

Apaintball

TORQUE



TECH NOT HYPE

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Important Safety Instructions and Guidelines



- The Torque is NOT a toy. Misuse can result in injury or death.
- Please read and understand this manual before you use the Torque for the first time.
- Ensure you wear eye protection that conforms to the ASTM / CE standards and it is specifically designed for paintball use.
- Recommend 18 years or older to purchase. Anyone under the age of 18 years of age must have parental consent.
- Always assume that the Torque is loaded and able to fire, so do not point at people who are not in 'live' areas of a paintball facility.
- **ONLY use compressed air or nitrogen gas with the Torque marker.** DO NOT USE CO₂ as it will damage internal seals.
- DO NOT exceed 850PSI input pressure from your bottles regulator.
- Ensure the bolt and drive train back cap are correctly installed prior to airing up the Torque paintball marker.
- ALWAYS chronograph your Torque paintball marker prior to use and ensure it adheres to your field limit, or the relevant velocity that the country you are in allows.
- NEVER look down the barrel of the Torque paintball marker, or into the breach when the Torque paintball marker is turned on and aired up.
- ALWAYS ensure a barrel blocking device, or barrel sock is used when not in use on the field of play.
- DO NOT use the Torque paintball marker to shoot at cars, animals, buildings or people that are not related to the game of paintball.
- If you do not understand these instructions, or you require further help, please contact your local game site or contact us directly.
- DO NOT cross the streams!

QUICK REFERENCE

WHAT IS IN THE BOX

Thank you for purchasing your Torque paintball marker. We are sure you will have a long and happy relationship with your new product.

With every standard Torque that is bought new, there will be the following included:

- Torque paintball marker
- 14" .685 ported barrel
- Allen keys
- Torque barrel sock (please do not try to put these on your feet—if you do, send the video to helpmeiaminsane@j4pbsupport.com)
- Spare Parts bag with o-rings, detents, bolt tip, etc.
- Some special lube (paintball use only)
- One RCR123 battery (Rechargeable 3.7v)
- Owner's Manual

Never Cycle the Torque without the Spring! The spring is set to compress at 4mm – reducing that will result in the marker bolt pin impacting on the body, which will dent it, and seize the drivetrain and bolt! The warranty will NOT cover damage of this sort.

QUICK REFERENCE

USING YOUR TORQUE PAINTBALL MARKER

AIR SUPPLY

No, not the crummy band from the 80's. The Torque paintball marker requires air or nitrogen air systems only to operate, and with no more than 850psi input pressure from the bottle's supplied regulator. The regulator on the Torque paintball marker will reduce the input pressure down again to around 150psi.

GASING UP YOUR TORQUE PAINTBALL MARKER

Screw your air system into the on / off ASA adaptor at the bottom of the grip frame and ensure it screws in easily. BE CAREFUL not to cross-thread the bottle regulator; if it feels hard to screw in, unscrew it and re-align the threads again. Once screwed in, turn the cam lever on the side of the ASA and you will hear the marker pressurize. Now this is ready to be used!

TURNING ON/OFF YOUR TORQUE PAINTBALL MARKER

Whispering sweet nothings helps, but tapping the On / Off button works better. You will see the LED on the back of the grip frame flash to indicate the marker is now turned on. To turn off, just hold the On / Off button for a few seconds until the LED lights go out.

CHARGING THE BATTERY

The battery is housed on the left side of the grip frame. To access it, remove the three grip screws and put them somewhere safe, like in a tray. Fold back the grip and you will see the circuit board and the battery, which is an RCR123 battery, like those used in a digital camera! The battery is rechargeable, so you can plug in a Micro-B USB lead, and charge from a PC or phone charger. The best method is a dedicated wall charger though, or you can replace the battery with a RCR123 3.7v 700mAh. Replacement J4 Paintball branded RCR123 batteries can be purchased directly through us or any authorized dealer.

WARNING

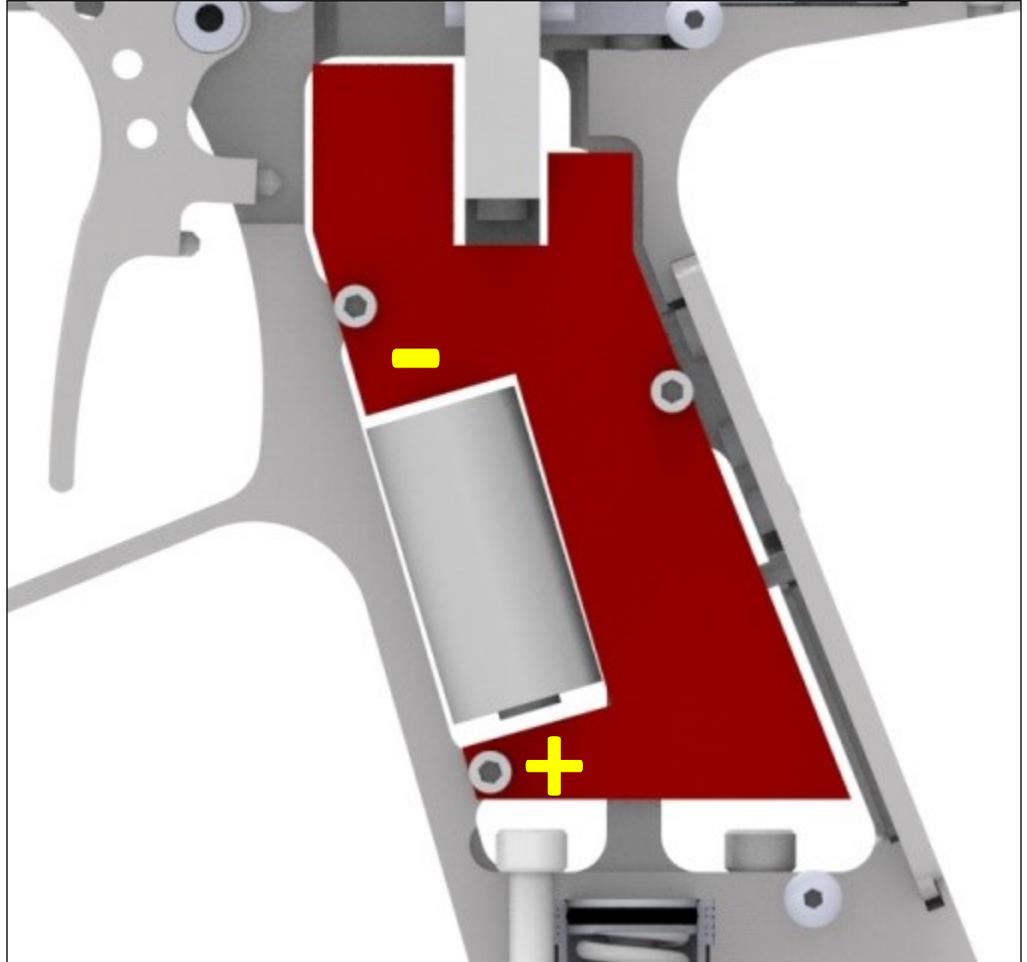
INSTALLING THE BATTERY

When installing the battery in the Torque, you need to ensure that you put it the correct way in.

The battery is inserted 'upside down' (if you see the metal extruded part as the top) so the positive contact is to touch the contact point on the board that is closest to where the ASA is.

DEGASING THE MARKER

To de gas the gun, turn off the air supply and cycle the gun one more time. If you are in a spot where you can not cycle the gun, unscrew the back cap about 3-4 turns, until the system leaks lightly. Wait till the leaking is over, and the gun is now de-gassed



WARNING

QUICK REFERENCE

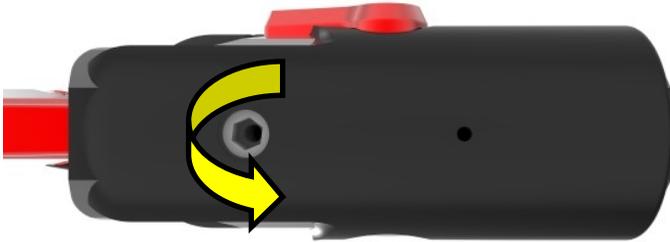
ADJUSTING THE VELOCITY

The Torques velocity can be adjusted by changing the output pressure of the regulator. The adjuster screw is located under the regulator.

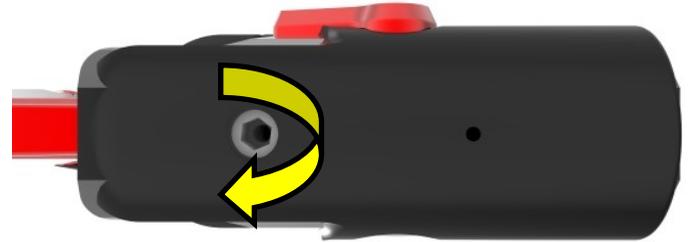
In order to increase velocity, turn the Allen key counter-clockwise and to decrease the velocity, turn the Allen key clockwise.

Make sure to adjust in small increments and cycle the gun 3-4 times between adjustments to ensure the Torque is using the new pressure. Repeat this process until you are at your desired velocity for the venue at which you are playing.

Increase velocity by inserting a 1/8" Allen key into velocity adjustment screw and turn **COUNTER CLOCKWISE**.

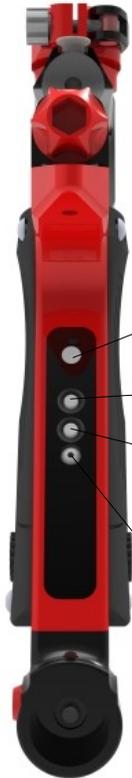


Decrease velocity by inserting a 1/8" Allen key into velocity adjustment screw and turn **CLOCKWISE**.



BOARD SETUP

HOW TO PROGRAM YOUR TORQUE



LED Display

ON Button

Timing Button

Retaining Screw

The LED board and setup uses a single RGB LED output and two button inputs to setup and time the marker. To adjust most firing and timing modes, you use a combination of the rear buttons and trigger.

The LED is the top output, and the two buttons are the 'ON' button (top) and 'Timing' or 'Eye' button (bottom).

BASIC BOARD OPERATION:

Press the ON button. The marker will instantly turn on in Live Mode. While in Live Mode, you can turn the Timing System off and on by tapping the Timing button.

Timing settings are:

Artificial Intelligence (AI) – The AI mode on the Torque is unique to the paintball industry. It uses the Hall Effect Sensor (HES) to self-time the Torque, and also to cover most eye interrupts. There will be no FSDO in the Torque, nor issues with changes in temperature. The AI system can detect a ball in the chamber vs a finger or ball that has not cycled (For a full explanation, please see next page.)

Eyes Off – In this mode the eyes are OFF, and your dwell is set per the programming mode.

	No Ball In Breech	Ball in Breech	Error Color
AI Mode	Red LED	Green LED	Yellow LED
Classic Mode	Purple LED	Blue LED	Yellow LED
Eyes Off	White LED	White LED	Yellow LED

If the eyes are enabled, and the marker does not detect paintballs in the breech, you can hold the trigger for 1 second to fire a shot. If the board detects a problem with either the eyes or the bolt cycle, it will signal it by changing the color of the LED to **yellow**.

As the battery is gradually depleted, the LED will begin to blink, at first slowly and then faster, to indicate this. You should recharge the battery when the LED blinks fast to avoid problems with the marker not cycling or experiencing drop-off.

To Factory Reset—hold the trigger down and turn the marker on (just like how you enter programming mode) but keep them held down for 30 seconds.

Tournament Lock is accessed by removing the grip panels and flipping the tournament lock connector. This will prevent the user from accessing the Programming Mode on the board without opening the grip frame.

The AI Mode can detect a failure in the HES or Eye system and compensate, and in situations of extreme problems (really bad paint being one of them) the gun will automatically switch to a **Soldier On Mode** in the AI settings to compensate for needing to dwell over normal. That means, if you get the **yellow** 'Error' light the gun will still run, but you might need to clean out the breech, clean out the eyes, or maybe lube the gun. The AI mode is there to keep the gun running in almost any situation. The gun is self-timed, self-dwelled, and alerts you to any problem with the eyes or the drivetrain, and compensates for a problem from then on. It will also check continuously for situations to return to normal, and will return to normal settings when they are good again.

The **Soldier On Mode** will kick in after 5 cycles that go over the normal dwell setting. Make sure your finger is removed from the chamber while in AI. It will switch to SO in 5 cycles and there will be a 8-14lb force against your finger for 100ms.

In addition to the in the case of failure in the HES system (magnet falls out, etc.) the gun reverts to **Classic Mode**, where in the timing is set by the dwell in the programming menu, and eyes are still on. In this the gun acts like normal paintball gun, and may experience FSDO or otherwise. Keep the dwell set high to compensate. A dwell of 11 is fine, though there is no effect of a high dwell on velocity so adjust higher if needed.

TO ENTER PROGRAMMING MODE

Hold the trigger and turn the marker on. Wait until the LED cycles through the full spectrum of colors repeatedly then release the trigger to enter the programming menu.

The programming menu shows a different pattern on the LED for each adjustable value.

TO CHANGE A SETTING

Cycle through the settings in the programming menu by pulling the trigger. Once you find the setting you wish to modify, hold the trigger. The LED will go off, and then flash the value of the current setting.

If you wish to enter a new value, pull the trigger the same number of times as the new value you want to enter. The LED will confirm your new setting by flashing back to you the value you just entered, and return to the programming menu.

To return to the programming menu without entering a new value, release the trigger and wait for 1 second.

Programming Example:

Hold down trigger and turn gun on, keeping trigger held down until gun enters programming mode, indicated by blinking rainbow lights (about 2 seconds). Light is then **purple**. To cycle through the programming, pull the trigger till you get to the color of the function you want to change then pull the trigger and hold it. Light goes out, then blinks to indicate the value at which that function is currently set. After that, pull the trigger the amount of times that you would like the value it to be. The light flashes white for every input. After you have put in your value, wait. The board will repeat the value back to you in the color of that function, then it will rainbow through the colors to tell you it has set. You can then cycle through the other functions or turn the board off come out of programming mode and be ready to play.

Setting Mode Example:

To enter NPPL Mode, change Firemode (**Purple**) change the setting to 1 (1 pull of the trigger, Semi). Change the MROF (**Blinking Red**) to 15 (15 pulls of the trigger) and you are set.

To change PSP mode to 10.2 because you are a Pro now, change the Fire mode to PSP (2 pulls) and change MROF to 10.2 (2 pulls).

PROGRAMMING MODE SETTINGS:

Option	Color	Parameter	Default	Maximum
1	Purple	Fire Mode	1	10
2	Blinking Red	MROF ON	1	32
3	White	MROF OFF	14	32
4	Blinking Yellow	Ramp Activation	2	20
5	Blinking White	Ramp Buffer	21	24
6	Yellow	Semi Shots	3	12
7	Teal	Hopper	6	20
8	Red	Dwell	11	32
9	Green	Debounce	8	20

DIFFERENT FIRE MODE SETTINGS:

Option	Mode	Description
1	SEMI	Uncapped Semi
2	PSP	12.5bps cap, 3 semi shots before ramp, 3 balls per pull, 1 second timeout
3	Millennium	10bps 1 semi shot before ramp short timeout
4	NXL	10bps full auto with 3 semi shots and 1 second timeout
5	Uncapped PSP	Like PSP but no ROF cap
6	Response	Fires on pull and release once you are ramping
7	Percentage Ramp	Fires just a bit more than 1 shot per pull
8	Burst	Fires significantly more than 1 shot per pull
9	Full Auto	Keeps on firing while the trigger is held

RATE OF FIRE CHART:

		Trigger Pulls										
		1	2	3	4	5	6	7	8	9	..	25
Rate of Fire (in BPS)	Uncapped	10.2	10.4	10.5	12.2	12.4	12.5	8	9	..	25	

PROGRAMMING MODE DEFINITIONS

FIRE MODE - Adjusts the overall behaviour of the gun

MROF ON - The maximum rate of fire the marker can shoot with eyes ON. Increasing this setting will allow your gun to fire faster but because the eyes are enabled it will not shoot faster than the hopper can feed.

MROF OFF - The maximum rate of fire the marker can shoot with the eyes disabled. Increasing this setting will allow your marker to fire faster but because the eyes are disabled, you risk chopping paintballs.

RAMP ACTIVATION - Rate of trigger pulls per second needed to activate assisted fire modes.

Note: A certain number of semi shots are needed to activate assisted modes.

RAMP BUFFER - Amount of shots that will be fired, per trigger pull when in Ramp Modes.

HOPPER SETTING - Controls the timing of the eye logic. Force feed hoppers can use a lower setting. Gravity feed hoppers will need a higher setting.

DWELL -The duration of the pulse (in milliseconds) sent to the solenoid on each shot.

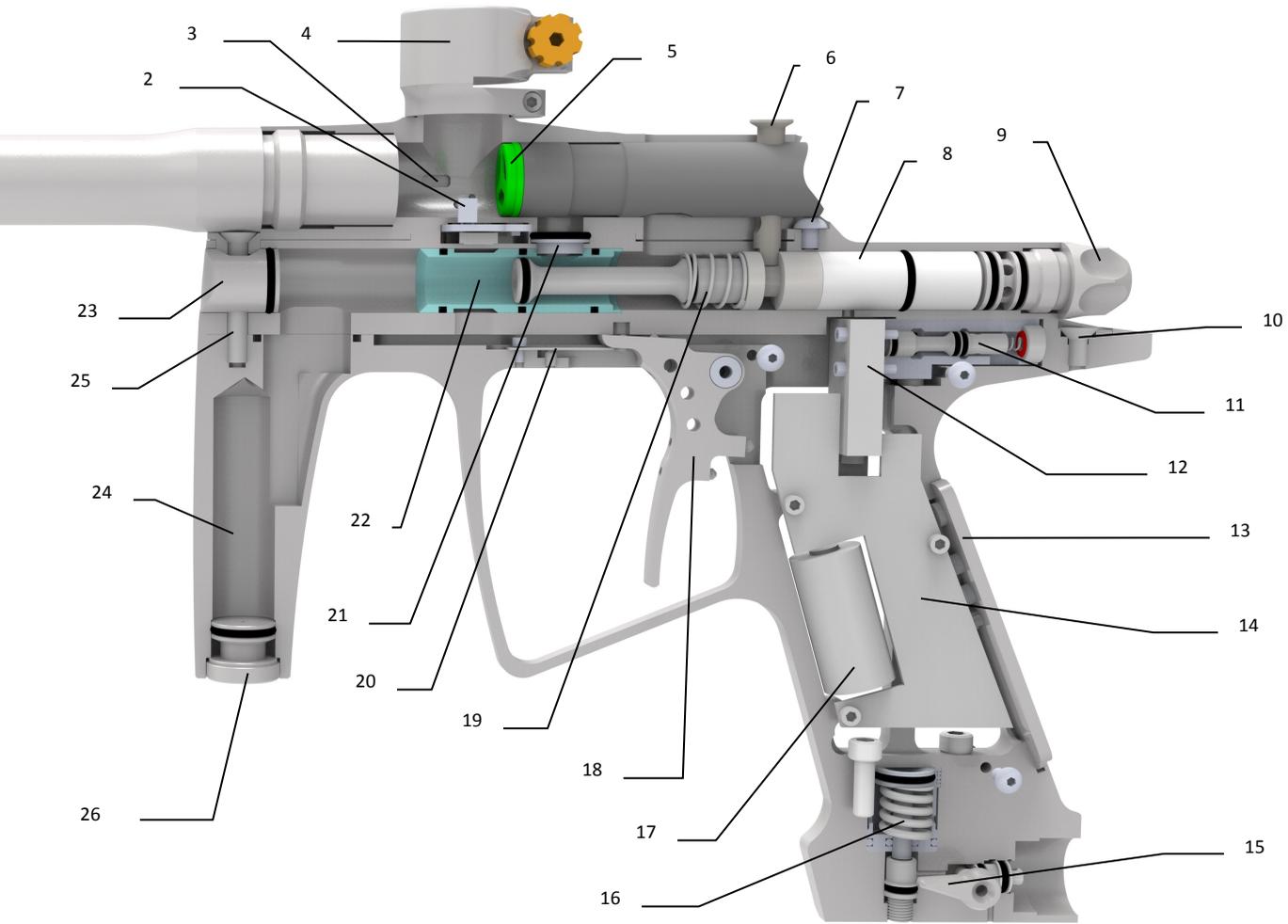
DEBOUNCE - Sets how strong the anti electronic bounce filters are. Increasing this setting will make the board filter bounce more aggressively when you are shooting fast.

TECHNICAL BREAKDOWN

STANDARD MARKER



1. Autococker threaded 14" Aluminium barrel, in .685" bore
2. Daughter Board, with Eyes and Hall Effect Sensor
3. Bridge Style Detent
4. Feed neck with Geared Thumbscrew
5. Soft Exalt bolt tip
6. Pull Pin style easy to remove bolt, a spool valve first!
7. Screw, Rear Top Body
8. The 'Piston', spool drivetrain component
9. Rear Pin
10. Screw, Rear Bottom Body
11. Switch
12. Mac33 Solenoid
13. Removable back plate with control buttons
14. Motherboard
15. On/Off lever with Purge
16. Integrated ASA Regulator
17. J4 RCR123 rechargeable 3.7v 700mAh battery
18. Trigger: Twin Ball bearing with 5 point adjustment
19. Piston Return Spring
20. Trigger Springboard w/ adjustment
21. Valve Retainer
22. Valve
23. Front Plug
24. Volume Chamber
25. Screw, Front
26. Front Grip Plug



TECHNICAL BREAKDOWN

DRIVETRAIN MAINTENANCE

BOLT AND REAR PIN REMOVAL

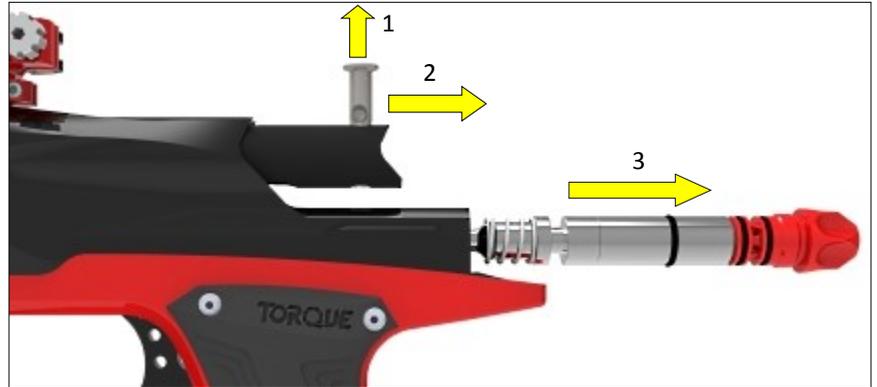
The drivetrain of the Torque is very simple to work on, and even non-paintballers can do maintenance work. This is one of the simplest designs available, so don't be intimidated!

The system is a Stacked Tube Spool (STS) valve design, the top tube holding the bolt, the bottom the piston, the single moving part of the spool design.

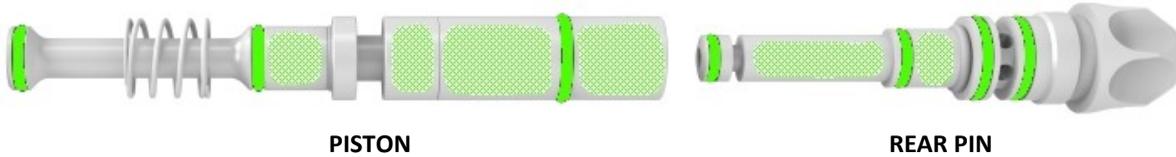
In case of paint breakage or general cleaning, the bolt can be removed by pulling the pin up (1) and sliding the bolt out (2). Check the bolt tip to make sure it is still in decent condition. If need be, a swab can be ran through the entire top of the gun.

To remove the spool, make sure you degas the marker first. Turn the Rear Pin counter clockwise to slide it out (3). The Piston and spring should drop out then, but if necessary, you can re-insert the bolt, and using the bolt pin to push on the piston to move it back.

The spool will come to the back of the gun, and you can remove it from there. The spring is mounted to the outside of the spool. Check all of the o-rings for damage and replace accordingly.



TECHNICAL BREAKDOWN



PISTON

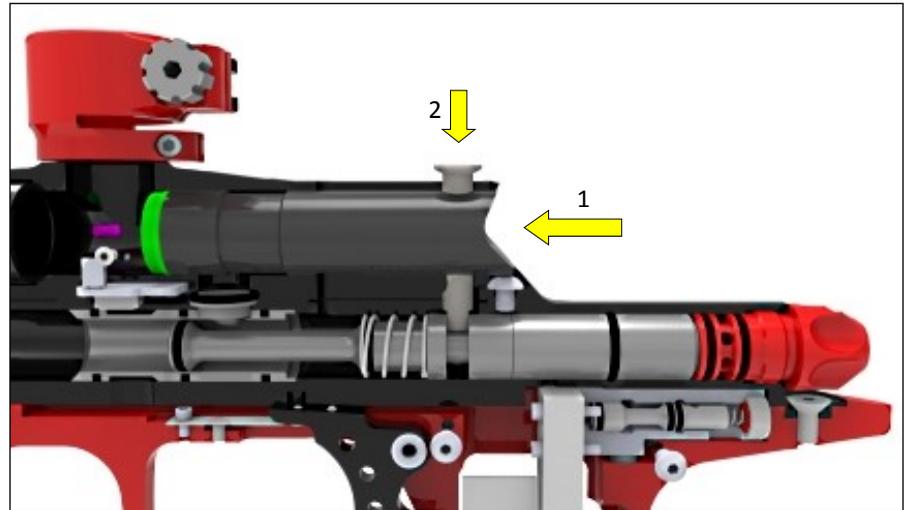
REAR PIN

MAINTAINING YOUR DRIVETRAIN

For basic lubing, apply lube to the 3 external o-rings on the piston (shown as green above to indicate they have had lube applied), and the area around them, lightly. Apply lube to the rear pin o-rings also, as shown in green.

To replace the drivetrain after lube and inspection, just slip the piston back on the rear pin making sure to have the spring on the piston in the correct place, and slide that into the lower body of the gun. After screwing the drivetrain in (lightly, do not tighten down the rear pin any more than moderate finger tight!) re-install the bolt (1) and push the pin back into the guide (2) in the piston as shown.

Air the marker back up and play! It really is as simple as pulling it out, lube and replace, that will be 90% of the work you will need to do on this marker.



TECHNICAL BREAKDOWN

DRIVETRAIN MAINTENANCE

LUBING DIRECTIONS

We have included a container of our “slicky” lube. It is very slick lube, and while thick, it is amazingly slick, and this makes it one of the better lubes on the market. That being said, this design will also work with Dow33, Dow55 or Re-branded versions of it. It will also work with silicon lubes, “Lurker Lube” or various other options. Make sure to ONLY use lubes approved for paintball, many other lubricants (like WD-40) are very bad for o-rings. Oils for Firearms are not approved and will void the warranty. And we will laugh at you when you tell us you used them. A LOT.

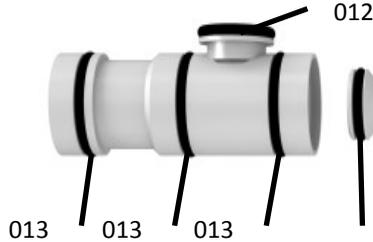


TECHNICAL BREAKDOWN

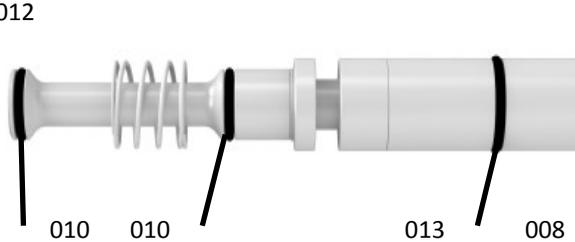
Front Plug



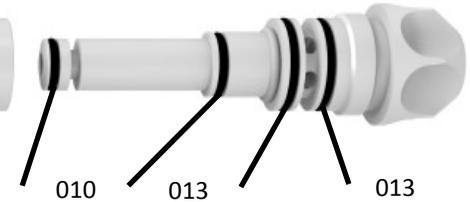
Valve and Valve Retainer



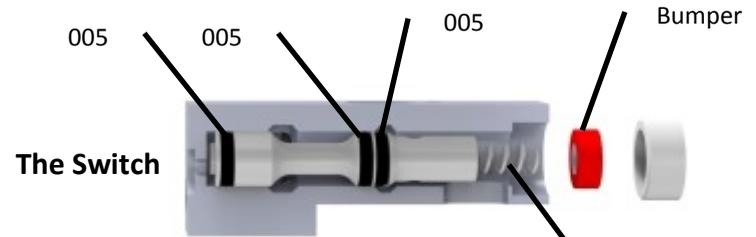
Piston and Return Spring



Rear Pin

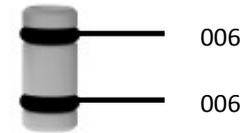


Front Grip Plug



The Switch

Air Transfer Tube



Never Cycle the Torque without the Spring!

The spring is set to compress at 4mm – reducing that will result in the marker bolt pin impacting on the body, which will dent it, and seize the drivetrain and bolt! The warranty will NOT cover damage of this sort.

TECHNICAL BREAKDOWN

ASA / REGULATOR

The regulator is integrated into the ASA of the gun, and the grip-frame. If you have a problem with the regulator, or are just planning on year-end maintenance, rebuilding it is easy.

REMOVING THE ASA / REGULATOR

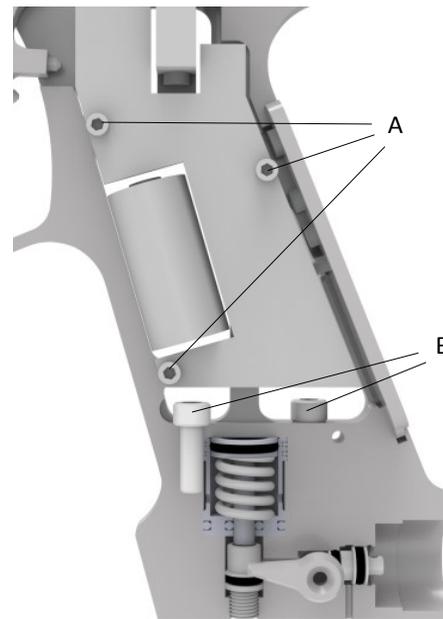
Remove your hopper and make sure there are no paintballs left in the breech—**do NOT look down the barrel to check!**

Turn off the On/Off lever, remove the tank, **and cycle the gun to make sure no residual air is left in the gun.** Remove the grip covers. Remove the 3 screws retaining the main board (marked A).

Using a 1/8" Allen key, remove the two screws from the inside of the grip frame (marked B), at the bottom. This will allow the regulator to drop off of the frame. When you release the ASA from the grip frame the Regulator Guide will slide out of the ASA, and then you can check the o-rings on the reg.



The regulator adjustment can then be threaded out and the seals checked. The important seal is the 'Puck' in the adjustment base. Lightly wipe that off and check for any scrapes or cuts. An indent from the base of the regulator is normal. If needed, use a small Allen key and remove the puck by pushing from the bottom, and then flip it.

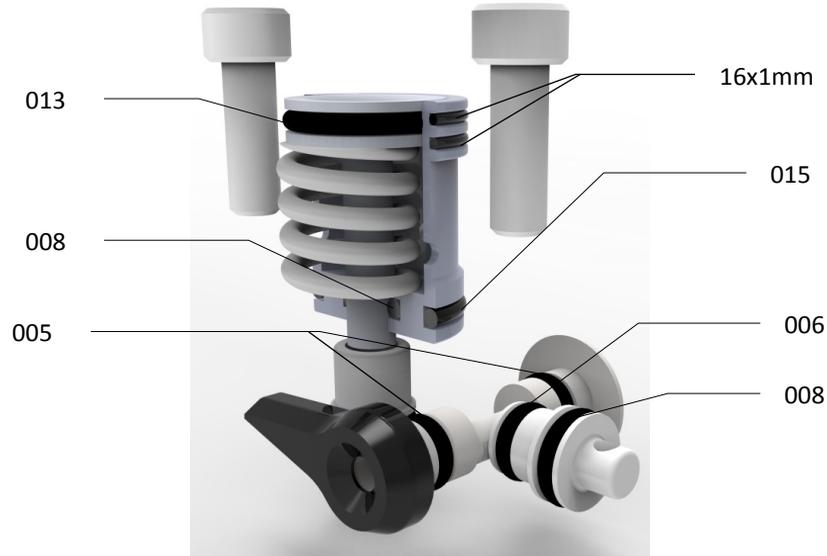


TECHNICAL BREAKDOWN

ON / OFF REMOVAL

The On/Off lever is independent of the regulator, and can be swapped side-to-side for comfort. First remove the air source and cycle the gun to purge it. Turn the lever around to the On position to push the Bottle Pin Forward. Remove the screw in the Lever Cam, and pull it out. Place in the opposite side and re-attach the lever. The lever uses 005 o-rings, if it needs replacement.

To remove the Bottle pin, use a c-clip wrench and remove the clip retaining the pin. Then with an o-ring pick, needle-nosed pliers or even a small Allen wrench pull out the pin. The pin has -006 and -008 o-rings for replacement.



TECHNICAL BREAKDOWN

MISCELLANEOUS



ADJUSTING THE TRIGGER

The trigger has 5 points of adjustment. You can adjust the trigger's forward stop, backstop, contact with the lever switch, return trigger springboard and magnet release pressure. Care must be taken to make sure adjusting the trigger backstop position and trigger switch activation doesn't allow the leaf switch to be compressed too much, resulting in a broken board or switch.

1. Micro Switch Contact Screw Adjuster.
2. Backstop Screw Adjuster.
3. Trigger Forward Stop Screw Adjuster.
4. Magnet Adjuster.
5. Return Trigger Springboard Screw Adjuster.

TECHNICAL BREAKDOWN

REMOVING THE CIRCUIT BOARD

First remove the grip cover. Turn the gun so the left side is down. Remove the battery, then lightly disconnect the daughterboard wires and solenoid wires. Do not pull hard, and try not to pull the wires themselves. Turn the gun over. Remove the board retaining screws. Carefully lift the board out, making sure the trigger doesn't interfere with the board removal. In the process also watch out for the buttons on the rear pad, those are retained by the rear panel and can fall out after the board is removed. It would be good to remove them at this time so they are not lost. When installing the board, make sure the buttons are pushed forward before board install so they do not damage the board.

REMOVING THE BACK PANEL

The back panel is retained with a single screw. Remove the retaining screw and the rear panel will pop out. When you do, watch out for the buttons, since they are loose in the setup. Then clean and replace, again watching for the buttons, or replace with an upgrade back cover to fit your preference. In the case of the OLED upgrades a small area is in place for the OLED protective screen. Be sure to install that also.

Retaining Screw



TECHNICAL BREAKDOWN

REMOVING THE GRIP FRAME

First remove the air source and purge the gun. Remove the barrel. Remove the grip covers and disconnect the wire harness for the Solenoid and Daughterboard. Remove the Rear Pin.

Using a 1/8" Allen wrench, unscrew the front body screw from underneath the barrel and the rear body screw from underneath the Rear Pin. The grip will slide off. Be careful as you pull the body apart to not catch the solenoid and daughterboard wires.

When the grip comes off the air transfer tube for the connection for the Switch/Solenoid to the grip will be disconnected. Make sure to not drop this part when you separate the bodies.

To re-install the grip, make sure the air transfer tube is installed in the grip frame and the wires for the eyes are in the body (this is a potential problem leading to cutting the wires on the install, and you ordering a new harness) and pass lightly into the grip. Also make sure the solenoid wires pass through freely. Ordering a new solenoid would also not be preferred. The grip should slide on easily.

Also check the grip front air passage o-ring and make sure it is secure and installed correctly. Or else you will chop the o-ring on install.

After the grips are slid on and fit comfortably, with no binding wires or other parts (trigger, your finger, small animals or teammates) then insert the front and rear screws and tighten.

REMOVING EYE COVERS AND CLEANING

The eye covers remove for easy cleaning, though the eyes should self clean to some extent. When you do need to remove the eye covers the cover plates are held in by a small screw. Remove the screw and pull off the cover, watching out for the small bridge detent, which is bright pink. Wipe down as needed and replace the detent if damaged. Then replace the eye covers and the screws. DO NOT tighten very hard! You can break off the screw, which would necessitate replacing the body.

TECHNICAL BREAKDOWN

REMOVING THE DAUGHTERBOARD WITH EYE AND HALL EFFECT SENSORS

First degas the gun as mentioned before! This is very important.

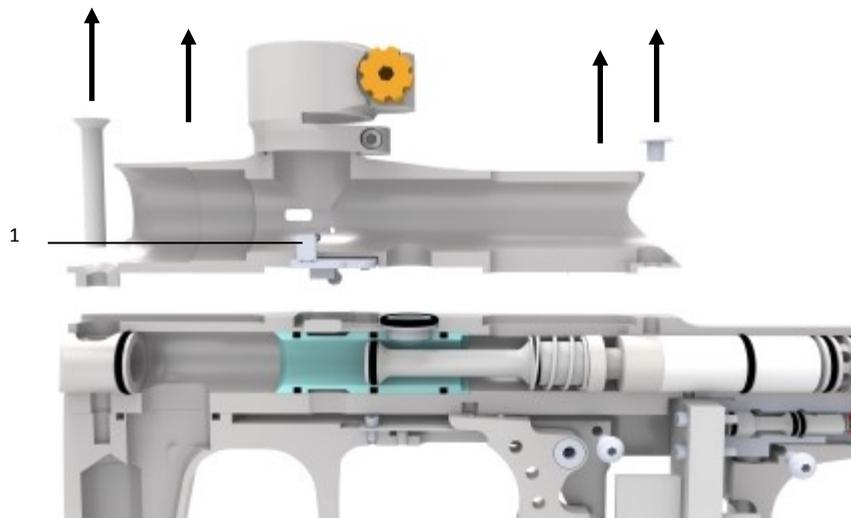
Remove the eye covers and detents as previously mentioned. Remove the bolt. Then remove the barrel and the 10-32 screw mounted underneath. This will need the 1/8" Allen wrench. Under the bolt in the back of the upper body is another screw that is removed with the 1/8" Allen wrench.

When the top is removed, slowly and carefully remove the top body until you have the wiring harness and daughterboard (1) accessible. Then disconnect the Daughterboard and harness. Do not pull hard on the wires when disconnecting it, or you will ruin the harness! Lift the top body off, also watching to make sure the Valve Retainer remains in the bottom body.

The daughterboard is held in place with a small screw. Use an Allen key to remove the board, and wipe down the board and body. The board is coated with an anti-corrosive and hydrophobic coating that should make cleaning very easy.

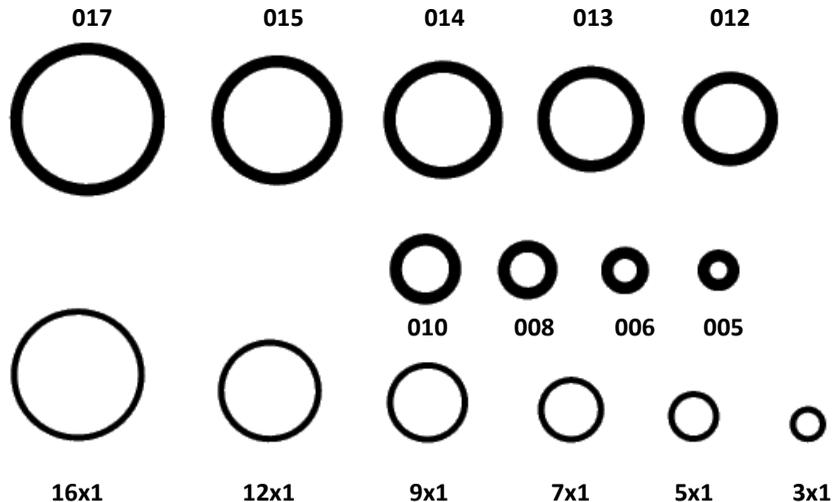
To reassemble, insert the Daughterboard into the Top Body, and screw back on lightly. Do not over-tighten this screw, as it will break off and the top body will have to be replaced. Connect the wiring harness being careful to not pinch the wires in the body when you re-assemble. This is a critical problem, so take your time and be careful during this step.

After that, replace screws and eye covers as previously instructed.



ORINGS

Size	Qty	Location
005	5	On / Off Cam, switch
006	3	Transfer Tube, Bottle Pin
008	2	Reg Guide, Adjuster
008 (v)	1	Bottle Pin
010	2	Piston
012		Valve Retainer
013	7	Front Plug, valve, Rear Pin, Reg
014	1	Fore grip Plug
015	2	Reg Guide
017	1	Fore grip to Body
3x1	1	Switch to Body
5x1	1	Switch to Body
7x1	1	Internal Drivetrain Piston
9x1	1	Internal Drivetrain Piston
12x1	1	Switch to Body
16x1	1	Reg guide to Grip



SCREWS

Screw Reference	Location	Quantity
10-32 X 1-1/4" UNF SOCKET HEAD COUNTERSUNK A2	FRONT SCREW	1
4-40 X 3/8" UNC SOCKET CAP SCREW A2	FEEDNECK SCREW	1
10-32 x 3/16" UNF SOCKET BUTTON HEAD A2	REAR SCREWS	2
2-56 X 1/2" UNC SOCKET CAP SCREW A2	SWITCH / SOLENOID	4
6-32 X 1/4" UNC SOCKET BUTTON HEAD A2	GRIPS	6
4-40 X 1/4" UNC SOCKET CAP HEAD A2	BOARD	3
10-32 X 1/2" UNF SOCKET CAP SCREW A2	ASA (TO BE MODIFIED)	2
6-32 X 1/8" UNC SOCKET SET SCREW A2	FORE GRIP	4
8-32 X 1/4" UNC SOCKET SET SCREW CONE POINT A2	TRIGGER	2
2-56 X 3/16" UNC SOCKET CAP SCREW A2	DAUGHTER BOARD	1
2-56 X 1/8" UNC SOCKET CAP SCREW A2	TRIGGER SPRING	1
4-40 X 1/8" UNC SOCKET SET SCREW A2	TRIGGER ADJ	4
4-40 X 1/4" UNC SOCKET SET SCREW A2	TRIGGER ADJ	2
2-56 X 3/16" UNC SOCKET HEAD COUNTERSUNK A2	EYES	2
4-40 X 3/16" UNC SOCKET HEAD COUNTERSUNK A2	ASA Lever	1

TORQUE WARRANTY

WARRANTY AND LEGAL INFORMATION

WARRANTY

J4 Paintball, LLC provides a limited lifetime warranty for the Torque paintball marker that covers it against any manufacturing defects. In the event that the Torque paintball marker fails and the issue is relating to materials or workmanship, J4 Paintball, LLC will repair or replace the failed part with a working part for free. If the issue is related to the misuse of the Torque paintball marker, such as, but not limited to, a poor dive resulting in damage to the barrel or frame, then the warranty will not cover that. Basically, if the issue is down to J4 Paintball, LLC you will be covered. If it is down to you, we will work with you to resolve it but there may be a charge involved. The limited warranty is for the Torque paintball marker and NOT the owner, so if you are the 2nd or 3rd owner, you will still be covered.

DISCLAIMER

All images contained within this manual are copyright to their respective owners. Our products are continuously updated which may mean that this manual will be out of date. These are subject to change at any time, and updates to this manual can be found on our company website.

J4 Paintball, LLC Patent 7,610,907 for the Stack Tube Spool Valve system. All rights will be strictly enforced. Perpetrators will be publically shamed and forced to endure endless re-runs of MacGyver. You have been warned.

SPECIAL THANKS

We would like to thank the following people (but in order of personal preference): Underpants Gnomes, President Lincoln, The Smurfs, Steven Segal, The Dark Knight, Unicorn, Optimus Prime, and Liza Minnelli.

CONTACT & SUPPORT

TECHNICAL SUPPORT

Please use the following methods to contact us for support with your Torque paintball marker:

On-Line: <http://www.j4pbsupport.com> - We have a ticket system, FAQ system as well as customer forums.

By Email: support@j4pbsupport.com

Alternatively, you can contact one of our head offices for further information and support:

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