



E-ICON OPERATOR'S MANUAL

JT Paintball 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.

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 Paintball Solutions at 800-220-3222 or at www.paintballsolutions.com:

Questions about the operation of the E-ICON paintball marker may be directed to Paintball Solutions or visit www.paintballsolutions.com for updates regarding your JT Paintball purchase.

PAINTBALL BASIC SAFETY RULES:

WARNING: THE E-ICON 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 JT E-ICON PAINTBALL MARKER.

- Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.
- Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.
- Always turn the Power OFF when not using the marker.
- Operate a paintball marker only in areas where it is safe and lawful to do so.
- 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 paint balls at a velocity less than 300 feet per second (fps) (91.44 m/s) and/or 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 continue to hold pressure even after tank is removed. Shoot marker in a safe direction after tank is removed to de-gas it completely.
- 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 the marker before attaching air or gas source to it. Failure to always cock the 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 turn the marker off 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 the mechanical safety in "no shoot" position or remove battery for electronic marker..
- Carry marker in case or sturdy bag when in public.
- Safely and securely store marker to prevent access to it by unauthorized persons.

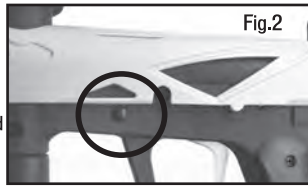
Safety standards information is available from the American Society for Testing and Materials (ASTM), 100 Barr Harbor Drive, West Conshohocken, PA 19428-2959; phone 1.610.832.9500; www.astm.org. "Standard Practice for Paintball Field Operation" is publication F1777-97, and "Standard Specification for 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.

MARKER OPERATION:

1. At this time, do not attach air source or loader and do not load paintballs into marker.
2. Insert barrel plug or other blocking device firmly into barrel.
3. Cock the marker by pulling the cocking pin straight back toward the rear of the marker until the cocking mechanism locks back in the cocked position.
4. Turn on the marker by pressing the Power Button, located on the left of the marker, right above the trigger guard. (See below for more information)
5. The Safety is automatically engaged when the marker is powered ON. The trigger will turn a solid red color and it can still be pulled but the marker will not fire or de-cock.



6. Tap the Power Button again and the marker is in Fire mode (blink green-semi; blink blue-3 round burst & blink white-full auto). Squeeze the trigger with an even pressure. The cocking pin will snap forward into the un-cocked position. Now, tap the Power Button again and make sure the trigger turns red and the marker is in Safe mode.



7. Cock the marker.

8. 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.

Bottomline: 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.

WARNING WHEN COCKING THE PRESSURIZED MARKER, DO NOT RELEASE THE COCKING PIN UNTIL AFTER THE COCKING MECHANISM HAS LOCKED BACK INTO THE COCKED POSITION; RELEASING THE COCKING KNOB DURING COCKING CAN CAUSE THE MARKER TO SHOOT.

9. With goggles on, test for function after attaching air source: Tap the Power button once to turn the marker into Fire mode. Squeeze the trigger. The marker should shoot air and the cocking knob should cycle forward and back, stopping in the cocked position, after each trigger squeeze. Repeat several times.

10. The E-Icon marker shoots one paintball for each squeeze of the trigger in Semi-Au to mode, and re-cocks itself after each shot.

11. Tap the Power button once and the trigger will turn solid red.- the marker is now in Safe mode. Paintballs may then be loaded.

The E-Icon 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.

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 slide the mechanical safety forward so the safety is engaged and red dot isn't showing.

OPERATING PRESSURE AND INPUT PRESSURE:

- Operating pressure range: 650 to 1000 p.s.i. on E-Icon markers with brand new alkaline battery.
- Recommended maximum input pressure is 1000 p.s.i.
- Do not exceed recommended pressures.

COMPRESSED GAS/AIR:

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. E-Icon markers usually need 650 p.s.i. to cycle and attain correct velocity.

POWERING ON AND OFF NORMAL (LIVE) MODE:

- The power button is located on left side of the body, above the trigger guard.
- Ensure the trigger is not being pressed when turning on the marker for normal operation.
- To power marker ON for normal operation, press and hold the button until the trigger LED illuminates (approx. 2 seconds). The button may then be released. The trigger turns solid red and marker is now in Safe mode.
- To power OFF press and hold the power button. When the button is first pressed the trigger LED will turn green. Continue to hold the power button until the LED turns off. You may now release the power button. The marker is now powered OFF.

VELOCITY ADJUSTMENT:

1. All paintball markers must be chronographed regularly. Adjust marker to shoot paint balls at a velocity that is less than 300 feet per second (fps) (91.44 m/s) and/or that does not exceed the velocity limit set by the paintball park where the marker is in use.
2. 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.
3. 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.
4. Adjust velocity by using a 5/32" Hex wrench to turn the velocity adjuster screw. Turn adjuster clockwise to lower velocity. Turn adjuster counter- clockwise to increase velocity.
5. Chronograph the marker after every velocity adjustment.

DO NOT EXCEED A VELOCITY OF 300 FEET-PER-SECOND (fps)(91.44 m/s).

HOW TO CHANGE FIRING MODES:

- The E-Icon has 3 firing modes: Semi-Automatic, Modified 3-Shot Burst, and Modified Full-Automatic.
- To change the firing mode, first ensure marker is turned off (see normal Operation (above) for instructions on how to turn marker off).
- While marker is turned off, press and hold trigger then turn the marker ON by using the Power Button.
- The trigger light will flash an array of colors to indicate the marker is in settings mode. You may now release the trigger and power button.
- Tap the power button to cycle through the different firing modes and select the one you want.

• Once the setting is entered release the power button. The trigger light will then indicate which mode has been selected by the color corresponding to the setting. The marker will turn off when the Power Button is not pressed within 2seconds.

FIRING MODES:

Semi-Automatic (Green)

- 1 shot per trigger pull

Modified Burst: (Blue)

- For the first 3 shots the marker will fire 1 shot per trigger pull. On the 4th trigger pull the marker will shoot a 3-shot burst per trigger pull. Subsequent trigger pulls will fire 3-round bursts. If the marker is not fired within 1 second the 3 shot count will restart and 3 semi-auto shots will occur before burst mode activates.

• **Modified Full-Auto: (White)**

- For the first 3 shots the marker will fire 1 shot per trigger pull. On the 4th trigger pull the marker will shoot in full-automatic mode as long as the trigger is being held down. If the marker is not fired for 1 second the 3 shot count will restart and 3 semi-auto shots will occur before full-auto mode activates.

DISASSEMBLY:

Regular cleaning and maintenance is highly recommended. Keep screws tightened. Replace worn components with factory parts; all leaks must be repaired promptly. Air system repairs are best performed by the factory or an authorized factory repair facility. Contact Paintball Solutions for information regarding authorized JT Paintball marker repair facilities.

WARNING DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO. DO NOT DISASSEMBLE MARKER UNTIL IT IS COMPLETELY DRAINED OF COMPRESSED GAS/ AIR AND ALL PAINTBALLS HAVE BEEN REMOVED. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS MUST BE DONE BY QUALIFIED PERSONS. CONTACT PAINTBALL SOLUTIONS FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED E-Icon REPAIR FACILITIES. PHONE 800.220.3222. PAINTBALLSOLUTIONS.COM THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

LUBRICATION:

It is recommended that 100% synthetic paintball marker oil be used for lubricating the marker. Do not use any oil aside from paintball marker oil or you run the risk of ruining the O-rings.

1. Before each insertion of the removable air source (tank or remote line) into the ASA, clean the threads and put two drops of oil onto them.
2. Cock the marker, you will see the white hammer oring from the top cocking slot. Put 1 drop of oil onto the O-ring.
3. Before screwing the barrel onto the marker, clean the barrel threads.
4. There is no need to ever oil the inside of the barrel. Oil in the barrel will decrease accuracy.

REGULAR MAINTENANCE FOR THE E-ICON:

1. Clean out all broken paint regularly. Do this before you oil the marker.
2. Oil the marker each time you play with synthetic marker oil. Never use 3-in-1. Non-synthetic oil can contaminate the ball detent and hammer O-ring, causing the marker not to function.
3. Clean out the vertical feed, as well as the barrel. If any oil or paint is present, the marker will not shoot accurately.
4. Never wash the bolt assembly with water unless you are going to oil them before you reassemble them. Dry before oiling.
5. Check ball detent every 25,000 shots. Replace if it is worn or broken
6. Never stretch hammer spring to increase velocity. This will shorten the life span of the spring.

Questions about your E-Icon purchase, the operation of the marker, or any updates may be directed to:

JT Paintball
11723 Lime Kiln Rd. Neosho, MO 64850
1.800.220.3222 www.JTPaintball.com

THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED WITH THE CORRECT PRESSURE RATED COMPONENTS.

WARRANTY:

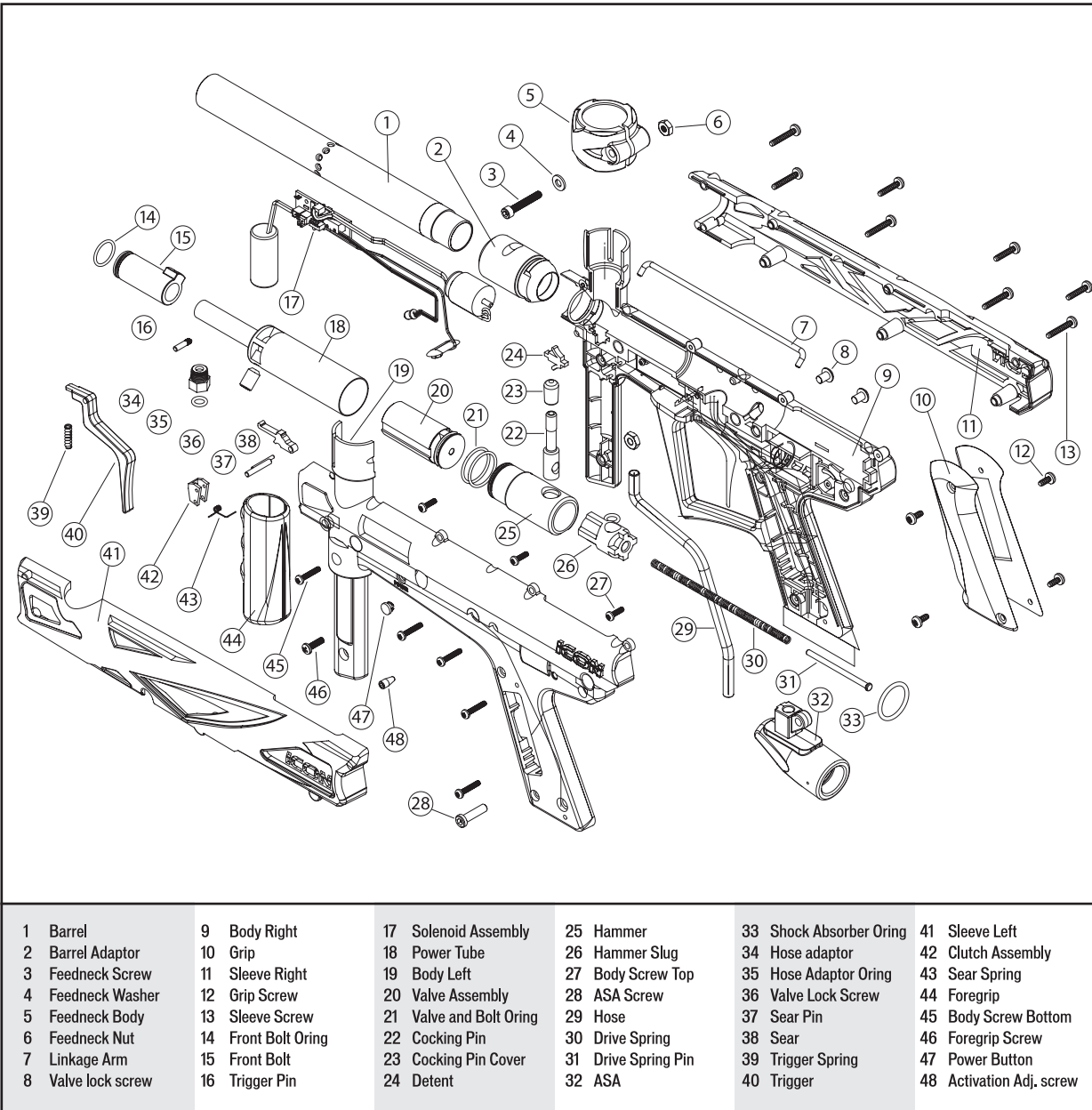
(ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP)
Save your original sales purchase receipt or packing slip. JT Paintball takes pride in manufacturing high quality paintball products that will provide you with many years of trouble free enjoyment. Should you experience any difficulty in operating or maintaining this E-Icon paintball marker, please re-read the operator's manual carefully. If further assistance is needed, contact Paintball Solutions at 1.800.220.3222.

WARRANTY REPAIR RETURN PROCEDURE

A returned product must be accompanied by a Return Authorization (RA) number on the outside of the box; please call Paintball Solutions at 1.800.220.3222 to obtain an RA number before shipping product to JT Paintball. All warranty returns must be accompanied by the operator's name, address, and telephone number. Include operator's fax and e-mail if possible. Operator 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. Ship to: JT Paintball, 11723 Lime Kiln Rd., Neosho, MO 64850 USA.

OUT-OF-WARRANTY REPAIRS

Should repairs be needed on an JT Paintball marker that is out of warranty, contact Paintball Solutions at 1.800.220.3222 for information regarding authorized E-Icon repair facilities.



1 Barrel	9 Body Right	17 Solenoid Assembly	25 Hammer	33 Shock Absorber Oring	41 Sleeve Left
2 Barrel Adaptor	10 Grip	18 Power Tube	26 Hammer Slug	34 Hose adaptor	42 Clutch Assembly
3 Feedneck Screw	11 Sleeve Right	19 Body Left	27 Body Screw Top	35 Hose Adaptor Oring	43 Sear Spring
4 Feedneck Washer	12 Grip Screw	20 Valve Assembly	28 ASA Screw	36 Valve Lock Screw	44 Foregrip
5 Feedneck Body	13 Sleeve Screw	21 Valve and Bolt Oring	29 Hose	37 Sear Pin	45 Body Screw Bottom
6 Feedneck Nut	14 Front Bolt Oring	22 Cocking Pin	30 Drive Spring	38 Sear	46 Foregrip Screw
7 Linkage Arm	15 Front Bolt	23 Cocking Pin Cover	31 Drive Spring Pin	39 Trigger Spring	47 Power Button
8 Valve lock screw	16 Trigger Pin	24 Detent	32 ASA	40 Trigger	48 Activation Adj. screw

Any E-Icon marker returned to JT Paintball for out of warranty repairs must be accompanied by an RA number, description of what does not appear to work correctly, and operator's information requested in "Warranty Repair Return Procedure" above. Including sales purchase receipt or packing slip is optional for out of warranty repairs. 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.

TROUBLESHOOTING:

JT Paintball extends a warranty to the original purchaser of the E-Icon paintball marker that the product is free from defects in materials and workmanship for a period of one year from the date of purchase. JT Paintball's obligation under this warranty shall be limited to repairing or replacing any part of the product which is defective.

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 O-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 JT Paintball.

Other than as expressly stated herein, JT Paintball 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 E-Icon was designed. This warranty gives you specific legal rights. You may have other rights which may vary from state to state.

JT Paintball is not liable for any consequential damages or incidental damages which may arise from the use or operation of the E-Icon or from any breach of the warranty herein set forth.

JT Paintball is a registered trademark. Design rights & all rights reserved. All patterns, drawings, photographs, instructions or manuals remain the intellectual property of the manufacturer. All rights will be strictly enforced. JT Paintball is a brand of KEE Action Sports, LLC.

⚠ WARNING! PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS!

- Careless use or misuse may result in serious bodily injury or death!
- Eye protection designed for paintball must be worn by the user and all persons within range.
- Not for sale to persons under 18 years of age.
- Must be 18 years of age or older to operate or handle any paintball gun and paintball gun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with Paintballs only.
- To prevent fire or shock hazard, do not expose unit to rain or moisture.
- To prevent fire or shock hazard, do not immerse unit in liquids.
- To prevent fire or shock hazard, do not disassemble any electronic paintball device.
- The disposal of the battery used to power this product may be regulated in your area.
- Please conform to all local or state regulations with regard to battery disposal.
- Use common sense and have fun.

Any tampering with the unit voids your warranty. There are no consumer serviceable parts inside the unit. The use of non factory authorized components within this product may cause a critical failure, fire or shock hazard.

IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. Wash hands after handling. You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or branding the product in public may be considered a crime.

⚠ AVERTISSEMENT! LES ARMES DE PAINTBALL ET LES ACCESSOIRES DES ARMES DE PAINTBALL NE SONT PAS DES JOUETS

- Une manipulation sans précaution ou une mauvaise utilisation peut provoquer des lésions ou la mort!
- La protection oculaire conçue pour le paintball doit être portée par l'utilisateur et par toutes les personnes qui se trouvent à distance de tir.
- Ce produit n'est pas en vente pour les moins de 18 ans.
- Il faut avoir 18 ans ou plus pour manipuler ou utiliser une arme de paintball et les accessoires des armes de paintball sans contrôle parental ou la supervision d'un adulte.
- Lisez et comprenez toutes les précautions, avertissements et manuels d'utilisation avant d'utiliser toute arme de paintball ou tout accessoire d'arme de paintball.
- Ne visez pas les yeux ou la tête de personnes ou d'animaux avec l'arme de paintball.
- Les armes de paintball doivent être utilisées avec des billes de peinture.
- Pour éviter les risques d'incendie ou d'électrocution, n'exposez pas les unités à la pluie ou à l'humidité.
- Pour éviter les risques d'incendie ou d'électrocution, ne plongez pas les unités dans des liquides.
- Pour éviter les risques d'incendie ou d'électrocution, ne démontez aucun dispositif électronique de l'équipement de paintball.
- Le traitement et l'élimination de la batterie utilisée pour fournir l'énergie nécessaire à ce produit doivent être réglementés dans votre région.
- Veuillez respecter tous les règlements locaux ou gouvernementaux concernant le traitement et l'élimination des batteries.
- Faites preuve de bons sens et amusez-vous.

Toute modification non autorisée de l'unité annule votre garantie. L'unité ne contient aucune pièce réparable par l'utilisateur. L'utilisation, avec ce produit, de composants qui ne sont pas autorisés par le fabricant peut provoquer un incendie ou une électrocution.

DANS AUCUN CAS LE VENDEUR N'EST RESPONSABLE DE DOMMAGES DIRECTS, ACCIDENTELS OU CONSÉQUENTS D'AUCUNE NATURE OU DE PERTES OU FRAIS ISSUS DE TOUT PRODUIT DÉFECTUEUX OU DE L'UTILISATION DE TOUT PRODUIT.

AVERTISSEMENT : Ce produit contient une ou plusieurs substances chimiques connues dans l'État de Californie pour causer des cancers et des maladies congénitales ou d'autres troubles de la reproduction. Lavez vos mains après toute manipulation. Il faut être âgé de 18 ans au moins pour acheter ce produit. Le produit pourrait être confondu avec une arme à feu par les effectifs de la police ou autres agents de la loi. Altérer la couleur du produit ou le brandir en public peut être considéré comme un délit.

⚠ ¡ATENCIÓN! ¡LAS ARMAS DE PAINTBALL Y SUS ACCESORIOS NO SON JUGUETOS!

- Su uso sin cuidado o de manera inadecuada puede provocar heridas graves o la muerte.
- Los usuarios y todas las personas situadas en el radio de alcance deben llevar puestos protectores oculares diseñados específicamente para paintball.
- No se pueden vender a personas con edades inferiores a los 18 años.
- Se deben tener 18 años o más para manejar un arma de paintball sin la supervisión de los padres o de un adulto.
- Lea y comprenda todas las precauciones, advertencias y manuales de funcionamiento antes de usar un arma de paintball o uno de sus accesorios.
- No apunte con el arma a los ojos o a la cabeza de una persona o animal.
- Las armas de paintball se deben usar únicamente con bolas de pintura.
- Para evitar riesgos de fuego o de descargas eléctricas, no exponga la unidad a la lluvia o a la humedad.
- Para evitar riesgos de fuego o de descargas eléctricas, no sumerja la unidad en líquidos
- Para evitar riesgos de fuego o de descargas eléctricas, no desmonte ningún dispositivo electrónico de paintball.
- Es posible que la eliminación de la batería usada para proporcionar energía a este producto esté regulada en su zona.
- Cumpla con toda la normativa local y estatal respecto a la eliminación de la batería.
- Use el sentido común y diviértase.

Cualquier alteración de la unidad anula su garantía. No hay piezas dentro de la unidad que puedan ser reparadas por el usuario. El uso de componentes no autorizados de fábrica en este producto puede provocar riesgos de fuego o de descarga eléctrica.

EN NINGÚN CASO EL VENDEADOR SERÁ RESPONSABLE DE CUALQUIER DAÑO DIRECTO, ACCIDENTAL O CONSECUENTE DE CUALQUIER NATURALEZA O DE CUALQUIER PERDIDA O GASTO RESULTANTE DE UN PRODUCTO DEFECTUOSO O DEL USO DE CUALQUIER PRODUCTO.

ATENCIÓN: Este producto una o más sustancias químicas conocidas en el Estado de California por producir cáncer y defectos congénitos u otros problemas relacionados con la reproducción. Lávese las manos después de manipularlo. Se deben tener al menos 18 años para comprar este producto. El producto puede ser confundido con un arma de fuego por la policía o por otros. Alterar el color del producto o blandirlo en público puede ser un considerado un delito.