

# WGP<sup>®</sup>

PAINTBALL



- AUTO OFF FEATURE
- AUTO EYE ON/OFF FEATURE
- AUTO TRIGGER ANTIBOUNCE
- BI COLOR I.E.D.
- ON/OFF MEMBRANE SWITCH
- ERGO FRAME
- EZ SYSTEM DIRECTIONS

**NEW**  
**SELECT FIRE**

Ramp  
Demo  
Full Auto  
Semi Auto  
3 Shot Burst



SERIES

**WORB-FRAME** *Electronic*  
Upgrade Kit

# WORR GAME PRODUCTS. WorrframE 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 F1777-02. READ OPERATION

**⚠ 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. Do not return to WGP without an RMA number.

Installation should only be done (if required) by a trained paintball marker tech.

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

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### I. Rules of Safe Paintball Marker Handling.

Your WorrframE 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 F1777-02. Respect other peoples' property and when using this product, 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 blocking device or barrel sock in place and keep the safety ON or frame turned off 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<sup>®</sup> 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. Game area should be within a netted area and meet ASTM-standard F1777-02.

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 Usage

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 your barrel blocking device is secured to the marker.
5. Connect the tank to the ASA (air system adapter.)

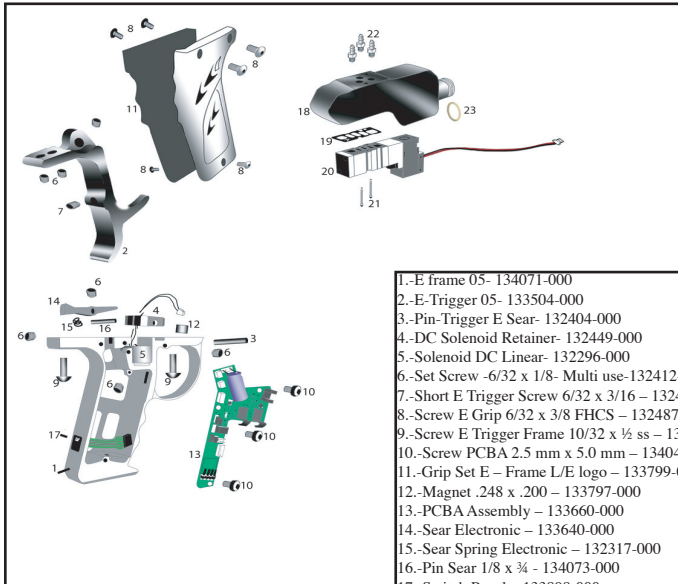
**Note:** Make sure to always get your cylinders filled by authorized, skilled and knowledgeable technicians for the correct fill limits of each cylinder. Do not try to refill cylinders by yourself. Do not use cylinders that have not been properly maintained or that are damaged. WGP recommends compressed air. 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<sup>®</sup> marker. All WGP Autococker<sup>®</sup> 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 Usage



- 1.-E frame 05- 134071-000
- 2.-E-Trigger 05- 133504-000
- 3.-Pin-Trigger E Sear- 132404-000
- 4.-DC Solenoid Retainer- 132449-000
- 5.-Solenoid DC Linear- 132296-000
- 6.-Set Screw -6/32 x 1/8- Multi use-132412-000
- 7.-Short E Trigger Screw 6/32 x 3/16 – 132414-000
- 8.-Screw E Grip 6/32 x 3/8 FHCS – 132487-000
- 9.-Screw E Trigger Frame 10/32 x 1/2 ss – 132440-000
- 10.-Screw PCBA 2.5 mm x 5.0 mm – 134047-000
- 11.-Grip Set E – Frame L/E logo – 133799-000
- 12.-Magnet .248 x .200 – 133797-000
- 13.-PCBA Assembly – 133660-000
- 14.-Sear Electronic – 133640-000
- 15.-Sear Spring Electronic – 132317-000
- 16.-Pin Sear 1/8 x 3/4 - 134073-000
- 17.-Switch Panel – 133808-000
- 18.-W manifold black - 132859-000
- 19.-Gasket solenoid - 132451-000
- 20.- 5 way Electro-pneumatic - 132452-000
- 21.- Screw 5 way valve Retainer - 132450-000
- 22.- Barb Fitting 3mm - 133641-000
- 23.- O-Ring LPR/ram 010 - 132287-000

## II. Preparing for Usage

**WARNING:**

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

**Note:** WGP suggests the use of compressed air when shooting rapidly or in cold weather.

**Note:** Do not return to WGP without calling and getting an RMA number first.

- 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:** Always use a chronograph to verify that your marker's velocity does not exceed maximum safety limits.

## II. Preparing for Usage

**Note:** Installation should only be performed by a qualified paintball marker tech.

The WGP WorrframE requires a 9 volt battery. (Not Included)

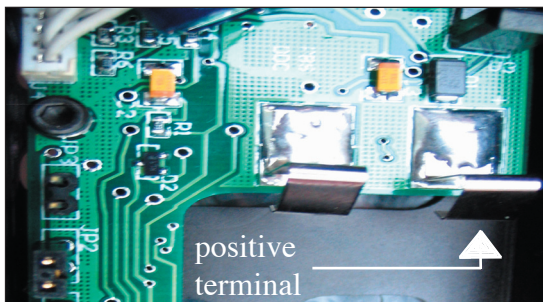
**! WARNING:** Be sure a barrel blocking device is secured on marker before installing battery.

Installation:

Remove the three screws on the right hand grip panel.

Install a 9 volt battery (not included) with the positive (+) terminal on the battery matched to the positive (+) terminal on the board. The (+) terminal will be on the right side when installing the battery.

Reinstall the screws and the grip panels.



## II. Preparing for Usage



### WARNING:

Do not over tighten screws.

**Note:**

The WGP WorrframE is controlled by only one button, located on the rear of the grip frame.

After proper installation of the 9 volt battery, depress the button to turn on the marker.

(For explanation of colors turn to page 10)



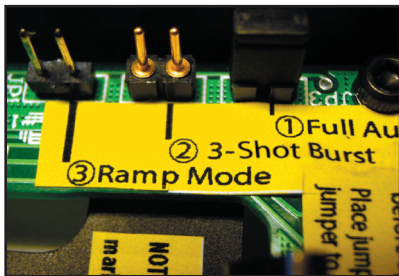
When the “W” flashes red, the eye has not detected a ball so the eye will turn itself off.

If the eye detected a ball, it will continue flashing yellow.

Your WGP WorrframE features Intelligent Eye Operation, I.E.O.

Intelligent Eye Operation turns the eye off automatically if no paint is detected in the breach. The eye will remain in the “off” mode (allowing you to still fire) unless firing is stopped. When the continuous firing ceases, the eye will automatically restart to see if a paintball is present once more in the breach.

If during play your eye becomes dirty or stops working for some reason, your marker will automatically shut the eye off and adjust the settings automatically so you will have less chance of ball breakage.



Jumpers and how they work:

you will notice that your WorrframE only came with one black jump connector. Your WorrframE has 4 different fire modes and a demo mode.

1. semi auto- no jumper in place
2. full auto- only top jumper in place
3. 3 shot burst- only middle jumper in place
4. ramp mode- only bottom jumper in place

## II. Preparing for Usage

The flashing lights will indicate what mode you are in and let you know whether the eye is on or off and also if your in Demo mode.

Table-1

FIRE MODE	LIGHT WITH EYE ON	LIGHT WITH EYE OFF	LIGHT IN DEMO MODE
SEMI AUTO MODE	1 slow yellow flash	1 slow red flash	constant flash red to yellow
FULL AUTO MODE	constant yellow flashes	constant red flashes	constant flash red to yellow
RAMP MODE	2 quick yellow flashes	2 quick red flashes	constant flash red to yellow
3 SHOT BURST MODE	3 quick yellow flashes	3 quick red flashes	constant flash red to yellow

The WGP WorrframE also features Intelligent Battery Monitoring.

Intelligent Battery Monitoring has two features.

The first will tell you your battery is low by blinking alternate yellow/red flashes. The second feature automatically turns the marker off after 30 minutes of inactivity.

## II. Preparing for Usage

	Maximum balls per second	Maximum balls per second	Maximum balls per second
FIRE MODE	BPS EYE ON	BPS EYE OFF (Set to minimize ball chopping)	BPS DEMO MODE (cycling back block not firing)
Semi auto mode	20+	varies per loader	20+
Full auto mode	20+	varies per loader	20+
Ramp mode	15	varies per loader	15
3 shot burst mode	20+	varies per loader	20+

**Note:** Never change jumper position without removing the battery first.

**Note:** WGP suggests the use of compressed air when shooting Electronic markers.

**Note:** A qualified technician should make all repairs and adjustments.

**If** you would like to turn your eye off while the marker is on, push and hold the power switch until the light is solid yellow then immediately release, your eye is now off, and the light will now flash red.

**In** the eye off mode you can access the Demo Mode by quickly pushing the power switch, you will know your in demo mode because the light on the button will have a constant flash of red to yellow.

## III. Cleaning Your Marker

**WARNING:**

Always make sure you and everyone around you wears face, eye and ear 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 CO<sub>2</sub>).
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

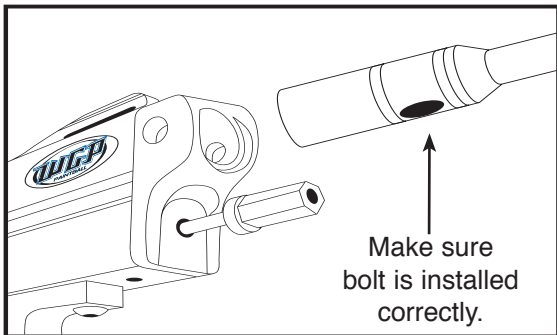


## V. Troubleshooting

**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 properly after removing and replacing bolt.
  - Bolt installed upside down. Remove bolt. Reinstall after rotating 180 degrees. The hole side should be facing down.



2. 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.
  - Battery is dead or low, replace with new battery



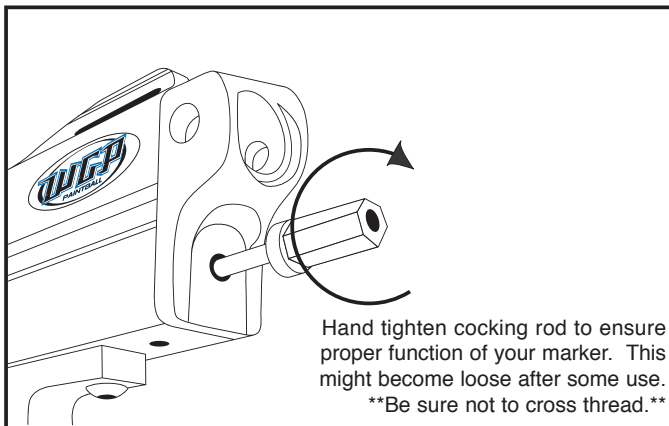
## V. Troubleshooting

## 3. Marker will not cock or cocks every other time or less.

- Pressure too low. Fill tank.
- Velocity adjustment set too high.
- Battery is dead or low, replace with new battery

## 4. 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.
- Check if eye is dirty, clean eye.



Hand tighten cocking rod to ensure proper function of your marker. This might become loose after some use.  
\*\*Be sure not to cross thread.\*\*

## V. Troubleshooting

## 5. Hose blows off.

- Clip off worn tip and reinstall or call WGP for service 800-755-5061.
- LPR pressure set to high. Lower LPR pressure by turning knob.

## 6. Low velocity.

- Bolt upside down.
- Gas source pressure too low or tank empty. Fill tank.
- Improper IVG adjustment. Adjust velocity.
- Paint rolling down the barrel. Paint too small.

## 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.

## VI. 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 and 3 in 1 oil..

Q) How do I safely clean my worrframe and eye?

A) To clean your worrframe 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. If there is any splatter or hits on the frame clean them up. Keep some q-tips around for hard to get spots and if paint got inside the frame they come in handy.

Q) Does WGP recommend CO2 or compressed air?

A) WGP recommends compressed air.

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.

VII. 90 days Limited Warranty

WGP LLC. warrants that your WorrframE will be free from defects in materials and workmanship for 90 days 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 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. Attn: WARRANTY SERVICE 252 Granite St. Corona, CA 92879 P: 951-520-9969 [www.worr.com](http://www.worr.com)

Please fill out Warranty Card on other side and mail in to Worr Game Products with your Receipt. You must call WGP LLC. to request an RMA number before sending in your product for warranty or tech service.

Attention Warranty Service  
Worr Game Products.  
Warranty Registration Card  
WorrframE REGISTRATION:

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 WorrframE? \_\_\_\_\_  
Where did you hear about WGP? \_\_\_\_\_  
What paintball marker did shoot prior to this marker? \_\_\_\_\_  
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 color did you purchase? \_\_\_\_\_  
What can we do better? \_\_\_\_\_





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