

Nerf B1594

Nerf Rival 12-Round Magazine Instruction Manual

Model: B1594

INTRODUCTION

This manual provides essential information for the safe and effective use of your Nerf Rival 12-Round Magazine. Please read these instructions carefully before use and retain them for future reference.

The Nerf Rival 12-Round Magazine is designed to hold 12 Nerf Rival rounds, providing quick reloading capabilities for compatible Nerf Rival blasters. It comes with 18 Nerf Rival rounds and two clips for attachment.

SAFETY INFORMATION

- **Age Recommendation:** This product is recommended for ages 14 and up.
- **Eye Protection:** Always wear eye protection when using Nerf Rival blasters and accessories.
- **Ammunition:** Use only official Nerf Rival rounds. Other rounds may not function correctly or could cause damage.
- **Modification:** Do not modify the magazine or rounds.

PACKAGE CONTENTS

- 1x Nerf Rival 12-Round Magazine
- 18x Nerf Rival High-Impact Rounds
- 2x Magazine Clips





18X HIGH-IMPACT
ROUNDS

For use with Nerf Rival products only.

NERF
RIVAL
PRECISION BATTLING



AGES 14+
B1594

Image: The Nerf Rival 12-Round Magazine, 18 yellow high-impact rounds, and two black clips as they appear in their retail packaging.

SETUP

Loading the Magazine

1. Hold the magazine with the orange follower facing upwards.
2. Insert Nerf Rival rounds one by one into the top opening of the magazine, pushing them down against the spring. Ensure the rounds are seated correctly.
3. Continue loading until the magazine holds 12 rounds. Do not force more than 12 rounds into the magazine.



Image: A clear view of the Nerf Rival 12-Round Magazine fully loaded with yellow high-impact rounds.

Inserting the Magazine into a Blaster

The 12-Round Magazine is compatible with Nerf Rival blasters such as the Zeus MXV-1200 and Apollo XV-70 (blasters sold separately).

1. Ensure the blaster is unloaded and the safety is engaged, if applicable.
2. Locate the magazine well on your compatible Nerf Rival blaster.
3. Insert the loaded magazine firmly into the magazine well until it clicks into place. Ensure it is securely seated.

OPERATING THE MAGAZINE

Once the magazine is loaded and inserted into a compatible Nerf Rival blaster, it is ready for use. The blaster's firing mechanism will feed rounds from the magazine. To remove the magazine, locate the magazine release button or lever on your blaster and press/pull it while pulling the magazine downwards.

Using Magazine Clips

The included clips can be attached to tactical rails on compatible blasters or gear to carry extra magazines for quick access during play.

1. Align the clip with a tactical rail.
2. Slide the clip onto the rail until it locks securely.
3. Attach a loaded magazine to the clip for storage.

MAINTENANCE

- **Cleaning:** Wipe the magazine with a damp cloth to remove dirt or debris. Do not submerge in water.
- **Storage:** Store the magazine in a cool, dry place away from direct sunlight. It is recommended to store magazines unloaded to preserve spring tension over time.

- **Inspection:** Periodically inspect the magazine for any signs of damage or wear. Discontinue use if damaged.

TROUBLESHOOTING

Magazine Not Feeding Rounds

- Ensure the magazine is fully loaded with 12 rounds and properly seated in the blaster.
- Check if the rounds are official Nerf Rival rounds and are not damaged or deformed.
- Inspect the magazine spring for any obstructions or damage.

Difficulty Inserting/Removing Magazine

While designed for broad compatibility, some users have reported that certain generations of the 12-round magazine may fit very tightly or be difficult to insert/remove from specific blasters, such as the Nerf Rival Helios or Apollo. This can be due to slight variations in manufacturing tolerances, particularly around the clear clips on the magazine body.

- Ensure the magazine is aligned correctly with the magazine well.
- Apply firm, but not excessive, pressure when inserting.
- If persistent difficulty occurs with a specific blaster model, consult online communities or the blaster's manual for known compatibility issues or solutions.

SPECIFICATIONS

Brand	Nerf
Model Number	B1594
Capacity	12 Rounds
Compatible Blasters	Zeus MXV-1200, Apollo XV-70 (and others with compatible magazine wells)
Included Rounds	18 Nerf Rival High-Impact Rounds
Item Weight	0.2 kg
Color	Clear (with orange accents)

WARRANTY INFORMATION

This product comes with **No Warranty** as per manufacturer specifications. Please refer to the retailer's return policy for any issues with new purchases.

SUPPORT

For further assistance or inquiries regarding Nerf products, please visit the official Nerf website or contact their customer support. You can find more information at the [Nerf Store on Amazon](#).

ASK A QUESTION ABOUT THIS MANUAL

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

Anonymous

Email

you@example.com

After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. [Privacy details](#).

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question