WARNING: Do not use B-DAMAN launchers or B-DAMAN game boards on tables or other elevated surfaces. B-DAMAN launchers/game boards are intended to be used on the floor. Do not lean over the game board when B-DAMAN launchers are in play. B-DABALLS™ may bounce up and hit eye or face.

Assembly required. No tools needed.

Parts:
- Runner Frame Parts, 10 Field Frames, 4 Field Sheets, 6 B-DABALLS™, Battle Puck, 4 Target Gates, 6 Target Pins, 3 Battle Barricades, 4 No-Slip Pads, IBA™ Body, Event Spinner, Decals.

Ages 8+ 98062/98048 Asst. B-DAMAN™

10 Game Tournament Set

READY, SET, B-DAFIRE™*

Assembly required. No tools needed.

Before assembly and playing, please read instructions. Please keep these instructions for future reference.

When removing parts from runner boxes, 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.

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 directions, and make sure you are installing the Field Sheet right side up!

First use 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 directions, and make sure you are installing the Field Sheet right side up.

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.

LOADING AND LAUNCHING:

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

BUILD IBA BLASTER:

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.

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-DAMAN™ are the heart and soul of our sport, and we’d 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-DABATTLEFIELD™ or not.
- Always check the diagrams to make sure you’re setting up an Event correctly.

Assembling Game Pieces:

IBA Body ready for battle!

Install spring.

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IBA Body ready for battle!

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Rapid Fire
- In Rapid Fire events, the more B-DABALLS™ you can launch and the faster you can launch them, the better.
1. **DIRECT HIT BATTLE™**:
- Each competitor loads 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, SET, 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 continues 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-DAMAN 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 out of 3 wins the event!

2. **B-DAMAN BLAST™**:
- Hook 4 Target Gates into the B-DAMAN FIELD™ floor in the B-DAMAN TARGET ZONE shown.
- Each competitor gets a turn to fire as many shots as they can at any 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!

3. **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-DAMAN FIELD™ floor. Two gates should have B-DABALL LOADED™ inside it.
- 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, SET, B-DAFIRE™!”
- Shoot the Battle Puck to get it across your opponent’s Shield Zone line to win!

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, SET, 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 closest to the Battle Puck, one player gets 4 shots to push the Battle Puck as far as they can. Remember: your B-DAMAN stays 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.

5. **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 makes a shot while 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 4 B-Events!

6. **ULTIMATE STRIKE™**:
- Set Target Pins back up whenever they get knocked down.
- 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 makes a shot while 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 4 B-Events!

**BATTLE ARCHIVE™**:
- This is a chance for players to take their B-Events and load them onto the B-DABATTLE FIELD for others to try and beat. The person who is the first to defeat the first player wins!

**10 GAME TURNOURNAMENT**
- DHB NAVY™**:
  - Snap the 2 two-arched Battle Barricades into the grooves on the Field Frame, near the red triangles in 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 D activator™ described above. Use the Battle Barricades to protect you from your opponent’s shots, and try nailing them with Reflector Shots off the battle board wall!

**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 makes a shot while 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 4 B-Events!