



MERCURY
RISE



IntruBuster GEN 2
.68 Cal Paintball Pistol
User's Manual

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WARNING/LIABILITY STATEMENT

This airgun is not a toy and is provided by Mercury Rise with the understanding that the purchaser accepts full liability for any unsafe handling or actions that may infringe upon applicable laws or regulations. Mercury Rise shall not be liable for any personal injuries, property damage, or loss of life resulting from the use of this product under any circumstances, including intentional, reckless, negligent, or accidental discharges.

The content of this manual may be altered without prior notice. Mercury Rise has the authority to enhance and modify products without being obligated to update previously sold items.

Should you, as a user, decline to accept liability, Mercury Rise kindly requests that you refrain from utilizing a Mercury Rise airgun. By employing this Mercury Rise airgun, you absolve Mercury Rise of any and all responsibilities related to its usage.



WARNING:

- Eye protection must be worn by the user and all persons within range.
- Must be 18 years of age or older to operate or handle any airgun and airgun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using.

USING YOUR AIRGUN SAFELY

1. Make sure you fully understand how the Mercury Rise airgun functions before use.
2. Careless use may result in severe injury or death. The Mercury Rise airgun should not be used by anyone under the legal age or under the influence of drugs or alcohol.
3. The Mercury Rise airgun is not a toy and should never be left without the safety lever on or within reach of children.
4. Never point an Mercury Rise airgun at any person or animal except in self-defense.
5. Never point an Mercury Rise airgun at anyone or anything you do not intend to fire at.
6. Discharging a projectile to impact the head, neck, or spine may cause serious or permanent injury or death.
7. Protective eyewear should be worn when possible by the user of the Mercury Rise airgun and by all persons in or near the target area. Precautions should be taken to ensure that projectiles don't leave the target area and don't endanger any nearby person, animal, or property, including on adjoining lots and in any public walkway or road.
8. Operational temperature range is from 20° F to 120° F. Do not leave the CO2 cylinder, or an Mercury Rise airgun with a CO2 cylinder installed, in temperatures below 20° F or over 120° F.
9. Do not attempt any repair of your Mercury Rise airgun. In case of malfunctions contact the Mercury Rise customer service department, or visit mercuryrise.com for assistance.
10. This device may contain chemicals known to the state of California to cause cancer and birth defects, or other reproductive harm.
11. Never rely on the launcher's mechanical safety lever to prevent an accidental discharge. A mechanical device can fail, so following all warnings, safety precautions and procedures is critical to avoiding accidents.



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IMPORTANT SAFETY PRECAUTIONS

1. No product is 100% effective.
2. In the event you must discharge your Mercury Rise launcher in self-defense, get out of harm's way as quickly as possible.
3. Store the launcher in a secure, dry location.
4. Be mindful of persons behind or around your intended target.
5. Treat every Mercury Rise airgun as if it were loaded and do not rely completely on the safety lever. Never look into the barrel of a Mercury Rise airgun.
6. Keep your finger off the trigger until ready to fire.
7. Always remove projectiles and CO2 cylinders before attempting any troubleshooting.
8. Discharging the Mercury Rise airgun without a projectile may cause injury, especially at close range. Never discharge a Mercury Rise airgun at a person's head even if the airgun is empty.

INTRUBUSTER GEN 2 .68 CAL PISTOL CONSTRUCTION



QUICK PIERCING CO2 SYSTEM

WARNING

When the CO2 pressure falls below a certain pressure the airgun will cease firing. Be cautious, if the airgun is exposed to an increase in temperature, the pressure may increase enough for the airgun to be able to fire again.

CAUTION:

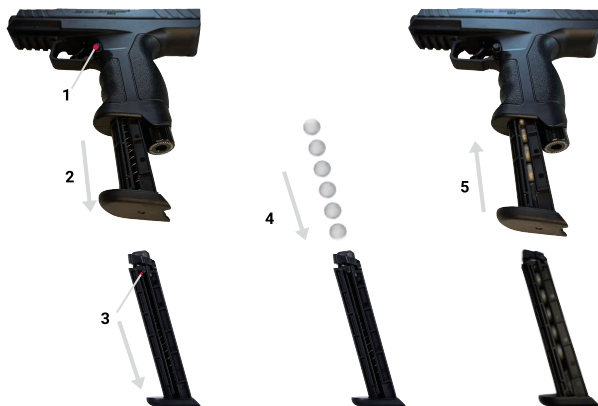
- Always remove the CO2 cylinder after use. If the CO2 cylinder is punctured and not removed, premature wear of the CO2 seal may be caused, resulting in CO2 gas leakage.
- Do not store the airgun with a punctured CO2 cylinder installed in the airgun, as this may cause premature wear of the CO2 seal resulting in CO2 gas leakage.

The launcher may be stored with an unused CO2 cylinder installed.



1. Turn the 3-in-1 Quick Piercing Cap counter-clock-wise to loosen it up
2. Insert a brand new 12g CO2 cartridge into its chamber. Make sure the CO2 cartridge's bottle-neck is facing the Quick Piercing Cap
3. Turn the Quick Piercing Cap clockwise until it stops. Don't over-tighten it
4. After the installation of 12g CO2 cartridge, hard press the 3-in-1 Quick Piercing Cap with your palm to pierce the CO2 cartridge
5. Now the airgun is charged. Pull the trigger safety along with the trigger whenever you are ready to use it

MAGAZINE LOADING & UNLOADING



1. Push the magazine release button on the right side of the marker
2. The magazine will be ejected from its chamber
3. Follow the direction to slide in the magazine's spring guide to its position
4. Load the .68 cal ammo
5. Follow the direction to insert the magazine back into its chamber



CAUTION:

DO NOT INSTALL A FULL MAGAZINE WHEN A PROJECTILE REMAINS IN THE BARREL, AS THIS WILL CAUSE YOUR AIRGUN TO JAM.

LAUNCHING PROJECTILES

1. Carefully read and understand all warnings and instructions before attempting to operate the airgun.
2. Point the airgun at the intended target.
3. Pull the trigger safety along with the trigger whenever you are ready to use

OPERATIONAL REVIEW

1. Install a CO2 cylinder (Refer to “QUICK PIERCING CO2 SYSTEM” on page 7).
2. Load the magazine with the desired type and number of projectiles (Refer to “MAGAZINE LOADING & UNLOADING” on page 8).
3. Insert the magazine into the airgun (Refer to “MAGAZINE LOADING & UNLOADING” on page 8).
4. Point the airgun at the intended target.
5. Pull the trigger all the way back to fire a projectile.



WARNING

Do not use airgun above 120° F / 48° C, this can result in unsafe shot velocity. Shot velocity may vary due to effect of temperature on CO2 pressure which may, in turn, affect shot placement at distance.



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TIPS FOR USING YOUR MERCURY RISE AIRGUN

1. A proper hold helps optimize reliability, accuracy, and comfort.
2. Only the first joint of your trigger-finger should be inserted into the trigger guard to fire, positioning the pad of your finger on the center of the trigger as shown.
3. Do not put your finger on the trigger until the airgun is aimed at your intended target and you are ready to fire.



TRAVELING WITH YOUR MERCURY RISE AIRGUN

The Mercury Rise airgun is a gas-powered personal security device and is not regulated as a firearm under federal law but may be subject to state and local regulations related to use and carrying. Always check your local laws before carrying a Mercury Rise airgun outside of your home.

AIRLINE TRAVEL:

While the Mercury Rise airgun is not considered a firearm under United States federal law, it may be considered a firearm or its possession may be otherwise prohibited in other countries. When traveling domestically with your Mercury Rise airgun always check local regulation of gas-powered “air guns” at your points of departure and arrival as well as individual airline regulations. If you are traveling with chemical irritant projectiles also check local laws on tear gas weapons and pepper sprays.

The Mercury Rise airgun may not be carried on your person through airport security checkpoints, nor may it be packed in “carry-on” baggage. Subject to local law and individual airline regulations the Mercury Rise airgun may be transported, unloaded, in checked baggage. A locked box may be required in some jurisdictions.

CO2 CYLINDERS:

Never leave a CO2 cylinder, punctured or unpunctured, in your Mercury Rise airgun when you travel. Always check current rules before traveling as laws may change.

TRANSPORTING YOUR MERCURY RISE AIRGUN IN A MOTOR VEHICLE:

Some states and local laws regulate the transportation of gas-powered “air guns” and self-defense projectiles in motor vehicles. Always check local regulations in areas you intend to drive.



WARNING

Do not store in temps above 120° F / 48° C.

SYMPTOM	POSSIBLE CAUSE	POSSIBLE SOLUTION
Airgun does not fire	CO2 cylinder is missing or empty	Remove/ Install a fresh CO2 cylinder
Trigger stuck in forward position	Projectile jam	Remove CO2 cylinder then gently remove obstruction using barrel brush if safely possible
	Object in breech	Possible obstruction: remove if safely possible
Airgun fires but no projectile exits	Empty magazine	Remove empty magazine. Clear breech. Install loaded magazine.
	Magazine obstruction	Remove CO2 cylinder then make certain the follower in the magazine slides freely and completely to the top of the magazine.
	Barrel obstruction or projectile jam	Remove CO2 cylinder then gently remove obstruction using barrel brush if safely possible
Full Magazine unable to be inserted all the way	6th projectile in the breech	Remove magazine and depress the breech indicator button
	Object in the breech	Possible obstruction, remove if possible
	Magazine turned the wrong way around	Make certain the magazine is oriented properly with the magazine well
CO2 cylinder punctures without depressing the trigger	CO2 cylinder was not pushed fully into chamber before screwing on cap	Remove/install a fresh CO2 cylinder taking care to fully press the CO2 cylinder to the back of the chamber before re-screwing cap
	CO2 cylinder was not pushed fully into chamber before screwing on cap	Please contact customer service
Launcher creates hissing sound after puncturing the CO2 cylinder	CO2 Cap loose	Installing the CO2 Cylinder* for proper installation instructions (refer to page 7)

MERCURY RISE LIMITED WARRANTY (FOR END CUSTOMERS)

The Mercury Rise limited warranty entitles the retail consumer to have a Mercury Rise air gun serviced or replaced within 12 months of the date of purchase if such damages are a result of defects in materials or workmanship.

This warranty is valid for all Mercury Rise products purchased through an authorized dealer, and will be honored provided that all instructions in the product manual have been followed and that the item was not subject to any prohibited activities. The warranty is voided if the ownership of the airgun is transferred (is not valid for used / pre-owned purchases).

Warranty repairs are carried out at the dealers' service center. We recommend that all items that shipped with your product be kept for the duration of the warranty including all paperwork and the original packaging.

Return, exchange and repair of products are carried out according to the conditions stipulated by the retailers as per the terms of this warranty.

WHAT'S COVERED

This product is warranted to the retail consumer for 12 months from date of retail purchase against defects in materials and workmanship. Labor necessary to repair your product.

WHAT'S NOT COVERED

- ◆ Shipping charges to send your damaged product to a Mercury Rise Authorized Dealer's Repair Center.
- ◆ Shipping charges to ship out the parts.
- ◆ Replacement of insulation gaskets.
- ◆ Damage caused by any activity that is clearly prohibited in the "Do Not" section of the product manual.
- ◆ Physical damage caused by activities of excessive force including damage caused by dropping the product or applying excessive force.
- ◆ Damage to the CO₂ cylinder piercing pin caused by over-tightening the cylinder retention screw.
- ◆ Damage caused if the product is submerged in or exposed to any liquids or other foreign elements.
- ◆ Damages caused by fire, natural disaster, etc.

END USER'S ASSUMPTION OF RISK

Before use, the user shall determine the suitability of the product for its intended use, read and understand all instructions, warnings and safety precautions provided in this user manual, take all reasonable precautions to ensure its safe use, and assume all risks and liabilities in connection with the purchase, possession, and discharge of the Mercury Rise airgun. Mercury Rise shall have no liability nor shall it assume any obligation to the purchaser of any Mercury Rise airgun or any third-party for any special, non-compensatory, consequential, indirect, incidental, statutory, or other damages whatsoever, including, without limitation, punitive damages, lost profits, lost opportunities, lost revenue, loss of consortium, or other damage loss or injury whatsoever, regardless of the form of action and regardless of whether it sounds in contract, negligence, statutory or common law liability, or otherwise, known or unknown, even if foreseeable or explicitly informed, in any amount greater than the amounts paid by buyer to Mercury Rise for the products, unless due to the gross negligence or willful misconduct of Mercury Rise. The limitations set forth above shall be deemed to apply to the maximum extent permitted by applicable law and notwithstanding the failure of the essential purpose of any limited remedies. Any buyer who does not agree to this assumption of risk may return the products purchased, in their original packaging, unused, and in original condition within 7 days of purchase.



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CONTACT DETAILS

UNITED STATES

20955 Pathfinder Rd STE 100, Diamond Bar, CA 91789

www.mercuryrise.com

Email: info@mercuryrise.com



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www.mercuryrise.com