

!WARNING!

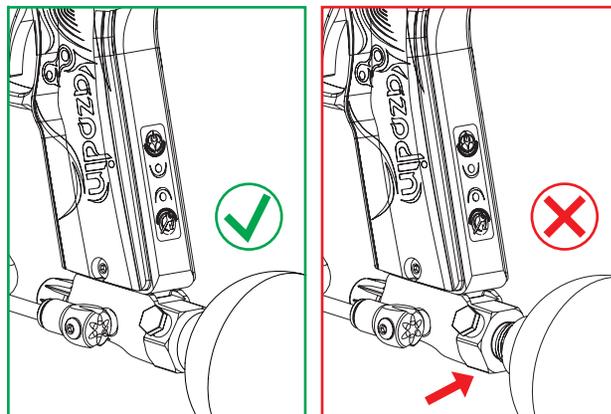
IMPORTANT SAFETY INSTRUCTION AND GUIDELINES

- This paintball marker is not a toy. Misuse can cause serious injury or death.
- This product is recommended for persons age 18 or older. Persons under the age of 18 must have adult supervision.
- It is recommended that owners/users follow the manual and its directions when using this product. The owner's manual should always accompany this marker.
- Eye and face protection designed for paintball must be worn by users at all times.
- Treat all paintball markers as if it were loaded and able to fire. Never look down the barrel or breech of the marker.
- Chronograph the marker before play. Paintball markers should never be fired at velocities in excess of 300 fps (feet per second), or at velocities greater than field rules or national laws.
- Check the integrity of all hoses and fittings before play.
- Refrain from shooting at people, homes, cars, and anything that is not related to the sport of paintball.
- Always have the safety on, barrel blocking device on the barrel, and the bolt in the uncocked position when the marker is not in use.
- Fire only 0.68 caliber paintballs with this marker
- Any modifications or tampering of the original factory parts will void all warranties and liabilities from Azodin.

!WARNING!

IMPORTANT CO2/ HPA AIR TANK SAFETY INSTRUCTION AND GUIDELINES

- Tank valves must be installed or removed by a qualified airsmith.
- All tanks must be retested before the expiration date.
- Improper use, filling, and/or storage of the air tank may cause death, serious injury, and/or property damage.
- Air tanks must be filled by properly trained personnel.
- Do not over pressurize. Do not expose a pressurized tank to temperatures in excess of 130 degrees Fahrenheit or 54 degrees Celsius.
- Tanks heated up to a temperature of 250 degrees Fahrenheit or 121 degrees Celsius or more must be condemned or re-qualified.
- Do not expose tanks to corrosive materials and do not clean it with caustic cleaners.
- Do not alter tanks in any way.
- Keep Air tanks out of the 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 used for the sport of paintball only.



STOP IMMEDIATELY

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

When removing the tank from the marker's On/Off Bottom ASA (OFBA2), observe the tank's valve to make sure it is turning with the tank. The valve should not detach from the tank when removing the tank.

Stop immediately if the valve starts to detach from the tank. Screw the tank back onto the marker's On/Off ASA and contact a qualified airsmith for further assistance.

GETTING STARTED

1. Place the barrel blocking device over the barrel.
 2. Unscrew the On/Off Bottom ASA Cap (BAC2). Do not turn the cap more than 5 full turn, otherwise it may fall off the ASA.
 3. Firmly screw in the HPA/N2 air tank into the On/Off Bottom ASA (OFBA2). Turn the air tank clockwise until all threads on the tank are in the ASA.
 4. Tighten the On/Off Bottom ASA Cap (BAC2) to engage the ASA Stem (BAS1). The marker is now pressurized.
 5. Attach a paintball hopper to the marker's feedneck.
 6. Remove the barrel blocking device and point the marker in a safe direction.
 7. Press the top button on the back of the grip frame. The marker is now in the safe mode and the LED lights will be red and green.
 8. Press the bottom button to remove the electronic safety. The LED lights will be green and green. The marker is live and a trigger pull will allow it to fire.
- * Refer to page (7) for more details regarding the electronic board.
9. It is recommend that you chronograph the marker before play. The marker's velocity can be adjusted from the rear Velocity Adjuster (VA01). Refer to page 8 for more details.

CLEANING UP

1. Tap and hold the top button on the back of the grip frame to power off the board.
2. Remove the barrel from the marker.
3. Remove the hopper from the feedneck and any paintballs that might be in the marker's breach.
4. Unscrew the On/Off Bottom ASA Cap (BAC2) until you hear the air purge from the marker.
5. Unscrew your tank from the Bottom ASA.
6. Screw in the On/Off Bottom ASA CAP (BAC2).

* If the marker is in the cocked position follow the directions outline in a-e. It is recommend that the marker be stored in the uncocked position.
 - a. Turn the board on by pressing the top button.
 - b. Tap the bottom button to release the electronic safety.
 - c. Tap the top button to put the marker in the "eyes off mode."
 - d. Pull the trigger to slide the bolt to the uncocked position.
The marker may fire once if you just removed your tank.
This is normal.
 - e. Hold the top button to turn the board off.
7. Store the marker in a safe place that is dry and temperature controlled.

ZEN BOARD OVERVIEW

Turning on the Board: Press the top button to turn the board on. The top LED will be Red and the bottom LED will be Green. If the top LED is flashing Red, then the battery is low and it should be replaced. You may press the top button again to bypass the battery warning light.

Safe Mode: When the marker is turned on it will be in the Safe Mode and the top LED will be solid Red. Pressing the bottom button will remove the electronic safety. The top LED will change to a solid Green. Pressing the bottom button again will re-engage the electronic safety and the top LED will change to a solid Red.

Eyes ON/OFF: When the electronic safety is off, press the top button once. The top LED will change to an Orange light indicating the eyes are off. Pulling the trigger will cycle the marker without any paint in the breach. Pressing the top button again will turn eyes back on and change the LED back to Green. The marker will only cycle if paint is present in the breach.

Changing the Firing Mode: Press and hold the bottom button until the bottom LED starts to blink. You then tap the bottom button to cycle through the firing modes. When you find the desired firing mode allow the light to blink for a few seconds. The bottom LED will change to a solid color and the firing mode will be set. Refer to the next page for the firing modes and the corresponding lights.

Tournament Lock/ Fire Mode Lock: You can lock the firing mode by removing the Red Circuit Jumper on the board. The marker will memorize the last firing mode setting when the jumper is removed.

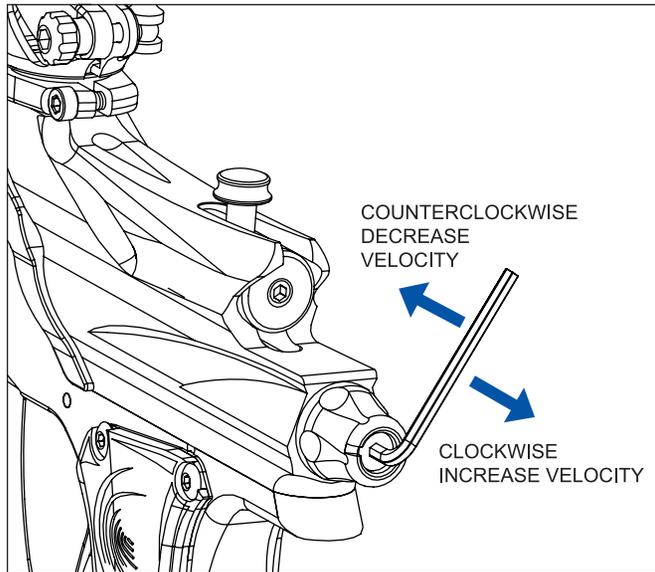
BOARD SETTINGS

LED COLORS
TOP LED
RED = SAFF MODE GREEN = EYES ON ORANGE = EYES OFF (8 BPS CAP) FLASH RED = LOW BATTERY POWER STATUS FALSH GREEN = EYES MALFUNCTION (8 BPS CAP)
LOWER LED
GREEN = SEMI - AUTO (20 BPS SS=0) DARK BLUE = PSP RAMP (10 BPS SS=0) PURPLE = MILLENIUM RAMP (10.5 BPS SS=4 T/S=5.0) LIGHT BLUE = PSP RAMP (12.5 BPS SS=3 T/S=5.0) YELLOW = BURST (12.5 BPS SS=1) WHITE = FULL AUTO (10.5BPS SS=2)

Note: Safety Shot (SS) defines the number of consecutive trigger pulls required to activate the firing mode.

BUTTONS
TOP BUTTON
PRESS ONCE = POWER ON PRESS AGAIN = VERIFY BATTERY POWER STATUS PRESS AGAIN = EYES ON/OFF PRESS AND HOLD = TURN OFF
LOWER BOTTON
PRESS ONCE = SAFF MODE ON/OFF PRESS AND HOLD = ENTERS PROGRAMMING MODE
IN PROGRAMMING MODE PRESS ONCE = CYCLE THROUGH FINING MODES

VELOCITY ADJUSTMENTS



The primary method of adjusting the velocity is through the rear velocity adjuster, which is located at the back of the marker.

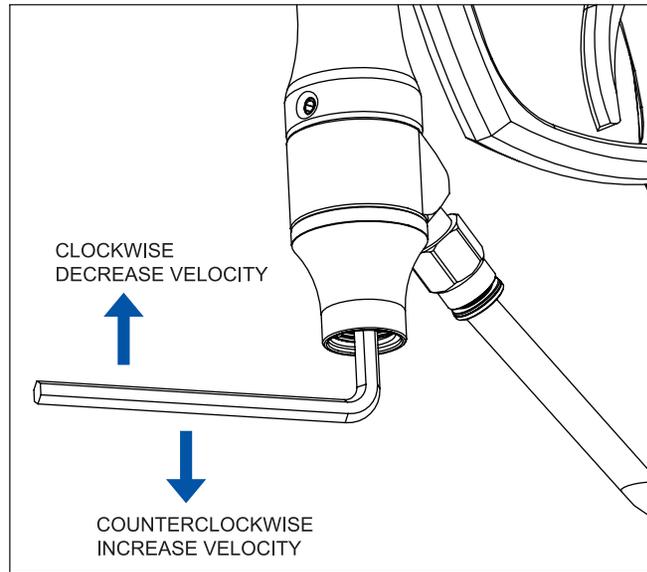
Turning the Velocity Adjuster (VA01) clockwise will increase the velocity (FPS).

Turning the Velocity Adjuster (VA01) counter clockwise will decrease the velocity (FPS).

Caution: Over adjusting the Velocity Adjuster (VA01) may cause it to derail and it may strip the threads on the

Velocity Adjuster and End Cap (EC02).

REGULATOR ADJUSTMENTS



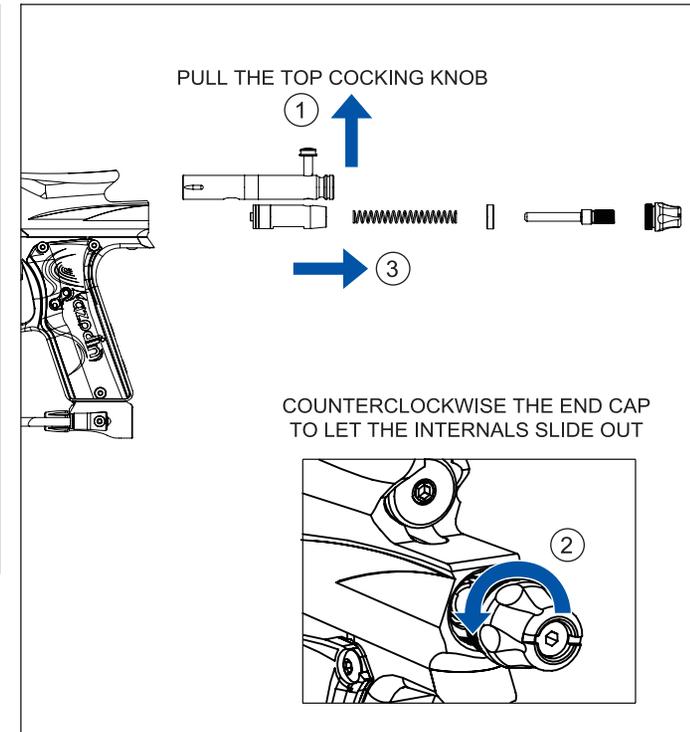
Adjusting the regulator will change the amount of pressure entering the marker. Regulators are preset for optimum performance from the factory and most adjustments should be made through the rear velocity adjuster.

Turning the Rock Steady Seat (RSS2) clockwise will decrease the input pressure from the regulator.

Turning the Rock Steady Seat (RSS2) counter clockwise will increase the input pressure from the regulator.

Note: Regulator Adjustments should be made at 1/4 turn at a time. The marker should then be fired before continuing.

BASIC MAINTENANCE



Caution: Never remove the marker internals while the air tank is attached to the marker. Remove the paintballs, the loader, and the air tank before performing maintenance.

DISASSEMBLING AND CLEANING THE REAR INTERNALS

1. Lift the Top Cocking Knob (Silver pin at the top of the Delrin Bolt (BA02)) and slide the bolt out of the receiver.
2. Turn the End Cap (EC02) counter clockwise and remove it from the marker.
3. Remove the bumper (FB5), striker spring (FSP1), and Feather Striker (FS01).
4. Clean all internals with a towel and squeegee the inside of the receiver. Apply Azodin team lube or a dow 33 grease to the striker.

REASSEMBLING THE REAR INTERNALS

1. Insert the Feather Striker (FS01) with the red o-ring facing the front of the marker and the hole facing upwards.
2. Apply pressure behind the Feather Striker and pull the trigger. The Feather Striker will pass the trigger sear. Repeat if the striker catches on the sear again.
3. Insert the Feather Bumper (FB01) and the the Feather Spring (FSP1) through the Bumper.
4. Insert the Bolt Assembly (BA02). Align the silver pin with the hole at the top of the striker. Push the pin downwards until it seats inside of the striker.
5. Insert the End Cap (EC02) and turn it clockwise to thread it into the body.

TROUBLESHOOTING

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

RECOCKING ISSUES

Striker O-ring (R015) needs to be lubricated.

Striker O-ring (R015) is damaged or missing and needs to be replaced.

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

Bolt and internals need to be cleaned. Perform the steps outlined in the basic maintenance section on page 10-11.

The regulator has been incorrectly adjusted. Reset regulator back to factory settings. Contact Azodin for settings and directions.

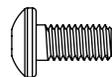
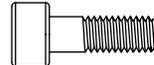
AIR LEAKS

From the Z2H1: Check the Front Valve O-ring (R015) and Inner Zero O-ring (RV10). Replace if needed.

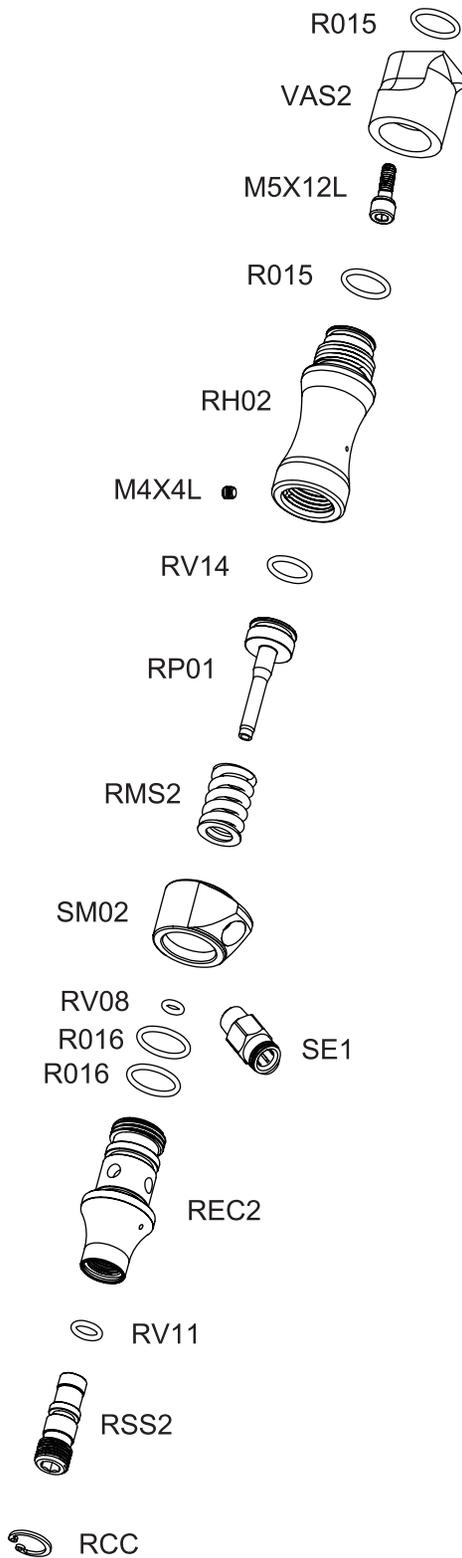
Down the Barrel: Check the Cup Seal (ZCS2), Front Valve O-ring (RP15), and Vavle (MFV1). Scratches, damage, dirt, oil, grease, and/or paint on these areas will cause leaks.

Between the trigger frame and receiver: Check the o-rings on the valve for damage and replace if needed. Determine the valve's orientation and correct if needed.

For a thorough breakdown of the marker, please visit the Azodin website or our Youtube channel AzodinPB.

EVO-II SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	M4 X 4L RETAINING SCREW TRIGGER SCREW
	M4 X 6L TRIGGER SCREW
	M4 X 8L GRIP PANNEL SCREW
	M4 X 8L EYE COVER SCREW
	M5 X 10L MAIN BODY SCREW
	M5 X 12L VERTICAL ASA SCREW
	M5 X 12L ON/OFF BOTTOM ASA SCREW
	M8 X 8L VALVE RETAINING SCREW
	BARS ON/OFF BOTTOM ASA RETAINING SCREW
	BAHP ON/OFF BOTTOM ASA HOSE PLUG

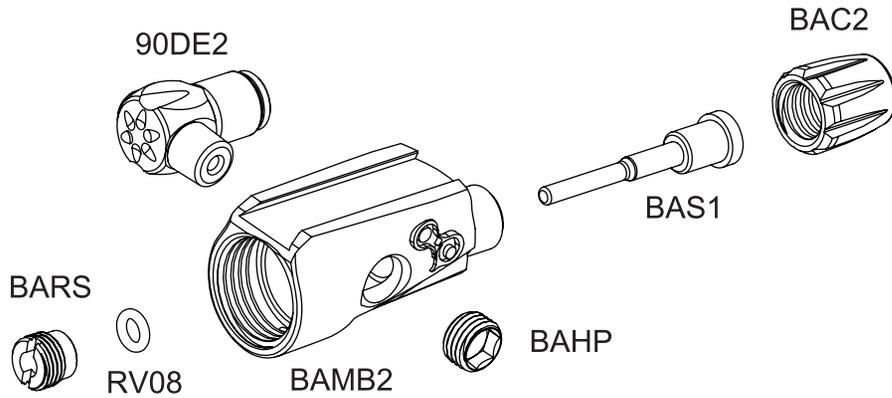
EVO-II O-RING CHART SIZE: 1:1	PART NUMBER AND NAME
	RB01 BARREL O-RING (BLACK)
	R016 NO.16 O-RING (BLACK)
	R015 NO.15 O-RING (BLACK)
	RP15 STRIKER O-RING (RED)
	RP15 NO.15 O-RING (CLEAR)
	R014 NO.14 O-RING (BLACK)
	RV14 NO.14 O-RING (BROWN)
	RV11 NO.11 O-RING (BROWN)
	R010 NO.10 O-RING (BLACK)
	RV10 NO.10 O-RING (VITON)
	RV08 NO.8 O-RING (BROWN)



IR02 Inline Regulator

INLINE REGULATOR PARTS LIST	
NO	PART NAME
RCC	REGULATOR C CLIP
REC2	REGULATOR END CAP
RH02	REGULATOR HOUSING
RMS2	REGULATOR MAIN SPRING
RP01	REGULATOR PISTON
RSS2	ROCK STEADY SEAT
SE1	STRAIGHT ELBOW
SM02	SWIVEL MOUNT
VAS2	VERTICAL ASA
RV08	NO.8 O-RING (BROWN)
RV11	NO.11 O-RING (BROWN)
RV14	NO.14 O-RING (BROWN)
R015	NO.15 O-RING (BLACK)
R016	NO.16 O-RING (BLACK)
M4X4L	RETAINING SCREW
M5X12L	VERTICAL ASA SCREW

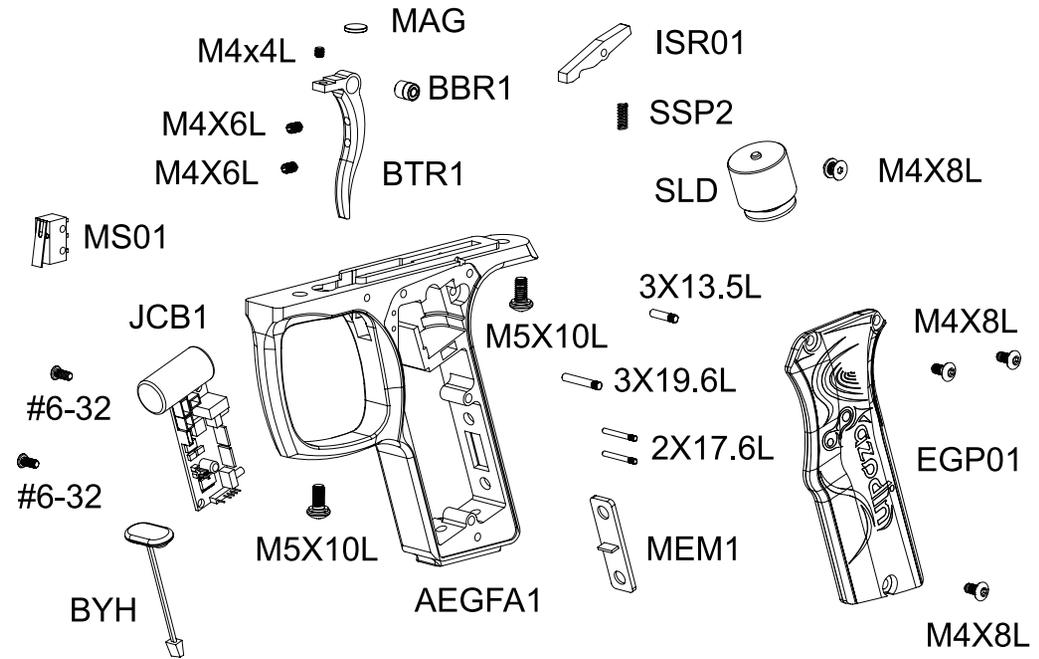
OFBA2 On/Off Bottom ASA



OFBA2 On/Off Bottom ASA

NO	PART NAME
BAC2	ON/OFF BOTTOM ASA CAP
BAHP	ON/OFF BOTTOM ASA HOSE PLUG
BAS1	ON/OFF BOTTOM ASA STEM
BAMB2	ON/OFF BOTTOM ASA MAIN BODY
BARS	ON/OFF BOTTOM ASA RETAINING SCREW
RV08	NO.8 O-RING (BROWN)
90DE2	COLOR 90 DEGREE ELBOW

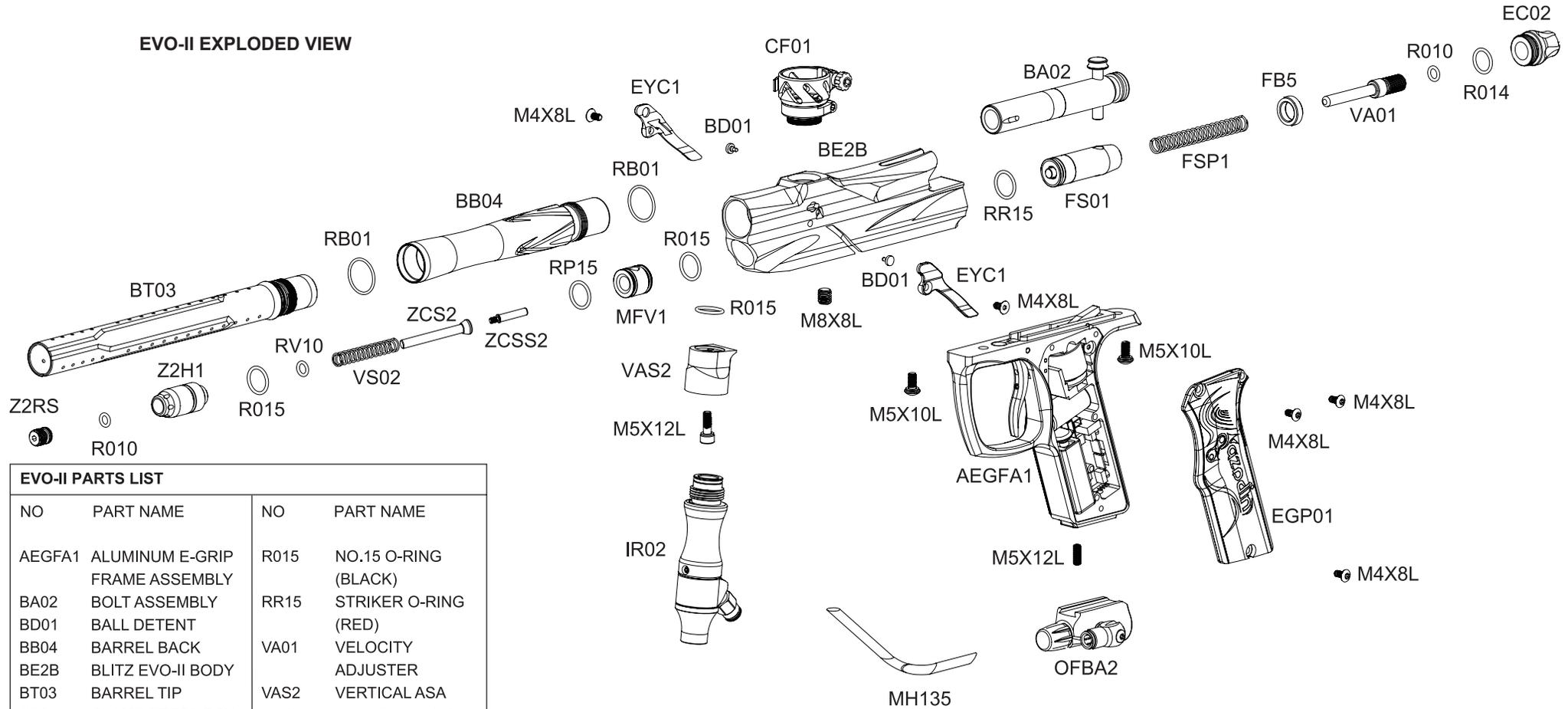
E-Grip Frame Assembly



E-Grip Frame Assembly

NO	PART NAME	NO	PART NAME
BBR1	BALL BEARING	M4X4L	TRIGGER SCREW
BTR1	BEARING TRIGGER	M4X6L	TRIGGER SCREW
BYH	BATTERY WIRE	M4X8L	SOLENOID SCREW
	HARNESS	M4X8L	GRIP PANEL SCREW
EGP01	E-GRIP PANEL SET	M5X10L	MAIN BODY SCREW
ISR01	I-SEAR	#6-32	CIRCUIT BOARD SCREW
JCB1	JY CIRCUIT BOARD		
MEM1	MEMBRANE	2X17.6L	MICRO SWITCH PIN
MS01	MICRO SWITCH	3X13.5L	I-SEAR PIN
SLD	SOLENOID	3X19.6L	BEARING TRIGGER PIN
SSP2	SEAR SPRING		

EVO-II EXPLODED VIEW



EVO-II PARTS LIST			
NO	PART NAME	NO	PART NAME
AEGFA1	ALUMINUM E-GRIP FRAME ASSEMBLY	R015	NO.15 O-RING (BLACK)
BA02	BOLT ASSEMBLY	RR15	STRIKER O-RING (RED)
BD01	BALL DETENT	VA01	VELOCITY ADJUSTER
BB04	BARREL BACK	VAS2	VERTICAL ASA
BE2B	BLITZ EVO-II BODY	Z2RS	ZERO2 RETAINING SCREW
BT03	BARREL TIP	Z2H1	ZERO2 HOUSING
CF01	CLAMP FEEDNECK	ZCS2	ZERO2 CUP SEAL
EC02	END CAP	ZCSS2	ZERO2 CUP SEAL STEM
EYC1	EYE COVER SET	M4X8L	EYE COVER SCREW
EGP01	E-GRIP PANEL SET	M4X8L	GRIP PANEL SCREW
FB5	FEATHER BUMPER	M5X10L	MAIN BODY SCREW
FS01	FEATHER STRIKER	M5X12L	VERTICAL ASA SCREW
FSP1	FEATHER SPRING	M5X12L	ON/OFF BOTTOM ASA SCREW
IR02	INLINE REGULATOR	M8X8L	VALVE SCREW
MFV1	MASS FLOW VALVE		
MH135	135MM MACROLINE HOSE		
OFBA2	ON/OFF BOTTOM ASA		
RB01	BARREL O-RING		
R010	NO.10 O-RING (BLACK)		
RV10	NO.10 O-RING (VITON)		
R014	NO.14 O-RING (BLACK)		