BACK COVER BLANK



WARNING A

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

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

RECOMMENDONS 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

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.

LIRE TOUT DE CE MANUEL AVANT DE L'UTILISER.

MANUAL BEFORE USING THIS PRODUCT.

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READ. FAMILIARIZE

MARKER WITH THE

IN THIS MANUAL.

FOLLOW THESE

A

YOURSELF AND ANY

OTHER USER OF THIS

SAFETY INSTRUCTIONS

INSTRUCTIONS WHEN

USING, WORKING ON,

STORING THIS MARKER. ON PAGE 4.

TRANSPORTING OR

IL FAUT LIRE, VOUS

TOUS LES AUTRES

UTILISATEURS DE

CE MARQUEUR AVEC

DE SÉCURITÉ DANS CE

MANUEL. SUIVEZ CES

INSTRUCTIONS QUAND

VOUS UTILISEZ.

TRAVAILLEZ SUR.

ENTREPOSEZ CE

MARQUEUR.

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TRANSPORTEZ, ÓU

EL PROPIETARIO Y

VA A USAR ESTE

TODA PERSONA QUE

MARCADOR DEBE LEER Y

FAMILIARIZARCE CON

SEGURIDAD EN ESTE

MANUAL. SIGA LAS

INSTRUCCIONES DE

TRAŃSPORTE Y

ALMACENAJE DE

ESTE MARCADOR.

USO. MANTENIMIENTO.

LAS INSTRUCCIONES DE EL SEGURO DEL

LES INSTRUCTIONS

FAMILIARISER ET

WARNING

SAFETY IS YOUR RESPONSIBILITY

-PUSH SAFE

ALWAYS KEEP TRIGGER SAFETY

AS DETAILED IN

-POUSSEZ

SÉCURITÉ

DÉTENTE DANS UNE L'APPAREIL DU

MODE DE SÉCURITÉ CANON BLOQUANT

INSTRUCTIONS

IN SAFE MODE **UNLESS FIRING**

AVERTISSEMENT SÉCURITÉ EST VOTRE RESPONSABILITÉ

IL FAUT TOUJOURS

SAUF QUAND ON

DÉTAILLÉE DANS

ADVERTENCIA

LA SEGURIDAD ES SU RESPONSABILIDAD

MANTENGA SIEMPRE

SE VE EN LAS

INSTRUCCIONES

DE LA PÁGINA 3.

PRESIONE

SEGURO

GATILLO ACTIVADO DEL BARRIL

A MENOS QUE SEA INSTALADO

NECESARIO HACER CUANDO NO

DISPAROS. COMO ESTE HACIENDO

LES INSTRUCTIONS

GARDER LA

TIRE COMME

À LA PAGE 3.

NOT IN SHOOTING

ALWAYS KEEP THE BARREL **BLOCKING DEVICE** INSTALLED WHEN

SITUATION, SEE

INSTRUCTIONS ON

BARREL-BLOCKING

DEVICE

PAGE 2.

L'APPAREIL-

DU CANON

IL FAUT

GARDER

BLOQUANT

TOUJOURS

INSTALLÉE QUAND

ON NE TIRE PAS

INSTRUCTIONS À

COMME LES

LA PAGE 1.

DE BLOQUEO

DEL BARRIL

MANTENGA

EL MECANISMO DE BLOQUEO

SE ILUSTRA EN

LA PAGINA 1.

MECANISMO-



DISPAROS COMO

2955 Adams Center Road, Fort Wayne, IN 46803 USA P) 260-749-6022 • F) 260-749-6619 • www.tippmann.com

CONGRATULATIONS on your purchase of a Tippmann® TPX™ paintball marker. We believe our TPX™ markers to be the most accurate and G durable paintball markers available, and are proudly manufactured in the USA. Tippmann® TPX™ markers will provide many years of dependable service if cared for properly.

Take time to read this manual thoroughly and become familiar with your TPX™ 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.

at 1 000 000 1001 101 last, monary convice.	
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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.



S

WARNING

KEEP THE BARREL BLOCKING DEVICE INSTALLED EXCEPT WHEN YOUR MARKER IS IN USE. ALWAYS MAKE SURE THAT THE TRIGGER SAFETY IS IN THE SAFE MODE (SEE INSTRUCTIONS ON PAGE 4) AND THE BARREL BLOCKING DEVICE IS PROPERLY INSTALLED ON YOUR MARKER ACCORDING TO THE INSTRUCTIONS TO PREVENT DAMAGE TO PROPERTY, SERIOUS INJURY OR DEATH.

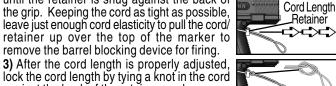
BARREL BLOCKING DEVICE INSTALLATION INSTRUCTIONS

1) Insert the barrel blocking device

into the barrel and loop the cord over the top of the receiver and position at the back of the grip as shown.



2) Adjust the cord length retainer up to the back of the grip by pulling the cord through it until the retainer is snug against the back of the grip. Keeping the cord as tight as possible, leave just enough cord elasticity to pull the cord/ retainer up over the top of the marker to



- against the back of the retainer as shown. 4) Before and after playing, inspect the barrel blocking device and replace if bag, plug, or cord damage, or loss of cord elasticity is found.
- 5) Clean the barrel blocking device with plain, warm water and store out of sunlight in a dry area when not in use.

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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 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 into

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!



products previously sold.

WARNING

TRIGGER SAFETY ACTIVATION PUSH SAFE

 EXCEPT WHEN YOUR MARKER IS IN USE, ALWAYS MAKE SURE THAT THE TRIGGER SAFETY-IS IN SAFE MODE, WHICH DISABLES THE TRIGGER, AND THE BARREL BLOCKING DEVICE IS INSTALLED (SEE PAGE 2).



Safety Is Your Responsibility (continued on page 5)

• 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 and handling characteristics.

Repair Parts @ TippmannParts.com Safety Is Your Responsibility (continued from page 4)

• 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 in safe mode until ready to shoot (see page 4).

Keep the barrel blocking device 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 impact can callse damage and the point see others.

can cause damage and the paint can stain the finish of automobiles, houses etc. 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 10). Install the barrel blocking device (see page 2) and put the safety in the safe mode (see page 4).

 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 cartridge/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 cartridge. cylinder or adaptor. Contact the air supply cartridge, cylinder or adaptor manufacturer with any questions. · 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).

3/16

GETTING STARTED

WARNING

KEEP EXPOSED SKIN AWAY FROM ESCAPING GAS (➪) WHEN INSTALLING OR REMOVING AIR SUPPLY

CARTRIDGE 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.

☐ Eye protection designed for paintball use must be worn by the user and any person within range. Do not disassemble this marker while it is pressurized with air. Do not pressurize a partially assembled marker.

READ EACH STEP COMPLETELY BEFORE PERFORMING THE STEP: NOTE: Carefully hand start all threaded parts and do not BARREL BLOCKING DEVICE overtighten and strip threaded parts when assembling.

STEP 1: Air Supply Cartridge Installation If your marker has the optional remote line adaptor - follow the remote line instructions on page 18, then go to STEP 2.

Do not pressurize a partially assembled paintball marker. 1) Push the trigger safety 1 into the Safe Mode (see page 4).

2) Install the barrel blocking device (A) (see page 2). 3) The cap ② of the air cartridge compartment has a safety "latching"

feature - remove in 2 steps. Step 1.

Push and hold the cap in and turn counterclockwise **3** until it stops / then pull out **4** until it stops. Step 2. until it until

stops / then pull cap out 🔁 of marker. 4) To install a 12 gram CO2 cartridge: clean the cartridge / tip and insert the small end in first \bigcirc

5) Replace the cap (2) as follows: Align the cap pins with the pin guides of the cartridge compartment then push the cap in , turn clockwise C, push in \square , turn clockwise **C** and release to latch.

NOTE: The cartridge is not punctured during loading. Once you switch to the Fire Mode from the Safe Mode, the first pull of the trigger will puncture the cartridge and you will hear the air supply engage. Your marker is now ready to fire on the next trigger pull. IMPORTANT: If your marker begins to leak air, keep exposed skin away from escaping gas (the arrows in the WARNING illustration above show gas escape points) and follow Unloading Your Marker and Air Supply Cartridge Removal instructions on page 10 (on page 18 for markers with remote line adaptor) and \square go to Troubleshooting on page 17. NOTE: If you successfully loaded / punctured your cartridge, put the safety in

the FIRE position and your marker will not fire $-\Box$ put the safety \bigcirc in Safe

Mode (see page 4) and \square go to Troubleshooting on page 17.

Getting Started (continued from page 6) STEP 2: Magazine Removal, Loading and Insertion 1) \square The barrel blocking device must be installed (see page 2) and \square the safety (1)

in Safe Mode (see page 4) before removing or inserting the magazine (17). 2) To remove the magazine, push in the magazine release button (14) and the magazine will eject out the bottom of the grip.

3) \square To load the magazine: \square Push the magazine follower tab (16) down until it locks in place. (It will \text{\text{w}} automatically release when inserted into the marker). ☐ The magazine can hold up to 8 paintballs. Keep the

magazine vertical as shown and insert one ball at a (16) time into the top of the magazine and make sure they align as shown. Paintballs in the magazine are not under pressure until the magazine is inserted into the marker.

4) To insert a loaded magazine into the marker: slide the (17) magazine in until you hear it lock in place. Only remove the barrel blocking device and turn off the safety when ready to shoot. NOTE: when removing a loaded magazine from the marker,

2 loose balls will drop from the grip. Push the magazine tab (16) down until it locks to take pressure off the balls and reload the balls into the magazine. \Box To remove balls from the magazine: press and hold the magazine ball release (18) down with a flat object and the balls will be pushed out the top of the magazine.

☐ The breech window (19) allows you to see if a ball is in the breech chamber. The sight windows (20) allow you to see when you are low on balls.

STEP 3: Velocity Adjustment

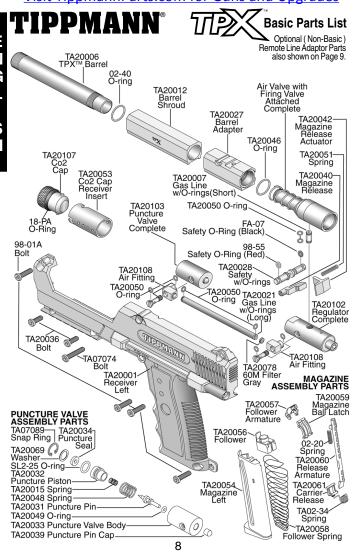
Each time you play paintball, the velocity of your paintball marker should be checked with a chronograph, an instrument for measuring velocity, prior to playing paintball to verify that the marker's velocity is set below 300 feet per second or less if required by the playing field.

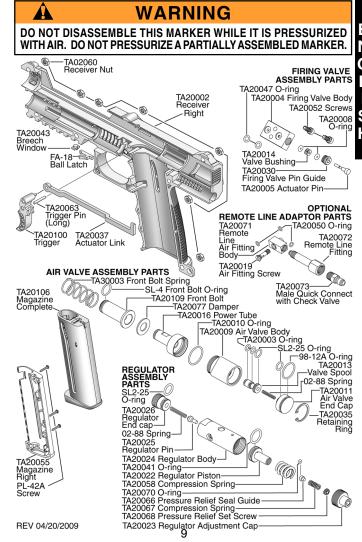
To adjust the velocity use the 3/16" allen wrench included with your marker. The velocity adjustment screw (15) is located at the back of the receiver (Do not use a smaller allen wrench and mistakenly adjust the Regulator Pressure Relief Valve set screw

which is accessed through the velocity adjustment set screw - see note below). ☐ To reduce the velocity, turn the screw counterclockwise ☐ (do not remove the velocity screw). \Box To increase the velocity, turn the screw clockwise C.

NOTE: This marker has a **Regulator Pressure Relief Valve** that prevents excessive air pressure that could damage your marker and is factory set at 350 psi. If a cartridge with excessive air pressure is loaded or if extreme temperature conditions cause excessive cartridge air pressure buildup, it will vent excessive air out the access point (15). Adjust only as outlined in the Regulator Pressure Relief Valve Adjustment instructions on page 16.

Getting Started (continued on page 7)





Repair Parts @ TippmannParts.com				
UN-PUNCTURED air Cartridge Removal (continued from page 10)				
☐ 4) Replace the CO ₂ compartment cap (2): ☐ Align the cap pins with				
the pin guides of the cartridge compartment and \square Push the cap in \Rightarrow				
and turn clockwise C. □ Push the cap in ⇒ a second time and turn	П			

Unloading Your Marker and Air Supply Cartridge Removal ☐ Do not store or disassemble a marker with the air supply cartridge (punctured or unpunctured) installed.

If your marker has the optional remote line adaptor kit installed, do not remove the air supply cartridge until you first follow the air supply cylinder removal instructions in the Optional Remote Line Adaptor

clockwise C.

before removal.

clockwise C.

blocking device (see page 2).

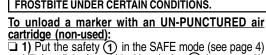
instructions (see page 18). READ EACH STEP COMPLETELY BEFORE PERFORMING THE STEP: ☐ Eye protection designed for paintball use must be worn by the user and any person within range.

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WARNING KEEP EXPOSED SKIN AWAY FROM ESCAPING

GAS (□) WHEN INSTALLING OR REMOVING AIR SUPPLY CARTRIDGE 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.



and \Box Install the barrel blocking device (A) (see page 2). □ 2) Remove the magazine (17). Press the magazine release button (14) and the magazine will eject out.

NOTE: when removing a loaded magazine from the marker, 2 loose balls will drop from the grip. Push the magazine tab (16) down until it locks to take pressure off the balls and reload the balls into the magazine.

□ 3) Remove the CO₂ compartment cap (2) in two steps and keep marker pointed in a safe direction during

CO₂ compartment cap removal. Step 1.

Push in and turn the CO₂ cap counterclockwise **3** until it stops and pull until it stops to partially unscrew the cap. NOTE: The

cap should be easy to turn - If you are unable to turn it or if it is difficult to turn, the cartridge has been punctured and you must follow the instructions To Unload a marker with a PUNCTURED air

supply cartridge (see page 11). Step 2.

Turn the CO₂ cap (2) a second turn counterclockwise until it stops and pull it out,

the cartridge will slide out <

UN-PUNCTURED air Cartridge Removal (continued on page 11)

blocking device (see page 2).

□ 1) Put the safety (1) in the SAFE mode (see page 4) and □ Install the barrel blocking device (see page 2). □ 2) Remove the magazine (17). Press the magazine release button

(14) and the magazine will eject out. NOTE: when removing a loaded magazine from the marker, two loose balls will drop from the grip. Push the magazine tab down until it locks to take pressure off the balls and reload the balls into the magazine. □ 3) Go to a designated firing area and remove the barrel blocking device. □ 4 Point the marker in a safe direction, turn off the safety and fire until

clockwise C.

Put the marker in safe mode (see page 4) and install the barrel

To unload a marker with a PUNCTURED air cartridge (used):

NOTE: a punctured / used air supply cartridge must be emptied of all air

there is no air left in the cartridge. NOTE: If you have a punctured cartridge in your marker and the marker will not fire: follow the instructions on page 16 - To Release Pressure From a Marker that Will Not Fire. \square 5) Put the safety (1) in the SAFE mode (see page 4) and \square install the barrel blocking device (see page 2).

□ 6) Visually inspect the chamber for paintballs through the opening at the bottom of the grip for the magazine. ☐ 7) Remove the CO₂ cap (2) in two steps and keep marker pointed in

a safe direction during CO2 compartment cap removal. Step 1. Keep exposed skin away from escaping gas - the arrows in the WARNING illustration on page 10 show gas escape points.

Push in and turn the CO₂ cap slowly counterclockwise **3** until it stops and pull until it stops to partially unscrew the cap, then wait as any remaining air in the cartridge escapes before performing step 2 (keep exposed skin

away from escaping air). Step 2. Turn the CO2 cap (2) a second turn counterclockwise 5 until it stops and pull it out, the cartridge will slide out (□ 8) Replace the CO₂ compartment cap (2): □ Align the cap pins with the pin guides of the cartridge compartment and ☐ Push the cap in ➡ and turn clockwise C. □ Push the cap in ⇒ a second time and turn

☐ Put the marker in safe mode (see page 4) and install the barrel

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Cleaning & Maintenance

☐ Eve protection designed for paintball use must be worn by the user and any person within range. To reduce the chance of accidental discharge: First follow Unloading Your Marker and Air Supply Cartridge Removal instructions on page 10 (on page 18 for markers with remote line adaptor) and never disassemble a

marker that is under pressure. Follow warnings listed on air supply cartridge and/or cylinder packaging for

handling and storage.

 Familiarize yourself with instructions listed on air supply cartridge and/or cylinder packaging. Contact the air supply manufacturer with any questions. Read and follow air supply cylinder warnings and safety tips on pages 19-21.

 Petroleum based products and aerosol products can damage marker o-rings. Do not use any petroleum based cleaning solvents. Do not use any cleaning solvents that come in aerosol cans.

 Clean your marker □ use a damp towel with water to wipe off paint, grease and debris.

 To clean the barrel: □ turn the barrel counterclockwise 3 to remove. ☐ Push the cable of the squeegee through the barrel, then pull the squeegee through to remove debris.

• Clean the breech and barrel: With the magazine removed, push the cable of the squeegee up into the grip and out the barrel, then pull the squeegee through to remove debris.

 Clean the magazine inside and out with clean warm water and use a damp towel to wipe off paint, grease and debris. Dry springs immediately to help prevent rusting.

• To maintain your marker in good working condition, 🖵 Inspect, clean, replace any damaged parts and lubricate as instructed in the Marker Disassembly / Assembly section pages 12-15. The best valve o-rings are made of urethane. Urethane o-rings are not affected by high air supply pressures. These may be purchased from Tippmann® or your local paintball dealer. Use Tippmann® grease to lightly lubricate the o-rings and springs and maintain your marker in good working condition.

Marker Disassembly / Assembly

To disassemble:
Set up a table with plenty of space to work to make sure no small parts become lost. \square Eve protection designed for paintball use must be worn by the user and any person within range during disassembly / assembly.

1) Do not disassemble a pressurized paintball marker. Do not pressurize a partially assembled paintball marker. Follow
Unloading Your Marker and Air Supply Cartridge Removal instructions on page 10 (on page 18 if a remote line kit is installed).

☐ Remote line markers first remove the remote line fitting (16),

Repair Parts @ TippmannParts.com Marker Disassembly / Assembly (continued from page 12)

> marker, double check to be sure parts are clean, not damaged, lubricated and installed correctly.

> NOTE: Carefully hand start all threaded parts and do not

overtighten and strip threaded parts when reassembling.

2) Remove the barrel (3): urn it counterclockwise to remove. 3) Remove the left-side réceiver (11): unscrew The 7 receiver connection bolts (4)-(10) . □ Carefully lift the left-side receiver to access the internals. 4) Lift out the:

☐ CO2 cap insert (18); ☐ barrel shroud (12): □ barrel adapter (19); and ☐ lift out assembly 20 as one piece (the gas line 21) / puncture valve (22)/ regulator (23) / air valve (24) firing valve (25) and short gas line (36).

To separate assembly (20) Pull the long gas line out of the two air fittings (37)

the long gas line (At reassembly lubricate the long gas line o-rings and make sure filter (38) is in regulator air fitting (see above).

NOTE:

Failure to reassemble correctly

can cause damage to

As you reassemble your

parts, air leaks, and

other problems.

☐ Pull the regulator ② from the air valve ② and ☐ pull out the short gas line (36) (lubricate o-rings at reassembly).

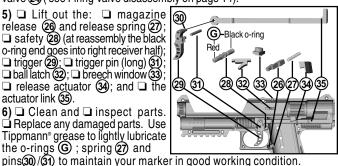
Remove firing valve (25) from air valve (24) (see Firing Valve disassembly on page 14).

rélease (26) and release spring (27); ☐ safety (28) (at reassembly the black o-ring end goe's into right receiver half); □ trigger 29: □ trigger pin (long) 31; □ ball latch 32; □ breech window 33; ☐ release actuator (34); and ☐ the

actuator link (35). 6) □ Clean and □ inspect parts. ☐ Replace any damaged parts. Use

Tippmann[®] grease to lightly lubricate the o-rings G; spring 27) and

7) To reassemble, \Box follow these instructions in reverse and be



sure pin \bigcirc is pushed in flush to the firing valve body as shown.

Visit TippmannParts.com for Guns and Upgrades Marker Disassembly / Assembly (continued from page 13)

Firing Valve Disassembly / Assembly-29-

1) Follow Marker Disassembly / Assembly - on page 12. 2) Remove the firing valve (25) from the air

valve 24. I remove the 2 bolts (J) turn to the left with a 3/32" allen wrench

3) The 2 o-rings (K) are not attached. NOTE: ☐ Be sure the 2 o-rings (K) are in place when reassembling the firing valve (25)

to the air valve (24) with bolts (3). 4) Pull pin (out. NOTE: When réassembling be sure pin (L) is pushed

in flush to the firing valve body as shown. 5) ☐ Remove screw (M) turn to left (2) with a 3/32" wrench (6) 6) Tap the firing valve body (N) and 2 o-rings (O) and the valve bushing (P) should fall out (if you need to pull the parts out - use a plastic tool so you do

not damage the parts). 7) \square Clean and \square inspect parts. \square Replace any damaged parts. Use Tippmann[®] grease to lightly lubricate the spring (A), o-rings (K) and (O) to

maintain your marker in good working condition. 8) To reassemble and attach the firing valve (25) to the air valve (24), follow

these instructions in reverse.

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

Puncture Valve Disassembly / Assembly - 22 1) Follow Marker Disassembly / Assembly on page 12.

☐ Unscrew ☐ air fitting (37)(do not overtighten & strip threads when reassembling). 2) To access the puncture valve internals: \square remove the snap ring (F) with a snap ring tool (NOTE: the snap ring tool tip should fit snuggly into the snap

ring - using a snap ring tool with tips too small will be difficult and snap ring may fly off the tool and cause injury and/or damaged parts.) ☐ To remove the internals from the firing valve body(E), remove the puncture pin cap (X) and carefully push puncture pin (Y) and internal parts out as shown (R).

(F) (W) (G) (H) (H) (Y) (9-(G)

3) ☐ Clean and ☐ inspect parts. ☐ Replace any damaged parts. (NOTE: O-rings are shown removed: It is not necessary to remove o-rings as shown to to inspect, clean and lubricate.) Use Tippmann® grease to lightly lubricate the o-rings \bigcirc and springs \bigcirc to maintain your marker in good working condition.

4) To reassemble, \Box follow these instructions in reverse.

P

Repair Parts @ TippmannParts.com Marker Disassembly / Assembly (continued from page 14)

Air Valve Disassembly / Assembly –29– N 1) Follow Marker Disassembly / Assembly - on page 12. 2) Slide the \square front bolt spring (A); \square front bolt (B) and \square damper (W) off the power tube (C). 3) Remove power tube \bigcirc from the air valve body: \square hold air valve body \bigcirc and

unscrew the power tube with a 1/2" wrench for "wrench flats" (D) 4) To access the air valve body (E) internals: \square remove the snap ring (F) with

a snap ring tool. (NOTE: the snap ring tool tip should fit snuggly into the snap ring - using a snap ring tool with tips too small will be difficult and snap ring may

fly off the tool and cause injury and/or damaged parts.) To remove the internals from the air valve body (E), carefully push them $(A)(G)_{-} \cap (B)$

5) ☐ Clean and ☐ inspect parts. ☐ Replace any Replace any NOTE: The Firing Valve damaged parts. (NOTE: O-rings are shown

Assembly (25) attaches removed: It is not necessary to remove o-rings 25 to the Air Valve (24) (see as shown to inspect, clean and lubricate.) Use page 14 Firing Valve Tippmann® grease to ☐ lightly lubricate the o-rings Disassembly / Assembly).

(G)/(Z) and springs (A) / (H) to maintain your marker in good working condition. 6) To reassemble, \square follow these instructions in reverse.

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

Regulator Disassembly / Assembly –23-1) ☐ Follow Marker Disassembly / Assembly - on page 12. ☐ Remove air fitting (37) (clean filter (38) and place into the regulator air fitting).

2) Remove the Regulator End Cap @ from the regulator body (E): \(\sigma\) hold the

regulator body at "wrench flats" (B) with a 5/8" wrench (C) and remove the end cap - turn to the left (C) with a 3/16" wrench (C). Parts will slide out.

3) To remove the velocity adjustor (S) (D) Unscrew it (C) with a 3/16" wrench (C) until it comes out and spring (U) will slide out. Use your fingers to pull the regulator piston (T) out.

4) Clean and inspect (a) (H) (i) parts.

Replace any damaged parts. (NOTE: O-rings are shown removed: It is not necessary to remove o-rings as shown to to inspect, clean and lubricate.) Use Tippmann grease to lightly lubricate o-

rings (G) and springs (H)/(U) to maintain your marker in good working condition. 5) Reassemble the regulator \square follow these instructions in reverse. 6) Upon marker reassembly-you will need to adjust the Regulator Pressure Relief Valve (see Regulator Pressure Relief Valve Adjustment on page 16).

WARNING

KEEP EXPOSED SKIN AWAY FROM ESCAPING GAS WHEN INSTALLING OR REMOVING AIR SUPPLY CARTRIDGE OR IF THE MARKER OR AIR SUPPLY IS LEAKING. COMPRESSED AIR, CO2, AND NITROGEN GASSES ARE VERY COLD AND CAN CAUSE FROSTRITE LINDER CERTAIN CONDITIONS

IS LEAKING. COMPRESSED AIR, CO2, AND NITROGEN GASSES ARE VER COLD AND CAN CAUSE FROSTBITE UNDER CERTAIN CONDITIONS.

To Release Pressure From a Marker that Will Not Fire:

To Release Pressure From a Marker that Will Not Fire:

Only use this procedure if marker will not fire and the CO₂ cartridge has been punctured. □ Put the safety in the Safe Mode (see page 4), remove the magazine as outlined in Unloading Your Marker and Air Supply Cartridge Removal (see page 10) and install the Barrel blocking Device (see page 2).

□ Keep marker pointed in a safe direction during CO₂ cap removal.
 □ Keep exposed skin away from escaping gas as it rushes out at the air release points (□).

☐ Insert a 3/16" wrench ☐ into the CO2 ☐ Cap ⑤, push in and slowly turn the CO2 cap to the left ☐ and the air will release from the cartridge and rush out at the air release points (♣). Keep exposed skin away from escaping air.

☐ With pressure released - complete cartridge removal as outlined on page 10.

Regulator Pressure Relief Valve Adjustment:

The regulator pressure relief valve is factory set to 350 psi. Do not reset it higher than 350 psi which could cause damage to marker parts or cause personal injury. If you disassemble the Regulator (see page 15) - you will need to reset the regulator pressure relief valve before using your marker.

□ Put the safety in the Safe Mode (see page 4), remove the magazine as

outlined in Unloading Your Marker and Air Supply Cartridge Removal (see page 10) and install the Barrel blocking Device (see page 2).

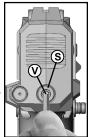
1) Adjust the velocity as outlined in Velocity Adjustment on page 7 until your

1) Adjust the velocity as outlined in Velocity Adjustment on page 7 until your marker chronographs out at 300 fps.

2) □ Insert a 1/8" wrench ☐ through the velocity adjustor set screw ⑤ and into the regulator relief set screw ⑥ and turn it slowly to the left ⑤ only until air begins to escape through the relief valve. Then turn the screw slowly back to the right ⑥ only until air stops escaping to set the relief pressure. NOTE: do not turn

screw slowly back to the right <u>Conly</u> until air stops escaping to set the relief pressure. NOTE: <u>do not turn any further to the right</u> which would reset it higher than 350 psi which could cause damage to marker parts or cause personal injury).

3) □ Follow the Velocity Adjustment Instructions on page 7 to adjust the velocity down until the marker chronographs to 300 fps or less.



TROUBLESHOOTING:

1) PROBLEM: You have successfully loaded and punctured a new cartridge, put the safety in the FIRE position and your marker will not fire:

Put the safety in the Safe Mode (see page 4), remove the magazine as outlined in Unloading Your Marker and Air Supply Cartridge Removal (see page 10) and install the Barrel blocking Device (see page 2). Follow: To Release Pressure From a Marker that Will Not Fire instructions on page 16.

2) PROBLEM: Air is leaking out of the gas vent hole 1:

The most common air leak is caused by a dirty or damaged puncture seal. Check the Puncture Seal (W) for dirt or damage: (see Puncture Valve Disassembly on page 14).

3) PROBLEM: Magazine will not feed correctly:

☐ Make sure there are not more than 8 balls loaded into the magazine and they are aligned in the magazine as shown on page 7. ☐ Clean the magazine inside and out with clean warm water and use a damp towel to

wipe off paint, grease and debris. Dry springs immediately to help prevent rusting.

4) PROBLEM: You pull the trigger and the marker does not pressurize:

☐ Puncture valve assembly needs to be lubricated (see Puncture Valve Disassembly on page 14).

5) PROBLÈME: Air is leaking from the air supply cylinder connection to

the remote coil tank adapter.

The most common leak occurs from a bad air supply valve o-ring (see

Repairing Air Supply Cylinder Leaks on page 21).

PROBLEMS AFTER DISASSEMBLY / ASSEMBLY OF YOUR MARKER:

Failure to reassemble parts correctly can cause damage to parts, air leaks, and other problems. Always double check to be sure parts are to be sure parts are clean, not damaged, lubricated and installed correctly when you disassemble / reassemble your marker,

6) PROBLEM: You pull the trigger and the marker does not pressurize: ☐ Check that the puncture pin cap (x) is installed (see Puncture Valve

Disassembly on page 14).
7) PROBLEM: You install a cartridge and you hear air leaking:

☐ Check to be sure the o-rings of the long gas line and the short gas line are not damaged (see Marker Disassembly on page 12).

damaged (see warker Disassembly on page 12).

8) PROBLEM: The regulator vents air continuously(2):

☐ Check the regulator pin (i) for dirt, damage or if it is not inserted into the regulator piston (i) properly. Clean, inspect and replace if damaged. NOTE: When assembling - be sure the regulator pin seats into the regulator piston. (see Regulator Disassembly on page 15)

9) PROBLEM: You pull the trigger back and it binds and will not release:

Check if the firing pin (L) is out of alignment. Disassemble the Firing Valve and make sure the firing pin is pushed in flush with the firing valve body

Repair Parts @ TippmannParts.com Optional Remote Line Adaptor: (continued from page 18) 5) To install the air supply cylinder First mark the cylinder and cylinder valve (see below). Lubricate the cylinder valve o-ring with a little marker grease then insert the cylinder valve end into the air supply adapter of the remote coil. Twist the cylinder clockwise C into the adapter (H) until it stops. Your marker is ready to fire once you turn the flow control (G) (clockwise Call the way in (A) and quitch to Fire Made from Out of the way in (B) and quitch to Fire Made from Out of the Made from Ou the way in (i)) and switch to Fire Mode from Safe Mode. If the tank is full and (c) you do not hear the air supply engage, the pin valve could be too short or the pin valve seal is damaged (follow the Air Supply Cylinder Removal from the Remote Coil instructions on pages 18-21). ☐ To turn off air supply: turn 🔾 flow control ⑥ completely out ۞. 🗘 \square To turn on air supply: turn \mathbb{C} flow control \mathbb{G} completely in \Rightarrow . 6) Air Supply Cylinder Removal Step1) You must first read the following Air Supply Cylinder WARNINGS and SAFETY TIPS before beginning the cylinder removal in step 2). WARNING NEVER UNSCREW (5) THE CYLINDER (2) FROM THE CYLINDER VALVE (1). THE BRASS OR NICKEL PLATED VALVE ① IS INTENDED TO BE PERMANENTLY ATTACHED TO THE AIR OR CO2 CYLINDER ②. AN AIR OR CO2 CYLINDER CAN FLY OFF WITH ENOUGH FORCE TO CAUSE SERIOUS INJURY OR DEATH IF THE CYLINDER ② UNSCREWS ⑤ FROM A CYLINDER VALVE ① There have been reported incidents that were caused by players unknowingly unscrewing the cylinder 2 from the cylinder valve 1. This occurs when the player thinks the entire valve-cylinder assembly is being unscrewed from the air adaptor of the paintball marker (H) when in fact they are unscrewing the cylinder (2) from the cylinder valve (1). To Avoid This Danger: It is recommended, if your cylinder is not already marked, that you use paint or nail polish to \square place a mark 3 on the cylinder valve and \square place a mark (4) on the cylinder as shown. Whenever you turn the cylinder 2 during removal, watch the mark 4 on the cylinder and the mark (3) on the cylinder valve to be sure that they rotate together. If at any time these Remote coil **5-STOP** marks start to separate as air supply adapter shown (5), the cylinder (2) is starting to unscrew from the cylinder valve 1 and you should STOP and take the entire unit to a C5 certified airsmith for safe removal and/or repair. Air Supply Cylinder Removal from Remote Coil: (continued on page 20) 19

STEP 1: Air Supply Cartridge Installation instructions on page 6.

Empty

the cartridge of any air - follow To Unload a marker with a PUNCTURED air

<u>cartridge</u> on page 10 (then keep the empty cartridge installed).

Optional Remote Line Adaptor: (continued on page 19)

Visit TippmannParts.com for Guns and Upgrades Air Supply Cylinder Removal from Remote Coil: (continued from page 19)

NOTE: The cylinder valve should unscrew from the paintball marker in about 3 or 4 full turns. If you finish the 4th full turn and the cylinder valve is not unscrewed from the paintball marker, STOP! Take the entire unit to a C5 certified airsmith for safe removal and/or repair.

Locate a "C5" Certified

Airsmith at www.paintball-pti.com/search.asp Whether you have a new or used refillable Air or CO2 cylinder, you are at risk

if any of the following has occurred:

The valve unit was replaced or altered after purchase. \square An anti-siphon device was installed. \square The valve unit was removed from the cylinder for any reason.

Any modification was done to the refillable Air or CO2 cylinder. If any of these conditions has occurred

take your air or CO₂ cylinder to a "C5" Certified Airsmith for inspection or contact the cylinder manufacturer. SAFETY TIPS to ensure that your Air or CO₂ cylinder is safe for play: Improper use, filling, storage or disposal of Air or CO₂ cylinder may result in

property damage, serious personal injury or death. Make sure that any maintenance or modification to any Air or CO₂ cylinder is done by a qualified professional, such as a C5 certified airsmith. • The use of anti-siphon devices is not recommended. However, if one is already installed on your Air or CO2 cylinder or is desired, it is critical that

• All Air or CO₂ cylinders must be filled only by properly trained personnel. Cylinder valves must be installed only by properly trained personnel. Do not overfill!! Never exceed the Air or CO₂ cylinder's capacity. • Do not expose pressurized Air or CO₂ cylinder to temperatures exceeding

your cylinder be checked by, or the device installed by, a qualified professional.

130 degrees Fahrenheit (55 degrees Celsius). • Do not use caustic cleaners or strippers on the Air or CO₂ cylinder or tank valve and do not expose to corrosive materials.

 Do not modify the Air or CO₂ cylinder in any way. Never try to disassemble the tank valve from the Air or CO₂ cylinder. Any Air or CO₂ cylinder that has been exposed to fire or heated to a temperature of 250 degrees Fahrenheit (121 degrees Celsius) or more

must be destroyed by properly trained personnel. Use appropriate gas for your cylinder. Only use CO2 in a CO2 cylinder and only use compressed air in a compressed air cylinder.

Keep all cylinders out of the reach of children.

• The Air or CO₂ cylinder should be inspected and hydrostatically retested at

least every 5 years by a DOT licensed agency.

□ Locate a "C5" Certified Airsmith at www.paintball-pti.com/search.asp

WARNING

KEEP EXPOSED SKIN AWAY FROM ESCAPING GAS WHEN INSTALLING OR REMOVING AIR SUPPLY 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. Air Supply Cylinder Removal from Remote Coil Air Supply Cylinder Removal from Remote Coli: (continued from page 20)

Step 2: To remove a charged air supply cylinder:

Unload Your Marker (follow the instructions on page 18). \Box Eye protection designed for paintball use must be worn by the user and any person within range. Step 3: Watch the marks on the cylinder and cylinder valve as you __ Turn _____ Turn the cylinder approximately 3/4 of a turn counterclockwise 3. This allows the air supply pin valve to close so that no air will enter the marker. \Box Point the marker in a safe direction and discharge the remaining gas in the marker by pulling the trigger until the marker stops firing. If your marker continues to

fire, the tank pin valve has not closed yet (the tank pin valve could be too long, because of the variances in tank pin valve parts, each tank varies slightly on exactly how far it should be turned) and \square you will have to turn the tank counterclockwise 🔾 a little further and repeat this step until the marker 🛄 does not fire, \Box then remove the tank. NOTE: 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 (see Repairing Air Supply

Step 4: After air cylinder is removed, \square point & fire the marker in a safe

direction until stored air is completely discharged. NOTE: Before storing or

disassembling be sure to follow Unloading Your Marker and Air Supply

Cylinder Removal from Remote Coil instructions (see page 18).

Put the

are made of urethane. Urethane o-rings are not affected by high air supply

pressures. These may be purchased from Tippmann® or your local paintball

lubricated (see cleaning and maintenance on page 12) so that it does not rust.

When removing your marker out of storage make sure to put the marker

in safe mode (see page 4) and \square install the barrel blocking device (see page 2).

☐ You should re-lubricate before use (see cleaning and maintenance on page 12).

marker in safe mode (see page 4) and Install the barrel blocking device (see page 2). 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

magazine empty with the follower tab in the top position.

dealer. If new valve o-ring does not resolve air supply leak, do not attempt to repair air supply cylinder. Contact Tippmann Sports, LLC, your

Storage

local paintball dealer or a "C5" Certified Airsmith.

Cylinder Leaks below).

instructions on page 10 (on page 18 for markers with remote line adaptor). Do not store marker with a cartridge, cylinder or magazine installed. Store the

Before storage follow Unloading and Air Supply Cartridge Removal

☐ Put your marker in Safe Mode (see page 4) and ☐ Install the barrel blocking device (see page 2).

You should store your marker in a dry area. ☐ Before storing your marker make sure that the marker is cleaned and

(continued on page 21)

TPX™ Marker Specifications Model Basic Tippmann° TPX™ Power/Air Supply compressed air, nitrogen or CO2 Magazine Capacity 8 Paintballs Overall Length (with standard barrel & no tank) 10.8" / 27.43 cm Weight (without 12 gram CO₂ cartridge or paintballs) 1.81 lbs. / .821 kg Weight (with 12 gram CO₂ cartridge and 8 paintballs) 1.95 lbs. / .884 kg Velocity Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second (see instructions page 7).

Tippmann Sports, LLC warrants that this product is found free from defects in materials and workmanship for a period of 2 years from the N original date of purchase by the initial owner/purchaser. This warranty does not apply to defects discovered after purchase which were caused

WARRANTY AND REPAIR POLICY

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 10 (or page 18 for markers with remote line adaptor). Do not ship your

WARRANTY OR REPAIR PROCEDURE If you should encounter any problems with your marker and you

and the quality support necessary for satisfactory play.

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,

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

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

WARRANTY REGISTRATION

Register your marker either:

1. Online at www.tippmann.com

regular ground shipping service.

2. Complete attached registration card and mail to the above address.

THIS PAGE INTENTIONALLY LEFT BLANK Warranty Registration online at www.tippmann.com or complete this warranty card and mail to Tippmann[®]. र्ज Model: 🗅 TPX™

Date Zip State # Serial Number (above left front grip).

Purchased from

☐ Male | Female ☐

Age

Your Name (print)

Address

Country

City

Zip

Phone #

Country

City

E-mail

State

24

completez la carte de d'inscription et l'envoyez a lippmann. 2955 ADAMS CENTER ROAD FT. WAYNE, IN 46803 USA Complete esta tarjeta de garantía y enviela por correo regular a Tippmann. Tippmann.	6	L'Insription de Garantie sur l'internet à www.tippmann.com ou
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Addresse Dirección

Votre nom Nombre (letra de molde)

Âge Edad

Måle Femelle Hombre Mujer

Ville Ciudad

État Estado

Code Postale Código Postal

No. de téléphone Teléfono

