

71905

AGES 8+



Arcade Challenge 5-in-1™

Thank you for purchasing the BEYBLADE
ARCADE CHALLENGE 5-IN-1 game!

Be sure to read and follow all instructions carefully before using this product.

Includes: ARCADE CHALLENGE 5-In-1 Main Unit,
TV AV Cable,
2 Ripcords and
Instructions.

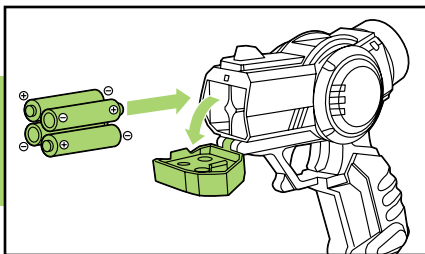
Requires 4 x 1.5V
"AA"/LR6 alkaline
batteries (not
included).

Phillips/cross head
screwdriver (not
included) needed
to insert batteries.



TO INSERT BATTERIES

Using a Phillips/cross head screwdriver, loosen the screw in the battery compartment cover (screw stays attached to cover). Remove cover. Insert 4 x 1.5V "AA"/LR6 alkaline batteries. Replace cover and tighten screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

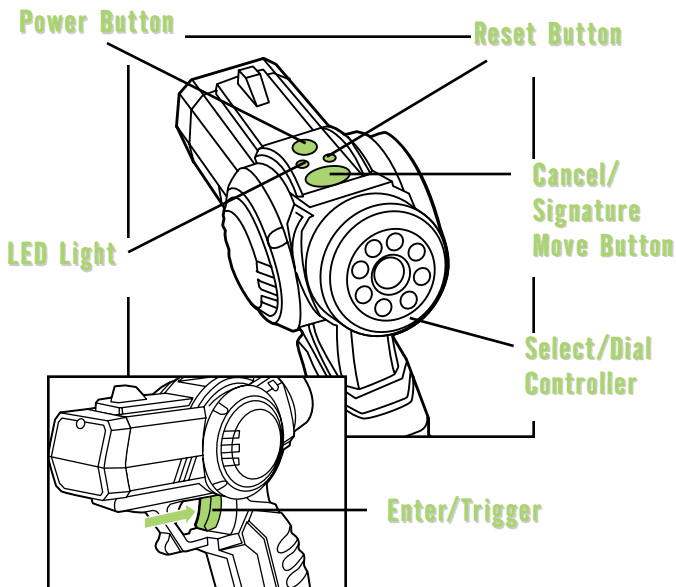
1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. 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.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

NOTE: This product features a "Low Battery Mark" alert system. If a delayed blinking occurs, the product is running low on its current batteries. If a fast blinking occurs, the battery is about to run out.

VERY IMPORTANT: You must replace the batteries within one minute of the product losing power. If you take longer than one minute, you may lose stored information.

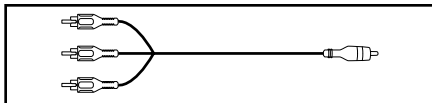
NOTE: This product features an Auto-Power Off system which automatically turns the unit off after 15 minutes of inactivity in order to conserve battery life.

MAIN UNIT

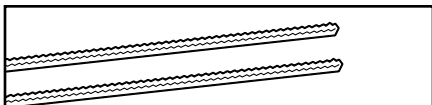


Additional Components

TV AV Cable

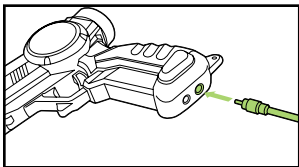


2 Ripcords

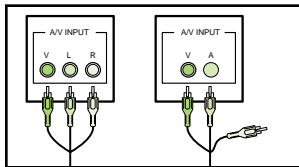


CONNECTING TO A TV

Connector to Main Unit



Connector to TV



1. Insert the single connector into the base of the main unit.
2. Insert the tri-colored connectors into the TV. Make sure that you match the colors of the connectors (white=audio left, red=audio right and yellow=video) to the colors of the plugs that are on your TV.
3. You can connect the main unit through a VCR that is already attached to your TV if your TV does not have the tri-colored plugs. Please refer to your VCR manual for proper instructions on doing this.

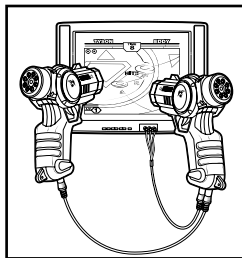
Connecting 2 Main Units for 2-Player Gaming

Note: 2-Player Connector Cable not included. See end of Instruction Booklet for Order Form.
(Other main units sold separately.)

After the first main unit is connected to the TV, plug one end of the 2-Player Connector Cable into the base of the first main unit, and connect the other end of the 2-Player Connector Cable into the base of the second main unit.

Note: Both main units must be powered off before the 2-Player Connector Cable is connected. You do not need to attach the AV cable on the second unit.

Note: Do not disconnect the 2-Player Connector Cable during play. If it becomes disconnected, the game will freeze and your current game will be lost. If this happens, turn both units off, reconnect the 2-Player Connector Cable, and turn the power to both main units back on.



STARTING A GAME

1. Press the Power Button on the main unit. The LED light should light up to indicate that the unit is functioning.
2. Turn your TV on. Once your TV is on, you will see a title screen appear. After one minute of the title screen, a demo game will begin. Press any button to return to the title screen.



Selecting a Game Mode

There are a total of 5 Game Modes to choose from.

1. **Tournament Mode:**
Choose a BEYBLADE top to battle through the tournament.

2. **Free Battle Mode:**
Choose your opponent to train for the battle.

3. **Power Mode:** Measure the power of your ripcord.

4. **Survival Mode:** Crush the enemy one by one!

5. **2-Player Battle Mode:** Battle with your friend!

See who's stronger! (2-Player Connector Cable required, but not included. See back for order form.)



TO SELECT A MODE

1. Press the Trigger to enter the Mode Selection screen.
2. Make your selection with the Dial Controller and enter your selection by pressing the Trigger. To cancel your selection, press the Cancel/Signature Move button.

Playing in Tournament Mode

1. To enter Tournament Mode, select "Tournament" from the Mode Selection screen.
2. Use the Dial Controller to select your character and enter your choice by pressing the Trigger.

Note: When you first begin playing the game, you will only be

able to select the main character, Tyson. You must play and win the Tournament Mode in order to unlock additional hidden characters!

3. Select a player and press the trigger to view the BEYBLADE Data Screen where you can compare the strengths and weaknesses of your character's BEYBLADE top.



Battling Terminology

- **Attack:** Shows the attack power of the BEYBLADE. Higher attack power means there will be greater damage to your rival for each hit.

- **Defense:** Shows the defense power of the BEYBLADE top. Higher defense power means there will be less damage sustained from your rival's attack.
- **Endurance:** Shows the endurance power of the BEYBLADE. Higher endurance means a longer duration of spinning. If your BEYBLADE runs out of endurance and stops spinning, you lose the match-up.
- **Speed:** Shows the mobility of the BEYBLADE. Higher speed means the BEYBLADE is moving faster.
- **Handling:** Shows the ease of control.

Once you begin in Tournament Mode, you cannot stop until you win the tournament or lose a battle.

The stages of the Tournament and the points you need to earn to clear each stage are as follows:

Preliminary Stage – 2 points

Quarter Finals – 3 points

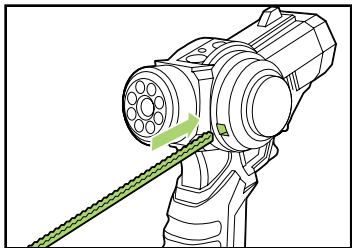
Semi Finals – 3 points

Final – 3 points

Battle Preparation Time

After you have selected your character the screen will say "Set Your Ripcord!"

Insert one of your Ripcords into the main unit as shown.



Once your Ripcord is in place, press the Trigger to select "YES." You will see a countdown of "3 – 2 – 1" appear on the TV screen. Pull the ripcord when you see "LET IT RIP!" to launch your BEYBLADE top on TV and begin your battle.



Note: If you did not pull the Ripcord, or you missed the timing, it is considered an "Error" and the BEYBLADE will be launched with extremely low power.

It's Battle Time!

The way to battle is by maneuvering the BEYBLADE top. To win the battle, you must hit the rival's BEYBLADE to lower the rival's HP Gauge or Endurance Gauge. The best way to hit your rival's BEYBLADE, thus causing damage, is from behind. Conversely, you will sustain damage when your rival's BEYBLADE hits yours from behind.



When an attack is made, the screen will display "HIT!" and the BEYBLADE receiving the damage will blink in red. During the battle you should be chasing your rival's every move.

To maneuver the BEYBLADE top use the following controls:

- **Dial Controller:** This changes the direction of the BEYBLADE. The BEYBLADE moves in the direction of the Movement Direction Gauge. The higher your Movement Direction Gauge goes, the easier it is to change directions.
- **Trigger:** This increases the speed of the BEYBLADE. Press the trigger repeatedly to reach the maximum speed. But be careful, the more you increase your speed, the faster you will run out of endurance.
- **Cancel/Signature Move Button:** Once the Signature Move Gauge reaches a certain level, you can strike a signature move by pressing the button. The higher the level, the more powerful your signature move becomes.
 - **HP Gauge:** Shows the strength of the BEYBLADE. When the gauge reaches zero, the battle ends.
 - **Endurance Gauge:** Shows the spinning power of the BEYBLADE top. When the gauge reaches zero, the battle is over. The gauge runs out automatically over time.
 - **Point:** Shows the points earned.
 - **Signature Move Gauge:** This number increases when damage is inflicted during a battle.
 - **Time:** Shows the time since the start of the battle.
 - **Ring:** Your HP Gauge goes down when your BEYBLADE collides with the edge of the ring and is damaged.

Special Techniques

Special techniques make it easier to win a battle!

Practice the following techniques so you can master the maneuvers that will win you the battle!

- **Boost:** Press the Trigger twice to boost the speed of your BEYBLADE!
- **Charge:** When the Signature Move Gauge is at zero, press and hold the Cancel/Signature Move button to increase the charge of your BEYBLADE top!
- **Crush:** Press the Trigger the moment an attack is made and you can strike damage to your rival – regardless of your rival's defense power!
- **Block:** Spin the dial controller in the same direction as your BEYBLADE, just as your rival hits you, and you can stop your rival's movement for a short time with a Block. THEN you can strike a surprise attack!
- **Parry:** Spin the dial controller in the opposite direction of your BEYBLADE just as your rival hits you, and you can parry or dodge your opponent's attack. You even have the ability to dodge the rival's Signature Move!

Head-on Collisions

When two BEYBLADE tops collide face-to-face, the battle becomes a Head-On Collision Battle. Press the trigger as many times as possible within five seconds. The player who presses the trigger the most strikes the most damage on the rival.

Items

During a battle various "power up" items appear on the screen. Try to catch them all so that you can win the battle!



Increase Attack



Increase Defense



Increase HP



Increase Endurance



Increase Speed



Increase Signature Move Gauge

Signature Moves

When the Signature Move Gauge is full, you can perform a Signature Move. To do so, press the Cancel/Signature Move button. There are two different types of signature moves, each with different powers: Regular and MAX. MAX Signature Moves are extremely powerful, but take longer to earn. Your Signature Move Gauge must be at Level 3 to launch the MAX Signature Move.



Once you have chosen your MAX Signature Move, the screen will turn black for a short time. If you touch your rival's BEYBLADE top while the screen is black, the MAX Signature Move kicks in, creating damage to your rival.

This Signature Move does not occur unless you touch your rival's BEYBLADE top within the allotted time. This technique works best when you press the Signature Move Button just as your rival's BEYBLADE comes within close proximity.

Points

Once you have won a battle, you earn points according to how you won the battle. If your opponent runs out of Endurance, you score 1 point. If you knock your opponent out of the ring, you earn 2 points.

What to do if you lose a battle:

When you lose a battle, you have the option to continue by selecting "Continue."

You can continue as many times as you like. Try your best to win the battle. If you are satisfied with the battle results and want to stop playing, select "Quit" and the game will end and the screen will return to the Title Screen.

Note: You cannot save a game played in Tournament Mode.

Earn new characters!

Once you win a Tournament, new characters become available for you to use in various other gaming modes.

5 GAME MODES

How To Play Free Battle Mode

In Free Battle Mode, you can practice your skills in a battle against the computer.

Select a character.
Select your opponent.
Select a stadium.

Battles are played in 3 point matches.

To end the Free Battle Mode, press the Cancel/Signature Move button on the Select Screen or select "Quit" after the end of the battle.



How to Play Survival Mode

In Survival Mode, you play against new rivals, one right after another! Once you begin this mode, you do not quit until you lose.

To win, you must collide against your rival's weak-point. You do not recover your HP when you win and proceed to the next battle. The challenge is to defeat as many opponents as you can before your own BEYBLADE is defeated.

When you become exhausted and the battle has ended, the result of the battle appears on the screen. Your goal is to get the highest score possible.



To record your score: Enter your name by selecting letters with the Dial Controller. Choose the letters by pressing the Trigger. Use the Cancel/Signature Move button to cancel any letters that you don't want.

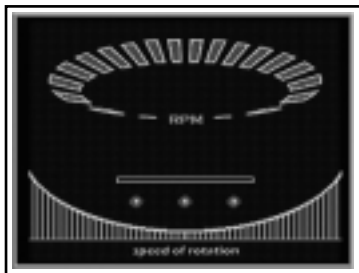
To view your high scores, go to the Option Mode.

How to Play Power Mode

In Power Mode, you can measure your shooting power!

In this mode, your result is the average of three different attempts.

You will pull the Ripcord to release the BEYBLADE top three times. At the end of your last attempt, the indicator will give you your average. You can record a high score in the same manner as described previously.



How to Play 2-Player Battle Mode

In 2-Player Battle Mode you can play a game against your friend!

(2-Player Connector Cable required, but not included. See back for order form. Other main units sold separately.)

Note: This mode requires 2 main units. The unit connected directly to the TV is the "1P Unit" and the secondary unit connected via the Connector Cable is the "2P Unit."



1. First, turn the power off on the TV and the 2 main units.
2. Connect the two units using the Connector Cable. (For explicit directions on how to do this, please refer to the beginning of this booklet.)
3. Turn the power on to both main units and turn the TV back on.
4. The Mode Selection Screen will appear. Use the "1P Unit" to select "2P Battle."
5. Next, the "1P Unit" can select a character, followed by the "2P Unit."

Note: Battle rules are the same as the rules for Tournament Mode.

To end the battle, turn the power off before removing the Connector Cable.

Option Mode

You can select three commands in Option Mode as shown below:

1. **Password:** Enter the 6-digit password to unlock a hidden character with a new BEYBLADE top. For example, try 809044 to unlock Kai's Dranzer V BEYBLADE.



- Passwords may be found online at: <http://www.hasbro.com/beyblade/>
2. **Survival Mode Ranking:** Check all the high scores for this mode.
 3. **Power Mode Ranking:** Check all the high scores for this mode.



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FCC STATEMENT

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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.



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