

Halo® Plasma Blaster Product Manual

Important Safety Information

Retain these instructions for important safety information. Before use, test the product to ensure it is functioning as per the manufacturer's instructions.

Recommended for Ages 14+

CAUTION: Your blaster is not intended to get wet. Don't submerge your Gel Blaster® product in water, and make sure your Gellets® are fully strained of excess water. This will protect the internals within from failure.

Step 1 - Charge Your Blaster

Use the provided USB-C cord to charge your blaster. Do not place your blaster on any fabric surface during charging. Do not leave blaster charging for an extended period of time, unplug it when the indicator light turns green. The Charging LED light will show solid red when charging, when fully charged, the light will turn green. Keep your blaster on safe/off when not in use.

Power Status Light Colors

The power status of the blaster is displayed on the LED lights that are located on the bottom tail end of the of the blaster.

Solid red = Charging
Solid green = Charging complete
Blinking red = low power, electrical error (it got wet!)

Step 2 - Fill your hopper

Tear straight across at the tear mark, and pull apart the bag of pre-hydrated Gellets® and pour them into the hopper through the Quick-Slide Lid.

Step 3 - Protect Your Eyes!

Put on your provided eye protection when using your blaster. Make sure that others within firing distance are wearing eye protection too! Do not shoot at people who are not wearing proper eye-wear. Always

wear safety glasses rated for ANSI Z87.1 when handling, shooting or in a range of any blaster. Prescription glasses or sunglasses are not a suitable substitute for safety glasses.

Step 4 - Power on and Have a Blast!

Slide the switch at the bottom of your blaster into the ON position. When the blaster is powered on, all the lights will be cyan in color*. Your blaster is now ready to blast.

Proper Gellet Hydration

Standard Gellets

- Pour one 10k Gellet pack (not included) into a 1-gallon+ container (preferably with a lid)
- Add 1 gallon of water and wait at least 3-4 hours
- Strain your full-size Gellets of excess water
- Now you're ready to go! Fill your hopper and start blasting!

StarFire Glow-in-the-Dark Gellets

- Pour one 5k Gellet pack (included) into a 1-gallon+ container (preferably with a lid)
- Add 1 gallon of water and wait at least 6-8 hours
- Strain your full-size Gellets of excess water
- Now you're ready to go! Fill your hopper and start blasting!

Hydrate Gellets as instructed by the manufacturer. Do not modify projectiles as this can permanently damage the blaster and pose a risk of injury to individuals and property. Dispose of any unused hydrated Gellets after play.

StarFire™ Operation

Your blaster has the StarFire Glow-in-the-Dark tech built into it. No extra steps are required to operate StarFire as it will turn on automatically with your blaster. To enjoy Glow-in-the-Dark gameplay, simply make sure you have fully hydrated StarFire Glow-in-the-Dark Gellets loaded into your hopper. The built-in StarFire technology will rapidly charge your glow Gellets as they fly out of your blaster.

For maximum effect, play in a darkened environment.

Store your blaster unloaded in a safe manner; discard any unused projectiles and make sure the safety/off button is engaged.

For use with Gellets only (7.5mm cal. / .295in)

Gel Blaster Nexus™ Mobile App

Your blaster can be connected to the Gel Blaster Nexus mobile app to manage your blaster settings as well as play games and skill challenges with the Portal Smart Target™ (sold separately).

*You can change the color of the blaster's LED lights within the app.

For more information, scan this QR code:



Care Plus

Instructions to care for, store and maintain the blaster properly:

- Store blaster clean and unloaded.
- Clear Gellets from the barrel by firing the blaster until no Gellets remain in the barrel.
- Remove hopper by firmly pulling up from the hopper door end to release the hopper from the blaster and pull hopper up and back to fully remove. Rinse inside of the hopper with vinegar and water.
- Wipe the outside of the blaster with a clean damp cloth or disinfectant, wipe occasionally.
- After use, allow the blaster to dry before storage.
- Do not disassemble the blaster.
- Do not stick your finger or any foreign

object in the Gellet loading chute.

- Ensure the blaster mode switch is set to the Safety position before cleaning.
- Do not insert any foreign objects into the barrel or USB-C port.
- Do not modify blaster as it may cause it to malfunction. Tampering with a blaster may make it unsafe to use.
- Contact support@gelblaster.com if your blaster is malfunctioning or not working, repairs should only be made by the manufacturer.
- If blaster is dropped, ensure that it is fully functional before using.
- Always check that the blaster is unloaded when removed from storage or received by another person.
- Safety glasses should be worn by anyone using or within firing distance.
- Safety glasses should be worn over prescription eye glass if needed.

Hopper

The hopper can hold anywhere between 480 – 600 Gellets. Size variance in the dehydrated Gellets and hydration levels can affect hopper capacity.

Please Note: Color and styles of included accessories may vary.

⚠ WARNING

This is not a toy. Adult supervision is required. Misuse may cause serious injury, especially to the eye. Eye protection must be worn by the user and any person within range. Read the owner's manual before using.

⚠ WARNING

INGESTION HAZARD - Do not eat Gellets. May cause internal blockage. Keep away from children.

⚠ WARNING

Improper exhibition is dangerous and may be a crime. Do not modify launcher as it may be mistaken by police and others as a firearm.

IMPORTANT BATTERY INFORMATION

The battery charger used with the electronic product shall be regularly examined for damage to the supply cord, plug, enclosure or other parts.

In the event of damage, it shall not be used until the damage has been repaired. Always use the Gel Blaster USB cord supplied with the product to charge.

- Batteries are rechargeable
- Batteries are non-accessible and non-replaceable
- Do not alter the blaster battery

****** *The Gel Blaster® blasters provide hours of playtime per charge using a powerful lithium ion battery! But with that power comes the responsibility to take care of your battery. Abuse, neglect, or misuse can ruin your battery, shorten your playtime, or cause the battery to overheat. If your blaster won't take a charge, unplug immediately and contact support@gelblaster.com*



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.

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.*

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 receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

RF exposure compliance statement: This device has been evaluated to meet the general RF exposure requirement.

LIMITED WARRANTY, SUBROGATION WAIVER, WAIVER AND RELEASE, BINDING AGREEMENT TO ARBITRATE, CLASS ACTION WAIVER

Gel Blaster, Inc. warrants this Gel Blaster® product for a period of three months from the date of consumer purchase to be free from defects in material and workman-ship. Gel Blaster, Inc.'s obligation under this warranty is limited to repair or replacement of the purchased product only (although Gel Blaster, Inc may determine to issue a refund, in its sole and exclusive discretion), and under no circumstances shall Gel Blaster, Inc. be liable for any loss, damage, injury, cost of repair, consequential damages, incidental damages, or punitive, treble, or exemplary damages of any kind in connection with the sale, use, failure, or repair of any product purchased from or produced by Gel Blaster, Inc, even if such damages are caused by the negligence of the released party, whether sole or in combination with others. You hereby waive any claim by an insurance carrier or other person or entity by way of subrogation, and you hereby assign any and all such subrogation claims to Gel Blaster, Inc. Gel Blaster, Inc. disclaims any warranty of fitness for a particular purpose and any implied warranty of merchantability. All implied warranties are hereby disclaimed,

and you agree that the only warranty provided by Gel Blaster, Inc. to you is the above.

Gel Blaster, Inc.'s liability for any and all claims arising out of or connected with the Gel Blaster® shall be limited to the amount paid by consumer for the product plus the sum of \$100.00.

You and Gel Blaster, Inc. agree to mandatory, binding arbitration for any and all claims or causes of action between the parties arising out of or in connection with your purchase or use of the Gel Blaster®, its accessories, or otherwise with respect to any claims between you and Gel Blaster, Inc. The arbitration shall take place under the rules of the American Arbitration Association, Consumer Arbitration Rules, before a single arbitrator. The Arbitration shall take place in Dallas, Texas. You understand and agree that you are waiving your rights to a trial by jury. You agree that any claim you have or may ever come to have against Gel Blaster, Inc. must be submitted on an individual basis, and you hereby waive the right to assert such claim collectively, such as in a class or mass action. As a condition precedent to filing arbitration, you must contact Gel Blaster, Inc. with any claim or dispute, which must be mediated before a mutually agreeable mediator in Dallas, Dallas County, Texas.

You agree to the foregoing terms when you first charge, add batteries, or otherwise seek to use your Gel Blaster® product or its accessories.

Gel Blaster, Inc.

Austin, TX 78746
www.gelblaster.com

Designed in Austin, TX
Made in China

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