

AGES 8+

82560/82547 Asst.



ELECTRONIC HIGH PERFORMANCE BEYBLADE TOPS

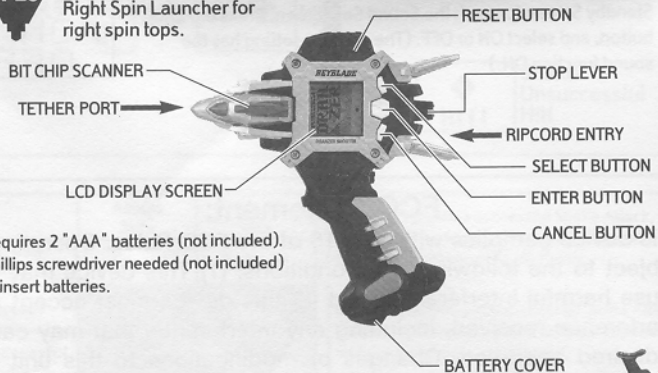
WARNING: Do not use BEYBLADE tops or Beystadium™ on tables or other elevated surfaces.

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.

A-29 Dranzer Shooter™
Right Spin Launcher for right spin tops.



Requires 2 "AAA" batteries (not included).
Phillips screwdriver needed (not included) to insert batteries.

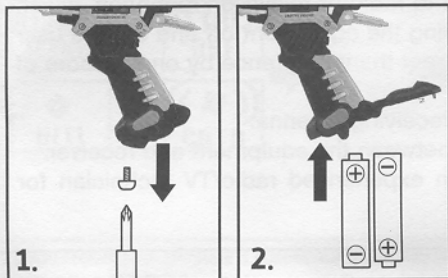


Includes BEYBLADE launcher, ripcord and instructions.

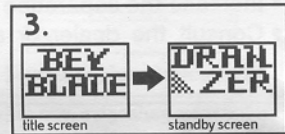
Reset button: used when replacing batteries
Select button: to select different menu options
Enter button: to choose a menu option
Cancel button: to cancel a menu selection
Ripcord entry: insert ripcord here

Stop lever: to stop launcher spin
Battery cover: to access batteries
LCD display screen: shows game information
Bit Chip scanner: scans bit chips
Tether port: connects to another launcher

HOW TO INSERT BATTERIES



Using a Phillips screwdriver, loosen screw in base of handle. Remove cover. Insert 2 fresh "AAA" batteries (not included), alkaline recommended. Replace cover and tighten screw. When the batteries are correctly inserted, the Title Screen will appear then switch to the Standby Screen.



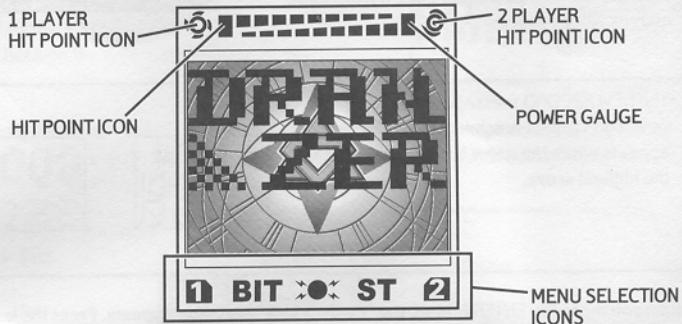
CAUTION:

- As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
- Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.
- Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

Replace batteries when the screen display fades or the sound volume is low. Return to the Standby Screen and replace the batteries within 15 seconds. All data stored will be erased if any key is pressed while replacing the batteries.

Note: The Standby Screen will appear when the launcher has not been touched for a certain length of time. There is no "power off" switch.

LCD DISPLAY SCREEN



Player icon: Shows 1 player mode

Hit point icon: Shows your hit points

Power gauge: Shows your remaining power

Menu selection icons: Shows the mode you selected

Player icon: Shows 2 player mode

- 1** 1 Player icon: Select it to play virtual battles against the launcher
- BIT** Bit icon: Select it to record Bit Chip data
- Shoot icon:** Ultra power shoot
- ST** Status icon: See your current score or level
- 2** 2 Player icon: Select it to play against a friend with connected launchers

BATTLE MODE 1

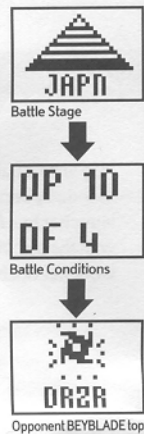
Fight virtual battles against power spirits on the display screen! The power spirits are the spirits that "live" inside BEYBLADE tops and give the tops "power" and "energy."

- Select "1" (1 player mode) from the menu on the Standby Screen, and press the Enter button.



Keep pressing the Enter button to scroll through the battle set-up: Battle Stage → Battle Conditions → Opponent BEYBLADE top.

• Battle Conditions display: Shows the number of opponents in the stage, and the number of opponents you must defeat to complete the stage successfully.



| STAGE BATTLE CONDITIONS | | | |
|-------------------------|---------------|---------------------|---------------------|
| | Stage Name | Number of Opponents | Opponents to Defeat |
| 1. | America Stage | 10 | 4 |
| 2. | China Stage | 10 | 5 |
| 3. | Japan Stage | 10 | 6 |
| 4. | Europe Stage | 10 | 7 |
| 5. | Russia Stage | 8 | 6 |
| 6. | Final Stage | 4 | 4 |

There are 6 Battle Stages. Each stage has an increasing level of difficulty.

Example: Screen says: OP 10 DF 4

This means there are 10 opponents in this stage, and you must defeat 4 to complete the stage.

- You do not have to defeat more than the number of opponents indicated in each stage.
- If you do not defeat the number of opponents indicated, the game is over, and you will have to start a new game at the same level.
- You must complete each level before moving on to the next one.
- The launcher selects the opponents at random.
- Opponents' strength increases in each stage.



- 2 Select the Bit Chip (not included) you want to use for the battle. Press the Enter button. When the message, "Place the Bit Chip" appears on the screen, insert the Bit Chip into the scanner.



To insert Bit Chip:

Only A-series and B-series Bit Chips can be used with this launcher. A-series and B-series Bit Chips have holes and a triangle on the back. If a Bit Chip does not have holes and a triangle, it cannot be used in the launcher.

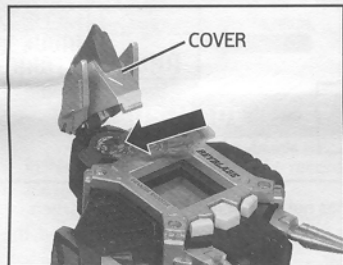


A & B series Bit Chip



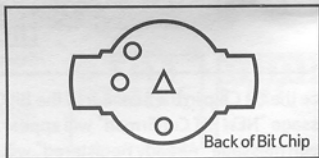
Bit Chip without holes and triangle

(Bit Chips not included)



COVER

Press in the end of the cover (DRANZER'S head), then lift the cover. Place Bit Chip in scanner with holes facing down and triangle pointing away from screen. Snap cover closed.



Back of Bit Chip

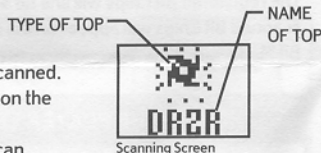
- Incorrect positioning of Bit Chip may result in data scanning error.
- Place Bit Chips in scanner ONLY when prompted by the screen message.

- 3 Press the Enter button. The launcher will scan the Bit Chip data. When a new Bit Chip is scanned, the NEW BIT CONFIRMED message will appear on the screen. Press the Enter button to go to the scanning screen.



How to read the scanning screen:

Type of top: Confirm the type of top that has been scanned.
Name of top: The name of the scanned top appears on the screen.
Lv: Indicates the level of the top. Higher-level tops can execute more difficult moves.



Scanning Screen

BEYBLADE tops are categorized into the following 4 types according to their features.



Attack Type
Strong offense and better for shorter battles.



Endurance Type
Longer spin time and better for endurance battles.



Defense Type
Average capacity and well-rounded player.



Combination Type
Has the features of both Attack and Defense types.

- 4 Press the Enter button to move to the data screen.

IMPORTANT!

When using the same type launcher and top, the launcher gives you extra battling power! (Each launcher sold separately.)

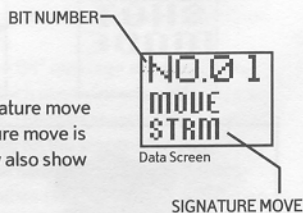
Attack type
Dragoon Shooter™ favors attack type tops

Endurance type
Driger Shooter™ favors endurance type tops

Combination type
Dranzer Shooter™ favors combination type tops

How to read the data screen:

Confirm the data:
Bit Number: Shows the number of the Bit Chip.
Signature Move Name: Shows the name of the signature move possible with the BEYBLADE top scanned. A signature move is a special move made by that specific top. Some may also show the Lv (Level).

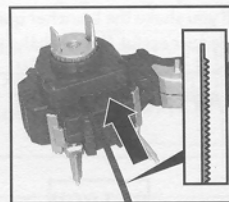
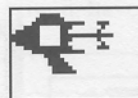


Data Screen

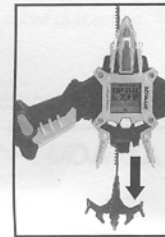
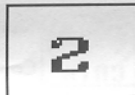
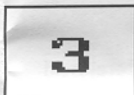
SIGNATURE MOVE

- 5 Press the Enter button to approve the Bit Chip selected. If you want to change the Bit Chip, press the Cancel button. The screen will prompt you to insert a Bit Chip. Place your new selection in the scanner. The new Bit Chip data will appear as described above. Press the Enter button when you are ready to approve your selection.

- 6 Insert the ripcord. Once you have selected and approved your Bit Chip selection, a screen image will prompt you to insert the ripcord into the launcher. Make sure you insert the ripcord correctly.



- 7 Pulling the ripcord: After the launcher is inserted, the countdown to battle begins! Pull the ripcord when the screen shows "Let It Rip!" If you do not pull the ripcord when directed, the launcher will count it as a misfire, and you will automatically lose the battle.



When you pull the ripcord, the launcher will show your launching power. The stronger your pull, the higher your power number.



Launching Power Display

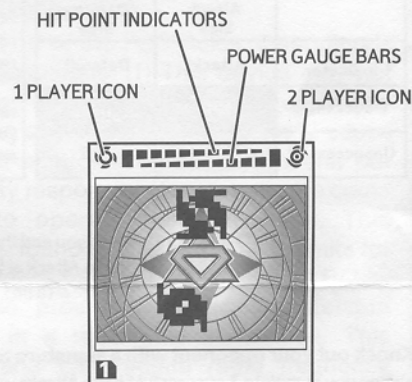


When the screen shows "BATTLE," the battle begins!

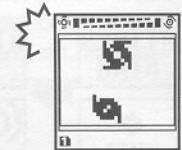
- 8 The battle!

How to read the battle screen:

Power Gauge Bars: The upper bars show the spinning ability for your top and your opponent's top. Spinning ability decreases during battle, shown by the bars getting shorter until they run out. (Endurance type tops have more stable spins, so their power gauge runs out slower than other tops. Attack type tops have weaker stability, so their power gauge runs out faster than other tops.)



Hit Point Indicators: Hit points show the endurance of the tops. The points get lower each time a top is hit by an opponent's top during battle. When the hit points reach 0, the top can no longer withstand a hit. This results in a Ring-Out loss. Hit points are not shown on the screen until they get very low – the top icon next to the power gauge bar starts to flash when the points are very low. (Attack type tops have stronger attacks, resulting in bigger damage to opponents. Defense type tops have weaker attacks, resulting in smaller damage to opponents.)



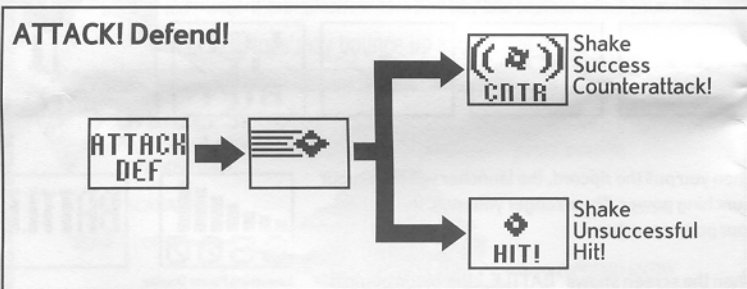
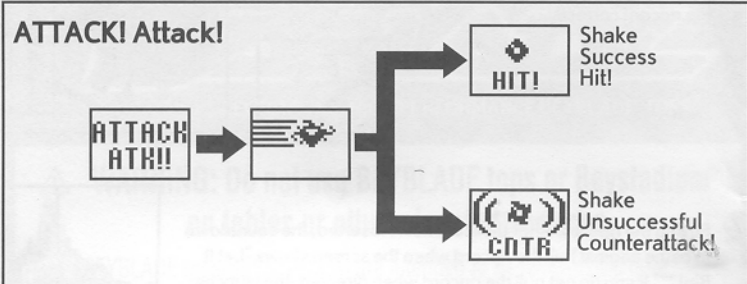
Once a battle begins, your top and your opponent's top move on the display screen. When the 2 tops collide, the attack screen appears:



When the ATTACK screen appears, launch a Shake Attack by shaking the launcher!



- During an attack, players are automatically divided into an attack side and a defense side.
- If you shake the launcher quickly enough, you will set off a shock sensor, and your attack will be successful. If your shake is too slow, your attack will not be successful.



| | Attack Side | Defense Side | |
|------------------|----------------|----------------|--|
| Screen Indicator | Attack! | Defend! | |
| Success | HIT! | Counter-attack | |
| Unsuccessful | Counter-attack | HIT! | |

When you launch a successful Shake Attack, you cause damage to your opponent's top and reduce your opponent's Hit Points.

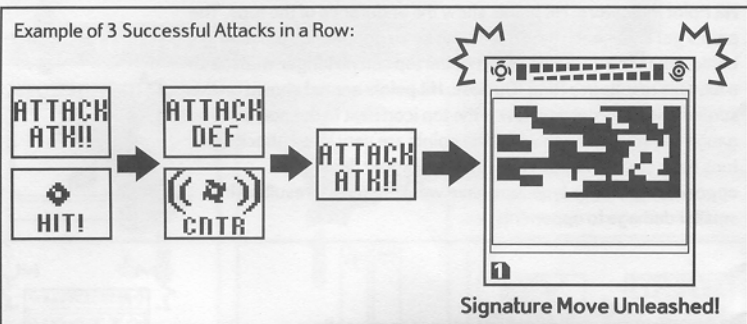
When you launch an unsuccessful Shake Attack, your top receives damage from your opponent, and your Hit Points are reduced.



When you and the launcher make a Shake Attack at the same time, it results in a Draw (a tie).

Knock out your opponent with a signature move!

- When you complete 3 successful Shake Attacks, with attack and/or defense moves, you unleash a signature move! A signature move is a special move made by that specific top.



- If you continue to complete 3 successful Shake Attacks in a row, a signature move will be unleashed. The first time that you lose a Shake Attack, the signature move is cancelled.
- Don't let your opponent attack you with a signature move -- stop your opponent from completing 3 Shake Attacks!

THE WINNER

of each battle is the player whose top spins longer than the opponent's top. Press the Enter button after the display of the battle results. The "Push to Stop" message will appear on the screen. Press the lever to stop the spinning mechanism in the launcher. Then press the Enter button.

- If you win a battle, the next opponent will appear immediately.

If you lose a battle, you may change the BEYBLADE top for the next battle. Exchange your Bit Chip according to the directions previously described in these instructions.

You can exchange BEYBLADE tops only a certain number of times for each stage. If you run out of chances to exchange your top, you must continue using the same top for the rest of the battles in the stage.

- You will see a secret password when you complete all the stages. Write it down so that you will not forget it!



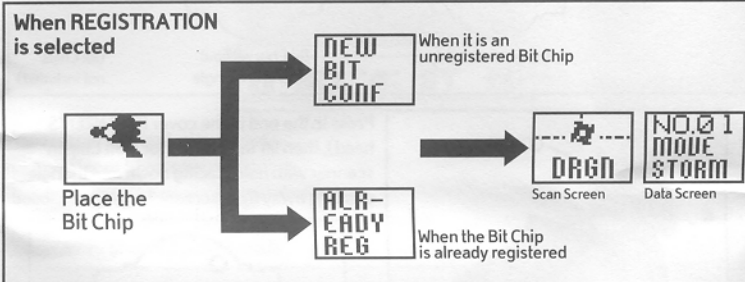
BIT CHIP MODE BIT

In this mode you can:

- Register Bit Chip data into the launcher.
- Check on the data you have registered.



1. Select BIT from the menu selection on the Standby Screen. Then press the Enter button.
2. Press the Enter button, and select ENTER (ENTR) or CONFIRMATION (CONF) on the screen using the Select button. Then press the Enter button.

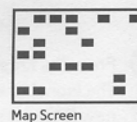


- Place the Bit Chip in the scanner. If the Bit Chip has not yet been registered, the screen message "NEW BIT Confirmed" will appear. If the Bit Chip has already been registered, the screen message "Already Registered" will appear.

- Press the Enter button to go to the Scan Screen and Data Screen.

When CONFIRMATION is selected

When there are Bit Chips already registered, blocks appear on the Map Screen. When you press the Select button, the selected block will blink. The block will change every time you press the Select button. Select the block you want and press the Enter button to confirm the corresponding Beyblade top.



The registered Bit Chips will line up according to their numbers. The data of already scanned Bit Chips will appear on the Map Screen automatically even in modes other than Bit Mode.

RAISE THE PLAYER LEVEL BY SCANNING THE BIT CHIPS!

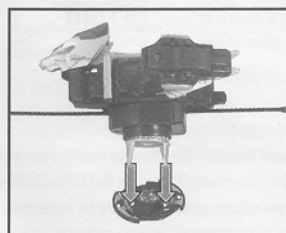
The player level rises when Bit Chips are registered on the Map Screen! Raised Player Level means significant improvement in the attack of the signature moves. Scan as many Bit Chips as you can!

SHOOT MODE

Use this deluxe launcher in real BEYSTADIUM battles! (BEYSTADIUM sold separately.)

- BEYBLADE tops not included.
- Use only tops with the same spin as the launcher (right spin tops with right spin launchers; left spin tops with left spin launcher).

1. Select symbol from the Standby Screen menu, then press the Enter button.
2. Press the Enter button to find the "Set the Winder" message on the screen. Insert the ripcord through the Winder hole.
3. Place the BEYBLADE top on the launcher as shown.
4. The screen will show "Let It Rip!"™ message.
5. Hold the launcher firmly, and pull the ripcord quickly.



•When you pull the ripcord, the power of the launch will appear. The stronger your pull, the higher the number. The numbers are automatically stored as records. After the power appears, the top three records will be shown.



•The NEW RECORD message appears when a new high score is reached. The COOL message appears when the game score is the same as the highest score.



•When you press the ENTER button, the "Push to Stop" message appears. Press the lever to stop the launcher's spinning mechanism.

STATUS MODE ST

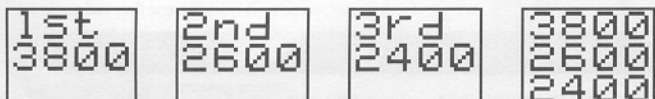
In this mode you can confirm the records stored in the launcher.

1. Select ST from the Standby Screen menu, then press the Enter button.
2. Press the Enter button and select either SCORE or LEVEL.



When SCORE is selected

Press the Enter button to see the shooting power data of your top 3 scores.



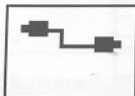
When LEVEL is selected

When you press the Enter button, your level and number of Bit Chips registered appears on the screen.

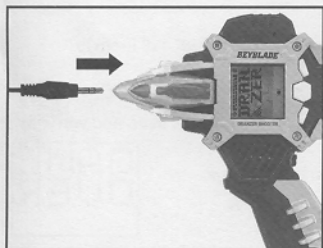


2 PLAYER MODE 2

Play virtual battles with your friends by connecting your launcher to a friend's launcher with the tether included! (Other launcher not included.)



1. Select "2" (for 2 player mode) from the Standby Screen, then press the Enter button.
2. "Connect the cable!" message appears on the screen. Insert cable ends into ports on launchers.
3. "Place the Bit" message appears on the screen. Each player inserts a Bit Chip into scanners. The scan screen and data screen will appear on the screen.
4. Follow the same steps to battle as for 1-player battles (see BATTLE MODE section earlier in the instruction sheet).



Note: Never disconnect the tether during play. Be careful not to pull the tether while shaking the launcher. If the tether becomes disconnected during play, an error message will appear on the screen. Re-connect the tether, and start a new battle.

ERROR!!

Only the player who has lost a game can exchange Bit Chips to select a new top. Advantages include: A different top, higher play levels, and a large number of scanned Bit Chips.

SOUND ON/OFF

To switch the sound on or off, press the Cancel button on the Standby Screen to reach the Sound Set Screen. Press the Enter button, and select ON or OFF. (The standby setting has the sound function ON.)



FCC Statement:

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including any interference that may cause undesired operation. Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.



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