PCS[™] US★5[™] OPERATOR'S MANUAL 1.2

COMBAT PAINTBALL MARKER



WWW.PCS-PAINTBALL.COM

The PCS^{\sim} US \bigstar 5^{\otimes} is a paintball marker designed to shoot .68 caliber paintballs for use in the sport of paintball. Paintball is a recreational and competitive sport played worldwide. Special equipment used in paintball includes paintball markers, which are airguns; and paintballs, which are liquid-filled gelatin capsules that mark with a bright color. The object of the game is to capture the opposing team's flag; while on that quest, players try to mark their opponents to eliminate them from the game.

A warning

Protective goggles and headgear specifically designed for paintball must be worn by all persons within range when a paintball marker is in use. Paintball safety rules must be followed at all times.

The PCS[™] US★5[®] paintball marker 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. Read this operator's manual completely before loading, pressurizing or operating the PCS[™] US★5[®] paintball marker.

STATEMENT OF LIABILITY

This PCS^{∞} US \bigstar 5^{\otimes} semi-automatic paintball marker is surrendered by Pursuit Marketing, Inc. (PMI), with the express understanding that the purchaser assumes all liability arising out of any unsafe handling of this marker or any action that violates any applicable laws or regulations. PMI assumes no liability for, and shall not be responsible for, any personal injury or loss of property or life resulting from the use of this paintball marker under any circumstances, including but not limited to those resulting from intentional, reckless, negligent or accidental discharges.

READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE PCS™ US★5® PAINTBALL MARKER.

PCS[™] US ★5[®] is a registered trademark of Pursuit Marketing, Inc.

Pursuit Marketing, Inc. (PMI), founded in 1982 and manufacturer of the PCS[™] US★5[®] line of semi-automatic paintball markers, is an industry-leading manufacturer and wholesale distributor with warehouses in key locations throughout the U.S.A. Headquarters: PMI, 55 Howard Ave, Des Plaines, Illinois 60018 USA; phone 1.800.579.1633; www.pcs-paintball.com.

Pursuit Marketing, Inc. (PMI, Inc.), reserves the right to modify or change its markers without incurring any obligation to incorporate such modifications or changes in any of its products that were sold prior to the modification. The information in this operator's manual may be updated or changed without notice.

PCS™ US★5® OPERATOR'S MANUAL

A warning

This paintball marker is intended for sale to adults 18 years of age or older only, for use in compliance with all applicable laws and regulations. Adult supervision is recommended at all times whenever a minor is handling this paintball marker. Protective goggles and headgear specifically designed for paintball must be worn by all persons within range when a paintball marker is in use. Paintball safety rules must be followed at all times.

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WARRANTY

This operator's manual is intended to remain with the paintball marker upon any subsequent transfer of the marker, whether through sale, resale, or furnishing in any manner. An updated or replacement operator's manual may be obtained from: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA; phone 1.800.579.1633; www.pcs-paintball.com. Questions about the operation of the PCS^T US \pm 5^T paintball marker may be directed to Pursuit Marketing Inc., or visit www.pcs-paintball.com for updates regarding your US \pm 5^T purchase.

TOP 5 QUESTIONS ANSWERED

- 1. Why is my US★5[®] not shooting hard enough?
- I. Check that air source is adequately filled.
- Adjust velocity by turning the velocity adjusting screw counter clockwise. See Page 10.
- 3. Oil Marker. See Page 18.
- 4. Never chrono the marker over 300fps.
- 2. Why does my US \star 5[®] only shoot once?
- I. Fill tank.
 - 2. Check velocity. See Page 10.
 - 3. Oil Marker. See Page 18.

3. How do I maintain my US +5[®]?

See page 16-20.

4. Why is my US★5[®] leaking down the barrel?

Make sure marker is cocked before attaching air. Check cup seal for wear or grooves. Replace if leak continues. See page 24 for more information.

- 5. Why is my US★5[®] not working right out of the box?
- I. Is the tank filled? All tanks ship empty.
- 2. Is the marker cocked? Always cock marker before airing it up. See page 6.
- 3. Is safety "off"? See page 12.
- 4. Is marker charged & turned on? See page 15.
- 5. Call us at 1.800.579.1633. M-F 9am-5pm CST.

SAFETY FIRST!

The PCS^m US \bigstar 5^m paintball marker 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. Read this operator's manual completely before loading, pressurizing or operating the PCS^m US \bigstar 5^m paintball marker.



Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.



Every person within range of a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.



Operate a paintball marker only in areas where it is safe and lawful to do so.

Misuse of this paintball marker can result in criminal penalties, including jail time.



This marker is intended for sale to adults 18 years of age or older only. Adult supervision is recommended at all times whenever a minor is handling this marker in any manner.



During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area.



Play paintball only where the rules of safe paintball play are followed.



All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel is changed, and upon request of any player or game official.



There is always a chance that a paintball is lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is unloaded: **remove air system** and **shoot marker in a safe direction**. Remove hopper, visually inspect chamber for a paintball, remove and inspect barrel for the presence of a paintball. Never look down the barrel of any paintball marker once the barrel is screwed into the marker.



Markers with regulators hold pressure even after tank is removed. Shoot marker in a safe direction after tank is removed to de-gas it completely.

PAINTBALL BASIC SAFETY RULES



This paintball marker operates using compressed gas or air at specified pressure ranges. Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons.



Always cock marker before attaching air or gas source to it. Failure to always cock marker before attaching air to it may cause accidental firing or discharge of paintballs.



Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel plug or barrel bag into the muzzle and push the electronic or mechanical safety "on" when the marker is not in use and when in any non-shooting area.



Paintball markers with electronic frames have extremely sensitive triggers. Take extra safety precautions anytime handling or shooting an electronic paintball marker. To avoid accidentally firing the marker, keep the marker off until you are ready to fire.



Never shoot at domestic animals or wildlife.



Never mark objects outside the confines of the game or authorized shooting areas.



Never look down the barrel of the marker.



Never aim or shoot a paintball marker (loaded or unloaded) toward any person who is not wearing protective goggles and headgear specifically designed for paintball.



Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove air source; and remove all gas or air from the marker. Insert barrel plug and put mechanical safety in "no shoot" position.



Carry marker in case or sturdy bag when in public.



Safely and securely store marker to prevent access to it by unauthorized persons.

Safety standards information is available from the American Society for Testing and Materials, 100 Barr Harbor Drive, West Conshohocken, PA 19428-2959; phone 1.610.832.9500; www.astm.org. "Standard Practice for Paintball Field Operation" is publication F1777-97, and "Standard Specification for Eye Protective Devices for Paintball Sports" is publication F1776-97; inquire about additional publications which may be available at the time your request is made.

OPERATING THE PCS[™] US★5[®] MARKER

A warning

Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.

- I. Attach threaded barrel firmly to marker.
- At this time, <u>do not</u> attach air source or loader and <u>do not</u> load paintballs into marker.
- 3. Insert barrel plug firmly into barrel.
- 4. Pull the cocking knob straight back from the left side of the marker until the cocking mechanism locks back in the cocked position. See Figure 1. Always cock marker before airing it up. During cocking the cocking rod will recoil or spring back forward once released and will only move slightly during marker operation. See Figure 2.
- Push safety "off" (see page 12), and turn the marker "on" (see page 13) if it is an electronic trigger frame.
- 6. Squeeze the trigger with an even pressure and listen as the marker un-cocks. The PCS[™] US★5[®] needs air to recock. Electronic markers must be charged before operation. See page 15.



Figure I. Pull Back



Figure 2. Fully Cocked

7. Cock the marker again.

WARNING

Always cock marker before attaching air source. Marker can discharge if air source is attached before marker is cocked.

A WARNING

The marker contains compressed gas or air when pressurized. Never disassemble marker until removing all gas or air from the system. Rules for safe handling of compressed gas or air must be followed at all times.

OPERATING THE PCS[™] US★5[®] MARKER

- 8. Before attaching air source, read and understand the section in this manual on "Compressed Gas/Air" (Found on page 8 & 9). Follow safety rules for handling compressed gas/air. If any leak occurs in the marker, refer to troubleshooting guide or to a qualified airsmith. Use only cylinders for compressed gas or air that comply with all applicable laws and regulations, including but not limited to those of the U.S. Department of Transportation, OSHA, Compressed Gas Association, and/or American Society for Testing and Materials.
- 9. Bottom line: First check the tank O-ring for rips or tears, then attach the air source by screwing the threads of the tank or air source adapter into the threaded bottom line ASA at the base of the grip. Make sure marker is cocked before attaching air. If leaks occur, recheck tank O-ring. If damaged, replace.

A warning

When cocking the pressurized marker do not release the cocking knob until after the cocking mechanism has locked back into the cocked position; releasing the cocking knob during cocking can cause the marker to shoot.

10. With goggles on, test for function after attaching air source. Squeeze the trigger. The marker should shoot. Repeat several times.

WARNING

The PCS^m US \bigstar 5^{\otimes} semi-automatic marker shoots one paintball for each squeeze of the trigger, and recocks itself after each shot. See page 13 if you have a US \bigstar 5^{\otimes} with an Advanced Electronic Clip (AEC) for the different modes of fire.

II. Turn the marker off (AEC version) and push the safety in (both versions). Paintballs may then be loaded.

A WARNING

Before disassembly, storage or transport of the marker, remove air source first, then remove all paintballs from the marker, barrel, and loader. Remove all gas or air from the marker. Insert barrel plug and push the safety in so it is engaged.

COMPRESSED GAS/AIR

The PCS[™] US★5[®] paintball marker may be powered by CO₂, regulated compressed air, or regulated nitrogen.

The safety rules for handling compressed gas or air must be followed at all times.

OPERATING PRESSURE AND INPUT PRESSURE

- Operating pressure range: 600 to 1000 p.s.i.
- · Recommended maximum input pressure is 1000 p.s.i.
- Do not exceed recommended pressures.

Do not leave cylinder or pressurized marker in direct sunlight or exposed to heat source. Increased temperature will increase the pressure of compressed gas or air to dangerous levels.

Do not exceed recommended input or operating pressure.

VALVE-CYLINDER CONNECTION

The valve on a cylinder is to remain screwed into the cylinder; Figures 3 and 4. Should it loosen, the cylinder may detach from the valve with extremely dangerous force. Call manufacturer or take to qualified personnel for inspection.

Every time a cylinder is filled, the connection between the valve and cylinder must be inspected. If any looseness or leak is detected between the valve and the cylinder, do not fill. Drain cylinder and call manufacturer or take to qualified personnel for inspection.

During filling, if any looseness or leak is detected between the valve and the cylinder, filling must stop immediately. Drain cylinder and call manufacturer or take to qualified personnel for inspection.



Figure 3. Valve-cylinder connection.

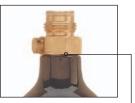


Figure 4. Valve-cylinder connection.

COMPRESSED AIR/GAS

A compressed gas or air cylinder is a pressure vessel. Follow rules for safe handling of compressed gas or air. All filling of compressed gas or air cylinders, and all repairs to a marker or its components must be performed by qualified personnel.

FILLING COMPRESSED GAS/AIR

An overfill of any compressed gas or air cylinder can cause the safety burst disk (Figure 5) on the cylinder to burst, or the cylinder itself to rupture. A cylinder may rupture with extremely dangerous force. Use a properly rated disk only. Inspect the burst disc for a vent hole. If no hole is present contact a local store or PMI immediately. DO NOT FILL!

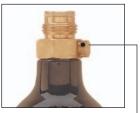


Figure 5. Safety burst disk.

A scale must be used for all $\rm CO_2$ fills to prevent an overfill. A pressure gauge must be used for all compressed gas or air fills to prevent an overfill.

Fills must be performed by qualified personnel. A cylinder must not be filled beyond the cylinder's capacity per the U.S. Department of Transportation. A cylinder's rated capacity appears on the cylinder itself.

Do not overfill any cylinder. An overfill can cause the safety burst disk or the cylinder itself to rupture.

HYDROSTATIC TESTING DATE

Many cylinders are required by the U.S. Department of Transportation to be hydro-tested at periodic intervals, with the interval varying according to cylinder type. The date of the cylinder's initial or later testing appears on the cylinder. A cylinder that is out of date for hydrostatic testing must not be filled or used.

VELOCITY ADJUSTMENT

WARNING

All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use.

Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel or any part in the marker is changed, and upon request of any player or game official.

- I. Chronograph the marker using standard chronograph procedures and following safety rules. Shooting velocity will vary based upon many factors, such as paint, weather, and air system.
- 2. Adjust velocity by using a ¹/₈" allen wrench (provided) to turn the velocity adjuster on the right side of marker. See Figure 6. Turn adjuster clockwise to lower velocity. Turn adjuster counter-clockwise to raise velocity. See Figure 7. Turning the velocity adjuster changes the amount of air flowing through the valve.
- 3. Chronograph the marker after every velocity adjustment.
- 4. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel or any part in the marker is changed, and upon request of any player or game official.



Figure 6. $\frac{1}{3}$ " allen wrench is used to adjust velocity.



Figure 7. Clockwise decreases velocity. Counterclockwise increases velocity.

PCS™ US★5® SPECIFICATIONS

Action:	Tournament grade semi-automatic powered by either N_2 or CO $_2$
Length:	19 1/2 inches overall (with 9 in. barrel and without attachments)
Barrel:	Threaded aluminum; Piranha/Spyder threads
Height:	8 1/2 inches
Weight:	3.25 lbs.
Barrel Length:	9 inches
Safety:	Mechanical push button/barrel plug
Paintballs:	For use only with standard ".68 caliber" (.68-inch diameter) paintballs. RPS paintballs recommended
Air Source:	Accepts standard connections for CO_2 , regulated N ₂ , or regulated compressed air
Operating Pressure:	Recommended 600 psi to 1000 psi
Input Pressure:	Not to exceed 1000 psi
Air Source Input:	Bottom line ASA accepts standard paintball threading



PCS™ US★5[®] SAFETY & CLIP

SAFETY SWITCH

Push on left hand side of safety to activate. See Figure I. Push on right hand side of safety to disengage which allows the marker to fire. Red O-Ring should be showing. See Figure 2. Always put marker in safe when not in use.



Figure 1.



Figure 2.

SWITCHING FROM MECHANICAL TO ELECTRONIC

Unscrew the 2 clip bolts with a 5/32 allen key, or remove the 2 fieldstrip clip pins. See Figure 3. Remove Mechanical Clip and replace with Advanced Electronic Clip (AEC). See Figure 4. Re-install either the 2 clip bolts or clip field strip pins.



Figure 3.



Figure 4.

US*5 ADVANCED ELECTRONIC CLIP

INSTRUCTIONS FOR USING YOUR AEC FRAME

All US★5[®] markers come with a mechanical frame. An AEC can be purchased with the marker or as an aftermarket accessory.

ON/OFF BUTTON

The on/off is located on the back of the marker. Push it once to turn your AEC on. Push it again and the frame will turn off. The frame should be left off when not using the marker or you will drain the battery.

BURST BUTTON

Press the Burst Button once to turn the marker on 3 Shot Burst. Press the Burst Button again to turn the frame to Full Auto. Press the Burst Button again to turn it back to semi-auto.

ADVANCED ELECTRONIC CLIP (AEC) BATTERY

The AEC frame comes with a 9 volt rechargeable battery. You must charge it for a full 22 hours before initial use since it does not come fully charged. For best long term battery life, repeat this process every time it is drained. You can also use a regular 9 volt battery with this frame if your rechargeable battery is dead or if you want to play with the frame right away. You will need to remove the AEC when you need to replace or charge the battery. A blinking on/off indicator light means your AEC frame needs to be charged right away.



MODE BUTTON (AEC Only) (Mechanical frames do not have modes)

> ON/OFF BUTTON (AEC Only)

BATTERY INDICATOR LIGHT (AEC Only)

*Adjustable modes of fire and rechargeable frames are not currently available in all countries.

Detach and Mail

WARRANTY REGISTRATION

<u>PURSUIT MARKETING INC.</u> <u>55 Howard Ave</u> Des Plaines, IL 60018 USA





Tape Here

PCS[™] US★5[®] WARRANTY REGISTRATION

Please fill out this PCS[™] US ★5[∞] Warranty Registration form entirely, including the checklist and mail it to: PMI, Inc., 55 Howard Ave, Des Plaines, IL 60018 USA, or register online at www.pcs-paintball.com. Save your original sales purchase receipt or packing slip. A copy must accompany the marker when warranty repairs are sought. Consult page 25 & 26 of the operator's manual for warranty information and instructions on obtaining repair service.

Purchaser's name: Mailing address:

City, State, Zip: Phone number: E-Mail Address: Age:

Model purchased: Serial number:

Where purchased: Date of purchase: Seller's name: Seller's address: City, State, Zip:

(Serial number is located on the left hand side towards rear of marker)		
(Serial number is located on the left hand side towards rear of marker)		
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		_

Purchase price:

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Pursuit Combat Systems, Inc., thanks you for purchasing this high quality PCS^m US \bigstar 5^m paintball marker. Please read each of the following items and initial that you have read and understood it before operating the PCS^m US \bigstar 5^m paintball marker:

- This paintball marker is intended for sale to adults only, for use in compliance with all applicable laws and regulations. Adult supervision is recommended at all times whenever a minor is handling this paintball marker in any manner. Please initial: ______
- Always wear protective goggles and headgear specifically designed for paintball when shooting this marker. Please initial: _____
- Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball. Please initial: ______
- 4. Operate a paintball marker only in areas where it is safe and lawful to do so. Please initial:
- Misuse of this paintball marker can result in criminal penalties including jail time. Please initial:
- Read this operator's manual completely before loading, pressurizing, or operating the PCS[™] US ★5[®] paintball marker. Please initial: ______
- Never aim or shoot a paintball marker toward any person who is not wearing protective goggles and headgear specifically designed for paintball. Please initial: ______
- During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area. Please initial: ______
- 9. Play paintball only where the rules of safe paintball play are followed. Please initial: _____
- 10. All paintball markers must be chronographed regularly. Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use. Chronograph the marker at regular intervals during the day, as well as any time the air source is refilled or changed, any time the barrel or any part in the marker is changed, and upon request of any player or game official. Please initial: ______
- This paintball marker operates using compressed gas or air at specified input pressure ranges. Follow

safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified persons. Please initial:

- 12. Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel plug into the muzzle and push the mechanical safety "on" when the marker is not in use and when in any non-shooting area. Please initial:
- 13. Paintball markers with electronic frames have extremely sensitive triggers. Take extra safety precautions anytime handling or shooting an electronic paintball marker. To avoid accidentally firing the marker, keep your finger away from the trigger until you are ready to fire. Please initial: ______
- 14. Never shoot at domestic animals or wildlife. Please initial: _____
- 15. Never mark objects outside the confines of the game or authorized shooting areas. Please initial:
- 16. Never look down the barrel of the marker. Please initial: _____
- 17. Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader. Remove air source and all gas or air from the marker. Insert barrel plug and put mechanical safety in "no shoot" position. Please initial:
- Carry marker in case or sturdy bag when in public. Please initial: ______
- 19. Safely and securely store marker to prevent unauthorized access. Please initial: _____

WARNING

THE PCSTM US \star 5[®] PAINTBALL MARKER 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. READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE PCSTM US \star 5[®] PAINTBALL MARKER. Please initial:



A CONTRACTOR OF



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US * 5[®] ADVANCED ELECTRONIC CLIP

Take extra safety precautions when handling or shooting since markers with electronic frames have EXTREMELY sensitive triggers.

Never use water to clean the marker, or you run the risk of damaging the Advanced Electronic Clip (AEC).

TOURNAMENT LOCK SWITCH

The Tournament Lock Switch enables you to play in a tournament or at a field that does not allow full auto and burst modes by restricting the marker to semi-automatic only. All AEC frames come with the Tournament Lock off so you can immediately put the marker in full auto or burst mode.



Unscrew the 2 clip bolts with a 5/32 allen key, or remove the 2 fieldstrip clip pins to release AEC frame.



To access the Tournament Lock, you have to take the AEC frame off the receiver.



Turn on Tournament Lock by pushing the button up and turn it off by pushing the button down.

Flip the switch upwards to engage the tournament lock restricting the PCS^{∞} US \pm 5^{∞} into semi-auto mode only. Flipping the Switch downward disengages the tournament lock allowing the PCS^{∞} US \pm 5^{∞}'s firing modes to be switched between semi-auto, 3 round burst, and full auto. Re-install either the 2 clip bolts or clip field strip pins before firing marker.

*Mechanical frames do not need a tournament lock switch. They are already tournament ready.

CHARGING THE AEC

CHARGING BATTERY

- I. Unscrew the 2 clip bolts with a 5/32 allen key, or remove the 2 fieldstrip clip pins. See Figure 1.
- 2. Remove the Advanced Electronic Clip (AEC). See Figure 2.
- 3. Flip up the battery latch and slide the battery out the bottom of the AEC. See Figure 3. Be careful not to damage the battery wires or connectors.
- 4. Insert the rechargeable battery into the wall charger and allow to charge for 22 hours. See figure 4. Do not leave plugged in for more than 22 hours.



Figure I.



Figure 2.



Figure 3.



Figure 4.

PMI recommends the included 9V rechargeable battery for optimal performance. Do not use the battery charger when using any non-rechargeable battery.

INSTALLING HOPPER

Using a 3/16 allen key, turn the allen key to the right to constrict the feed tube after the hopper is in place. Turn the allen key to the left to loosen up the feed tube. See Figure I.



Figure 1.

ADJUSTING FOREGRIP

Rotate the bottom foregrip nut counter clockwise (Figure 2) to loosen up the foregrip allowing you to slide the foregrip forward or back (Figure 3) to better suit your playing style. Rotate the foregrip nut clockwise to lock the foregrip back into place.



Figure 2.



Figure 3.

CLEANING & MAINTENANCE

CLEANING FEED TUBE

- I. Locate feed tube latch. See Figure I.
- 2. Push down on the rear of the feed tube latch. See Figure 2.
- 3. Rotate feed tube away from body. See Figure 3. This allows for easy cleaning on or off the field.
- 4. If feed tube latch is too difficult to push down, loosen the feed tube latch screw by turning counter clock wise. See Figure 4. If the latch is too easy to open, tighten the screw by hand.



Figure 1.



Figure 2.



Figure 3.



Figure 4.

LUBRICATION

BASIC LUBRICATION

Put 3-4 drops of US \pm 5° oil into the ASA. See Figure 1. Remove barrel and install tank. Cycle marker 15-20 times. This will cycle the oil through the marker and should be done after 4 times of normal use or after each heavy use. DO NOT USE WD40, ANY PETROLEUM BASED LUBRICANT OR REAL FIREARM OIL. THIS WILL HARM THE MARKER AND WILL VOID WARRANTY.



Use US★5[®] Oil ONLY! Included in package.





ADVANCED LUBRICATION

- I. See Page 20, Figures 1-9, for disassembly instructions.
- 2. Place 2 drops of US $\pm 5^{\circ}$ oil onto the hammer o-ring and wipe around with your finger. See Figure 2.
- 3. Remove the bolt hammer linkage arm. Remove the bolt and powertube placing one drop of oil on the front of the powertube. See Figure 3.
- 4. Place one drop of oil on the bolt o-ring. See Figure 4.
- 5. Re-install bolt onto power tube and place back into the right hand body shell. Insert front of linkage pin into the hole on the top rear of the bolt and the rear end into the upper front of the hammer.
- 6. See Page 19, steps 5 & 6, for re-assembly instructions.







Figure 3.





DISASSEMBLY AND MAINTENANCE

DISASSEMBLY

Before performing any repairs or maintenance, make sure to take off tank and remove all paint and air. Tools needed for disassembly: 1/8 allen key, 5/32 allen key and retaining ring pliers. See page 21 for part numbers in parenthesis.

- I. Unscrew the 2 clip bolts (#17 & 18) with a 5/32 allen key, or remove the 2 field strip clip pins. See Figure 1.
- 2. Remove either the AEC (#10) or mechanical clip. See Figure 2.
- 3. Remove the 6 body bolts (#35A, B & C) with a 5/32 allen key. See Figure 3.
- 4. Remove the 2 bottomline screws (#35) on the underside of the grip frame with a 5/32 allen key. See Figure 4.
- 5. Remove the 2 lower grip frame bolts (#41) with a 1/8th allen key. See Figure 5.
- 6. Remove the 2 rear block field strip pins (#14). See Figures 6.
- 7. Remove the rear block (#9). See Figure 7.
- 8. Lift the left hand side of the body shell (#2) off of the right hand side of the body (#1). See Figure 8.
- 9. Remove the powertube assembly (#28). See Figure 9.
- 10. Remove the vertical adapter (#4) from the powertube assembly (#28). See Figure 10.
- 11. Remove the valve assembly (#53) by holding the powertube in your hand and lightly striking the rear of it against your palm. See Figure 11.
- 12. The valve body (#53) will slide out. See Figure 12.
- 13. Remove the c-clip (#59) with retaining ring pliers. See Figure 13.

14. Slide out the valve spring retainer (#55), valve spring (#57), and cupseal (#56). See Figure 14.

RE-ASSEMBLY

- I. Re-install cupseal (#56), valve spring (#57), valve spring retainer (#55) and c-clip (#59).
- Slide the valve body (#53) back into the powertube (#28) with the cupseal shaft facing the rear of the powertube. Make sure the hole in the valve body and the powertube line up.
- 3. Install the vertical adapter (#4) back into the powertube.
- 4. Place the powertube assembly back into the righthand side of the body.
- 5. Re-install the 6 body bolts, rear block, 2 rear block pins, 2 lower grip frame bolts, and 2 bottomline screws.
- 6. Re-install the AEC or mechanical clip, and replace the 2 clip bolts or field strip clip pins.

DISASSEMBLY AND MAINTENANCE





Figure I.

Figure 2.



Figure 3.



Figure 4.



Figure 5.



Figure 6.



Figure 7.



Figure 8.



Figure 9.



Figure 10.



Figure 11.



Figure 12.



Figure 13.

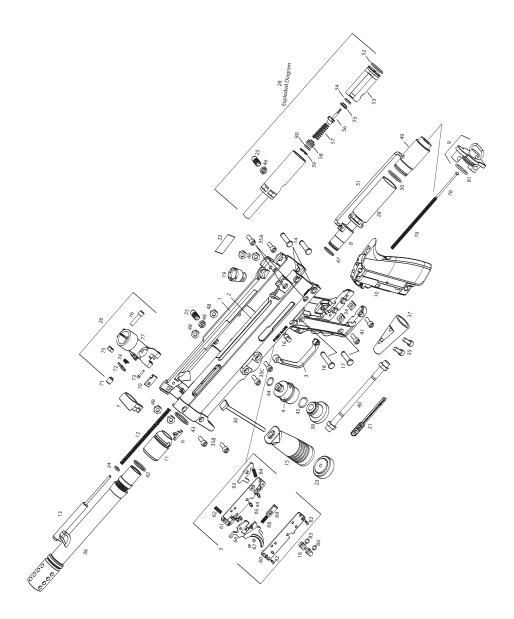


Figure 14.



Figure 15.

US*5[®] PARTS DIAGRAM



US*5[®] PARTS DIAGRAM

1	Body Right	72150	44	Vertical Adapter O-ring 010/90U	10138
2	Body Left	72155	45	Male ASA Port Reducer O-ring 015/90U	
3	Trigger Guard	72175	46	Velocity Adjuster 4x1.5mm Buna x 2	72252
4	Vertical Adapter	72210	47	Bolt O-ring 015/70U	57738
5	Trigger Assembly	72100	48	10-32 Bolt	72235
6	Ball Detent	72211	49	Hammer	72236
7	Front Sight	72212	50	Hammer O-ring 019/90U	72253
8	Bolt	72213	51	Bolt Hammer Link Pin	72237
9	Rear Block Assembly	72180	52	Valve Body O-ring 019/90U	72253
10	Electronic Clip	72190	53	Valve Body	72238
11	Barrel Adapter	72214	54	Seal O-ring 012/90U	40919
12	Cocking Rod Spring	72215	55	Valve Spring Retainer	72131
13	Cocking Rod	72216	56	Cupseal	72132
14	Rearblock Fieldstrip Pin	72217	57	Valve Spring	72133
15	Foregrip	72160	58	Valve Seal	72134
16	Safety	72218	59	C-Clip	72135
17	Lower Grip Fieldstrip Pin	72219	60	Left Plate	72101
18	Upper Grip Fieldstrip Pin	72220	61	Right Plate	72102
19	Rear Sight	72221	62	Trigger Spring	72103
20	Mechanical Clip	72200	63	Sear	72104
21	PCS Badge	72223	64	Sear Spring	72105
22	Warning Badge	72224	65	Plate Pin	72106
23	Foregrip Retainer	72165	66	Trigger	72107
24	Cocking Rod Washer	72225	67	Plate Pin	72108
25	Velocity Adjuster	72226	68	Trigger Pal Spring	72109
26	Feedtube Assembly	72120	69	Trigger Pal	72110
28	Powertube	72130	70	Feedtube Latch Plate	72128
30	Foregrip Bolt	72227	71	Feedtube Latch Screw	72121
34	Bottom Line Nut	72228	72	Feedtube Latch	72122
35	Bottom Line Screws	42016	73	Feedtube Retainer Bolt	72123
35A	10x32 Bolt Short	72229	74	Feedtube Latch Spring	72124
35B	10x32 Bolt Medium	72230	75	Feedtube Clamping Nut	72125
35C	10x32 Bolt Long	72231	76	Feedtube Clamping Bolt	72126
36	US-5 SI Barrel	72170	77	Feedtube	72127
37	Bottom Line	72232	78	Spring Guide	72239
39	Male ASA Port Reducer	72233	79	Hammer Spring	72240
40	7″SS Hose	47015	80	Spring Retainer O-ring 012/90U	40919
41	Lower Grip Bolt	72234	81	Rearblock O-ring 26x2.5mm Buna	72254
42	Barrel O-ring .795x.05 Buna	72250	82	Trigger Plate Screw	72241
43	Barrel Adapter O-ring 20x2.5mm Buna	72251	83	Safety O-ring 6x2mm Buna	72255
			84	Safety Red O-ring 6x2mm Buna	72256

TROUBLESHOOTING

TRIGGER AND SHOOTING

Trigger pulls back, marker will not shoot

Check that the marker is cocked, air source is correctly attached and air source is properly filled. If the frame is electronic, make sure battery is properly charged and turned on.

Marker runs on (partially cycles more than once when trigger is squeezed)

Check that air source is correctly attached to marker. Check that air source is adequately filled. Oil Marker. Lower velocity.

VELOCITY (DO NOT EXCEED 300 FEET PER SECOND)

Low	Check that air source is adequately filled
Low	Adjust velocity adjuster counter clockwise
Low	0il marker
High	Adjust velocity adjuster clockwise

PAINTBALLS

· · ·	quality paintballs prior to playing. o warm, there's always the chance it is ruined.	
Not flying straight	Check for broken paint or oil in barrel, loader, feed tube and chamber. The bolt assembly area must also be free of broken paint. Check that marker is not shooting over 300 fps. Disassemble and clean.	
Break in Barrel	Check ball detent and replace if necessary. Check that velocity does not exceed 300 fps.	
Does not drop into feed tube	Shake loader. Check loader and feed tube for broken paint.	
Two paintballs shoot at a time	Check ball detent (#6) and replace if necessary.	
SHOOT ONLY QUALITY RPS PAINTBALLS. PCS™ COMBAT .68, PMI PREMIUM, EL TIGRE™, ALL STAR® AND MARBALLIZER® PAINTBALLS ARE RECOMMENDED FOR USE IN THE PCS™ US★S®.		

TROUBLESHOOTING

BARREL

Barrel comes loose	Check barrel O-ring and firmly tighten barrel. Do not oil barrel O-ring. Make sure the front 2 body bolts are tight.
Aftermarket barrel does not tighten	If it is difficult to tighten the threads onto the receiver, check to see that the threads on the barrel match. If threading is mismatched, barrel is not designed for use with the PCS ^{T} US \star 5 [®] . The barrel threading on the PCS ^{T} US \star 5 [®] is only Piranha/Spyder compatible.

AIR LEAK	
Leak in pressure source between tank valve and cylinder	Do not fill cylinder. Immediately take to qualified personnel for inspection. Cylinder must be drained.
Leaks at connection between braided air hose and fitting	Connection must be unscrewed and teflon taped. Contact factory or factory authorized repair center.
Leaks at connection between ASA and tank	Check tank O-ring at connection or on remote hose connector.
Fixing barrel leak	See page 19 for disassembly. Inspect the cupseal for dirt and/or nicks and scratches (see page 19, Figure 15). Clean and test for leaks. Also inspect inside the valve body for nicks and scratches. If no dirt, nicks or scratches are found inside the valve body, a new cupseal may need to be purchased.

A warning

Do not attempt to perform maintenance procedures unless qualified to do so.

CONTACT PMI FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED PCS[™] US★5[®] REPAIR FACILITIES. PHONE: I.800.579.1633 WEB: www.pcs-paintball.com

Before disassembly of the marker, remove air source; remove all paintballs from the marker, barrel, and loader. To check if the marker is unloaded: **remove air system** and **shoot marker in a safe direction**. Remove hopper, visually inspect chamber for a paintball, remove and inspect barrel for the presence of a paintball. Never look down the barrel of any paintball marker once the barrel is screwed into the marker.

The paintball marker air system must be repaired or replaced with the correct pressure rated components.

WARRANTY

TECHNICAL SUPPORT

PMI takes pride in manufacturing high quality paintball products that will provide you with many years of trouble free enjoyment. Should you experience any difficulty in operating or maintaining this PCS^{m} US $\star 5^{\odot}$ paintball marker, please re-read the operator's manual carefully. If further assistance is needed, contact our Tech Support office: Phone - 1.847.233.2545 Toll Free - 1.800.579.1633 Email - info@pcs-paintball.com

ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. That receipt will be needed to show the date of purchase for any warranty repairs.

WARRANTY REGISTRATION FORM

Please fill out entirely the enclosed PCS[™] US★5[®] Warranty Registration form and mail it to: Pursuit Marketing, Inc., 55 Howard Ave, Des Plaines, Illinois 60018 USA.

WARRANTY DETAILS

Pursuit Marketing, Inc. (PMI), extends a warranty to the original purchaser of the PCS[™] US★5[®] paintball marker that the product is free from defects in materials and workmanship for a period of one year from the date of purchase. PMI's obligation under this warranty shall be limited to repairing or replacing any part of the product which is defective

REPAIR RETURN PROCEDURE

In some extreme cases, your marker may need to be returned to PMI for repair. Please call PMI at 1.800.579.1633 to obtain a Return Authorization (RA) repair number before shipping any product to PMI. All returned products must be accompanied by a RA repair number on the outside of the box. Any product returned to PMI without a RA number on the outside of the box may be returned to sender with no work performed. All warranty returns must be accompanied by the owner's name, address, and telephone number. Include owner's e-mail if possible. Owner must remove all paintballs before shipping, and must pack product securely to avoid damage during shipping. Include a brief description of what does not appear to work correctly. Please make sure to ship your marker through a shipping company that allows you to track and insure your package. PMI is not responsible for markers that never reach us. Ship to: PMI, 55 Howard Ave, Des Plaines, Illinois 60018 USA.

Service for warranty repairs will be done free of charge upon delivery of the product to Pursuit Marketing, Inc. Please include a copy of your sales purchase receipt with all warranty repairs.

REPAIR PROCEDURE

OUT OF WARRANTY REPAIRS

Please note that there will be a minimum labor charge of \$20 and there may be additional charges for parts to repair a product that is not covered by warranty. An estimate of repair cost will be provided to the customer and authorization to complete the repairs will be obtained prior to additional repairs being done.

WARRANTY EXCLUSIONS AND LIMITATIONS

This warranty does not apply in the event of misuse or abuse of the product, use of any parts other than original factory parts, or unauthorized repairs, modifications, or alterations, and does not apply to any parts that are made defective by modification, misuse, abuse, or accident. This warranty does not apply to 0-rings, cup seals, or springs, or to normal fading of anodized finish, scratches, or other cosmetic wear, or to any items or parts not manufactured by PMI.

Other than as expressly stated herein, PMI does not make any warranties, express or implied, including but not limited to implied warranties of merchantability or fitness, for any purpose other than that for which the PCS^{T} US $\star 5^{\circ}$ was designed. This warranty gives you specific legal rights. You may have other rights which may vary from state to state. PMI is not liable for any consequential damages or incidental damages which may arise from the use or operation of the PCS^{T} US $\star 5^{\circ}$ or from any breach of the warranty herein set forth.





The PCSTM US \bigstar 5^{SO} is a registered trademark. Design rights & all rights reserved. All patterns, drawings, photographs, instructions or manuals remain the intellectual property of the manufacturer. Patents pending. All rights will be strictly enforced.

The PCS[™] US★5[®] paintball marker 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. Read this operator's manual completely before loading, pressurizing or operating the PCS[™] US★5[®] paintball marker.

PCS[™] US★5[®] Paintball Markers Manufactured by:

Pursuit Marketing, Inc. 55 Howard Ave Des Plaines, Illinois 60018 USA Toll Free Phone 1.800.579.1633 Phone 847.233.2545 www.pcs-paintball.com



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