

Model Logo



**TO AVOID EYE INJURY:**  
**⚠ WARNING :** Do not aim at eyes or face. Use of eyewear always required for players and people within range. Use only official NERF GelFire Rounds. Use only clean tap water to hydrate rounds. Do not freeze or modify rounds. Do not modify blaster. Impact from rounds may cause temporary marks on skin. Ages 14 and up. This is not a toy. Read instructions before use for important safety information.

**⚠ WARNING :** COMPLY WITH ALL LAWS. Check to ensure the use and possession of this product is allowed where you are intending to use it, as using, displaying, transporting, or carrying this product may be prohibited by law or regulation in certain locations, such as schools, airports, government property, and high-density areas. Do not aim or blast at bystanders, animals, moving vehicles, or others' property. Do not alter this product to make it look like a firearm. Such alteration is dangerous and could be a crime and/or create confusion by law enforcement or others that it is a firearm.

DO NOT EAT. KEEP AWAY FROM PETS. ROUNDS MAY STAIN.

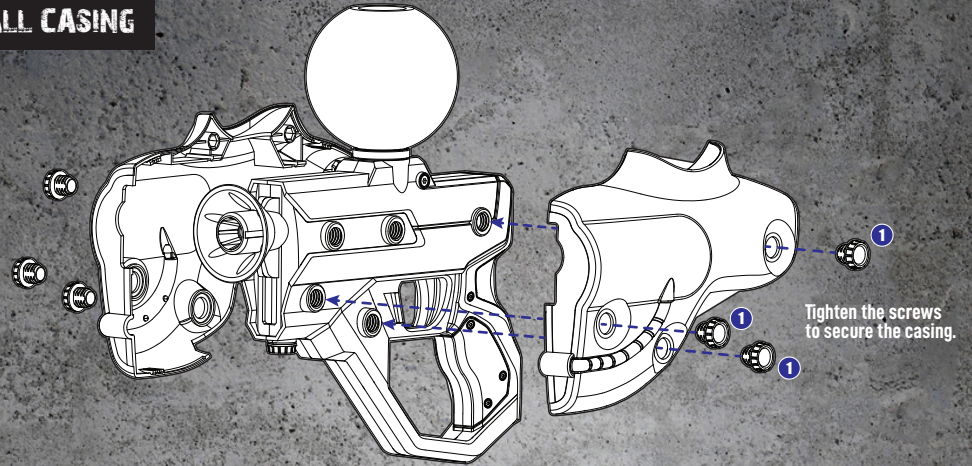
14+

HG-06

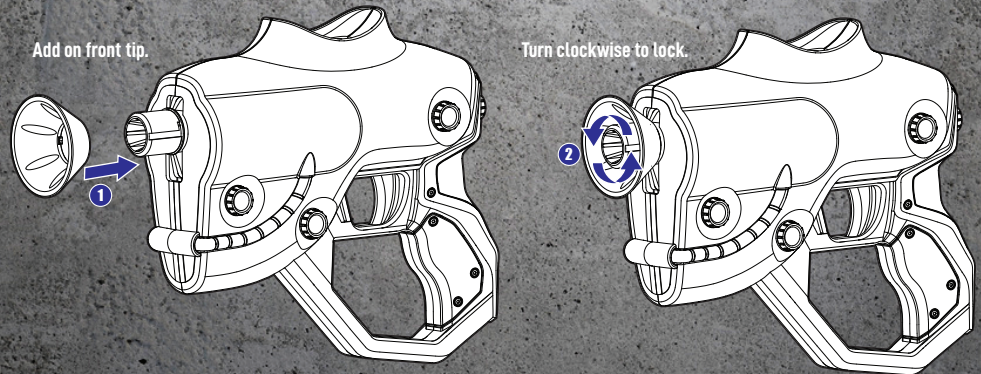
cosmo toys

## CUSTOMIZE

### INSTALL CASING



### FRONT TIP



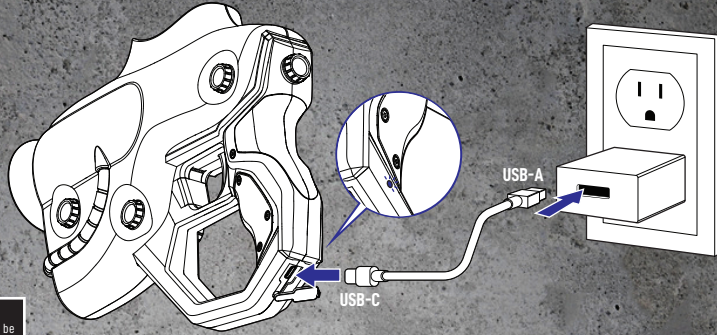
## CHARGING BATTERY

Using a USB-A to USB-C 2 connector cable, insert the USB-C end into battery charger port. Attach the cable to a USB-A wall charger (included).

It takes approximately 2 hours to fully charge the battery.

- Light is steady when charging.
- Light shuts off when battery is fully charged.

For peak performance, fully charge battery before each battle. Recharge when rate of fire noticeably declines.



**IMPORTANT: RECHARGEABLE BATTERY INFORMATION**  
Retain this information for future reference. Batteries should be replaced by an adult.

### ⚠ WARNING :

Risk of fire, explosion, and burns. Do not disassemble, crush, heat above 45 °C (113 °F), or incinerate. Dispose of this battery according to your local recycling or waste regulations – never disassemble. Do not use the item near a heat source such as a fire or heater.

### ⚠ CAUTION :

Risk of fire and burns. Do not open, crush, heat above 45 °C, or incinerate. Follow manufacturer's instructions.

### ⚠ WARNING :

Use only with the device provided. Chargers used with the product are to be regularly examined for damage to the cord, plug, enclosure and other parts, and that, in the event of such damage, the product must not be used with this charger until the damage has been repaired.

## HYDRATE ROUNDS



Allow rounds to remain in container for about 3-4 hours to be fully hydrated.

### ROUND STORAGE

Discard any unused hydrated rounds.

Open 1 packet and pour rounds into container of clean tap water. It is recommended to use at least 0.5 gallon/2 liters of water per 5,000 rounds. If you want to hydrate only some of the rounds in a packet and save some rounds for later, use the same amount of water.

More water than recommended will not impact hydration: It is not possible to overhydrate the rounds or grow them too large to function in the blaster.

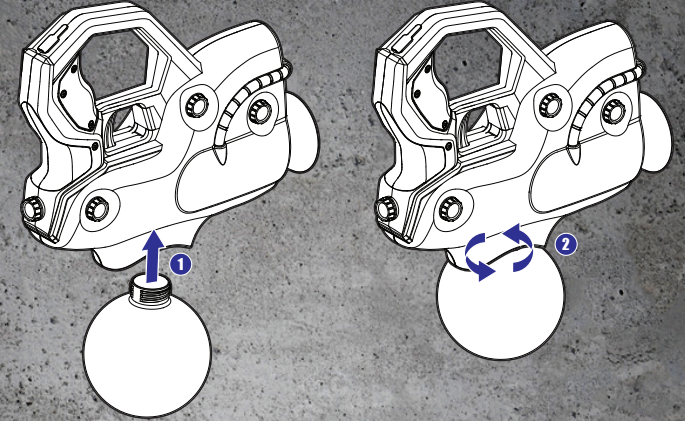
Make sure rounds are fully submerged in water.

## ATTACH HOPPER

Hold it with opening facing up. Fill hopper with hydrated rounds.

Drain ALL water from hopper.

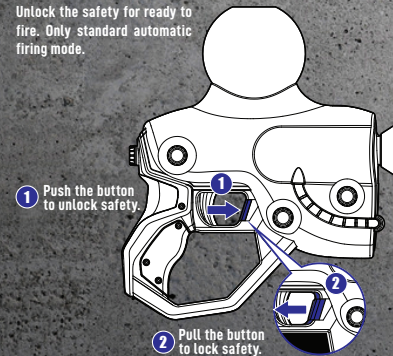
Holding blaster upside down, twist hopper onto blaster lock it in place. Make sure hopper is securely attached. Turn blaster right side up.



## FIRE

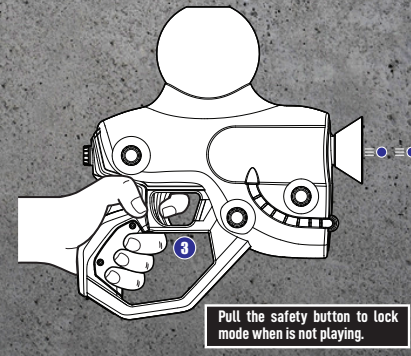
### UNLOCK SAFETY

Unlock the safety for ready to fire. Only standard automatic firing mode.



### FIRE

3 Fires continuously while trigger is depressed. Up to 10 shots per second.



Pull the safety button to lock mode when is not playing.

### EYES PROTECTION

Included in box



Wear the included protective eyewear when you or anyone else nearby is using a CosmoToys blaster.

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