PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01489

BEYBLADE™



LET IT RIP!

CRAVE ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

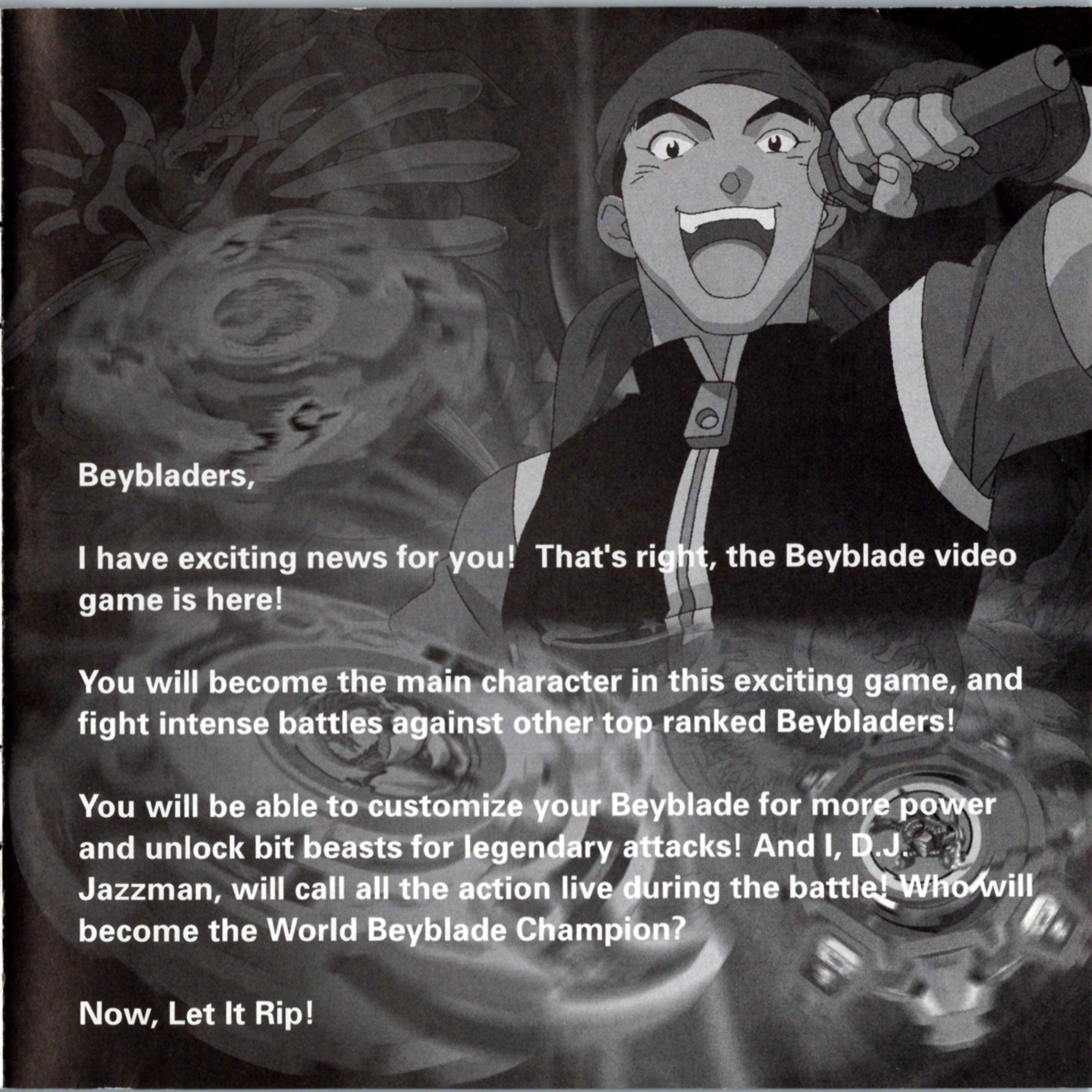
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.


Beybladers,
I have exciting news for you! That's right, the Beyblade video game is here!
You will become the main character in this exciting game, and fight intense battles against other top ranked Beybladers!
You will be able to customize your Beyblade for more power and unlock bit beasts for legendary attacks! And I, D.J. Jazzman, will call all the action live during the battle! Who will become the World Beyblade Champion?
Now, Let It Rip!

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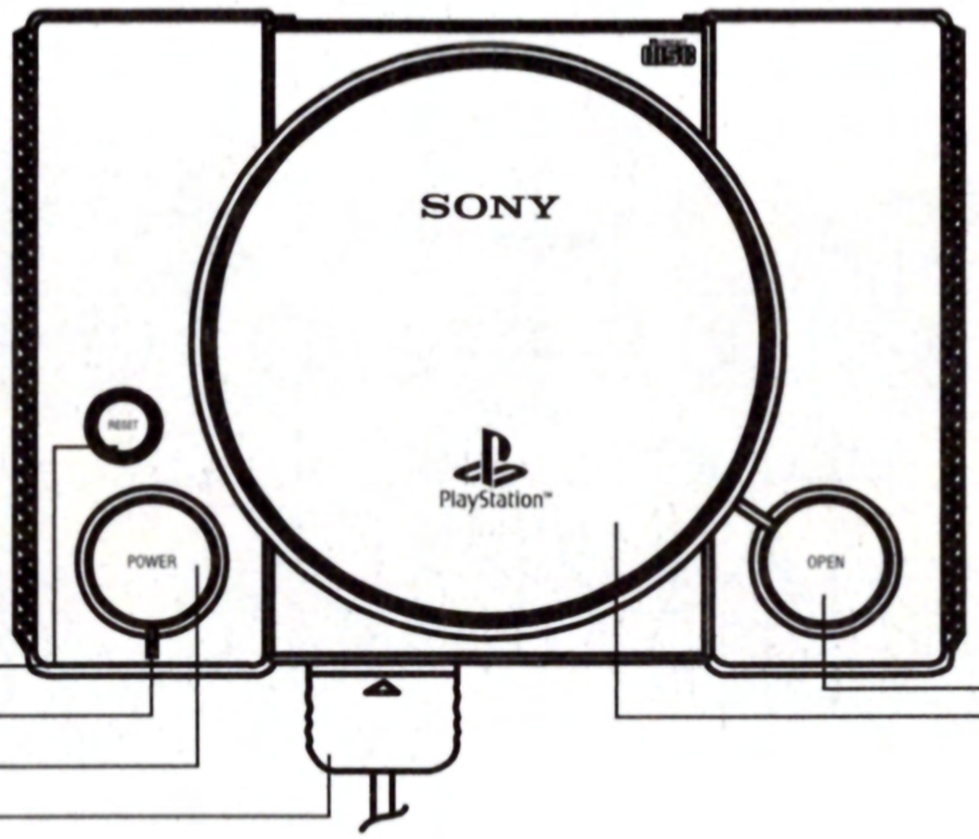
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1 System Setup

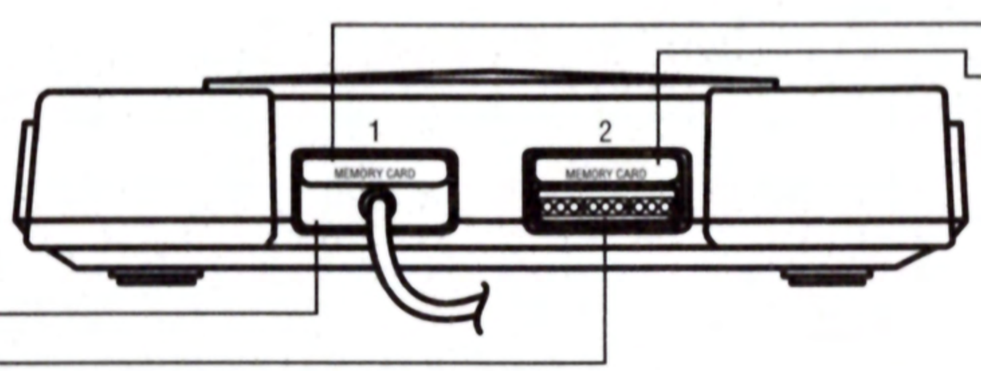
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Beyblade disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

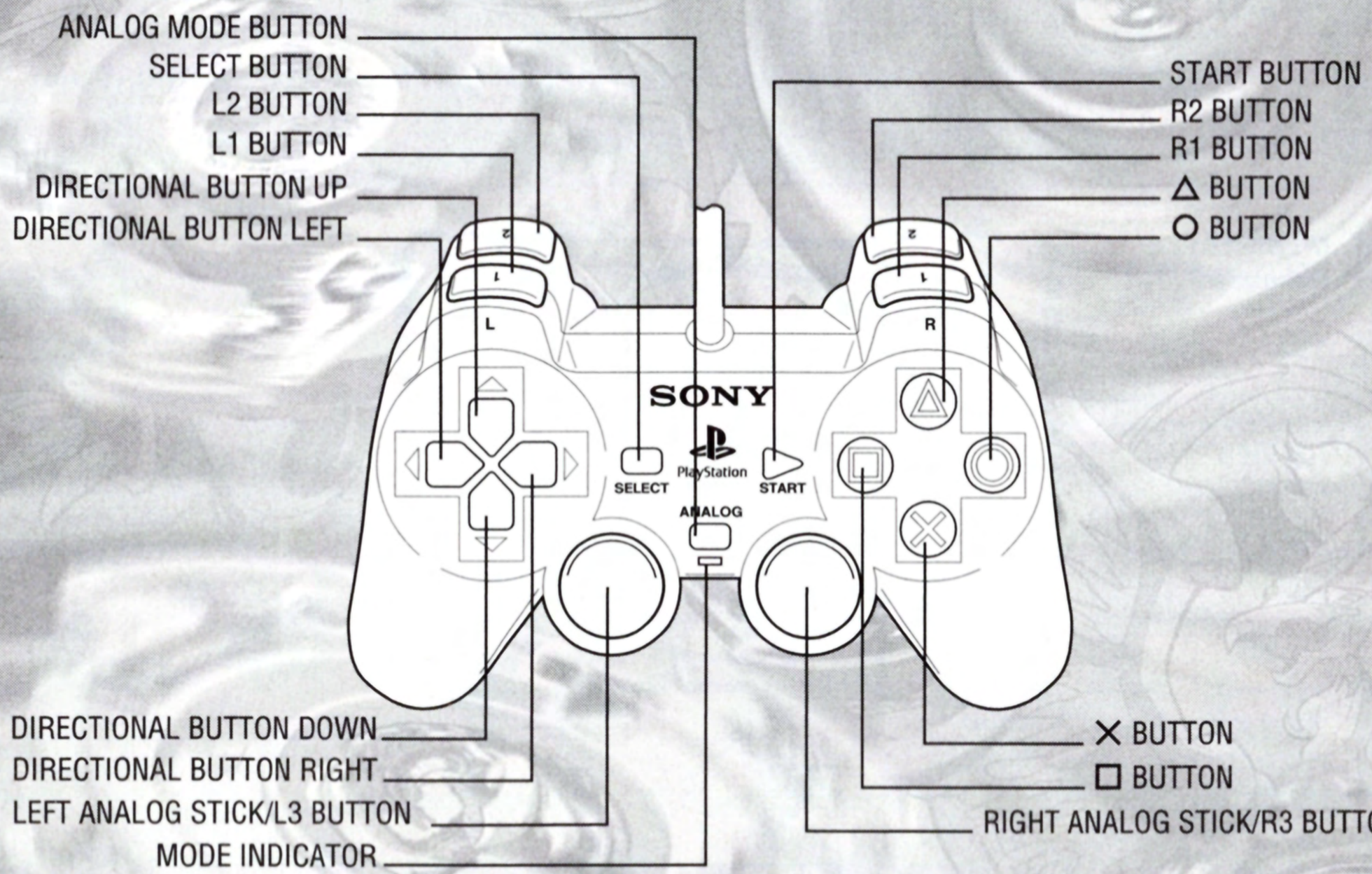


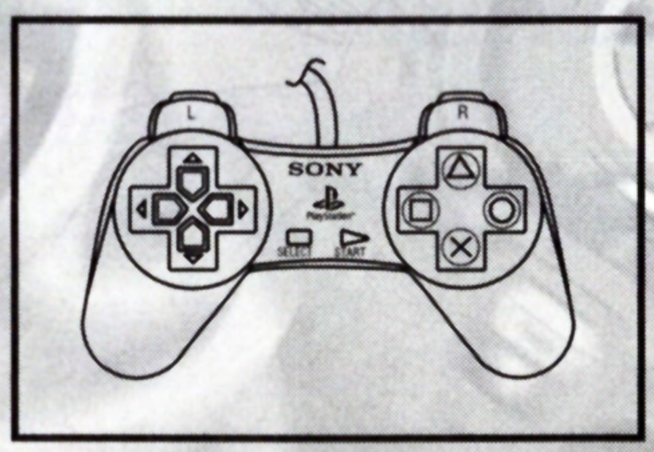
Front View



2 How to Use the Controller

DUALSHOCK® analog controller





NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

3 Controls

Basic Controls

Directional button	Move cursor / Move to the selected location
⊗ button	OK (not used when selecting items with the cursor)
△ button	Cancel (not used when canceling items by moving the cursor) / Back
START button	Display menu in the title screen / Jump to "OK" while entering the name /
	Add Player 2 during the free battle
L1 button	Switch to the left table in Customize
R1 button	Switch to the right table in Customize

During the Battle

Directional button	Move Beyblade in 8 directions / Select launching location by up and down buttons
Left analog stick	For analog, move Beyblade in different directions / Select launching location by up and down button
□ button	Select Beyblade / Select axis / Invoke a special attack / Invoke a special launch / Guard from a special attack
⊗ button	Decide character / Select Beyblade / Select axis / Guard and charge power / Launch
△ button	Cancel character selection / Invoke a special attack / Invoke a special launch / Guard from a special attack
○ button	Select Beyblade / Select axis / Invoke a special attack / Invoke a special launch / Guard from a special attack
START button	Pause (not available in some cases, such as during the launch)

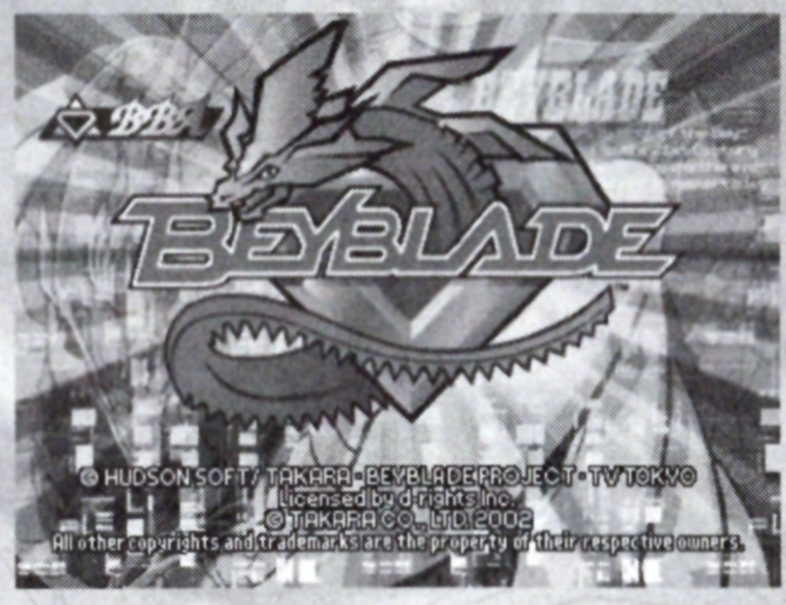
¨ L2, R2 buttons, and right analog stick are not used.
¨ This game supports the vibration function and the analog mode for the analog controllers.
The mode indicator will be on constantly, which will not allow you to switch to the digital mode.
The left analog stick can be used while the mode indicator is on. (The left analog stick is used during the battle only)
The vibration function for the analog controllers can be turned On/Off in "Vibration" under "Status"
in the "Customize" mode.

4 Starting The Game

Title Menu

The "Title Screen" appears after or during the opening movie when you press the START button. The title menu, "New Game" and "Continue", is displayed.

Select "New Game" and press the ⊗ button to first create a character. Select "Continue to load data."



Creating Characters

Follow the steps below to create a Beyblade character, the "Beyblader". The completed Beyblader data will always be registered as Player 1.



Select the Gender

Select either "Boy" or "Girl"



Select the Beyblader's Name

Next, select the Beyblader's name using the Directional Button. Select each letter of the name with the ⊗ button. When you are finished, move the cursor to "OK", press the ⊗ button, and then select "Yes." You may enter a maximum of 8 letters for the name. To cancel the letters, press the ▣ button.



Select the Beyblade

Select the Beyblade you will first use. Choose either "Dragoon S" or "Dranzer S". "Dragoon S" has a bit chip of the bit beast "Kid Dragoon". "Dranzer S" has a bit chip of the bit beast "Knight Dranzer".

Loading Data from the "Continue" Menu

If you have been saving your gameplay data on the MEMORY CARD, you can load data from the "Continue" menu. Be sure to load the data as Player 1. The character will appear after loading. (For details on saving data, see "MEMORY CARD" on page 19)



5 Main Menu

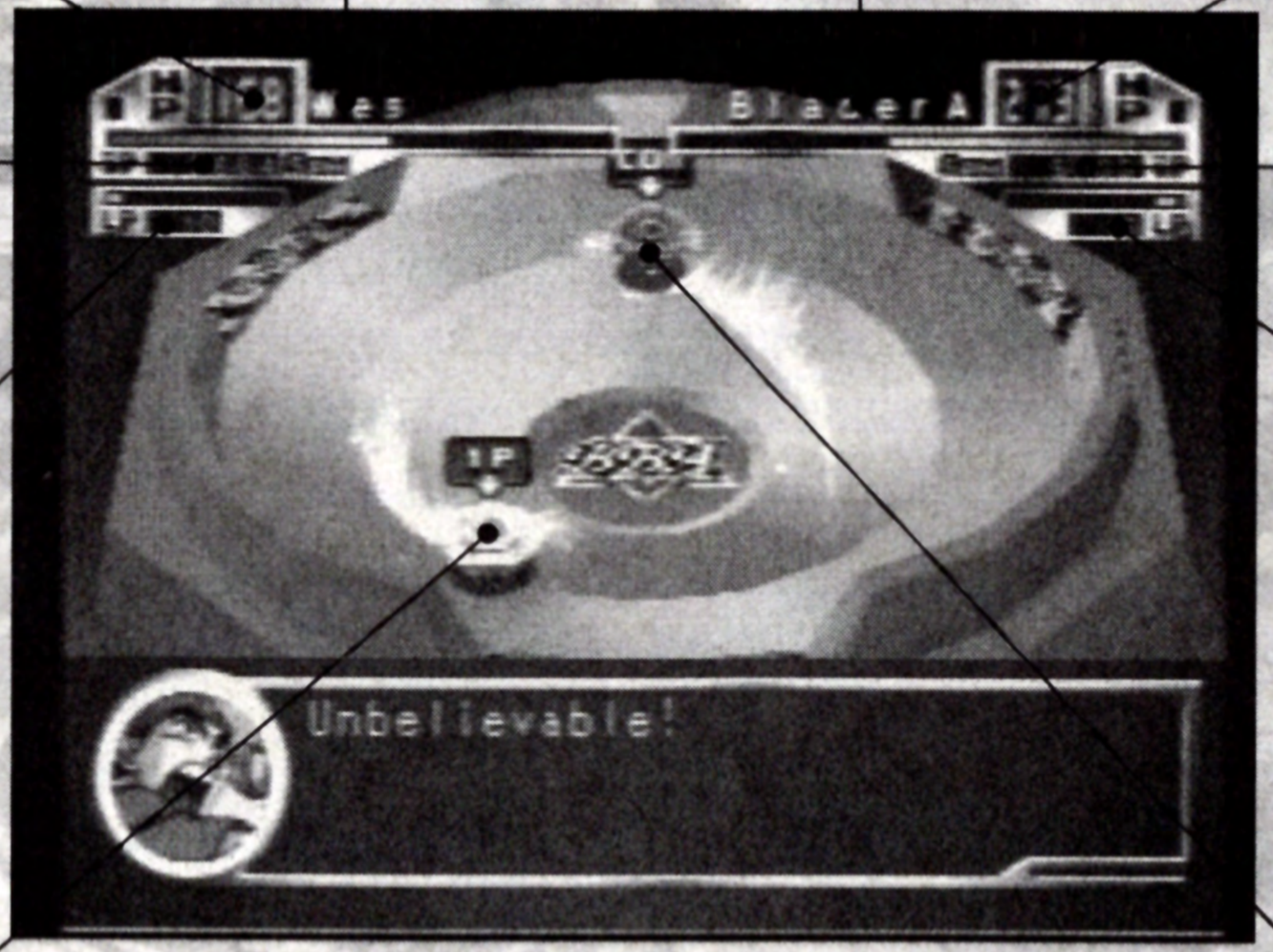


There are 5 modes as described below. You will not be able to return to the title screen once you enter the Main Menu.

Types of Modes

Tournament	This is the Tournament mode. Only Player 1 can play in this 1P mode (see page 9)
Free Battle	Player 1 vs. computer, and Player 1 vs. Player 2 battles are held. (see page 11)
Customize	You can change Beyblade parts, buy parts, set Beyblade names, and check the Beyblade's various attributes. (see page 15)
MEMORY CARD	You can save Beyblader data on the MEMORY CARD, or load data to the "PlayStation". This is the place to prepare data for 2P battles. (see page 18)
Options	You can select sound settings. (see page 18)

6 Screen Description



7 Tournament Mode



Only Player 1 can play in the "Tournament" mode. Once you begin, you will not be allowed to exit the Tournament. You will continue to battle with the Beyblade you first selected.

The Tournament consists of 7 rounds. The sixth and seventh rounds are the semifinal and the final round. If you win the final round, you will become the champion! If you Beyblade falls apart, and you have another Beyblade in a folder (refer to the Customize page), you can switch to that Beyblade and continue the battle.

D.J. Jazzman, The Announcer



D.J. Jazzman will emcee the tournament. Tournament Chairman, Mr. Dickenson will appear only at the opening and the ending of the tournament, to give greetings and to praise to the winner.

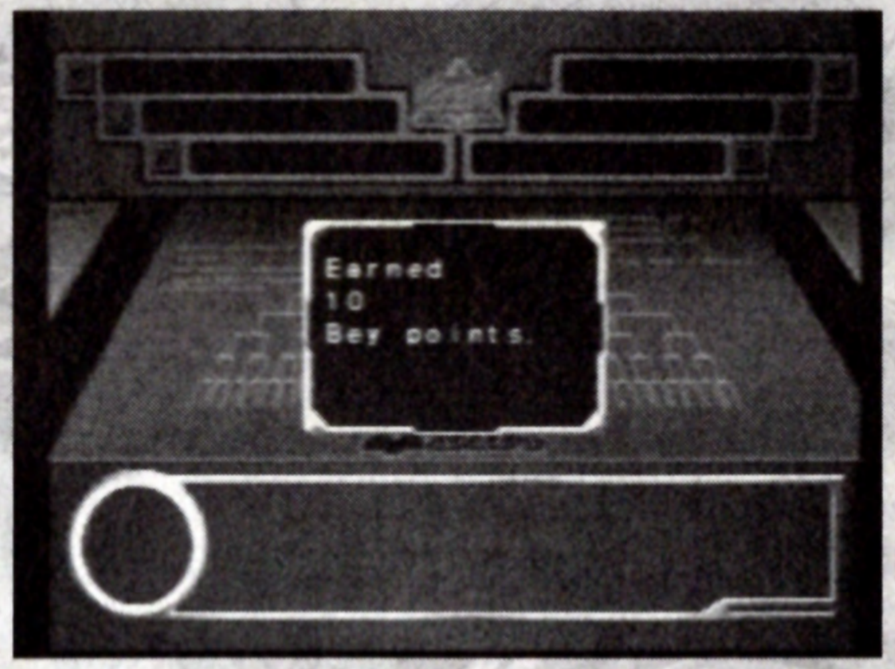
Kenny will talk to you while you are selecting a Beyblade for the tournament, maintaining your Beyblade between the battles, and when you lose. Press the ⊗ button for the next text dialogue.

Maintenance

"Maintenance" occurs when the Beyblade's HP suffers at least 1 point of damage. 15 points of HP is restored after Maintenance.

This quick fix leads to a loss of balance. Therefore, you will lose between 5 to 25 points of attack power, defense power, or endurance. However, when you exit the tournament, HP, attack per, defense power, and endurance will all be restored.

Bey Points and Experience Points



There are two types of points you can earn in the game: "Bey Points" and "Experience Points." You can buy parts with the Bey points. The Experience Points are related to the growth (increase in the level) of the player and the Bit Beast. In the tournament, you will earn 10 Beypoints and 5 Experience Points each time you win, and 5 Bey Points and 3 Experience Points each time you lose. If you win the finals, you are awarded a Beyblade part. The prize, such as the Eight Wide or the Eight Heavy, is selected from the 30 different parts. 20 Bey Points are awarded to the semifinalist who lost in the finals.

8 Free Battle Mode

Using the Characters in the Beyblade TV series

In the "Free Battle", select from the 8 Beybladers in the Beyblade TV series or a Beyblader loaded from the MEMORY CARD.

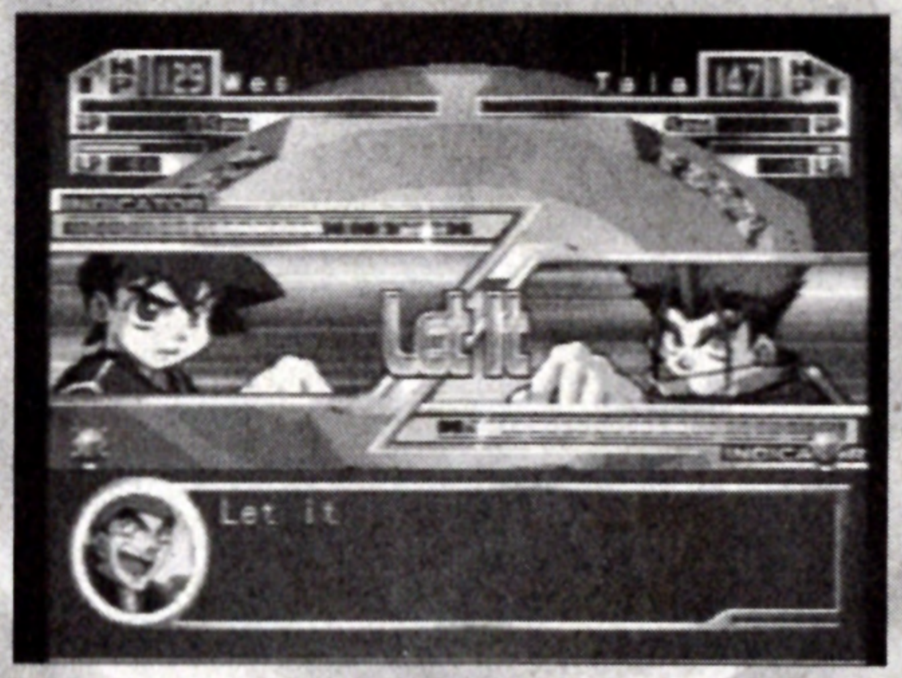
Press the △ button in the Select Character screen to return to the Select Mode screen.

2P Battles

Since only MEMORY CARD slot 1 is used to save and load data in this game, follow the steps below to play against another saved Beyblader.

1) Under "MEMORY CARD" in the Select Mode screen, load the data saved on the MEMORY CARD to "Player 1".
2) Insert a different MEMORY CARD with the Player 2 data into MEMORY CARD slot 1.
3) Under "MEMORY CARD" in the Select Mode screen, load the data saved on the MEMORY CARD to "Player 2".
4) Return to the Select Mode screen, and select "Free Battle".
5) In the Select Character screen, press the START button on Controller 2. You can now select "Player 2" in the Select Character screen.





The Beyblader registered to Player 1 will appear on Player 1's side of the Select Character screen.

The Beyblader registered to Player 2 will appear on Player 2's side of the Select Character screen.

The Beyblader registered to Player 2 will not appear on Player 1's side of the screen. The opposite will also not occur. If no Beyblader is registered to Player 2, only 8 characters will appear on Player 2's side of the screen.

Note 1: You will be able to battle against another player only if you have player data saved on a **MEMORY CARD.**

Note 2: Be sure to save your data on the **MEMORY CARD** before starting the battle. If you fail to do so, your data will be deleted.

Bey Points and Experience in the Free Battle

The current Bey points appear above the Beyblader's name, only when you select the character you have registered. In the Free Battle, you will earn 10 Bey points and 5 experience points each time you win, and 5 Bey points and 3 experience points each time you lose.



9 Customize Mode

In "Customize", you can change Beyblade parts, buy parts, and set Beyblade names.

You are allowed to keep up to 3 complete Beyblades. The location to register these 3 Beyblades is called the "Folder".

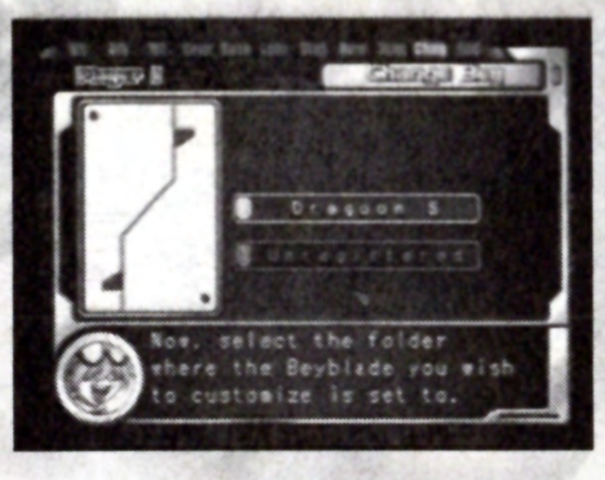


Steps for Customizing

First select the player you wish to customize. Player 2 cannot be selected if there is no data for Player 2. (For details on creating Player 2 data, see "2P Battles" on page 11)

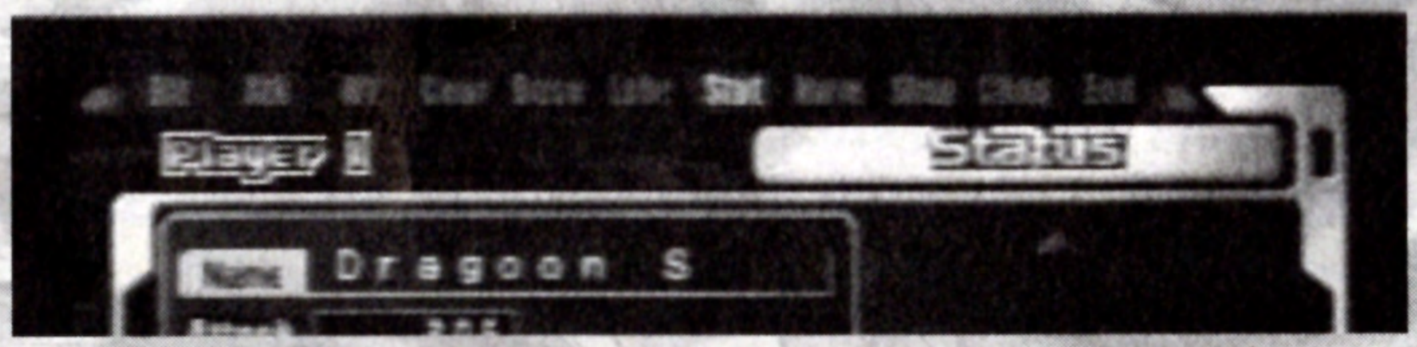
Next, select the Beyblade you wish to customize. Use up and down on the Directional Button to select the registered folder. "Unregistered" folders do not carry any Beys. After selecting a folder, the Select Table screen appears. In the Select Table screen, select each of the work table items on the screen to customize your Beyblade.





Work Tables in the Select Table Screen

Push right or left on the Directional Button or the L1 or R1 button to select the work tables described below. After making a selection, press the ⊗ button. When you are finished, press the △ button to return to the Select Table screen.



Bit Chip	Displays the bit chips you carry, and selects the active bit chip.
Attack Ring	Displays the attack rings you carry, and selects the active attack ring.
Weight Disk	Displays the weight disks you carry, and selects the active weight disk.
Spin Gear	Displays the spin gears you carry, and selects the active spin gear.
Blade Base	Displays the blade bases you carry, and selects the active blade base.
Launcher	Displays the launchers and the ripcords you carry, and selects the active launcher and the ripcord.
Status	Displays various statuses for you to check.
Name	You can name the Beyblade you are customizing.
Shop	You can use the Bey points to buy new parts.
Change	Stores the Beyblade you are customizing in the folder, and lets you start customizing another Beyblade.
End	Stores the Beyblade you are customizing in the folder, and returns to the Select Mode screen.

9 "Bit Chip"

Launcher Parts and More

When 6 types of parts, such as the "Bit Chip" and "Launcher", are displayed, "???" refers to the parts not yet acquired.

To the right of the parts name is the number of parts you carry. The maximum number of parts you can carry is 9. If one of them is used for customizing, the number of parts decreases by 1. Use up and down of the Directional Button to move the cursor to the parts you wish to use.

Use the r button only to exit parts selection. When you do so, the parts selected by the cursor will be picked up automatically.



Status



The following shows the various Beyblade abilities and settings that can be changed. Select the items using up and down on the Directional Button.

"Bey Status": Displays the various power levels the Beyblade has.

"Beyblader Status": Displays the Beyblader's level and record.

"Bit Beast Status": Displays the various powers of the Beyblade's current Bit Beast.

"Vibration": You can set the vibration settings of the controller to "On" or "Off" by pushing right or left on the Directional Buttons.

Name



You can name the Beyblade. Name spelled "Unregistered" cannot be used.

Shop



You can buy parts using the Bey points you currently have. First, select the parts type using right and left of the Directional Button. Then, select each parts with up and down of the Directional Button. Press the ⊗ button to purchase parts. Bey points to spend (the price) is displayed to the left of the parts name. To the right of the parts name is the number of the same parts you currently carry. In this "Shop", you cannot sell unnecessary parts.

9 Shop Items

"Bit" : You can select and buy bit chips.
"Attack" : You can select and buy attack rings.
"Weight" : You can select and buy weight disks.
"Gear" : You can select and buy spin gears.
"Base" : You can select and buy blade bases.
"Launcher" : You can select and buy sets of launchers and ripcords.

Change

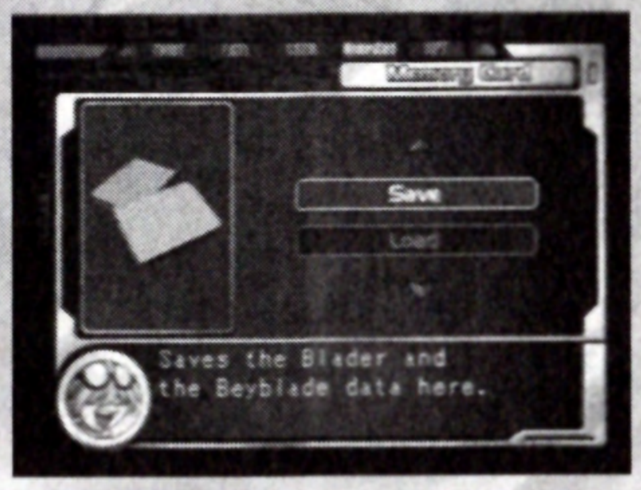


In "Change", you can switch to another folder and customize a different Beyblade. If some parts are not selected, a message will appear, notifying the user that the current Beyblade can not be switched with another Beyblade. A Beyblade can only be switched when the Beyblade has all the Bey parts, launcher, and a name, or when changing to unregistered. Be sure to select a launcher for each Beyblade.

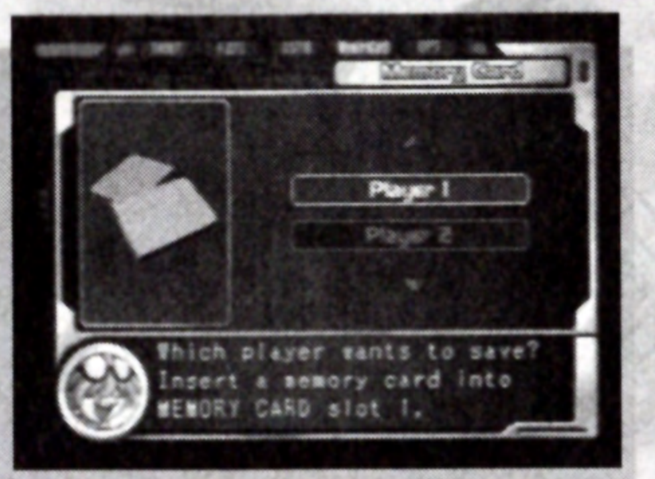
End

When you select "End" to exit Customize, the Beyblades are checked. If they have missing parts, a message will appear, warning you that you cannot exit. You can end Customize only when the Beyblade has all the Bey parts, launcher, and a name or by changing the Beyblade to unregistered. You will need to have one or more Beyblades to exit from the Customize section.

10 MEMORY CARD Mode



From "MEMORY CARD", the game data can be saved onto or loaded from the MEMORY CARD. Insert the MEMORY CARD into MEMORY CARD slot 1. This applies to the character data for both Player 1 and Player 2. Player 1 is the main player.



To save: Select "Save" with either up or down on the Directional Button, and press the ⊗ button. Then select either Player 1 or Player 2 and press the ⊗ button to register data. When doing so, insert the correct MEMORY CARD. If the MEMORY CARD has different data, you must confirm the "overwrite".

To load: Select "Load" with up or down on the Directional Button, and press the ⊗ button. The saved data will be loaded. Select which player you want to assign the data to.

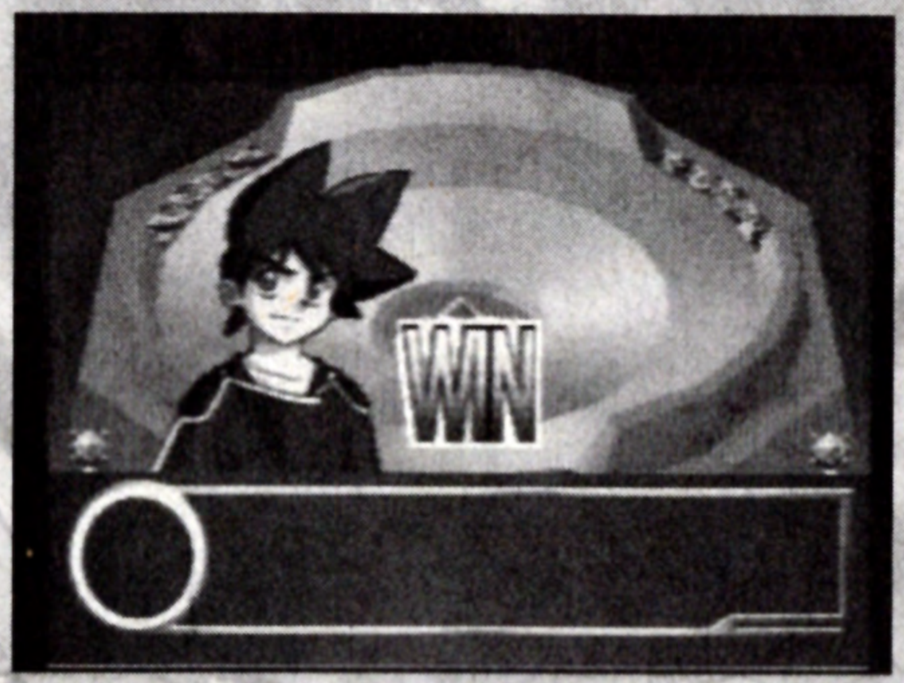
11 Options Mode



You can change the sound output to either "Stereo" or "Mono". Select the setting with up or down on the Directional Button, and return to "Select Mode" with the △ button.

12 Bey Battle

Requirements to Win



According to the "Bey Battle" rules, the first to earn 4 points wins. If you tie at over 4 points, you will continue to battle until either player gains a 1-point lead.

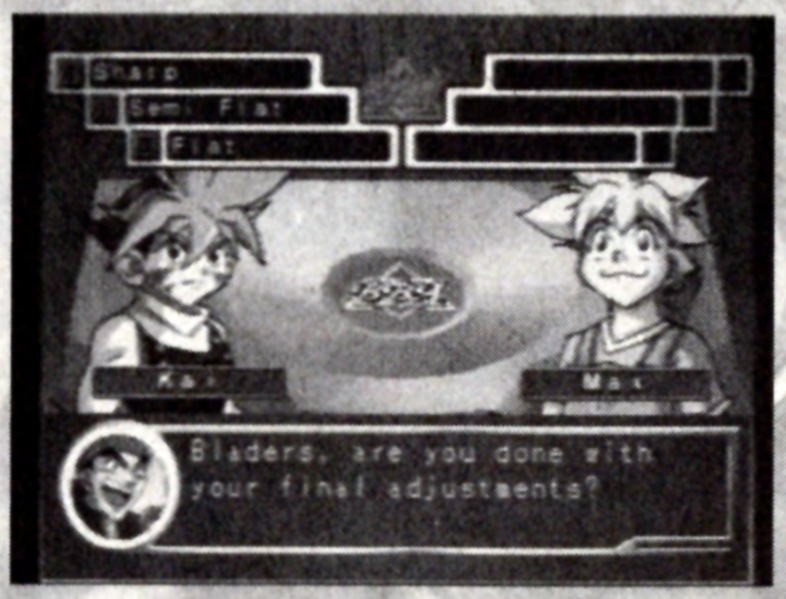
If the opponent stops spinning or misses the launch, you earn 1 point. If you push your opponent off the Beystadium, you earn 2 points.

If they Beyblade's HP falls to 0, its parts will explode. If you have another Beyblade in a folder, you can use that Beyblade to continue the battle. If you do not have any more Beyblades, you will be unable to continue and will lose the battle regardless of how many points you have earned.

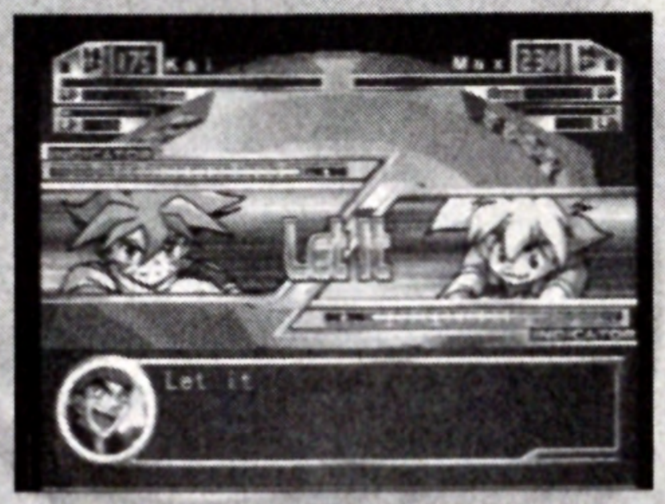
Setting the Gimmick

After starting the battle, set the Gimmick if possible. (For details on gimmick, see page 21). All you need to do is to press the button corresponding to the Gimmick.

If the Beyblade does not need to have the gimmick set, the launch starts immediately.



Launch and Special Launch





To "Launch" is to throw the Beyblade into the Beystadium and start the battle.

During the launch, a spin power (SP) gauge will appear on the screen. Pressing the ⊗ button will stop the speed indicator as it moves across the gauge and determine the SP for the Beyblade's launch.

You can launch at a high SP if you press the ⊗ button when the gauge is nearly full. However, the maximum value of SP differs with each launcher. In addition, the launch position varies widely, depending on the precision level of the launcher.

Some bit chips hold Bit Beasts that can perform a "Special Launch". To invoke a Special Launch, stop the indicator with the △, ○ or □ button instead of the ⊗ button. The attack power will double if the Beyblade is launched with the special launch. A Special Launch needs a legend power of 20 or more.

Shifting the Path



While in the Beystadium, use the left stick or the Directional Button to shift the path of the spinning Beyblade. The difficulty of shifting the path depends on the Beyblade's parameters (such as the axis). Pressing the ⊗ button when the two Beyblades collide will reduce the loss of SP. It will also increase the Beyblade's legend power (LP).

Special Attack



Press the △, ○ or □ button during the battle to invoke a "Special Attack". Using the Special Attack decreases legend power (LP gauge). You need 25 or more legend power to invoke a Special Attack. The types of Special Attack depend on the Bit Beast.

In reverse, press the △, ○ or □ button just when the opponent invokes a Special Attack, and you can dodge the attack. If you do nothing, your Beyblade will suffer damage. The Bit Beasts have the power to invoke Special Attacks and Special Launches.

"Gimmick"

Some Beyblade (parts) have a "Gimmick". Gimmick is a special power the parts hold. Some Gimmicks can be set by the player, but others are automatic. The Gimmicks include changing the axis of the blade base and the status of the attack ring.

<Examples of a Gimmick>

Gimmick Name	Parts	Description
Roaring Lion	Attack Ring	Attack mode and defense mode switches every time it comes in contact with the opponent.
Flame Change Base	Blade Base	Able to select sharp axis, semi-flat axis, and flat axis before the launch.
Fortress Base	Blade Base	Endurance increases when in low speed.
Full Auto-Clutch Base	Blade Base	Changes to attack mode with high spin power, and to endurance mode with low spin power.
Jumping Base	Blade Base	The axis stretches during the special attack.
Spiral Change Base	Blade Base	Able to select sharp axis and flat axis before the launch. Moreover, the axis type switches when the Beyblade suffers damage.

13 Growth



The Beyblader and the bit beast grow by accumulating experience points in the battle. The Beyblader earns 5 points for each victory, and 3 points for each defeat.

Every time the bit beast uses a special skill, a special attack or a special launch, the bit beast earns 3 points for a special attack, and 2 points for a special launch.

Both start at level 0, and reach level 19 as the maximum. They can go up a level by spending the experience points whenever a specific number of experience points are accumulated.

Rewards for moving up a level

When the Beyblader moves up a level, the following rewards are given during the battle,:
A certain amount (depends on the level) of attack power will be added.
A certain amount (depends on the level) of endurance will be added.
A half (rounded) of a certain amount (depends on the level) of mobility will be added.
A certain amount (depends on the level of SP will be added.

When the bit beast moves up a level, the following rewards are given during the battle,:
A certain amount (depend on the level) of attack power will be added
A certain amount (depends on the level) of defense power will be added.
A certain amount (depends on the level) of endurance will be added.
A half (rounded) of a certain amount (depends on the level) of mobility will be added.



DRAGOON S
with Kid Dragoon

DRANZER S
with Knight Dranzer



D.J. Jazzman

The boss of all the Beybladers. In the game, he will provide play-by-play action in the Beystadium.

Kenny

Tyson's friend, who loves to study the Beyblades more than the battle. In the game, he will help you with the information he has on customizing.





Mr. Tate

The manager of the hobby shop. In the game, he will give you information on the parts you wish to buy at the shop.

Credits:

Crave Entertainment

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President, Crave Entertainment	Ron Scott
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Compliance Manager	John Bloodworth
Manager of Quality Assurance	Robert Bryant
Director of Marketing Services	Sheri Snow
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VP, General Counsel	Barry Seaton
Special Thanks to:	Nima Taghavi, Judy Baughman, Aaron Hartman, Jamie Saxon

Credits:

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Nelvana

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Takara Co., Ltd.

Producer	Akihiko Kimura
General Manager, International Division	Shinichi Suzuki
Assistant Manager, International Division	Ken Shimamura
Special Thanks to:	Katsumi Marunaga
	Katsuyuki Nishikawa

Notes:

Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program.

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When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US – 900-903-4468 $0.95 U.S. dollar per minute

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