

AIRSOFT INNOVATIONS BALLISTICS FIRST

Support:
<http://support.airsoft-innovations.com>

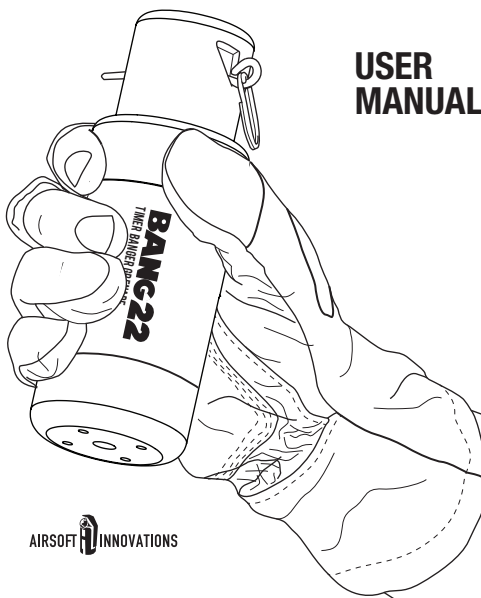
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BANG22 TIMER BANGER GRENADE

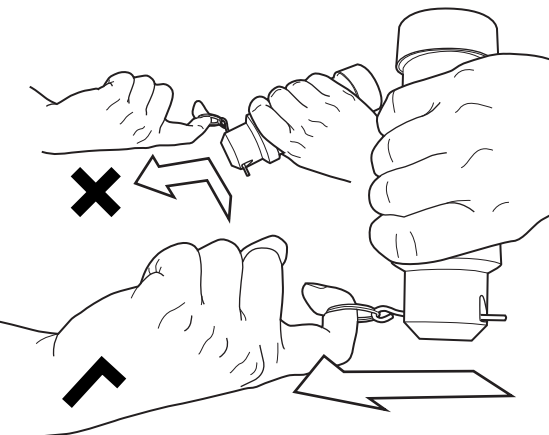


USER
MANUAL

AIRSOFT INNOVATIONS

DEPLOYMENT

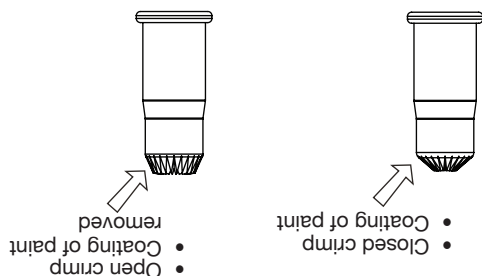
1. PULL PIN
Pull pin straight out of grenade. Do not pull on an angle.



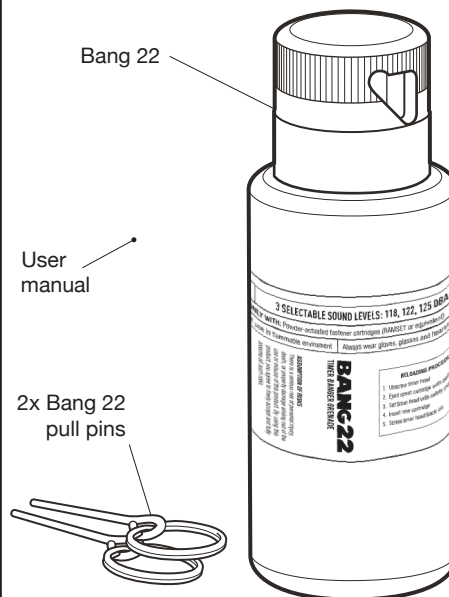
2. TOSS GRENADE GENTLY AND DESTROY ENEMY

MISFIRES

- Only determine if a cartridge is fired by observing the crimped end of the cartridge
- Unfired cartridges will have a closed crimp and a clear paint mark (brown, green, yellow)
- Fired cartridges will have an open crimp
- Do not rely on the striker's mark on the cartridge rim to determine if a cartridge has been fired. Misfires occur due to inconsistencies in cartridge manufacturing.
- Cartridges which misfire are still live and should be treated as such
- Store cartridges in a cool dry place

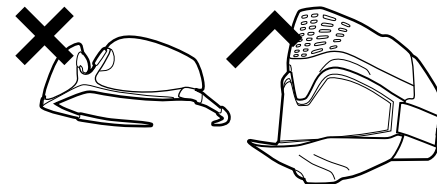


KIT CONTAINS



Assumption of risks: there is a serious risk of personal injury, death or property damage arising out of the use or misuse of this product. By using this product, you agree to freely accept and fully assume all such risks.

SAFETY



1. This product discharges gas suddenly from its exhaust ports at the bottom. Do not block these ports with your hand or body. Do not hold this product near your head or point these ports towards your face EVER! Wear eye protection and gloves when using this product.
2. Be considerate. This product is heavy. Do not throw it directly at another player. Do not throw it very high or very forcefully.
3. This product is very loud! Wear appropriate hearing protection, especially when deploying it into closed areas indoors. Do not use high powered cartridges when using this product in confined spaces.

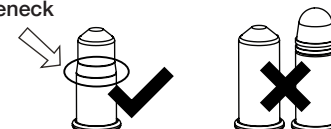
CHOOSE YOUR CARTRIDGE

- Bang 22 is compatible with three nail driver cartridges which generate three different sound levels.

Cartridge	dBa@ 20ft	Application
Brown	118	CQB
Green	122	Loud CQB
Yellow	125	Outdoors
Red/Purple	Do not use	Will damage grenade

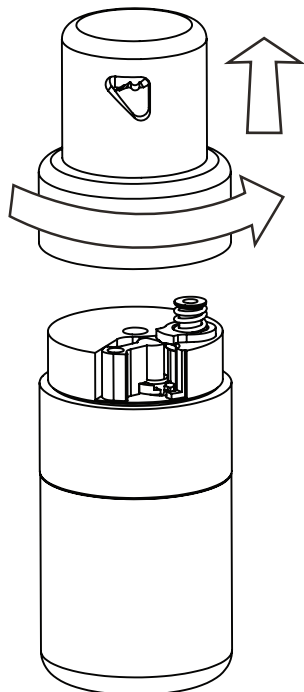
- Colours are painted on the tip of the cartridge.
- Bang 22 only accepts bottle-necked cartridges made by Ramset. Straight-body cartridges will not fit in Bang 22
- **DO NOT use RED or PURPLE cartridges** as these are too powerful and will permanently damage the grenade.
- **DO NOT attempt to use firearms cartridges like .22 Short or .22LR**

Bottleneck



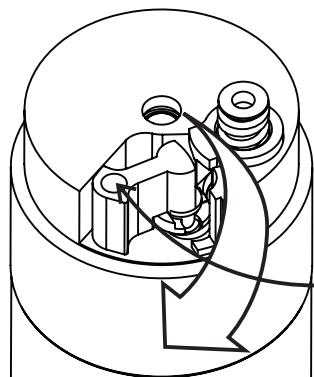
RELOADING PROCEDURE

1. UNSCREW THE TIMER HEAD



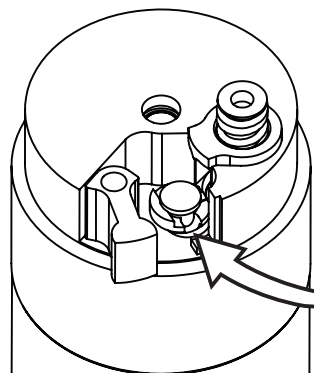
2. SWING OUT CARTRIDGE GATE

Do not attempt to tighten screw
Cartridge gate should be loose and jingle around.
This is normal.

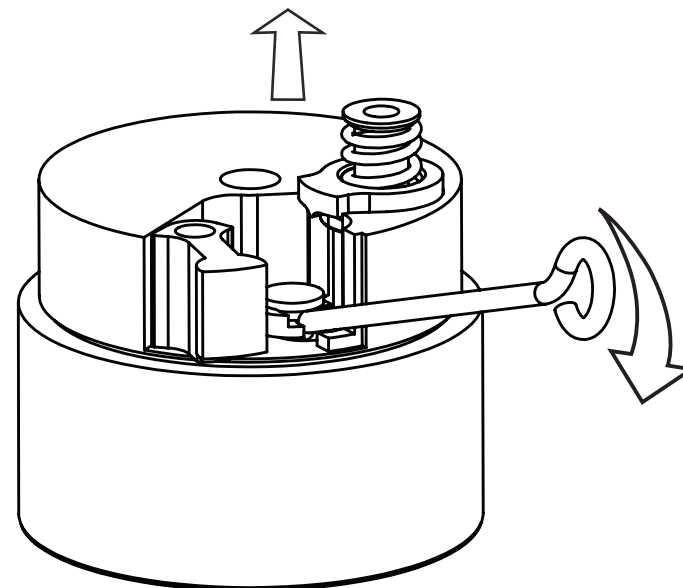


3. INSERT TIP OF PULL PIN UNDER CARTRIDGE RIM

Extractor Notch



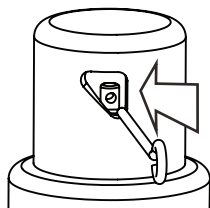
4. USE PULL PIN AS A LEVER TO PRY OUT CARTRIDGE



SET TIMER

5. INSERT PIN

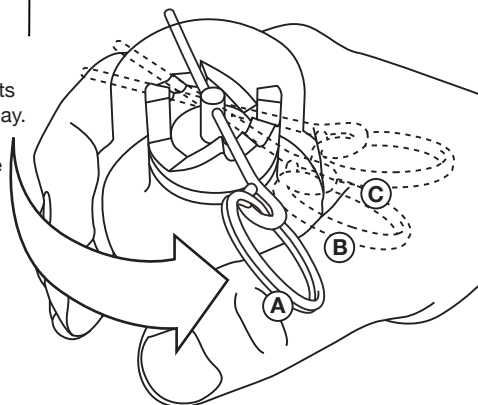
Locate pull pin hole and insert pull pin.



6. SELECT TIMER DELAY

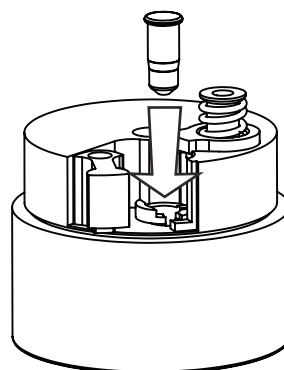
The temperature of your game environment affects your Bang 22's timer delay. Rotate the metal guard to select the appropriate temperature setting.

- (A) Cold day (5-15C°/40-60°F)
- (B) Medium day (15-25C°/60-80°F)
- (C) Hot day (25C°+/80°F+)

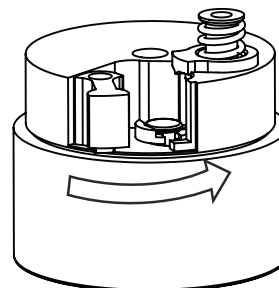


This will provide you with a useable delay which can be changed at any time before use.

7. REPLACE CARTRIDGE

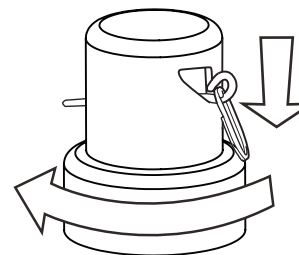


8. SWING GATE CLOSED



9. SCREW ON THE TIMER HEAD

Only screw on head AFTER timer is set.



10. BANG

Your Bang 22 is now ready to deploy. Treat it respectfully - it is loaded.

11. STORAGE

Remove unfired cartridges before storing Bang 22.

Store the grenade with the timer head on to prevent contaminants from entering it.

