

Nerf E9952F03

Nerf Elite 2.0 Volt SD-1 Blaster Instruction Manual

Model: E9952F03 | Brand: Nerf

INTRODUCTION

The Nerf Elite 2.0 Volt SD-1 Blaster is designed for fun, active play, featuring a light beam for enhanced targeting. This manual provides essential information for safe and effective use, including setup, operation, maintenance, and safety guidelines.

SAFETY INFORMATION

WARNING: TO AVOID EYE INJURY.

Do not aim at eyes or face. Use of eyewear is recommended for players and people within range. Use only official Nerf darts. Other darts may not meet safety standards. Do not modify darts or blaster.

WARNING: CHOKING HAZARD - Small parts may be generated. Not for children under 3 years.

Recommended for ages 8 and up.

WHAT'S IN THE Box

- Nerf Elite 2.0 Volt SD-1 Blaster
- 6 Official Nerf Elite Darts
- Instructions Manual (this document)



Image: The Nerf Elite 2.0 Volt SD-1 Blaster shown alongside the included 6 Nerf Elite Darts.

SETUP

1. Battery Installation

The light beam feature requires 2x 1.5V AAA alkaline batteries (not included).

1. Locate the battery compartment on the blaster.
2. Using a Phillips head screwdriver (not included), unscrew the battery compartment cover.
3. Insert 2 AAA batteries, ensuring correct polarity (+/-) as indicated inside the compartment.
4. Replace the cover and secure it with the screw.

2. Loading Darts

The Volt SD-1 blaster is a single-shot blaster. It includes storage for additional darts.

1. Insert one official Nerf Elite dart into the front barrel of the blaster.
2. Additional darts can be stored in the integrated dart storage slots on the blaster.



Image: A close-up view of the blaster, highlighting the front-loading barrel and the dart storage slots.

OPERATING INSTRUCTIONS

1. Priming the Blaster

To prepare the blaster for firing, pull the priming handle located at the back of the blaster all the way back until it clicks into place. Then, push it forward to return it to its original position.

2. Firing Darts

Once primed, aim the blaster at your target and pull the trigger to fire the dart.

3. Using the Light Beam Targeting

The Volt SD-1 features a light beam to assist with targeting, especially in low-light conditions. The beam works on targets up to 15 feet (4.5 meters) away.

- Press the button located near the front of the blaster to activate the light beam.
- Align the light beam with your target for improved accuracy.
- Press the button again to turn off the light beam.



Image: The blaster with its light beam activated, demonstrating the targeting feature.

MAINTENANCE

- Keep the blaster clean by wiping it with a dry cloth.
- Avoid exposing the blaster to extreme temperatures or moisture.
- Store darts in a clean, dry place to maintain their integrity.
- Remove batteries if the blaster will not be used for an extended period to prevent leakage.

TROUBLESHOOTING

Problem	Possible Cause	Solution
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Problem	Possible Cause	Solution
Dart does not fire or fires weakly.	Blaster not fully primed; damaged dart; non-official dart.	Ensure priming handle is pulled back completely until it clicks. Use only official Nerf Elite darts. Replace damaged darts.
Light beam not working.	Batteries are dead or incorrectly installed.	Check battery polarity. Replace with fresh AAA alkaline batteries.

SPECIFICATIONS

- **Model Number:** E9952F03
- **Product Dimensions:** 0.39 x 0.39 x 0.39 inches
- **Item Weight:** 12 ounces
- **Manufacturer Recommended Age:** 8 - 8 years
- **Batteries Required:** 2x 1.5V AAA alkaline batteries (not included)
- **Dart Type:** Official Nerf Elite Darts
- **Light Beam Range:** Up to 15 feet (4.5 meters)
- **Manufacturer:** Hasbro

WARRANTY AND SUPPORT

For information regarding product warranty or customer support, please refer to the manufacturer's official website or contact their customer service directly. Specific warranty details may vary by region and retailer.

Manufacturer: Hasbro

Visit the [Nerf Store](#) for more products and information.

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