



Draciel V™

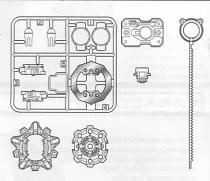
A-0/
Defense Type

Includes unassembled BEYBLADE top, launcher, and ripcord.
Assembly required. No tools needed.

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.
- Please keep magnets away from televisions, PCs, floppy disks, mobile phones and watches.

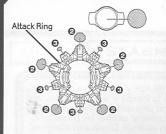
PARTS: Runner Frame Parts, Weight Disk, Blade Base, "N" Magnetic Spin Gear Core, Attack Ring, Launcher and Ripcord.



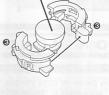
BEYSTADIUM sold separately.

BUILD:

Attach the stickers as shown in the diagram.

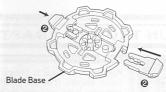


N" Magnetic Spin Gear Core



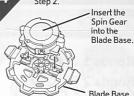
Snap both halves of Right Spin Gear (3) around "N" Magnetic Spin Gear Core. Make sure Magnetic Core and (3) are in grooves. Assembling the Blade Base: Step 1.

*Magnacore Right Spin Gear cannot be attached if these are inserted all the way in.



Insert Attachments (2) into the Blade Base until the tips are just past the knobs. Do not insert Stachments all the way in at this time.

Assembling the Blade Base: Step 2.



Magnacore Right Spin Gear

Assembling the Blade Base: Step 3.



Snap Attachments (2) all the way into Blade Base to secure Spin Gear. Once they are in place, Magnacore Right Spin Gear will not come out. Assembling the Weight Disk.

(4) Weight Disk

Completed Blade Base.

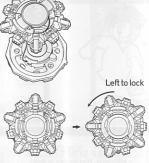
and man the

Attaching the Bit Chip.

Attack Ring

Attaching the Attack Ring.

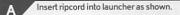
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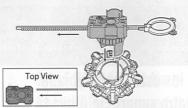


Place Attack Ring on Blade Base, aligning tabs on ring with grooves on Right Spin Gear. Turn ring LEFT until it locks onto spin gear. To remove ring from gear, turn ring right.

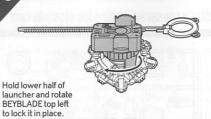








Insert posts on launcher into openings in BEYBLADE top, as shown.



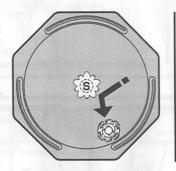
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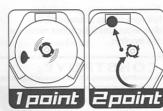
Holding the launcher securely, pull the ripcord over the BEYSTADIUM (not included) – the BEYBLADE top will spin... launch... and battle!



FEATURES:

Magnetic spin gear core in the base gives you the capability to use negative magnetic force. To experience the magnetic action, you will need to compete against another BEYBLADE Magnetic Top and/or in a Magnetic BEYSTADIUM arena or a BEYSTADIUM arena magnetized with a BEYBLADE Magnetic Accessory Pack (all sold separately) to use the magnetic feature.





Support Parts with attack points!

CUSTOMIZE FOR EACH BATTLE!

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!



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cide the play order of your BEYBLADE tops

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!













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