

BEYBLADE

TOPS

Dranzer S™ Combination Type

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

AGES 8+
82519/82500 Asst.

A2



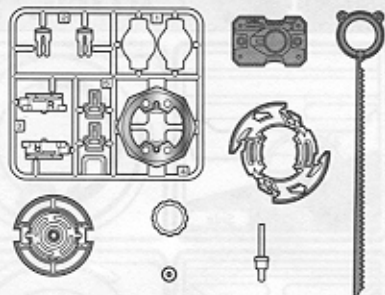
⚠ WARNING: Do not use BEYBLADE tops or Beystadium on tables or other elevated surfaces.

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 unexpectedly fly off elevated surfaces and cause eye or facial injury.

- 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, Metal Axis, Metal Bearing, Metal Weight Gear, Right-Spin Launcher, Ripcord

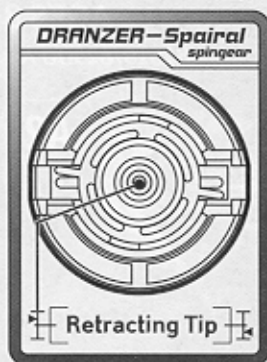


BUILD:

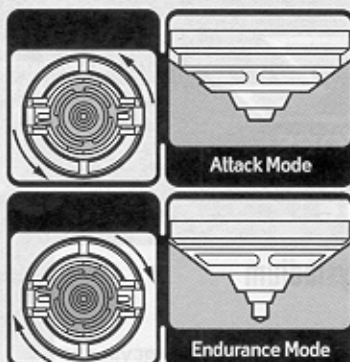
- 1** **Metal Bearing**
Slide Metal Bearing onto Metal Axis. Snap both halves of **1** Shaft together, enclosing Metal Axis.
- 2** **Metal Weight Gear**
Attach Metal Weight Gear to Shaft.
- 3**
Snap both halves of **3** Right Spin Gear around Shaft, enclosing Metal Weight Gear.
- 4** **Peel and apply stickers as shown.**
Blade Base and **Attack Ring**
- 5**
Insert **2** Attachments into Blade Base until the attachments 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 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.)
- 10**
Attach Bit Chip to Attack Ring.
- 11**
Your BEYBLADE top is now ready for battle!

LAUNCH:

- A** Insert ripcord into launcher as shown. **Top View**
- 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!



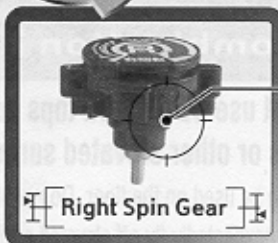
Retracting Tip



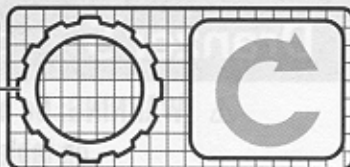
Attack Mode

Endurance Mode

Retracting Blade Base: The Blade Base automatically switches between Attack and Endurance modes.

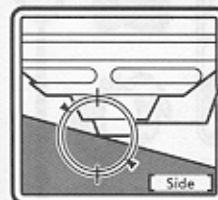


Right Spin Gear

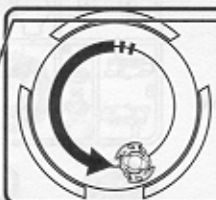


Removable Right Spin Gear is interchangeable with other Spin Gears to increase your customizing options for additional battle strategies.

1 LAUNCH

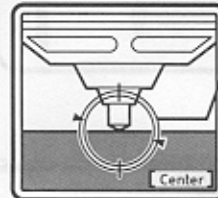


Side

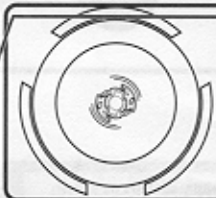


Attack

Base tip retracts, allowing high speed circling movement to attack enemies.



Center



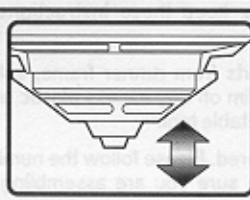
Endurance

Endurance mode: Base tip in normal position, for steady spinning and stalling.

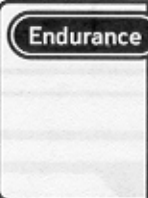
2 BATTLE



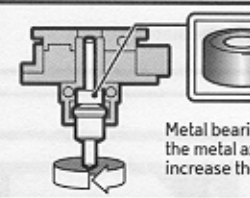
Attack



The flat base tip allows high speed movement and the internal spring assists with suspension.



Endurance



Metal bearings are installed allowing the metal axis to spin freely and increase the endurance effect.

CUSTOMIZE FOR EACH BATTLE!

Interchange parts with other BEYBLADE tops to customize for different winning strategies!
The more BEYBLADE tops you collect, the more customizing you can do!

Collect and customize with these interchangeable parts:

Attack Ring:	attack method
Weight Disk:	balance & stamina
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!



Get your 3 BEYBLADE tops ready.



Decide the play order of your BEYBLADE tops.



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



Play three rounds.



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



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