



Autococker® Marker Manual



AUTOCOCKER
TRILOGY

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Patent Pending.

WORR GAME PRODUCTS, LLC. TRILOGY® AUTOCOCKER® OWNERS MANUAL

⚠ WARNING: This is not a toy. Misuse may cause serious injury or death. Eye protection designed specifically for paintball must be worn by the user and persons within range. Recommend 18 years or older to purchase. 14 years old to use with adult supervision or 10 years old to use on paintball fields meeting ASTM-standard F1777-97. READ OPERATION MANUAL BEFORE USING.

⚠ WARNING: Never shoot at anyone without proper protective equipment for eyes, ears, throat and head, which must be worn at all times. Eye protection must be designed specifically for paintball use. Failure to follow these safety precautions may result in bodily injury including blindness and deafness.



If you have a problem,
DO NOT RETURN TO PLACE OF PURCHASE.
Contact WGP for service.

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Welcome to the world of Autocockers, and thank you for your purchase of a new Autococker® marker. You will now be able to experience paintball at its highest level.

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I. Rules of Safe Paintball Marker Handling.

Your Autococker® marker is not a toy. 18 years old to purchase. 14 years old to play with adult supervision or 10 years old to use on paintball fields meeting ASTM-standard F1777-97. Respect other peoples' property and when using the Autococker® marker, obey all local, state and federal laws. When entering a paintball field, become aware of their rules and regulations. It is very important to have the proper paintball protection before going to the paintball field for play. This includes and is not limited to eye, head, throat, and body protection. All protection used should be designed for the sport of paintball, e.g.: eye gear designed specifically for paintball usage.

Always have a barrel plug or barrel sock in place and keep the safety ON when handling your marker. When repairing or cleaning your marker first remove barrel and gas cylinder, then depressurize your marker by pointing in safe direction and dry-firing. Always treat the paintball marker as if it were loaded. When handling the marker, always keep your fingers or any other objects away from the trigger assembly to avoid accidental discharges. Make sure when carrying or transporting the marker, to keep the muzzle pointed downward with a barrel blocking device in place. Before transporting your marker through public areas, such as airports, or bus and trains stations, call ahead for regulatory information regarding the carrying and transporting of such an item.

Remember, the Autococker® marker should never be pointed or fired at anyone without the proper paintball approved eye and face protection, and should only be used at a supervised, licensed and insured paintball fields.

NOTE: A safe environment is an area where you and everyone within 200 yards is wearing paintball approved safety goggles and equipment. An area that is netted in and meets ASTM-standard F1777-97.

I. Rules of Safe Paintball Marker Handling.

- Treat every marker as if it were loaded.
- Never look down the barrel of a paintball marker.
- Keep your finger off the trigger until ready to shoot.
- Never shoot a person not wearing proper protection.
- Never point the marker at anything you don't wish to shoot, even if it is not loaded and there is no air source attached.
- Keep the marker on safe until ready to shoot.
- Keep the barrel blocking device in/on the marker when not shooting.
- Always remove paintballs and propellant source before disassembly.
- After removing propellant source, point marker in safe direction and discharge until marker is degassed.
- Store the marker unloaded and degassed in a secure place.
- Follow warnings listed on propellant source for handling and storage.
- Do not shoot at fragile objects such as windows.
- Every person within range must wear eye, face and ear protection designed specifically to stop paintballs.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 300 feet per second.
- Never engage in vandalism.
- Do not modify your markers air system or regulators in any way.
- Do not use any paintball marker for drive-by shootings.
- Failure to follow these safety precautions may result in bodily injury including blindness and death.

II. Preparing for Use

1. Screw barrel onto marker
2. Place barrel blocking device properly onto the marker

⚠ WARNING: Always wear paintball approved eye and face protection when dealing with a pressurized paintball marker.

3. Pull the cocking rod back until it latches into place
4. Make sure the safety is pushed to the “PUSH SAFE” position.
5. Connect the tank to the ASA (air system adapter.)

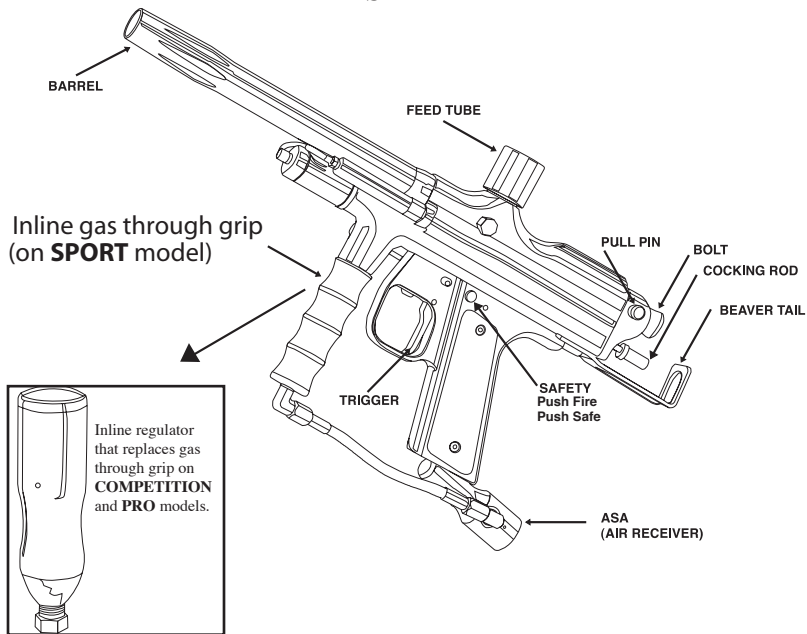
Note: Make sure to always get your cylinders filled by authorized, skilled and knowledgeable technicians for the correct fill limits of each cylinder. Do not try to refill cylinders by yourself. Do not use cylinders that have not been properly maintained or that are damaged. WGP recommends compressed air but CO2 will work. Always be sure to only use ASTM compliant tanks for your marker. Always use caution when refilling, attaching and handling any type of air tank.

6. Attach the loader to the feed port of the marker

Note: Use only 0.68 caliber paintballs in your Worr Game Products Autococker® marker. All WGP Autococker® markers are timed and tested prior to leaving the factory.

Before field use, ensure the velocity is in compliance with field safety guidelines. General field velocity limits are usually between 250-300 fps (feet per second). Your paintball markers velocity should never exceed 300 fps. Observe and abide by all local laws, regulations and field safety guidelines pertaining to the use of paintball markers.

II. Preparing for Use Marker Schematic.



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II. Preparing for Use

**WARNING:**

Do not put any part of your body directly in back of the cocking block when you activate the trigger.

SEQUENCE OF OPERATIONS:

The first part of the trigger pull lowers the sear, which releases the hammer. The hammer strikes the valve, which allows gas to flow through the bolt and down the barrel, propelling a ball out. As you continue to pull the trigger, the 3 way shifts the flow of air from the rear to the front of the ram. The incoming air drives the ram rearward which causes the pump arm to push the bolt, cocking rod, and cocking block backwards. Note that the bolt and cocking assembly will remain in the rearward position until the trigger is fully released. This action allows a ball to drop into the breach and at the same time completes the re-cocking process. At this point, the marker has completed one full cycle and is once again ready for use.

Note: If you are using a CO2 tank, you need to be aware that CO2 has some limitations. If you play in a cold environment and you fire rapidly you may experience rapid fluctuations in velocity (shoot down) or you may experience “marker freeze up”. This is **normal** for CO2. CO2 is a frozen liquid, and as you shoot the marker rapidly you are firing this frozen liquid into the marker causing the marker to freeze up. The remedy for this problem is to allow the marker and tank to warm-up to room temperature. WGP suggests the use of compressed air when shooting rapidly or in cold weather.

II. Preparing for Use

- Paintball industry approved protective gear (for face and eyes) must be worn at all times while operating and performing adjustments on this marker.
- Do not insert objects into the space between the cocking block and the main body of the marker at any point in time. Improper marker treatment may result in damage to the marker and serious injury to the operator.
- Prior to beginning any work on your marker, check to make sure that all excess pressure has been released by pointing the marker in a safe direction and pulling the trigger. This is a necessary precaution due to the fact that the marker may still contain pressure even after the removal of the gas source.
- Damages to the marker due to improper adjustments are NOT covered under warranty. If you are uncertain, unable or do not know how to perform work on the marker, have adjustments and repairs made by WGP.

III. Velocity



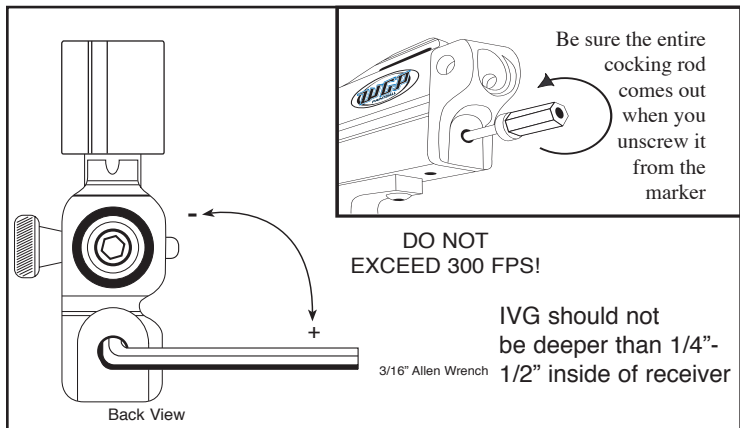
WARNING:

WGP does not set the velocity prior to leaving the factory. You **MUST** set the velocity within field and safety limits using a chronograph prior to playing. Always use a chronograph to verify that your markers velocity does not exceed maximum safety limits.

III. Velocity

To adjust Velocity:

1. Remove the cocking rod by unscrewing it counterclockwise.
2. Insert the provided 3/16" Allen wrench in place of the cocking rod so that it passes through the IVG (Internal Velocity Governor). Turning the Allen wrench clockwise will increase the velocity while counterclockwise will decrease the velocity.
3. Movement of the wrench quarter turn in either direction will change your velocity approximately 15-20 fps (feet per second).



IV. Cleaning Your Marker



WARNING: Always make sure you and everyone around you wears protection when you clean the marker or check it for paintballs.

It isn't necessary to completely disassemble your marker to clean it. WGP recommends the following cleaning be done after each day of play:

1. Before you start ALWAYS make sure that all paintballs are out of the marker.
2. Remove air source and ensure that all air has been released from the marker.
3. Remove the barrel sock and then remove the barrel.
4. Lightly spray marker down with a 50-50 mix of rubbing alcohol and water and then wipe down.
5. Wipe down the marker with a clean cloth, or blow off the marker with compressed air (NOT CO₂).
6. Remove bolt and lubricate bolt O-rings with petroleum jelly or lithium grease, then reinstall.
7. Lubricate all moving parts with Vaseline, and reassemble.
8. WGP recommends that after every 4-5 days of play you place 3-4 drops of 3 in 1 or other paintball marker specific oil in the air receiver and fire the marker 10-15 times without the barrel. This will distribute the oil throughout the marker and lubricate the internals.

Factory approved lubricants:

- Petroleum Jelly
- Lithium Grease
- 3 in 1 Oil

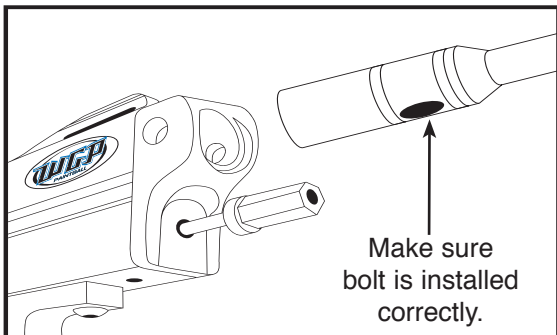
V. Notes

VI. Troubleshooting

Note:

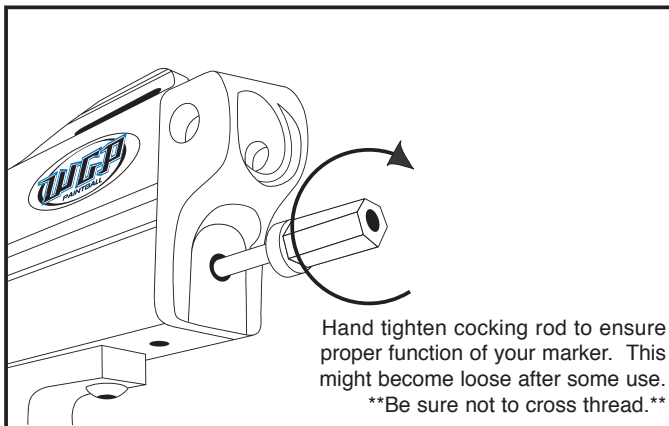
A qualified technician should make all repairs and adjustments. Do not attempt to perform any factory-only repairs. Call WGP for any service needed on your marker. Any damage caused by improper adjustments is not covered by the warranty.

1. Marker will not fire if left in the sun or a hot place with tank attached.
 - Bottle pressure exceeds 1100 psi. and will not allow exhaust valve to open. Make sure you are in a safe environment then remove tank from marker, be sure to point marker at the ground and fire the excess air out of the marker.
Place marker and air tank in a cool, safe place.
2. Marker will not fire properly after removing and replacing bolt.
 - Bolt installed upside down. Remove bolt. Reinstall after rotating 180 degrees. The hole side should be facing down.



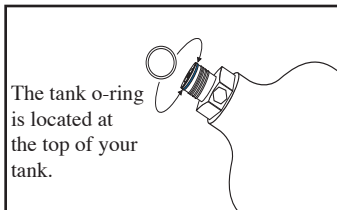
VI. Troubleshooting

3. Marker will not fire when trigger is pulled.
 - Gas source pressure low or tank empty. Fill tank.
 - Make sure the hole in your bolt, between the 2 o-rings is facing down.
4. Marker will not cock or cocks every other time or less.
 - Pressure too low. Fill tank.
 - Velocity adjustment set too high.
 - Back block or cocking rod adjustment incorrect.



VI. Troubleshooting

5. Chops paintballs.
 - Make sure your cocking rod is screwed all the way in.
 - Paint is soft or swelled. Ensure that paint is not too large for barrel.
 - Check loader and breech for foreign matter.
6. Hose blows off.
 - Clip off worn tip and reinstall or call WGP for service 800-755-5061.
7. Leaking between tank valve and marker air-receiver.
 - Bad tank valve o-ring. Replace o-ring. This is the external o-ring at the top of the tank.



8. Low velocity.
 - Gas source pressure too low or tank empty. Fill tank.
 - Improper IVG adjustment. Adjust velocity.
 - Paint rolling down the barrel. Paint too small.
 - Bolt upside down.
9. Gas leaks down the barrel.
 - In a safe environment, oil your marker and fire it a few times to help seat the valve. If you still hear excess air escaping from the marker, call WGP for service.

VI. Troubleshooting

10. Marker fires and block comes back but will not go completely forward; locks approximately halfway.
 - Remove bolt and lubricate o-rings. Reinstall bolt making sure the hole between the 2 o-rings is facing down.
 - Paintball shell caught between bolt and body at feed tube. Ball detent screwed in too tight.
 - Remove and apply permanent strength thread lock to ball detent threads making sure not to get any on or behind the ball itself, then reinstall.

11. Always be sure that anytime you are working with your marker you are in a safe environment. A safe environment is an area where you and every one within 200 yards is wearing paintball approved safety goggles and equipment. An area that is netted in and meets ASTM-standard F1777-97. Also be sure to empty all paintballs and exhaust all air from the marker before storing the marker in a secure locked place.

VII. F.A.Q.

Q) How do I safely maintain my WGP Autococker® marker?

A) Safely maintaining your marker is simple and easy. You need only clean and oil your marker to keep it up and running.

VII. F.A.Q.

Q) How do I oil my marker?

A) 1. You only need to lubricate your marker after every 4 to 5 days of play. To oil your marker you first, in a safe environment, remove your loader, then fire all excess paintballs out of the marker. Next remove your tank and fire all excess air from the marker. Now remove your barrel. Next drop 3 to 4 drops of either 3 in 1 oil or any other approved paintball marker oil into the air receiver and safely fire the marker 10-15 times. This will distribute the oil throughout the internals of the marker. At this time you can also lubricate your bolt O-rings. Be sure that the hole in between the 2 O-rings on your bolt is always facing down. Factory approved lubricants: Petroleum jelly, 3 in 1 oil and lithium grease.

Q) How do I safely clean my marker?

A) To clean your marker you first find a safe environment then remove your loader, then fire all excess paintballs out of the marker. Next remove your tank and fire all excess air from the marker. Now remove your barrel, then lightly spray down marker with a 50-50 mix of rubbing alcohol and water and then wipe it down with a clean cloth.

Q) Does WGP recommend CO2 or compressed air on my marker?

A) WGP recommends compressed air, but the markers will also work on CO2. If you are using a CO2 tank, you may experience the marker getting cold, this is **normal** for CO2. CO2 consists of frozen liquid and when this liquid enters the marker it will cause the marker to get cold. To remedy this problem, let your marker warm up to room temperature in a safe, secure place.

VII. F.A.Q.

Q) Sometimes when I air up my marker, I hear air coming out of the barrel. What causes that?

A) Before you air up your marker always be sure to cock the marker first, this will take the pressure off of the valve and stop the air from escaping, if you still hear air escaping try oiling and firing the marker a few times in a safe environment to seat the valve. If you continue to hear air escaping, call WGP for service. It is not recommended to adjust or remove the hammer or hammer lug without proper training.

Q) What is timing? And do I need to adjust it?

A) Timing is the length of time between when your marker fires and when it starts to recock. Your marker comes timed from the factory and you do not need to time it. It is not recommended to adjust or remove the hammer or hammer lug without proper training.

Q) I broke a paintball in my marker. How do I clean it?

A) To clean broken paintball out of your marker you will first remove your loader, next your tank be sure to fire all excess paintballs and air from your marker. Next remove your barrel and then your bolt. Using a squeegee or battle swab, run it through the same chamber you pulled the bolt from, then run it through the barrel. Reinstall the bolt. Be sure that the hole in between the 2 o-rings on your bolt between the 2 o-rings is facing down and your ready to go.

VII. F.A.Q.

Q) I've removed my bolt and replaced it, and my velocity has dropped. What is the problem?

A) Any time you remove the bolt from your marker, you must always be sure that the hole in between the 2 O-rings on your bolt is always facing down before reinstallation. This is a common problem that could directly affect the velocity of your marker.

Q) What is the reason to have different barrel sizes?

A) The reason for using different barrel sizes is, paintballs are different sizes due to freshness, weather and other factors. By having different barrel sizes you are able to match your paint to your barrel to get the best accuracy and consistency out of your marker.

Q) I have a question that is not on this list. What do I do?

A) If you have more questions and did not find the answers here, Please contact WGP directly at 800-755-5061. Or visit www.worr.com or www.wgppress.com

Q) Does WGP have an online forum?

A) Yes the address is www.wgppress.com

VIII. One Year Limited Warranty

Worr Game Products®, LLC. warrants that your Autococker® marker will be free from defects in materials and workmanship for one year from purchase date.

Any product determined by WGP to be defective in materials or workmanship in accordance with the above warranty will be repaired or replaced, at the option of WGP, free of charge when received at the factory freight prepaid, together with proof of purchase.

This warranty is expressly in lieu of all other warranties. Any implied warranties of merchantability or fitness for a particular purpose are limited to the same duration as this express warranty.

This warranty does not cover incidental or consequential damages. WGP shall not be liable for any incidental or consequential damages. Some states do not allow the exclusion or limitation of implied warranties, incidental or consequential damages, so the above limitations and exclusions may not apply to you.

This warranty does not cover any problem resulting from misuse, abuse, neglect, alteration, failure to perform maintenance as instructed, unauthorized repair or service, or damage caused by contaminants.

This warranty does not cover any representation or warranty made by Dealers beyond the provisions of this warranty. Non warranty repairs may incur a repair charge.

This warranty does not cover costs incurred for normal repair, inspection and preventive maintenance. You must establish proof of purchase to obtain warranty service or replacement. You may establish proof of purchase by completing the Warranty Registration Card and mailing it to WGP.

This warranty gives you specific legal rights, and you also have other rights which vary from state to state. If you have any questions about your WGP product, please call us toll free at 1-800-755-5061. Warranty Service is available by sending your marker to:

Worr Game Products LLC.
Attn: WARRANTY SERVICE
252 Granite St. Corona, CA 92879
P: 909-520-9969 F: 909-520-9969
www.worr.com www.wgppress.com

Please fill out Warranty Card on other side and
mail in to Worr Game Products with your Receipt

Attention Warranty Service

Worr Game Products LLC.
Warranty Registration Card

Autococker® Serial # _____

Name _____

Address _____

City _____

State _____ Zip _____ Country _____

Phone _____ E-mail _____

Purchased Date _____

Purchased From _____

() Pro Shop () Internet () Field () Sporting Goods () Other

Please fill out this warranty card and mail with a photocopy of your purchase receipt to WGP. Thank You

How much did you pay for your Autococker®? _____

Where did you hear about Autocockers®? _____

What paintball marker did shoot prior to this Autococker®? _____

How many years have you been playing paintball? _____

What type of paintball do you play? _____

What made you choose a WGP marker? _____

What paintball magazines do you read? _____

What model of Autococker® did you purchase? _____



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