

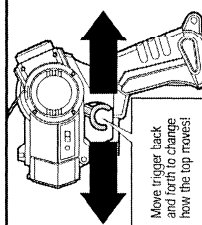
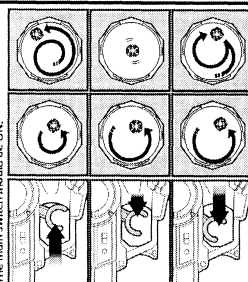
BASIC OPERATION OF THE LAUNCHER:

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 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 BETSLADE radio control launcher and top system allows radio control of the BETSLADE top after launch. By spinning the launcher's 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, increasing the top's spin in the opposite direction (left spin) at a rate greater than that of the top. The compact motor will spin in the opposite direction of the top.

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

High Power Attack

Launch the top so that it moves counter-clockwise while in right spin. You will move near the center of the BETSLADE™ arena, so this is good for an attack from the inside. However, this technique also allows spin in place to use the jacket for a quick decision win!

★ Difficulty: 1

Return Attack

This is a counter-attack in which you change the direction of the top's spin to attack your opponent's launch and then time your movement of the trigger to make it move counter-clockwise. This is a standard technique to implement!

★ ★ ★ Difficulty: 3

Reverse Attack

Launch the top so that it moves counter-clockwise while in right spin. You will move near the center of the BETSLADE™ arena, so this is good for an attack from the inside. However, this technique also allows spin in place to use the jacket for a quick decision win!

★ ★ ★ Difficulty: 1

Endurance Grid

Move the top so that the top just slightly enters clockwise mode. Then control the top suball arena wall. If you don't get bumped by your opponent, you can continue circling and aim for the goal power of the compact motor supports the circling motion!

★ ★ ★ ★ Difficulty: 3

Bottom view

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

2.5 mm.

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

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. 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 not occur in a particular installation. If this equipment does cause interference to radio communications, 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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