

OPERATOR'S MANUAL



D3Fy



D3FY | PAINTBALL

WWW.D3FYSPORTS.COM



D3FY Sports Inc.

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TABLE OF CONTENT

4	IMPORTANT HPA AIR TANK SAFETY INSTRUCTIONS AND GUIDELINES	18	O-RING LIST
6	GETTING STARTED	20	SCREW LIST
8	MICRO SQ BOARD	23	INTERNAL PARTS
11	TRIGGER ADJUSTMENT	26	EXTERNAL PARTS
12	F2 BOLT ENGINE	29	ELECTRONICS
14	DIRECT DRIVE SYSTEM SOLENOID / VALVE	30	D3S DIAGRAM
16	LPC FEED NECK	31	WARRANTY
17	RYSE ON/OFF ASA		

WARNING**IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES**

- Please fully read and understand the D3S paintball marker user manual.
- The D3S 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 are 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.
- Any modifications or tampering of original factory parts will cause all warranties and liabilities from Azodin.
- This owner's manual should always accompany the D3S paintball marker for reference and in the event of resale and new ownership.
- Do not field strip or remove any parts while the marker is pressurised.

WARNING**IMPORTANT HPA AIR TANK SAFETY INSTRUCTIONS 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 if valve starts to unscrew from the tank itself. Screw the tank back onto the marker's Bottom ASA adapter and contact a qualified airsmith for further assistance.



1. First, remove the three grip panel screws (S-048) from the left grip panel. Attach 9V battery onto the battery harness (E-076) in the trigger frame (X-044). Secure back the left grip panel into it's proper place.

2. Place the BARREL BLOCKING DEVICE over the barrel.

3. Always point your marker at a "SAFE" direction before use. To use, press the bottom button for 2 seconds located on the back of the trigger frame. Doing this you will see a green LED. PLEASE go to page 8 for instructions on how to set the MICRO SQ BOARD.

4. Make sure the ASA knob is in off position. If it's on please turn the knob counter clock wise until you see a 1/4 inch gap between the knob and the ASA. Firmly screw in the HPA/ N2 air tank to the RYSE On/Off ASA. Tighten the air tank clockwise all the way into the RYSE On/Off ASA.

CAUTION: Never use any hand tool to screw air tank to the on/off ASA.

5. Attach a paintball hopper/ loader to the D3S LPC feed neck.

Recommend using 20bps+ electronic loader for best performance.

6. Remove the barrel blocking device and power on the marker.

CAUTION: Now the marker is LIVE, pulling the trigger will fire a paintball. Only test your marker at the safe direction or in a proper organized paintball field.

7. Adjust the velocity FPS (Feet Per Second) by turning the regulator adjuster screw (S-042) clockwise will increase the velocity. Counterclockwise will decrease the velocity.

8. After playing, take out all paintballs from the hopper. Then detach the hopper from the marker.

CAUTION: There may be 1-2 paintballs in the breach

area; take a couple more shots in a safe direction to make sure the marker is empty of paintballs.

9. Place the barrel blocking device over the barrel and turn marker off.

10. Unscrew the HPA / N2 air tanks from the RYSE On/Off ASA.

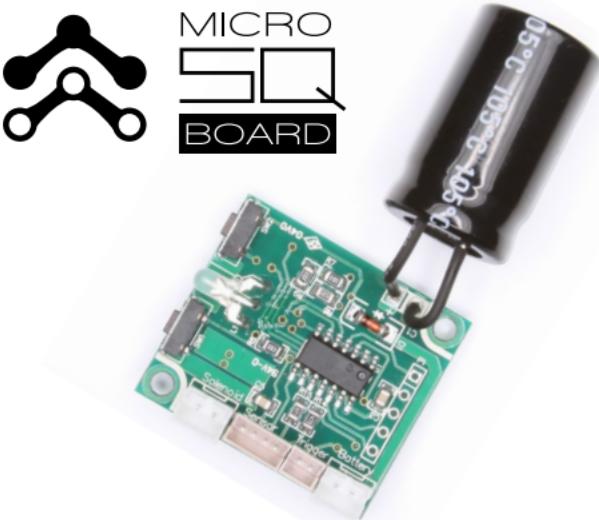
CAUTION: Never use any hand tool to screw air tanks to the bottom ASA.

11. Store the marker in a paintball gear bag or in a safe place.

Note: To de-gas the D3S properly and prevent damage to your bottle o-ring, turn off the RYSE on/off asa counter clockwise as you cycle the marker after you have removed the hopper and paintballs. Make sure that there are no paintballs in the marker breech, turn the eyes OFF, and point the barrel towards the ground with a barrel cover on when dry firing.

Reminder: When not operating and storing the D3S for an extended amount of time, disconnect and remove the battery to prevent draining





The Micro SQ board is designed to be user friendly and easy to operate. It has a small square design (SQ) allowing for a 9 volt battery to fit perfectly in the trigger frame. It gives you 4 modes to choose from; semi auto, PSP Ramp, Full Auto, and 3 shot burst.

POWER:

1. Turn marker ON: Hold power button for 2 seconds, green led comes on indicating marker is ON .
2. Turn marker OFF: Hold power button for 4 seconds, led off indicating marker is OFF .

MODES:

1. Modes switch is adjusted using push power button . Each push will change mode continuously up to next mode, in the event that you get to mode 4, the next push will revert the mode back to mode 1.
2. Mode 1: SEMI-AUTO at 15 BPS MAX ROF. Semi-auto is one shot per trigger pull. Flash led once green.
3. Mode 2: RAMP as PSP ramping, ramp at 15 BPS MAX ROF. Semi-auto is one shot per trigger pull. First 3 trigger pulls in semi-auto with the 4th pull and maintain 4 BPS the ROF goes to 15 BPS. If the trigger pulls are less than 4 BPS or no pulls, then the ramp is OFF and back in semi-auto only. Flash led twice green.

4. Mode 3: FULL AUTO as NXL ramping, pull trigger and hold is full auto at 15 BPS MAX. Flash three times green.

5. Mode 4: 3 SHOT BURST, 3 shots per each trigger pull at 15 BPS MAX, Flash led four times green.

EYE OPERATION:

1. Break beam eyes to be ON when marker is first turned ON.
2. To turn the eye OFF, press the eye button and hold for 2 seconds, led will switch to orange, and release before the 4 seconds to turn the eyes OFF. MAX ROF with eyes OFF to be 10 BPS MAX in all modes. Led should flash orange in current mode. Example: If in mode 2, led will flash orange twice.
3. To turn the eyes ON, when marker is in eyes OFF configuration, press eye button and hold 2 seconds, led will switch to green and release before the 4

seconds to turn the eyes ON. MAX ROF with eyes on to be at MAX ROF of current mode. Led will switch back to current mode selection.

FORCE SHOT:

Initiated by pulling and holding the trigger for 2 second. Only if marker has not fired a shot, marker will fire a clearing shot. Force shot will occur when eyes ON.

LOW BATTERY INDICATION:

Low battery indication will occur at low volts, measured going down with supply. Low battery condition is indicated by flashing the led to red with modes indicated. Example if flash green-green-red-red, green-green-red-red..... means setting in mode 2 and the battery condition < 7.8 volts.



SEMI-AUTO



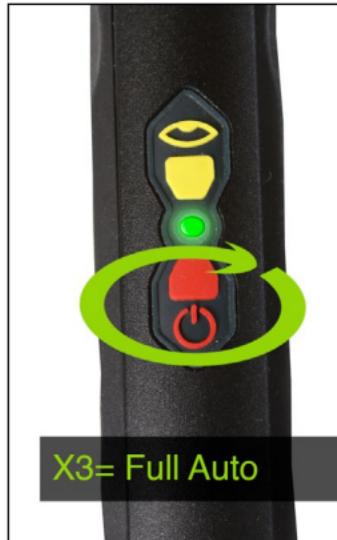
X1=Semi-auto

PSP RAMP



X2 = PSP Ramp

FULL AUTO



X3= Full Auto

3 SHOT BURST



X4= 3 Round Burst

When turning the marker on it's automatically set to semi-auto. With the marker being powered ON press the red button twice to switch into PSP Ramp.

With the marker being powered ON press the red button three times to switch into Full Auto.

With the marker being powered ON press the red button four times to switch into 3 round burst.

ADJUSTMENT SCREW



To adjust your trigger locate the trigger adjustment screw located on the upper portion of the trigger.

CLOCKWISE

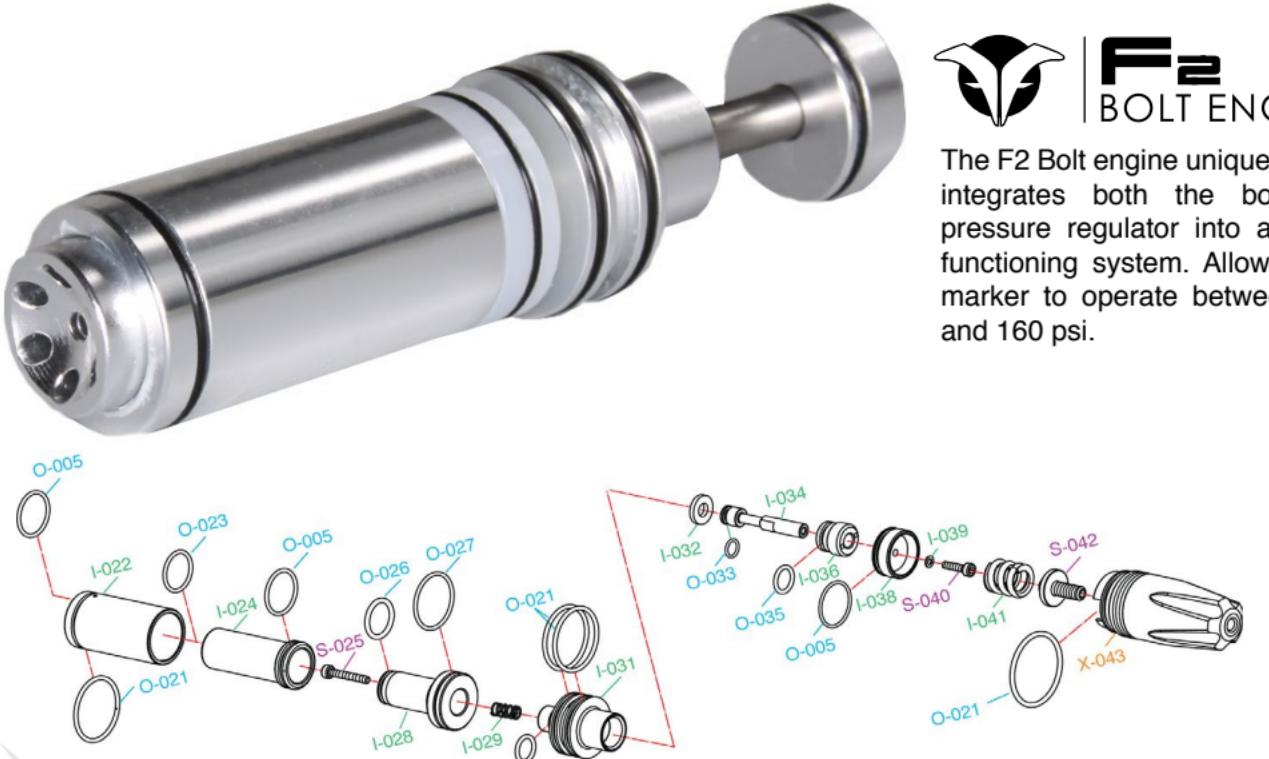


Turning the trigger adjustment screw clockwise will shorten the trigger pull.

COUNTER-CLOCKWISE



Turning the trigger adjustment screw counter-clockwise will widen the trigger pull.



F2
 BOLT ENGINE

The F2 Bolt engine unique design integrates both the bolt and pressure regulator into a single functioning system. Allowing the marker to operate between 150 and 160 psi.

VELOCITY ADJUSTMENT

To adjust marker velocity up or down, use hex wrench to turn the set screw at the bottom of the regulator housing-----clockwise to turn velocity up, counter clockwise to turn velocity down. Make only small adjustments at a time, shooting 3 to 5 shots between each adjustment to allow the regulator to achieve the new pressure .

NOTE: NEVER ALLOW YOUR PAINTBALL MARKER TO EXCEED 180 PSI AND 300 FPS AT ANY TIME.

CLOCKWISE


Turn clockwise to increase velocity

COUNTER-CLOCKWISE

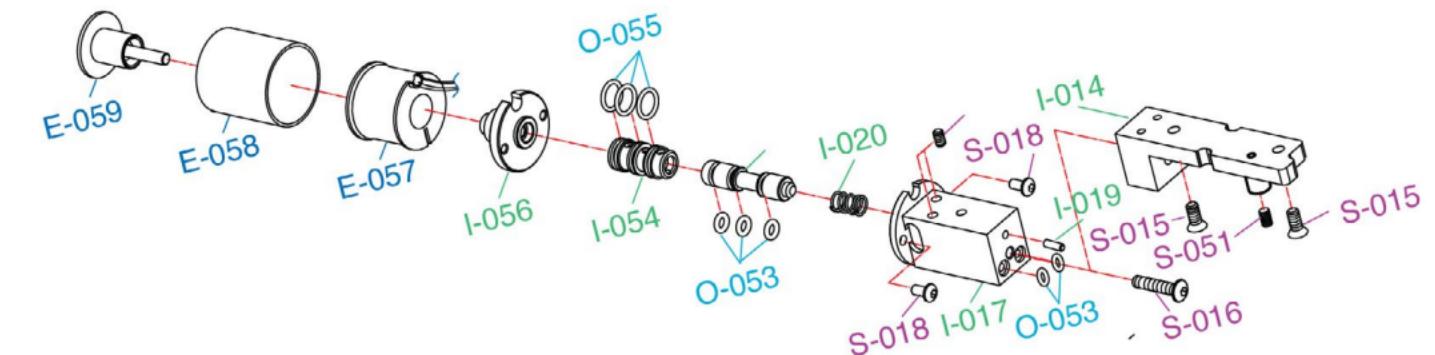

Turn counter-clockwise to decrease velocity



DIRECT DRIVE SYSTEM

Solenoid | Valve

The Direct Drive System Solenoid/Valve directs air to the F2 Bolt engine allowing for a smooth and low operating pressure. Specific air ports were placed to reduce the amount of air needed to release the paintballs from the barrel without compromising it's efficiency. Thus giving you more time on the field and less time off.



**LPC
FEED NECK****LPC FEED NECK**

This aero-dynamic low profile feed neck keeps your hopper/loader grounded and secure.



This slick contour profile on/off ASA rises the airflow from your tank to the regulator without the use of fittings and hoses. It's smooth beveled knob gives the player a reliable grip for an effortless transition from on to off/on.

CLOCKWISE

To place the RYSE On/Off ASA ON turn the ASA knob clockwise.

COUNTER-CLOCKWISE

To place the RYSE On/Off ASA OFF turn the ASA knob counter-clockwise.



Item#	Description	Qty	Item#	Description	Qty	Item#	Description	Qty	Item#	Description	Qty				
	O-002	Barrel Tip O-ring	1		O-026	Lower Bolt Piston O-ring	1		O-035	Airport O-ring	2		O-062	ASA Cap O-ring	1
	O-005	D3 O-ring	4		O-027	Upper Bolt Piston O-ring	1		O-046	Trigger airport O-ring	1		O-066	ASA Piston O-ring	1
	O-021	F2 Bolt O-ring	4		O-030	Pressure Reg O-ring	1		O-053	DDS O-ring	5				
	O-023	Bolt tube O-ring	1		O-033	Reg Piston O-ring	1		O-055	DDS Piston O-ring	3				



Item#	Description	Qty	Image	Item#	Description	Qty	Image	Item#	Description	Qty	Image	Item#	Description	Qty
S-004	Front Trigger Frame Screw	1		S-016	Valve connector Screw	1		S-042	Reg Adjustment Screw	1		S-060	Solenoid Screw	1
S-007	LPC feedneck Screw	1		S-018	E-retention Screws	4		S-045	Rear Trigger Frame Screw	1		S-063	RYSE ASA Screws	2
S-010	Rhyno Skin Retention Screw	1		S-025	Bolt Screw	1		S-048	Grip Panel Screw	6		S-068	Solenoid Screw Nut	1
S-015	Valve Plate Screw	2		S-040	Reg Screw	1		S-051	Trigger Adjustment Screw	2		S-071	Fore Grip Retention Screw	1



Item#	Description	Qty
	S-074 Valve screw	1
	S-073 Rhyno Skin Retention Nut	1
	S-077 Optic Cover Screws	2
	S-082 Receiver Screws	2

Item#	Description	Qty	Item#	Description	Qty
	I-011 Receiver	1		I-020 Valve Spring	1
	I-012 Ball Detents	2		I-022 Bolt Tube	1
	I-014 Valve Plate	1		I-024 Bolt	1
	I-017 Valve Housing	1		I-028 Bolt Piston	1

Item#	Description	Qty	Image	Item#	Description	Qty	Image	Item#	Description	Qty	Image
I-029	Bolt Piston Spring	1		I-036	Reg Piston Cover	1		I-052	Valve Piston	1	
I-031	Pressure Regulator	1		I-038	Reg Cap	1		I-054	Valve	1	
I-032	Reg Seat	1		I-041	Reg Spring	1		I-065	ASA Pin	1	
I-034	Reg Housing	1		I-049	Roll Pin	3		I-072	Valve Plate Seal	1	



Item#	Description	Qty
X-001-B	Barrel Tip (Black)	1
X-001-G	Barrel Tip (Green)	1
X-001-T	Barrel Tip (Teal)	1



Item#	Description	Qty
X-003-B	Barrel Back (Black)	1
X-003-G	Barrel Back (Green)	1
X-003-T	Barrel Back (Teal)	1



Item#	Description	Qty
X-006-B	Feed Neck Clamp (Black)	1
X-006-G	Feed Neck Clamp (Green)	1
X-006-T	Feed Neck Clamp (Teal)	1



Item#	Description	Qty
X-008	Feed Neck	1





Item#	Description	Qty
X-079-B	Right Optic Cover (Black)	1
X-079-G	Right Optic Cover (Green)	1
X-079-T	Right Optic Cover (Teal)	1



X-080-B	Rhyno Skin Body Cover (Black)	1
X-080-G	(Green)	1
X-080-T	(Teal)	1



X-081	Wrap around Grip Panels	1
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Item#	Description	Qty
E-013	ACROS (Eyes)	1



E-047	Trigger Switch	1
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E-A50	Coil	1
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E-059	Coil Pin	1
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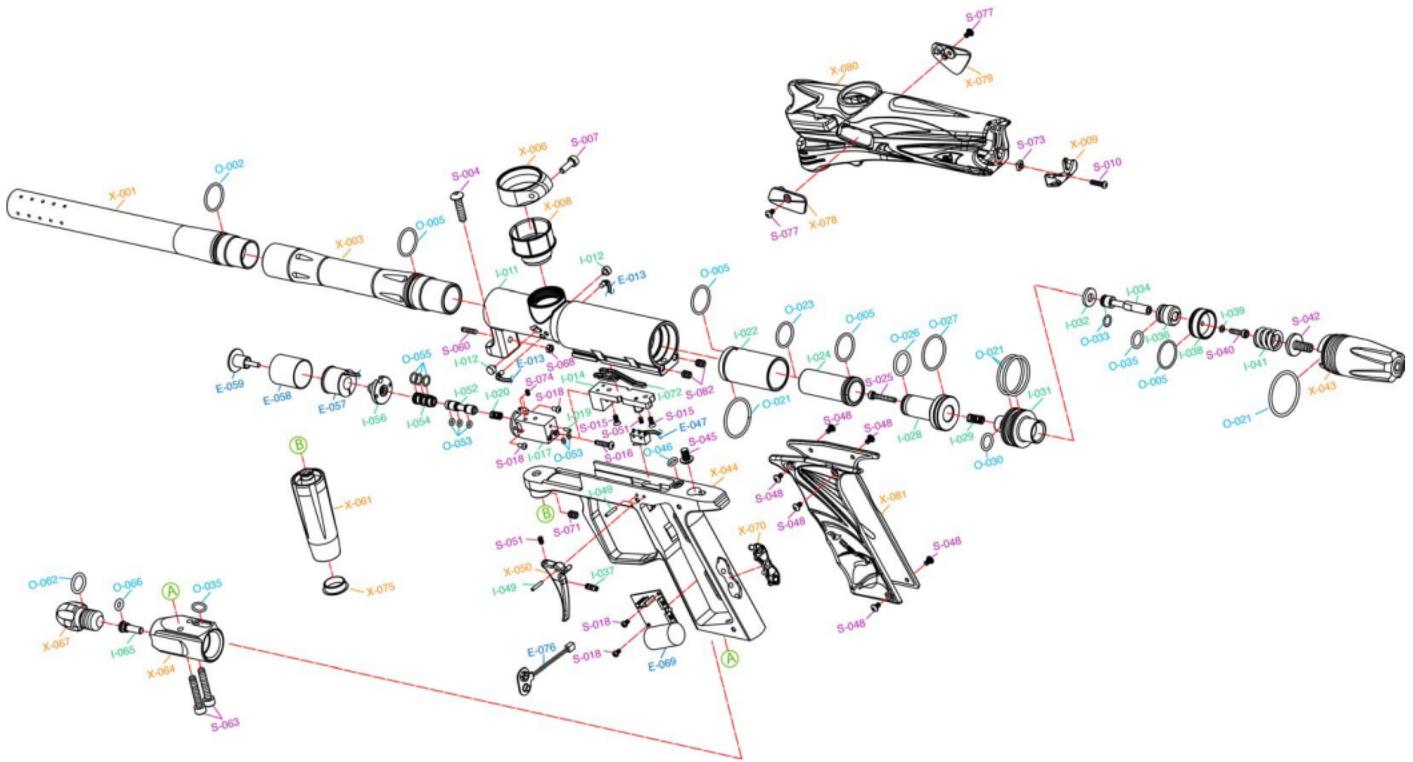


Item#	Description	Qty
E-069	Micro SQ Board	1



E-076	Battery Harness	1
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D3FY Sports Inc. provides one year warranty on D3FY OEM products from date of purchase. D3FY will replace any product which is deemed to possess a manufacturer defect. Normal wear and tear is not covered under warranty.

REGISTER YOUR MARKER AT WWW.D3FYSPORTS.COM

PLEASE READ THE FOLLOWING WHEN CLAIMING WARRANTY.

1. Call D3FY at 909.623.8801 to first acquire a return RMA number and an address to send your product.
2. Your RMA number expires after 14 days from the date it was given to you by our warranty department.
3. Send your D3FY product with the following information inside the package.
 - a) A copy of your receipt dated within one year for a D3FY product.
 - b) If you don't have your receipt we could repair your product for a nominal fee.
 - c) Write the RMA number on the outside of the package. Packages received by D3FY with no RMA number visible will be refused to sender. D3FY strongly recommends that you send your package via a carrier providing with a shipping

number (UPS or FED-EX) as we are only responsible for what we receive.

4. Our warranty covers replacement or repair of defective products only, as determined by our technicians or RMA staff.

5. All products must be registered on our warranty database within 30 days of purchase for warranty coverage to be valid.

6. Warranty on internal upgrade / replacement parts is void when item(s) are installed. D3FY Sports will not be responsible for compatibility issues between various manufactures.

7. Warranty is voided when the product is abused, altered, or disassembled in any way, or shows any sign of alteration, or is past the one year warranty period.

PLEASE PROVIDE THE FOLLOWING WHEN REQUESTING FOR A REPAIR

1. Please contact our tech at tech@d3fysports.com or call us at 909.623.8801 to assist you with any technical issues with our products.
2. Request For Return Merchandise Authorization (RMA) Number