

⚠ WARNING: Do not use BEYBLADE tops or Beystadium™ on tables or other elevated surfaces.

BEYBLADE tops/BEYSTADIUM are intended to be used on the floor. Do not lean over the stadium when BEYBLADE tops are in play. BEYBLADE tops may bounce up and hit eye or face.

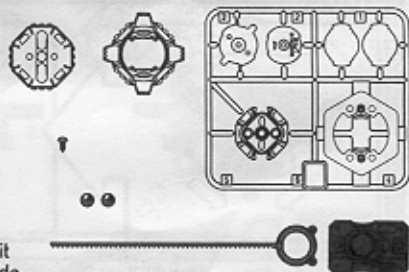
- Before assembly and playing, please read instructions. Please keep these instructions for future reference.
- When removing parts from runner frame, ask an adult to help you trim off any excess plastic using scissors or other suitable tool.
- The frame is numbered. Please follow the numbers carefully and make sure you are assembling the right parts.
- Discard plastic bags immediately.

PARTS:

Runner Frame Parts, Blade Base Screw, 2 Metal Balls, Attack Ring, Weight Disk, Launcher, Ripcord

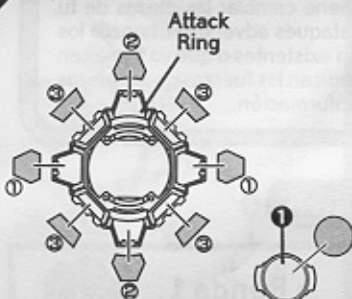
BEYSTADIUM sold separately.

Note: Includes 2 Bit Chips. The Bit Chip with holes/triangle on one side can be used with BEYBLADE Electronic Launcher (sold separately).



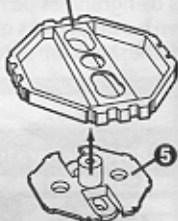
BUILD:

1 Peel and apply labels as shown.



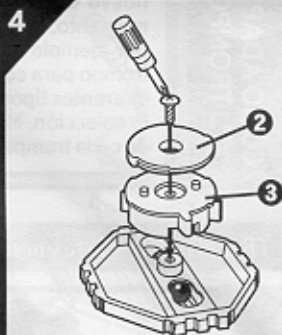
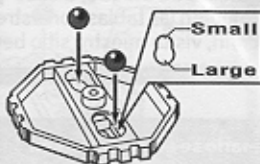
NOTE! The Bit Chip sticker on the large label sheet must be applied to the Bit Chip (1) that has the holes/triangle on one side. Apply stickers to smooth sides of Bit Chips.

2 Blade Base

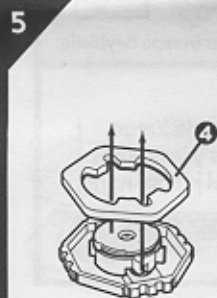


Attach Blade Base to (5).

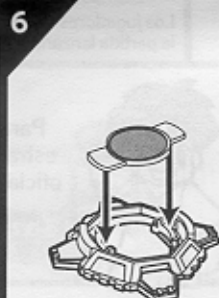
3 Place metal balls in Blade Base, starting with larger hole.



Assemble and attach spin gear parts (2) and (3) to Blade Base with screw. **Note:** Make sure screw is completely attached.



Place Weight Disk (4) on base.



Place Bit Chip on Attack Ring.



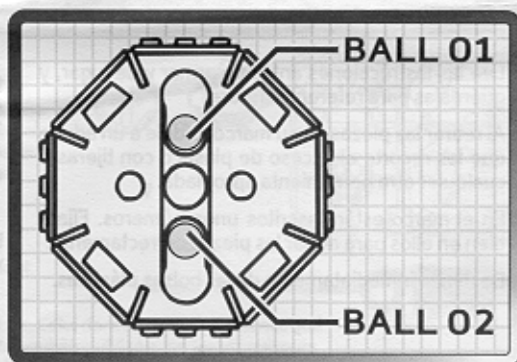
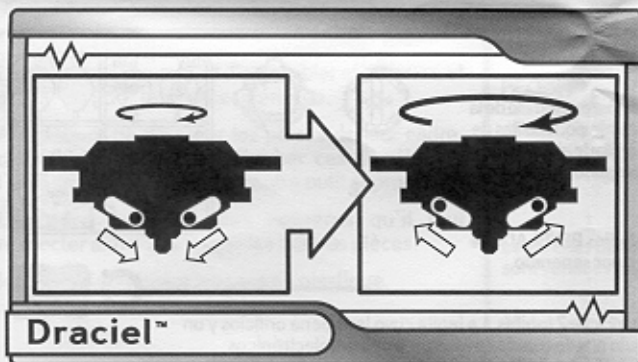
Attach Attack Ring to base, aligning tabs on ring with grooves on gear. Turn Attack Ring LEFT until it locks onto spin gear. (To remove ring from gear, turn ring right.)

LEFT TO LOCK.



LAUNCH:

- A** Insert ripcord into launcher as shown.
- B** Insert posts on launcher into openings in BEYBLADE top, as shown.
- C** Hold lower half of launcher and rotate BEYBLADE top left to lock it in place.
- D** Holding the launcher securely, pull the ripcord over the BEYSTADIUM (not included) – the BEYBLADE top will spin... launch... and battle!
- NOTE:** Use left-spin launchers for Left Spin Gears; use right-spin launchers for Right Spin Gears.



CUSTOMIZE FOR EACH BATTLE!

WHAT IS CUSTOMIZING?

Customizing is taking parts from different BEYBLADE tops and putting them together to create a new top. Why customize? Because you can change how your top will perform in battle. By switching parts, you can create a top that will perform a certain way. For example, if your opponent has an Attack Type top, you may want to change your top's parts to make it a Defense Type top, to help withstand your opponent's attacks.

Learn all the different types of Attack Rings, Weight Disks and Spin Gears that are available and that you have in your collection. Look at the star chart on the packages to see the strengths of each top's parts and check out the website beyblade.hasbro.com for more information!

TRIPLE SHOT You and your opponent each battle 3 BEYBLADE tops for triple the action!

- Get your 3 BEYBLADE tops ready.
- Decide the play order of your BEYBLADE tops.
- Round 1

Round 2

Round 3

To start the game, players launch their first BEYBLADE top.
- Round 1

► Round 2

► Round 3

The player who wins two out of three rounds is the winner!
- Play three rounds.

Check it out!

For game ideas, strategies and official game rules, please see

BEYBLADE.COM

BEYBLADE.HASBRO.COM



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