



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

SWARMFIRE™

POWER SWITCH

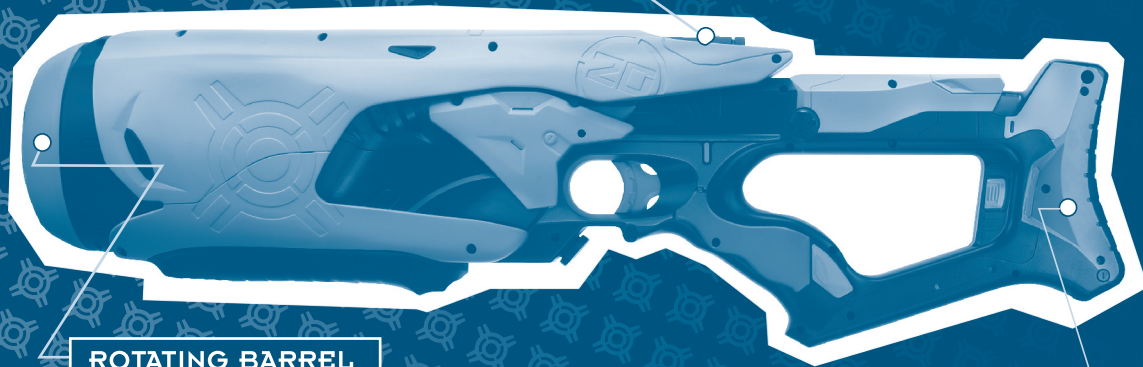


x6

ALKALINE BATTERIES REQUIRED

1.5V C or LR14 size
NOT INCLUDED

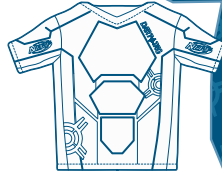
Phillips/cross head screwdriver (not included)
needed to insert batteries.



ROTATING BARREL

DETACHABLE STOCK

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

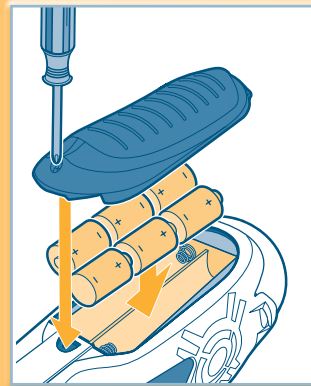


INCLUDES: SWARMFIRE blaster and 20 DART TAG DARTS.
VISION GEAR eyewear, jerseys, additional darts
and additional blasters each sold separately.

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and 20 DART TAG DARTS.

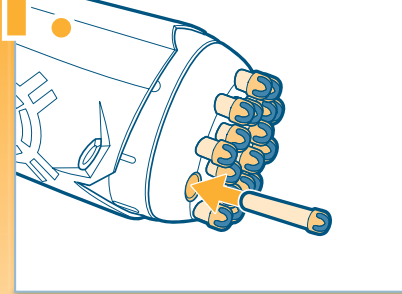
TO INSERT BATTERIES

1. Loosen screw in battery compartment door with a Phillips/cross head screwdriver (not included).
2. Remove battery door. Insert 6 x 1.5V "C" or LR14 alkaline batteries.
3. Replace battery door and tighten screw.

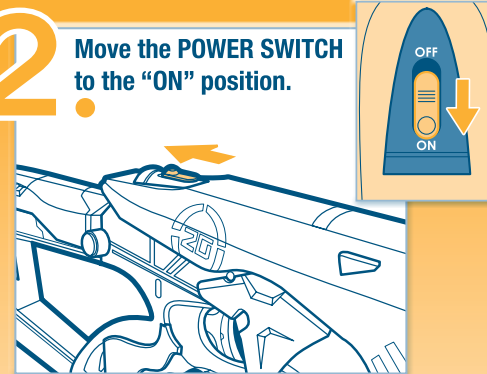


USING THE SWARMFIRE

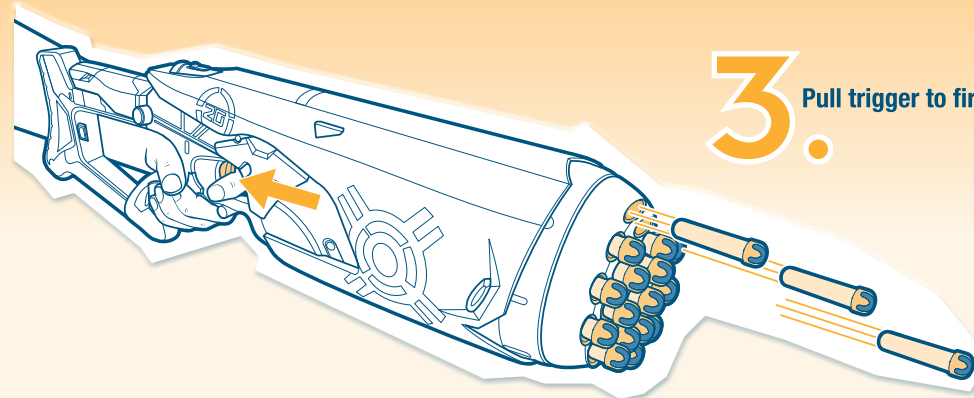
1. Load 20 DART TAG DARTS.



2. Move the POWER SWITCH to the "ON" position.

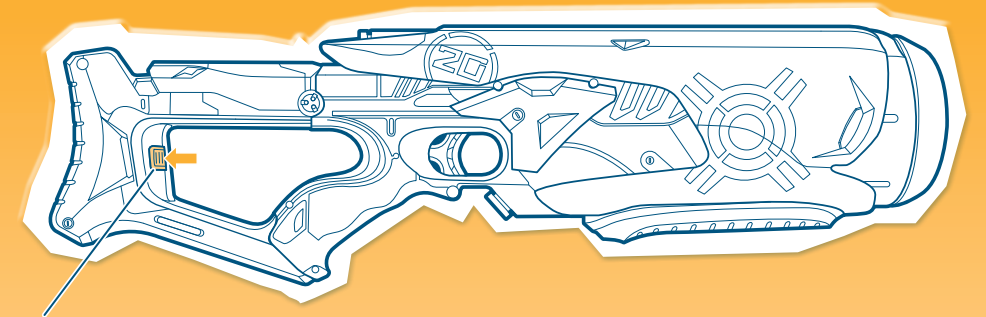


3. Pull trigger to fire.

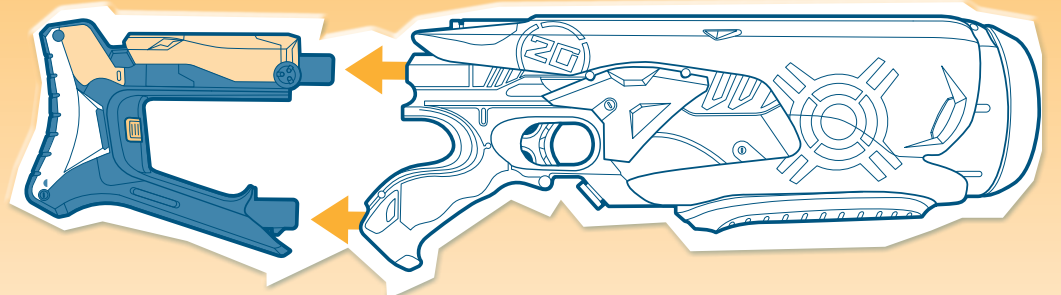


DETACHABLE STOCK

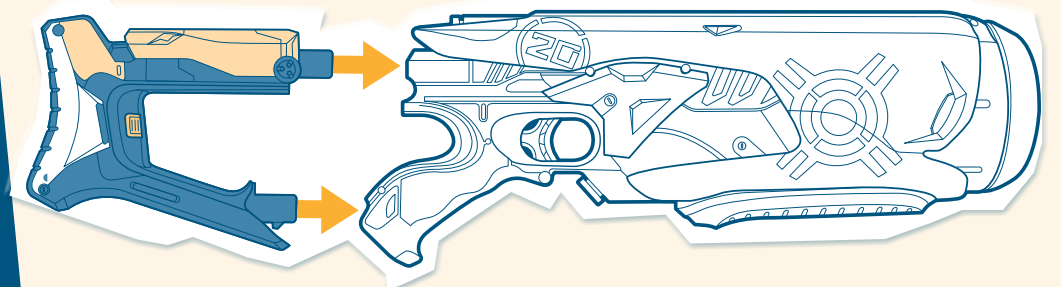
Slide the STOCK RELEASE SWITCH back to remove STOCK.



STOCK RELEASE SWITCH



To reattach:



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.

IMPORTANT: BATTERY INFORMATION



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them 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.**



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PATENTED U.S. Pat. Nos. 5529050, 6083127
and Patent Pending.
28509 PN 7118580000

Product and colors may vary.

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