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# SPECIFICATION

THE **PHAZZER EQUALIZER®** IS A CO<sub>2</sub>-POWERED, SPRING-FED MULTIFUNCTIONAL SEMI-AUTOMATIC LAUNCHER THAT OPERATES FROM THE OPEN BOLT POSITION. IN ORDER FOR THE **EQUALIZER** TO LAUNCH PROJECTILES, THE BOLT MUST BE IN THE REAR AND LOCKED POSITION. THE BOLT HANDLE, LOCATED ON THE REAR OF THE LAUNCHER, MUST BE IN THE REAR, LOCKED POSITION PRIOR TO PRESSURIZING THE SYSTEM OR PULLING THE TRIGGER.

**Model: PhaZZer Equalizer®**

Caliber: 17.60mm  
Action: Semi-automatic ( open bolt, blow-back)  
Power: 9 ounce CO<sub>2</sub> refillable cylinder  
Loader Capacity: 18 projectiles of pepper /rubber /training;  
6 electric projectiles charged in magazine.

**Launcher**

Dimension: 47.5x17x6.5cm  
Weight: 2300g (w/o CO<sub>2</sub>, Laser, Belt; with handle)

**Electric Magazine:**

Dimension: 12x15.6x3cm  
Weight: 170g (w/o projectile, battery)

**Normal Magazine:**

Dimension: 27.2x7x4cm  
Weight: 241g (w/o projectile)  
Effective Range: 30-40meter

(Both Electric and Normal Magazines same effective range)



Tooling set



Laser set



MAGAZINE



ELECTRIC MAGAZINE



LONG BARREL



Projectile:

- (A) Electric Dart pro
- (B) Pepper projectile
- (C) Rubber projectile
- (D) Training projectile



9 OUNCE CO2 CYLINDER

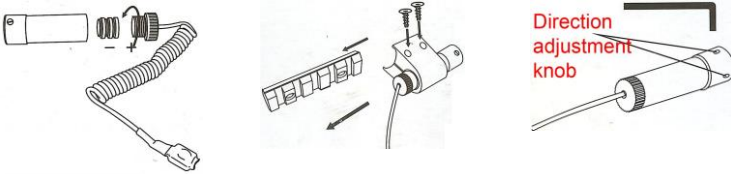


GRIP

## INSTALLATION

### A. Adjustable Laser Aim Module

1. To install battery, unscrew the battery cover anticlockwise, and after replacing the batteries then screw cover in clockwise.
2. Install the laser on the underside rail mount in the appropriate position, then make the necessary calibration adjustments for aiming.
3. Turning counter-clockwise shifts up and left the aiming laser.



### B. Fix long barrel



### C. Adjustable Handle Grip or Rail Mount PhaZZer Enforcer®

1. Turn the end knob of handle grip in counter-clockwise
2. Align the grip with down barrel and turn the knob in clockwise.



## OPERATION

### A. Pepper/Training/Rubber projectile

#### 1. Loading the Projectile

- ❖ Pull the spring follower pin forward and lock it into place. (Fig.1-A )
- ❖ Slide the projectile follower pin to ON position. (Fig.1-B )
- ❖ Remove the cap from a 9-projectile tube. Insert the tube of 9 projectiles roll into the below of the loader. (Fig.2) Remove the empty loading tube and insert a new 9-projectile tube again to fill in the magazine to full capacity.
- ❖ Slide the projectile follower pin to OFF position to against the projectile. (Fig.3)
- ❖ Release the spring follower pin against the projectile. (Fig.3)



Fig 1.

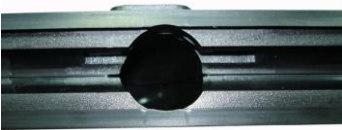


Fig 2.



Fig 3.

## 2. Magazine Installation

Align the front of the magazine with the top front of the barrel, pushing down and back on the magazine until the magazine is locked in place and released knob is raised. (Fig. 4-3)



Fig 4-1



Fig 4-2



Fig 4-3

### 3. 9 ounce CO<sub>2</sub> cylinder Installation

**PLEASE NOTE THE 7 OUNCE CO<sub>2</sub> CYLINDER IS EMPTY FOR TRANSPORTATION SECURITY. REFILL IT BEFORE USE.**

After filling the CO<sub>2</sub> Canister cylinder, insert and tighten it clockwise on the rear of the EqualiZZer Weapon, as Fig 5-1.

Do NOT turn on the cylinder valve before use.

**Do NOT remove the cylinder before turning off the valve, or it will rupture the O-ring seal and depressurize the CO<sub>2</sub> canister. See Fig 5-1A**



Fig 5-1



Fig 5-1A

#### 4. Charging the Launcher

- ❖ To charge the EqualiZZer, first make sure that the launcher is on SAFE by pushing the safety button, located above the trigger (Fig 5-2).
- ❖ Cock the launcher by pulling the bolt all the way back until the bolt locks into place. ( Fig 5-3)



Fig 5-2



Fig 5-3



## 5. Unloading/Replace the Launcher

- ❖ Pull the spring follower pin forward and lock it into place. (Fig.1-A)
- ❖ Slide the projectile follower pin to ON position. (Fig.1-B) Turn Weapon upside down and slightly shake it to make the projectiles in the barrel fall into the magazine. (Fig. 6)
- ❖ Slide the projectile follower pin to OFF position.
- ❖ Press in the locking release button of magazine to slide the magazine out of launcher. (Fig 4-3)

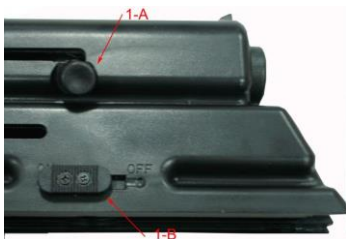


Fig 1-A, 1-B



Fig. 6



Fig 4-3

## 6. Inspecting the Chamber

To visually inspect the chamber, remove the magazine to expose the chamber. When the Launcher is cocked, the chamber will be visible from the topside of the launcher. If a projectile is present, tilt the launcher to allow the projectile to fall out of the chamber. (Fig 7-1 ~7-2)



Fig 7-1



Fig 7-2

## 8. CO2 Cylinder Removal

Point the launcher in a safe direction, take it off SAFE, and turn off cylinder valve (Clockwise). Pull the trigger to drain any gas stored in the launcher. Once the gas is depleted, remove the cylinder.

It is dangerous to remove the cylinder prior to turning off the valve and depleting the gas. Additionally the Cylinder O-ring will be broken if this procedure is not followed.

## B. Electric Projectile and Magazine

### 1. Loading the Projectile

- ❖ Open battery compartment to insert **9V ALKALINE or LITHIUM** battery. (Fig B-1)
- ❖ Slide the spring follower pin upward and lock it into place. (Fig B-2)
- ❖ Slide the projectile follower pin to ON position. (Fig B-3)



Fig B-1



Fig B-2



Fig B-3

- ❖ Load electric projectile into the below of electric magazine (Fig B-4~B-5)
- ❖ Note the electric probes must be parallel. Maximum is 6 rounds.

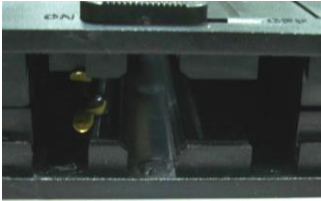


Fig B-4

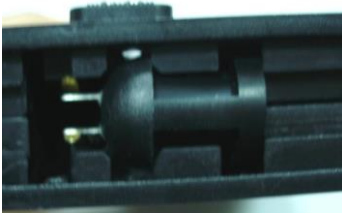


Fig B-5

- ❖ Slide the projectile follower pin to OFF position.
- ❖ Release the spring follower pin.

## 2. Magazine Installation

- ❖ Align the front of the magazine with the top back of the barrel. Pushing forward the magazine.
- ❖ Turn the rotated knob to have the flat side upward. The magazine should be locked in place.



### 3. 9 ounce CO<sub>2</sub> cylinder Installation

PLEASE NOTE THE 9 OUNCE CO<sub>2</sub> CYLINDER IS EMPTY FOR TRANSPORTATION SECURITY. FILL IT BEFORE YOU ARE USING.

Assemble the 9 ounce CO<sub>2</sub> cylinder tight on the gun, as Fig 5-1. Don't turn on the cylinder valve before you are using.

Don't remove the cylinder before turning off the valve, it will breach O-ring seal. See Fig 5-1A



Fig 5-1



Fig 5-1A

#### 4. Charging the Launcher

- ❖ To charge the **EQUALIZER**, first make sure that the launcher is on SAFE by pushing the safety button, located above the trigger, out to the right (Fig 5-2).
- ❖ Cock the launcher by pulling the charging handle all the way back until the bolt locks into place. ( Fig 5-3)



Fig 5-2



Fig 5-3

## 5. Turning On the Electric Magazine

**AFTER TURNING ON THE ELECTRIC MAGAZINE, RED SIGNAL LED ACTIVATES (FIG 8-1). ELECTRIC PROJECTILE IS FILLED WITH ELECTRICITY WHEN AS IT PASSES THROUGH THE METAL PLATE (FIG 8-2). DON'T TOUCH THE METAL PROBES OF ELECTRIC PROJECTILE. WHEN ELECTRIC DART IS DEPLOYED IT WILL RELEASE ELECTRICITY ON IMPACT. RECHARGEABLE METAL PLATE, AS FIG 8-2 RED ARROW, IS CHARGED AFTER TURNING ON. HOLD ON THE NON-CONDUCTIVE GRIP OF SCREW DRIVER, USE METAL PART OF SCREW DRIVER TO TOUCHES THIS RECHARGEABLE PLATES TO RELEASE ELECTRICITY.**



FIG 8-1

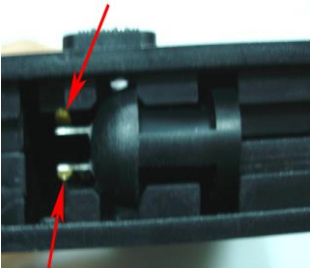


FIG 8-2



## 6. Unloading/Replace the Launcher

- ❖ Slide the projectile follower pin to ON position. (Fig 8-3)
- ❖ Slide the spring follower pin upward and lock it into place. (Fig 8-2)
- ❖ Turn rotated knob of electric magazine to be round side upward and pull out the magazine.



Fig 8-3



Fig 8-2

## 7. Inspecting the Chamber

To visually inspect the chamber, remove the magazine to expose the chamber. When the Launcher is cocked, the chamber will be visible from the topside of the launcher. If a projectile is present, tilt the launcher to allow the projectile to fall out of the chamber.

## 8. CO2 cylinder Removal

Point the launcher in a safe direction, take it off SAFE, and turn off cylinder valve. Pull the trigger to drain any gas stored in the launcher. Once the gas is depleted, remove the cylinder.

It is dangerous to remove the cylinder without first turning off the valve to deplete the gas. The O-ring of cylinder will be broken easily.

## FUNCTION CHECK

### 1. Dry Fire

- ❖ Pull the charging handle back, locking the bolt in place.
- ❖ Turn on the cylinder valve so that air tube of launcher is pressurized. Then turn off the cylinder after two seconds.
- ❖ Place the launcher on FIRE. (Safety pressed out to the left side of the launcher)
- ❖ Squeeze the trigger. It will fire around 4 times, when the CO2 is depleted, the bolt should drive forward.

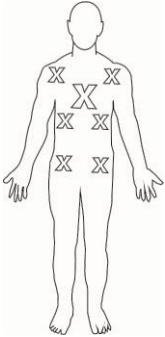
### 2. Live Fire

- ❖ Insert projectile in the magazine.
- ❖ The projectile follower pin should be on OFF position.  
Pull the charging handle back, locking the bolt in place.
- ❖ Turn on the cylinder valve so that air tube of launcher is pressurized.
- ❖ Place the launcher on FIRE. (Safety pressed out to the left side of launcher)
- ❖ Slide the projectile follow pin to the ON position.
- ❖ Squeeze the trigger to fire.

**NOTE: WHEN CO2 CYLINDER IS LOW, CHARGING HANDLE WILL NOT BE IN THE COCK POSITION WHEN YOU SQUEEZE THE TRIGGER TO FIRE. UNLOAD THE PROJECTILE FROM BARREL TO MAGAZINE IS VERY IMPORTANT BEFORE YOU PULL CHARGING HANDLE BACK AGAIN TO START TO FIRE.**

## CAUTION

NOTE: The electric projectile will have an effect anywhere on the body, but the maximum effect is in these areas (see below):



UPPER SHOULDER  
HEART  
BELOW RIB CAGE  
AROUND THE HIPS

**USE OF AN ELECTRIC PROJECTILE NEAR OR AROUND FLAMMABLE GASES IS A SEVERE RISK OF EXPLOSION. ONE YEAR WARRANTY.**

## STORAGE

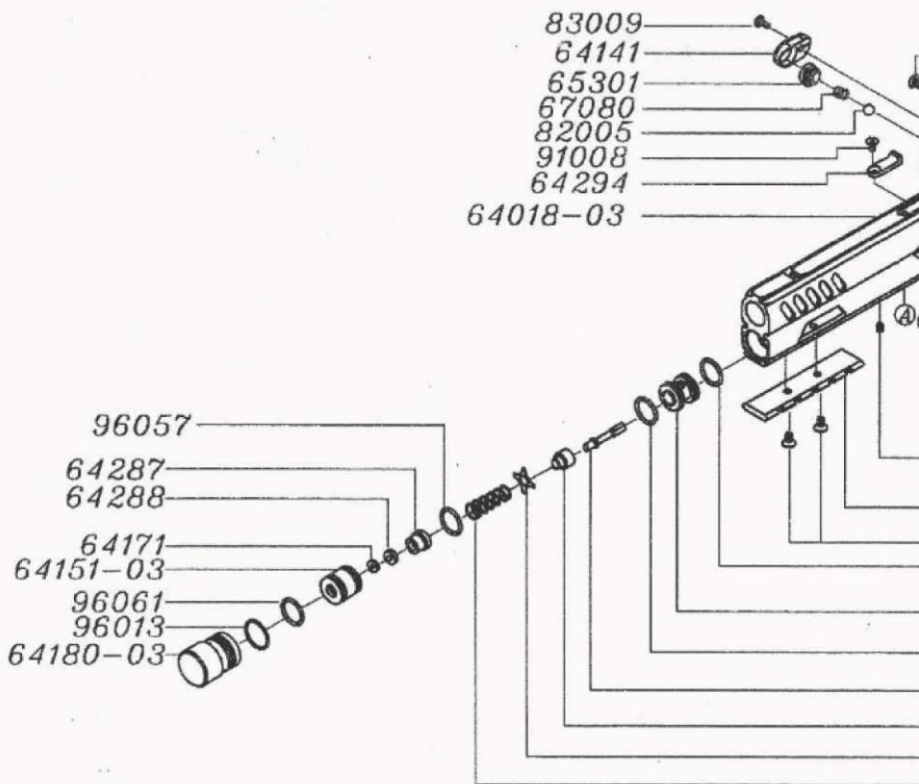
The EQUALIZER should be stored in a dry area. Before storing it, make sure all components are lubricated and free from contaminants. Store this with the bolt in the forward position to prevent fatigue of the main spring. Turn off the CO2 cylinder and remove the CO2 cartridge from the launcher and remove the projectile and battery from magazine

**WARNING.** Use only PHAZZER projectiles in this launcher. The use of other projectiles or other items (e.g. rocks, pellets, arrows, bullets, marbles, sharp items, any other items) in this launcher may cause damage to the launcher or to other property or may cause severe injury or death.

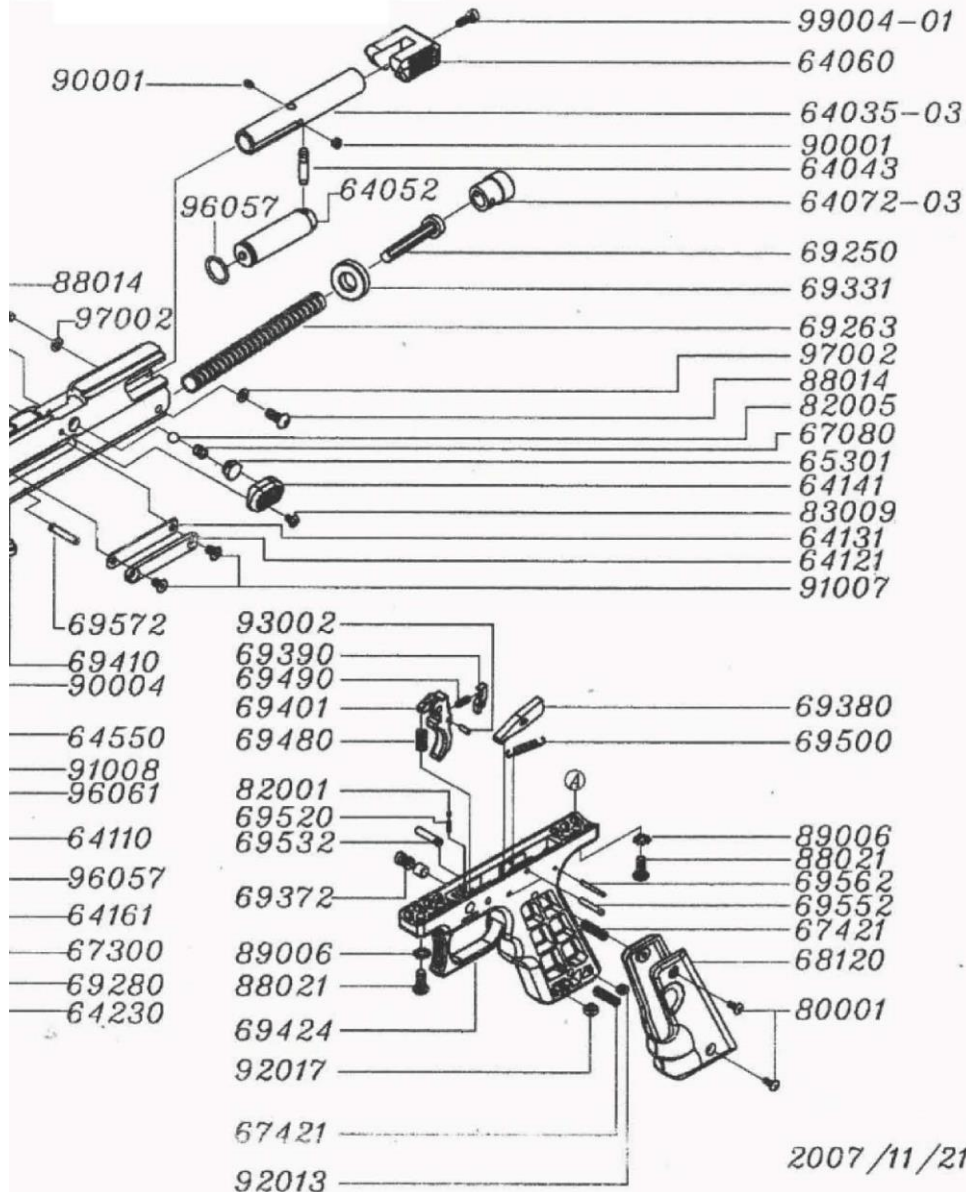
# PART LIST

Part No	Description	Q'TY	Part No	Description	Q'TY
64018-03	GUN BODY	1.00	69490	SPRING	1.00
64035-03	EXTEND BOLT	1.00	69500	SPRING	1.00
64043	STRIKER PIN	1.00	69520	SAFETY SPRING	1.00
64052	STRIKER	1.00	69532	GRIP PIN A	1.00
64060	STRIKER KNOB	1.00	69552	GRIP PIN B	2.00
64072-03	STRIKER PLUG	1.00	69562	GRIP PIN C	1.00
64110	VALVE	1.00	69572	GRIP PIN D	1.00
64121	PLATE	1.00	80001	SCREW	4.00
64131	SEAL	1.00	82001	STEEL BALL	1.00
64141	PLA COVER	2.00	82005	STEEL BALL	2.00
64151-03	VERTICAL ADAPTER SET	1.00	83009	SCREW	2.00
64161	VALVE PIN	1.00	88014	HEX.SOC.BUT.HD.SCREW	2.00
64171	SEAL	1.00	88021	HEX.SOC.BUT.HD.SCREW	2.00
64180-03	BOLT WHEEL	1.00	89006	TOOTHED LOCK WASHER	2.00
64230	VALVE SPRING	1.00	90001	HEX.SOC.HD.SET.SCREW	2.00
64287	PUNCTURE VALVE	1.00	90004	HEX.SOC.HD.SET.SCREW	1.00
64288	PUNCTURE PIN	1.00	91007	HEX.SOC.FT.HD.SCREW	2.00
64294	BRACKET	1.00	91008	HEX.SOC.FT.HD.SCREW	3.00
64550	BODY GUARD	1.00	92013	NUT	2.00
65301	BALL STOP COVER	2.00	92017	NUT	2.00
67080	BALL STOP SPRING	2.00	93002	SPRING PIN	1.00
67300	CUP SEAL	1.00	96013	O-RING	1.00
67421	M3 INSERT	2.00	96057	O-RING	3.00
68120	GRIP	1.00	96061	O-RING	2.00
69250	STRIKER SPRING GUIDE	1.00	97002	SPRING WASHER	2.00
69263	STRIKER SPRING	1.00	99004-01	HEX.SOC.HD.SCREW	1.00
69280	CUP SEAL GUIDE A	1.00			
69331	STRIKER BUFFER	1.00			
69372	SAFETY BUTTON	1.00			
69380	TRIGGER SEAT	1.00			
69390	TRIGGER HOOK	1.00			
69401	TRIGGER	1.00			
69410	VALVE BODY SCREW	1.00			
69424	FRAME	1.00			
69480	TRIGGER SPRING	1.00			

# EXPLODED DIAC



# GRAM OF PISTOL



2007/11/21