

About Beyblade

1. Beyblade is a game where two *bladers* (players) compete by launching spinning tops known as *Beys* into *battle* within a *stadium*.
2. Bladers can change how their Beys perform in battle by customizing their parts and launching them with various techniques.
3. The last Bey to remain spinning in the *battle zone* — the central area of the stadium — wins the battle.
4. Beys are *finished* when they *stop spinning*, *burst* (parts detach), or become *unable to return to the battle zone*.
5. The winner of each battle receives points based on how and where the opponent's Bey was finished.
6. The objective of the game is to, through multiple battles, earn enough points (default: 4) to win the match.

Game Equipment

IMPORTANT: All equipment used must comply with [equipment regulations](#).

Bey

1. A *Bey* (often referred to as “a Beyblade”) is the spinning top used to battle.
2. A complete Bey consisting of a *blade*, *ratchet*, and *bit* must be used.
 - a. CX blades must contain all three parts: a *lock chip*, *main blade*, and *assist blade*.

Deck

1. A *deck* is a set of 3 Beys that is required for most battle types.
2. A deck cannot include more than one copy of any part, except for basic lock chips.
 - a. Basic lock chips with the same design and/or name can be included any number of times.
 - b. Metal lock chips (*Valkyrie* and *Emperor*) can be included once each.
3. Parts cannot be exchanged between Beys within a deck at any point during a match.

Determining whether parts are the same

1. Parts are generally considered the same part when they have the same name. The original Japanese product names take priority.
2. **Recolors:** Parts that have been re-released in different colors are still considered the same as the original part.
3. **Retools:** Parts that have similar designs because they are based on another part — such as *Optimus Primal* being based on *SharkEdge* — are considered *retools*. While retools look similar to the parts they are based on, **they are considered different, unique parts.**
4. **Mold Differences:** Copies of the same part which feature minor differences — such as *PhoenixWing*, which has received at least two revisions — are considered *different molds*. Different molds of a part are all considered to be the same part.
5. **Versions:** Parts that have been re-released in new *versions*, such as *TyrannoBeat Jurassic World Version* (branded as *T. Rex*) being a new version of *TyrannoBeat*, are still considered the same part as the original.
6. **Lightning L-Drago blade:** Both versions of the *Lightning L-Drago* blade, *Lightning L-Drago (Upper Type)* and *Lightning L-Drago (Rapid-Hit Type)*, are treated as being the same part.

Legal Deck Examples ▴



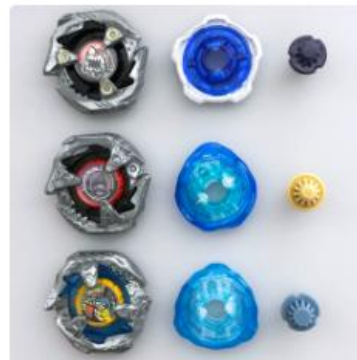
- PhoenixWing 3-60R
- WizardRod 1-60L
- DranBuster 5-60LR

Legal. All parts are different.



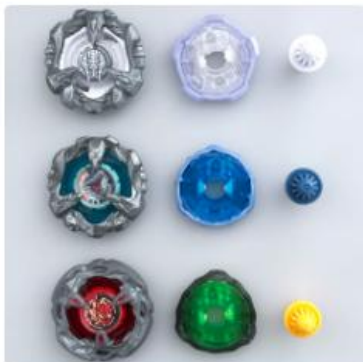
- StormPegasus 3-70RA
- Rock Leone 6-80 GN
- Lightning L-Drago (Upper) 1-60F

Legal. All parts are different.



- SharkEdge 5-60LR
- OptimusPrimal 1-60U
- CrocCrunch 3-60LF

Legal. While *SharkEdge*, *Optimus Prime* and *CrocCrunch* have similar designs, they are not the same, and are treated as unique from each other.



- SphinxCowl 5-60O
- TriceraSpiky 9-60U
- HellsScythe 3-60B

Legal. While *SphinxCowl* and *TriceraSpiky* have similar designs, they are not the same, and are treated as unique from each other.



- PhoenixWing 3-60R
- AeroPegasus 1-60L
- TyrannoRoar 9-60W

Legal. While *TyrannoRoar* and *PhoenixWing* have similar designs, they are not the same part.



- DranBrave J3-60LR
- ScorpioSpear 9-60FB
- DranBrush S1-60LF

Legal. All parts are different, except for two *Dran* lock chips. However, basic CX lock chips can be included any number of times in a deck.

Illegal Deck Examples ▲



- PhoenixWing 1-60LR
- WizardRod 1-60L
- DranBuster 5-60LR

Illegal. Two copies of both the 1-60 ratchet and LR bit are included. Although the 1-60 ratchets are different colors, they are still the same part.



- CobaltDrake 5-60LR
- ScorpioSpear 9-60FB
- CobaltDrake 3-60P

Illegal. Two copies of the CobaltDrake blade are included. Although they are different colors, they are still the same part.



- PhoenixWing (Mold 1) 1-60LR
- SilverWolf 9-70H
- PhoenixWing (Mold 3) 3-60P

Illegal. Two copies of the PhoenixWing blade are included. Although each PhoenixWing is a different color and from a different mold, they are still the same part.



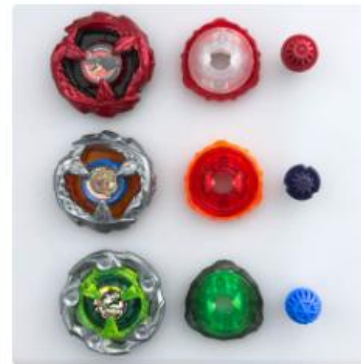
- DranBrave J3-60LR
- ScorpioSpear 9-60FB
- DranBrush J1-60LF

Illegal. Two copies of the Jaggy assist blade are included. Although they are different colors, they are still the same part.



- StormPegasus 3-70RA
- Lightning L-Drago 3-60LR (Rapid-Hit Type)
- Lightning L-Drago 1-60F (Upper Type)

Illegal. Both Lightning L-Drago (Rapid) and Lightning L-Drago (Upper) are included, but as they are considered the same part, they cannot be used together in a deck.



- TyrannoBeat 9-70P
- TyrannoBeat 9-80LR
- WizardRod 3-60H

Illegal. Two copies of TyrannoBeat are included, with one being TyrannoBeat Jurassic World Version. Although they have different decorations, they are still the same part.

Launcher

1. The *launcher* is used to *launch the Bey* into the stadium for battle.
2. Launchers have two types:
 - a. *String launchers*, which are powered by an internal string mechanism.
 - b. *Winder launchers*, which are powered by an external *winder*.
3. Any official Beyblade X winder may be used with any winder launcher.
4. Launchers may only be used with Beys of the matching spin direction (e.g. left launchers may only be used with Beys designated as left spin).

Stadium

Fig. 1. Stadium Components

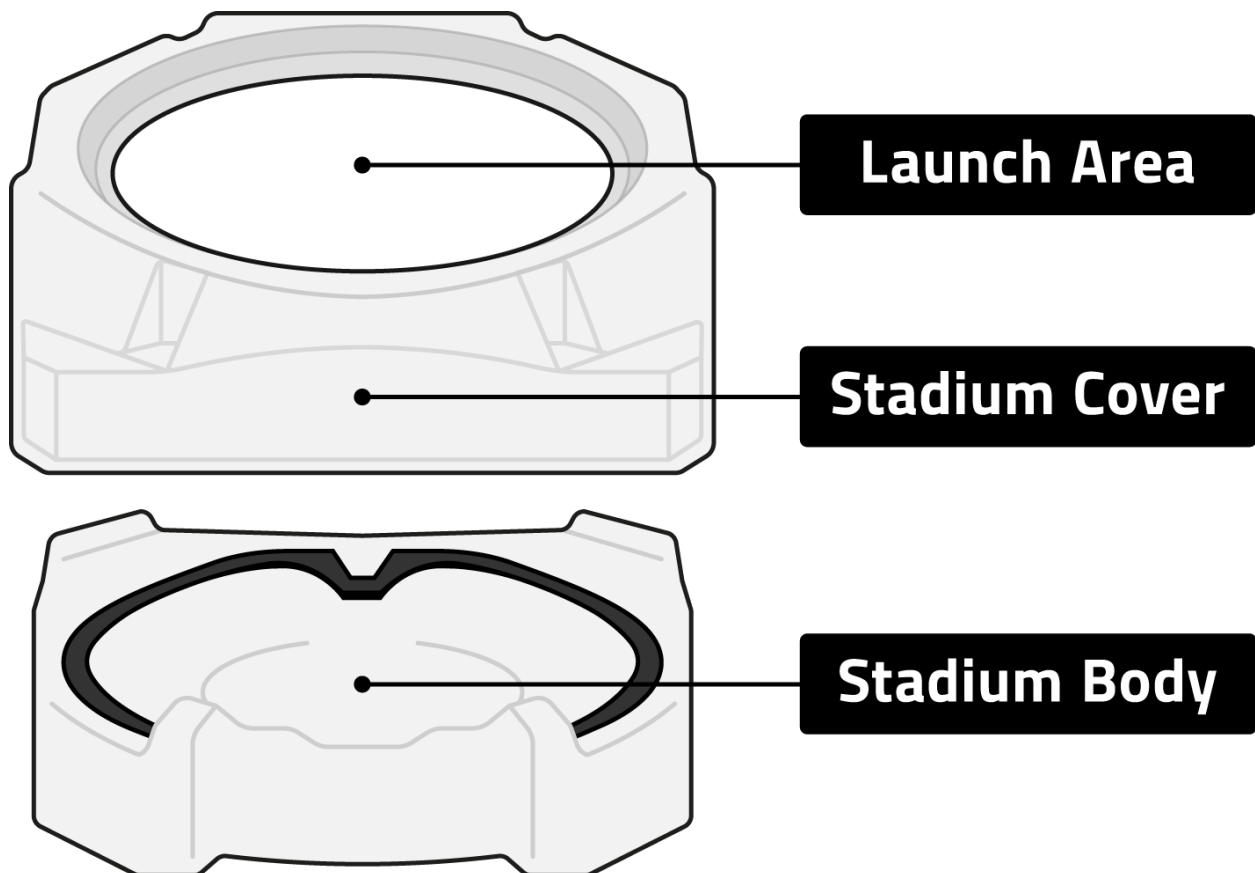
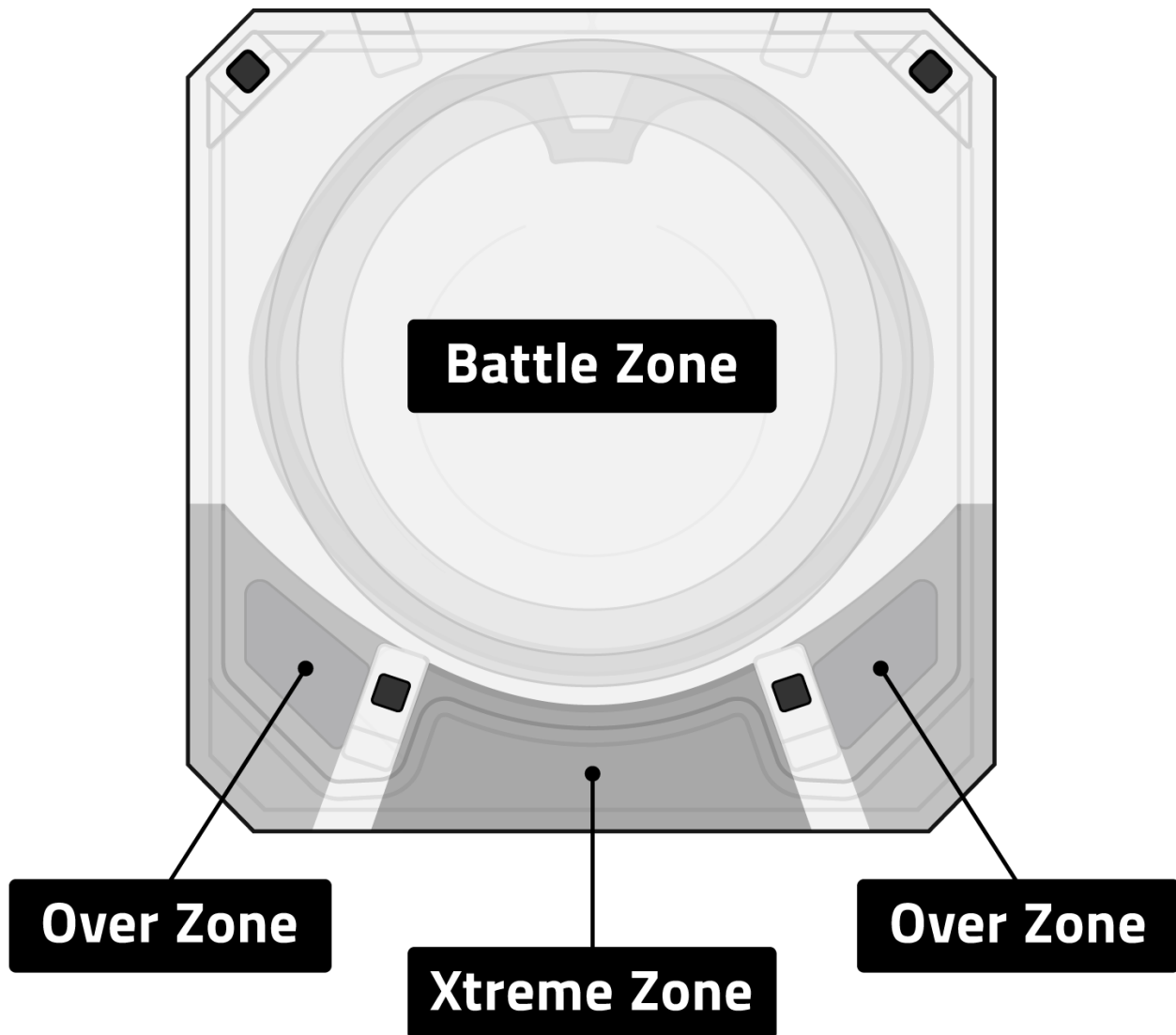


Fig. 2. Stadium Zones



1. Battles take place in the *stadium*. **This ruleset supports the Xtreme Stadium/Beystadium only.**
2. The stadium *is comprised of a stadium cover and stadium body* (figure 1).
 - a. The stadium cover includes the *launch area*, a circular opening through which Beys are launched.
 - b. The stadium body is the surface Beys are launched onto.
3. The space inside the stadium (between the stadium cover and stadium body) is divided into three types of *zones* (figure 2):
 - a. the *battle zone*, consisting of the entire space inside the stadium except for the *over zone* and *Xtreme zone*

- b. the two *over zones*, located at the left and right corners, at the front of the stadium
 - c. the *Xtreme zone*, located in the center, at the front of the stadium
- 4. The stadium is placed on top of a flat, level *play surface*.
 - a. Any barriers or objects other than the flat surface the stadium is placed on are not considered part of the play surface, even if they are attached to the play surface.
 - b. Exercise caution when playing on elevated play surfaces, such as tables or stadium stands.