

IMPORTANT: BATTERY INFORMATION**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. If you reside outside the United States, have the doctor call your local poison control center.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long time.
- Do not short-circuit the supply terminals.
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
- RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

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 interference that may cause undesired operation.

NOTE: 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.

CAUTION: 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.

BATTLE ONLINE AT BEYBLADEBATTLES.COM!†

†WEBSITE AVAILABLE FOR A LIMITED TIME ONLY.

Rip Gauge Launcher only works with Metal Fusion Battle Tops, Metal Masters Battle Tops, XTS Electro Battlers and XTS Tornado Battlers.



Product and colors may vary. Retain these instructions for future reference.
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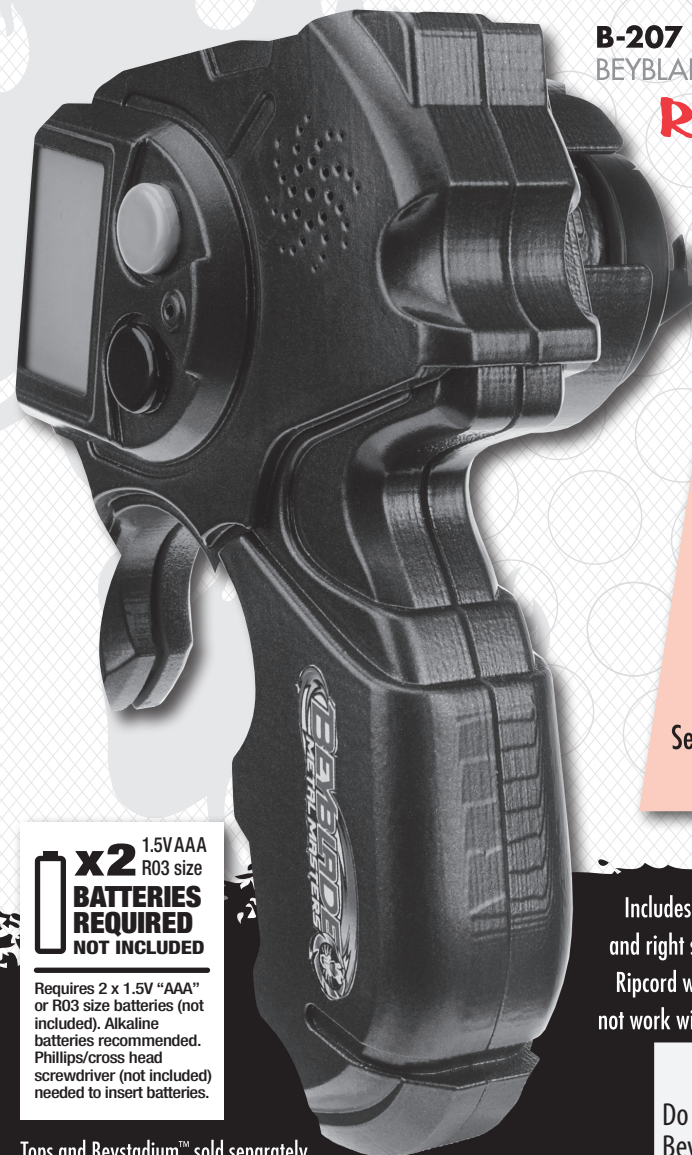
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**PERFORMANCE TOP SYSTEM™****B-207**
BEYBLADER GEAR**RIP GAUGE
LAUNCHER™***

Enhance your Beyblade battling skills with the Rip Gauge Launcher! It digitally displays your rip speed so you can optimize the launch of each top. Increasing your rip speed makes your top spin faster, longer and with more power. Practice your rip technique and check your speed to improve your skill - and your chances to win. See who has the fastest rip speed! For up to 9 players.

x2 1.5V AAA
R03 size
**BATTERIES
REQUIRED
NOT INCLUDED**

Requires 2 x 1.5V "AAA" or R03 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Tops and Beystadium™ sold separately.

Only use Beyblade tops with a Beystadium™ (sold separately).

Includes 1 Rip Gauge Launcher™, ripcord, left and right spin adaptors, and instructions. NOTE: Ripcord works only with this launcher and does not work with other Beyblade launching systems.

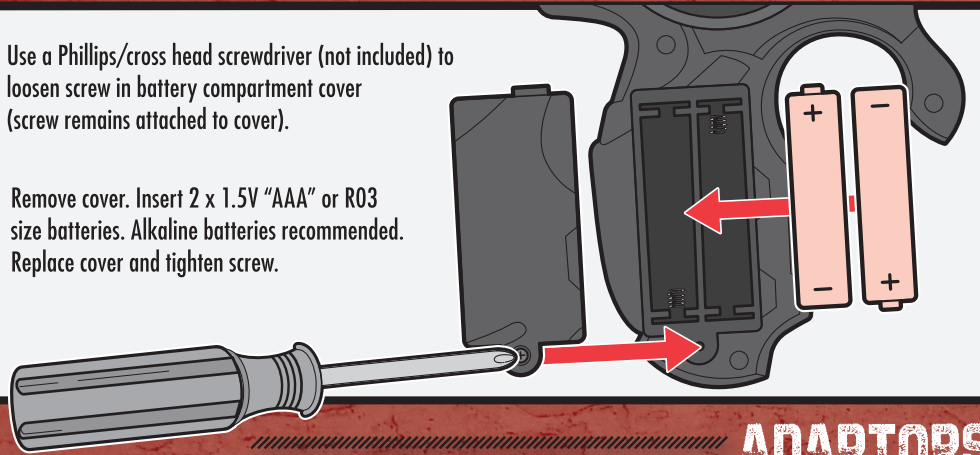
WARNING:

Do not use Beyblade™ tops or Beystadium™ (sold separately) on tables or other elevated surfaces.

TO INSTALL BATTERIES

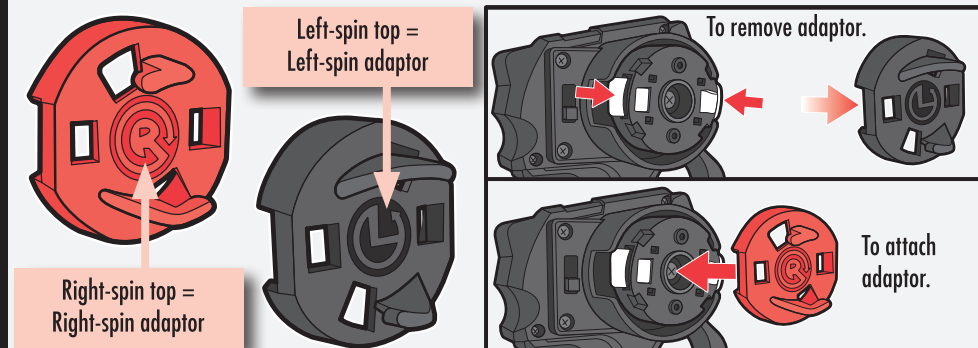
Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover).

Remove cover. Insert 2 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Replace cover and tighten screw.



ADAPTORS

The launcher comes with a right-spin adaptor and a left-spin adaptor. You will need to change the adaptors according to the type of top you are using.

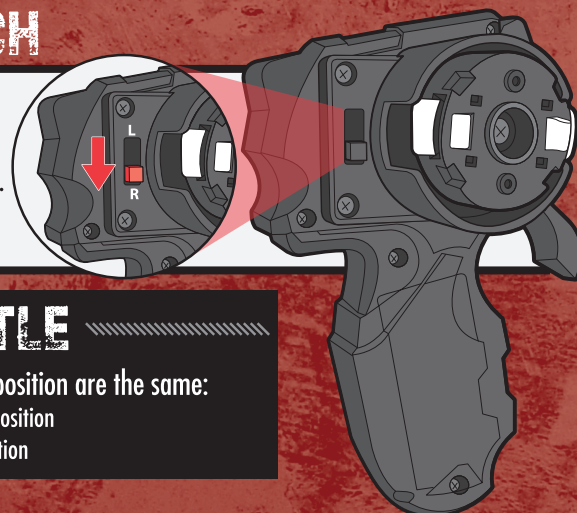


Note: The launcher comes packaged with the right-spin launcher attached.

LEFT/RIGHT SWITCH

Move the switch to select right-spin or left-spin.

- "R" - when using right-spin tops and adaptors.
- "L" - when using left-spin tops and adaptors.

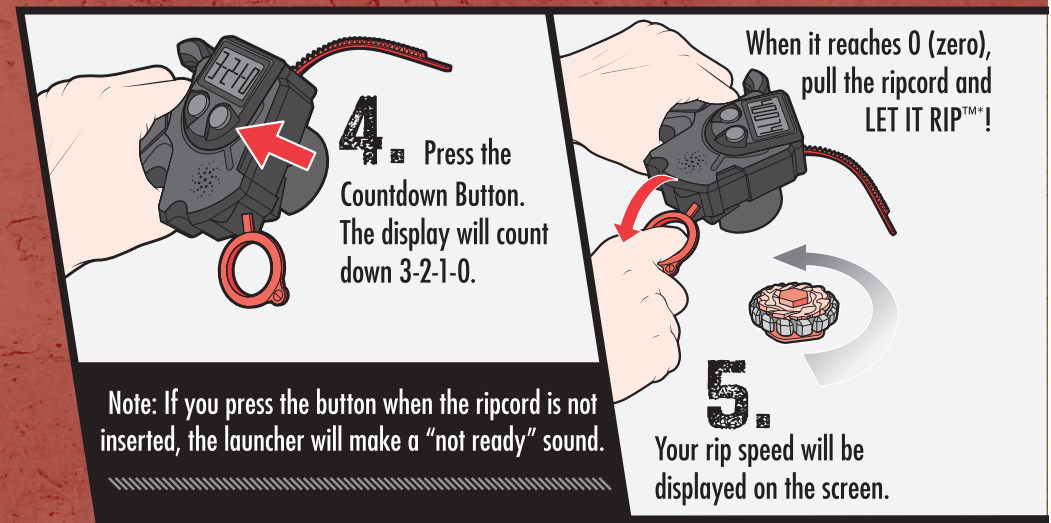
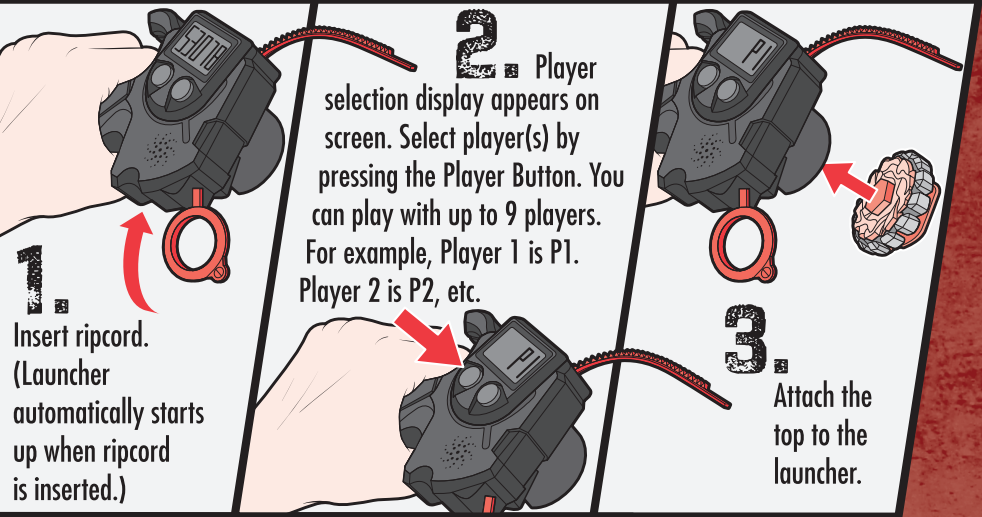


BEFORE YOU BATTLE

Make sure your top, adaptor and switch position are the same:

- Right-spin top, right-spin adaptor, "R" switch position
- Left-spin top, left-spin adaptor, "L" switch position

PLAY



Note: If you press the button when the ripcord is not inserted, the launcher will make a "not ready" sound.

HIGH SCORES

The 3 highest scores are recorded by the launcher. To see those scores:

- Make sure the ripcord is removed from the launcher. (The scores will not appear if the ripcord is in the launcher.)
- Press the Player Button.
- The screen will display the player's number and score, starting with the highest score.

The order of the display is:

- Player number & Highest score
- Player number & Second-highest score
- Player number & Third-highest score

RESET

When the batteries are removed, the launcher automatically resets, which clears all recorded scores.

AUTO SHUTDOWN

The launcher automatically shuts down after a brief period of inactivity to help conserve battery life.