

3 - 6 players

OBJECT

Be the first player to score 3 points and you win!

SETUP

- Grab a pen and paper (not included) to keep score.
- Place the game mat where everyone can reach it.
- Place the targets about 5 feet from the game mat.
- Load the blasters and place them on the game mat – blasters should be loaded but not cocked.
- Pick a player to shuffle the cards and start the first round.

GAMEPLAY

Rounds

The game is played in a series of rounds. In each round every player will deal cards to himself/herself.

On Your Turn

When it's your turn you will deal cards to yourself, one card at a time. Your goal is for the sum of your cards to get as close to 21 as possible without going over.

Adding Up Your Card Values

ACE = 1 or 11 (your choice)

NUMBER CARD = the number on the card

FACE (Robots and Heroes) CARDS = 10 points

First, deal yourself a card facedown and secretly look at it. Then deal yourself a card faceup.

Add the value of your facedown card with the value of your faceup card. Decide if you want to hit or stay.

HIT – If you decide to hit, deal yourself another card faceup. You may then decide if you want to hit again or stay.

STAY – If you decide to stay, your turn is over and you pass the card deck to the player to your left.

BUST – If at any time a card causes your total value to go over 21, you bust. Put your cards faceup on the discard pile. Your score for this round is 0 and your turn is over. Pass the card deck to the player to your left.

ROBOT CARDS

If you flip over a Robot card, **all other players** grab a blaster and race to blast the matching Robot target.

Did someone hit the matching Robot target?

The player who hit the Robot target keeps the target

in front of him/her. It may come in handy on that player's turn if he/she busts. See *Using Collected Robot Targets*.

Did all players miss the matching Robot target?

If so, YOU take the matching Robot target and put it in front of you.

After someone takes the target, continue playing as normal, deciding whether to hit or stay.

HERO CARDS

If you flip over a Hero card, any player who touches a blaster is automatically out of the round. He/she scores 0 for this round.

USING COLLECTED ROBOT TARGETS

On your turn, if you flip over a card that causes you to bust you may use your collected Robot target to cancel one of your cards. Place the target back into the lineup and discard the last card you flipped over. Now, continue deciding to hit or stay, as before.

ENDING A ROUND AND SCORING

After all players have had a turn, the round ends. Everyone flips their cards faceup to compare total values. The player who got closest to 21 without going over wins a point. There can be two or more winners if there is a tie for the highest hand (for example, if two players each had cards with a total value of 21). Place all used cards faceup in the discard pile, but keep your collected Robot targets.

STARTING A NEW ROUND

The person to the left of the person that started the previous round starts the next round. Keep playing rounds until one player scores 3 points.

WINNING THE GAME

The first player to win 3 points is the winner. If more than one player reaches 3 points at the same time, those players tie.

IMPORTANT

If you run out of cards during a round, reshuffle the discard pile. Anyone with Robot targets must put them back in the lineup.



N-STRIKE QUICK BLAST GAME

For 2 to 6 Players / AGES 8+

CONTENTS

- 2 single shot Nerf® Reflex Blasters® with 4 Nerf® Whistler darts • standard style card deck with Robots and Heroes for face cards • 9 Robot targets with stands
- 1 cardboard game mat

ASSEMBLY

- Insert each target into a stand.



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.

N-STRIKE

3 - 6 players

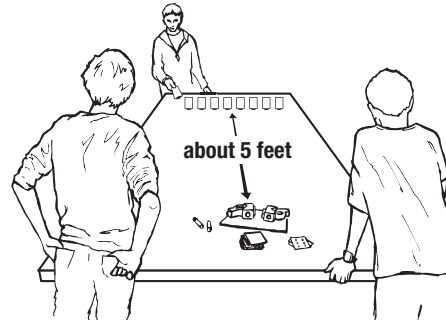
(or more with additional Nerf® blasters, not included)

OBJECT

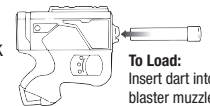
Score the most points by shooting the Robot targets and collecting cards.

SETUP

- Place the game mat where everyone can reach it.
- Place the Robot targets about 5 feet from the game mat, making sure everyone has an equal chance of shooting them. They do not have to be next to each other. Try placing them on the edge of a long table, on a counter or even on the floor.



- Load each of the blasters with a Nerf® dart (do not cock the blasters) and place the blasters on the game mat.



Players should keep their hands at least 12 inches away from the blasters until it is time to shoot.

- Choose who will be the first dealer. The dealer removes the jokers, shuffles the card deck, then places the deck facedown next to him/her.

GAMEPLAY

Play in Rounds

The dealer flips over cards, one at a time, so everyone can see them. Place the cards faceup on top of each other to form a pile. Watch carefully for what gets flipped over.



A NUMBER CARD OR ACE:

Nothing happens.

The dealer flips over another card.



A ROBOT

(face card of Spades, Diamonds or Clubs):

All players, except the dealer,

① race to grab a blaster,

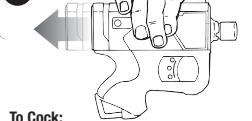
② cock it, and

③ fire at the matching Robot's target.

1 Race!



2 Cock it!



To Cock: Slide the blaster shaft back until it clicks.

3 Aim and Fire!



The first player to **hit** the correct target wins all of the cards in the faceup pile. If both shots miss the target, or if there is no clear winner, the dealer keeps the cards in the faceup pile.



A HERO (face card of Hearts):

No player is allowed to touch a blaster.

If any player touches a blaster, he/

she must give up 3 cards from their

scoring pile (if they have any). The

dealer randomly draws these and

gets to keep them as well as all the cards in the faceup pile. If no one touches a blaster, the dealer continues flipping cards.

Feel free to make up your own Nerf® editions of classic card games!

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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ENDING A ROUND

The round ends when any player (this includes the dealer) collects the card(s) in the faceup pile. The player to the dealer's left becomes the next dealer.

THE GAME ENDS

The game ends when all of the cards in the dealer's pile have been flipped over.

SCORING

Players add up their points: face cards are worth 5 points; all other cards are worth 1 point. Any leftover faceup cards in the dealer's pile are scored by the dealer.

WINNING

The player with the most points wins!

THINGS TO THINK ABOUT

What do you consider a hit?

Any time your dart even touches the correct target... it's a hit. The target does not have to fall over. If your dart hits a wall, bounces back and hits your target... it's a hit. However, if your dart hits the wrong target and the target falls over and hits the right target... it's NOT a hit. Your dart must hit the correct target.

What if 2 players grab the same blaster?

Whoever's hand is on the bottom gets the blaster. If your hand is on top, let go!

What if 2 blasters aren't enough for my huge group of friends?

You can use any Nerf® blasters you have so more people can play.

Who picks up the darts and the knocked over targets?

The winner of each round cleans up and sets up for the next round. Feel free to do a victory dance on the way.

I don't have a long table – where should I play?

Try putting the targets on the kitchen counter and sitting around one side of the dinner table. Or sit on the floor with the targets on the floor or on a coffee table. You could also put different targets in different locations around the room so you have to search, and then shoot.

Why are there Jokers in the game?

These are not used for the official games, but feel free to shuffle them in and make up a special rule for when they come up. Here are some ideas:

- When the Joker comes up, race to shoot some other target you have in your home (not your brother or sister).
- When the Joker comes up, the first player to shout a word (you pick the word) wins the faceup pile.
- When the Joker comes up, each player passes his/her scoring pile to the player on his/her right.



N-FLICT

THE GAME OF WAR...NERF® STYLE

2 players

OBJECT

Collect more cards than your opponent to win.

SETUP

- Remove the jokers, shuffle the card deck, then deal each player 26 cards. Each player takes their pile and keeps it facedown in front of him/her. This is your draw pile.
- Place the game mat between you.
- Place the targets about 5 feet away from the game mat.
- Load the blasters and place them on the game mat between you – blasters should be loaded but not cocked.
- Use one hand to flip over your cards; your other hand should be off the table but at-the-ready.

GAMEPLAY

Make sure both players are ready, and then, at the same time, both players flip over their top cards onto the table so both players can see.

- If you both flip a number card or an ace, the higher card wins (aces are equal to 14). The winner takes both cards and puts them in a faceup pile off to the side. This is your Collected Card pile. Keep your Collected Card pile separate from your opponent's.
- If the flipped cards tie, keep your played card on the table. Each player then flips over a new card faceup. The player with the higher card wins all of the played cards. If those cards tie, do it again and keep repeating until there is a winner. The winner adds all of the played cards to his/her Collected Card pile.
- If one player flips over a Robot card, both of you race to grab a blaster, cock it and shoot the matching Robot target. The player who hits the correct target first wins both cards regardless of the value of the card he/she played. Example: If I play a 3 and you play the Jack of

Spades Robot card, I can beat your Jack by shooting the Jack of Spades Robot target before you do. I then add both the 3 and the Jack of Spades cards to my Collected Card pile.

- If both players flip over Robot cards, the first player to shoot either Robot target wins the cards.
- If one or both of the played cards are Heroes, don't touch a blaster. If either player does, the other player gets to pick 3 cards randomly out of their opponent's Collected Card pile. If you both do, it's a tie. Just continue playing. If no one touches a blaster, then the higher card wins. The King is worth 13; Queen = 12, Jack = 11. EXCEPTION: If one player flips over a Hero card, and the other flips a Robot card, the first player to shoot the matching Robot target wins that round. There is no penalty for the Hero card.
- If both players shoot at a target and miss, that is considered a tie. Leave those cards on the table and each player flips a new card.

Players must flip over cards and put them on the table faceup at the same time without first looking to see what the card is being flipped over.

THE GAME ENDS

The game ends when there are no more cards in your draw pile.

SCORING

Players add up their points. Face cards and aces are worth 5 points; all other cards are worth 1 point.

WINNING

The player with the most points wins!

N-RAGE

HEROES ARE WILD

3 - 6 players

OBJECT

Get rid of all of your cards by matching either the suit or the number of the top card on the discard pile. Hero cards are wild.

SETUP

- Place the game mat where everyone can reach it.
- Place the targets about 5 feet from the game mat.
- Load the blasters and place them on the game mat between you – blasters should be loaded but not cocked.
- Remove the jokers, shuffle the card deck and deal 5 cards to each player.
- The remaining cards will be the draw pile. Place the draw pile facedown in the center of the play area. Flip over one card and place it faceup next to the draw pile. This is the discard pile. If the draw pile runs out, take the last discarded card, reshuffle the pile to start a new draw pile, placing the last discarded card next to it.
- Choose a player to go first. NOTE: even if it's not your turn, pay attention and be ready!

GAMEPLAY

On your turn, play one card from your hand onto the discard pile if you can. The card you play must match either the suit or the number of the top card in that pile, unless it is a Hero – Heroes are wild, you can play them on top of any card, regardless of suit or number.

- If you do not have a card you can play, draw one. If you can play it, do so. If you can't play it, put it into your hand and your turn ends.
- If you play a Robot card, all other players race to grab a blaster, cock it and shoot the matching Robot target. The player who hits it first is safe. The other players must draw 1 card from the draw pile. Stand the target back up and continue playing.
- If you play a Hero card and any players touch a blaster, those players must draw 2 cards from the draw pile. The player who played the Hero card now decides which suit the next player must play.

WINNING

The first player to run out of cards wins!