# NERF™

DART TAG

61579

Thank you for purchasing the NERF Dart Tag Complete 2-Player System.
Be sure to read and follow all instructions carefully before using this product.

The NERF Dart Tag system, using our specially designed Scoring Vest and Tagger Micro Darts™, allows you to know when – and where – you've tagged your opponent! Get your friends, choose a game and set up your teams! Don't just play tag. Kick up the fun and play Dart Tag!

⚠ **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.
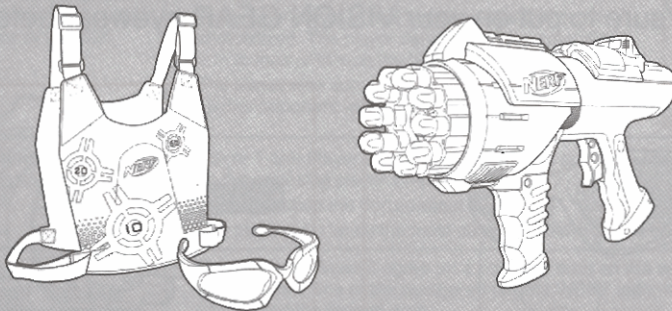
Includes 1 Red Dart Tag Blaster, 1 Blue Dart Tag Blaster, 1 Red Adjustable Scoring Vest, 1 Blue Adjustable Scoring Vest, 2 Sets of Dart Tag VISION GEAR eyewear & 20 TAGGER MICRO DARTS.

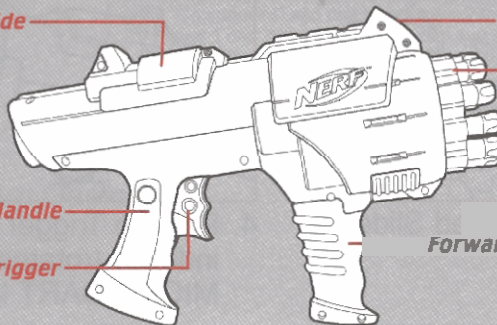## DART TAG BLASTER WITH 10 TAGGER MICRO DARTS™

Spring-loaded Slide

Sight

Rotating Barrel
with 10 TAGGER MICRO DART
Launching Tubes

Handle

Forward Grip Handle

2 Finger Trigger
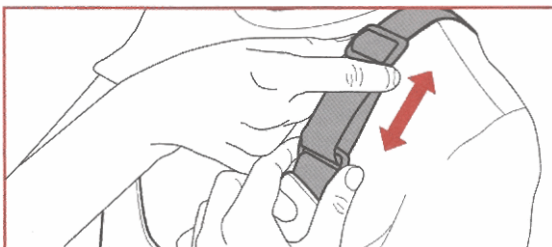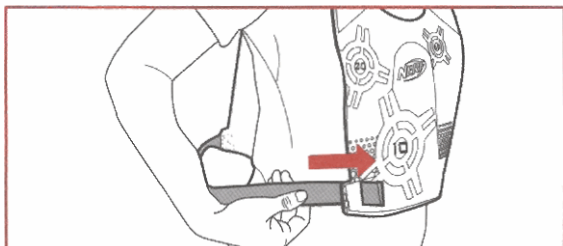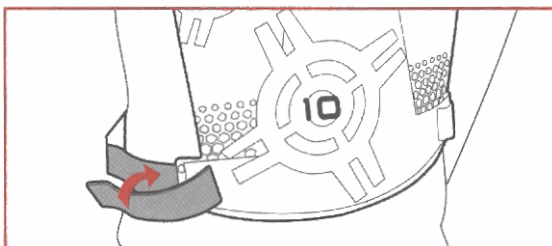
TO WEAR YOUR ADJUSTABLE SCORING VEST

1. Slide Scoring Vest over your head with the numbered side on your chest.

2. Adjust shoulder straps until the Scoring Vest comfortably covers your chest.
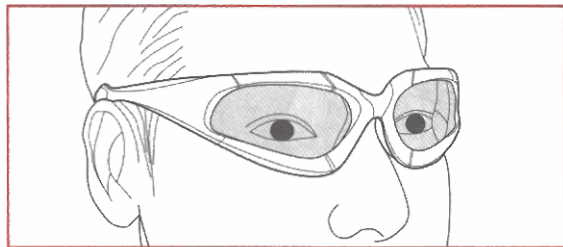

3. Thread bottom straps from the back of the Scoring Vest straight through the slits in the front.

4. Fold the straps back around your waist, attach securely, until the Scoring Vest fits snugly.

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

TO PLAY

1. Before playing, put on VISION GEAR eyewear.
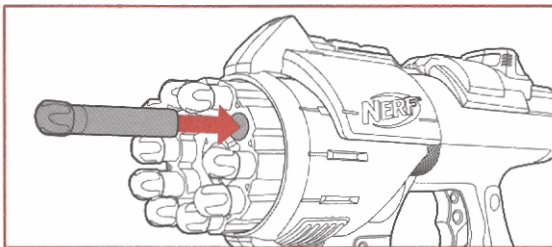
2. Fully load all 10 TAGGER MICRO DARTS into the Launching Tubes.

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

4. Pull the Trigger so that the Barrel indexes (rotates) and the TAGGER MICRO DART launches.

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

HOW TO PLAY ALL 15 GAMES!

ONE-ON-ONE GAMES

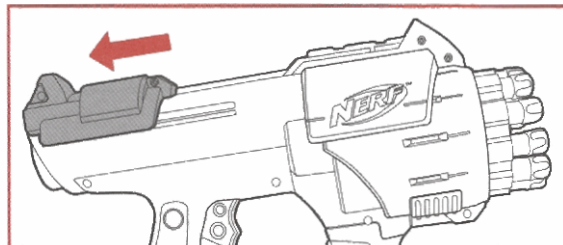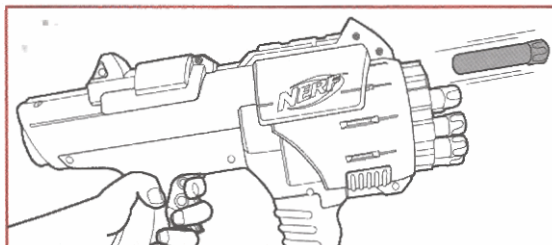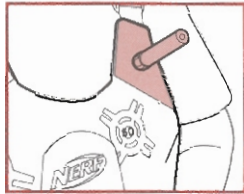| GAME	OBJECTIVE	HOW TO PLAY
Limited Ammo	To tag the opposing player as many times as possible in one round from the blaster.	1. Player 1 and Player 2 preload their blasters and launch the darts at the opponent. 2. When all darts are launched, the blasters cannot be reloaded. The game is over. 3. The player who has tagged his/her opponent the most wins.
Low Count	To tag the opposing player as much as possible.	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.	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.
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.
Sneak Up!	To land darts on the opposing player's back.	1. Player 1 and Player 2 preload their blasters and try to sneak up and land their darts on the opposing player's back 2. Once launched the darts cannot be reused. 3. The player who lands the most number of darts on the opponent's back wins
Accumulation	To land the darts in an agreed "Dart Zone" that the players have chosen before play begins.	1. Player 1 and Player 2 agree on a common area on the vest to be the "Dart Zone" (for example. one of the numbered targets, NERF logo, etc) Only the "Dart Zone" is considered the tagged area. 2. Darts can be removed, but not reused, as long as they have not accumulated in the "Dart Zone." Darts that miss the vests entirely can be reused. 3. The player with the most tags accumulated in the opponent's "Dart Zone" wins.
Point Elimination	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!

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 and is declared the winner.
Dishonorable	To track down and tag "The Rabbit."	1. One player is designated "The Rabbit" and wears a vest, but has no blaster 2. 'The Rabbit' has a one-minute head start and runs and hides. 3. The other players must chase down "The Rabbit." 4. With one tag "The Rabbit" is immobilized. 5. All players freeze and "The Rabbit" swaps places with any other player. 6. The new "Rabbit" is given a new one-minute head start. 7. To increase the challenge the number of tags that immobilize "The Rabbit" can be increased prior to resuming play.
Shield Breaker	To protect "The Mark."	1. One player from each team wears the vest backwards and becomes "The Mark." 2. The other players become shields and take tags for "The Mark." 3. Shields can take multiple tags but need to freeze and count aloud 15 seconds before they can move again. 4. One tag on "The Mark" and the game ends
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.
BodySnatcher	To Avoid "The BodySnatcher."	1. One player is "The BodySnatcher" (denoted by wearing a backwards vest) 2. All other players have a 15 second head start and try to avoid "The BodySnatcher." 3. Every time "The BodySnatcher" is tagged it freezes for 15 seconds (which must be counted aloud) 4. When individual players are tagged by "The BodySnatcher," they are now "The Corrupted" (on "The BodySnatcher's" team) and must also turn their vests backward. From that point onward "The Corrupted" are subject to the same rules as "The BodySnatcher." 5. When only one player is left, that player now becomes "The Super BodySnatcher" and play starts from the beginning with "The Super BodySnatcher" attacking the rest of the players.