



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

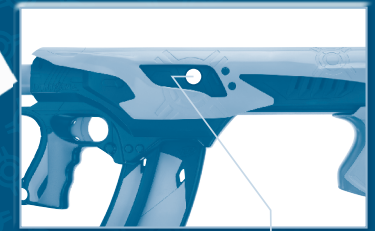
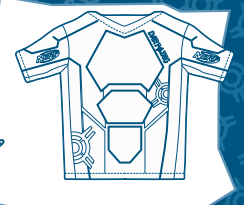
QUICK 16

BUILT-IN QUICK-LOAD CLIP

SLAM FIRE HANDLE

Includes:
QUICK 16 blaster
and 16 DART TAG
DARTS.

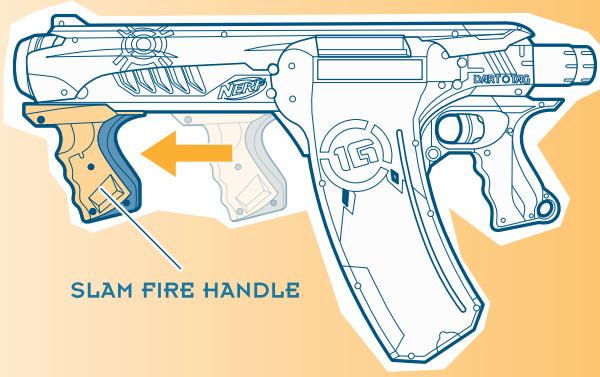
ALSO RECOMMENDED TO PLAY:
Official DART TAG™ Jersey
DART TAG VISION GEAR
eyewear (required).
Each sold separately.



JAM CLEARING DOOR

USING THE QUICK 16

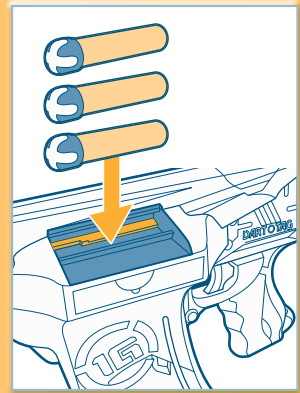
1.



SLAM FIRE HANDLE

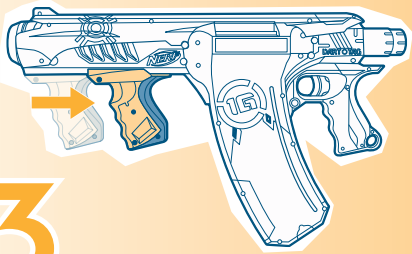
2.

One at a time, load up to 16 DART TAG DARTS into the QUICK-LOAD CLIP. You can load darts at any time by pushing the SLAM FIRE HANDLE all the way forward.

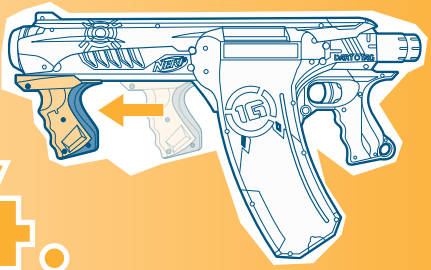


To fire 1 dart:

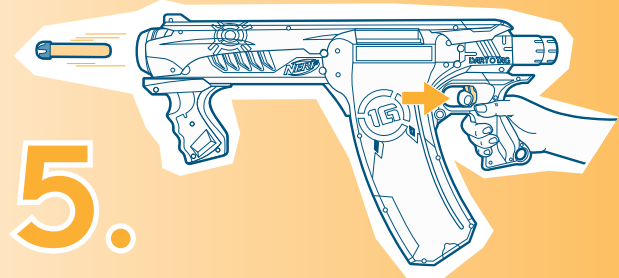
3.



4.

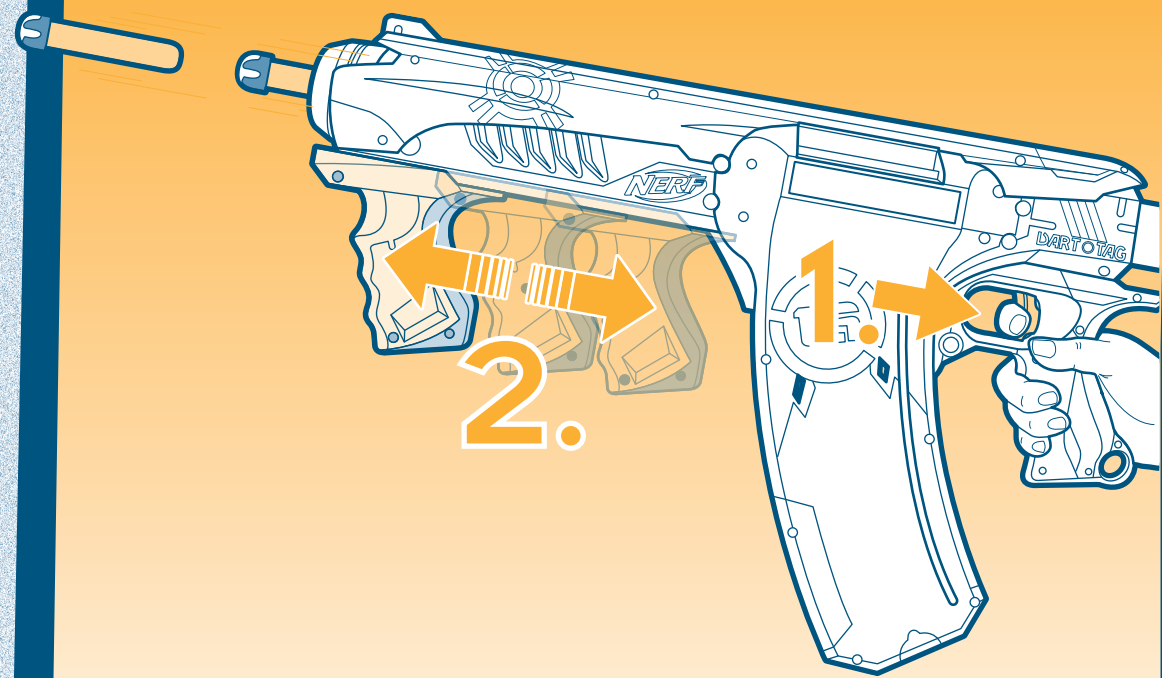


5.



For rapid fire:

Hold down the trigger and rapidly move the SLAM FIRE HANDLE forward and back.

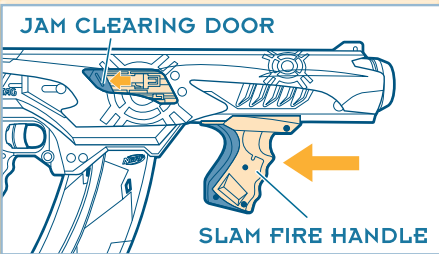
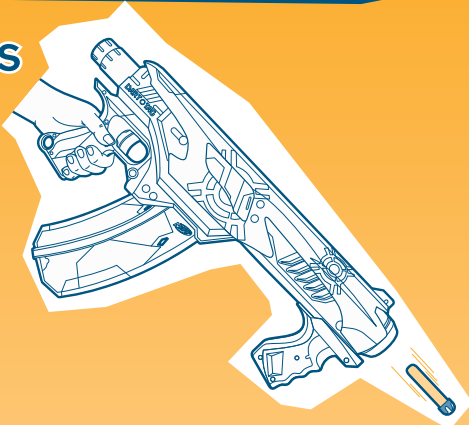


NOTE: DO NOT load more than 16 DART TAG DARTS into the QUICK-LOAD CLIP.
NOTE: JAM CLEARING DOOR must be FULLY CLOSED for the blaster to function.

CLEARING A JAM

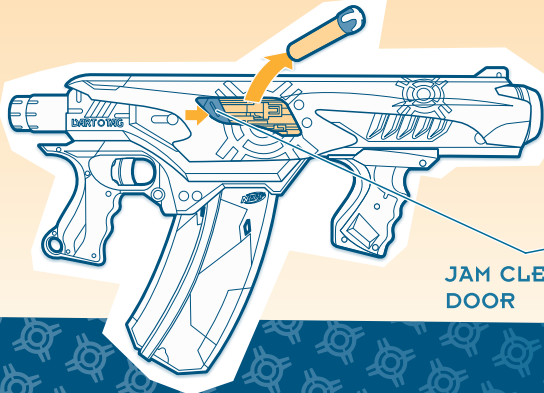
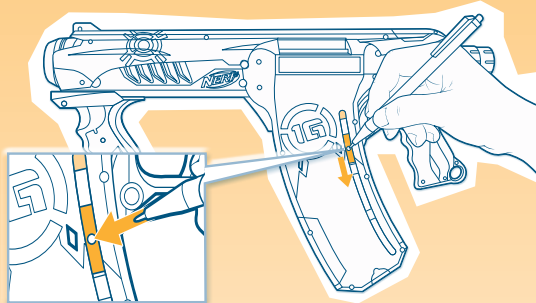
If the blaster appears jammed:

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

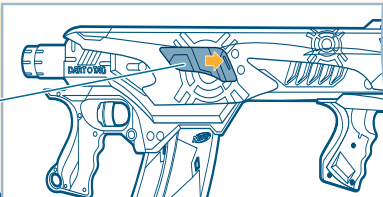


2. SLAM FIRE HANDLE must be pulled all the way back to open JAM CLEARING DOOR.

3. Use the tip of a pen to move the slide 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.



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 in this intense, high-speed sport. Get your gear, recruit your team, and GO GET THE FLAG!

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 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 tagging opponents and/or capturing the opposing team's flag.
- Number of Players: 2 or more, split into 2 equal teams.
- Each match lasts 5 minutes.
- Each team has 2 time-outs that can be called by any player.
- Each team must establish a location as their base, and locate their flag there in plain view.
- A player is not considered "out" if tagged by his/her own teammate.

Scoring:

- Tagging Opponents: 1 point.
 - Capture the Flag: 5 points.
- In the event of a tie, 1-minute tiebreaker rounds should be played until the tie is resolved.

Tagging Opponents: 1 point.

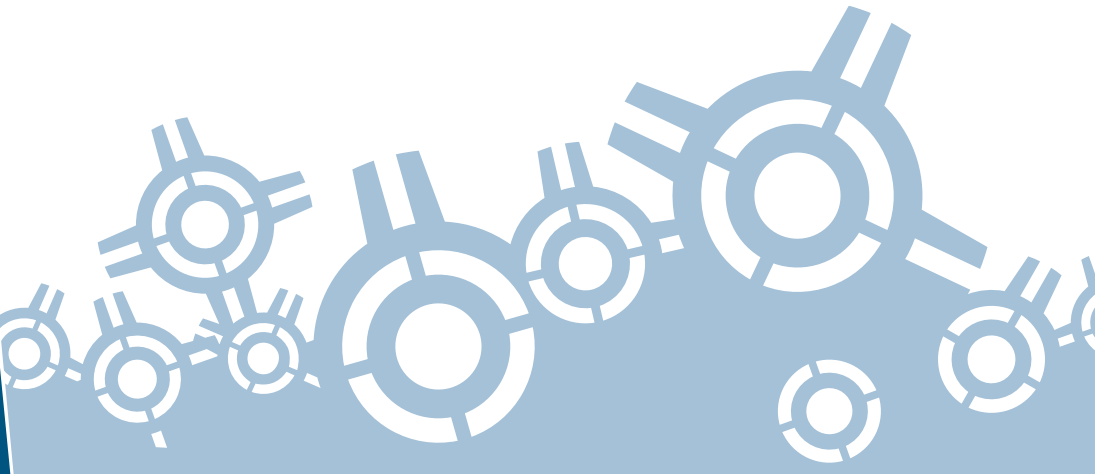
A scoring hit is a direct hit on an opposing player's jersey. The dart must stick to the jersey to count. The tagged player must move to the sidelines and serve a 10-second penalty before re-entering play.

Capture the Flag: 5 points.

A flag capture occurs when a player or group of players take the opposing team's flag and return it to their base. If a player is tagged while carrying the flag, he must drop the flag to serve his 10-second sideline penalty. The flag is played where it lies. It can be returned by a player to its home base. Once the flag is captured, play is suspended while it is returned to its home base.

OTHER GAMES

GAME	OBJECTIVE	HOW TO PLAY
Accumulation 2 players	To tag the opposing player in the "Dart Zone."	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. 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. 3. Once all darts have been used, the game is over. 4. The player who has tagged his opponent's "Dart Zone" the most wins.
Dart Attack 2 or more players	To be the last player standing.	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.



Blasters each sold separately.



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PATENTED U.S. Pat. Nos. 7287526, 5529050,
6083127 and patents pending.
94523 PN 7117460000

Product and colors may vary.

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