



レット イット リップ  
**LET IT RIP!**

ベイベレード

# **BEYBLADE**

**METAL FUSION**

The Metal Fusion logo, which is a circular emblem containing a stylized silver wolf head.

# RULE BOOK



### A message from the World Beyblade Battle Association

Welcome to the ultimate competition – the adrenaline-charged sport of BEYBLADE™ battling!

This guide contains all the info you need to build and battle your own BEYBLADE tops. It also lists the official rules of competition, plus tips and tricks for great battling.

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

3, 2, 1 – LET IT RIP™!



## NEW TO THE SPORT?

Here's some background info!

### THE TOPS

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

### THE BATTLE

With a pull of the ripcord, the tops are launched into battle at high speed. They then engage in battle – chasing, colliding, crashing and more! The last top standing wins, and no two battles are ever the same.

### THE STADIUM

BEYBLADE tops battle one-on-one in a BEYSTADIUM™ arena. Each arena has unique characteristics, such as steeper sides or different slopes. The stadium you choose can play a part in determining how well your Bey performs in battle.



Let It Rip!

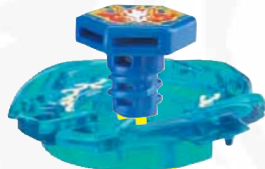
# BEYBLADE™ TOP COMPONENTS

Each top is composed of 5 parts. Each part 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.



## METAL FUSION WHEEL

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



## SPIN TRACK

Defines height, and affects the way 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.



# BEYBLADE™ TOP TYPES

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

## ATTACK

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

## DEFENSE

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

## STAMINA

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

## BALANCE

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

# RULES OF BATTLE



Let it Rip!

## POWER SPIRIT RULES

Looking for more intense competition? Pump up the BEYBLADE™ action with Power Spirit rules!

Players take turns selecting a special rule for each battle. (Have a BEYBLADE battle to see who selects first.) Each battle is fought using one Power Spirit rule of play. Will your opponent change his battle strategy? Can you use the rule to your advantage? LET IT RIP™\* and find out!

### REVERSE LAUNCH RULE

Opponent must launch top with opposite (non-writing) hand.

### DELAY RULE

Launch your top five seconds after your opponent's launch.

### POWER RULE

You can use a wind-up or string launcher; opponent must use a ripcord launcher.

### CUSTOMIZATION RULE

You can use a customized top; opponent must use a top straight from the package.

### Goal

- To be the first player to score 7 or more points.

### How to battle

- All official BEYBLADE™ battles begin with this signal: "3, 2, 1 - LET IT RIP™:!"
- At the signal, both Beys are launched into the BEYSTADIUM™ arena.
- One launch per battle; battle ends when only one top is left standing.

### Scoring

- 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!

### Quick play

For faster competitions, use one of these systems of play:

- **Best-of-Three Knockout:** The first player to win two battles (by out-spinning or knocking out his opponent) wins the competition.
- **Triple Shot:** A best-of-three contest in which players choose a different top for each round. Players decide beforehand which tops will battle each other.
- **Last Player Standing:** Multiple players battle it out at the same time. The last top standing wins.



# BATTLE TIPS

Great players combine good technique with a smart launch strategy. Give these tips a try!

## CONCEALMENT LAUNCH

Position your launcher down low, behind one of the BEYSTADIUM™ walls. Pull the ripcord really hard and lift launcher so that the Bey just clears the wall and lands in the middle of the arena. Your opponent won't see where it's going to land until it's too late. The top will tend to land lightly, stay in one place and spin for ages! *Works best with Stamina Types.*

## RICOCHET LAUNCH

Launch top sideways into the arena. Pull launcher along the ripcord instead of pulling the ripcord itself, and aim for the wall. If done correctly, the top will hit the wall hard and rebound in a fierce attack. It could smash your opponent's top or knock it into a pocket. *Good for Defense Types.*

## THE SHARPSHOOTER

Aim your launch so that your top collides with your opponent's as they hit the stadium. When done well, this launch can cause major damage to the opposing top! *Works well with any type.*

## SHIELD LAUNCH

Angle your Bey so it's aligned with the slope of the arena wall, then launch. Landing at the same angle creates greater spin velocity, and if your Bey is hit within the first few seconds of battle, it'll absorb the blow. *Works well with any type.*



Let it Rip!

# 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

## EXPERIMENT WITH RELEASE STYLES

- Your Bey's performance is largely determined by its release. Its angle, flight path and landing position all affect its battle performance.
- A Stamina or Defense Type is often helped by a central landing, which supports a steady spin motion.
  - Landing on the sloped perimeter can help an Attack Type spiral more fiercely.



**COLLECT, CUSTOMIZE, COMPETE!**



Let's get it started!  
**LET IT RIP!**

 <b>T0SRF</b> STORM PEGASUS™ BB 28	 <b>T00HF/S</b> STORM AQUARIO™ BB 37	 <b>DF145FS</b> DARK WOLF™ BB 29
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 <b>H1455SD</b> DARK BULL™ BB 40	 <b>145WB</b> ROCK LEONE™ BB 30	 <b>C145S</b> FLAME SAGITTARIO™ BB 35
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 <b>CH120FS</b> DARK GASHER™ BB 31	 <b>ED145B</b> ROCK ARIES™ BB 45	 <b>M145Q</b> STORM CAPRICORN™ BB 50
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 <b>D125B</b> ROCK ORSO™ BB 51	 <b>T125ES</b> FLAME LIBRA™ BB 48	 <b>FUTURE</b> LIGHTNING L. DRAGO™ RELEASE
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 <b>FUTURE</b> EARTH EAGLE™ RELEASE	 <b>FUTURE</b> EVIL GEMIOS™ RELEASE	 <b>FUTURE</b> ROCK SCORPIO™ RELEASE
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 <b>FUTURE</b> THERMAL PISCES™ RELEASE	 <b>FUTURE</b> POISON SERPENT™ RELEASE	 <b>FUTURE</b> EARTH VIRGO™ RELEASE
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Each sold separately.

## 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.

- Check for damage and signs of wear after every competition.
- Don't try to repair broken or worn-out components; replace them.
- Clean dirty components with a soft cloth. High-grip Performance Tips in particular tend to pick up fluff and dirt.
- Clean and polish any jammed mechanisms. Make sure that any moving parts can move freely.



**BATTLE  
ONLINE†**

Go to [BeyBladeBattles.com](http://BeyBladeBattles.com) and use your package code to unlock special features and battle other Beybladers!

†WEBSITE AVAILABLE FOR A LIMITED TIME ONLY. For use with BEYSTADIUM™ arena playset (sold separately). Not compatible with non-Metal Fusion or Electronic BEYBLADE tops and launching systems.

[BeyBladeBattles.com](http://BeyBladeBattles.com)



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