

! WARNING !

IMPORTANT SAFETY INSTRUCTION AND GUIDELINES

- This Paintball Marker is NOT A TOY. Misuse can cause serious injury or death.
- It is recommended that a person be 18 years or older to purchase this product. Person under the age of 18 must have adult supervision or consent.
- Please read the manual and follow the instructions for using this product.
- Eye and face protection specially designed for paintball, must be worn by users 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.
- Always chronograph the marker before playing.
- Ensure all air lines and fittings are tightened and secured before installing the air tanks.
- Do not shoot at people, animals, houses, cars or objects that are not related to the sport of paintball.
- Always keep the marker in Safe mode until ready for use.
- Only use 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 void all warranties and liabilities from Azodin.
- This owner's manual should always accompany this marker for reference and should be presented to the new owner if there is transfer of ownership.

! WARNING !

IMPORTANT HPA AIR TANK SAFETY INSTRUCTION AND GUIDELINES

- Tank Regulators 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 Regulator should NEVER detach from the tank canister. Should this occur, seek assistance from a qualified airsmith immediately.
- Air tanks are to be used for the sport of paintball.



HPA / N2 Air tanks have enough force to become a projectile and cause serious injury or death if the regulator unscrews from the tank head.

When removing the tank from the marker, please check to see if the regulator is unscrewing from the tank and staying on the On/Off ASA. If the two pieces are separating contact a qualified airsmith for further assistance.

The regulator should unscrew from the marker's On/Off ASA (A091) when the tank is turned. Both the regulator and tank should disconnect from the marker at the same time.

QUICK SET UP

- 1) Screw on the barrel of the marker to the body.
- 2) Place the barrel blocking device at the end of marker's barrel.
- 3) Unscrew the grip screws on the left side of the marker and remove the left grip panel. Then plug in a name brand 9V battery to the battery harness. (PG. 10)
- 4) Install a HPA Tank.
- 5) Put on your Paintball Mask/Goggle and pull the top cocking pin to the cocked position.
- 6) Screw in the front knob on the On/Off ASA to pressure the marker.
- 7) Remove Barrel Blocking Device from the marker.
- 8) Turn on the marker by pressing the top button once (Fig 1A).
- 9) Turn off the electronic safety by pressing the lower button once.
- 10) Your marker is now ready to fire. Aim and pull the trigger to shoot.

PRESS TOP BUTTON
TO TURN ON YOUR ZII



CAUTION: Make sure the marker is in the SAFE mode and always place a barrel blocking device on the marker's barrel when not in use.

USING THE ZEN OLED

POWER ON THE ZEN OLED

Push and hold the top button to switch on the Zen OLED.

POWER OFF THE ZEN OLED

Push and hold the top button until the display show "POWER OFF".

Release the top button to turn off the ZII marker.

ZEN OLED DISPLAY



1. Battery Indicator
2. Electronic Safety - Safety On
3. Tournament Lock - Disable
4. Display Data - Eye On Rate of Fire (ROF)
5. Eye Sensor - Eye On and Safety Off
6. Eye Sensor - Eye Off and Safety Off
7. Tournament Lock - Enable

ELECTRONIC SAFE



To turn on the Electronic Safety, press the lower button once and display will read "SAFE".

To turn off Electronic Safety, press lower button once and the indicator will change to

 indicating eye sensor system is ON (EYES ON).

BATTERY LEVEL INDICATOR

The Battery Level Indicator is used to show the current charge of the battery in the ZII. When the battery is full, the indicator will display.  As the battery empties, the battery indicator  will start to flash.



TOURNAMENT LOCK

Tournament Lock prevents the user from making changes to the marker parameters without the need for tools.

To enable tournament lock, push the switch on the circuit board. (Fig 3A)

When the lock is enabled, the lock indicator  will show a closed pad lock, then user can access "Display Data"

(Display Data can only be accessed while the board is in lock mode).

When the lock is disabled, the lock indicator will show an open padlock .

User can gain access "Edit Fire Mode" & "Edit Parameter".



FIRE MODES

The PSP and the Millennium follow the rules of the respective tournament series.

Fire Mode 1: SEMI

Fire Mode 2: PSP

Fire Mode 3: Millennium

Fire Mode 4: AUTO

Fire Mode 5: Burst

Fire Mode 6: Response

Fire Mode 7: Breakout Mode -> SEMI

Fire Mode 8: SEMI

Fire Mode 9: Breakout Mode -> RAMP

Fire Mode 10: Breakout Mode -> RESPONSE

Fire Mode 11: Breakout Mode -> BURST

Fire Mode 12: AUTO

Fire Mode 13: BURST

Fire Mode 14: RESPONSE

Fire Mode 15: SEMI

Fire Mode 16: SEMI

CHANGING FIRE MODES

To change the Fire Mode value, press the bottom or pull the trigger. To save the current selection, press the top button once. Scroll down to the "back.." selection to return to the main menu. From there you can exit and save.

NOTE: The Zen OLED will remember the last fire mode setting used.

Break Out Mode Explained:

Break Out Mode is applied to the first trigger pull which will be full auto (BPS determined by fire mode value). The first trigger pull only counts after the marker is turned on. You will need to turn off the marker and turn it back on to use Break Out Mode again.

The second trigger pull will not be full auto, but will be the designated mode selected during programming.

To change the desired fire mode after B.O. (Break Out) Mode, go to your selected fire mode and choose fire mode parameter "8. BREAKOUT MODE". From you can select the desired fire mode that will be active after break out.

Break Out Mode only Valid on Values: 7, 9, 10, 11.

Example of Fire Mode 7:

First pull will be Full Auto at 12.0 BPS.

After releasing the trigger, the mode will now default to Mode 1 - Semi.

The second pull and each subsequent pull will now be semi auto at 20 BPS.

If you change the value under "8. BREAKOUT MODE" to 2 instead of 1.

First pull will be Full Auto at 12.0 BPS.

After releasing the trigger the mode will now default to Mode 2 - PSP.

The second pull and each subsequent pull will now be PSP 12.5 BPS.

FIRE MODES DATA

WHEN TOURNAMENT LOCK IS DISABLED

1.FIRE MODE	1. SEMI	2. PSP	3. MILL	4. AUTO
2.SAFETY SHOT	0	3	3	3
3.RAMP ACTION	2.6 T/S	5.0 T/S	5.0 T/S	2.6 T/S
4.RAMP TIME OUT	0.0 SEC	0.5 SEC	0.5 SEC	0.5 SEC
5.EYE ON SPEED	20.0 BPS	12.5 BPS	10.5 BPS	10.5 BPS
6.EYE OFF SPEED	10.5 BPS	10.5 BPS	10.5 BPS	10.5 BPS
7.RAMP RATE	240%	240%	240%	240%
8.BREAKOUT MODE	1. SEMI	1. SEMI	1. SEMI	1. SEMI

1.FIRE MODE	5. RESP	6. BURST	7. B.O. -> SEMI	8. SEMI
2.SAFETY SHOT	3	0	0	0
3.RAMP ACTION	5.0 T/S	2.6 T/S	2.6 T/S	2.6 T/S
4.RAMP TIME OUT	0.5 SEC	0.0 SEC	0.0 SEC	0.0 SEC
5.EYE ON SPEED	12.5 BPS	12.0 BPS	12.0 BPS	12.0 BPS
6.EYE OFF SPEED	10.5 BPS	10.5 BPS	10.5 BPS	10.5 BPS
7.RAMP RATE	240%	240%	240%	240%
8.BREAKOUT MODE	1. SEMI	1. SEMI	1. SEMI	1. SEMI

FIRE MODES DATA

WHEN TOURNAMENT LOCK IS DISABLED

1.FIRE MODE	9. B.O. -> SEMI	10. B.O. -> RESP.	11. B.O. -> BURST	12. AUTO
2.SAFETY SHOT	0	0	0	0
3.RAMP ACTION	2.6 T/S	2.6 T/S	2.6 T/S	2.6 T/S
4.RAMP TIME OUT	0.0 SEC	0.0 SEC	0.0 SEC	0.5 SEC
5.EYE ON SPEED	12.0 BPS	12.0 BPS	12.0 BPS	12.0 BPS
6.EYE OFF SPEED	10.5 BPS	10.5 BPS	10.5 BPS	10.5 BPS
7.RAMP RATE	240%	240%	240%	240%
8.BREAKOUT MODE	2. SEMI	5. RESPONSE	6. BURST	1. SEMI

1.FIRE MODE	13. BURST	14. RESPONSE	15. SEMI	16. SEMI
2.SAFETY SHOT	0	0	0	0
3.RAMP ACTION	2.6 T/S	5.0 T/S	2.6 T/S	2.6 T/S
4.RAMP TIME OUT	0.0 SEC	0.5 SEC	0.0 SEC	0.0 SEC
5.EYE ON SPEED	12.0 BPS	12.5 BPS	20.0 BPS	20.0 BPS
6.EYE OFF SPEED	10.5 BPS	10.5 BPS	10.5 BPS	10.5 BPS
7.RAMP RATE	240%	240%	240%	240%
8.BREAKOUT MODE	1. SEMI	1. SEMI	1. SEMI	1. SEMI

NOTE: B.O. Stands for Breakout Mode.

DISPLAY DATA

WHEN TOURNAMENT LOCK IS ENABLED

DISPLAY INFORMATION
1. EYE ON SPEED Number of Ball Per Second when Eye Sensor is ON
2. TRIGGER NOW Number of Trigger Pull Per Second
3. SHOT NOW Number of Shots Per Second
4. TRIGGER MAX Maximum Trigger Pull Per Second
5. SHOT MAX Maximum Shots Per Second
6. TRIGGER AVG Average Numbers of Trigger Pull Per Second
7. SHOT AVG Average Numbers of Shots Per Second
8. GAME TIME The Time (In minutes) for the Game Timer
9. TOTAL SHOTS Total Number of Shot Per Game
10. BATTERY VOL Current Battery Level
11. EYE AD Current Eye Sensitivity
12. RESERVE Factory Reserved

GUN PARAMETER

WHEN TOURNAMENT LOCK IS DISABLED

GUN PARAMETER
1. SHOT MAX SPD
The Maximum Rate of Fire (BPS)
2. EYE ERR SPD
The Rate of Fire when Eyes Indicate Malfunction (BPS)
3. DWELL
The Amount of time Solenoid is Activated (IN MILLISECONDS)
4. FORCE SHOT
Factory Reserved
5. FORCE SHOTS TIME
Factory Reserved
6. BURST SHOTS
The Number of Burst Shots
7. TRIGGER KEEP
Effective time for the Number of Trigger Pull During the time of Delay
8. NO BALL AD
Sensitivy of Eye Sensor when Paintball is not in the Breech
9. BALL IN AD
Sensitivy of Eye Sensor when Paintball is in Breech
10. DEBOUNCE
The Amount of time for Filtering Trigger Bounce (IN MILLISECONDS)
11. GAME TIME
The time form Which the Game Timer Counts Down to Zero (IN SECOND)
12. GAME START
Select the Method to Start the Game time - Trigger or Button

GUN PARAMETER

WHEN TOURNAMENT LOCK IS DISABLED

GUN PARAMETER
13. INTENSITY
The Brightness of Display Panel
14. ALARM
The Audible Signal that Each time push Buttons on the Navigation is Activated
15. AUTO SHUTDOWN
The time that has to Elapse Before ZII Switches Itself off when not Used
16. FACTORY RESET
Restore to Factory Default Setting
17. RESERVE PARA
Factory Reserved Data

FIRE MODE PARAMETER

WHEN TOURNAMENT LOCK IS DISABLED

FIRE MODE PARAMETER
1. FIRE MODE
There are 7 Basic Fire Mode you can Choose
2. SAFETY SHOT
The Number of shots in Semi-Auto needed to activate ramping, the start of full auto, or other firing modes.
3. RAMP ACTION
The PSP/Millennium Rate for Trigger Pulls in order to start ramping or other: (Trigger Pull Per Second)
4. RAMP TIME OUT
The PSP/Millennium Rate of Fire required to maintain ramping or other
5. EYE ON SPEED
Maximum Rate of Fire when eye Sensor is on (BPS)
6. EYE OFF SPEED
Maxium Rate of Fire when eye Sensor is off (BPS)
7. RAMP RATE
The percentage increase in the Rate of Fire based on trigger pulls (ROF = 2.4 x number of trigger pulls per second, 2.4 based on a percentage of 240%).
8. BREAKOUT MODE
Breakout Mode will start at beginning of the first trigger pull. Once the trigger is released the ZEN OLED will Automatically default to selected fire mode. The full auto function cannot be repeated until the ZEN OLED is turned off, then turned back on. (Refer to PG 15 for more information).

ZeRO-D SYSTEM

The ZeRO-D is a revolutionary system that combines the Feather Striker and Mass Flow Valve to achieve a low operating pressure. This gives the ZII an unparalleled shooting profile for a Stacked Tube Blow Back (STBB) Marker.

The ZeRO-D System is designed to reduce the mechanical recoil of the marker by balancing the output pressure of the inline regulator with the timing of the valve.

ZeRO-D SYSTEM ADJUSTMENT

- 1: Insert 3 mm allen wrench into the ZeRO-D Adjustment Screw (Z001).
- 2: Turning the ZeRO-D Adjustment Screw clockwise will increase the ZeRO-D spring tension and decrease valve timing.
3. Turning the ZeRO-D Adjustment Screw counterclockwise will decrease the ZeRO-D spring and increase valve timing.

NOTE: Increasing the valve timing will decrease air efficiency, but will also decrease the amount of mechanical recoil experienced.

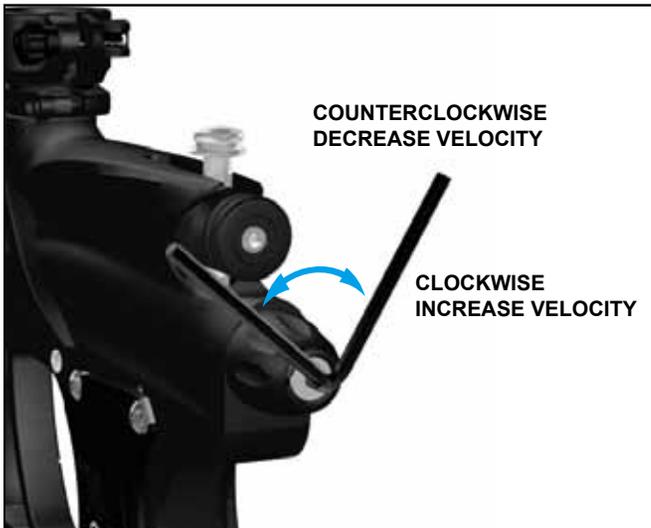
RESET ZeRO-D SYSTEM TO FACTORY SETTINGS

Unscrew/Screw the ZeRO-D Adjustment Screw (Z011) to be flush with the ZeRO-D Housing (Z041).

Turn the ZeRO-D Adjustment Screw (Z011) clockwise 2 full turns.

If there is a C-Clip, turn the ZeRO-D Adjustment Screw (Z011) counterclockwise till it meets the C-Clip.

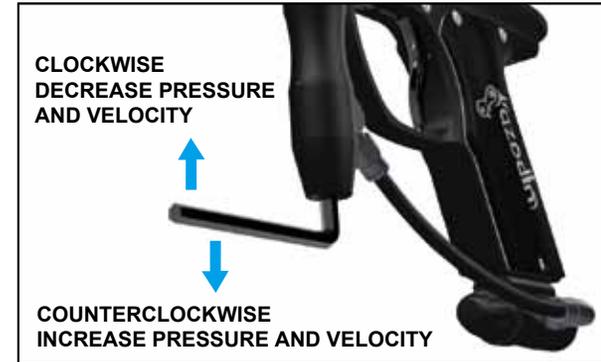
VELOCITY ADJUSTMENT



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) counterclockwise.

REGULATOR ADJUSTMENT



To increase the input pressure, use the allen wrench to turn the RockSteady Seat (P086) counterclockwise.

To decrease the input pressure, use the allen wrench to turn the RockSteady Seat (P086) clockwise.

NOTE: Contact tech@azodin.com for more information on tuning the ZII. Always use Velocity Adjuster (P023) to increase velocity first then increase input pressure.

RESET THE REGULATOR TO FACTORY PRESSURE

1. Please remove air source and clear the air stored in the marker.
2. Turn the Rocksteady Seat clockwise till it stops (DO NOT FORCE IT PAST THE STOP POINT).
3. Turn the RockSteady Seat counterclockwise two and half turns.

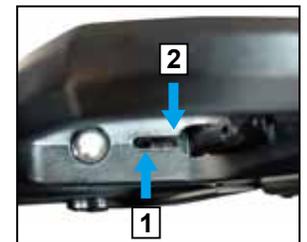
TRIGGER ADJUSTMENT

There are four adjustment points on the Trigger - Magnet Strength Screw, Micro Switch Activation Screw, Front Stop Activation Screw and Rear Stop Trigger Screw.

1: Magnet Strength Screw

The Magnet Strength Screw adjusts the amount of force that returns trigger to its resting position. Turn the Magnet Strength Screw clockwise to increase the force; counterclockwise to decrease the force.

NOTE: To prevent breaking the magnet, do not turn the Magnet Strength Screw too deep.



2: Front Stop Trigger Screw:

The Front Stop Trigger Screw is used to set the travel distance before the marker has fired. Turn the screw clockwise to reduce the travel distance; turn the screw counterclockwise to increase the travel distance.

TRIGGER ADJUSTMENT

3: Micro Switch Activation Screw

The Micro Switch Activation Screw is used to set the amount of trigger travel prior to the marker firing. Turn the screw clockwise to decrease the amount of trigger travel to the activation point; turn the screw counterclockwise to increase the amount of trigger travel to the activation point.

NOTE: Turning the screw too far in or too far out will result in the marker not firing as the Micro Switch will be depressed or will never be activated.



4: Rear Stop Trigger Screw:

The Rear Stop Trigger Screw is used to set the travel distance after the marker has fired. Turn the screw clockwise to reduce the travel distance; turn the screw counterclockwise to increase the travel distance.

Note: Do not turn the trigger screws too far or the marker will not work.

ASSEMBLY AND CLEANING THE MARKER

Turn the End Cap Counterclockwise to access the internals



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.

ASSEMBLY AND CLEANING THE MARKER

CLEANING AND DISASSEMBLY OF LOWER INTERNALS

1. Lift the Top Cocking Knob (silver knob on top of the bolt) and slide out the bolt assembly from the ZII body.
2. Have the marker in the de-cocked position. Turn the End Cap (A051) counterclockwise while applying light pressure behind it. This will prevent the lower internals from shooting out.
3. Remove the spring from the lower receiver.

4. Remove the left Grip Panel screws and remove the left grip panel.

5. Push the solenoid clapper up and tilt the marker back. Make sure to catch the Feather Striker and Bumper.

6. When all the internals are removed, use a squeegee to clean the inside of the receiver and use a microfiber cloth to clean dirt, debris, or paint off the Delrin bolt. Apply Azodin lube or Dow 33 based lube to the Striker O-Ring.



Note: When reinserting the Feather Striker, be sure to push the clapper on the solenoid up like in step 5. This will make reinsertion easier.

MAINTENANCE

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

Eye Sensor System

Remove the eye covers using the provided Allen Wrench (2.5mm).

Remove the eye sensor cover and use a cotton swab to remove any paint, grease, debris build up, or moisture from the sensor unit and on the inside of the eye sensor cover.

Remove the ball detent and use a dry cotton swab to clean the detent, the detent cutout, and the detent slit.

Check the ball detent for damage and for stiffness.

Perform the same procedure for the opposite side of the ZII.

MAINTENANCE

ZII Bolt Assembly

Lift the top cocking knob (silver knob on top of the bolt) and slide out the bolt assembly from the ZII body.

Use a cotton swab and/or microfiber cloth to clean the paint, grease, and debris from the surface of the bolt.

Apply a thin layer of Azodin lube to the bolt assembly.

Reinsert bolt and lock the bolt pin into the designated slot on the Feather Striker.

MAINTENANCE

ZeRO-D System

To remove the ZeRO-D system, firmly grip the ZeRO-D System and turn counterclockwise. Check to see that the ZeRO-D Cup Seal and the ZeRO-D Cup Seal Stem are tight and check for damage.

Apply Azodin Lubricant or a Dow 33 base lube to the end of ZeRO-D Cup Seal (Z012) that enters the ZeRO-D Housing (Z041). Do NOT apply lube to the face of the Cup Seal that makes contact with the valve, this will cause leaks or recocking issues.

DO NOT USE OIL.

TROUBLESHOOTING

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

RECOCKING ISSUES

Need Lubrication (Dow 33 based or AZ Team Lube) on the Striker O-Ring (R011).

Striker O-Ring is damaged or missing. Replace with correct O-Ring (R011).

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

Check, clean, and disassemble rear internals.

Check the setting on the ZeRO-D System and inline Regulator.

AIR LEAKS

Air leaks down the barrel and/or from inside the marker. Check for wear or damage on the following parts: Front Valve O-Ring (R012), Cup Seal (Z012), and Valve face where the Cup Seal makes contact.

Air leaks from body and out of the frame. Check the Front Valve O-Ring (R012) and check the orientation of the valve. The opening on the side of the valve should be facing up.

Contact tech@azodin.com for more information or for technical assistance.

ZENITH II PART LIST

ZENITH II SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	M5 X 10L MAIN BODY SCREW
	M8 X 8L VALVE RETAINING SCREW
	M4 X 8L GRIP PANEL SCREW
	M5 X 14L CLAMP SCREW
	M4 X 6L EYE COVER SCREW
	M4 X 4 RETAINING SCREW
	M4 X 6 RETAINING SCREW

ZENITH II SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	S091 ON/OFF BOTTOM ASA RETAINING SCREW
	S092 1/8-27 NPT ON/OFF BOTTOM ASA HOSE PLUG
	M5 X 10L ON/OFF BOTTOM ASA SCREW
	Z031 ZeRO ADJUSTMENT SCREW

ZENITH II PART LIST

ZENITH II SCREW CHART SIZE: 1:1	PART NUMBER AND NAME
	R011 STRIKER O-RING (RED)
	R012 FRONT VALVE O-RING (CLEAR)
	R013 VELOCITY ADJUSTER O-RING (BLACK)
	R015 AZ O-RING (BLACK0)
	R016 BARREL O-RING (BLACK)
	R017 END CAP O-RING (BLACK)
	R031 REGULATOR PISTON O-RING (CLEAR)
	R032 REGULATOR SWIVEL MOUNT O-RING (BLACK)
	R033 INNER O-RING (BROWN)
	R034 REGULATOR SEAL O-RING (CLEAR)
	Z021 ZERO CUP SEAL O-RING (BROWN)

ZeRO-D SYSTEM EXPLODED VIEW



ZeRO-D PARTS LIST	
NO	PART NAME
PH11	HP VALVE
Z087	ZeRO-D C CLIP
Z011	ZeRO-D CUP SEAL STEM
Z012	ZeRO-D CUP SEAL
Z013	ZeRO-D SPRING GUIDE
Z014	ZeRO-D SPRING
R012	FRONT VALVE O-RING (CLEAR)
R015	AZ O-RING
Z021	ZeRO-D CUP SEAL O-RING
Z031	ZeRO-D ADJUSTMENT SCREW
Z041	ZeRO-D HOUSING

INLINE REGULATOR EXPLODED VIEW



REGULATOR PARTS LIST	
NO	PART NAME
P064	STRAIGHT ELBOW
P081	MAIN REGULATOR HOUSING
PZ82	REGULATOR SWIVEL 45 MOUNT
P083	REGULATOR END CAP
P084	REGULATOR PISTON
P085	REGULATOR SPRING
P086	ROCK STEADY SEAT
P087	REGULATOR C CLIP
R015	AZ O-RING
R031	REGULATOR PISTON O-RING
R032	REGULATOR SWIVEL MOUNT O-RING
R033	REGULATOR INNER O-RING
R034	REGULATOR SEAL O-RING
S031	RETAINING SCREW

ON/OFF BOTTOM ASA EXPLODED VIEW



ON / OFF BOTTOM ASA PARTS LIST	
NO	PART NAME
PZ63	AZ 90 DEGREE ELBOW
P091	ON/OFF BOTTOM ASA STEM
R033	INNER O-RING
S091	ON/OFF BOTTOM ASA RETAINING SCREW
S092	ON/OFF BOTTOM ASA HOSE PLUG
AZ92	ON/OFF BOTTOM ASA CAP
AZ93	ON/OFF BOTTOM ASA MAIN BODY

CLAMP FEEDNECK EXPLODED VIEW



CLAMP FEEDNECK PARTS LIST	
NO	PART NAME
PZ51	FEEDNECK BODY
PZ52	CLAMP
PZ53	CLAMP SCREW
PZ54	FEEDNECK ELBOW
M5x14L	FEEDNECK SCREW

