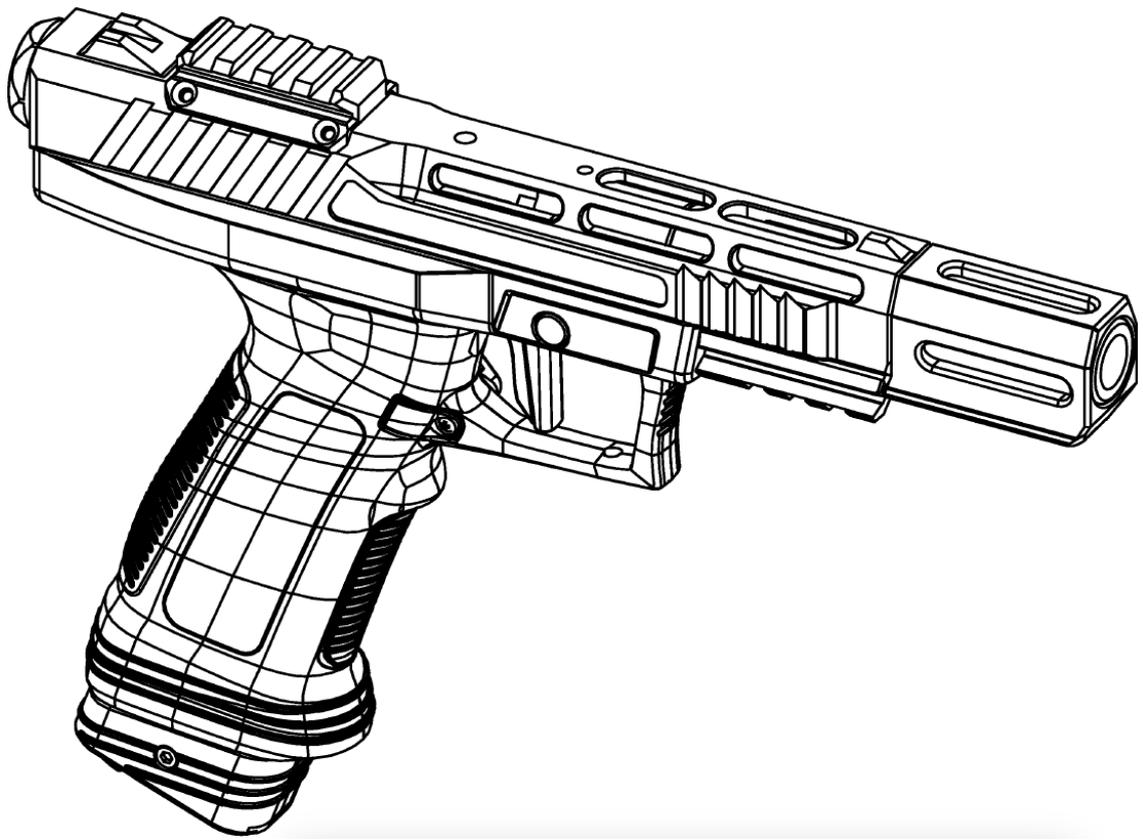


GUARD DOG S PRO

PAINTBALL MARKER



USER MANUAL

MADE IN TAIWAN

WARNING

WARNING/LIABILITY STATEMENT

The GDSP (GUARD DOG S PRO) paintball marker is surrendered by **MILSIG**, with the understanding that the purchaser assumes all liability from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. **MILSIG**, shall not be liable for personal injury, loss of property or life resulting from the use of this product under any circumstances, including any intentional, reckless, negligent or accidental discharges.

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

If you, as a user, do not accept liability, **MILSIG**, requests that you do not use a **MILSIG**, product. By using this **MILSIG**, product which release by **MILSIG**, , of any and all liability associated with its use.



WARNING Any MOD to the GDSP may result in failure and accident.
All safety protocol and guarantee will terminated with MOD

- **MILSIG** GDSP IS A paintball marker, NOT A WEAPON NOR TOY.
- Careless use or misuse may result in serious bodily injury.
- Eye protection designed for paintball marker must by be worn the user and all persons within range.
- Must be 18+ years of age or older to operate or handle any paintball marker and accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball marker or accessory.
- Do not aim paintball marker at eyes or head of people or at animals.
- Paintball marker are be to used with paintball only.
- To prevent fire or shock hazard, do not expose unit to rain or moisture.
- To prevent fire or shock hazard, do not immerse unit in liquids.
- To prevent fire or shock hazard, do not disassemble any mechanical part.
- Use common sense and have fun.

Any tampering with the unit voids your warranty. Please consult with a **MILSIG** local distributor before performing any maintenance. The use of non factory authorized components within this product may cause a fire or shock hazard.

IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product may contain chemicals known to the state of California to cause cancer and/or birth defects of other reproductive harm. Wash hands after handling.

You must be at least 18+ years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be dangerous and may be considered a crime.

Be sure to read the latest version of USER MANUAL before using product.

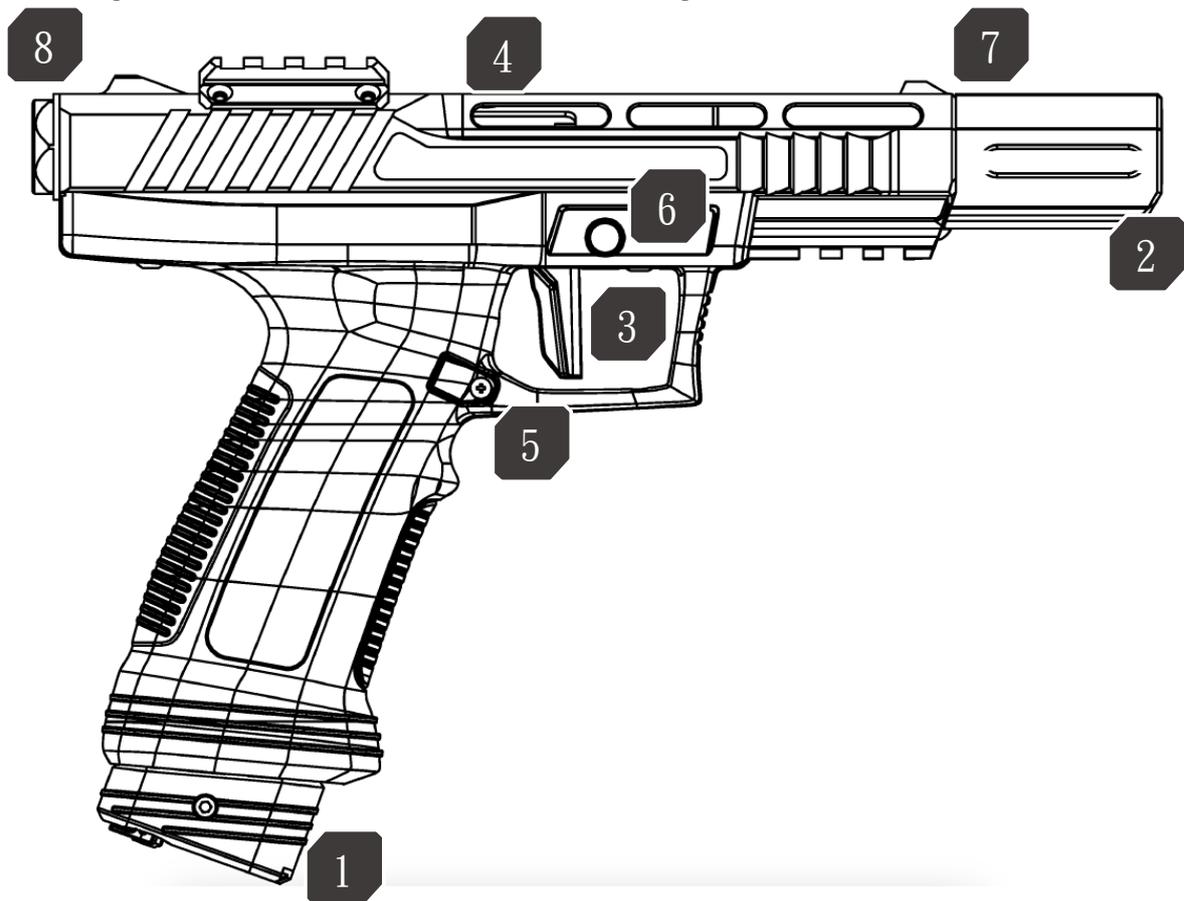
QUICK START GUIDE

Thank you for purchasing the **MILSIG** GDSP paintball marker. Like any paintball marker, safety must be at the forefront of your mind at all times when using this product. Never operate the GDSP without ASTM compliant goggles or aim at anyone that is not wearing proper goggles intended for the game of paintball.

The **MILSIG** GDSP is an advanced system that is suitable for all levels of play and will provide years of service if the following steps are meticulously followed.

1. Before airing up, place 3 drops of **MILSIG** -approved oil at the top of the CO2 Air Cavity.
2. Insert 12gram CO2 cartridge into Magazine by placing in CO2 Cavity.
3. Engage the air source by twisting the flip-knob base screw.
4. Insert the magazine into grip firmly. Do not punch load the magazine.
5. Dry fire 3-4 times to distribute the oil evenly through the paintball marker.
6. Check/chronograph your GDSP before use.

GDSP (GUARD DOG S PRO) DIAGRAM



1 magazine

2 extend barrel

3 trigger

4 projectile viewport

5 magazine release button

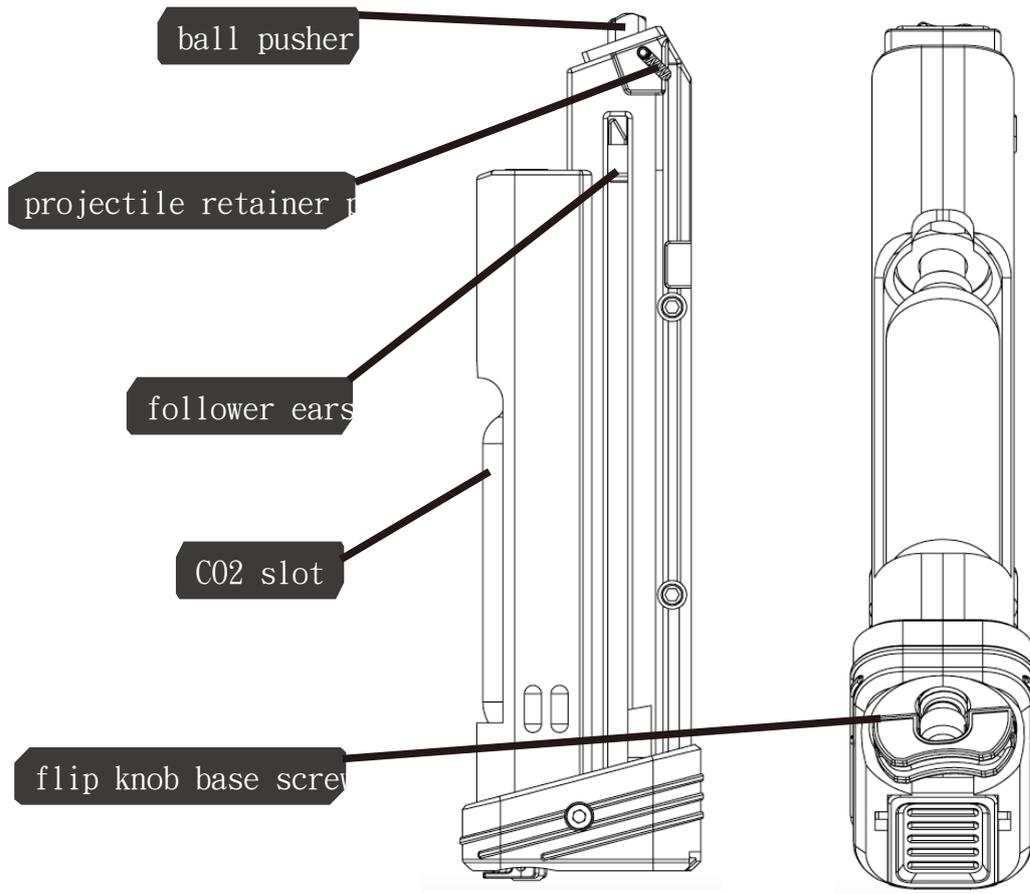
6 safety

7 front sight

8 rear sight

※12gram CO2 canister not included

MAGAZINE DIAGRAM



OPERATIONAL INSTRUCTIONS 1

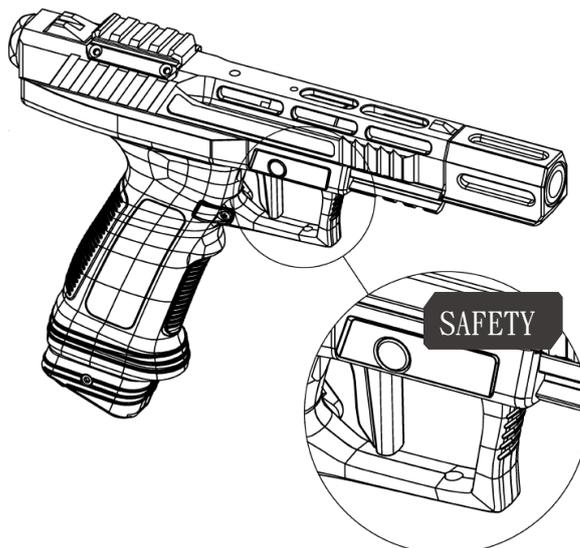
GETTING STARTED

Read this entire manual before using this paintball marker.
Keep your paintball marker pointed in a safe direction at all times.

1. SAFETY

Place the GDSP in a safe position by moving safety so no Red is visible. The safety is ambidextrous and can be operated from either side of the GDSP.

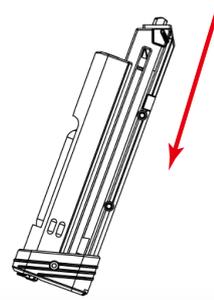
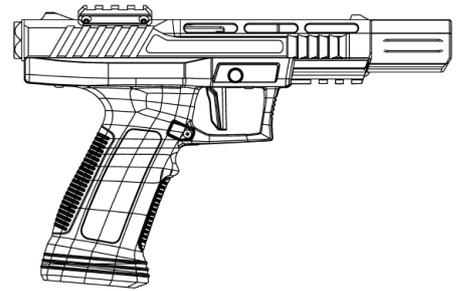
* Visible red indicates that GDSP will discharge.



OPERATIONAL INSTRUCTIONS 2

2. UNLOADING MAGAZINE

Ensure that there are no projectiles in your paintball marker by placing your hand under the magazine, pressing the magazine release, and pulling the magazine free from the GDSP.



3. LOADING PROJECTILES

Place 10 .50 paintball rounds into the magazine from the top. The projectiles will be held in place automatically by the projectile retainer pin. You can also lock the ball pusher in the down position by pulling down on the ball pusher's ears and locking the ears on the bottom of the ball pusher track.



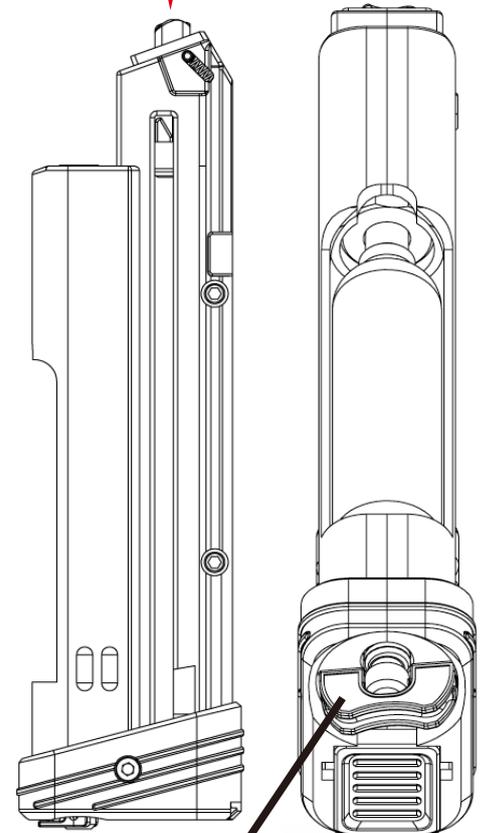
LOAD PROJECTILE

12g CO2 canister



4. LOADING CO2 CANISTER

Obtain a 12-gram CO2 canister. Insert the CO2 canister into the CO2 slot of the magazine with the small end of the CO2 cartridge pointing up and into the puncture pin of the magazine. Next, rotate the flip knob base screw clockwise quickly until the canister has sealed.

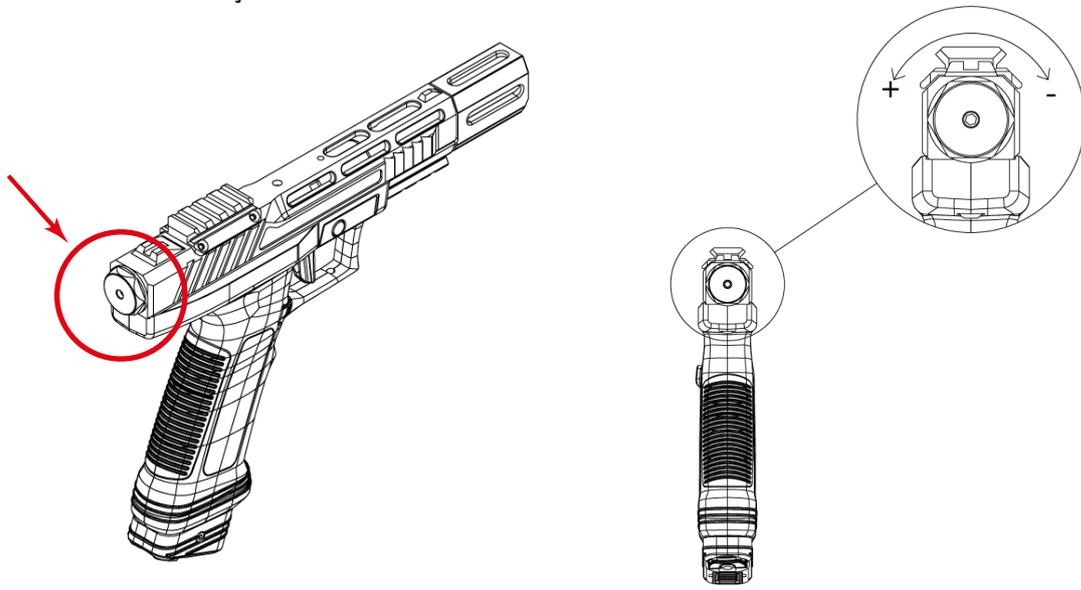


flip knob base screw

OPERATIONAL INSTRUCTIONS 3

5. VELOCITY ADJUSTMENT

- Before start adjusting the velocity , remove the power source first (remove the magazine).
- Make sure the GDSP blis on SAFETY mode by checking the safety.
- Increase velocity by turning velocity adjustment nut counterclockwise, or decrease velocity by turning with rclockwise. Fire several shots to test the new velocity setting before further adjustments are made.



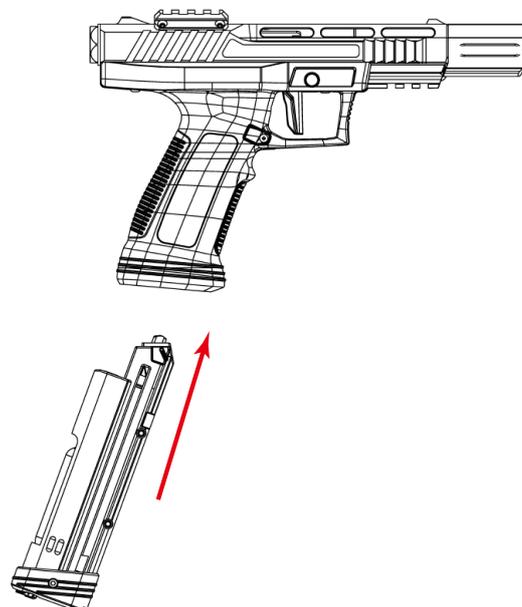
6. LOADING FIRST STRIKE

Always load first strike projectiles so the rounded nose exits the barrel first.
Always chronograph with first strike before use to ensure velocity is below 300 FPS.

7. LOADING MAGAZINE

Place the magazine in the grip of the GDSP with the projectiles closest to the end of the barrel. Once the mag has started into the grip, seat it completely until it has been secured by the magazine release.

NOTE: If the magazine does not lock on the first insertion, remove it completely and reinsert.



OPERATIONAL INSTRUCTIONS 4

FIRING THE GDSP

If the CO₂ canister has been punctured by the puncture pin and the magazine has been inserted into the GDSP, then the GDSP is now ready to fire.

Point the GDSP in a safe direction, rotate the safety so red is visible, and pull the trigger.

NOTE: Extra magazines can be carried for quick reloads in the field.

UNLOADING THE GDSP

1. Place GDSP in the safe mode and point in a safe direction. If all projectiles have been fired, place a hand under magazine and press magazine release with another hand. Catch magazine so it doesn't fall on the ground. Visually inspect the magazine well to ensure all projectiles are clear from the GDSP. Visually inspect the projectile viewport to ensure all projectiles are clear.

2. If all projectiles have not been fired, follow the above procedures but ensure that you turn the GDSP on its side while removing the magazine. The projectile that is in the chamber will be free and can fall on the ground if the GDSP is kept in a vertical position. Place your hand under the magazine well and capture the loose projectile as you turn the GDSP vertically.

3. Pull back on the projectile retainer pin to remove the projectiles from the magazine and turn the flip knob base screw counterclockwise to free the CO₂ cartridge from the magazine.

4. Your GDSP should now be free of any projectiles. Verify the GDSP is safe and store in a safe and secure location.

TROUBLESHOOTING

Q1. Air leakage happened when loading the magazine.

A.1 Try to remove the magazine and reload the magazine again.

Q2. Air leakage happened when pulling the trigger.

A2. Round jams result in air leakage. Remove the magazine and clean the round jam. Reload the magazine can solve the problem.

Q3. Air leakage always happened when loading it to the magazine.

A3. Place 1 drop of Co.-approved oil into the CO₂ VALVE of the magazine and reload the magazine into GDSP.

CLEANING & MAINTENANCE

CLEAN

- Never perform maintenance on a loaded or pressurized GDSP.
- Remove all projectiles and CO2 canister from the magazine and GDSP before doing any cleaning or maintenance.
- Never use petroleum-based cleaning solvents or lubricants.
- Do not use cleaning solvents that come in aerosol cans.
- To clean the GDSP, remove the barrel as described in the "Operational Instructions". Use a soft nylon brush or proper caliber patch tip with a soft cotton cloth to clean the barrel. Do not place lubricant or water in the barrel of the GDSP. It is designed to be used with the barrel completely dry.
- Keep the barrel of the GDSP dry.
- Wipe off any dirt or grime from the outside of the GDSP with a dry cloth.

LUBRICATE THE PAINTBALL MARKER

IMPORTANT: Before performing in any of the following instructions, remove the magazine. Point marker in safe direction and discharge until degassed.

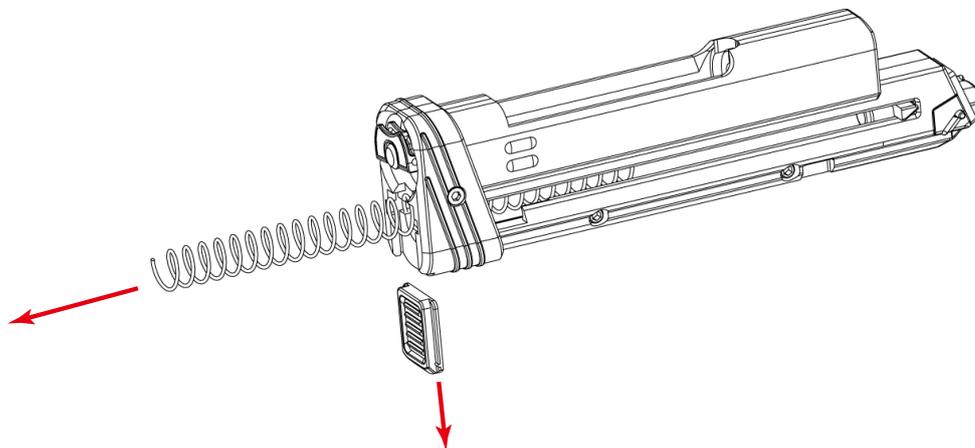
FOR OPTIMUM PERFORMANCE, DO THE FOLLOWING MONTHLY:

1. Place one drop of oil between trigger release and trigger rotator.
2. Remove the engine assembly and lightly grease the AC Cap O-ring.
(Refer to front and rear AC Cap O-ring on part BB1, Body assembly, P10)
3. Place one drop of oil on CO2 O-ring found at top of CO2 Valve and Magazine
(Refer to Top and bot side of part 4. MG, Magazine, P13)

OPERATIONAL CONSIDERATIONS

- The operational temperature range for the GDSP paintball marker is 37° F to 120°F.
- If the CO2 canister is punctured in a magazine, it should be removed if the GDSP is not used for 24 hours.

CHANGE/REMOVE MAGAZINE SPRING



WARRANTY & REPAIRS

MILSIG warranties to the original customer purchaser or current owner that this product is free from defects in material and workmanship under normal use and service for a period of 12 months from the original date of purchase by the initial owner/purchaser. (Consumable not included)

For warranty to be effective, customer must return the **MILSIG** Warranty Registration card that came with the product within thirty days of purchase or complete the online warranty form. **MILSIG** agrees to repair or replace (at its discretion) any product within a reasonable period of time. This warranty does not cover o-rings, scratches, nicks, normal wear and tear of parts, any modifications or normal fading of anodizing or damage caused by dropping or hitting of products. This warranty shall not apply if it is shown by **MILSIG** that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering of original factory parts will not be covered by this warranty. Any damage caused by water will not be covered by this warranty. If your product requires repair, please package it carefully and send together with your name, address, phone number, and a brief description of the malfunction to:

MILSIG Warranty Support

Note: Always remove the air source or degas the marker while not in use.

SPECIFICATION

GDSP SPEC

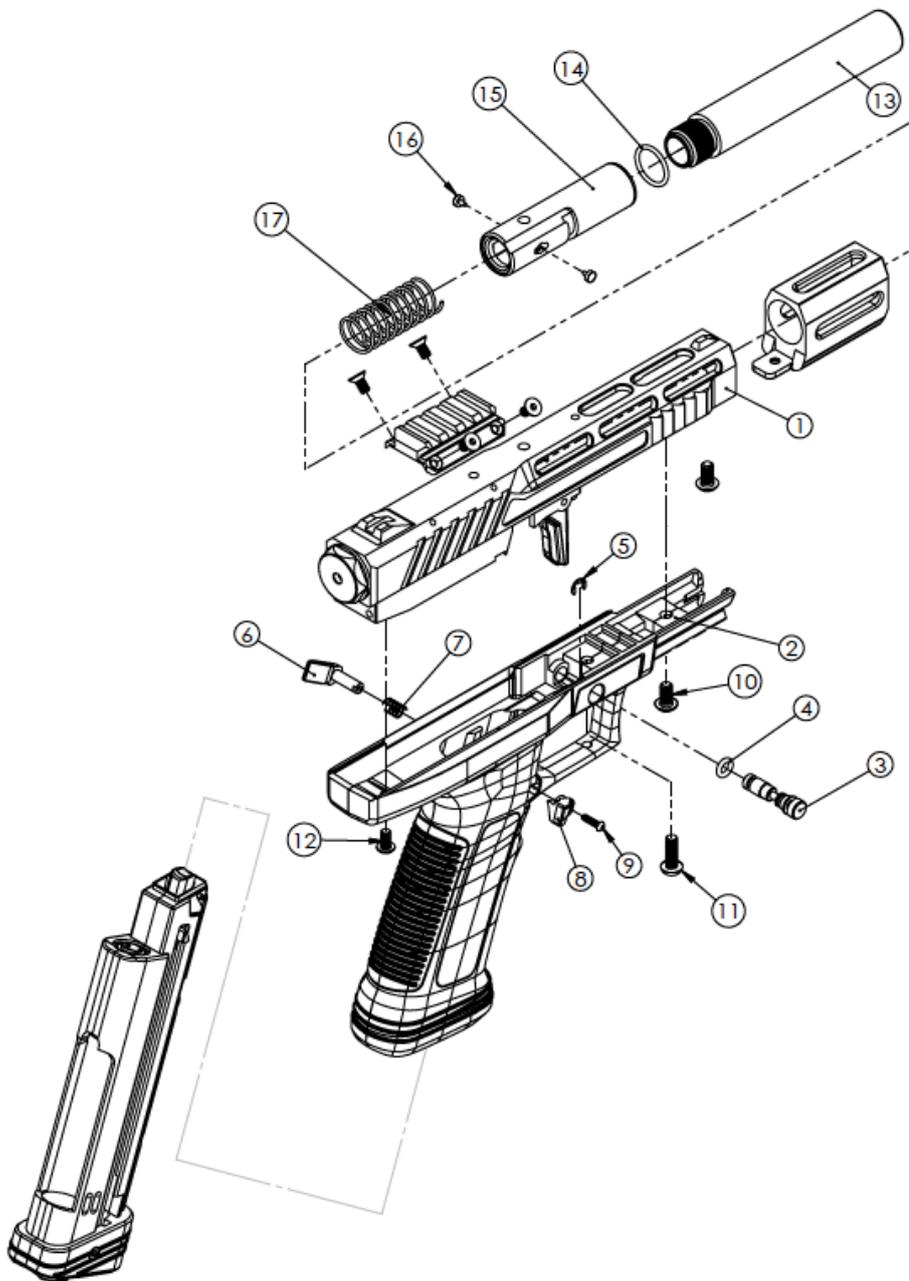
INNER CORE MATERIAL : 6061-T6 ALUMINUM
MAIN PART MATERIAL : PA66 GF35 POLYAMIDE (NYLON)

POWER : 12gram CO2 canister (NOT INCLUDED)
ACTION : SAFTY/SEMI-AUTO

MAXIMUM VELOCITY : 300 ± 10% FPS

PROJECTILE : .50 paintball rounds

ASSEMBLY DIAGRAM



1. AD1

2. AD2

3. AD3

4. AD4

5. AD5

6. AD6

7. AD7

8. AD8

9. AD9

10. AD10

11. AD11

12. AD12

13. AD13

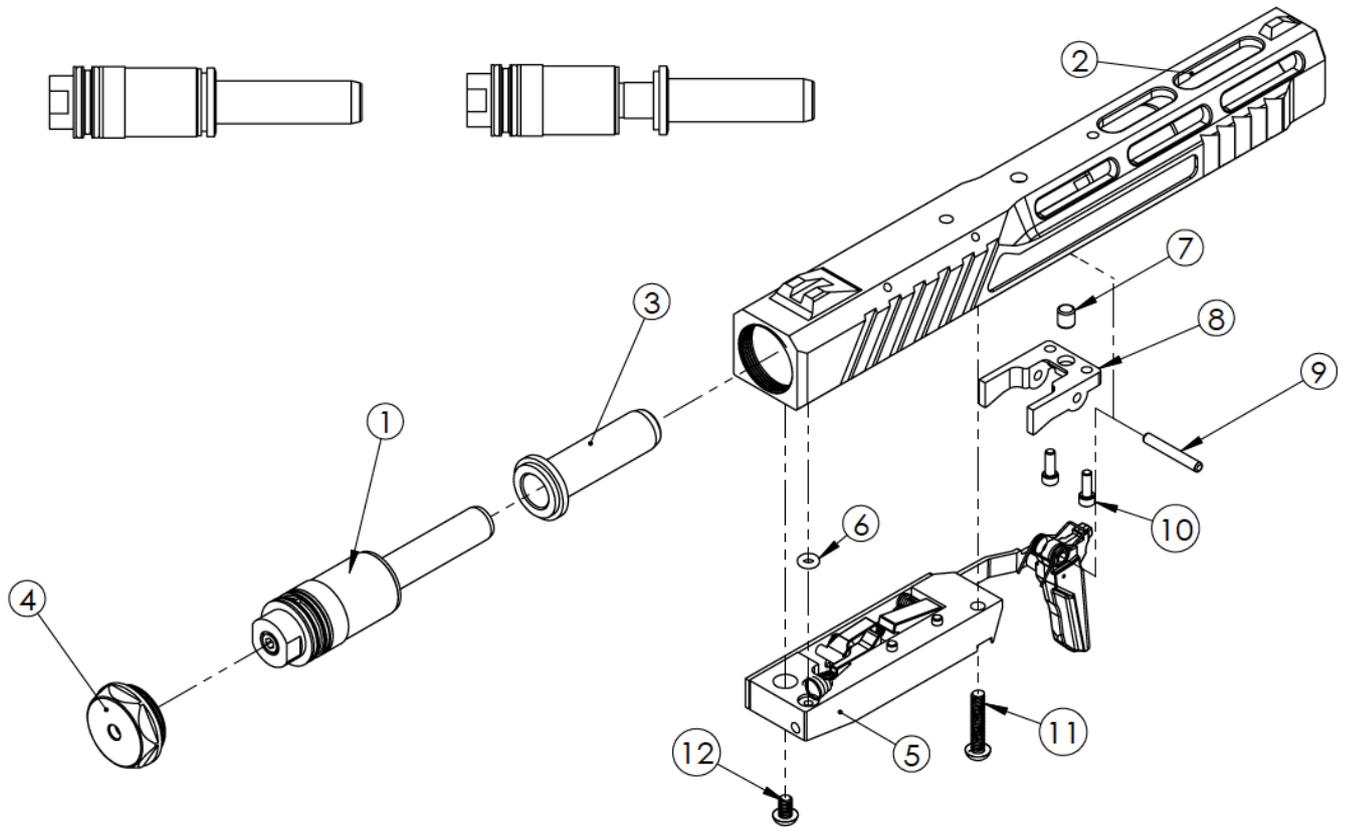
14. AD14

15. AD15

16. AD16

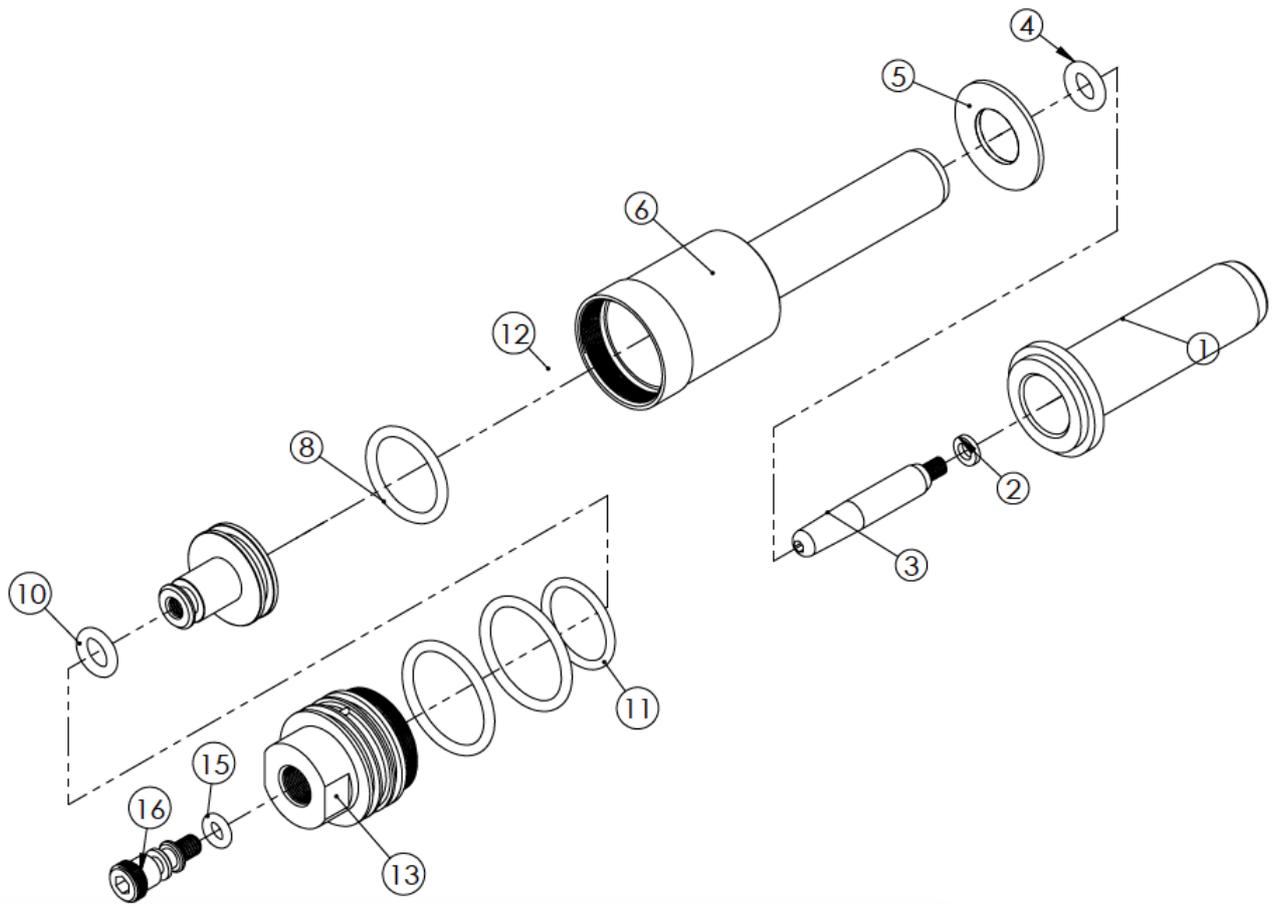
17. AD17

BODY ASSEMBLY



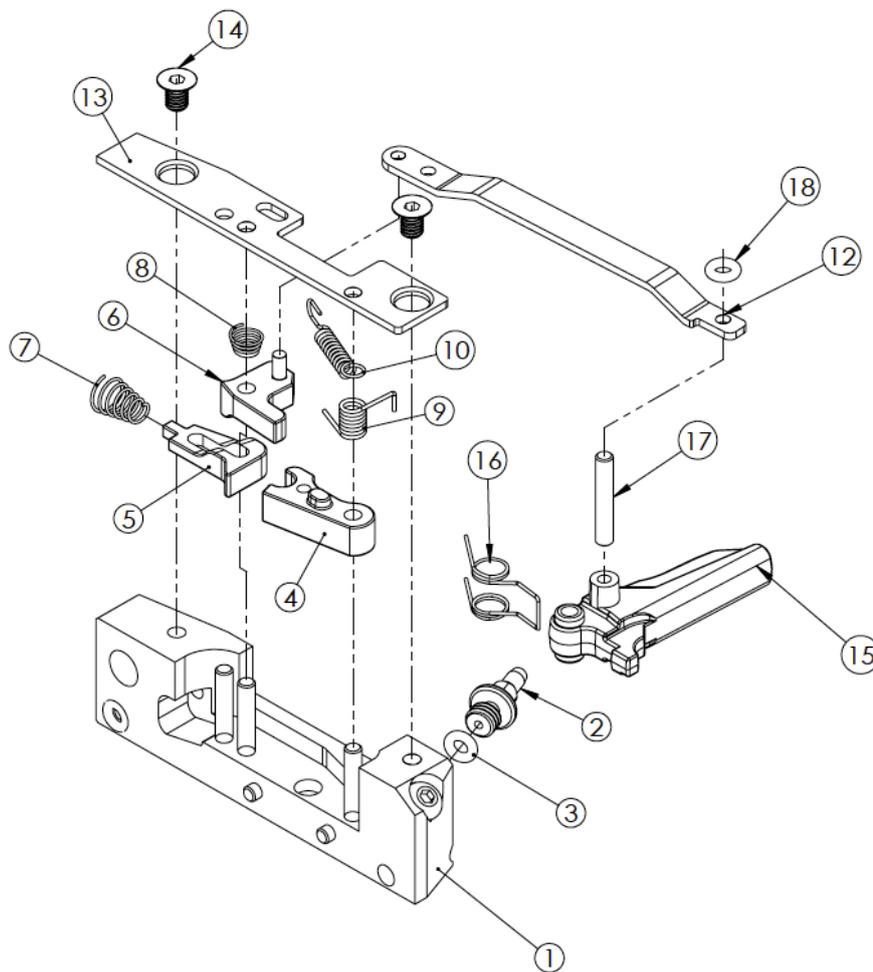
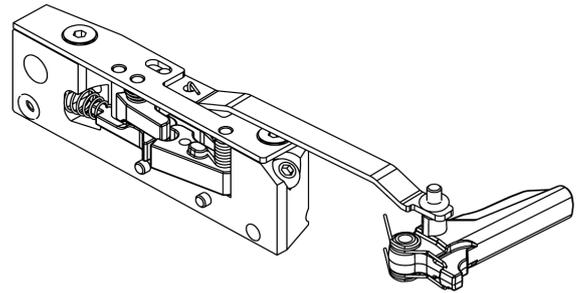
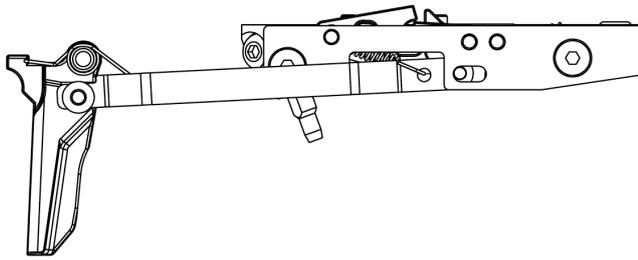
1. BB1
2. BB2
3. BB3
4. BB4
5. BB5
6. BB6
7. BB7
8. BB8
9. BB9
10. BB10
11. BB11
12. BB12

ENGINE & FIRING BOLT ASSEMBLY



1. EF1
2. EF2
3. EF3
4. EF4
5. EF5
6. EF6
7. EF7
8. EF8
8. EF9
10. EF10
11. EF11
12. EF12
13. EF13
14. EF14
15. EF15
16. EF16

TRIGGER GROUP



1. TG1

2. TG2

3. TG3

4. TG4

5. TG5

6. TG6

7. TG7

8. TG8

9. TG9

10. TG10

11. TG11

12. TG12

13. TG13

14. TG14

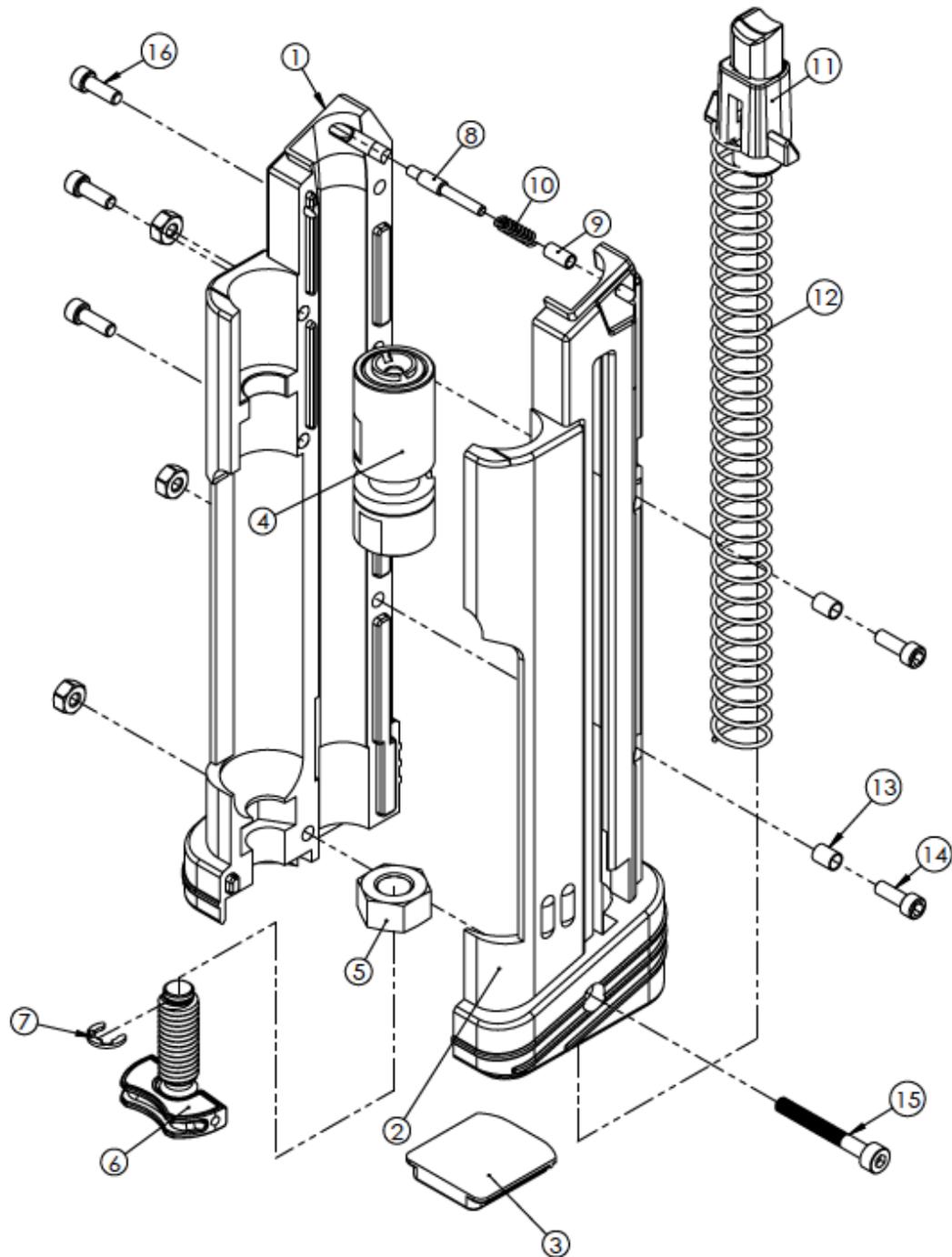
15. TG15

16. TG16

17. TG17

18. TG18

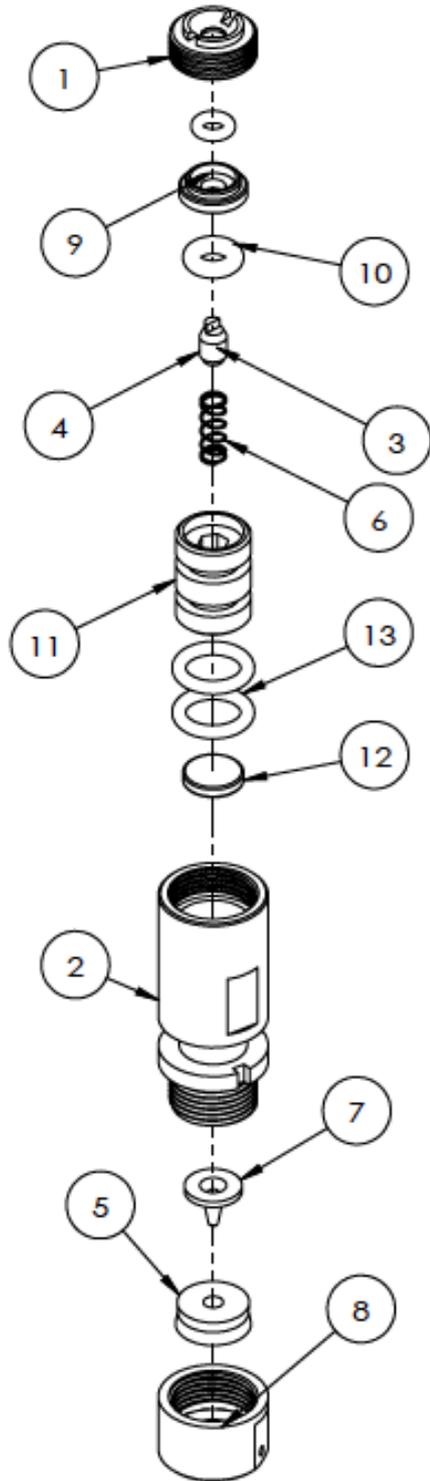
MAGAZINE



- 1. MG1
- 2. MG2
- 3. MG3
- 4. MG4
- 5. MG5
- 6. MG6
- 7. MG7
- 8. MG8

- 9. MG9
- 10. MG10
- 11. MG11
- 12. MG12
- 13. MG13
- 14. MG14
- 15. MG15
- 16. MG16

CO2 VALVE HOUSING



1. CV1
2. CV2
3. CV3
4. CV4
5. CV5
6. CV6
7. CV7
8. CV8
9. CV9
10. CV10
11. CV11
12. CV12
13. CV13