TEAM GAMES

GAME	OBJECTIVE	HOW TO PLAY
Dart Attack	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.
Witch Doctor	To tag "The Witch Doctor."	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.
Capture the Flag	To capture the opposing team's flag. (Flag not included.)	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.
Central Flag	To capture the "Central Flag" and return it to the team's home base. (Flag not included.)	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.

⚠ **Not suitable for children under 3 years because of small parts – choking hazard.**

Product and colors may vary.

NERF™

AGES 8+

DART TAG STRIKEFIRE™ 2-PLAYER SYSTEM

62869

Thank you for purchasing the NERF DART TAG STRIKEFIRE™ 2-Player Duel System. Be sure to read and follow all instructions carefully before using this product.

Choose sides and choose blasters! The new DART TAG blasters are specially designed for covert maneuvers; they put tagging power in the palm of your hand! Use the Adjustable Vest as a scoring target for DART TAG games, and take tag to the next level – NERF-style!
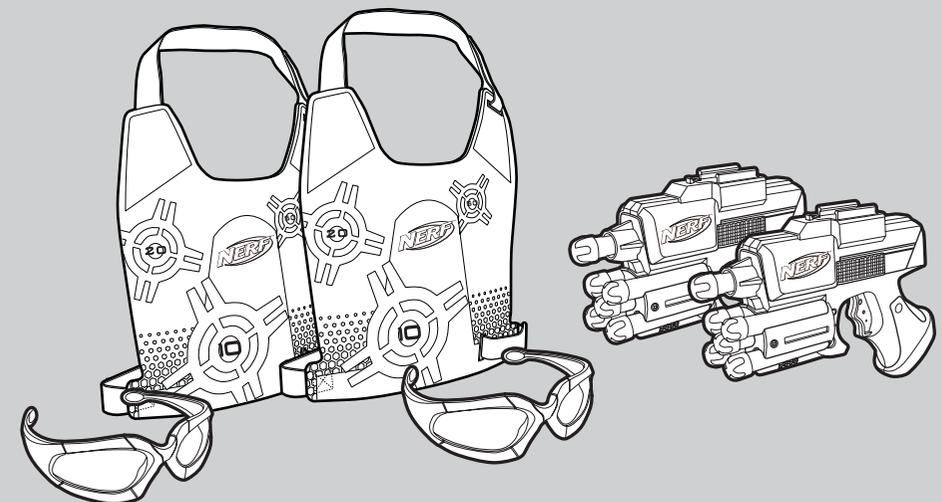
⚠ **CAUTION:** Do not aim at eyes or face.
⚠ **CAUTION:** Do not look directly at the sun.
TO AVOID INJURY: Use only darts designed for this product.
Do not modify darts or dart blasters.
Always wear VISION GEAR™ eyewear provided.

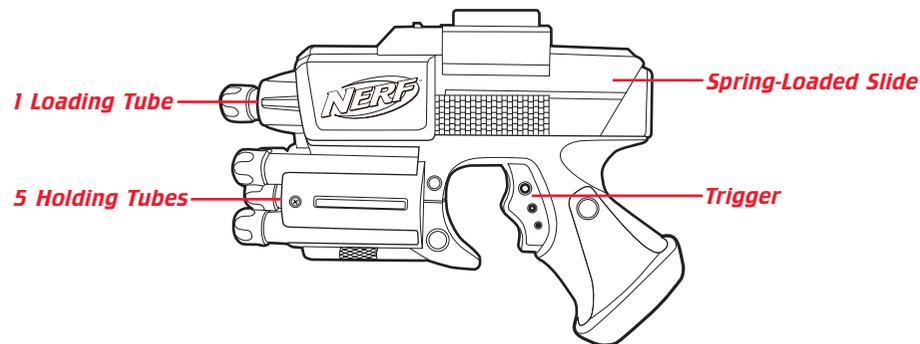### DART TAG BLASTERS WITH 12 TAGGER MICRO DARTS™

Includes: 2 DART TAG STRIKEFIRE Blasters, 2 Adjustable Scoring Vests, 2 Sets of Dart Tag VISION GEAR™ eyewear, 12 TAGGER MICRO DARTS™ & Instructions.

1 Loading Tube

5 Holding Tubes

Spring-Loaded Slide

Trigger

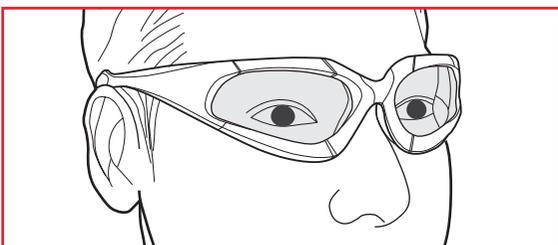## TO USE YOUR ADJUSTABLE SCORING VEST:

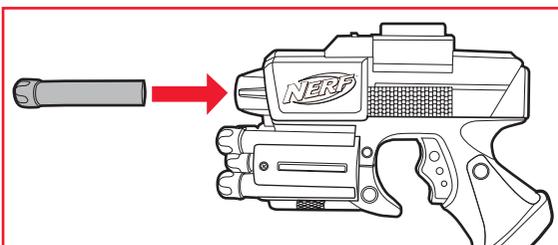1. Slide the Vest over your head with the target zone facing out.
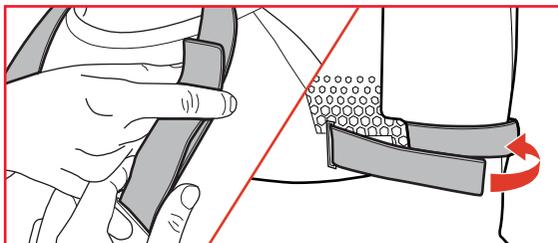
2. Adjust neck and waist straps until the Vest comfortably fits you.

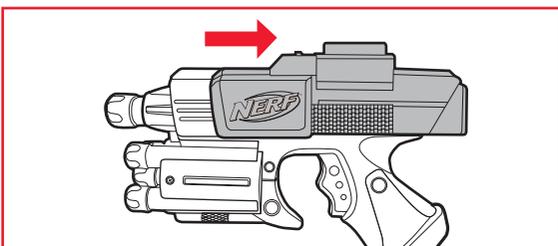NOTE: Before playing, please be sure to put on your VISION GEAR eyewear!

TO PLAY:

1. Before playing, put on VISION GEAR™ eyewear.

2. Load 1 TAGGER MICRO DART™ into the Launching Tube.

3. Slide the Spring-Loaded Slide backwards.

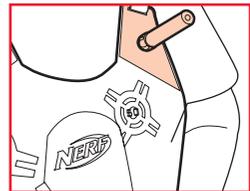4. Pull the Trigger to launch 1 TAGGER MICRO DART.

5. Refill the Loading Tube from the 5 Holding Tubes as necessary.

NOTE: Only 1 TAGGER MICRO DART will launch per pullback of the Spring-loaded Slide.

HOW TO PLAY ALL 8 GAMES!

ONE-ON-ONE GAMES

2 Dart Tag Blasters, 2 Vests and 2 Pairs VISION GEAR™ eyewear required.
Additional Dart Tag Blasters, Vests and VISION GEAR eyewear sold separately.

GAME	OBJECTIVE	HOW TO PLAY
Skill Shot	To accumulate as many points as possible.	1. Player 1 and Player 2 preload their blasters and begin launching at their opponent. 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 reused. 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.
Instant Out	Land a single dart on your opponent's vest to win.	1. Preload your blaster and launch the darts at your opponent's vest. 2. The first player to land a single dart on the opponent's Vest 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, 200). 2. If a player tags one of the numbered zones, the player who launched the dart calls out "Countdown!" and that number 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!