RIVALBURN3 ASSEMBLY INSTRUCTIONS



and use them.

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			/ Item #	Qty	Part Name
				1	Main Spring
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			4	2	BoltArm
(15)/ <u>^ </u>)		
<u> </u>			6	1	Stock Spacer
			8	5	10-32 Screws (1-3/4")
	~		9	7	Short Pins
	э)		10	10	4-40 Hex Standoff
\bigcirc \bigcirc \bigcirc			11	1	ShockPad
			12	1	4-40 Standoff (11/32")
Caliburn I	Hardwa	ro Kit	13	2	Dash 123 O-Rings
Calibuin	Jilaiuwa		14	8	10-32 Hex Nuts
12/21/19			15	21	4-40 Screws (3/8" flat)
			16	2	UChannel
Printed Parts NOT included.			17	2	Extension Springs
Tools needed: Philips Screwdri	ver, 3/8 Combination Wrench	, Round Needle File	18	6	10-32 Screws (5/16")
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For most of the above hardware list the quantities are the MINIMUM required for assembly. Easily-lost items will have several spares and I typically include extras of the majority of the items. The Rival and Mega Hardware kits do not include the Ramrod Core item as the larger ones need to be pressed into a printed base and then drilled and tapped. You will need to print the full-size alternative ramrod or order the optional aluminum upgraded ramrod separately.

To assemble this blaster you will need a Slotted Screwdriver, Small Philips Screwdriver, Scissors, 3/8" Combination Wrench, and maybe a Small Round Needle File.

The Hardware kit ships with a container of Silicone Oil included. NEVER USE SILICONE LUBRICANT FROM AN AEROSOL CAN. The propellants used in those are harmful to plastic parts.

ALSO AVOID DRY-FIRING THIS BLASTER EXCESSIVELY. Firing without a dart in the barrel will add unneeded wear on this blaster, especially if the higher load rating springs are installed. Also do not pull the trigger with the foregrip in the rearward position (with the breech open). The breech being slammed closed by the main spring is very likely to damage both the breech itself and the magwell.



D. Repeat the process for the opposite side



















Insert a magazine into the front of the blaster until the detent latches. This can be done whenever desired regardless of the breech being open or closed. To remove the magazine, pull up on both sides of the MagDetent and push the mag from the exposed portion of it that is behind the foregrip. Or alternatively point the blaster toward the ground.

Slide the foregrip back to compress the mainspring until the plunger gets engaged on the Sear. At the end of the foregrip stroke and during over-travel of the plunger, the Prong on the foregrip will tip over the elevator. The elevator will hinge down and trip the detent on the rival magazine causing an HIR to be ejected above the elevator. When the foregrip is slid forwards the elevator will push the HIR up and into the path of the ramrod, which will then force it into the barrel.

Replacing the Main Spring does not require full disassembly of the Blaster. You just need to reverse the last 2 steps in these instructions in order to take the buttplate off.

The Blaster and Hardware Kits are shipped with K25 springs. The K25 is rated slightly lower than the K26, which is also available. The alternate spring option is the 788 which have to be purchased separately or opted for as a replacement. The 788 spring is recommended for indoor use, or for younger players.



The magazine can be refilled from the open loading port in the bottom of the blaster without the magazine being removed.

The hole at the top of the magwell towards the front allows an HIR to be manually loaded ahead of the elevator output port. This can be done to selectively add one or two additional HIRs into the barrel in tandem behind the one that was loaded by the elevator system. Or to allow for an HIR to be loaded into the barrel when the magazine is empty (or absent).

If an HIR gets stuck in the barrel, prime the blaster and leave the breech open. You will need to ramrod the jammed HIR back into the open breech using a 1/2" or 5/8" dowel. Turn the blaster upside-down, and then slide the Gate print forward. Tip the blaster forward or backward until the now-freed HIR can fall out the Jam Door port.