



EXCELLERATOR 3.5E-GRIP

OWNER'S MANUAL

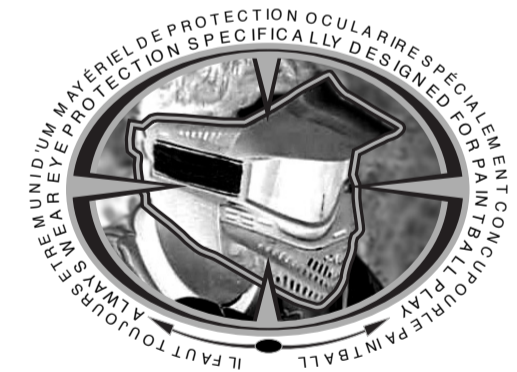
Contains:

- Safety Information
- Warranty Information
- Operating Instructions
- Annotated Diagram
- Trouble Shooting Guide

⚠ This safety alert symbol indicates important safety messages in this manual. When you see this symbol, be alert to the possibility of personal injury and carefully read the message that follows.

⚠ WARNING: THIS IS NOT A TOY. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL USE MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. RECOMMEND AT LEAST 18 YEARS OLD TO PURCHASE, 14 YEARS OLD TO USE WITH ADULT SUPERVISION, OR 10 YEARS OLD TO USE ON PAINTBALL FIELDS MEETING ASTM-STANDARD F1777-97. READ OPERATION MANUAL BEFORE USING.

⚠ WARNING: NEVER SHOOT AT ANYONE WITHOUT PROPER PROTECTIVE EQUIPMENT FOR EYES, EARS, THROAT AND HEAD, WHICH MUST BE WORN AT ALL TIMES. EYE PROTECTION MUST BE DESIGNED SPECIFICALLY FOR PAINTBALL USE. FAILURE TO FOLLOW THESE SAFETY PRECAUTIONS MAY RESULT IN BODILY INJURY INCLUDING BLINDNESS AND DEAFNESS.



Welcome to the JT[®] team and thank you for purchasing this high quality JT Excellerator 3.5E-GRIP paintball marker.

We at JT[®] stand committed to providing you with the best product and service available. Your new marker is designed and manufactured to provide ease of maintenance with trouble free performance. We ask that you read this manual to obtain the maximum enjoyment of your purchase.

Call 1-888-458-4327 or visit our web site at www.jtusa.com if you should need an Illustrated Parts List and Troubleshooting guides.



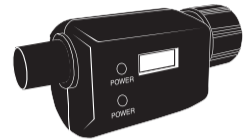
JT USA[®] Inc.

515 Main Street, Chula Vista, CA 91911 U.S.A.
1-888-458-4327 Fax (619)205-5097
www.jtusa.com

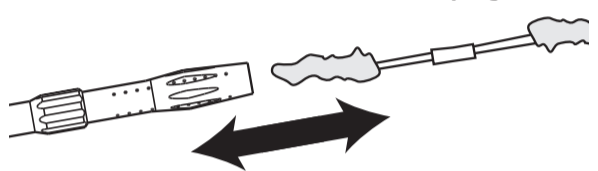
⚠ RULES OF SAFE PAINTBALL MARKER HANDLING

1. Always wear proper eye, face and ear protection designed especially to stop paintballs.
2. Never shoot a person who is not wearing proper protection.
3. Treat every paintball marker as if it were loaded.
4. Never look down the barrel of the marker.
5. Never point the paintball marker at anything you don't wish to shoot.
6. Keep the paintball marker on safe until ready to shoot.
7. Keep the barrel plug in the paintball marker's muzzle when not shooting.
8. Always remove gas source before disassembly.
9. Store the paintball marker unloaded and degassed in a locked place.
10. Follow warnings listed on gas source for handling and storage.
11. Never use anything other than .68 caliber paintballs.
12. Do not shoot fragile objects such as windows.
13. Paintballs may cause staining of some porous surfaces such as brick, stucco and wood.
14. Always measure velocity before playing paintball.
15. Never shoot at velocities in excess of 300 feet per second.

Use a chronograph to insure the marker's velocity is set accurately. Recommend the Viewloader[®] On-Barrel Chronograph #7815 to verify velocity.



Use a barrel squeegee to clean broken paintballs from your marker's barrel. We recommend the JT[®] Battle Swab Squeegee #8401.



DO NOT RETURN THIS MARKER TO YOUR RETAILER. CALL 1-888-458-4327

NOTE: Any modifications to this product will void all warranties, whether expressed or implied.

WARRANTY INFORMATION

WARRANTY: LIMITED 90 DAY WARRANTY (ORIGINAL PURCHASE RECEIPT REQUIRED)

JT fully warrants to the original purchaser that this Excellerator[™] Series Marker is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Our warranty applies when the product is used for the purpose intended, under normal condition, and does not apply to damage caused by typical wear and tear, unreasonable use, alterations or neglect. JT USA[®] will promptly replace, or repair your product if found defective in materials or workmanship. Any product needing repairs due to wear and tear will be charged a reasonable fee. Proof of purchase will be required.

For warranty service, send your Excellerator[™] Series Marker, name, address and a copy of your original purchase receipt to: Customer Service, JT USA[®] INC., 515 Main St., Chula Vista, CA 91911 U.S.A., Phone 888-4JT-GEAR (888-258-4327)

E-GRIP OPERATION

STEP 1. EYE PROTECTION: Make sure everyone within range (200 yards) is properly protected from paintball impacts.

STEP 2. PUT ON "SAFE". Push safety from left to right; no red band showing. Make sure barrel plug is placed securely in muzzle of marker

STEP 3. INSTALL BATTERY: Remove grip cover and install 9 volt battery (High performance type recommended) into grip after connecting battery clip. (See Fig. B)

STEP 4. TEST: Test for power before installing grip cover.

STEP 5. TURN ON: Turn grip on by depressing ON/Off button for 2 seconds until red light is showing. Depress again until red light turns green. (See Fig. C) Depress trigger and watch for solenoid function.

STEP 6. REPLACE GRIP COVER (Don't overtighten screws)

STEP 7. TEST FIRE: Following the operation instructions below, first test fire the marker without paint. NOTE: Should marker develop function problems related to the grip, replace the battery with a new 9 volt high output, high performance battery before any other trouble shooting measures.

NOTE: Low battery light warns you when battery life is low. You should replace the battery before your next day of paintball play. NOTE: The E-GRIP is semi-automatic fire only. The shots per second is limited to 8. If you fire faster than 8 shots per second you may experience two trigger pulls with only one shot. The E-GRIP is not malfunctioning it is limited to only 8 shots per second.

STEP 8. To turn off marker depress ON/OFF button 2 seconds or longer.

OPERATING INSTRUCTIONS

⚠ WARNING: Be sure the paintball marker is always pointed in a safe direction. Read the following operating instructions and WITHOUT LOADING ANY PAINTBALLS proceed several times through the operating steps with your paintball marker (dry fire the paintball marker at a safe target) so that you will be able to operate the marker properly and safely.

STEP 1. EYE PROTECTION: Make sure everyone within range (200 yards) is properly protected from paintball impacts.

STEP 2. PUT ON "SAFE". Push safety from left to right; no red band showing. Make sure barrel plug is placed securely in barrel of marker

STEP 3. ENGAGE: Cock marker by pulling cocking pin fully back until locked in rear position. The Excellerator[™] is a semi-automatic marker, which will re-cock itself after firing when working properly.

STEP 4. ATTACH GAS SOURCE: Marker can be used with a Brass Eagle[®] constant air refillable cylinder (not included in all packaging). You should expect better gas efficiency with a larger refillable cylinder. (RECOMMEND Brass Eagle[®] 9oz. refillable cylinder. Item #1471.)
NOTE: Add 3 drops of mineral oil to the ASA adapter prior to attaching the refillable cylinder. Check the website at: www.jtusa.com for approved lubricants.

STEP 5. LOAD PAINTBALLS:

A) Insert loader (not included with all markers) into ball feed port. Grip loader from the top. Insert loader feed neck into ball feed port on the marker. Twist and push firmly in a clockwise direction.

NOTE: The loader to ball feed port fit is purposely tight. (RECOMMEND Viewloader[®] Quantum[™], eVLution II[™] or Revolution[™] electronic loader)

B) Pour paintballs into loader. NOTE: Paintballs are gravity fed from loader to the marker each time the trigger is pulled. Too rapid a rate of fire, broken balls or too many balls in loader may cause subsequent balls to break and will adversely affect the paintball marker's accuracy. Use a squeegee to clean inside the paintball marker's barrel. (RECOMMEND Brass Eagle[®], Viewloader[®] or JT[®] brand .68 caliber paintballs.) Paintballs should be stored in a cool, dry place in sealed plastic bags. Do not subject to freezing, excessive heat, humidity or store in direct sunlight. These conditions may cause ball breakage and/or poor feeding.

STEP 6. Remove barrel plug and take off safe by pressing safety from right side of paintball marker until red band is showing.

STEP 7. VERIFY VELOCITY: Verify that the paintball marker's velocity is below 300 feet per second or less if required by playing field. Velocity should be measured with a chronograph prior to playing paintball. Velocity may be adjusted by turning the velocity adjustment screw. (See Fig. A) Using a 1/8" allen key (included) turn the screw clockwise to increase velocity and counter-clockwise to decrease velocity. (RECOMMEND Viewloader[®] on-barrel chronograph to verify velocity. Item #7815.) NOTE: Additional velocity adjustment available by adding or removing spacer. (Fig. E).

STEP 8. FIRE: Paintball marker is now ready to fire.

⚠ WARNING: Never shoot at anyone without proper protective equipment for eyes, which must be worn at all times. Eye protection must be designed specifically for paintball use. Failure to follow these safety precautions may result in bodily injury including blindness and deafness.

UNLOADING YOUR EXCELLERATOR[™]

⚠ WARNING: Always wear proper eye, face and ear protection designed especially to stop paintballs while unloading your paintball marker.

STEP 1. Make sure barrel plug is securely in barrel.

STEP 2. Put Marker on safe. (Push safety left to right)

STEP 3. Remove loader.

STEP 4. Turn marker upside down to remove paintballs from feed port.

STEP 5. Remove barrel.

STEP 6. Point marker toward ground in a safe direction and fire several times to insure it is completely unloaded. Put marker back on safe.

STEP 7. Remove gas source.

STEP 8. Use squeegee to dislodge any paintballs from barrel and replace barrel plug.

STEP 9. Replace barrel.

Do not unload your marker indoors.

⚠ WARNING: Do not look down the breach or barrel of the marker while gas source is attached.

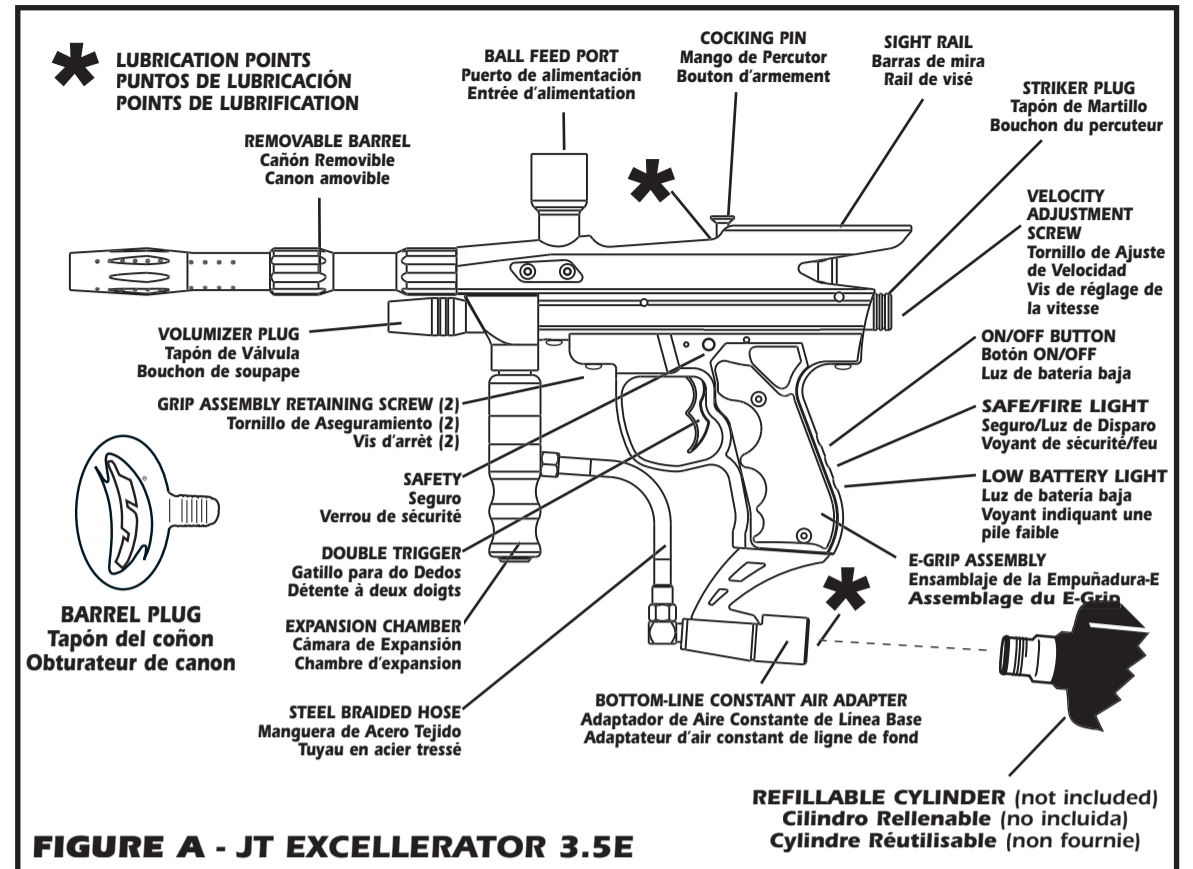
GENERAL TROUBLESHOOTING

General Maintenance

Use only JT approved parts. NOTE: The use of third party parts such as o-rings, which could be a slightly different size or hardness, can result in poor performance due to broken paint, ball hop and rapid fire. It is critical to the good performance of your marker to use only JT approved parts. Regular maintenance of your Excellerator[™] is the best insurance against a problem with your marker in the field. JT USA recommends that you conduct a general maintenance of your Excellerator[™] after every 1000 paintballs shot. This general maintenance will involve removal of the bolt and striker and checking the condition of o-rings. Replacing worn o-rings or lubricating dry o-rings will go a long way to preventing a problem while playing. It is recommended that you use a lubricant that is designed specifically for paintball markers.

Gas Leaks

Gas Leaks will occur in the marker because of dirty, dry or defective o-rings or seals. There are over 15 of these o-rings, washers and seals in your Excellerator marker. The most common parts that may require maintenance are; bolt o-rings, striker o-rings and cup seal. To obtain JT USA approved parts you should purchase the JT Marker Repair Kit #0016. This kit contains all of the parts you need to properly maintain your marker.



FIELD STRIP GUIDE

Bolt and Striker removal

STEP 1. EYE PROTECTION: Make sure everyone within range (200 yards) is properly protected from paintball impacts.

STEP 2. Remove gas supply from marker.

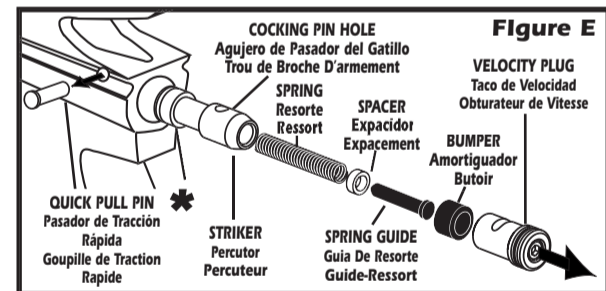
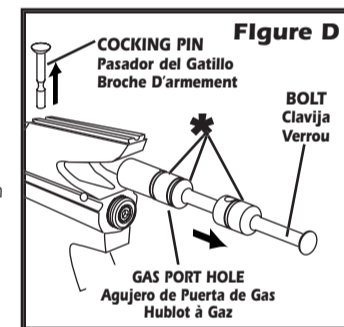
STEP 3. Make sure cocking pin is in the forward position. Pull trigger to release if necessary.

STEP 4. Remove top cocking pin and remove bolt (Figure D).

STEP 5. Remove Quick Pull Pin and Remove Velocity Plug, Bumper, Spring Guide and Spring (Figure E). NOTE: Use caution when removing as all parts are under spring tension.

FIELD STRIP REASSEMBLY

Follow the steps above in reverse order. Lubricate all wear points. When installing bolt make sure gas port hole is facing downward. (Figure D) Install cocking pin through the rear bolt hole into striker. (see Figure F)



STRIKER REMOVAL AND REPLACEMENT

STEP 1. Follow Steps 1-5 of Field Strip Guide.

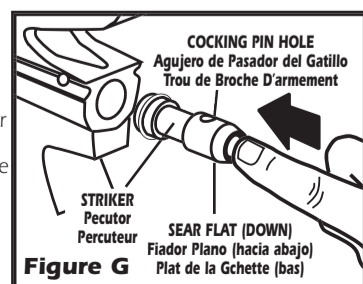
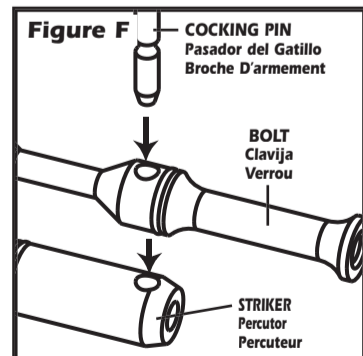
STEP 2. Pull trigger and tap rear of the receiver against towel on flat surface to remove striker.

STEP 3. Grasp striker with fingers and pull from receiver.

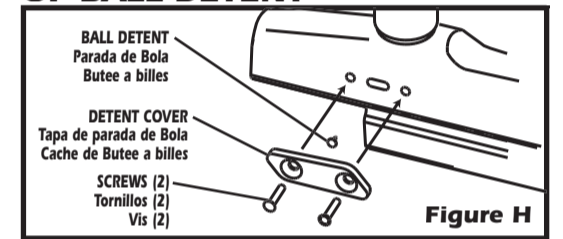
STEP 4. Clean with soft cloth or baby wipe. Relubricate with mineral oil and replace. NOTE: Examine o-ring for any damage and replace if necessary.

STEP 5. Replace striker into receiver with sear flat down. NOTE: It is necessary to pull the trigger 3 or more times while applying pressure to striker with your finger in order to fully seat the striker. (See Figure G)

STEP 6. Reassemble per Field Strip Reassembly Section.



DISASSEMBLY AND CLEANING OF BALL DETENT



- STEP 1.** Remove 2 phillips head screws.
- STEP 2.** Remove ball detent and cover.
- STEP 3.** Clean with soft cloth or baby wipe.
- STEP 4.** Replace in reverse order. (See Figure H)

TROUBLESHOOTING GUIDE

⚠ WARNING: All troubleshooting and corrective actions should begin with by following the unloading procedure in this manual.

PROBLEM	POSSIBLE CAUSE(S)	CORRECTIVE ACTION(S)
Gas leaks at marker/bottle connection point	1. Gas bottle O-ring dry or defective 2. Gas bottle Valve defective	-Remove gas bottle from marker -Lubricate O-ring -Replace O-ring -Replace Gas Bottle Valve*
Gas leaks out barrel	Cup seal defective	-Replace cup seal
Gas leaks through Volumizer	Volumizer O-ring dry or defective	-Remove barrel -Remove volumizer -Check O-ring -Lubricate O-ring or replace
Marker does not re-cock	1. Insufficient gas to Marker 2. Striker O-ring dry or defective 3. Bolt O-rings dry or defective 4. Defect striker spring	-Check functioning of gas bottle -Lubricate O-ring or replace -Lubricate O-ring or replace -Remove striker spring -Inspect and replace if appropriate
Marker does not shoot paintballs straight	1. Paintball debris in marker/barrel 2. Out-of-round (old) paintballs	-Remove & clean barrel -Clean vertical feed adapter -Clean bolt area -Replace with fresh paintballs
Bolt hangs up	Bolt hanging up on paintball debris	-Remove barrel -Remove Bolt Release Pin -Use wood dowel to release bolt -Remove bolt and clean bolt and chamber
Marker double feeds paintballs	Ball stop dirty or broken	-Remove ball stop screws/cover -Remove ball stop -Clean ball stop or replace
Marker chops paintballs	1. Ball stop dirty or broken 2. Striker O-ring dirty	-Remove ball stop screws/cover -Remove ball stop -Clean ball stop or replace -Remove & clean/replace dirty or worn O-ring
	3. Bolt & receiving chamber dirty 4. Ball loader not working properly 5. Defective paintballs	-Remove bolt & clean Swab marker and barrel -Clean, repair or replace ball loader -Replace paintballs

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