



PROVEIT IN BATTLE

IN REGIONAL* QUALIFYING TOURNAMENTS



PLAY FOR YOUR CHANCE TO WIN A SPOT AT THE BEYBLADE X WORLD CHAMPIONSHIPS**

TOKYO, JAPAN - OCTOBER 2025

REGIONALS SCHEDULE***
REGISTRATION: 1:00PM - 1:30PM, LOCAL TIME
COMPETITION: 1:30PM - 4:00PM, LOCAL TIME

7 JUNE

VANCOUVER, BC 3585 GRANDVIEW HWY, VANCOUVER, BC V5M 2G7

7 JUNE

TORONTO, ON 2245 ISLINGTON AVENUE, TORONTO, ON M9W 3W6

14 JUNE

VANCOUVER, BC 3585 GRANDVIEW HWY, VANCOUVER, BC V5M 2G7

14 JUNE SAINT-JÉRÔME (MONTREAL), QC 1030 BOUL DU GRAND HÉRON, SAINT-JÉRÔME, QC J7Y 5K8

21 JUNE

CALGARY, AB 7979-11 ST SE, CALGARY, AB T2H 0B8

21 JUNE

QUÉBEC CITY, QC 1700 BOUL LEBOURGNEUF, QUÉBEC, QC G2K 2M4

5 JULY

DARTMOUTH (HALIFAX), NS 90 LAMONT TERRACE, DARTMOUTH, NS B3B 0B5

5 JULY

ORLEANS (OTTAWA), ON 3900 INNES ROAD, OTTAWA, ON K1W 1K9

*REGIONAL WINNERS WILL BE SENT TO NATIONALS IN TORONTO, ON - AUGUST 2025

^{**}MUST BE AGES 8-12 AT TIME OF REGIONALS ENTRY

^{***} DATES AND LOCATIONS ARE SUBJECT TO CHANGE.



APPROVED TOPS & LAUNCHERS





STEEL SAMURAI 4-80T



HORN RHINO 3-80S



KEEL SHARK 3-60LF



TALON PTERA 3-80B



ROAR TYRANNO 9-60GF



SAVAGE BEAR 3-60S



STING UNICORN 5-60GP



SCYTHE INCENDIO 3-80B



SWORD DRAN 3-60F



HELM KNIGHT 3-80N



SCYTHE INCENDIO 4-60T



ARROW WIZARD 4-80B



LANCE KNIGHT 4-80HN



CLAW LEON 5-60P



DRANZER SPIRAL 3-80T



DRANZER SPIRAL 3-80T



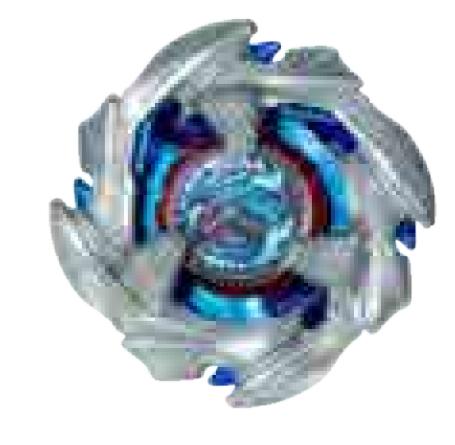
ARROW WIZARD 4-60N



BITE CROC 3-60LF



CHAIN INCENDIO 5-60HT



COBALT DRAGOON 2-60C





OBSIDIAN SHELL 4-60D

KEEL SHARK 1-60Q

WAND WIZARD 1-60R

SHADOW SHINOBI 1-80MN





TAIL VIPER 3-80HN



LUKE SKYWALKER 4-80B, DARTH VADER 4-60P

THE MANDALORIAN 3-60F, MOFF GIDEON 3-80N





SOAR PHOENIX 9-60GF

COBALT DRAGOON 2-60C

HOW TO PLAY

BEYBLADE X introduces the X-CELERATOR GEAR SYSTEM. When the gear of the top engages with the X-CELERATOR RAIL of the Beystadium, it can super-accelerate into an XTREME DASH rocketing it around the Battle Zone. The terrific speeds of BEYBLADE X tops riding the rail allow for breathtaking bursts and colossal crashes.



STEP 1

Load the Beyblade top onto the launcher and twist left.



STEP 2

Hold the launcher above the Beystadium.



STEP 3

Pull the ripcord or string to launch the Beyblade top.



HOW TO WIN

To play, each player loads their BEYBLADE X tops onto their launchers and pulls the ripcord over the Beystadium at the same time – the first Blader to reach 4 points wins.

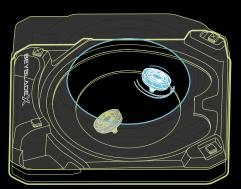
SURVIVOR FINISH



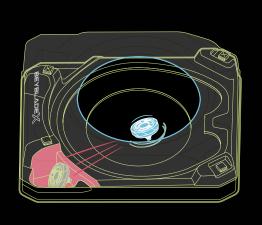
KNOCKOUT FINISH

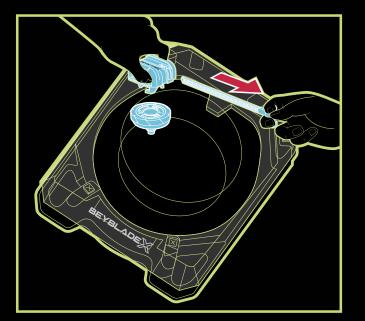


Earn 1 point by being the last top standing.



Earn 2 points by knocking your opponent out of the Battle Zone and into the corner Knockout Zones.





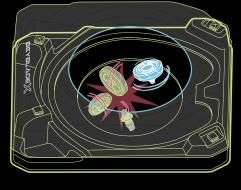
BURST FINISH



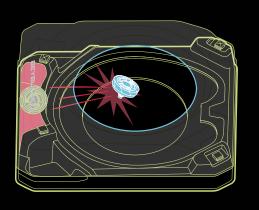
XTREME FINISH



Earn 2 points by bursting the other player's top.



Earn 3 points by knocking your opponent into the Xtreme Finish Zone.



BEYBLADE X COMPONENTS

The Beyblade X tops consist of 3 easy-to-combine layers. Performance changes with each combination, allowing Bladers to customize and find their edge. 3, 2, 1... LET IT RIP!

PARENTS,

battle and track

your collection

digitally with the

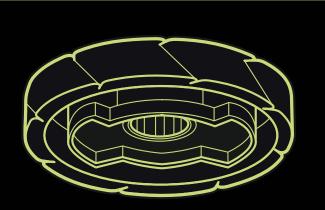
Beylocker on the

BEYBLADE X app!

PROVE IT IN BATTLE

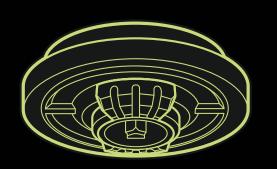
BLADE

The Blade is what strikes an opponent's top and its abilities are influenced by its shape and weight.



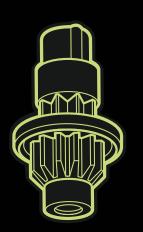
RATCHET

The Ratchet determines a top's height.



BIT

The shape and gear of the Bit control how the top moves.



BEYBLADE TYPES

PARENTS, check apps.hasbro.com for app

availability, operating systems and device

compatibility, and updates. Fees may apply.

There are four top types: ATTACK, STAMINA, and DEFENSE have a distinct advantage when battling the other types, while BALANCE tops have a range of elements and abilities.



4 TOP TYPES



