INTRODUCTION



Super Flexible Seamless Body

with stainless steel skeleton

TBLeague (formerly known as Phicen Limited/PL) Seamless Body is the crystal of PL team's collective painstaking effort in three years. With great passion, PL team has conducted countless tests and finally made it. The body is anatomically correct, gives a fleshy tactile impression and can do a lot of actions that average real-life people could do.

The internal armature is made from durable stainless steel and thus won't be easily damaged or corrupted. It has 22 or 28 points of articulation/ball joints for the possible maximum flexibility (22 for 1:12th scale body, 28 for 1:6th scale body; both with detachable feet). With the ball joint design, you could use only slight force to make the doll do many dynamic actions. The armature then is wrapped in a non-toxic, environment- friendly and medical-grade material that is specially developed for TBLeague body. It delivers a fleshy tactile impression.

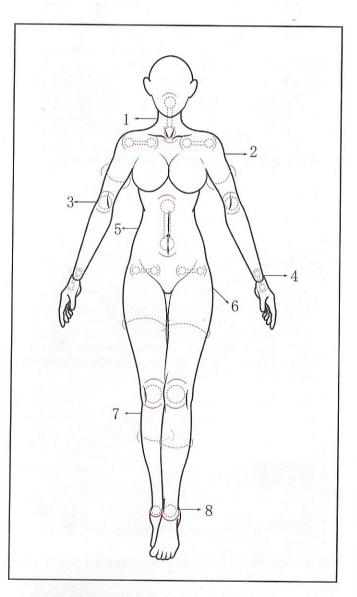
m We'd like to clarify that the body is not designed as a sex toy. This piece of PL team's creativity is an artwork for the use of character design, cos-play, modeling, photography, painting, anatomy or simply figure collection.

BLeague seamless body has enjoyed tremendous popularity around the world.

* Read this manual carefully before using the product pls.

Super Flexible Female Seamless Body

For 1:6th Scale Action Figure/28 Points of Articulation with stainless steel skeleton.



Head







1 One hand holds the body, two fingers of the other hand pinch the head. Then you can make the head connect to the neck ball joint or disconnect it from the joint









(2) Head can do a conical rotation, turn left or right, up or down.

Shoulders







(1) The arms can be made open sideways. When doing that, first use one hand to keep the upper part of the body in place pls.







2 The arms can extend forward or backward. Note that the forward or backward rotation cannot exceed 180 degrees and when restore the position, return by the original track pls.







(3) Make one shoulder higher or lower.







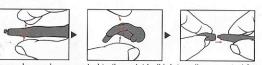
(4) Make shoulders broader or less broad

3 Elbows

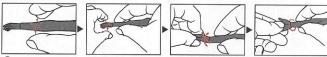


① Lower arms can do inward bending, and after that, can do some rotation. Note that the rotation cannot exceed 180 degrees, and when restore the position, return by the original track pls.

4. Wrists



① Hands can be made connected to the wrist ball joint or disconnected from the joint.



② The hand can be swung from side to side and do rotary movement.

5 Waist







① One hand keeps the upper part of the body in place and the other can make the doll do side bending.



2 It can also bend forward or backward, twist to the left or right.

S Legs







① You can push or pull the legs to slightly adjust the height of the doll or solve the imbalance between the two legs.







2) It can also do the lateral splits or sit cross-legged.

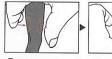






3 The legs can be lifted high up and do the vertical splits as well.

Shanks







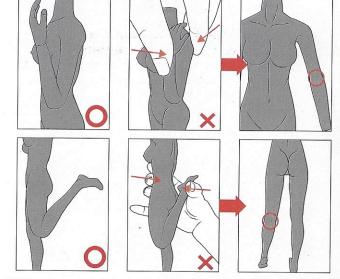
① The shank can bend backward and after that, do some rotation. Note that the rotation cannot exceed 180 degrees, and when restore the position, return by the original track pls.

8 Feet



① Two fingers pinch the knee, the other hand can raise or lower the foot or rotate it.

CAUTION!



When bending the lower arm inward, do it gently, not too much pls, the movement range cannot exceed what normal people could do. Do it with the same care when bending the shank backward pls.

Don't keep the doll in any dynamic posture for a long time. Change new postures every two days pls.

Any action that is beyond average human's bodily capacity should not be done to the doll, it might very likely result in damage to the doll's armature.

TBLeague Made in China



We are not liable for any damages caused by improper handling and use of the product.

TBLeague reserves the right of final explanation.