



Drum42 Instructions

First off, thanks for buying one of our products. We've done our best to make some really fun and unique products for the paintball hobby and we hope you have a good time with it. If for some reason, whatever the case, you are not, let us know and we'll do our best to help and get you back on the field of play. That's what's important to us. Getting you gear you can trust to work when you need it to. So if you do have issues of any kind with this product, let us know, and we'll try and help as best we can.

STOP!

Damage to spring can result from winding drum magazine and placing into gun without any paint!

Please Read Instructions Prior to use.

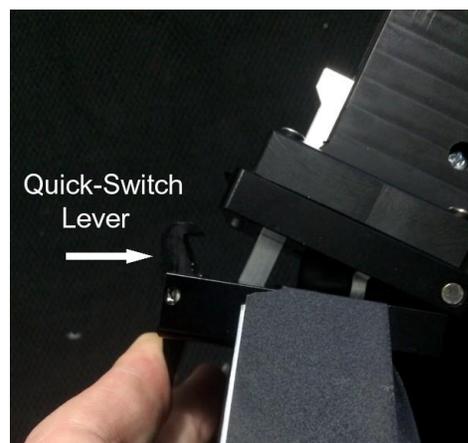
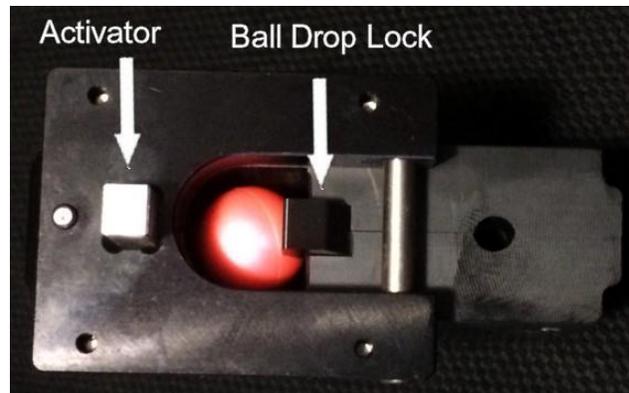
Do not wind and release the drum magazine without paint inside. The spring can break if this happens too much. Please don't do that. If you need to release the tension, put on a mag-top and press the activator while holding the middle rotor, and let it slowly unwind. Letting it rotate and slam from a fully clicked position can break stuff!

ADN Gen2 Drum Mag

This is the next version of the patented Drum42 design. We've updated the design to make it smaller in some areas, more robust in others, and now allows you 2 different methods of using your drum. Take the time to look them over.

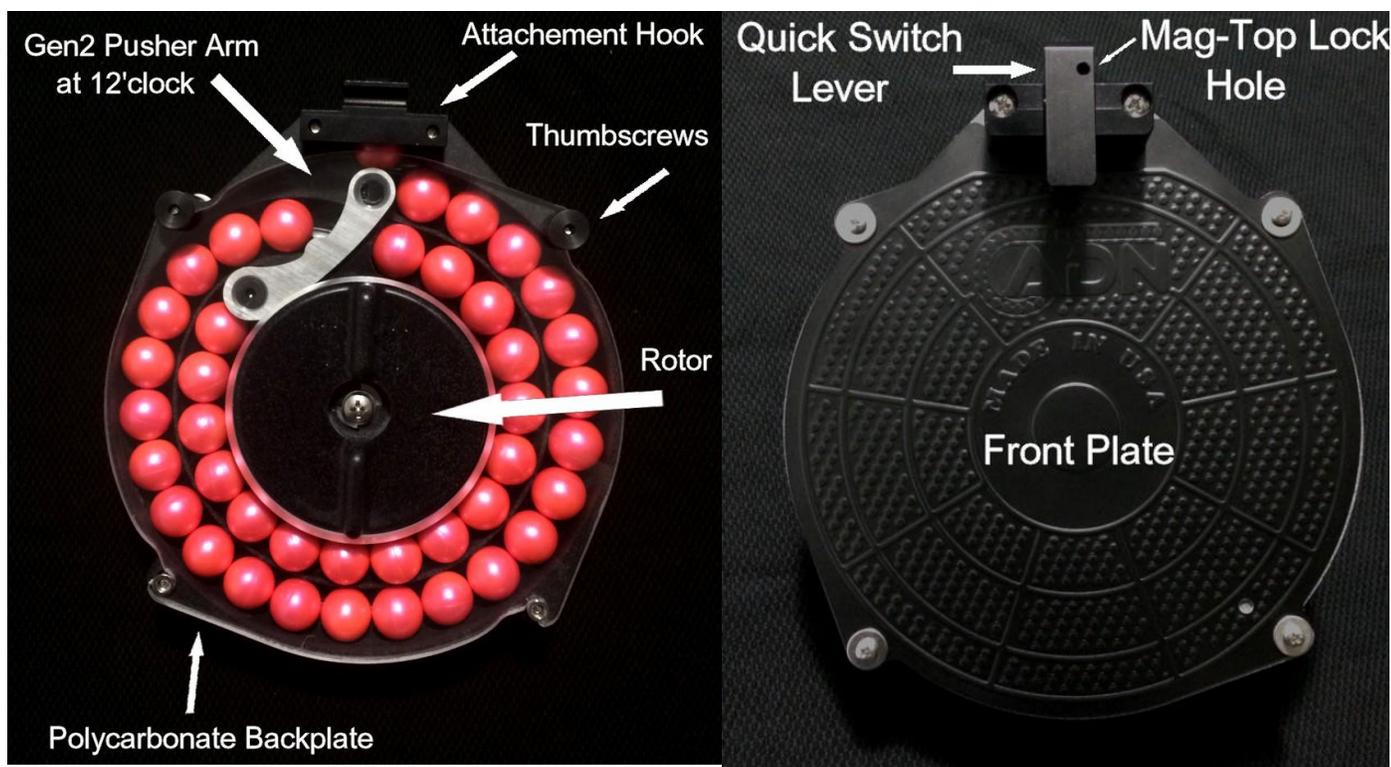
Mag-Tops

The Gen2 Drum Mag requires a Mag-Top to work. The Mag-Top is what merges your gun's magwell and the drum. Think of it like an adapter. You only need 1 Mag-Top for any number of drums, but it does need to be the correct one for your gun. It can either stay in the gun, letting you swap drum bottoms out using the Quick-Switch, or you can attach it to a single drum permanently by using the Mag-Top Lock.



Drum Bottom

The drum bottom is the same regardless of what Mag-Top you use on it. This allows for passing mags back and forth to teammates so long as each gun has it's proper Mag-Top. The Quick Switch Lever and Attachment Hook grab onto the Mag-Top and hold it on until you press the lever again.



Quick Switch Mode

When you have multiple drum bottoms and want to use the Quick Switch feature to drop the mag, press the Quick-Switch lever on your drum bottom. This will pop off the drum from the Mag-Top. **PAINTBALLS WILL REMAIN IN THE MAG-TOP!** The Mag-Top has a ball-lock to keep the paint from falling out of it when you switch magazines.

Locked-Top Mode

If you want to lock your Mag-Top onto your drum bottom, you can do so by using the Mag-Top Lock screw. Pass this through the Quick-Switch and into the Mag-Top. This will prevent the Quick-Switch from functioning and lock the top to bottom. This is best for when you want to use the Extended Pusher Arm.

Loading Paintballs



1. Leave the back plate on and click the rotor all the way to the right until the Pusher Arm is at 12 o'clock. The pusher arm blocks the paint to keep it from falling out of the drum.



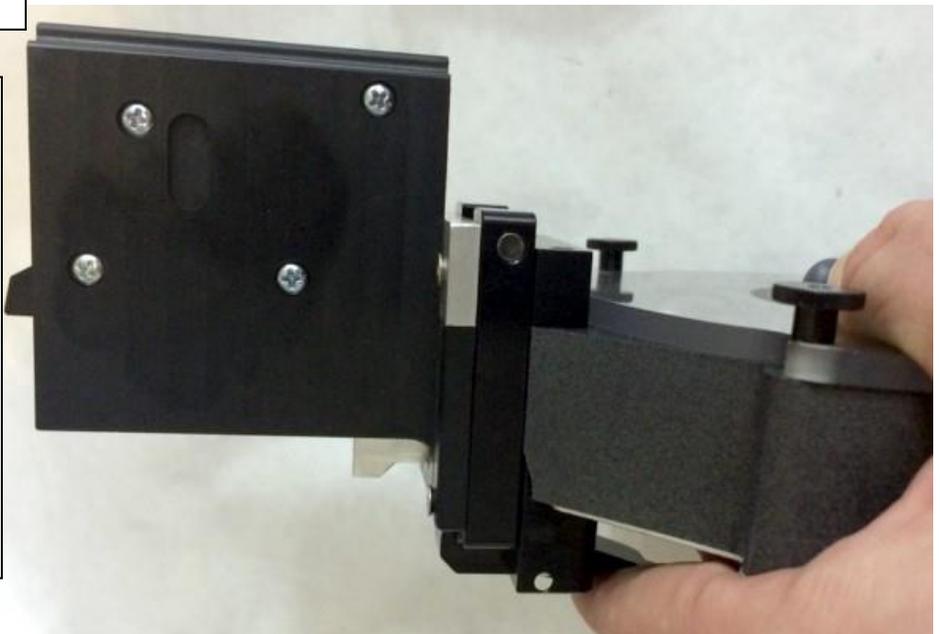
2. Remove back plate by loosening the thumbscrews, rotating back plate to the left, and pull up and off.



3. Dump paint into drum and magtop.

4. Put plate back on, and lightly tighten down thumbscrews a quarter to half turn. Only a little pressure is needed, don't over tighten.

5. Attach drum bottom to Mag-Top by putting attachment hook over the Mag-Top bar, and pushing up until the Quick-Switch grabs onto the Mag-Top. If the Mag-Top is in the magwell, it will activate the drum, if not, the paint will remain loose and not under tension until mag is inserted into the gun.



Loading First Strike Rounds



-When using First Strike, you will need a flat surface to put the magazine on. Use a bench or a flat spot on the ground.

-Same method as loading paintballs, only you will need to make sure the FSR are all nose down!

-Be sure to load your Mag-Top if it doesn't already have FSR/paint in it.

-If you do not have enough FSR to load all of the space, I suggest filling the empty spaces with normal paintballs.



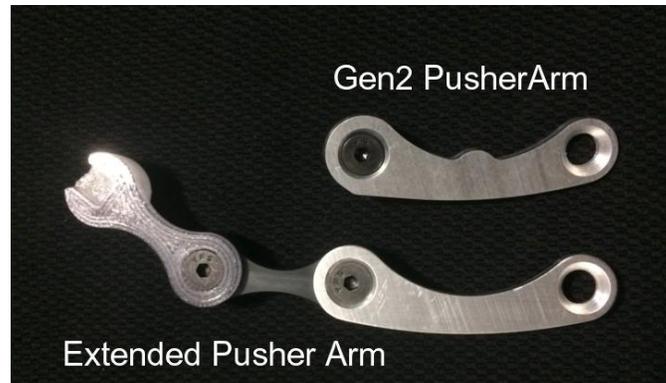
-Personally, I suggest using FSR in the Locked-Top-Mode with the Extended Pusher. It is less likely to have issues as there is one less variable, as well as the Extended Pusher allowing for a few more shots than the Quick Switch Mode does.

-I also recommend you change the mag tension from 0 to 1 turn as discussed on the next page.

Extended Pusher Arm

The Extended Pusher Arm is longer than the Gen2 Pusher Arm. It is designed to push ALL of the paintballs into your gun, both the ones in the drum, and the ones in the Mag-Top.

WHEN THE EXTENDED PUSHER IS INSTALLED THE QUICK-SWITCH WILL NOT WORK!



The extra length of the Extended Pusher Arm will get in the way and prevent the Mag-Top and Drum Bottom from separating. You will need to drop your Gen2 magazine from your gun's magwell like a normal mag when the Extended Pusher Arm is used on your drum bottom.

For people with multiple drum bottoms, something you can do is use a drum with the Extended Pusher arm as your last mag. It gives you about 2 extra shots but stops the Quick-Switch from working. If you use it as your last mag, the fact that it jams the Quick-Switch ability won't be an issue.



Changing the Spring Tension:

You can adjust the tension without tools. If find you need more spring power because you want to shoot First Strike or old paint has caused friction and the pusher needs more force, you can make it harder or softer.



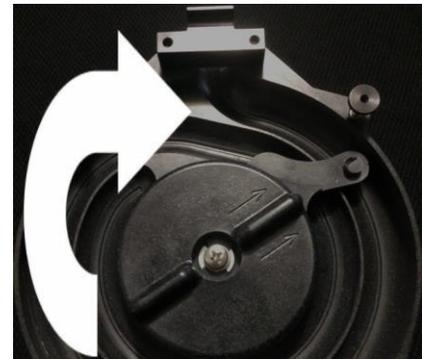
1. Rotate rotor to this exact position and remove backplate. This is the **Start** position.



2. Disconnect the pusher from the rotor.



3. Put Mag-Top on and press down activator while holding middle rotor and let it slowly unwind. Be careful, there can be a lot of tension in the drum.



4. Click rotor to the right until you get back to **Start** position. This is 0. From here, one full 360 rotation back to the Start position will equal 1 turn. Your drum may need 0 or 1 depending on how much power there is in the 0 position.

5. In most cases, regular paintballs need 0 turns, and First Strike need 1 turn. You may find that 1 turn for regular paintballs and 2 turns for First Strike works better for you depending on the mag's friction and spring age.

6. Put your pusher back onto the rotor and attach backplate.

