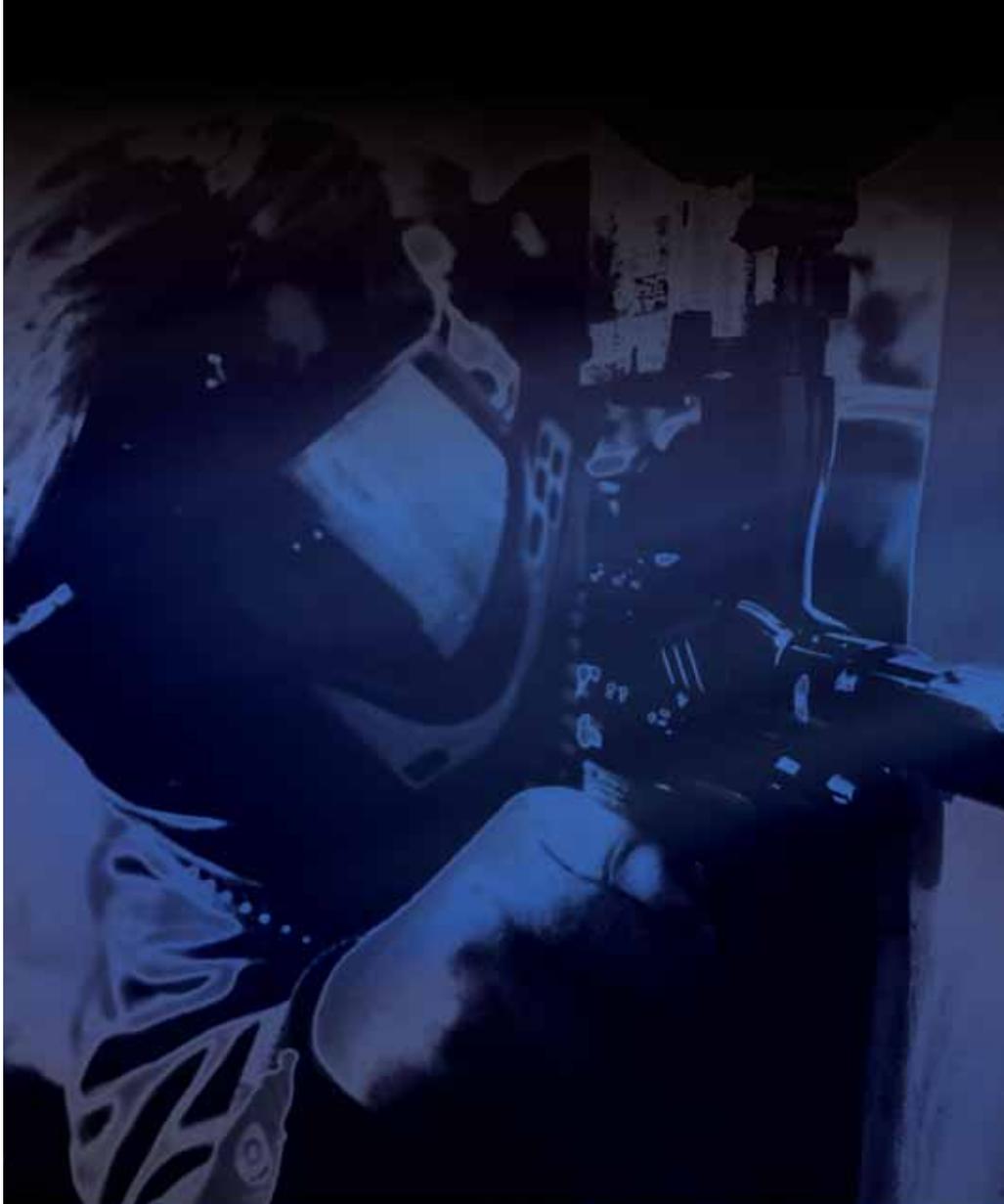


Paintball Marker Operator's Manual 5.5



PIRANHA

PIRANHA® OPERATOR'S MANUAL

The Piranha® 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.

WARNING

THE PIRANHA® GTI PLUS 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 PIRANHA® PAINTBALL MARKER.

STATEMENT OF LIABILITY

This Piranha® semi-automatic paintball marker is surrendered by KEE Action Sports (KEE), 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. KEE 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 KEE PIRANHA® PAINTBALL MARKER.

Piranha® is a registered trademark of KEE Action Sports.

KEE Action Sports (KEE), manufacturer of the KEE Piranha® line of paintball markers, is an industry-leading manufacturer and wholesale distributor with warehouses in key locations throughout the U.S.A. Headquarters: 570 Mantua Blvd., Sewell, NJ 08080 USA; phone 1.800.724.6822; keeactionsports.com.

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.

PIRANHA® OPERATOR'S MANUAL

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KEE 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: KEE Action Sports, 570 Mantua Blvd., Sewell, NJ 08080 USA; phone: 1.800.724.6822; web: keeactionsports.com. Questions about the operation of the Piranha® paintball marker may be directed to KEE Action Sports, or visit keeactionsports.com for updates regarding your Piranha® purchase.

TOP 6 QUESTIONS ANSWERED

1. Leaks down barrel
Make sure marker is cocked before attaching air. Check cup seal for wear or grooves. Replace if leak continues. See page 28 for more information.

2. Low velocity (to make it shoot harder)
1. Check that air source is adequately filled.
 2. Adjust velocity by turning the velocity adjusting screw clockwise.
 3. Remove bolt/hammer assembly and clean it. Clean inside receiver area where bolt/hammer assembly is located. Lubricate all O-rings on bolt assembly with synthetic paintball marker oil.
 4. Change to a stiffer hammer spring. See page 10 for complete velocity instructions.

3. Before you change any O-ring or "seal"
Do not replace the Blue Hammer O-ring with a bottle O-ring! The marker needs a Piranha® Blue Hammer O-ring to work properly.

4. Regular Maintenance
See page 19-20.

5. What is the "sear release slide?"
The sear release slide is a mechanical slide that allows you to re-install your bolt/block/hammer assembly back into your marker without shooting the marker or taking off the grip frame. See Reassembly Procedure on page 21 for more information.

6. Marker doesn't work out of the box?
1. Is tank filled? All tanks sent through the mail come empty.
 2. Is the marker cocked? Always cock marker before airing it up
 3. Is safety "off"?
 4. Is marker charged? See page 17.
 5. Call us at 1.800.724.6822.

PAINTBALL BASIC SAFETY RULES

SAFETY FIRST!

WARNING

THE KEE PIRANHA® 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 KEE PIRANHA® PAINTBALL MARKER.

READ THIS OPERATOR'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THE PIRANHA® 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.
-  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/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 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 PIRANHA® MARKER



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.

1. Attach threaded barrel firmly to marker.
2. At this time, do not attach air source or loader and do not load paintballs into marker.
3. Insert barrel plug firmly into barrel.
4. Pull the cocking knob straight back from the rear of the marker until the cocking mechanism locks back in the cocked position. See Figures 1. Always cock marker before airing it up. During cocking the flush cocking rod will recoil or “spring back” into the marker once released and will only move slightly during marker operation. See Figures 2 and 2a.
5. Push safety “off”
6. Squeeze the trigger with an even pressure. The cocking knob will snap forward into the uncocked position.
7. Cock the marker.



Figure 1. Pull Back



Figure 2. Pull Back



Figure 2a. Fully Cocked



WARNING

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



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 PIRANHA® 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 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.

9. With goggles on, test for function after attaching air source: 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. Flush cocking rods will bobble some, but they will not come out all the way.

The Piranha® marker shoots one paintball for each squeeze of the trigger, and recocks itself after each shot.

10. Turn the marker off (electronic version) or slide safety forward (semi-auto version). Paintballs may then be loaded.

! 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.



The safety is a small mechanical slide on the left side of the marker above the trigger. When the safety is "off," a red dot is visible on the marker. The trigger can still be pulled if the safety is "on," but the marker will not fire or de-cock.

The Piranha® 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: 500 to 1000 p.s.i. on Piranhas without regulators.
- 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. Piranha usually needs 650 p.s.i. to cycle and attain correct velocity.

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/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 or any part in the marker is changed, and upon request of any player or game official.

1. 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 3/16" allen wrench to turn the velocity adjuster. See Figure 6. Turn adjuster clockwise to raise velocity. Turn adjuster counter-clockwise to lower velocity. See Figure 7. Turning the velocity adjuster changes the amount of tension on the hammer spring. The hammer spring may be changed for additional velocity adjustment; insert stiffer spring to raise velocity and less stiff spring to lower velocity (spring tension in order of strongest to weakest: red, blue, white). See next page for more about springs.
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. A 3/16" allen wrench is used to adjust velocity.

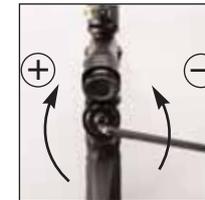


Figure 7. Clockwise increases velocity. Counterclockwise reduces velocity.

VELOCITY ADJUSTMENT SPRINGS

The hammer spring assembled with the Piranha® paintball marker is intended to provide appropriate shooting velocity for most **outdoor** paintball game situations and will provide a range of velocities suitable for most conditions. Shooting velocity **will vary** based upon form of regulated compressed gas or air used to power the marker, outside temperature, and other factors.
DO NOT EXCEED A VELOCITY OF 300 FEET-PER-SECOND (fps).

SPRING KIT INSTRUCTIONS

DISASSEMBLY

1. Never allow the marker to shoot at velocities exceeding 300 FPS.
2. Always remove the gas source and all paintballs from your marker before you disassemble any part of it.
3. Before changing any component of a paintball marker, fully understand the entire operator's manual.
4. When changing springs or anything else that will alter shooting velocity of the marker, have appropriate chronograph available for testing results.
5. Never shoot marker at the heads of people or animals. Never shoot at anyone not wearing goggles and head protection approved for paintball games.
6. Spring tension in order from strongest to weakest—red, blue, then white.



SAFETY FIRST!
USE A BARREL PLUG!

SEE PAGE 17 FOR DISASSEMBLY OR REASSEMBLY INSTRUCTIONS

SPECIFICATIONS

Action: Tournament grade semi-automatic powered by either N₂ or CO₂

Length: 17.5 inches overall (with 9 in. barrel and without attachments)

Barrel: Threaded and polished aluminum; ported for all models

Height: 8.5 inches (without attached loader)

Grip: Durable space age polymer with double trigger & guard

Barrel Length: 9 inches

Safety: Mechanical slide

Paintballs: For use only with standard “.68 caliber” (.68-inch diameter) paintballs. RPS paintballs recommended

Air Source: Accepts standard connections for CO₂, regulated N₂, or regulated compressed air

Operating Pressure: Recommended 650 psi to 1000 psi

Input Pressure: Not to exceed 1000 psi

Air Source Input: Bottomline ASA accepts standard paintball threading

The Piranha® is easy to strip for cleaning and basic maintenance. **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 KEE for information regarding authorized Piranha® 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 OR AIR AND ALL PAINTBALLS HAVE BEEN REMOVED. ALL FILLING OF COMPRESSED GAS OR AIR CYLINDERS MUST BE DONE BY QUALIFIED PERSONS.

CONTACT KEE FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED PIRANHA® REPAIR FACILITIES. PHONE 800.724.6822; KEEACTIONSPO RTS.COM

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

DISASSEMBLY PROCEDURE

1. Before disassembling the marker, first remove the air tank, and then remove all paintballs from the marker, barrel, and loader.



Figure 8. Remove field strip pin to begin disassembly.

2. Leave barrel plug firmly inserted in barrel and keep barrel pointed in a safe direction.
3. To remove the bolt/hammer assembly, first remove the field strip pin. See Figure 8. The field strip pin is at the center rear of the receiver and is removed by pulling it out of the left side of the marker.

4. Grasp the block assembly and slowly begin to pull the bolt/hammer assembly out of the marker. See Fig. 9.

5. When the bolt/hammer assembly is about halfway out, grasp it with one hand and continue to hold it intact while removing it completely from the marker. See Figure 10.



Figure 9



Figure 10 Grasp assembly.



Figure 11 Bolt-hammer assembly removed.

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. After removing the bolt/hammer assembly, clean off any paint or dirt. Put 1 drop of oil onto each O-ring. See Figure 11. Only replace the Blue Hammer O-ring (#35) with another Blue Hammer O-ring, or the marker will not re-cock properly.
3. Before screwing the barrel onto the marker, clean the barrel threads.
4. The fastest way to oil the entire Piranha® is to take off the barrel; put 6 drops of oil into the ASA (#43), screw the bottle in over the oil, and shoot the marker a dozen times without the barrel.
5. There is no need to ever oil the inside of the barrel. Oil in the barrel will decrease accuracy.

REGULAR MAINTENANCE FOR THE PIRANHA®

1. Clean out all broken paint regularly. Do this before you oil the marker.
2. Oil 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. The fastest way to oil your Piranha is to drop 6 drops in the ASA (#43) and screw the bottle in over it. Take the barrel off and shoot the marker a dozen times to cycle oil throughout the marker.
4. Inspect the bolt O-rings and Blue Hammer O-ring after each time you oil the marker. Make sure they are getting oil.
5. Clean out the vertical feed, as well as the barrel. If any oil or paint is present, the marker will not shoot accurately.
6. Never wash the bolt assembly with water unless you are going to oil them before you reassemble them. Dry before oiling.
7. Check ball detent (#20) every 25,000 shots. Replace if it is worn or broken.
8. Never stretch hammer spring to increase velocity. This will shorten the life span of the spring.

REASSEMBLY PROCEDURE (SEAR RELEASE SLIDE)

1. See Figures 15 through 26, which shows the procedure for reassembly of the bolt/hammer assembly. Once it is reassembled, hold the bolt/hammer assembly in one hand. See Figure 24. Push it gently into the marker until it stops sliding forward, which will be about halfway into the body of the marker. See Figure 25.
2. Before it stops sliding forward, push the Sear Release Slide button forward. See Figure 25. The Sear Release Slide

MAINTENANCE AND REASSEMBLY

button is located on the left side of the marker near the top of the left grip panel. Continue to press assembly into marker. Pushing the button allows the bolt/hammer assembly to slide easily the rest of the way into the marker. The sear release slide has to be pushed up on eForce frames. See Figure 36.

3. Field strip pin must be inserted into the **left** side of the marker.
4. After reassembly, follow the procedures in this manual for adding air system, loader, and paintballs.



Figure 12



Figure 13



Figure 14



Figure 15



Figure 16



Figure 17



Figure 18



Figure 19



Figure 20



Figure 21

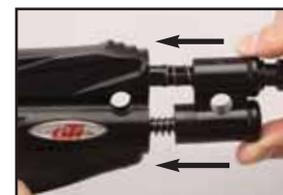


Figure 22



Figure 23



Figure 24

CUP SEAL & VALVE REMOVAL

WARNING

DO NOT ATTEMPT TO COMPLETELY DISASSEMBLE YOUR PIRANHA® UNLESS QUALIFIED TO DO SO. CONTACT KEE FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED KEE PIRANHA® REPAIR FACILITIES. PHONE: 1.800.724.6822 WEB: KEEACTIONSPTS.COM THE PAINTBALL MARKER AIR SYSTEM MUST BE REPAIRED OR REPLACED ONLY WITH THE CORRECT PRESSURE RATED COMPONENTS.

1. Before disassembling the marker remove the air source, then remove all paintballs from the marker, barrel, and loader.

2. Unscrew the ASA Slug to access the cup seal assembly. See Figure 25. Remove the valve spring, cup seal assembly, and guide as in Figure 26.



Figure 25



Figure 26

3. To remove the bottom line air system, detach the bottom line ASA from the grip by removing the two screws (#42). See Figure 27. The 5/32" allen wrench for this procedure is not included with the marker. Then unscrew the vertical grip (#40) or regulator.



BottomLine ASA

Figure 27



1/8" Allen Screw

Figure 28

1/8" Allen Screw

NOTE: Make sure marker is un-cocked before continuing to step 4.

4. To remove trigger frame from the receiver, remove the two 1/8" socket allen screws (#29) under the receiver. One is in front of the trigger guard and one is behind the grip portion of the frame. See Figure 28. The receiver then will disassemble from the trigger frame.

5. To access the valve, use a flathead screwdriver to remove the small brass screw located in the center of the underside of the receiver (#26). See Figure 29. To remove the valve body, use a flat ended wooden dowel or the eraser end of a pencil to push the valve body out of the front of the receiver. See Figure 30.

IMPORTANT: Valve body O-rings and front valve portion of the receiver must be well oiled prior to valve body insertion.

VALVE REMOVAL CONTINUED

6. The valve body must be inserted correctly with the raised flat surface of the valve and larger hole pointing towards the front of the marker. Be careful reinserting the valve body. Any scratches to the front can cause leaks. Use a flat ended wooden dowel or the eraser end of a pencil to push the valve body into the front of the receiver. See Figure 31. The valve pin assembly must be inserted correctly into the valve; valve pin must drop down into valve body completely.



Figure 29



Figure 30



Figure 31

Questions about the operation of the KEE Piranha® paintball marker may be directed to: KEE Action Sports, 570 Mantua Blvd., Sewell, NJ 08080 USA; phone: 1.800.724.6822 or keeactionsports.com for any updates regarding your Piranha® purchase.

WARNING

DO NOT ATTEMPT TO PERFORM MAINTENANCE PROCEDURES UNLESS QUALIFIED TO DO SO.

THIS TROUBLESHOOTING GUIDE DOES NOT COVER ALL SITUATIONS AN INDIVIDUAL MAY ENCOUNTER. CONTACT KEE FOR REPAIR ASSISTANCE AND INFORMATION REGARDING AUTHORIZED KEE PIRANHA® REPAIR FACILITIES. PHONE 1.800.724.6822 WEB KEEACTIONSPTS.COM

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

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.

TROUBLESHOOTING

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 down barrel	Check front of cup seal where it touches the valve for any wear or grooves. Replace if leak continues.
Leaks at connection between ASA and tank	Check tank O-ring at connection or on remote hose connector. See page 24.
Leaks at connection between braided air hose and fitting	Requires disassembly of air hose assembly for repairs; contact factory or factory authorized repair center.
Leaks at body of marker or heavily down the barrel	Requires removal of valve and inspection of front valve O-ring (can be replaced with bottle O-rings), cup seal and valve surface where the cup seal touches the valve. A valve installed backwards will cause a leak. Never use a screw driver or metal object to remove or install a valve body. Use a pencil eraser or other soft instrument.
Leaks at connection between gas-through foregrip & vertical ASA	Remove foregrip unit and check O-rings Replace with tank O-rings if worn or broken.

TROUBLESHOOTING

TRIGGER AND SHOOTING

Trigger pulls back, marker will not shoot	Check that the safety slide is back and the red dot is visible. 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 the trigger frame screws are tight.
Trigger action does not feel smooth	Check pin at top of trigger. Use center punch to tap pin back into place.
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. Check sear and Blue Hammer O-ring for wear.
Marker shoots but does not recock	Check Blue Hammer O-ring for wear and replace Blue Hammer O-ring (#35) if needed, using factory O-ring only. A tank O-ring will not work. Using anything other than a factory Blue Hammer O-ring can cause run on. Make sure marker is properly oiled.
Safety Fails	Take off the left gripframe panel and see if the safety spring (#48) and safety ball (#47) are still in their groove. If they are absent, call KEE immediately.

VELOCITY (DO NOT EXCEED 300 FEET-PER-SECOND)

Low	Check that air source is adequately filled
Low	Adjust velocity adjuster clockwise
Low	Remove bolt/hammer assembly and clean it; clean inside receiver area where bolt/hammer assembly is located; lubricate all O-rings on bolt assembly with synthetic paintball marker oil
Low	Change to a stiffer hammer spring
High	Adjust velocity adjuster counterclockwise
High	Change to a softer hammer spring

TROUBLESHOOTING

PAINTBALLS

Always check for poor quality paintballs prior to playing.

Any time paint gets too cold or too 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. Bolt/hammer 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 (#20) 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 (#20) and replace if necessary

SHOOT ONLY QUALITY RPS PAINTBALLS. PREMIUM, EL TIGRE™, ALL STAR® AND MARBALLIZER® PAINTBALLS ARE RECOMMENDED FOR USE IN THE PIRANHA®

BARREL

Barrel comes loose	Check barrel O-ring (#39) and firmly tighten barrel. Do not oil barrel O-ring
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 Piranha®

WARRANTY

ORIGINAL SALES PURCHASE RECEIPT OR PACKING SLIP

Save your original sales purchase receipt or packing slip. KEE 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 Piranha® paintball marker, please re-read the operator's manual carefully. If further assistance is needed, contact KEE at 1.800.724.6822.

WARRANTY REPAIR RETURN PROCEDURE

A returned product must be accompanied by a Return Authorization (RA) number on the outside of the box; please call KEE at 1.800.724.6822 to obtain an RA number before shipping product to KEE. All warranty returns must be accompanied by the operator's name, address, and telephone number. Include operator's fax

WARRANTY

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: KEE 55 Howard Ave., Des Plaines, IL 60018 USA.

OUT-OF-WARRANTY REPAIRS

Should repairs be needed on a Piranha® marker that is out of warranty, contact KEE at 1.800.724.6822 for information regarding authorized Piranha® repair facilities.

Any Piranha® marker returned to KEE 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. Please note that there will be a minimum labor charge of \$20 and there may be additional charges for parts to repair an item/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.



TROUBLESHOOTING

KEE Action Sports (KEE), extends a warranty to the original purchaser of the Piranha® GTI Plus paintball marker that the product is free from defects in materials and workmanship for a period of one year from the date of purchase. KEE's obligation under this warranty shall be limited to repairing or replacing any part of the product which is defective.

Service for this replacement or repair will be done free of charge upon delivery of the product to KEE Action Sports (KEE), 55 Howard Ave, Des Plaines, IL 60018 USA; customer pays shipping charges. Please call KEE at 1.800.724.6822 for information on obtaining warranty service or to obtain a Return Authorization (RA) number before shipping product to KEE. **Do not mail your marker in without first obtaining an RA number. Please make sure to ship your marker through a shipping company that allows you to track and insure your package. KEE is not responsible for guns that never reach us.**

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 KEE.

Other than as expressly stated herein, KEE 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 Piranha® GTI Plus was designed. This warranty gives you specific legal rights. You may have other rights which

TROUBLESHOOTING

may vary from state to state.

KEE is not liable for any consequential damages or incidental damages which may arise from the use or operation of the Piranha® or from any breach of the warranty herein set forth.

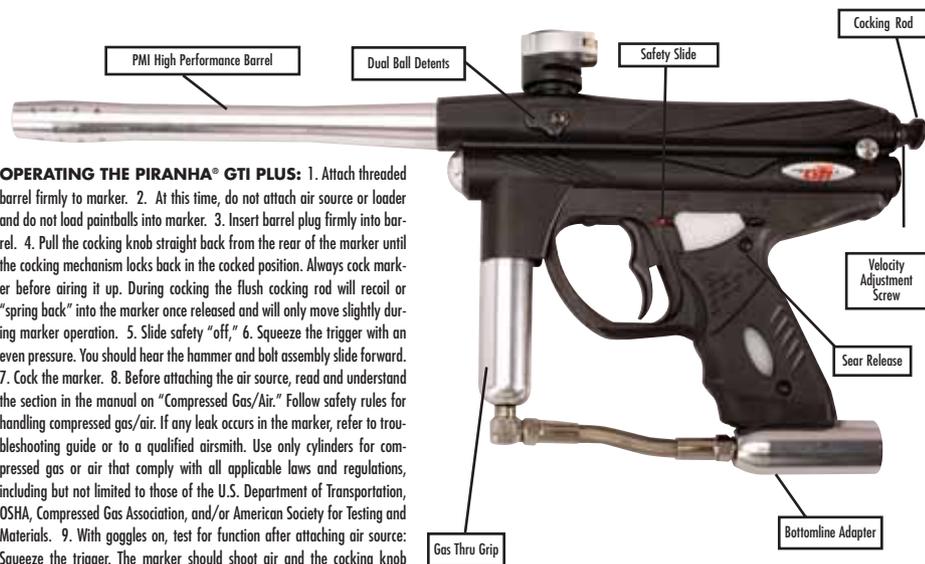
WARRANTY REGISTRATION FORM

Please fill out entirely the enclosed Piranha® Registration form and mail it to: KEE Action Sports, 570 Mantua Blvd., Sewell, NJ 08080 USA.

The Piranha® 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.

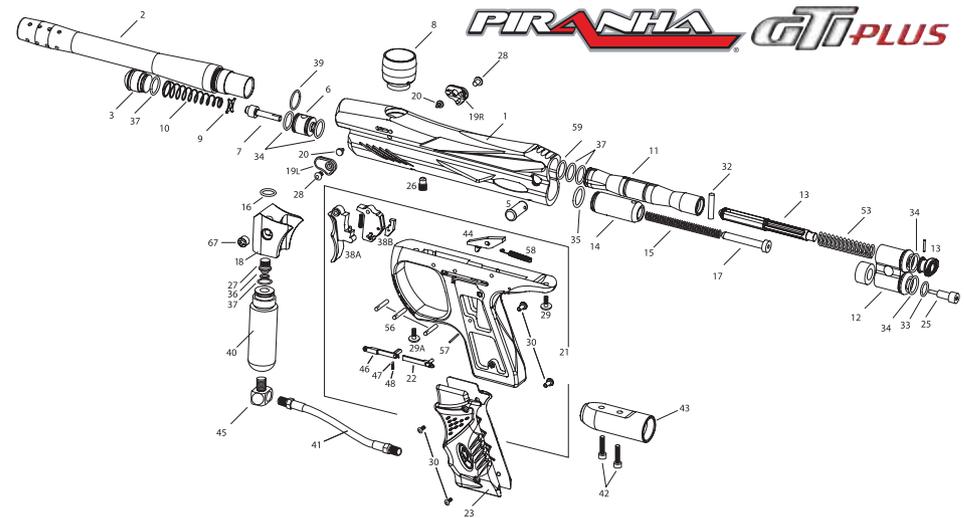


The Piranha® GTI Plus is capable of high rates of fire and an agitating hopper such as an Extreme Rage® Overdrive™ is recommended for better performance.



OPERATING THE PIRANHA® GTI PLUS: 1. Attach threaded barrel firmly to marker. 2. At this time, do not attach air source or loader and do not load paintballs into marker. 3. Insert barrel plug firmly into barrel. 4. Pull the cocking knob straight back from the rear of the marker until the cocking mechanism locks back in the cocked position. Always cock marker before airing it up. During cocking the flush cocking rod will recoil or "spring back" into the marker once released and will only move slightly during marker operation. 5. Slide safety "off," 6. Squeeze the trigger with an even pressure. You should hear the hammer and bolt assembly slide forward. 7. Cock the marker. 8. Before attaching the air source, read and understand the section in the manual on "Compressed Gas/Air." 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. With goggles on, test for function after attaching air source: Squeeze the trigger. The marker should shoot air and the cocking knob should cycle slightly after each trigger squeeze, repeat several times. Flush cocking rods will bobble some, but they will not come out all the way. 10. Slide safety forward (semi version). Paintballs may then be loaded.

WARRANTY



1A. Milled Receiver Body - Matte Black	73100	27. ASA Screw	71580
1B. Milled Receiver Body - Matte Blue	73101	28. Ball Detent Screw	10180
1C. Milled Receiver Body - Matte Gunmetal	73102	29. Rear Trigger Frame Screw	10682
2. 9" Barrel	73120	29A. Front Trigger Frame Screw	71583
3. End Cap GTI	73123	30. Grip Screws	10782
5. Field Strip Pin Assembly	10038	32. Bolt Pin	10291
6. Valve Body	10027	33. Velocity Screw O-Ring	10460
7. Red Valve Cup Seal Assembly	10140	34. Valve/Rear Block O-Rings	10260
7. Black Valve Cup Seal Assembly	10127	35. Blue Hammer O-Ring	10129
8A. Removable Low Rise - Matte Black	73110	36. Screen Filter	71667
8B. Removable Low Rise - Matte Blue	73111	37. Bolt O-Rings	41010
8C. Removable Low Rise - Matte Gunmetal	73112	37A. Gas Thru Grip O-Ring	41010
9. Valve Guide	10520	37B. ASA Slug O-Ring	41010
10. Valve Spring	71597	38A. Trigger	73141
11. Molded Flush Cocking Bolt	73124	38B. Trigger Pawl Assembly	73142
12. Molded Flush Cocking Rear Block Assembly	73127	39. Barrel O-Ring	10161
13. Molded Flush Cocking Rod	73126	40. Gas-Thru Foregrip	73121
14. Hammer Assembly	10024	41. 6.25" SS hose	47011
15. Blue Hammer Spring	10351	42. Bottom line SS screw	42016
16. ASA O-ring	10257	43. Straight Bottomline Adapter	73122
17. Spring Guide	10301	44. Sear	10721
18A. Vertical ASA Adapter - Matte Black	73105	45. 90° Elbows	47000
18B. Vertical ASA Adapter - Matte Blue	73106	46. Safety Slide	73143
18C. Vertical ASA Adapter - Matte Gunmetal	73107	47. Safety Ball	10730
19L. Ball Detent Cap Left	73129	48. Safety Spring	10750
19R. Ball Detent Cap Right	73130	53. Flush Spring	10203
20. Ball Detent	10160	55. Trigger Spring	73146
21. Polymer Frame Assembly '07	73140	56. Sear/Trigger Pin	10766
22. Sear Release Slide	73144	57. Trigger/Spring Pin	10767
23. Wrap Around Grip	73145	58. Sear Spring	10753
25. Velocity Screw	10026	59. Front Bolt O-Ring	57738
26. Valve Set Screw	10513	67. 1/8th" NPT Plug	47006

 **WARNING**

THE PIRANHA® 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 PIRANHA® PAINTBALL MARKER.

Piranha® Paintball Markers
manufactured by:

KEE Action Sports
570 Mantua Blvd.
Sewell, NJ 08080 USA
Toll Free Phone: 1.800.724.6822
www.keearactionsports.com

Please visit

www.keearactionsports.com

for updates on your Piranha® GTI Plus Purchase.

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