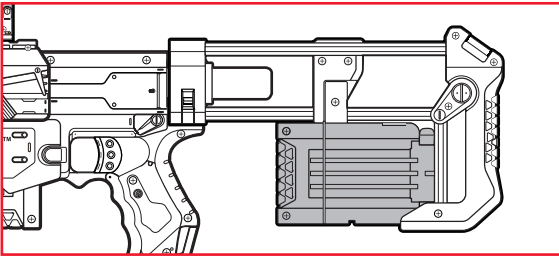
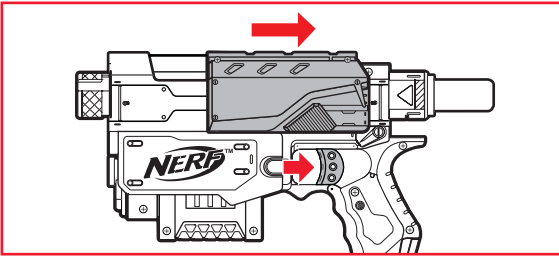


EXTRA CLIP STORAGE

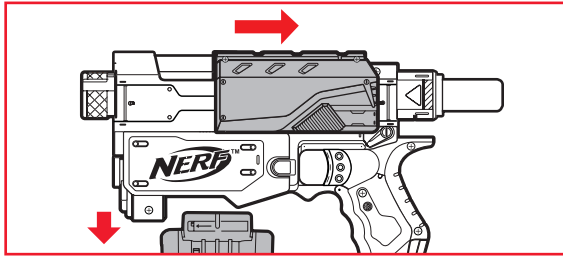


If you have an extra clip (sold separately), you can snap it into the detachable stock.

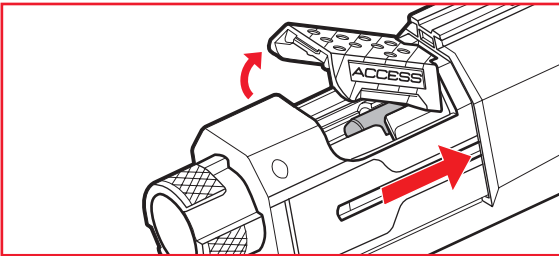
CLEARING A JAM



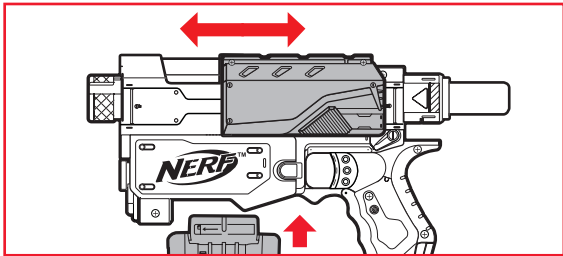
1. Pull Cocking Mechanism back. If mechanism seems stuck, try pulling the trigger first.



2. Remove the Clip before attempting to remove the jammed dart.



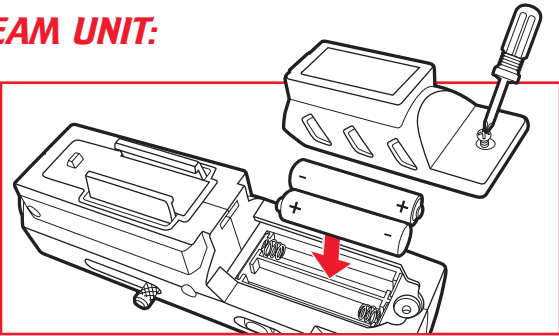
3. Open the Jam Clearing Door and remove the jammed dart. Close door.



4. Replace Clip and slide Cocking Mechanism forward. This should load another dart.

TO REPLACE BATTERIES ON LIGHT BEAM UNIT:

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door and discard old batteries. Insert 2 x 1.5V fresh “AAA” or R03 size batteries. Alkaline batteries recommended. Replace door and tighten screw.



CAUTION:

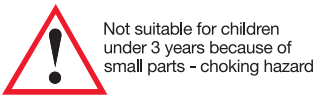
1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturer’s instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.
7. 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.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.



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

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63552 P/N 6809900000



AGES 6+

N-STRIKE RECON CS-6™

63552

Thank you for purchasing the N-STRIKE RECON CS-6 blaster. Be sure to read and follow all instructions carefully before using this product.

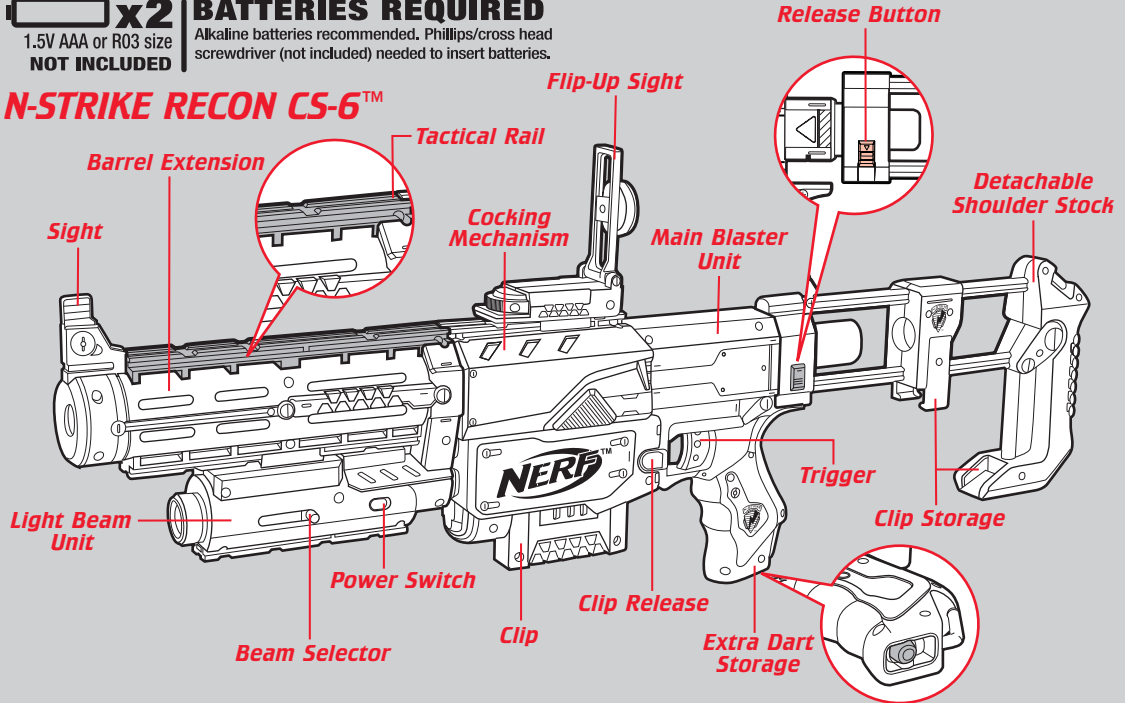
Build your blaster! Reconfigure the N-STRIKE RECON CS-6 for any mission with interchangeable parts, and even Tactical Rail accessories from other N-STRIKE® blasters!

CAUTION: Do not aim at eyes or face.

TO AVOID INJURY: Use only darts designed for this product. Do not modify darts or dart blaster.

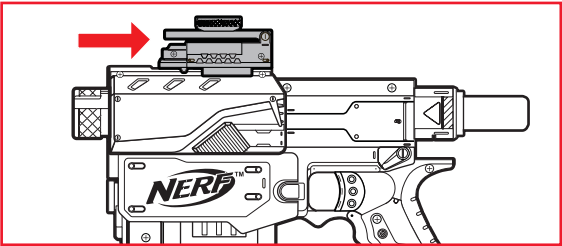
x2 BATTERIES REQUIRED
1.5V AAA or R03 size
NOT INCLUDED
Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

N-STRIKE RECON CS-6™

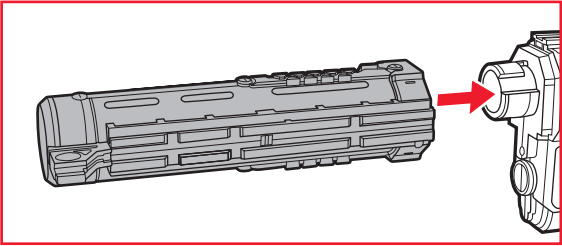


NOTE: Barrel Extension will also work with your N-STRIKE® LONGSHOT CS-6™ (sold separately). Light Beam Unit and Flip-Up Sight will work with any N-STRIKE blaster with Tactical Rail!

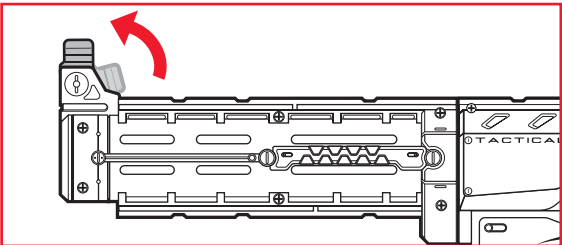
N-STRIKE RECON CS-6 To Assemble:



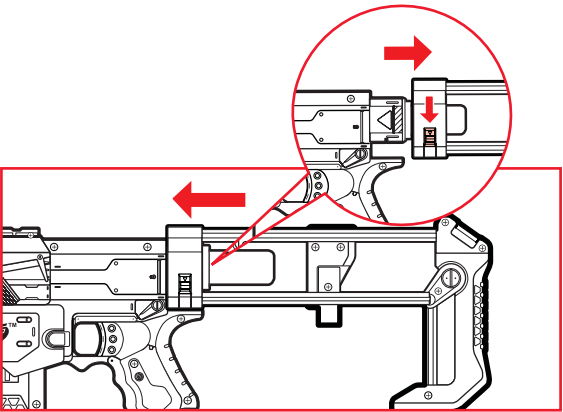
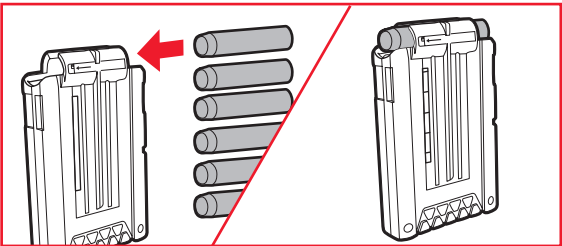
1. Slide/snap Flip-Up Sight on to Blaster until it locks into place.



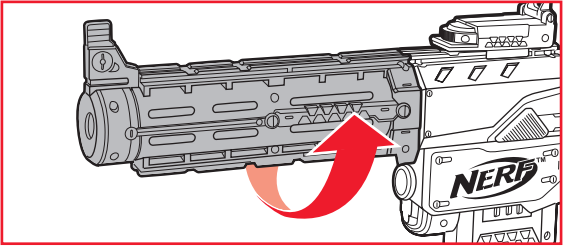
3. Attach Barrel Extension to Main Blaster Unit by sliding extension into place...



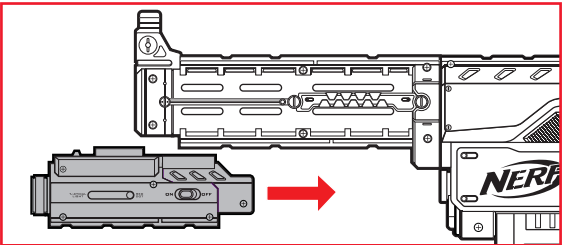
5. Front sight flips up.



2. Slide stock on to rear end of Main Blaster Unit until it clicks into place (To remove: Press release button down and pull stock off).



4. ...and twisting 90 degrees to lock.

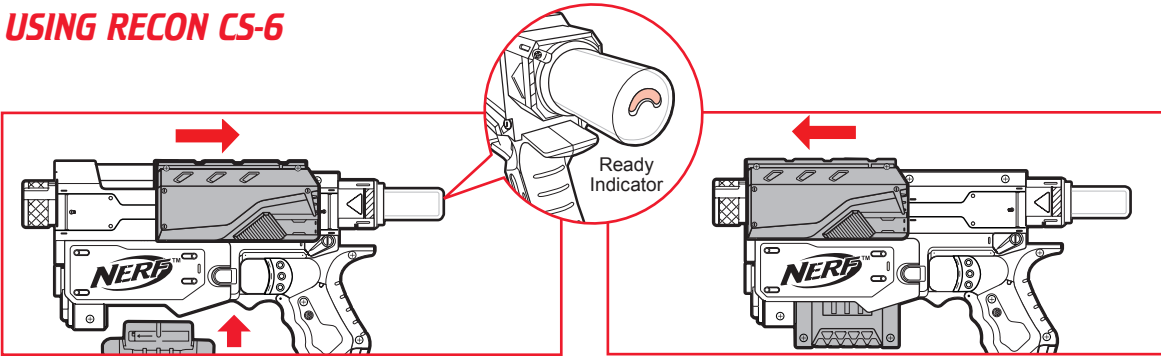


6. Slide Light Beam Unit onto bottom of Barrel Extension.

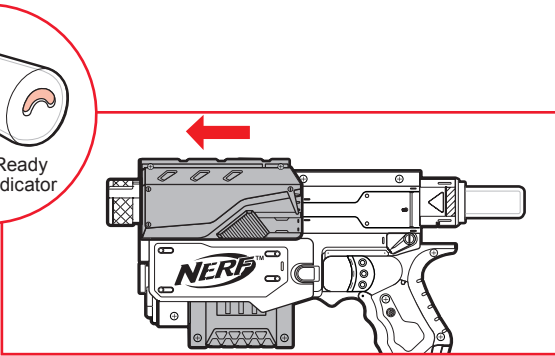
7. Load Clip by inserting 1 STREAMLINE DART™ at a time and pushing down. Be sure to insert darts in direction indicated on the Clip. Each Clip can hold up to 6 STREAMLINE DARTS™.

NOTE: Use only STREAMLINE DARTS with this blaster.

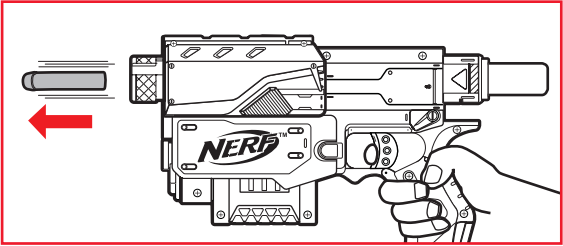
USING RECON CS-6



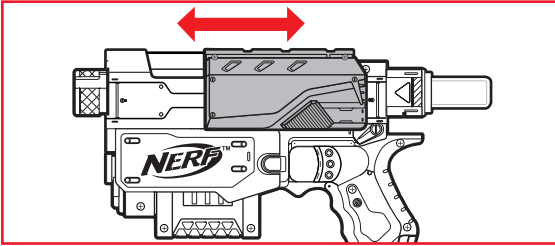
1. Slide Cocking Mechanism back. Slide Clip into place. Cocking Mechanism MUST be pulled all the way back for the Clip to load properly.



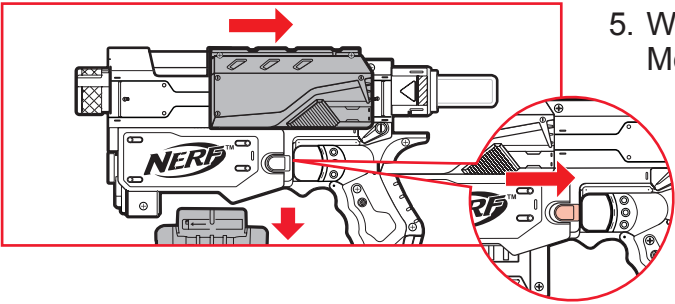
2. Slide Cocking Mechanism forward to chamber a dart.



3. Pull Trigger to launch STREAMLINE DART™.



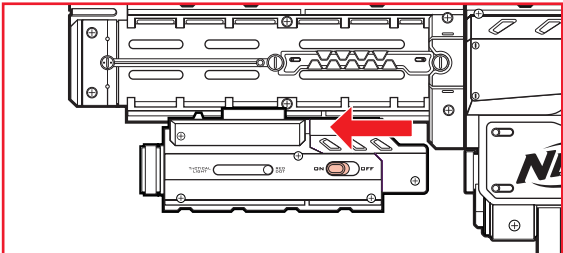
4. Pull Cocking Mechanism all the way back, and slide forward to load another dart.



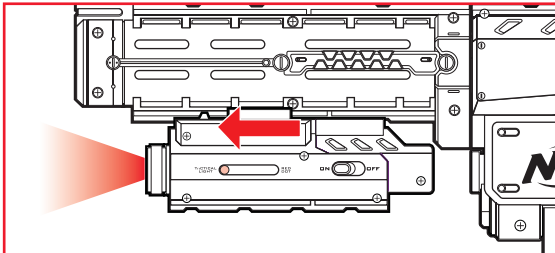
5. When the clip is empty, pull Cocking Mechanism back and slide Clip Release back. Remove and reload clip.

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

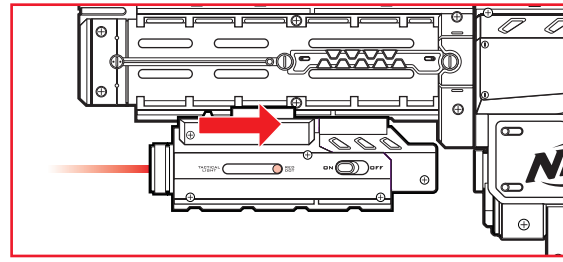
USING THE LIGHT BEAM TACTICAL RAIL ACCESSORY!



1. Slide power switch to the On position.

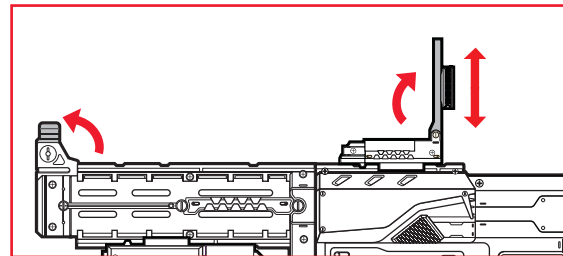


2. For low light illumination, slide Beam Selector to Tactical Light position.

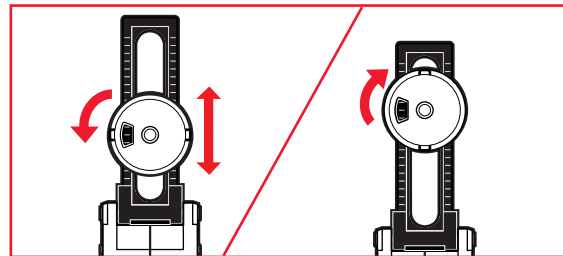


3. For enhanced targeting, slide Beam Selector to Red Dot position.

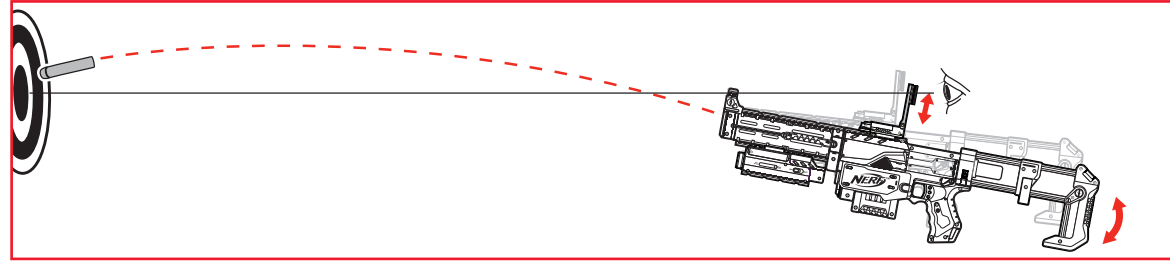
USING THE PEEP SIGHT TACTICAL RAIL ACCESSORY!



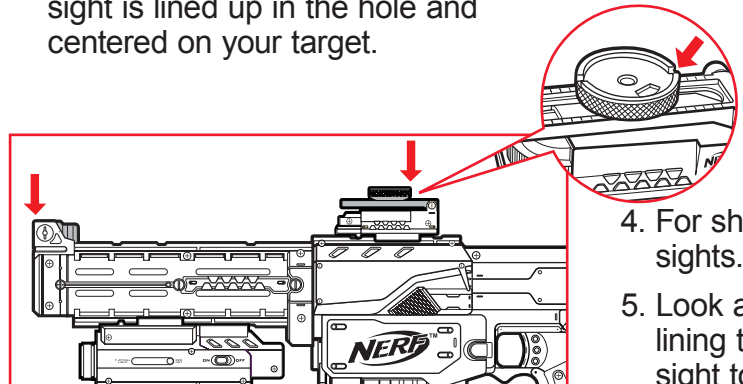
1. To hit distant targets, flip up both sights



2. Adjust the Peep Sight by turning the disc a quarter turn to the left, sliding to the desired position and then turning a quarter turn right to lock in place. Slide it up for targets that are farther away, and down for close targets.



3. Look through the hole in the disc, and raise the barrel of the blaster until the front sight is lined up in the hole and centered on your target.



4. For shorter ranges, flip down both sights.

5. Look along the notches in the disk, lining them up with the top of the front sight to center your target.