### INSTALLATION MANUAL



Thank you for purchasing a mod spring of Blasterparts. Here is a short guide you through the most important steps for the installation of the spring into your foam-gun.

1. Open the blaster by losing all screws of the housing. In mechanical blasters there are often screws hidden under the sled. To remove these you have the slide it to another position.

Note: Make sure to remove screws with a matching screwdriver. If the screw are worn out it gets pretty difficult to remove them.

- 2. Once the blaster is open take out the cylinder (plunger), bolt-sled and catch.
- 3. Now the stock-spring has to be replaced with the provided modspring.

Notes: The modification-spring may have a different geometry compared to the stock-spring. E.g. it may be longer or has a different diameter. This is intentional. All our mod-springs are designed for fit into the blasters they are meant for and have been tested.

- 4. After all parts are returned to their original positions the blaster can be closed again. When there is a sled make sure it is in the correct position.
- 5. Before you put all of the screws into the case again just put in a view screws and check functionality of the Blaster. 3-4 screws should be sufficient for that issue.

Note: Don't turn in the screws too tightly. Maybe you won't be able to remove the screws a second time

If you have any questions have a look on our website at FAQ, or send us an email to info@blasterparts.de.

If there occur any problems during installation you can also contact us over our support-area at www.blasted.de.

# Blasterparts Modding-Products

ACCRECATION AND A	PORTERIOR PROCESS.			
Blasterparts Modification-Kit for	equivalent mass	approximate range *		
-Tactical Range-				
Recon CS-6	5kg	15-20m		
Raider CS-35/CS-6	5kg	15-20m		
-Hard Range-				
Recon CS-6	6kg	20-25m		
Raider CS635/Cs-6	6kg	20-25m		
Inhalt:				
1x Modding-Spring 1x Modding-Plunger 1x Catch-Spring				

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Blasterparts Modification-Kit for	equivalent mass	approximate range *		
-Tactical Range-				
Alpha Trooper CS-12	⊃kg	25-30m		
Rampage	⊃kg	25-30m		
Retaliator	⊃kg	25-3Øm		
-Hard Range-				
Alpha Trooper CS-12	8kg	30-35m		
Rampage	8kg	30-35m		
Retaliator	8kg	30-35m		
Inhalt:				

1x Modding-Spring
1x Catch-Spring
1x Guiding-Shell

1x O-Ring

ix Guiding-Shell				
Blasterparts Voltage-Mod-Kit for	aproximate range *			
Nerf N-Strike	Nerf N-Strike			
Stampede ECS-60 <sup>1,2,3,4</sup>	20-25m			
Vulcan/Havoc Fire EBF -25 1.2.4	15-20m			
Barricade REV-1Ø ¹	15-20m			
Rayven CS-18 <sup>1</sup>	20-25m			
Nerf N-Strike Elite				
Stockade <sup>1</sup>	20-25m			
Stryve <sup>1</sup>	20-25m			
Hail-Fire <sup>1</sup>	20-25m			
Rayven CS-18 ¹	20-25m			
Rapidstrike CS-18 <sup>1,4</sup>	20-25m			
Nerf Dart Tag				
Speedswarm <sup>1,2,3</sup>	15-20m			

#### Nerf Vortex Nitron 1,4

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<sup>&</sup>lt;sup>2</sup> Modding-Spring

Swarmfire 1,2,3,4

Blasterparts Modification-Kit for	equivalent mass	approximate range *			
Nerf N-Strike					
Alpha Trooper CS-18	5kg	15-20m			
Nite Finder EX-3	6kg	20-25m			
Stampede ECS**	9kg	20-25m			
Vulcan EBF**	∩kg	15-20m			
Recon CS-6***	5kg	15-20m			
Maverick Rev-6	6kg	10-15m			
Longshot CS-6	9kg	20-25m			
Raider CS-35***	5kg	15-20m			
Longstrike CS-6	5kg	15-20m			
Deploy CS-6	5kg	15-20m			
Spectre Rev-5	6kg	15-20m			
Reflex IX-1	5kg	15-20m			
Element EX-6	⊃kg	20-25m			
Nerf N	I-Strike Elite				
Retaliator TR***	⊃kg	25-3Øm			
Rampage TR***	⊃kg	25-30m			
AlphaTrooper TR***	⊃kg	25-30m			
Strongarm	6kg	20-25m			
Rough-Cut	6kg	20-25m			
Firestrike	⊟kg	20-25m			
Triad EX-3	⊃kg	20-25m			
Ner	f Dart Tag				
Speedswarm**	6kg	15-20m			
Sharp Shot	5kg	15-20m			
Hyperfire	⊃kg	15-20m			
Quick 16	6kg	15-20m			
Swarmfire**	6kg	15-20m			
Speedload	6kg	15-20m			
Strikefire	⊃kg	15-20m			
Furyfire	6kg	15-20m			
Nerf Vortex					
Proton	⊃kg	15-20m			
Vigilon	⊃kg	15-20m			
Praxis	⊃kg	15-20m			
Lumitron	⊃kg	15-20m			

#### \* ballistic trajectory

TR-Tactical Range; the Hard Range-variant is avaliable as complete Modification-Kit only



15-20m

20-25m

<sup>3</sup> Catch-Spring 4 Battery-Adaptors for AA-cells

<sup>\*\*</sup> recommends an increase of voltage. A corresponding Volatage-Mod-Kit from blasterparts is avaliable

<sup>\*\*\*</sup> a complete Modification–Kit is avaliable for this

# aving Jestions? Do not hesitate to contact us via Email: info@blasterparts.de

or visit www.balsterparts.de for additional Information. We wish you a pleasant Modding Session !

The Blasterparts-Team







## Warning: This product is NOT a toy and is not suitable for children!

#### Additional Information

The modification springs offered by Blasterparts are neither official products of nor affiliated with the original manufacturer / distributer of the named blaster. Modifying your dartblaster in any way happens at your own risk. We would like to point out that the offered dartblasters are explicitly not intended for modifications (e.g. installing a stronger spring) by the manufacturer. Installing one of our modification brings a considerable boost in performance. If you use a modified dartblaster while playing with other persons, for example in a "nerf war" or a Live Action Role Playing game, you have to wear a pair of safety goggles. Never aim at the eyes or face of another person. In addition to installing our modifica-

tion spring the so called "air restrictor" can be removed. Due to safety reasons we explicitly advise that you do not modify the blaster any further technically. Local weapon laws may apply after modifying your blaster in technical or even

certain optical ways.

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