

EXCELLERATOR 6.0/5.0

.68 Caliber Semi-Automatic Paintball Marker



JT USA INC.

Owner's Manual

GENERAL SAFETY GUIDELINES

CONGRATULATIONS! YOU'RE THE NEW OWNER OF A JT EXCELLERATOR MARKER. WE GUARANTEE THAT YOU ARE GOING TO HAVE A LOT OF FUN USING YOUR NEW MARKER, BUT WE WANT TO CAUTION YOU THAT YOU NEED TO OBSERVE SOME SAFETY GUIDELINES SO YOU AND YOUR FRIENDS CAN PLAY SAFELY WITHOUT INJURY. PLEASE REVIEW AND FOLLOW THESE GUIDELINES.

WARNING

GENERAL SAFETY PRECAUTIONS:

- The Excelserator Marker is not a toy.
- Careless or improper use may cause serious injury or death.
- Eye protection designed specifically for the sport of paintball must be worn by the user and any person within range.
- Must be 18 years of age or older to purchase and use under adult supervision.
- Persons under 18 years of age must have adult supervision.
- Read the Operator's Manual before use and comply with all safety instructions.

SAFE HANDLING OF YOUR PAINTBALL MARKER:

- Treat every marker as if it were loaded.
- Keep your finger off the trigger until ready to shoot.
- Never point the marker at anything you don't wish to shoot.
- Keep the marker on safe until ready to shoot.
- Keep the barrel blocking device in/on the marker's muzzle when not shooting.
- Always remove paintballs and propellant source before disassembly.
- After removing propellant source, point marker in safe direction and discharge until marker is degassed.
- Store the marker unloaded and degassed in a secured place.
- Follow warnings listed on propellant source for handling and storage.
- Do not shoot at fragile objects such as windows.
- Every person within range must wear eye, face and ear protection designed specifically for paintball.
- Never shoot at a person who is not wearing eye, face and ear protection designed specifically for paintball.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second.
- Never look down barrel of marker without first having unloaded marker as described in Step 11 UNLOAD MARKER of Operating Instructions.

GETTING YOUR ELECTRONIC EXCELLERATOR

READY TO SHOOT

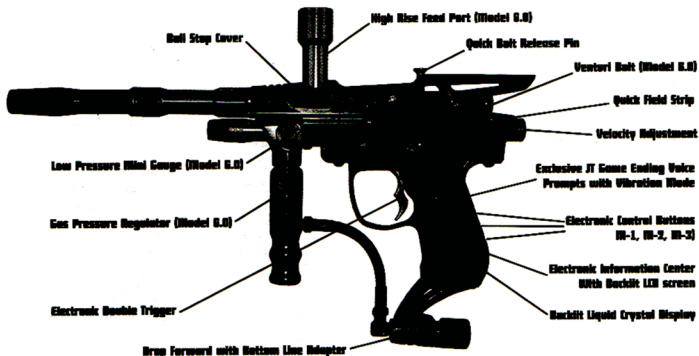
Your electronic Excelserator 5.0 or 6.0 requires a 9 volt battery to operate the trigger as well as the electronic information center. To install the battery follow the procedure outlined below. Refer to Assembly Chart.

- STEP 1: Remove two right Grip Panel Screws (51)
- STEP 2: Remove right Grip Panel (54)
- STEP 3: Insert standard 9-volt battery
- STEP 4: Test function of electronic controls by pressing Mode 1 (M-1) button

The JT USA greeting should appear on the LCD display. The Battery Level Indicator is located just below the greeting on the same display. The battery's charge level is denoted by level indicators, with four light indicators denoting a fully charged battery.

- STEP 5: Replace grip panel and reinstall screws (51)

SPECIAL EXCELLERATOR 5.0/6.0 FEATURES



OPERATING INSTRUCTIONS

Read the following operating instructions several times **WITHOUT LOADING ANY PAINTBALLS** in the "dry fire" mode, to become familiar with the general operation of your Excelserator Marker. Once you are confident of the Excelserator's basic operation, you can follow Steps 1 through 10 including Step 6, Load Paintballs.

WARNING Always Unload marker (Step 11) at the completion of play or if you need to repair or clean your Excelserator Marker.

STEP 1. REVIEW SAFETY INFORMATION: **WARNING:** Become familiar with the Rules of Safe Paintball Marker Handling. Your marker is not a toy and misuse may cause serious injury or death. Eye protection designed for paintball use must be worn by the user and any person within range. If you are under the age of 18 years old, use marker only with adult supervision. Play only at paintball fields meeting ASTM STANDARD F1777-97.

STEP 2. PUT MARKER IN "SAFE" MODE: Push Safety Pin (58) from left to right so the red band is not showing. This locks your marker mechanically so it cannot fire. Insert Barrel Plug (16) into end of Barrel (14).

STEP 3. COCK MARKER: Check that the battery level indicator showing in the Digital Display (89) is reading OK by first pressing the Mode 1 (M-1) button located in the rear of the Trigger Frame (42). If a new battery is needed see **Grip Panel and Battery Removal and Replacement**. Cock marker by pulling the cocking knob of the Bolt (18) fully back until bolt is set (you will hear a distinct click) in cocked position. Because your marker is a semi-automatic, it will cock itself after its first each time.

STEP 4. ATTACH PROPELLANT SOURCE: Screw refillable (9 oz to 20 oz) propellant tank (not included) into the Bottom Line Adapter (78).

STEP 5. SET REGULATOR: (Model 6.0 Only) The pressure reading on your Regulator Pressure Gauge (40) should be set between 650 to 800 psi. **WARNING: NEVER EXCEED 800 PSI.** If the pressure needs to be adjusted, turn Regulator Adjuster Screw (74) counter-clockwise to increase and clockwise to decrease.

STEP 6. LOAD PAINTBALLS: Insert paintball hopper (not included) into Vertical Feed Adapter (2). Pour paintballs into hopper. Do not overfill hopper as this may restrict proper feed of paintballs into marker. It is important to use paintballs that have been properly cared for and stored. See **Selecting and Storing Paintballs**.

STEP 7. WEAR EYE PROTECTION: Make sure you and everyone within range is wearing proper eye protection designed exclusively for paintball.

STEP 8. ACTIVATE MARKER: Remove Barrel Plug (16) and take off Safety Pin (58) by pressing safety from right side of paintball marker until red band is showing.

STEP 9. 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 is adjusted by turning the Velocity Adjuster Screw (31). Using Allen Wrench provided, turn the screw clockwise to increase velocity and counter-clockwise to decrease velocity.

STEP 10. FIRE: Paintball marker is now ready to fire. If you wish to activate electronic timer or counter, see **Operating Electronic Marker Features**.

STEP 11. UNLOAD MARKER: When finished for the day, or when repairing or cleaning your marker, begin by dumping all remaining paintballs from the paintball hopper. Remove paintball hopper and any balls remaining in the marker. Vertical Feed Adapter (2). Pointing the marker in a safe direction discharge any remaining paintballs that may remain in the marker. When you are sure that there are no remaining paintballs in your marker, remove gas source and fire in safe direction until all gas has been expelled from your marker. Engage the marker's Safety Pin (58) and insert Barrel Plug (16).

OPERATING ELECTRONIC MARKER FEATURES

1. ACTIVATING ELECTRONIC TRIGGER

By removing the Barrel Plug (16) and disengaging the Safety Pin (58), your marker is ready to fire. Other than requiring a charged battery, none of the Electronic Information Center features need to be activated in order to fire your Electronic Excelserator Marker. The charge on your battery can be determined by pressing the Mode 1 (M-1) button located on the rear of the Trigger Frame (42) and checking the battery level indicator. The battery's charge level is denoted by indicators, with four light indicators showing a fully charged battery. Mis-firing (trigger pull does not fire marker) may indicate a battery replacement is needed.

2. ELECTRONIC INFORMATION CENTER FEATURES:

CONTROL BUTTONS:

WARNING Before activating your electronic trigger controls, put your marker in the safe condition by pushing the Safety Pin (58) into the safe mode and inserting a Barrel Plug (16) in the barrel (14).

There are three buttons (M-1 M-2 and M-3) located on the rear side of the Trigger Frame (42) which controls the operation of the Electronic Information Center. By pressing the buttons in various sequences in a short mode (less than 1 second) or long mode (2 to 3 seconds), various displays can be called up and various settings made.

DISPLAYS: The following features of your electronic information center can be displayed:

- Greeting Message (Fig. 1): A 12-character greeting of your choice.
- Game Time Remaining (Fig. 2): Provides time remaining in a game.
- Game Counter (Fig. 3): Provides total count of paintballs fired during a game.
- Life Counter (Fig. 4): Provides the total number of paintballs fired (including dry fires) by your marker during its entire life.
- Battery Level Indicator (Fig. 5): Functions automatically whenever display is active.

ALERTS (Figs. 6 & 8): There are two Remaining Game Time Alerts (Audio and Vibration) built into the game time function and a Low Battery Visual Alert. The Excelserator 5.0 provides a beep alert. The Excelserator 6.0 provides a voice alert which calls out the remaining time.

SETTINGS: The following features can be set:

- Greeting Message: A greeting can be formulated up to twelve characters long. See **Setting Greeting Message** below for details.
- Initial Game Time: A game time can be set between 1 to 60 minutes in 1-minute increments. See **Setting Game Time** below for details.
- Game Counter: The total number of shots fired during a game or dry fire play can be monitored. See **Resetting Game Counter** below for details.
- Game End Alerts: A vibratory or audio or combination end of game alert can be set for your marker. See **Setting Game Ending Alerts** below for details.

POWER SAVINGS/SLEEP MODE: The electronic trigger display will go into "Sleep Mode" if the trigger or any of the three mode buttons are not pressed, during a 1-minute-time interval, and if the game timer is not running.

BATTERY TYPE: A standard 9-volt is used to power the electronic trigger

ELECTRONIC TRIGGER: As long as a charged battery is in place, the marker will fire by pressing the trigger. The many features of the electronic information center do not have to be set in order to fire your marker.

3. ACTIVATING DISPLAYS

The uppermost Control Button (M-1) activates the display in the grip panel. **WARNING:** While activating the various displays and setting the electronic functions, leave your marker in the safe mode (activate Safety Pin (58)), and insert Barrel Plug (16). Use Control Buttons M-1, M-2 and M-3 to bring up the various displays.

GREETING MESSAGE:

STEP 1: Press M-1 (Long)

STEP 2: To change greetings see **Setting Greeting Message** below

GAME TIME REMAINING:

STEP 1: Press M-1 (Short) after first getting Greeting Message. The "Set" and "Time" icons will be displayed.

STEP 2: Press M-1 (Short) a second or third time if the "TPI" or "TPD" icon appears instead.

TOTAL COUNT OF PAINTBALLS FIRED DURING THE GAME:

STEP 1: Press M-1 (Short), three times after first getting the Greeting Message. The TPD icon will appear in the display.

STEP 2: Press M-1 (Short), once or twice if the "TPI" or "Set/Time" icons appear instead.

TOTAL COUNT OF PAINTBALLS FIRED DURING LIFE OF MARKER:

STEP 1: Press M-1 (Short) twice after first getting Greeting Message. The "TPI" icon will appear in the display.

STEP 2: Press M-1 (Short) once or twice if the TPD or "Set/Time" icons appear instead.

BATTERY LEVEL INDICATOR:

This indicator automatically appears when battery level is low. You should replace the battery as soon as it is convenient.

ACTIVATING DISPLAYS WHILE IN PLAY:

All buttons, including the trigger, can activate the display. However, pressing M-1, M-2, or M-3 will activate the greeting message. Pulling the trigger will return the display to its previous mode.

4. SETTING ELECTRONIC FEATURES

SETTING GREETING MESSAGE: A default greeting message "JT USA" will appear if no changes are made to the greeting setting. Twelve characters are available for a new greeting. The display will show the first 6 characters for 3 seconds and then will scroll from right to left. To initiate a new greeting follow the steps below.

STEP 1: Press M-1 button (Long-2 seconds). Default message "JT USA" will appear. The first 6 characters of the greeting message will be displayed. The cursor should be blinking on the first letter of the 12 character display.

STEP 2: Press M-2 (Short) to change the letter at the cursor position. After each pressing the letters which change from A to B to C etc

STEP 3: Press M-3 (Short) to change the position of the cursor

STEP 4: Press M-1 (Short) to set new message

SETTING GAME TIME: A default game time of 60 minutes will appear in the "Set/Time" display. In order to change the game to a shorter time, follow the procedures below.

STEP 1: Press M-1 button (Short-1 second) until "Set/Time" Window appears. The default time of 60 minutes will show on the display

STEP 2: Pressing the M-2 (Short) button once will reduce the game time by 1

STEP 3: Press M-2 (Short) button repeatedly until desired time is displayed

STEP 4: When you are ready to start the game timer, press M-3

RESETTING GAME COUNTER: Upon completion of a game, or an entire day of play, you may want to reset the game counter (TPD) display. To reset the counter, follow the procedure outlined below.

STEP 1: Press M-1 (Short) until the TPD window appears. This display gives the shots fired since it was last reset.

STEP 2: Press M-2 (Short) to reset the game counter. The next trigger pull will record as 000001.

SETTING GAME ENDING ALERTS: Your Excelserator marker has a game ending alert, which provides an audio and/or vibratory alert throughout the last thirty (30) seconds of the game. An alert is provided at the 30 second remaining point, 30 seconds remaining point and every second of the last remaining 10 seconds of the game. To set either the sound, vibration or combination sound and vibration alert, follow the steps outlined below.

STEP 1: Press M-2 (Long). The display will show one of these three game ending alerts: Vibration Alert, Sound Alert or Both Sound and Alerts.

STEP 2: Press M-2 (Long) and release once or twice more until you get the type of alert that you want. The display will revert back to the previous Mode display after you have finished setting the type of alert. In Model 6.0 only, a voice will call out the remaining time during the game ending alert.

SELECTING AND ATTACHING PAINTBALL LOADER

RECOMMENDED PAINTBALL LOADER:

We recommend that you select the "ViewLoader" eLution, "ViewLoader Revolution" or "View Loader 200" paintball loader for your Excelserator Marker. These ViewLoaders are designed to fit onto your Excelserator Marker and provide a reliable paintball delivery system for your new marker. Follow the steps outlined below to install your paintball loader and load your marker.

PROCEDURE:

STEP 1: Press fit the feed tube of the paintball loader into the Excelserator Vertical Feed Adapter (2).

STEP 2: Twist paintball loader until it is aligned with the marker.

STEP 3: Open the spring loaded paintball loader lid and fill with paintballs to no more than three quarters full. A completely full loader will not allow the paintballs sufficient room to feed properly.

The paintball loader will automatically feed paintballs to your marker as you shoot. Be sure to read the paintball loader's manufacturer's instructions to take full advantage of all of the features of your loader.

SELECTING AND STORING PAINTBALLS

RECOMMENDED PAINTBALLS:

For trouble-free and accurate play, we recommend that you use JT Maxxim[®] paintballs. They are made to exacting manufacturing standards and have the highest of reputations for being the most accurate paintballing on the market.

Besides accuracy, paintballs are judged according to how trouble free they play, with minimal breaks in the marker while breaking reliably on the target.

Key features of a paintball that you should consider are its roundness, uniformity of shell thickness, and consistency of the ball diameter. These paintball properties assure both accuracy and good handling characteristics.

STORAGE REQUIREMENTS:

Paintballs are environment-sensitive to both temperature and humidity. This is because paintballs are designed to be biodegradable. Therefore they should be stored in air-tight plastic bags and in an air conditioned room set between 65 to 80 F. Paintballs should never be allowed to freeze. Avoid leaving paintballs sitting in the trunk of your car, as temperatures can easily exceed 150 F.

ATTACHING GAS BOTTLE & SETTING MARKER

OPERATING PRESSURE

RECOMMENDATION:

We recommend that you select a CO2 bottle (9 - 24 oz) or a pre-set compressed air or nitrogen bottle (3000 - 4500 psi) to power your new Excelserator. **WARNING:** Make sure your Excelserator is in a safe mode before attaching gas bottle.

PROCEDURE:

STEP 1: Check condition of bottle O-ring. Lubricate O-ring. If O-ring is worn or damaged, replace with new O-ring and lubricate.

STEP 2: Screw on gas bottle until snug.

STEP 3: (Model 6.0 Only) Check Regulator Pressure Gauge (40) reading to make sure your gas pressure is between 650 psi and 800 psi. **WARNING:** Never operate your marker at a pressure greater than 800 psi.

STEP 4: (Model 6.0 Only) To adjust gas pressure, using Allen Wrench provided with your marker, turn Regulator Adjuster Screw (74) counter-clockwise to increase pressure or clockwise to decrease pressure.

SERVICE CAUTION:

Please contact JT USA if any problems develop or questions occur concerning the pressure regulator system on your Excelserator (6.0 model only). JT USA strongly recommends that you consult with a JT USA representative before attempting to service or repair the gas regulator system on your Excelserator.

SETTING PAINTBALL VELOCITY

FACTORS THAT AFFECT VELOCITY:

The velocity of your Excelserator marker will be dependent on the:

- Specific paintball that you are shooting
- The regulator gas pressure that you are using
- The velocity adjuster screw setting.
- Barrel diameter and length

The average diameter and roundness of the paintball that you shoot will affect the velocity. You can expect the velocity to vary as much as 20 to 30 feet per second due to the size and shape difference of paintballs from brand to brand. The higher the operating pressure, the higher the velocity. We recommend that you set your regulator pressure between 650 to 800 psi. Because barrel diameter and length can affect velocity, you will need to determine velocity with the barrel that you plan to use on your gun before measuring velocity.

SETTING VELOCITY:

STEP 1: After the paintball, operating pressure and barrel have been selected, you can set velocity by turning the Velocity Adjuster Screw (31). Turn the Velocity Adjuster Screw clockwise to increase velocity and counter-clockwise to decrease velocity.

STEP 2: Using a Chronometer, record the velocity of at least 10 consecutive paintballs. We recommend that your average velocity (10 balls) should be 280 feet per second or lower. None of the 10 paintballs should have had a velocity of 300 feet per second or higher

ELECTRONIC INFORMATION CENTER DISPLAYS



Fig. 1



Fig. 2



Fig. 3



Fig. 4



Fig. 5



Fig. 6



Fig. 7



Fig. 8

Can't get enough JT® products?
Check out our website...
www.jtusa.com
JT USA
515 Main St. Chula Vista, CA 91911
Fax: 619-421-8160
P: 888-407-6289

