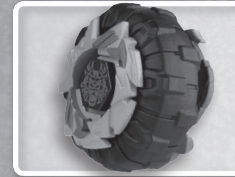




BEYWHEELZ

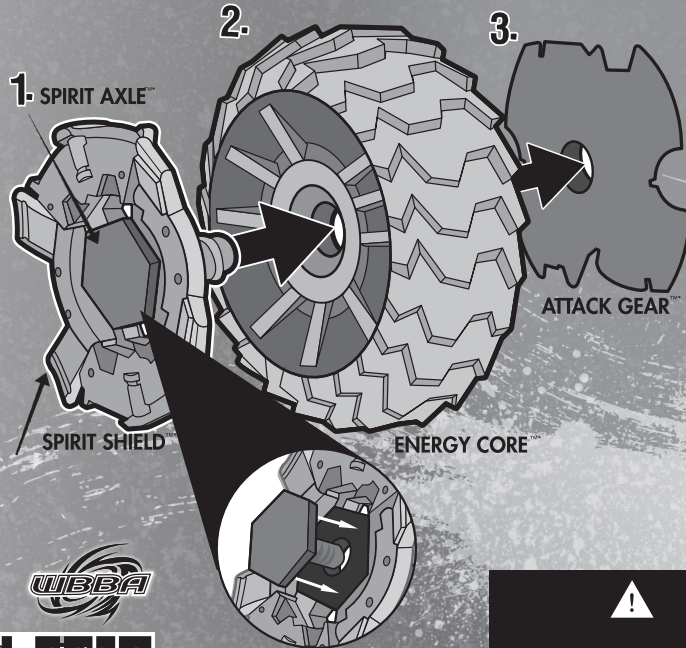
AGES 8+

98919/98902 Asst

ATOMIC BURST ATTACK™™ 2-PACK**RAMPAGE MOLTEN KERBECS™™**
W - 22**SOARING WING PEGASUS™™**
W - 01 A**POWER****SPEED****ASSEMBLY**

1. Place Spirit Shield on Spirit Axle. Make sure Spirit Shield sits flush in axle as shown.
2. Place Energy Core on Spirit Axle.
3. Place Attack Gear on Spirit Axle.
4. Turn Attack Gear left to lock pieces onto Spirit Axle.

Before assembly and playing, please read instructions.
Please keep these instructions for future reference.



†WEBSITE AVAILABLE FOR A LIMITED TIME ONLY.

**WARNING:**

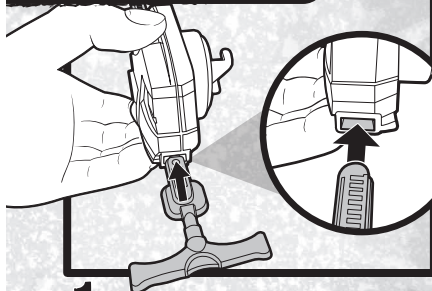
Do not play on tables or other elevated surfaces.

PN: 7288870000
Launching systems only work with Beywheelz battlers.
Product and colors may vary.
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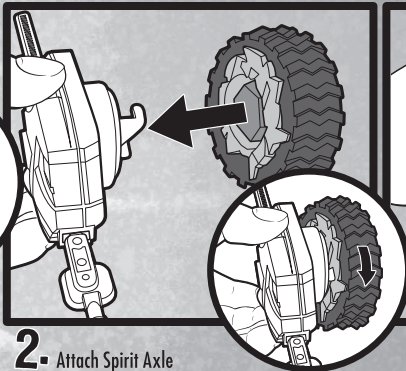
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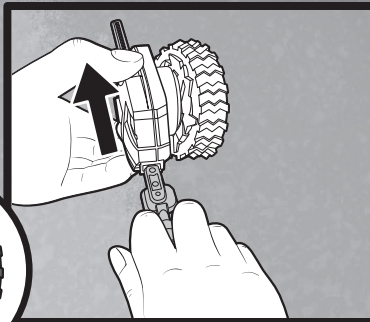
LAUNCHING



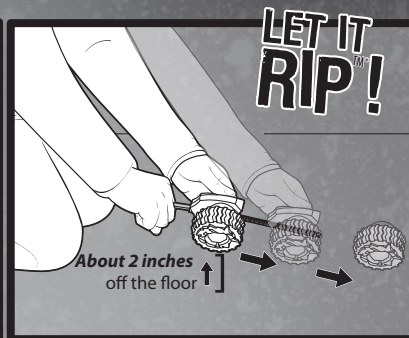
- 1** Holding launcher in left hand, insert ripcord into Wheel Launcher™.



- 2** Attach Spirit Axle side of Beywheelz battler to Wheel Launcher and twist toward you.



- 3** Holding launcher in your left hand, push launcher away from you while holding the ripcord with your right hand. (Never launch while lying on your stomach.)



BATTLING

- The battling action is up to you with 3 ways to battle – races, stunts or crashes! Are you ready to compete?

- Count down and launch Beywheelz together at the same time (includes two Beywheelz Battlers, other Beywheelz sold separately). This makes battles fair, fun and exciting. 3, 2, 1... Let It Rip™*!

RACE BATTLES

Players launch side by side toward a designated finish line. The first battler to cross the finish line wins.

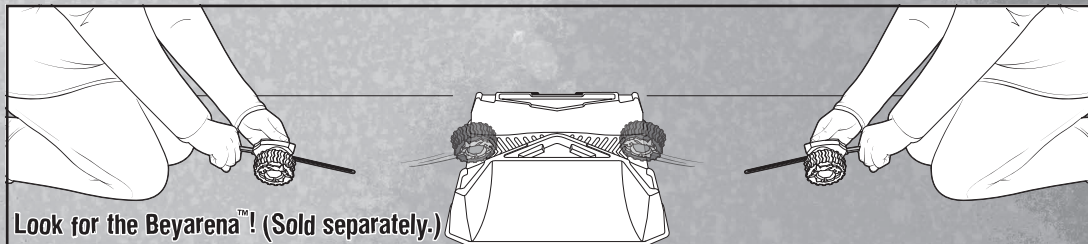
STUNT BATTLES

Perform stunts using the Beyarena™* or Crash Course Battle Set™* (each sold separately). Battle with your friends and see who can do the most awesome stunts.

CRASH BATTLES

Two players launch their Beywheelz battlers toward each other.

- If the two battlers collide, the battler that wins is the one that stops closest to the point of collision. The battler that loses is the one that is knocked furthest away.
- If the two battlers collide, and one stops while the other continues to roll, the battler that wins is the one that continues to roll.
- If two battlers pass each other without colliding, it's a tie.



TIPS

- Begin by launching close to your target, then move farther away as your skills improve.
- Practicing your technique and accuracy will also help improve battle results.
- Combine parts from different Beywheelz battlers and see how it changes the way they battle! (Includes 2 Beywheelz battlers; other battlers sold separately.)

