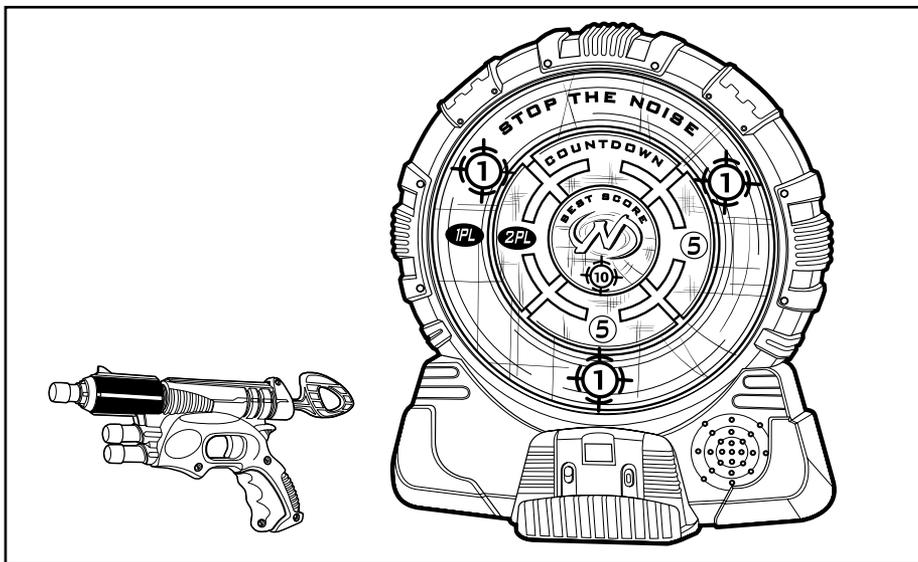# NERF ®

PLAY YOUR GAME ™

Tech Target ™

Thank you for purchasing the NERF TECH TARGET – the electronic dart board game with NERF Dart Blasters!
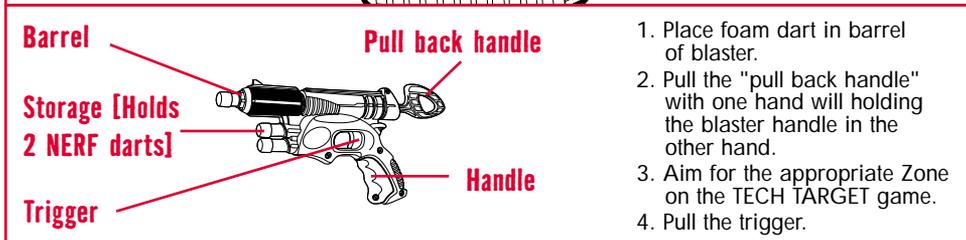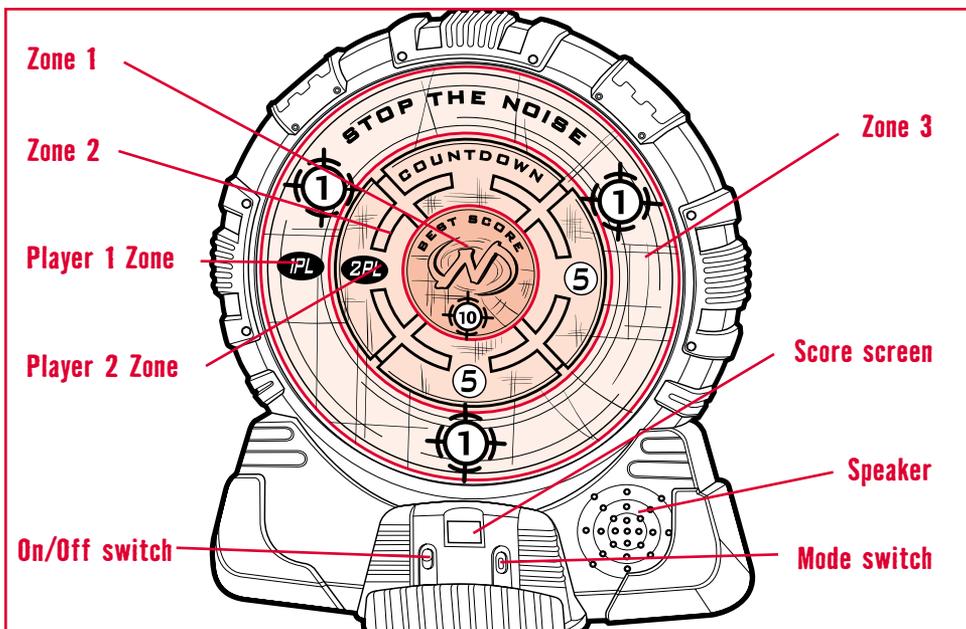
Includes 1 NERF TECH TARGET game, 1 NERF Dart Blaster and 3 NERF Darts.

Requires 3 x 1.5V "AA"/LR6 alkaline batteries (not included). Phillips/cross head screwdriver (not included) needed to insert batteries.

⚠ **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.**

Zone 1

Zone 2

Player 1 Zone

Player 2 Zone

On/Off switch

Zone 3

Score screen

Speaker

Mode switch

Barrel

Storage [Holds 2 NERF darts]

Trigger

Pull back handle

Handle

1. Place foam dart in barrel of blaster.
2. Pull the "pull back handle" with one hand will holding the blaster handle in the other hand.
3. Aim for the appropriate Zone on the TECH TARGET game.
4. Pull the trigger.

To turn NERF TECH TARGET game ON: Slide the "ON/OFF" button to the "ON" position. "ON" will appear on the score screen to notify you that the TECH TARGET is ready.

NERF TECH TARGET will say "Select Game."

To select a game, press or 'shoot' (with NERF Dart Blaster) one of the three zones.

Zone 1 = *Best Score* (Game 1)

Zone 2 = *Countdown* (Game 2)

Zone 3 = *Stop the Noise* (Game 3)

NERF TECH TARGET score screen will display the number game (1, 2 or 3) you have chosen. It will also announce the name of the game you have chosen.

Hold down the "Mode Switch" for about 2 seconds to quit Game Selection Menu.

NERF TECH TARGET will then ask you to choose a 1 or 2 player game. Using your finger, select Player 1 Zone for a 1 Player Game or Player 2 Zone for a 2 Player Game. NOTE: Best Score (Game 1) is both a 1 or 2 Player Game, Countdown (Game 2) and Stop the Noise (Game 3) are 1 Player Games only.

NERF TECH TARGET will then display on the score screen a "1" or "2" to confirm the number of players chosen. It will also announce, "1 Player" or "2 Players."

Now you're ready to get playing!

HOW TO PLAY THE GAMES

BEST SCORE (GAME 1) – THIS IS A ONE OR TWO PLAYER GAME

Object: To achieve the highest score possible (90 points).

For 1 Player Version:

- There are three rounds to this game.
- You are given nine shots.

Point Breakdown

- You will receive 10 points for Zone 1, 5 points for Zone 2, and 1 point for Zone 3.

Game Play

- Begin by firing one round (3 darts).
- TECH TARGET game will display your earned points after every shot.
- After all 3 shots are completed, the score screen will display your cumulative score and Round 1 is finished.
- Press the "Mode" switch to begin Round 2. When TECH TARGET is ready, it will display the word "GO" on the score screen and you can begin Round 2.
- Repeat for all three rounds. At the end of Round 3 your cumulative score for the game will be displayed on the score screen and TECH TARGET then announces, "Game Over."

For 2 Player Version:

- There are three rounds to this game.
- You are given nine shots.

Point Breakdown

- You will receive 10 points for Zone 1, 5 points for Zone 2, and 1 point for Zone 3.

Game Play

- Begin by firing one round (3 darts).
- TECH TARGET will display your points earned after every shot.
- After all 3 shots are completed, the score screen will display your cumulative score and Round 1 is finished.
- Press the "Mode" switch to begin Round 1 for Player 2.
- Player 2 takes his/her turn shooting 3 rounds of darts.
- Repeat above steps, alternating players and continuing through all 3 rounds.
- When Player 1 has finished his/her last round, his/her cumulative score will flash on the score screen.
- When Player 2 has finished his/her last round he/she will need to press the "Mode Switch" to end the game. The highest score out of both players will flash on the score screen and TECH TARGET will announce who the winner is.
- TECH TARGET then announces "Game Over."
- When both players have the same score, you will hear a special sound effect, but TECH TARGET will not announce the winner.
- If the player misses a chance to hit the target, he/she can press the "Mode Switch" to enter the next round.

COUNTDOWN (GAME 2) – THIS IS A 1 PLAYER GAME

Object: To obtain a score of 0, with the least amount of shots fired. You will begin with a score of 99.

Point Breakdown
- You will receive 10 points for Zone 1, 5 points for Zone 2, and 1 point for Zone 3.

Game Play
- Aim and shoot at TECH TARGET game. For each Zone hit, that number of points will be deducted from your starting score of 99 points.
  Hint: Aim accurately so that you can get as many points as possible and reach a score of 0 as fast as possible.
- You can have as many rounds as you need in order to reach a single digit score ranging from 3 – 7 points.
- Once you reach a single digit score, you then have to hit the exact Zone that will give you a final score of 0. For example, if you have 6 points left on the score screen, you need to hit Zone 2 (to go down 5 points to 1) and then Zone 3 (to go down 1 point to 0).
- When you reach your goal of 0, the score screen will show you how many shots it took you to reach 0. You will then hear TECH TARGET announce "Game Over."

STOP THE NOISE (GAME 3) – THIS IS A 1 PLAYER GAME

Object: To hit the Zone that matches the sound you hear.

Facts: You have 99 seconds to hit as many correct zones as possible.
  You will begin with a score of 99.
 The game counts down in seconds.

Point Breakdown
- You will receive only 1 point for each time you successfully hit any zone and "Stop the Noise."

Game Play
- The game will begin by making a sound. Fire your Dart Blaster at the Zone that matches the sound you hear and you will earn points for each correct hit.
- After each hit you will be given a 2-second break.
- Continue listening and firing for 99 seconds. Once the score screen counts down to "0" it will display your score, which is the number of correct zones you have hit.
- TECH TARGET will then announce "GAME OVER" and the score screen will show your score in points (how many sounds you were able to match and shut off in 99 seconds).

TO INSERT BATTERIES

Using Phillips/cross head screwdriver, loosen screw in battery compartment cover (screw stays attached to cover). Remove cover. Insert 3 x 1.5V "AA"/LR6 alkaline batteries. Replace cover and tighten screw.
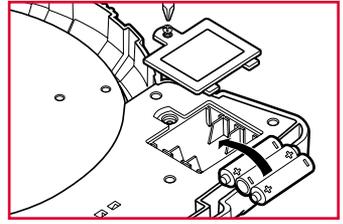
⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. **Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions**;

2. **Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries**;

3. **Always remove weak or dead batteries from the product.**

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item 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 battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

Your NERF TECH TARGET game can be played while hung on a wall or propped against a wall or door.

TO HANG

- To hang your NERF TECH TARGET game on the wall, mount 1 nail or screw (not included) onto the wall. Align and place the mounting hole on the back of the TECH TARGET onto nail or screw in the wall.

- To ensure an optimal target range, hang your NERF TECH TARGET approximately 12 ft. away from where you will be standing.
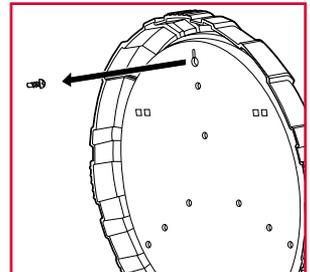
NOTE: Be careful when nailing and/or screwing into your wall because it may damage your wall.

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NERF.COM
FOR NEW PRODUCTS AND OFFERS
Questions? Call: 1-800-327-8264