

VE	HOW TO PLAY
ng.	<ol style="list-style-type: none"> 1. Each player launches darts at the other players. 2. When a player is tagged, that player is eliminated and must sit out the rest of the game. 3. The last player standing wins and is declared the winner.
and bit."	<ol style="list-style-type: none"> 1. One player is designated "The Rabbit" and wears a vest, but has no blaster. 2. "The Rabbit" has a one-minute head start and runs and hides. 3. The other players must chase down "The Rabbit." 4. With one tag, "The Rabbit" is immobilized. 5. All players freeze and "The Rabbit" swaps places with any other player. 6. The new "Rabbit" is given a new one-minute head start. 7. To increase the challenge, the number of tags that immobilize "The Rabbit" can be increased prior to resuming play.
	<ol style="list-style-type: none"> 1. One player from each team wears the vest backwards and becomes "The Mark." 2. The other players become shields and take tags for "The Mark." You may reuse missed darts. 3. Shields can take multiple tags but need to freeze and count aloud 15 seconds before they can move again. 4. One tag on "The Mark" and the game ends.
itch	<ol style="list-style-type: none"> 1. One player on each team is designated "The Witch Doctor." 2. When any of "The Witch Doctor's" players are tagged, they freeze. 3. Frozen teammates cannot move until "The Witch Doctor" touches them and raises them from "The Dead." 4. "The Witch Doctor" can also raise "The Dead" from the opposing team for his/her own army. 5. The game is over when "The Witch Doctor" is tagged.
's flag. ded.)	<ol style="list-style-type: none"> 1. Two flags are set up, one at each team's home base. 2. Each team tries to capture the opposing team's flag and bring it back to the home base. 3. When individual players are tagged, they must stop and return to the home base and cannot resume play until 20 seconds have been counted aloud. 4. When individual players are tagged with the flag, it must be dropped and they must return to the home base and cannot resume play until 20 seconds have been counted aloud. The flag is left where the player was tagged. 5. The opposing team may return their flag back to their base as long as in the process they are not tagged. If they are tagged, the flag is dropped and the tagged person must return to his/her home base. Play cannot be resumed by that player until 20 seconds have been counted aloud. 6. The game is won by a team when it successfully brings the other team's flag to their home base.
and team's ded.)	<ol style="list-style-type: none"> 1. One "Central Flag" is set up, in the center of a field. 2. Each team tries to capture the flag and bring it back to their home base. 3. When individual players are tagged, they must stop what they are doing and return to the home base and cannot resume play until 20 seconds have been counted aloud. 4. When individual players are tagged while carrying the flag, it must be dropped and the player must return to the home base. Play cannot be resumed by that player until 20 seconds have been counted aloud. 5. The flag is always played from where it lays. 6. A team wins the game when it successfully brings the "Central Flag" to their home base.
itcher."	<ol style="list-style-type: none"> 1. One player is "The BodySnatcher" (denoted by wearing a backwards vest). 2. All other players have a 15-second head start and try to avoid "The BodySnatcher." 3. Every time "The BodySnatcher" is tagged, it freezes for 15 seconds (which must be counted aloud). 4. When individual players are tagged by "The BodySnatcher," they are now "The Corrupted" (on "The BodySnatcher's" team) and must also turn their vests backward. From that point onward, "The Corrupted" are subject to the same rules as "The BodySnatcher." 5. When only one player is left, that player now becomes "The Super BodySnatcher" and play starts from the beginning with "The Super BodySnatcher" attacking the rest of the players.



AGES 8+

DART TAG MAGSTRIKE™ BLASTER AND VEST

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Congratulations: you have been issued the NERF Dart Tag MagStrike™ Blaster and Vest. There are many MagStrike™ Blasters, but this one is yours: know your Blaster inside and out by reading and following all instructions carefully. If you take care of your Blaster, it will take care of you.

The NERF Dart Tag MagStrike™ Blaster sharpens the tagging skills and instincts only you possess. Its 10-dart Magazines and lightning-fast discharge make it an elite Blaster: with it, you bring tag to the next level. For more power, its accessory rail lets you add the Dart Tag CROSSFIRE Blaster (sold separately).

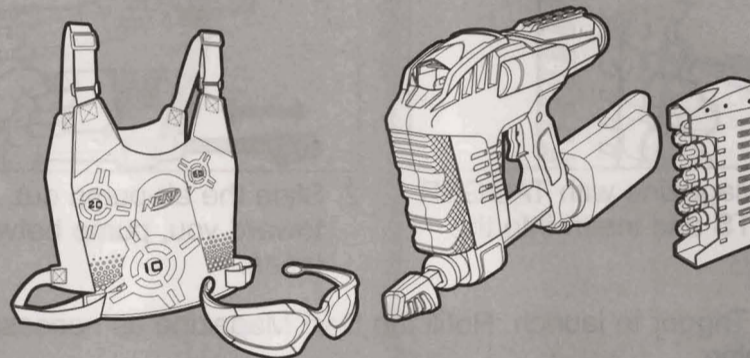
Whether you are engaged in dart tag games, special ops, or covert maneuvers, never forget that with power comes responsibility. Your NERF Dart Tag MagStrike™ Blaster works best when used in coordination with brains, strategy, and skill.

Now go play, and earn the MagStrike™ power you possess.

 **CAUTION:** Do not aim at eyes or face.

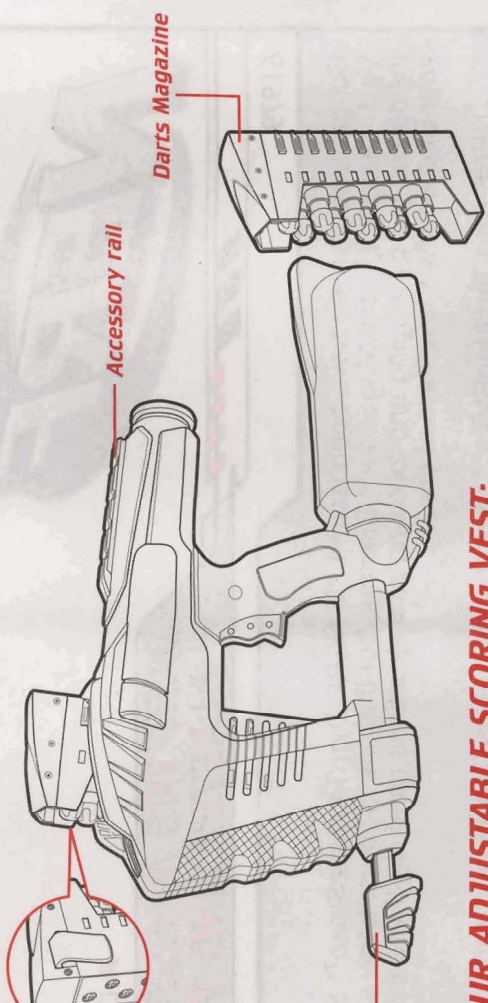
 **CAUTION:** Do not look directly at the sun.

TO AVOID INJURY: Use only darts designed for this product.
Do not modify darts or dart blasters.
Always wear VISION GEAR™ eyewear provided.

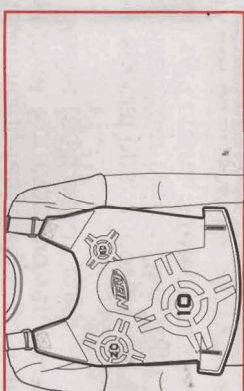


Includes: 1 Dart Tag MAGSTRIKE™ Blaster, 1 Adjustable Scoring Vest, 1 Set of Dart Tag VISION GEAR™ eyewear, 2 Dart Magazines, 20 Tagger Micro Darts™ & Instructions.

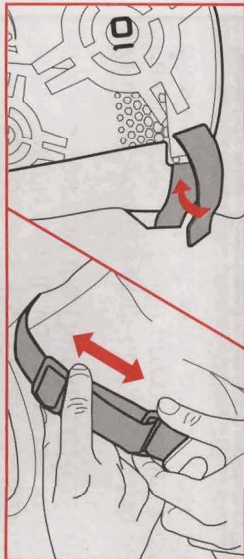
MAGSTRIKE BLASTER WITH 20 TAGGER MICRO DARTS™



ADJUSTABLE SCORING VEST:



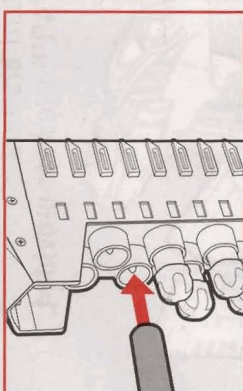
1. Place vest over your arm with the front facing out.



2. Adjust strap until the Vest comfortably fits you.

3. While playing, please be sure to put on your VISION GEAR eyewear!

BLASTER:



1. Insert Dart Magazine with TAGGER MICRO DARTS and insert into the Trigger to launch. Refill the Dart Magazine as necessary and pump



2. Slide the air-pump out, and, pulling toward you, pump between 22-32 times.

3. Press the Trigger to launch. Refill the Dart Magazine as necessary and pump

4. Press the Trigger to launch. Refill the Dart Magazine as necessary and pump

5. Press the Trigger to launch. Refill the Dart Magazine as necessary and pump

HOW TO PLAY ALL 15 GAMES!

ONE-ON-ONE GAMES

2 Dart Tag MAGSTRIKE™ Blasters, 2 Vests and 2 Pair VISION GEAR eyewear required. Additional Dart Tag MAGSTRIKE™ Blaster, Vest and VISION GEAR eyewear sold separately.

GAME	OBJECTIVE	HOW TO PLAY
Limited Ammo	To tag the opposing player as many times as possible in one round from the blaster.	1. Player 1 and Player 2 preload their blasters and launch the darts at the same time. 2. When all darts are launched, the blasters cannot be reloaded. The game ends when the player who has tagged his/her opponent the most wins.
Low Count	To tag the opposing player as much as possible.	1. Player 1 and Player 2 preload their blasters and launch the darts at the same time until both blasters are empty. Darts which miss can be reused by either player. 2. Once a dart lands on the vest, it cannot be removed until play has stopped. 3. The tags on each vest are counted up. 4. The player with the lowest count of tags on their vest wins.
Double Duty	To tag the opposing player as much as possible using only one round of darts.	1. Player 1 and Player 2 preload their blasters and stand "Double Duty," and launch the darts at the same time. 2. Each player walks 10 paces, counting each pace out loud. 3. At the last pace, both players turn and, without moving, launch their darts at each other. 4. After the blasters are emptied, the player with the most tags on the opponent's vest wins.
Skill Shot	To accumulate as many points as possible.	1. Player 1 and Player 2 preload their blasters and begin launching at the same time. 2. Darts that do not land in the numbered areas on the vests are not removed and count as zero points. Any darts that do not land on the vest at all can be removed. 3. Once all the darts have landed on the vests, the game stops. 4. The player with the highest points wins and is declared the "Skill Shot."
Immobilizer	To immobilize the opponent by landing darts on the color-coded front shoulder areas of the vest.	1. Player 1 and Player 2 preload their blasters and launch the darts at the opponent's color-coded front shoulder areas as shown. 2. Once a dart lands in that targeted area, that arm is immobilized. The player cannot use the immobilized arm to load or launch the blaster. 3. The player who successfully immobilizes both arms of his/her opponent wins.
Sneak Up!	To land darts on the opposing player's back.	1. Player 1 and Player 2 preload their blasters and try to sneak up and land darts on the opposing player's back. 2. Once launched the darts cannot be reused. 3. The player who lands the most number of darts on the opponent's back wins.
Accumulation	To land the darts in an agreed "Dart Zone" that the players have chosen before play begins.	1. Player 1 and Player 2 agree on a common area on the vest to be the "Dart Zone" (for example: one of the numbered targets, NERF logo, etc.) Only the darts that land in the agreed area are considered the tagged area. 2. Darts can be removed, but not reused, as long as they have not accumulated in the "Dart Zone." 3. The player with the most tags accumulated in the opponent's "Dart Zone" wins.
Point Elimination	Objective: To be the first person to reach zero.	1. Player 1 and Player 2 each start with an agreed number of points (for example: 100). 2. If a player tags one of the numbered zones, the player who launched the dart is subtracted from the score. For example: if Player 1 has 200 points and lands a dart on Player 2's vest in the 10-point zone, Player 1 now has 190 points. 3. Only those darts clearly tagging the numbered zones on the vest count. 4. Once tagged, a dart cannot be removed from the vest until play has stopped. 5. The first player to count their score down to zero wins.

See next page for Team Games!