CLEARING A JAM

1. LIFT REAR SIGHT.

2. LIFT REAR OF HOPPER FIRST, THEN REMOVE THE REST OF HOPPER FROM THE BLASTER.

3. REMOVE ANY JAMMED ROUNDS.

4. HOOK TAB ON FRONT OF HOPPER INTO BLASTER OPENING.

5. LOWER HOPPER INTO BLASTER. LOWER REAR SIGHT.

NEMESIS MXVII-10K™
INSERT BATTERIES

1. X6 1.5V D ALKALINE BATTERIES
2. USE A PHILLIPS / CROSS HEAD SCREWDRIVER (NOT INCLUDED).

The Blaster is also compatible with the Rival Rechargeable Battery (sold separately), which can be used in place of the 6 D Batteries.

LOAD

1. X100 MAXIMUM ROUNDS

TRIGGER LOCK

LOCKED

1. Move Trigger Lock up to unlock trigger.

UNLOCKED

On either side of the Blaster, move Trigger Lock down to lock trigger and up to unlock. Always put the trigger lock in locked position when blaster is not in use and when storing blaster.

FIRE

1. Move Trigger Lock up to unlock trigger.

2. Burst-Fire: Hold down acceleration button and pull and release trigger to burst-fire several rounds per pull of the trigger.

3. Rapid-Fire: Hold down both acceleration button and trigger - multiple rounds will fire rapidly.

IMPORTANT: BATTERY INFORMATION

CAUTION:

1. To avoid battery leakage
   a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
   b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
   c. Remove exhausted or dead batteries from the product.
   d. Remove batteries if product is not to be played with for a long time.
   e. Do not short-circuit the supply terminals.
   f. 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.
   g. 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.