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L.L.A.W.TM

LESS LETHAL ADVANCED WEAPON

IKKIN.NET



Owner's Manual

WARNING

This is not a toy. Misuse may cause serious injury or death.

Read the Owner's Manual before using this product.

Safety is Your Responsibility

Read and familiarize yourself and any other user of this launcher with the safety instructions in this manual.

Follow these instructions when using, working on, transporting, or storing this launcher.

Always keep the trigger safety in Safe mode unless firing as detailed in instructions on page 6.



L.L.A.W.™

by IKKIN

1250 Scottsville Rd. Rochester, NY 14624 USA

(P) 585-328-0250 • (F) 585-328-0242 • www.ikkin.net

CONGRATULATIONS on your purchase of a L.L.A.W., Less Lethal Advanced Weapon. We believe the L.L.A.W. launcher is the most advance, accurate and durable less lethal launcher available. The L.L.A.W. will provide many years of dependable service if cared for properly.

Please take time to read this manual thoroughly and become familiar with your L.L.A.W. Launcher's parts, operation, and safety precautions before you attempt to load or fire this launcher. If you have a missing or broken part, or need assistance, please contact IKKIN Consumer Relations at 1-585-328-0250 for fast, friendly service.

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Warning/Liability Statement

This launcher is classified as a dangerous weapon and is surrendered by IKKIN INDUSTRIES, INC. with the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. IKKIN INDUSTRIES, INC. shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including intentional, reckless, negligent or accidental discharges.

All information contained in this manual is subject to change without notice. IKKIN INDUSTRIES, INC. reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements into products previously sold.

If you as a user do not accept liability, IKKIN INDUSTRIES, INC. requests you do not use a IKKIN INDUSTRIES, INC. launcher. By using this launcher, you release IKKIN INDUSTRIES, INC. of any and all liability associated with its use.

SAFETY IS YOUR RESPONSIBILITY!

⚠ WARNING

Except when your launcher is in use, always make sure that the trigger safety is in Safe mode,

To turn ON the trigger safety (Safe mode), push in the safety (arrow) as shown above.

To turn OFF the trigger safety (Fire mode), push in the safety from the opposite side of the receiver.



The ownership of this launcher places upon you the total responsibility of its safe and lawful use. You must observe the same safety precautions as you would any firearm to assure the safety of not only yourself but everyone around you. Outlined here are some general precautions to be aware of. The user should at all times use caution and common sense when using this

launcher and always remember that the game of round can only survive and grow if it remains SAFE!

- Do not load or fire this launcher until you have completely read this manual and are familiar with its safety features, mechanical operation and handling characteristics.
- Handle this and any launcher as if it were loaded at all times.
- Keep your finger off the trigger until you are ready to shoot.
- Do not look down the barrel of this launcher. Accidental discharge into the eyes may cause permanent injury or death.
- Keep the launcher in Safe mode until ready to shoot (page 6).
- Keep the barrel blocking device installed on launcher when not shooting (page 4).
- Never point the launcher at anything you do not intend to shoot.
- Never fire your launcher at anything you do not intend to shoot because there may be pepper rounds or foreign debris lodged in the chamber, barrel, and/or the launcher valve.
- Only shoot at fragile objects such as windows with glass break rounds.
- Always keep the muzzle pointed down or in a safe direction, even if you stumble or fall.
- Pressurize the launcher only when the launcher will be immediately used.
- Launcher can be stored loaded yet should be degassed.
NOTE: Before storing or disassembling, be sure to remove any rounds and air/CO2 supply (see unloading and air/CO2 removal instructions on pages 9 -11)
- Do not field strip or otherwise disassemble this launcher while it is pressurized with air/CO2 supply.
- Keep exposed skin away from escaping gas when installing or removing air/CO2 cylinder or if the launcher or air/CO2 supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Use only .68 caliber rounds. Never load or fire any foreign objects.
- Avoid alcoholic beverages before and during the use of this launcher. Handling launchers while under the influence of drugs or alcohol is a criminal disregard for public safety.
- Familiarize yourself with instructions listed on air/CO2 cylinder or adapter. Contact the air/CO2 cylinder or adapter manufacturer with any questions.

- Read the *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 22–24 before beginning the cylinder installation or removal.
- Unless a member of Law Enforcement, do not brandish or display this product in public as it may cause confusion and may be a crime. Police or others may mistake this product for a real firearm. Altering the coloration or markings required by state or federal law to make the product look more like a firearm is dangerous and may be a crime.

Getting Started

- Do not disassemble this launcher while it is pressurized.
- Do not pressurize a partially assembled launcher.
- Read each step completely before performing the instruction.

NOTE: Carefully hand start all threaded parts when assembling, and do not overtighten, as this may potentially strip the threaded parts. In this manual, item numbers of parts are in parentheses. You can also find these item numbers in the Parts Diagram on pages 26-27.

⚠ WARNING

Keep exposed skin away from gas escape points (arrows) when installing or removing a CO2 cartridge, or if the launcher or air supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold, and can cause frostbite under certain conditions.



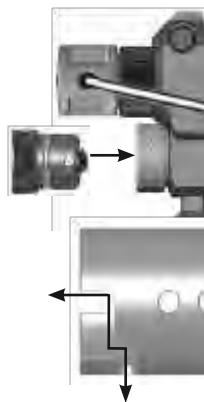
1. CO2 Cartridge Installation

Your launcher has the Remote Line Adapter already installed, read the *Air/CO2 Cylinder Warnings, Safety Tips, and Removal* on pages 22-24 before beginning the cylinder installation. Do not pressurize a partially assembled launcher. If using a remote air source, follow the Remote Line Adapter instructions starting on page 21, then go to step 2 on page 9

Put the trigger safety in Safe mode (see page 6) Remove the CO2 Cap. This CO2 Cap has a safety feature. You must push in while turning the CO2 Cap counterclockwise until it stops. Next, pull the CO2 Cap outward and turn counter clockwise again until it stops. The CO2 Cap can now be removed from the launcher.

- a. Clean the small end of a full 12 gram CO2 cartridge. Insert the small end into the launcher.
- b. Replace the CO2 Cap. Align the CO2 Cap's tabs with the slots, push in on the CO2 Cap and turn clockwise until it stops. Push in on the CO2 Cap a second time while turning the CO2 Cap clockwise.

Note: The CO2 cartridge is not punctured during installation. Once you push the trigger safety to Fire mode, the first pull of the Trigger punctures the CO2 cartridge. You can now hear the CO2 cartridge pressurize the launcher. Your launcher is now ready to fire on the next Trigger pull.



NOTE: If your launcher does not fire after you have successfully loaded and punctured your CO2 cartridge, put the trigger safety back into Safe mode (see page 4) and go to Troubleshooting on page 19.

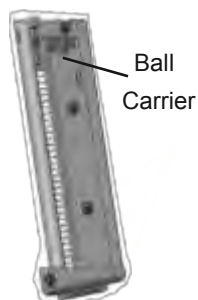
2. Removing the Magazine and Loading

The barrel blocking device must be installed (see page 4) and the trigger safety in Safe mode (see arrow at right and also see page 6).

- a. To remove the Magazine, push in the Magazine Release button and the Magazine ejects out the bottom of the grip.
- b. The Ball Carrier inside the Magazine has two tabs, one on each side of the Magazine. To load the Magazine, push down on the Ball Carrier tabs until the Ball Carrier locks in place near the bottom of the Magazine. (It automatically releases when inserted into the launcher.)
- c. Keep the Magazine vertical as shown, and insert one round at a time into the top of the Magazine. The Magazine holds seven rounds. Rounds in the Magazine are not under pressure until the Magazine is inserted into the launcher.



Magazine Release



Ball Carrier

- d. To insert a loaded Magazine into the launcher, slide the Magazine into the grip until you hear it lock into place. Change the trigger safety to Fire mode when you are ready to shoot. The Sight Windows allow you to see when you are low on rounds in the Magazine.



Magazine Release

3. Firing the Launcher

Move the trigger safety from Safe mode to Fire mode. Pull the Trigger to fire the launcher. Each pull of the Trigger fires one round.

4. Unloading the Magazine

- a. Remove the Magazine from the L.L.A.W. launcher. When removing the Magazine, two loose rounds might drop from the grip. Inspect the breech chamber for a round. The Breech Window (16) on top of the receiver provides a way to check for a round in the breech chamber. Point the launcher in a safe direction and pull the trigger (dry fire) to clear the launcher of any remaining rounds. Put the trigger safety in Safe mode (see page 6).

⚠ WARNING

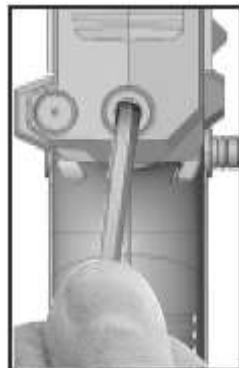
Not seeing a round in the Breech Window does not indicate that the launcher is unloaded or safe.

- b. Push the Magazine's Ball Carrier down until it locks into place (see step 2.b. above) to take pressure off any remaining rounds in the Magazine. You can then reload any loose rounds into the Magazine.
- c. To remove all rounds from the Magazine, press down on the top of the Carrier Release Armature with a flat object, and any remaining rounds are pushed out the top of the Magazine (Magazine parts are shown on page 13).

Velocity Adjustment

The launcher is preset at the factory to approximately 375 feet per second, (FPS).

To adjust the velocity, use the 3/16" Allen wrench included with your launcher. The Velocity Adjustment Screw is located at the back of the receiver, as shown at right. (Do not use a smaller Allen wrench and mistakenly adjust the Regulator Pressure Relief Valve Set Screw which is accessed through the Velocity Adjustment Set Screw - see note below.) To reduce the velocity, turn the screw counterclockwise. To increase the velocity, turn the screw clockwise.



NOTE: This launcher has a Regulator Pressure Relief Valve that prevents excessive air/CO2 pressure that could damage your launcher, and is factory set at 350 psi. If a cartridge with excessive air/CO2 pressure is loaded, or if extreme temperature conditions cause excessive cartridge pressure buildup, it will vent excessive gas out the access point. Adjust only as outlined in the *Regulator Pressure Relief Valve Adjustment* instructions on page 19.

CO2 Cartridge Removal

Do not store or disassemble a launcher with the CO2 cartridge (punctured or unpunctured) installed. Your launcher has a remote line adapter installed, do not remove the CO2 cartridge until you first follow the air/CO2 cylinder removal instructions in the *Remote Line Adapter* instructions on page 21. Read each step completely before performing the instruction.

Removing an Unused CO2 Cartridge (Non-Punctured)

1. Put the trigger safety in the Safe mode (see page 6).
2. Press the Magazine Release button (4) and the Magazine (79) ejects out of the grip. NOTE: When removing a loaded Magazine from the launcher, two loose rounds might drop from the grip. Pull the Magazine's Ball Carrier down until it locks to take pressure off the rounds, and reload any loose rounds into the Magazine.
3. Keep the launcher pointed in a safe direction, and remove the CO2 Cap (15).
 - a. Push in and turn the CO2 Cap counterclockwise until it stops. Then pull out until it stops to partially unscrew the cap. NOTE: The cap should be easy to turn; if you are unable to turn it, or if it is difficult to turn, the cartridge has been punctured and you must follow the instructions below, *removing a Used CO2 Cartridge (Punctured)*.
 - b. Turn the CO2 Cap a second turn counterclockwise until it stops and pull it out. The CO2 cartridge will then slide out.
4. Replace the CO2 Cap. Align the cap pins with the pin guides of the Cap Receiver Insert (14). Push the cap in and turn clockwise. Push the cap in a second time and turn clockwise.

Removing a Used CO2 Cartridge (Punctured)

NOTE: A punctured CO2 cartridge must be emptied before it is removed.

1. Put the trigger safety in Safe mode (see page 6).
2. Press the Magazine release button (4) and the Magazine (79) ejects out of the grip.
3. NOTE: When removing a loaded Magazine from the launcher, two loose rounds might drop from the grip. Push the Magazine's Ball Carrier

down until it locks to take pressure off the rounds, and reload any loose rounds into the Magazine.

4. Go to a designated firing area.
5. Point the launcher in a safe direction, move the trigger safety to Fire mode, and fire until there is no CO2 left in the cartridge. NOTE: If you have a punctured cartridge in your launcher and the launcher will not fire, follow the instructions on page 17, *Release Pressure From a Launcher That Will Not Fire*.
6. Put the trigger safety in Safe mode (see page 6).
7. Visually inspect the chamber for rounds through the Magazine opening at the bottom of the grip.
8. Keep the launcher pointed in a safe direction during CO2 Cap removal.
 - a. Keep exposed skin away from escaping CO2 - the arrows in the WARNING illustration on page 10 show CO2 escape points. Push in and turn the CO2 Cap slowly counterclockwise until it stops, and pull until it stops to partially unscrew the cap, then wait as any remaining CO2 in the cartridge escapes before performing step (b) (keep exposed skin away from escaping CO2).
 - b. Turn the CO2 Cap a second turn counterclockwise until it stops and pull it out. The empty cartridge then slides out.
8. Replace the CO2 Cap by aligning the CO2 Cap pins with the pin guides of the Cap Receiver Insert (14) and pushing the Cap in while turning clockwise. Push the Cap in a second time, turn clockwise, and release.

Cleaning & Maintenance

Always wear eye protection (safety glasses) when cleaning or performing maintenance on your L.L.A.W. launcher. To reduce the chance of an accidental discharge, follow *CO2 Cartridge Removal* instructions on page 10 (on page 21 for launchers with a Remote Line Adaptor). Never disassemble a launcher that is under pressure. Clean and lubricate your launcher with IKKIN factory grease after approximately 5000 shots.

- Familiarize yourself with instructions and follow warnings on CO2 cartridge and/or air/CO2 cylinder packaging for use, handling, storage and disposal. Contact the air/ CO2 cylinder manufacturer with any questions.
- Read and follow *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 22-24.
- **Petroleum based products and aerosol products can damage launcher O-rings. Do not use any petroleum based cleaning solvents. Do not use any cleaning solvents that come in aerosol cans.**
- Clean your launcher using a damp towel to wipe off powder, grease, and debris.

- To clean inside the barrel, turn the barrel counterclockwise and remove. Push the cable of the squeegee through the barrel, then pull the squeegee through to remove debris.
- To clean the breech and barrel with the Magazine removed, push the cable of the squeegee up into the grip and out the barrel, then pull the squeegee through to remove debris.
- Clean the Magazine with a damp towel to wipe off powder, grease, and debris. Dry springs immediately to help prevent rusting.
- To maintain your launcher in good working condition, inspect, clean, and replace any damaged parts. Lubricate as instructed in the following *Launcher Disassembly/Assembly* section. The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air/CO2 pressures. These may be purchased from Ikkin or your local round dealer. Use IKKIN factory grease to lightly lubricate the O-rings and springs, to maintain your launcher in good working condition.

Magazine Disassembly, Reassembly, and Testing

Read these instructions completely before attempting Magazine disassembly or reassembly.

Magazine Disassembly

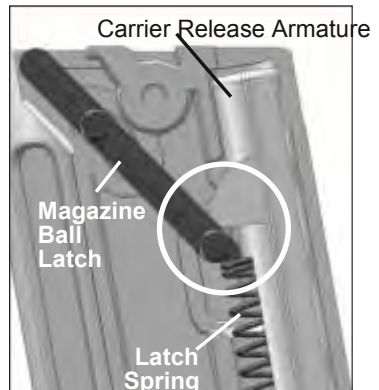
Refer to the diagram on the next page for these instructions.

1. Set the Magazine on a workbench with the Left Shell side facing up.
2. Remove four #4 x 5/8 Screws.
3. Gently disengage the top hook (arrow in bottom illustration on the next page), then separate both halves of the Magazine.
4. Remove and clean the internal parts as necessary.

NOTE: If you clean the Ball Carrier Spring with water, prevent rusting by thoroughly drying it before reassembly.

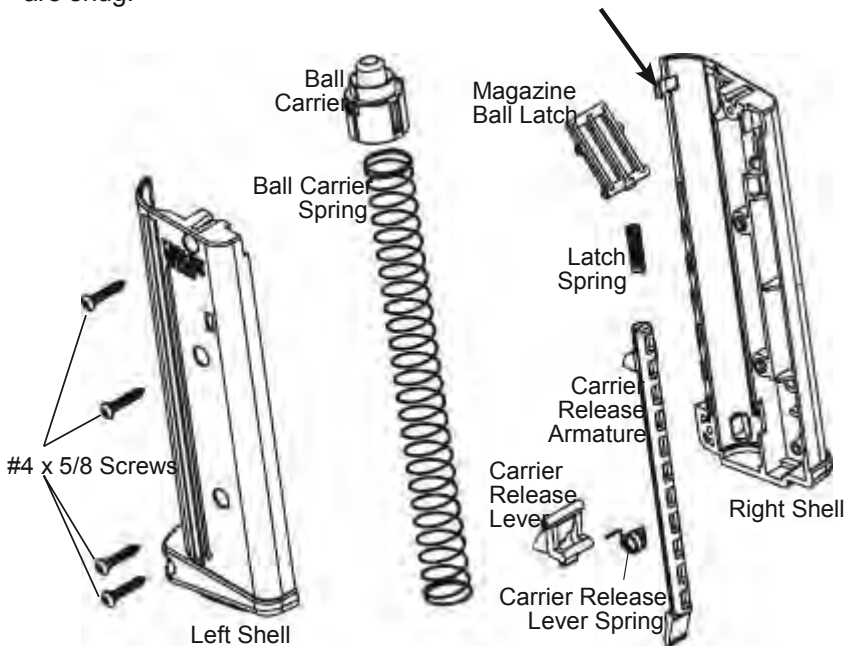
Magazine Reassembly

1. Place the Carrier Release Lever Spring into the Right Shell.
2. Properly orient the Carrier Release Lever onto the Carrier Release Lever Spring in the Right Shell.
3. Place the Magazine Ball Latch and Carrier Release Armature into the Right Shell.
4. Set the Latch Spring between the Magazine Ball



Latch and the Carrier Release Armature. The Latch Spring sets in a pocket formed by the two parts inside the Right Shell.

5. Confirm that the Magazine Ball Latch and Carrier Release Armature are oriented as shown in the circled area at right. The flat surfaces of the Magazine Ball Latch and the Carrier Release Armature fit together, and must align correctly for the Magazine to operate properly.
6. Place the Ball Carrier Spring into the Right Shell.
7. Install the Left Shell onto the Right Shell, but do not fully press the two pieces together. Be sure the internal parts stay in their locations while putting the two shell halves together. The top hook (see arrow) of the Right Shell does not engage at this time.
8. Install the bottom #4 x 5/8 Screw. Tighten it until snug.
9. Place the Ball Carrier onto the Ball Carrier Spring (aligning the two tabs on the Ball Carrier with the slots in the Left Shell and Right Shell) and slide down into the top of the assembled shell halves. Push down on the Ball Carrier until it snaps into place inside the Magazine.
10. Push the top of the Magazine together so the top hook engages (arrow below).
11. Install the three remaining #4 x 5/8 Screws. Tighten them until they are snug.



Magazine Testing

1. Pull down on the Ball Carrier tabs until the Ball Carrier is about midway down the Magazine.

2. While holding onto the Ball Carrier tabs, push down on the Carrier Release Armature and ensure that the Magazine Ball Latch moves freely.
3. Release the Ball Carrier. The Ball Carrier should move freely when properly reassembled.
4. Push the Ball Carrier all the way to the bottom of the Magazine until it locks into place.
5. Press down on the Carrier Release Armature to release the Ball Carrier.

Magazine testing is complete.

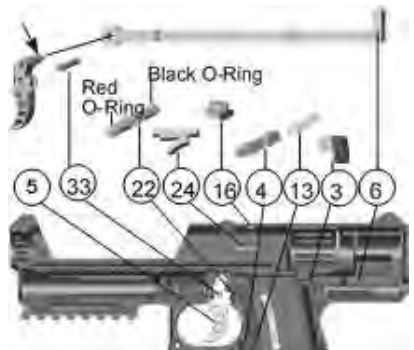
Launcher Disassembly/Assembly

Set up a table with plenty of space to work to make sure no small parts become lost. Eye protection must be worn during disassembly and reassembly. Do not disassemble a pressurized round launcher. Do not pressurize a partially assembled round launcher. Follow *CO2 Cartridge Removal* instructions on page 10 (Since a Remote Line Adapter is installed), leave the CO2 cap (15) off.

1. First remove the Remote Line Adapter by turning it counterclockwise on the flats with a 1/2" wrench, and pull it out. (For reassembly, insert the Remote Line Adapter into the hole in the back of the launcher as shown. Carefully hand start and screw it into the air fitting until finger tight.)

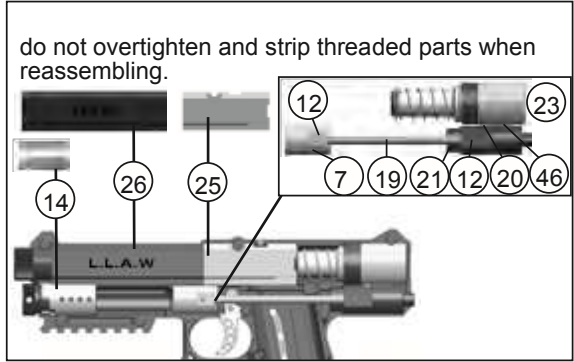


2. Remove the Barrel (27) by turning it counterclockwise, and pull it out.
3. Remove the left-side receiver (2) by unscrewing the 7 receiver bolts (items 8, 9, and 10). Carefully lift the Left Receiver half to access the internal parts.
4. Lift out the CO2 Cap Receiver Insert (14), Barrel Shroud (26), and Barrel Adapter (25). Lift out (as one piece) the Long Gas Line (19), Puncture Valve (7), Regulator (21), Air items 45-51), and



Short Gas NOTE: Carefully hand start all threaded parts and Line (20) assembly. To separate this subassembly, pull the Long Gas Line (19) out of the two Valve (23) (with Firing Valve integrated air fittings (12). (At reassembly, lubricate the Long Gas Line O-rings.) Pull the Regulator (21) from the Air Valve (23) and pull out the Short Gas Line (20) (lubricate O-rings at reassembly). Remove the Firing Valve (46) from the air valve (23) (see Firing Valve Disassembly diagram above)

5. Left out the Magazine release (4) Spring (13 Safety (22) (at reassembly, the black O-ring end goes into right receiver half); Trigger (5), Trigger Pin (long) (33), Ball Latch (24), Breech Window (16), Release Actuator (3), and the Actuator Link (6).



6. Clean and inspect parts. Replace any damaged parts. Use Ikkin grease to lightly lubricate the Safety O-rings, Spring (13), Trigger hinge (arrow above), and Trigger Pin (33) to maintain your launcher in good working condition.

7. To reassemble, follow these instructions in reverse and be sure the Actuator Pin (arrow, below right) is pushed to the Firing Valve Body as shown.

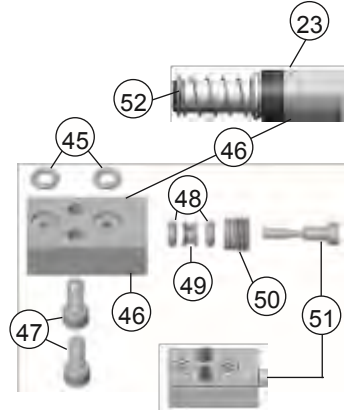


NOTE: Carefully hand start all threaded parts. Do not overtighten and strip threaded parts when reassembling.

NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your launcher, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

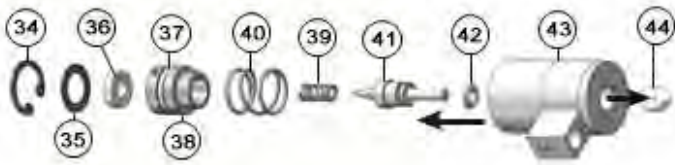
Firing Valve Disassembly/Assembly

1. Follow *Launcher Disassembly/Assembly* on page 14.
2. Remove the Firing Valve (46) from the Air Valve (23), by removing the 2 Screws (47) with a 3/32" Allen wrench.
3. The 2 O-rings (45) are not attached.
NOTE: Be sure the 2 O-rings are in place when reassembling the Firing Valve to the Air Valve.
4. Pull the Actuator Pin (51) out. NOTE: When reassembling be sure this Pin is pushed in flush to the Firing Valve body as shown.
5. Remove the Firing Valve Pin Guide (50) using a 3/32" wrench.
6. Tap on the Firing Valve Body (46). Two O-rings (48) and the Valve Bushing (49) should fall out (if you need to pull the parts out, use a plastic tool so you do not damage the parts).
7. Clean and inspect parts. Replace any damaged parts. Use Ikkin Factory grease to lightly lubricate the Spring (52) and O-rings (45 and 48) to maintain your launcher in good working condition.
8. To reassemble and reattach the Firing Valve to the Air Valve, follow these instructions in reverse. NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when reassembling. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your launcher, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.



Puncture Valve Disassembly/Assembly

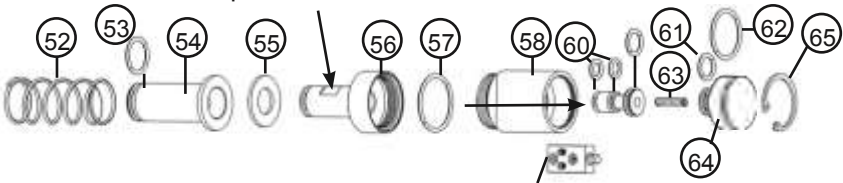
1. Follow *Launcher Disassembly/Assembly* on page 14. Unscrew the Air Fitting from the open hole in part 43 below. Do not overtighten and strip threads when reassembling.
2. To access the Puncture Valve internals, remove the Snap Ring (34) with a snap ring tool. NOTE: The snap ring tool tips should fit snugly into the snap ring - using a snap ring tool with tips too small may cause the snap ring to fly off the tool and cause injury and/or damage parts. To remove the internals from the Puncture Valve Body (43), remove the Puncture Pin Cap (44) and carefully push Puncture Pin (41) and internal parts out as shown at the arrow below.



3. Clean and inspect parts. Replace any damaged parts. NOTE: O-rings are shown removed: It is not necessary to remove O-rings as shown to inspect, clean, and lubricate. Use Ikkin grease to lightly lubricate the O-rings (37 and 42) and Springs (39 and 40) to maintain your launcher in good working condition.
4. To reassemble, follow these instructions in reverse. NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when reassembling. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your launcher, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

Air Valve Disassembly/Assembly

1. Follow *Launcher Disassembly/Assembly* on page 14.
2. Refer to the diagram below. Slide the Front Bolt Spring (52), Front Bolt (54), and Damper (55) off the Power Tube (56).
3. Remove Power Tube from the Air Valve Body (58) by unscrewing the Power Tube with a 1/2" wrench on the "wrench flats" (see arrow below).
4. To access the Air Valve Body internal parts, remove the Snap Ring (65) with a snap ring tool. NOTE: The snap ring tool tips should fit snugly into the snap ring. Using a snap ring tool with tips too small may cause the snap ring to fly off the tool and cause injury and/or damaged parts. To remove the internals from the Air Valve body (58), carefully push them out with a plastic tool in the direction shown.



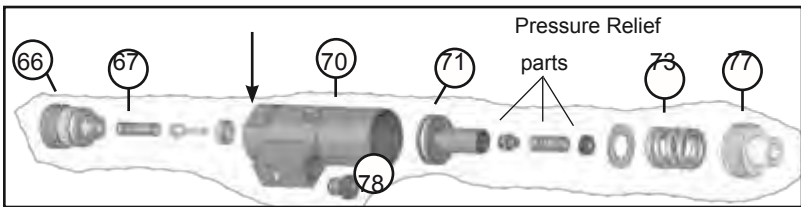
NOTE: The Firing Valve Assembly attaches to the Air Valve (58) (see Firing Valve Disassembly/Assembly).

5. Clean and inspect parts. Replace any damaged parts. NOTE: O-rings are shown removed. It is not necessary to remove O-rings as shown to inspect, clean, and lubricate. Use Ikkin grease to lightly lubricate the O-rings (53, 57, 60, 61, and 62) and springs (52 and 63) to maintain your launcher in good working condition.

6. To reassemble, follow these instructions in reverse. NOTE: Carefully hand start all threaded parts and do not overtighten and strip threaded parts when reassembling. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your launcher, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.

Regulator Disassembly/Assembly

1. Follow *Launcher Disassembly/Assembly* on page 14.
2. Remove the Regulator End Cap (66) from the Regulator Body (70) by holding the Regulator Body on the “wrench flats” (arrow) with a 5/8” wrench, and remove the End Cap by turning to the left with a 3/16” Allen wrench. Internal parts slide out.



3. To remove the velocity adjuster (77), unscrew it with a 3/16” Allen wrench until it and the spring (73) come out. Use your fingers to pull the regulator piston (71) out. It is not necessary to remove the Pressure Relief parts for normal maintenance.
4. Clean and inspect parts. Replace any damaged parts. NOTE: It is not necessary to remove O-rings to inspect, clean, and lubricate them. Use IkkIn grease to lightly lubricate O-rings (on parts 66 and 71) and springs (67 and 73) to maintain your launcher in good working condition.
5. Reassemble the regulator following these instructions in reverse. NOTE: Failure to reassemble correctly can cause damage to parts, air/CO2 leaks, and other problems. As you reassemble your launcher, double check to be sure parts are clean, not damaged, lubricated, and installed correctly.
6. Upon launcher reassembly, you will need to adjust the Regulator Pressure Relief Valve if you removed the Pressure Relief parts from item #71 (see *Regulator Pressure Relief Valve Adjustment* on page 19).

Release Pressure from a Launcher That Will Not Fire

Only use this procedure if launcher will not fire and the CO2 cartridge has been punctured. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *CO2 Cartridge Removal* (see page 10).

Only use this procedure if launcher will not fire and the CO2 cartridge has been punctured. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *CO2 Cartridge Removal* (see page 10).

Keep launcher pointed in a safe direction during CO2 cap (15) removal. Keep exposed skin away from escaping gas as it rushes out at the air/CO2 release points (arrows).

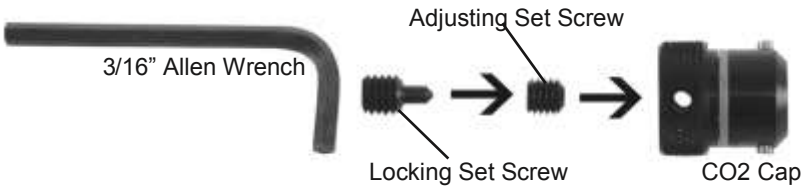


Remove exterior locking set screw, and then slowly loosen adjusting set screw to empty CO2 from the cartridge. Remove and dispose of the CO2 cartridge.

Adjustable CO2 Cap

CO2 cartridges vary from brand to brand. Your Ikkin L.L.A.W. can be tuned to easily puncture a variety of cartridge brands. The internal parts for the CO2 cap cannot be purchased separately. You must order the adjustable CO2 cap as an assembly (see parts list).

1. Push the trigger safety to Safe mode (see page 6). Install the barrel blocking device (see page 4). Remove the CO2 Cap (see page 10) and ensure the CO2 cartridge compartment is empty. Remove the Magazine (see page 9). Inspect the breech to confirm the launcher is unloaded.



2. Replace the CO2 Cap. With CO2 Cap in the launcher and the trigger safety in Safe mode, remove the exterior Locking Set Screw from the CO2 Cap using the 3/16" Allen wrench supplied with your launcher. Remove the CO2 Cap from the launcher. Unscrew the Adjusting Set Screw until it does not protrude from the end of the CO2 Cap.
3. Insert a full CO2 cartridge and reinstall the CO2 Cap.
4. With the trigger safety in Fire mode, tighten the Adjusting Set Screw while lightly pulling the trigger until you feel the Puncture Pin make contact with the CO2 cartridge. Loosen the Adjusting Set Screw 1/4 turn. Push the trigger safety to Safe mode.
5. Remove the CO2 Cap and the CO2 cartridge from the launcher.
6. Without a CO2 cartridge in the launcher, reinstall the CO2 Cap into the launcher, then install exterior Locking Set Screw and tighten.
7. Reinstall the CO2 cartridge. If the cartridge punctures without pulling the trigger, the Adjusting Set Screw is set too deep. If you fully pull the

trigger and the cartridge does not puncture, the Adjusting Set Screw is set too shallow.

8. Remove and dispose of the CO2 cartridge (see *CO2 Cartridge Removal* on page 10). Because manufacturer's tolerances vary for CO2 cartridge length, steps 1 through 6 may need to be repeated in order to find the optimal setting for your particular brand of CO2 cartridge.

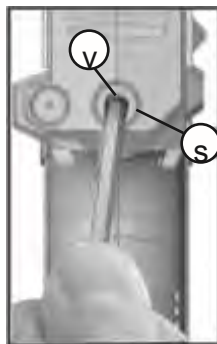
Additional Information Regarding Performance

1. For best results, and to keep your L.L.A.W. launcher running at peak performance, it is recommended that you use Ikkin Less Lethal rounds.
2. Please thoroughly read this L.L.A.W. manual, and in particular, review the *Magazine Removal, Loading, and Unloading* instructions (see page 9) before loading your Magazine. Proper loading will ensure proper feeding of the rounds into your L.L.A.W. launcher.

Regulator Pressure Relief Valve Adjustment

The regulator pressure relief valve is factory set to 350 psi. Do not reset it higher than 350 psi because that could cause damage to launcher parts or cause personal injury. If you disassemble the Regulator (page 17) and remove the indicated parts from item #71, you will need to reset the Regulator Pressure Relief Valve before using your launcher.

1. Adjust the velocity as outlined in *Velocity Adjustment* on page 10 until your launcher chronographs below 375 fps.
2. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *Magazine Removal, Loading, and Unloading* (see page 9).
3. Insert a 1/8" wrench through the Velocity Adjuster Set Screw (S) and into the Regulator Relief Set Screw (V) and turn it slowly counterclockwise only until air/CO2 begins to escape through the Relief Valve. Then turn the set screw slowly back clockwise only until air/CO2 stops escaping, setting the relief pressure. NOTE: Do not turn any further clockwise which would set it higher than 350 psi. This could cause damage to launcher parts or cause personal injury.
4. Follow the *Velocity Adjustment* Instructions on page 10 to adjust the velocity until the launcher to speeds less than 375 fps or less.



Troubleshooting

PROBLEM: You have successfully loaded and punctured a new cartridge, put the trigger safety in Fire mode. Your launcher will not fire and you can't get the CO2 cartridge out of the launcher.

SOLUTION: Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4). Remove the Magazine as outlined in *Magazine Removal* (see page 9). Follow the instructions *Release Pressure From a Launcher That Will Not Fire* on page 17.

PROBLEM: Air/CO2 is leaking out of the gas vent hole (see arrow).

SOLUTION: The most common air/CO2 leak is caused by a dirty or damaged puncture seal. Check the Puncture Seal (36) for dirt or damage (see *Puncture Valve Disassembly* on page 16).

PROBLEM: Magazine will not feed rounds correctly.

SOLUTION: Only use Ikkon Less Lethal Rounds

SOLUTION: Clean the Magazine with a damp towel to wipe off paint, grease, and debris. Dry springs immediately, if necessary, to help prevent rusting.



PROBLEM: You pull the trigger, and the launcher does not pressurize.

SOLUTION: Adjust the CO2 Cap assembly (see instructions on page 18).

PROBLEM: Air/CO2 is leaking from the air/CO2 cylinder connection to the remote coil tank adapter.

SOLUTION: The most common leak occurs from a bad air/CO2 cylinder valve O-ring (see *Repairing Air/CO2 Cylinder Leaks* on page 24).

Problems After Disassembly/Assembly Of Your Launcher

Failure to reassemble parts correctly can cause damage to parts, air/CO2 leaks, and other problems. Always double check to be sure parts are clean, not damaged, lubricated, and installed correctly when you disassemble/reassemble your launcher.

PROBLEM: You pull the trigger and the launcher does not pressurize.

SOLUTION: Check that the puncture pin cap (44) is installed (see *Puncture Valve Disassembly* on page 16).

SOLUTION: Adjust the CO2 cap (see page 18).

PROBLEM: You install a cartridge and you hear air/CO2 leaking.

SOLUTION: Check to be sure the O-rings of the long gas line and the short gas line are not damaged (see *Launcher Disassembly* on page 14).

PROBLEM: The Regulator (#77 in illustration on previous page) vents air/CO2 continuously.

SOLUTION: Adjust the Pressure Relief Valve (see page 19).

SOLUTION: Check the Regulator Pin (68) for dirt, damage, or if it is not inserted into the Regulator Piston (71) properly. Clean, inspect, and replace if damaged.

NOTE: When assembling, **be sure** the Regulator Pin seats into the Regulator Piston (see *Regulator Disassembly* on page 17).

PROBLEM: You pull the trigger back and it binds and will not release.

SOLUTION: Check the Firing Pin (51) for misalignment. Disassemble the Firing Valve and make sure the Firing Pin is pushed in flush with the Firing Valve Body during assembly (see *Firing Valve Disassembly* on page 15).

PROBLEM: There is air/CO2 leaking out of the barrel.

SOLUTION: Check the Front Valve Spool O-ring (60) for dirt or damage (see *Air Valve Disassembly* on page 16).

PROBLEM: When the trigger is pulled slowly, a short leaking sound is normal. The leak continues without the gun firing.

SOLUTION: Check the Valve Spool rear O-ring (61) and the Air Valve End Cap O-ring (61) for dirt or damage (see *Air Valve Disassembly* diagram on page 16).

PROBLEM: The trigger will not move at all when trying to fire.

SOLUTION: Check the trigger safety (22) to be sure it is not installed backwards. The red O-ring (32) should be on the left side of the launcher (PUSH SAFE is embossed on this side), and the black O-ring (31) on the right side of the launcher (PUSH FIRE is embossed on this side) (see *Launcher Disassembly* on page 14).

PROBLEM: You fire the launcher but no rounds are fired.

SOLUTION: If the Front Bolt (54) sticks in the forward position, rounds will not load. Check the Ball Latch (24) to be sure it is not installed backwards (see *Launcher Disassembly* on page 14).

SOLUTION: If the Front Bolt (54) is installed correctly and does not return completely, the rounds will not load. Check the Barrel Adapter (25) and the Air Valve Assembly (23) for dirt or damage (see *Launcher Disassembly* on page 14).

NOTE: If a problem still exists, contact Ikkin Service Department at 1-585-328-0250

Remote Line Adapter

NOTE: The following includes instructions for installation, turning on, and turning off the air/CO2 cylinder of the IKKIN Remote Line. If your remote line is not this an IKKIN model, follow the instructions provided with your remote line for installation, turning on, and turning off the remote air/CO2 cylinder.

Connecting, Disconnecting, and Removing a Remote Air/CO2 Cylinder

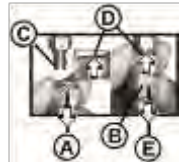
1. Eye protection designed for round use must be worn by the user and any person within range. Put trigger safety in Safe mode (see page 6). Install the barrel blocking device (see page 4). Remove and unload the Magazine (go to page 9 and follow *Magazine Removal, Loading, and Unloading* instructions).

- Pull and hold the Remote Coil Fitting Locking Ring (A) down to connect or remove the Remote Coil fitting (B).
- To connect to the launcher, with the Locking Ring (A) held down, push the coil fitting (B) up onto the nipple (C) and release the locking ring up to lock (D). Pull down on the Remote Coil fitting (E) to be sure it is locked properly.



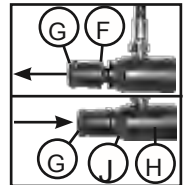
- Before attaching the air/CO2 cylinder to the Remote Line, launchers with a Remote Line Adaptor must first have an empty 12 gram CO2 cartridge installed to operate properly. Turn off the Remote Line air/CO2 flow control valve (F) by turning the flow control (G) counterclockwise outward until it stops (see illustration at right). Install a 12 gram CO2 cartridge by following the *CO2 Cartridge Installation* instructions on page 8.

Empty the cartridge of all CO2 by following steps 1-6 in *Removing a Used CO2 Cartridge (Punctured)* on page 11, leaving the empty cartridge installed in the launcher.



- Install the air/CO2 cylinder. First mark the cylinder and cylinder valve if necessary (see *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 22-24). Lubricate the cylinder valve O-ring with a little launcher grease, then insert the cylinder valve end into the Air Supply Adapter (ASA) of the Remote Line. Twist the cylinder clockwise into the ASA (H) until it stops. Your launcher is ready to fire once you:

- turn on the flow control (G) clockwise all the way in (J),
- remove the barrel blocking device, and
- switch the trigger safety from Safe mode to Fire mode.

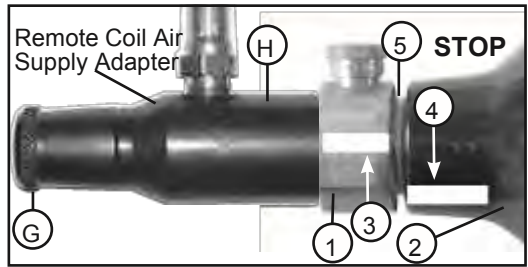


To turn off the air/CO2 supply, turn the flow control (G) completely clockwise out (F). To turn on air supply, turn flow control counterclockwise completely in (J).

NOTE: If the air/CO2 cylinder is full, and you do not hear the launcher pressurize, the Pin Valve could be too short or the Pin Valve Seal is damaged. You will need to remove the remote air/CO2 cylinder and take it to a "C5" Certified Airmith for repair.

- Air/CO2 Cylinder Removal — You must first read the *Air/CO2 Cylinder Warnings* and *Safety Tips* on pages 22–24 before beginning the cylinder removal process in step 7.

7. Refer to the illustration at right. Whenever you turn the air/CO₂ cylinder (2) during removal, watch the mark (4) on the cylinder and the mark (3) on the cylinder valve to be sure that they rotate together.



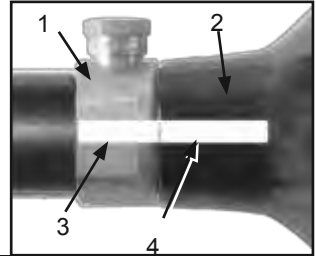
If you see the marks

begin to separate (5), STOP! and take your launcher to a qualified professional, such as a "C5" certified airsmith.

8. Turn the cylinder approximately 3/4 turn counterclockwise. This allows the air supply pin valve to close so that no air will enter the launcher. Point the launcher in a safe direction and discharge the remaining gas in the launcher by pulling the trigger until the launcher stops firing. If your launcher continues to fire, the cylinder pin valve has not closed yet (the cylinder pin valve could be too long, because of the variances in cylinder pin valve parts, each cylinder varies slightly on exactly how far it should be turned) and you will have to turn the cylinder counterclockwise a little further and repeat this step until the launcher does not fire, then remove the cylinder. NOTE: If during this step, you turned the cylinder and it began to leak before you pulled the trigger, the cylinder O-ring should be checked for damage before reassembly (see *Repairing Air/CO₂ Cylinder Leaks* on page 24).
9. After the air/CO₂ cylinder is removed, point and fire the launcher in a safe direction until stored air is completely discharged.

NOTE: Before storing or disassembling be sure to follow *Magazine Removal, Loading, and Unloading* instructions on page 9 and *CO₂ Cartridge Removal* instructions on page 10. Put the trigger safety in Safe mode (see page 6) and install the barrel blocking device (see page 4).

Air/CO2 Cylinder Warnings



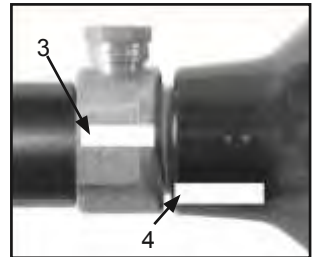
⚠ WARNING

The brass or nickel plated cylinder valve (#1) is intended to be permanently attached to the air or CO2 cylinder (2). An air or CO2 cylinder can fly off with enough force to cause serious injury or death if the cylinder (2) unscrews from a cylinder valve (1).

Refer to the figure at right. There have been reported incidents caused by players unknowingly unscrewing the cylinder (2) from the cylinder valve (1). This occurs when the player thinks the entire valve-cylinder assembly is being unscrewed from the air/CO2 adaptor of the round launcher, when in fact he or she is unscrewing the cylinder from the cylinder valve.

To avoid this danger, it is recommended (if your cylinder is not already marked) that you use paint or nail polish to place a mark (3) on the cylinder valve, and place another mark (4) on the cylinder, in line with the #3 mark as shown.

Whenever you turn the cylinder during removal, watch the marks on the cylinder and the cylinder valve to be sure that they rotate together. If at any time these marks start to separate as shown in the figure at right, the cylinder is starting to unscrew from the cylinder valve and you must **STOP** and take the entire unit to a "C5" certified armsmith for safe removal and/or repair.



NOTE: The cylinder valve should unscrew from the round launcher in about 3 or 4 full turns. If you finish the 4th full turn and the cylinder valve is not unscrewed from the round launcher, **STOP!** Take the entire unit to a "C5" certified armsmith for safe removal and/or repair.

Whether you have a new or used refillable air/CO₂ cylinder, you are at risk if any of the following has occurred:

- The valve unit was replaced or altered after purchase.
- An anti-siphon device was installed.
- The valve unit was removed from the cylinder for any reason.
- Any modification was done to the refillable air/CO₂ cylinder.

If any of these conditions has occurred, take your air/CO₂ cylinder to a “C5” Certified Airmith for inspection or contact the cylinder manufacturer.

Air/CO₂ Cylinder Safety Tips

SAFETY TIPS to ensure that your air/CO₂ cylinder is safe for play:

- Improper use, filling, storage, or disposal of air/CO₂ cylinder may result in property damage, serious personal injury or death.
- Make sure that any maintenance or modification to any air/CO₂ cylinder is done by a qualified professional, such as a “C5” certified airmith.
- Installing an anti-siphon device is dangerous. However, if one is already installed on your air or CO₂ cylinder or is desired, it is critical that your cylinder be checked by, or the device installed by, a qualified professional.
- All air/CO₂ cylinders must be filled only by properly trained personnel.
- Cylinder valves must be installed only by properly trained personnel.
- Do not overfill a cylinder! Never exceed the air/CO₂ cylinder’s capacity.
- Do not expose pressurized air/CO₂ cylinder to temperatures exceeding 130 degrees Fahrenheit (55 degrees Celsius).
- Do not use caustic cleaners or strippers on the air/CO₂ cylinder or cylinder valve and do not expose to corrosive materials.
- Do not modify the air/CO₂ cylinder in any way. Never try to disassemble the cylinder valve from the air/CO₂ cylinder.
- Any air/CO₂ cylinder that has been exposed to fire or heated to a temperature of 250 degrees Fahrenheit (121 degrees Celsius) or more must be destroyed by properly trained personnel.
- Use appropriate gas for your cylinder. Only use CO₂ in a CO₂ cylinder and only use compressed air in a compressed air cylinder.
- Keep all cylinders out of the reach of children.
- The Air or CO₂ cylinder should be inspected and hydrostatically retested at least every 5 years by a DOT licensed agency.
- Keep exposed skin away from escaping gas when installing or removing air/CO₂, or if the launcher or air/CO₂ is leaking.

Repairing Air/CO2 Cylinder Leaks

The most common leak occurs from a bad air/CO2 valve O-ring. To replace a valve O-ring you must first remove the bad O-ring and then install a new one. This O-ring is located on the tip of your air/CO2 valve. The best valve O-rings are made of urethane. Urethane O-rings are not affected by high air/CO2 pressures. These may be purchased from IKKIN or IKKIN Dealers.

NOTE: If a new air/CO2 valve O-ring does not resolve an air/CO2 leak, do not attempt to repair the air/CO2 cylinder. Contact IKKIN INDUSTRIES, INC.,.

Storage

Before storage, follow the *Magazine Removal, Loading, and Unloading* instructions on page 9 and *CO2 Cartridge Removal* instructions on page 10 (on page 21 for launchers with a Remote Line Adapter installed). Do not store a launcher with any of the following installed:

- 12 gram air/CO2 supply cartridge (punctured)

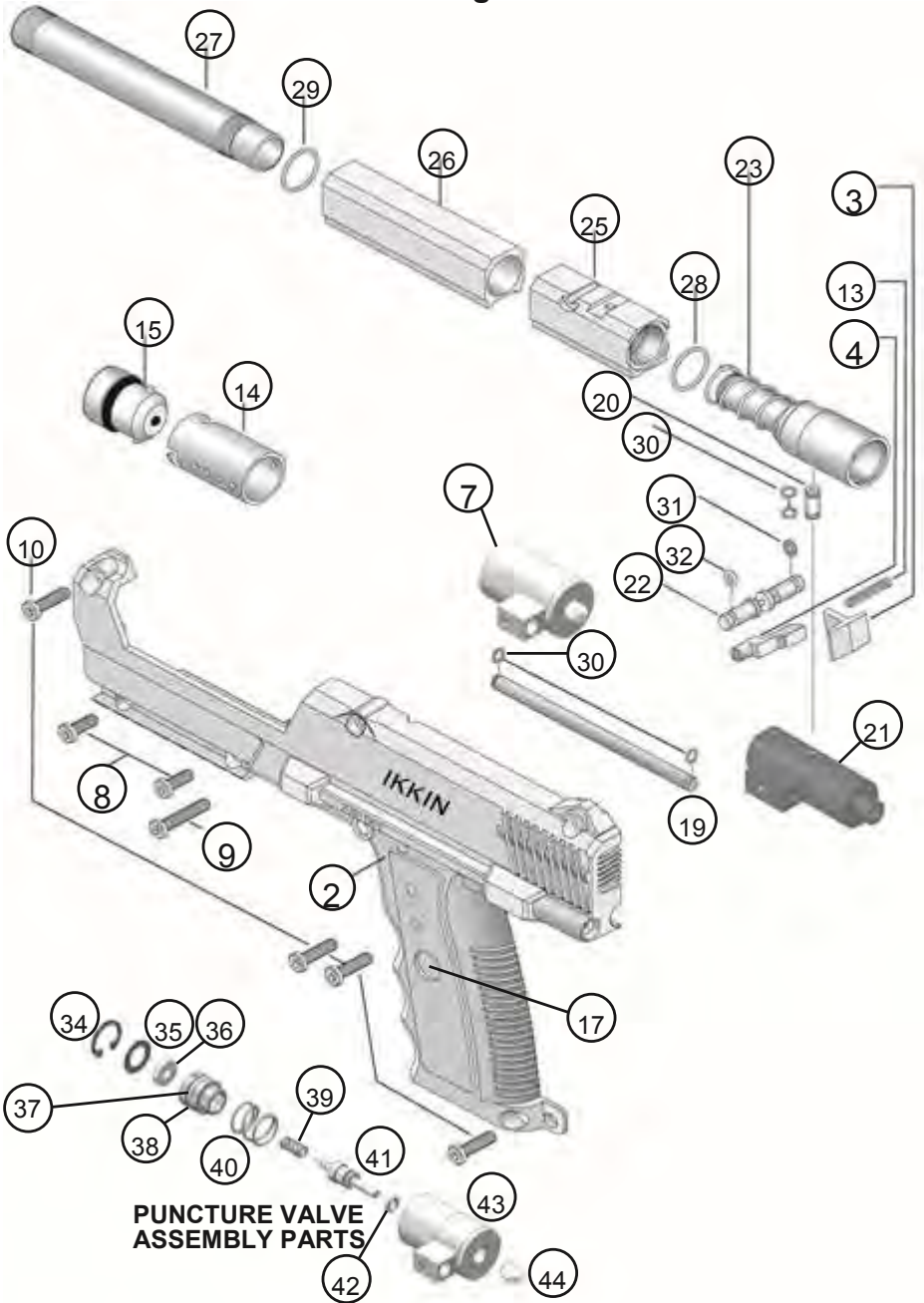
Magazines can be store full of rounds and ready for use.

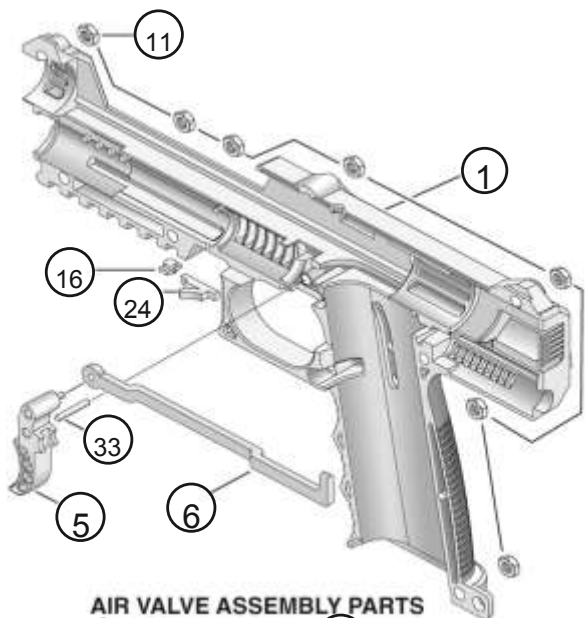
Put the trigger safety in Safe mode (see page 6) You should store your launcher in a dry area. Before storing your launcher, make sure that the launcher is cleaned and lubricated (see *Cleaning & Maintenance* on page 12) so that it does not rust.

When removing your launcher out of storage, make sure that the trigger safety is in Safe mode (see page 6).

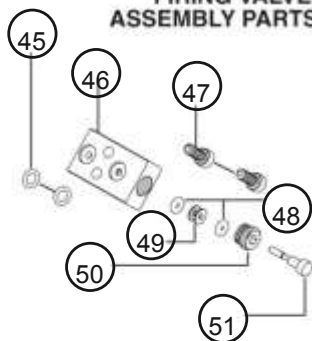
L.L.A.W.™ by IKKIN

Parts Diagram

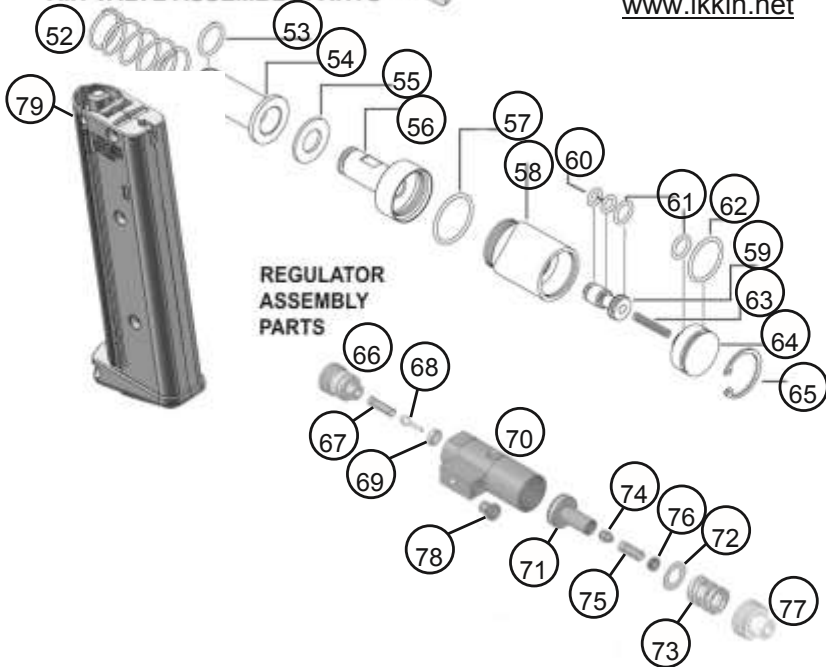




FIRING VALVE ASSEMBLY PARTS



AIR VALVE ASSEMBLY PARTS



REGULATOR ASSEMBLY PARTS

Ikkin Service Department
1-585-328-0250
www.ikkin.net

L.L.A.W. Launcher Parts List			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
1	1	LL20002	Receiver, Black, Right
1	1	LL20201	Receiver, Tan, Right
2	1	LL20001	Receiver, Black, Left
2	1	LL20200	Receiver, Tan, Left
3	1	LL20042	Magazine Release Actuator
4	1	LL20040	Magazine Release
5	1	LL20029	Trigger
6	1	LL20037	Actuator Link
7	1	LL20124	Puncture Valve Complete
8	2	LL20036	LHSH Cap Screw
9	1	L07074	Bolt
10	4	98-01A	LHSH Cap Screw
11	7	LL02060	Hex Nut
13	1	LL20051	Spring
14	1	LL20053	CO2 Cap Receiver Insert
15	1	LL20107	CO2 Cap Assembly
16	1	LL20043	Breech Window
17	1	LL01018	"I" Jewel (not shown)
19	1	LL20112	Gas Line, Long
20	1	LL20113	Gas Line, Short
21	1	LL20123	Regulator Complete
22	1	LL20110	Safety
23	1	LL20105	Air Valve Complete (with Firing Valve)
24	1	LL-18	Ball Latch
25	1	LL20027	Barrel Adapter
26	1	LL20012	Barrel Shroud

L.L.A.W. Launcher Parts List			
ITEM NO.	QTY.	PT. NO.	DESCRIPTION
43	1	LL20094	Puncture Valve Body
44	1	LL20039	Puncture Pin Cap
Firing Valve Assembly parts			
45	2	LL20047	O-ring
46	1	LL20004	Firing Valve Body
47	2	LL20052	Screws
48	2	LL20008	O-ring
49	1	LL20014	Valve Bushing
50	1	LL20030	Firing Valve Pin Guide
51	1	LL20005	Actuator Pin
Air Valve Assembly parts			
52	1	LL20085	Front Bolt Spring
53	1	SL2-4	Front Bolt O-ring
54	1	LL20109	Front Bolt
55	1	LL20077	Damper
56	1	LL20016	Power Tube
57	1	LL20010	O-ring
58	1	LL20009	Air Valve Body
59	1	LL20114	Valve Spool
60	2	LL20003	O-ring
61	2	SL2-25	O-ring
62	1	98-12A	O-ring
63	1	02-88	Spring
64	1	LL20011	Air Valve End Cap
65	1	LL20035	Retaining Ring
Regulator Assembly parts			
66	1	LL20119	Regulator End Cap

27	1	LL20006	L.L.A.W. Barrel
28	1	LL20046	O-ring
29	1	02-40	O-ring
30	4	LL20096	O-ring
31	1	FA-07	Safety O-ring (black)
32	1	98-55	Safety O-ring (red)
33	1	LL20063	Trigger Pin, Long
Puncture Valve Assembly parts			
34	1	LL07089	Snap Ring
35	1	LL20069	Washer
36	1	LL20034	Puncture Seal
37	1	SL2-25	O-ring
38	1	LL20115	Puncture Piston
39	1	LL20015	Spring
40	1	LL20048	Spring
41	1	LL20031	Puncture Pin
42	1	LL20049	O-ring

67	1	02-88	Spring
68	1	LL20080	Regulator Pin
69	1	LL20075	Regulator Pin Seat
70	1	LL20093	Regulator Body
71	1	LL20120	Regulator Piston
72	1	LL20081	Wear Disk
73	1	LL20038	Spring
74	1	LL20118	Pressure Relief Seal Guide
75	1	LL20067	Spring
76	1	LL20068	Hollow Lock Set Screw
77	1	LL20023	Regulator Adjustment Cap
78	1	LL20095	Regulator Plug
Magazine Assembly			
	1		79TA201227 Ball Straight Feed Magazine

Specifications

Model	IKKIN® L.L.A.W.®
Caliber68
Action	Semi-Automatic (Open Bolt Blow Forward)
Power/Propellant.....	compressed air, nitrogen, or 12 Gram CO2 Cartridge
Shots per 12 gram CO2 cartridge	approximately 19 Rounds
Feed	Magazine (spring feed)
Magazine Capacity	7 Rounds or 12 rounds
Cycle Rate	1 trigger pull = 1 shot (6 per second)
Standard Barrel Length	6.25" / 15.875 cm
Overall Length (with standard barrel)	10.8" / 27.43 cm
Weight (without 12 gram CO2 cartridge or rounds)	1.81 lbs. / .821 kg
Effective Range	150+ ft. / 46+ m
Velocity	Adjustable

Warranty and Repair Information

IKKIN INDUSTRIES, INC. (“IKKIN”) is dedicated to quality round products and outstanding service. In the unlikely event of a problem with this Ikkin launcher (“L.L.A.W.”) and/or L.L.A.W. accessories (“Accessories”), Ikkin’s customer service personnel are available to assist you. For customer service and/or other information, please contact:

IKKIN INDUSTRIES, INC.
1250 Scottsville Rd.,
Rochester, New York 14624
www.ikkin.net
1-585-328-0250

Warranty Registration

To activate the Launcher’s Limited Warranty, you must register the Launcher within thirty (30) days of the date of original retail sale by:

Completing the attached warranty registration card and returning it to Ikkin at the address above.

The Limited Warranty for Ikkin Accessories does not require activation or registration; just register the Launcher to receive the Accessories warranty.

Limited Warranty

Ikkin warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you except for shipping, for the Launcher for a period of one (1) year from the date of original retail sale. Further, Ikkin warrants to the original purchaser that it will make any repairs or replacements necessary to correct defects in material or workmanship, at no charge to you except for shipping, for Ikkin Accessories for a period of ninety (90) days from the date of original retail sale. All Ikkin asks is that you properly maintain and care for the Launcher and Accessories (collectively, the “Product”) and that you have warranty repairs performed by Ikkin or a Ikkin Certified Tech Center.

This Limited Warranty is non-transferable, and it does not cover damage or defects to the Product caused by (a) improper maintenance; (b) alteration or modification; (c) unauthorized repair; (d) accident; (e) abuse or misuse; (f) neglect or negligence; and/or (g) normal wear and tear.

Ikkin does not authorize any person or representative to assume or grant any other warranty obligation with the sale of this Product.

THIS IS THE ONLY EXPRESS WARRANTY GIVEN WITH THE PURCHASE OF THIS PRODUCT; ANY AND ALL OTHER EXPRESS WARRANTIES ARE DISCLAIMED. THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE APPLICABLE LIMITED WARRANTY PERIOD SET FORTH HEREIN, AND NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, SHALL APPLY AFTER EXPIRATION OF SUCH PERIOD.

Some states and nations do not allow limitations on the duration of implied warranties, so the above limitation may not apply to you.

The sole and exclusive liability of Ikkin and/or its authorized dealers under this Limited Warranty shall be for the repair or replacement of any part or assembly determined to be defective in material or workmanship. IKKIN SHALL NOT BE LIABLE FOR, AND YOU EXPRESSLY DISCLAIM, ANY DIRECT, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES (COLLECTIVELY, "DAMAGES") ARISING OUT OF THE SALE OR USE OF, OR YOUR INABILITY TO USE, THE PRODUCT. NO PAYMENT OR OTHER COMPENSATION WILL BE MADE FOR DAMAGES, INCLUDING INJURY TO PERSON OR PROPERTY OR LOSS OF REVENUE WHICH MIGHT BE PAID, INCURRED OR SUSTAINED BY REASON OF THE FAILURE OF ANY PART OR ASSEMBLY OF THE PRODUCT.

Some states and nations do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that may vary from state to state or nation to nation.

Warranty and Non-Warranty Repairs

When shipping the Product to Ikkin for warranty or non-warranty repair:

1. If you have aftermarket parts on your Launcher, please test the Launcher with original stock parts before returning the Launcher for service or repair.
2. Always unload and remove the air/CO2 supply from the launcher. Do not ship the air/CO2 supply cylinder if it is not completely empty.
3. Ship the Product to the Ikkin address identified.
4. You must pre-pay postage and delivery charges.
5. Provide the date of purchase for the Product.
6. Briefly describe the repair requested.
7. Include your name, return address and a telephone number where you can be reached during normal business hours, if possible.

Ikkin makes every effort to complete its repair work within twenty-four (24) hours of receipt. Ikkin will return the Product to you via regular ground UPS. If you wish to have it returned using a faster service, you can request NEXT DAY AIR UPS OR SECOND DAY AIR UPS, but you will be charged for this service and must include your credit card number with the expiration date.



IKKIN | **Warranty Registration**
 complete this warranty card and mail to ikkin

1250 SCOTTSVILLE ROAD
 ROCHESTER NY 14624

Model: L.L.A.W.

Serial Number (above left front grip). #

Purchased from _____ Date _____

City _____ State _____ Zip _____

Country _____

Your Name (print) _____ Age Male Female

Address _____

City _____ State _____ Zip _____

Country _____ Phone # _____

E-mail _____

Notes: