

Vega Force Company

No.68, Jianguo 2nd., Xinzhuang Dist, New Taipei City 242, Taiwan Phone: +886-2-22036630 Faz: +886-2-2203-6610 service@vegaforce.com.tw

www.gb-tech.com.tw

Made in Taiwan

Your Dealer



BE ADVISED THAT THIS PRODUCT MAY BE MISTAKEN FOR A FIREARM BY LAW REGULATIONS SO AS TO MAKE THE PRODUCT LOOK MORE LIKE A FIREARM IS DANGEROUS AND MAY BE A CRIME.



for airsoft use only





Read the Instruction Manual before operating



INDEX

Warning & Caution

SPEC.

Component Name

- · Right Side
- · Left Side

Safety Setting

Rechargeable Battery

Load the Magazine

- · Load BBS
- · Magazine Insert & Release

Firing

Charging and Bolt Catch

Variable HOP-UP System

- · Open the Port Cover
- HOP-UP Setting

Folding Stock

Parts List

Warning & Caution

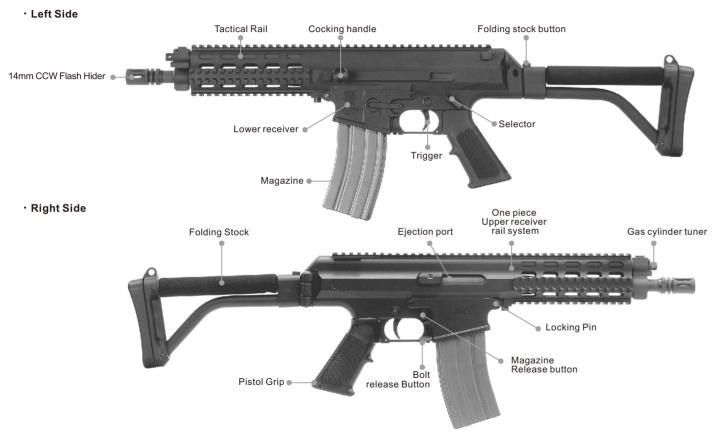
You should be fully familiar with the proper and safe handling of your weapon. The basic principles of weapons safety require you to always apply the following rules when handling the firearm.

- · Always treat a weapon as if it was loaded.
- Always put the safety of a weapon to "safe" when loading it so that there can be no risk of an unintentional discharge.
- · Always keep your finger away from the trigger.
- · Only use the kind of projectiles suitable for your weapon.
- · Always keep the muzzle pointed in a safe direction.
- · Never transport a loaded weapon. Only load your weapon when you intend to fire it.
- · Never aim your weapon at persons or animals.
- · Safety shooting glasses should always be worn when firing the weapon.
- Modifications or repairs of weapons are only to be effected by authorized agencies or by a skilled gunsmith.
- · Never leave a loaded weapon unattended.
- · Only unloaded weapons are to be handed over to another person.

SPEC.

- · Over all: 515/740 mm · Weight: 2570 g · Caliber: 6mm BBs · Magazine Capacity: 120 rounds
- In the line with the different regional laws and regulations, the mozzle velocity may vary, please contact local dealer for more information.

Component Name



Safety Setting



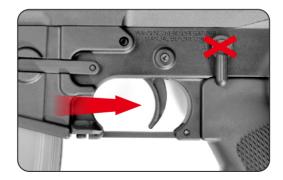




Safety setting

Always set the lever to the safe position when you are not firing the gun or during storage.

And do not over bend the selector.



NOTE:

Never operate the Selector and the trigger at the same time. Otherwise, malfunctions are possibile resulting in accidents.

Rechargeable Battery

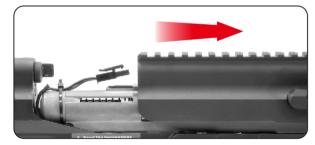




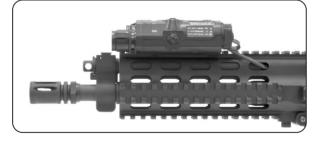












3



NOTE:

- 1. Push the takedown pin as far as it will go.
- 2. Separate the upper receiver.
- 3.Connect the battery.
- 4.Assemble the upper receiver.
- 5.It can also connect with a PEQ battery case.

Load BBs





Insert 6mm BB bullets into the magazine.

CAUTION:

Always use the high quality BBs for this airsoft gun. We will not be held responsible for any damage and accidents arising form using of bad quality BBs.

Magazine Insert & Release



Push the magazine release button to release the magazine.



Make sure a "click" sound is heard.

Firing



Safe

The trigger can still be pulled, but won't go boom. Always set the lever to the safe position when you are not firing the gun or during storage.



Semi auto

Single shot each time. The gun will fire one shot each time the trigger is pulled.



Full auto

Automatic shot.
The gun will fire automatically while the trigger remains pulled.



Never operate the Selector and the trigger at the same time. Otherwise, malfunctions are possibile resulting in accidents

Do not over bend the selector.



Charging and Bolt Catch





The charging handle can be pulled and the dummy bolt will be fastened.

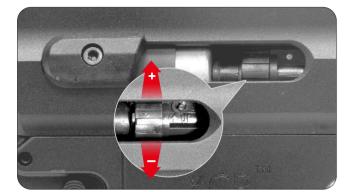


To release bolt just push down the release button.

NOTE:

You might need to push the charging handle forward before releasing the bolt.

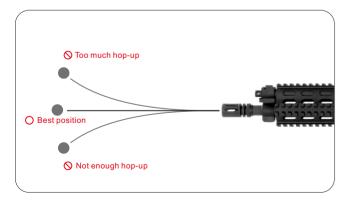
Variable HOP-UP System



You can adjust Hop-Up when the charging handle is pulled and fixed.

WARNING:

Keep your fingers away the bolt release button when adjusting the Hop-up.

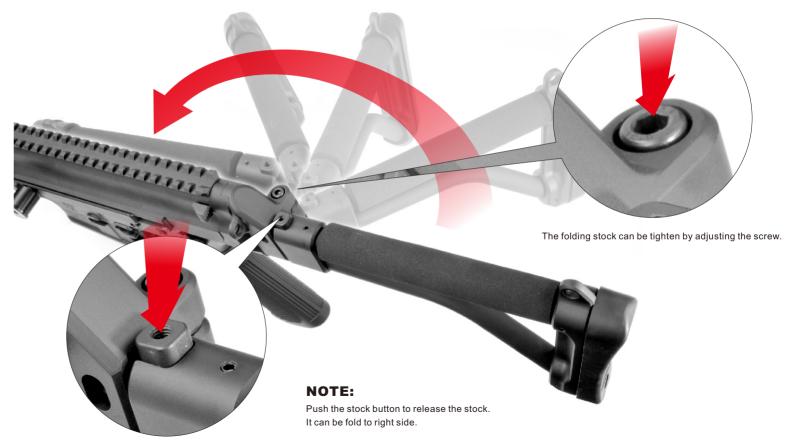


NOTE:

You might need to push the charging handle forward before releasing the bolt.

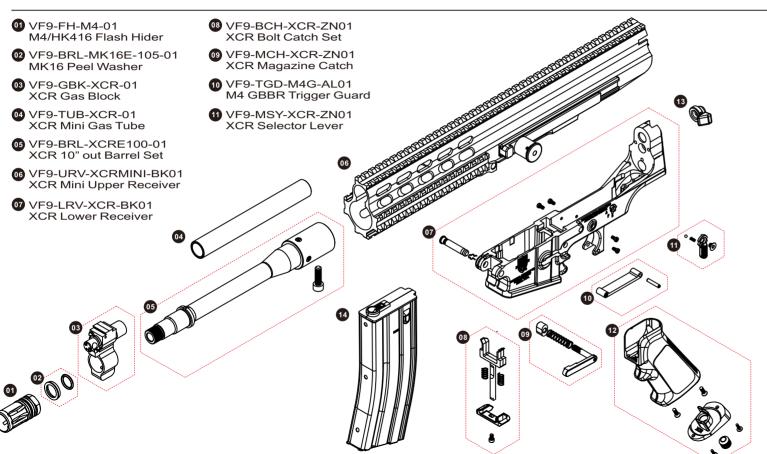
Folding Stock

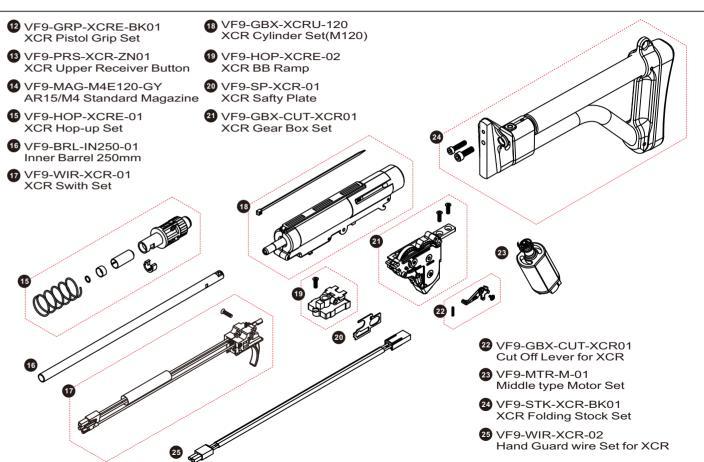






Parts List





Memo



	1																