

NERF™

AGES 6+

TECH TARGET®

45518

Thank you for purchasing the NERF TECH TARGET electronic scoreboard and dart blaster. Be sure to read and follow all instructions carefully before using this product.

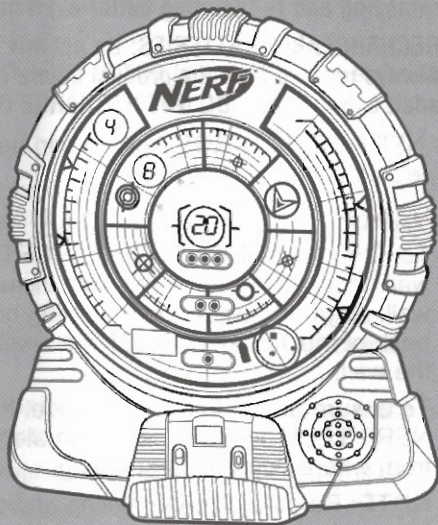
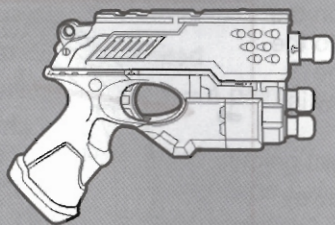
Test your aim with the NERF TECH TARGET game! Challenge a friend or play to beat your own best score! Featuring three exciting electronic games, each with totally cool sound effects, the TECH TARGET is definitely not your average game of darts.

Includes 1 NERF TECH TARGET game, 1 NERF dart blaster and 3 Sonic Micro Darts™.

Requires 3 x 1.5V "AA" or R6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

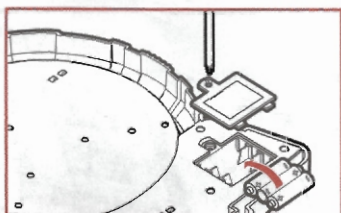
⚠ CAUTION: Do not aim at eyes or face.

TO AVOID INJURY: Use only darts designed for this product.
Do not modify darts or dart blaster.



TO INSERT BATTERIES:

Use a Phillips/cross head screwdriver to loosen the screw in the battery compartment cover (screw stays attached to cover). Remove cover. Insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace cover and tighten screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

Batteries should be replaced by an adult.

CAUTION:

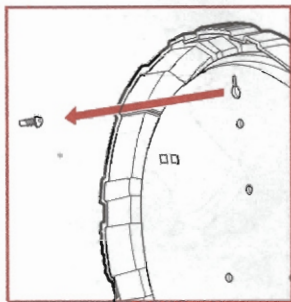
1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

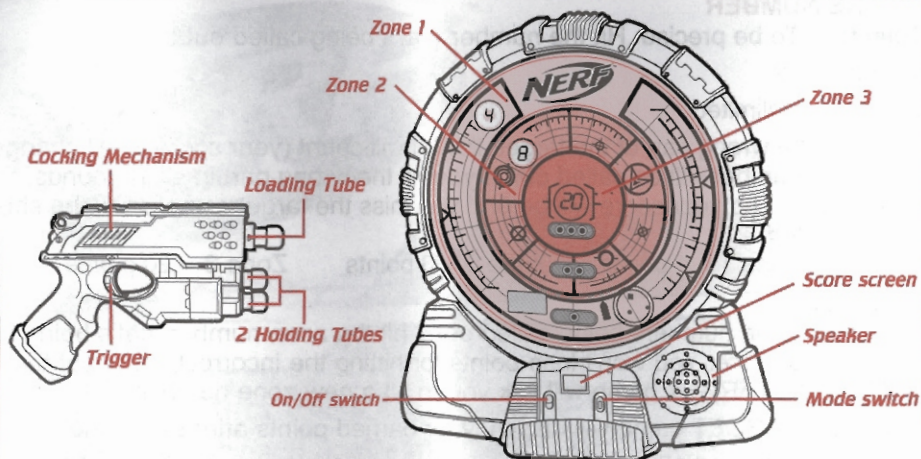
Your NERF TECH TARGET game can be played while hung on a wall or propped against a wall or door.

TO HANG:

- To hang your NERF TECH TARGET game on the wall, mount 1 nail or screw (not included) onto the wall. Align and place the mounting hole on the back of the TECH TARGET onto nail or screw in the wall.
- To ensure an optimal target range, hang your NERF TECH TARGET approximately 12 ft. away from where you will be standing.

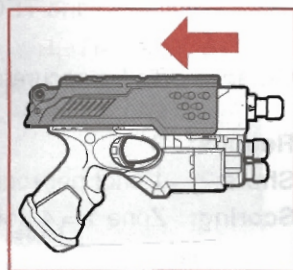
NOTE: Be careful when nailing and/or screwing into your wall because it may damage your wall.





HOW TO USE THE DART BLASTER

1. Place SONIC MICRO DART into loading tube of blaster.
2. Slide the cocking mechanism backwards.
3. Pull the trigger to launch 1 SONIC MICRO DART.
4. Refill the loading tube from the 2 holding tubes as necessary.



SET UP AND SELECT A GAME

- Slide the On/Off switch to the "On" position. "ON" will appear on the score screen to notify you that TECH TARGET is ready.
- NERF TECH TARGET will say "Game 1." To select a different game, press the Mode switch.
- You will hear a 5 second countdown. At this time, ready yourself for play.
- The score screen will display the number of the game (1, 2 or 3) you have chosen. It will then go to "0" to begin scoring.
- Hold down the Mode switch for about 2 seconds to quit out of the Game Selection Menu.

HOW TO PLAY THE GAMES

MISSILE DEFENSE

Object: To practice your blasting skills and hit the zone that's being called out.

Rounds: 4

Shots: Unlimited

Scoring: Zone 1 = 4 points Zone 2 = 8 points Zone 3 = 20 points

Game play

You'll hear "missiles" coming towards your target – shoot at the zone that's being called out and hit that zone before the "missile" does.

The TECH TARGET game will display your earned points after every shot.

At the end of Round 4, your cumulative score for the game will be displayed on the score screen and TECH TARGET will announce "Game Over."

HIT THE NUMBER

Object: To be precise. Hit the number that's being called out.

Rounds: 12

Shots: Unlimited*

*If you hit the wrong part of the target, the hit will count (your score won't change) and a new number will be called out. If you hit the wrong part in all 12 rounds, the game is over and your score will be 0. If you miss the target completely, the shot is not counted.

Scoring: Zone 1 = 4 points Zone 2 = 8 points Zone 3 = 20 points

Game play

You'll hear zone numbers being called out – hit the zone number that's being called out to score. You won't lose points for hitting the incorrect zone, but the NERF TECH TARGET game will ask you to hit a new zone number.

The TECH TARGET game will display your earned points after every shot.

At the end of Round 12, your cumulative score for the game will be displayed on the score screen and TECH TARGET will announce "Game Over."

RANGE SIMULATOR

Object: To be accurate. Take three shots and see how many points you can score!

Rounds: 3

Shots: 1 shot per round

Scoring: Zone 1 = 4 points Zone 2 = 8 points Zone 3 = 20 points

Game play

You have three rounds to test your accuracy skills and see how high you can score! So take aim, be accurate, and shoot to score!

The TECH TARGET game will display your earned points after every shot.

At the end of Round 3, your cumulative score for the game will be displayed on the score screen and TECH TARGET will announce "Game Over."

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.



© 2005 Hasbro. All Rights Reserved.
TM & © denote U.S. Trademarks.
U.S. Pat. No. 5529050 and Patent Pending.
45518 PN 6504070000 Product and colors may vary.



Questions? Call: 1-800-327-8264