



JAVELIN

Take the time-honored sport, the Javelin throw...
Make it NERF® safe and soft... Then make it a catching
game with a modern twist ...

When NERF® Javelin's aerodynamic foam shaft
speeds through the air, you'll need quick reflexes
and agility to catch it in mid-flight! To score high,
catch it right at the tip — for 4 points! Catch it at
the bands along the shaft, you'll get 3, 2, or 1 point.
Now make it soar back towards your opponent.
The first player to reach 21 points wins the game!

Catch 21 to Win !

For 2 or more players / Ages 6 and up

OBJECT To be the first player to reach 21 points by
catching the NERF® Javelin at the various bands along
the shaft.

TO APPLY DECALS The self-adhesive decals are on
the other side of this sheet. Check the illustration on the
header to see where the point bands go: 4 should be 2
inches from the tip; then 1, 2 and 3 should be 6 inches
apart as you move up the shaft towards the fins. Apply
the fin decals as shown.

GAMEPLAY You and your opponent stand 15-20 feet
apart. Your opponent launches the NERF® Javelin
towards you and must get it to within 3 feet of you —
3 feet in front, in back, or to either side of you. Wild
throws or throws that hit the ground **DO NOT COUNT**,
and must be taken again. Try to catch the Javelin by
grabbing it right on one of the colored bands or right on
the tip.

A grab in between two bands, or between the last
band and the fins, scores **ZERO**. If you earned any
points for your catch, announce the number. Now throw
the Javelin back to the other player.

Both of you keep track of the number of points you've
"caught." Every time you catch it with a grab right on a
point-band or right on the tip, add that number to your
previous score. The winner is the first player to reach,
or pass, 21 points.

The Challenge Game Advanced Javelin throwers must
reach 21 points by exact count to win. Example: You
have 20 points and need 1 point to win. You try to catch
the Javelin on the 1-point band, but you miss and grab
it at the 2-point mark. You stay at 20 points until your
next catch, when you try again for a 1-point catch.

We will be happy to answer your questions or comments
about the NERF® Javelin.

Write: Consumer Relations Department, Parker Brothers,
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