

# BEYBLADE

HIGH PERFORMANCE TOPS

Seaborg™

Defense Type  
Competitive Grade

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

AGES 8+  
82561/82500 Asst.

A12

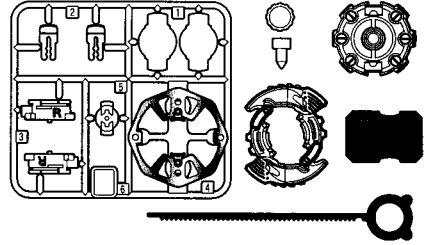


**⚠ WARNING: Do not use BEYBLADE tops or Beystadium™ on tables or other elevated surfaces.**

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, Attack Ring, Grip Axle, Metal Weight Gear, Right-Spin Launcher, Ripcord



Note: Bit Chip with holes/triangle on one side can be used with BEYBLADE ELECTRONIC LAUNCHERS (sold separately).

## BUILD:

**1**

Metal Weight Gear

Place Metal Weight Gear on **5** gear.

**2**

Snap both halves of **3** Right Spin Gear around gear, enclosing Metal Weight Gear.

**3**

Peel and apply stickers as shown.

Attack Ring

Blade Base

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

**4**

Grip Axle

Insert Grip Axle into Blade Base.

**5**

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

**6**

Place Right Spin Gear into Blade Base.

**7**

Snap Attachments all the way into Blade Base to secure Right Spin Gear.

**8**

Place **4** Weight Disk on Blade Base.

**9**

Place one Bit Chip on Attack Ring.

**10**

Place Attack Ring onto Blade Base, aligning tabs on ring with grooves on spin gear. Turn ring to the left until it locks onto base. (To remove ring from base, turn ring to the right.)

**11**

Your BEYBLADE top is now ready for battle!

## LAUNCH:

**A**

Insert ripcord into launcher as shown.

Top View

NOTE: Use left-spin launchers for Left Spin Gears; use right-spin launchers for Right Spin Gears.

**B**

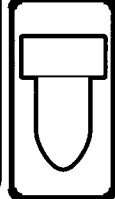
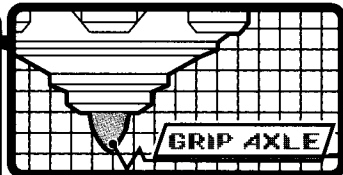
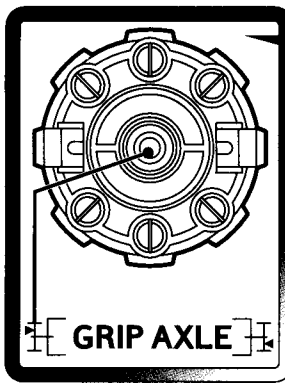
Insert posts on launcher into openings in BEYBLADE top, as shown.

**C**

Hold lower half of launcher and rotate BEYBLADE top left to lock it in place.

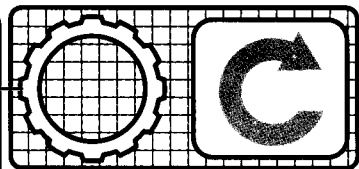
**D**

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



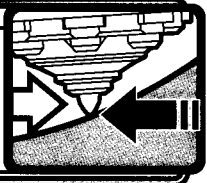
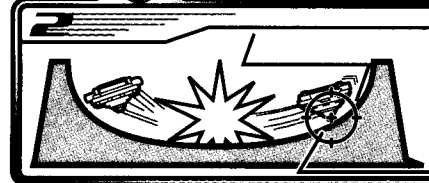
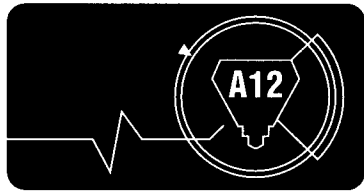
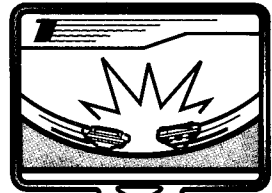
The Grip Axle helps give the top a strong defense! The axle tip grips the stadium surface to resist spin-outs after collisions!

# SPIN GEAR SYSTEM

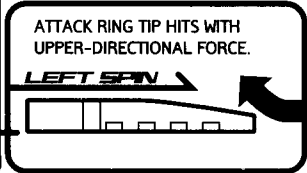
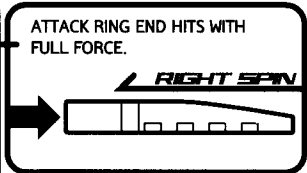
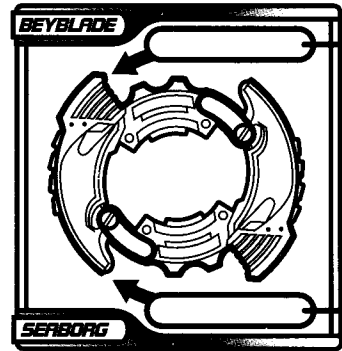


Removable Right Spin Gear is interchangeable with other Spin Gears to increase your customizing options for additional battle strategies.

## 1 LAUNCH



## 2 BATTLE



### CUSTOMIZE FOR EACH BATTLE!

	Collect and customize with these interchangeable parts:		
	Attack Ring:	contact type	
	Weight Disk:	speed & momentum	
	Spin Gear:	spin direction	
	Blade Base:	movement patterns	
By customizing, you can create these different BEYBLADE top types:			
Attack Type:	rooms around the stadium		
Combination Type:	steady motion		
Endurance Type:	spins for a long time		
Defense Type:	stays in one place		

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

**1**

Get your 3 BEYBLADE tops ready.

**2**

Decide the play order of your BEYBLADE tops.

**3**

▶ Round 1  
Round 2  
Round 3

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

**4**

Play three rounds.

**5**

▶ Round 1  
▶ Round 2  
▶ Round 3

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