

BATTERY WARNINGS:

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1. Batteries are to be replaced by an adult.
2. Non-rechargeable batteries are not to be recharged.
3. Rechargeable batteries are to be removed from the toy before being charged.
4. Rechargeable batteries are only to be charged under adult supervision.
5. For best performance only the recommended batteries or their equivalent are to be used.
6. Batteries must be inserted with correct polarity.
7. Do not mix new and used batteries.
8. Do not mix different types of batteries.
9. Exhausted batteries are to be removed from the toy.
10. The supply terminals are not to be short-circuited.

"This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation."

"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 receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

HOW TO CLEAN YOUR DIGITAL TARGET

- Wipe with a damp cloth, use water only.
- Do not submerge in water.
- Do not use chemical or abrasive cleaners.

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Jazwares, 16A Crane Grove, London, N7 8LE, United Kingdom
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www.jazwares.de

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Protect the environment by not disposing of this product with household waste. Check your local authority for recycling advice and facilities.



IMPORTANT:
Please save this instruction sheet.
It contains valuable product information.

PROBLEMS?
DO NOT RETURN TO STORE
Please Call Us: 1.800.370.1827
(U.S. Customers Only)



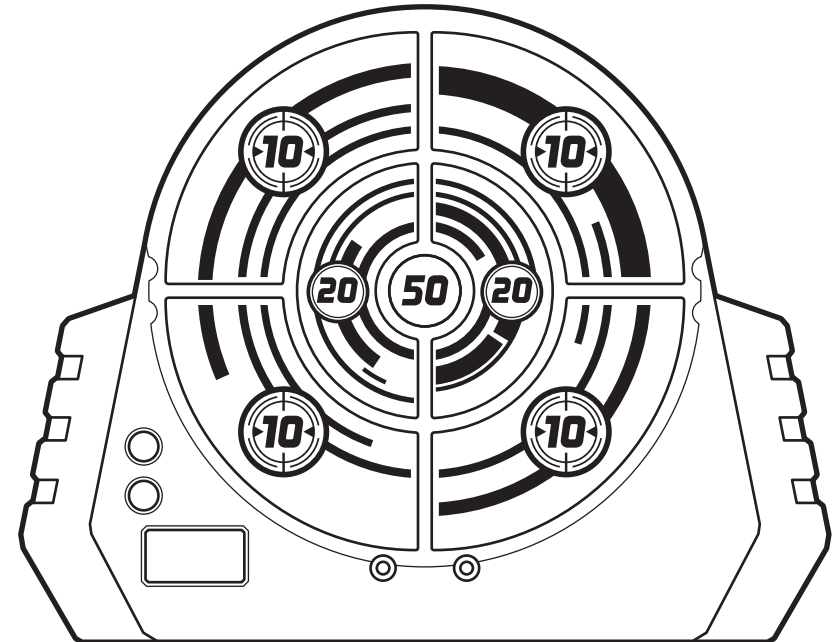
NERF DIGITAL TARGET USER GUIDE

AGES
8+

Please read all information in this manual thoroughly for set-up and usage instructions.

CONTENTS

- NERF DIGITAL TARGET



WARNING: This toy produces flashes that may trigger epilepsy in sensitised individuals.

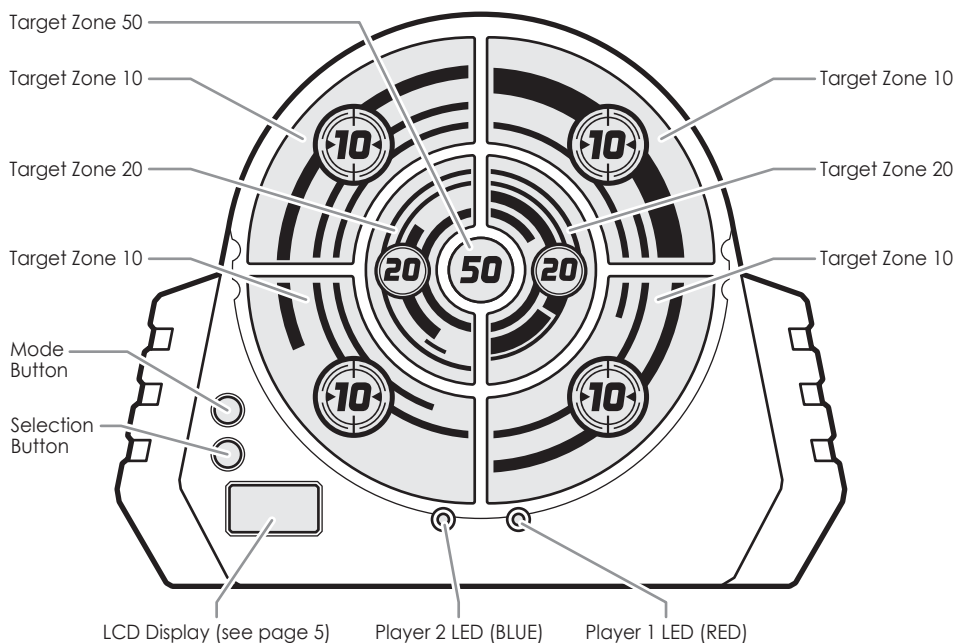
CAUTION:
DO NOT sit or stand in any parts of the Digital Target.
DO NOT drop or throw the Digital Target.
DO NOT expose the Digital Target to moisture of any kind.

Licensed By:

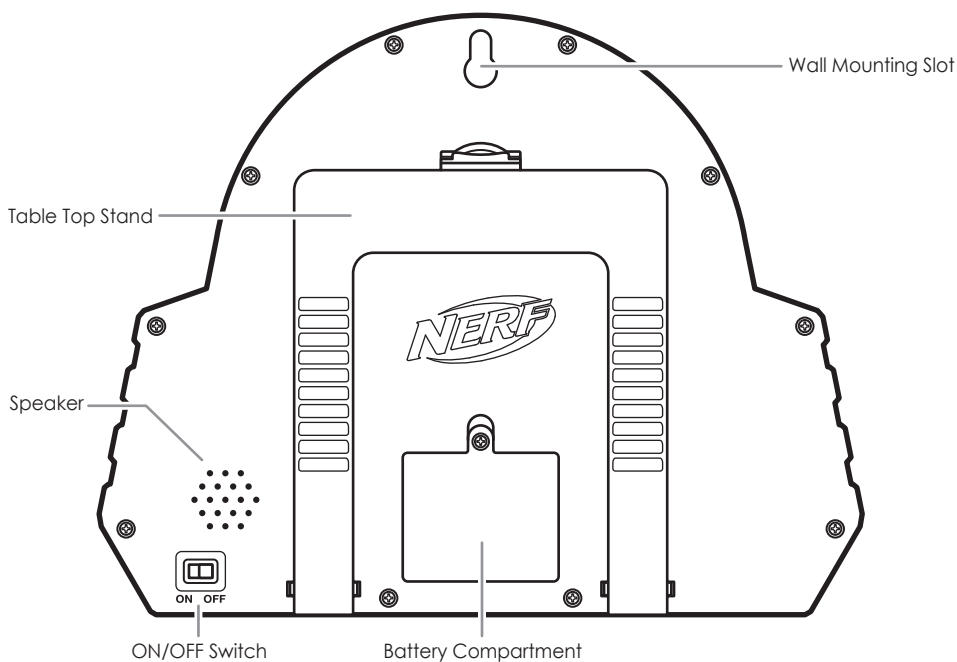


FEATURES/CONTROLS

FRONT



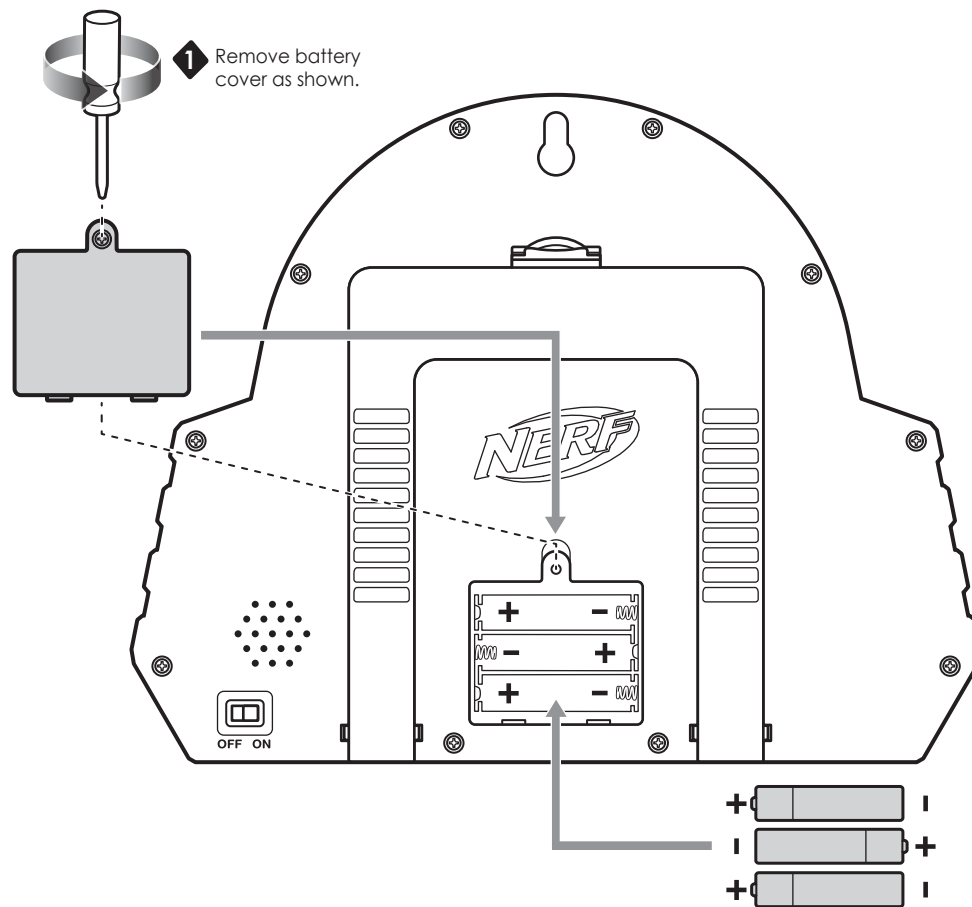
BACK



TO INSTALL/REPLACE BATTERIES

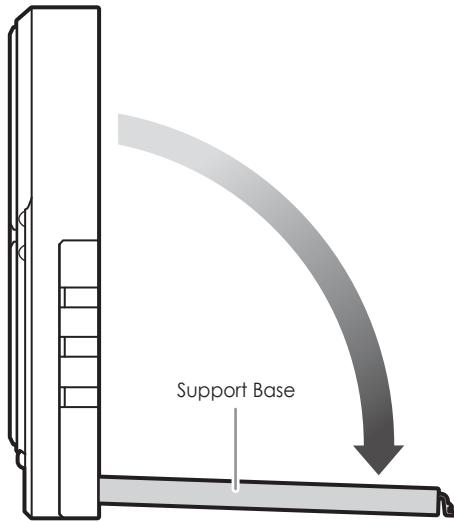
Using a screwdriver (not included) turn the screw counterclockwise to loosen. Remove back as shown, discard old batteries and place 3 "AA" (LR6) 1.5V alkaline batteries into battery compartment.

Note: Make sure you use new batteries.

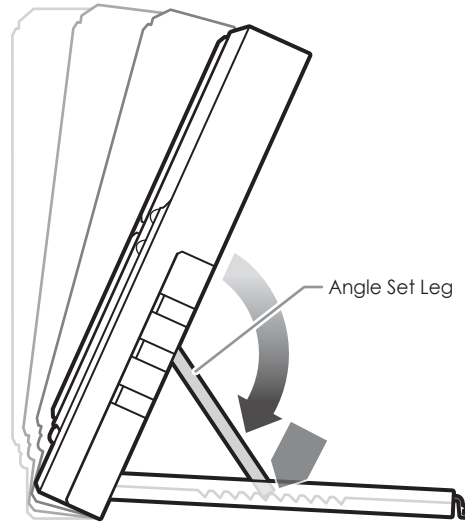


SET UP

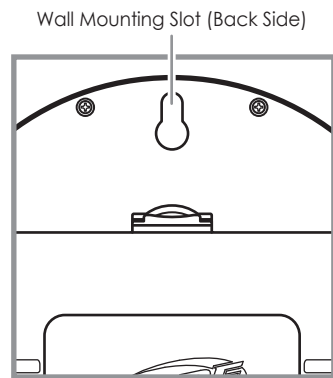
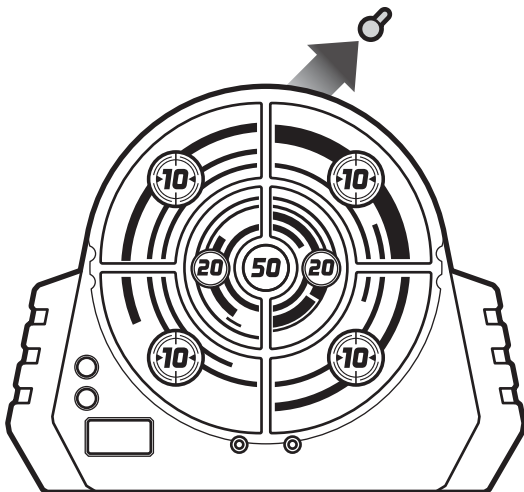
1 Rotate the support base down.



2 Lower the angle set leg as desired (45° - 90°).
The Nerf Digital Target must not fall forward or back when hit with dart.



OR 3 Hang on a wall with a nail, screw or command strips (not included). Align and place the wall mounting slot onto the nail or screw in the wall.



HOW TO PLAY

There are 7 target zones:

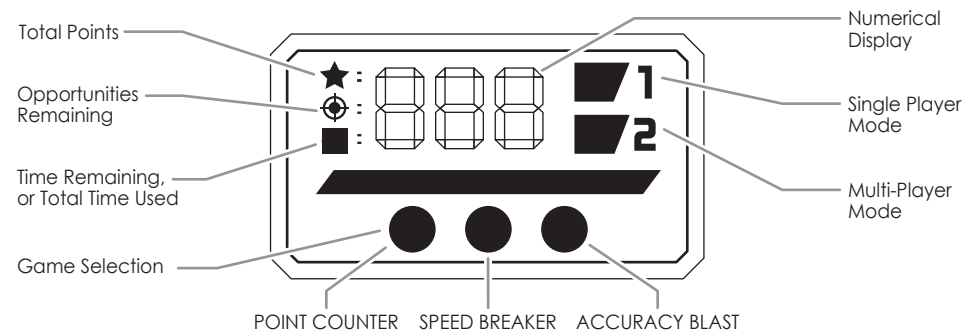
- 4 large outer zones (10 points)
- 2 medium middle zones (20 points).
- 1 dead center "bullseye" zone (50 points).

Each zone registers multiple dart hits and can independently light up to show hits, or display a light FX show. Targets (10, 20, 50) each have distinct sounds, but sound the same throughout all modes.

Game options, as well as scores and timers, are shown on the LCD display.

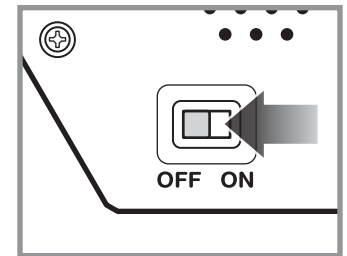
LCD DISPLAY

Use the Mode and Selection Buttons to navigate through the LCD display.



TURN THE TARGET ON

Turn the ON/OFF Switch, located on the back of the target, to the ON position. The Nerf Digital Target will make a sound letting you know the unit is ON.



SELECT A GAME MODE

There are three game modes to select from:

- **POINT COUNTER**
- **SPEED BREAKER** (Against the Clock)
- **ACCURACY BLAST**

Press the Mode Button. **Game 1 (POINT COUNTER)** will show in the LCD display. Press the Selection Button to finalize the choice;

OR, Press the Mode Button again. **Game 2 (SPEED BREAKER)** will show; Press the Selection Button to finalize the choice;

OR, Press the Mode Button again. **Game 3 (ACCURACY BLAST)** will show; Press the Selection Button to finalize the choice.

All game modes have specific opening sounds.

Next, the Single Player Mode will be shown; Press the Selection Button to confirm; OR, Press the Mode Button to choose Multi-Player Mode. Press the Selection Button to confirm.

POINT COUNTER GAME MODE

GOAL

Score as many points as possible in 7 shots (no set time).

Player will have 7 opportunities to hit the target, points will add until player has completed 7 shots.

The target will keep track of the high score.

If using multi-player mode, players can compete against the high score.

Each zone hit flashes 3 times and plays a sound.

The LCD display shows current total score.

At the end of the game, the teams' total scores are displayed (large size). Scores alternate until the Mode Button is pressed or until the unit is tuned off.

1. Select POINT COUNTER GAME MODE. **1**
2. Press Mode Button to switch between Single Player and Multi-Player.
If Multi-player: Alternate turns when player completes all 7 shots.
Player 1 - Red (Red LED Flashes); Player 2 - Blue (Blue LED Flashes)
3. LCD display begins countdown: **3, 2, 1**
4. Game continues adding the points until the 7 shots have been completed.



SPEED BREAKER GAME MODE

GOAL

Score as much as you can within 30 seconds!

The game will have three levels in which the player will need to obtain a certain number of points in order to move to the next level. First level is 100 points, second level 200 points, third level 300 points.

If the player gets the points in less than 30 seconds, then the remaining time will be added to the next level.

The game will keep record of the best time. In multi-player mode, teams can compete against the best time of the opposing team.

Hit each zone and it will flash 3 times and play a sound.

LCD display tracks and displays current total score and time.

At the end of the game, the Nerf Digital Target celebrates the winner(s) with music and flashing lights and **displays the total score and time**. Results alternate until the Mode Button is pressed or until the unit is turned off.

1. Select SPEED BREAKER GAME MODE. **2**
2. Press Mode Button to switch between Single Player and Multi-Player.
If in Multi-Player, alternate turns as indicated by the LEDs in the bottom of the target:

Player 1 - Red (Red LED Flashes); Player 2 - Blue (Blue LED Flashes)

3. LCD display begins countdown: **3, 2, 1**
4. 30-second time will show on the LCD display.
Score 100 points to complete LEVEL 1 before time runs out.



ACCURACY BLAST GAME MODE

GOAL

Test your accuracy skills - a misfire counts against you!

Zones will light from the lowest score target zone (10 POINTS) up to the highest score target zone (50 POINTS). Each turn will last 10 seconds.

Hit a flashing target area to score points; it will flash 3 times when hit, a sound will play, and it will stay lit that color.

If a player fails to hit the target zone in the given time, then the lit area will turn off and make an "incomplete" sound.

Hit an unlit target zone and points will be deducted.

In Multi-Player mode, players compete against the high score to prove your accuracy skills.

The LCD tracks and displays the current total score.

At the end of the game, total scores are displayed (large size). Scores alternate until Mode Button is pressed or until the unit is turned off.

1. Select ACCURACY BLAST GAME MODE. **3**
2. Press Mode Button to switch between Single Player and Multi-Player.
If in Multi-Player, alternate turns as indicated by the LEDs in the bottom of the target:
Player 1 - Red (Red LED Flashes); Player 2 - Blue (Blue LED Flashes)
3. LCD display begins countdown: **3, 2, 1**
4. One of the 10-point target zones will start flashing. Hit the flashing zone, and it will stay lit. Then, another target zone will flash. Fail to hit a target zone and it will stay unlit.

NOTE: Press the Mode Button to quit the game at anytime. The console will turn off after 15 min of inactivity. Press Mode Button or Select Button to turn on the console again.