



Owners Manual for

# RANGER

*SERIES*

PAINTBALL MARKERS



Ⓔ Ranger  
Ⓓ Ranger  
Ranger

## Worr Game Products

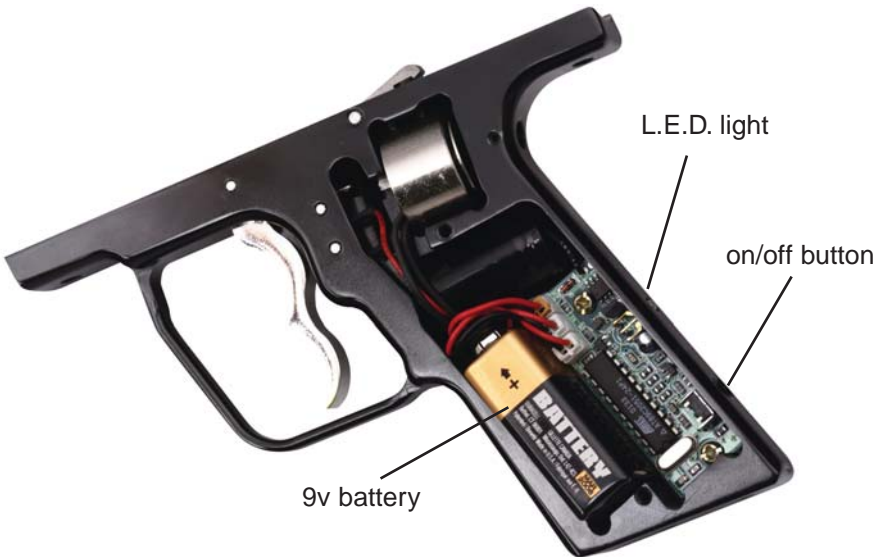
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[www.worr.com](http://www.worr.com)

# WARNING

- Protect all Electronic Components from moisture and water at all times.
- Always disconnect the battery when marker is not in use.
- Use only 9volt battery in marker.
- Do not use rechargeable batteries in your E-Ranger.
  - Using rechargeable batteries voids your warranty.



Electric Grip frame and circuit board for E-Ranger.



# RANGER SERIES MARKERS

Thank you for purchasing a Ranger Series marker. Ranger Series are considered to be the "ultimate" in semi automatic markers, featuring the most sophisticated internal components in the industry. All Ranger Series come with the Dura valve system, perhaps the world's most advanced valve system. Often considered upgrade items by other manufacturers, all Ranger Series come standard with the following components: A true .45 grip frame, custom barrel, external velocity adjuster, and an anti-double feed system.

In addition to the standard features all Ranger Series markers come equipped with, the T-Ranger and E-Ranger markers come standard with extra features. The T-Ranger comes standard with a gas through front grip, Torpedo drop forward with on/off dial. The E-ranger comes standard with an electronic .45 grip, vertical regulator, two piece barrel, and Torpedo drop forward with on/off dial.

As a new Ranger consumer, please read this manual in its entirety to understand safe operation of the paintball marker. Once you have read the entire manual, please help us, help you, by taking the time to fill out the warranty registration card and sending it in immediately.

We want our Ranger Series owners to get the most enjoyment out of our markers and we can better serve your needs if you take the time to fully understand your marker and submit your warranty card.

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# 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 and equipment is worn, 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.

The paintball marker you have chosen is not a toy. It is imperative that it is used under adult supervision or by adults. When using the marker please adhere to all local, state and federal laws. Read the entire manual before using this paintball marker.

# II. Ranger Introduction

It is very important that before using the Ranger paintball marker, every individual that will be using the marker reads this entire manual for proper operation, safety and handling. The most important understanding of the paintball marker is to realize that it is NOT a toy, caution should be used at all times. Never point the marker at anyone that does not have the appropriate head, eye and body protection. Furthermore, the marker should never be pointed or fired at anyone, and should only be used at a supervised, licensed and insured paintball field.

Paintball is a sport that the entire family can enjoy. However, proper guidelines should be followed to ensure safety and enjoyment for everyone involved. It is important that before using the Ranger, you must become knowledgeable of the marker -- before going to the paintball field to use it. Leave the CO<sub>2</sub> cylinder off before handling the marker. You should become completely familiar with the assembly, disassembly and learn to inspect the marker for wear, nicks and burs on all parts. This will ensure proper operation of the marker before heading to the field. O-rings and cup seals often need replacement. A detail schematic is included for reference on all parts of the marker and should allow for easy maintenance. However, if you do not feel comfortable, take the marker to an authorized dealer with all the proper documentation for a qualified technician to perform proper maintenance.

We are confident that you will be satisfied with your purchase of the Ranger and look forward to serving you. Plus we are always looking for ways to improve and listen to changes consumers want on their markers. So please call us at 800-755-5061 and tell us what you think.

### III. Safety and Handling

Always have a barrel “condom” or other barrel blocking device (approved by the Paintball Products Manufacturers Association) 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.

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.

Remember, the Ranger paintball marker should never be pointed or fired at anyone, and should only be used at a supervised, licensed and insured paintball field.

### IV. Preparing the Ranger for Usage

**Cylinders** -- The Ranger is designed to use CO<sub>2</sub> for the proper function of the blow back system. You may attach the proper CO<sub>2</sub> cylinder that uses the industry standard American threading on the CO<sub>2</sub> cylinder. The Ranger is designed to use cylinders or adapters that are designed for the paintball industry. Please purchase your cylinders and accessories from stores specializing in paintball products and make sure the cylinders they are selling meet American Industry Standards. Foreign cylinders with different threading may strip your air connection assembly. Do not use them. If you have problems screwing a cylinder onto your marker, go back to the store and consult with knowledgeable staff members. Do not force the cylinder into the assembly. When purchasing your CO<sub>2</sub> cylinder, consult with the paintball store employees for the proper procedure in handling and storage of your cylinder(s).

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 CO<sub>2</sub> cylinders.

**CAUTION:** Please be aware that your marker may still be pressurized even after the removal of the CO<sub>2</sub> cylinder!

**Loaders** -- All Rangers come with its own BOSS™ loader. However, there are several loaders on the market that will fit the Ranger. If you want a different loader, go to a local paintball store and purchase one that fits your needs and will work correctly with the Ranger. They range from simple gravity feed loaders to motor-assisted loaders. The choice is yours, but make sure it fits correctly.

**Barrels** -- All Ranger markers will fit **Autococker** style threaded barrels.

**Regulator** -- If your Ranger came equipped with a regulator, you can adjust pressure by turning the screw on the bottom of the regulator. To raise the pressure, turn the screw counter clockwise and clockwise to lower.

**.45 Grip Frames** -- Only use aftermarket .45 Grip Frames approved by Worr Game Products. Other grip frames may void your warranty.

## V. Preparing the Ranger for Field Operation

**CAUTION:** Always wear proper eye protection when firing your marker.

As previously noted, you are to treat the marker as if it were loaded at all times. When handling the marker always have the safety **ON** and keep your fingers or any other objects away from the trigger assembly so there are no accidental discharges. There should always be a barrel plug in the muzzle or a barrel blocking device covering the muzzle of the marker until it is ready to be fired.

**Instructions for Ranger and T-Ranger** (Skip ahead for E-Ranger instructions)

- A) With the muzzle of the Ranger pointed in a safe direction (away from people, animals or other objects) place the loader onto the Ranger.
- B) Pull the bolt back until it is locked into position. Activate Firing Safety Pin.
- C) Gently and carefully screw the CO<sub>2</sub> cylinder onto the air receiver of the Ranger. On the Ranger this would be directly into the air receiver. On the T-Ranger, turn the on/off knob on the ASA counterclockwise (placing it in the off position). Gently and carefully screw the CO<sub>2</sub> cylinder onto the air receiver of the T-Ranger. Now turn the on/off knob on the ASA clockwise (placing it in the on position). This will now pressurize the marker.
- D) At this point you are ready to fill the loader with .68 caliber paintballs designed specifically for use with paintball markers. Fill the loader until it reaches its capacity as designated by loading instructions or MPG requirements.
- E) You may now remove the barrel plug or other barrel blocking device, keeping the muzzle pointed in a safe direction.

- F) When you are ready to begin play, aim at target and turn safety off. The Ranger is now ready to fire. Pulling the trigger will result in a paintball being projected from the barrel of the marker. Remember, you are to fire the Ranger only if ALL safety rules are being followed. Do not fire until all safety rules are followed and proper safety equipment is worn. Please remember, the marker should never be pointed or fired at anyone, and should only be used at a supervised, licensed and insured paintball field.

## Instructions for E-Ranger

- A) With the muzzle of the Ranger pointed in a safe direction (away from people, animals or other objects) place the loader onto the Ranger.
- B) Remove the two grip screws from the left side of the marker and remove grip. Hookup a 9 volt battery to proper connector. Do not use rechargeable batteries.

Push the red button for 3 seconds to turn the marker on. A blinking light indicates the marker is ready to fire. Pull trigger to make sure solenoid is firing. Replace grip and two grip screws and make sure all wires are under the cover so that the cover closes correctly.

(Pushing the red button for 5 seconds will turn the marker off. Be sure to remove the battery from the marker if you are not going to use it for a period of time to prevent leaking and damage to the marker.)

**CAUTION:** Your marker can still shoot after being turned off. Be sure to dry fire in a safe direction to completely deactivate your marker. When removing battery make sure E-Ranger is off. Otherwise electrical damage may occur.

- C) Pull the bolt back until it is locked into position. Activate Firing Safety Pin
- D) Turn the on/off knob on the ASA counterclockwise (placing it in the off position). Gently and carefully screw the CO<sub>2</sub> cylinder onto the air receiver of the E-Ranger. Now turn the on/off knob on the ASA clockwise (placing it in the on position). This will now pressurize the marker.
- E) At this point you are ready to fill the loader with .68 caliber paintballs designed specifically for use with paintball markers. Fill the loader until it reaches its capacity as designated by loading instructions or MPG requirements.
- F) You may now remove the barrel plug or other barrel blocking device, keeping the muzzle pointed in a safe direction.
- G) When you are ready to begin play, aim at a target and turn safety off. The Ranger is now ready to fire. Pulling the trigger will result in a paintball being projected from the barrel of the marker. Remember, you are to fire the Ranger only if ALL safety rules are being followed. Do not fire until all safety rules are followed and proper safety equipment is worn. Please remember, the marker should never be pointed or fired at anyone, and should only be used at a supervised, licensed and insured paintball field.

## VI. Cleaning and Maintenance

**BEFORE** attempting any disassembly, make sure that the loader and all CO<sub>2</sub> sources have been disconnected and the marker is **NOT** pressurized. After playing with, or storing the marker for any period of time, proper maintenance is necessary for accurate operation and to maintain peak performance. Make sure the breech of the marker is clear of any debris or paintballs. Be certain that the barrel plug is in place and the **SAFETY** is **ON**.

Proper maintenance includes cleaning and lubricating the Ranger before playing or storing the marker. It is imperative that the Ranger be properly lubricated and kept free of debris and dirt to eliminate any friction that would prevent proper operation. Use lubricants only if they do not contribute to the deterioration of parts inside the Ranger, especially O-rings and seals. It is recommended that you use Teflon or Silicone based lubricants.

You begin cleaning only after the marker has been depressurized. Remove all CO<sub>2</sub> cylinders and remote accessories. Then carefully begin to unscrew the barrel in a counter-clockwise direction until it is removed. Once it has been taken off it should be cleaned using soap and water with a squeegee. Then lubricate the threads with an extremely thin layer of lubricant. It is very important to keep the barrel clean as it affects the accuracy of the Ranger. Paintballs have a gelatin shell that tends to leave residue in the barrel and after use there tends to be a build up of this gelatin. By cleaning the barrel, you ensure top accuracy, speed and performance, while limiting the chances of friction-caused ball breakage.

## VII. Field Stripping

(Be sure to have the schematic drawing available as a reference.)

You begin field stripping only after the marker has been depressurized.

- A) Make sure that the Ranger is uncocked, by squeezing the trigger, making sure no foreign objects or paintballs are in the breech.
- B) First remove push pin, then unscrew IVG from body. Be careful, it is under pressure from the main spring. Hold the plug as you unscrew. Next remove the main spring and spring guide. Then remove the rubber bumper.  
**Caution:** Use only genuine Ranger design bumpers in your marker.
- C) By tilting the marker back, the bolt and hammer will now come out.

**Note: Watch as the bolt and hammer come out to see how they join with the connecting pin.**

- D) It is now possible to clean the upper part of the receiver, including the breech and power feed tube area. After cleaning the upper frame area with mild detergent, the bolt and hammer should be lightly lubricated (using Teflon or silicone based lubricants). Do not over lube.



- E) To reassemble, take the bolt and hammer and join together using the connecting pin. Point the Ranger toward the ground and slide the bolt and hammer in their respective holes until they stop. You will notice that they do not go in completely. At this point, apply slight pressure to the back of the hammer and squeeze the trigger. The bolt and hammer should now slide all the way in.
- F) Then install the “Ranger” bumper. Carefully slide the main spring and spring guide through the bumper. Make sure main spring slides into hammer.
- G) Screw in the velocity adjuster plug.
- H) Hold securely, and screw IVG into the body of the marker. Be careful not to crossthread the velocity plug as you screw it back in. The body should thread in easily by hand. **NO TOOLS NEEDED.**
- I) After installing the retainer pin back out IVG until it has light pressure against the pull pin.

## VIII. Transporting or Storing Your Ranger

When storing or transporting your Ranger, you should always keep the marker depressurized. No cylinders or remote accessories should be attached. Because your marker should never be loaded until you are ready to use it, take the loader off and keep a barrel plug in the muzzle. Keep the safety on, and try and place the Ranger in a carrying case to prevent mishandling and keep it clean.

**Caution:** Never store your E-Ranger with the battery installed.

### General Reminder

Your Ranger is not a toy. It should be used only by adults or with adult supervision. This marker is not intended for use by non-adults without supervision. Respect other peoples' property. When using the Ranger, obey all local, state and federal laws. When entering a paintball field, become aware of their rules and regulations.

Before taking the Ranger on holidays or transporting it 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.



## Ranger Series Parts List

1 Piece Barrel	RG-0201
2 Piece Barrel	RG-0201E
2 Piece Barrel O-ring	RG-0201Ea
Main Body (Ranger & T-Ranger)	RG-0202
Main Body (E-Ranger)	RG-0202E
Vertical Feed (Ranger & T-Ranger)	RG-0203
Vertical Feed (E-Ranger)	RG-0203E
Vertical Feed O-ring	RG-0203a
Low Pressure Chamber (black)	RG-0204
Low Pressure Chamber (chrome)	RG-0204E
Low Pressure Chamber O-ring	RG-0204a
Aluminum .45 Grip Frame (Ranger & T-Ranger)	RG-0205
Trigger	RG-0214
Trigger Spring	RG-0214s
Trigger Assembly Insert	RG-0214a
Trigger Assembly Spring	RG-0214b
Trigger Assembly Pin	RG-0214c
Sear	RG-0215
Sear Spring	RG-0216
Aluminum .45 Grip Frame (E-Ranger)	RG-0205E
Trigger	RG-0205E1
Trigger Spring	RG-0205E2
Sear	RG-0205E3
Sear Spring	RG-0205E4
Sear Pin	RG-0205E5
Sear Adj. Screw	RG-0205E6
Set Screw	RG-0205E7
Switch	RG-0205E8
Switch Pin	RG-0205E9
Solenoid	RG-0205E10
Solenoid Set Screw	RG-0205E11
Circuit Board	RG-0205E12
Circuit Board Screw	RG-0205E13
Plate Cover (L)	RG-0205E14
Plate Cover (R)	RG-0205E15
Vertical Adapter (Ranger & T-Ranger)	RG-0206
Vertical Adapter (E-Ranger)	RG-0206E
Vertical Adapter O-ring	RG-0207
Valve Spring	RG-0208
Cup Seal Guide	RG-0209
Aluminum Cup Seal	RG-0210
Valve O-ring (valve side - PU)	RG-0211PU
Valve O-ring (hammer side - NBR)	RG-0219NB
Dura Valve	RG-0212
Vertical Adapter Retaining Screw	RG-0213
Bumper	RG-0217
Main Spring	RG-0218

## Ranger Series Parts List

Spring Guide	RG-0219
Velocity Plug	RG-0221
Velocity Adjuster Screw	RG-0222
Velocity Adjuster Screw O-ring	RG-0222a
Pull Pin	RG-0223
Retaining Clip	RG-0223A
Safety Spring	RG-0224
Safety Bearing	RG-0225
Safety	RG-0226
Safety C-Clip	RG-0226c
Trigger Pin 3/4"	RG-0228
Sear Pin	RG-0229
Sear Spring Pin	RG-0230
Rear Cocking Bolt	RG-0231
Slide Bolt	RG-0231S
Slide Bolt Rod	RG-0231R
Bolt O-ring	RG-0232
Connecting Pin	RG-0233
Hammer	RG-0234
Hammer O-ring	RG-0235
Connecting Pin Set Screw	RG-0236
Ball Detent (black)	RG-0237
Ball Detent (chrome)	RG-0237c
Valve Pin 7/8"	RG-0240
Gas line	RG-0241
90° Fitting	RG-0242
Retaining Screw	RG-0243
Lock Washer	RG-0244
Frame Screw	RG-0245
Grip Cover	RG-0246
Grip Cover Screw	RG-0247
Regulator	RG-0249
Regulator O-ring	RG-0249a
Drop Forward (chrome)	RG-0250c
Drop Forward (black)	RG-0250b
Drop Forward Set Screw (for ASA)	RG-0250a
Drop Forward Screw	RG-0250x
ASA Adapter (black)	RG-0251b
ASA Adapter (chrome)	RG-0251c
ASA Adapter Dial (black)	RG-0251d
ASA Adapter Dial (chrome)	RG-0251e
Gas Through Grip	RG-0252
Gas Through Grip O-ring	RG-0252a

## IX. Ranger - Fine Tuning

Velocity Adjustment- Varying the Speed of the Paintball: With the Ranger pointed in the downward direction, rotate the velocity screw clockwise. This increases the mainspring tension and increases the velocity. Turning the velocity screw counter-clockwise decreases the pressure on the mainspring and decreases the momentum gained by the hammer. Thus, there is a decrease of gas flow, causing a decrease of velocity. Once the velocity is set, take the small allen wrench supplied and lock the velocity into place by turning the set screw clockwise.

When adjusting the velocity, be sure to have the marker chronographed at the field where you intend to play and make necessary adjustments. Different fields have different velocity requirements. Please consult range officer when to going to play.

## X. Troubleshooting

**CAUTION:** Before repairing or cleaning your marker, always remove barrel and propellant source. Then depressurize your marker by pointing in safe direction and dry-firing.

### 1) *If marker auto-triggers or fires and does not re-cock:*

- A. Check grip frame screws and see if they are loose.
- B. Check CO<sub>2</sub> cylinder, it may be low on CO<sub>2</sub>.
- C. Check hammer O-ring, it may be the wrong size or broken.
- D. Make sure the hammer and all bolt and hammer O-rings are lightly lubricated.
- E. Look down the back of your Ranger inside of the slide bolt to check if the bolt rod is bent. If the bolt rod is bent make sure to not crosstread the bolt rod when reinstalling if needed.

**Recommendation:** Put 2 or 3 drops of lubricant into the bottom line and fire the marker 20 or 30 times. This will lube the marker from the inside.

### 2) *Ball Breakage:*

- A. Check the quality and age of the paintballs when excessive breakage has occurred.
- B. Check the ball detent pin. If detent pin does not protrude into the inside diameter of the breech, the marker may double feed. This will cause the marker to chop balls. To correct this problem, replace detent pin. To do so you must loosen the screws and push the ball detent pin down and then tighten the screws.
- C. Excessively high velocity may also cause paintball breakage.

### 3) *Air Leaks:*

- A. If air leaks from the barrel:
  - i. Replace cup seal.
  - ii. Replace O-rings on valve

**CAUTION:** When handling valve, do not use any abrasive objects or tools for removal of valve, as this will cause damage to valve and lead to further gas leakage.

- B. If air leaks from the front of the body:
  - i. Replace O-ring on vertical adapter.
- C. If air leaks from bottom line:
  - i. Replace CO<sub>2</sub> cylinder O-ring.

#### 4) *Velocity Problems:*

**CAUTION:** Before repairing or cleaning your marker, always remove barrel and propellant source. Then depressurize your marker by pointing in safe direction and dry-firing.

- A. High Velocity:
  - i. Turn velocity adjuster counter-clockwise. If the velocity screw has been turned to the point at which it comes out of the velocity adjuster and velocity is still high, then,
  - ii. Cut main spring by one or two coils, if problem remains cut additional coils, one at a time. If you cut too many coils the Ranger will not function. BE CAREFUL: You are responsible if you cut your own spring.
- B. Low Velocity:
  - i. Turn velocity adjuster clockwise. If the velocity screw has been screwed in completely and velocity continues to be low, the main spring will need to be replaced with a longer or stiffer spring.
- C. Inconsistent Velocity:
  - i. Remove CO<sub>2</sub> filter.
  - ii. Remove grip frame and tighten valve retaining screw.

#### 5) *Possible E-Ranger Problems:*

- A. There is no function after attaching the battery:
  - i. Is the battery dead? Make sure the battery you are using is good.
  - ii. Check to see if connectors are fitted. Does it connect to the battery snug.
- B. There is juice (battery is good) but the light is not on:
  - i. Check switch button to see if the on/off is connected correctly.
  - ii. The program may not be in. Call 1-909-520-9911 and ask for a technical support representative.
- C. Light is on but trigger pull does nothing:
  - i. Is the marker cocked? Pull back on the bolt to cock it.
  - ii. Is the air tank filled? Refill tank.
  - iii. Is there a broken paintball in the breach? Clean out the marker and barrel.
  - iv. Check the wires. They may be loose, allowing enough power for the light to work but not enough to power the marker.
  - v. Trigger is not hitting the micro switch correctly.
  - vi. The solenoid and sear may be sticking together. Remove the grip panel and lubricate with silicon based lubricant as recommended.

- D. Light is on and you hear the solenoid working but the marker will not cock:
  - i. The height of the sear must be adjusted.
  - ii. Loosen the sear set screw.
  - iii. Raise the height of the sear. Turning counterclockwise raises the height. (Turning clockwise lowers the height)
  - iv. If the sear is raised too high it will be in too much contact with the hammer and the marker will not fire.
  - v. Tighten the sear set screw after adjusting the height of the sear.
  
- E. Regulator Pressure:
 

The pressure on your regulator should be between 550psi and 800psi. NEVER exceed 800psi. If it is set too low the marker will not recock. If the velocity needs to be adjusted lower turn the velocity adjuster screw counterclockwise. If velocity needs to be increased start at 550 psi and increase pressure by increments of 10 psi until marker functions properly.
  
- F. You are shooting at a high rate of fire then the marker burps:
  - i. You need to raise the height of the sear.
  - ii. Loosen the sear set screw
  - iii. Turn counterclockwise to raise the sear.
  - i. Tighten the sear set screw after adjusting the height of the sear.
  
- G. When you pull the trigger it doesn't feel smooth (or you must pull the trigger twice to get it to shoot once).
  - i. The battery may be dead.
  - ii. The sear may need to be lowered.
  - iii. The solenoid is stuck. Remove panel and spray the solenoid with WD-40.

**6) Still can't figure it out?**

- A. Go online at [www.worr.com](http://www.worr.com) and download our updated troubleshooting guide.
- B. Call 1-909-520-9911 for a technical support representative and we will be more than happy to answer any questions you might have.

**NOTE:** Most common problems are O-ring related or improper cleaning/lube. Please make sure that when replacing any parts they are supplied by Worr Game Products. Do NOT replace O-rings that have not been supplied by Worr Game Products from your dealer. Only Worr Game Products parts for Rangers should be used. Proper lubrication is also necessary. Use Unique synthetic or K.C. Trouble Free lube.



## XI. Warranty

Worr Game Products warrants the replacement of any original Ranger part due to a defect in material and/or workmanship. The warranty period will be effective for 12 months for parts and labor except the electronic grip frame, on the E-Ranger, which is 30 days. It becomes effective from the date of purchase and is valid with a receipt of sale. The warranty card must be filed 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 calling Worr Game Products for a return authorization number and then sending your marker to:

Worr Game Products  
252 Granite St.  
Corona, CA 92879  
Phone: 800-755-5061  
Fax: 909-520-9699  
Tech line: 909-520-9911  
Email: tech@worr.com

**Warranty:** You must obtain a return authorization number from Worr Game Products before sending your marker in for repair.



**E** Ranger



**T** Ranger



**Ranger**



# New Items Summer 2002

## KANER BARREL SYSTEM

The Kaner barrel comes in two pieces a back end and a front end and it has Autococker threads. You get to pick the front length that creates a 10", 12" or 14" barrel and then you pick the back end. The back ends are available with different bore dimensions including .685, .687, .689, .691, and .693. The one piece back end threads into any front end from the Kaner barrel series. These barrels produce tight groupings and are made of aluminum to keep the weight down.



## worppaint PAINTBALLS

Worr Game Products is pleased to announce the availability of Worrpaint Paintballs. Made in the U.S.A. Manufactured solely to Bud Orr's specifications. You can be assured nothing but the highest quality paintballs will be produced. Worrpaint is available in three different grades of paint. Field paint for recreational players, mid-grade paint for amateur/tournament play and high end paint for the Pro's.

### Competition



Field

### Domination



Mid

### Perfection



High



The Worrgas air system is the most consistent high flow air system ever made for paintball markers. They feature a patent pending design that blows away the competition. The result? A tiny very light weight regulator that surpasses other regs in high flow capabilities. The 3000/4500 psi. "Worrgas" air systems are available NOW from Worr Game Products.

# **Worr Game Products**

252 Granite Street

Corona, CA 92879

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[www.worr.com](http://www.worr.com)