

# NERF



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## AIM OF THE GAME

**Match colours and slam your Dart cards onto the targets. You'll need to think fast and move faster to win the game!**

**The player with the highest score when all the targets are used up is the NERF champion!**

CONTENT:  
22 Target cards  
38 Dart cards.

## GET READY!

- Shuffle the Target cards and lay four out in a horizontal row between the players. Put the rest in a pile nearby, face down.
- Shuffle the Dart cards and deal nine to each player. Put the rest out of the game.
- Hold all your Dart cards in your hand, face down. Slide out the top card so it sticks out from the rest of the pile...

***This is your NERF card blaster!***



## HOW TO PLAY

The last person to have fired a Nerf Blaster starts!

- Everyone on your feet, card blasters at the ready! Starting player, counts down...

### 3..2..1.. **BLAST!**

- On 'Blast!', all flip over your top card and slam it on the table.

Try to put your card on a target that has the same colour(s) as your darts. You have to be lightning fast or another player could steal your thunder!

**Note: You MUST play a Dart card on every round. If none of the colours on your Dart card match any of the targets on the table, you missed! Play onto ANY target.**

- End of blast means end of round. If your dart matched all the colours on the Target card, it's yours.
- Keep it beside you and put any Darts on it back in your hand at the bottom. If one player plays some of the colours on a Target card and a second player plays the card that completes it, the first player wins the target.
- You cannot double up on a target colour if another one is free. If two players played Dart cards onto the same Target card and matched all the colours, the dart that hit the target first wins.

- If two players slam a card down on a target at exactly the same time, the player whose Dart card has the most darts wins. If it's a perfect draw, your darts bounce off each other... Bad luck! – put both your Dart cards under your Blaster.

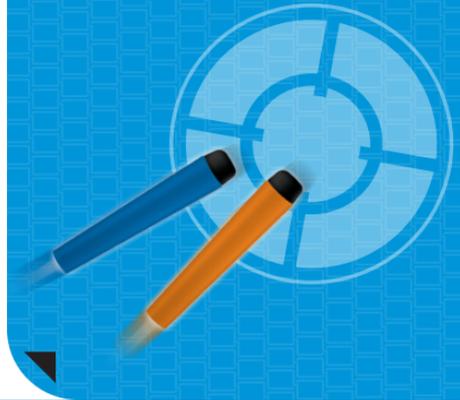
- **Reset!** Lay out new Target cards, so there are always 4 on the table. Leave any unclaimed Target cards where they are, along with any Dart cards. On the next round, any player can win that target.

- Blasters at the ready...Keep playing until all the Target cards have been used up, or any player runs out of Dart cards. Play with less targets for a faster game.

## THE WINNER!

**If you have the highest number of points in your target pile at the end of the game, you are the NERF champion!**

In case of a draw add up your remaining darts, highest number wins.



### EXAMPLE GAME PLAY

**Chris** slams an Orange and Red onto the 40 point target. **Sophie** slams a Blue and Yellow onto the 30 point target, **Vicky** slams a Red and Yellow on the 10 point target.

**Marco** wasn't quick enough and doesn't have a match for his Purple and Orange.

**Chris'** target is not complete so the target and darts stay for the next round.

**Vicky** wins the 10 points as she matched Red, **Sophie** needs an Orange to win. **Marco** has nowhere else to play as **Chris** played onto the other Orange so he HAS to play his dart onto the 30 point target..  
..**Sophie** now wins it!

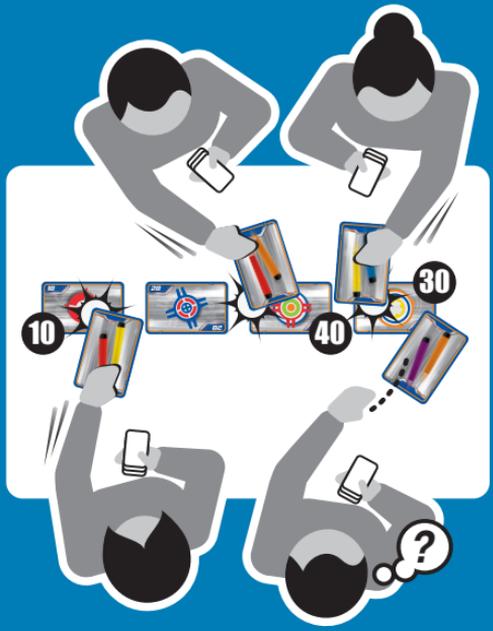
**When you play a card onto a high-scoring card that isn't completed this round, it will be up for grabs to anyone who can complete it in the next round.**

**Chris** slams a Red on the 20 point but still needs a Blue. **Sophie** plays a Blue and Green and wins the 40 point card which needed a Blue and Green to win having had the Red and Orange played on it the round before.

**Marco** Plays onto the 40 point target and **Vicky** is able to play and wins the 20 point target.

Chris

Sophie

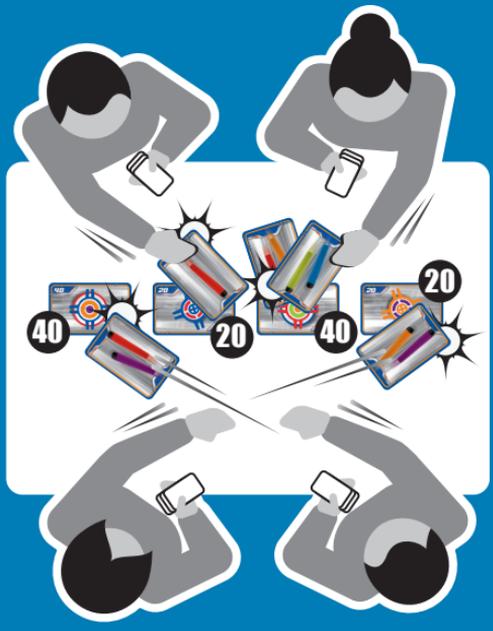


Vicky

Marco

Chris

Sophie



Vicky

Marco

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