

! WARNING !

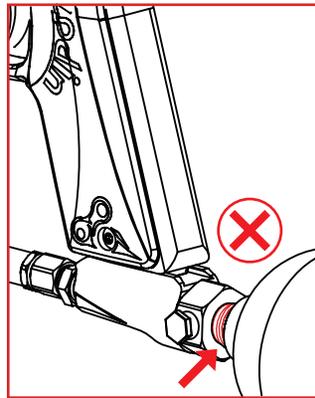
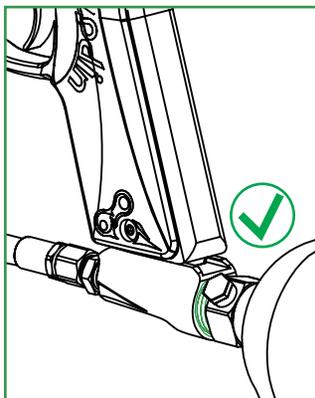
IMPORTANT SAFETY INSTRUCTION AND GUIDELINES

- 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.
- Follow the instructions in this manual on how to use this product.
- Eye and face protection specifically 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 exceeding 300 FPS (Feet Per Second), or velocities 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 not related to the sport of paintball.
- Always keep the marker in Safe mode until ready for use.
- Fire only 0.68 caliber paintballs or reballs with this marker.
- Always make sure the bolt is in the un-cocked position when the marker is not in use.
- Any modifications or tampering of original factory parts will void all warranties and liabilities from Azodin Paintball.
- This owner's manual should always accompany this marker at all times, including resale.

!WARNING!

IMPORTANT CO2/ HPA AIR TANK SAFETY INSTRUCTION AND GUIDELINES

- Tank valves must be installed or removed by a qualified personnel.
- All tanks must be retested before their expiration date.
- Improper use, filling, storage of the 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 (120°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 used for the sport of paintball only.



STOP IMMEDIATELY

CO2 or HPA/ N2 Air tanks 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.

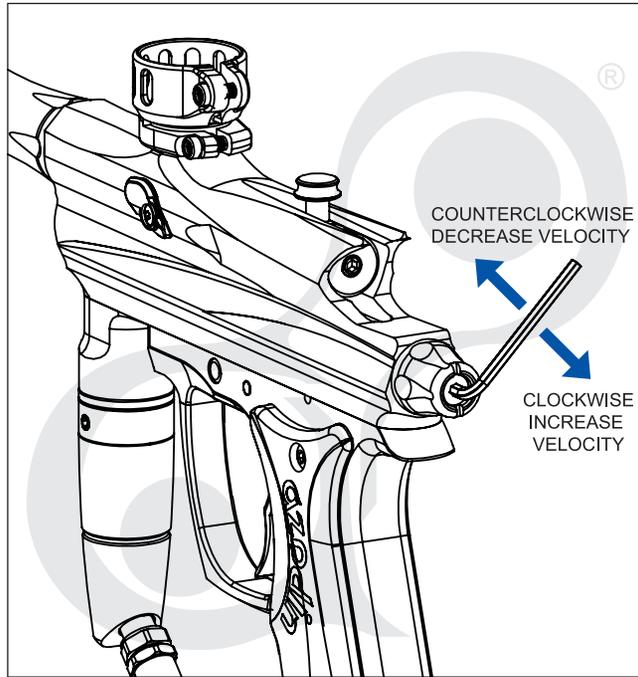
STOP IMMEDIATELY if the valve starts to unscrew from the tank. Screw the tank back onto the marker's Bottom ASA adapter and contact a qualified airsmith for further counterclockwise.

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. 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.
6. Check marker's velocity FPS (Feet Per Second). Turning the velocity adjuster (VA01) clockwise will increase the velocity. Counterclockwise will decrease the velocity.
7. Unscrew the CO2/ HPA/ N2 air tanks from the marker's bottom ASA.
8. 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.
9. Place the barrel blocking device over the barrel and reengage the safe mode by pushing the safety button to the right side.
10. Store the marker in a paintball gear bag or in a dry safe place.

VELOCITY ADJUSTMENTS

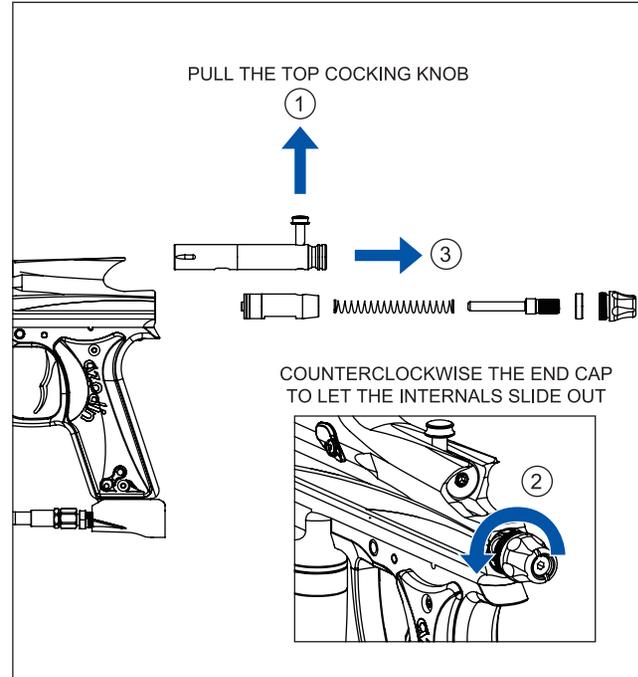
(INCREASE & DECREASE)



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) anticlockwise.

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.

CLEANING AND DISASSEMBLE REAR INTERNALS

1. Pull up the pin at the rear of Delrin Bolt, but do not pull it out. This will let the Delrin Bolt (BA01) slide out from the rear of the receiver.
2. Twist the End Cap (EC02) counterclockwise to remove the internal components of the marker. (Spring, Bumper, Feather Striker)
3. Slide the Feather Striker (FS01) out of the rear of the receiver with either your tools or you finger.
4. Once all the internal parts are removed, use a squeegee to clean the interior and relubricate the feather striker with Azodin lube or Dow 33 based lubricant.

REASSEMBLE THE REAR INTERNALS

1. Reinsert the Feather Striker. Make sure the Striker O-ring (RR15) is facing the Front and the hole is facing upwards.
2. Push on the Feather Striker to apply continuous pressure and pull Trigger until the striker clears the sear.
3. Locate the Striker hole and make sure the hole is centered and facing upwards. Insert the Bolt Assembly (BA01) into the receiver and align the pin with the striker hole, then push the pin down to lock it in place.
4. Test the assembled Bolt and Striker by pushing the bolt forward. If the bolt is in the cocked position it should not move until you pull the Trigger while applying pressure like in step 2.
4a. If it is not in the cocked position, pull it into the cocked position to check if they are assembled correctly and redo the beginning of step 4.
5. Reinsert the Bumper making sure it is not inserted at an angle and that all sides are touching the walls of the receiver.
6. Reinsert the spring through the bumper and screw on the end cap Assembly. Make sure the velocity adjuster goes through the spring and bumper.

TROUBLESHOOTING

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

RECOCKING ISSUES

Check the Striker O-ring (RR15). If the O-ring is damaged or worn replace it with another Striker O-ring (RR15).

DO NOT USE OTHER O-RINGS for this if the Striker is dry, apply a thin layer of Azodin lube or dow 33 based lubricant to the striker and its O-ring.

If the Striker is dirty, replace the O-ring and wipe it down and perform the above steps

AIR LEAKS

Air leaking from the barrel area it is normally caused by worn or damaged cup seal (CS01). Replace the Cup Seal Cap with the one in your kit.

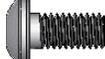
Other cause are related to the RP15 and R015 O-ring.

Replace the O-ring and apply a thin layer of dow 33 based lubricant on the O-rings Make sure to keep the valve face clean.

Air leaking from the receiver and through the Grip frame.
Check The Valve Retaining screw to see if it is loose.

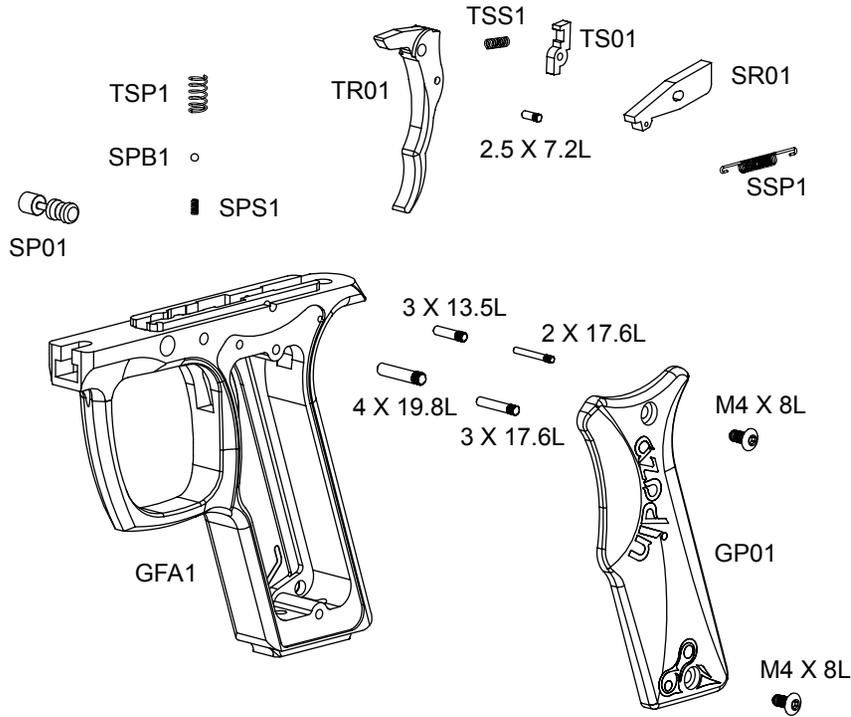
Air Leaking at opposite end of the hose fittings:

The Female end of the hose should have a plastic Seal Washer (SW01) installed inside the hose collar. Be sure to tighten both ends properly.

KAOS-II SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	M3 X 3.5L DETENT COVER SCREW
	M4 X 8L GRIP PANEL SCREW
	M4 X 9.5L FEEDNECK LOCK SCREW TOP
	M4 X 12L FEEDNECK LOCK SCREW
	M5 X 8L FOREGRIP RETAINING SCREW
	M5 X 10L MAIN BODY SCREW
	M5 X 12L BOTTOM ASA RETAINING SCREW
	M5 X 16L VERTICAL ASA SCREW
	M8 X 8L VALVE RETAINING SCREW

KAOS-II SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	R010 NO.10 O-RING (BLACK)
	R014 NO.14 O-RING (BLACK)
	RR15 STRIKER O-RING (RED)
	RP15 NO.15 O-RING (CLEAR)
	R015 NO.15 O-RING (BLACK)

GRIP FRAME EXPLODED VIEW



GRIP FRAME EXPLODED VIEW

GFA1	GRIP FRAME ASSEMBLY	TS01	TRIGGER SEAR
GP01	GRIP PANEL	TSP1	TRIGGER SPRING
M4 x 8L	GRIP PANEL SCREW	TSS1	TRIGGER SEAR SPRING
SP01	SAFETY PIN	2.5 x 7.2L	TRIGGER SEAR PIN
SPS1	SAFETY PIN SPRING	4 x 19.8L	TRIGGER PIN
SPB1	SAFETY PIN BALL	3 x 13.5L	SEAR PIN
SR01	SEAR	3 x 17.6L	SEAR PIN
SSP1	SEAR SPRING	2 x 17.6L	SEAR SPRING PIN
TR01	TRIGGER		

KAOS-II PARTS LIST

NO	PART NAME	NO	PART NAME
BA01	BOLT ASSEMBLY	R015	NO.15 O-RING (BLACK)
BD01	BALL DETENT	RB01	BARREL O-RING
BH85	85L BRAIDED HOSE	RP15	NO.15 O-RING (CLEAR)
BHE1	BRAIDED HOSE ELBOW	RR15	STRIKER O-RING (RED)
CS01	CUP SEAL	SLF1	SCREW LOCK FEEDNECK
CSG1	CUP SEAL GUIDE	SW01	SEAL WASHER
CSS1	CUP SEAL STEM	V01	VALVE
DC01	DETENT COVER	VA01	VELOCITY ADJUSTER
EC02	END CAP 2	VS01	VALVE SPRING
FB5	FEATHER BUMPER 5MM	M3 x 3.5L	DETENT COVER SCREW
FE01	FEEDNECK ELBOW	M4 x 8L	GRIP PANEL SCREW
FS01	FEATHER STRIKER	M4 x 9.5L	FEEDNECK LOCK SCREW TOP
FSP1	FEATHER SPRING	M4 x 12L	FEEDNECK LOCK SCREW BOTTOM
FP01	FRONT PLUG	M5 x 8L	FOREGRIP RETAINING SCREW
GFA1	GRIP FRAME ASSEMBLY	M5 x 10L	MAIN BODY SCREW
GP01	GRIP PANEL	M5 x 16L	VERTICAL ASA SCREW
GTFA1	GAS THRU FOREGRIP ADAPTER	M8 x 8L	VALVE SCREW
GTF2	GAS THRU FOREGRIP		
K2B	KAOS-II BODY		
K2BR	KAOS-II 12" BARREL		
KBA2	BOTTOM ASA		
KVAS1	VERTICAL ASA		
R010	NO.10 O-RING (BLACK)		
R014	NO.14 O-RING (BLACK)		

KAOS-II EXPLODED VIEW

