

! WARNING !

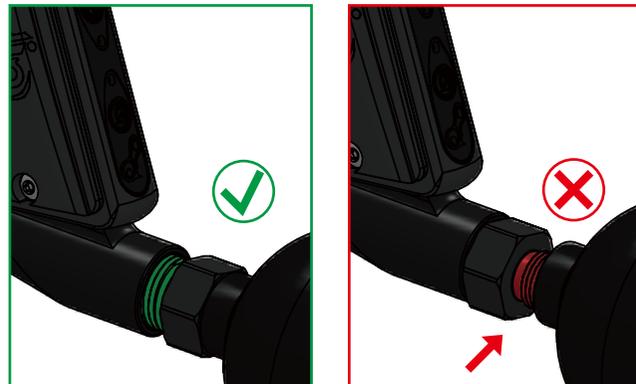
IMPORTANT SAFETY INSTRUCTION AND GUIDELINES

- 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 airsmith immediately.
- Air tanks are use for the sport of paintball only.



STOP IMMEDIATELY

When removing the air tank from the marker, check to see if the regulator / bonnet is unscrewing from the tank. If so, stop unscrewing the air tank from the marker and contact a qualified airsmith for further assistance.

Air tanks should unscrew from the marker's ASA when the tank is turned counterclockwise. The regulator / bonnet should stay on the tank during the removal process.

HPA / N2 air tanks store high pressure air. If this air is released without using a regulator, it may cause serious injury or death.

GETTING STARTED

1. First, place the BARREL BLOCKING DEVICE over the barrel.
2. Always point the marker in a "SAFE" direction when powering it on. To turn the marker on, press the top button once. The marker will show a **Red Light** on the upper LED indicating it is in Safe Mode. The marker will not fire when the trigger is pulled. In order to remove the Safe Mode, please press the bottom button once. The upper Led will change to a **Green Light (Eyes On)** and the marker is ready to fire.
 - * For a detailed breakdown of the electronics and its operation
3. Firmly screw in the CO2/ HPA/ N2 air tank onto the **marker's ASA**. Turn the air tank all the way in by turning it clockwise.
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.
5. Remove the barrel blocking device and unlock the safe mode.
CAUTION: The marker is now LIVE, pulling the trigger will fire a paintball. Only test the marker at a proper paintball field or in a safe direction where persons are not present.
6. Check the marker's velocity using a chronograph. Turning the **Velocity Adjuster (VA01)** clockwise will increase the velocity. Turning it counterclockwise will decrease the velocity.
7. After playing, remove all paintballs from the hopper and detach the hopper from the marker.
CAUTION: There may be 1-2 paintballs in the breach area. Shoot the marker until it is clear of paintballs or turn the marker upside-down to remove the paintballs.
8. Place the barrel blocking device over the barrel and turn the marker off. To turn the marker off, press and hold the top button until the lights disappear.
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 bag or in a safe place.

USING THE ZEN BOARD

TURNING ON THE BOARD: Press the Top Button once to turn on the board. The upper LED will show a **Red Light (Safe Mode)** and the Lower LED will show a **Green Light (Default setting is Semi-Auto mode)**. If the Upper LED is flashing **Red**, the battery has a low charge and needs to be replaced. The Battery power status can be verified by press the Top Button once more.

SAFE MODE: After turning on the board, press the Lower Button once to turn off the Safe Mode. The Upper LED will show a **Green Light** to indicate the Eyes are on. Press the Lower Button again to turn on the Safe Mode. The Upper LED will revert back to the **Red Light** to indicate the Safe Mode is on.

EYES ON/OFF: When the Safety is off and Upper LED will show a **Green Light (Eyes On)**. Pressing the Top Button once will change the Upper LED to an **Orange Light** indicating that the eyes are off. To turn the eyes back on, press the Top Button again. The Upper LED will show a **Green Light** indicating the Eyes are on. If the Eyes become blocked by paint or the **Delrin Bolt (BA02)**, the Upper LED will **Flash Green**. Pressing the Top Button twice will reset the Eyes back to a **Solid Green Light**. If the Upper light continues to **Flash Green**, clean out the Eyes and check to see if there is something blocking them.

FIRE MODE LOCK: To lock the marker in the desired fire mode, a **Red Circuit Jumper** needs to be removed from the Circuit Board. The Circuit Board will turn on with the last fire mode used when the **“Jumper”** is removed. When the jumper is on the Circuit board, the marker will power on with the default **Green Mode (Semi-Auto)**. To re-enable all firing modes, simply place the Circuit Jumper back onto the Circuit Board.

LED COLORS

UPPER LED

RED = SAFE MODE
GREEN = EYES ON
ORANGE = EYES OFF (10.5 BPS)
FLASH RED = LOW BATTERY POWER STATUS
FLASH GREEN = EYES MALFUNCTION (8 BPS)

LOWER LED

GREEN = SEMI-AUTO (20 BPS SS=0)
DARK BLUE = PSP RAMP (10.5 BPS SS=3)
PURPLE = SEMI-AUTO (15 BPS SS=0)
LIGHT BLUE = FULL AUTO (10.5 BPS SS=3)
FLASH GREEN = PROGRAMMING MODE

NOTE: Safety Shot (SS) defines the number of consecutive trigger pulls that must be achieved in order to activate the fire mode.

BUTTONS

TOP BUTTON

PRESS ONCE = POWER ON
PRESS AGAIN = VERIFY BATTERY POWER STATUS
PRESS AGAIN = EYES ON/OFF
PRESS AND HOLD = TURN OFF

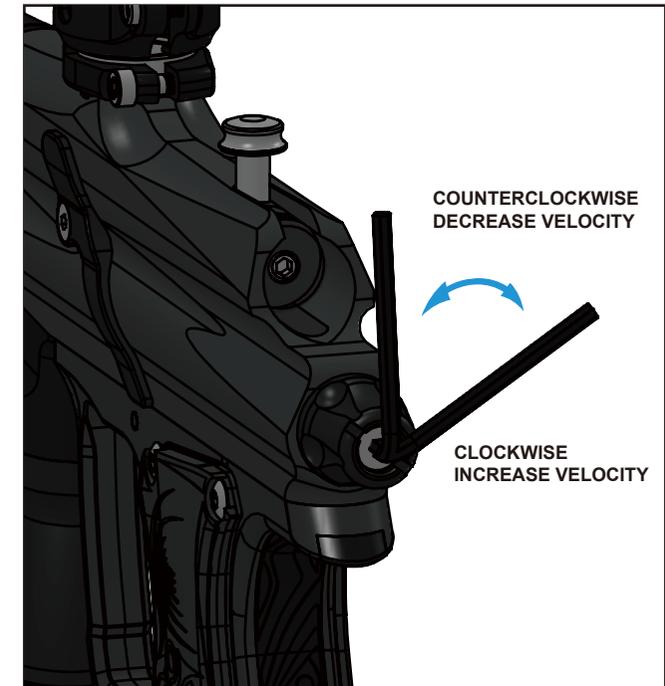
BOTTOM BUTTON

PRESS ONCE = SAFE MODE ON/OFF
PRESS AND HOLD = ENTERS PROGRAMMING MODE

IN PROGRAMMING MODE
PRESS ONCE = CYCLE THROUGH SHOOTING MODES
PRESS AND HOLD = CONFIRM SHOOTING MODES

VELOCITY ADJUSTMENTS

(INCREASE & DECREASE VELOCITY)



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.

REGULATOR ADJUSTMENT



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 (RSS3)** **clockwise** will decrease the input pressure from the regulator.

Turning the **Rock Steady Seat (RSS3)** **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.

ASSEMBLY AND CLEANING



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.

MAINTAINING THE REAR INTERNALS

1. Lift the Top Cocking Knob, at the rear of the bolt, and slide the **Delrin Bolt (BA02)** out the back.
2. Turn the **End Cap (EC02)** counterclockwise and remove it from the marker.
3. Remove the **Feather Striker Spring (FSP1)** and the **Bumper (FB5)** from the lower receiver.
4. Tilt the marker back and slide the **Feather Striker (FS01)** out of the lower receiver.
5. Use a squeegee and/or battle swab to clean the inside of the receiver. Wipe down the bolt and striker for paint and/or dirt. Apply a thin coat of paintball grease (**Dow 33 based**) to the **Striker Oring (RR15)** after each day of play.

REASSEMBLING THE REAR INTERNALS

1. Turn the marker on and set the board to eyes off mode.
2. Insert the **Feather Striker (FS01)** with the oring facing towards the front of the marker. While inserting the Feather Striker, apply pressure behind it and pull the trigger. This will allow the striker clear the sear and move forward.
3. Insert the **Delrin Bolt (BA02)** through the rear of the receiver. Align the bolt with the Feather Striker and push the Cocking Knob down so it makes contact with the Feather Striker. The Top Cocking Knob should pass through hole on the top of the Feather Striker. If they made a connection, both pieces will move together when the bolt is pushed back and forth.
4. Insert the **Feather Bumper (FB5)** into the lower receiver.
5. Insert the **Feather Spring (FSP1)** through the **Feather Bumper (FB5)**.
6. Insert the **End Cap (EC02)**, with the **Velocity Adjuster (VA01)**, through the Feather Spring.
7. Turn the **End Cap (EC02)** clockwise until it is flush with the receiver. This cap will hold the internals in place.

TROUBLESHOOTING

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

RECOCKING ISSUES

Striker O-Ring (RR15) needs to be lubricated with Dow 33 Grease or Azodin Team Lube.

Striker O-Ring is damaged, missing, or incorrect. Replace with correct O-ring.

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

Dirt and/or broken paintballs shells fragments in the receiver. Disassemble the rear internals and clean out the receiver.

AIR LEAKS

Air leaking from the low pressure chamber. Check **Front Valve O-Ring (RP15)**, replace the O-ring and apply a thin coat of lube to the O-ring.

Air leaking from under the barrel is normally caused by worn or damaged **Cup Seal (CS01)**. Check the guide for removal of Cup Seal / Valve Body. A scratch on the Valve Body will cause air leak.

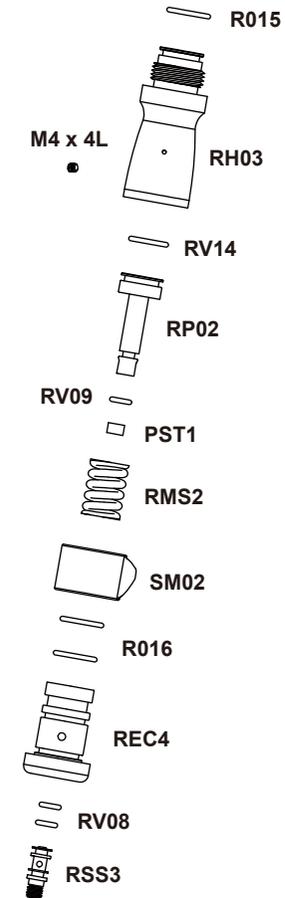
A scratch on the Valve Body will cause air leak.

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

BLITZ4 SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	M4 X 4L RETAINING SCREW
	M4 X 8L EYE COVER 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 16L VERTICAL ASA SCREW
	M5 X 30L BOTTOM ASA SCREW
	M8 X 8L VALVE RETAINING SCREW

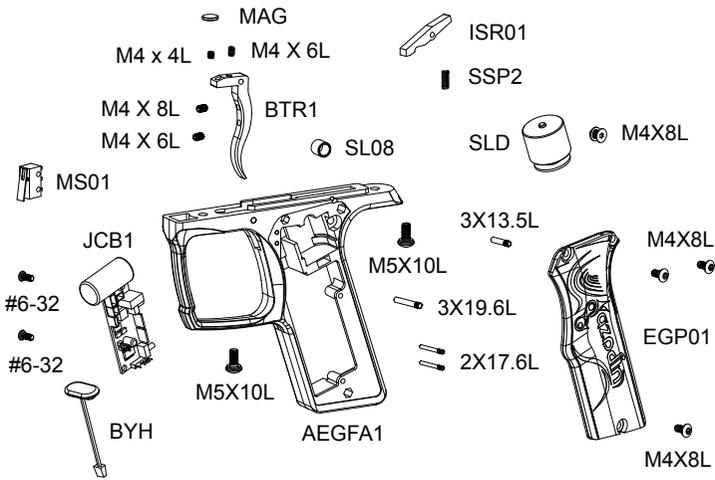
BLITZ4 O-RING CHART SIZE: 1:1	PART NUMBER AND NAME
	RB01 BARREL O-RING (BLACK)
	R016 NO.16 O-RING (BLACK)
	R015 NO.15 O-RING (BLACK)
	RP15 NO.15 O-RING (CLEAR)
	RR15 STRIKER O-RING (RED)
	R014 NO.14 O-RING (BLACK)
	RV14 NO.14 O-RING (BROWN)
	R010 NO.10 O-RING (BLACK)
	RV09 NO.09 O-RING (BROWN)

INLINE REGULATOR



REGULATOR PARTS LIST	
NO	PART NAME
M4x4L	RETAINING SCREW
PST1	REGULATOR PISTON SEAT
REC4	REGULATOR END CAP
RH03	MAIN REGULATOR HOUSE
RMS2	REGULATOR MAIN SPRING
RP02	REGULATOR PISTON
RV08	NO.8 O-RING (BROWN)
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

E-GRIP FRAME ASSEMBLY



NYLON E-GRIP FRAME ASSEMBLY

NO	PART NAME	NO	PART NAME
BTR1	BEARING TRIGGER	M4X4L	TRIGGER SCREW
BYH	BATTERY WIRE	M4X6L	TRIGGER SCREW
	HARNESS	M4X8L	TRIGGER SCREW
EGP01	E-GRIP PANEL SET	M4X8L	SOLENOID SCREW
ISR01	I-SEAR	M4X8L	GRIP PANEL SCREW
JCB1	JY CIRCUIT BOARD	M5X10L	MAIN BODY SCREW
MAG	MAGNET	#6-32	CIRCUIT BOARD SCREW
MS01	MICRO SWITCH		
SLD	SOLENOID	2X17.6L	MICRO SWITCH PIN
SL08	SLEEVE	3X13.5L	I-SEAR PIN
SSP2	SEAR SPRING	3X19.6L	BEARING TRIGGER PIN

BLITZ4 PARTS LIST

NO	PART NAME	NO	PART NAME
B4B	BLITZ4 BODY	RP15	NO.15 O-RING
B12B	12" BARREL		(CLEAR)
BA02	BOLT ASSEMBLY	RR15	STRIKER O-RING
BD01	BALL DETENT		(CLEAR)
BH78	78L BRAIDED HOSE	RV14	NO.14 O-RING
BHE1	BRAIDED HOSE		(BROWN)
	ELBOW	R014	NO.14 O-RING
BTA1	BOTTOM ASA		(BLACK)
CS01	CUP SEAL	R010	NO.10 O-RING
CSS1	CUP SEAL STEM		(BLACK)
EC02	END CAP 2	RV09	NO.09 O-RING
EYC1	EYE COVER		(BROWN)
EGP1	GRIP PANEL	VA01	VELOCITY ADJUSTER
FP01	FRONT PLUG	VS01	VALVE SPRING
FS01	FEATHER STRIKER	M4 x 8L	EYE COVER SCREW
FSP1	FEATHER SPRING	M4 x 8L	GRIP PANEL SREW
K3PR	KAOS3 PRESET	M4 x 9.5L	FEEDNECK LOCK
	REGULATOR		SCREW TOP
KVAS1	VERICAL ASA	M4 x 12L	FEEDNECK LOCK
MFV1	MASS FLOW VALVE		SCREW BOTTOM
NEFA1	NYLON E-GRIP	M5 x 10L	MAIN BODY SCREW
	FRAME ASSEMBLY	M5 x 16L	VERTICAL ASA
RB01	BARREL O-RING		SCREW
R016	NO.16 O-RING	M5 x 30L	BOTTOM ASA
	(BLACK)		SCREW
R015	NO.15 O-RING	M8 x 8L	VALVE SCREW
	(BLACK)		

