



### CAUTION:

Do not aim at eyes or face. To Avoid Injury: Use only darts designed for this product. Do not modify darts or dart blasters.

AGES 6+



## DEPLOY CS-6™

Be sure to read and follow all instructions carefully before using this product.

FLASHLIGHT

QUICK-RELOAD CLIP

CARRY STRAP

SCOPE

STOCK

PUMP

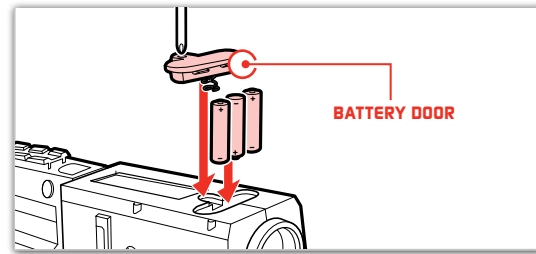
**x3** 1.5V AAA or R03 size NOT INCLUDED

### BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

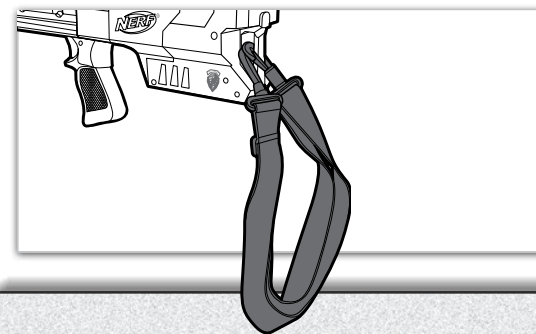
NOTE: Accessories from other N-STRIKE blasters may work with the tactical rail. Barrel extensions from other N-STRIKE blasters may also work with this blaster (each sold separately).

### INSERT BATTERIES



- 1 Loosen screw in BATTERY DOOR.
- 2 Insert fresh 3 x 1.5V "AAA" or R03 size batteries (not included). Alkaline batteries recommended.
- 3 Replace door and tighten screw.

### CARRY STRAP



Attach CARRY STRAP to loop on blaster.

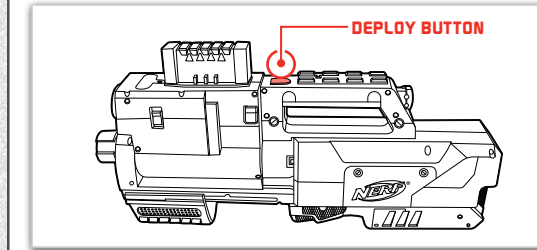
### IMPORTANT: BATTERY INFORMATION

#### CAUTION:

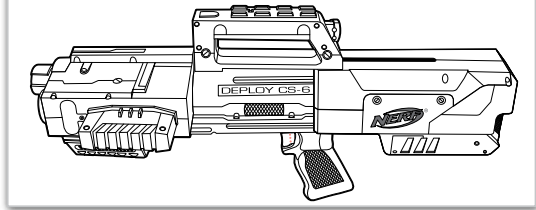
1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

### MODES

To go to **BLASTER MODE**, press **DEPLOY BUTTON**.

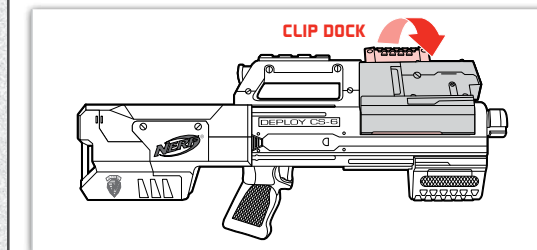


#### BLASTER MODE

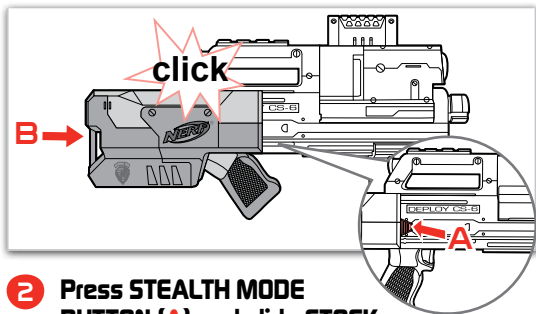


- Automatically converts to Blaster Mode.

To go to **STEALTH MODE**:

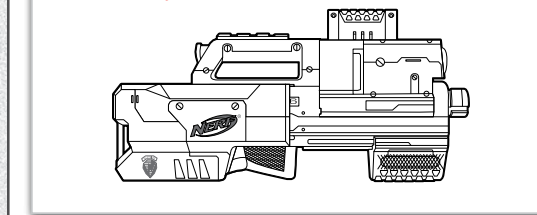


- 1 Turn CLIP DOCK upward.



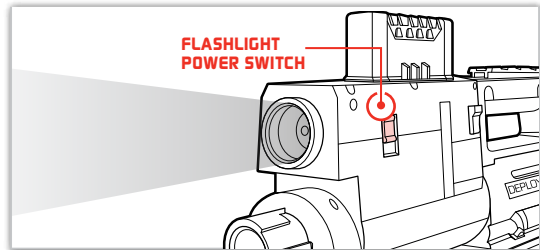
- 2 Press **STEALTH MODE BUTTON (A)** and slide **STOCK closed (B)** until it clicks.

#### STEALTH MODE



NOTE: Blaster can be loaded and cocked in both modes, but it must be in Blaster Mode to be fired.

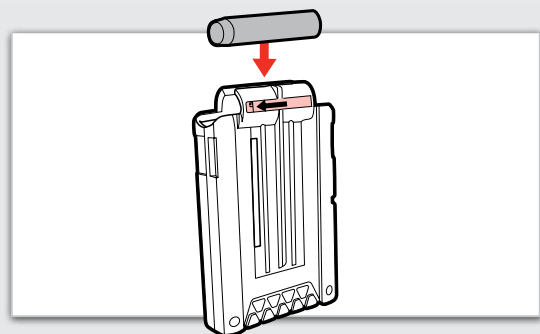
## USING THE FLASHLIGHT



Slide **FLASHLIGHT POWER SWITCH** to **ON**.

**NOTE:** Flashlight can be used in both modes.

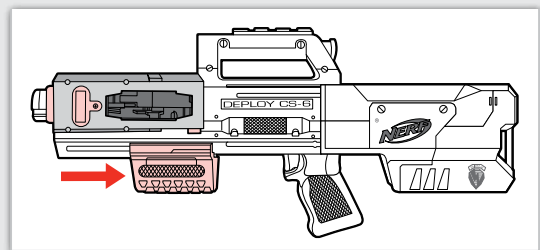
## LOADING AMMO



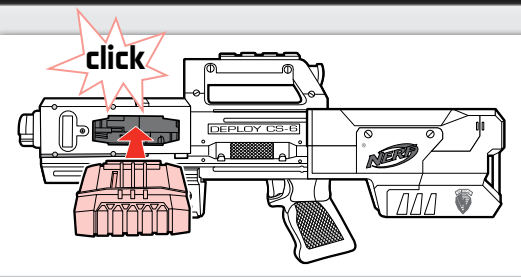
Load **DARTS** into **QUICK-RELOAD CLIP**.

- Be sure **DARTS** are inserted in direction indicated on **CLIP**.
- Insert 1 **CLIP-SYSTEM DART** at a time and push down.
- **CLIP** can hold up to 6 **CLIP-SYSTEM DARTS**.

## INSERTING CLIP

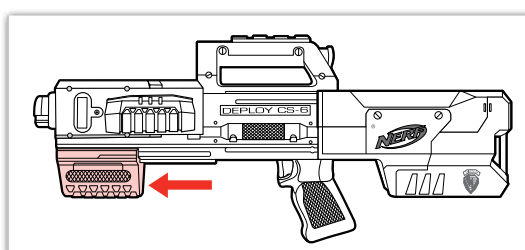


- 1 Slide **PUMP** all the way back and keep in rearmost position.

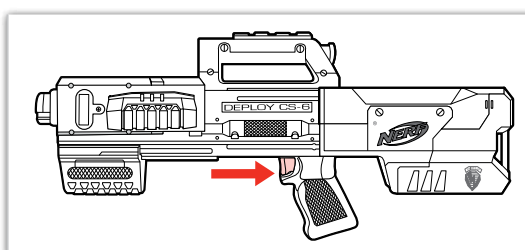


- 2 Insert **CLIP** into **CLIP DOCK** (make sure arrow on **CLIP** points away from **TRIGGER**).

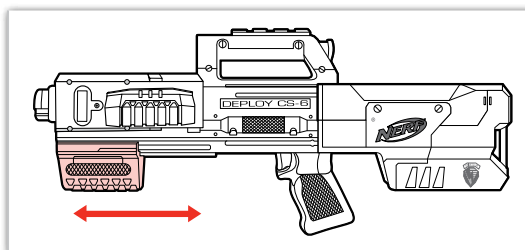
## FIRING



- 1 Push **PUMP** all the way forward to chamber **DART**.



- 2 Pull **TRIGGER** to launch **DART**.

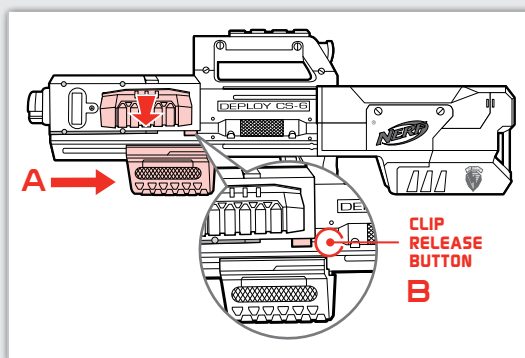


- 3 To fire again:

- Slide **PUMP** all the way back, then push all the way forward to chamber another **DART**.
- Pull **TRIGGER** to fire.
- Repeat this step until **CLIP** is empty.

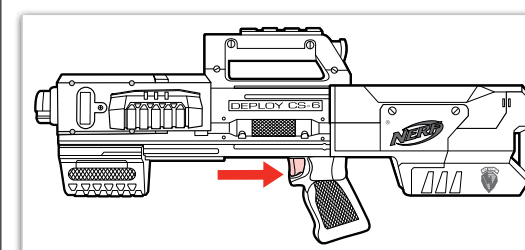
**NOTE:** Do not store blaster cocked and ready to fire.

## RELOADING

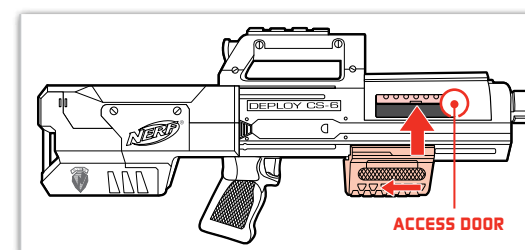


- 1 Before removing **CLIP** from blaster, pull **PUMP** all the way back to rearmost position (A).
- 2 Press **CLIP RELEASE BUTTON** and remove **CLIP** (B).
- 3 Repeat steps for loading ammo.

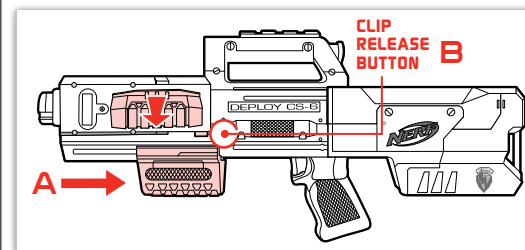
## CLEARING A JAM



- 1 If **PUMP** seems stuck, try pulling **TRIGGER** first.

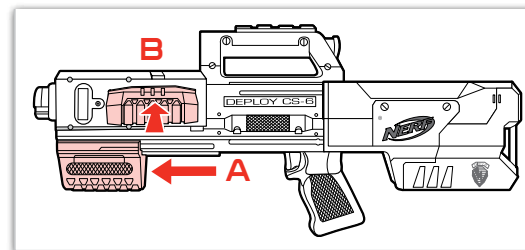


- 2 Check **BARREL** area for jammed **DART**:
  - Pull **PUMP** all the way back.
  - Open **ACCESS DOOR** and remove any jammed **DARTS**.
  - Close **ACCESS DOOR** (must be completely closed or blaster will not fire).



- 3 Check **CLIP** area for jammed **DART**:

- Slide **PUMP** all the way back (A).
- Press **CLIP RELEASE BUTTON** and remove the **QUICK-RELOAD CLIP** (B).
- Remove any jammed **DARTS**.



- 4 Replace **CLIP** (A) and push **PUMP** all the way forward (B). This should load another **DART**.



Product and colors may vary.

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213080000 Asst. PN 7026300000



Not suitable for children under 3 years because of small parts - choking hazard.

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