

# BATTLE BALL™

1 or 2 Players

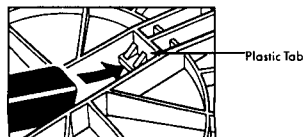
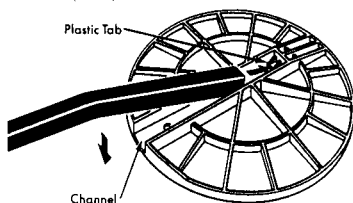
## CONTENTS

- 2 Battle Paddles:  
(4 end pads, 2 center pads, 2 metal bars,  
6 star washers and 6 screws)
- 1 Ball
- 1 Label Sheet

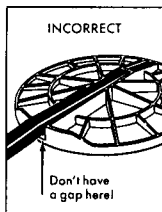
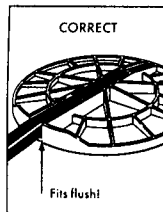
## BATTLE PADDLE ASSEMBLY

### Attaching End Pads:

1. First angle the metal bar into the pad's channel so the plastic tab fits inside the bar.



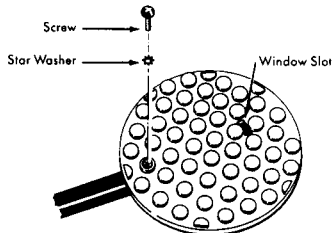
2. Then push down on the bar to make sure it fits flush inside the channel. NOTE: There should NOT be a space or a gap between the bar and the channel!



3. Make sure the bar is pushed in as far as it will go. Firmly tap edge of end pad against floor so the black bar will completely fill the front window slot as shown below.

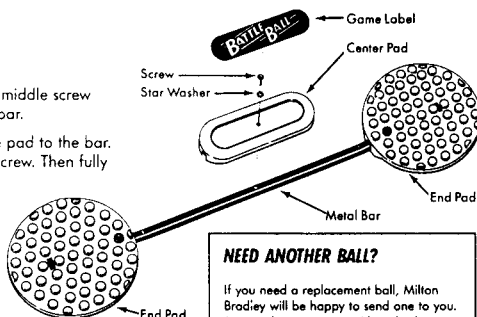
4. Use a screwdriver to screw the pad to the bar. First place a star washer on the screw. Then fully tighten the screw and washer so the screw fits flush with the pad. IMPORTANT: The screw should NOT stick out above pad level!

5. Attach the other end pad, following the above instructions.



### Attaching Center Pad:

1. Center the pad over the bar's middle screw hole and push the pad onto the bar.
2. Use a screwdriver to screw the pad to the bar. First place a star washer on the screw. Then fully tighten the screw and washer so the screw fits flush with the pad. IMPORTANT: The screw should NOT stick out above pad level!
3. Apply the label as shown. When attached, the label should lie smooth and flat on the center pad's surface.



### NEED ANOTHER BALL?

If you need a replacement ball, Milton Bradley will be happy to send one to you. Just send your request with a check or money order for \$4.00 per ball to:

Milton Bradley Company  
Attn: Order Dept. C.O.  
443 Shaker Road  
East Longmeadow, MA 01028

Make checks payable to Milton Bradley Company. Postage and handling included. Please add tax if Illinois, New York or Massachusetts resident.

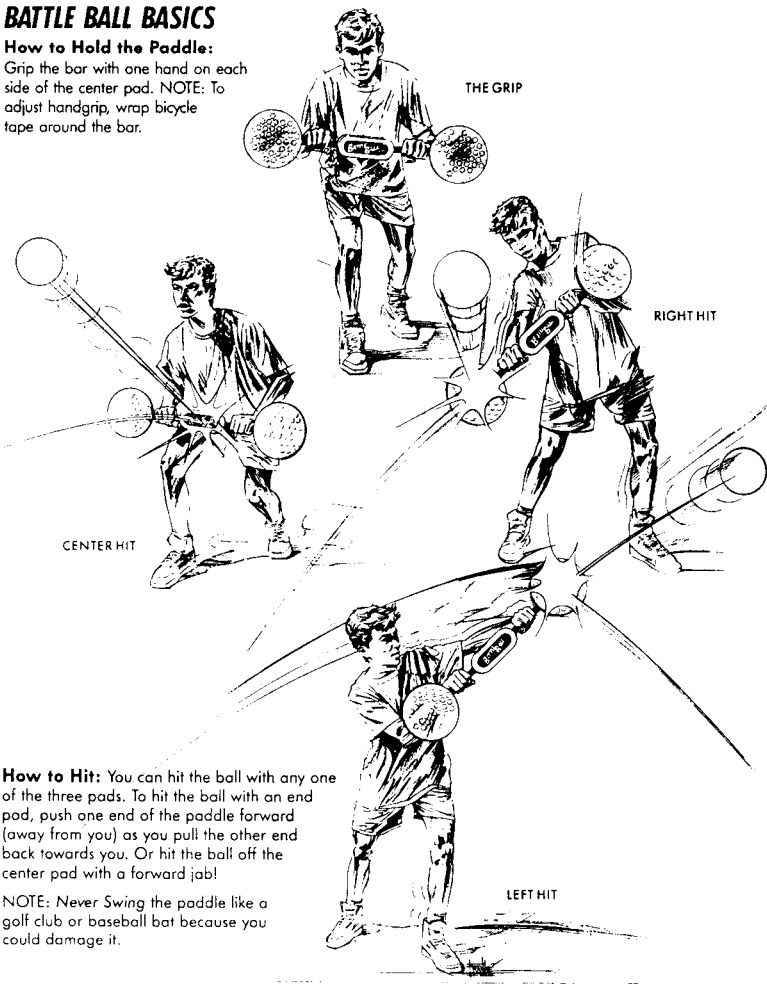
## THE BALL

The ball should be ready for play when you take it out of the box. If it needs air, use a hand pump to inflate it to about 6 inches in diameter.

## BATTLE BALL BASICS

### How to Hold the Paddle:

Grip the bar with one hand on each side of the center pad. NOTE: To adjust handgrip, wrap bicycle tape around the bar.



**How to Hit:** You can hit the ball with any one of the three pads. To hit the ball with an end pad, push one end of the paddle forward (away from you) as you pull the other end back towards you. Or hit the ball off the center pad with a forward jab!

NOTE: Never Swing the paddle like a golf club or baseball bat because you could damage it.

## THREE GAMES TO PLAY!

Play Battle Ball outside: Game 1 on a court, Game 2 against a wall (with no windows or other obstructions), and Game 3 in any open area (especially on the beach)!

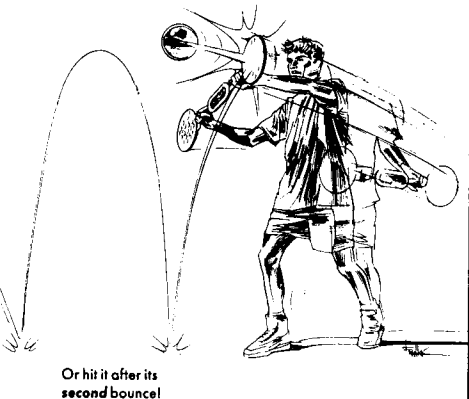
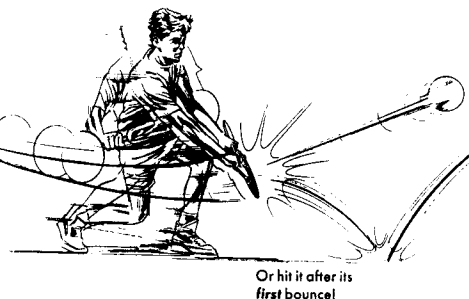
For Game 1 and Game 2, follow these rules for serving and returning the ball.

**How to Serve:** The easiest way to serve is to toss the ball up in the air and let it bounce at least once before you hit it with any pad!



### How to Return a Ball:

You can return a ball by hitting it **before** it bounces or **after** it bounces once or twice.



## Game 1: Court Battle

**Object:** The first player to score 15 points is the winner!

**Setup:** Play against an opponent on a flat, hard-surfaced area such as a tennis court! Roughly mark off your court's boundary lines as shown below. A center line separates the court into two distinct playing areas. On a tennis court, the net is the center line. Adjust the court's boundaries to fit your play area!

**How to Play:** Serve the ball from the middle of your playing area. To be a good serve, the ball must go over the center line to the opposing player's side.

To return the ball, you can hit it **ONLY ONCE**—before it bounces or after its first or second bounce!

Continue hitting the ball back and forth over the center line until someone scores a point!

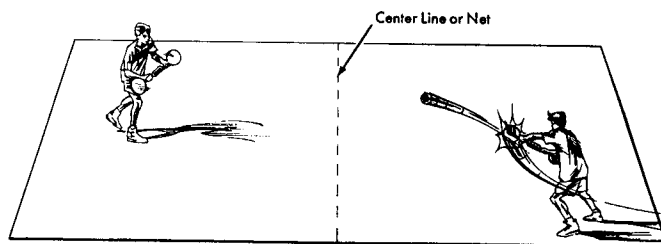
**A FAIR BALL:** Whenever the ball bounces **ON** any one of your opponent's boundary lines (including the center line) or **IN** an opponent's playing area on its first bounce, it's a fair ball.

### How to Score:

You score a point if your opponent:

- Lets the ball bounce 3 or more times.
- Hits the ball more than once.
- Hits the ball out of bounds or into his or her own play area.

After a point is scored, players alternate serving.



## Game 2: Off-The-Wall Battle

**Object:** The first player to score 15 points is the winner!

**Setup:** Play against an opponent and hit the ball against a wall. The wall's rebound area is the Battlezone. To play, you'll need plenty of ground space in front of the wall for each player's court. Roughly mark off the Battlezone's boundaries as shown below. Then mark off a center boundary line on the ground.

**How to Play:** One player serves the ball. To be a good serve, the ball must rebound anywhere off the Battlezone and land in the opposing player's court. (If the rebounded ball bounces on the center line on its first bounce, it's fair!)

**A TWO-HIT RETURN:** When returning the ball, you can hit the ball **ONCE** or **TWICE**; but the ball must rebound off the Battlezone after each hit. For a successful return, the ball must land in your opponent's court. See example at right.

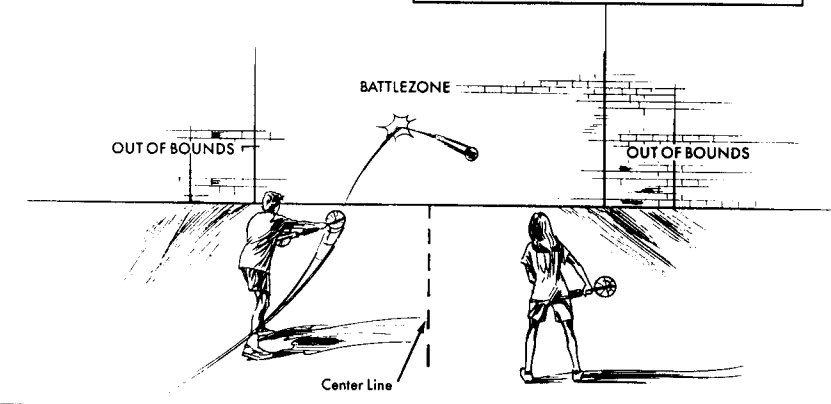
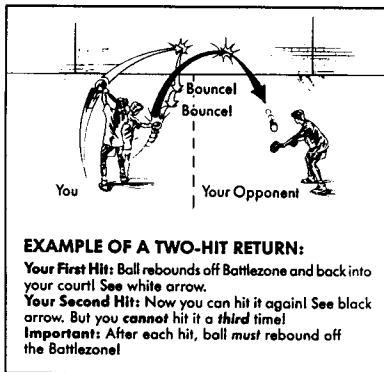
Continue hitting the ball back and forth off the Battlezone and over the center line until someone scores a point. **REMEMBER:** Anytime you return the ball, you can hit it **before** it bounces or **after** it bounces once or twice.

### How to Score:

You score a point if your opponent:

- Hits the ball more than twice on a return. (NOTE: When serving, the server can hit it only once.)
- Lets the ball bounce 3 or more times on the ground.
- Fails to rebound the ball off the Battlezone.
- Hits the ball out of bounds.
- Hits the ball so that it bounces on the ground before hitting the Battlezone!

After a point is scored, players alternate serving.



## Game 3: Air Battle

This game is great for the beach—but you can try it anywhere! Try to keep the ball up in the air. Count how many times you can bounce the ball

off the paddle. Challenge someone else to play and bounce the ball off your paddles to each other! If the ball hits the ground, start over!