DESIGNED IN THE REPUBLIC OF CALIFORNIA
With offices in:
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MADE IN TAIWAN

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OWNER'S MANUAL

dye RiZE CZR

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RIZE CZR™ OWNER'S MANUAL

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INCLUDED WITH YOUR RIZE CZR™
RIZE CZR™ Marker
14" 2pc Proto Barrel
Allen tool set including 0.05", 1/16", 5/64", 3/32", 1/8", 5/32", 3/16" and 1/4".
1/4 oz. DYE Slick Lube™
Parts Kit
Barrel Plug
Quick Start Guide
Warranty Card
9V Battery

The RIZE CZR™ comes with the tools required to perform general maintenance and setting up.

For a complete service the following tools are required
C-clip pliers
#0 Phillips head screw driver
A sharp pick to remove O-rings

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WARNING

IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES

- The RIZE™ marker is not a toy. Misuse may cause serious injury or death.
- Please read, understand and follow the directions in the RIZE™ owner's manual.
- Eye protection that is designed specifically for paintball and meets ASTM/CE standards must be worn by user and persons within range.
- Recommend 18 years or older to purchase. Person under 18 must have adult supervision.
- Always treat the RIZE™ marker as if it were loaded and able to fire.
- Do not exceed 850 psi input pressure.
- Only use .68 caliber paintballs that meet ASTM/CE standards.
- Ensure all air lines and fittings are tightened and secured before gassing up the RIZE™.
- Always chronograph the RIZE™ marker before playing paintball.
- Never shoot the RIZE™ marker at velocities in excess of 300 feet per second, or at velocities greater than local or national laws allow.
- Never look into the barrel or breech area of the RIZE™ when the marker is switched on and able to fire.

WARNING

IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES

- Compressed gas is dangerous, do not allow compressed gas to come in contact with your skin or try to stop a leak by covering it with your hand.
- Always fit a barrel blocking device to your RIZE™ when not in use on the field of play.
- The owner's manual and any related warnings or instructions should always accompany the product for reference or in the event of resale and new ownership.
- Do not point the RIZE™ marker at anything that you do not intend to shoot.
- Do not shoot at people, animals, houses, cars or anything not related to the sport of paintball.
- Do not fire the RIZE™ without the bolt screwed in completely.
- If you read these instructions and do not fully understand them or are unsure of your ability to make necessary adjustments properly, call DYE Precision or your local pro shop for help.

QUICK START UP GUIDE

Before playing with your new RIZE ™paintball marker there are a few important steps to take.

STEP 1. BATTERY INSTALLATION

A. Remove three right hand side grip panel screws with a 3/32" allen key.

B. Open grip panel and install 9V battery into the connector inside the frame. Start by inserting the top of the battery into the recess and aligning the battery terminals with the contacts on the board, then pushing the bottom of the battery fully into place. Ensure that the battery removal ribbon leaves a small tail accessible from under battery when installed to aid for easy battery removal. Note the markings above the battery housing which indicate which of the board contacts are positive and negative and install the battery accordingly.

C. Close grip panel and tighten the three screws back. While closing the panel observe that no wires get caught between the frame and the grip panel.

STEP 2. BARREL INSTALLATION

A. Screw on the barrel to the front of the RIZE ™. Make sure it threads all the way in and is secure.

B. Attach the barrel plug so that it covers the tip of the barrel and secure the gun.

STEP 3. LOADER INSTALLATION

With the clamp lever lifted away from the feed neck press your hopper into the feed neck collar. Then lower the lever down to secure the loader. If the collar's grip needs to be adjusted turn the upper screw with a 3/32" hex tool. If the grip is too tight turn the screw counter- clockwise. If the grip is not tight enough turn the screw clockwise. For best results use a force feeding motorized loader, preferably a DYE Rotor Loader.

QUICK REFERENCE
USING YOUR MARKER

STEP 4. ATTACHING GAS SOURCE

Screw on a preset air system into the airport located on the bottom of the grip frame. Be sure the air system is screwed in all the way into the Airport. If there is a leak from the airport when screwing in the air system, replace the o-ring on the preset regulator. When screwing the air system into the airport, always check that the threads on the air system and the airport are clean and not worn out. If you think the threads are not in good condition, contact DYE Precision or a professional store before screwing in the air system.

The RIZE ™airport will work with both 3000 psi, 4500 psi air systems and CO_2 tanks fitted with an anti -siphon.

STEP 5. TURNING ON THE RAIL™ AND CHECKING THE VELOCITY

A. Make sure you and everybody around you is wearing ASTM/ CE approved paintball masks.

B. Press and hold the top button located behind the grip frame until the RAIL™ turns on. **WARNING, THE RAIL™IS LIVE. MAKE SURE BARREL PLUG IS IN PLACE AND DO NOT POINT THE RAIL™AT ANYTHING YOU DON'T INTEND TO SHOOT.**

C. Fill up the loader with .68 caliber paintballs.

D. Shoot the RAIL™over a chronograph to check the velocity. If adjustment is needed, adjust the velocity by turning the Hyper3™velocity adjustment screw with a 3/16" allen key. In (clockwise) will reduce the velocity and out (counter clockwise) will increase the velocity. After each adjustment it takes a few shots before the change can be seen on the chronograph. Never adjust the RAIL™to shoot faster than 300fps or what the field rules / local laws permit.

TURNING THE RIZE CZR™ ON AND OFF

To turn on the RIZE CZR ™, press and hold the power button until the LED's turn blue. The blue light indicates board boot up. After the boot up sequence, the LED's will turn either RED (no ball) or GREEN (ball in breach, ready to fire). To turn the RIZE ™ off, press and hold the power button until the LED's turn off.

NOTE: The RIZE CZR ™ automatically switches off after 10 minutes of non-use.

FIRING THE RIZE CZR ™

As soon as the marker is turned on and the LED's turn from blue to either red or green, the RIZE CZR ™ is ready to fire. If there is no ball and the LED's are RED, you need to hold the trigger for 1 second to force the RIZE CZR ™ to fire once. If there is a paintball inside the breech and the LED is green, just press the trigger to fire the marker.

LED LIGHT INDICATOR

The RIZE CZR ™ uses a super bright LED mounted on the circuit board inside the grip frame. This light is used to provide information to the user about the RIZE CZR ™. It is mounted behind the PROTO™ logo on the left side of the grip panel.

RIZE CZR ™ BOARD
SETTINGS AND FUNCTIONS

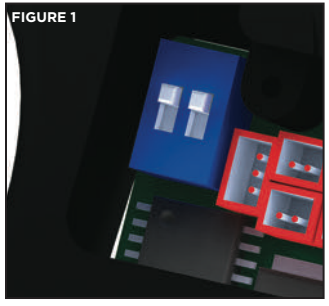
When you turn on the marker in normal operation mode with the power button, the light colors mean the following:

Blue	-	Boot sequence
Red	-	Breech is clear, no ball detected inside the RIZE ™ (eye is on)
Green	-	Ball in breech, ready to fire (eye on)
Blinking Red	-	Eye is turned off
Blinking Green	-	Eye failure, eye is blocked or dirty (see RIZE ™ Eye, page 26)

NOTE: The eye is always activated when you turn the marker on.

To turn off the eye feature press and hold the bottom button until the LED light starts blinking Red indicating the eye feature is turned off.

When servicing your marker:
- Make sure a barrel plug is fitted to the RIZE CZR ™.
- Make sure your hopper is removed from the RIZE CZR ™.
- Make sure there are no paintballs in the breech of the RIZE CZR ™.
- Always remove the first stage regulator and relieve all residual gas pressure from the RIZE CZR™ before disassembly.
- The RIZE CZR™ can hold a small residual charge of gas, typically 2 shots, with the first stage regulator removed. Always discharge the marker in a safe direction to relieve this residual gas pressure.



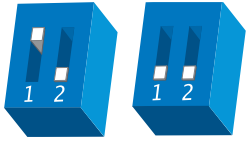
BOARD SETTINGS AND CONFIGURATION MODE

There are five settings you can alter on the RIZE ™board with the DIP switches inside the grip frame (see figure 1):

ABS	Anti Bolt Stick.
Trigger Sensitivity	This setting adjusts the delay between two trigger pulls.
Dwell	This is the time the solenoid is activated for.
Rate Of Fire	This setting is for adjusting the maximum rate of fire
Firing Mode	This is the firing mode the RIZE ™uses.

There are two DIP switches mounted on the board of the RIZE ™(See figure 1). The first one is used for the ABS setting and the second one is used to access a configuration mode which changes the other four settings.

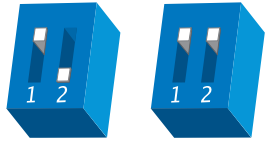
Anti Bolt Stick - When ABS is activated, the dwell is increased after 15 seconds of non-use for the next shot fired. This helps to prevent bolt-stick, but may result in higher velocity for the first shot.



ABS ON (DEFAULT) **ABS OFF**

RIZE CZR™ BOARD
SETTINGS AND FUNCTIONS

CONFIGURATION MODE - The following settings can only be modified in configuration mode. To activate the configuration mode, turn your marker off and set DIP switch 2 to the ON position. Next, turn your marker on. The LED's cycle through all colors for one second to indicate that you have entered the configuration mode.



NORMAL MODE **CONFIGURATION MODE**

To cycle through different settings, pull and release the trigger. Configuration mode has 4 settings that can be changed.

TO CHANGE A VALUE OF A SETTING

1. While in the configuration mode, choose the setting you wish to change by pulling the trigger to cycle through different options.
2. When the LED indicates the color of the setting you wish to change, pull and hold the trigger until the LED starts to flash.
3. The LED will flash as many times as the previous setting was and it will then turn off. Now pull the trigger as many times as you wish the new setting to be. Note: You must enter a value at this point, if you do not wish to alter the setting then re-enter the previous value.
4. When done, the LED will cycle through all the colors again to indicate setting was saved and turn back to green. You can now change another setting or quit the configuration mode.
5. To exit configuration mode, set DIP 2 to the off position.

- The RIZE ™is not water resistant. Excess moisture can cause damage to electronic parts.
- Keep the board and all electrical components clean of dirt, paint and moisture.
- To clean the board, use canned air. If a more aggressive cleaning method is needed, lightly scrub the components with a soft, dry brush. Heavy scrubbing will damage the board.

GREEN - Trigger Sensitivity

Values 1 - 20 (factory default 5)

Trigger sensitivity is the amount of time that the trigger has to be released before the next trigger pull is allowed. In some situations with too low of a value, the RIZE™ can register more trigger pulls than what was actually pulled. This can cause the RIZE™ to shoot full auto, even in semi-automatic mode. To fix this, adjust the trigger sensitivity setting higher.

RED - Dwell

Values 1 - 50 (factory default 40)

Dwell is the amount of time that the solenoid will be activated.

Follow these steps for the best way to set your dwell:

- Remove loader and any paintballs from the RIZE™ marker.
- With the dwell set at 20, start increasing the value until the marker begins to fire.
- When you reach the setting where the marker begins to fire, get some paint and a loader and go to a chronograph.
- Increase the dwell until you see no increase in the velocity. This is the optimal dwell setting to be used.

NOTE: You cannot turn your marker off with the power button when the marker is in configuration mode. You must first set DIP switch 2 to the OFF position.

RIZE CZR™ BOARD
SETTINGS AND FUNCTIONS

BLUE - Rate Of Fire (ROF)

Values 1 - 30

The ROF setting is used to set the maximum rate of fire of the RIZE™. The values do not correspond directly to a certain Balls Per Second (BPS) value. You will need to use the table below to locate your desired maximum ROF setting.
The factory setting is **16** (**10.5 bps**).

TRIGGER PULLS	BPS	TRIGGER PULLS	BPS	TRIGGER PULLS	BPS	TRIGGER PULLS	BPS	TRIGGER PULLS	BPS
1	5.3	7	8	13	10.2	19	11.5	25	12.5
2	5.5	8	8.5	14	10.3	20	12	26	13
3	6	9	9	15	10.4	21	12.1	27	13.5
4	6.5	10	9.5	16	10.5	22	12.2	28	14
5	7	11	10	17	10.6	23	12.3	29	14.5
6	7.5	12	10.1	18	11	24	12.4	30	15

Increasing ROF too high will increase probability of ball breakage. If this occurs decrease ROF setting.

YELLOW - Firing Mode

Values 1 - 4 (default 1)

This setting changes the firing mode of the RIZE ™. Default is semiautomatic. In the semiautomatic mode, one trigger pull shoots out one paintball. The PSP mode and the Millennium mode follow the rules of the paintball tournament series.

Value 1 - Semi-automatic Mode
Value 2 - Millennium Mode
Value 3 - PSP Mode
Value 4 - Full auto with first shot safety feature

RIZE CZR™ BOARD
SETTINGS AND FUNCTIONS

BATTERY

The 9V battery will last for about 12,000 shots. Please be aware that there are substantial differences in performance between different brands of batteries. Use of high quality alkaline or lithium ion batteries is recommended for maximum battery life. If you plan not to use your marker for a long period of time (a month), it is recommended that you remove the battery from the marker. When the battery voltage starts to go too low, the marker will not fire with every trigger pull. For tournament use, it is recommended to change the battery for each tournament.

CHANGING THE BATTERY

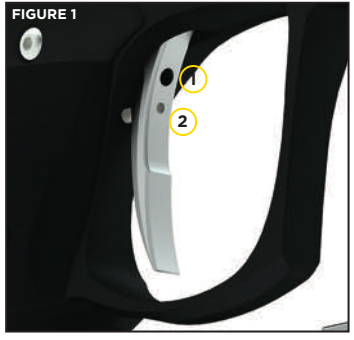
The battery is housed on the right side of the grip frame. To access the battery, remove the three screws holding the right side grip panel down. Use a 3/32" allen key. When inserting a new battery notice the + and - marks on the board. The positive lead of the 9V battery goes to the left and the negative lead to the right.

NOTE: If the marker will not function with the eye on, there is a good chance the battery needs to be changed.

- A low battery will not be able to power both the ACE eye and the trigger switch, causing ACE eye failure.
- If the battery is low, the marker will not fire with every trigger pull.

TRIGGER
ADJUSTMENT

FIGURE 1



ADJUSTING YOUR TRIGGER

The Trigger's forward travel and over travel are fully adjustable so that the user can fine-tune the trigger to his/her exact preference.

To adjust the trigger an .050" and 5/64' Allen key is needed. There are two adjustment screws located on the trigger.

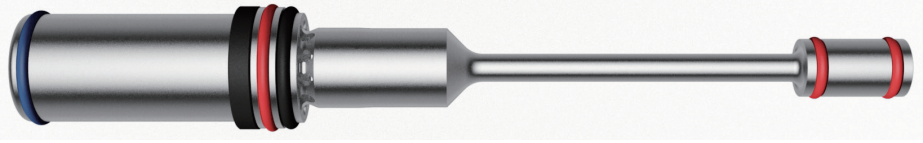
The upper screw on the front of the trigger controls the forward travel (1) and requires a 5/64" allen wrench to adjust. Screwing it in will incease the trigger's length of pull.

Note: If this screw is screwed too far out, the switch will be depressed all the time causing the RIZE ™to fire once immediately after turning it on and not firing after that! (Fig.1).

The lower screw on the front of the trigger controls the over travel (2) and requires the .050" allen wrench to adjust. By turning this screw you can adjust how far back the trigger will travel.
Note: If this screw is adjusted too far, the trigger will not be allowed to travel far enough to depress the switch and the marker will not fire.
The trigger spring used to return the trigger is located inside the frame. It is not suggested to remove this spring as it will cause excess wear on the microswitch and cause trigger bounce.

- Be sure the trigger is not adjusted to the point where it is too sensitive and may cause accidental discharge of the marker.
- Removing the trigger spring will cause premature wear on the microswitch, resulting in failure.
- **Be sure you do not pinch the wires between the frame and body when reattaching the frame to the body.**

RIZE CZR™ BOLT
ASSEMBLY AND MAINTENANCE

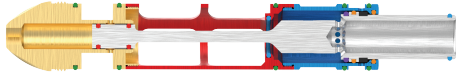


The RIZE ™BOLT is the main component of the RIZE ™marker. In order to achieve the best possible performance of the RAIL™it is essential that the RIZE ™BOLT is kept clean, well lubed and in good working order.

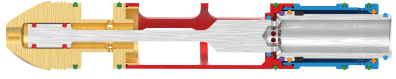
The RIZE ™BOLT should be cleaned and re-lubed after each day of use.

There are 4 parts in the RIZE ™BOLT kit that mount together as one unit. To remove the RIZE ™ BOLT from your RIZE ™, use a 1/4" allen key and turn the Back Cap out 2 full turns counter clockwise. Now pull out the complete RAIL™bolt kit from the RIZE ™.

To dis-assemble the RIZE ™BOLT kit you unthread the front most part called the Can and the Manifold from each other. Then pull out the actual moving bolt from inside these pieces. Notice that to separate the Can and the Bolt you need to remove the bolt tip O-ring before the bolt is able to slide through the Can.



FORWARD POSITION



BACK POSITION

HOW DOES IT WORK

Air is supplied into two points on the RIZE ™BOLT. In the back air is routed through the Back Cap and Manifold and fills up the supply chamber around the Manifold. In the front air is routed through the solenoid into the Can. This air pushes against the Sail on the Bolt, which keeps the bolt in the back position.

RIZE CZR™ BOLT
ASSEMBLY AND MAINTENANCE

When the RIZE ™is fired the solenoid is actuated and the air inside the Can is exhausted out. The force created by the air inside the supply chamber causes the bolt to start moving forward. Once the bolt has moved about half way forward, the tail of the bolt closes the input into the supply chamber. Once the Bolt reaches the forward point, the valve of the RIZE ™Bolt is opened and air inside the supply chamber goes through the Bolt and fires the paintball. After this the solenoid is de-activated and gas is supplied through the solenoid back into the Can. This causes the Bolt to return to the back position and the supply chamber to be re-charged.

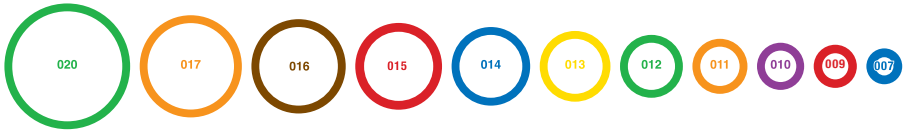
When servicing your marker:
- Make sure your hopper is removed from the marker.
- Make sure there are no paintballs in the breech of the marker.
- Always remove the air supply and relieve all gas pressure in the marker before disassembly.
- When using the marker in temperatures below 50° Fahrenheit it may be necessary to lube the RAIL™bolt more frequently.

MAINTENANCE

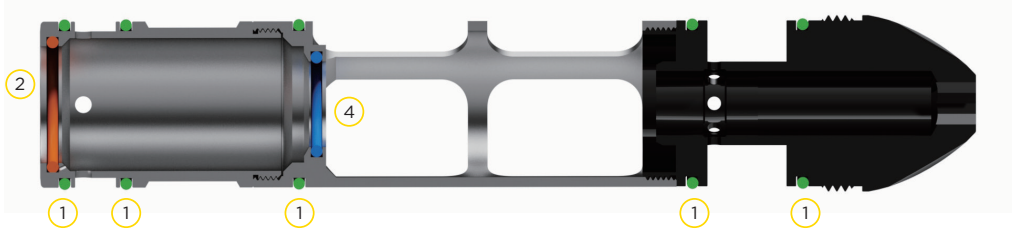
The basic maintenance for the RIZE CZR™ BOLT is to clean all surfaces of dirt, broken paint or other debris, check for any wear and tear on the O-rings and changing them if needed, and finally applying a thin coat of DYE Slick Lube on all surfaces. Before installing the RIZE CZR™ BOLT back to the RIZE CZR™ marker check that the bolt moves freely without a lot of friction and make sure all pieces are threaded together snugly!.

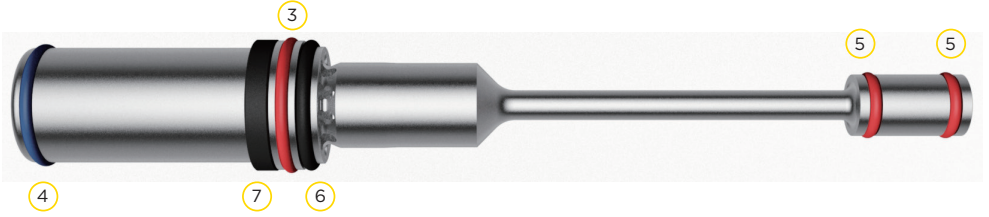
If the RIZE CZR™ BOLT is not kept clean and well lubed, you will either start seeing erratic velocity, leaks or over long period of time, physical damage to the RIZE CZR™ BOLT components.

For troubleshooting leaks and other bolt problems, consult the troubleshooting section at the end of this manual.



RIZE CZR™ BOLT
ASSEMBLY AND MAINTENANCE





RAIL™ BOLT O-RING LIST

1	020	N 70	6	013x2mm	N 90
2	017	N 70	7	Bolt Front Bumper	
3	015	N 70			
4	014	N 70			
5	009	N 70			

LOADERS AND FEED NECK

LOADERS AND FEED NECK

To achieve the maximum performance of the RIZE CZR™ you will need to use a motorized loader that force feeds paintballs into the RIZE CZR™ marker, preferably the Rotor™ Loader. Using a slower motorized loader or a non-motorized loader will work, but the rate of fire and performance will be reduced.

CAM LEVER FEED NECK

The Cam Lever Feedneck is adjustable to fit any standard loader.

To fit a loader onto the RIZE CZR™, fit your loader into the adjustable feedneck and tighten Cam Level into postion, flush with the feedneck collar.

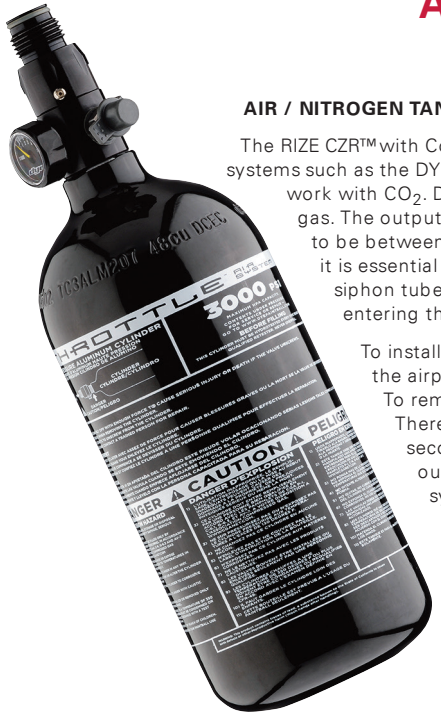
Loader should now be held in with a snug fit. If not, see below to adjust the Cam Lever tension.

To adjust the cam locking feed neck, lift the lever away from the feed collar. Using a 5/32" hex wrench, turn the screw connected to the lever clockwise to tighten or counterclockwise to loosen the grip on the loader. Once the desired adjustment has been made press the cam lever down against the feed collar to secure the loader in the feed neck.

To loosen the locking system and remove the loader, lift the cam lever away from the feed collar. Take care not to over-tighten the cam locking system. The lever should not be overly difficult to lower into the locked position.

There is no maintenance needed for the feed neck besides keeping it clean of broken paint, dirt and debris.

AIR/NITROGEN



AIR / NITROGEN TANK OPTIONS AND INSTALLATION

The RIZE CZR™ with Compressed air and Nitrogen air systems such as the DYE Throttle® air system and will also work with CO_2. Do not use any other compressed gas. The output pressure from the air system has to be between 400 – 850psi. If you are using CO_2 it is essential that the tank is fitted with an anti-siphon tube to prevent liquid CO_2 from entering the RIZE CZR™.

To install an air system, screw the tank into the airport all the way as far as it will go. To remove the air system screw out. There will be gas leaking for a few seconds while you screw the air system out. Notice that even with the air system removed there can be gas inside the RIZE CZR™and it can still a paintball. Always treat the fire marker as being live and never point it to anything you don't intend to shoot at!

HYPER3™ IN-LINE REGULATOR
ADJUSTMENTS AND MAINTENANCE

VELOCITY ADJUSTMENT

The velocity of the RIZE CZR™ is adjusted by adjusting the input pressure into the RIZE CZR™. This is controlled with the Hyper3™ regulator. The Hyper3™ on the RIZE CZR™ is factory set to 145 psi which will give you a velocity of about 285 FPS (Feet per Second). A 3/16" allen key will be needed for this operation. Turning the adjustment screw in (clockwise) will decrease the pressure, and out (counterclockwise) will increase the pressure. To adjust the velocity:

1. Make sure you and everybody around you is wearing ASTM/CE approved paintball goggles.
2. Shoot the RIZE CZR ™ over a paintball chronograph.
3. To lower the velocity turn the Hyper3™ adjustment screw in. To increase the velocity turn the screw out. Only turn the screw a quarter turn at a time and shoot over the chronograph again. Notice that a few shots are needed before the change can be seen on the chronograph.

MAINTENANCE

For the RIZE CZR™ to function properly, it is essential that the input pressure into the marker stays consistent at all times. The general maintenance needed for the Hyper3™ regulator is to keep it clean of dirt and debris at all times. A more extensive service should be performed every 12 months by a trained Tech or if the output pressure of the regulator becomes inconsistent. This can be seen as inconsistent velocity and verified with a regulator tester (sold separately). Notice that the Hyper3™ has a break in period of about 2000 shots before it achieves the best performance.

HYPER3™ IN-LINE REGULATOR
ADJUSTMENTS AND MAINTENANCE

HYPER3™ REGULATOR DIS-ASSEMBLY INSTRUCTIONS

Before performing maintenance on the Hyper3™ regulator, ensure that the RIZE CZR™ is completely degassed and then unscrew the Hyper3™ from the RIZE CZR™ marker.

To disassemble the Hyper3™ regulator you will need a C-clip tool or a strong pick. Remove the C-clip from the bottom of the Hyper 3 reg. Next, unscrew the Brass seat housing from the body with a 3/16" Allen key.

To change the seat, pull out the old seat from the housing with a sharp object. Insert the new seat in place and push it down with a flat object. Notice that it takes about 2000 shots for the seat to perfectly sit into the seat housing. This is called the break in period for the regulator. Remember to apply lube to the 010 on the brass reg seat housing before re-assembly. Further disassembly to service the top section of the Hyper3™ should be performed by a trained Tech.

ANTI CHOP EYES/ BALL DETENTS
MAINTENANCE AND CHANGING

ANTI CHOP EYES

The Anti Chop Eye (ACE) system will prevent the RIZE CZR™ from chopping paint by not allowing the marker to fire until a ball is fully seated in front of the bolt. The eyes use a beam across the breech. On one side there is a transmitter, and on the opposite side a receiver. In order for the marker to fire with the eyes turned on, the signal between the two eyes must be broken. After every shot, before the next ball drops in the breech, the eye transmitter and receiver must see each other. If the eyes are dirty and cannot see each other between shots, the LED on the board will start blinking green. This means that the eyes are dirty. This is an extremely reliable system as long as the eyes are kept clean. The most common reason for dirty eyes is broken paint. If the eyes become dirty, the marker will default to a reduced rate of fire to prevent chopping. If this happens during game play, you can bypass this by turning the eyes off. Clean the eyes as soon as possible.

NOTE: IF THE BATTERY IS LOW, THE MARKER MAY ACT AS IF THE EYES ARE DIRTY OR NOT FIRE AT ALL. IN THIS CASE, REPLACE THE BATTERY.

SELF CLEANING EYE FEATURE

The RIZE CZR™ is equipped with a self-cleaning eye feature. There is a clear polycarbonate sleeve mounted inside the breech of the gun covering the eyes. When the bolt tip O-ring passes through the Eye Pipe, it sweeps off any dirt, grease or paint that could be blocking the eyes. Normally it is enough to just fire the RIZE CZR™ to clean anything blocking the eyes.

ANTI CHOP EYES/ BALL DETENTS
MAINTENANCE AND CHANGING

If this does not clear the blockage use a swab to clean the inside of the breech.

For a more thorough cleaning, pull the Eye Pipe with the ball detents out the front of the breech. With the Eye Pipe out use a swab to clean the breech. This should be enough to clean the eye system. If the system needs further cleaning, pull out the eye carrier and eye wires through the feed neck. To prevent damaging the eye wires, it is best to remove the frame and disconnect the eye wires from the board. Use a soft rag and q-tips to clean off any built up paint or grease.

When re-assembling the eye guard system, work backwards from disassembly. The Eye Pipe is keyed into the breech and can only go in one way.

NOTE: REGULAR EYE CLEANING IS RECOMMENDED EVEN IF NO PAINT IS BROKEN. CLEAN THE EYES EVERY TWO MONTHS OR 10,000 SHOTS TO ELIMINATE ANY BUILT UP DIRT. EXCESS GREASE CAN BUILD UP IN FRONT OF THE EYES. REMEMBER TO CHECK FOR THIS AFTER GREASING THE BOLT AND CYCLING THE MARKER A FEW TIMES.

CHANGING BALL DETENTS

The ball detent system is clipped to the outside of the Eye Pipe. The ball detent system needs little or no maintenance. The detents should easily flex out of the way with little force, such as a paintball moving past. If you are experiencing double feeding or chopping, check the condition of your ball detents with your finger to make sure they are not broken, stuck in the up or down position, and that they move in and out of the breech freely. If excessive broken paint or dirt has jammed your ball detents, remove the Eye Pipe/detent system from the front of the RIZE CZR™ and unclip the detents for a thorough cleaning. Reinstall the detents, and Eye Pipe after you have sufficiently cleaned the detents and breech.

Be careful not to over-flex the detents when handling them. Excessive flexing could break or damage the detents.

ON/OFF AIRPORT DETAIL

REMOVE PIN-HOUSING ASSEMBLY

To disassemble the UL airport use the airport tool included on the DYE Multi-Tool.

- Insert the airport tool into the Pin Housing and turn counterclockwise. Note that the airport lever must be in the OFF position. Remove housing out of the airport body.
- The pin and **005 O-ring** may or may not come out with the housing, if necessary use a pair of needle-nosed pliers to pull the pin out.

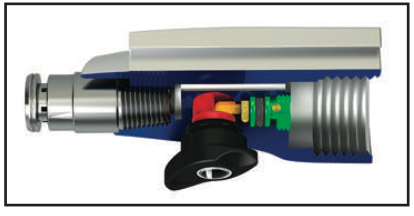
INSTALL PIN HOUSING ASSEMBLY

- Coat the **005 O-ring** in lube and drop it into the airport body. Use the tip of a 1/4" Allen wrench to fully seat the O-ring in place by pushing gently on it.
- Insert the Pin into the Pin Housing from the backside.
- Place the housing onto the airport tool and insert the housing into the airport body.
- Turn clockwise until the Pin Housing fits snugly into the airport body.

*If the airport tool is not available, a pair of needle-nose pliers can be used to unscrew the Pin Housing. Just take care to not scratch or damage the threads or Pin Housing.

REMOVE THE AIRPORT LEVER

- Remove the DYE sphere jewel located in the middle of the airport lever.
- Use a 1/16" Allen wrench to unscrew the retaining screw and remove the screw and lever.



The airport is held in place by a set screw located in the frame, under the battery. Use a 3/32" Allen wrench to secure the airport to the frame.

NOTE: FOR EXPLODED VIEW OF AIRPORT AND PARTS LIST SEE PAGE 28.

TROUBLE SHOOTING GUIDE

AIR LEAKS

AIR LEAKING FROM THE BACK OF AIRPORT

- Check the O-ring on the Air system. If needed change the O-ring and try again. The O-ring normally used is #015 but some manufacturers might use a different size. Consult the manual of the air system you are using.

AIR LEAKING FROM ON/OFF KNOB OR BLEED HOLE

- Make sure airport is in full on or off position.
- Check 005 O-ring behind pin housing.
- See page 24 for service details.

AIR LEAKING FROM THE HYPER3™ REGULATOR

- First locate the position of the leak.
- For disassembly instructions consult the technical section under Hyper3™ regulator.
- If the leak is coming from the bottom of the regulator you will need to disassemble the regulator and change the #010 O-ring and the seat on the brass seat retainer mounted inside the Hyper3™ regulator.
- If the leak comes from the small hole in the middle of the regulator there are two possible O-rings. Change the #015 O-ring on the piston and the #007 urethane O-ring inside the body of the regulator.
- If the leak is from the top of the regulator change the #014 O-ring on the outside of the cap.
- Change the #014 O-ring on the top cap of the Hyper3™ and apply a small amount of lube to the O-ring.

AIR LEAKING BETWEEN BODY AND FRAME

- A leak between the body and the frame can be caused by a couple of things.
- First Check that the Hyper3 reg is not set too high or too low.
- If above doesn't help, remove the frame from the RIZE CZR™ and check the hose connections between the solenoid and the hose fittings.
- Last possibility is that one of the hose fittings is leaking. Gas up the RIZE CZR™ without the frame attached and try to locate the exact point of leakage. If the leak is coming from one of the hose fittings, remove the screw, check and replace any damaged o-rings and re-attach screw to the body.

AIR LEAKING FROM BACK OF THE RIZE CZR™

- Check that the bolt kit is tightened all the way into the RIZE CZR™. If the bolt kit is loose, it will start to leak.
- If above does not solve the leak, remove the bolt kit and change the #020 O-ring on the back cap of the bolt kit. Also change the two #009 O-rings located on the tail of the bolt. Lube well and re-insert the bolt kit into the RIZE CZR™. Check bolt kit break down picture on page 19 for O-ring locations

AIR LEAKING FROM FRONT OF THE RIZE CZR™

- Remove the Bolt kit from the marker and change the #017 O-ring located inside of the Can and the #014 O-ring located inside the Manifold. Lube well and re-assemble.
- If above doesn't help, try changing the

#020 O-rings located outside of the Can. Lube well before re-inserting bolt kit.

PROBLEMS WITH ELECTRONICS

RIZE CZR™ WON'T TURN ON

- Make sure battery is new and well charged.
- Check that battery is making contact with the board terminals inside the RIZE CZR™
- Make sure there is no dirt or debris blocking the button from being pressed.

RIZE CZR™WILL TURN ON/OFF BY ITSELF OR THE EYES WILL TURN ON / OFF BY THEM SELVES

- Both of these problems are caused because the button(s) are pressed all the time.
- Remove board from the frame by removing the grip panel on the left hand side, disconnecting the cables and pulling the board out. Carefully remove the two buttons and clean them well.
- Re-assemble and test. If problems persist, contact authorized service center for board replacement.

EYES WILL NOT WORK, LED KEEPS BLINKING GREEN

- First change the battery. The eyes are normally the first thing to stop working when a battery is dying.
- Next try to clean the eyes. See page 22 for details on how to remove the Eye Pipe and clean the eyes.

To test if the eyes work make sure there is nothing inside the breech and that the bolt is in the back position. Turn on the RIZE CZR™, the light should be red after the boot up sequence. If it is, the eyes are working.

- Check that the eye wire is properly connected to the board.
- If nothing above helps contact a store or DYE Precision for eye replacement.

SOLENOID WILL NOT ACTIVATE / TRIGGER NOT WORKING

- Check that the trigger adjustment is not set so that the micro switch cannot activate. You should hear a small click when pulling the trigger.
- If the RIZE CZR™ fires once when turned on but not after that your trigger is set so that the micro switch is always activated. Re-adjust the trigger.
- Change the battery if you are not positive about it's charge.
- Check that the solenoid and capacitor cables are attached to the board and to the right connectors (solenoid should be attached to the connector that is colored blue).

TRIGGER BOUNCE / RIZE CZR™SHOOTING MORE THAN ONE BALL PER PULL IN SEMI AUTOMATIC MODE

- Raise the trigger sensitivity level in the configuration mode.
- Check that the trigger is not adjusted too short.

TROUBLE SHOOTING GUIDE

- Make sure there is a trigger spring inside the frame.

ERRATIC VELOCITY/ RIZE CZR™ WON'T FIRE

RIZE CZR™ FIRES BUT BALLS ARE DROPPING OFF OR NOT EVEN COMING OUT OF THE BARREL

- Make sure the battery is good.
- Raise the dwell to factory level (40).
- Make sure bolt is well lubed and moves well. If there is too much friction in the Bolt, it will cause the RIZE CZR™ to shoot down.
- Make sure air system is screwed in all the way.

FIRST SHOT IS TOO HIGH

- Change the Seat inside the Hyper3™regulator. For disassembly instructions consult the technical section.
- Try turning off the ABS feature by turning DIP #1to the off position.

VELOCITY IS NOT CONSISTENT

- Make sure the paintballs you are using fit the barrel good and are consistent in size. The stock barrel with the RIZE CZR™ is .688 size. You should be able to blow the paintball through the barrel but they should not roll through the barrel on their own.
- Remove the bolt kit and re-lube it. Change any O-rings causing a lot of friction. Make sure #014 O-ring in bolt tip is in place and in good condition.
- Raise the dwell.
- Change the battery.
- Check that the Hyper3™regulator is working correctly and that the pressure is consistent. A separate regulator testing tool is available for this. If needed, disassemble and change worn out O-rings in the Hyper3™regulator.

OTHER CATEGORIES

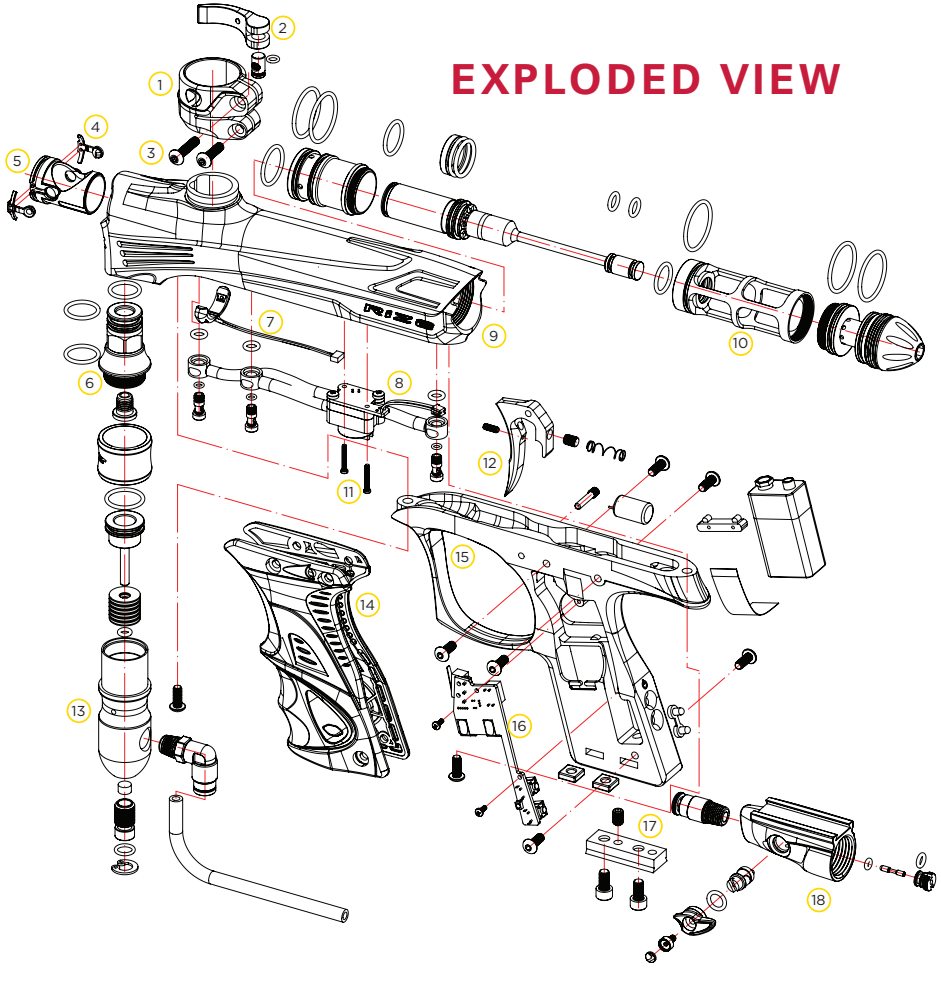
DOUBLE FEEDING

- If you get two balls firing at once change the ball detents by removing the Eye Pipe, replacing the orange detent clip and reinstalling the Eye Pipe.

BREAKING PAINT

- Make sure you use high quality paintballs and that they are stored according to the manufacturers instructions.
- Check that #14 O-ring on bolt tip is in place and in good condition.
- Make sure your loader is working good and that the rate of fire is not set higher than the maximum feed rate of the loader.
- Check that the barrel you are using is not too tight for the paintballs you are using.
- Check the condition of the ball detents.

EXPLODED VIEW



PARTS LIST

1 Clamping Feed Collar
2 Feed Neck Knob
3 Feed Neck Screws
4 Ball Detent
5 Eye Pipe
6 Hyper Reg ASA Adapter
7 “ACE” Eye
8 Solenoid
9 RIZE CZR™ Body
10 RIZE CZR™ Bolt
11 Solenoid Screws
12 UL Trigger
13 Hyper3™
14 Sticky Grips
15 Ultralite Frame
16 RIZE Circuit Board
17 Airport Mounting Plate
18 Airport

RAIL CZR™ WARRANTY INFORMATION

WARRANTY AND LEGAL INFORMATION

WARRANTY

DYE Precision, Inc. warrants for one year to the initial retail purchaser, from the initial date of purchase, that the paintball marker and regulator are free from defects in materials and workmanship, subject to the requirements, disclaimers and limitations of this warranty. Disposable parts, normal maintenance and standard wear and tear parts such as batteries, O-rings and seals are not covered under warranty. The solenoid and electronic components on the marker are covered under warranty for six months. This warranty does not cover scratches, nicks, improper disassembly, improper re-assembly, misuse, neglect or improper storage. Modification to the product will void the warranty. The only authorized lubricant for the marker is Slick Lube™. Use of any other lubricant will void your warranty. This warranty is limited to repair or replacement of defective parts with the customer to pay shipping costs. Warranty card and proof of purchase must be submitted to DYE Precision for warranty to be in effect. This warranty is not transferable. This warranty does not cover performance. Paintball markers are non-refundable.

TECHNICAL SUPPORT

Our Technical Support Departments are open Monday through Friday.
DYE Precision, Inc. can be reached at 858-536-5183 ext.277 from 9am to 5pm PST.
DYE Europe can be reached at +44 (0) 20-8649-6330 from 9am to 5pm GMT.
DYE Asia can be reached at 886 (0) 4-2407-9135 from 9am to 5pm GMT +8 hours.
Additional support and international contacts are available through our web site, www.dyepaintball.com.

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DESIGNED IN THE REPUBLIC OF CALIFORNIA

With offices in:
USA, Germany, Taiwan, Russia,
South Africa, Malaysia, Australia

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