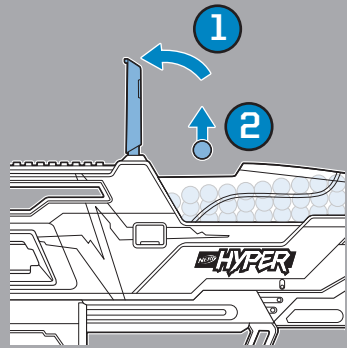
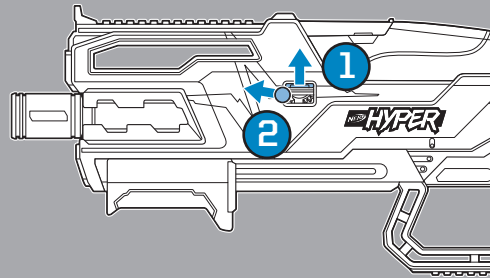


CLEARING A JAM

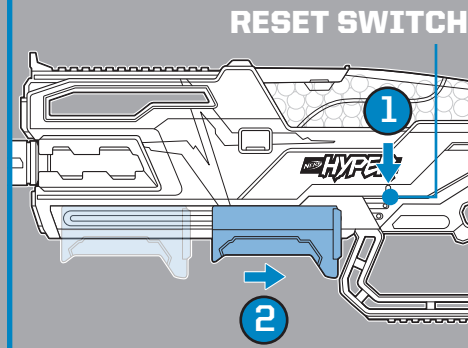


Open hopper lid and remove any jammed rounds. Close lid.



Open access door on either side of blaster and remove any jammed rounds. Close door. Make sure you aim the blaster away from you and anyone else while releasing jammed rounds.

RESET SWITCH



If you cannot move the slide, pull down and hold reset switch and pull slide all the way back.



TO AVOID EYE INJURY:

WARNING: Do not aim at eyes or face. Use of eyewear required for players and people within range. Use only official Hyper rounds. Do not modify rounds or blaster. Ages 14 and up.

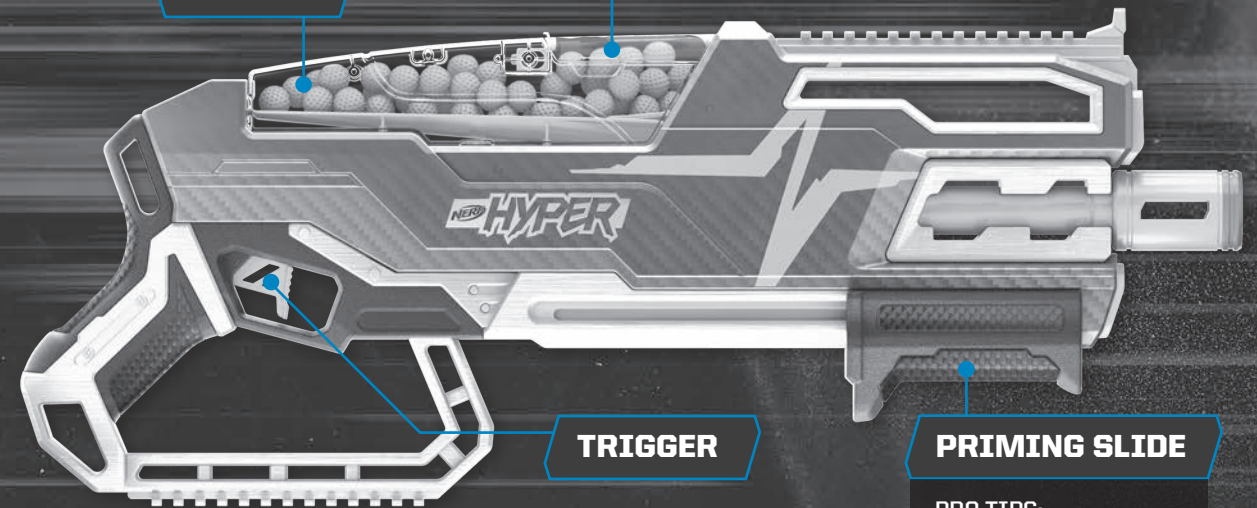
14+

HOPPER LID

PRO TIPS:
Open FULLY to load.
DO NOT OVERFILL

READ ALL INSTRUCTIONS COMPLETELY BEFORE USE.

HOPPER



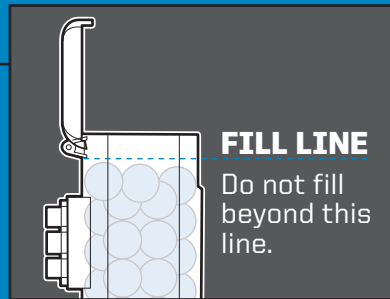
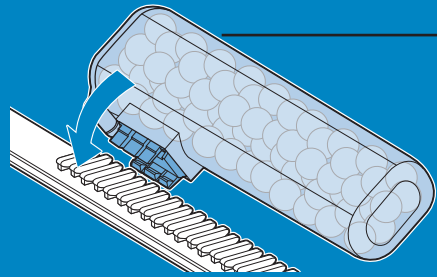
TRIGGER

PRIMING SLIDE

PRO TIPS:
Pull slide ALL THE WAY back. Push slide ALL THE WAY forward.

Do not tilt front of blaster up when priming.

TACTICAL RAILS



FILL LINE
Do not fill beyond this line.


Nerf Hyper rounds are compatible only with Nerf Hyper blasters.

Attach Nerf Hyper™ canisters to rails for additional firepower. [Canisters not included.]

STORING YOUR BLASTER

Do not store blaster primed and ready to fire.

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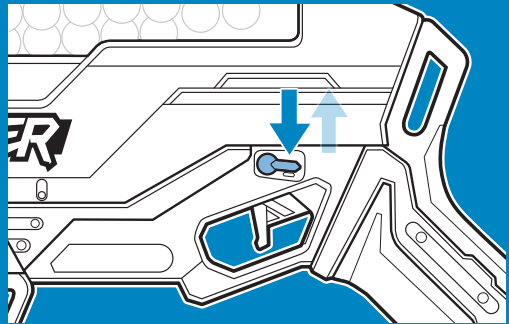
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SIEGE-50™

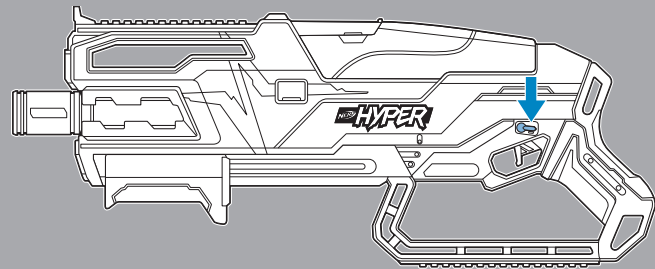


TRIGGER LOCK



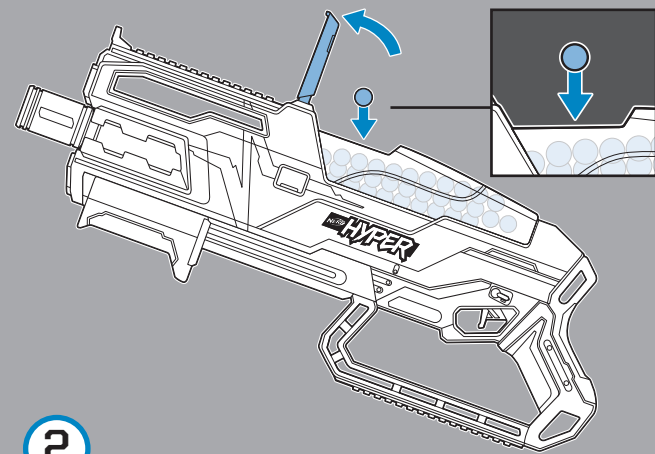
On side of blaster, move trigger lock down to lock trigger and up to unlock. Always put the trigger lock in locked position when blaster is not in use and when storing blaster.

LOAD



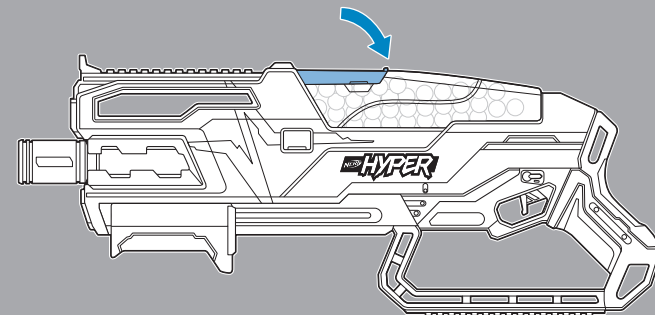
1

Make sure trigger lock is locked.



2

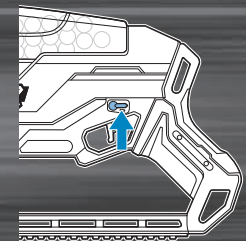
Tilt front of blaster up. Lift hopper lid. Add rounds to hopper. **DO NOT OVERFILL.** Includes 40 rounds; additional rounds not included.



3

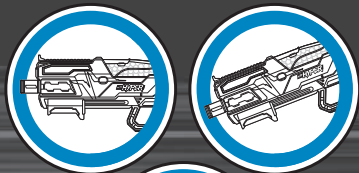
Close lid. Hopper lid must be fully closed for blaster to fire.

FIRE



1

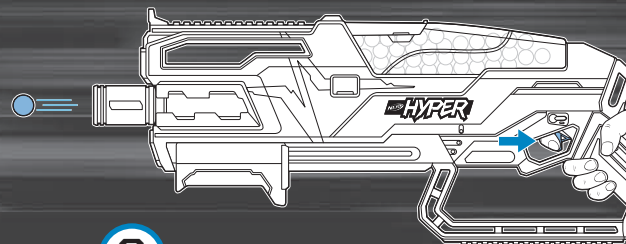
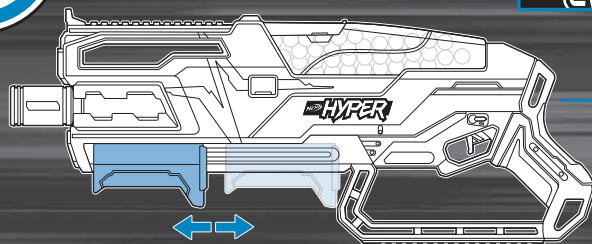
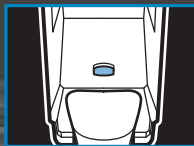
Move trigger lock to unlocked position.



2

Point front of blaster level or tilt it down – **DO NOT TILT IT UP.** Tilting blaster up when priming may not allow the gravity-fed loading system to feed a round into the chamber. **PULL PRIMING SLIDE ALL THE WAY BACK, THEN PUSH IT ALL THE WAY FORWARD.** Ready indicator will appear on end of blaster. Blaster is primed when ready indicator is visible.

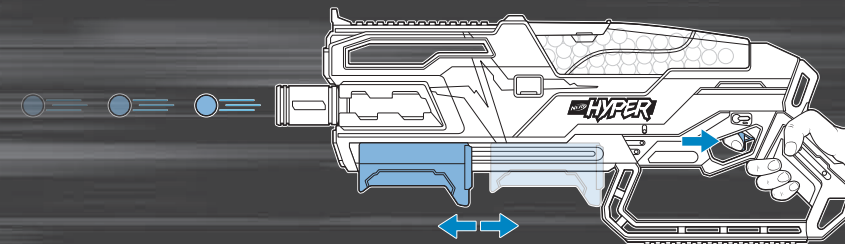
READY INDICATOR



3

Adjust blaster to aim it toward your target. Press trigger.

SLAM FIRE



Hold down trigger and keep moving slide all the way back and all the way forward to fire the rounds more quickly. Please note that the rounds will only fire as fast as the gravity-fed system loads them into the chamber.