

As the user of this product, you are solely responsible for operating it in a manner that does not endanger yourself and others or result in damage the product or the property of others. It is advisable to always keep a safe distance in all directions around this product, as the margin will help to avoid collisions or injury.

#### Miss fire Procedure:

Miss Fire means Hades Arrow doesn't launch after it was charged and dropped into the launching tube

1. Remove the projectiles from the launching tube with caution. Place the projectiles on the ground.
2. Release the Co2 gas inside by pressing down the valve at the top. Be ware of Co2 comes out from the valve, keep hands and face away from the Co2 as the gas are very cold and can cause serious injury.
3. Remove the rubber cover at the bottom and drain away the water inside.

#### WARNING:

- When playing Hades Arrow, always put your goggle, facemask and helmet on. Do not looking down the launching tube as the projectiles may fly out from there.
- Do not play Hades Arrow indoor
- Do not put your hand inside the launching tube.
- Wind force and direction may affect the flying of the projectiles, pay attention to and take care of where the projectiles land. Do not play Hades Arrow under extreme weather. For example, storm, hurricane or windy time.
- Never shoot any items that subject to breakage (glass, lamp, car, gas bomb...etc)
- Always store at a place out of the reach of children
- Having a positive playing attitude is essential
- Select a safe place for operating Hades Arrow. Avoid places where people and cars pass across or third persons are around. Be aware of the proximity to structures like houses, power lines or any obstacles in the air.
- Do not attempt to use Hades Arrow to hit birds, airplanes, helicopters or anything that is flying in the sky
- Do not charge gas to the projectiles unless you are ready to play.

- Do not attempt to rebuild or modify Hades Arrow. This may case serious injuries or break the product.
- Do not operate Hades Arrow after drink.
- Do not treat the Hades Arrow as a water bottle, it is not for water storage
- Do not mount or attach anything onto the projectiles
- Hades Arrow can fly up to 50 meters high. Do not play Hades Arrow near Airport, Military Zone or any area which may cause threat and danger. Flying of the Hades Arrow may block the flight path, play the Hades Arrow with common sense

#### Caution:

Hades Arrow is designed for recreational purposes. Misuse may cause serious injuries or death. You must be at least 14 years old to operate and handle the Hades Arrow. Only use Hakkotsu designed projectiles for this product. Do not modify the Hades Arrow or its launching base. TO AVOID INJURY, use Hades Arrow in a safety open area. Do not launch and fire the Hades Arrow directly to any person or animal. When using this product, approved goggles, mask and helmet must be worn at anytime by all person near the area where the mortar could be reached.

### STEP 1

Install the springs and 4 wings into the projectile. Beware of the wings direction

### STEP 2

Insert the wings and springs carefully

### STEP 3

Fit the wings until they were secured and locked

### STEP 4

Unscrew the end caps from the projectiles

### STEP 5

Put water into the projectiles. 300ml of water is recommended. More or less of water will affect the flying performance of the projectiles

### STEP 6

Screw the end caps back to the projectiles. Make sure new rubber cover is being used. End cap must be tight enough & no leakage from the gap

### STEP 7

Remove the foam inside the launching tube

Foam Inside

No Foam

### STEP 8

Put one 12g Co2 capsule into the charging adapter. Make sure the capsule is facing the correct direction. Screw the adapter tight enough to avoid gas leakage. Make sure the charger is filled and no leakage before use.

(You may hear the gas is filling the charger when screwing, don't be afraid, this is normal)

One Co2 capsule for one shot. Replace a new capsule after charging one projectile

### STEP 9

Place the projectiles vertically down to the floor. Charge the projectiles by a filled charger for 5-8 seconds. Remember to put the yellow protection cover after charge

### STEP 10

Flip the wings and drop the projectile into the launching tube. Beware of the projectile flying direction

You can mount the launcher onto your vest