



### CAUTION:

Do not aim at eyes or face.

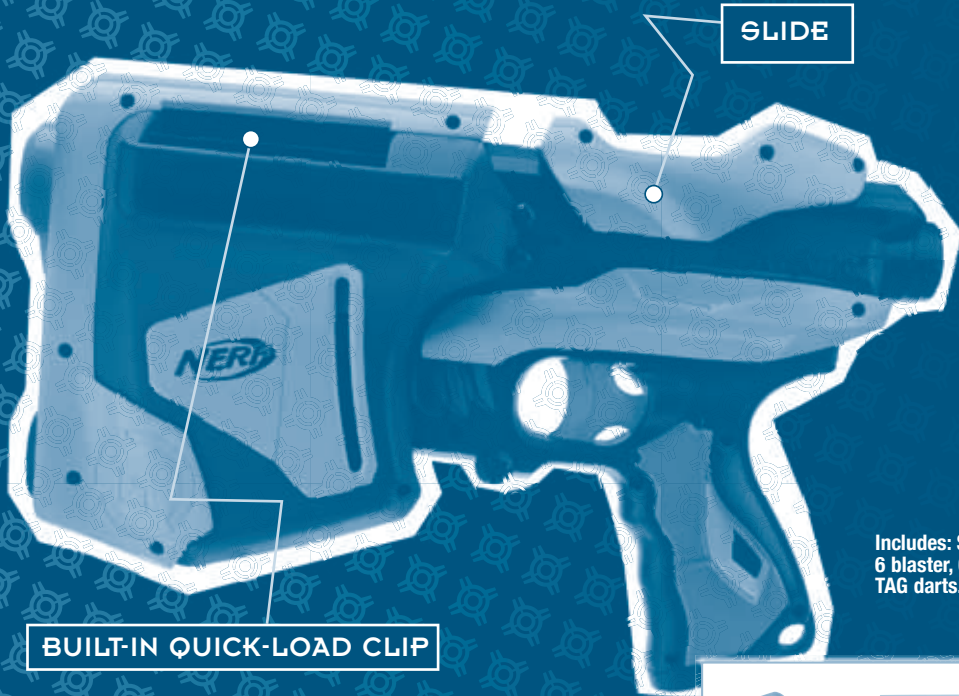
TO AVOID INJURY: Use only darts designed for this product. Do not modify darts or dart blaster.

Always wear VISION GEAR™\* eyewear (sold separately).

AGES 8+

# DART TAG

## SPEEDLOAD 6

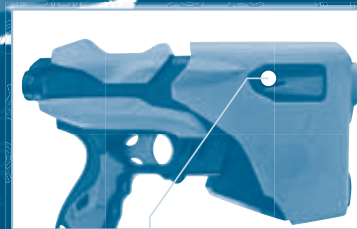
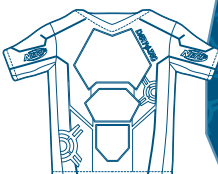


SLIDE

BUILT-IN QUICK-LOAD CLIP

Includes: SPEEDLOAD 6 blaster, 6 DART TAG darts.

ALSO RECOMMENDED TO PLAY:  
Official DART TAG™\* jersey  
DART TAG VISION GEAR  
eyewear (required).  
Each sold separately.



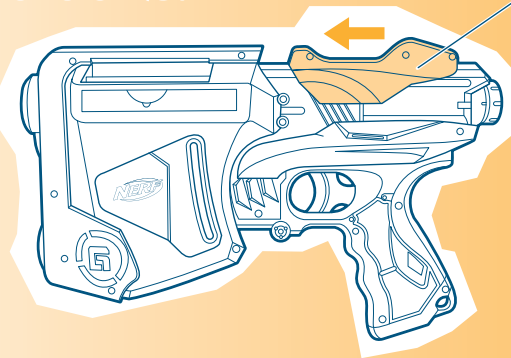
JAM CLEARING DOOR

Be sure to read and follow all instructions carefully before using this product.

# USING THE SPEEDLOAD 6

To load darts:

1.

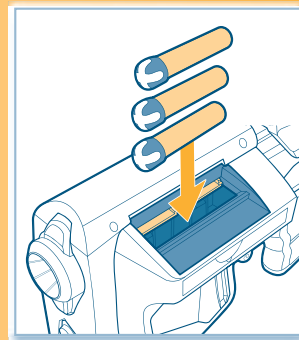


SLIDE

Push SLIDE forward.

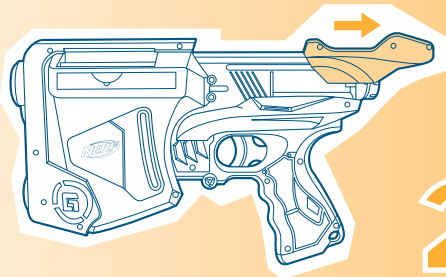
2.

One at a time, load up to 6 DART TAG darts into the QUICK-LOAD CLIP. You can load darts only when the SLIDE is pushed all the way forward.



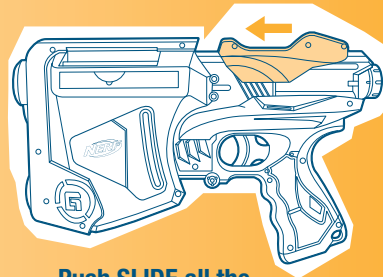
To fire 1 dart:

1.



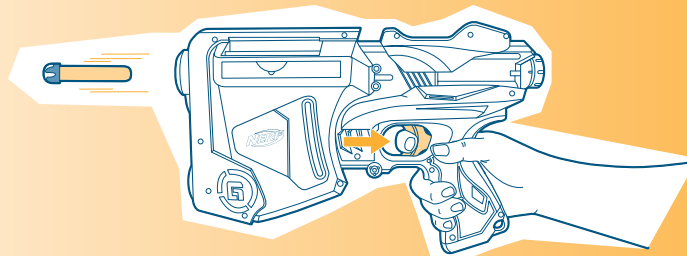
Pull SLIDE back until it stops.

2.



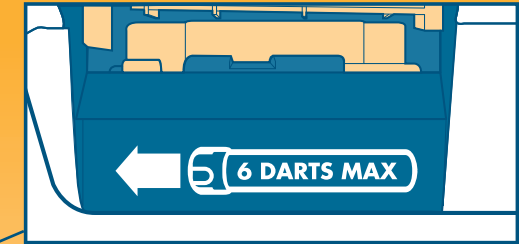
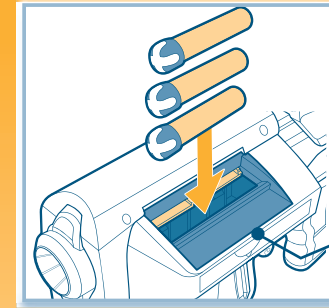
Push SLIDE all the way forward.

3.

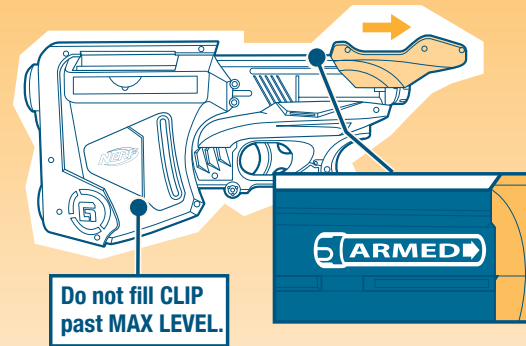


# FOR BEST PERFORMANCE:

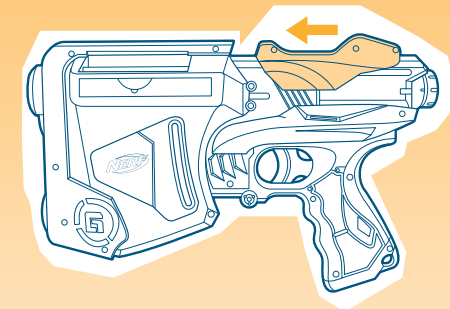
• NEVER load more than 6 darts.



• When cocking - pull SLIDE back until it stops. Then push it all the way forward.



Do not fill CLIP past MAX LEVEL.



If the SLIDE appears to be stuck, try pulling it back before pushing forward.

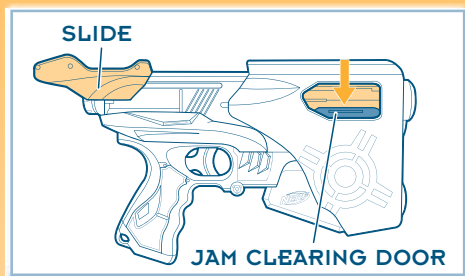
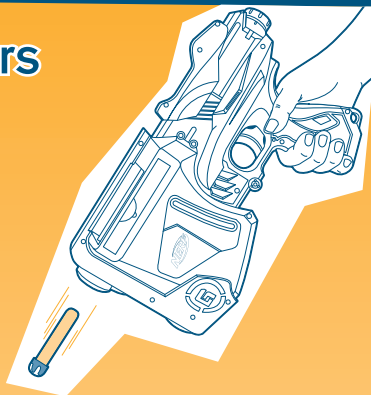
**NOTE:** DO NOT load more than 6 DART TAG darts into the QUICK-LOAD CLIP.

**NOTE:** JAM CLEARING DOOR must be FULLY CLOSED for the blaster to function.

# CLEARING A JAM

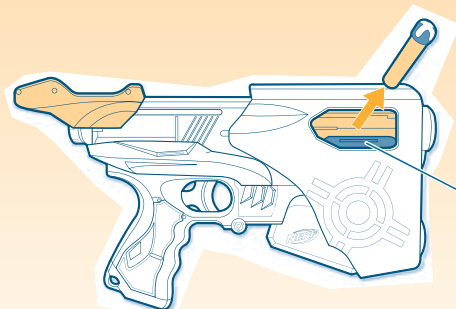
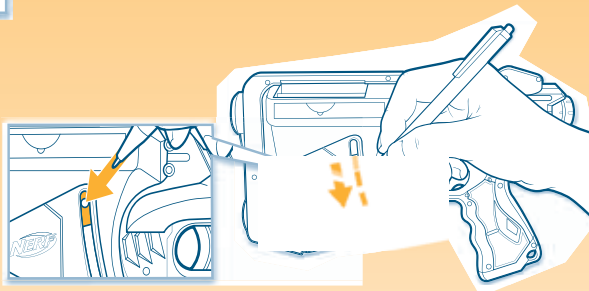
If the blaster appears jammed:

1. Point the blaster at the ground to clear darts from the barrel.



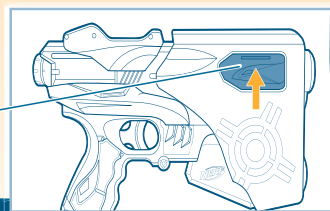
2. Pull SLIDE all the way back and open JAM CLEARING DOOR.

3. Use the tip of a pen to move the lift inside the clip up and down to loosen darts jammed inside.



4. Fully close the JAM CLEARING DOOR after jammed darts are removed, or blaster will not fire.

JAM CLEARING DOOR



**NOTE:** JAM CLEARING DOOR must be FULLY CLOSED for the blaster to function.

# OFFICIAL DART TAG RULES

Get into the ultimate game of blaster tag! Score by blasting your opponents or capturing their “flag<sup>†</sup>” in this intense, high-speed sport. Get your gear, recruit your team, and GO GET THE “FLAG<sup>†</sup>”!

## Equipment to play:

- 1 DART TAG blaster for each player
- DART TAG darts for each blaster
- 1 set of DART TAG VISION GEAR™\* eyewear for each player (required)
- 1 official DART TAG jersey for each player
- 1 “flag<sup>†</sup>” for each team (you can use any small, light, bright-colored object or piece of fabric)

## Players must:

- Wear DART TAG VISION GEAR eyewear at all times.
- Not modify jerseys, or wear other clothes that could block darts from sticking to jerseys.

## Game play:

- **Objective:** Get the highest score by capturing the opposing team’s “flag<sup>†</sup>.”  
First team to score 3 points wins. Every time your team capture’s the “flag<sup>†</sup>,” you score one point.
- **Number of players:** 2 or more, split into 2 equal teams.
- Each team must establish a location as its base, and locate its “flag<sup>†</sup>” there in plain view.
- **Tagging opponents**
  - If an opponent sticks a dart to your jersey, you’re out of the game for 10 seconds.
- **Capture the “flag<sup>†</sup>”**
  - To capture the “flag<sup>†</sup>” you have to take the other team’s “flag<sup>†</sup>” and return it to your base. If a player is tagged while carrying the “flag<sup>†</sup>,” he must drop the “flag<sup>†</sup>” to serve his 10-second penalty. The “flag<sup>†</sup>” stays where it is until another player picks it up. It can be returned to its home base by a player, or captured. Once the “flag<sup>†</sup>” is captured, play stops while it is returned to its home base.

# OTHER GAMES

GAME	OBJECTIVE	HOW TO PLAY
<b>Accumulation</b>  2 players	To tag the opposing player in the “Dart Zone.”	<ol style="list-style-type: none"> <li>1. The players agree on a common area on the jersey to be the “Dart Zone.” Only darts stuck in the “Dart Zone” count as a point.</li> <li>2. On the count of three, play begins. Darts that miss the jerseys can be reused, but any darts stuck to the jersey must be left there.</li> <li>3. Once all darts have been used, the game is over.</li> <li>4. The player who has tagged his opponent’s “Dart Zone” the most wins.</li> </ol>
<b>Dart Attack</b>  2 or more players	To be the last player standing.	<ol style="list-style-type: none"> <li>1. Each player launches darts at the other players.</li> <li>2. When a player is tagged, that player is eliminated and must sit out the rest of the game.</li> <li>3. The last player standing wins.</li> </ol>

## TOURNAMENT RULES

To play like the pros, add these rules to the Official DART TAG Rules on the previous page.

- The game lasts for 5 minutes. The team with the highest score after 5 minutes wins.
- Tagging an opponent counts as 1 point.
- Capturing the “flag<sup>†</sup>” counts as 5 points.

<sup>†</sup>Flag not included. Use any small object from home.

Blasters each sold separately.

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Questions? Call 1-800-327-8264