



Trygle™

Assembly required.
No tools needed.

Includes unassembled BEYBLADE top, launcher, and ripcord.

# on tables or other elevated surfaces.

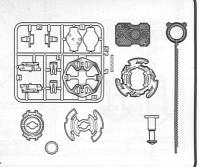
BEYBLADE tops/BEYSTADIUM are intended to be used on the floor. Do not lean over the stadium when BEYBLADE tops are in play. BEYBLADE tops may bounce up and hit eye or face.

- 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.

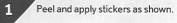
Runner Frame Parts, Blade Base, Attack Ring, Wings, Metal Weight Gear, Shaft, Spring, Launcher, Ripcord

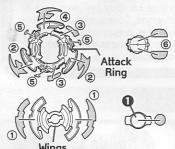
BEYSTADIUM (sold separately).

Note: Includes 2 Bit Chips. The Bit Chip with holes/triangle on one side can be used with BEYBLADE Electronic Launcher (sold separately).

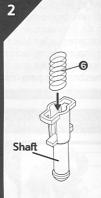


### BUILD:

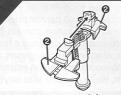


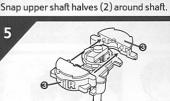


NOTE! The Bit Chip sticker on the large label sheet must be applied to the Bit Chip (1) that has the holes/triangle on one side. Apply stickers to smooth sides of Bit Chips.



Insert spring (6) into shaft.





Snap Right Spin Gear halves (3) around shaft, enclosing Metal Weight Gear.



Place Metal Weight Gear on shaft.





Insert Attachments (5) into Blade Base until the tips are just past the knobs. Do not insert attachments all the way in at this time.



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



Blade Base.



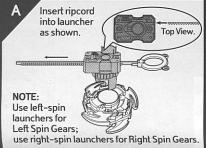


Attach Attack Ring to base, aligning tabs on ring with grooves on gear. Turn Attack Ring LEFT until it locks onto spin gear. (To remove ring from gear, turn ring right.)

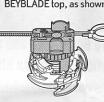




### LAUNCH:



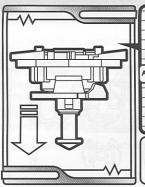




Hold lower half of launcher and rotate BEYBLADE top left to lock it in place.



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





The tip of the axle flies out when the opponent's attack is sustained!

# TO SET JUMPING SYSTEM: 1. Inset the a

- Insert the tip of the axle all the way in.
- 2. Rotate the wings of the Blade Base in the direction of the arrows.

### **CUSTOMIZE FOR EACH BATTLE!**

WHAT IS USTOMIZING

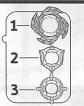
Customizing is taking parts from different BEYBLADE tops and putting them together to create a new top. Why customize? Because you can change how your top will perform in battle. By switching parts, you can create a top that will perform a certain way. For example, if your opponent has an Attack Type 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!



2



Round 1
Round 2
Round 3

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

Decide the play order of your BEYBLADE tops.

Ch Ch



▶ Round 1

▶ Round 2

▶ Round 3

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

## Check it out!

For game ideas, strategies and official game rules, please see

www.beyblade.com beyblade.hasbro.com













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