

## Features:

### Super Fast Ramping!!

---Ramps at 10bps by adding 60% to your speed.  
(eg: You pull an easy 10bps it pulls 16bps!!)

### Adjustable Debounce, Dwell, Eye Delay

---Adjustable through LCD and LED

### LCD and LED Compatible

---Options like battery meter, game timer, achieved bps, and shot count are available for Intimidators with LCD screens in addition to programming via the LCD screen and membrane buttons. For Intimidators with only LEDs simple programming via the trigger is also built into the board.

### Compatibility:

--- Classic, GZ, 2k2, Z Timmy, ECX, Lasoya, Texas Storm, Ironman, Dragon, and Species

The logo for AdvantagePB LLC features the text "AdvantagePB" in a large, bold, blue font with a white outline and a slight shadow effect. To the right of "PB" is "LLC" in a smaller, blue font. A small "TM" trademark symbol is positioned at the top right of the "PB" letters.

# Intimidator Ramper User's Manual

For More Information Please See:

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

AdvantagePB LLC

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### **Installing Your Intimidator Board:**

---Open your Intimidator's left clamshell (LCD side, Non-LED side).

---Carefully remove stock board, and all connections.

---Install your new AdvantagePB Board, with the two rows of prongs facing down.

---Insure no leads on the board are touching metal to prevent shorts

---Attach 12pt Harness to top row of prongs, 14po Harness to bottom row of prongs.

---The LCD ribbon and membrane pad wires are not necessary to adjust basic settings.

### **Eye Modes:**

#### **Eye Activated: (Normal/Forced)**

60% Ramping @ 10bps

#### **Manual Bypass: (Dry Fire)**

Marker Capped @ 20bps, Eyes Off, Ramping Activated

#### **Automatic Bypass: (Blocked/Dirty Eyes)**

Marker Capped @ 12bps, Board Enters Automatic Bypass when eyes are blocked

### **Settings:**

#### **Dwell: (4<sup>th</sup> Blink) (6ms Default)**

---Amount of time Solenoid is activated for, -2ms increments

#### **Debounce: (5<sup>th</sup> Blink) (2.0 Default)**

---Used to filter out "switch bounce" -.5 increments

#### **After Eye Delay: (6<sup>th</sup> Blink) (4ms Default)**

---Amount of time that must elapse before marker will fire after seeing ball, 0-13ms, raise for slower loaders -1ms increments, 1st blink is Manual Bypass.

#### **Display Sections:**

---Information Displayed on LCD screen

### **Trigger Programming:**

#### **Activating Trigger Programming:**

---To initiate trigger programming, turn the marker off, pull the trigger, hold it in, and turn the marker on again. The LED will blink four times, pause, blink five times, pause, etc.

#### **Selecting Setting to Change:**

--- Release the trigger as the LED is blinking the number of times that corresponds to the setting you wish to change. Refer above for number of blinks for the setting you wish to adjust.

#### **Adjusting Setting:**

---As you are ready to change the setting, pull the trigger again and hold. The trigger will blink in the same pattern (1 blink, 2 blinks, 3 blinks). Simply release the trigger when the LED blinks correspond to the setting you want for that option.

### **Trigger Programming Example:**

If you want to change the debounce to 3 units:

1. With the marker off, hold the trigger down, and turn on the marker.
2. The LED will now blink 3 different groups of LEDs, 4 blinks, 5 blinks, and 6 blinks.
3. When the LED is blinking in the 5 blink group or immediately after hold the trigger and release.
4. Now hold the trigger and count the blink groups that the LED displays, 1 blink, 2 blinks, 3 blinks, etc.
5. Release the trigger at the 6<sup>th</sup> blink group for 3.0.
6. After releasing the trigger the LED will flash continuously, turn the marker off now, programming is complete.

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