



AGES 8+



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.



NOTE: Accessories from this blaster may work on your other NERF® blasters!

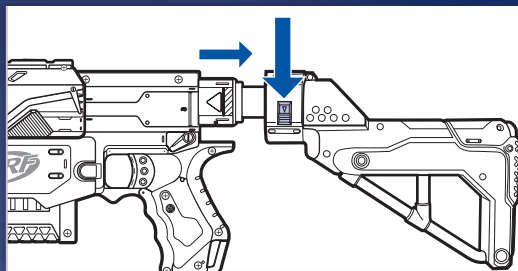
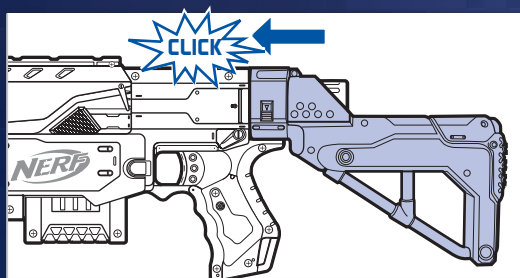
Be sure to read and follow all instructions carefully before using this product.

NOTE: JAM CLEARING DOOR must be fully closed for blaster to fire.

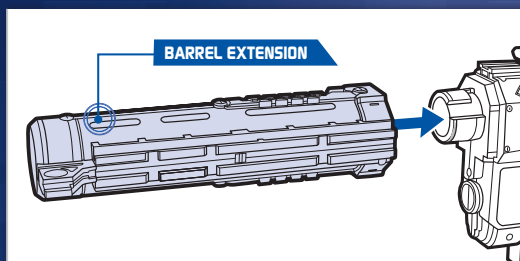


RETALIATOR™

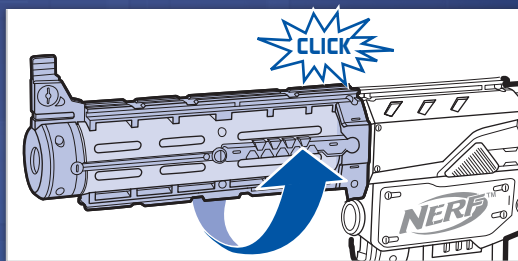
ASSEMBLY



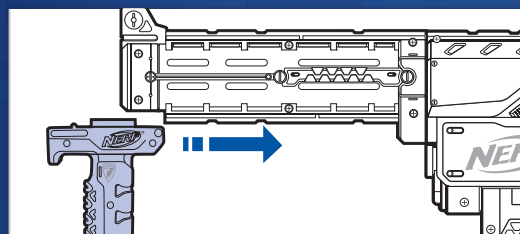
1. To remove **STOCK**, slide **STOCK RELEASE SWITCH** down.



2. Attach **BARREL EXTENSION** to **MAIN BLASTER UNIT** by sliding into place...

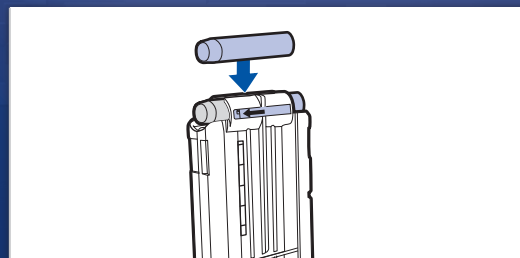


...and twisting 45 degrees to lock.



3. Slide **ASSAULT GRIP** onto bottom of **BARREL EXTENSION**.

LOADING AMMO

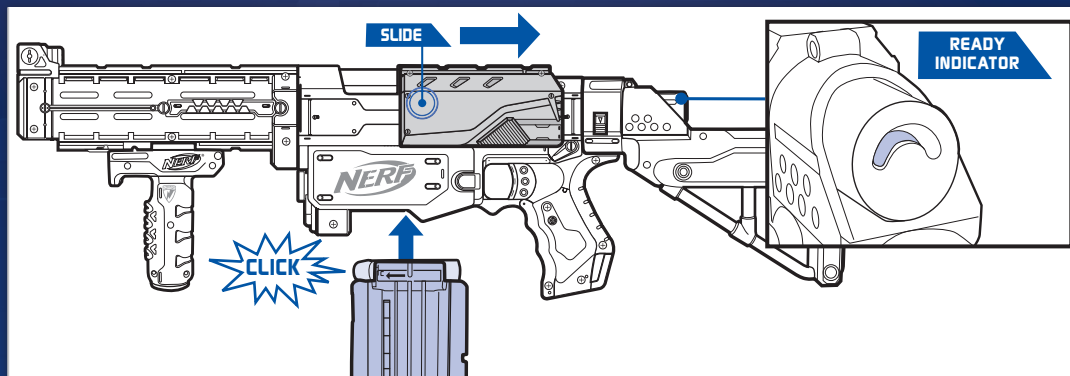


Load **DARTS** into the **QUICK RELOAD CLIPS**.

- Be sure **DARTS** are inserted in direction indicated on **CLIP**.
- Insert 1 **DART** at a time and push down.
- Included **CLIP** can hold up to 12 **DARTS**.

Do not insert more than 12 darts.

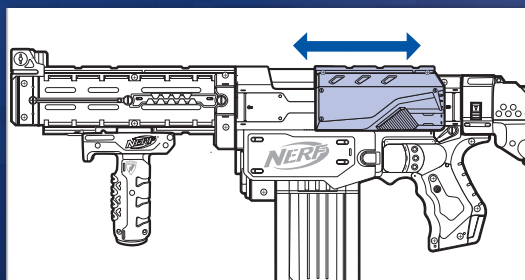
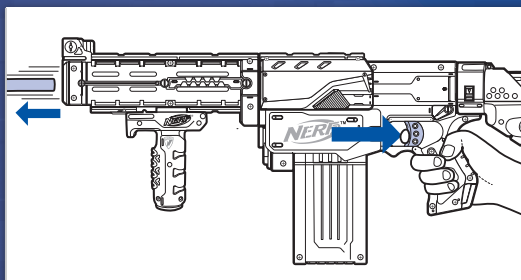
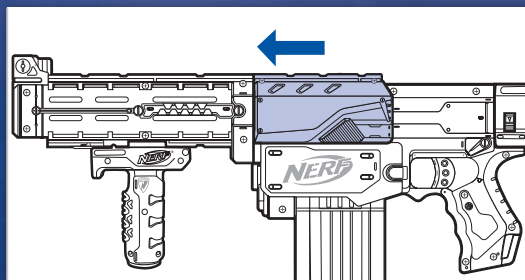
○ INSERTING CLIP



1. Pull SLIDE all the way back until READY INDICATOR is orange; keep in the rearmost position.

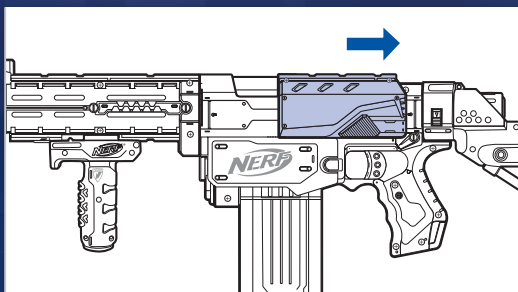
2. Insert CLIP into MAIN BLASTER UNIT (make sure arrow on CLIP points away from TRIGGER).

○ FIRING

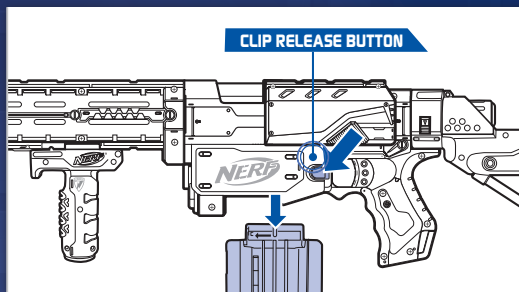


- Pull SLIDE all the way back, then push all the way forward to chamber another DART.
- Pull TRIGGER to fire.
- Repeat this step until CLIP is empty.

RELOADING

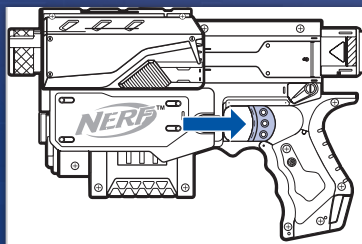


1. Pull **SLIDE** all the way back until **READY INDICATOR** is orange; keep in the rearmost position.

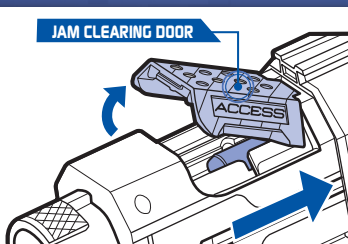


2. Press **CLIP RELEASE BUTTON** and remove **CLIP**.
3. Repeat steps for loading ammo.

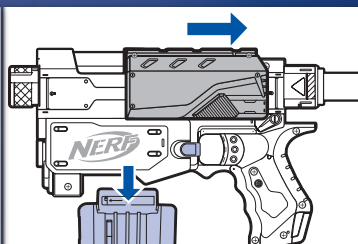
CLEARING A JAM



1. If **SLIDE** seems stuck, try pulling the **TRIGGER** first.



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



3. Check **CLIP** area for a jammed **DART**:
 - Pull **SLIDE** all the way back.
 - Press **CLIP RELEASE BUTTON** and remove the **QUICK RELOAD CLIP**.
 - Remove any jammed **DARTS**.
4. Replace **CLIP** and push **SLIDE** all the way forward. This should load another **DART**.

NOTE: Blaster will not function unless **JAM CLEARING DOOR** is fully closed.

STORING YOUR BLASTER

- NOTE:** Do not store blaster cocked and ready to fire.
- Be sure to unload **DARTS** from blaster before putting it away.



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