

NERF

DART TAG

FURYFIRE™

AGES 8+



Complete 2-Player Set

Thank you for purchasing the NERF® FURYFIRE™ Complete 2-Player Set. Be sure to read and follow all instructions carefully before using this product.

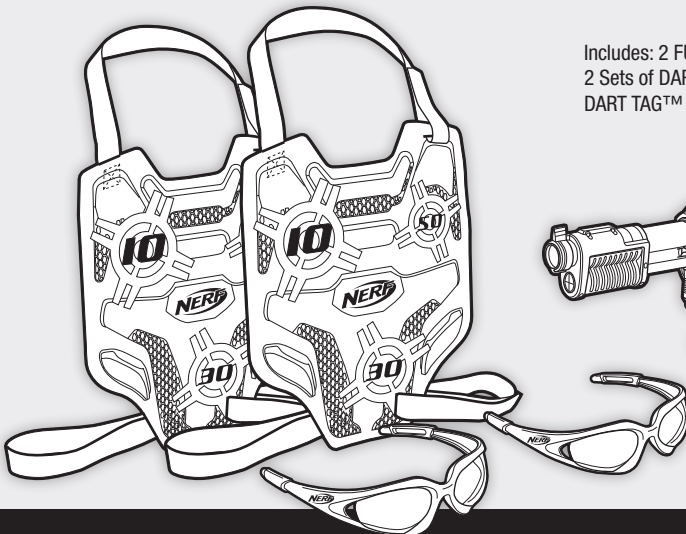
Put DART TAG dominance in your hands with FURYFIRE™ blasters. Pump the front-mounted Spring-loaded Slide and fire up to ten darts without reloading!

- ⚠ CAUTION:** Do not aim at eyes or face.
TO AVOID INJURY: Use only darts designed for this product.
Do not modify darts or dart blasters.

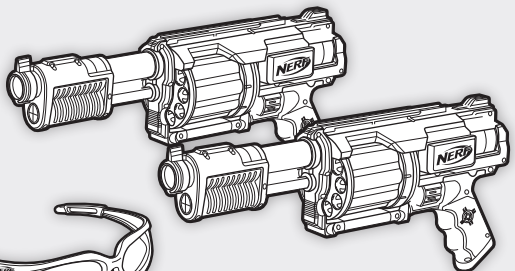
Always wear VISION GEAR™ eyewear provided.

CAUTION: Do not look directly at the sun.

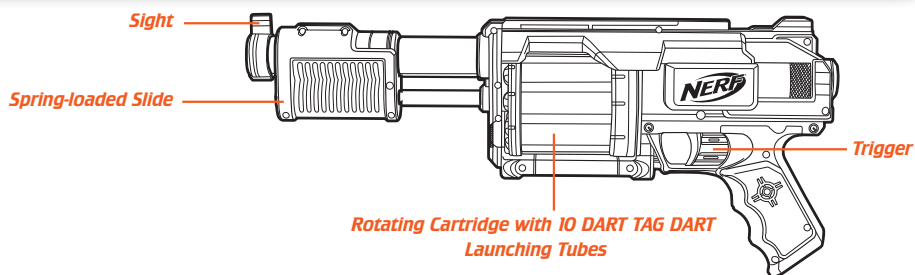
CAUTION: This is not a protective device.



Includes: 2 FURYFIRE Blasters, 2 Scoring Vests,
2 Sets of DART TAG VISION GEAR™ Eyewear, 20
DART TAG™ DARTS & Game Play Instructions.



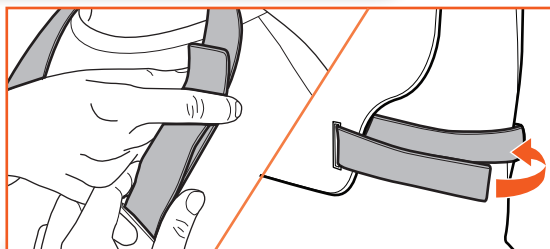
FURYFIRE™ Blaster WITH 20 DART TAG™ DARTS



TO WEAR YOUR ADJUSTABLE SCORING VEST



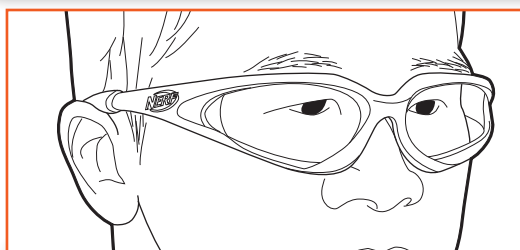
1. Slide Scoring Vest over your head.



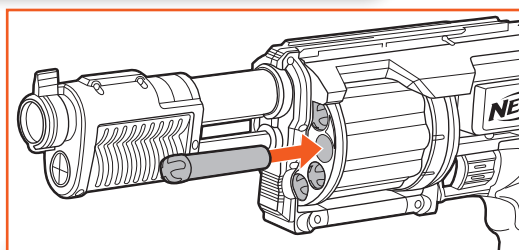
2. Adjust neck and waist straps until the Vest comfortably fits you.

NOTE: Please be sure to put on your VISION GEAR eyewear before playing!

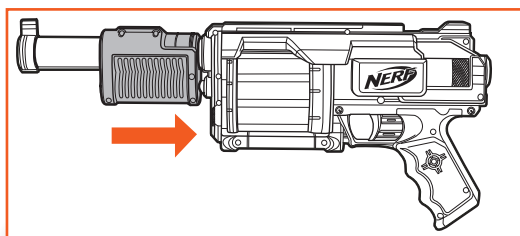
TO PLAY



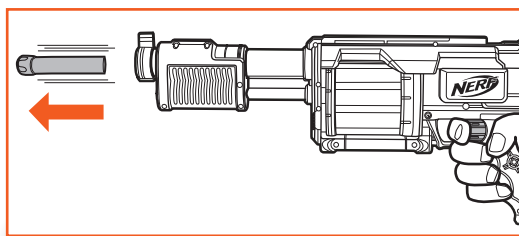
1. Before playing, put on VISION GEAR eyewear.



2. Fully load 10 DART TAG DARTS into the Launching Tubes.



3. Pull back the Spring-loaded Slide until it clicks.



4. Pull the Trigger so that the Cartridge indexes [rotates] and the DART TAG DART launches.

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

ONE-ON-ONE GAMES

Additional DART TAG Blasters, Darts and game sets sold separately.

GAME	OBJECTIVE	HOW TO PLAY
Limited Ammo	To tag the opposing player as many times as possible in one round from the blaster.	<ol style="list-style-type: none"> 1. Player 1 and Player 2 preload their blasters and launch the darts at the opponent. 2. When all darts are launched, the blasters cannot be reloaded. The game is over. 3. The player who has tagged his/her opponent the most wins.
Low Count	To tag the opposing player as much as possible.	<ol style="list-style-type: none"> 1. Player 1 and Player 2 preload their blasters and launch the darts at the opponent until both blasters are empty. Darts that miss can be reused by either player. 2. Once a dart lands on the vest it cannot be removed until play has stopped. 3. The tags on each vest are counted up. 4. The player with the lowest count of tags on their vest wins.
Double Duty	To tag the opposing player as much as possible using only one round of darts.	<ol style="list-style-type: none"> 1. Player 1 and Player 2 preload their blasters and stand "Double Duty," also known as back to back. 2. Each player walks ten paces, counting each pace out loud. 3. At the last pace both players turn and, without moving, launch their darts at each other. 4. After the blasters are emptied the player with the most tags on the opposing player wins.
Point Elimination	To be the first person to reach zero.	<ol style="list-style-type: none"> 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.

TEAM GAMES

Additional DART TAG Blasters, Darts and game sets sold separately.

GAME	OBJECTIVE	HOW TO PLAY
Dart Attack	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.
Capture the Flag*	To capture the opposing team's flag. (Flag not included.)	<ol style="list-style-type: none"> 1. Two flags (not included) 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 10 seconds have been counted aloud. 4. When individual players are tagged while carrying the flag, it must be dropped and they must return to the home base and cannot resume play until 10 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 their home base. The tagged player must count 10 seconds aloud before they can resume play. 6. A team wins the game when it successfully brings the other team's flag to their home base.

* Enhance your Capture the Flag play with the **DART TAG™ CAPTURE THE FLAG SET** with motion-sensing electronic Flag (sold separately).

GET INTO THE DART TAG TOURNAMENT SERIES ACTION

For more information about tournament play, official DART TAG games and gameplay tips, go to NERF.com.



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 U.S. Pat. Nos. 5529050, 7287526 and
 patent pending.
 92764/92695 Asst. PN 6972240000

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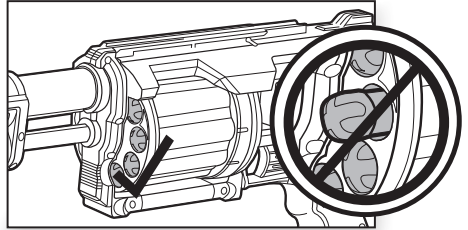




To get the best performance from your FURYFIRE blaster, be sure to read the instruction booklet. Here are some additional tips:

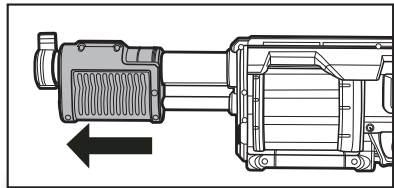
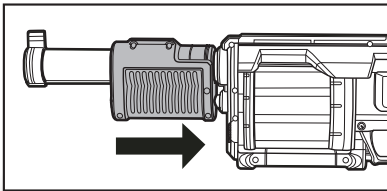
When loading darts into the Launching Tubes:

- Always insert darts fully into tubes; press darts in so no part of the dart tip is exposed.

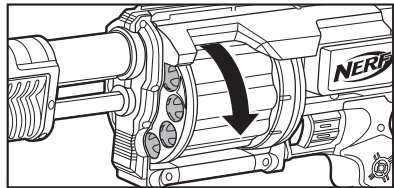


When firing the blaster:

- Be sure to pull Spring-Loaded Slide all the way back (until it clicks) and all the way forward before pulling trigger.



- If you pump the Spring-Loaded Slide too quickly after firing, darts may get jammed in the barrel. Make sure cartridge finishes rotating after your shot before pumping Spring-Loaded Slide again.
- If a dart gets jammed, rotate cartridge until dart can be removed.



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U.S. Pat. Nos. 5529050, 7287526 and patent pending.
92764/926950900 Asst. PN 6972210000

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