



LET IT  
RIP!™



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PERFORMANCE TOP SYSTEM™



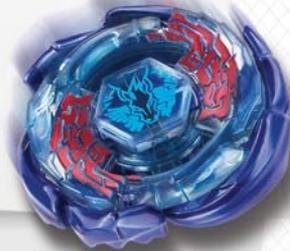
*A message from the World Beyblade Battle Association*

Welcome to the underground world of ultimate competition – the adrenaline-charged sport of Beyblade™ battling!

This guide contains all the info you need to build and battle your own Beyblade collection. It also lists the rules of competition, plus tips and tricks for awesome battling.

Remember, it's not just the power of the top, but also the spirit of the Beyblader that matters!

3, 2, 1 – LET IT RIP™!



## NEW TO THE SPORT? HERE'S SOME BACKGROUND INFO!

### PERFORMANCE TOP SYSTEM™

Beyblade™ PERFORMANCE TOPS™ are the traditional, high-performance, spinning battle tops (also called Beys). Their revolutionary design features five separate components, which can be customized for unique performance. Hundreds of combinations are possible, each creating a distinct battle style. The more tops you collect, the more potentially winning combinations you can build!

### THE STADIUM

Beyblade tops battle one-on-one in a variety of Beystadium™ arenas. Each arena provides a unique battleground, like steeper sides, different slopes or interchangeable Battle Cores (part of the METAL MASTERS TRIPLE BATTLE SET™). The stadium you choose plays a part in determining how well your Bey performs in battle, so select wisely!

### THE BATTLE

3, 2, 1 – LET IT RIP™! Pull the ripcord to launch tops into battle at high speeds. Tops immediately engage in battle – chasing, colliding, crashing and more! The last top standing wins, and no two battles are ever the same.



# BEYBLADE™

## PERFORMANCE TOP SYSTEM™ COMPONENTS

Each top is composed of 5 parts. Each component plays a role in determining how the top will perform in various Beystadium™ arenas.



### FACE BOLT™™

Indicates character, and holds all components together.



### ENERGY RING™™

Determines spin direction – a vital part of your top's fighting character.



### FUSION WHEEL™™

Affects how the top engages with an opponent when they collide in battle.



### SPIN TRACK™™

Defines height, and affects how the top reacts when it makes contact below the metal wheel.



### PERFORMANCE TIP™™

Determines movement patterns – whether the top tends to spin defensively in one place or roam aggressively, spiraling into repeated attacks.

**COMBINE PARTS TO CREATE DIFFERENT TOPS  
AND SEND A CUSTOMIZED BEY INTO BATTLE!**



## BEYBLADE™ TOP TYPES

Every top belongs to one of four combat categories, based on its primary battle strength.

**Attack Types** move quickly around the stadium, hitting with power. They behave aggressively, tracking and attacking their opponent.

**Defense Types** are strong and sturdy. Their solid construction is designed to help ward off attacks and maintain a stationary, stable position in battle.

**Stamina Types** are built to spin a long time and outlast an opponent. They can potentially out-spin even a steady Defense Type.

**Balance Types** combine the qualities of Attack, Defense and Stamina types, and usually incorporate design elements from all three.



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# STADIUMS

The stadium you battle in will affect which tops you select, and how they will perform in battle – so choose wisely!

## METAL MASTERS TRIPLE BATTLE SET™™

This set offers three ways to play, with a stadium and interchangeable Battle Cores designed to force tops into immediate and aggressive battle! Since each PERFORMANCE TIP™™ has a unique shape, each Battle Core will force tops to act differently in battle. This set requires double the strategy!

**Zip Core:** Forces tops into a zip-line movement, straight into battle!

**Chaos Core:** With zigzag grooves, this core sends tops into a chaotic battle, with unpredictable chasing and crashing!

**Deflector Core:** Sends tops circling their opponents in an exciting chase to the finish!

Test various PERFORMANCE TIPS on the Battle Cores to develop a winning strategy. Remember, right- and left-spin tops will perform very differently in this stadium!



# RULES OF BATTLE

## Triple Shot Battle

- All official Beyblade™ battles begin with this signal: "3, 2, 1 – LET IT RIP™!"
- At the signal, both Beys are launched into the arena.
- One launch per battle; battle ends when only one top is left standing.
- The player who takes two out of three battles is the winner!

## Variation: Last Player Standing

Same as a Triple Shot Battle, except that multiple players battle it out at the same time. The last top standing wins.

## Scoring option: First-to-Seven

Build the tension and excitement of a one-on-one battle with these scoring rules!

- If your top spins longer than your opponent's, you score 1 point.
- If you touch your opponent during his launch, you lose 1 point.
- If you don't launch your top successfully into the arena, your opponent scores 1 point.
- If your top gets trapped in a penalty pocket, your opponent scores 2 points.
- If you touch the arena during battle, your opponent scores 3 points and battle is immediately over.
- Compete in multiple battles until one player scores 7 or more points!



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# TOP TIPS

Getting the most from your Beyblade™ top!

## KNOW YOUR BEY

- its launch rip speed
- the timing, angle and direction of its release
- the position and style of its launch-landing within the Beystadium™ arena
- its battle path and special moves

## BREAK IN YOUR GEAR

- Well-used equipment often performs better. Use new spin-gear bearings and free-spinning base tips a few times before taking them into battle.
- RipCORDs come tightly coiled in their original packaging; they'll run more smoothly after a few pulls (the launcher will, too).

## WORK ON YOUR LAUNCH

Better launch = faster rip speed = improved performance.

By perfecting your launch technique, you can:

- make any attack more ferocious
- get Attack Types to move more quickly
- help Defense Types deflect attacks more effectively
- improve spin duration and control of Stamina Types

## TEST PERFORMANCE TIPS™ WITH BATTLE CORES

Each type of tip – Attack, Defense and Stamina – will work differently on each Battle Core.

- Attack tips tend to move in and out of the grooves, forcing them into battle and making them harder to predict.
- Defense tips tend to move into the groove, but are able to maneuver their way out.
- Stamina tips tend to quickly move into the grooves and follow their path toward the center of the Battle Core.

## BEY CARE

Beyblade™ tops are made of plastic and metal, and are subject to serious wear and tear. Run regular equipment checks to keep Beys in battle-ready condition. Be sure to spin them only in a Beystadium™ arena. *Do not use tops on other surfaces.*



## PERFORMANCE TOP SYSTEM™

Each sold separately.

 BB-01 LEGEND <b>CYBER PEGASUS™</b> 105F	 BB-02 LEGEND <b>MIDNIGHT BULL™</b> 125SF	 BB-13 LEGEND <b>TORCH ARIES™</b> 125D
 BB-22 LEGEND <b>NIGHT VIRGO™</b> DF145BS	 BB-27 LEGEND <b>FURY CAPRICORN™</b> 100HF	 BB-21 LEGEND <b>HYPHER AQUARIO™</b> 105F
 BB-04 LEGEND <b>COUNTER LEONE™</b> 145D	 BB-03 LEGEND <b>INFERNO SAGITTARIO™</b> 145S	 BB-18 LEGEND <b>THUNDER LIBRA™</b> DF145BS
 BB-70 <b>GALAXY PEGASUS™</b> W105R2F	 BB-71 <b>RAY STRIKER™</b> D125CS	 BB-74 <b>THERMAL LACERTA™</b> WA130HF
 FUTURE RELEASE BB-82A <b>GRAND CETUS™</b> WD145RS	 FUTURE RELEASE BB-80 <b>GRAVITY DESTROYER™</b> AD145WD	 FUTURE RELEASE BB-78 <b>ROCK ZURAF A™</b> R145WB
 FUTURE RELEASE B-117 <b>POISON VIRGO™</b> ED145ES	 FUTURE RELEASE BB-91 <b>RAY GEL™</b> 100RSF	 FUTURE RELEASE BB-88 <b>METEO L-DRAGO™</b> LW105LF
 FUTURE RELEASE BB-118 <b>BURN WOLF™</b> SW145WD	 FUTURE RELEASE BB-86B <b>CYBER AQUARIO™</b> 105RF	 FUTURE RELEASE BB-86A <b>COUNTER SCORPIO™</b> 145D

## BATTLE ONLINE†

Go to [BeyBladeBattles.com](http://BeyBladeBattles.com) and use codes found in specially marked packages to unlock special features and battle other Beybladers!

† WEBSITE AVAILABLE FOR A LIMITED TIME ONLY.

Only use Beyblade tops with a Beystadium™ (sold separately). Right-spin launching systems only work with right-spin Metal Fusion Battle Tops, Metal Masters Battle Tops, XTS Electro Battlers and XTS Tornado Battlers. Left-spin launching systems only work with left-spin Metal Fusion Battle Tops, Metal Masters Battle Tops, XTS Electro Battlers and XTS Tornado Battlers.

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**NOW INTRODUCING THE BEYBLADE™**

# EXTREME TOP SYSTEM™!

It's the *most* extreme way to battle! Choose from tops with aggressive Tornado spins, Infrared Spin Control or high-tech electronics, and bring the battle to a whole new level!

## TORNADO BATTLERS™

Designed for angled attacks, defensive moves and stamina-straining sidespins, these tops take the competition to new heights!



X-01  
**TORNADO  
L-DRAGO™**



X-02  
**TORNADO  
EAGLE™**



X-03  
**TORNADO  
PEGASUS™**



X-04  
**TORNADO  
LEONE™**

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## ELECTRO BATTLERS™

Each unique top embodies the spirit of its Beyblader, while high-tech LED lights and battle sounds bring the battle "to life"!



X-50  
**ELECTRO  
FIREBLAZE™**



X-51  
**ELECTRO  
STRIKER™**



X-52  
**ELECTRO  
L-DRAGO™**



X-53  
**ELECTRO  
PEGASUS™**

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**COMING  
SOON!**

X-05  
**TORNADO  
DESTROYER™**

X-06  
**TORNADO  
LACERTA™**

**COMING  
SOON!**

X-54  
**ELECTRO  
BULL™**

X-55  
**ELECTRO  
SERPENT™**



## IR SPIN CONTROL™

Control the speed – control the battle! Using advanced infrared technology, the IR controller lets you direct the movement of your top and provides power boosts on command!



X-100  
IR SPIN CONTROL  
**GALAXY  
PEGASUS™**



X-101  
IR SPIN CONTROL  
**RAY  
STRIKER™**



X-102  
IR SPIN CONTROL  
**GRAVITY  
DESTROYER™**



X-103  
IR SPIN CONTROL  
**METEO  
L-DRAGO™**

Only use Beyblade tops with a Beystadium™ (sold separately). Right-spin IR launching systems work only with right-spin IR Spin Control tops. Left-spin IR launching systems work only with left-spin IR Spin Control tops.

**COLLECT ALL THE TOPS TO EXPERIENCE EXTREME  
BEYBLADE BATTLES AND MASTER NEW SKILLS!**

*Each sold separately.*

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