BOB LONG
ALIAS INTIMIDATOR

A-Bomb

Dark

Ripper 2

Ripper 2.5

Photography & Design by Robert Rivera - 305.813.1009

BLAST
1799 Carpenter Road
Oakley, California 94561

2005

Operator's Manual

BOB LONG
ALIAS INTIMIDATOR™

Table of Contents

Congratulations on your purchase of the **Intimidator** Paintball Marker. The **Intimidator** represents the latest in Paintball Marker technology at a very affordable price. Before operating your **Intimidator**, please read the entire manual thoroughly.

WARNING!

This Paintball Marker is not a toy. Misuse or mishandling can result in serious injury or death. Every person within range of a loaded Paintball Marker must wear eye protection specifically designed for Paintball. Recommended at least 18 years of age to purchase, 14 years old to use with adult supervision or 10 years old to use on Paintball fields meeting ASTM standards F1777-97. Be sure to read the entire instruction manual before operating your Intimidator.

SAFETY!

Please follow all local, state, and federal laws concerning the operation and use of Paintball Markers. **By purchasing this Paintball Marker "YOU" assume all liability.** B.L.A.S.T. assumes no liability for injury or death due to misuse or mishandling of this Marker.

CAUTION!

Never point a Paintball Marker at anyone not wearing Paintball-Approved goggles. Even at the lowest possible operating velocity, a Paintball will cause serious injury should it hit someone in the eye area.

Never under any circumstances look down the barrel of your Marker. Even if wearing Paintball approved goggles, you should **Never** look down the barrel.

Before performing any maintenance on the Marker, ensure air source is disconnected and Marker has been degassed. Always ensure Marker is OFF whenever Marker is not operational.

Always insert barrel plug in barrel when Marker is not operational. Remove barrel plug only in designated operational areas.

Only play at commercial playing fields that have a chronograph, referees, and clearly marked safe areas. Chronograph your Marker before each game to ensure Marker is operating at a safe velocity. Safe velocity is considered to be 280 feet per second (fps).

WARNING!

Always ensure Marker is not shooting at a dangerous velocity. Ensure all participants are wearing the proper Paintball safety equipment. You will be held liable if someone is hurt by a Paintball fired from your Marker regardless of fault.

WARRANTY

B.L.A.S.T. warrantees the Intimidator against damages in Manufacturing Defects only. Electrical components are warranted for a period of 90 days. Solenoids are not warranted. When utilizing after market Drop-Forwards ensure attachment bolts **DO NOT** protrude into internal grip assembly. When utilizing aftermarket grips ensure attachment bolts **DO NOT** protrude into internal grip assembly. Failure to do so may damage the internals and will result in void of warranty. Use of Teflon tape will void warranty. Aftermarket anodizing will result in void of warranty.

For questions concerning your Intimidator manual please call (925) 625-7929.

OPERATION

The Intimidator Marker is a solenoid controlled open-bolt design. The bolt is locked onto a dual pressurized machined slider that is controlled by the solenoid (An electronic 4-way valve control). The back of the chamber is pressurized to move the bolt forward, and the front is pressurized to move the bolt backward. This allows for very low cycling pressure, as well as much less cocking recoil.

GENERAL DESCRIPTION

The Intimidator is a low pressure operating, open bolt, electronic Marker, featuring microchip managed solenoid control, anti-chop eyes (ACE), dedicated low and high pressure regulators attached to a sculptured regulator mounting block, and unique patented pending modular ram sleeve.

The field strippable pull pin bolt is connected to a dual pressurized sliding ram. This ram is held within the modular sleeve located in the lower tube of the body. The low pressure regulator supplies air through the regulator mounting block to the front barb of the solenoid. Upon activation, the solenoid redirects alternating pressure through the rear barbs, from the chamber in front of the ram to the back chamber behind the ram. The forward shifting ram will then strike the poppet, opening the main valve which releases high pressure regulated air up through the transfer port and into the upper tube of the body. The pull pin connected bolt pushes the paintball into the breech while simultaneously redirecting the charge of air to propel the projectile (paintball) to its target.

Introduction

The Intimidator is controlled via the MEMBRANE PAD located on the rear of the Trigger Frame. All of the functions of the Intimidator can be easily accessed and changed through the Membrane Pad.

GETTING STARTED

To power up your Intimidator, Press the ON/OFF button. To turn off your Intimidator, press and hold ON/OFF button for approximately 1 second and release. Buttons 1 and 2 allow the user to scroll, select, adjust, and save settings through the menus as well as timer activation, stop and reset. Pressing and holding buttons 1 and 2 simultaneously will open Menu Mode. Once in the Menu Mode, button 1 controls scrolling as well as the adjustments made to settings while button 2 controls selection and saving of menu settings. Every Intimidator is equipped with an LCD screen, located on the side grip panel (left of the membrane pad) which allows the user to verify menu settings along with voltage, timer, shot counter, eye status, tournament lock, and others, depending on the software version installed on the circuit board. A detailed description of each function can be found in the **Board Operation** section.

NOTE: The Frenzy Board IS NOT Programmable via the trigger.

TRIGGER ADJUSTMENT

The trigger is fully adjustable using the three screws within the trigger. The **upper** screw controls the return spring tension, the **center** screw adjusts micro-switch activation point and the **lower** screw adjusts the trigger stop point.

BARREL

The Intimidator comes standard with a one piece, .689 Bore, 12-inch Assassin barrel. Barrel threads for the Intimidator are Auto-cocker type.

SPECIFICATIONS

Model	**Alias Intimidator**
Caliber	**68**
Action	**Electro-Pneumatic**
Air Source	**Compressed Air/Nitrogen**
Battery Type	**9-Volt Battery**
Cycle Rate	**Unlimited Semi Mode**
Effective Range	**150+ feet**
Weight	**2 pounds, 5 ounces***
Length	**(12" barrel) 19.25 inches**
Height	**8 inches**

**Weight of Marker without 12" Assassin Barrel is 1lbs., 13oz.*

Introduction (continued)

REGULATORS

Included with the Intimidator are 2 High-Flow Regulators. Both regulators use a standard 3/16 inch hex key for adjustment. Turn the adjustment screw clockwise to increase pressure and counter-clockwise to decrease pressure.

Low Pressure Regulator

The low pressure regulator is mounted towards the front of the Marker under the barrel. It controls the cycling pressure of the Marker which is read with the 0-300 PSI Ashcroft gauge located on the left side of the block. The pressure should be set between 70 – 80 PSI. **NEVER EXCEED 100 PSI AS OVER-PRESSURIZING CAN DAMAGE SOLENOID.** The low pressure regulator is not used for velocity adjustments but for cycling pressures only.

High Pressure Regulator

The high pressure regulator (also called the Torpedo or inline regulator) is the vertical regulator that screws into the bottom of the ASA block. All velocity adjustments are done with the Torpedo regulator. Typically, pressures vary from 200 PSI to 280 PSI depending on chronograph speed. If an aftermarket volumizer is used, the pressure may be lowered accordingly. Please note: The Torpedo high pressure regulator comes with 2 connection ports, 1 dedicated for the air input and the other dedicated for a gauge to monitor pressure levels. To verify that you are connecting an air fitting to the appropriate input port of your Torpedo regulator, the pin valve assembly will be visible within that port prior to installation. The gauge port comes with a plug screw pre-installed from the factory.

Ammunition Aspects

Hopper

The Intimidator requires a high feed rate of paintballs to make full use of its features. To satisfy this need, the use of a motorized loader is recommended.

Paint

Using top grade paint ensures the utmost in performance and accuracy.

Operation

Gas Configurations

PRESET AND ADJUSTABLE TANKS

A Compressed Air System also known as a Nitrogen Air System is the recommended propellant air source for operating the Intimidator. If you are using an Adjustable Tank the output should be set between 400 & 500 PSI, and Preset Tanks should be low pressure or 400 PSI output, but a high pressure system is acceptable.

Co2

Co2 **IS NOT** the recommended propellant for the Intimidator. You should only use a Compressed Air System to operate your Intimidator. When attaching air system hose fittings to your Marker, **DO NOT** USE TEFLON TAPE. Use a thread sealant such as Loctite 545 instead.

GETTING STARTED

Maintenance for the Intimidator is very simple.

The Bolt should be lubricated sparingly with TRI-FLOW. Lubricating once a day or when dirty will increase the life of the Ball Detents and also eliminate bolt drag.

The Ram or "Hammer" should be greased every 5000 shots with **DOW 55**. First degas your Marker. Next, remove Bolt and Ram Sleeve End Cap and Ram will slide out of the back. Clean inside of Ram Sleeve with a Q-tip, grease O-rings with **DOW 55** and reassemble.

The Low Pressure Regulator Piston and the High-Pressure Regulator Piston O-rings should be greased every 10,000 shots. The final o-ring to lubricate is the Poppet O-ring, located in front of the Ram Sleeve. It is accessed by removing the front Regulator/ASA Block. This should be done every 20,000 shots. Performing this simple maintenance will increase the life of the O-rings and keep the Marker performing at the highest level possible.

NOTE: Always ensure Air Source is disconnected and Marker is fully degassed BEFORE performing any/all maintenance, or when Marker is not operational.

Electronics

Battery Information

The Intimidator uses a standard 9v battery. To change the battery, remove the Left Rubber Grip Panel, then remove the 4 allen screws securing the two Trigger Frame halves. You'll notice the battery fits into the bottom of the Trigger Frame. Disconnect the old battery and re-connect the new.

WARNING!

At this time it is good to verify screws are not protruding through the bottom of the grip and into the interior components. Failure to do so may result in damage to the battery and/or Circuit Board.

ANTI-CHOP EYES (ACE)

The Intimidator is the first Production Marker to incorporate a break beam Anti-Chop Eye system in a Production Marker, commonly referred to as the ACE system. The ACE system consists of a set of sensors mounted near the bottom of the breech to restrict firing until a ball is completely loaded into the breech. Always operate the Intimidator with the eyes ON. Failure to do so will more than likely result in broken paint in the breech. The transmitter eye can be identified by the red and black wires, metal casing and male connector. The receiver eye can be identified by it's blue and black wires, black plastic casing and female connector.

Factory Settings

Standard factory FRENZY Board settings are as follows:

DWELL	8 ms
EYE	Delay
BIP	0.5 ms
BOLT DELAY	15ms
TIMER	10.00
DEBOUNCE	12 ms
MBOUNCE	2
DELAY	10

A detailed description of each function is in the board operation section.

Board Operation

Getting Started

POWERING UP

1. To power up your Intimidator, press the ON/OFF button.
2. To turn off your Intimidator, press and hold the ON/OFF button for approximately 1 second. The LCD will display [TURNING OFF] and go blank. Release the ON/OFF Button. Your Intimidator is now OFF.

LIQUID CRYSTAL DISPLAY (LCD)

Once the Marker is powered up, the LCD will display characters representing the status of the Marker. The characters are located on the 2nd line of the LCD and are as follows:

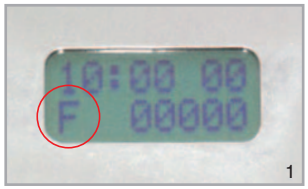
Standard Operation Modes

1. [F] - Indicates FORCED Mode
2. [D] - Indicates DELAY Mode
3. [S] - Indicates DRY FIRE Mode
   (Formerly known as SIMULATION Mode. Demonstrates how the Marker should operate with an appropriate supply of paintballs and fully charged air system.)

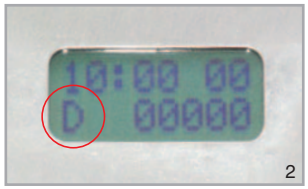
Non-Standard Operation Modes/Warnings

4. [*] - Indicates EYE SENSOR MALFUNCTION (Marker will be limited to 12bps)
5. [C] - Indicates COMPETITION Mode is ON
6. [B] - Indicates BATTERY IS LOW

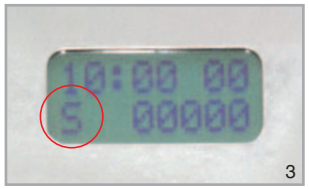
Views of each mode selection on the Circuit Board can be seen below.



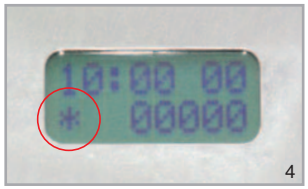
FORCED Mode



DELAY Mode

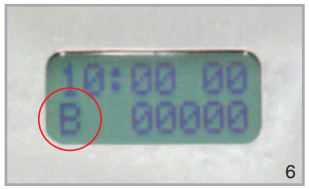


DRY FIRE Mode



EYE SENSOR MALFUNCTION

COMPETITION Mode ON



BATTERY IS LOW

Board Operation

Getting Started

MODE SELECTION (Version 116.2 FRENZY only)

The LCD is a Two-Button Membrane and Menu driven system. To bring up menu options for the Marker, press and hold down Buttons 1 and 2 for approximately 1 second. Upon release you will be taken to the first menu. **Button 1** scrolls through the available menus. **Button 2** is for entering a selected menu. Once inside of a given menu, pressing **Button 1** will change the current setting within that menu incrementally. Pressing **Button 2** will save the current setting and instantly exit the Menu Mode. The Marker will now fire using the latest selected modes. Below are descriptions of the different modes and how they affect the Marker's performance.

DWELL - Determines how long the bolt remains in the forward position before repeating cycle.

EYE - Activates or Deactivates the ACE System with the following options:

FORCE - Marker fires only when ball is present at time of trigger pull.

DELAY - Marker fires when ball is present at time of trigger pull. However, if a ball IS NOT present or detected, the Marker will wait 1 second before firing.

DRY FIRE - ACE System is Bypassed (OFF) and Marker fires at time of trigger pull.

NOTE: Eye setting can be changed to dry fire mode without entering the menu. With the Marker OFF, hold trigger in and turn Marker ON until the LCD goes to its normal screen and S is on the bottom left of the screen, now release trigger. This will set the Marker to Dry Fire Mode with the eye sensor off. This function is disabled with Competition Lock.

BIP (Ball in Place) - Determines how long after a Trigger Pull and Ball Detection, the Marker will fire. **Caution:** Setting too low may induce ball breakage.

BOLT DELAY - Time eye sensor is ignored. This time allows Bolt to move forward. **Caution:** Setting too low may cause Marker to dry fire.

TIMER - Determines game timer setting.

DEBOUNCE - Determines (in milli seconds) how long after each trigger pull, the board will ignore further trigger activity.

M-BOUNCE - Mechanical Bounce setting is used to stop Marker's recoil from causing an added shot. 0 deactivates, while higher numbers decrease sensitivity of mechanical bounces occurring.

DELAY - Delay is used to slow down the Marker's cycling speed. The higher the number, the slower the Marker will cycle.

COMPETITION LOCK - With Competition Lock **ON**, Dwell, Delay, Debounce, and M-Bounce Menus are not accessible. All other Menus are accessable as usual, however, the trigger activated Dry Fire Mode is disabled. When Competition Lock is active, the display window of the LCD will show **[C]** as the second character on the 2nd line. **(Marker is not BPS capped while using Competition Lock)**

Board Operation

TO ACTIVATE COMPETITION LOCK:

1. Turn Marker OFF.
2. Open up Trigger Frame to gain access to the Circuit Board.
3. Short out **C** and **D** Terminals (holes) of the top of the board. Paper clips work well for this. Bend the clip so that one end is touching the **D** and the other end is touching **C**.

4a. Turn Marker ON.

4b. The display window will show "**Comp On**" then in the normal window the display will show **[C]**. (see figure 8)

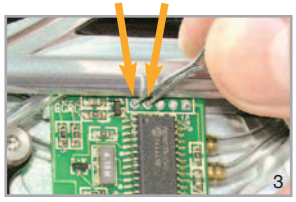
5. Turn Marker OFF.
6. Disconnect the **D** and **C** short and leave off for at least 30 seconds.
7. Reassemble Trigger Frame.
8. Ready to use with COMPETITION LOCK.

To turn OFF Competition Lock follow the same procedure. When not activated the display will not show [C] on the LCD.

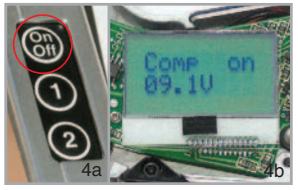
For information and instructions regarding previous and/or future versions of the FRENZY Board (Other than version 116.2), please refer to separate instructions sheet included in box.

Turn Marker OFF

Open Trigger Frame

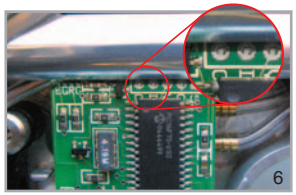


Short out C and D Terminals



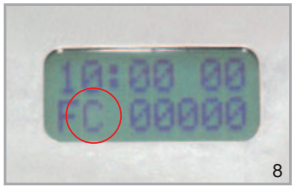
Turn ON Comp Lock ON

Turn OFF



Disconnect Short, Leave OFF

Reassemble Trigger Frame



COMPETITION LOCK

Assembly and Disassembly

Getting Started

WHEN DISASSEMBLING THE INTIMIDATOR ALWAYS ENSURE THE MARKER IS DEGASSED.

The DISASSEMBLY portion of this manual will be divided into three sections.

I. Trigger Disassembly
II. Regulator Disassembly
III. Body Disassembly

NOTE: When ASSEMBLING the Intimidator, perform the entire disassembly process in reverse order.

I. TRIGGER DISASSEMBLY

1. Remove 2 Trigger Assembly retaining screws. Ensure both washers are installed during assembly.
2. Separate Trigger Assembly from Main Body to expose airlines.
3. Disconnect both Eye Sensor Harnesses.
4. Disconnect all 3 Airlines (Hoses) from body.
   NOTE: Use care when removing airlines.
   Always inspect hoses after removal to ensure no tears or damage occurred during removal.
5. Remove left side LCD Grip.
6. Remove 4 allens to separate Trigger Frame Halves.

Trigger Assembly Screws

Separate Frame From Body

Disconnect Eye Harnesses

Disconnect Hoses

Grip Removal

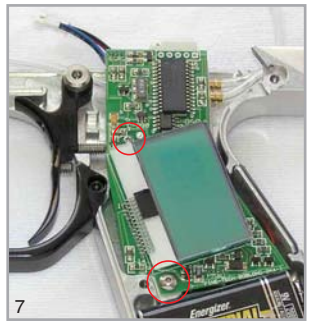
Separate Trigger Halves

WARNING!
Ensure Air Source is disconnected and Marker is discharged before making any mechanical adjustments to Marker internals or electronics.

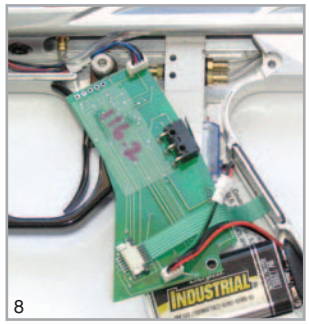
Assembly and Disassembly

TRIGGER DISASSEMBLY (continued)

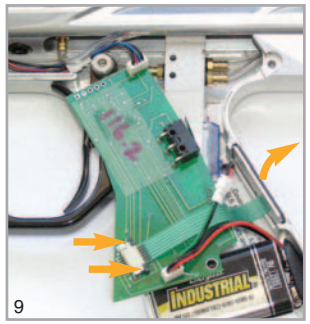
7. Remove 2 Board retaining screws. (1 1/16 Allen Head screw and 1 Phillips Head screw)
8. Flip Board over towards left side.
9. Lift up on black LCD ribbon locks located on each side of membrane ribbon harness and remove complete membrane assembly from trigger frame.
10. Remove Eye Sensor Wire Harness.
11. Remove Battery and Solenoid Harness.
12. Remove Circuit Board.
13. Remove Solenoid.
14. Remove 2 Trigger Guard Screws to remove Guard.
15. Remove Shouldered Trigger Retaining Screw and lift out Trigger and Trigger Return Spring.



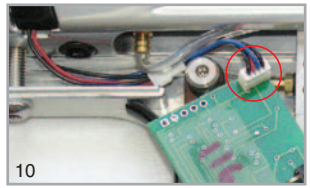
Remove Board Retaining Screws



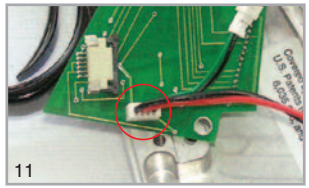
Flip Board to Expose Wiring



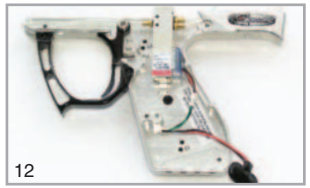
Lift up LCD Ribbon Locks



Remove Eye Wire Harness

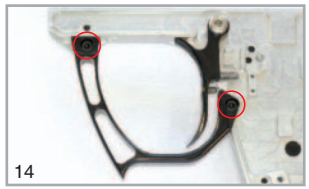


Remove Noid & Batt. Harness

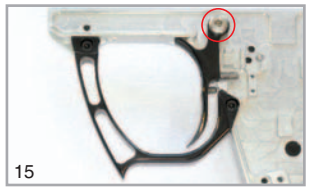


Remove Circuit Board

Remove Solenoid



Trigger Guard Removal



Remove Trigger Screw

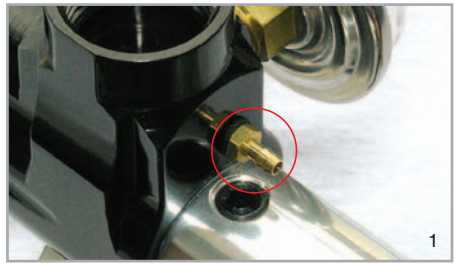
Assembly and Disassembly

II. REGULATOR DISASSEMBLY

ASA BLOCK/HOUSING

First: Remove Both Regulators.

1. Remove Air Barb from ASA Block.*
2. Remove Regulator Base Retaining Screw from Body.
3. Slide Regulator Base from Body.
4. Remove Spring and Poppet.



Remove Air Barb from ASA Block

Remove ASA Retaining Allen

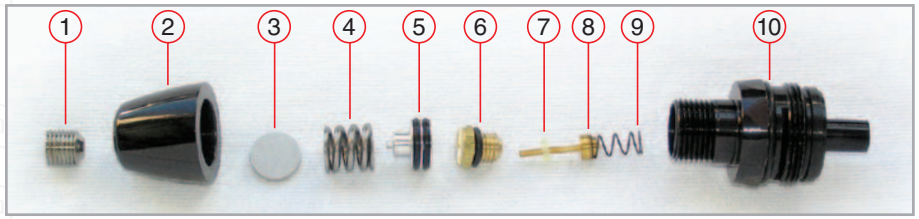
Slide Regulator Base from Body

Remove Spring and Poppet

*Use great caution when Removing or Reinstalling Air Barbs as they are somewhat delicate. Air Barb on front Block must be removed in order to gain proper acces to Regulator Base Retaining Screw. Failure to do so may result in damage to the Air Barb.

LOW PRESSURE REGULATOR (LPR)

1. Unscrew Allen Adjuster.
2. Unscrew Adjustment End (Part 2) from ASA End (Part 10) of Low-Pressure Regulator.
3. Remove Regulator Spring Washer.
4. Remove Regulator Spring.
5. Remove Piston.
6. Remove Pin Valve Retainer.
7. Remove Teflon Washer.
8. Remove Pin Valve.
9. Remove Spring from Upper Reg. Housing.
10. ASA End of (LPR) Low-Pressure Regulator Housing.



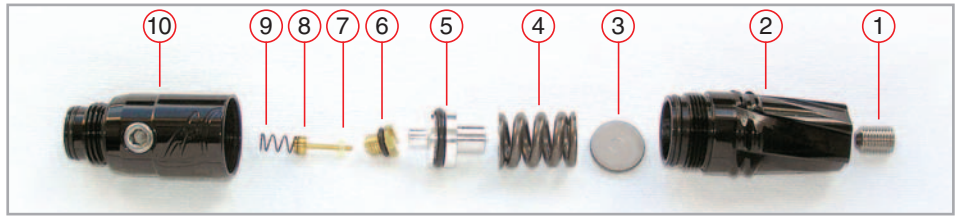
Low-Pressure Regulator

Assembly and Disassembly

REGULATOR DISASSEMBLY (continued)

TORPEDO/HIGH-PRESSURE REGULATOR (HPR)

1. Unscrew Allen Adjuster.
2. Unscrew Lower End of (HPR) High-Pressure Regulator Housing.
3. Remove Regulator Spring Washer.
4. Remove Regulator Spring.
5. Remove Piston.
6. Remove Pin Valve Retainer.
7. Remove Teflon Washer.
8. Remove Pin Valve.
9. Remove Spring from Upper Reg. Housing.
10. Upper End of (HPR) High-Pressure Regulator Housing.



Torpedo/High-Pressure Regulator

NOTE: At this time the Regulators are disassembled. Listed below are key elements to remember during assembly.

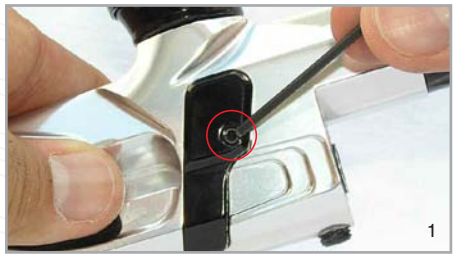
1. **Piston:** Ensure cupped end of Piston is facing towards Pin Valve.
2. **Pin Valve:** Ensure Pin Valve is not bent and seats in cupped end of Piston. Failure to do so will cause Regulators to function improperly.
3. **Air Barb:** Ensure fiber washer is on Air Barb base when installing. This will ensure Air Barb does not leak.
4. **Poppet Spring Attachment:** Ensure small end of Spring sits firmly on Poppet.
5. **ASA Block**: Place small portion of Loctite on Retaining Allen when installing. This will ensure ASA (regulator) Base does not work itself loose during operation.

Assembly and Disassembly

III. BODY DISASSEMBLY

First: Ensure Barrel of Marker is removed.

1. Remove both Eye Sensor Covers (one on each side) by removing Retaining Screw.
2. Remove both Eye Sensors (one on each side) by carefully pulling sensor heads from mounting holes. Be careful not to lose small o-ring on each head.
3. Lift up on Bolt Retaining Pin and slide Bolt out of rear of Marker.
4. Remove Ram Sleeve Cap located at the rear of Marker. (turn counter-clockwise)
5. Turn Marker up and allow ram to slide out of Marker rear. Place hand underneath to catch ram. Do not allow ram to fall freely onto ground or any other hard surface.
6. Turn Body over to gain access to the bottom of the Marker.
7. Remove Air Barb from Center of Ram Sleeve. Do not lose fiber washer at base of Air Barb.



Remove Eye Sensor Covers

Remove Eye Sensors

Lift Bolt Pin and Remove Bolt

Remove Ram Sleeve Cap

Remove Ram

Turn Body over Exposing Bottom of Marker

Remove Center Barb

Assembly and Disassembly

BODY DISASSEMBLY (continued)

8. Remove Air Barb from Back of Ram Sleeve. Do not lose fiber washer at base of Air Barb.
9. Remove Ram Sleeve retaining allen.
10. At this time you are ready to remove the Ram Sleeve from the body. When removing, rotate the Ram Sleeve right and left pulling towards the rear of the Marker. Use caution to avoid cutting the O-rings, as there are sharp edges the O-rings must pass through. **NOTE: When reinstalling Ram Sleeve, it must be inserted through the front end of the Lower Tube of the Marker Body in order to ensure a proper seal.**

11a. Remove Feedneck by first removing Feedneck Collar, then removing Feedneck Base.

11b. Remove Feedneck Base from Body.

Remove Rear Barb

Remove Ram Sleeve Retaining Allen

Remove Ram Sleeve from Rear

Remove Feedneck Collar

Remove Feedneck Base

NOTE: At this time the Body is disassembled. Listed on the following page are key points to remember during assembly.

Assembly and Disassembly

ASSEMBLY TIPS

KEY ELEMENTS TO REMEMBER DURING ASSEMBLY.

O-Rings: LUBRICATE ALL O-RINGS UPON INSTALLATION.

Ram Sleeve O-rings: Always ensure all O-Rings are in good condition upon installation.

Ram Sleeve Installation: The Ram Sleeve should be reinserted through the front end of the marker body to ensure the U-Cup O-ring maintains a proper seal. Use caution when installing the Ram Sleeve and take extra care not to cut/damage the O-Rings on the sharp edges of the body.

Air Barb: Ensure fiber washer is on Air Barb base prior to installation. This will ensure a proper seal.

ASA Block Set Screw: Use small amount of Loctite on ASA Housing Retaining Allen when installing. Failure to do so may result in ASA Block sliding off the Marker Body, causing extreme damage to the Marker and/or possibly injuring the operator and others. A firm snug is all that is required to maintain a secure fit.

Poppet installation: Before installation, inspect Poppet thoroughly. If Poppet shows signs of excessive wear, it must be replaced in order to ensure a proper seal. Ensure Poppet O-Ring is well lubed when installing. Allow Poppet to slide into Ram Sleeve. Once seated tap on Poppet end to mate Poppet with Ram Sleeve. Ensure small end of spring seats firmly on Poppet.

Ram Sleeve Retaining Allen: Use small amount of Loctite on Retaining Allen when installing. Failure to do so may result in Ram Sleeve sliding back, causing extreme damage to the Marker and/or possibly injuring the operator.

Eye Sensor Harness: Ensure Harness is seated in grove provided before attaching Eye Covers. Failure to do so may result in pinched wires and render the eyes inoperable.

Eye Covers: Ensure Ball Detents remain aligned and in Covers upon install. Do not over tighten the cover screws. A firm snugg is all that is required to maintain a secure fit.

Feedneck: Removal of the Feedneck Base may require the use of a Strap Wrench since it is firmly secured during initial assembly. Simply wrap the Strap around the Feedneck and turn counter-clockwise. To Reinstall, simply screw the Feedneck back onto the body and secure firmly using a Strap Wrench.

NOTE: Once Marker is completely disassembled, carefully inspect all Screws, O-Rings, Ball Detents, Air Barbs, Hoses, Eye Sensors, Wiring, Electronics, Battery, ASA Block, Regulator, and Feedneck Threads, etc., for signs of premature or excessive wear, stripping and/or damage.

If ANY parts show signs of premature or excessive wear, stripping and/or damage, and you need to order them, please refer the the chart on the facing page for reference. A more detailed discription of parts and/or the corresponding PART NUMBER(S) can be found in the COMPLETE PARTS CHECKLIST located on the inside back cover of the manual. Simply call B.L.A.S.T. at the number provided and a Customer Service Representative will assist you.

PLEASE HAVE PART NUMBER(S) READY WHEN CALLING.

Maintenance

GENERAL MAINTENANCE

WARNING: NEVER use lightweight gun oil on Marker. Oil will destroy internals of Air Valve and O-rings.

Keep foreign obstructions out of Marker internals and Lubricate all O-rings within the Marker a generous coat of **Dow 55** Lubricant. The Ram requires Lubing every 5,000 rds. fired. Regulator O-rings should be Lubed every 10,000 rds. fired. Failure to do so will reduce recovery time of Regulators. Additionally, the Piston will wear a groove in the Regulator housing. Ensure the Pin Valve lines up with the Cupped End on the Piston during reassembly. This will eliminate the inadvertent bending of the pin. The Poppet O-rings require Lubing every 20,000 rds. fired.

Below is a list of the most common **Consumable Components** of the Intimidator.

COMPONENT	QUANTITY	SIZE
Body Assembly		
Bolt O-ring	4	015
Poppet O-ring	1	004
Ram Front O-ring	1	006
Ram Rear O-ring	1	011
Ram Rear Bumper O-ring (Teflon)	1	011
Pressurized Ram Sleeve O-ring	2 (front O-ring is cupped)	015
Sleeve End Cap O-ring	2	011
Regulator Assembly		
HPR Housing O-ring	1	016
HPR Piston O-ring	1	113
HPR Pin Valve Base Washer	1	010
HPR Pin Valve Washer (Teflon)	1	006
Teflon LPR Housing O-ring	1	016
LPR Piston O-ring	1	113
LPR Pin Valve Base	1	010
LPR Pin Valve Washer (Teflon)	1	006
Regulator Base	2	015
Trigger Assembly		
Airline	1 to regulator base	5.0 in.
Airline	1 to middle body	5.0 in.
Airline	1 to rear body	2.5 in.
Circuit Board	1	004

Troubleshooting

NOTE: Refer to Assembly/Disassembly to perform repairs indicated below.

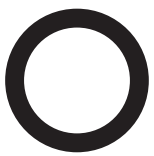
PROBLEM	DIAGNOSIS	REPAIR
Marker leaks down Barrel	1. Poppet is not sealing 2. Ram Sleeve O-rings are damaged 3. Poppet O-ring is damaged	1. Replace Poppet 2. Replace Ram Sleeve O-rings 3. Remove LPR Block and replace Poppet O-ring
Marker leaks from inside Trigger Frame	1. Air Hose has become disconnected 2. Hose Barb has come loose or is broken	1. Open Trigger Frame and reconnect Hose 2. Tighten or Replace Air Barb
Marker leaks from Solenoid	1. Marker is over pressurized 2. Foreign material has lodged inside Solenoid	1. Check LPR. It should be between 70-80 PSI. 2. It is not recommended to disassemble solenoid. Call B.L.A.S.T. for assistance
Marker is pressurized and will not fire	1. Dwell is to low 2. LPR too low 3. Pinched Hose 4. Debris in Solenoid 5. Check shot counter 6. If Board is counting, it is possible the Solenoid connector is disconnected or damaged.	1. Check Dwell and Reset to Factory Settings 2. Check LPR Gauge. Pressure should be between 70-80 PSI. 3. Open Frame and check hoses 4. Push Reset Button on Solenoid when Marker is pressurized. If Marker does not fire call B.L.A.S.T. 5. If Board is not counting it is the Micro-Switch 6. Open Trigger Frame and check Solenoid connection
Inconsistent Velocity	1. High Pressure Regulator Piston is dry 2. Dwell too low 3. Large Ram O-ring (011) is worn. 4. LPR Pressure too low 5. Paint does not fit Barrel	1. Lube Piston with DOW 55 2. Check Dwell and set to Factory Settings 3. Replace 011 O-Ring 4. Check pressure and reset to 70-80 PSI 5. Use appropriate size paintball.

PROBLEM	DIAGNOSIS	REPAIR
LPR spikes	1. Large Square Edged O-ring on LPR base is bad 2. Regulator Seat is bad 3. Brass Nut isn't tight enough 4. 010 O-ring on Brass Nut is worn or damaged	1. Replace O-ring 2. Replace regulator seat 3. Tighten Brass Nut 4. Replace O-ring
Marker fires with low first shot	1. Low dwell 2. High-Pressure Regulator spiking over pressurizing valve chamber	1. Check Dwell and reset to Factory Settings 2. Check output pressure of High-Pressure Regulator
Marker dies off with rapid fire	1. Preset tank pin valve is depressed too far or not enough starving Marker of air 2. LPR pressure too low	1. Check depth of Pin Valve 2. Check LPR pressure
Marker is Breaking paint	1. Eyes are turned off and/or damaged 2. Missing or worn ball detents 3. Paint to large for barrel 4. Using brittle paint in cold weather	1. Check and make sure Eyes are ON and/or operational 2. Replace Ball Detents 3. Size paint for Barrel 4. Use winter-fill paint in winter or heat your paint
Eyes fail when in delay	1. Eyes misaligned 2. Dirty Eyes 3. Pinched or cut wires 4. Bad Eye(s)	1. Check Eye Alignment 2. Clean Eyes 3. Open and inspect Eye Wires and Eye Harness Wires 4. Replace Bad Eye(s)
Marker fires on pull and release	1. Faulty Micro-Switch	1. Call B.L.A.S.T. for assistance

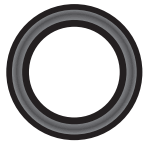
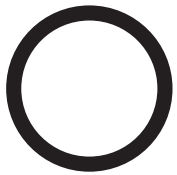
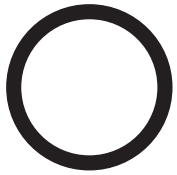
Technical Specifications

PARTS IDENTIFICATION

O-ring Sizer/Identifier

O-ring & Size	Quantity	Discription/Breakdown
 004	1 Per Marker	Poppet O-ring
 006	1 Per Marker	Ram FRONT O-ring
006 (Polyurethane)	2 Per Marker	Teflon Regulator Seat Washer
006 (Teflon)	1 Per Marker	Ram Bumper O-ring
 010	2 Per Marker	Brass Nut O-ring for Low-Pressure Regulator & High-Pressure Regulator (1 each)
 011	5 Per Marker	1 - Ram REAR 2 - Ram Sleeve Cap 2 - LPR Piston (Low-Pressure Regulator)
 112	1 Per Marker	REAR Ram Sleeve O-ring
 113	1 Per Marker	HPR Piston O-ring (Torpedo)

Note: O-rings are shown in actual size.

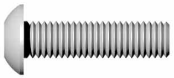
O-ring & Size	Quantity	Discription/Breakdown
 114	1 Per Marker	LPR Base "Square Cut" Outer Most O-ring
 015	7 Per Marker	4 - Bolt O-rings 2 - Regulator/ASA Block O-rings 1 - Torpedo Upper End O-ring
 015 (U-Cup)	1 Per Marker	FRONT Ram Sleeve O-ring
 118	1 Per Marker	Torpedo Lower End O-ring
 020	1 Per Marker	LPR Base Inner Most O-ring

NOTE: The number below each O-ring on the left column indicates the size of the O-ring.
For instance if you need to purchase a Ram Bumper O-ring, you would ask for an O-ring size 006 Teflon.

Technical Specifications

PARTS IDENTIFICATION (continued)

Screw Sizer/Identifier

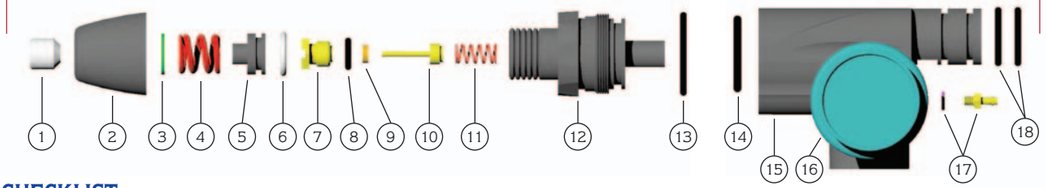
Screw & Size	Quantity	Discription/Breakdown
 6/32 x 3/16	4 Per Marker (Stainless Steel)	Rubber Grip Screws
 4/40 x 1/4	6 Per Marker	4 - Trigger Frame Screws 2 - Trigger Gaurd Screws
 3/32 x 3/4	2 Per Marker (Stainless Steel)	Trigger Frame Mounting Screws
 4/40 x 1/4	2 Per Marker	Trigger Frame Mounting Screw Washers
 0/80 x 3/8	1 Per Marker (Stainless Steel)	Upper Circuit Board Retaining Screw
 4/40 x 1/4	1 Per Marker (Stainless Steel)	Lower Circuit Board Retaining Screw
 8/32 x 1/4	1 Per Marker (Stainless Steel)	Upper Trigger Adjustment Screw (Adjusts Return Spring Tension)
 6/32 x 1/2	1 Per Marker (Stainless Steel)	Center Trigger Adjustment Screw (Adjusts Micro-Switch Activation Point)
 6/32 x 3/16	1 Per Marker (Stainless Steel)	Lower Trigger Adjustment Screw (Adjusts Trigger Travel Stop Point)

Note: Screws are shown in actual size.

 8/32 x 9/16 (Shouldered)	1 Per Marker (Stainless Steel)	Trigger Mounting Screw (Secures Trigger to frame)
 2/56 x 3/8	2 Per Marker	Eye Cover Screws
 10/32 x 1/2	1 Per Marker	Retaining Set Screw for Bolt Pull Pin
 3/8 x 24 x 1/2	1 Per Marker	ASA Block Set Screw
 1/8 x 27	1 Per Marker	HPR Gauge Port PLug
 3/8 x 24 x 3/8	1 Per Marker	Ram Sleeve Set Screw
 3/8 x 24 x 3/8	1 Per Marker (Stainless Steel)	LPR Pressure Adjustment Screw
 3/8 x 24 x 3/8	1 Per Marker (Stainless Steel)	HPR Pressure Adjustment Screw

NOTE: The number below each Screw on the left column indicates the size of the Screw. For instance if you need to purchase a LOWER Circuit Board Retaining Screw, you would ask for a 4/40 x 1/4 LOWER Circuit Board retaining Screw.

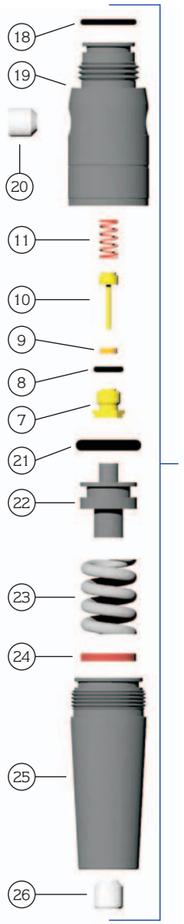
LPR Assembly



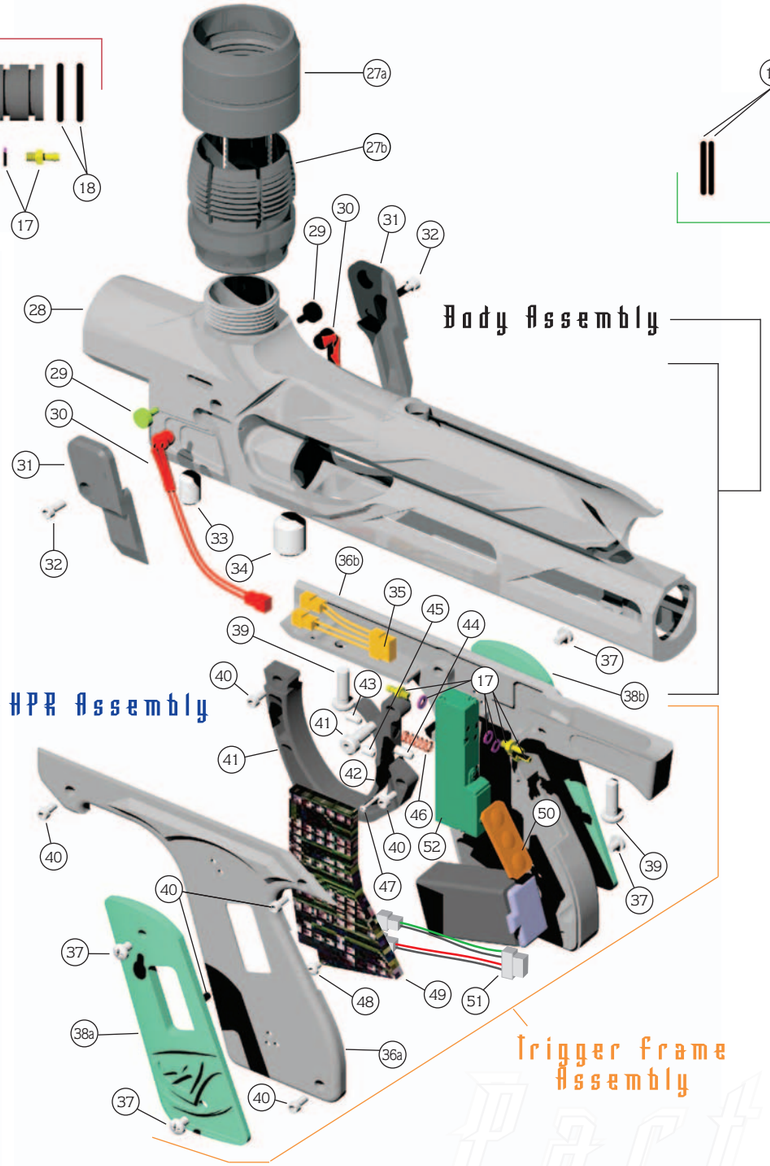
PARTS CHECKLIST

1. LPR Adjustment Screw
2. LPR Front End Cap
3. LPR Spring Washer
4. LPR Spring
5. LPR Piston
6. LPR Piston O-Rings (011)
7. LPR Brass Nut (2 per marker)
8. LPR Brass Nut O-ring (010)
9. Regulator Seat Washer (006)
10. Regulator Pin Valve (2 per marker)
11. Pin Valve Spring (2 per marker)
12. LPR Housing/Base
16. LPR Inner Base O-ring (020)
14. LPR Outer Base O-ring (114)
15. ASA Block/Housing
16. LPR Pressure Gauge
17. Air Barbs & Washers (6 per marker)
18. ASA Block O-rings (015)
19. HPR Upper Housing
20. HPR Gauge Port Plug
21. HPR Piston O-ring (113)
22. HPR Piston
23. HPR Spring
24. HPR Spring Washer
25. HPR Lower Housing
26. HPR Adjustment Screw
27a. Feedneck Collar
27b. Feedneck Base
28. Marker Body
29. Ball Detent (2 per marker)
30. Eye Sensors (2 per marker)
31. Eye Covers (2 per marker)
32. Eye Cover Retaining Screws
33. ASA Housing Retaining Screw
34. Ram Sleeve Retaining Screw
35. Eye Wire Harness
36a. Left Side Trigger Frame
36b. Right Side Trigger Frame
37. Grip Mounting Screws
38a. Left Rubber Grip Panel
38b. Right Rubber Grip Panel
39. Frame Mounting Screws
40. Frame/Gaurd Assembly Screws
41. Trigger Gaurd
42. Trigger
43. Return Spring Tension Screw
44. Microswitch Activation Screw
45. Trigger Travel Stop Screw
46. Trigger Return Spring
47. Upper Board Retaining Screw
48. Lower Board Retaining Screw
49. Frenzy Board
50. Membrane Pad & Ribbon
51. Battery & Solonoid Harness
52. Solonoid
53. Bolt
54. Bolt Pin
55. Bolt Pin Retaining Bearing
56. Bolt Pin Tension Spring
57. Bolt Pin Tension Set Screw
58. Poppet Spring
59. Poppet Cup Seal
60. Poppet Shaft
61. Poppet O-ring (004)
62. Front Ram Sleeve O-ring (015 U-Cup)
63. Ram Sleeve
64. Front Ram O-ring (006)
65. Ram/Hammer
66. Ram Bumper (006-teflon)
67. Ram Sleeve Cap

To order parts for your Intimidator, please call (925) 625-7929.
Please have part numbers ready.

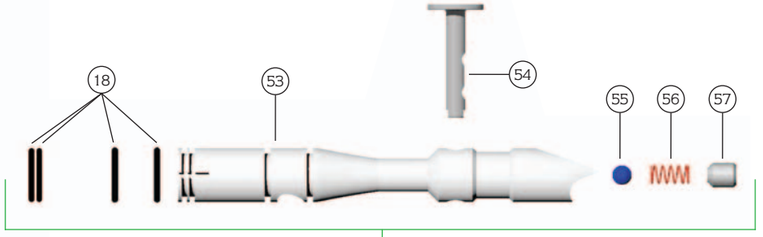


HPR Assembly



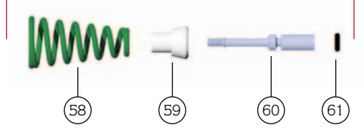
Body Assembly

Trigger Frame Assembly

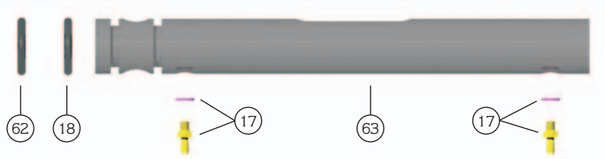


Bolt Assembly

Poppet Assembly



Ram Sleeve Assembly



Ram (Hammer) Assembly