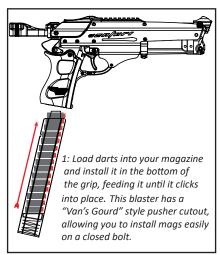
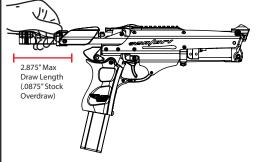
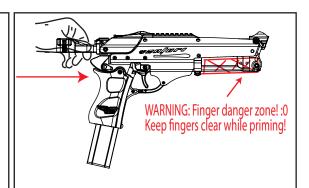


Firing Guide:

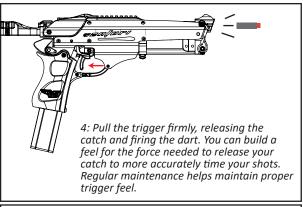


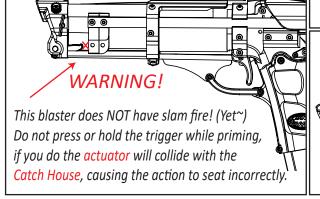


2: Firmly grasp the T Pull as shown (while holding the handle with your dominant hand), and pull back to prime the blaster, pulling until the catch engages. (Draw length: ~2.8 Inches.)

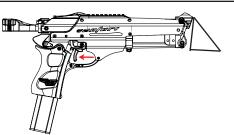


3: Once primed, push the T pull back to feed a dart into the turnaround, until the pusher seats and seals in the forward position.





It is possible to de-prime this blaster safely, even with a dart in the chamber.



To de-prime the Venturi, simply block the barrel with your palm and pull the trigger. If there's a dart in the chamber, release your palm quickly right as you pull the trigger, which should eject the dart at ~5-10 FPS.

Venturi Do's (:3) And Dont's (>:C)

Do's (:3)

-Regularly clean & maintain -Prime the action swiftly, but smoothly. -Use high quality darts (IE: AFP) -Lubricate regularly with good stuff like Oatey's Silicone

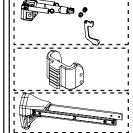
Dont's (>:C)

-Under lube the mech -Store the blaster primed / leave it primed too long. -Pull the trigger / Hold the trigger

while priming.

Upgrades [Coming Soon!] -Slide Lock & Slide Return

Grease.



- Springs
- -Picatinny Pump Grip Attachment Boss
- -Carbine Frame Stock