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Countless NERF blasters fill the pages of *The Ultimate NERF Blaster Book*, from the handy Jolt EX-1 model to the powerful Vulcan EBF-25 blaster to the long-range superstars of the N-Strike Elite lineup.

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THE ULTIMATE NERF BLASTER BOOK

NITE FINDER EX-3
Dart Blaster

THE ULTIMATE NERF BLASTER BOOK

N-STRIKE ELITE TRIAD EX-3
Dart Blaster

6 EXCLUSIVE N-STRIKE ELITE DARTS INCLUDED!

THE ULTIMATE

BLASTER BOOK

THE ULTIMATE NERF BLASTER BOOK

NATHANIEL MARUNAS

POW!

THE ULTIMATE NERF BLASTER BOOK

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Printed in China

To Dash and Dex, my crack pair of NERF marksmen—this one's for you

ACKNOWLEDGMENTS

At this writing the NERF brand is nearly a half-century old, and the NERF blaster is approaching the quarter-century mark—that's some serious longevity for a toy! But despite the fact that in its very first year on sale the NERF Ball was a huge success, much of the brand's history is still unwritten. Without the help of the many people who have spent their time tracking down and preserving significant portions of that history, this book would never have happened. There isn't enough space to thank everyone who helped make this book possible, but I would be remiss not to single out a few.

First, a huge thank-you goes out to the NERF team at Hasbro. From the moment we first started discussing this book, everyone at the Providence headquarters has been incredibly helpful, even though they all had their own deadlines to meet. I am particularly grateful to Global Marketing Director Chad Donvito, who was always there to direct questions about the blasters to the right person, review text, and generally move the dart forward; Senior NERF Armorer Aaron Mead, who provided invaluable insight into the research and development that goes into every disc, dart, and blaster; Team NERF member Carolina Calandriello, who helped track down many of the photos in the book; Senior Project Engineer Dave Nugent, who patiently explained just how much serious engineering powers every blaster innovation; Design Directors Brian Jablonski and Brian Jarvis, who reviewed content to ensure our blaster information was correct; Global Publishing Director Michael Kelly, who was our advocate for the licensing agreement; and Publishing Product Development Specialist Heather Hopkins for keeping the project from jamming. Other members of the Hasbro team whose help was invaluable include Ed Lane, Doug Weiler, Elizabeth Samet, Eric Huban, Matthew Cupka, Clay Mastin, Wayne Park, Kevin Dakan and Michael Ritchie. Thanks also to Margie Chan-Yip, who helped get the project started.

I owe an enormous debt to the many NERF collectors and researchers who have doggedly tracked down hard-to-find information about these amazing toys and generously shared the fruits of their efforts online at such sites as www.NERFwiki.com, www.mylastdart.blogspot.com, www.nerfipedia.wikia.com, and www.NERFcenter.com. Special thanks go to Mr. K and Mr. S of Adult Fans of NERF (www.adultfansofnerf.com)—not only did they fill in huge gaps in my knowledge, they very generously provided images of several hard-to-find specimens from their astonishing collection of blasters. Gentlemen, I sincerely hope you achieve your goal of collecting three copies of every single blaster ever made—a worthy aspiration, and if anybody can do it, you can.

At POW!, my profound gratitude goes to the talented publishing professionals who helped bring the words and photos together so beautifully in the pages of this book: Phil Yarnall of SMAY Design, who came up with the initial concept for the book's design; designer J. Longo, who did the hard work of laying in all the content, finessing the cover, and wrangling all the images; designer Allison Meierding, for bringing her amazing eye and sense of visual harmony to the final layouts; and last but by no means least, my undying thanks go to POW! Publisher Sharyn Rosart, who championed the book from the first moment to the last, put together the amazing team that brought it to life, and calmly refused to let any obstacle prevent *NERF: The Ultimate NERF Blaster Book* from being the very best it could be.

While I owe so much to so many for much of the information presented in here, I am solely responsible for any and all errors of fact. This book collects a lot of what is known about the brand's evolution and highlights many of the greatest blasters ever made, but there is so much more to be said on the subject and I was only able to track down and write about a small part of it. One day someone will write the definitive work on NERF, and whenever that happens I will be first in line to read it!

THE ULTIMATE NERF BLASTER BOOK

CONTENTS

INTRODUCTION: FOAMPOWER!

NERF toys have been around since the late 1960s and conjure countless happy childhood memories for several generations of kids. It started out with a simple orange ball that was dense enough to be thrown accurately but soft enough to be played with indoors. Today the NERF brand has become synonymous with fun and action—and a universe of rainbow-colored toys.

THE BIRTH OF NERF TOYS

In the beginning there was darkness, and **out of the darkness came an orange foam ball** four inches (10cm) in diameter. Oh, and "the beginning" was 1968, when Reyn Guyer, a restless inventor from Minnesota who had already had a huge success with the game Twister, invented a ball made from soft polyurethane, leavened by bubbles of carbon dioxide.

Parker Brothers, the company that had also bought Twister, acquired the foam ball and planned to release it under the name "Orbie" or "Moon Ball" (so-called thanks to the craters in the surface of the open-cell foam). But nobody really liked "Orbie" and the company couldn't get a trademark for the words "Moon Ball" so the search for a name went on. Not only that, subsequent samples were made with closed-cell foam, making the object look much less moonlike (and the name "Moon Ball" even less appropriate).

The foam ball was originally going to be released as part of an indoor volleyball game. However, during play testing the Parker Brothers employees responsible for the product started ignoring the net and just chucking the ball at each other. With this simple act, they realized that **the magic of the foam ball was that it could be thrown around without hurting anyone** or destroying the family china. As the early marketing copy put it, this new ball would be "the world's first indoor ball" that "won't wreck the house," per Ed Parker.

Meanwhile, Arthur Venditti, one of the in-house designers, was a fan of drag racing and recalled that the trucks that pushed the dragsters up to the starting line had foam protectors attached to the bumpers called "nerf bars." Liking the protective and welcoming sound of the word, and since the company still needed a brand name for the toy, Venditti proposed calling it a "NERF Ball." The executives at Parker Brothers liked the sound of it, too, and the new product now had a name. And from the moment the first NERF Balls first went on sale in 1969 to the present day, that name has been associated with some of the **most amazing toys** ever made.

Top: Early ads made it clear that NERF was all about soft, indoor fun with a new kind of foam.
Bottom: The one and only NERF Ball (1969), the world's first indoor ball—the ball that does it all!

A BLASTER IS BORN

Despite some early doubters among toy retailers who felt the ball didn't have anything new to offer consumers, by early 1970 it was clear that NERF was a major success. In the first months of sale, some stores reported selling out of entire shipments in less than a day, and in its first year more than 4 million NERF Balls were sold.

In 1972, the NERF football and NERFoop basketball-and-net joined the lineup, both becoming iconic toys and inspiring countless on-the-field and in-the-home games for families and groups of friends around the world. These early successes spurred incredible innovation in NERF toy design that would lead to even bigger things in the future.

In 1989, two years before Hasbro acquired Tonka Corp. (and with it, Parker Brothers' NERF line of foam toys), NERF released its first blaster, the Blast-A-Ball, which used a simple air-pump mechanism to launch a 1.75-inch (4.5cm) foam ball from a plastic tube. It came in a package that included two blasters and four "Ballistic Balls."

In 1990, this was joined by a second blaster, the Blast-A-Matic, which had an improved capacity of three Ballistic Balls. And in 1991, the NERF Bow 'N' Arrow joined the lineup. The design of this bow and its foam arrows would be recognizable to any member of NERF Nation today who has fired the Big Bad Bow (page 42). **Clearly, there was something irresistible about launching foam projectiles** through the air. A separate product line, Action NERF, was created as a home for these toys (beginning a trend that continues today).

The first dart blaster, the Sharp Shooter, joined the NERF lineup in 1992. The blaster came packaged with three Sharp Shooter Darts, which had suction cup tips, plus storage slots for the two extra darts integrated on top of the barrel. It featured a direct-plunger propulsion system (page 50) that was primed by pulling a ring located at the rear of the blaster shell. While other NERF "missile" blasters were launched around the same time, the Sharp Shooter was the success story, and pointed the way forward for NERF blasters.

N-STRIKE BREAKS NEW GROUND

Over the next twelve years, more and more blasters joined the NERF family. **Designers at Hasbro let their imaginations soar as they added dart blasters, ball blasters, and disc blasters to the lineup.** Entire new product lines were introduced as well, including Max Force ("Max Power, Max Distance") and even a line of wearable blasters released under the Cyber Stryke Gear line (featuring toys like the Auto-Grip, a blaster worn like a dart-studded wristband).

Top left: The NERF Blast-A-Ball (1989) was the very first blaster—powered by air pressure, it held one Ballistic Ball.
Top right: The Sharp Shooter (1992) was the first blaster to fire darts, beginning a trend that continues to this day.
Bottom: The NERF Perceptor, which fired a dart from above the ear, was one of the Cyber Stryke line of wearable blasters.

Top: The Titan AS V.1 blaster (2004) was an air-powered missile blaster that was part of the Unity Power System, which introduced tactical rails to the world.
Middle: The Retaliator model (2012) was part of the first wave of revolutionary NERF N-Strike Elite blasters, which featured impressive ranges of up to 75 feet (23m).
Bottom: The Vortex Proton blaster (2011) was a single-shot disc blaster.

While each new blaster was an exciting addition to the growing product line, there was no true uniformity among them.

In 2004, Hasbro introduced N-Strike, which emphasized role play with NERF blasters. Among the first offerings was the Unity Power System (page 62), a 3-in-1 setup that included three blasters that could be fired simultaneously or taken apart and fired individually. Unity introduced the tactical rail (page 46) to NERF, and with it the idea of intechangeable parts and accessories.

The N-Strike line of blasters became a success for NERF. Design innovation at NERF never stops, though, and seven years after the first N-Strike blasters hit the shelves, a whole new generation of foam power was born with the Vortex line of disc blasters.

ENTER THE VORTEX

In fall 2011 the NERF blaster lineup contained something completely new, a line of disc blasters called Vortex. Four disc blasters were unveiled in the inaugural season of Vortex: the Proton (page 30), the Vigilon (page 31), the Praxis (page 52), and the motorized Nitron (page 77).

The Vortex blasters featured a bold new green-and-orange color scheme and some of the longest ranges of any NERF blaster ever. The secret of the Vortex performance gain was its projectile: the XLR disc (page 16). Disc-firing blasters had been tried before (1998's SuperMAXX blaster and its successor, 2000's Motorized Disk Launcher), but nothing as technologically advanced as the new Vortex line.

The discs themselves had an entirely new design: instead of being a broad, thin disc of plastic like its predecessor, the XLR disc was thicker and smaller and featured a soft-foam ring wrapped around a solid plastic center that made it **far more stable in flight.** When XLR discs are fired, they receive a spin from the propulsion system. This spin gives the discs lift, which enables them to travel over very long distances. Best of all, the new XLR discs, which can curve, bank, and ricochet around corners, made it possible to hit targets in an entirely new way.

The Vortex line continues today with new, high-tech additions, including 2013's awesome Revonix 360 (page 80).

AN ELITE PERFORMANCE

September 9, 2012, was a landmark day in NERF blaster history. Since 2009, NERF Nation has come to look forward to "NERF Day" (9/9 every year) as the moment when the year's coolest new blaster(s) go on sale. NERF Day 2012 promised to be extra special because NERF had announced that its new line of blasters (N-Strike Elite) **would be capable of firing unprecedented distances**—up to 75 feet (23m) or more—thanks to a combination of new blaster mechanisms and newly designed darts. This led to huge increases in distance compared to the N-Strike blasters, and **allowed kids to fire farther than ever.**

In addition to the increase in firing distance, many of the new blasters could also carry an astonishing number of darts. The centerpiece of the 2012 lineup was the N-Strike Elite Hail-Fire (page 70), a motorized blaster that could hold up to 144 darts in eight clips. But it wasn't just the heavy blasters that got the upgrade; even some of the smallest, stealthiest N-Strike Elite blasters—like the tiny Triad EX-3 blaster (page 20) which despite its small size held three darts—had increased dart capacity.

While the N-Strike Elite line provided the most advanced blasters ever, the NERF design team continued to develop **newer, bigger, and better blasters.** They dreamed of inventing a blaster that could fire a dart 100 feet (35m). And they realized that dream: On September 9, 2013, the N-Strike Elite MEGA Centurion (page 74), a blaster capable of firing a whole new kind of dart (the MEGA Dart, page 16) up to 100 feet (30m), was introduced.

NERF INSPIRATION

So what is it that keeps the NERF designers and engineers constantly trying to outdo themselves? Sure, there is the mechanical engineering challenge of building a better blaster. And yes, there is a desire to be the best toy-maker in the business. But when you get right down to it, **NERF designers are just like kids: they want to have fun.** And there's nothing more fun than making (and playing with) the best blasters in the world!

N-STRIKE: WHAT'S IN A NAME

Ever wonder what all those letters in the N-Strike blaster names mean? Here's a quick guide to decoding them:

IX (Internal Mechanism)—Blasters that are primarily barrel-loaded and feature reverse-plunger propulsion (the Scout IX-3, page 21, for example)

EX (External Mechanism)—Blasters that are barrel-loaded and feature direct-plunger propulsion (for instance, the Nite Finder EX-3, page 22)

REV (Revolver)—Blasters that feature a rotating multi-dart cylinder (like the massively popular Maverick REV-6, page 24)

RV (Electronic Revolver)—Motorized blasters that feature a rotating multi-dart cylinder (for instance, the Barricade RV-10, page 28)

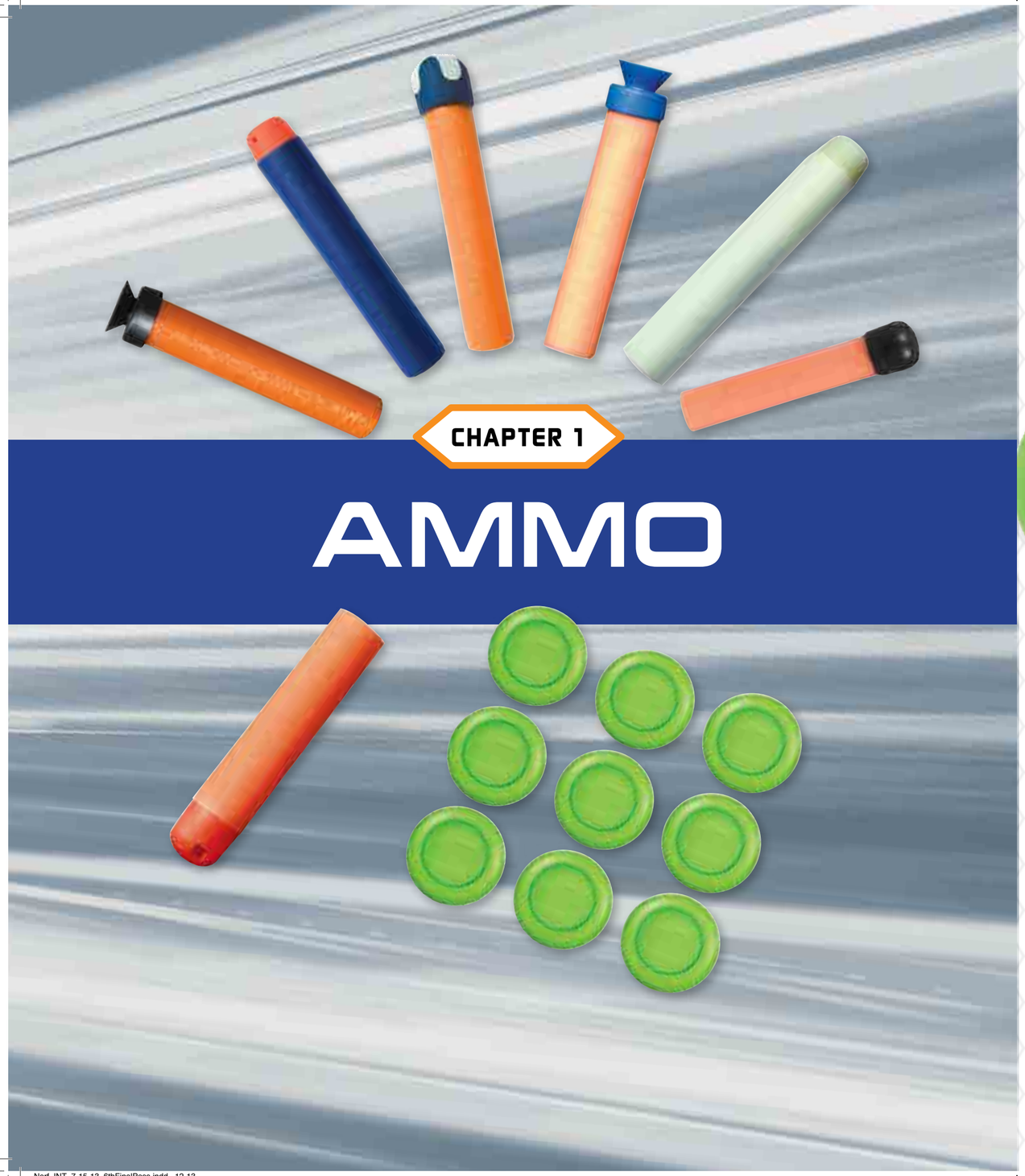
AS (Air System)—Air-powered blasters (like the Secret Strike AS-1, page 20)

CS (Clip System)—Blasters that feature refillable, interchangeable multi-dart clips (the Longshot CS-6, page 58, was the first of its type)

ECS (Electronic Clip System)—Motorized blasters that feature refillable, interchangeable multi-dart clips (the Stampede ECS, page 64, for instance)

EBF (Electronically Belt Fed)—Motorized blasters that are belt-fed (there's only one: the Vulcan EBF-25, page 66)

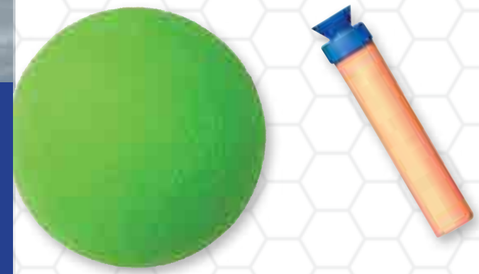
And the numbers next to those letters? They refer to the number of rounds each blaster holds, of course!



CHAPTER 1

AMMO

From the start, NERF toys were designed to provide **hours of active fun** for kids and adults in a way that was so household-friendly that you could play indoors without fear of wrecking the family heirlooms. When blasters joined the NERF family of footballs and basketballs, that commitment to soft, fun toys stayed exactly the same. All arrows, darts, ballistic balls, and discs are designed to provide endless hours of entertainment in a way that does not raise parental blood pressure.



THE FIRST NERF PROJECTILES

The first NERF blaster (the Blast-A-Ball, released in 1989) fired Ballistic Balls, which were slightly altered, smaller versions of the original NERF Balls. Two years later, NERF arrows were introduced with the original Bow 'N' Arrow toy. The arrow was a hollow tube of foam 11 inches (28cm) long that was closed on one end and had four fins on the other end to keep it stable in flight. In 1992, the Sharp Shooter blaster was released, firing dart projectiles that were the precursors to the darts fired today. Sharp Shooter Darts (a.k.a. original Mega Darts) were hollow foam tubes about 3.6 inches (9cm) long that had rubber tips with built-in suction cups.

The Sharp Shooter blaster was such a huge hit that it inspired many of the dart blasters that followed, starting with the Rip Rocket series released in 1993. Rip Rocket blasters were the first to fire the Micro Dart, so-called because it was slightly shorter and narrower than the Sharp Shooter darts.

This was **a milestone in NERF blaster history**—the Micro Dart and its many variations would go on to be the most common NERF projectile.

EVOLUTION AND VARIATION

In the decades following the Sharp Shooter, NERF projectiles have been steadily evolving as the design team explores **new ways to allow projectiles to fly farther.** This evolution has taken shape in many changes and updates to darts and discs alike.

There have also been many color and functional variations of NERF darts and discs over the years. For reasons of space, only some of the color schemes are included in this book, but one variant deserves special mention: Glow-in-the-Dark Darts and discs.

Originally introduced in 1997 as a color variation of the original Mega Dart, the first Glow-in-the-Dark Dart had a rubber tip that glowed and a foam body that had to be wrapped in glow-in-the-dark paper. These early darts provided **amazing glow-in-the dark effects,** but the paper wrapper made the darts heavier and slowed them down, decreasing their range. The darts also had to be charged by an external light source before being placed into the blaster.

Things changed in 2005 with the introduction of the Firefly Rev-8 (page 48), which enabled the darts to **get their glow on by being flashed with light in an internal chamber** as the darts were being launched—no longer did the darts need to be pre-charged.

The Firefly name was carried on in the Firefly Tech Clip, introduced in 2012. It was a removable clip with internal lights for charging up the glow-in-the-dark ammo inside. The Firefly Tech Clip was created for both darts and discs. That same year, the wrapper was eliminated from the Glow-in-the-Dark Dart; instead, the foam tube itself was made from glow-in-the-dark material, just like the tip.

Because these darts did not need the paper wrapper, they flew just as far as any Micro Dart and didn't have to be charged before loading.

Left: Two early NERF projectiles: the Ballistic Ball (1989) and Micro Dart (1993). *Below:* The NERF N-Strike Elite Firefly Tech Clip (2013) which held—and charged— 18 N-Strike Elite Glow-in-the-Dark Darts.

MEGA DART (ORIGINAL)

LENGTH: 3.6 INCHES (9.1CM)
DIAMETER: .7 INCH (1.8CM)
TIP: RUBBER, WITH AND WITHOUT SUCTION CUP
YEAR INTRODUCED: 1992

COLOR VARIATIONS
- red tube with black tip
- orange tube with black tip
- yellow tube with purple tip
- Glow-in-the-Dark

MICRO DART

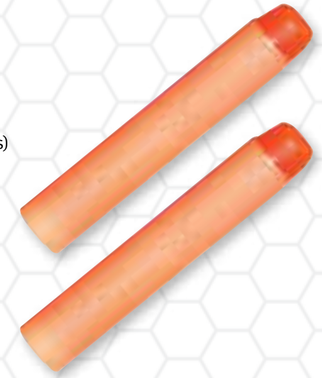
LENGTH: 2.8 INCHES (7.1CM)
DIAMETER: .5 INCH (1.3CM)
TIP: RUBBER, WITH AND WITHOUT SUCTION CUP
YEAR INTRODUCED: 1993

COLOR VARIATIONS
- orange tube with black tip
- black tube with orange tip
- red tube with red tip (Clear Series)
- gray tube with blue tip
- orange tube with purple tip
- orange tube with blue tip
- red tube with black tip
- yellow tube with purple tip
- camouflage tube with black tip
- Glow-in-the-Dark

CLIP SYSTEM/STREAMLINE DART

LENGTH: 2.8 INCHES (7.1CM)
DIAMETER: .5 INCH (1.3CM)
TIP: TAPERED RUBBER
YEAR INTRODUCED: 2006

COLOR VARIATIONS
- orange tube with orange tip
- red tube with red tip (Clear Series)
- orange tube with black chevrons and black tip (Gear Up Series)
- white tube with orange tip (Whiteout Series)
- green tube with orange tip (Sonic Series)
- Glow-in-the-Dark



SONIC MICRO DART/WHISTLER DART

LENGTH: 2.8 INCHES (7.1CM)
DIAMETER: .5 INCH (1.3CM)
TIP: RUBBER, WITH SMALL HOLE
YEAR INTRODUCED: 2007

COLOR VARIATIONS
- black tube with orange tip
- orange tube with black tip
- yellow tube with black tip
- yellow tube with blue tip
- orange tube with black chevrons and black tip (Gear Up Series)
- red tube with red tip (Clear Series)
- white tube with orange tip (Whiteout Series)
- green tube with orange tip (Sonic Series)
- orange tube with blue Dart Tag tip (2011)

XLR DISC

LENGTH: 1.5 INCHES (3.8CM)
DIAMETER: .4 INCH (1CM)
TIP: HARD CORE WITH SOFT PLASTIC RING
YEAR INTRODUCED: 2011

COLOR VARIATIONS:
> green core with green ring
> Special Edition Red
> Special Edition Blue
> white core with orange ring
> Glow-in-the-Dark

N-STRIKE ELITE DART

LENGTH: 2.8 INCHES
DIAMETER: .5 INCH (1.3CM)
TIP: TAPERED RUBBER
YEAR INTRODUCED: 2012

COLOR VARIATIONS:
> blue tube with orange tip
> Glow-in-the-Dark

MEGA DART (NEW)

LENGTH: 4.0 INCHES (10.2CM)
DIAMETER: 1 INCH (2.5CM)
TIP: RUBBER WITH WHISTLER HOLE
YEAR INTRODUCED: 2013

COLOR:
> red tube with orange Whistler tip

DESIGNING MEGA: BIGGER AND FARTHER

One of the greatest moments for the NERF team is when a new milestone in blaster design is achieved. Sometimes it's a blaster that holds more darts than ever before and sometimes it's a blaster with a higher rate of fire. But perhaps the ultimate is designing a blaster that can propel a dart farther than ever before.

For instance, when the N-Strike Elite line of blasters was introduced in 2012, the blasters' unprecedented ranges were a big story. But even as the first N-Strike Elite lineup was being unleashed on the world, another dramatic story was unfolding behind the scenes: the revolutionary new MEGA series, capable of firing darts even farther than the N-Strike Elite line, was nearing completion.

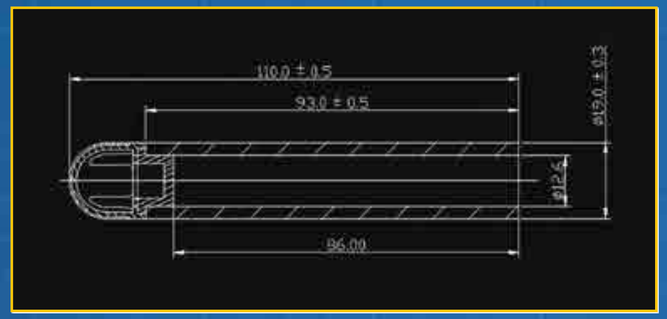
A DART FOR THE LONG HAUL

When development of the MEGA line began in 2009, the challenge was to fire a dart 100 feet (30.5m) without compromising the safety of the user. Though the designers could build a blaster capable of firing an N-Strike Elite Dart that distance, the problem was that a small dart traveling fast enough to fly that far would deliver too much force at close range to be considered safe.

The NERF designers knew they needed a bigger, heavier dart to reach the target distance safely. For one thing, it would need greater mass to travel that far. But more importantly, the proportionally bigger tip would have a much larger surface area. Even if the dart were flying at a higher speed, that larger dart tip would disperse the force over a greater area and thereby conform to safety standards. By combining the technical demands and safety requirements, the MEGA Dart was born!

A DART FOR THE AGES

To build a larger, denser dart, everything about the dart had to change. The tip became heavier due to its larger size, for one thing, and the foam walls of the MEGA dart were made thinner to keep the center of gravity in the right place. And there were other design changes, too.



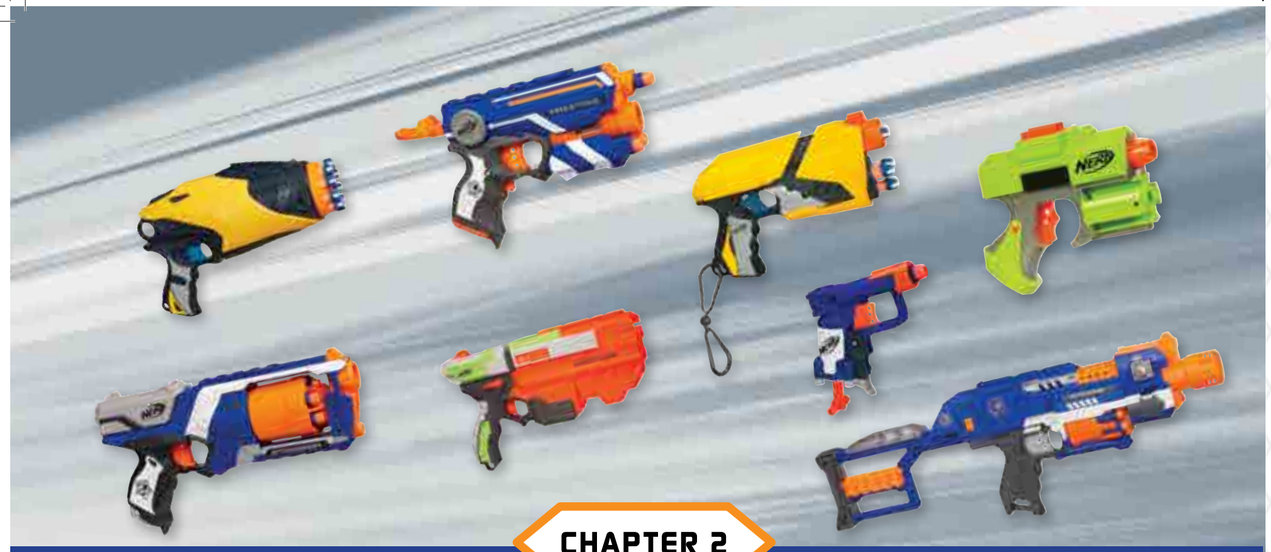
At first, for instance, the MEGA Dart was orange with an orange tip, but that was changed when the NERF team realized that it would be impossible to tell the difference between the similarly colored Streamline Dart (page 15) and the new MEGA Dart. So they changed it to red with an orange tip.

The designers also wanted to add a sonic tip to the dart, but feared it would affect the flight pattern. When they tested it against a standard tip there was no difference in flight, but the big sonic tip made the loudest whistle they had ever heard in a dart, so they decided to keep it.

WHICH CAME FIRST, THE BLASTER OR THE DART?

On and off from 2009, the NERF Rapid Prototype (RP) lab technicians and other internal design and engineering groups, in conjunction with the Hasbro Far East (HFE) team, worked on building a blaster that could fire the MEGA Dart to the target distance while sample darts were being produced at the foam-extrusion plants in the Far East. Using a host of sophisticated machinery, including a high-end 3D printer, the RP lab created the parts of the MEGA blaster that would eventually become the Centurion (pages 74–75). Packed with the larger, beefier internals necessary to fire the bigger, heavier MEGA Dart, the Centurion became the longest NERF blaster ever (so far).

Most new blasters are designed to work with darts that already exist; in those instances, the dart clearly comes first. But because the new MEGA Dart was substantially bigger than the N-Strike Elite Dart, everything about the new blaster had to be bigger and stronger, too. In the case of the MEGA Dart, the answer to the question of which came first, the blaster or the dart, is "neither" or "both," depending on your point of view!



CHAPTER 2

CLASS: LIGHT BLASTERS

SMALL IN SIZE, BUT LARGE IN STATURE!

JOLT EX-1

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: DIRECT PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 2–3 SECONDS

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 50–60 FEET (15–18M)

TACTICAL RAILS: 0

BLASTER LENGTH: 4 INCHES (10CM)

YEAR RELEASED: 2012

>> When the **N-Strike Jolt EX-1** was first released in 2011, it became **the smallest NERF blaster around** and was packaged with two Whistler Darts. Despite its compact size, the Jolt blaster packed a big punch. The new model (introduced in 2012) has an updated color scheme, and is packaged with N-Strike Elite Darts, which increases the blaster's range.

The Jolt blaster—small enough to be concealed in the palm of your hand, in a pocket, or tucked into your tube sock—takes one dart at a time, loaded into the barrel. To prime, pull the plunger at the bottom of the grip; then pull the trigger to fire. Luckily, the Jolt blaster features a trigger guard that will prevent the blaster from accidentally firing when concealed. This mighty mite of the N-Strike line is prized for its surprising force and accuracy.

ORIGINAL JOLT BLASTER

Part of the secret to the Jolt model's reliability and power is its **unibody construction:** the blaster housing is constructed from a single piece of molded plastic, into which the trigger and plunger mechanisms are inserted.

SECRET STRIKE AS-1

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: COMPRESSED AIR

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 4-5 SECONDS

AMMO TYPE: MICRO DARTS

RANGE: 30-40 FEET (9-12M)

TACTICAL RAILS: 0

BLASTER LENGTH: 4.5 INCHES (11.5CM)

YEAR RELEASED: 2004

>> Sometimes victory is won thanks to overwhelming force and other times it is won by cunning and stealth. Perhaps the stealthiest light blaster is the **Secret Strike AS-1** blaster.

The Secret Strike blaster comes with a clip that makes it possible to attach to a belt loop.

Uniquely, the Secret Strike blaster has no grip and no traditional trigger; instead, there is a thumb-operated button on the top of the blaster that fires the dart. To prime the blaster, pump the small plunger located under the barrel 10 times or less—any more than that and you could damage the seals on the air tank.

The N-Strike AS-1 model is a descendant of the Secret Strike Pocket Blaster, which was first released in a translucent rainbow color scheme.

TRIAD EX-3

TYPE: BARREL-LOADING THREE-SHOT BLASTER

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 3 ROUNDS

RATE OF FIRE: 1 DART PER SECOND

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: NONE

BLASTER LENGTH: 5 INCHES (13CM)

YEAR RELEASED: 2013

>> In the world of micro blasters, the next step up is the **Triad EX-3** blaster. It is slightly larger than its predecessors, and it also has the advantage of carrying three N-Strike Elite Darts. If you ever have to ditch your heavy blaster and travel light, this could be the perfect backup.

The Triad blaster is primed by pulling the plunger at the bottom of the grip. What makes the EX-3 model innovative is a smart design feature that **senses which chamber is loaded and directs the air pressure to the loaded chamber,** regardless of where the dart is inserted. If all three darts are in the blaster, it fires them one at a time, starting from the bottom barrel and moving counterclockwise around the barrel (viewed from the rear of the blaster). Despite being the smallest N-Strike Elite blaster, the Triad EX-3 model has similar range and accuracy to its larger counterparts.

REFLEX IX-1

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 2-3 SECONDS

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 40-50 FEET (12-15M)

TACTICAL RAILS: 1

BLASTER LENGTH: 4.75 INCHES (12CM)

YEAR RELEASED: 2009

>> Sometimes making a strong impression is important, and the *click-clack* sound of the priming slide on the **Reflex IX-1** blaster shows you mean business! One of the smallest blasters, the Reflex IX-1 model was originally released in 2009 in N-Strike yellow and packaged with 3 Sonic Darts. A later version was released in blue, and the current version features the N-Strike Elite blue color scheme and fires N-Strike Elite Darts.

Although the Reflex IX-1 model is a micro blaster, it has **two qualities that set it apart from its tiny peers.** First, the action and sound of the slide get it noticed; and after the blaster is primed, the plunger protrudes from the back of the blaster, ready to drive the dart on its way. Second, it sports a tactical rail that makes it possible to beef up **this little powerhouse with a scope,** light, or other accessory.

An exclusive kit called The Attack Unit came with six IX-1 blasters, three in yellow and three in blue. And the N-Strike Quick Blast Game, released in 2010, was packaged with two Reflex IX-1 blasters, one in yellow and one in blue and also included playing cards as part of the game featuring "heroes" and "robots" and 4 Whistler Darts. Two IX-1 blasters were also included with the Tech Target 2-Player set.

SCOUT IX-3

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 2-3 SECONDS

AMMO TYPE: SONIC MICRO (WHISTLER) DARTS

RANGE: 45-55 FEET (13.5-16.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 8.5 INCHES (22CM)

YEAR RELEASED: 2003

>> The **Scout IX-3** blaster is one of the gems of the light blaster lineup—good to have by your side when the darts in your primary blaster dry up. Sure, it's a single-shot blaster, but it has two storage slots for extra darts under the barrel.

The Scout IX-3 model was **one of the first N-Strike blasters,** and was originally available only as part of the Unity Power System (page 62). Its outstanding accuracy and range ensured its continued existence as a stand-alone blaster. It was released in the N-Strike color scheme in single- and double-pack versions in 2011.

The IX-3 blaster has a tactical rail on the top of the slide, which originally enabled it to be clipped into the Unity Power System. When clipped in, **a secondary trigger button located on top of the slide** permitted the blaster to be fired remotely by a secondary trigger on the core Unity blaster. The tactical rails were retained in later versions for after-market upgrades.

NITE FINDER EX-3

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER*

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 2-3 SECONDS

AMMO TYPE: MICRO DARTS

RANGE: 45-55 FEET (13.5-16.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 9.5 INCHES (24CM)

YEAR RELEASED: 2004

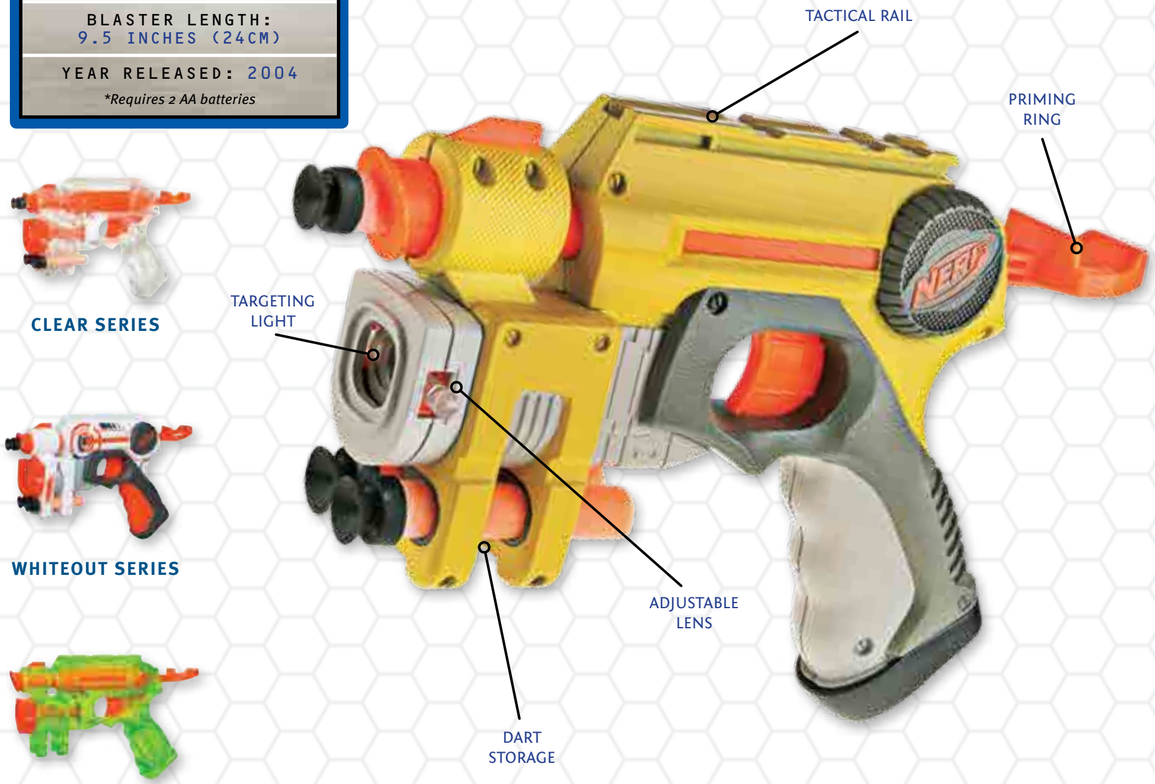
**Requires 2 AA batteries*

>> The **Nite Finder EX-3** blaster was popular right from the start thanks to its distinctive targeting light.

The Nite Finder model is also **one of the most powerful** of the N-Strike blasters in the light blaster category. To prime it, simply load the dart into the barrel and pull back the priming ring at the rear of the barrel.

Located under the barrel, a forward-facing red LED and fully adjustable lens project a beam at the target. The targeting light is engaged by light pressure on the trigger; pull the trigger all the way back to fire. Underneath the targeting light are slots for storing two spare darts.

The original Nite Finder blaster was **first released in 2003 in a blue-black-and-orange color scheme** without a tactical rail. It was so popular it was re-released in two versions in 2004, as the Night Finder EX-3 model and as a Dart Tag version.



CLEAR SERIES

WHITEOUT SERIES

SONIC SERIES

FIRESTRIKE

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER*

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 2-3 SECONDS

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: 1

BLASTER LENGTH: 8.75 INCHES (22CM)

YEAR RELEASED: 2013

**Requires 2 AAA batteries*

>> The successor to the Nite Finder EX-3 model (opposite page), the **Firestrike** blaster features improved range (like all blasters in the N-Strike Elite lineup) thanks to improved internal mechanisms, as well as the aerodynamic N-Strike Elite Darts.

The Firestrike blaster has two triggers: a main trigger for firing darts, and a secondary one located below the main trigger for engaging the targeting light. This is useful for conserving battery power when firing in well-lit conditions, since you can choose whether or not to use the targeting LED (whereas on the NiteFinder model the same trigger both operated the light and fired the dart). Unlike its predecessor, the Firestrike blaster does not have an adjustable lens.

The Firestrike blaster is primed with the priming ring located at the rear of the blaster; simply pull it back to prime, then pull the main trigger to fire.

Best of all, the Firestrike blaster can be dual-wielded: the priming spike at the bottom of the grip can be used to pull back the priming ring on a second blaster held in the other hand without letting go of either one. There are storage slots for two extra darts located beneath the barrel and one tactical rail on top.

There was also a short-lived Dart Tag blaster built on the same frame as the Nite Finder model, called the Firestrike. It was released in 2004 in a red-and-gray and blue-and-gray color scheme and came with three Dart Tag Micro Darts (page 15).

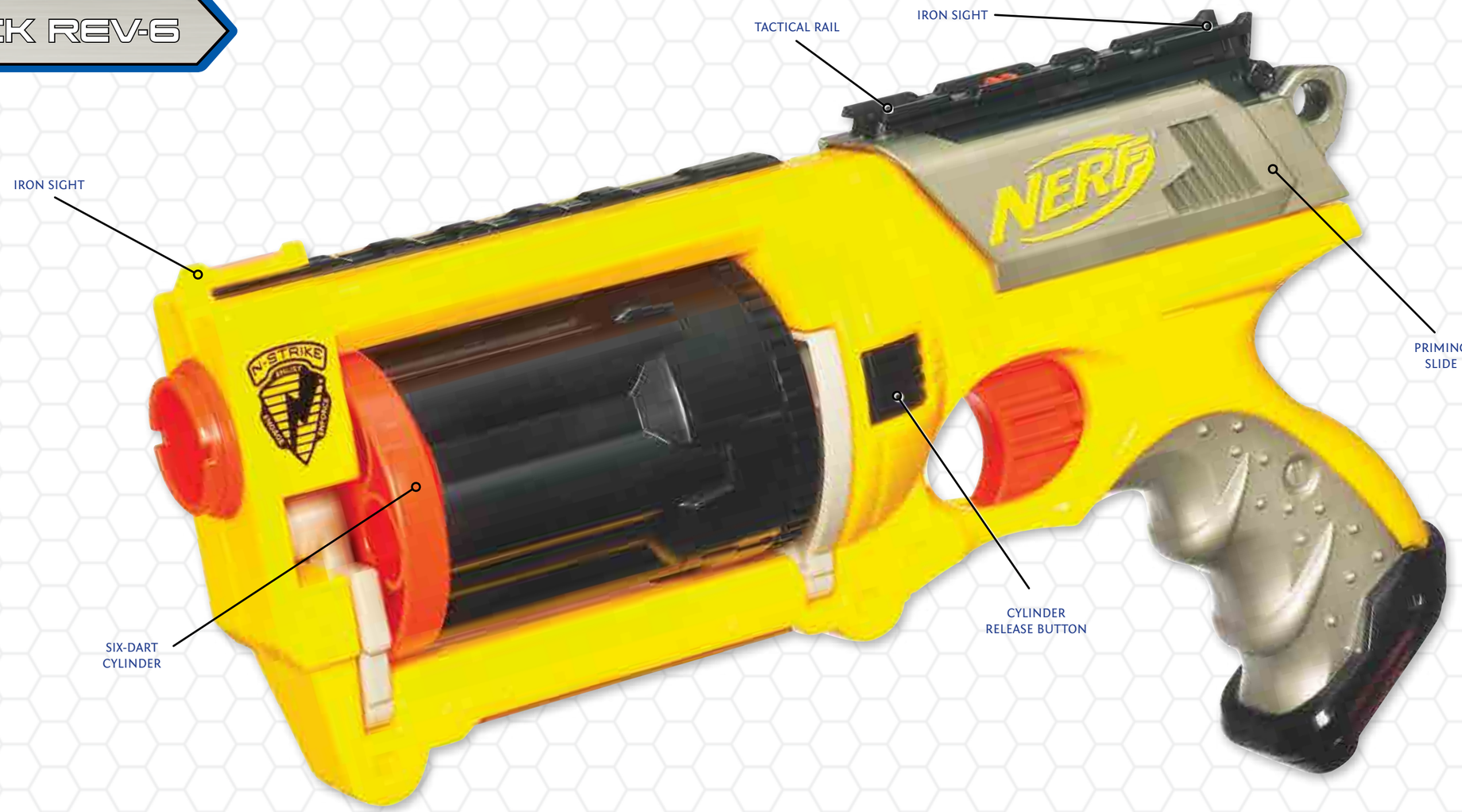
MAVERICK REV-6

TYPE: CYLINDER-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 6 ROUNDS
RATE OF FIRE: 1 DART PER SECOND
AMMO TYPE: MICRO DARTS
RANGE: 40-50 FEET (12-15M)
TACTICAL RAILS: 1
BLASTER LENGTH: 11.5 INCHES (29CM)
YEAR RELEASED: 2005

>> Every now and then, a blaster design comes along that is so striking and original it becomes a legend—the **Maverick REV-6** model is one of these blasters. Originally released in 2005 in a blue, yellow, gray, and orange color scheme, the Maverick blaster was quickly re-released in the N-Strike yellow color scheme.

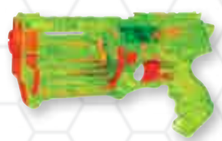
To load it, press the button located on the side of the blaster shell, right in front of the trigger, which releases the cylinder far enough out to load two chambers at a time. When all six chambers are loaded, slap the cylinder back into place. Now the blaster is ready to be primed and fired: just pull back the slide between each shot and blast away!

The tactical rail is located on the top surface of the slide and doubles as the rear half of the blaster's iron sights. If your style is to keep your hand on the slide to speed up your prime-and-fire time, you will be sacrificing the ability to line up the sights on your target.



One of the things that makes the Maverick REV-6 blaster so popular is its iconic six-barrel design. Because of its popularity, the Maverick model was made in a range of color schemes: the original blue, yellow, gray, and orange; N-Strike yellow; Clear; Sonic; Gear Up; and Whiteout.

ORIGINAL MAVERICK REV-6 BLASTER



SONIC SERIES

WHITEOUT SERIES

GEAR UP SERIES

CLEAR SERIES

STRONGARM

TYPE: CYLINDER-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: DIRECT-PLUNGER
CAPACITY: 6 ROUNDS
RATE OF FIRE: 1 DART PER SECOND; 2 TO 3 DARTS PER SECOND USING SLAM FIRE
AMMO TYPE: N-STRIKE ELITE DARTS
RANGE: 75 FEET (23M)
TACTICAL RAILS: 1
BLASTER LENGTH: 12.25 INCHES (31CM)
YEAR RELEASED: 2013

>> The **Strongarm** blaster has the cool six-shooter feel of the Maverick REV-6 *plus* the increased range and many other engineering advantages of the N-Strike Elite line.

The Strongarm Elite model is a revolving-barrel blaster that is primed with a slide. Aside from these superficial likenesses, though, the Strongarm model represents **a total revolution** (pun intended) in the iconic blaster's design. For instance, it has a priming spike at the bottom of the grip that can be used to pull the slide by hooking it into the loop at the rear end of the slide. This enables you to prime and dual-wield two blasters without releasing either one.

Perhaps most importantly, the Strongarm blaster brings **Slam Fire technology** (first introduced with the Raider CS-35 blaster, page 57) to the six-shooter. By holding the trigger and pumping the slide back and forth, **the Strongarm blaster can fire as many as two or even three darts per second,** elevating this single-shot blaster from secondary to primary status. It also makes it an ideal choice for quick-draw showdowns!

With its slim profile and performance efficiencies, the Strongarm model truly lives up to its N-Strike Elite status.

- The cylinder pops all the way out of the blaster housing, making it easier to load darts
- The cylinder rotates *after* the dart has been fired, not before, reducing barrel shake
- The tactical rail has been moved from the slide to the top of the housing, at the front of the blaster
- The reverse-plunger system has been replaced by a more efficient direct-plunger system, dramatically increasing the range
- A mechanism has been introduced that prevents it from firing when the cylinder is out of the blaster shell
- Unlike the Maverick blaster, which requires the slide to return to its original position before it can be fired, the Strongarm model fires when the slide is pulled back

BARRICADE RV-10

TYPE: CYLINDER-LOADING MOTORIZED BLASTER

PROPULSION METHOD: MOTORIZED FLYWHEEL*

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 TO 3 DARTS PER SECOND

AMMO TYPE: WHISTLER DARTS

RANGE: 50-55 FEET (15-16.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 13.5 INCHES (34CM)

YEAR RELEASED: 2010

**Requires 3 AA batteries*

>> The **Barricade RV-10** blaster is a battery-powered motorized blaster that means business. As soon as you turn it on, the flywheels rev up, **making a sound like a hive of angry wasps.** If you want to strut your stuff and need a light blaster that can easily challenge its larger cousins, this is it.

Unlike the Maverick (page 24) or Strongarm (page 26) models, the Barricade blaster's cylinder does not pop out of the blaster housing. Instead, darts are loaded into the exposed chambers of the cylinder. Because of the motorized flywheel propulsion system, this blaster does not need to be primed (leaving the other hand free to hold another blaster). **Just load and turn it on** and you are ready to go.

The Barricade blaster has one tactical rail, perfect for a Tactical Scope (page 88) or another accessory, and it can be fitted with a shoulder stock to steady your aim.

The Barricade blaster was released in a variety of color schemes: Gear Up; Sonic; and a collectible Comic Con Transformers variant.

SONIC SERIES

GEAR UP SERIES

STOCKADE

TYPE: CYLINDER-LOADING MOTORIZED BLASTER

PROPULSION METHOD: MOTORIZED FLYWHEEL*

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 TO 3 DARTS PER SECOND

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: 1

BLASTER LENGTH: 22 INCHES (56CM)

YEAR RELEASED: 2012

**Requires 3 AA batteries*

>> Like all blasters in the N-Strike Elite lineup, the **Stockade** blaster features a substantial improvement in range. That is because the internal flywheels were closer together, which improved their grip on the darts, and because **the N-Strike Elite Darts are more aerodynamic.**

Darts are front-loaded into the Stockade blaster one at a time via exposed chambers in the cylinder. The blaster does not need to be primed; **just flip the blaster on to power up** the flywheels and start pulling the trigger to fire. Also setting it apart, the Stockade model comes with a unique shoulder stock that can store an additional ten darts. All in all, the Stockade blaster's large capacity, motorized propulsion system, and long range make it **a standout among light blasters.**

VORTEX PROTON

TYPE: TRAY-LOADING SINGLE-SHOT DISC BLASTER

PROPULSION METHOD: TORSION-SPRING

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DISC PER 3 SECONDS

AMMO TYPE: XLR DISCS

RANGE: 60-80 FEET (18-24.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 9.5 INCHES (24CM)

YEAR RELEASED: 2011

>> The Vortex **Proton** blaster is a single-disc device with the **impressive range common to all disc blasters.** Of course, the Proton blaster's single tactical rail could always be used to add an N-Strike Tactical Light (page 89) to the top of the blaster for **nighttime missions.**

To load the Proton blaster, pull the priming ring located at the rear of the blaster housing back, revealing the disc tray. When the disc is loaded, press one of the levers located just above and to the rear of the trigger to return the tray into the blaster. Pull the trigger to fire.

The popular Proton model was also produced in the Sonic color scheme of neon green and orange and in a two-pack that came with sixteen XLR Discs.

Members of NERF Nation have long noted that Vortex discs have terrific ranges across the whole line. Because the discs spin through the air, at the end of their trajectories they start to hover noticeably, slowing their forward momentum.

VORTEX VIGILON

TYPE: CLIP-LOADING SINGLE-SHOT DISC BLASTER

PROPULSION METHOD: TORSION-SPRING

CAPACITY: 5 ROUNDS

RATE OF FIRE: 2 TO 3 DISCS PER SECOND

AMMO TYPE: XLR DISCS

RANGE: 60-80 FEET (18-24.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 12 INCHES (30 CM)

YEAR RELEASED: 2011

>> The Vortex **Vigilon** blaster is a fantastic toy that balances the substantial range of all disc blasters with a magazine that holds five rounds. It makes **an excellent secondary blaster** that could even, in a pinch, be used as a primary blaster (especially if you carry two).

The Vigilon model has a built-in clip accessible from the left side of the blaster. Flip one of the levers located on either side of the blaster grip and **the clip-access door pops open** on the left side, allowing you to load up to five discs. Snap the door back up into place and the blaster is ready to be primed and fired. To prime, pull back and release the slide at the rear of the barrel; then pull the trigger to fire. There is a single tactical rail atop the barrel.

VORTEX DIATRON

TYPE: CLIP-LOADING DUAL-SHOT DISC BLASTER

PROPULSION METHOD: TORSION-SPRING

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 DISCS PER SECOND

AMMO TYPE: XLR DISCS

RANGE: 60–70 FEET (18–21M)

TACTICAL RAILS: 1

BLASTER LENGTH: 10.5 INCHES (26CM)

YEAR RELEASED: 2013

>> The Vortex **Diatron** blaster is the only dual-disc-firing entry in the Multishot Madness series (which includes the Rough Cut 2X4 blaster, page 51). The Diatron name suggests its **dual-disc firing style** as well as the dual-barrel look of the blaster (the top barrel is mirrored by a second, ornamental barrel below).

Like the Vigilon blaster (page 31), the Diatron is a clip-loading blaster, but **this beefier model holds ten rounds** (instead of five) in its built-in clip. It is impossible to fire one disc at a time with this blaster, so if an odd number of discs is loaded, the leftover disc will not be usable.

The clip-access door on the Diatron blaster is released by either of two small levers, located on each side of the grip. The clip-access door pops downward and has to be snapped back into the blaster shell before priming and firing. The Diatron blaster is **primed not with a slide but with a lever** on the left side of the blaster that has to be pushed forward, bringing two discs into the chamber, and snapped back into place before firing.

The Diatron model has a tactical rail on top of the barrel, just above the jam-access button, as well as a shoulder stock attachment point (like the Pyragon blaster, page 78).

Some Vortex blasters fire their discs with a clockwise spin (like the Diatron model) and others with a counterclockwise spin (like the Proton model). This has an effect on targeting, especially over long distances, as some blasters fire discs that curve to the right while others will fire left-curving discs.

The NERF Dart Tag Strikefire Super Value Pack came with two Strikefire blasters, two official NERF Dart Tag Vests, two pairs of Vision Gear eyewear, and 24 Dart Tag Micro Darts.

STRIKEFIRE DART TAG

>> The **Strikefire** blaster is a legendary model from the early days of NERF Dart Tag. The longevity of the Strikefire blaster is due to its reliability and accuracy, but also because **it holds an amazing six rounds**—one in the barrel and five in the "false cylinder" located under the barrel. It was made in several color schemes, including green, orange, blue, and red.

Located on top of the priming slide is a small, reverse tactical rail that allows this blaster to be attached to another blaster with a spare rail. This feature makes the Strikefire **an exceptional secondary blaster.** To prime, pull the slide back until it clicks, then release; this lightweight, high-capacity blaster is now **ready for action!**

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 1 ROUND
RATE OF FIRE: 1 DART PER 2-3 SECONDS
AMMO TYPE: DART TAG MICRO DARTS
RANGE: 25-35 FEET (7.5-10.5M)
TACTICAL RAILS: 1
BLASTER LENGTH: 7 INCHES (17.5CM)
YEAR RELEASED: 2004

The NERF Dart Tag 2-Player Starter Pack was packaged with two Sharp Shot blasters, two official Dart Tag jerseys, two pairs of black Vision Gear goggles, and eight Dart Tag Micro Darts.

SHARP SHOT DART TAG

>> Originally released in 2011 with an orange trigger and dart holder and re-released in an improved version with a blue trigger and dart holder in 2012 (as were the Speedload 6 model, page 37, and Swarmfire blaster, page 82), the **Sharp Shot** blaster is **a great light blaster** that carries four rounds (though it can fire only one at a time). If your primary blaster runs out of ammo, you'll be happy to have a Sharp Shot at your side. It can be carried conveniently on a belt loop by attaching the plastic carabiner.

Darts are loaded one at a time into the barrel, which is funnel-shaped to make loading **quick and easy**. Then the blaster is primed by pulling back the yellow slide at the rear of the housing. The strength of the spring mechanism in the slide makes the slide return noisy, so experienced members of NERF Nation don't let it slap back, but ease it back into place instead.

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 1 ROUND
RATE OF FIRE: 1 DART PER 2-3 SECONDS
AMMO TYPE: DART TAG MICRO DARTS
RANGE: 40-50 FEET (12-15M)
TACTICAL RAILS: 0
BLASTER LENGTH: 8.5 INCHES (21.5CM)
YEAR RELEASED: 2011

DART TAG ELIMINATOR

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 DART PER 2-3 SECONDS

AMMO TYPE: DART TAG MICRO DARTS

RANGE: 25 FEET (8M)

TACTICAL RAILS: 0

BLASTER LENGTH: 4.5 INCHES (11.5CM)

YEAR RELEASED: 2008

>> The **Eliminator** model is a single-shot micro blaster in the NERF Dart Tag line that is ideal for **stealth missions** thanks to its tiny size.

To load, simply insert a dart into the barrel. To prime, pull the slide back on the top of the blaster, which extends the plunger at the back, then pull the trigger to fire. The Eliminator blaster has a **handy compartment** for storing an extra dart located in the grip. Pull down the compartment, insert the dart, and slap it back into the grip.

The Eliminator model was released in three color schemes: green, orange, and red. It was first released in red in the Elimination Game blaster set, which included four blasters and eight darts.

SPEEDLOAD 6 DART TAG

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 6 ROUNDS

RATE OF FIRE: 1 DART PER SECOND; 2 TO 3 DARTS PER SECOND USING SLAM FIRE

AMMO TYPE: DART TAG MICRO DARTS

RANGE: 35 FEET (12.5M)

TACTICAL RAILS: 0

BLASTER LENGTH: 13 INCHES (33CM)

YEAR RELEASED: 2011

>> The **Speedload 6** blaster is one of the shining gems of the Dart Tag lineup. Its built-in clip, which holds six rounds, puts it at the head of the class. Simply put, this **is one of the best** secondary NERF blasters.

Load the darts one at a time via the slot on the left side of the barrel until six have been fed into the clip. Pull the priming slide back to load a dart into the chamber and then pull the trigger to fire. Like the Sharp Shot blaster (page 35) and Swarmfire blaster (page 82), the Speedload 6 blaster was originally released in 2011 with an orange trigger and was followed just a year later by **a more powerful version** with a blue trigger.

Best of all, the Speedload 6 blaster is capable of Slam Fire, though it wasn't advertised. Once the blaster is fully loaded, simply hold the trigger down and pump the priming slide back and forth to quickly unload the clip.

DART TAG SPEEDSWARM

TYPE: BARREL-LOADING MOTORIZED RAPID-FIRE BLASTER

PROPULSION METHOD: MOTORIZED DIRECT-PLUNGER*

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 DARTS PER SECOND

AMMO TYPE: DART TAG MICRO DARTS

RANGE: 60-70 FEET (18-21M)

TACTICAL RAILS: 0

BLASTER LENGTH: 12 INCHES (30CM)

YEAR RELEASED: 2011

**Requires 6 AA batteries*

>> The **Speedswarm** blaster is the smallest rapid-fire model in the NERF Dart Tag line-up. Its impressive rate of fire and ten-round capacity makes it **a very handy light blaster** to have by your side.

Once the darts have been loaded into the barrel, the Speedswarm blaster is fired by simply pulling the trigger—there is no need to prime, thanks to the **motorized propulsion system.** Because of this, the Speedswarm blaster is an ideal candidate for dual-wielding Dart-Taggers (though wrist strength is important—each blaster requires six batteries!).

This blaster is capable of either single-dart firing or rapid dart firing, depending on whether the trigger is pulled once or held down.

DART TAG SNAPFIRE 8

TYPE: BARREL-LOADING BLASTER

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 8 ROUNDS

RATE OF FIRE: UP TO 2 DARTS PER SECOND

AMMO TYPE: DART TAG MICRO DARTS

RANGE: 45-55 FEET (13.5-16.5M)

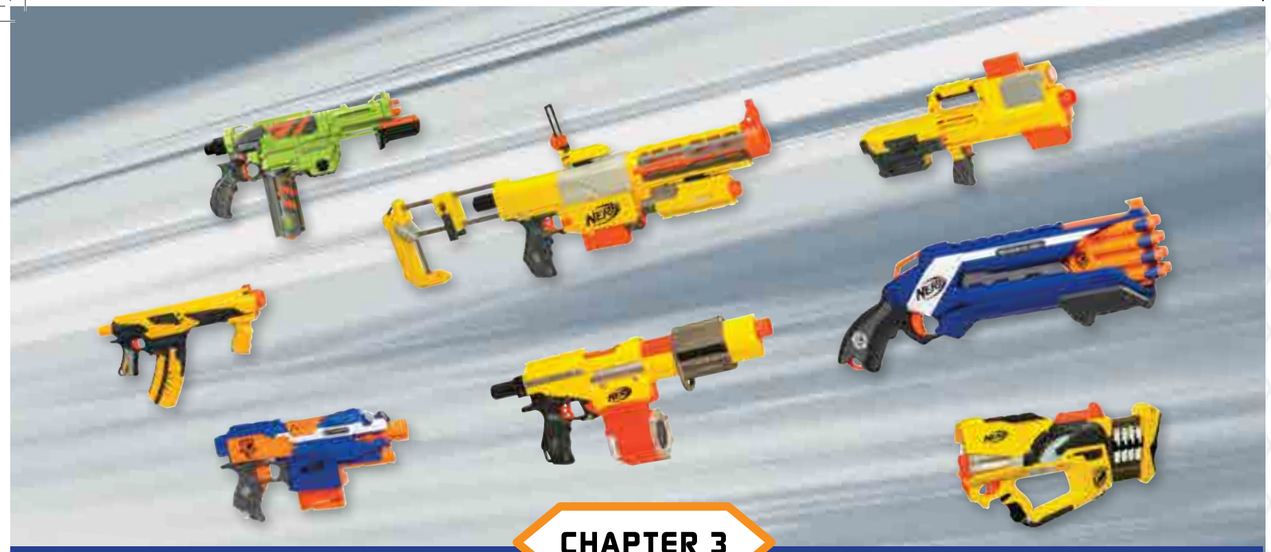
TACTICAL RAILS: 0

BLASTER LENGTH: 8 INCHES (20CM)

YEAR RELEASED: 2012

>> The **Snapfire 8** blaster is a compact Dart Tag model that features an **ingenious "pull-to-prime" firing system** that gives it semi-rapid fire capabilities even without a motor. It is a great secondary blaster thanks to its eight-round capacity, rapid rate of fire, and small size.

Pulling the trigger of the Snapfire 8 blaster both primes the blaster and fires the dart ("pull-to-prime"), so you can fire as rapidly as you can pull the trigger. Another unique feature is the adjuster knob on the bottom of the grip, which has a scale that goes from "Speed" on one end to "Power" on the other. When the adjuster is set to Speed, it lengthens the plunger spring and makes it easier to fire but reduces the range of the dart. When it is set to Power, the spring is shortened, which increases the range of the dart but makes it harder to pull the trigger. Set it midway between the two for **a balance of speed and power.** An indicator on the left side of the grip shows the Speed/Power setting.



CHAPTER 3

CLASS: MEDIUM BLASTERS

POWER AND PORTABILITY

The N-Strike Rayven CS-18 blaster was the final N-Strike model introduced before the N-Strike Elite blaster line launched.

N-STRIKE SERIES

RAYVEN CS-18

>> When it was released in the N-Strike line in 2012, the **Rayven CS-18** blaster was one of only two NERF blasters that used a flywheel-propulsion system. Because of its **impressive capacity and small size,** this medium blaster quickly became a favorite with members of NERF nation.

It could take any N-Strike clip or drum, but it was hard to match the thrill of switching off the lights and unleashing a flurry of brightly glowing darts!

The N-Strike Elite version of the Rayven has the same "bullpup configuration" as its predecessor: the clip is located behind the trigger assembly, making the blaster more compact without sacrificing barrel length. It also has two tactical rails, one on top and one on the right side of the barrel, and can accept barrel extensions. The access door is located on top of the blaster, above the clip; the blaster powers down when the door is open.

To fire the Rayven CS-18, simply turn on the Firefly Tech Clip, press the acceleration trigger (located under the trigger guard) and then the main trigger.

TYPE: CLIP-LOADING MOTORIZED BLASTER*
PROPULSION METHOD: MOTORIZED FLYWHEEL
CAPACITY: 18 ROUNDS
RATE OF FIRE: 2 TO 3 DARTS PER SECOND
AMMO TYPE: N-STRIKE ELITE GLOW-IN-THE-DARK DARTS
RANGE: 75 FEET (23M)
TACTICAL RAILS: 2
BLASTER LENGTH: 16.5 INCHES (42CM)
RELEASED: 2013

**Requires 7 AA batteries: 4 for the Rayven and 3 for the Firefly Tech Clip*

BLAZIN' BOW

TYPE: FRONT-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: DIRECT PLUNGER

CAPACITY: 1 ROUND

RATE OF FIRE: 1 ARROW PER 3 SECONDS

AMMO TYPE: ARROWS

RANGE: 35-45 FEET (10.5-13.5M)

TACTICAL RAILS: 0

BLASTER LENGTH: 19 INCHES (48CM)

YEAR RELEASED: 2013

>> The **Blazin' Bow** model is the latest blaster patterned on the bow-and-arrow, one of the longest-lived of all NERF blaster designs. The popularity of the design is due to its unique appearance and projectile—there is simply **nothing else like it!**

The design first appeared in 1990 as the Bow 'N' Arrow model, which was re-released in 1994 as the Sonic Stinger Bow 'N' Arrow blaster (with arrows that made a buzzing noise when they flew through the air). Then in 1998, the design really changed with the Big Bad Bow blaster, which looked like a compound bow but was actually a direct-plunger blaster with ornamental arms and pulleys that was fired by pulling a trigger. The Big Bad Bow blaster reappeared in the N-Strike lineup in 2011.

Unlike the Big Bad Bow model, the Blazin' Bow blaster is fired **like a real bow.** Load an Arrow snugly onto the nozzle at the front of the blaster, pull the handle (attached to the strings) back to prime, and release the handle to fire. There are two slots located on the top arm of the blaster for holding additional Arrows.

N-STRIKE BIG BAD BOW

DEPLOY CS-6

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER*

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 6 ROUNDS

RATE OF FIRE: 1 DART PER SECOND

AMMO TYPE: STREAMLINE DARTS

RANGE: 25-35 FEET (8-10.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 16.5 INCHES (42CM) IN FLASHLIGHT MODE; 20.75 INCHES (53CM) IN BLASTER MODE

YEAR RELEASED: 2010

**Requires 3 AA batteries for the flashlight*

>> At the touch of a button, the **Deploy CS-6** blaster instantly transforms from compact flashlight mode into a medium blaster with a shoulder stock and side-mounted light **perfect for recon missions.** This unique blaster has as its advantage the **element of surprise.**

The Deploy CS-6 blaster comes with a six-dart clip, but it can accept the 18-dart clip (page 85) and 35-round drum (page 86). It has a tactical rail on top of the carrying handle. In blaster mode, the Deploy CS-6 model is primed with the orange slide located beneath the barrel; pull it back then forward, and pull the trigger to fire. The blaster does not fire in flashlight mode.

CLEAR SERIES

WHITEOUT SERIES

ALPHA TROOPER CS-18

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 18 ROUNDS

RATE OF FIRE: 2 TO 3 DARTS PER SECOND USING SLAM FIRE

AMMO TYPE: STREAMLINE DARTS

RANGE: 30-40 FEET (9-12M)

TACTICAL RAILS: 1

BLASTER LENGTH: 19.5 INCHES (50CM)

YEAR RELEASED: 2010

>> The **Alpha Trooper CS-18** blaster caused a stir when it was released because it combined some of the best aspects of any blaster—high capacity, accuracy, and excellent range—with Slam Fire technology.

The Alpha Trooper blaster comes with an 18-dart drum and has a tactical rail mounted on top of the blaster housing. It can also accept a shoulder stock. There is also a **secret slot for a 19th dart,** located under the grip—for when you need that one extra shot! To release the drum, press the clip-release button on either side of the blaster, near the trigger guard. Pop the loaded drum back into the blaster, pull and release the slide to prime, then fire away. To Slam Fire, hold down the trigger and keep pumping the slide back and forth.

RECON CS-6

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER*

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 6 ROUNDS

RATE OF FIRE: 1 DART PER SECOND

AMMO TYPE: STREAMLINE DARTS

RANGE: 45-55 FEET (13.5M-16.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 28 INCHES (71CM)

YEAR RELEASED: 2008

**Light Beam Unit requires 3 AA batteries*

>> More than just a blaster, the innovative **Recon CS-6** model was an entire blaster system in a box. By adding just this blaster to your collection, you had the various parts necessary to design **the perfect blaster for practically any mission.**

Tactical rails are at the heart of this blaster's flexibility. The Recon CS-6 blaster itself has a single tactical rail, located on the priming slide, but some of the accessories also have tactical rails: the Barrel Extension has two, one above and one below; and the Light Beam Unit has one. And **the options don't end there:** the Shoulder Stock has a slot for storing an extra six-round clip. And like the Alpha Trooper CS-18 blaster (page 43), the Recon CS-6 blaster has a storage spot for an extra dart in the blaster grip, effectively bringing the blaster's capacity up to 13 rounds. And of course, there is the Flip-Up Sight.

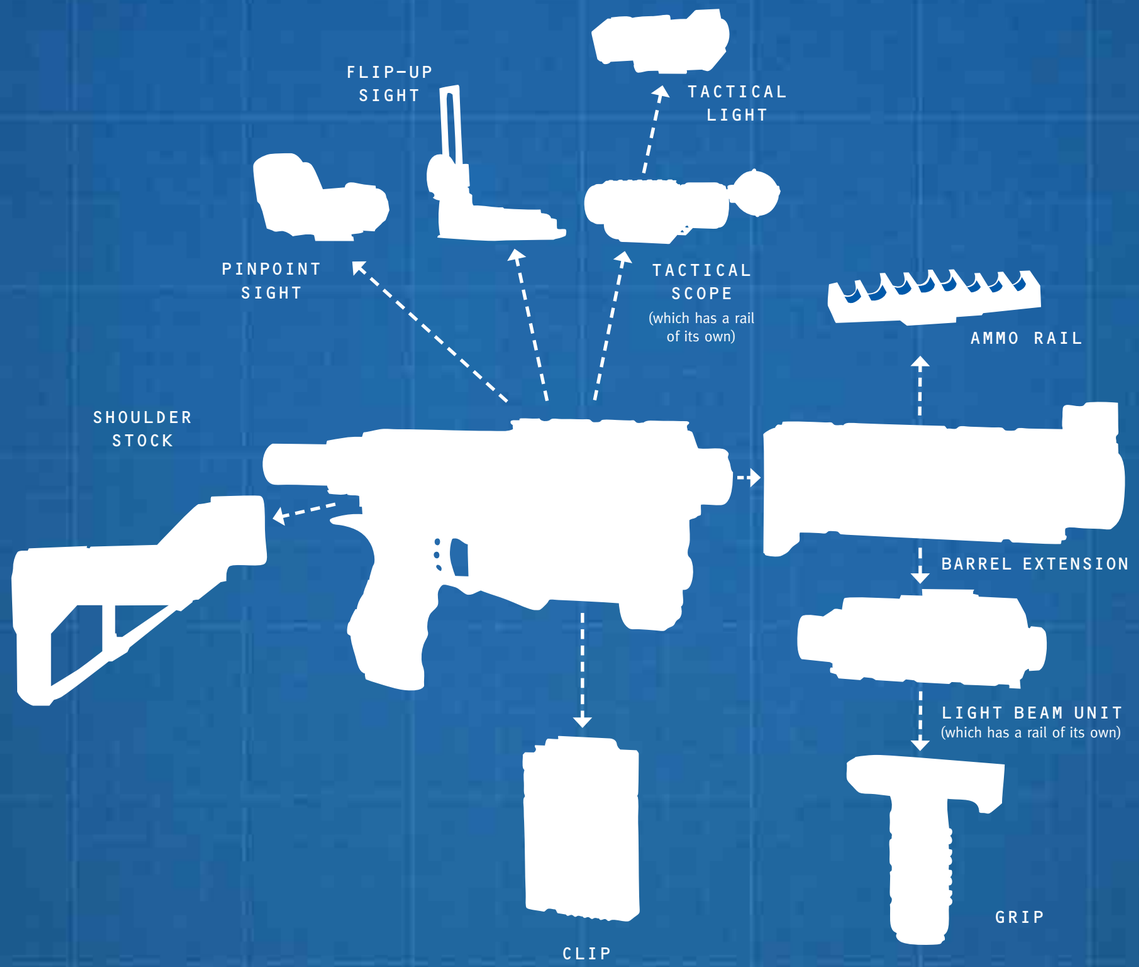
CLEAR SERIES

SONIC SERIES

GEAR UP SERIES

TACTICAL RAILS: FLEXIBILITY IS KEY

The tactical rail is an ingenious feature found on many NERF blasters—from the smallest to the largest and from N-Strike to Vortex—that makes it possible to customize in a variety of ways. The rails, which can be located above the barrel, below the barrel, or on the side of the blaster housing, can be used to attach many different kinds of upgrades, including:



RETALIATOR

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: DIRECT-PLUNGER
CAPACITY: 12 ROUNDS
RATE OF FIRE: 1 TO 2 DARTS PER SECOND
AMMO TYPE: N-STRIKE ELITE DARTS
RANGE: 75 FEET (23M)
TACTICAL RAILS: 1
BLASTER LENGTH: 25.5 INCHES (65CM)
YEAR RELEASED: 2012

>> The **Retaliator** blaster was released in 2012 as a successor to the Recon CS-6 model (page 44): a totally updated, fully customizable blaster system designed to provide the members of NERF Nation with a wide variety of blaster configurations. And with the extra range of the N-Strike Elite series, the Retaliator blaster instantly became **one of the strongest medium blasters ever.**

Like the Recon blaster before it, the Retaliator model has just one tactical rail on the main blaster housing, but the Barrel Extension has two of its own, one on top and one below. In addition, the Retaliator blaster has a detachable Shoulder Stock and a slot for an extra dart located in the grip.

Another feature is the Extra Grip, which can be attached to the tactical rail located at the bottom of the Barrel Extension. Although you have to remove your hand from the **priming slide on top of the blaster** to grab the Extra Grip, doing so helps steady the blaster when firing for precision over long distances.

SPECTRE REV-5

TYPE: CYLINDER-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: REVERSE-PLUNGER

CAPACITY: 5 ROUNDS

RATE OF FIRE: 1 OR 2 DARTS PER SECOND

AMMO TYPE: WHISTLER DARTS

RANGE: 45-50 FEET (13.5-15M)

TACTICAL RAILS: 1

BLASTER LENGTH: 29.5 INCHES (75CM)

YEAR RELEASED: 2010

>> The **Spectre REV-5** blaster falls into the medium blaster category because of its accessories.

The cylinder on the Spectre REV-5 blaster holds five rounds and folds out of the blaster frame for easy loading: just press the release button on the left side of the blaster. Once loaded, snap the cylinder back and prime by sliding the pump handle located above the grip. Another cool thing is that **the shoulder stock can be folded forward** to lie flat against the blaster: simply pull back on the stock to release the hinge and then fold forward to lock into place. While the Silencer undeniably **makes the blaster look awesome,** in fact it does not have any silencing properties.

FIREFLY REV-8

>> The **Firefly REV-8** blaster was a popular medium blaster in the early N-Strike lineup and the first to feature Glow-in-the-Dark Darts charged by an internal light. Like the Firefly Tech-based blasters that would follow in its wake (the Rayven CS-18 blaster, page 41, and the Lumitron blaster, page 53), the Firefly REV-8 blaster uses **an internal light** powered by two AA batteries to charge the darts before they are fired.

Because the Firefly REV-8 blaster is powerful and holds eight rounds (and has storage for another eight built into the integrated shoulder stock), it is **an excellent all-around medium blaster.** After loading the cylinder, power the blaster on with the on/off switch. Then prime the blaster with the slide and pull the trigger. When the trigger is pulled, the dart receives a flash of light in the light chamber and will come out glowing.

TYPE: CYLINDER-LOADING SINGLE-SHOT BLASTER*

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 8 ROUNDS

RATE OF FIRE: 1-2 DARTS PER SECOND

AMMO TYPE: GLOW-IN-THE-DARK MICRO DARTS

RANGE: 35-40 FEET (10.5-12M)

TACTICAL RAILS: 1

BLASTER LENGTH: 17 INCHES (43CM)

YEAR RELEASED: 2005

Requires 2 AA batteries

BARREL BREAK IX-2

TYPE: BARREL-LOADING SINGLE- OR DOUBLE-SHOT BLASTER

PROPULSION METHOD: REVERSE PLUNGER

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 DARTS PER 5 SECONDS

AMMO TYPE: WHISTLER DARTS

RANGE: 30-35 FEET (9-10.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 18 INCHES (46CM)

YEAR RELEASED: 2010

>> The **Barrel Break IX-2** blaster is a terrific double-barreled model that has swagger. And if the muscular design of the blaster itself leaves any doubt, the cluster of 8 darts stored prominently in the storage unit that attaches to the tactical rail on top makes it obvious that you mean business.

To load the Barrel Break blaster, press the button on the side of the blaster, which causes the barrel to release. Then manually pull the barrel forward and fold in half downward. Load two darts into the rear of the barrels and fold the front of the barrel back up into position—**this action also primes the blaster.** To fire the Barrel Break blaster, pull back gently on the trigger to fire one barrel and pull back hard to fire both simultaneously. When only one barrel is fired, the dart always comes out of the left barrel first.

SONIC SERIES

PROPULSION SYSTEMS

NERF blasters are not only awesome toys, they are also amazing achievements in mechanical engineering. At the heart of each blaster is the propulsion system, which powers the projectile. Here are some of the major propulsion systems and brief descriptions of how they work.

DIRECT PLUNGER

The direct plunger was the first blaster-propulsion system. It is somewhat like a syringe, where the dart is placed over the needle—when the plunger is pushed forward it forces air through the needle and launches the dart. Inside the blaster, the plunger is pushed forward by a compression spring.

DIRECT PLUNGER
(RETALIATOR BLASTER)

REVERSE PLUNGER

The reverse plunger was developed to save space inside the blasters, but it is a more complicated mechanism than the direct plunger. The surrounding tube shifts backward then shoots forward, forcing air into the chamber and launching the dart.

REVERSE PLUNGER
(RECON CS-6 BLASTER)

COMPRESSED AIR

Some early blasters featured compressed-air propulsion. Air is pumped into a closed chamber or heavy rubber bladder, building up pressure that is then released behind the dart by, for example, pressing the trigger.

MOTORIZED DIRECT PLUNGER

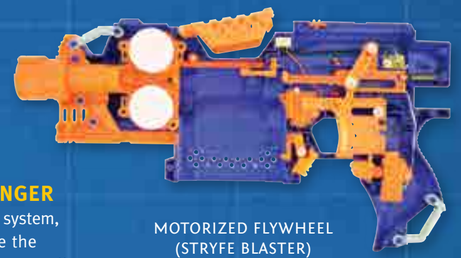
This works like the direct-plunger system mentioned above, but the priming and the action of the plunger are powered by a motor. In rapid-fire blasters, the motor forces the plunger back and forth as long as the trigger is held down. In some cases, the motor can also move the dart into firing position.

MOTORIZED REVERSE PLUNGER

This works like the reverse-plunger system, but is powered by a motor. Because the reverse plunger is inherently more complicated than the direct plunger, the motorized version requires even more energy because it has to move around more plastic within the blaster.

MOTORIZED FLYWHEEL

Like a baseball or tennis ball chucker, this mechanism features two spinning wheels, spaced a dart's width apart, that catch the dart or disc between them and fling the dart forward. It was a major advance in motorized propulsion systems because it tends to use less power than the motorized direct-or reverse-plunger systems (and requires fewer and smaller batteries).



MOTORIZED FLYWHEEL
(STRYFE BLASTER)

TORSION SPRING

Torsion springs provide the propulsive force in almost every Vortex blaster. Unlike a compression spring, which releases energy by snapping apart after being compressed, a torsion spring is wound tightly and the energy is released as it uncoils.

TORSION SPRING
(PROTON BLASTER)

ROUGH CUT 2X4

TYPE: BARREL-LOADING MULTI-SHOT BLASTER

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 8 ROUNDS

RATE OF FIRE: 2 DARTS PER SECOND; 4 DARTS PER SECOND USING SLAM FIRE

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: 1

BLASTER LENGTH: 18 INCHES (46CM)

YEAR RELEASED: 2013

>> One of two double-projectile firing blasters released in 2013 (along with the Diatron model, page 32), the **Rough Cut 2X4** blaster is pound-for-pound **one of the most fearsome medium blasters.**

The Rough Cut blaster has eight barrels and can fire darts out of two of them at a time, starting from the top down. To prime the blaster, pump the slide located underneath the barrels backward then forward; to Slam Fire, hold the trigger in all the way and pump the slide **to quickly unleash two darts at a time.** To fire one dart only, pull the trigger halfway back (useful when you are trying to conserve darts).

>> The **Stryfe** blaster is powered by a motorized flywheel. The clip it comes with holds six darts, but it is possible to substitute larger N-Strike Elite clips or drums. The Stryfe blaster is expandable, thanks to its **two tactical rails,** and its shoulder stock and barrel extension attachment points. As with all flywheel blasters, the Stryfe model **excels as a primary blaster,** especially if you add extra capacity.

To load the blaster, hold down the clip-release button, and remove the clip. After popping the loaded clip (or drum) back into the blaster, pull the acceleration trigger (beneath the trigger guard), and wait a second for the flywheels to reach firing speed; to fire, pull the main trigger. It is possible to fire the Stryfe blaster rapidly, but make sure you give the flywheels a split second to return to full speed after pulling the trigger to **maximize the range of each shot.**

STRYFE

TYPE: CLIP-LOADING MOTORIZED BLASTER*

PROPULSION METHOD: MOTORIZED FLYWHEEL

CAPACITY: 6 ROUNDS

RATE OF FIRE: 2-3 DARTS PER SECOND

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: 2

BLASTER LENGTH: 13.25 INCHES (34CM)

YEAR RELEASED: 2013

**Requires 4 AA batteries*

VORTEX PRAXIS

TYPE: CLIP-LOADING SINGLE-SHOT DISC BLASTER

PROPULSION METHOD: TORSION-SPRING

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 DISCS PER SECOND

AMMO TYPE: XLR DISCS

RANGE: 50-60 FEET (15-18M)

TACTICAL RAILS: 1

BLASTER LENGTH: 26.25 INCHES (67CM)

YEAR RELEASED: 2011

>> The **Praxis** blaster is a high-performance disc blaster with excellent capacity, terrific range, and the kind of flexibility that makes it a good choice for nearly any kind of mission.

The Praxis blaster can be stabilized by using the detachable Shoulder Stock accessory (the release button is next to the attachment point). It also has a tactical rail perfect for the Tactical Scope attachment (page 88) or Light Beam Unit accessory (page 88). To load the Praxis blaster, eject the clip by pressing the clip-release button. The clip holds ten discs, but if you chamber one before reloading the clip, you can **increase the effective capacity to 11 discs.** To prime and fire, pump the slide underneath the barrel and pull the trigger.

VORTEX LUMITRON

TYPE: CLIP-LOADING SINGLE-SHOT DISC BLASTER

PROPULSION METHOD: TORSION-SPRING

CAPACITY: 10 ROUNDS

RATE OF FIRE: 2 DISCS PER SECONDS

AMMO TYPE: GLOW-IN-THE-DARK XLR DISCS

RANGE: 50-60 FEET (15-18M)

TACTICAL RAILS: 1

BLASTER LENGTH: 18.25 INCHES (46CM)

YEAR RELEASED: 2012

**Requires 4 AA batteries*

>> Released as part of the Light It Up series of blasters (which includes the Rayven CS-18 model, page 41), the **Lumitron** blaster is built on the same frame as the Praxis model (above) and features the same **excellent and reliable performance.**

The Lumitron blaster comes with a Firefly Tech clip (page 86) and 10 Glow-in-the-Dark XLR discs. With the power switch turned on, an internal light (which glows blue and can be seen from the barrel or at the side of the clip) **charges the light-sensitive discs.** The Lumitron blaster is loaded, primed, and fired in exactly the same way as the Praxis blaster, but it is **a special thrill** sending glow-in-the-dark discs hurtling through the air!

DART TAG HYPERFIRE

TYPE: BARREL-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: DIRECT-PLUNGER
CAPACITY: 10 ROUNDS
RATE OF FIRE: 2 DARTS PER SECOND
AMMO TYPE: DART TAG MICRO DARTS
RANGE: 30-40 FEET (9-12M)
TACTICAL RAILS: 1
BLASTER LENGTH: 12.5 INCHES (32CM)
YEAR RELEASED: 2004

>> The **Hyperfire** model is one of the oldest and more popular of all NERF Dart Tag blasters. Its popularity makes sense: it had an impressive ten-dart capacity, good rate of fire, and solid range.

To load, simply slip the darts into the ten tubes on the rotating barrel. Prime the blaster by pulling the slide located on top, then pull the trigger to fire. The blaster has one small tactical rail, which cannot be used with accessories that require a longer rail. It also has **integrated iron sight** located on top of the blaster.

QUICK 16 DART TAG

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 16 ROUNDS
RATE OF FIRE: 2-3 DARTS PER SECOND USING SLAM FIRE
AMMO TYPE: DART TAG MICRO WHISTLER DARTS
RANGE: 40-45 FEET (12-13.5M)
TACTICAL RAILS: NONE
BLASTER LENGTH: 20.75 INCHES (53CM)
YEAR RELEASED: 2011

>> The **Quick 16** blaster instantly became a Dart Tag favorite thanks to its huge capacity, excellent range, and high rate of fire. The curved, integrated banana clip is unique to the Quick 16 blaster and gives it **a distinctive profile.**

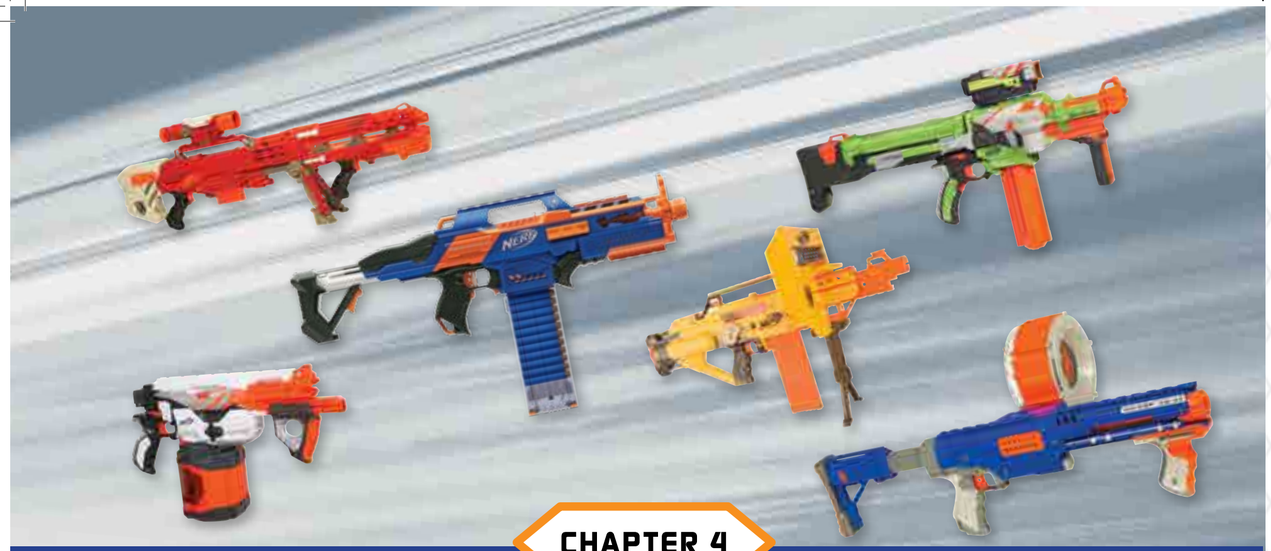
To load, insert the darts one at a time into the feeder slot on the top left side of the blaster. To prime and fire, slide the front grip back and forth and pull the trigger. To Slam Fire, hold the trigger down while pumping the priming handle back and forth.

DART TAG FURYFIRE

TYPE: CYLINDER-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 10 ROUNDS
RATE OF FIRE: 1-2 DARTS PER SECOND
AMMO TYPE: DART TAG MICRO DARTS
RANGE: 30-40 FEET (9-12M)
TACTICAL RAILS: 1
BLASTER LENGTH: 17 INCHES (43CM)
YEAR RELEASED: 2009

>> The **Furyfire** blaster succeeded the Hyperfire blaster (opposite page) as an official NERF Dart Tag League blaster when it was released in 2009. Like its predecessor, the Furyfire model had a ten-round cylinder and **solid range and accuracy.** And like the Eliminator blaster (page 36) and several other models, it can hold an extra dart tucked into the grip, bringing the capacity of the blaster up to eleven rounds.

The darts are loaded into the cylinder, which is fixed in the blaster housing and cannot be popped out. Prime the blaster by pumping the slide mounted on the integrated barrel extension. The Furyfire blaster has an **impressive rate of fire** if one hand is kept on the primer and the other on the trigger. Interestingly, the Furyfire blaster was only ever released in pairs (one green and one orange).



CHAPTER 4

CLASS: HEAVY BLASTERS

LARGE AND IN CHARGE!

RAIDER CS-35

TYPE: DRUM-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 35 ROUNDS
RATE OF FIRE: 1–2 DARTS PER SECOND; 3 DARTS PER SECOND USING SLAM FIRE
AMMO TYPE: STREAMLINE DARTS
RANGE: 45–50 FEET (13.5–15M)
TACTICAL RAILS: 2
BLASTER LENGTH: 27.5 INCHES (70CM)
YEAR RELEASED: 2009

>> When it was released, the **Raider CS-35** blaster had the highest capacity of any NERF blaster to date. The new 35-dart drum allowed users to go longer between reloads then ever before. The **awesome styling and size** combined with the gigantic drum really set the Raider model apart.

The drum included with the Raider CS-35 blaster attaches to the left side. To release the drum (or clip), pull the priming handle back and press the clip-release button; when the drum is loaded, pull the priming handle again and pop the drum into place. To prime and fire the blaster, pump the priming handle and pull the trigger; to Slam Fire, hold the trigger down while pumping the handle. With two tactical rails and a shoulder stock attachment point, the Raider CS-35 blaster isn't just **a high-capacity heavy blaster**—it's also remarkably flexible.

The Raider CS-35 blaster was the first one with an announced release date, September 9, 2009. Since then, September 9 (NERF Day) releases have become a yearly tradition eagerly anticipated by the members of NERF Nation.

CLEAR SERIES

GEAR UP SERIES

LONGSHOT CS-6

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER

PROPULSION METHOD: DIRECT-PLUNGER

CAPACITY: 6 ROUNDS

RATE OF FIRE: 1-2 DARTS PER SECOND

AMMO TYPE: STREAMLINE DARTS

RANGE: 45-55 FEET (13.5M-16.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 38.5 INCHES (98CM)

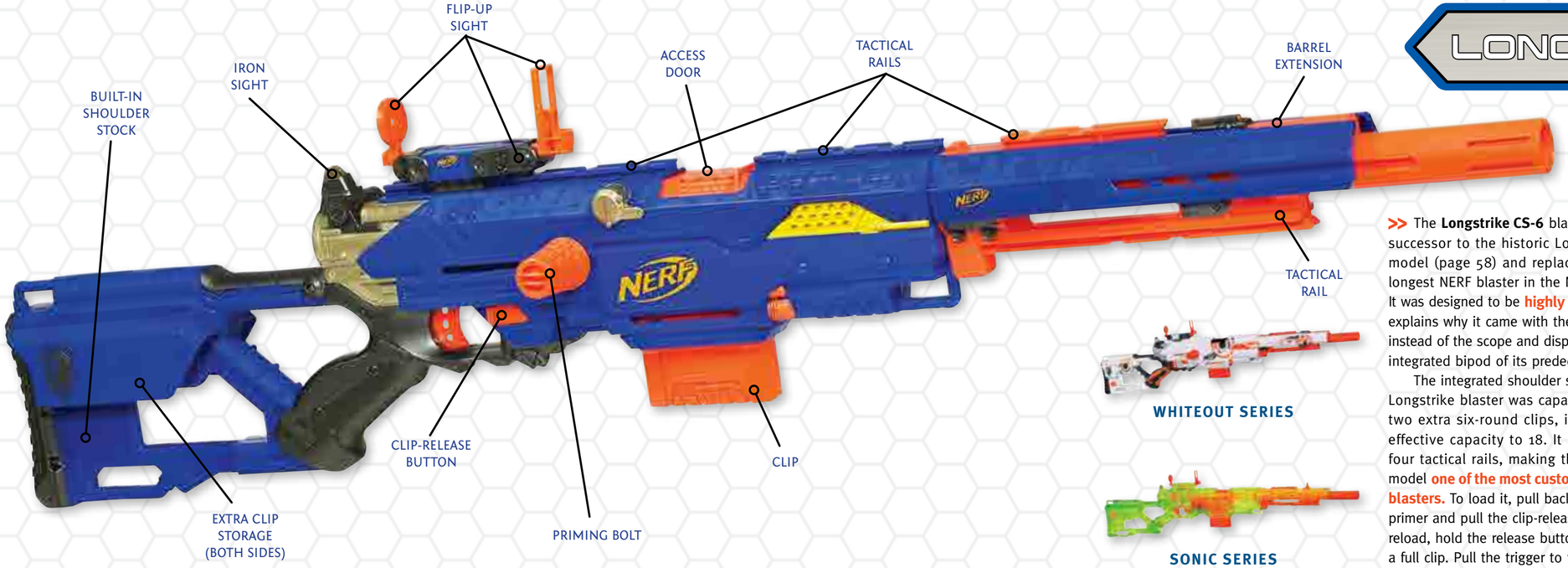
YEAR RELEASED: 2006

>> The **Longshot CS-6** blaster holds a special place in history because it was the first clip-system blaster ever released in the NERF line-up. This alone would have been enough to secure the blaster's place in the historical record, but the Longshot model is also much admired for its many other features. Most importantly, its **powerful direct-plunger propulsion** system helped it live up to its reputation as a great long-range blaster.

The Longshot CS-6 blaster has an integrated, collapsible shoulder stock that has room for storing an extra six-round clip inside it. The blaster also has an integrated bipod mounted behind the front grip for stabilizing the blaster in long-range mode. And to make those long shots possible, the blaster came with a Tactical Scope accessory (page 88) that attached to the tactical rail located on top of the carrying handle. Uniquely, the barrel extension on the Longshot model is itself a single-shot blaster. After detaching it, pump the primer and use it as a secondary blaster. It is powered by a reverse-plunger propulsion system.

Prime by sliding back the bolt that sticks out on both sides of the blaster. The priming bolt also has to be pulled back before releasing the clip with the clip-release button. To reload, hold down the release button and pop the clip back in. Use the trigger on the rear grip to fire.

RED STRIKE SERIES



LONGSTRIKE CS-6

TYPE: CLIP-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: REVERSE-PLUNGER
CAPACITY: 6 ROUNDS
RATE OF FIRE: 1-2 DARTS PER SECOND
AMMO TYPE: STREAMLINE DARTS
RANGE: 45-50 FEET (13.5-15M)
TACTICAL RAILS: 1
BLASTER LENGTH: 40.75 INCHES (103CM)
YEAR RELEASED: 2010

WHITEOUT SERIES

SONIC SERIES

>> The **Longstrike CS-6** blaster was the successor to the historic Longshot CS-6 model (page 58) and replaced it as the longest NERF blaster in the N-Strike lineup. It was designed to be **highly portable,** which explains why it came with the flip-up sight instead of the scope and dispensed with the integrated bipod of its predecessor.

The integrated shoulder stock on the Longstrike blaster was capable of carrying two extra six-round clips, increasing its effective capacity to 18. It also featured four tactical rails, making the Longstrike model **one of the most customizable heavy blasters.** To load it, pull back the bolt-action primer and pull the clip-release button. To reload, hold the release button and pop in a full clip. Pull the trigger to fire away.

RAMPAGE

TYPE: DRUM-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD: DIRECT-PLUNGER
CAPACITY: 25 ROUNDS
RATE OF FIRE: 1-2 DARTS PER SECOND; 3 PER SECOND USING SLAM FIRE
AMMO TYPE: N-STRIKE ELITE DARTS
RANGE: 75 FEET (23M)
TACTICAL RAILS: 2
BLASTER LENGTH: 20.5 (52CM) INCHES
YEAR RELEASED: 2012

>> The **Rampage** blaster was one of the first releases in the NERF N-Stike Elite lineup and was designed to be a successor to the Raider CS-35 blaster (page 57). Though it has a slightly smaller capacity than the Raider model, the Rampage blaster **excels in accuracy and range,** thanks to the improved internal mechanism and high-flying N-Strike Elite Darts.

To load the Rampage blaster, pull the priming handle back and hold the clip-release button to eject the drum from the left side of the blaster. Once the drum is clicked back into place, slide the priming handle forward. Pump the handle backward and forward to prime and pull the trigger to fire. To Slam Fire, hold down the trigger while sliding the priming handle rapidly back and forth.

The Rampage model is also quite flexible: it has two tactical rails on top of the barrel and a shoulder stock attachment point. And as a special bonus, **an extra round can be stored in the secret compartment in the grip.**

UNITY POWER SYSTEM

TYPE: 3-IN-1 BLASTER: 1 SINGLE-SHOT MISSILE LAUNCHER (TITAN AS-V.1); 1 BARREL-LOADING MOTORIZED MULTIPLE-SHOT BLASTER (HORNET AS-6); AND 1 BARREL-LOADING, SINGLE-SHOT BLASTER (SCOUT IX-3)

PROPULSION METHOD: COMPRESSED AIR (TITAN AS-V.1 AND HORNET AS-6) AND REVERSE-PLUNGER (SCOUT IX-3)

CAPACITY: 10 ROUNDS

RATES OF FIRE: 1 MEGA MISSILE EVERY 4 SECONDS (TITAN AS-V.1); 1 DART PER SECOND (SCOUT IX-3); 2-3 PER SECOND OR 6 PER SECOND (IN BLAST MODE) (HORNET AS-6)

AMMO TYPE: MEGA MISSILE; MICRO DARTS

RANGE: TITAN AS-V.1: 55-65 FEET (16.5-19.5M); SCOUT IX-3: 45-55 FEET (13.5-16.5M); HORNET AS-6: 35-45 FEET (12-13M)

TACTICAL RAILS: 1 (SCOUT IX-3)

BLASTER LENGTH: 24.75 INCHES (63CM)

YEAR RELEASED: 2003

>> The **Unity Power System** model is unlike any other NERF blaster because it is composed of **three separate blasters** that were originally available only by owning the Unity (though each component was released separately later). Most importantly, it gave birth to the tactical rail, on the Scout blaster, which allowed it to clip onto the Titan blaster. The Hornet attached to the Titan blaster via a unique (non-tactical rail) attachment system.

The Scout blaster is primed by sliding the priming handle on top of the barrel back and releasing it. It stores an extra two darts in slots located below the barrel.

The Hornet blaster is **an air-powered** blaster with sci-fi styling and several interesting features. It is primed with a pump located below the barrels at the front of the blaster. Once the blaster is primed, it can be fired on semi-rapid-fire until all six rounds are away without priming again. It can also fire all six rounds at once by pressing the "blast button" located on the side of the blaster, just in front of the trigger.

The air-powered Titan blaster is the largest part of the Unity. It fires a unique round known as the Mega Missile projectile considerable distances. It is primed by pumping the large handle at the back of the blaster. A pressure gauge on the left side of the blaster housing lets you know when you've achieved maximum pressure and the blaster is ready to fire. Pulling the rear trigger fires the Mega Missile Dart.

Why is it called the Unity Power system? Because all three blasters could fire their projectiles at the same time by pulling two triggers and pressing the Scout launch button all at once.

TITAN AS V.1 MISSILE BLASTER

The Titan blaster was later released as a standalone called The Big Bad Titan. The Hornet blaster was later released on its own in a different, blue-and-white color scheme. The Scout blaster was released on its own in the yellow N-Strike color scheme.

SCOUT 1X-3 BLASTER

HORNET AS-6 BLASTER

STAMPEDE ECS

TYPE: CLIP-LOADING, MOTORIZED SINGLE-SHOT BLASTER

PROPULSION METHOD: MOTORIZED DIRECT-PLUNGER*

CAPACITY: 18 ROUNDS

RATE OF FIRE: 3 DARTS PER SECOND

AMMO TYPE: STREAMLINE DARTS

RANGE: 45–50 FEET (13.5–15M)

TACTICAL RAILS: 6

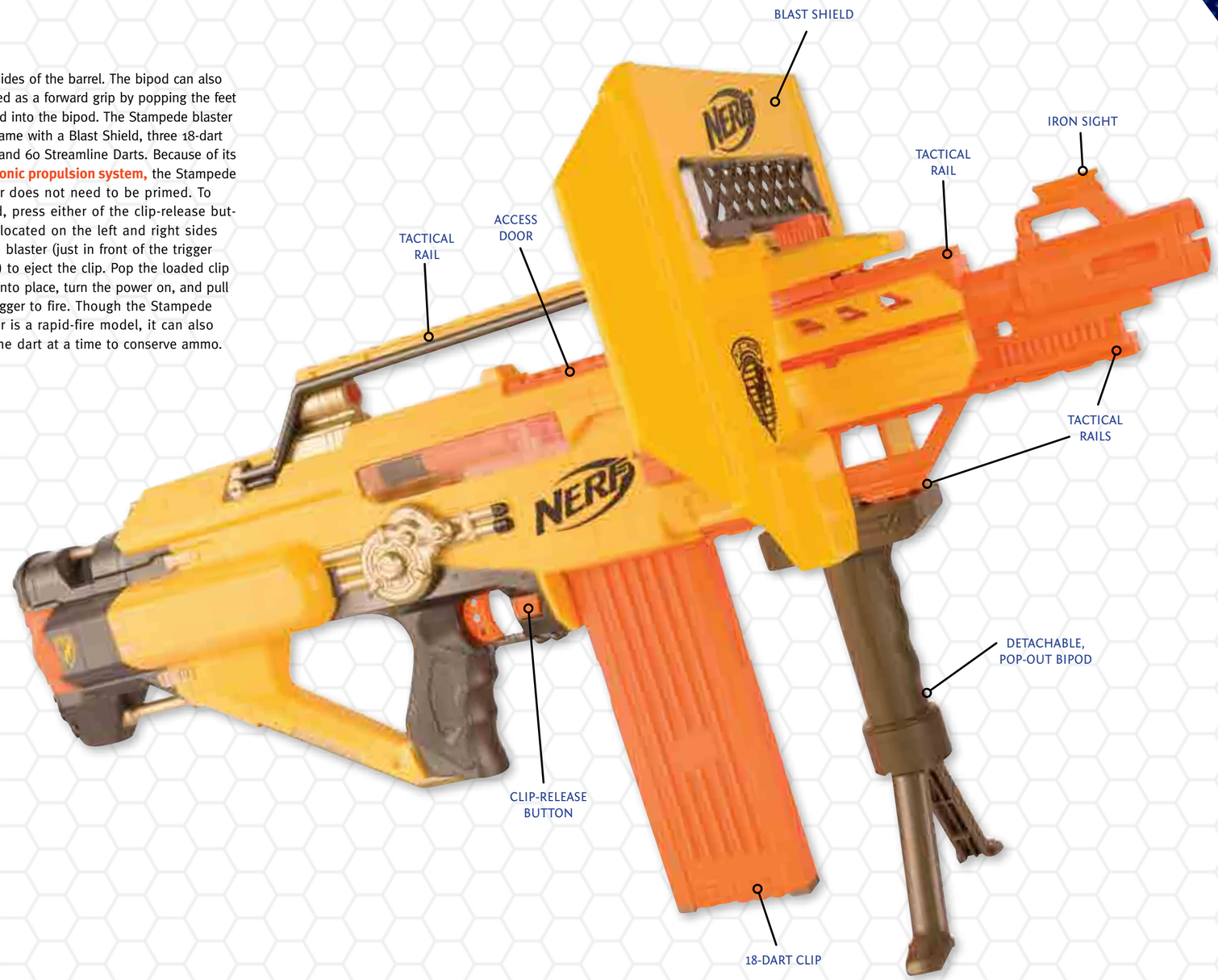
BLASTER LENGTH: 28.75 (73CM)

YEAR RELEASED: 2010

**Requires 6 D batteries*

>> The **Stampede ECS** blaster is one of the most powerful heavy blasters ever made. It is also one of the heaviest blasters, especially when it has all its accessories attached and six D batteries inserted. Thanks to its unique electronic direct-plunger propulsion system, **the Stampede blaster has terrific range.** Its accuracy is very good when using the pop-out bipod, an attachment unique to this blaster.

The Stampede blaster is also one of the most flexible, thanks to its **whopping six tactical rails:** one on top of the carrying handle; one on top of the barrel; two below the barrel; and one each on the left and right sides of the barrel. The bipod can also be used as a forward grip by popping the feet upward into the bipod. The Stampede blaster also came with a Blast Shield, three 18-dart clips, and 60 Streamline Darts. Because of its **electronic propulsion system,** the Stampede blaster does not need to be primed. To reload, press either of the clip-release buttons, located on the left and right sides of the blaster (just in front of the trigger guard) to eject the clip. Pop the loaded clip back into place, turn the power on, and pull the trigger to fire. Though the Stampede blaster is a rapid-fire model, it can also fire one dart at a time to conserve ammo.



SONIC SERIES

SONIC SERIES

RED STRIKE SERIES

CLEAR SERIES

VULCAN EBF-25

TYPE: BELT-LOADING, MOTORIZED SINGLE-SHOT BLASTER*

PROPULSION METHOD: MOTORIZED DIRECT-PLUNGER

CAPACITY: 25 ROUNDS

RATE OF FIRE: 3 DARTS PER SECOND

AMMO TYPE: WHISTLER DARTS

RANGE: 45–55 FEET (13.5–16.5M)

TACTICAL RAILS: 3

BLASTER LENGTH: 30 INCHES (76CM)

YEAR RELEASED: 2008

**Requires 6 D batteries*

>> The N-Strike **Vulcan EBF-25** blaster is a gigantic rapid-fire dart blaster, and when it was introduced in 2008, it was **the undisputed king of the dart-blaster jungle.** It is one of the biggest NERF blasters, as well as the heaviest—fully loaded, including Tripod, Ammo Box, and the 6 D batteries needed to power the firing mechanism, this bad boy weighs nearly eight pounds (3.6kg).

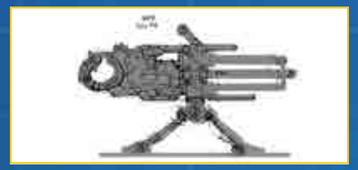
Whether the mission is offensive or defensive, the Tripod accessory helps take the blaster's weight and provides a steady pivot when you're spraying darts at any target. And if you need to, you can always jump to your feet, grab the carrying handle mounted at the front of the blaster housing, and take the Vulcan model on the go, firing away with the blaster held in front of you.

Of course, the Vulcan blaster's **rapid rate of fire** means you have to pay close attention to your ammo supply. The unique ammo belt holds 25 darts and can be stored, and fed from, the Ammo Box attachment on the left side of the blaster. And if your ammo supply is running low, you can always power down the blaster and **switch from rapid-fire to single-shot mode.** To prime with the power off, pull the priming bolt back and forth, then pull the trigger to fire.

If you want to expand your blaster's capabilities, the Vulcan model has three tactical rails, perfect for any of numerous upgrades: Tactical Scope (page 88), Tactical Light accessory (page 89), and many more.

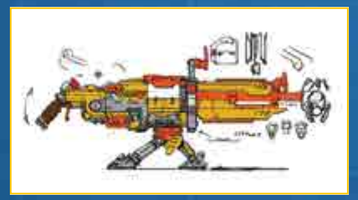
THE DESIGN PROCESS: THE VULCAN BLASTER

Every NERF blaster goes through a similar process of development, starting as a glimmer in the eye of a designer and ending as a colorful, fully functional blaster. Of course, some blasters are more complicated and require more effort to make them a reality. Perhaps the best example of this kind of high-concept, technologically advanced blaster is the iconic Vulcan EBF-25 blaster (page 67), a belt-fed, full rapid-fire dart blaster. Here is how the process worked for this amazing blaster.



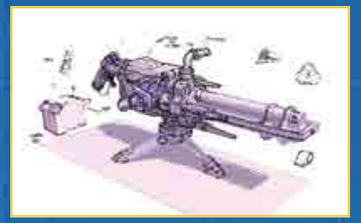
THE IDEA

The idea for the Vulcan model was first discussed at a NERF concept meeting, where somebody said, "Hey, let's make a big, belt-fed, rotary-barrel, over-the-top, tripod-mounted blaster." It would be the most ambitious blaster concept the team had ever attempted. Inspired, the designers got to work right away to come up with sketches of what such a blaster might look like. The version that got the green light was a tripod-mounted blaster with three rotating barrels.



THE "BREAD BOARD"

The engineers took the drawings from the designers and started working on the first functioning model, a sort of home-grown blaster built of scrap parts that is called a "bread board." At this stage, a 3D CAD ("computer-aided design") drawing of this prototype blaster was also developed to aid in further development, testing, and manufacturing.



THE "LOOKS-LIKE"

Based on the first CAD drawing, the designers and engineers then created a "looks-like" model out of foam that showed the design elements and provided a first look at the color scheme. A second bread board was also built to test how the developing propulsion mechanism was working. It was discovered that the three rotating barrels, the motorized direct plunger system, and belt-feeding motors were incredibly complex and required a lot of electricity. After much discussion, the team decided to use just a single barrel to cut down on the power drain and to simplify the mechanics.

THE "FOAM BUCK"

With the propulsion mechanism in development, the designers created an accurate, but nonworking version of the Vulcan blaster from foam, called a "buck." The buck is used to make sure that the shape of the blaster is right for the kids who will be playing with it. To test this, a group of kids get to handle the model of the blaster, wrap their fingers around the grip, and in general make sure that all the distances and sizes were appropriate.

DIALING IN THE DETAILS

With several rounds of design and testing completed, the NERF team started to refine the details, from the blaster's appearance to its capacity. For instance, many fans have wondered why the belt held 25 darts instead of 35 or 50 (as originally planned) or more. One reason is that extensive testing has shown that there is an important relationship between dart capacity, the length of time it takes to load the blaster, and how much fun it is to play with. In this case, 25 turned out to be the right balance of time versus rounds versus fun. Another reason is the added weight and the power necessary to drive a larger belt. At this stage, the final round of CAD drawings, to be used by the factory in manufacturing the blaster, are finalized.

A BLASTER IS BORN

It took around two years from the first discussions of the Vulcan blaster until the first finished blasters started rolling off the line. But all the hard work paid off—the Vulcan model is one of the most famous NERF blaster designs and is a sought-after collector's item.

HAIL-FIRE

TYPE: CLIP-LOADING, MOTORIZED BLASTER

PROPULSION METHOD: MOTORIZED FLYWHEEL*

CAPACITY: 144 ROUNDS

RATE OF FIRE: 2–3 DARTS PER SECOND

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: 2

BLASTER LENGTH: 19.25 (49CM)

YEAR RELEASED: 2012

*Requires 4 AA batteries

>> Every now and then, something completely new arrives on the scene—in this case, the unique **Hail-Fire** rapid-fire dart blaster. With its maximum capacity of 144 darts, the Hail-Fire model is **the champ of the heavy blasters** when it comes to dart capacity.

The Hail-Fire blaster's awesome capacity is due to its unique "clip carousel," which can hold up to eight clips (of up to 18 darts each, for the maximum of 144 darts). Because it is powered by **a motorized flywheel,** there is no priming mechanism. The "advance handle" at the front of the blaster works as a carrying handle, but its real purpose is to rotate the carousel so that the next full clip can be advanced into position when the current clip runs dry. When a clip is empty, crank the advance handle forward and backward to rotate the carousel. Pull the acceleration trigger under the trigger guard to get the flywheels up to speed and then pull the main trigger to **fire a hailstorm of darts**.

Tactical rails located above the grip and below the barrel allow this heavy blaster to accept any of several accessories.

RAPIDSTRIKE CS-18

TYPE: CLIP-LOADING, MOTORIZED SINGLE-SHOT BLASTER

PROPULSION METHOD: MOTORIZED FLYWHEEL*

CAPACITY: 18 ROUNDS

RATE OF FIRE: 3 DARTS PER SECOND

AMMO TYPE: N-STRIKE ELITE DARTS

RANGE: 75 FEET (23M)

TACTICAL RAILS: 5

BLASTER LENGTH: 27 INCHES (68.5CM)

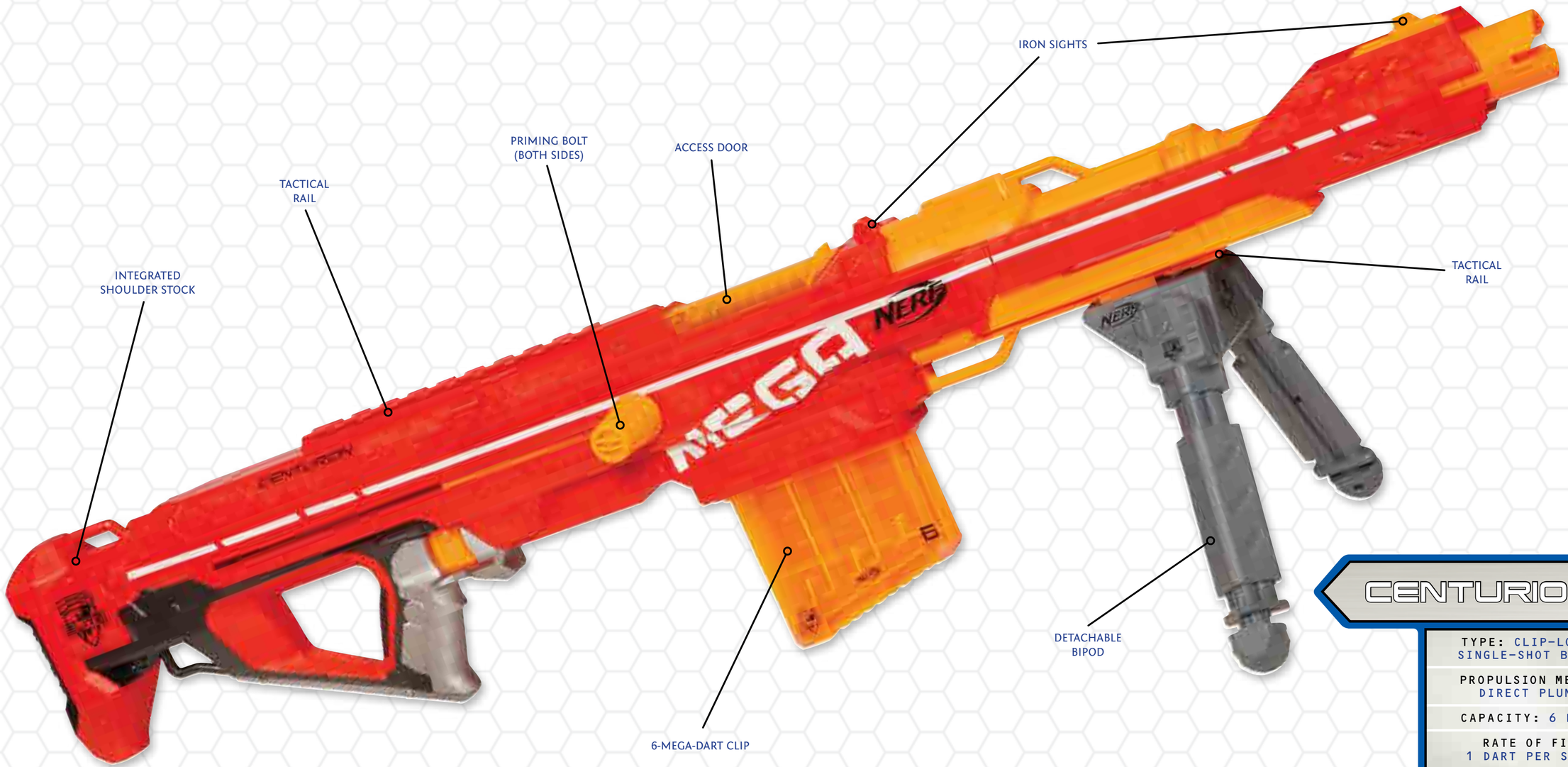
YEAR RELEASED: 2013

**Requires 4C batteries*

>> The **Rapidstrike CS-18** blaster is a compact heavy blaster with excellent capacity and **high rate of fire.** Because of its relatively small size and light weight (it weighs significantly less than the Stampede ECS blaster, page 64), the Rapidstrike blaster can even be wielded as a pair in a breathtaking display of **N-Strike Elite Dart power.**

To load, first pop out the empty clip with the clip-release button, located under the front end of the trigger guard. Pop the full clip back into place, pull the acceleration trigger (located under the rear end of the trigger guard) to get the flywheel up to speed, and then pull the main trigger to fire.

The Rapidstrike blaster is also extremely flexible, thanks to its five tactical rails (including one each on the left and right sides of the barrel). And if the rapid firing, light weight, and expandability aren't enough to assert this blaster's awesomeness, its **18-dart clear clip** (which allows you to see how much ammo is left) should do the trick.



CENTURION

TYPE:	CLIP-LOADING SINGLE-SHOT BLASTER
PROPULSION METHOD:	DIRECT PLUNGER
CAPACITY:	6 ROUNDS
RATE OF FIRE:	1 DART PER SECOND
AMMO TYPE:	MEGA DARTS
RANGE:	100 FEET (30.5M)
TACTICAL RAILS:	2
BLASTER LENGTH:	40.75 INCHES (114CM)
YEAR RELEASED:	2013

>> This impressive blaster not only fires farther than any prior NERF blaster, it is also **the longest NERF blaster,** able to intimidate opponents with its sheer size. The first blaster released in the new MEGA series, the **Centurion** model uses a new, larger MEGA Dart with incredible range and a screaming whistle as it flies through the air. These new darts, combined with an advanced propulsion system, allow the Centurion blaster to live up to its name and hit ranges of up to 100 feet (30.5m).

To load the Centurion blaster, release the clip with the clip-release button located under the trigger guard. Pop the loaded clip back into the blaster, pull the priming bolt backward and forward to prime, and pull the trigger to fire. To ensure **steadiness and accuracy,** use the included bipod when firing.

CAPTURE THE FLAG

WHAT YOU'LL NEED:

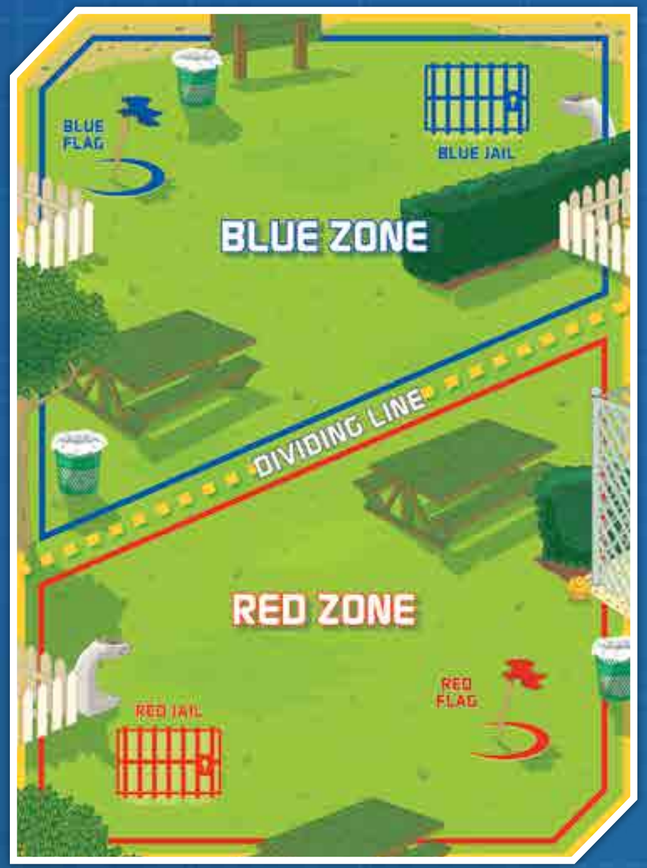
- An even number of players, at least 4 per side
- Enough blasters for each player to have one
- Plenty of darts and/or discs and spare clips for everyone
- NERF eyewear/Vision Gear for every player
- Chalk, rope, or cones for marking off team territories and jails
- A small flag on a sturdy base for each team

OBJECT:

Be the first to take the opposing team's flag and bring it to your home base OR the first to put all the opposing players into "jail"

RULES:

Divide the playing field into two equal areas and mark the dividing line between them. Each team then marks off a ten-foot (3m)-by-ten-foot "jail," usually located away from the flag.



When the game starts, players from one territory try to invade the opposing team's territory and steal their flag. However, as soon as a player crosses the dividing line, he or she can be blasted with a dart, disc, or arrow by the defending team. Players cannot be blasted in their own territory. If a player is hit with a dart or disc while attempting to steal the enemy's flag, he or she goes to "jail" in the enemy territory and must stay there until there is a "jailbreak" mounted by his or her teammates.

To carry out a jailbreak, a player must make it into enemy territory and touch one of the jailed prisoners before being hit with a dart or disc by the defending team. As soon as one prisoner has been rescued (touched) by a teammate, all the prisoners are freed and may not be blasted and jailed again until they have first returned to their home territory. The rescuer can, however, be hit with a disc or dart and jailed at any point.

The freed prisoners may not attempt to capture the enemy team's flag until they have returned to home base, but the rescuer can attempt to capture the flag before or after freeing his or her jailed teammates. If all the players on one team are jailed at the same time, the team that has jailed them wins.

If the members of one team successfully grab the opposing team's flag and bring it back to their home base before the other team can do the same, that team wins the game.

VORTEX NITRON

TYPE: CLIP-LOADING SINGLE-SHOT DISC BLASTER
PROPULSION METHOD: MOTORIZED FLYWHEEL*
CAPACITY: 20 ROUNDS
RATE OF FIRE: 2-3 DISCS PER SECONDS
AMMO TYPE: XLR DISCS
RANGE: 50-60 FEET (15-18M)
TACTICAL RAILS: 1
BLASTER LENGTH: 25.75 INCHES (65CM)
YEAR RELEASED: 2011

**Requires 6 C batteries for the blaster and 2 AAA batteries for the scope*

>> The **Nitron** blaster is a spectacular heavy disc blaster that balances range, a high rate of fire, and substantial capacity. And because its high-performance flywheel-propulsion system is not quiet, the **loud-and-proud** Nitron blaster makes an impressive calling card for any member of NERF Nation.

Its integrated shoulder stock provides some much-appreciated stability for this heavy blaster, plus a spot for storing another 10- or 20-disc clip. To load a new clip, press the clip-release button located above the trigger guard with the flywheels powered down. Snap the full clip back into the blaster, press the accelerator button located just below the trigger guard to bring the flywheels up to speed, and pull the main trigger to fire.

The blaster has one tactical rail, which is meant to hold the Centerfire Tech Electronic Scope accessory that comes with the blaster. This scope shows inward-converging, bright red trapezoids around the target when you look through the sight that help you **zero in on your target.**

VORTEX PYRAGON

TYPE: DRUM-LOADING SINGLE-SHOT DISC BLASTER
PROPULSION METHOD: TORSION SPRING
CAPACITY: 40 ROUNDS
RATE OF FIRE: 4-5 DISCS PER SECOND USING SLAM FIRE
AMMO TYPE: XLR DISCS
RANGE: 50-60 FEET (15-18M)
TACTICAL RAILS: 1
BLASTER LENGTH: 19 INCHES (48CM)
YEAR RELEASED: 2012

>> The **Pyragon** blaster is the mightiest of the heavy disc blasters, thanks to its massive 40-disc capacity and jaw-dropping rate of fire. It is **awesome right out of the box,** but it can also be upgraded thanks to its shoulder stock attachment point and tactical rail.

To load the Pyragon blaster with a drum (or other disc clip), pull the priming handle (located below the barrel) back and press the clip-release button located above the trigger guard. Loading the drum is done in four columns of ten within the drum; after each column is fully loaded, slide the indicator on the drum to advance to the next empty column and continue loading until all four columns are filled. (The drum rotates through each column automatically when the Pyragon blaster is being fired.) Insert a fully loaded drum or clip, pump the priming handle, and pull the trigger to fire. To Slam Fire, pump the priming handle back and forth while holding down the trigger; you will amaze onlookers by uncorking **a whirling cloud of discs.**

Iron Sights
Iron sights are the basic way to aim any blaster—they work by aligning a single flange on the front of the barrel with a notch located at the back of the blaster. So where does the name "iron sights" come from? NERF sights are made of plastic, of course, but back in the day on items like telescopes, such sights were made of metal!

REVONIX VORTEX

TYPE: CYLINDER-LOADING SINGLE-SHOT DISC BLASTER

PROPULSION METHOD: TORSION SPRING

CAPACITY: 30 ROUNDS

RATE OF FIRE: 3 DISCS PER SECOND USING SLAM FIRE

AMMO TYPE: XLR DISCS

RANGE: 55–65 FEET (16.5–19.5M)

TACTICAL RAILS: 1

BLASTER LENGTH: 19.25 INCHES (49CM)

YEAR RELEASED: 2013

>> The **Revonix** blaster has the longest range of any Vortex blaster and is only the second to feature Slam Fire capabilities, after the Pyragon model (page 78). It is a heavy disc blaster with an integrated 30-disc cylinder that revolves as the blaster is being fired. With its red-flames-on-white color scheme, the Revonix blaster looks incredibly sharp, but what really sets it apart is **its exceptional range** (achieved thanks to the muscular propulsion system).

To load the Revonix blaster, feed the discs into the exposed slot on the right side of the blaster. There are six slots to be loaded and each holds five discs. Once one slot is filled, rotate the barrel and load the next exposed slot. Unlike every other Vortex blaster before it, the Revonix model is loaded by inserting the discs vertically. The internal mechanism flips the discs onto their sides to get them into position to be fired horizontally from the barrel.

Prime the blaster by pumping the priming handle located under the barrel, then pull the trigger to fire. To Slam Fire, hold down the trigger and rapidly pump the priming handle back and forth. The Revonix blaster has a tactical rail located on top of the barrel as well as an attachment point for a shoulder stock.

Though it is **undeniably a heavy blaster,** its self-contained, compact design makes the amazing Revonix blaster feel a little like an overgrown disc revolver.

DART TAG SWARMFIRE

TYPE: BARREL-LOADING MOTORIZED, SINGLE-SHOT BLASTER

PROPULSION METHOD: MOTORIZED DIRECT-PLUNGER*

CAPACITY: 20 ROUNDS

RATE OF FIRE: 3 DARTS PER SECOND

AMMO TYPE: DART TAG MICRO DARTS

RANGE: 60-65 FEET (18-19.5M)

TACTICAL RAILS: 0

BLASTER LENGTH: 25 INCHES (61CM)

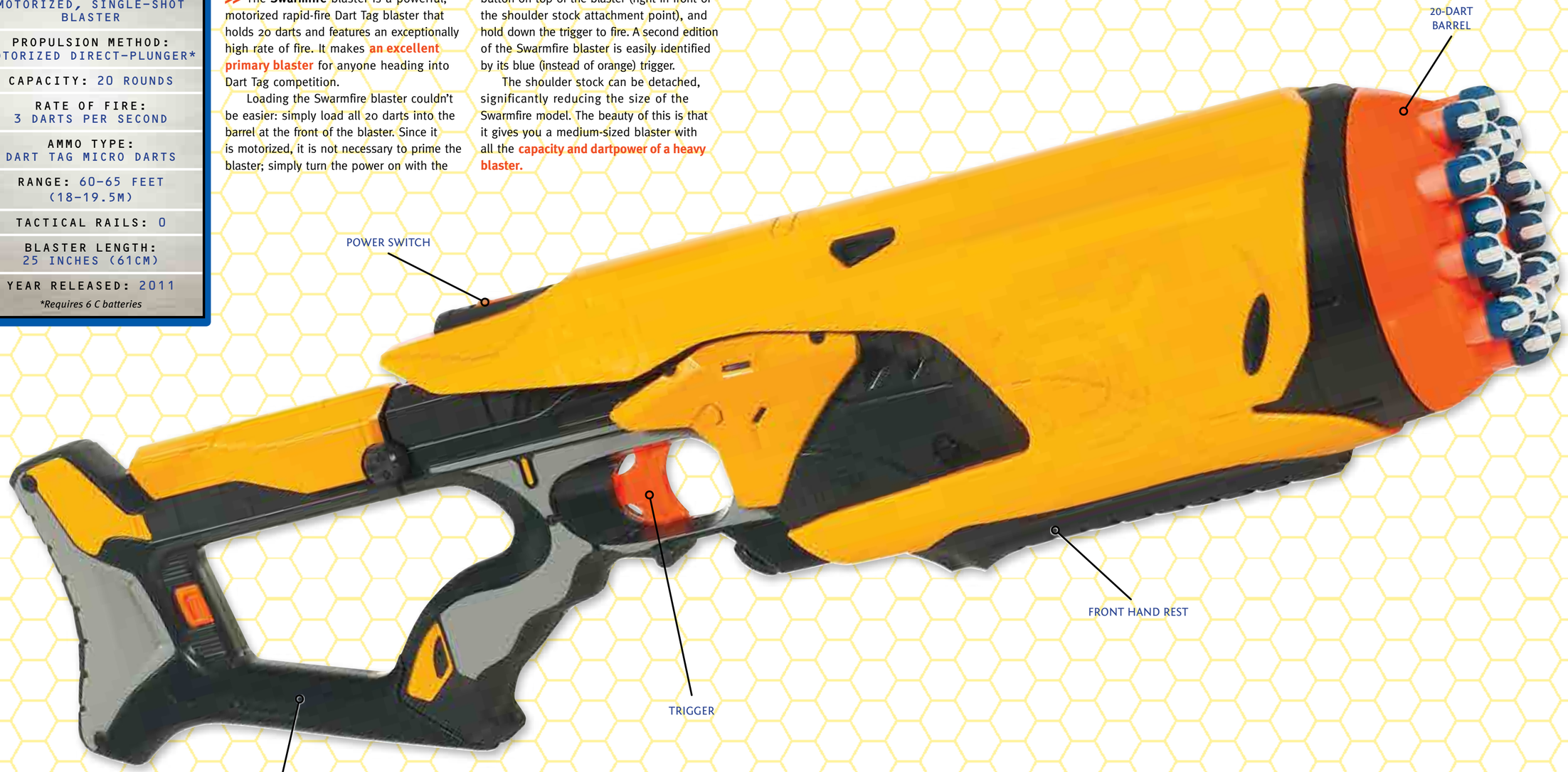
YEAR RELEASED: 2011

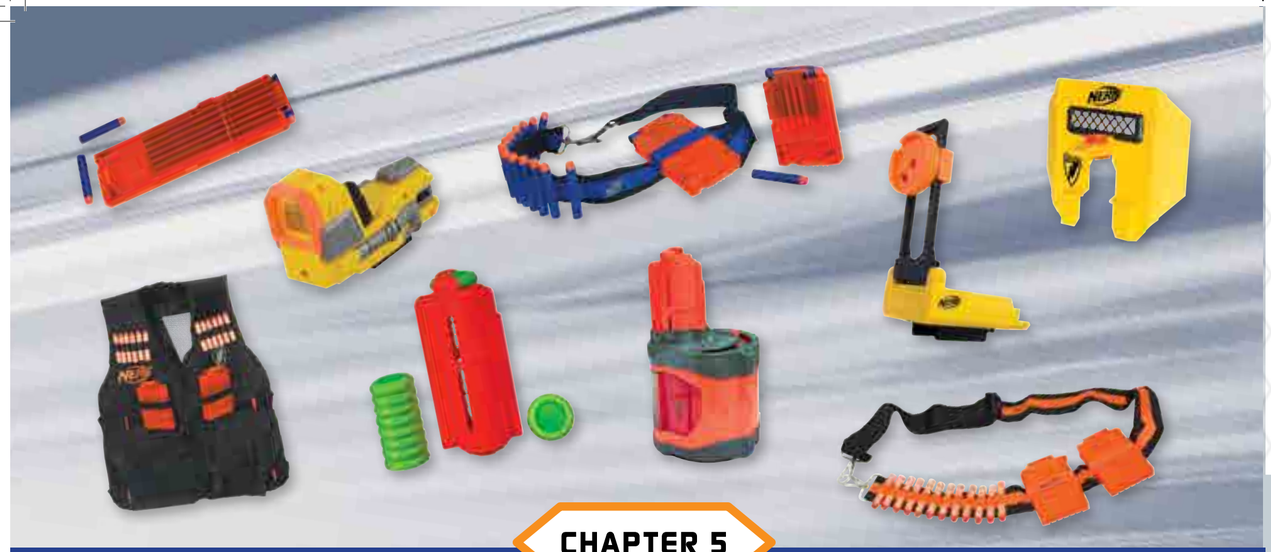
**Requires 6 C batteries*

>> The **Swarmfire** blaster is a powerful, motorized rapid-fire Dart Tag blaster that holds 20 darts and features an exceptionally high rate of fire. It makes **an excellent primary blaster** for anyone heading into Dart Tag competition.

Loading the Swarmfire blaster couldn't be easier: simply load all 20 darts into the barrel at the front of the blaster. Since it is motorized, it is not necessary to prime the blaster; simply turn the power on with the button on top of the blaster (right in front of the shoulder stock attachment point), and hold down the trigger to fire. A second edition of the Swarmfire blaster is easily identified by its blue (instead of orange) trigger.

The shoulder stock can be detached, significantly reducing the size of the Swarmfire model. The beauty of this is that it gives you a medium-sized blaster with all the **capacity and dartpower of a heavy blaster.**





CHAPTER 5

ACCESSORIES

PUTTING IT ALL TOGETHER

One of the most important innovations in NERF blaster history was the tactical rail (page 46). For the first time, the tactical rail made it possible for **accessories to be swapped between blasters.** Don't like just using the iron sights on your blaster when aiming at a target? Get a scope! Got a nighttime mission coming up? Consider adding a Tactical Light to the blaster. The tactical rail made customizing nearly any blaster possible.

Of course, not all accessories depended on the presence of a tactical rail. Some, like the barrel extensions, depended on the presence of other, specialized attachment points. And though some, like extra clips, were available separately as upgrades, others, like many of the shoulder stocks or the Centerfire Tech Electronic Scope (see below), were available exclusively with the purchase of certain blasters.

Whether tactical-rail-based or not, the blaster accessories in this chapter are only some of the most famous and most popular—there are many more in the NERF universe. And no doubt, there will be many more to come!

QUICK RELOAD CLIP

Sometimes, six darts just aren't enough to complete the mission. Enter the 18-dart **Quick Reload Clip** (introduced in 2010), an accessory that **tripled the capacity** of the standard 6-dart N-Strike clip. This 18-dart clip was previously only available with the Stampede ECS blaster (page 64). The popularity of the N-Strike 18-dart Quick Reload Clip led to the creation of a clear 18-dart clip, packaged exclusively with the N-Strike Elite Rapidstrike blaster (page 72) in 2012. Because the clip is clear, you can easily see how many darts remain.

N-STRIKE ELITE 18-DART QUICK RELOAD CLIP

FLIP CLIP

The **Flip Clip** was a connector that made it possible to attach two N-Strike clips (of any size) end-to-end. This allowed for **faster reload times:** when one clip was emptied, the connected clips could be pulled out, flipped, and the second clip easily inserted into the blaster.

FLIP CLIP

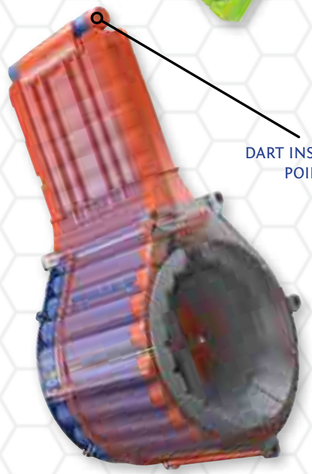
FIREFLY TECH DART CLIP

Released in 2012, the **Firefly Tech Dart Clip** was first available exclusively as part of the Rayven CS-18 blaster (page 41). An N-Strike Elite version, in neon green, was released the following year and sold separately. Requiring 3 AA batteries, the Firefly Tech Clip was a major innovation that made it possible to **charge Glow-in-the-Dark Darts inside a clip** for the first time.

N-STRIKE ELITE FIREFLY TECH DART CLIP

DART DRUMS

Dart Drums have been released in three basic sizes: 18, 25, and 35. The 18-Dart Drum was originally packaged with the Alpha Trooper CS-18 blaster (page 43) as well as available separately packaged with 18 Streamline Darts (page 15). A 35-Dart Drum was released in 2009 with the Raider CS-35 blaster (page 57), but never released on its own. A 25-Dart Drum was released in 2012 with the Rampage blaster (page 60), and was also never released on its own. Dart drums are **compatible with any clip-system blaster.**



N-STRIKE ELITE 25-DART DRUM

AMMO BOX

Every member of NERF Nation is familiar with the challenge of storing darts. This challenge was solved by the invention of the **Ammo Box**, a rectangular box with a lid and **space for 300 darts** (though this was sold with 100 darts.)

AMMO BOX PACKAGED WITH 100 STREAMLINE DARTS

BANDOLIER KIT

The **Bandolier Kit** featured an adjustable bandolier strap that fit over one shoulder and across the chest. It provides **wearable storage slots for two extra clips** and 12 darts. The N-Strike Bandolier Kit, released in 2009, included two six-dart clips and 24 Streamline Darts (page 15). An N-Strike Elite version of the Bandolier Kit was released in 2012 that included two six-dart clips and 24 N-Strike Elite Darts (page 16).

N-STRIKE BANDOLIER KIT

N-STRIKE ELITE BANDOLIER KIT

FLIP-UP SIGHT

The **Flip-Up Sight** is a mechanical sight used to help **improve the accuracy of any blaster** with a top-mounted tactical rail. The first of its kind was released as part of the Recon CS-6 blaster (page 44). The sight was designed to be used in conjunction with the iron sight mounted on the barrel extension. In 2010, another type of Flip-Up Sight was released as part of the Longstrike CS-6 blaster (page 61).

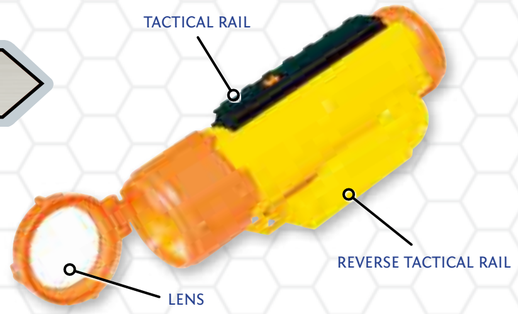
RECON CS-6 FLIP-UP SIGHT

PINPOINT SIGHT

Powered by two AAA batteries, the **Pinpoint Sight** has a **red targeting dot** visible when the user looks into the eyepiece. To aim, users line up the crosshairs, red dot, and the target and then fire away. Like the Flip-Up Sight (above), the Pinpoint Sight add-on **improves the accuracy of every shot.**

TACTICAL SCOPE

The **Tactical Scope** is used to **aid targeting.** It can take the place of iron sights when aiming, but it has no magnifying capability. The Tactical Scope add-on came as part of the Element EX-6 Action Kit or in its own Mission Kit (along with ten Micro Darts). **It has a tactical rail** of its own, located on top.



TACTICAL SCOPE WITH LENS OPEN

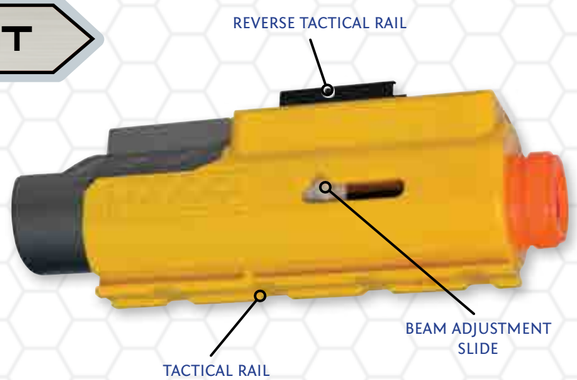
CENTERFIRE TECH ELECTRONIC SCOPE

Powered by two AAA batteries, the **Centerfire Tech Electronic Scope** was only available with the Vortex Nitron blaster (page 76). The scope features a series of nested, **green trapezoidal lights** visible by looking into the eyepiece. Three settings make the trapezoids flash in succession, from largest to smallest, at varying speeds.

CENTERFIRE TECH ELECTRONIC SCOPE

LIGHT BEAM UNIT

A tactical-rail accessory packaged with the Recon CS-6 blaster (page 44), the **Light Beam Unit** is used for aiming in the dark. It has dials for **focusing the light beam,** a sliding switch for changing the size of the beam, and a tactical rail of its own, located on the bottom. It requires two AAA batteries.



TACTICAL LIGHT

Powered by two AA batteries, the **Tactical Light** is a rail-mounted accessory that, like the Light Beam Unit add-on, makes it possible to **aim in the dark.** The green targeting light it emits is not adjustable. Because it would block the iron sights on any blaster it was attached to, the Tactical Light has its own iron sights on top.

TACTICAL VESTS

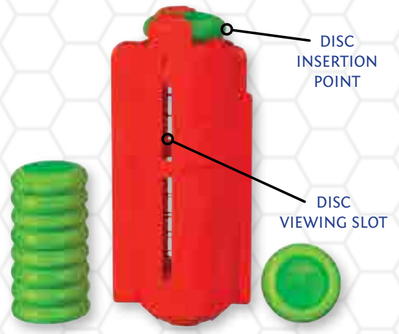
Released in 2009, the **Tactical Vest** is an adjustable vest that enables the wearer to carry four extra clips and 12 darts. It also features **a blaster holster,** mesh pouch, and other storage space. An N-Strike Elite version was released in 2012 that had similar clip- and dart-carrying options, but no blaster holsters.

N-STRIKE

N-STRIKE ELITE

VORTEX DISC CLIP

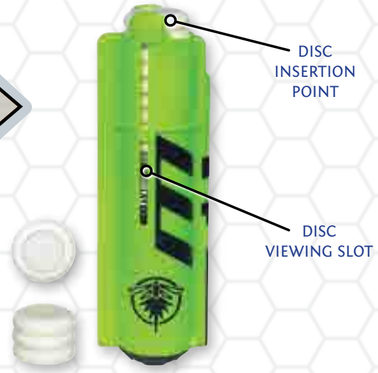
Spring-powered XLR Disc Clips for the Vortex blasters have been released in two sizes: a ten-disc model available separately and a 20-disc model packaged exclusively with the Nitron blaster (page 76). There is also a Firefly Tech variant (page 90).



10-DISC VORTEX DISC CLIP

FIREFLY TECH DISC CLIP

Released in 2013, the **Firefly Tech Disc Clip** made it possible to charge **10 Glow-in-the-Dark XLR Discs** within the clip. The lights inside the clip are powered by four AA batteries.



FIREFLY TECH DISC CLIP AND GLOW-IN-THE-DARK DISCS

VORTEX 40-DISC DRUM

The **Vortex 40-Disc Drum** is available exclusively with Vortex Pyragon blaster (page 78), but it is **compatible with any clip-system disc blaster.**

VORTEX 40-DISC DRUM

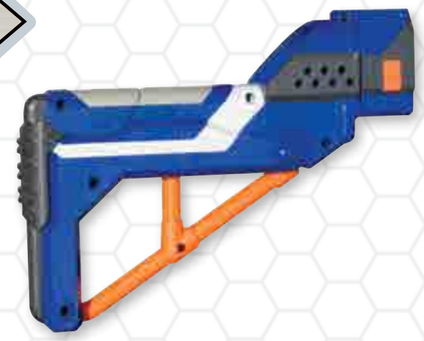
VORTEX AMMO BELT KIT

Released in 2012, the **Vortex Ammo Belt** is a Vortex accessory that clips around the waist and enables the wearer to **carry two extra Disc Clips** and a pouch that can hold 25 extra XLR Discs (page 16).

VORTEX AMMO BELT KIT

SHOULDER STOCKS

There have been many blasters released with detachable shoulder stocks, from the Recon CS-6 blaster (page 44) to the N-Strike Elite Retaliator model (page 47). **Shoulder stocks** are compatible with blasters that have stock attachment points. With a shoulder stock, **blasters can be stabilized against the shoulder** and fired more accurately.



RETALIATOR SHOULDER STOCK

BARREL EXTENSIONS

As with shoulder stocks, **Barrel Extensions** have been included with many blasters (such as the Spectre REV-5 blaster, page 48). **Barrel extensions can be added to several blasters** that do not typically come with barrel extensions but have a barrel attachment point (the Stryfe blaster, page 51, for example).

RECON CS-6 BARREL EXTENSION

BLAST SHIELD

The **Blast Shield** is a tactical-rail-mounted accessory released as part of the Stampede ECS blaster (page 64), designed to **protect the user from incoming darts or discs.** It has never been sold separately and as a result is a highly coveted accessory.

STAMPEDE ECS BLAST SHIELD

FOAMPOWER TIMELINE

The following is an overview of the evolution of the NERF brand (focused on blasters), starting from the first NERF Ball to go on sale in 1969 until today. It is by no means complete, but it does capture at a glance the important developments in NERF history. The actual launch dates of some of the products may be different depending on the launch timing and region.

1969
The NERF Ball goes on sale

1971
NERF Indoor Flying Disc is released

1972
The NERF Football and NERFoop Basketball and Net change the face of in-home sports

1976
NERF Rockets are introduced

1978
The NERF Soccer Ball is introduced

1979
NERF turns 10

1984
NERF sports products continue to expand with NERF Baseball and NERF Pool

1989
NERF turns 20; the Blast-A-Ball, the first NERF blaster, is released

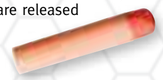
1990
The Blast-A-Matic, which holds 3 Ballistic Balls, is released

1991
The Bow 'N' Arrow is released

1992
The Sharp Shooter, the first NERF dart blaster, is released

Blasters introduced include Sharp Shooter, Master Blaster, Missile Launcher

1993
Rip Rockets, the first dart blasters to fire Micro Darts, are released



Blasters introduced include NB-1 Missile Blaster, Arrowstorm Gatling Unit, Blast Hammer (Rip Rocket), Detonator (Rip Rocket), Ramrod (Rip Rocket)

1994
"It's NERF or Nothin'" becomes official slogan; the Max Force line of blasters—inspired by animals—is introduced

Blasters introduced include Double Crossbow, Sneak Shot, Missile Storm, Switchfire, Ballzooka, Razorbeast (Max Force), Eagle Eye (Max Force)

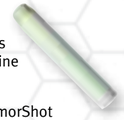
1995
Ambush Rip Rocket line is launched

Blasters introduced include Secret Shot, Sharp Shooter II, Ripsaw, Crossbow, ChainBlazer, Wrist Blitzer (Ambush Rip Rocket), Hidden Shot (Ambush Rip Rocket), Backlash (Ambush Rip Rocket), Iron Raptor (Max Force), Sawtooth (Max Force), Warthog (Max Force), Mad Hornet (Max Force)

1996
A line of wearable blasters, Cyber Stryke, is released

Blasters introduced include AutoGrip R180 (Cyber Stryke), Defender T3 (Cyber Stryke), Perceptor MD2 (Cyber Stryke), Strongarm AB2 (Cyber Stryke), Gator (Max Force), Whiptail Scorpion (Max Force), Manta Ray (Max Force), Stinging Scarab (Max Force)

1997
The first Glow-in-the-Dark Darts are released; the SuperMAXX line is launched



Blasters introduced include ArmorShot (Cyber Stryke), CommLink II (Cyber Stryke), Electric Eel (Max Force), Razor Fin (Max Force), SuperMAXX 750, SuperMAXX 1500, SuperMAXX 3000, Expand-A-Blast, Lock 'N Load, Mono Blast, Range Shot

1998
The first NERF disc and disc blaster are introduced; the Big Bad Bow is introduced

Blasters introduced include FastBlast (Airjet Power), SplitFire (Airjet Power), Switch Shots Super, Switch Shots Ultra, Switch Shots Max, Big Bad Bow

1999
NERF turns 30; Airjet Power line is launched

Blasters introduced include Lightnin' Blitz (Airjet Power), Secret Shot II (Airjet Power), Triple Strike (Airjet Power), Wildfire (Airjet Power), NitroQuad (Mega Blitz), Triple Torch (Mega Blitz), Pulsator

2000
SwitchShots line launches, able to shoot either foam darts or water

Blasters introduced include FastBlast (Airjet Power), SplitFire (Airjet Power), Switch Shots Super, Switch Shots Ultra

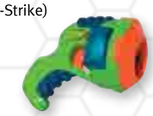
2001
Blasters introduced include Gyro Strike, Secret Strike Pocket Blaster, BlastFire DX500 (Power NERF), Rapid Fire AS-20 (Airjet Power)

2002
NERF Air Tech line is launched

Blasters introduced include Air Tech 1000, Air Tech 2000, Air Tech 3000, Air Tech 4000

2003
3-in-1 blaster set is launched; NERF Atom Blasters are launched

Blasters introduced include Atomizer (Atom Blaster), Reactor (Atom Blaster), Cyclotron (Atom Blaster), Unity Power System (Titan AS-V.1, Hornet AS-6, Scout IX-3) (N-Strike)



2004
Dart Tag is introduced

Blasters introduced include Hyperfire (Dart Tag), Nite Finder EX-3 (N-Strike), Buzzsaw (Ball Blasters)

2005
New Firefly Technology is introduced

Blasters introduced include Maverick REV-6 (N-Strike), Firefly REV-8 (N-Strike), Magstrike (Dart Tag), Strikefire (Dart Tag)

2006
Streamline Darts and Clip System blasters are introduced with the Longshot CS-6

2007
Sonic Micro Dart/Whistler Dart is released

Blasters introduced include Magstrike AS-10 (N-Strike)

2008
The first and only belt-fed motorized blaster, the Vulcan EBF-25, is introduced

Blasters introduced include Eliminator (Dart Tag), Recon CS-6 (N-Strike), Switch Shot EX-3 (N-Strike), Vulcan EBF-25

2009
NERF turns 40; inaugural Dart Tag League Tournament is held

Blasters introduced include Furyfire (Dart Tag), Raider Rapid Fire CS-35 (N-Strike), Reflex IX-1 (N-Strike)

2009 – 2010
Super Soakers are launched as part of NERF line-up

2010
Clear Series is launched; Sonic Series is launched

Blasters introduced include Alpha Trooper CS-18 (N-Strike), Barrel Break IX-2 (N-Strike), Barricade RV-10 (N-Strike), Deploy CS-6 (N-Strike), Longstrike CS-6 (N-Strike), Spectre REV-5 (N-Strike), Stampede ECS (N-Strike)

2011
The XLR Disc and the Vortex line of disc blasters are launched

Blasters introduced include, Jolt EX-1 (N-Strike), Nitron (Vortex), Praxis (Vortex), Proton (Vortex), Vigilon (Vortex), Quick 16, Sharp Shot (Dart Tag), Speedload 6 (Dart Tag), Speedswarm (Dart Tag), Swarmfire (Dart Tag)

2012
N-Strike Elite Dart and N-Strike Elite series are launched; Firefly Tech Clip is introduced

Blasters introduced include Hail-Fire (N-Strike Elite), Rampage (N-Strike Elite), Retaliator (N-Strike Elite), Stockade (N-Strike Elite), Rayven CS-18 (N-Strike), Pyragon (Vortex), Lumitron (Vortex)

2013
MEGA Dart and full N-Strike Elite blaster lineup are launched

Blasters introduced include Centurion (MEGA), Alpha Trooper CS-12 (N-Strike Elite), Firestrike (N-Strike Elite), Rayven CS-18 (N-Strike Elite), Rough Cut 2X4 (N-Strike Elite), Strongarm (N-Strike Elite), Stryfe (N-Strike Elite), Triad EX-3 (N-Strike Elite), Diatron (Vortex), Revonix360 (Vortex), Blazin' Bow (N-Strike)

TIMELINE

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GET READY.

THEY'RE COMING...