

# BEYBLADE

## TOPS

AGES 8+  
82543/82500 Asst.

### Driger F™ Combination Type Competitive Grade



A24

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

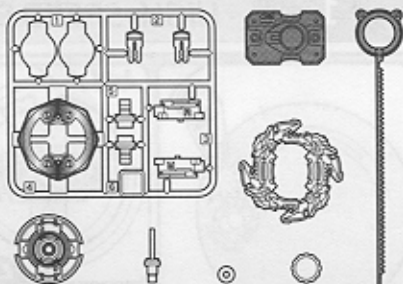
**⚠ WARNING: Do not use BEYBLADE tops or Beystadium™ on tables or other elevated surfaces.**

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



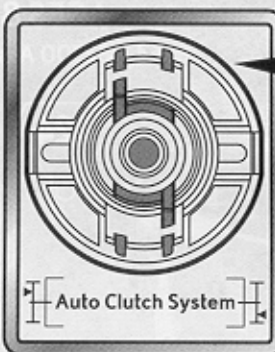
### BUILD:

- Slide **6** Metal Bearing onto Metal Axle. Snap both halves of **7** Right Spin Gear around Metal Axle.
- Place Metal Weight Gear on gear.
- Peel and apply stickers as shown.
- Snap both halves of **7** Right Spin Gear around gear enclosing Metal Weight Gear.
- Insert **8** Attachments into Blade Base until the tips are just past the knobs. Do not insert attachments all the way in at this time.
- Place Right Spin Gear into Blade Base.
- Snap Attachments all the way into Blade Base to secure Right Spin Gear.
- Place **9** Weight Disk on Blade Base.
- Place one Bit Chip on Attack Ring.
- 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.)
- Your BEYBLADE top is now ready for battle!

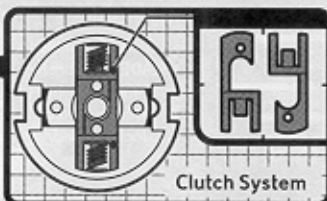
### LAUNCH:

- Insert ripcord into launcher as shown.

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

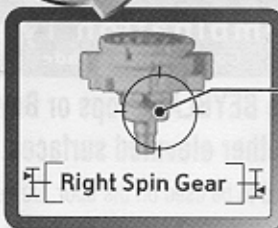


Auto Clutch System

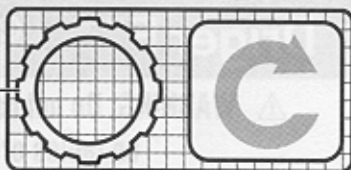


Clutch System

With Auto Clutch for strong offense and endurance! Auto Clutch kicks in when top is spinning fast for greater force in the stadium. As the top slows, the Auto Clutch kicks off to increase length of the spin.



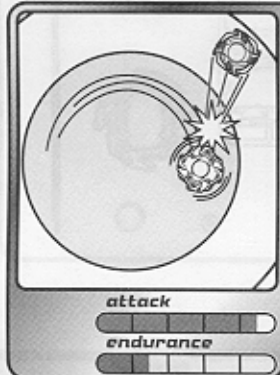
Right Spin Gear



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

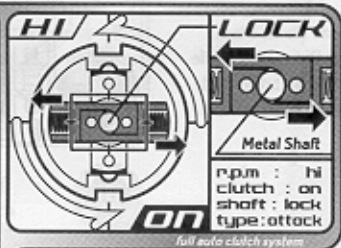
Battle performance switches automatically according to the speed of spin.

## 1 HIGH-SPEED SPIN



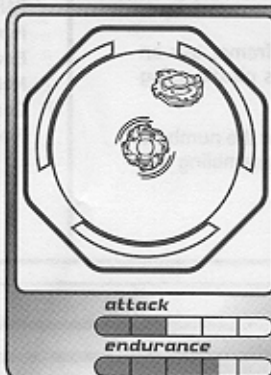
attack

endurance



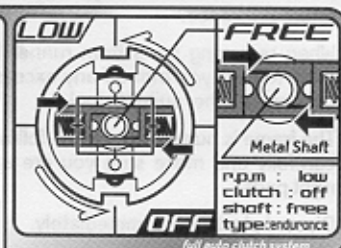
Auto Clutch kicks in when the unit is in a high-speed spin! The battle function switches into an offense type, and the unit moves through the stadium with great force!!

## 2 LOW-SPEED SPIN



attack

endurance



Auto Clutch switches off automatically when the unit is in a low-speed spin! The battle function switches into an endurance type, and the unit stays in the center of the stadium for an endurance battle!!

## CUSTOMIZE FOR EACH BATTLE!

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

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:	roams 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.



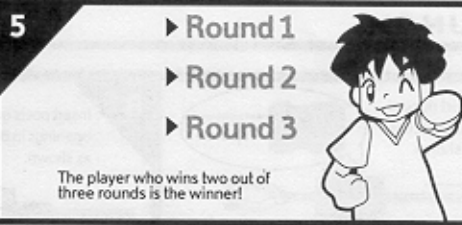
Decide the play order of your BEYBLADE tops.



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!