

!WARNING!

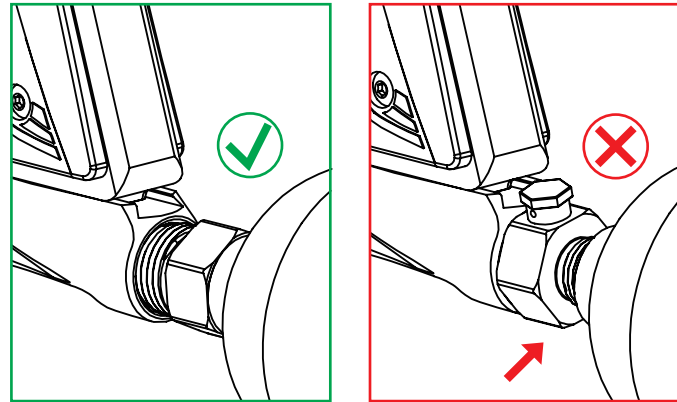
IMPORTANT SAFETY INSTRUCTION AND GUIDELINES

- 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.
- 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 airmith 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 (KBA2). 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 airmith for further assistance.

GETTING STARTED

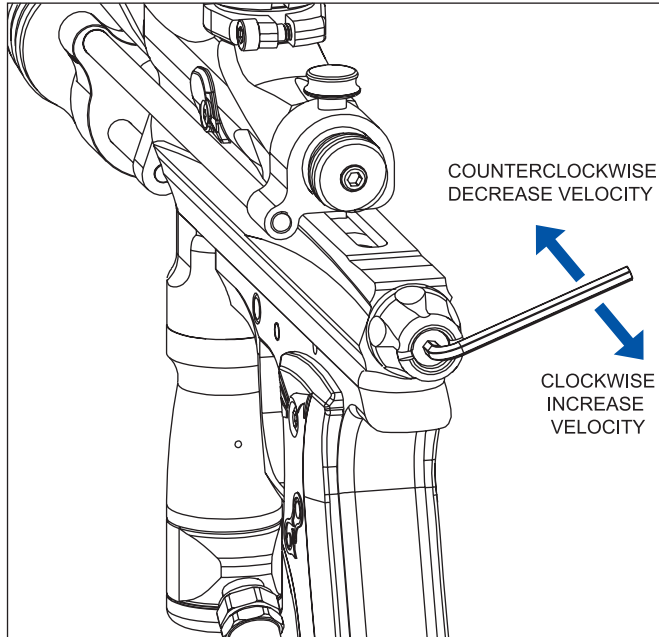
1. First, place the BARREL BLOCKING DEVICE over the barrel.
2. Always point your marker in a "SAFE" direction when not in play. The Safety is ON when it protrudes out on the right hand side of the grip frame. Point the marker in the safe direction before unlocking it.
To disengage the Safety, push the Safety Button so it protrudes out on the left side of the grip frame.
3. Firmly screw in the CO2/ HPA/ N2 air tank to the bottom ASA (KBA2). Tighten the air tank clockwise all the way into the marker's bottom ASA until it stops.
CAUTION: Never use any hand tools to screw the air tank into the bottom ASA.
4. Attach a paintball hopper/ loader into the marker's feedneck.
5. Pump the handle back and pull it forward to it's starting position.
6. Remove the barrel blocking device and disengage the safe mode.
CAUTION: Now the marker is LIVE, pulling the trigger will fire a paintball. Only test your marker in a safe direction or on the paintball field.
7. Push the trigger's safety switch from right to left.
The marker's is now ready to fire.
8. Check marker's velocity FPS (Feet Per Second). Turning the velocity adjuster (VA01) clockwise will increase the velocity. Counterclockwise will decrease the velocity.

GETTING THE MARKER READY FOR STORAGE

1. Push the trigger's safety switch from left to right.
This will engage the safety and not allow the trigger to fire the marker.
2. After playing, empty out all the paintballs from the hopper. Then detach the hopper from the marker.
CAUTION: There may be 1-2 paintballs in the breach area; To remove the paintballs you can turn the marker upside down or fire it into a safe area.
3. Unscrew the barrel from the marker.
4. You may now store the marker.

VELOCITY ADJUSTMENTS

(INCREASE & DECREASE)

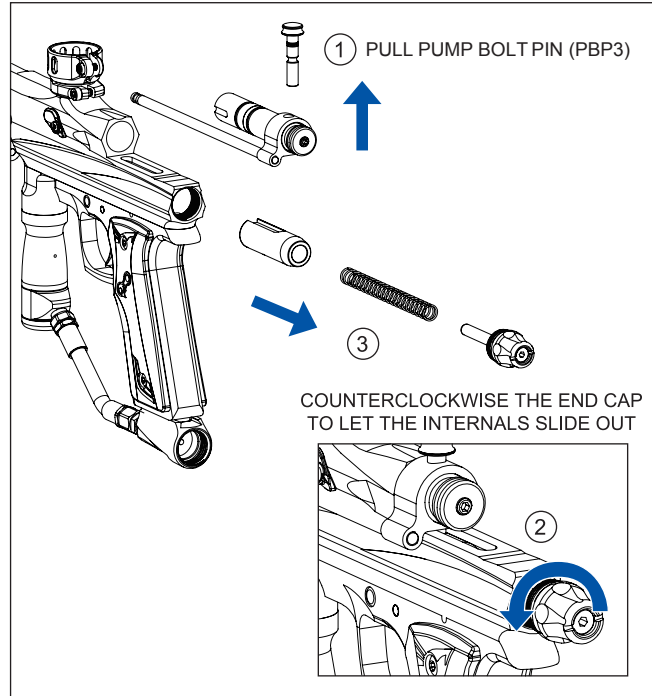


WARNING: Do not turn the velocity adjust clockwise more than 6 turns. This may strip the threads on the Velocity Adjuster and End Cap.

To increase your velocity FPS (Feet Per Second), use the allen wrench to turn the Velocity Adjuster (VA01) clockwise.

To decrease your velocity FPS (Feet Per Second), use the allen wrench to turn the Velocity Adjuster (VA01) counterclockwise.

ASSEMBLY AND CLEANING THE MARKER



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

HOW TO CLEANING AND DISASSEMBLE REAR INTERNALS

1. Pull the Top Cocking Knob (PBP3) up.
2. Pull the Bolt (PB03) out the back of the Pump Slide (PA02).
3. Turn the End Cap (EC02) counterclockwise until it is free of the marker's body.
4. Remove the Pump Striker Spring (PSS2) from the Marker.
5. Tilt the marker backwards and slide the Pump Striker (PS02) out of the marker.
It may get caught on the trigger sear. If this happens, pull the striker out using a finger.
You may also push the striker out from the top of the marker with an allen key.
6. Use a squeegee or barrel swab to clean the inside of the body.
Use a towel or rag to remove any paint or debris from the Pump Bolt (PB03).
7. Apply a thin layer of Azodin lube to the Bolt Orings (RO15) and the Pump Striker (PS02).

HOW TO REASSEMBLE THE REAR INTERNALS

1. Insert the Pump Striker (PS02) into the lower tube of the marker.
Make sure the U-shapde cut is facing upwards, towards the bolt.
The striker will get stuck on the trigger sear.
In order to clear the sear, you will need to push and hold the striker forward.
Then pull the trigger to disengage the sear.
2. The striker should now be clear of the sear. If it is caught again, repeat the actions described in step one.
3. Insert Pump Bolt (PB03) into the Pump Slide (PA02).
4. Insert Pump Bolt Pin (PBP3) into the hole, located above the Pump Slide (PA02).
5. Insert the Pump Spring (PSS2) into the lower tube.
6. Insert the End Cap (EC02) into the back of the marker.
Check to see that the Velocity Adjuster (VA01) goes through the Pump Striker Spring (PSS2).

7. Turn the End Cap (EC02) clockwise until it is flush with the body.

CLEANING AND DISASSEMBLE KPC KIT

1. Unscrew the Retatining Screw (4M x 4L) on the KP Handle (KH01).
This will let the KP Handle slide out from the KP PUMP CAP (PC01).
2. Remove the KP Handle, use a towel to clean the dirt or paint of KP Stablizing Rod. Apply 1-2 drops of paintball gun oil at both of the AZ O-Ring (R010).

REASSEMBLE KPC KIT

1. Install the KP Handle onto KP Stablizing Rod and KP Am.
2. Screw the KP Screw back into the KP Handle to fasten it.

TROUBLESHOOTING

WARINIG: Remove all paintballs, loaders, and air tanks before disassembling the marker.

Symptoms	Repair Step(s)
Leaks down the barrel / body and trigger frame	1. Tighten M8 x 8L Screw 2. Replace Cup Seal (CS01) 3. Replace Orings RP15 and R015 4. Replace Valve (MFV2)
Leaks between Body and Vertical Adapter	1. Replace R015 Oring between Vertical Adapter (KVAS1) and Body (KCB)
Leaks from middle of the regulator, small hole above the set screw	1. Replace RV09 Oring 2. Replace RV14 Oring
Leaks from ASA, small hold on the bottom (nearest the tank)	1. Replace the Tank's Oring

TROUBLESHOOTING




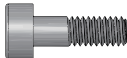
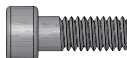





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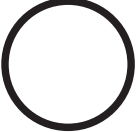
Symptoms	Repair Step(s)
Leaks from Pump Guide (PC01)	1. Replace R015 Oring
Loose ASA	1. Tighten M5 x 10L screw located inside of the trigger frame
Striker is not catching the sear when pump handle is pulled back	1. Striker may not be in the right orientation. Rotate the striker 180 degrees. 2. Check to make sure the Bolt Pin (PBP3) is pushed all the way down

If you have questions or require further assistance, please contact Azodin Paintball.

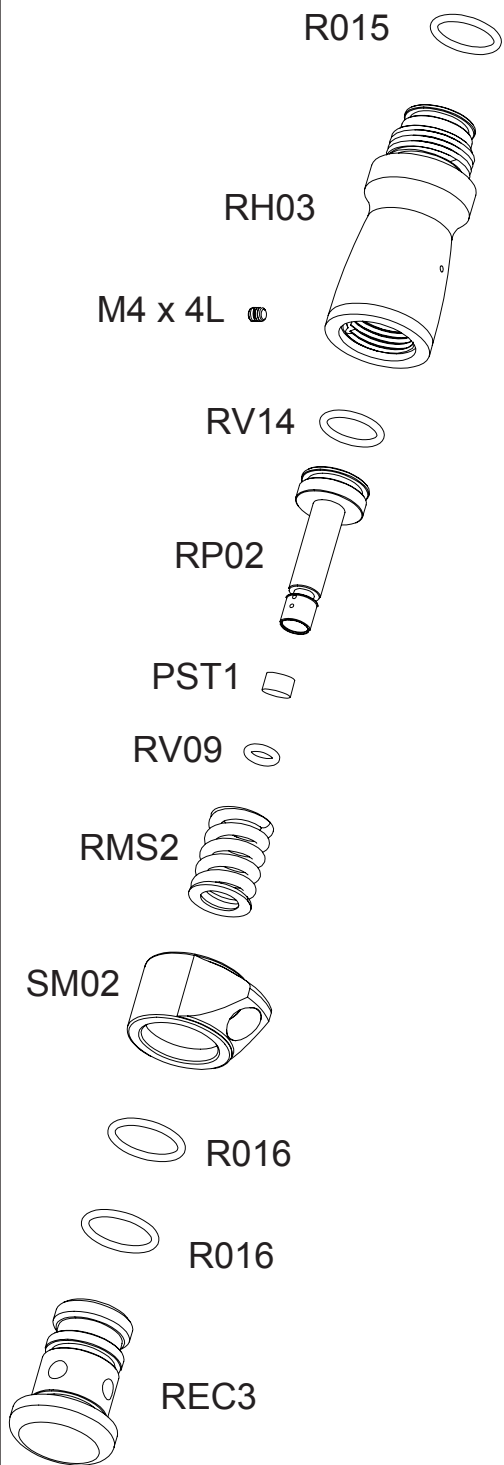
Email: tech@azodin.com

Phone: 626-330-7262

KPC SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	M3 x 3.5L DETENT COVER SCREW
	M4 x 4L RETAINING SCREW
	M4 x 8L GRIP PANEL SCREW
	M4 x 9.5L FEEDNECK LOCK SCREW
	M4 x 12L FEEDNECK LOCK SCREW
	M5 x 10L MAIN BODY SCREW
	M5 x 12L BOTTOM ASA RETAINING SCREW
	M5 x 16L VERTICAL ASA SCREW
	M6 x 8L BOLT SCREW
	M8 x 8L VALVE SCREW

KPC O-RING CHART SIZE: 1:1	PART NUMBER AND NAME
	RV09 NO.9 O-RING (BROWN)
	R010 NO.10 O-RING (BLACK)
	R014 NO.14 O-RING (BLACK)
	RV14 NO.14 O-RING (BROWN)
	R015 AZ O-RING (BLACK)
	RP15 FRONT VAVLE O-RING (CLEAR)
	R016 NO.16 O-RING (BLACK)
	RB01 BARREL O-RING (BLACK)

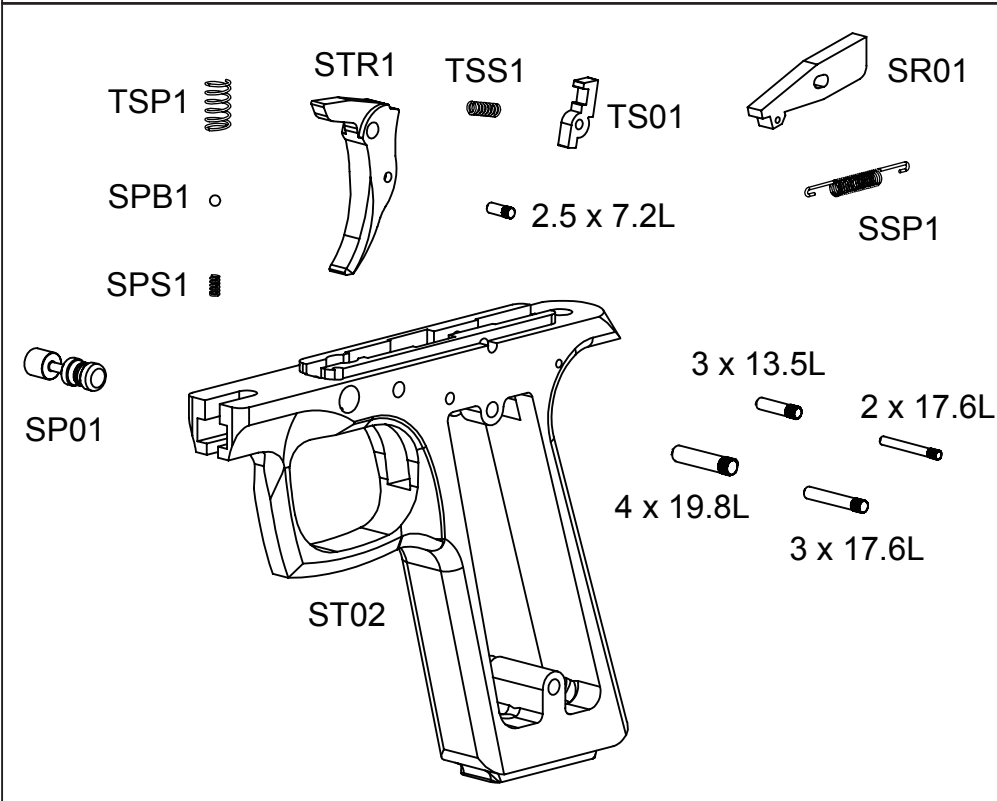
KPC PRESET REGULATOR



REGULATOR PARTS LIST

NO	PART NAME
M4 x 4L	RETAINING SCREW
PST1	REGULATOR PISTON
REC3	REGULATOR END CAP
RH03	MAIN REGULATOR HOUSE
RMS2	REGULATOR MAIN SPRING
RP02	REGULATOR PISTON
RV09	NO.9 O-RING (BROWN)
RV14	NO.14 O-RING (BROWN)
R015	NO.15 O-RING (BLACK)
R016	NO.16 O-RING (BLACK)
SM02	REGULATOR SWIVEL 45 MOUNT

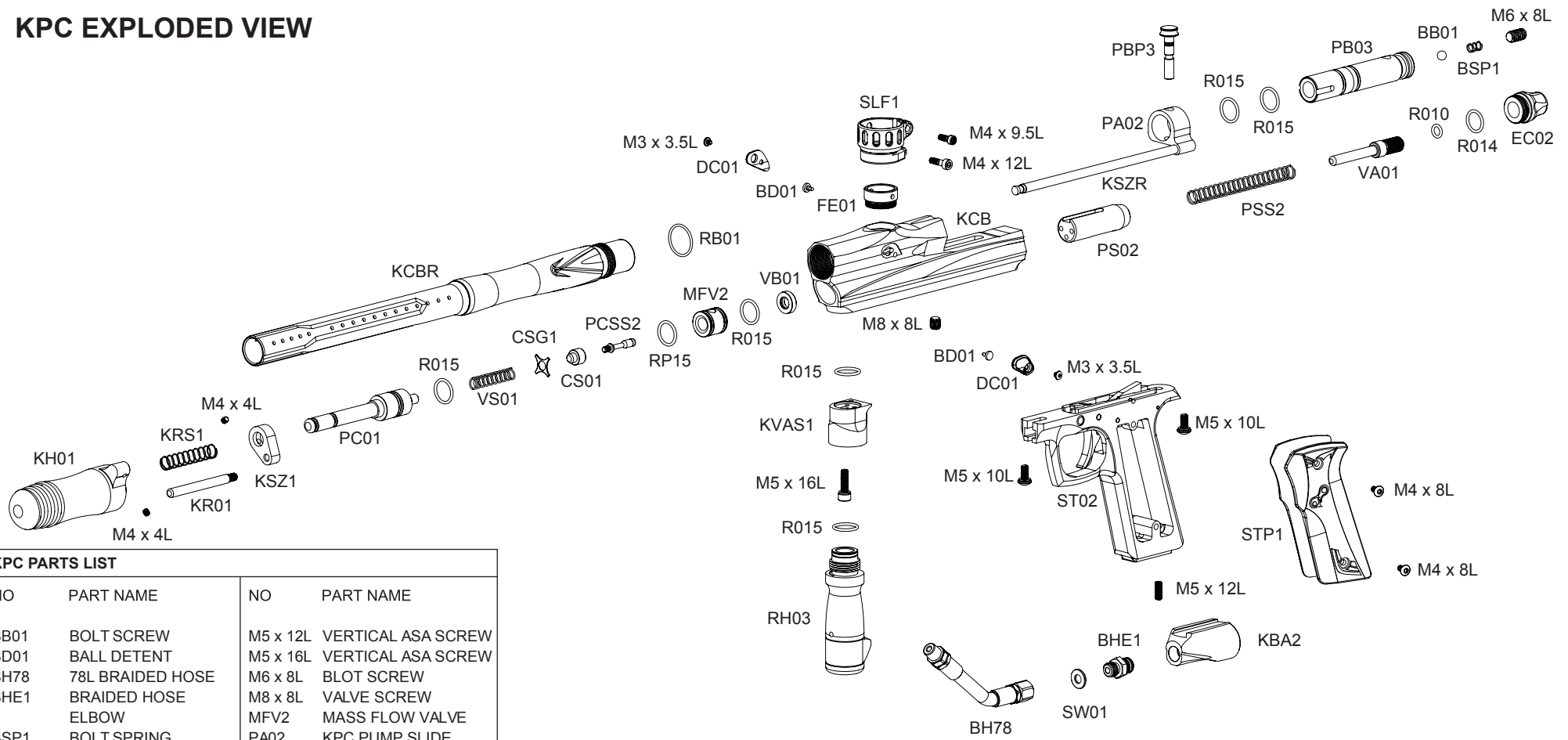
ON/OFF BOTTOM ASA EXPLODED VIEW



KPC SINGLE TRIGGER FRAME

NO	PART NAME	NO	PART NAME
SP01	SAFETY PIN	TSP1	TRIGGER SPRING
SPS1	SAFETY PIN SPRING	TSS1	TRIGGER SEAR SPRING
SPB1	SAFETY PIN BALL		
SR01	SEAR	2 x 17.6L	SEAR SPRING PIN
SSP1	SEAR SPRING	2.5 x 7.2L	TRIGGER SEAR PIN
ST02	SINGLE TRIGGER FRAM	3 x 13.5L	SEAR PIN
STR1	TRIGGER	3 x 17.6L	SEAR PIN
TS01	TRIGGER SEAR	4 x 19.8L	TRIGGER PIN

KPC EXPLODED VIEW



KPC PARTS LIST

NO	PART NAME	NO	PART NAME
BB01	BOLT SCREW	M5 x 12L	VERTICAL ASA SCREW
BD01	BALL DETENT	M5 x 16L	VERTICAL ASA SCREW
BH78	78L BRAIDED HOSE	M6 x 8L	BLOT SCREW
BHE1	BRAIDED HOSE ELBOW	M8 x 8L	VALVE SCREW
BSP1	BOLT SPRING	MFV2	MASS FLOW VALVE
CS01	CUP SEAL	PA02	KPC PUMP SLIDE
CSG1	CUP SEAL GUIDE	PB03	PUMP BOLT
DC01	DETENT COVER	PBP3	PUMP BOLT PIN
EC02	END CAP 2	PC01	PUMP CAP
FE01	FEEDNECK ELBOW	PCSS2	PUMP CAP SEAL STEM
KBA2	BOTTOM ASA	PS02	PUMP STRIKER
KCB	KPC BODY	PSS2	PUMP STRIKER SPRING
KCBR	KPC 14" BARREL	PSR1	KPC PRESET REGULATOR
KH01	KPC HANDLE	R010	NO.10 O-RING (BLACK)
KR01	KPC GUIDING ROD	R014	NO.14 O-RING (BLACK)
KRS1	KPC RETURN SPRING	R015	NO.15 O-RING (BLACK)
KSZ1	KPC STABILIZER	RB01	BARREL O-RING
KSZR	KPC STABILIZER ROD	RP01	NO.15 O-RING (CLEAR)
KVAS1	VERTICAL ASA	SLF1	SCREW LOCK FEEDNECK
M3 x 3.5L	DETENT COVER SCREW	ST02	SINGLE TRIGGER FRAME
M4 x 4L	RETAINING SCREW	STP1	SINGLE TRIGGER PANEL
M4 x 8L	GRIP PANEL SCREW	SW01	SEAL WASHER
M4 x 9.5L	FEEDNECK LOCK SCREW	VB01	VALVE BUMPER
M4 x 12L	FEEDNECK LOCK SCREW	VS01	VALVE SPRING
M5 x 10L	MAIN BODY SCREW		