

Assembly required. No tools needed.

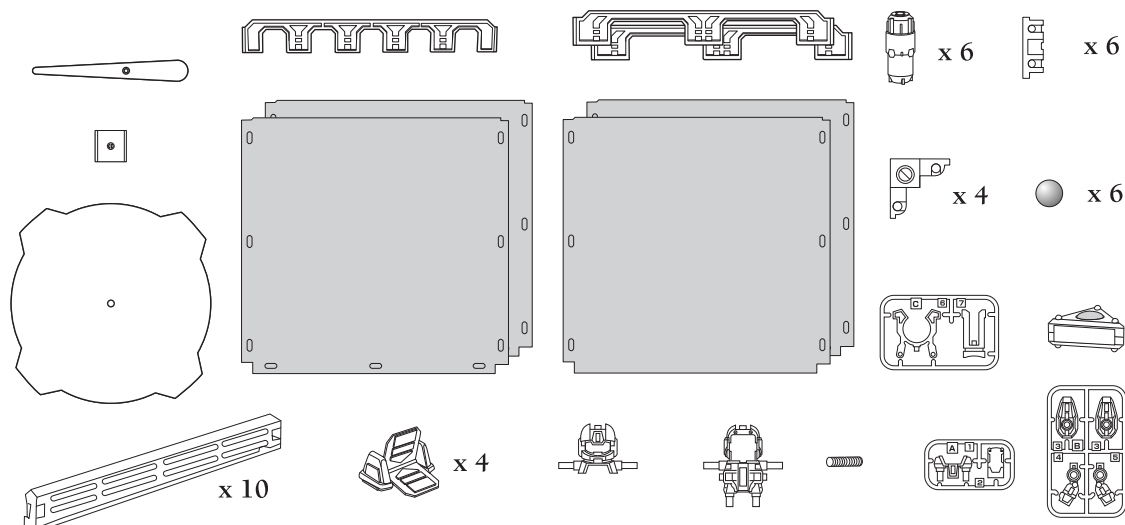


**ASSEMBLY AND GAME INSTRUCTIONS**

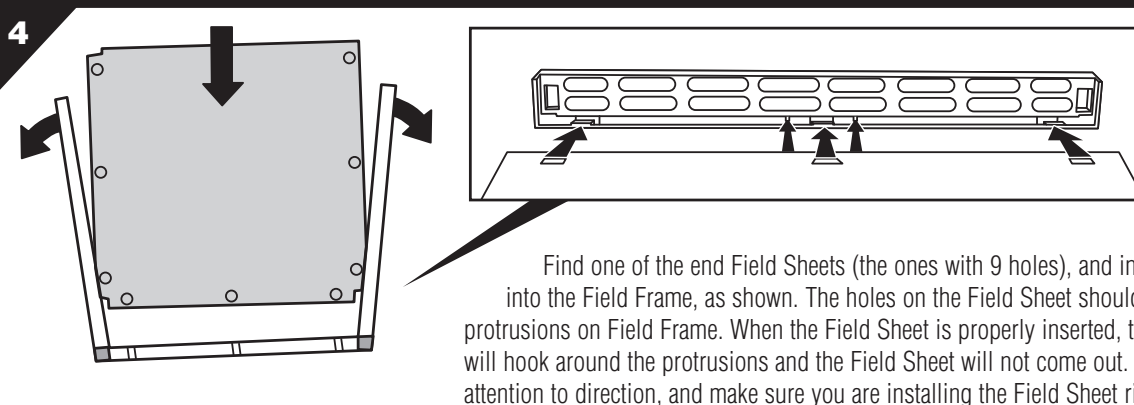
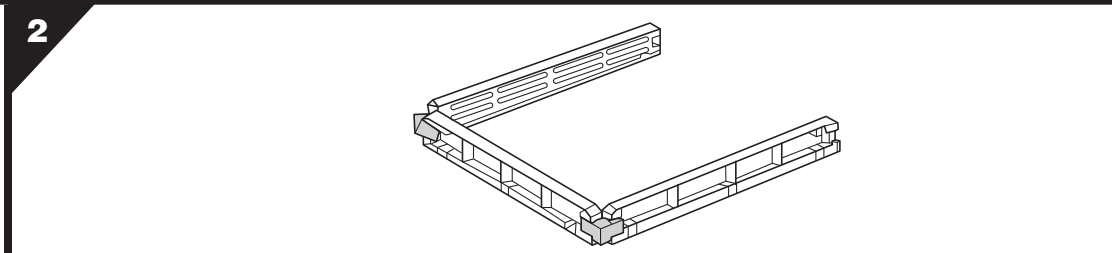
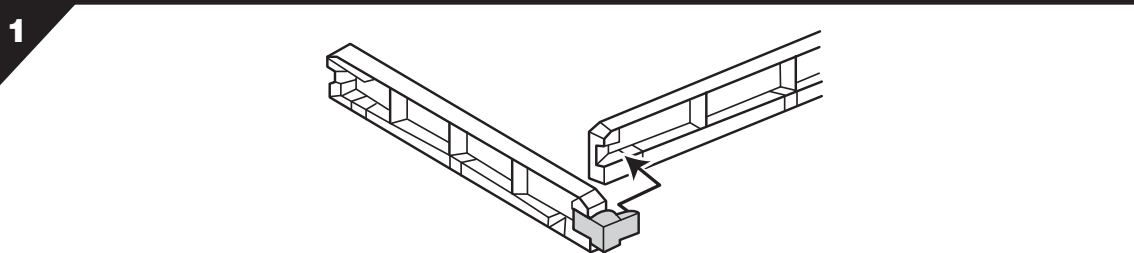
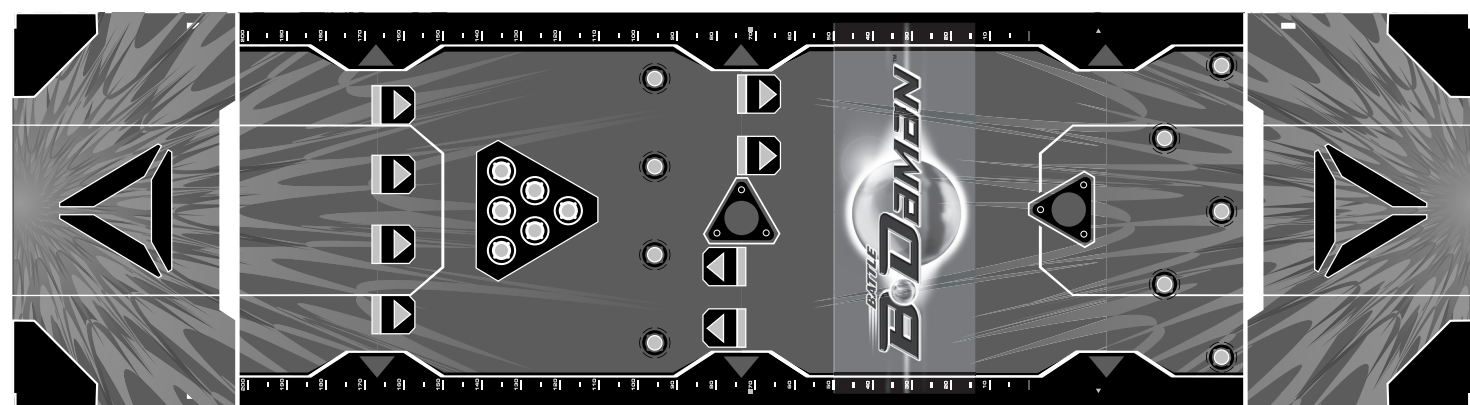
- Before assembly and playing, please read instructions. Please keep these instructions for future reference.
- When removing parts from runner frame, ask an adult to help you trim off any excess plastic using scissors or other suitable tool.
- The frame is numbered. Please follow the numbers carefully and make sure you are assembling the right parts.
- **Do not remove parts from runner frame until directed to by the instructions.**
- Discard plastic bags immediately.

**PARTS:**

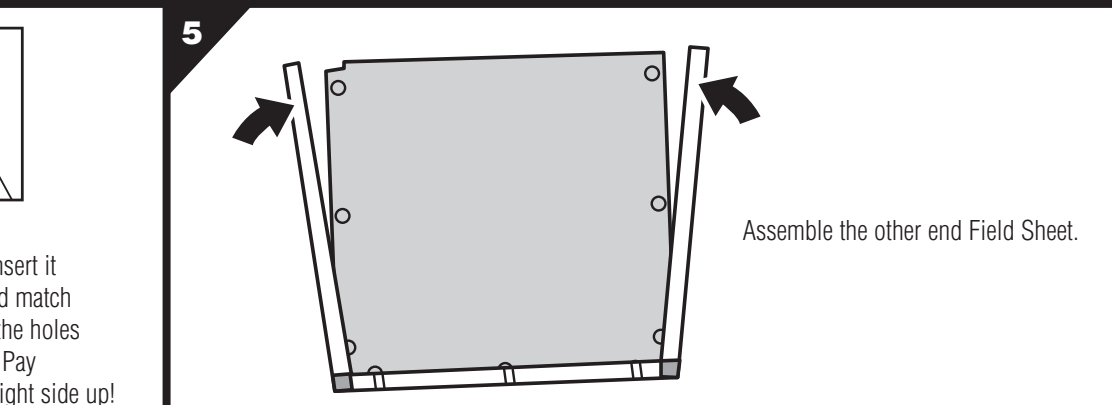
Runner Frame Parts, 10 Field Frames, 4 Field Sheets, 6 B-DABALLS, Battle Puck, 4 Target Gates, 6 Target Pins, 3 Battle Barricades, IBA™\* Body, Event Spinner, Decals.



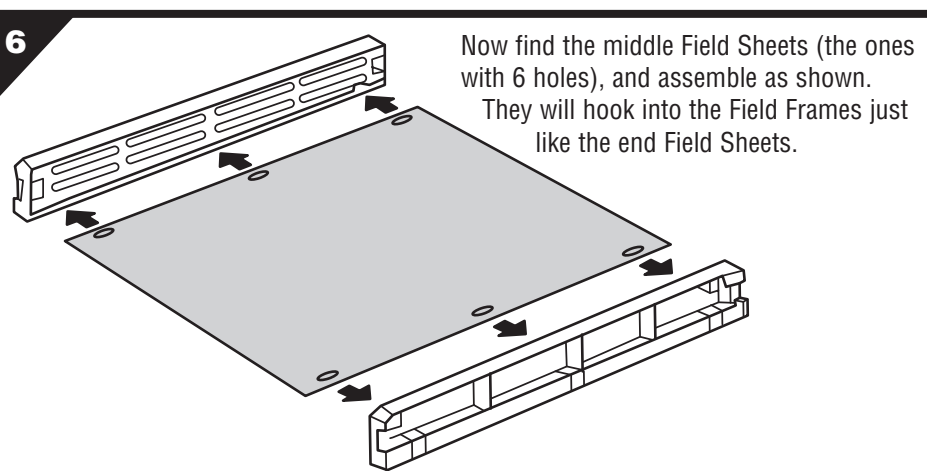
**BUILDING THE TOURNAMENT BOARD:**



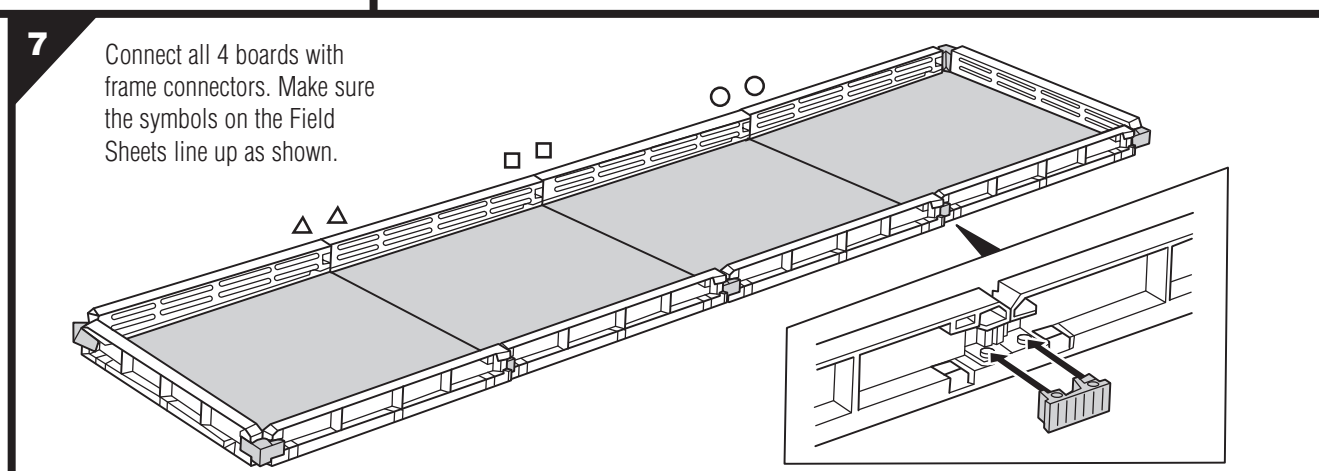
Find one of the end Field Sheets (the ones with 9 holes), and insert it into the Field Frame, as shown. The holes on the Field Sheet should match protrusions on Field Frame. When the Field Sheet is properly inserted, the holes will hook around the protrusions and the Field Sheet will not come out. Pay attention to direction, and make sure you are installing the Field Sheet right side up!



Assemble the other end Field Sheet.

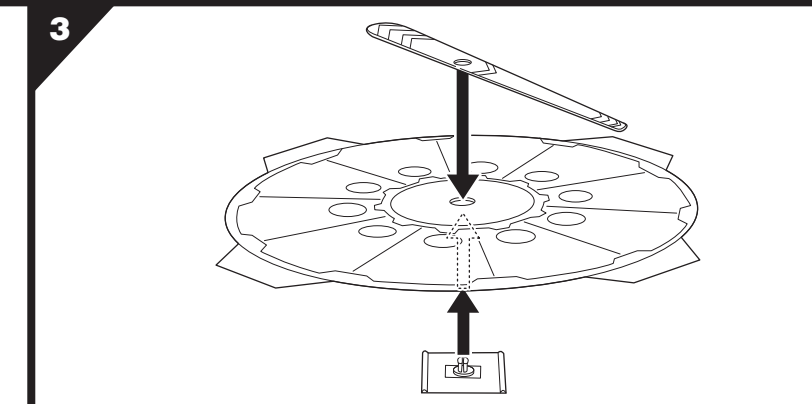
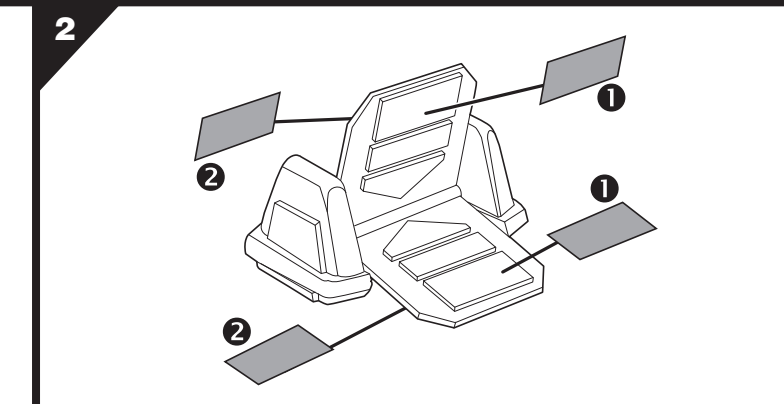
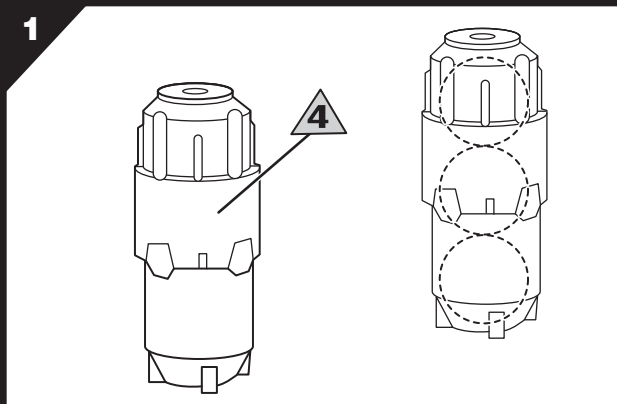


Now find the middle Field Sheets (the ones with 6 holes), and assemble as shown. They will hook into the Field Frames just like the end Field Sheets.

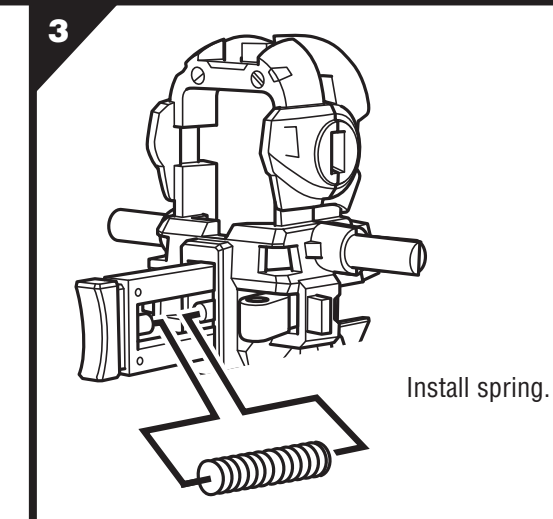
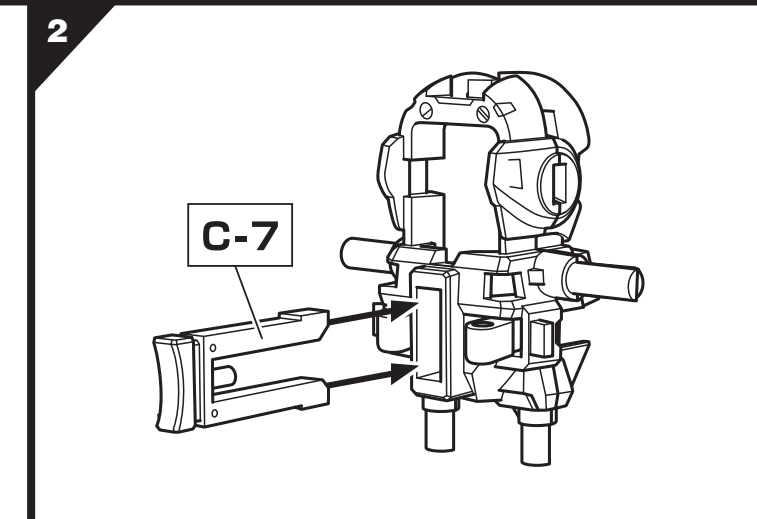
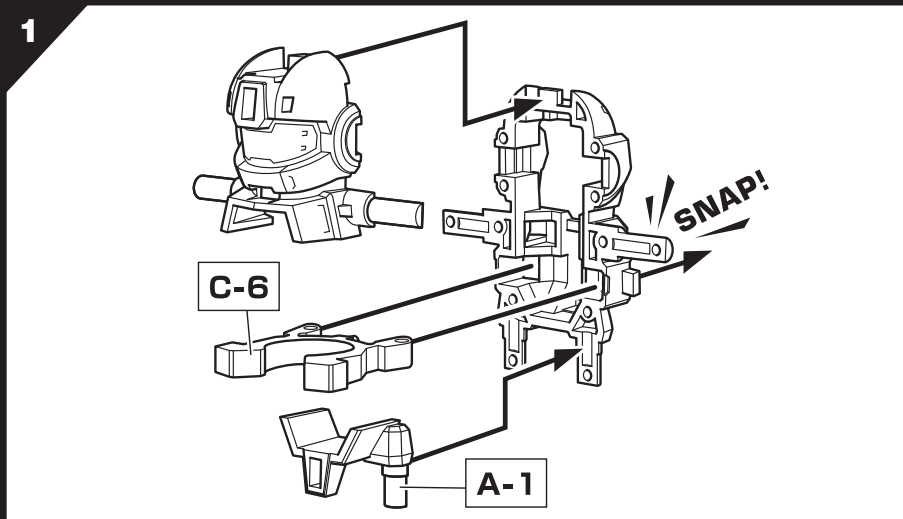


Connect all 4 boards with frame connectors. Make sure the symbols on the Field Sheets line up as shown.

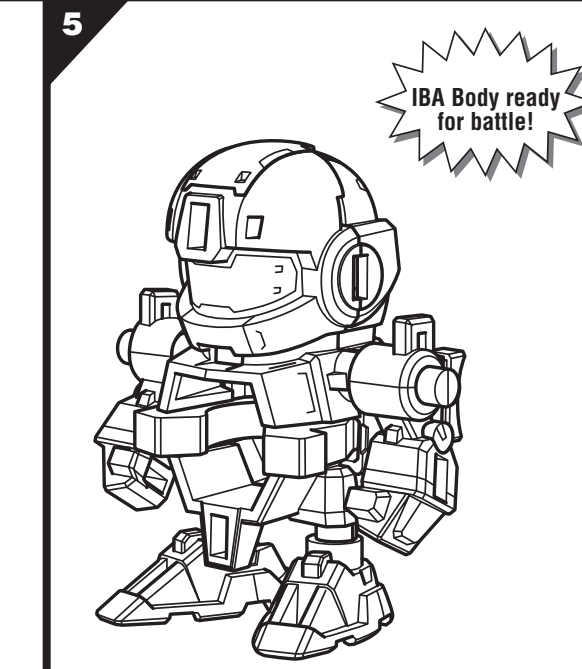
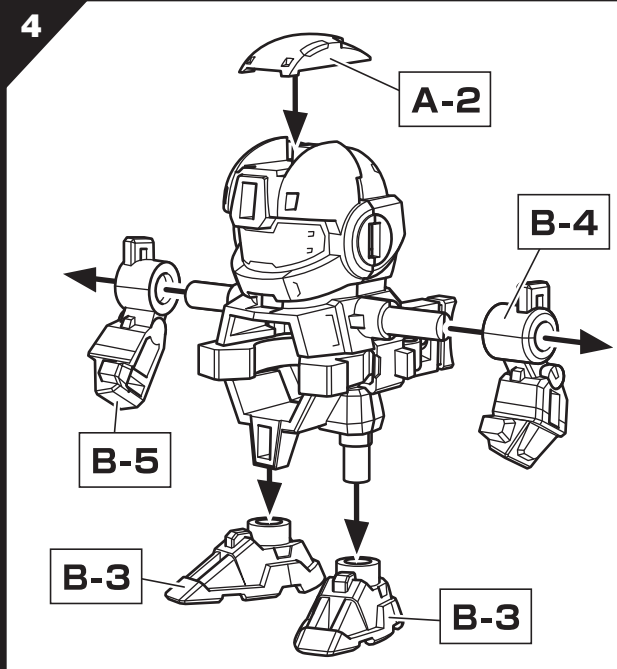
**ASSEMBLING GAME PIECES:**



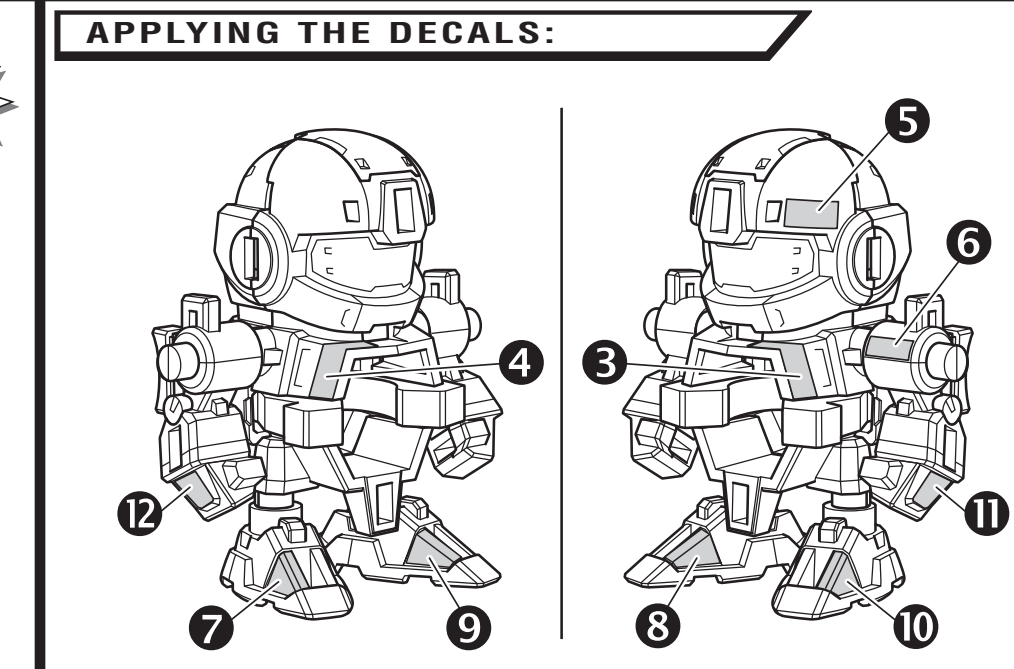
**BUILD IBA BODY:**



Install spring.



IBA Body ready for battle!



**APPLYING THE DECALS:**

**THE INTERNATIONAL B-DAMAN ASSOCIATION™\*:**



The INTERNATIONAL B-DAMAN ASSOCIATION is the official organization that oversees all Tournament-level activity. We set the standards by which you play, sponsor and officiate at Tournaments, develop Tournament Events, and maintain the integrity of the sport. The IBA believes that our B-DAMASTERS are the heart and soul of our sport, and we'll do our best to keep the game challenging and fun for everyone – pro and amateur alike.

**GAME HINT FROM THE INTERNATIONAL B-DAMAN ASSOCIATION:**

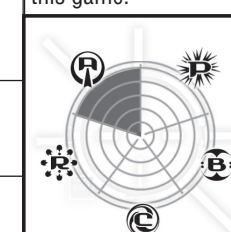
- Welcome to the Tournament! This board is everything you need to bring the games home, or take them on the road, for a 3 Event Tournament. It's going to take every bit of customizing strategy and shooting talent you've got to beat your opponents and win the Tournament!
- Things to remember:
- Avoid fouling your shot by keeping your fingers out of the way.
  - Check the instructions for each game to see whether to leave fired B-DABALLS on the B-DABATTLE FIELD™\* or not.
  - Always check the diagrams to make sure you're setting up an Event correctly.

**THE B-DAMAN SKILL MATRIX:**

The B-DAMAN Skill Matrix tells you how important each of the five different B-DAMAN skills are for a given event. Check out the B-DAMAN Skill Matrix before starting the event and customize your B-DAMAN to win!

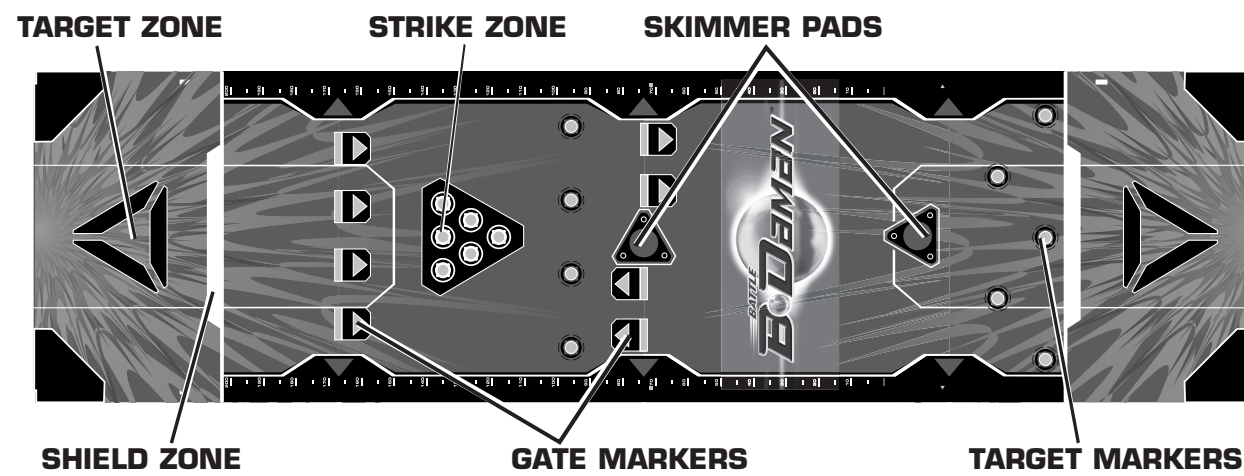
Accuracy		- It's important to be able to hit a target dead-on in Accuracy events.
Power		- Sometimes it's not enough to hit the target; sometimes you've got to hit it hard.
Balance		- Balance prevents your B-DAMAN from tilting back or to the side at the wrong time while aiming at a target.
Control		- In Control Events, you've got to be able to maintain control of your B-DAMAN while moving it from side-to-side.
Rapid Fire		- In Rapid Fire events, the more B-DABALLS™* you can launch and the faster you can launch them, the better.

Example: You will need a lot of accuracy for this game.





# IBA™ 10 GAME TOURNAMENT



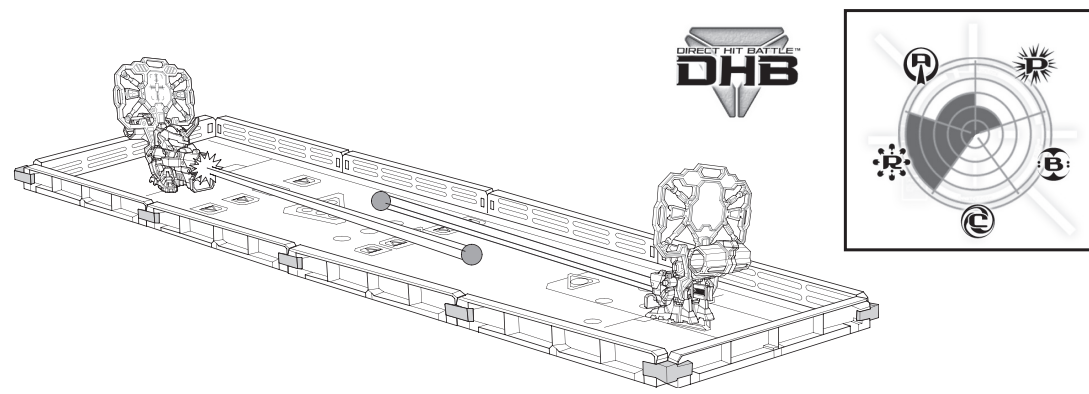
## OFFICIAL IBA TOURNAMENT RULES

In Tournament play, the Event Spinner will randomly determine in which events you compete, so you better be ready for anything! Only use the Event Spinner to play an official Tournament. Otherwise, it is optional and you can play any event you want!

- First spin the Event Spinner to see who goes first.
- The player who gets the highest number spins the Event Spinner to pick the first Event. The person spinning goes first in whatever Event gets picked. The winner of an Event spins to pick the next Event. In the case of a tie, the second player gets to spin for the next Event.
- Play 3 Events. Whichever player wins two of the three Events takes the Tournament Championship!
- REMEMBER: Except in games that require reloading, B-DABALLS™ stay in play during Events, so be sure to aim carefully. Do not move a B-DABALL™ during an Event!
- HINT FROM THE IBA: Be sure to customize your armor for every Event. Having the right armor components is the difference between winning and losing. You might need a stopwatch or a watch with a second hand for some Events.

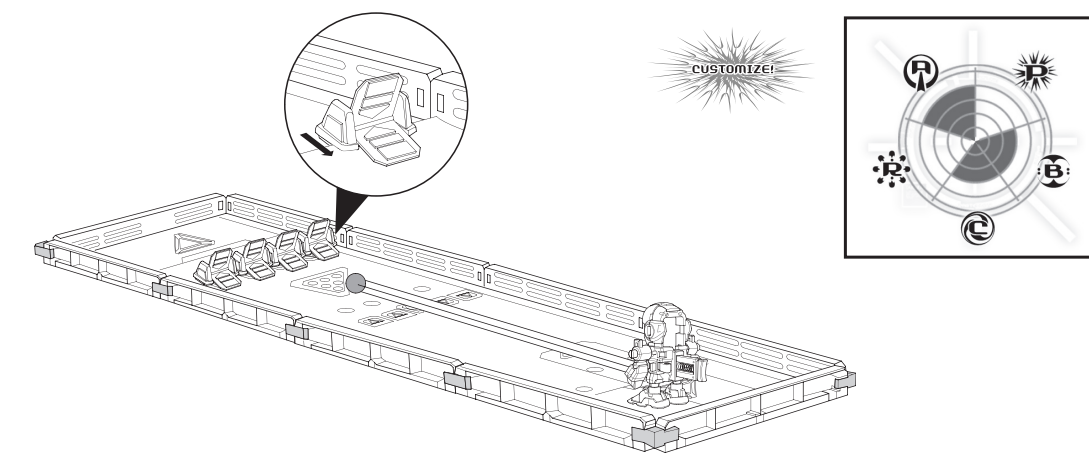
### 1. DIRECT HIT BATTLE™:

- Each competitor equips their B-DAMAN™ with DHB™ armor (sold separately), loads it, and places it on the **DHB Target Zone**.
- Battle begins with the players saying together “READY, AIM, B-DAFIRE!”
- You get as many shots as you need to disable your opponent by hitting the DHB Target on the front of their armor. You will probably need to reload during battle. The game keeps going while you reload, so be careful not to get hit!
- During battle, neither B-DAMAN may cross the **Shield Zone line**, but they may move side to side to dodge the opponent’s shots. B-DAMAN **must remain on the B-DABATTLE FIELD™ floor** with their DHB Targets facing forward, even when reloading. Players cannot block their targets; the only way to avoid getting hit is by dodging side to side.
- First person disabled loses the round. Best 2 of 3 wins the event!



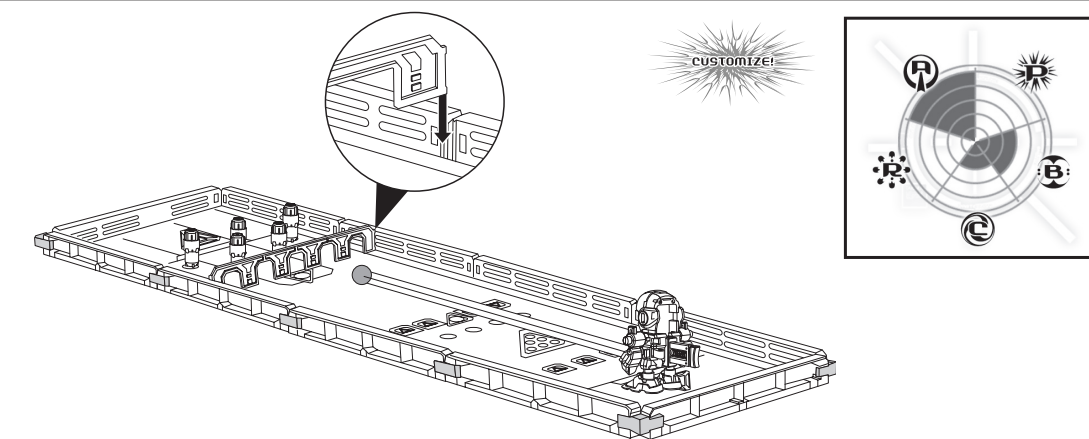
### 2. B-DAMAN BLAST™:

- Hook 4 Target Gates into the B-DABATTLE FIELD floor on the Gate Markers as shown. Make sure all 4 are flipped towards the **farthest end** of the B-DABATTLE FIELD.
- Each competitor gets a turn to take 6 shots to flip as many of the gates as they can. Reset the gates between players.
- The competitor who flips the most gates with their 6 shots is the winner of the Event!
- In the case of a tie, play another round, this time with 4 shots for each player. If you tie again, keep playing 4 shot rounds until one player wins!



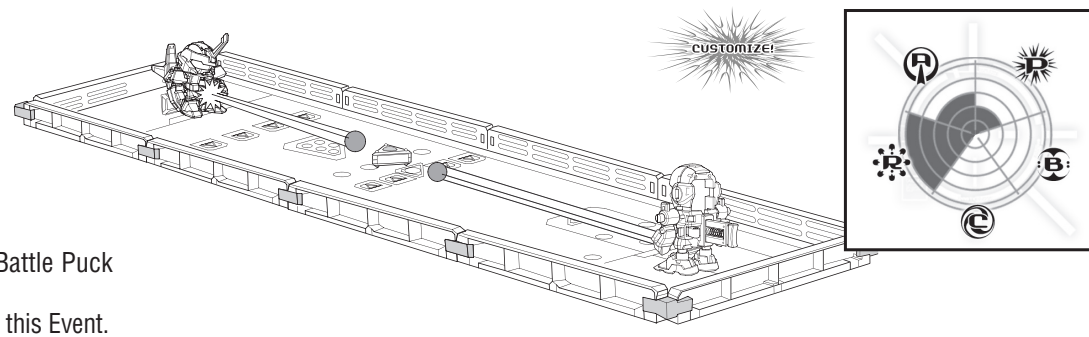
### 3. HARD TARGET™:

- Set up the 5-arch Battle Barricade at **one end** of the B-DABATTLE FIELD, with 5 Target Pins behind it, as shown. Each Target Pin should have 1 B-DABALL in it (if you have enough B-DABALLS).
- Each player gets 8 shots from the **far end** of the B-DABATTLE FIELD to knock down as many Target Pins as they can.
- The player with the most Target Pins knocked down after their 8 shots wins this Event!



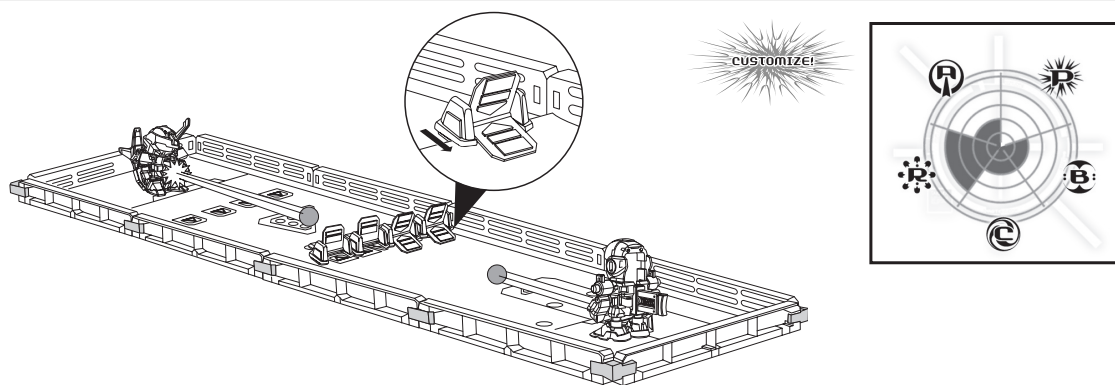
### 4. B-DAMAN INVASION™:

- Each competitor loads their B-DAMAN and places it behind the **Shield Zone line**.
- The Battle Puck is placed on the Skimmer Pad at the **center** of the battle board.
- Using a stopwatch or a watch with a second hand, time the event. After 1 minute the Event is over. During battle, neither B-DAMAN may cross the Shield Zone line, but they may move side to side to get a better angle on a shot.
- Battle begins with the players saying together “READY, AIM, B-DAFIRE!”
- Shoot the Battle Puck to get it across your opponent’s Shield Zone line to win!
- If neither player wins before time runs out, the players whose Shield Zone line is **farthest** from the Battle Puck at the end of the battle wins.
- Hint from the IBA: Remember that players using a B-DABALL LOADER™ will have a distinct advantage in this Event.



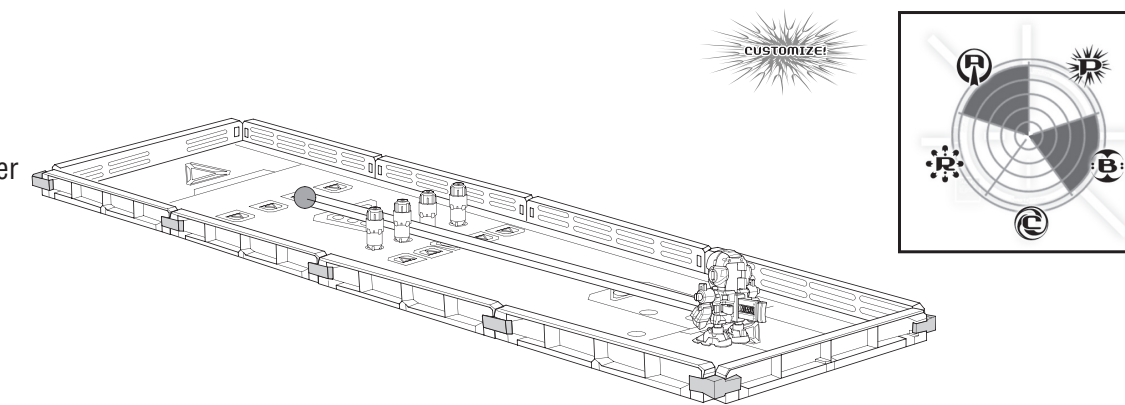
### 5. B-DAMAN ASSAULT™:

- Set up the 4 Target Gates at the **center** of the battle board as shown. Be sure each gate is **secured** to the B-DABATTLE FIELD™ floor. Two gates should be flipped towards each opponent
- Each competitor loads their B-DAMAN and places it behind the **Shield Zone line**.
- During battle, neither B-DAMAN may cross the Shield Zone line, but they may move side to side to get a better angle on a shot.
- Battle begins with the players saying together “READY, AIM, B-DAFIRE!”
- Take as many shots as you can in 30 seconds to get as many Target Gates flipped away from you as possible. The player with the most gates flipped away from them after 30 seconds is the winner!
- In the case of a tie, play another round.



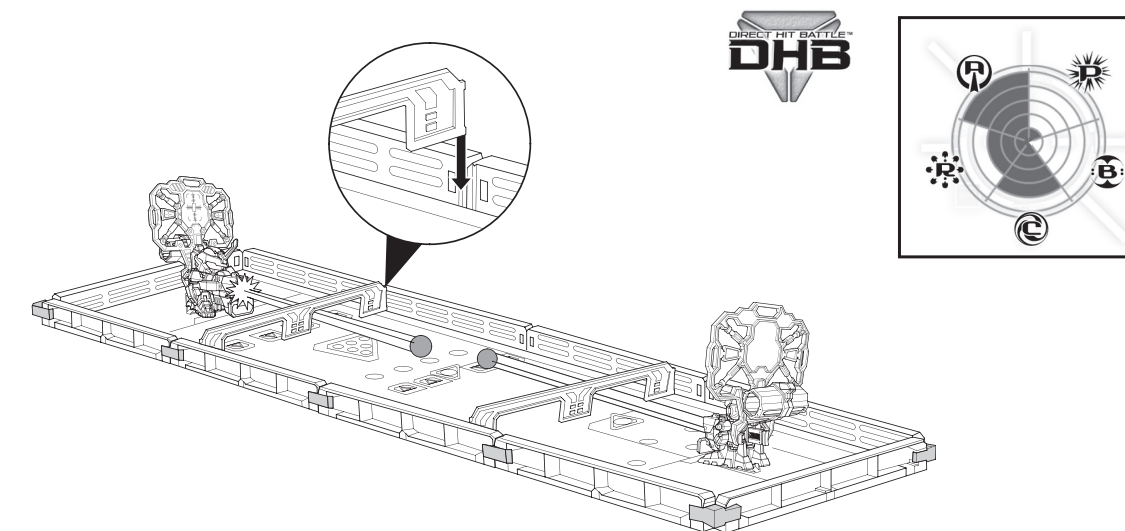
### 6. SHOOT THE GAP™:

- Place 4 Target Pins on the Target Markers **as shown**.
- From the triangular DHB Target Zone at the **farthest end** of the battle board, each player takes 3 shots to shoot through the gaps between the Target Pins.
- Set Target Pins back up whenever they get knocked down
- The player to hit the fewest pins with their 3 shots wins the round. Play 3 rounds. Whichever player wins 2 of the 3 rounds wins the Event!



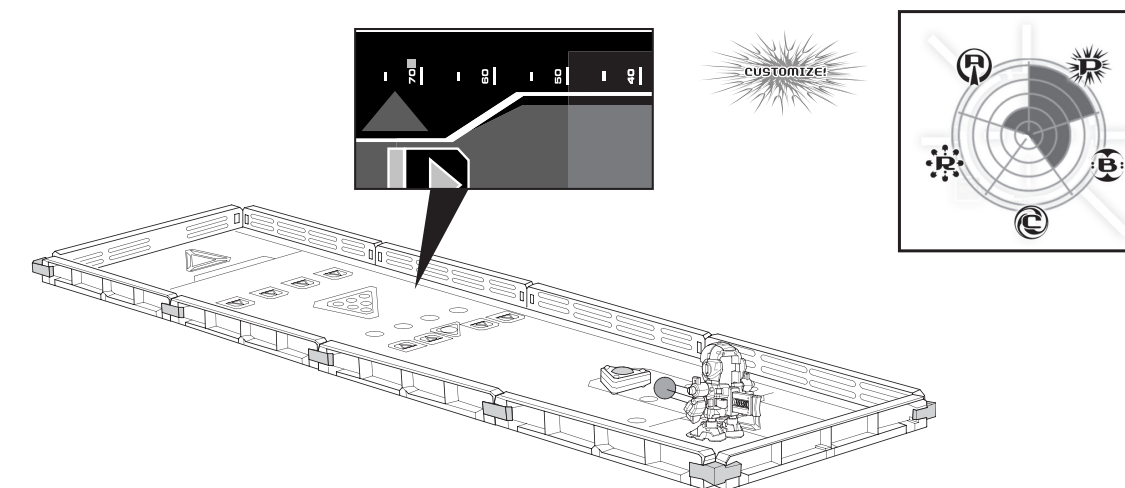
### 7. DHB HAVOC™:

- Snap the 2 two-arched Battle Barricades into the grooves on the Field Frames near the **red triangles** on the B-DABATTLE FIELD floor.
- During battle B-DAMAN **must remain on the B-DABATTLE FIELD™ floor** with their DHB Targets facing forward, even when reloading. Players cannot block their targets; the only way to avoid getting hit is by dodging side to side, or using the Battle Barricades as cover.
- Begin a best of 3 DIRECT HIT BATTLE as described above. Use the Battle Barricades to protect you from your opponent’s shots, and try nailing them with Reflect Shots off the battle board wall!



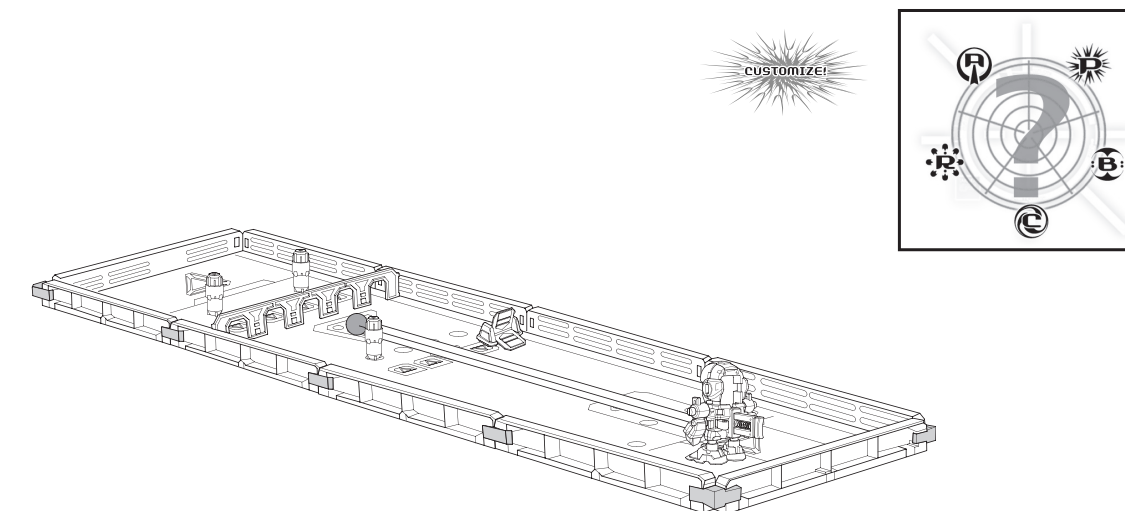
### 8. BATTLE HAMMER™:

- Place the Battle Puck on the Skimmer Pad at **one end** of the B-DABATTLE FIELD.
- From the area behind the Shield Zone line **closest** to the Battle Puck, one player get 4 shots to push the Battle Skimmer as far as they can. Remember, your B-DABALLS **stay in play** while you take your shots, so aim carefully to keep them from getting in your way.
- After the first player takes all 4 shots, record how far they pushed the Battle Puck and reset it on the Skimmer Pad for the second player to take their 4 shots.
- Whoever pushes the Battle Puck the farthest (**using the distance marks** on the edge of the battle board to judge) wins the Event.



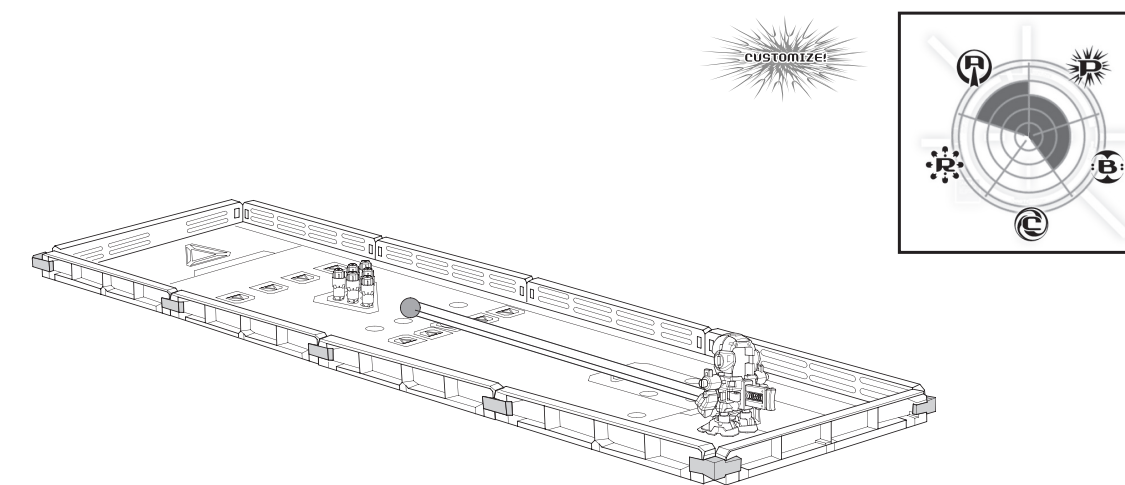
### 9. B-DACHALLENGE™:

- The person who **did not** spin the Event Spinner goes first.
- The first player can use any combination of barriers or targets to set up a trick shot. Each player then gets 3 attempts to make the shot.
- After both players take their 3 shots, the second player sets up their own trick shot. The players then each get another 3 attempts to make the shot.
- If one player is able to make a shot the other cannot, then that player wins! If both players make or miss both shots, the game is a tie!
- As an alternative to setting trick shots, the first player can challenge their opponent to one of the other 9 Events!



### 10. ULTIMATE STRIKE™:

- Set up 6 Target Pins, each with 1 B-DABALL™ inside it (if you have enough B-DABALLS™) in the **Strike Zone**.
- Each competitor gets two shots from anywhere **behind the Shield Zone line** at the farthest end of the B-DABATTLE FIELD to knock down as many Target Pins as they can. Leave Target Pins and B-DABALLS **where they lie** between shots.
- Reset the Target Pins **after the first player** takes their two shots.
- If one player knocks down all of the Target Pins with their first shot, the other player must do the same or automatically lose the Event!
- The competitor with the most pins knocked down after two shots wins the Event! Play another round to break a tie.



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