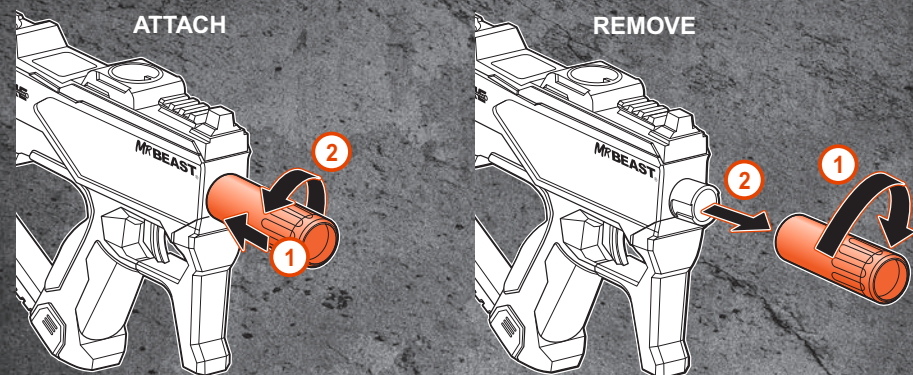


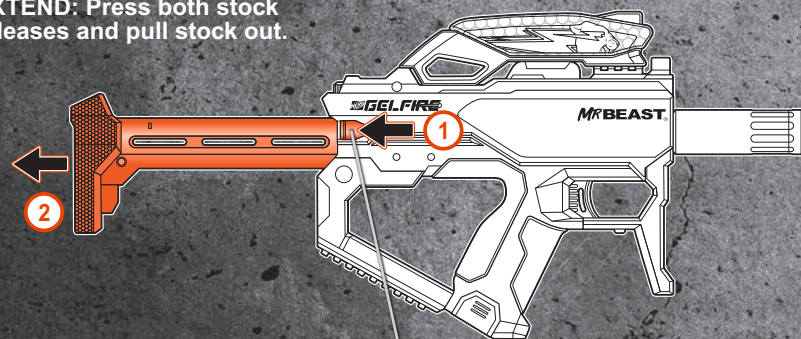
CUSTOMIZE

BARREL



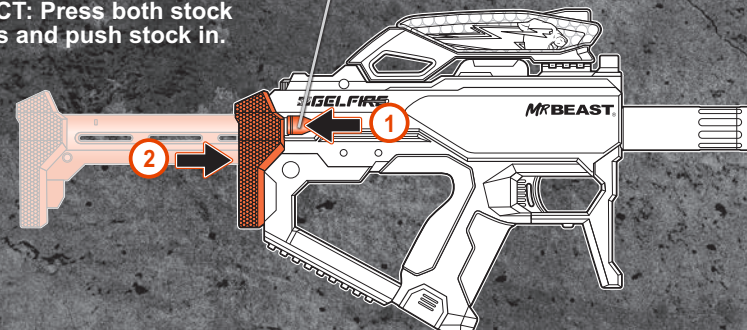
STOCK

EXTEND: Press both stock releases and pull stock out.



STOCK RELEASE (BOTH SIDES)

RETRACT: Press both stock releases and push stock in.



FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B)/NMB-3(B)

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Patent: patent.hasbro.com

F8672

PN00082227

NERF PRO GEL FIRE

MRBEAST

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.

14+

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.

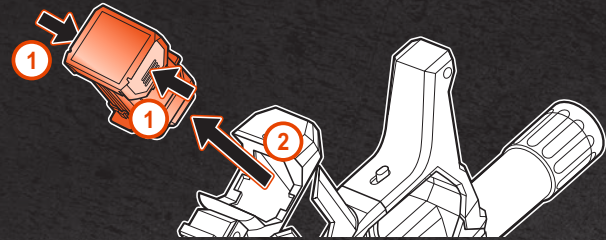
DO NOT EAT. KEEP AWAY FROM PETS. ROUNDS MAY STAIN.



1. CHARGING BATTERY

REMOVE BATTERY

Squeeze tabs and slide battery out of blaster.



Includes rechargeable 7.4V 500mAh LiPo battery. Replaceable.

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

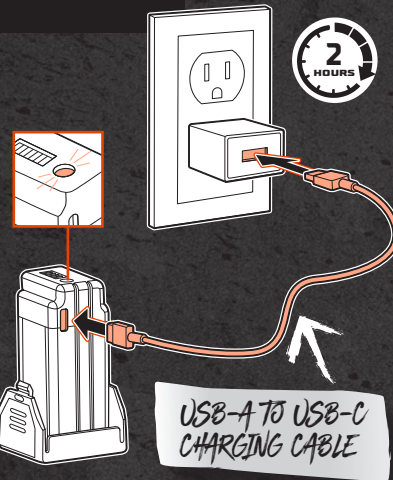
CHARGE BATTERY

Using a USB-A to USB-C charging cable, insert the USB-C end into battery charger port.

Attach the cable to a USB-A wall charger (not included).

It takes approximately 2 hours to fully charge the battery.

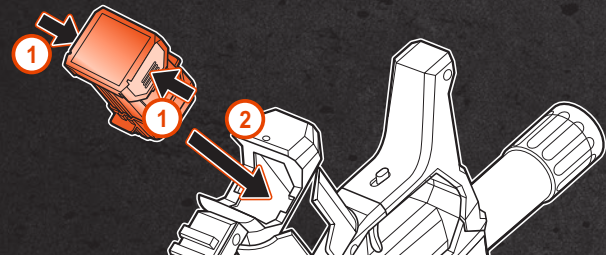
- Light is steady when charging.
- Light shuts off when battery is fully charged.
- Flashing light: Charging issue. Unplug and replug charging cable, and try charging again.



Store the battery outside of / separate from the blaster.

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

INSERT BATTERY



2. HYDRATE 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.

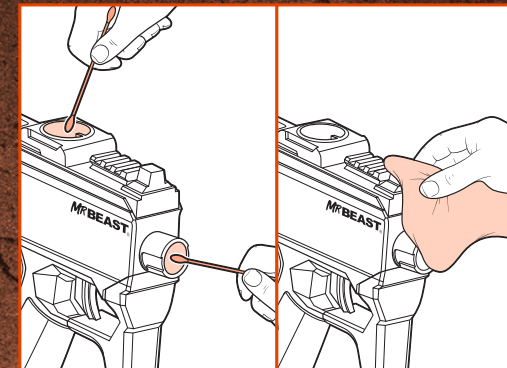
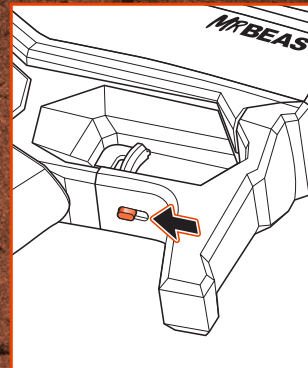
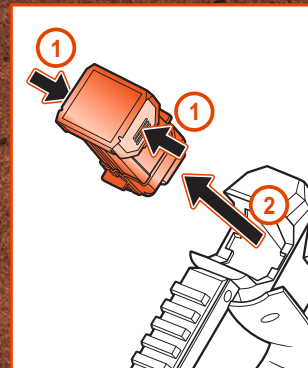


ROUND STORAGE

Discard any unused hydrated rounds.

BLASTER STORAGE

1. Store the battery outside of / separate from the blaster.
2. Make sure trigger lock is in locked position when storing the blaster.
3. Prior to storage, clean the blaster of any Nerf Pro Gelfire round residue that remains in the hopper feed or the barrel. Use a long soft and clean item, such as a cotton swab, to clear debris. Clean only with a damp cloth or a soft, clean, dry item.

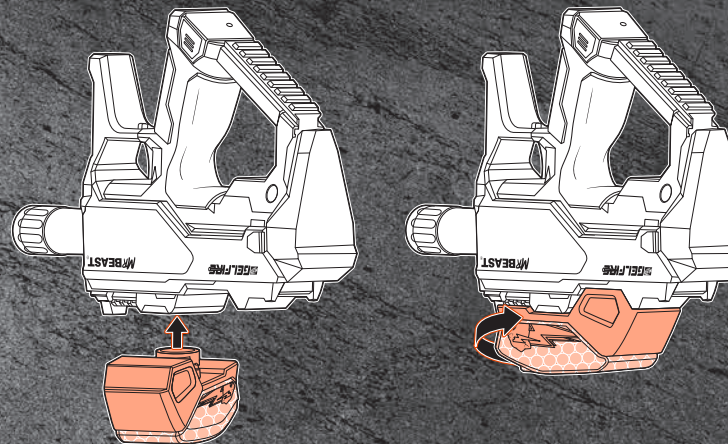


3. ATTACH HOPPER

Remove cap from hopper and hold it with opening facing up. Fill hopper with hydrated rounds.

Drain ALL water from hopper.

Holding blaster upside down, twist hopper onto blaster with a 1/4 turn to lock it in place. Make sure hopper is securely attached. Turn blaster right side up.

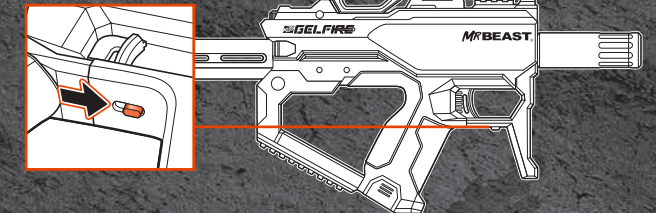


4. FIRE



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

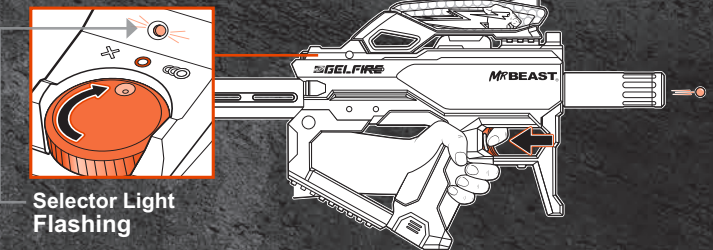
Unlock trigger.



Turn selector to desired mode:

Semi-auto:

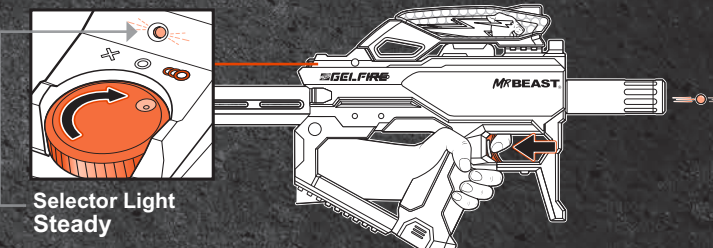
Fires a round per trigger pull.



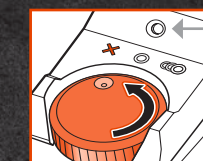
Selector Light Flashing

Full-auto:

Fires continuously while trigger is depressed.



Selector Light Steady



Selector Light Off

NOTE: Always turn selector to OFF when not in use.