

TIPPMANN® M4 CARBINE

.68 CALIBER®

Paintball Marker Owner's Manual

Lanceur De Paintball Manuel d'utilisation

Macador Paintball Manual del Usuario



HOPPER FED VERSION



MAGAZINE FED VERSION

TIPPMANN®

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Ver. 07/16

 **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 you be 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**

Ceci n'est pas un jouet. Une mauvaise utilisation peut causer de sérieuses blessures ou entraîner la mort. Une protection spécifique au paintball pour les yeux, la tête et les oreilles doit être utilisée par l'utilisateur ainsi que par toute personne située dans le champ de tir. Nous recommandons que l'acheteur ait au moins 18 ans. Les personnes de moins de 18 ans doivent être surveillées par un adulte durant l'utilisation de ce produit. Lisez le manuel d'utilisation avant d'utiliser ce produit.

 **ADVERTENCIA**

Esto no es un juguete. Un uso inapropiado puede causar serias heridas o la muerte. Ojos, cara y oídos deben ser protegidos todo el tiempo, con la protección diseñada para paintball tanto por jugadores como por 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. Lea el Manual del Usuario antes de usar este producto.

! WARNING**Safety is Your Responsibility**

Read and 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 the Trigger Safety Selector Switch in Safe mode when not in a shooting situation, see instructions on page 6.

Always keep the barrel blocking device installed when not in a shooting situation, see instructions on page 5.

**! AVERTISSEMENT****La Sécurité est Votre Responsabilité**

Lisez et familiarisez-vous ainsi que tout autre utilisateur de ce lanceur avec les instructions de sécurité contenues dans ce manuel. Suivez ces instructions lorsque vous utilisez, travaillez sur, transportez, ou entreposez ce lanceur.

Si vous ne tirez pas, maintenez toujours le sélecteur en mode sécurité comme indiqué dans les instructions en Français page 2.

Gardez toujours le dispositif de blocage du canon installée lorsque vous n'êtes pas en situation de tir, voir instructions en Français page 1.

**! ADVERTENCIA****La Seguridad es Su Responsabilidad**

Lea y familiarícese usted y cualquier otro usuario de este marcador con las instrucciones de seguridad de este manual. Siga estas instrucciones cuando se utiliza, trabajando, transporte, o almacenar 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 2.

Mantenga el mecanismo de bloqueo del barril instalado cuando no este haciendo disparos como se ilustra en la página 1.



M4 CARBINE .68 CAL.

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CONGRATULATIONS on your purchase of a Tippmann M4 Carbine paintball marker. We believe this M4 Carbine paintball marker to be the most accurate and durable paintball marker available, and are proudly manufactured by Tippmann. Your M4 Carbine marker will provide many years of dependable service if cared for properly.

Please take time to read this manual thoroughly and become familiar with your M4 Carbine'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 Customer Service at 1-800-533-4831 for fast, friendly service.

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! WARNING

Always keep the barrel blocking device installed except when your marker is in use. Always make sure that the Safety Selector Switch is in the Safe mode (see instructions on page 6) 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. Place the barrel blocking device onto the Barrel and position the cord at the under the Charging Handle as shown.
2. Adjust the cord length retainer up to the back of the Charging Handle by pulling the cord through it until the retainer is snug against the back of the Charging Handle. Keeping the cord as tight as possible, leave just enough cord elasticity to remove the barrel blocking device for firing.
3. After the cord length is properly adjusted, lock the cord length by tying a knot in the cord against the back of the retainer as shown.
4. Before and after playing, inspect the barrel blocking device. Replace the barrel blocking device if the device or cord is damaged, or there is a loss of cord elasticity.
5. Clean the barrel blocking device with plain, warm water and store out of sunlight in a dry area when not in use.



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 loss of 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 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

Except when your M4 Carbine is in use, always make sure that the Safety Selector Switch is in Safe mode.

To put in Safe mode: Move the Safety Selector Switch so the indicator points to “SAFE” as shown.

To go to a Fire mode: Move the Safety Selector Switch so the indicator points to the “FIRE” position.



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. Outlined here are some general precautions to be aware of. The user should at all times use caution and common sense when using this marker and 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.
- Handle this and any marker as if it were loaded at all times.
- Keep your finger off the trigger until you are 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 Warning box above).
- Keep the barrel blocking device installed on marker when not shooting (page 5).
- 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 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 F1776 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.
- Store the marker unloaded and degassed in a secure place.
NOTE: Before storing or disassembling, be sure to remove paintballs and air/CO2 supply (see *Unloading Your Marker* and *Air/CO2 Cylinder Removal* instructions on pages 10 and 12) and install the barrel blocking device (see page 5).
- Do not field strip or otherwise disassemble this marker while it is pressurized with air/CO2 supply. Prior to any disassembly, unload the marker per instructions on page 10.
- 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/CO2 cylinder or if the marker or air/CO2 supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Only use .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. Contact the air supply cylinder manufacturer with any questions.
- Read the *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 10–11 before beginning the cylinder installation or removal.
- 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 10).
- Do not brandish or display this product in public as it may cause confusion and may be a crime. Police or others may mistake this product for a real firearm. Altering the coloration or markings required by state or federal law to make the product look more like a firearm is dangerous and may be a crime.

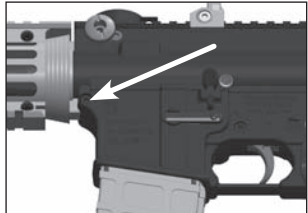
Getting Started

- 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.
- Do not pressurize a partially assembled marker.
- Read each step completely before performing the step.

NOTE: Carefully hand start all threaded parts when assembling, and do not overtighten, as this may potentially strip the threaded parts. Refer to the *Parts Diagram* on pages 19-23 for these instructions (item numbers are in parentheses).

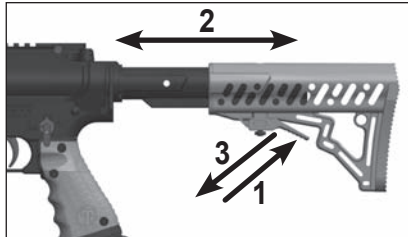
Install the Handguard and Barrel

1. Remove the screw identified at right.
2. Insert the Handguard and reinstall the screw. Tighten to hold in place.
3. Slide the Barrel through the Handguard and turn it clockwise to thread it into the Receiver.



Length Adjustment of the Stock

1. Squeeze the Adjustment Lever.
2. Slide the Stock together or apart to the desired length.
3. Release the Adjustment Lever.



 **WARNING**

Install the air supply and load the hopper with paintballs only after you:

- **have a barrel blocking device installed (see page 5)**
- **have the Safety Selector Switch in Safe mode (see page 6).**

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

Air/CO2 Cylinder Installation

Read the *Air/CO2 Cylinder Warnings*, *Safety Tips*, and *Removal* on pages 10-11 before beginning the cylinder installation. Do not pressurize a partially assembled paintball marker.

- Put the Safety Selector Switch in Safe mode (page 6) and install the barrel blocking device (page 5).
- Cock the marker by pulling the Charging Handle all the way back. Always keep marker in the cocked position when attaching the air supply and whenever the air supply is attached to the marker. This will help prevent an accidental discharge.
- Lubricate the air/CO2 cylinder valve O-Ring with Tippmann Certified Marker Oil.
- Insert the air/CO2 cylinder valve into the Air Supply Adapter (ASA) at the back end of the marker grip.
- Twist the air/CO2 cylinder clockwise into the ASA until it stops. Use caution as the marker is now capable of firing after you put the Safety Selector Switch in Fire mode. If you do not hear the full air/CO2 cylinder engage, the pin valve could be too short or the pin valve seal is damaged. Follow the *Air/CO2 Cylinder Removal* instructions on page 12 and take your air/CO2 cylinder to a "C5" Certified Airsmith for inspection or contact the cylinder manufacturer.

Loading the Hopper

The barrel blocking device must be installed (see page 5) and the Safety Selector Switch in Safe mode (see page 6). If Magazine fed option is desired, see page 17.

- Make sure that the Hopper is clean and free of sharp edges or debris. This keeps the paintballs from breaking prematurely, and allows paintballs to feed into the marker's chamber smoothly.
- Install the hopper neck into the Feed Tube of your marker and tighten the Feed Tube neck with a 3/16" Hex key included with your marker. **NOTE:** Do not overtighten or the Feed Tube may break.
- With the barrel blocking device installed (page 5), and the Safety Selector Switch in Safe mode (page 6), you are now ready to load your hopper with .68 caliber paintballs. Do not force an excessive number of paintballs into the hopper.

Firing the Marker

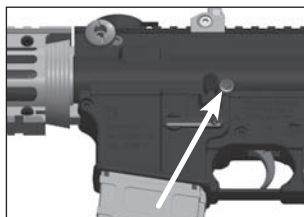
- Eye protection designed for paintball use must be worn by the user and any person within range.
- Point the marker in a safe direction.
- Remove the barrel blocking device from the marker.
- Verify that the marker is cocked by pulling back on the Charging Handle.
- Move the Safety Selector Switch from Safe mode to Fire Mode.
- Pull the Trigger to fire the marker.

Velocity Adjustment

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

To adjust the marker's velocity, use the included 3/16" Hex key in the center of the Velocity Screw.

Reduce the velocity by turning the Velocity Screw clockwise. To increase the velocity, turn the Velocity Screw counterclockwise. Never remove the Velocity Screw.



Unloading Your Marker

1. Eye protection designed for paintball use must be worn by the user and any person within range.
2. Empty all paintballs from the hopper/magazine or remove the entire hopper/magazine.
3. Go to a designated firing area, remove the barrel blocking device, and move the Safety Selector Switch to Fire mode.
4. Point your marker in a safe direction and fire several times to be sure there are no remaining paintballs lodged in the chamber, feed neck, or barrel.
5. Rotate the Safety Selector Switch to Safe mode (see page 6).
6. Reinstall the barrel blocking device (see page 5).
7. Read the *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 10-11 before removing the air cylinder from your marker (see removal instructions on page 12).

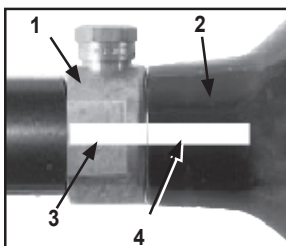
Air/CO2 Cylinder Warnings

WARNING

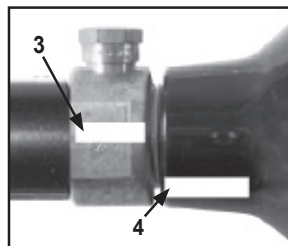
The brass or nickel plated cylinder valve (1) is intended to be permanently attached to the air or CO2 cylinder (2).

An air or CO2 cylinder can fly off with enough force to cause serious injury or death if the cylinder (2) unscrews from a cylinder valve (1).

Refer to the left graphic at right. There have been reported incidents 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/CO2 adapter of the paintball marker, when in fact he or she is unscrewing the cylinder from the cylinder valve.



Properly Marked Valve And Cylinder



Misaligned Valve and Cylinder

To avoid this danger, it is recommended (if your cylinder is not already marked) that you use paint or nail polish to place a mark (3) on the cylinder valve, and place another mark (4) on the cylinder, in line with the #3 mark as shown.

Whenever you turn the cylinder during removal, watch the marks on the cylinder and the cylinder valve to be sure that they rotate together. If at any time these marks start to separate as shown, the cylinder is starting to unscrew from the cylinder valve and you must **STOP** and take the entire unit to a "C5" certified airmsmith for safe removal and/or repair.

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.

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.
- An anti-siphon device was installed.
- 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.

Air/CO2 Cylinder Safety Tips

- 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.
- Installing an anti-siphon device is dangerous. However, if one is already installed on your air or CO2 cylinder or is desired, it is critical that your cylinder be checked by, or the device installed by, a qualified professional.
- 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 a cylinder! Never exceed the air or CO2 cylinder’s capacity.
- Do not expose pressurized air or CO2 cylinder to temperatures exceeding 130 degrees Fahrenheit (55 degrees Celsius).
- Do not use caustic cleaners or strippers on the air or CO2 cylinder or cylinder valve and do not expose to corrosive materials.
- Do not modify the air or CO2 cylinder in any way. Never try to disassemble the cylinder 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.
- Keep exposed skin away from escaping gas when installing or removing the air/CO2 cylinder, or if the marker or air/CO2 cylinder is leaking. Compressed air and CO2 gasses are very cold, and can cause frostbite under certain conditions.

NOTE: Locate a “C5” certified airsmith at www.paintball-pti.com

Air/CO2 Cylinder Removal

1. Read *Air/CO2 Cylinder Warnings* (page 10) and *Air/CO2 Cylinder Safety Tips* (previous page) before beginning the cylinder removal process.
2. Eye protection designed for paintball use must be worn by the user and any person within range.
3. Follow the *Unloading Your Marker* instructions on page 10.
4. Watch the marks on the cylinder and cylinder valve as you turn the cylinder approximately $\frac{3}{4}$ turn counterclockwise. This allows the air/CO2 valve pin to close so that no air/CO2 will enter the marker.
5. Remove the barrel blocking device. Set the Safety Selector Switch to Fire mode. Point the marker in a safe direction, and discharge the remaining gas in the marker by repeatedly pulling the trigger until the marker stops firing (this may take 4-5 shots). If your marker continues to fire, the cylinder's pin valve has not closed yet. The cylinder pin valve could be longer than usual. Because of the variances in cylinder pin valve parts, each cylinder varies slightly on exactly how far it has to be turned. Turn the cylinder counterclockwise a little further and repeat this step until the marker does not fire. Only then remove the air/CO2 cylinder.
NOTE: If during this step, you turned the air/CO2 cylinder and it began to leak before you pulled the trigger, the air/CO2 cylinder valve's O-Ring should be checked for damage before any re-assembly (see *Repairing Air/CO2 Cylinder Leaks* below).
6. After the air/CO2 cylinder is removed, again point and fire the marker in a safe direction to verify the marker is completely discharged of gas.
7. Rotate the Safety Selector Switch to Safe mode (see page 6) and install the barrel blocking device (see page 5).

Repairing Air/CO2 Cylinder Leaks

The most common leak occurs from a bad air/CO2 cylinder valve O-Ring. To replace a cylinder 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/CO2 cylinder valve. The best cylinder valve O-Rings are made of urethane. Urethane O-Rings are not affected by high air/CO2 pressures. These may be purchased from Tippmann or your local paintball dealer. There is an extra O-Ring in the Accessory Pack that came with your marker.

NOTE: If a new air/CO2 cylinder valve O-Ring does not resolve an air/CO2 leak, do not attempt to repair the air/CO2 cylinder. Contact Tippmann Sports, LLC, your local paintball dealer, or a "C5" Certified Airsmith.

Cleaning and Maintenance

- To reduce the chance of an accidental discharge, follow the *Unloading Your Marker* (on page 10) and *Air/CO2 Cylinder Removal* (on page 12).
- Eye protection must be worn.
- Do not disassemble a marker while it is pressurized with air.
- Do not pressurize a partially assembled marker.
- Follow warnings listed on the air/CO2 cylinder for handling and storage.
- Familiarize yourself with instructions listed on air/CO2 cylinder.
- Contact the air/CO2 cylinder 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 marker's O-Rings.

To clean the exterior of your marker, use a damp towel to wipe off paint, grease, and any debris.

Hopper Fed

To clean inside the barrel, remove the Feed Tube. Unscrew the Locking Cap from the Feed Tube. Rotate the Feed Tube out to remove it from the marker. Insert the squeegee into the breech. Pull squeegee through the barrel to remove paint or debris.

Magazine Fed

To clean inside the barrel, remove the Magazine. Insert the squeegee into the breech going through the Magazine well. Pull squeegee through the barrel to remove paint or debris.

Alternative Barrel Cleaning method:

You can also remove the barrel to pull the squeegee through it.

Storage

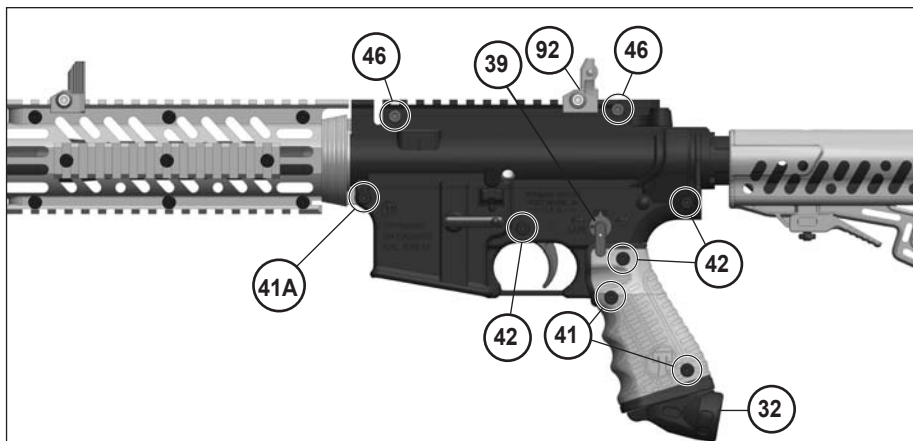
Ensure the Safety Selector Switch is in Safe mode (see page 6), and the barrel blocking device is installed (see page 5). Always unload your marker (page 10) and remove the air supply (page 12) when not using your marker. Store your marker in a dry area.

When removing your marker out of storage, make sure to keep the Safety Selector Switch in Safe mode (see page 6) and keep the barrel blocking device installed (see page 5).

Marker Disassembly Instructions

Set up a workbench with plenty of workspace to make sure no small parts become lost. Always wear eye protection (like safety glasses) when performing any marker disassembly or re-assembly. **Refer to the Parts Diagram for these instructions** (item numbers are in parentheses). When disassembling the marker, pay close attention to how the parts fit together to make later re-assembly easier and accurate. These illustrations show the hopper fed marker, but apply to the magazine fed marker as well.

1. Follow *Unloading Your Marker* on page 10 and *Air/CO2 Cylinder Removal* instructions on page 12. Make sure there isn't a paintball in the chamber.
2. Put the marker into the uncocked position. Set the **Safety Selector Switch** (39) to the Fire mode. Pull the Trigger to release the bolt.
3. Remove the **Barrel** (27), turn the Barrel counterclockwise from the Receiver. To reinstall it, turn it clockwise to thread it into the Receiver. Make sure the **O-Ring** (26) is lubricated with Tippmann Certified Marker Oil when re-assembling the barrel to the marker.
4. Remove the **Rear Sight** (92) from the marker.
5. Remove the **Feed Tube Assembly** (66). Unscrew the **Locking Cap** (65) from the Feed Tube and swing it out to remove it from the marker. You must remove the Feed Tube to remove the fake magazine from the marker.
6. Remove the **Magazine**, from the right side of the marker, press the **Magazine Release Button** (45) in, and slide the magazine out the bottom of the marker. The fake magazine contains the ball latch. If converting to Magazine Fed, the fake magazine needs to be removed.
7. Remove **Screw** (41A) from the left side of the marker. Pull the Front Shroud assembly from the marker.

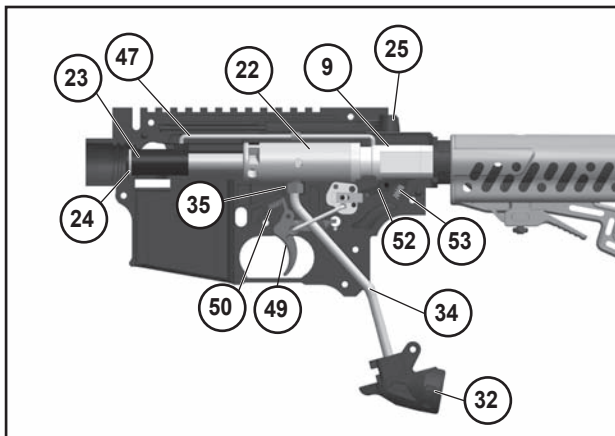


8. Remove the remaining Receiver Screws (41, 42, and 46) shown above. Remove Screw (59) from the right side Grip. Remove both Grips from the marker. Pull straight down on the **ASA** (32) to remove it from the Gas Line (34).
9. Put the Safety Selector Switch in the Fire position (as shown above) and pull in the Trigger. While holding the Trigger in, place one hand inside the magazine well and carefully lift the left-side receiver to access the internal parts. The Safety Selector Switch and Magazine Release mechanism stay with the left Receiver Half.

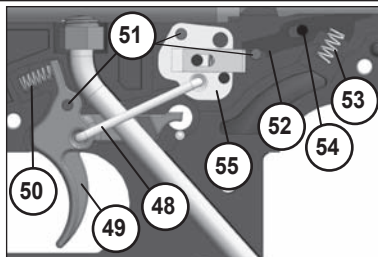
10. Remove the **Charging Handle** (25) by lifting it from the receiver half.
11. Disconnect the **Linkage Arm** (47) from the **Rear Bolt** (9) and **Front Bolt** (23). You may need to lift the Valve assembly slightly.
12. Slide the Front Bolt off the **Power Tube** (22) and check the **O-Ring** (24). Clean and oil the O-Ring or if damaged, replace with a new one. Do the same with the Rear Bolt **O-Ring** (10).



13. To disassemble the **Trigger** (49), first remove the **Trigger Linkage Arm** (48). The Trigger can be removed from the marker, but be sure to capture the **Trigger Spring** (50) when removing the Trigger. The **Trigger Adapter** (55) assembly can be removed from the pins (51) if desired.



14. The **Sear** (52) lifts off of the **Sear Pin** (54), be sure to capture the **Sear Spring** (53) during disassembly of the Sear. Note that the Sear Spring is colored gold.



Power Tube and Valve

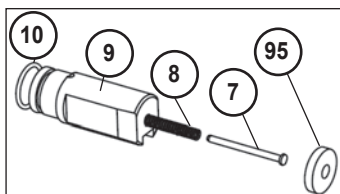
Refer to the Parts Diagram for these instructions.

NOTE: Do not remove the **Gas Line Joint** (35) unless it is leaking or you need to replace the valve.

If you do, use teflon tape or thread paste on the joint threads before reinstalling it. Carefully hand start all threaded parts, be careful because overtightening could strip threaded parts when assembling.

1. To remove the **Air Valve** (11) from the **Power Tube** (22), use a wrench to slowly unscrew the **Gas Line Joint** (35) from the Valve. Once the Gas Line Joint is removed from the Air Valve body, the Air Valve will slide out the back of the Power Tube.
2. **NOTE:** Check the Air Valve's external **O-Ring** (13) and if damaged, replace with a new one. If the O-Ring is damaged your marker will not operate correctly. Clean all parts and lightly oil the O-Rings.
3. Insert the cleaned and lightly oiled Air Valve into the Power Tube. Apply teflon tape or thread paste to the threads of Gas Line Joint and carefully thread it into the Valve. Snug with a wrench (do not over tighten and possibly strip the threads). Wipe off any excess thread paste if used.
4. Reinstall the Power Tube/Air Valve into the receiver half.

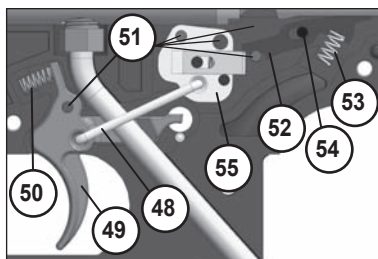
5. Insert the **Spring** (8) and **Guide Pin** (7) into the **Rear Bolt** (9). Next install the **Rear Bolt Bumper** (95). Ensure spring and guide pin are installed correctly. If it not, the Rear Bolt will not return. Place the Rear Bolt / Spring / Guide Pin assembly inside the right receiver half. Inspect the Rear Bolt **O-Ring** (10) for damage and replace if necessary.



Reassembling Receiver Halves

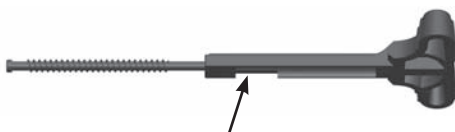
(* indicates lubricate this part with a small amount of Tippmann Certified Marker Oil)

1. Refer to the graphics, and place the following parts into the right Receiver half: Trigger Pins (51), black colored Sear Pin (54), Sear (52), and gold colored Sear Spring (53).

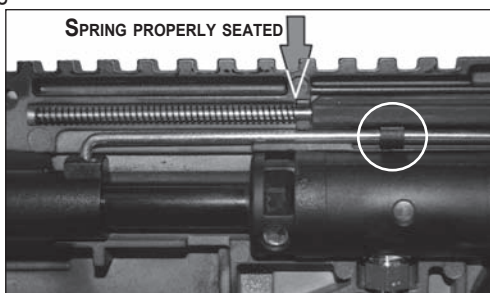


2. Set the Trigger (49) onto the Receiver Pin 51 as shown. Install the silver colored Trigger Spring (50).
3. Install the Trigger Adapter Assembly (55) onto the remaining Receiver Pins (51).
4. Slide the Front Bolt* (23) onto the Power Tube (22).

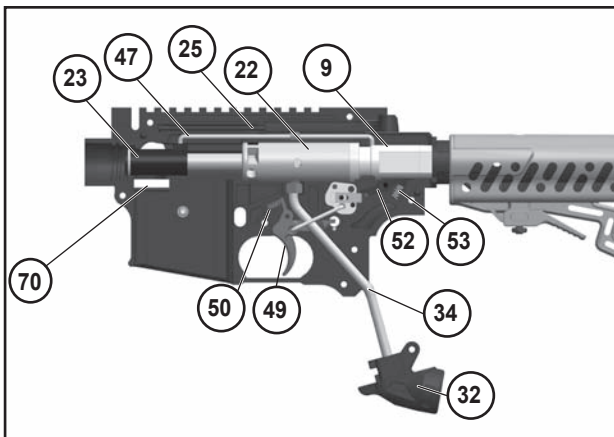
5. Install the Linkage Arm* (47) between the Front Bolt and the Rear Bolt* (9). The longer end of the Linkage Arm goes towards the Front Bolt. Be sure that the tab on the Linkage Arm fits into the slot of the Charging Handle (arrow above). When properly assembled, they fit together as shown in the circle below. Ensure the Charging Handle Spring is seated as shown by the top arrow at right.



6. Ensure that the Gas Line (34) is routed as shown, and fits into the receiver half. Connect the Trigger Adapter to the Trigger with the Trigger Link Arm (48) over the Gas Line.



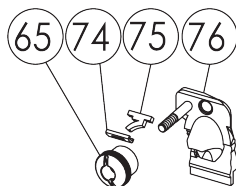
- Align the Magazine Release components in the right receiver half. Put the Safety Selector Switch (in Fire mode) through the left Receiver Half. Align with the openings for Mag Release and Safety Selector Switch in the right Receiver Half. Carefully install the left receiver half (make sure halves fit flush).



- Insert seven of the eight Receiver Screws. Leave the one identified #41A (page 14) out for now.
- Reinstall the Handguard and secure with the remaining Receiver Screw (41A) from step 7.
- Apply a small amount of marker oil onto the barrel O-Ring, and carefully screw the Barrel (27) into the receiver.
- Slide the Magazine up into the marker until the tabs lock it in place.
- Slide the Feed Tube onto the Receiver and fasten it in place using the Thumbscrew (65).

Converting from Hopper Fed to Magazine Fed

- Replace the Feed Tube with the Mag Fed Cover Plate (76). This Cover Plate contains the Ball Latch (75). The Ball Latch can be removed for replacement. The Mag Fed Ball Latch is different from the Loader Fed Ball Latch. They are not interchangeable. The Ball Latch Retaining Plate (74) holds the Ball Latch in place.
- The Cover Plate does not hinge like the Feed Tube does. It has a stub that has the same angle as the Feed Tube, so insert it at the same angle as the opening for the Feed Tube in the right Receiver. The Cover Plate is retained by same Thumb Screw (65).
- Replace the fake Magazine with the real Magazine. When inserting either magazine, you will feel a positive latching of the Magazine into the magazine well.
- The Magazine is released by the Magazine Release Button for reloading. The release is spring-assisted so it quickly ejects the Magazine from the magazine well.



Loading the Mag Fed Magazine

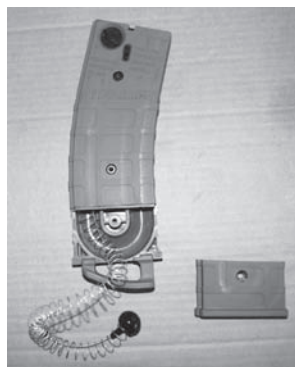
Loading instructions are molded into the side of the magazine.

- It is important to wind up the spring by rotating the knob on the magazine in the clockwise direction.
- Paintballs may be inserted past the magazine ball catch, but if paintballs are fragile, we recommend retracting the ball catch release (arrow).
- The Magazine holds 20 paintballs, but loading 19 is best. If magazines are to be carried in a battle pack, this ensures the 19 balls are not under any compression, compression may cause flat spots on the paintballs.



Mag Cleaning

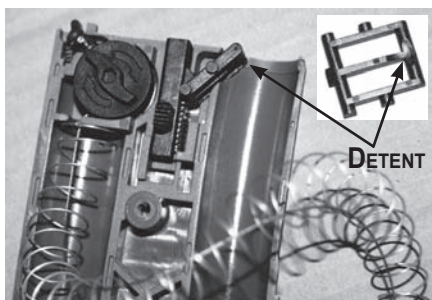
1. Clean the outside of the magazine with a soft cloth moistened with clean water. Do not use chemicals on the magazine.
2. Make sure the spring mechanism is NOT compressed.
3. The magazine has a removable lower half. To remove the lower half, remove the lower screw; this allows the ball piston and spring assembly to be removed as shown at right.
4. The remaining magazine assembly may be disassembled if desired. Refer to instructions below.
5. To reassemble do these steps in reverse. Place the spring and ball piston into magazine first, then assemble the lower panel back into place. Secure with the screw removed in step 3.



Magazine Disassembly

Follow these instructions to disassemble and reassemble the real magazine.

1. Remove the lower screw and cover as described in step 3 above.
2. Remove the remaining screw from the Magazine.
3. Lift the cover off of the Magazine.
4. Inspect and clean the parts inside the Magazine.
5. Replace any damaged or worn out parts.
6. During reassembly, make sure the Ball Catch is oriented properly. If not, paintballs will not feed into the marker.
7. Replace the upper Magazine half, securing with the screw.
8. Place the spring and ball piston into magazine first, then assemble the lower panel back into place. Secure with the screw.



Magazine Lubrication

There is a small hole by the magazine detent latch located on the magazine. A single drop of oil will ensure spring does not corrode. This spring is plated, but if left wet it could corrode, so we recommend a small application of single oil drop every 25 uses.

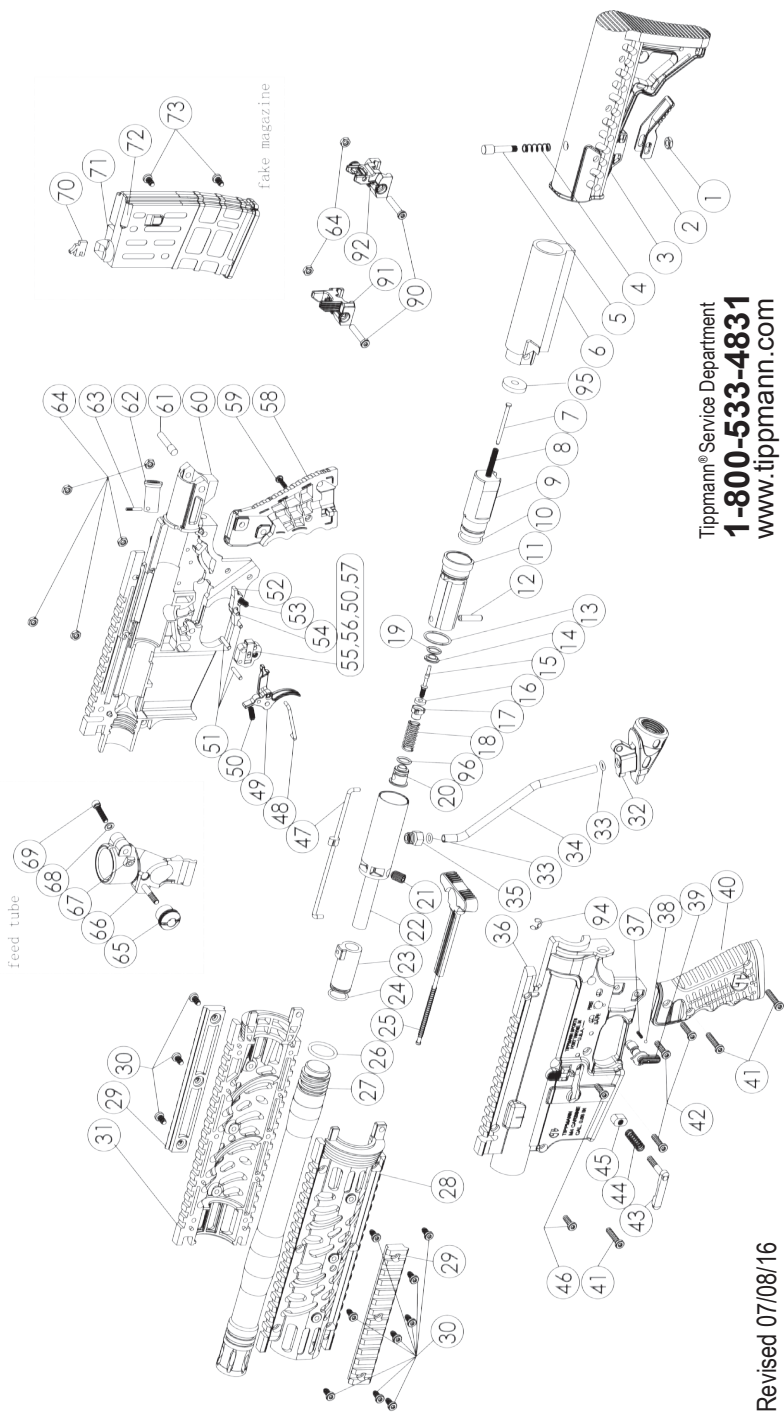
The spring wind up cord, ball piston, and ratchet wheel is an assembly. We do not recommend disassembly of these parts. Note that the spring is a 3 stage progressive spring to ensure even pressure and controlled tension as the ball stack releases, as it moves around the magazine ball channel.



M4 Carbine Paintball Marker Parts Diagram

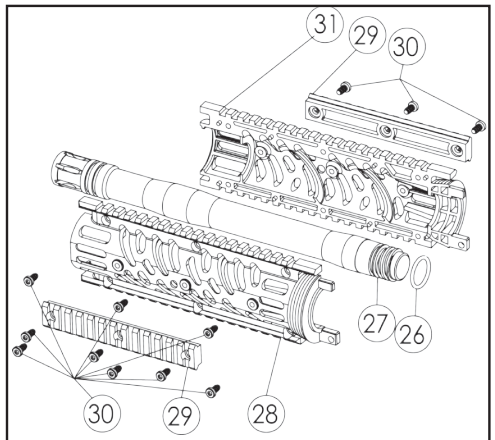
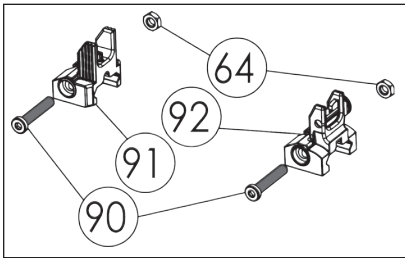
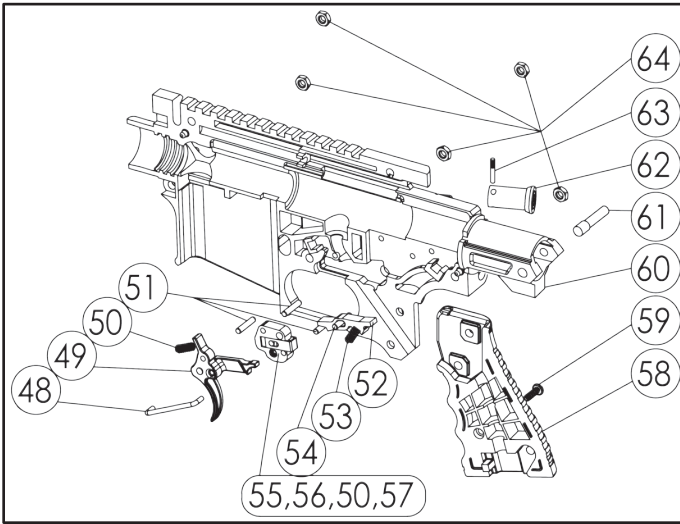
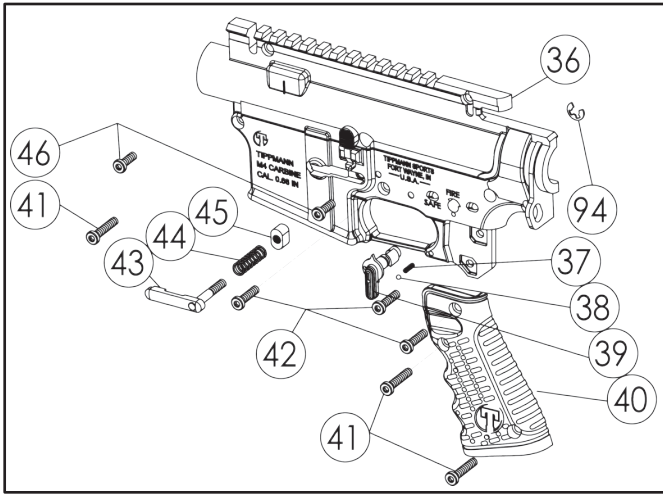
WARNING

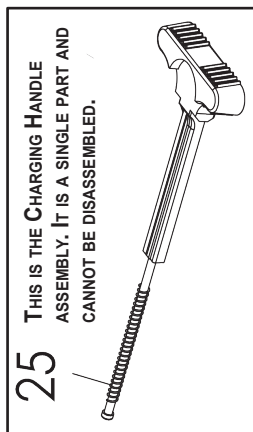
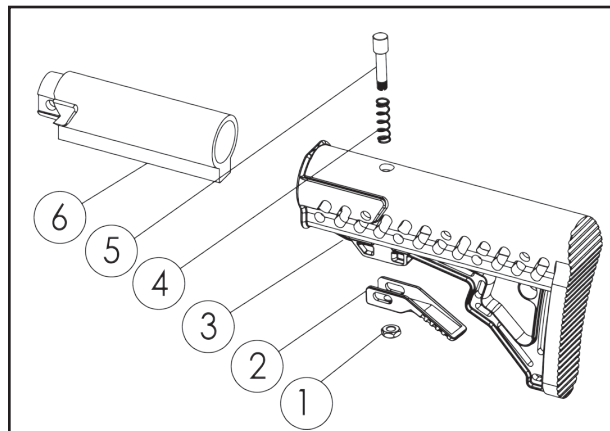
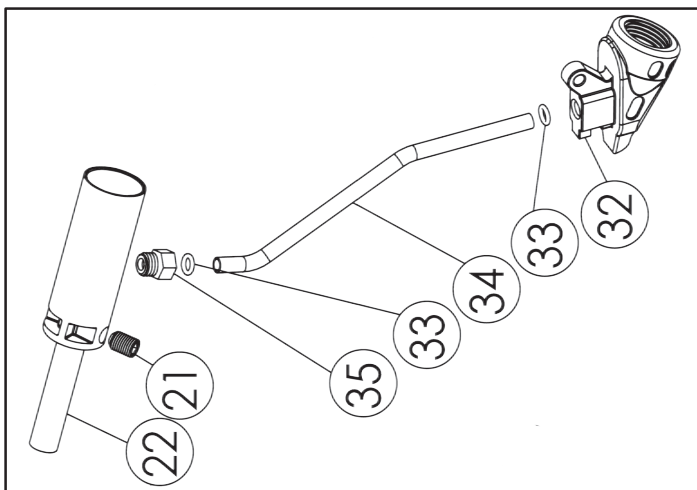
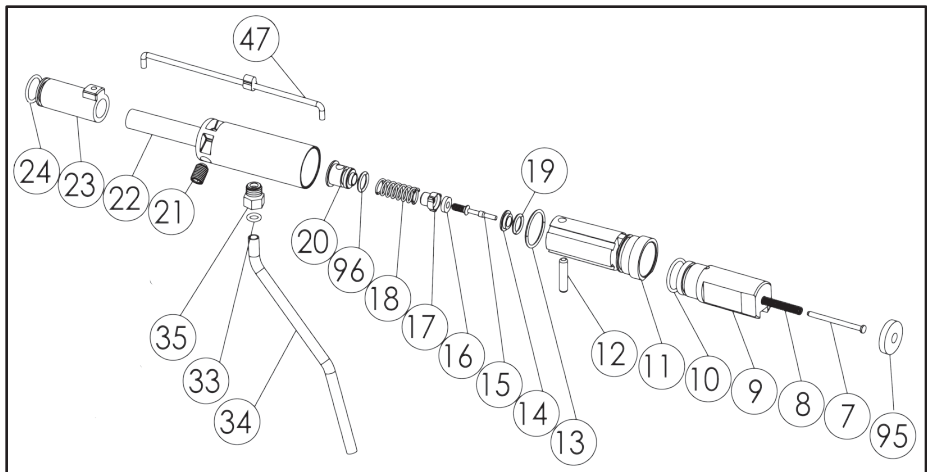
Do not disassemble this marker while it is pressurized. Do not pressurize a partially assembled marker.



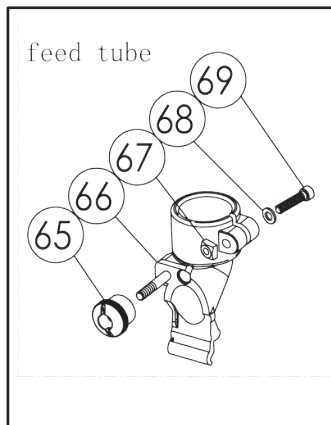
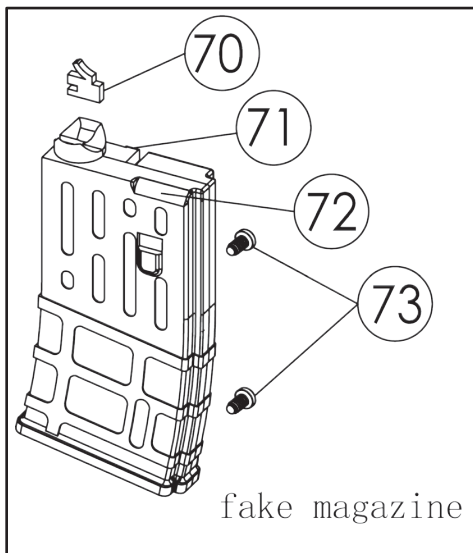
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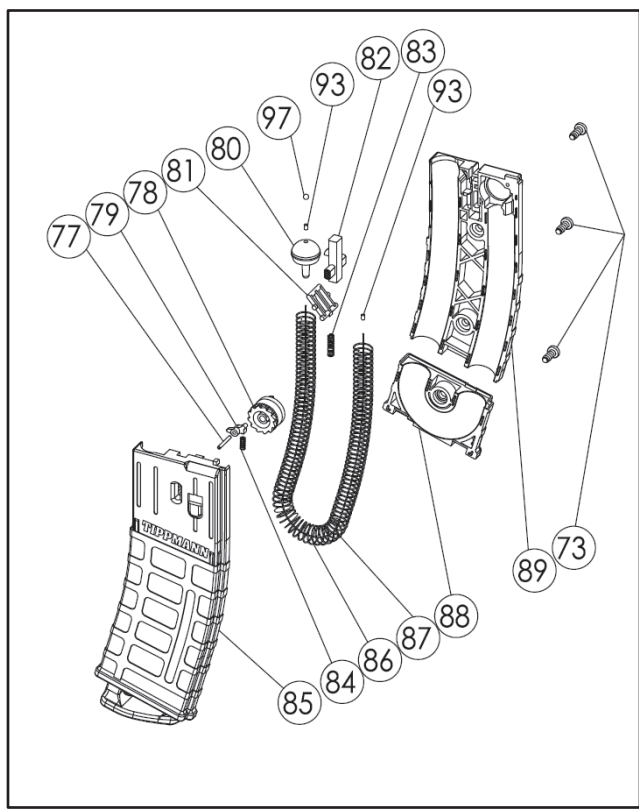
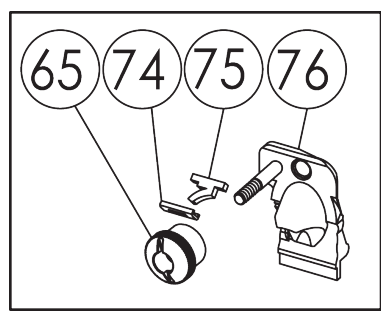




Hopper Fed Parts



Magazine Fed Parts



M4 Carbine Parts List

Item	Part Number	Description	QTY
1	9-PA	Hex Nut, 10-32	1
2	TA06333	Stock Release Latch	1
3	TA06335	Stock Slide	1
4	TA06365	Stock Spring	1
5	TA06364	Stock Latch	1
6	TA06334	Stock Tube	1
7	CA-15	Guide Pin	1
8	CA-14	Spring	1
9	TA06320	Rear Bolt	1
10	TA06354	O-Ring, Rear Bolt, small	1
11	TA06353	Valve Body	1
12	TA06319	Valve Lock Pin	1
13	TA06534	O-Ring, Valve/Rear Bolt	1
14	CA-27	Front Valve Seat	1
15	CA-30N	Valve Stem	1
16	PA-28	Valve Stem Cup Seal	1
17	CA-29	Valve Stem Cup	1
18	TA40022	Spring	1
19	SL2-25	O-Ring, Valve Stem	2
20	TA06318	Valve Plug	1
21	02-22	Velocity Screw	1
22	TA06323	Power Tube	1
23	02-17	Front Bolt	1
24	SL2-4	O-Ring, Front Bolt	1
25	TA06311	Charging Handle Assy	1
26	98-40	O-Ring, Barrel	1
27	TA06331	Barrel, 0.689 dia	1
28	TA06303	Front Shroud, LH	1
29	TA06337	Front Shroud Pic Rail	2
30	TA06362	Screw, Self Tapping	12
31	TA06304	Front Shroud, RH	1
32	TA06332	Air Supply Adapter	1
33	TA40017	O-Ring, Gas Line	2

M4 Carbine Parts List			
Item	Part Number	Description	QTY
34	TA06325	Gas Line	1
35	TA40018	Gas Line Adapter	1
36	TA06301	Receiver Half LH	1
37	TA45101	Spring	1
38	TA45102	Ball Bearing	1
39	TA06312	Safety Lever	1
40	TA06305	Grip, LH	1
41	TA06015	Screw, 10-32 x 0.840	3
42	98-01A	Screw, 10-32 x 0.675	3
43	TA06338	Magazine Latch	1
44	TA06339	Magazine Latch Spring	1
45	TA06346	Magazine Latch Button	1
46	TA09919	Screw, 10-32 x 1	2
47	TA06321	Linkage Arm	1
48	TA06317	Trigger Link Arm	1
49	TA06316	Trigger	1
50	98-20	Trigger Spring	2
51	98-33	Receiver Pin	3
52	02-35	Sear	1
53	TA40013	Sear Spring	1
54	CA-36	Sear Pin (black)	1
55	TA06360	Trigger Adapter	1
56	98-19	Return Slide Pin	2
57	98-18	Trigger Return Slide	1
58	TA06306	Grip, RH	1
59	TA09920	Screw, Self-Tapping	1
60	TA06302	Receiver Half RH	1
61	TA06336	Lock Pin, Stock Tube	1
62	TA06351	Forward Assist Button	1
63	TA06352	Assist Button Lock Pin	1
64	TA02060	Hex Nut, 10-32 x 5/16	7
94	TA06313	E Clip	1
95	TA06367	CPU bumper	1

M4 Carbine Parts List			
Item	Part Number	Description	QTY
Front and Rear Sights			
90	TA07065	Screw	2
91	TA41008	Front Sight	1
92	TA41007	Rear Sight	1
Feed Tube Assy			
65	TA06074	Locking Cap	1
66	TA06326	Feed Elbow	1
67	PL-42D	1/4-20 Square Nut	1
68	98-45	M6 Flat Washer	1
69	PL-42C	1/4-20x1" Screw	1
Fake Magazine			
70	TA06329	Fake Mag Ball Latch	1
71	TA06310	Mag Shell RH	1
72	TA06309	Mag Shell LH	1
73	TA41018	1/8 Screw, self tap	2
Tube Assembly (for Magazine Fed)			
65	TA06074	Locking Cap	1
74	TA06330	Ball Latch Retainer	1
75	TA06361	Ball Latch Mag Fed	1
76	TA06327	Blanking Plate Mag Fed	1

M4 Carbine Parts List			
Item	Part Number	Description	QTY
Mag Fed Magazine			
73	TA41018	1/8 Screw, self tap	3
77	TA06350	Ratchet Pin	1
78	TA06347	Ratchet Wheel	1
79	TA06345	Ratchet Pawl	1
80	TA06342	Ball Plunger	1
81	TA06344	Ball Catch	1
82	TA06343	Ball Catch Release	1
83	TA06340	Ball Catch Spring	1
84	TA06349	Pawl Spring	1
85	TA06307	Magazine Side, 20 Rd, LH	1
86	TA06348	Magazine Drive Spring	1
87	TA06341	Magazine Drive Cable	1
88	TA06359	Magazine Lower, 20 Rd	1
89	TA06308	Magazine Side, 20 Rd, RH	1
93	TA06366	Crimp Rivet	2

Specifications

Model.....	TIPPMANN® M4 Carbine
Caliber68 inch
Action.....	Open Bolt Blow Back Valve System
Air Supply	Compressed air, nitrogen, or CO2
Ball Feed	Gravity (Hopper) or 20 round Spring Assisted Magazine
Trigger	Semi-Automatic (Mechanical)
Barrel Length	12" / 30.5cm
Length (no air cylinder, stock fully collapsed)	27" / 68.5cm
Length (no air cylinder, stock fully extended)	30" / 76.2cm
Effective Range	150+ feet / 46+ meters
Weight (Hopper fed, without air supply cylinder)	3 lbs 15 oz. / 1.785 Kg
Weight (Magazine fed, without air supply cylinder)	4 lbs / 1.838 Kg
Finish.....	Flat Black Powder Coated
Velocity	Adjustable

Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet (91.44 meters) per second. See *Velocity Adjustment* instructions on page 10.

Warranty and Repair Information

TIPPMANN SPORTS, LLC ("Tippmann") is dedicated to quality paintball products and outstanding service. In the unlikely event of a problem with this Tippmann paintball marker ("Marker") and/or Tippmann accessories ("Accessories"), Tippmann's customer service personnel are available to assist you. For customer service and/or other information, please contact:

Tippmann Sports, LLC

2955 Adams Center Road
Fort Wayne, IN 46803
www.Tippmann.com
1-800-533-4831

Tippmann Sports Europe, SPRL

Rue du Mont D'Orcq 16
Z.I. Tournai Ouest, 7503 Froyennes, Belgium
www.Tippmann.com
Telephone +32 (0) 69 549 578

Warranty Registration

To activate the Marker's Limited Warranty, you must register the Marker within thirty (30) days of the date of original retail sale by:

1. Registering online at www.Tippmann.com or
2. Completing the attached warranty registration card and returning it to Tippmann at the address above.

The Limited Warranty for Tippmann Accessories does not require activation or registration; by registering the Marker, you activate the warranty for the Accessories.

Limited Warranty

Tippmann warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you, for the Marker for a period of one (1) year from the date of original retail sale. Further, Tippmann warrants

to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you, for Tippmann Accessories for a period of ninety (90) days from the date of original retail sale. All Tippmann asks is that you properly maintain and care for the Marker and Accessories (collectively, the "Product") and that you have warranty repairs performed by Tippmann or a Tippmann Certified Tech Center.

This Limited Warranty is non-transferable, and it does not cover damage or defects to the Product caused by (a) improper maintenance; (b) alteration or modification; (c) unauthorized repair; (d) accident; (e) abuse or misuse; (f) neglect or negligence; and/or (g) normal wear and tear.

Tippmann does not authorize any person or representative to assume or grant any other warranty obligation with the sale of this Product.

THIS IS THE ONLY EXPRESS WARRANTY GIVEN WITH THE PURCHASE OF THIS PRODUCT; ANY AND ALL OTHER EXPRESS WARRANTIES ARE DISCLAIMED. THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE APPLICABLE LIMITED WARRANTY PERIOD SET FORTH HEREIN, AND NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, SHALL APPLY AFTER EXPIRATION OF SUCH PERIOD.

Some states and nations do not allow limitations on the duration of implied warranties, so the above limitation may not apply to you.

The sole and exclusive liability of Tippmann and/or its authorized dealers under this Limited Warranty shall be for the repair or replacement of any part or assembly determined to be defective in material or workmanship. TIPPMMANN SHALL NOT BE LIABLE FOR, AND YOU EXPRESSLY DISCLAIM, ANY DIRECT, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES (COLLECTIVELY, "DAMAGES") ARISING OUT OF THE SALE OR USE OF, OR YOUR INABILITY TO USE, THE PRODUCT. NO PAYMENT OR OTHER COMPENSATION WILL BE MADE FOR DAMAGES, INCLUDING INJURY TO PERSON OR PROPERTY OR LOSS OF REVENUE WHICH MIGHT BE PAID, INCURRED OR SUSTAINED BY REASON OF THE FAILURE OF ANY PART OR ASSEMBLY OF THE PRODUCT.

Some states and nations do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that may vary from state to state or nation to nation.

Warranty and Non-Warranty Repairs

When shipping the Product to Tippmann for warranty or non-warranty repair:

1. If you have aftermarket parts on your Marker, please test the Marker with original stock parts before returning the Marker for service or repair.
2. Always unload (page 10) and remove the air/CO₂ supply from the marker (page 15). Do not ship the air/CO₂ supply cylinder if it is not completely empty.
3. Ship the Product to the Tippmann address identified.
4. You must pre-pay postage and delivery charges.
5. Provide the date of purchase for the Product.
6. Briefly describe the repair requested.
7. Include your name, return address and a telephone number where you can be reached during normal business hours, if possible.

Tippmann makes every effort to complete its repair work within twenty-four (24) hours of receipt. Tippmann will return the Product to you via regular ground UPS. If you wish to have it returned using a faster service, you can request NEXT DAY AIR UPS OR SECOND DAY AIR UPS, but you will be charged for this service and must include your credit card number with the expiration date. Your credit card will be charged the difference in additional cost over regular ground shipping service.

NOTES