WARNING: THIS MARKER IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE AND EAR PROTECTION DESIGNED SPECIFICALLY FOR PAINTBALL MUST BE WORN BY THE USER AND PERSONS WITHIN RANGE. PURCHASER MUST BE 18 YEARS OR OLDER. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION. READ OWNER’S MANUAL BEFORE USING.

CAUTION: MAY BE DANGEROUS UP TO 250 YARDS (229 METERS) OR THE LENGTH OF OVER TWO FOOTBALL FIELDS.

Read this owner’s manual completely. This marker is not a toy. Treat it with the same respect you would a firearm. Always carefully follow the safety instructions found in this owner’s manual and keep this manual in a safe place for future use.
Operating Procedures
1. Learning the Parts of Your Marker
2. Operating the Safety
3. Removing and Installing CO2 Capsules
4. Loading and Unloading Projectiles
5. Aiming and Firing Safely
6. Adjusting the Sights
7. Use and Handling of CO2 Capsules
8. Maintenance and Storage
9. Troubleshooting
10. Reviewing Safety
11. Repair / Service / Warranty
12. CO2 gas capsule holder

CAUTION: EYE PROTECTION DESIGNED SPECIFICALLY FOR PAINTBALL MUST BE WORN BY THE USER AND PERSONS WITHIN RANGE. READ ALL INSTRUCTIONS BEFORE USING.

CAUTION: UNAUTHORIZED MODIFICATIONS OF THIS CO2 MARKER MAY RESULT IN A DIFFERENT LEGAL CLASSIFICATION AND ARE THEREFORE NOT PERMITTED. THE MANUFACTURER’S WARRANTY WILL BECOME NULL AND VOID IN SUCH CASES.

ATTENTION: Before using, first clean the barrel to remove the protective grease. Refer to page 12 in this manual for barrel cleaning instructions.

1. Learning the Parts of Your Marker
Learning the names of the parts of your marker will help you understand your owner’s manual. Use this manual to increase your enjoyment of this marker.
2. Operating the Safety

**WARNING:** BE SURE THE MARKER IS ALWAYS POINTED IN A SAFE DIRECTION. NEVER POINT THE MARKER AT ANYTHING YOU DO NOT INTEND TO SHOOT. ALWAYS ASSUME AND HANDLE THE MARKER AS IF IT WERE LOADED AND READY TO FIRE.

2A. To Put the RAM P99, RAM X50, and RAM Combat “ON SAFE”
- Locate the safety at the rear of the trigger.
- Push the safety from left to right until no red is showing. (Fig. 2A) The safety is not “ON SAFE” unless it is pushed all the way in and the RED is NOT showing.

2B. To Take the RAM P99, RAM X50, and RAM Combat “OFF SAFE”
- Locate the safety at the rear of the trigger.
- Push the safety from right to left. (Fig. 2B) When you can see the RED the airgun marker is “OFF SAFE” and can be fired.

2C. To Put the RAM Desert Eagle “ON SAFE”
- Locate the safety at the rear of the slide.
- Push the safety lever down until no red is showing. (Fig. 2C)

2D. To Take the RAM Desert Eagle “OFF SAFE”
- Locate the safety at the rear of the slide.
- Push the safety up. (Fig. 2D) When you can see the RED the airgun marker is “OFF SAFE” and can be fired.
3. Removing and Installing CO2 Capsules

3A. Installing a New CO2 Capsule
- Put the marker “ON SAFE” (See Step 2).
- Remove the magazine and make sure the marker is unloaded.
- Unscrew and remove the gas capsule holder by turning the holder knob counterclockwise (Fig. 3A).
- If a CO2 capsule is already installed, see Step 3B - Removing a CO2 Capsule.
- Before installing a CO2 capsule, place one drop of RAM Oil on the top of the small end of the CO2 capsule.
- Insert the CO2 capsule into the gas capsule holder, bottom end first, with the small neck of the capsule pointing upward (Fig. 3B).
- Cock the marker by pulling the slide back. (Fig. 5A). The slide must be cocked before inserting the capsule.
- Insert the gas capsule holder with a full capsule into the grip. (Fig. 3C).
- Tighten the capsule holder by turning clockwise.
- After puncturing the CO2 capsule, you may hear gas escaping, point the marker in a safe direction and fire 3-4 times to seal the o-rings. (Fig. 3C).

NOTE: Never try to force any CO2 capsule into or out of place. Do not store your marker with a CO2 capsule in it. If you know you will not be using your marker for an extended period of time, empty the CO2 capsule and remove it from the marker. (See Step 3B). This is very important to remember, as it will prolong the longevity of your marker seals.

3B. Removing a CO2 Capsule
- Put the marker “ON SAFE” (See Step 2).
- Make sure the magazine is out and the marker is unloaded (See Step 4B).
- Point the marker in a SAFE DIRECTION.
- Put the marker “OFF SAFE” (See Step 2).
- Fire the marker until it will not fire, indicating the gas capsule is empty.
- Put the marker “ON SAFE”.
- Decock the marker by pressing the button at the rear of the slide just in front of the rear sight on the P99 RAM (Fig. 4A). The RAM X50 has a decocking lever (Fig. 4B). (The RAM Combat and RAM Desert Eagle do not have a decocking mechanism.)
- Use one hand to hold the marker at the top of the receiver. Use your other hand to remove the CO2 capsule holder. Be sure to keep the muzzle pointed in a safe direction.
- Slowly turn the CO2 capsule holder counterclockwise (down) until it stops turning; allowing any remaining CO2 gas to escape.
- Remove the empty CO2 capsule and discard.
- Point in a safe direction and fire to discharge any remaining gas.

4. Loading and Unloading Projectiles

4A. Loading Paintballs or Rubberballs
- Make sure the marker is “ON SAFE” (See Step 2).
- Always point the marker in a SAFE DIRECTION.
- Cock the marker by pulling the slide back (Fig. 5A).
- Remove the magazine by pressing the magazine release button and pulling the magazine from the bottom of the grip frame.
- Pull the follower down and lock it at the side (Fig. 5B - RAM P99, Combat and X50). (Fig. 5C - RAM Desert Eagle)
You may fire the RAM X50 in single action or double action mode:

- Single action (with the hammer already cocked): for accurate shots.
- Double action (without the hammer cocked): for rapid shooting.

You can prevent the RAM X50 marker from unintentional firing even when the slide has been cocked for single action shooting. To do so, press down the decocking lever 6A.

The hammer position of the airgun marker can be seen at the rear:

- Hammer cocked 6B.
- Hammer uncocked 6C.

NOTE: The airgun marker can be fired with hammer decocked by simply pulling the trigger and marker "OFF SAFE".

You can prevent the RAM X50 marker from unintentional firing even when the slide has been cocked for single action shooting.

To do so, press down the decocking lever 6A. The hammer position of the airgun marker can be seen at the rear.

- Hammer cocked 6B.
- Hammer uncocked 6C.

The marker is correctly aimed when the white dot on the front sight blade is positioned exactly in the notch and even with the white dots of the rear sight. The top of the front sight blade should be even with the top of the notch in the rear sight. The bullseye should appear to rest on the top of the front sight (Fig. 7).

You can prevent the RAM X50 marker from unintentional firing even when the slide has been cocked for single action shooting.

To do so, press down the decocking lever 6A. The hammer position of the airgun marker can be seen at the rear.

- Hammer cocked 6B.
- Hammer uncocked 6C.

NOTE: The airgun marker can be fired with hammer decocked by simply pulling the trigger and marker "OFF SAFE".

You may fire the RAM X50 in single action or double action mode:

- Single action (with the hammer already cocked): for accurate shots.
- Double action (without the hammer cocked): for rapid shooting.
You may fire the P99 RAM in single action or double action mode:
Single action (with the slide already cocked): for accurate shots.
Double action (without the slide cocked): for rapid shooting.

The RAM Combat shoots in double action only.
The RAM Desert Eagle shoots in single action only.

6. Adjusting the Sights

- Aim at a safe target.
- Line-up the front sight in the middle of the rear sight (Fig. 7)
- Hold the airgun so that the center of the target rests on top of the front sight. The top edge of the front sight and the center of the target should be in a line (Fig. 7).
- The rear sight is laterally adjustable (Fig. 8). Push the rear sight to the left if the airgun shoots too far right. Push the rear sight to the right if the airgun shoots too far left.

7. Use and Handling of CO2 Capsules

**WARNING:** A CO2 CAPSULE CONTAINS GAS UNDER PRESSURE, WHETHER OR NOT IT HAS BEEN INSERTED INTO A MARKER. IF EXPOSED TO HIGH TEMPERATURES (SUCH AS INSIDE A CLOSED CAR AND/OR IN DIRECT SUNLIGHT), IT COULD EXPLODE. STORE ALL CAPSULES IN A COOL PLACE.

8. Maintenance and Storage

- Inspect your marker routinely for proper function.
- **IMPORTANT:** When storing the RAM P99 and X50, cock the slide then push the decock button so that the hammer is not against the valve.
- Before you attempt to perform maintenance on your marker, make sure the marker is “ON SAFE” (See Step 2) and unloaded, and the CO2 cylinder has been removed (See Step 3B).
Barrel Cleaning for the RAM Combat:
- Always keep your marker pointed in a SAFE DIRECTION and keep your hands away from the front of the muzzle.
- Put the marker “ON SAFE” (See Step 2).
- Remove the magazine.
- Make certain there are no projectiles in the marker (See Step 4B).
- Attach the cleaning cloth(a) to the loop end of the flexible cleaning rod(b) that was included with your RAM Combat (See Fig. 10E).
- Pull the slide backwards, then allow it to move forwards until the barrel protrudes from the muzzle 1/2-inch continue to hold the slide in this position (See Fig. 10A and 10B).
- While holding the slide, push the flexible cleaning rod (angled end first, See Fig 10C) through the loading port (Fig. 10D) in the magazine well until it exits the muzzle (See Fig. 10E and 10F).
- Repeat this action until the barrel is clean and free of oil.

Barrel Cleaning for the P99 RAM, RAM X50 and RAM Desert Eagle:
- Always keep your marker pointed in a SAFE DIRECTION and keep your hands away from the front of the muzzle.
- Put the marker “ON SAFE” (See Step 2).
- Remove the magazine.
- Make certain there are no projectiles in the marker (See Step 4B).
- Get access to the breech by pulling the slide all the way back until it catches on the slide catch.
- Attach the cleaning cloth(a) to the end of the barrel cleaner(b) that was included with your marker (See Fig. 9A).
- Push the barrel cleaner through the opening of the breech towards the muzzle (See Fig. 9B).
- Pull the barrel cleaner with the cloth attached through the barrel (See Fig. 9B).
- Repeat this action until the barrel is clean and free of paint or oil.

9. Trouble Shooting

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>CO2 Gas Capsule is empty</td>
<td>●</td>
</tr>
<tr>
<td>Barrel is dirty</td>
<td>●</td>
</tr>
<tr>
<td>Incorrect Projectiles</td>
<td></td>
</tr>
<tr>
<td>Bad shooting efficiency</td>
<td></td>
</tr>
<tr>
<td>Airgun does not function</td>
<td>●</td>
</tr>
<tr>
<td>Low projectile velocity</td>
<td>●</td>
</tr>
<tr>
<td>CO2 Leaking</td>
<td>Pull the slide back a couple of times and dry fire 3-4 times.</td>
</tr>
</tbody>
</table>
10. Reviewing Safety

- Every person within range must wear eye, face, and ear protection designed specifically to stop paintballs and meeting specification F 1776.
- Always measure your marker’s velocity before playing paintball and never shoot at velocities in excess of 300 feet per second.
- CAUTION: Shooting at velocities in excess of 300 fps may damage your pistol, reduce accuracy, and will void your warranty.
- Never point the airgun marker at anything you do not intend to shoot.
- Always treat the marker as though it is loaded and with the same respect you would a firearm.
- Always aim in a SAFE DIRECTION. Always keep the muzzle of the marker pointed in a SAFE DIRECTION.
- Always keep the marker “ON SAFE” until you are ready to shoot.
- Always check to see if the marker is “ON SAFE” and unloaded when getting it from another person or from storage.
- Always keep your finger off the trigger and out of the trigger guard until ready to shoot.
- Use the proper size projectile for your marker.
- Do not shoot at hard surfaces or at the surface of water. The projectile may bounce off or ricochet and hit someone or something you had not intended to hit.
- Place the backstop in a location that will be safe should the backstop fail.
- Your backstop should be checked for wear before and after each use. All backstops are subject to wear and will eventually fail. Replace your backstop if the surface is worn or damaged or if a ricochet occurs.
- Do not attempt to disassemble or tamper with your marker. Unauthorized repairs or modifying the function of your marker in any way may be unsafe and will void your warranty.
- Before you store your marker, make sure it is unloaded, the CO₂ capsule is removed, and is “ON SAFE.”
- Do not shoot at fragile objects such as windows.

WARNING: A MARKER THAT IS NOT OPERATING PROPERLY MAY BE DANGEROUS. IT SHOULD BE KEPT SAFELY FROM USE BY ANYONE UNTIL REPAIRED OR DESTROYED. DO NOT TRY TO TAKE THE MARKER APART. IT IS DIFFICULT TO REASSEMBLE AND IMPROPER DISASSEMBLY OR REASSEMBLY CAN CAUSE SERIOUS INJURY OR DEATH.

12. Repair / Service / Warranty

Do not return defective or damaged product to the dealer. If your marker needs repair, call Umarex USA (479) 646-4210 and ask for the Service Department or visit www.umarexusa.com. DO NOT ATTEMPT TO DISASSEMBLE IT! Your marker requires special tools and fixtures to repair it. Any disassembly or modification not performed by Umarex USA will void the warranty.

1 YEAR LIMITED WARRANTY

This product is warranted to the retail consumer for one (1) year from date of purchase against defects in material and workmanship and is not transferable.

WHAT IS COVERED: Replacement parts and labor.

WHAT IS NOT COVERED: Shipping charges to Umarex USA for defective product and damages caused by abuse or failure to perform normal maintenance as well as any other expense. CONSEQUENTIAL DAMAGES, OR INCIDENTAL EXPENSES, INCLUDING DAMAGE TO PROPERTY. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

WARRANTY CLAIMS: Warranty Claims and Repair for U.S. and Canadian customers only. Call Umarex USA (479) 646-4210 and ask for the Service Department. If it is determined a return is necessary, you will be issued a Return Authorization Number. Write this number boldly on the box and return the product prepaid to Umarex USA. Your name, address, phone number, and a note explaining the defect found must be included in the package. A copy of the original purchase receipt must accompany the return. Include a check made to Umarex USA in the amount of $16.95 to cover shipping and handling.

IMPLIED WARRANTIES

Any implied warranties, including the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to 1 (one) year from date of retail purchase. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. TO THE EXTENT ANY PROVISION OF THIS WARRANTY IS PROHIBITED BY FEDERAL, STATE, OR MUNICIPAL LAW WHICH CANNOT BE PREEMPTED, IT SHALL NOT BE APPLICABLE. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE AND COUNTRY TO COUNTRY.
### Walther P99 RAM Specifications

<table>
<thead>
<tr>
<th>Specification</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td>Double/Single</td>
</tr>
<tr>
<td>Caliber</td>
<td>.43</td>
</tr>
<tr>
<td>Projectiles</td>
<td>Paintballs or Rubberballs</td>
</tr>
<tr>
<td>Velocity</td>
<td>290 feet per second</td>
</tr>
<tr>
<td>Length</td>
<td>7.28&quot;</td>
</tr>
<tr>
<td>Weight</td>
<td>1.95 lbs.</td>
</tr>
<tr>
<td>Safety</td>
<td>Manual &amp; Decocking button</td>
</tr>
<tr>
<td>Magazine Capacity</td>
<td>9 shots</td>
</tr>
<tr>
<td>Danger Distance</td>
<td>250 yards</td>
</tr>
</tbody>
</table>

### RAM X50 Specifications

<table>
<thead>
<tr>
<th>Specification</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td>Double/Single</td>
</tr>
<tr>
<td>Caliber</td>
<td>.43</td>
</tr>
<tr>
<td>Projectiles</td>
<td>Paintballs or Rubberballs</td>
</tr>
<tr>
<td>Velocity</td>
<td>250 feet per second</td>
</tr>
<tr>
<td>Length</td>
<td>7.84&quot;</td>
</tr>
<tr>
<td>Weight</td>
<td>2.1 lbs.</td>
</tr>
<tr>
<td>Safety</td>
<td>Manual &amp; Decocking lever</td>
</tr>
<tr>
<td>Magazine Capacity</td>
<td>9 shots</td>
</tr>
<tr>
<td>Danger Distance</td>
<td>250 yards</td>
</tr>
</tbody>
</table>

### RAM Combat Specifications

<table>
<thead>
<tr>
<th>Specification</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td>Double</td>
</tr>
<tr>
<td>Caliber</td>
<td>.43</td>
</tr>
<tr>
<td>Projectiles</td>
<td>Paintballs or Rubberballs</td>
</tr>
<tr>
<td>Velocity</td>
<td>250 feet per second</td>
</tr>
<tr>
<td>Length</td>
<td>7.8&quot;</td>
</tr>
<tr>
<td>Weight</td>
<td>1.7 lbs.</td>
</tr>
<tr>
<td>Safety</td>
<td>Manual</td>
</tr>
<tr>
<td>Magazine Capacity</td>
<td>8 shots</td>
</tr>
<tr>
<td>Danger Distance</td>
<td>250 yards</td>
</tr>
</tbody>
</table>

### RAM Desert Eagle Specifications

<table>
<thead>
<tr>
<th>Specification</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td>Double</td>
</tr>
<tr>
<td>Caliber</td>
<td>.43</td>
</tr>
<tr>
<td>Projectiles</td>
<td>Paintballs or Rubberballs</td>
</tr>
<tr>
<td>Velocity</td>
<td>270 feet per second</td>
</tr>
<tr>
<td>Length</td>
<td>10.75&quot;</td>
</tr>
<tr>
<td>Weight</td>
<td>2.6 lbs.</td>
</tr>
<tr>
<td>Safety</td>
<td>Manual</td>
</tr>
<tr>
<td>Magazine Capacity</td>
<td>8 shots</td>
</tr>
<tr>
<td>Danger Distance</td>
<td>250 yards</td>
</tr>
</tbody>
</table>