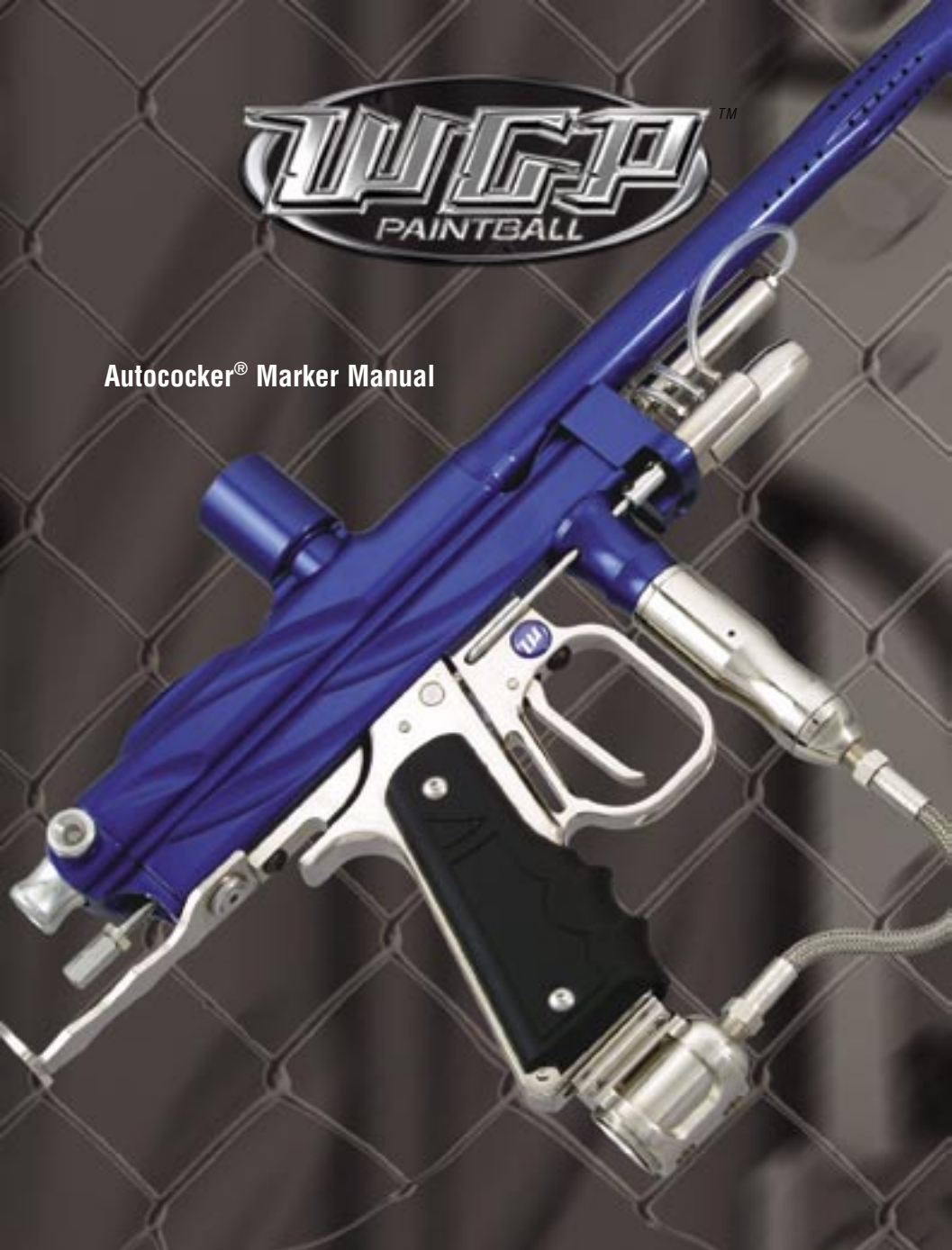




Autococker® Marker Manual



Worr Game Products

252 Granite Street • Corona, CA 92879

800.755.5061 • 909.520.9699

www.worr.com www.wgpchat.com

**WORR GAME PRODUCTS, INC.
AUTOCOCKER® OWNERS MANUAL**



**WORR GAME PRODUCTS, INC.
252 Granite Street
Corona, Ca 92879-1283
Tel: (909) 520-9969
Toll Free: (800) 755-5061
Fax: (909) 520-9699**

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. Persons under 18 must have adult supervision. **READ OWNER'S MANUAL BEFORE USING.**

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Bud Orr has been revolutionizing the world of paintball since 1985. This unassuming gentle giant is quite possibly the single most influential innovator in the paintball industry. Interestingly enough, Bud's contributions might never have happened, were it not for his daughter. After having been introduced to the sport by his daughter Lynne, Bud was able to incorporate his knowledge of mechanics with his newfound passion for the sport of paintball.

Bud's Background in mechanics and pneumatics began to develop at a very early age. Amazingly, Bud built his first car at age 12, a soap box racer with an engine that ran 11 miles per hour. He also completed work on his first custom built Harley while in the seventh grade. In April of 1975 Bud was actually featured in *Four Wheeler* Magazine as the designer and builder of the first ever V8 powered Toyota 4-wheel drive super mini pickup truck. Bud also served in the United States Air Force, where he worked as a mechanic. After leaving active duty in the Air Force, Bud continued to serve his country proudly in the civilian sector as a naval ship surveyor. Bud's natural interest in mechanics had always led him to create new and interesting ways to modify and improve just about anything. That lifelong interest in mechanics in turn led Bud to his next successful undertaking of designing and building custom off-road vehicles professionally. Bud's knack for molding and forming raw metal into superior quality products was in practice long before Bud ever laid hands on a paintball marker. His reputation for attention to detail and quality craftsmanship set into motion events that would soon change the world of paintball.

It was when he picked up his first paintball marker in 1985 that the wheels in Bud's mind began to turn. Bud's understanding of the markers at the time, coupled with his ability to modify anything and everything he could get his hands on, eventually led to the creation of what is now the modern day Autococker®.

For Bud, paintball became an instant and profound interest. By the Friday following his first experience at the Sat Cong Village (S.C. Village) field, Bud had not only purchased his own gun, but also successfully customized it with his "DC-9" system (named after it's similarity in appearance to the

DC-9 airplane tail) of double 2.5oz CO₂ cartridges, which gave him over 200 shots between air changes. A feat that at the time was unheard of. By today's standards this may not seem like a big deal, however in the early days of paintball the average marker would be lucky to offer 15 shots.

Bud's innovative ideas and unique customizing drew much attention from the other players at his home field. As a result, Bud's newfound reputation as a "Paintgun Smith" had several players requesting Bud to customize their markers' as well. Within a few months the demand for Bud's talent was increasing by leaps and bounds. Subsequently, he soon found himself hauling a trailer full of equipment to S.C. Village every weekend for a couple of years. Bud continued customizing markers more often than actually playing with them. In the spring of 1987 Bud moved into a permanent shop at S.C. Village in order to service the constant and steady stream of between-game players needing a tank filled or a gun repaired, or wanting one of his custom modifications.

This small shop was part of the beginning of what is now known as WGP (Worr Game Products). Yet again the demand for bud's services and products forced him to expand, and move from his home garage where the Sniper was created into a single space in an industrial complex. There Bud began mass production of the Sniper. In 1990 Bud followed up the Sniper with the introduction of the world's first ever Autococker®. By the time Bud had introduced his trademark Autococker®, the single space he started out with had expanded to include the entire complex. Most recently in July of 2002, WGP's expansion has taken it to a 72,000 square foot facility in Corona, California. This expansion has admittedly been made possible to the hundreds of thousands of loyal customers that WGP has had over the years. Customers for which the WGP family is humbly thankful for.

WGP's first company motto was, "No job too tough... From mild to wild," and although WGP's products have evolved over the years, Bud remains true to his original motto. WGP's development has been a gradual and trying process, but one full of excitement and innovation. The dream born in his garage has now developed in to what is undoubtedly the leader in the world of quality paintball markers. As well as a company dedicated to quality craftsmanship, and committed to excellence and superior customer service.

A handwritten signature in black ink that reads "Bud Ouy" with a stylized flourish underneath.

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. Safety Tips

- 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.
- Keep the marker on safe until ready to shoot.
- Keep the barrel blocking device in/on the marker's muzzle 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.

IV. 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 cocking 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.

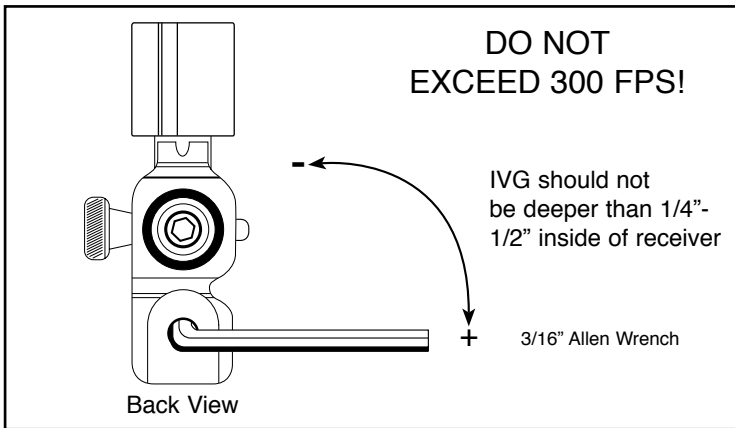
The first part of the trigger pull lowers the sear, which releases the hammer. The hammer strikes the valve, which allows gas to flow through the bolt and down the barrel, propelling a ball out. As you continue to pull the trigger, the 3 way shifts the flow of air from the rear to the front of the ram. 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.

V. Velocity

- 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 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:

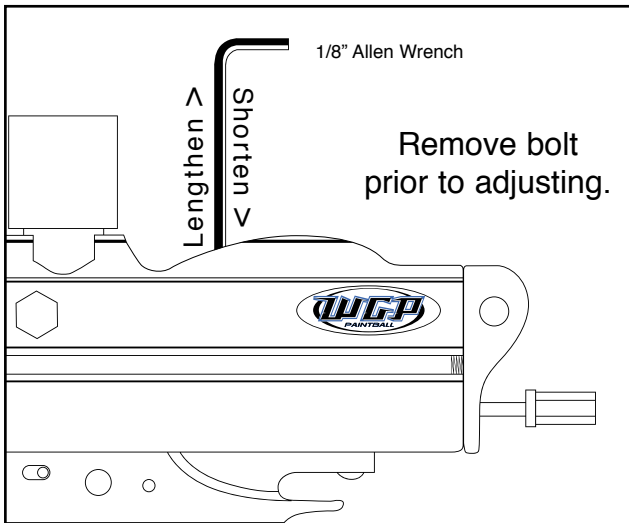
1. Remove the cocking rod by unscrewing it counterclockwise.
2. Insert the provided 3/16" Allen wrench in place of the cocking rod so that it passes through the IVG. Turning the Allen wrench clockwise will increase the velocity while counterclockwise will decrease velocity.
3. Movement of the wrench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

VI. 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.

Note: Your 04 Autococker® comes with an adjustable front regulator. This regulator controls the cocking pressure that flows through the 3-way and ram. Adjustment should be done in quarter turn increments. This regulator does not control the velocity of your paintball marker. Under no circumstances should you disassemble the regulator.

VII. 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.

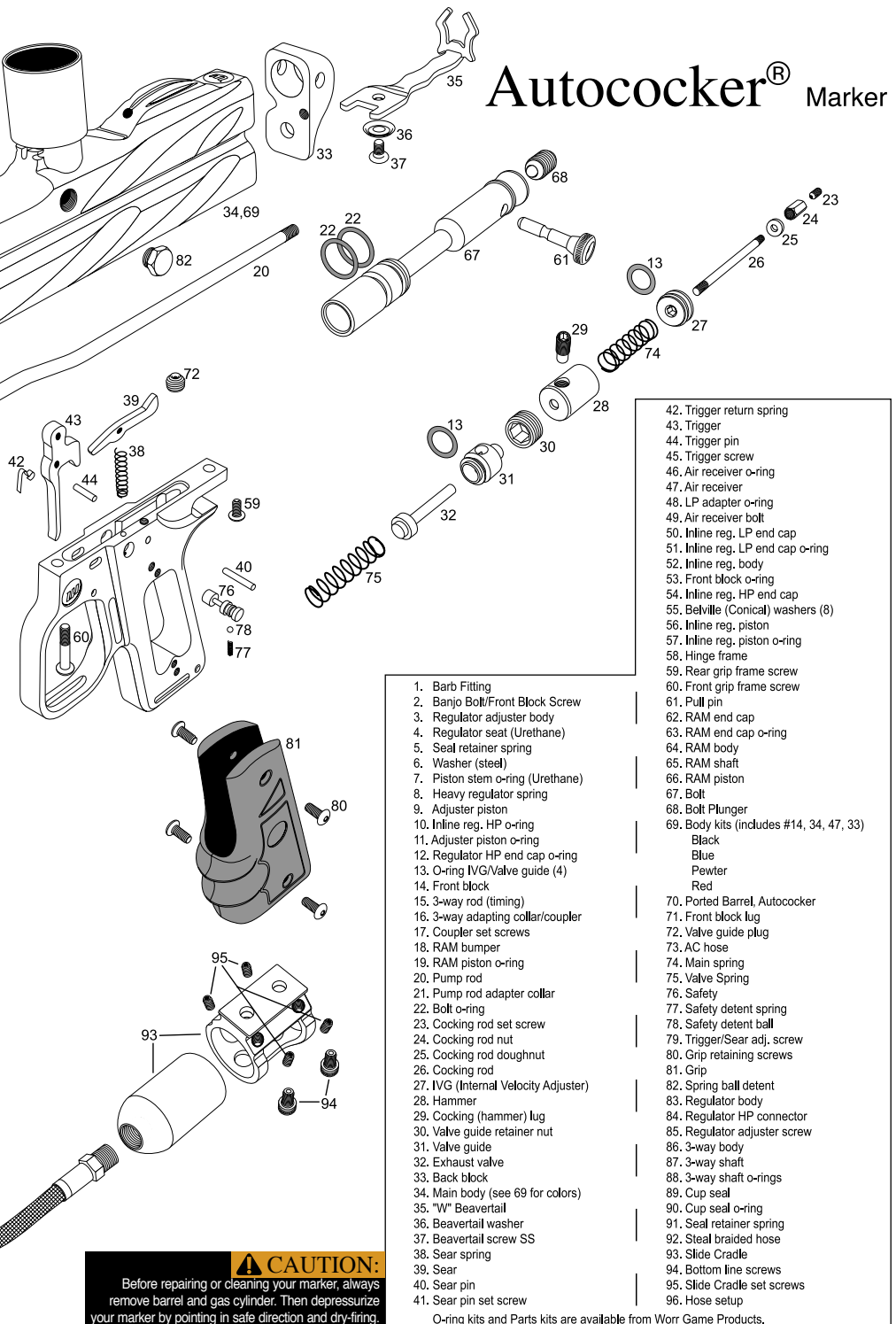
Factory approved lubricants:

- Petroleum Jelly
- Lithium Grease
- 3 in 1 Oil

Notes

A series of horizontal dashed lines for taking notes.

Autococker® Marker



1. Barb Fitting
2. Banjo Bolt/Front Block Screw
3. Regulator adjuster body
4. Regulator seat (Urethane)
5. Seal retainer spring
6. Washer (steel)
7. Piston stem o-ring (Urethane)
8. Heavy regulator spring
9. Adjuster piston
10. Inline reg. HP o-ring
11. Adjuster piston o-ring
12. Regulator HP end cap o-ring
13. O-ring IVG/Valve guide (4)
14. Front block
15. 3-way rod (timing)
16. 3-way adapting collar/coupler
17. Coupler set screws
18. RAM bumper
19. RAM piston o-ring
20. Pump rod
21. Pump rod adapter collar
22. Bolt o-ring
23. Cocking rod set screw
24. Cocking rod nut
25. Cocking rod doughnut
26. Cocking rod
27. IVG (Internal Velocity Adjuster)
28. Hammer
29. Cocking (hammer) lug
30. Valve guide retainer nut
31. Valve guide
32. Exhaust valve
33. Back block
34. Main body (see 69 for colors)
35. "W" Beavertail
36. Beavertail washer
37. Beavertail screw SS
38. Sear spring
39. Sear
40. Sear pin
41. Sear pin set screw
42. Trigger return spring
43. Trigger
44. Trigger pin
45. Trigger screw
46. Air receiver o-ring
47. Air receiver
48. LP adapter o-ring
49. Air receiver bolt
50. Inline reg. LP end cap
51. Inline reg. LP end cap o-ring
52. Inline reg. body
53. Front block o-ring
54. Inline reg. HP end cap
55. Belleville (Conical) washers (8)
56. Inline reg. piston
57. Inline reg. piston o-ring
58. Hinge frame
59. Rear grip frame screw
60. Front grip frame screw
61. Pull pin
62. RAM end cap
63. RAM end cap o-ring
64. RAM body
65. RAM shaft
66. RAM piston
67. Bolt
68. Bolt Plunger
69. Body kits (includes #14, 34, 47, 33)
 - Black
 - Blue
 - Pewter
 - Red
70. Ported Barrel, Autococker
71. Front block lug
72. Valve guide plug
73. AC hose
74. Main spring
75. Valve Spring
76. Safety
77. Safety detent spring
78. Safety detent ball
79. Trigger/Sear adj. screw
80. Grip retaining screws
81. Grip
82. Spring ball detent
83. Regulator body
84. Regulator HP connector
85. Regulator adjuster screw
86. 3-way body
87. 3-way shaft
88. 3-way shaft o-rings
89. Cup seal
90. Cup seal o-ring
91. Seal retainer spring
92. Steel braided hose
93. Slide Cradle
94. Bottom line screws
95. Slide Cradle set screws
96. Hose setup

CAUTION:

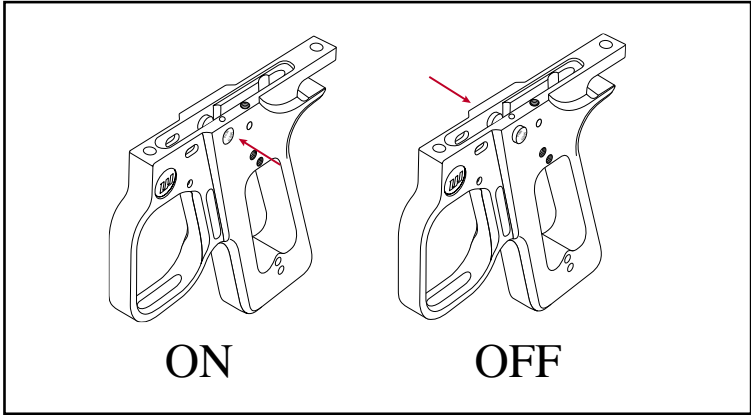
Before repairing or cleaning your marker, always remove barrel and gas cylinder. Then depressurize your marker by pointing in safe direction and dry-firing.

O-ring kits and Parts kits are available from Worr Game Products.

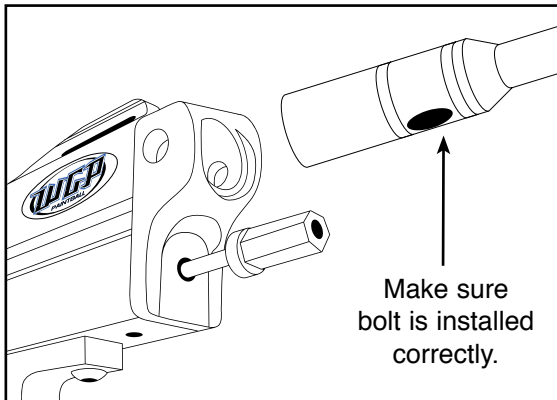
VIII. Troubleshooting

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.

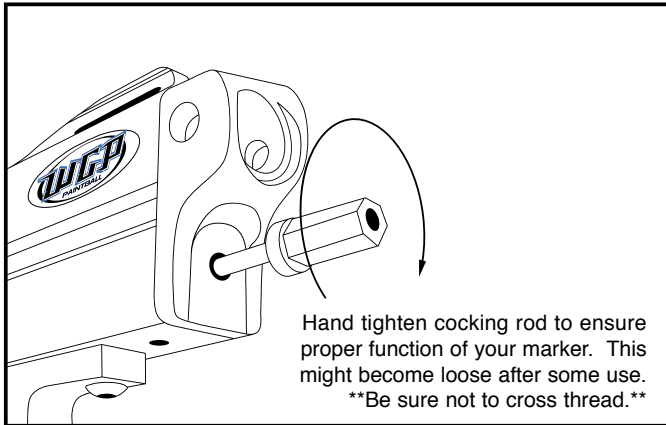
SAFETY



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.

IX. F.A.Q.

- Q) I'm pulling the trigger and the marker is firing but the balls are not coming out or they are only going 5-10 feet. What do I do?
- A) Make sure the hole in your firing bolt is facing down. Also make sure your velocity adjuster is not screwed in more than 6 threads. Check to make sure your air bottle is not empty.
- Q) My gun is leaking out of the barrel. What do I do?
- A) Make sure your velocity adjuster is not screwed in more than 6 threads. If air still comes out of the barrel you might have to have your valve replaced.
- Q) How come when I pull my trigger I here a hissing noise out of the 3-way valve?
- A) Your 3-way valve is an intake and exhaust valve for the ram. Sometimes they hiss a little. If it is persistent when you do not pull the trigger you may need to change the o-rings.
- Q) What does my front regulator (lpr) do?
- A) Your front regulator or low pressure regulator (lpr) is there to regulate the operating pressure down to just enough pressure to move the back block and cock the marker. It does not adjust velocity.
- Q) How do I lubricate my marker?
- A) Remove the barrel. Drop a few drops of oil into where you screw your air tank in and then fire 20-30 shots through it, this will push the lube through the gun.
- Q) What pressure does my marker operate at?
- A) All WGP Autococker® markers operate at 350psi with the exception of the Orr-acle which operates at 230psi.
- Q) When I'm playing and I point my marker at the ground the ball just rolls out, what is the problem?
- A) Your paint is too small for the barrel that you are using. Paint often changes size due to temperature, as well as different paint manufacturers make slightly different size paintballs. Go to www.worr.com for more info on barrel kits and how they help you solve the paint to barrel match.
- Q) Is my feed tube removable?
- A) It is if you have an STO, Black Magic, Vertebrate, Orr-acle, VF-Tactical or a Karnivor.
- Q) Is there a way to make my feed tube removable?
- A) Yes. We are always running specials on replacing your feed tube with a threaded one. Call WGP for more info: (800) 755-5061.

- Q) Can I make my mechanical Autococker® marker into an electronic Autococker® marker?
- A) Yes, WGP produces the Worrblade kit, which is an electronic trigger frame upgrade kit that will fit on any vertical Autococker® so you can take your game play to the next level. For more info go to www.worr.com or call Worr Games at (800) 755-5061.
- Q) Can I get my marker anodized a different color?
- A) Yes, WGP can custom anodize your Worr Game Products Autococker® marker to many custom colors. Call WGP to get more info @ (800) 755-5061.
- Q) I have tried everything in this manual to fix my gun but I just wont work. What do I do?
- A) Call: **Worr Game Products**
800-755-5061

X. Lifetime Limited Warranty

Worr Games Products, Inc. warrants that your Autococker®, marker will be free from defects in materials and workmanship.

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.

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 Inc.
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.

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

Attention Warranty Service

Worr Game Products
Warranty Registration Card

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 your purchase receipt to:

Worr Game Products
252 Granite Street
Corona, CA 92879

Please take a moment to fill out a brief questionnaire. Thank You.

How much did you pay for you 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? _____

() Recreational () Scenario () Tournament

What made you choose a WGP Autococker®? _____

What paintball magazines do you read? _____

Please mail your card immediately.

Quality Products from WGP SINCE 1985



The Sniper pump marker is the best option for the player who is trying to fine-tune their marksmanship skills. Whether an experienced player, or an unexperienced beginner this marker will definitely improve your game.



The all new "Pro Stock" Autococker® Marker is the perfect option for the player of any skill level. The marker offers the WGP quality you have grown to love, not to mention the performance, for only a fraction of the price. The Prostock is also available with the preinstalled Worrblade upgrade kit for an added performance boost. The electronic version is called the SUPERSTOCK.



Designed by Jeff Orr one of the greatest minds in paintball today. The -VF- Tactical was made with the scenario-rec players in mind. Featuring a weaver rail to accept nightvision and other accessories. This new entry to the WGP family of Cocker® will turn more than a few heads.



The Outkast's clean design and precise milling bring a real personality to the marker. The quality components, and attention to detail placed on this marker make it a top choice among players of all skill levels. The Outkast is also available with the preinstalled Worrblade upgrade kit for an added performance boost. The electronic version is called the NIGHTKAST.



The Worrclass Mini Orr-acle is a proven winner. It's unparalleled look, and unrivaled speed make the Mini Orr-acle a truly "must have" marker. The new lightweight design further improves on the marker's overall effectiveness on the field. The Mini Orr-acle is also available in a manual version for added savings.



The Karnivor is the newest flagship of the WGP collection. It combines the smoothness and accuracy that has long been associated with WGP markers, with the speed of the electronic Worr Blade frame. This is the lightest and most custom Cocker® ever made.

WORRBLADE

Electronic Upgrade Kit



Introducing the new Worrblade Electronic Upgrade Kit from WGP. Now you can have it all speed, accuracy, and support on both sides of the globe all in the same package! The most accurate marker in the world the Autococker® Marker combined with the Worrblade gives Recreational and Tournament players' unprecedented firepower.



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KANER

BARREL SYSTEM



The Kaner barrel system's custom micro honing optimizes your marker's accuracy. The barrels are designed to produce tight grouping, which translates into better accuracy. The barrels are produced out of the finest light weight aluminum, and help make the Kaner barrel kit the top choice in the industry.



What better way to power your WGP marker than with a WGP air system. Much work has gone into building the perfect air system to run seamlessly with almost any paintball marker. Available in preset or adjustable. Rated at 4500psi

Worr Games Products T-shirts & Hats



“Speed”
S-3X



“High School”
S-3X



“Blocks”
S-3X



“Multiply”
S-3X



“Torn”
S-3X



“Traditional”
Available in:
Red & Black



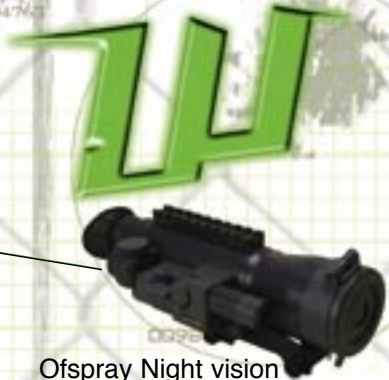
“Flaming W”
Available in:
Red, Black & Blue



-VF-
TACTICAL



M3 Tactical Light
This high powered flash light will illuminate any situation.



Ofspray Night vision
Play at night just as easily as the day.

Infrared Illuminator
Enhances your night vision.



Camo Jersey's
Available in:
Jungle, Forrest & Desert

Tactical Rail System
With long and short rails, you can accommodate almost any aftermarket accessories.



Tactical Harness System
Available in:
2+1, 3+4, 4+5 & 5+6
This system features a concealed card pocket, a drop down mesh bag for collecting your pods and it comes with FREE pods.

-THS-
TACTICAL HARNESS SYSTEM



Card pocket



Mesh bag





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