# **WARNING!**

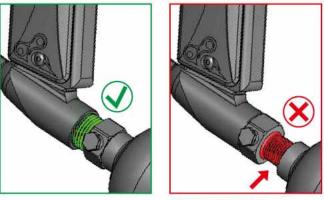
### IMPORTANT SAFETY INSTRUCTION AND GUIDELINS

- This Paintball Marker is NOT A TOY. Misuse can cause serious injury or death.
- Recommend 18 years or older to purchase this product. Person under 18 must have adult supervision.
- Read this manual, understand and follow the manual instructions for using this product.
- Eye and face protection specially designed for paintball use, must be worn by user and persons within range at all times.
- Treat all paintball markers as if it were loaded and able to fire.
- Never look down the barrel or breech area of a marker.
- Always use barrel blocking device when the marker is not in use.
- · Always chronograph this marker before playing paintball.
- Never shoot any marker at velocities exceeds 300 FPS (Feet Per Second), or velocities which is greater than local fields or national laws allow.
- Ensure all air lines and fittings are tightened and secured before installing the air tanks.
- Do not shoot at people, animals, houses, cars or anything is not related to the sport of paintball.
- · Always keep the marker in Safe mode until ready for use.
- Fire only 0.68 caliber paintballs with this marker.
- Always make sure the bolt is in the un-cocked position when marker is not in use.
- Any modifications or tampering of original factory parts will cause all warranties and liabilities from Azodin Paintball.
- This owner's manual should always accompany this marker for reference and in the event of resale and new ownership.

### **!WARNING!**

#### IMPORTANT CO2/ HPA AIR TANK SAFETY INSTRUCTION AND GUIDELINES

- Tank valves must be installed or removed by qualified personnel.
- All tanks must be retested before the expiration date.
- Improper use, filling, storage of this air tank may cause death, serious injury and property damage.
- Air tanks must be filled only by properly trained personnel.
- Do not over pressurize. Do not expose pressurized tanks to temperatures in excess of 130F° degrees (54°C).
- Do not expose tanks to corrosive materials and do not clean with caustic cleaners.
- · Do not alter tanks in any way.
- Tanks heated up to a temperature of 250F° degrees (54°C) or more must be condemned or re-qualified.
- · Keep air tanks out of reach of children.
- The valve should NEVER detach from the tank canister. Should this occur, seek assistance from a qualified airsmith immediately.
- · Air tanks are use for the sport of paintball only.



STOP IMMEDIATELY

CO2 or HPA/ N2 Air tanks will have enough force to fly off and cause serious injury or death if the valve unscrews from the tank head.

Look at the valve when removing the tank from the marker's Bottom ASA (A021). Make sure that the valve is turning with the tank instead of staying with the marker.

STOP IMMEDIATELY if valve starts to unscrew from the tank itself. Screw the tank back onto the marker's Bottom ASA adapter and contact a qualified airsmith for further assistance.

## **GETTING STARTED**

- 1. First, place the BARREL BLOCKING DEVICE over the barrel.
- 2. Always point your marker at a "SAFE" direction before use. To use, push the safety button from the "PUSH SAFE" side of the grip frame. Doing this will put the marker in a lock safe mode. To unlock the safe mode, point the marker in the safe direction, and push the safety button towards the "PUSH SAFE" side of the grip frame.
- Firmly screw in the CO2/ HPA/ N2 air tank to the bottom ASA (A021). Tighten the air tank clockwise all the way in the marker's bottom ASA.
  CAUTION: Never use any hand tool to screw air tank to the bottom ASA.
- 4. Attach a paintball hopper/ loader to the marker's feed neck.
- Remove the barrel blocking device and unlock the safe mode. CAUTION: Now the marker is LIVE, pulling the trigger will fire a paintball. Only test your marker at the safe direction or in a proper organized paintball field.
- 6. Check marker's velocity FPS (Feet Per Second). Turning the velocity adjuster (P023) clockwise will increase the velocity. Counterclockwise will decrease the velocity.
- 7. After playing, take out all paintballs from the hopper. Then detach the hopper from the marker. CAUTION: There may be 1-2 paintballs in the breach area; take a couple more shots in a safe direction to make sure the marker is empty of paintballs.
- 8. Place the barrel blocking device over the barrel and push the safety button in the safe mode.
- 9. Unscrew the CO2/ HPA/ N2 air tanks from the marker's bottom ASA.

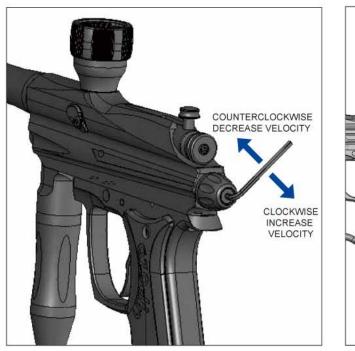
CAUTION: Never use any hand tool to screw air tanks to the bottom ASA.

10. Store the marker in a paintball gear bag or in a safe place.

### **VELOCITY ADJUSTMENTS**

**ASSEMBLY AND CLEANING** 

(INCREASE & DECREASE)





To increase your velocity FPS (Feet Per Second), use the allen wrench to turn the Velocity adjuster (P023) clockwise.

To decrease your velocity FPS (Feet Per Second), use the allen wrench to turn the Velocity adjuster (P023) anticlockwise.

WARNING: Never remove the internals of the marker while the air tank is attached with the marker. Always remove all paintballs, loader and air tank before disassembling the marker.

### CLEANING AND DISASSEMBLE REAR INTERNALS

- 1. Lift upward on the Top Cocking Knob at the rear of Delrin Bolt. This will let the Delrin Bolt (P041) slide out from the rear of the receiver.
- 2. Turn the End Cap (A051) counterclockwise. This will let the End Cap (A051) and the marker's internals to slide out from the rear of the receiver. Remember to place the marker in the de-cock position and place light pressure behind the End Cap during the removal of the End Cap, this way will prevent the internals to spring out.
- 3. Slide the Feather Striker (P021) out of the rear of the receiver.
- 4. Once all the internal parts are removed, use a squeegee to clean the inside of the receiver and use a towel to clean the dirt or paint of Delrin bolt. Apply some paintball gun oil on the Striker O-Ring regularly.

### **REASSEMBLE REAR INTERNALS**

- 1. Insert the Feather Striker (P021) thru the rear of the receiver with the O-Ring facing towards the front of the marker and with the hole on the Feather Striker facing upright. While inserting the Feather Striker, apply pressure behind the Feather Striker and at the same time pull the Trigger to let Feather Striker enter the rear chamber of the receiver.
- 2. Insert the Feather Bumper (P024) thru the receiver and insert the Feather Spring (P022) thru the Feather Bumper.
- 3. Insert the End Cap (A017) with the Velocity Adjuster (P023) Thru the Feather Bumper and Feather Spring.
- 4. Turn the End Cap (A051) colckwise to tighten it and hold the internals in place.
- 5. Insert the Bolt Assembly (P041) thru the rear of the receiver. Press downward on the Top Cocking Knob (At the rear of Bolt Assembly) to connect and enter the hole of Feather Striker to fasten with the Feather Striker. Use a small tool such as allen wrench to align the hole of the Feather Striker.

# TROUBLESHOOTING

WARNING: Always remove all paintballs, loader and air tank before disassembling the marker.

### **RECOCKING ISSUES**

Need Lubrication on the Striker O-Ring (R011).

Striker O-Ring is damaged or missing. Replace a correct O-Ring

The pressure in the tank is too low and needed to be refilled.

Dirt or broken paintball shell fragments in the receiver. Check, cleaning, and disassemble rear internals.

#### AIR LEAKS

Air leaking from the low pressure chamber. Check Front Valve O-Ring (R012), replace and apply 1-2 drops of paintball gun oil at this O-Ring.

Air leaking from under the barrel is normally caused by worn or damaged cup seal (P013). Check the guide for removal of Cup Seal / Valve Body.

A scratch on the Valve Body will cause air leak.

Air leaking from the receiver and throughout the Grip frame. Check Valve O-Rings and replace.

Air Leaking at opposite end of the hose fittings:

The Female end of the hose should have a plastic Seal Washer (P062) installed inside the hose collar and be sure to tighten it properly.

d air	KAOS SCREW CHART SIZE: 1:1	PART NUMBER AND NAME	KAOS	PART LIST		
		S011 M5 X 10L MAIN BODY SCREW	NO	PART NAME	NO	PART NAME
		S012 M8 X 8L	P012	VALVE CUP SEAL STEM		END CAP O-RING
ng.		VALVE RETAINING SCREW	P014	CUP SEAL CUP SEAL GUIDE VALVE SPRING		MAIN BODY SCREW VALVE RETAINING
		S013 M5 X 25L BOTTOM ASA SCREW	P021 P022	FEATHER STRIKER FEATHER SPRING		SCREW BOTTOM ASA
		S014 M5 X 16L		VELOCITY ADJUSTER FEATHER BUMPER	S014	SCREW VERTICAL ASA SCREW
O-Ring O-Ring.		VERTICAL ASA SCREW	P031 P032	BALL DETENT DETENT COVER		DETENT COVER SCREW
or	() <b>n</b>	S015 M3 X 3L DETENT COVER SCREW	-	BOLT ASSEMBLY TWIST LOCK FEEDNECK	S016	GRIP PANEL SCREW
	V		P062	90 DEGREE ELBOW SEAL WASHER	A021	KAOS BODY BOTTOM ASA
heck	(Jamma)	S016 M4 X 8L GRIP PANEL SCREW		BRAIDED HOSE STRIKER O-RING	A041	VERTICAL ASA FRONT PLUG END CAP
				(RED)	A061	GAS- THRU
r	KAOS SCREW CHART SIZE: 1:1	PART NUMBER AND NAME		FRONT VALVE O-RING (CLEAR) VELOCITY	A071	FOREGRIP GRIP FRAME ASSEMBLY
	$\bigcirc$	R011 STRIKER O-RING (RED)		ADJUSTER O-RING AZ O-RING BARREL O-RING		GRIP PANEL 12" BARREL
		R012			<u> </u>	
	$\bigcirc$	FRONT VALVE O-RING (CLEAR)				
	0	R013 VELOCITY ADJUSTER O-RING (BLACK)				
	Ο	R015 AZ O-RING (BLACK)				

### **KAOS EXPLODED VIEW**

