basic Parts List

INTERNAL VALVE PARTS: Valve Disassembly Not Recommended



TRIGGER ASSEMBLY

- 1) Place 4 pins and 1 black sear pin into locations as shown.
- 2) Then place the trigger and sear onto pins as shown.
- 3) Insert sear spring as shown.
- 4) Insert trigger spring (yellow) as shown.

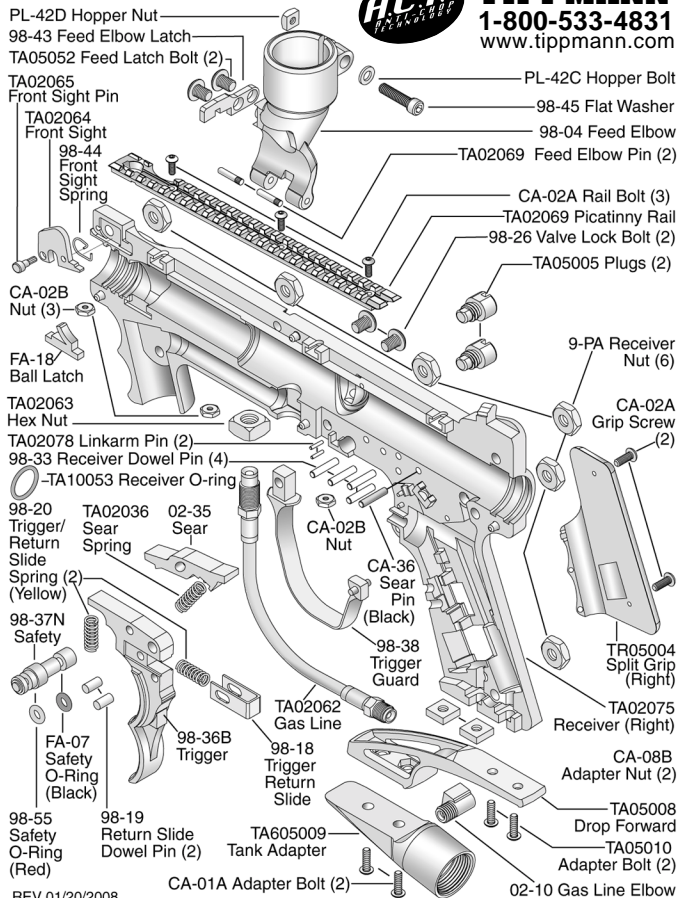


WARNING

DO NOT DISASSEMBLE THIS MARKER WHILE IT IS PRESSURIZED WITH AIR. DO NOT PRESSURIZE A PARTIALLY ASSEMBLED MARKER.



TIPPMANN
1-800-533-4831
www.tippmann.com



Unloading Your Marker

□ Eye protection designed for paintball use must be worn by the user and any person within range. To unload your marker:

- 1) □ Install the barrel sleeve (see page 2).
- 2) □ Empty and remove the hopper.
- 3) □ Go to a designated firing area and remove the barrel sleeve.
- 4) □ Point your marker in a safe direction and fire several times to be sure there are no balls lodged in the chamber and / or barrel. **IMPORTANT:** Do not uncock your marker as uncocking your marker may push a ball into the chamber or down into the barrel in which case the ball will be hidden from view.
- 5) □ Install the barrel sleeve (see page 2).
- 6) □ Visually inspect the chamber for paintballs.

Air Supply Cylinder Removal

□ Eye protection designed for paintball use must be worn by the user and any person within range. To remove a charged air supply cylinder:

- 1) □ Follow the Unloading Your Marker instructions above.
- 2) □ Turn the cylinder approximately 3/4 of a turn counterclockwise ↺ or out. This allows the air supply pin valve to close so that no air will enter the marker.
- 3) □ Point the marker in a safe direction and fire the remaining gas in the marker by pulling the trigger until the marker stops firing. This may take 4-5 shots.
 - If your marker continues to fire, the tank pin valve has not closed yet (because of the variances in tank pin valve parts, each tank varies slightly on exactly how far it should be turned) and □ you will have to turn the tank counterclockwise ↺ a little further and repeat this step until the marker does not fire, □ then remove the tank.
 - After air tank is removed, □ point & fire the marker in a safe direction until stored air is completely discharged.

(If during this step - you turned the tank and it began to leak before you pulled the trigger, the tank o-ring should be checked for damage before reassembly.)

NOTE: Before storing or disassembling be sure to follow □ Unloading Your Marker and □ Air Supply Cylinder Removal instructions (see above). □ Install barrel sleeve (see page 2).

Cleaning & Maintenance

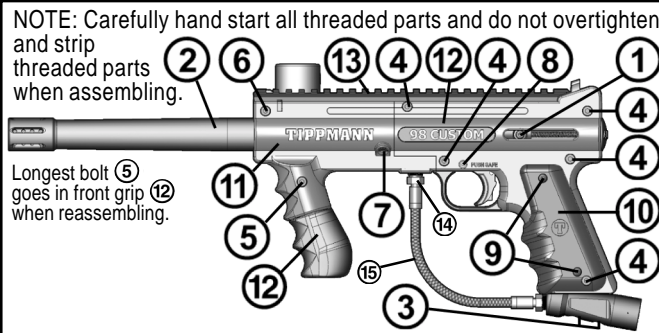
- To reduce the chance of accidental discharge: First follow unloading and air supply removal instructions above and never disassemble a marker that is under pressure.
- Follow warnings listed on the air supply cylinder for handling and storage.
 - Familiarize yourself with instructions listed on air supply cylinder or adaptor. Contact the air supply cylinder or adaptor manufacturer with any questions.
 - Do not use any petroleum based cleaning solvents.
 - Do not use any cleaning solvents that come in aerosol cans. NOTE: Petroleum based products and aerosol products can damage your markers' o-rings.
- Eye protection must be worn during disassembly / assembly.
- To clean your paintball marker use a damp towel with water to wipe off paint,

Cleaning & Maintenance (continued from page 20)

- oil, and debris. Use Tippmann® marker oil or other premium marker oil to maintain your marker in good working condition. Re-oil with a few drops to the front bolt o-ring and rear bolt o-ring. Oil the barrel o-ring and air supply valve o-ring.
- To clean the barrel. Depress front sight and tip out feed elbow. Insert metal tab of cable squeegee into breach, then pull squeegee through barrel to remove debris.

Marker Disassembly

- Eye protection must be worn during disassembly / assembly.
- First follow unloading and air supply removal instructions on page 20. Do not disassemble a pressurized paintball marker. Do not pressurize a partially assembled paintball marker. Put the marker in the uncocked position. If your marker is cocked, pull and hold the bolt cocking handle ① back ⇐ - then pull the trigger and slowly release the handle forward ⇨ to uncock the marker.



NOTE : To aid in service and the installation of accessories the Left Side Receiver is split into 2 parts : (the Rear-left side receiver ⑫ and the Front-left side receiver ⑪).

- For most repairs, only the Rear-Left side Receiver ⑫ needs to be removed.
- Only the Front Sight, Front Sight Spring, Front Sight Pin and Ball Latch require removal of the Front-left side Receiver. It is not necessary to remove the front sight pin unless broken or the front sight and / or spring need replaced.
- It is not necessary to remove the tank adapter bolts ③ for most service.
- The Picatinny Rail ⑬ does not need to be removed for regular service. To remove the Picatinny Rail: □ unscrew ↺ the 3 screws securing the Picatinny Rail to the top of the marker.

Remove the barrel ② ↺. To remove the rear-left side receiver ⑫: □ Loosen the 2 adapter bolts ③ ↺. □ turn the velocity screw (7) in ↻ until it stops. □ Unscrew the 5 receiver connection bolts ④ and □ carefully lift the rear-left side receiver to access the internal parts. NOTE: The Safety ⑧ will stay on the rear-left side receiver ⑫ and should be reassembled the same way.

Receiver Disassembly (continued from page 21)

□ With the Rear-left side receiver (12) removed, pull the end cap (5) out to remove the guide pin (Q) and drive spring (P) (these parts must be removed before the bolt handle (1) can be removed). □ Remove the gas line at the valve by unscrewing (C) the tube nut (14). □ Slide the rear bolt (N), linkage arm (M), power tube (T) and front bolt (L) out from under the front-left side receiver. □ Disconnect the linkage arm from the rear and front bolts. □ Slide the front bolt off the power tube and check the o-ring. Clean and oil the o-ring or if damaged, replace with a new one. □ Do the same with the rear bolt o-ring.

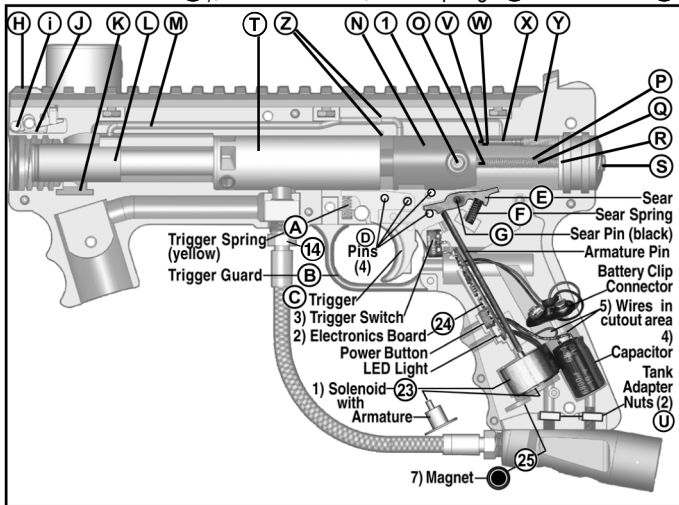
Valve removal from the power tube: If it is necessary to remove the valve, □ slide the valve out the back of the power tube. □ Clean the valve's threads and the gasoline threads. □ Check the external valve o-ring at this time. If the o-ring is damaged your marker will not function correctly. Clean and oil the o-ring or if damaged, replace with a new one.

Reinstalling the valve: Insert valve into power tube, align the notch with the tab.

To remove the Front-left side receiver (11): □ unscrew (C) the 2 receiver connection bolts (5) / (6). Lift the left front side receiver to access the internals.

Reassembling Receiver Halves:

STEP 1) □ Double check that the Trigger Assembly (A) (B) (C) (D) (E) (F) (G); Front Sight (H); Front Site Pin (I); Front Sight Spring (J); Ball Latch (K); Front Bolt* (L); Linkage Arm* (M); Rear Bolt* (N) / Bolt Insert (O) (A.C.T. markers have no bolt insert (O)); Bolt Handle (1); Drive Spring* (P) & Guide Pin* (Q);



Reassembling Receiver Halves (continued from page 22)

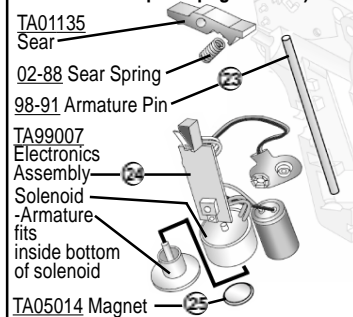
Buffer O-ring (R); End Cap (S); 2 Tank Adapter Nuts (U); (plus on A.C.T. markers - the Spring Cup* (V); Upper Spring (long)* (W); Upper Spring (short)* (X); Spring Pin* (Y); and Linkarm Pins*(2) (Z); are in place as shown and (*=oiled) (See schematics pages 14 -19 for details if needed). □ **Non-E-Trigger™ Markers go to STEP 2).**

□ For E-Trigger™ Markers:

Do not operate sear tripper assembly uninstalled as solenoid / armature may pinch you. □ Double check that the E-Trigger™ parts are positioned correctly for Reassembly as follows:

- 1) Place solenoid / armature into position in right receiver.
- 2) Carefully align and insert electronics board into slot.
- 3) Place trigger switch on two pins of right receiver half.
- 4) Insert capacitor in slot.
- 5) Route wires in cutout areas to lay flat under armature pin and battery and not be pinched when receiver halves are reassembled. □ Visually inspect internal wires for disconnected wire end(s) or damage.
- 6) Insert armature pin (23) into 2 slots so it moves freely.
- 7) Insert Magnet (25) in slot below armature as shown.
- 8) Double check that all parts are in place as shown. □ **Go to STEP 2)**

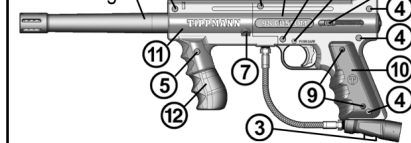
Model Specific E-Trigger™ Parts Not Shown on parts pages 14-19.



STEP 2) □ Carefully place the front-left side receiver (11) on first. □ Then place the rear-left side receiver (12) on (on E-Trigger™ markers - place battery connector through the rear-left side receiver grip) and make sure halves fit flush. □ Insert the 6 short receiver bolts (4) / (6) and for ease of installation, tighten the bolt (4) over the trigger first. □ Insert the Front Grip (12) and insert the long receiver bolt (5) to hold the front grip (12). □ Tighten the 7 receiver bolts (4) / (5) / (6). □ Tighten two tank adapter bolts (3) - NOTE: on non-PRO™ markers if the two tank adapter bolts are removed, the short adapter bolt goes in front).

E-TRIGGER™ markers, install battery as outlined in STEP 1) on pages 7-8.

NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when assembling.











Repairing Air Supply Cylinder Leaks

The most common leak occurs from a bad air supply valve o-ring. To replace a valve o-ring you must first remove the bad o-ring and then install a new one. This o-ring is located on the tip of your air supply valve. The best valve o-rings are made of urethane. The urethane o-rings are not affected by high air supply pressures. These may be purchased from Tippmann® or your local paintball dealer. NOTE: If new valve o-ring does not resolve air supply leak, do not attempt to repair air supply cylinder. Contact Tippmann Sports, LLC or your local paintball dealer.

Storage

Before storage unload and remove air supply (see page 20). Then install Barrel Sleeve (see page 2) and put your marker in Safe Mode (see page 4). You should store your marker in a dry area. Before storing your marker make sure that the marker is cleaned and oiled (see cleaning and maintenance on page 20) so that it does not rust. Store your marker with the bolt in the forward position, uncocked. When removing your marker out of storage make sure Barrel Sleeve is installed (see page 2) and safety is in Safe Mode (see page 4). You should re-oil the rear bolt and the front bolt before use (see cleaning and maintenance on page 20).

SPECIFICATIONS:

Model Basic	Tippmann® Custom Platinum Series™
Caliber68
Action	Semi-Automatic (open bolt blow-back)
Power/Air Supply	compressed air, nitrogen or CO2
Hopper Capacity	200 Paintballs
Ball Feed (Without )	Gravity
Ball Feed (With )	Gravity / Tippmann® Anti-Chop Technology
Cycle Rate	8 shots per second
Standard Barrel Length - BASIC models	8.5" / 21.59 cm
Overall Length (with standard barrel & no tank) - BASIC models	19.63" / 48.86 cm
Weight (without tank) - BASIC (without E-Trigger™ or Response™)	2.9 lbs. / 1.32 kg
Standard Barrel Length - PRO™ models	11" / 28 cm
Overall Length (with standard barrel & no tank) - PRO™ models	21" / 53.34 cm
Weight (without tank) - PRO™ (without E-Trigger™ or Response™)	3.1 lbs. / 1.41 kg
Effective Range	150+ ft. / 46+ metres
Velocity	Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second (see instructions on page 7).
Model Specific	Tippmann® Custom Platinum Series™ BASIC RESPONSE™ 
Cycle Rate	15 shots per second
Weight (without tank)	2.85 lbs. / 1.29 kg
Model Specific .. Tippmann® Custom Platinum Series™ BASIC  E-TRIGGER™ 	
Cycle Rate	Adjustable 10-30 shots per second
Weight (without tank)	3 lbs. / 1.36 kg
Model Specific	Tippmann® Custom Platinum Series™ PRO™ RESPONSE™ 
Cycle Rate	15 shots per second
Weight (without tank)	3.2 lbs. / 1.45 kg
Model Specific Tippmann® Custom Platinum Series™ PRO™  E-TRIGGER™ 	
Cycle Rate	Adjustable 10-30 shots per second
Weight (without tank)	3.3 lbs. / 1.5 kg

WARRANTY AND REPAIR POLICY

Tippmann Sports, LLC warrants that this product is found free from defects in materials and workmanship for a period of 2 years from the original date of purchase by the initial owner/purchaser. This warranty does not apply to defects discovered after purchase which were caused by the unauthorized modifications and alterations of our product. Tippmann Sports, LLC will repair or replace, without charge, any of its markers that have failed through defect in material or workmanship. Tippmann® is dedicated to providing you with the ultimate paintball marker and the quality support necessary for satisfactory play.

WARRANTY OR REPAIR PROCEDURE

If you should encounter any problems with your marker and you have aftermarket parts on your marker, please test it with the original stock parts before sending it in.

Always unload and remove air supply before shipping a marker (see page 20). Do not ship your air supply tank if it is not completely empty.

For warranty and non-warranty repair:

1. Ship or deliver your product(s) to:
Tippmann Sports, LLC
2955 Adams Center Road
Fort Wayne, IN 46803
2. Postage or delivery charges must be prepaid.
3. Include a brief statement regarding the requested repair, your name, return address and telephone number where you can be reached during normal business hours, if possible.

Our policy is to complete the necessary repair work within 24 hours and return it to you via regular ground UPS. If you wish to have it returned using a faster service, you can request for NEXT DAY AIR UPS OR SECOND DAY AIR UPS. You will be charged for this service and must include your credit card number with the expiration date. Your card will be charged the difference in additional cost over regular ground shipping service.

WARRANTY REGISTRATION

Register your marker either:

1. On line at www.tippmann.com. (or)
2. Complete attached registration card and mail to the above address.

TIPPMANN®
2955 ADAMS CENTER ROAD
FT. WAYNE, IN 46803 USA

Warranty Registration online at www.tippmann.com
or complete this warranty card and mail to Tippmann®.



98 Custom Platinum Series™ Model: BASIC™ Without A.C.T. BASIC With A.C.T. BASIC E-TRIGGER™ BASIC RESPONSE™ BASIC CAMOUFLAGE PRO™ PRO™ RESPONSE™ PRO™ E-TRIGGER™

Serial Number (above left front grip).

#

Purchased from _____

Date _____

City _____

State _____

Zip _____

Country _____

Your Name (print) _____

Age _____

Male

Female

Address _____

City _____

State _____

Zip _____

Country _____

Phone # _____

E-mail _____

