



NOVA TWILIGHT X1
.68 CAL LESS LETHAL LAUNCHER

OWNER'S MANUAL

WARNINGS

WARNING/LIABILITY STATEMENT

This marker is not a toy and is made by NXWERKS, with the understanding that the purchaser assumes all liability for unsafe handling or any action violating applicable laws or regulations. NXWERKS shall not be liable for personal injury, loss of property, or loss of life resulting from the use of this product under any circumstances, including intentional, reckless, negligent, or accidental discharges.

All information in this manual may change without notice. NXWERKS reserves the right to modify and enhance products without being obligated to include these improvements in previously sold items.

If you, as a user, do not accept liability, NXWERKS requests that you refrain from using a NXWERKS marker. By using this NXWERKS marker, you release NXWERKS from all liability associated with its use.



WARNING: PAINTBALL MARKER AND PAINTBALL
WARNING: MARKER ACCESSORIES ARE NOT AVAILABLE

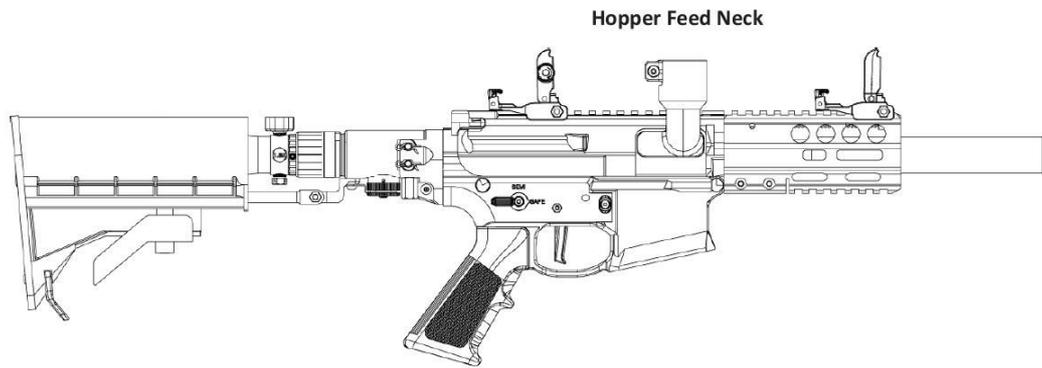
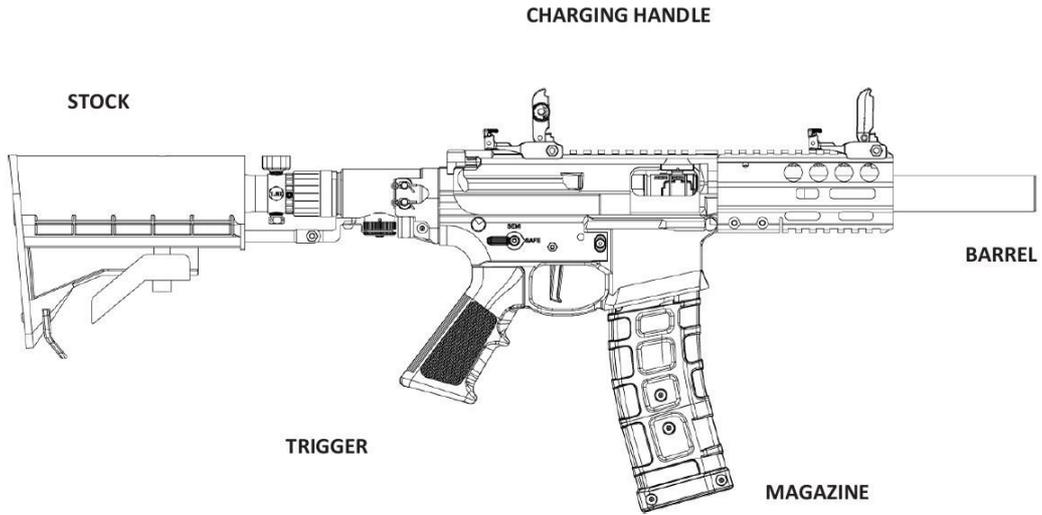
- Careless use or misuse may result in serious bodily injury or death!
- Eye protection designed for paintball must be worn by the user and all persons within range.
- Must be 18 years of age or older to operate or handle any paintball gun and paintball gun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with paintballs 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 electronic paintball device.
- The disposal of the battery used to power this product may be regulated in your area.
- Please conform to all local or state regulations with regard to battery disposal.
- Use common sense and have fun.

Any tampering with the unit voids your warranty. Before performing any maintenance, please consult with a NXWERKS service center. The use of non-factory authorized components within this product may pose a fire or shock hazard.

THE SELLER SHALL NOT BE HELD RESPONSIBLE FOR ANY DIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, LOSSES, OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR ITS USAGE.

WARNING: This product may contain chemicals known to the state of California to cause cancer and/or birth defects or 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 it in public may be dangerous and could be considered a crime.



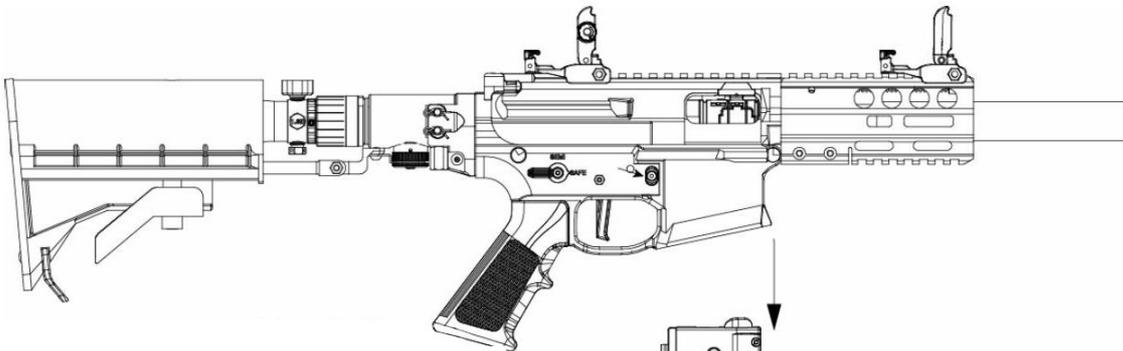
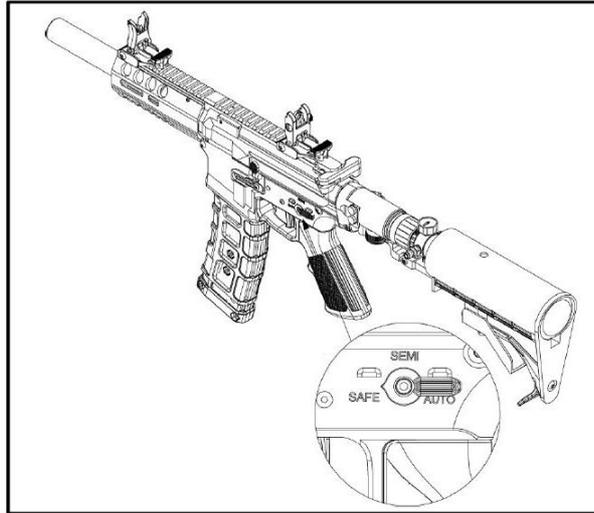
MODEL SPECIFICATIONS			
CALIBER	.68	HEIGHT	7"
ACTION	SEMI-AUTO FULL-AUTO	BARREL LENGTH	12.5"
POWER	HPA	WEIGHT	5.8 LBS
LENGTH	30"	MAGAZINE	18 ROUNDS

OPERATIONAL INSTRUCTIONS

GETTING STARTED

Read this entire manual before using this marker. Keep your marker always pointed in a safe direction.

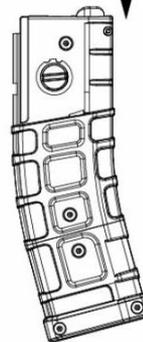
1. **SAFETY**- Place the X1 in safe position by moving the safety selector switch to the no fire position. The safety is located just above the grip.



2. **UNLOADING MAGAZINE** - Ensure that there are no projectiles in your marker by grabbing the magazine, pressing the magazine release, and pulling the magazine free from the X1.

3. **REMOVING THE BARREL** - Ensure that there are no projectiles remaining in the marker by removing the magazine and looking through the magazine well into the breach.

DO NOT try to remove the barrel by rotating the handguard or gas block. This will cause damage to your marker.



OPERATIONAL INSTRUCTIONS

LOADING & CHARGING THE MAGAZINE

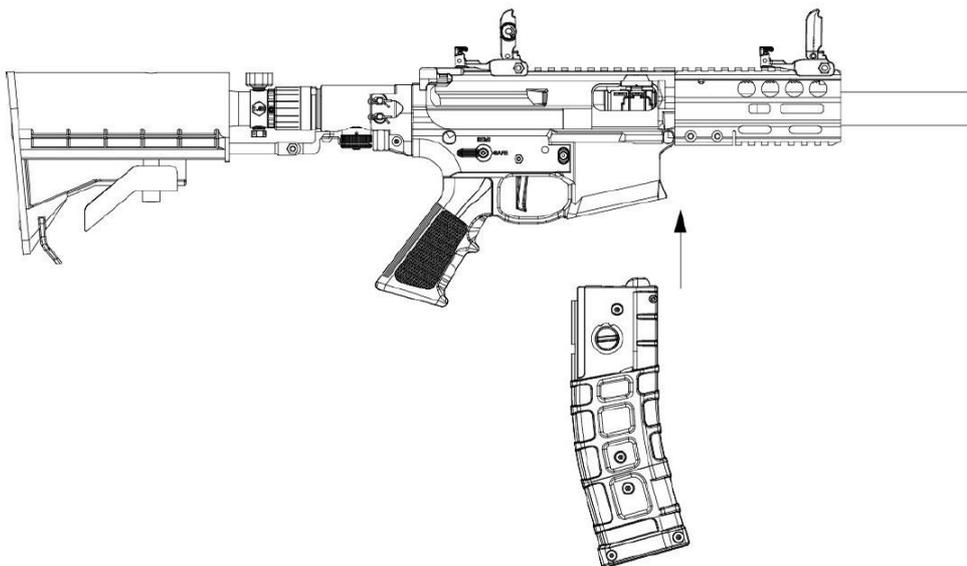
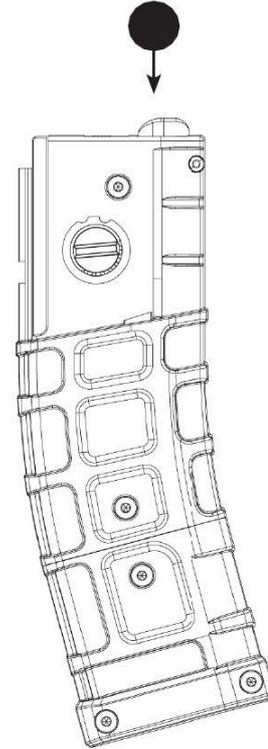
1. LOAD ROUNDS - Lock down the ball pusher by turning the magazine winder clockwise until it stops. Place 11 rounds of .68 cal projectiles into the magazine from the top.

The projectiles will be held in place automatically by the projectile retainer tab.

2. LOAD MAGAZINE - Place the magazine into the magazine well of the X1 marker with the projectiles closest to the end of the barrel.

Push the magazine from the bottom until you hear an audible "click". This indicates that your X1 is locked and loaded.

If the magazine does not seat completely, pull it out of the magazine well and allow any balls that may have ejected from the magazine to fall out of the magazine well before reloading.



OPERATIONAL INSTRUCTIONS

FIRING THE X1

1. If the air source to the marker has been engaged and the magazine has been inserted into the marker, then the X1 is ready to fire.

Point the X1 in a safe direction, rotate the safety so it is in firing mode, and pull the trigger.

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

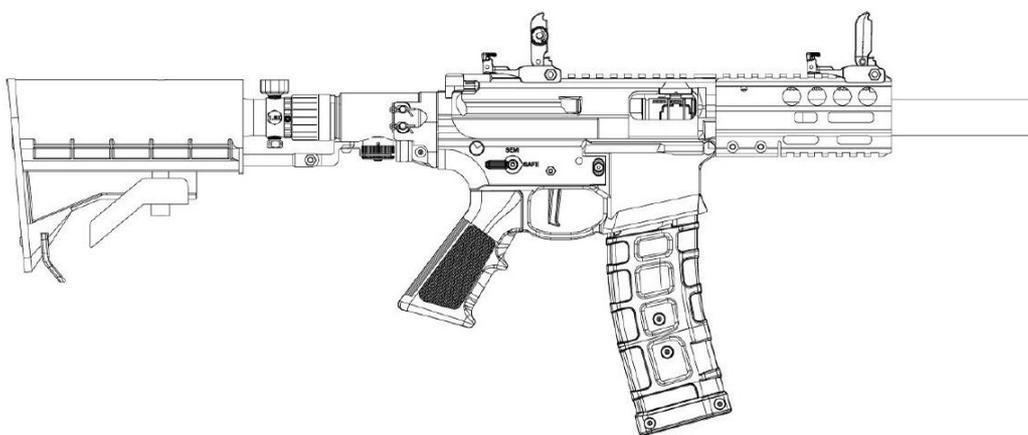
UNLOADING THE X1

1. Put the X1 in safe mode and aim it in a safe direction. If you've fired all the projectiles, grab the magazine and press the magazine release with your other hand.

Hold onto the magazine so it doesn't fall on the ground. Look into the magazine well to make sure there are no projectiles left in the X1. Also, check the projectile viewport to ensure there are no projectiles remaining.

2. If not all projectiles have been fired, follow the procedures above but make sure to turn the X1 on its side when removing the magazine. The projectile in the chamber may become loose and fall to the ground if the X1 is kept in a horizontal position. Place your hand under the magazine well and catch the loose projectile as you turn the X1 vertically.

3. Your X1 should now be clear of any projectiles. Double-check that the X1 is set to safe mode and store it in a safe and secure location.



CLEANING & MAINTENANCE

CLEANING

- Never perform maintenance on a loaded or pressurized X1 marker.
- Before cleaning or performing any maintenance, make sure to remove all projectiles from the magazine and marker. Avoid using cleaning solvents or lubricants that are petroleum-based.
- Avoid using cleaning solvents that are in aerosol cans.
- To clean the X1 marker, follow the instructions in the "Operational Instructions" to remove the barrel. Use a soft nylon brush or a soft cotton cloth attached to a 12-gauge patch tip to clean the barrel. Avoid using any lubricant or water in the barrel of the X1, as it is designed to be used with the barrel completely dry.
- Keep the barrel of the X1 dry.
- Clean any dirt or grime from the exterior of the X1 using a dry cloth.

OILING THE MARKER

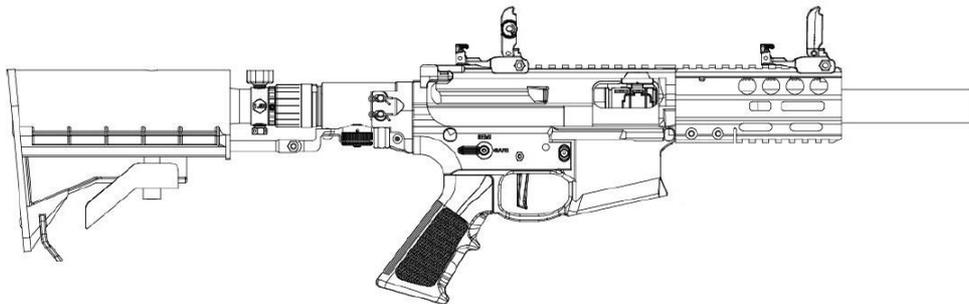
IMPORTANT: Before you start following any of the instructions below, make sure to remove the magazine. Point the marker in a safe direction and fire until it's completely degassed.

FOR OPTIMUM PERFORMANCE, DO THE FOLLOWING MONTHLY:

- Place 2 drops of NON-PETROLEUM BASED synthetic paintball marker oil into the ASA of the marker before attaching a nair source. When the marker gases up the air will blow the oil throughout the internals of the marker.

OPERATIONAL CONSIDERATIONS

- The operational temperature range for the X1 marker is 37° F to 120°F.
- The X1 is designed to operate on a minimum of 800psi of air pressure.



WARRANTY & REPAIRS

NXWERKS warrants to the original purchaser or current owner that this product is free from defects in material and workmanship under normal use and service for 12 months from the original date of purchase by the initial owner/purchaser.

For the warranty to be valid, the customer must return the NXWERKS Warranty Registration card included with the product within thirty days of purchase or complete the online warranty form. NXWERKS agrees to repair or replace (at its discretion) any product within a reasonable period.

This warranty does not cover o-rings, scratches, nicks, normal wear and tear of parts, any modifications, normal fading of anodizing, or damage caused.

This warranty does not cover damage resulting from dropping or hitting the product. The warranty will be void if NXWERKS can demonstrate that the defect or malfunction was caused by consumer misuse. It only applies to original factory parts, and any modifications or tampering with these parts will void the warranty. Additionally, any damage caused by water is not covered under this warranty.

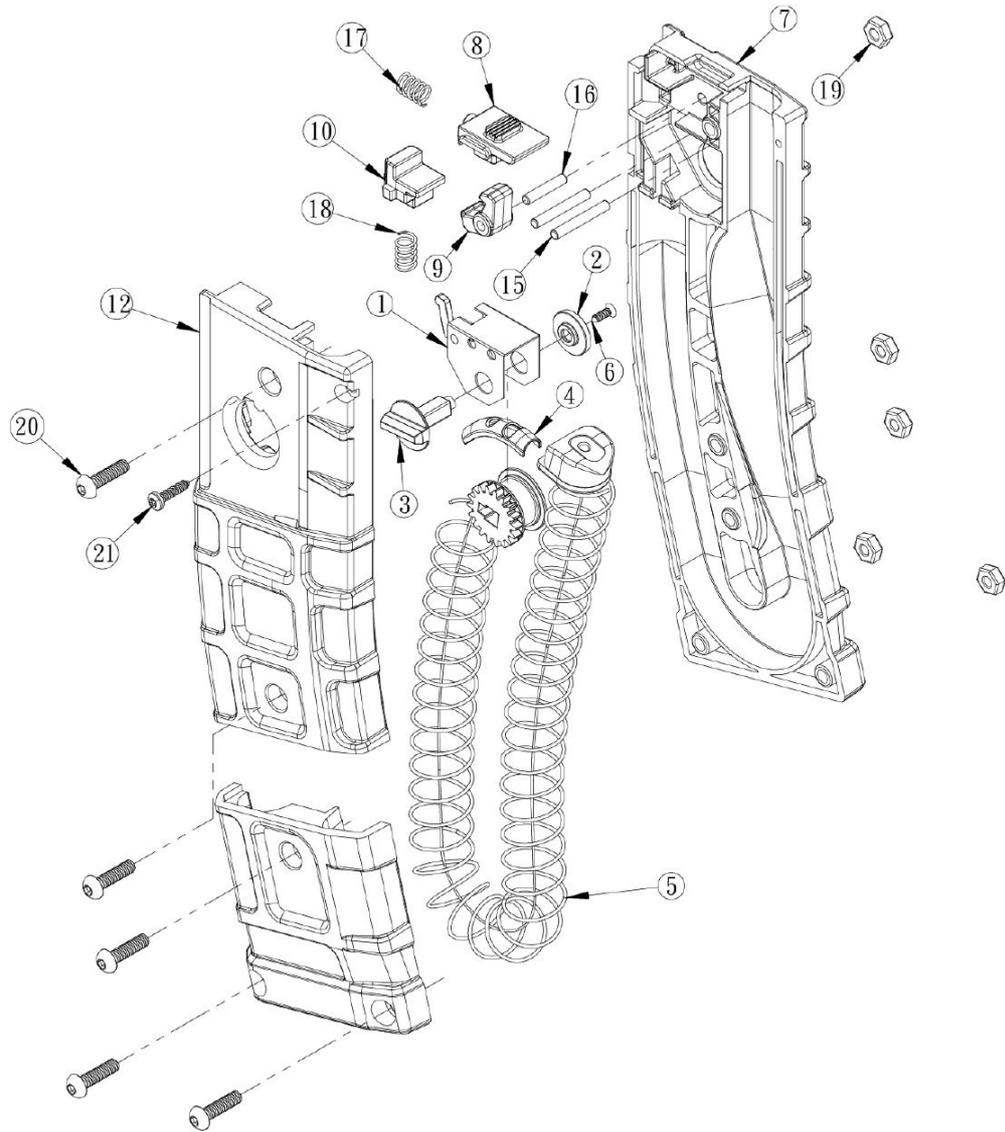
If your marker product needs repairs, please package it carefully and include your name, address, phone number, and a brief description of the issue.

Send it to:
NXWERKS Warranty Support

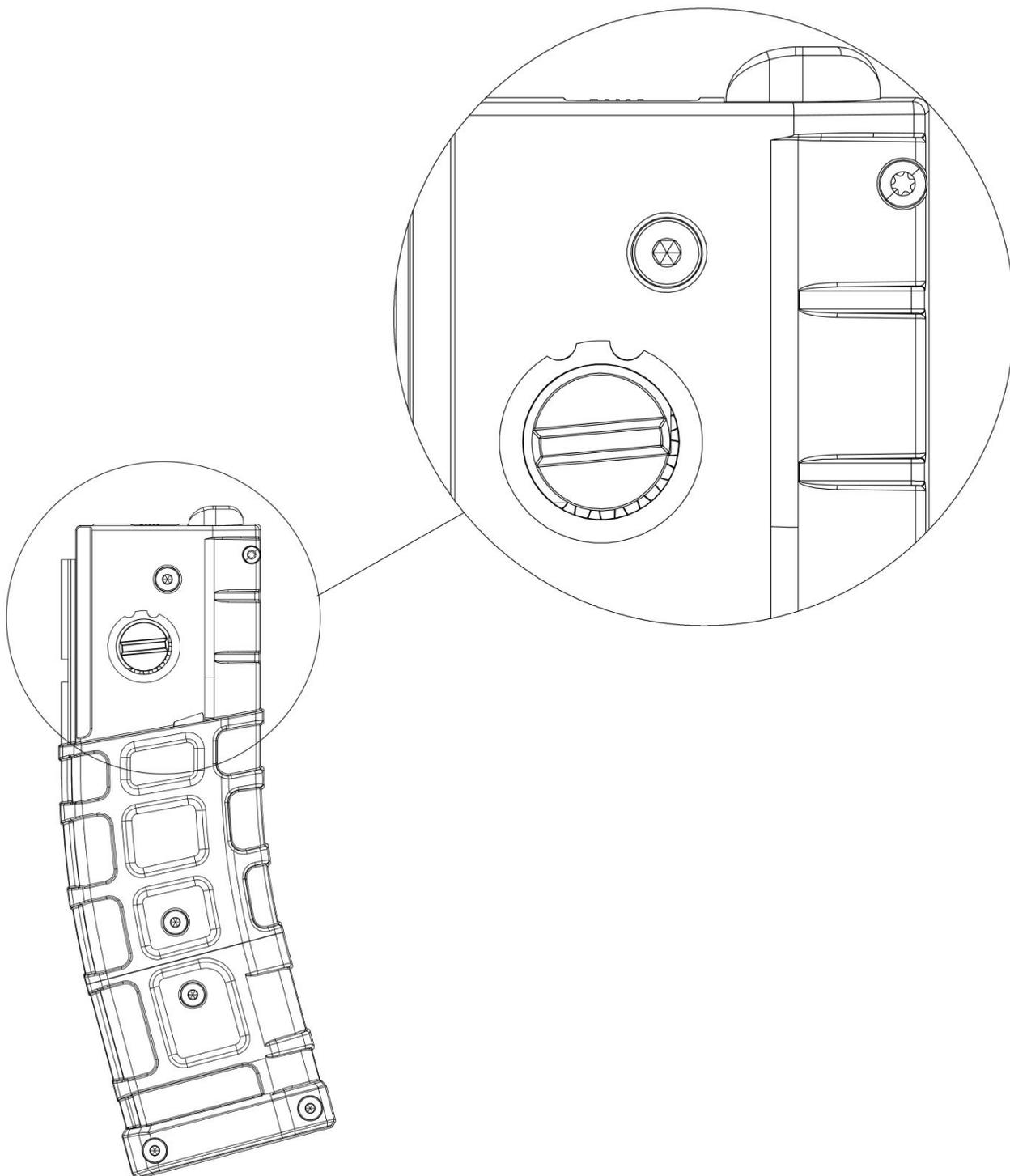
Note: Always remove the air source or degas the marker when it's not in use



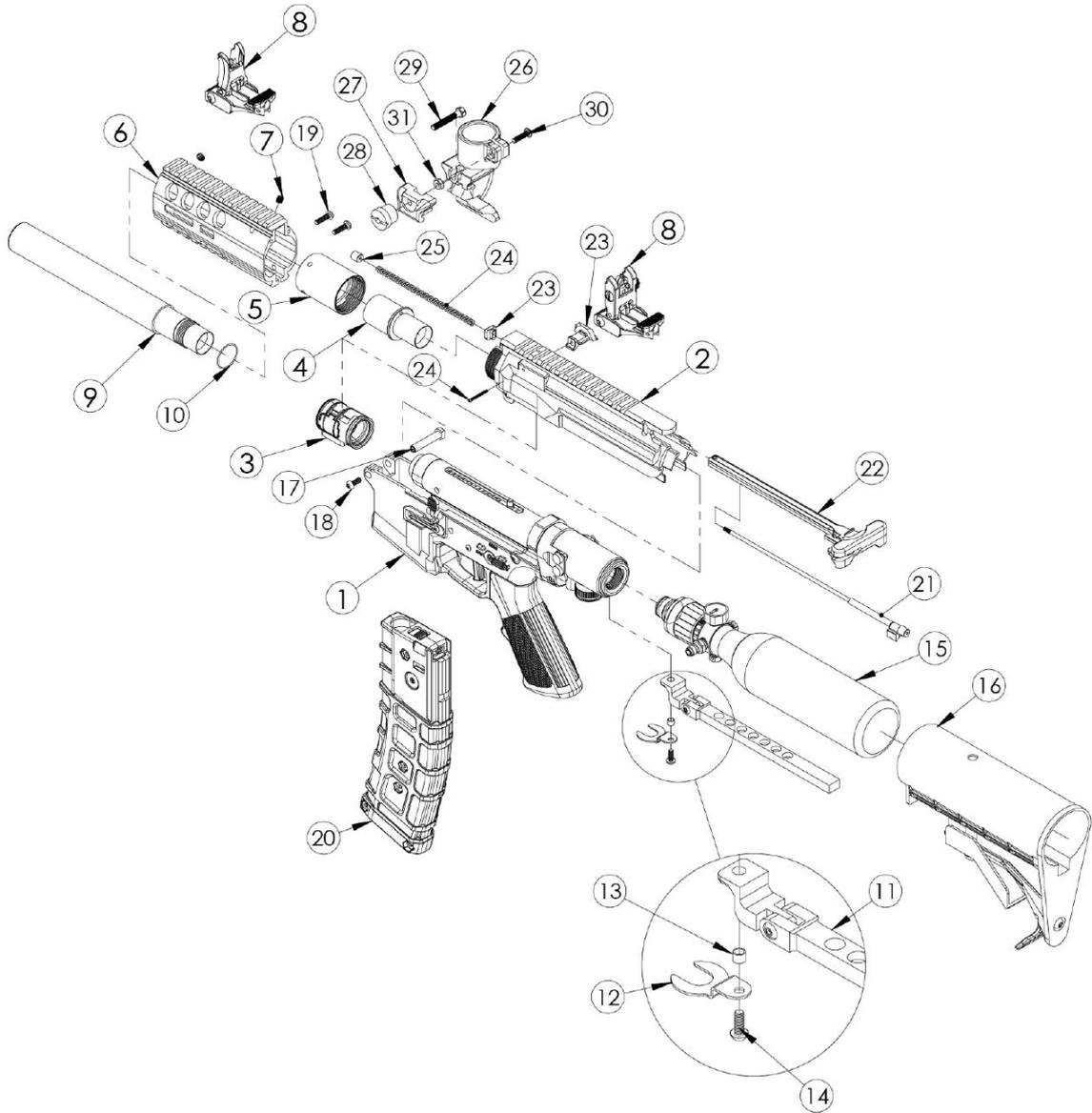
ASSEMBLY GUIDE



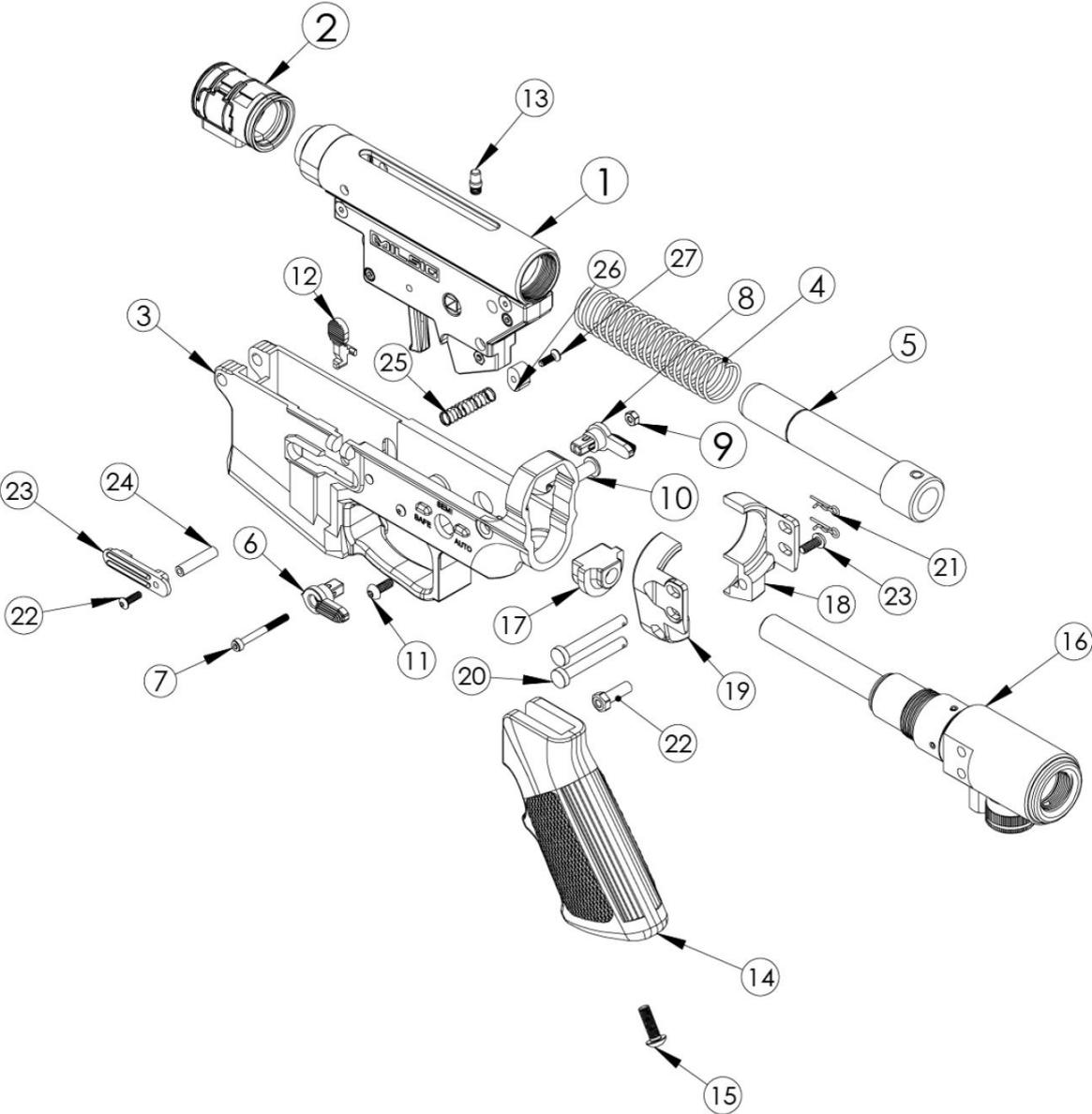
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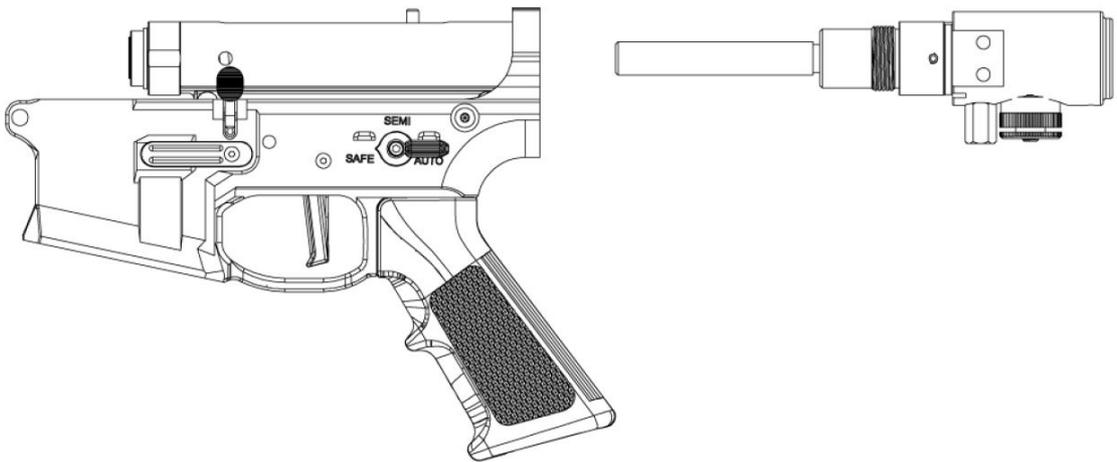
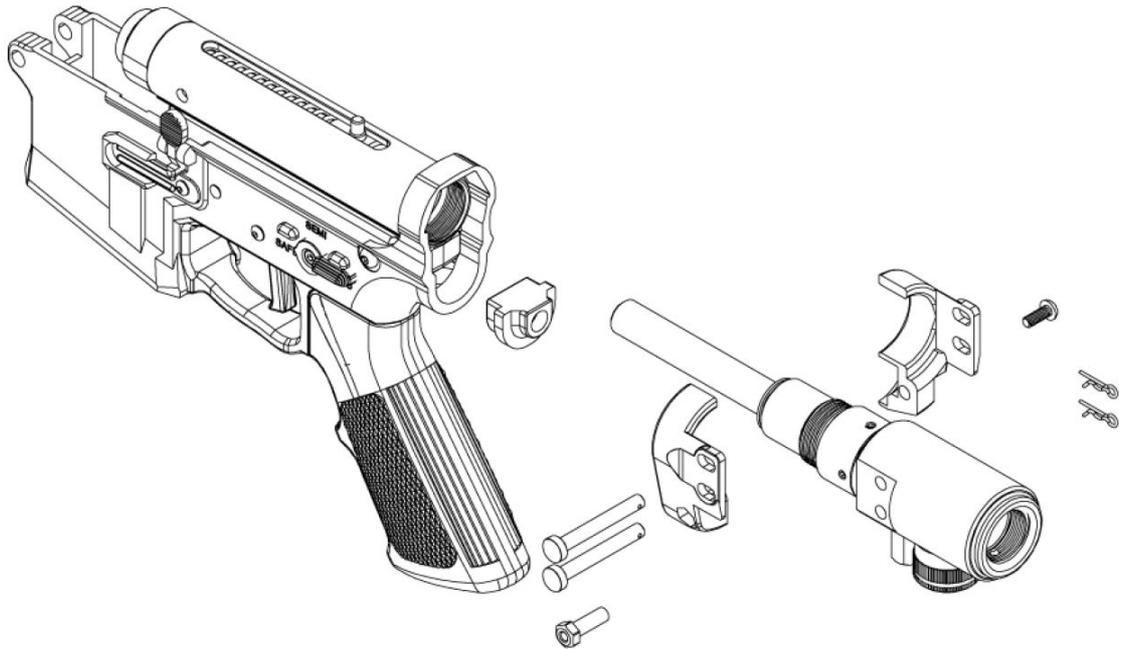
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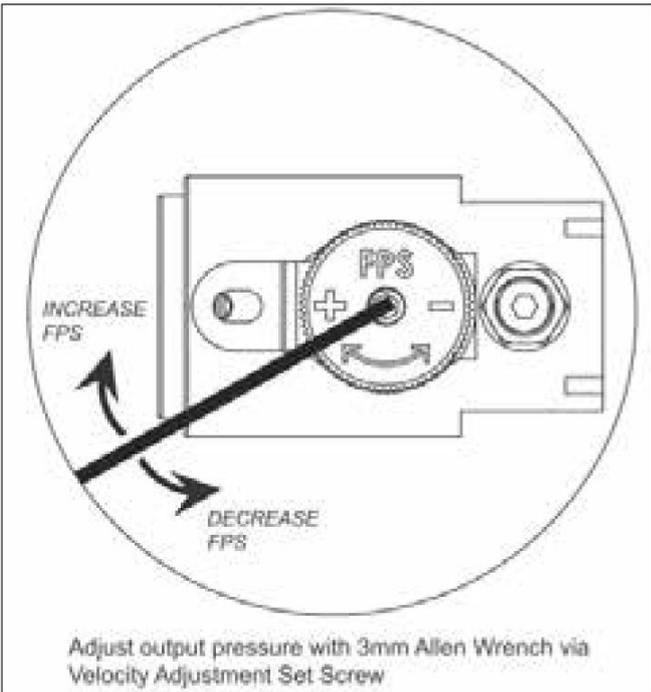
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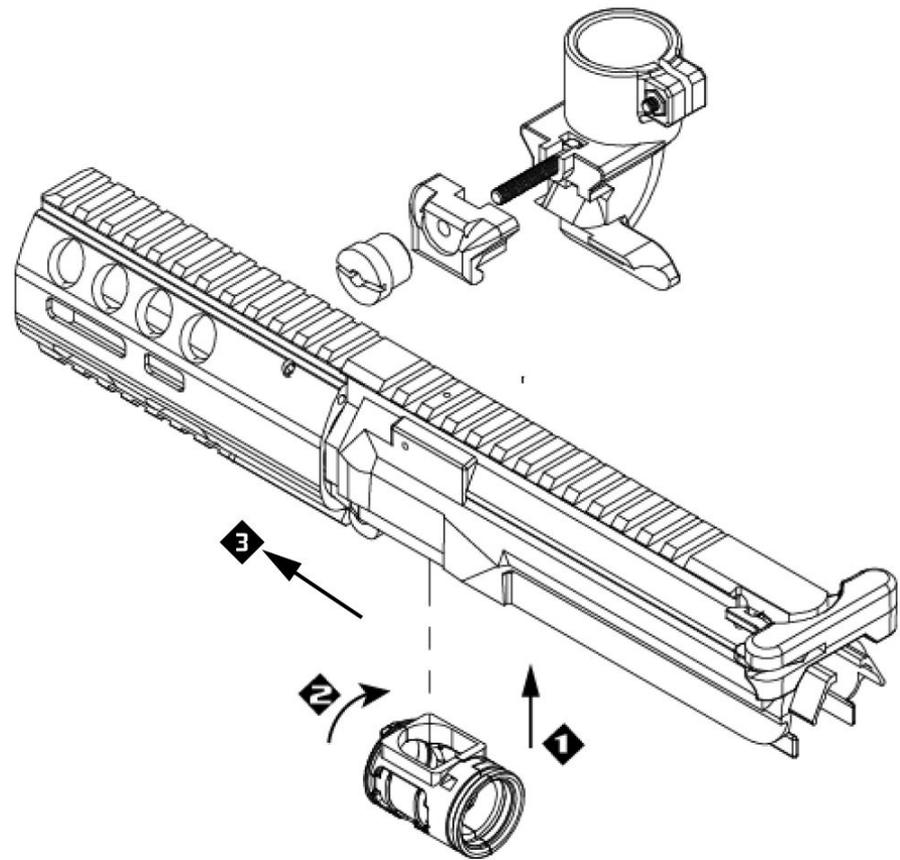
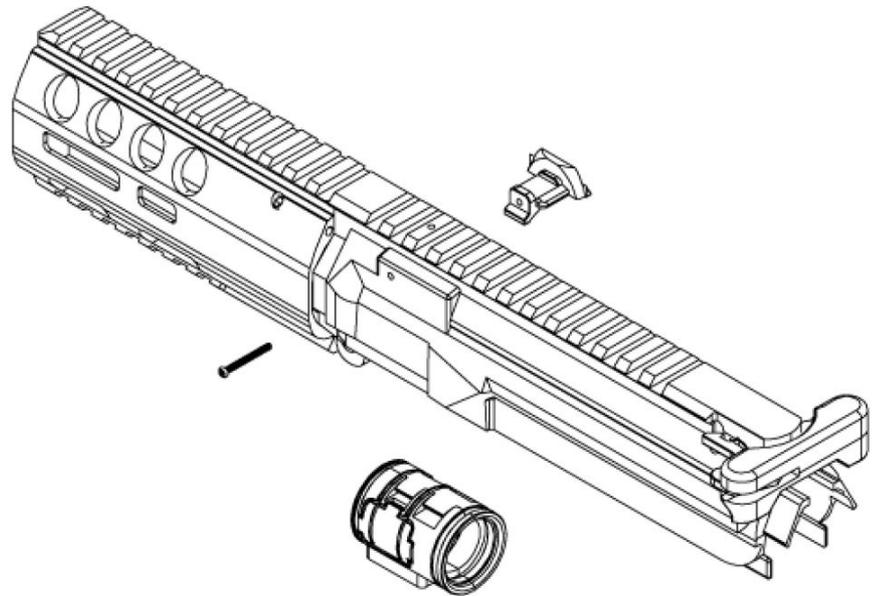
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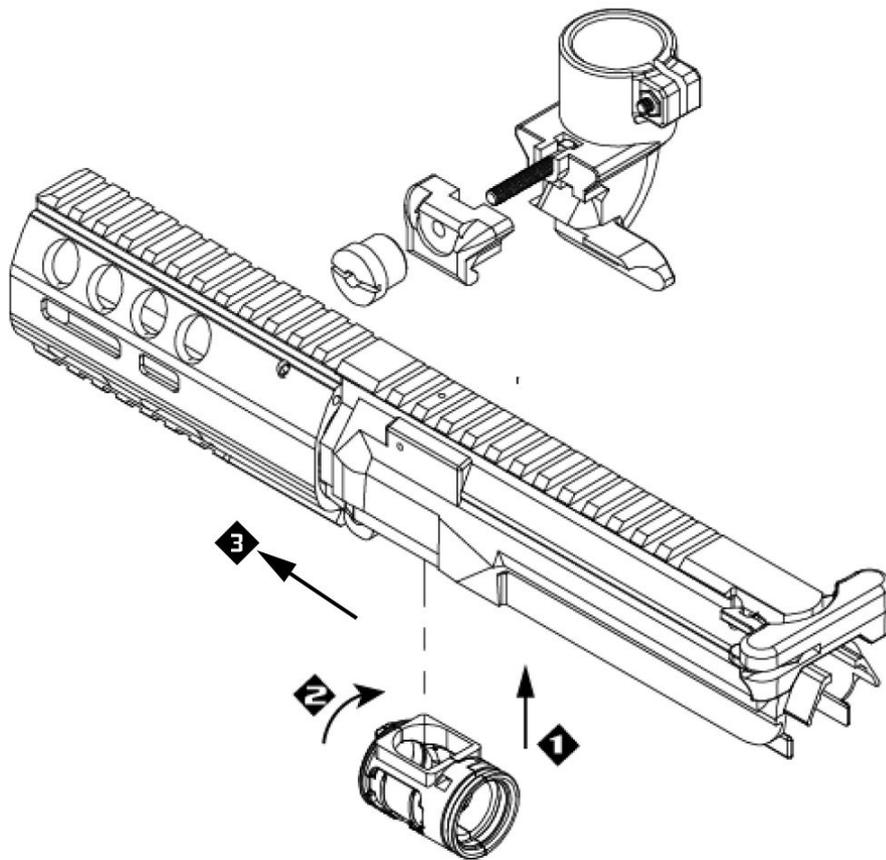
INSTRUCTIONS FOR USING HOPPER

This marker can use with Hopper by following the steps below:

1. First, separate the upper and lower part of the X1, remove the magazine seat and remove the decorative plate of the magazine seat.
2. Tighten the X1 the decorative plate of the magazine seat. into the specified position of the launcher.
3. Install the X1 magazine seat according to the steps.

Please note that after installing the magazine, the loading function of the magazine will be lost but the magazine can still be inserted into the magazine slot

Note - Do not load bullets into the magazine.

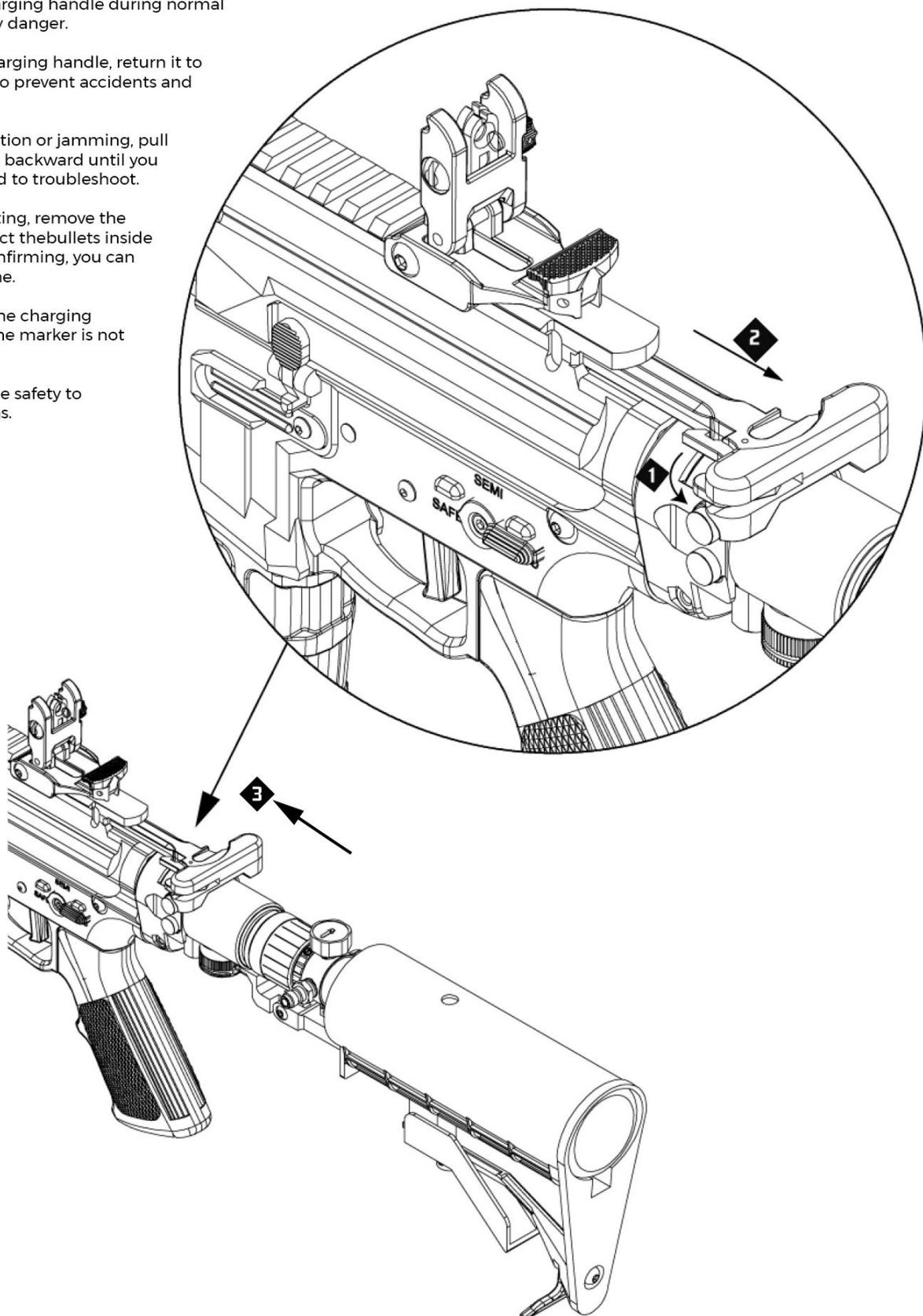


INSTRUCTIONS FOR USING THE CHARGING HANDLE

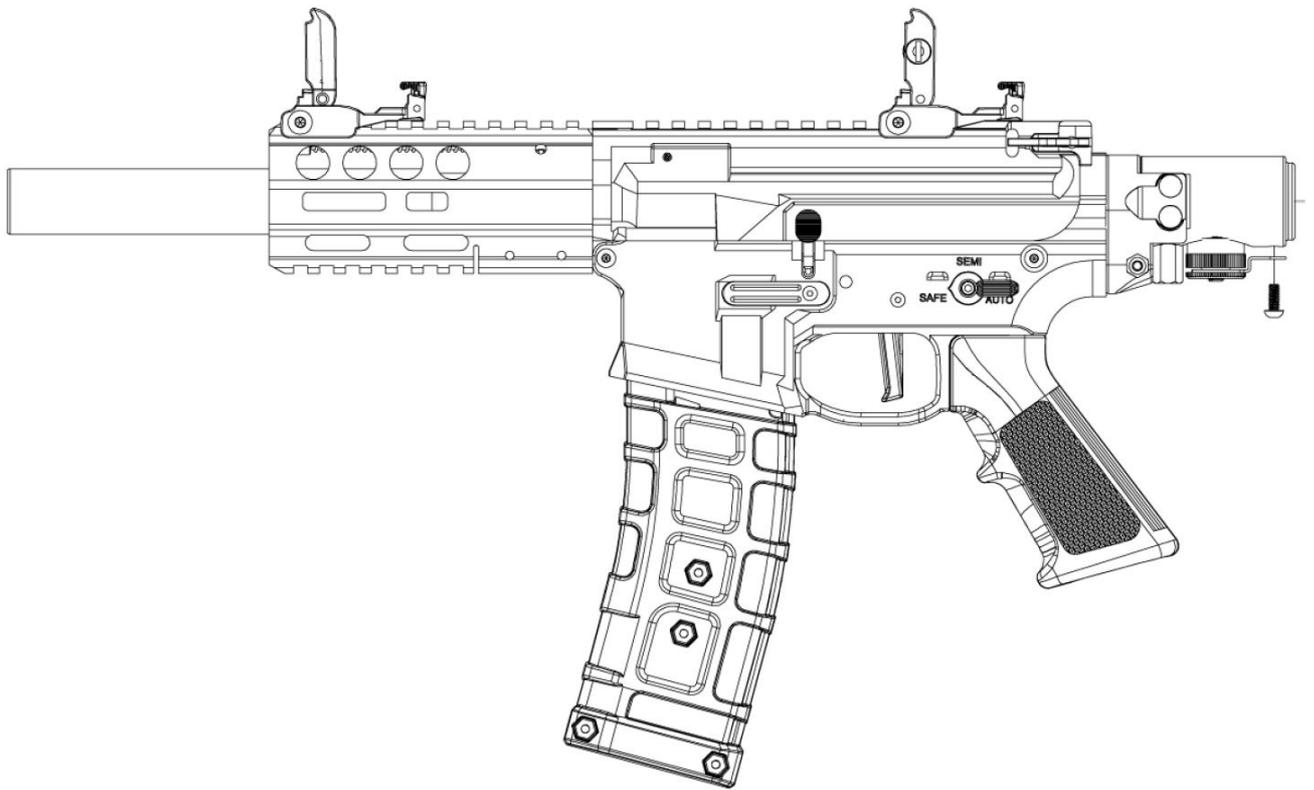
The charging handle of the marker is not for loading but for troubleshooting purposes:

1. Do not use the charging handle during normal shooting to avoid any danger.
2. After using the charging handle, return it to its original position to prevent accidents and malfunctions.
3. In case of malfunction or jamming, pull the charging handle backward until you hear a clicking sound to troubleshoot.
4. After troubleshooting, remove the magazine and inspect the bullets inside the marker. After confirming, you can reinsert the magazine.
5. When operating the charging handle, make sure the marker is not in firing mode.

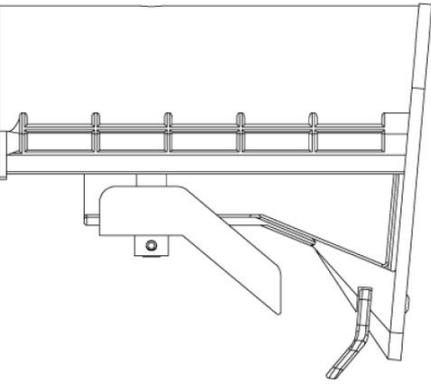
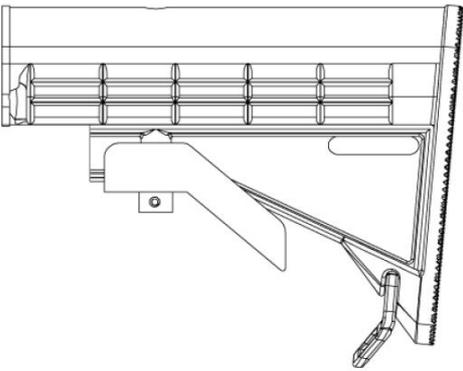
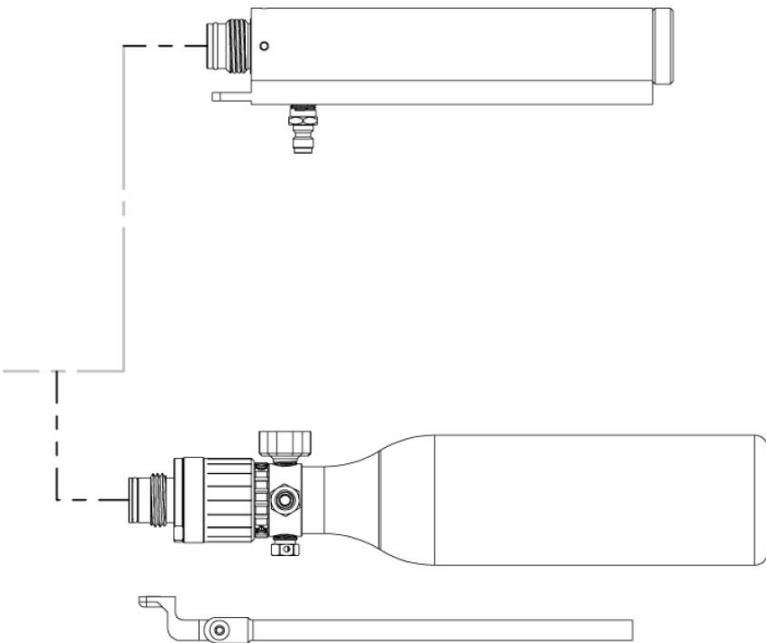
Do not deactivate the safety to prevent malfunctions.



' ASSEMBLY GUIDE



ASSEMBLY GUIDE



TROUBLESHOOTING

PAINTBALL BREAKAGE

If you find that many paintballs are broken, check the following:

1. First, ensure that the marker is clear of any broken paintballs and other debris.
2. Second, ensure that the barrel is securely locked in its correct position and both detents are installed to catch a projectile as it enters the breach.
3. Third, ensure that the marker's velocity is set to a reasonable level (never exceeding 300 feet per second).
4. Check the bolt assembly. Ensure that the bolt is securely tightened with the striker.
5. Check the magazine for debris.

MY X1 HAS LOW VELOCITY

Make sure the output pressure on your tank is over 800 psi.

If you're using a remote, even the other brands recommend at least 800 psi as well. You can check this by visiting your local paintball pro shop or creating your output pressure psi tester.

You can do this by locating a spare Paintball Marker ASA and a 0-1200 psi gauge.

