

NERF



SHARP SHOT™

DART TAG™



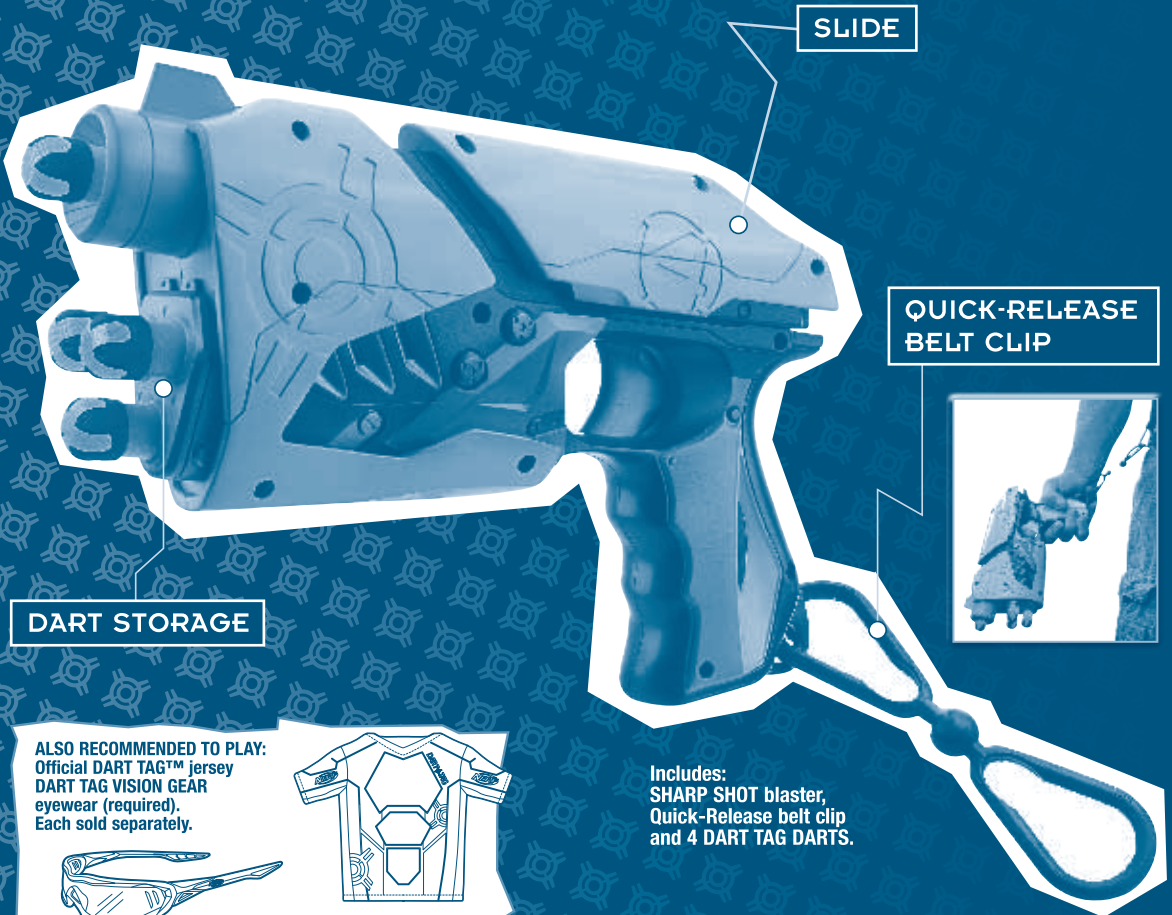
CAUTION:

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+

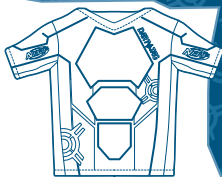


SLIDE

QUICK-RELEASE
BELT CLIP

DART STORAGE

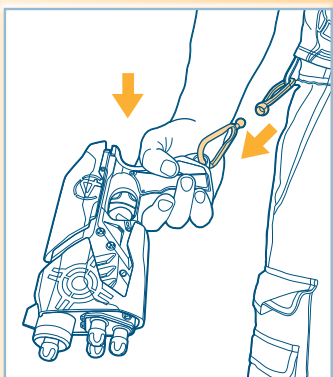
ALSO RECOMMENDED TO PLAY:
Official DART TAG™ jersey
DART TAG VISION GEAR
eyewear (required).
Each sold separately.



Includes:
SHARP SHOT blaster,
Quick-Release belt clip
and 4 DART TAG DARTS.

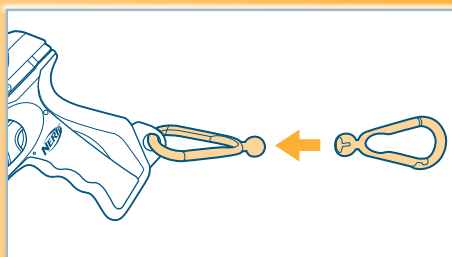
Be sure to read and follow all instructions carefully before using this product.

USING THE SHARP SHOT

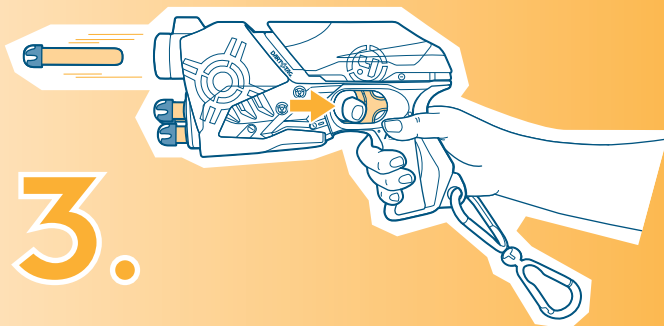
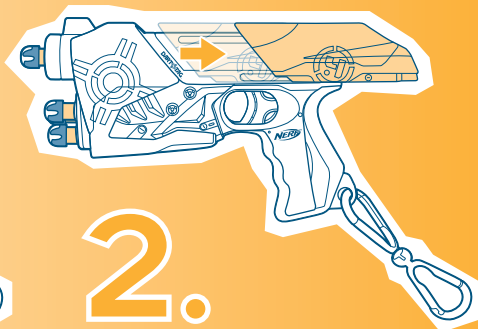
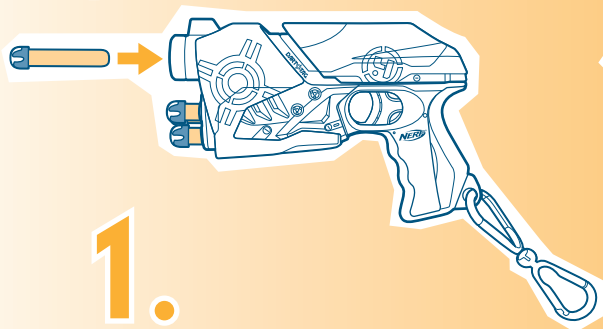


1. To quickly draw the blaster, grab it and pull down.

2. To reassemble the belt clip, snap the ball back into the socket.



To fire:



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.

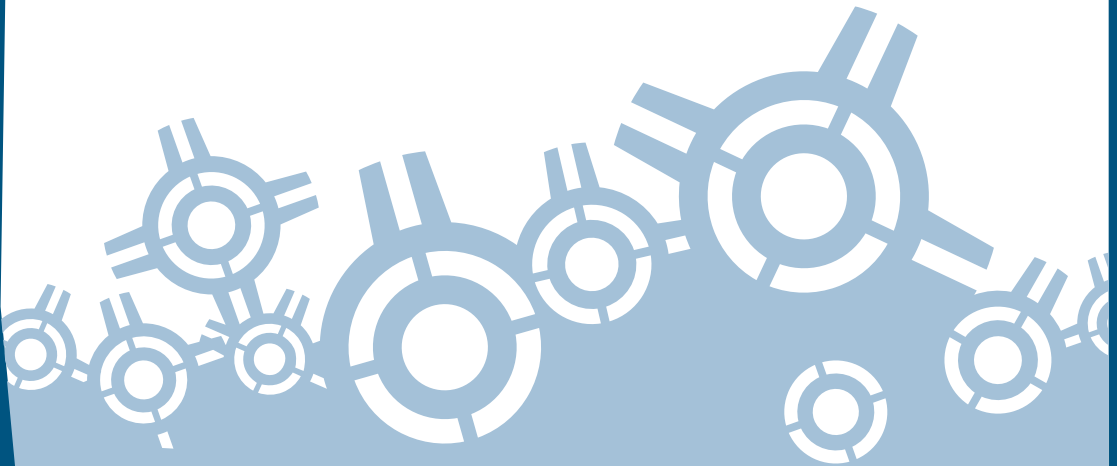
A scoring hit is a direct hit on an opposing player's jersey. The dart must stick to the jersey to count. The tagged player must move to the sidelines and serve a 10-second penalty before re-entering play.

- **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." | <ol style="list-style-type: none"> 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. | <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. |



Blasters each sold separately.



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 PATENTED U.S. Pat. Nos. 7287526, 5529050,
 6083127 and patent pending.
 28507 PN 712180000

Product and colors may vary.

Questions? Call 1-800-327-8264

