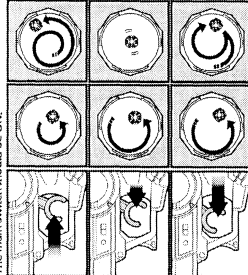


## BASIC OPERATION OF THE LAUNCHER:

The main switch should be ON.



- Pull trigger to make top move clockwise.
- Leave trigger centered to make top spin in place.
- Push trigger forward to make top move counter-clockwise.

**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!**

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

## HOW TO HAVE MASTERED BASIC OPERATION WITH DIFFERENT PATTERNS:

**High Power Attack!**  
Launch the top so that it is moving clockwise. Spin it with the power of your launch, enabling a powerful attack! This technique uses the compact motor's support power. The characteristic of this technique is that the top will spin clockwise and also get knocked out of the ring.

★ Difficulty: 1

**Reverse Attack!**  
Launch the top so that it moves counter-clockwise 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 shows spin reversal. Use this attack for a quick decision win!

★ Difficulty: 1

**Return Attack!**  
This is a form of attack in which you change the direction of the top's spin. You can use this to attack your opponent. Launch and then time your movement of the trigger to make it move counterclockwise. This is a standard technique to implement!

★ ★ ★ Difficulty: 3

**Evidence Grab!**  
Make sure that the top just slightly enters clockwise mode. 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 the goalposts of the compact motor supports the circling motion!

★ ★ ★ ★ Difficulty: 3

**Bottom view**

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

The tip has a 2.5 mm diameter compact motor. Normally, the tip has somewhat 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? Are the batteries old? Are they facing the correct direction? Is it positioned so that the signal can reach it?	Turn the switch to the ON position, charge and launch it. Insert new batteries. The transmission range of the launcher and top is about 2.62 feet (80 cm). Depending on circumstances, the transmission range may be reduced. Point the antenna toward the top and control it within 2.62 feet (80 cm). 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? Is there dirt or dust on the surface of the arena?	Clean the tip. If dust or dirt is present, the top may slip on the surface of the arena, making it difficult to control. 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? There are places in buildings where signals reflect easily.	Tops with the same frequency cannot be used together because their signals will interfere with each other. Use tops with different frequencies. 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 changes or modifications to this unit not expressly approved by the party responsible for compliance with 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 be eliminated in a particular case. If the user is experiencing interference, the user is encouraged to try to connect 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.

**BEYBLADE G-STRIVE**  
BEYBLADE G-STRIVE.COM

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