



Autococker® Marker Manual

Worr Game Products

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AUTOCOCKER® SERIES MARKERS

Congratulations on your purchase of an Autococker® Series Marker. As a new Autococker® Marker owner, it is important to take the time to read this manual in its entirety, to ensure safe operation of the paintball marker. Please remember this marker is NOT A TOY. Improper use of paintball markers may result in serious injury or death. Paintball marker accidents happen because the shooter carelessly violates the most important rules of paintball safety. Prior to loading and firing the marker, always make sure that all people within the range of the marker (including yourself) are wearing paintball approved eye and head protection. Always use the barrel blocking device when not on the playing field.

I. Liability

Worr Game Products ships its markers with the user, distributor and sales agent understanding that Worr Game Products will not accept any responsibility for its handling and use in public or private. The user accepts this sole liability when

purchasing and using any marker produced/sold by Worr Game Products. Worr Game Products disclaims any implied warranties or any responsibility for any errors that may appear in this manual.

Even if all safety rules are adhered to, Worr Game Products limits its liability solely and strictly to the replacement of the marker. If, as the user of the marker, you do not accept total liability, Worr Game Products requests that you do not use our paintball markers. You are not to use this marker unless you accept all liability and release Worr Game Products of all liability through any use or misuse thereof.

By using the paintball marker you release Worr Game Products of any and all liability associated with its use. When using the marker please adhere to all local, state and federal laws. Read the entire manual before using this paintball marker.

II. Safety and Handling

Your Autococker® Marker is not a toy. It should be used only by adults or with adult supervision. 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 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® paintball marker should never be pointed or fired at anyone, and should only be used at a supervised, licensed and insured paintball field.

III. Preparing for Usage

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

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

3. Pull the cocker rod back until it latches into place
4. Connect the air source 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. It is very important that caution be exercised when refilling or attaching CO₂ cylinders.

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

Note: Use only 0.68 caliber paintballs in your Worr Games 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 fps to 300 fps (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 use of paintball markers.

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

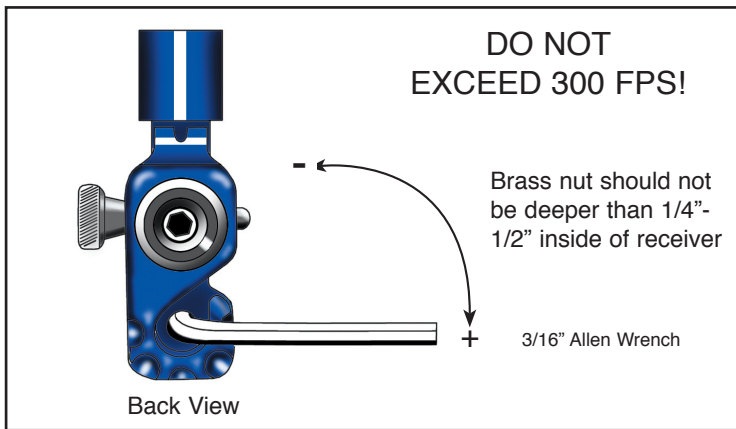
The first part of the trigger pull lowers the sear, which releases the hammer. The hammer strikes the valve, which allows gas to flow through the bolt and down the barrel, propelling a ball out. As you continue to pull the trigger, the 3 way shifts the flow of air from the rear to the front of the ram. 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 in a horizontal orientation to power your Autococker® Marker, you must have an ANTI-SIPHON tube installed in the cylinder prior to use.

IV. Velocity

- 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 a qualified technician.

CAUTION: 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 marker's velocity does not exceed maximum safety limits.



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 (fig.) Turning the Allen wrench clockwise will increase the velocity while counterclockwise will decrease velocity.
3. Movement of the wrench quarter turn in either direction will approximately yield a 15-20 fps. change.

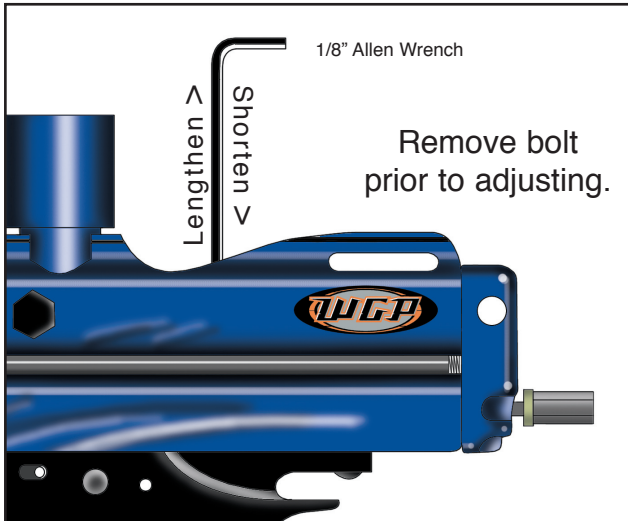
CAUTION: Do not attempt to change the velocity by adjusting the pressure regulator.

V. Timing

Note: Always make sure you and everyone around you (200 yards) wears paintball approved eye and face protection.

Your Autococker® Marker was thoroughly inspected and test-fired at the factory and should only require verifying the velocity adjustment with a chronograph before use. After extended use and under varying conditions, your Autococker® Marker may require some adjustment.

When performing any adjustments on the marker, check for paintballs in the marker, breach and loader. Again, if you are not certain of your skills, have any adjustments performed by a qualified technician. Any damage caused by improper adjustment is not covered under warranty.



Timing refers to the time interval between the shot and the re-cock of the marker. This adjustment is changed by raising or lowering the hammer lug. To readjust the timing of your marker you must first remove the bolt. You may leave the marker pressurized however, in order to proceed, the marker must not be cocked. Insert a 1/8 Allen wrench into the timing hole located behind the feed port. Turning the wrench clockwise will "close" the timing, or make the firing and re-cocking events closer together. Turning the Allen wrench counter clockwise will yield the opposite result.

Timing too close can cause excessive blow-back into the feed tube, chopped balls, low velocity and other related problems. Timing too far apart may result in short stroking or the marker may not re-cock at all.

VI. Cleaning Your Marker

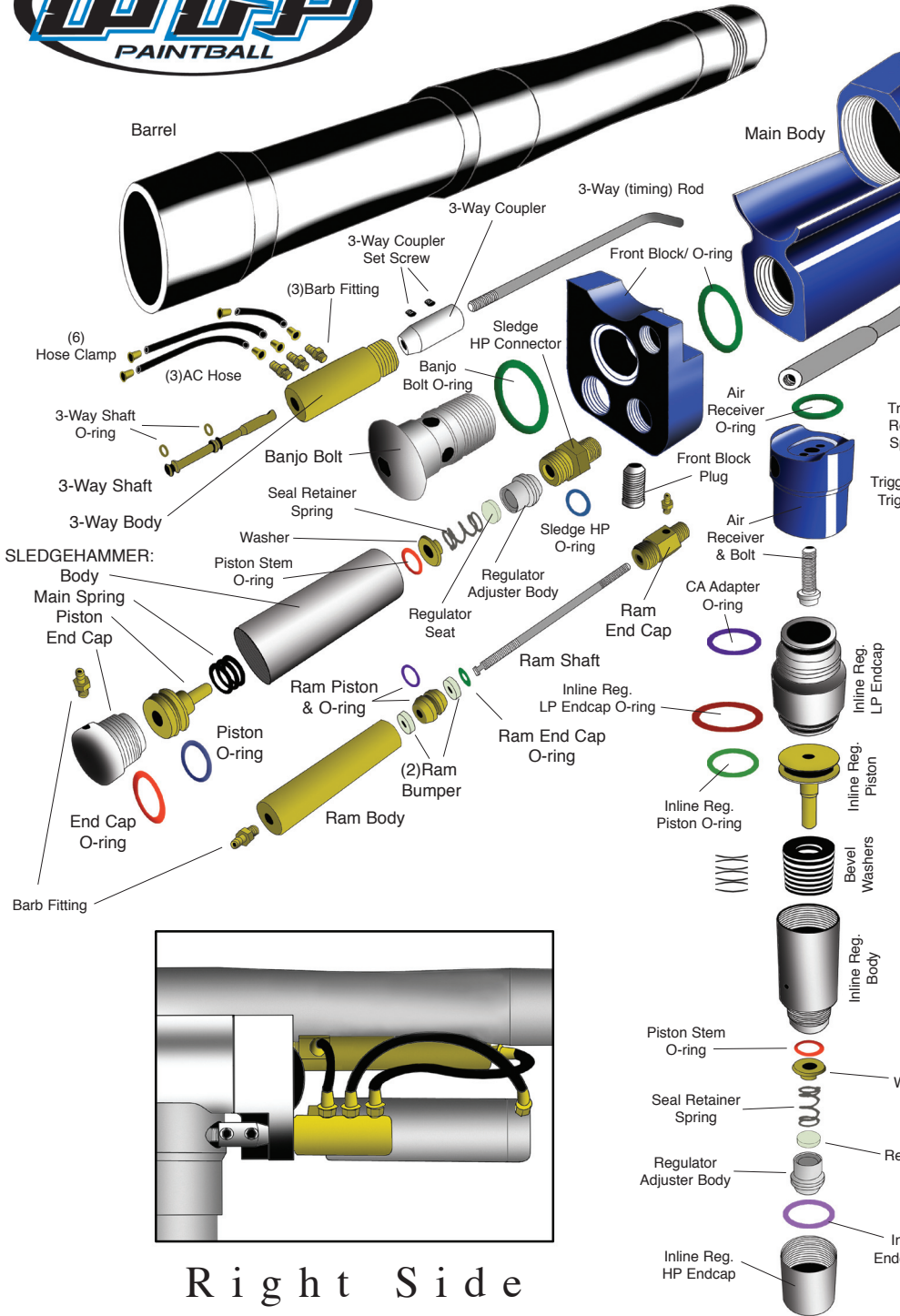
CAUTION: Always make sure you and everyone around you wears protection when you clean the marker or check it for paintballs.

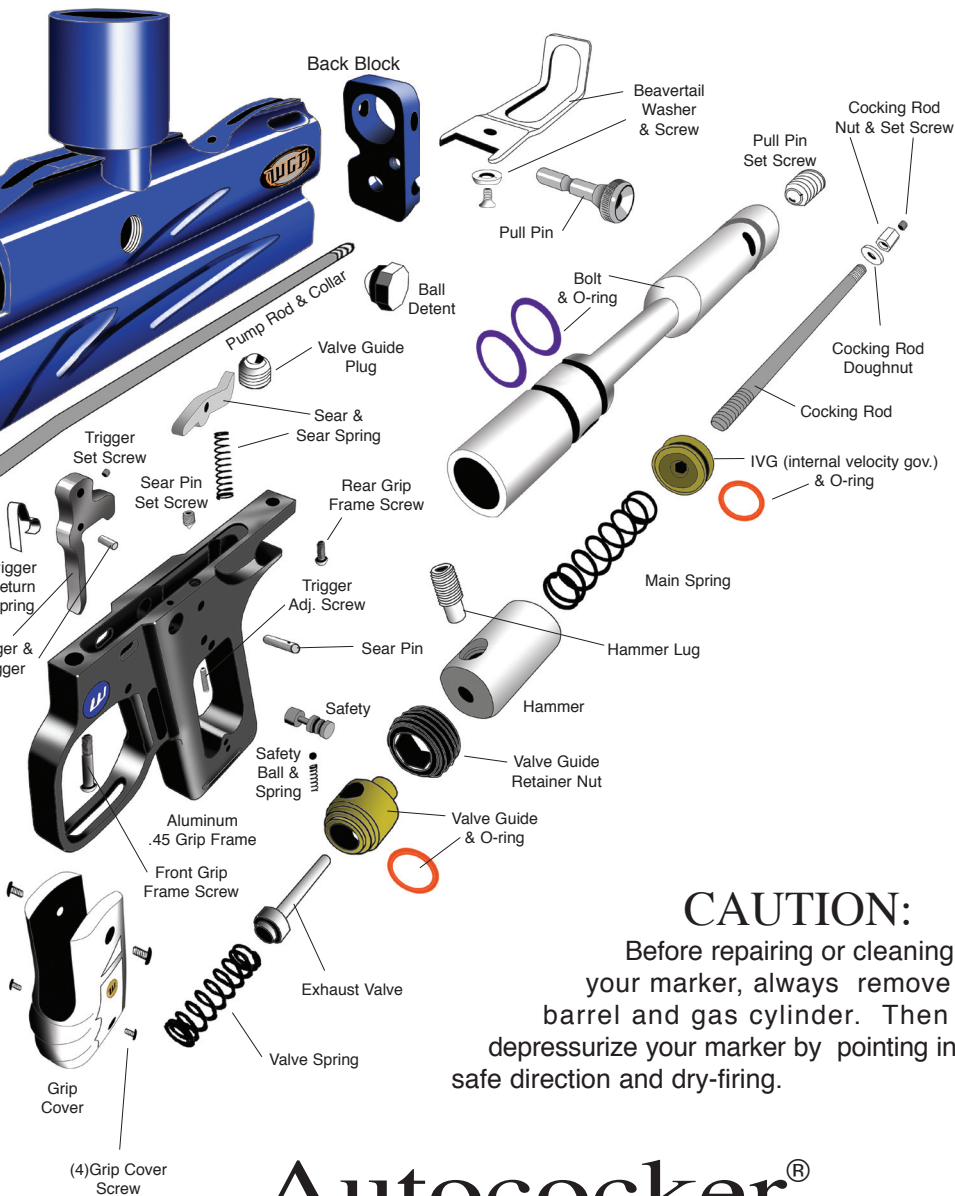
It isn't necessary to completely disassemble your marker to clean it. WGP recommends the following cleaning be done after each day of play:

1. Remove air source and ensure that all air has been released from the marker.
2. Remove the barrel.
3. Lightly spray marker down with a 50-50 mix of rubbing alcohol and water and then wipe down.
4. Wipe down the marker with a clean cloth, or blow off the marker with compressed air (NOT CO₂).
5. Remove bolt and lubricate bolt O-rings with petroleum jelly or lithium grease, then reinstall. If you have a Delron bolt, do not lubricate.
6. Lubricate the threads and all moving parts with Vaseline, and reassemble.
7. 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





CAUTION:

Before repairing or cleaning your marker, always remove barrel and gas cylinder. Then depressurize your marker by pointing in safe direction and dry-firing.

Autococker[®] Marker

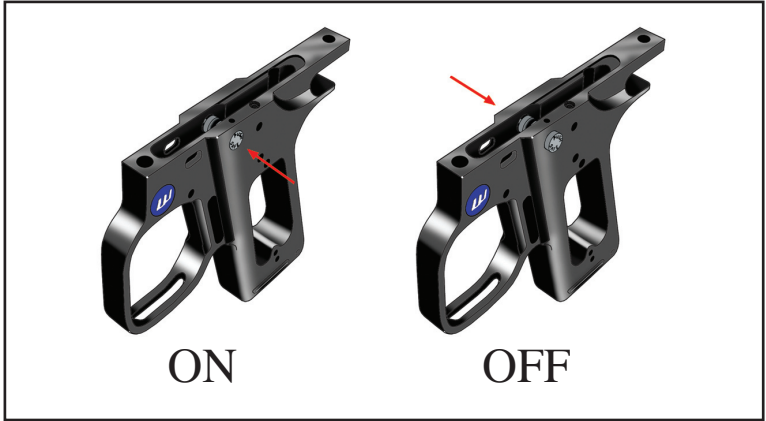
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Parts & colors may vary without notice.

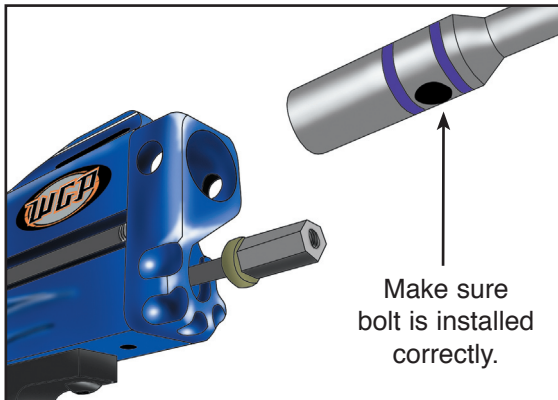
VII. Troubleshooting

Note: A qualified technician should make all repairs and adjustments. Do not attempt to perform any factory-only repairs. Send the marker to the factory or an authorized repair center. Any damage caused by improper adjustments is not covered by the warranty. Call Worr Game Products for further information.

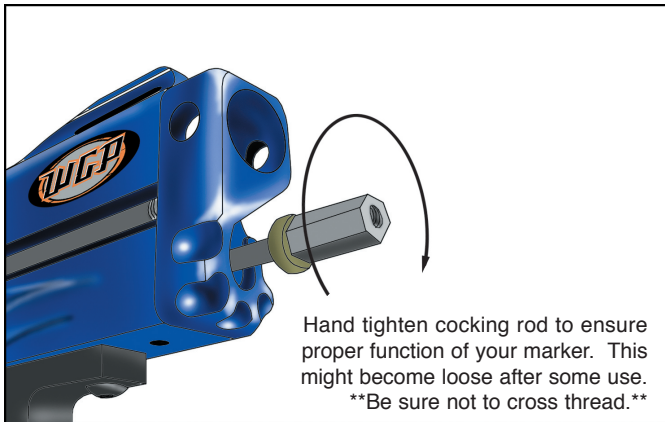
SAFETY



1. Marker will not fire after left in the sun or a hot place with bottle attached.
 - Bottle pressure exceeds 1100 psi. and wont allow exhaust valve to open. Remove bottle from marker to allow excess CO₂ to escape. Remove marker and tank from sun and allow to cool.
2. Marker wont 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.



3. Marker will not fire when trigger is pulled.
 - Gas source pressure low or tank empty. Fill tank.
 - Ensure inline regulator is adjusted to correct operating pressure.
 - Marker may be over-timed. See "Timing."
4. Marker will not cock or cocks every other time or less.)
 - Pressure too low. Fill bottle or adjust regulator.
 - Front regulator pressure set too low.
 - Timing lug out of adjustment.
 - Velocity adjustment set too high.
 - Back block or cocking rod adjustment incorrect.



5. Chops paintballs.
 - Ensure bolt clears breech fully. See back block and cocking rod adjustment.
 - 3 way valve adjusted incorrectly.
 - 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.
 - Front regulator pressure too high.
7. Leaking between tank valve and marker air-receiver.
 - Bad valve O-ring. Replace valve O-ring. This is the external O-ring at the top of the valve.
8. Leaks CO₂ between bottle neck and bottle valve.
 - Loose valve. **DO NOT CONTINUE LOOSENING THE BOTTLE!** Fire the marker and push on the cocking rod to dump all the CO₂ out of the bottle before removing it from the marker. Send bottle and valve to factory for repair. **DO NOT ATTEMPT TO REMOVE THE VALVE. DO NOT REPAIR OR USE THE BOTTLE.**

9. Low velocity.
 - Gas source pressure too low or tank empty. Fill tank.
 - Improper IVG adjustment. Adjust velocity.
 - Regulator pressure too low or high.
 - Check gas source. Make sure input pressure to marker is consistent.
 - Paint rolling down the barrel. Paint too small.
 - Bolt upside down.
10. Gas leaks down the barrel.
 - Remove and replace exhaust valve.
11. Marker fires and block comes back but wont go completely forward; locks approximately halfway.
 - O-ring may be sticking up in 3 way valve. Remove 3 way shaft and lubricate and/or replace O-rings.
 - Weak return spring in trigger assembly.
 - Bent 3 way stem or actuating rod.
 - 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. Reinstall. Check bolt travel.
12. Bolt does not clear feed tube when the trigger is pulled.
 - Ensure cocking rod is adjusted properly.
 - Check back block adjustment.
 - Front regulator pressure may be too low.
 - Velocity turned in too far, allowing main spring to be compressed too much.
13. Marker cycles slowly.
 - Low pressure from regulator. Adjust.
 - 3 way valve not being opened all the way by trigger pull. Adjust coupler 3 way rod.
 - Leaky ram. Replace or rebuild the ram.
 - Low tank pressure.
14. Hose (s) leak.
 - Change hose(s) and clamps.

Hose replacement, follow these steps:

1. Along with proper eye protection, make sure there is no CO₂ in the marker.
2. Slide the hose clamp away from the barb fitting by gently prying up with needle nose pliers. Remove the hose from the barb fitting by lightly gripping the hose with needle nose pliers and pulling off. Remove any pieces of hose left behind on the fitting.
3. Cut the new hose to length with a razor blade or wire cutter.
4. Slide the clamp on to the new hose with the shoulder end of the clamp towards the end of the hose.
5. Place the hose over the barb fitting and push until it is over the first ridge of the barb. Push the hose clamp down over the hose until it is fully seated. Do not crimp the hose clamp.

VIII. Warranty

Worr Game Products warrants the replacement of any original Autococker part due to a defect in material and/or workmanship. The warranty period will be effective for 12 months for parts and 12 months for labor. It becomes effective from the date of purchase and is valid with a receipt of sale. The warranty card must be filled within 30 days of purchase to be valid. All warranty repairs will be performed only if the warranty card is filled out and is on file with Worr Game Products. A photocopy of the sales receipt must be included with the warranty card. All other services will be charged for and returned via common mail carrier. Payment may be made in advance, or shipment will be returned C.O.D., requiring a \$7.50 C.O.D. charge.

Worr Game Products will replace any part determined by Worr Game Products to be defective, under the terms of this warranty. Any improper operation of the marker that has been considered a result of, but not limited to, abuse, neglect, normal wear, improper maintenance or accidental mishaps, or not using original parts (or parts not intended for this marker) is not covered by this warranty. Worr Game Products always reserves the right to judge what will be covered by warranty.

No other warranties or guarantees, expressed or implied, are made by Worr Game Products. The sole and exclusive liability of Worr Game Products, or its authorized dealers, affiliates, or agents pursuant to this warranty will be solely and limited to repair or replacement of the defective part. Once again, Worr Game Products always reserves the right to judge what will be covered by warranty. Other incidental or consequential damages are expressly excluded hereunder.

Worr Game Products, and its authorized dealers, agents, or affiliates will not be liable under this warranty, nor under any local, state or federal law, or common law or otherwise, for any damage or failure, including personal injury, resulting from misuse, normal use, accidental discharge, alteration or any other possible acts.

Warranty Service is available by sending your marker to:

Worr Game Products
Attn: WARRANTY SERVICE
252 Granite Street
Corona, CA 92879
P: 909-520-9969
F: 909-520-9699

IMPORTANT: You must call Worr Game Products Inc. to request an RMA number before sending your WGP marker in for Warranty or tech services.

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Attention Warranty Service

Worr Game Products
Warranty Registration Card
Please detach and mail to Worr Game Products.

Autococker Serial # _____
Name _____
Address _____
City _____
State _____ Zip _____ Country _____
Phone _____ E-mail _____
Purchased Date _____
Purchased From _____
 Dealer Distributor Mail Order Other

Please fill out this warranty card and mail with a photocopy of purchase receipt to:

Worr Game Products
252 Granite Street
Corona, CA 92879

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? _____

Recreational Scenario Tournament

What made you choose WGP Autococker _____

Please note warranty card must be filed within 30 days of purchase to be valid. Mail your card immediately.

Quality Products from WGP SINCE 1985



Orr•acle



-VF- Tactical



Outkast



Vertical Feed



Sniper



Nightkast



Worrclass Orr•acle



WORRCASS



KANGER
MARKER SYSTEM



WGP

Worrclass Airsystems



-THS-
TACTICAL HARNESS SYSTEM



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