



Dragon V™

Radio Control Instructions

RA-01
Attack Type

For competition among RC BEYBLADE tops, the other RC BEYBLADE tops (sold separately) must have frequencies other than 27 MHz.

Requires 2 x 1.5V "AA"/LR6 batteries (not included). Alkaline batteries recommended. Phillips/crosshead screwdriver needed (not included). See instructions

⚠ WARNING: Do not use BEYBLADE tops or Beystadium™ on tables or other elevated surfaces.

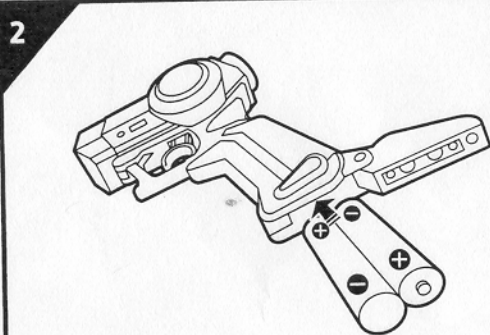
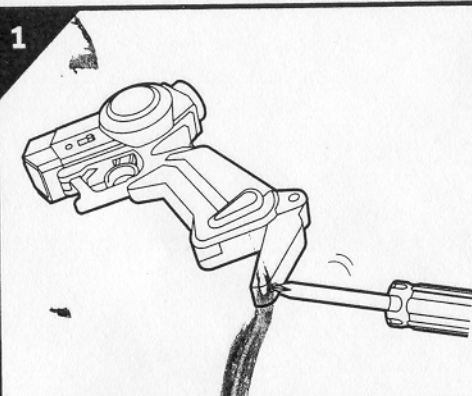
BEYBLADE tops/BEYSTADIUM are intended to be used on the floor. Do not lean over the stadium when BEYBLADE tops are in play. BEYBLADE tops may bounce up and hit eye or face.

AGE 8+

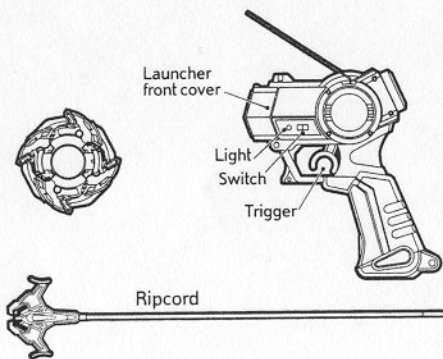
82618/82617 Asst.

TO INSERT BATTERIES:

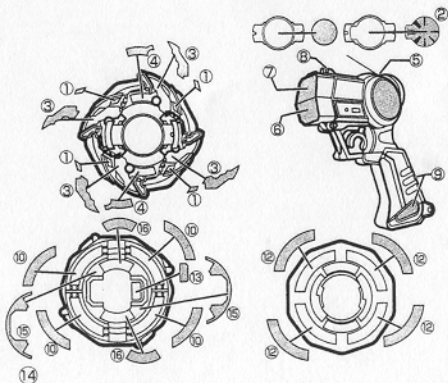
1. Using a Phillips/crosshead screwdriver (not included), loosen screw securing battery compartment door on launcher, and swing door to access compartment (screw remains attached to door). Insert 2 x 1.5V "AA"/LR6 batteries. We recommend alkaline batteries. Swing door to close compartment, and tighten screw with screwdriver.



Includes radio control launcher, radio control BEYBLADE top, ripcord, Bit Chip, and label sheet.



Peel and apply labels as shown.



IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

Batteries should be replaced by an adult.

1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them 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 the 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.

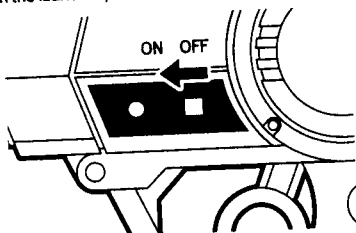


CAUTION: TO AVOID BATTERY LEAKAGE

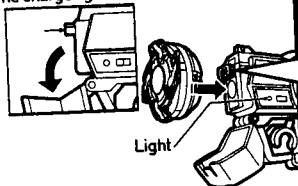
1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

CHARGING:

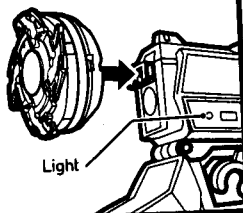
Turn the launcher power switch to ON.



1 Open the launcher front cover to expose the charge gate. Attach the radio control top to the charge gate. The charge light will turn ON.



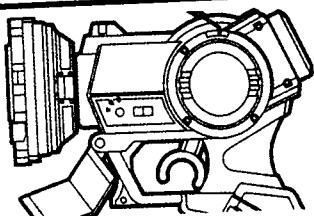
2 Set the metal part of the launcher's charge gate in the depression as shown.



3

4 Please note:

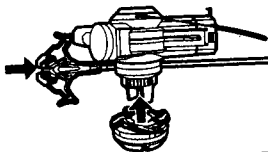
- Charge the radio control top after the tip has stopped moving. Recharging when a charge remains in the battery may lead to weakening of the battery.
- If the radio control top is accidentally removed from the charge gate while it is charging, the charge light will continue to stay lit until the entire 80 second charging sequence has been completed. Be sure to charge until the charge light goes out.



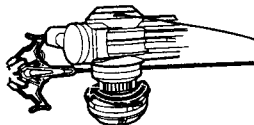
The charge light will go out after about 80 seconds of charging. This means that charging has been completed.

LAUNCH:

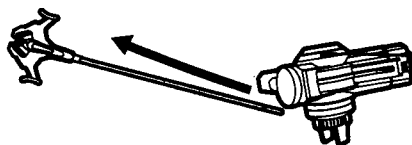
Slide the ripcord through the launcher and attach the radio control top.



Turn the radio control top to the right and secure the launcher.



1



Grip the launcher firmly and pull hard on the ripcord to launch the radio control top.



3

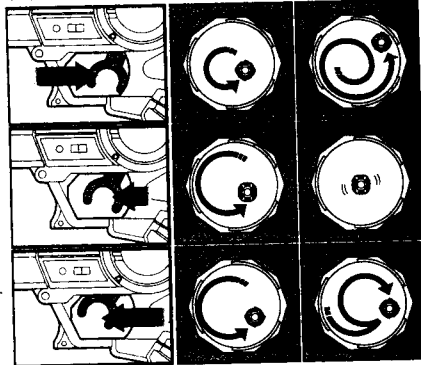
BASIC OPERATION OF THE LAUNCHER:

The main switch should be ON.

Pull trigger to make top spin.

Leave trigger centered to make top spin in place.

Push trigger forward to spin top.



The BEYBLADE radio control launcher and top system allows radio control of a radio control BEYBLADE top after launch. By spinning the equipped compact motor tip in the same direction as the top (right spin), the spin of the compact motor will add to the rotational force of the top! Moreover, by spinning in the opposite direction (left spin) at a rate greater than that of the top, the compact motor can reverse the spin direction of the top!

Move trigger back and forth to change how the top moves!

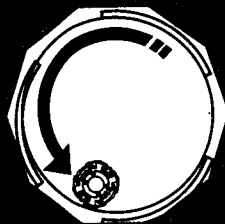


Push the trigger forward and the tip will spin in the opposite direction of the radio control top!



Pull the trigger and the tip will spin in the same direction as the radio control top!

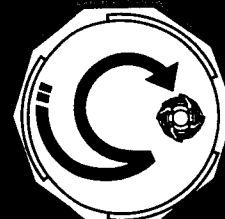
NOW THAT YOU HAVE MASTERED BASIC OPERATION, EXPERIMENT WITH DIFFERENT PATTERNS!



High Power Attack!

Launch the top so that it will spin. The power of the top's compact motor spin fuses with the power of your launch, enabling a powerful attack! This technique uses the compact motor's support power. One characteristic of this technique is that although it's powerful, it is also easier to get knocked out of the ring.

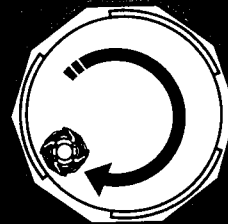
★☆☆☆☆ Difficulty: 1



Return Attack!

This is a counterattack in which you change the direction of movement during battle to attack your opponent! Launch and then time your movement of the trigger to make it move in the opposite direction! This is a standard technique to implement!

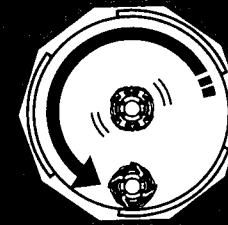
★★★★★ Difficulty: 3



Reverse Attack!

Launch the top so that it will spin. You can pull off a tighter spin movement while in right spin! You will move near the center of the BEYSTADIUM™ arena, so this is good for an attack from the inside. However, this technique also shortens spin time, so be sure to use this attack for a quick decision win!

★☆☆☆☆ Difficulty: 1

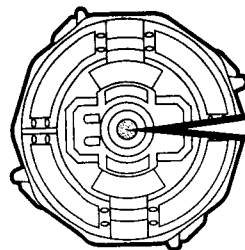


Endurance Circle!

Move the trigger so that the top will spin around walls of stadium. Then control the top so that it continuously runs around the BEYSTADIUM™ arena wall. If you don't get bumped by your opponent, you can continue circling and aim for an endurance win with this technique. The rotational power of the compact motor supports the circling motion!

★★★★★ Difficulty: 3

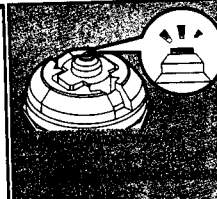
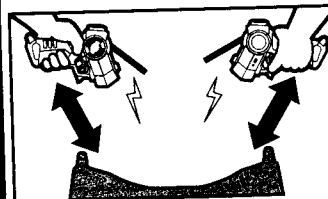
Bottom view



It's an attack type top with a radio-controlled flat base!

2.5 mm

The tip has a 2.5 mm diameter compact motor. Normally, the tip has semiflat average power, but with the additional motor power, it can move at incredible speeds and also spin counterclockwise!



When operating the radio control top and electric launcher, make sure the distance between the launcher and the top is no greater than 3.28 feet (one meter).

TROUBLESHOOTING:

SYMPTOM	CAUSE	COUNTERMEASURE
It doesn't move.	Is the launcher power switch ON?	Push the switch to the ON position, charge and launch it.
	Are the batteries old? Are they facing the correct direction?	Insert new batteries.
	Is it positioned so that the signal can reach it?	The transmission range of the launcher and top is about 3.28 feet (1 meter). Depending on circumstances, the transmission range may be reduced. Point the antenna toward the top and control it within 3.28 feet (1 meter).
	Has the top been charged enough?	It may not move if it hasn't been charged enough. When charging, firmly insert the top into the charge gate. If it is not inserted all the way, it may not charge properly.
I can't control it.	Is there dirt or dust on the tip of the top?	Clean the tip. If dust or dirt is present, the top may slip on the surface of the arena, making it difficult to control.
	Is there dirt or dust on the surface of the arena?	Clean the arena. If dust or dirt is present, the top may slip on the surface of the arena, making it difficult to control.
It has a mind of its own.	Are you playing against another top that has the same frequency as yours?	Tops with the same frequency cannot be used together because their signals will interfere with each other. Use tops with different frequencies.
	There are places in buildings where signals reflect easily.	Play in a different location.

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 any interference that may cause undesired operation.

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.

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.



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