

# BeyBlade Super Tournament Battle FAQ

by DoranMaya

Updated to v2.5 on May 16, 2005

```
|---\ |---| | | |---\ | / \ |---\ |---| | |
| | | \ / | | | / \ | \ |
| / | \ / | / | |---| | |
|--| |--| | |--| | | | | |
| \ | | | \ | | | | |
| | | | | | | | / |
|---/ |---| | |---/ |---| | |---/ |---|
```

## Super Tournament Battle

Complete Guide

\\

Version History-----

//

Version 1.0

Created parts list, recommended setups (foundation of the guide a.k.a. Parts Guide)

Version 2.0

Added two ways to get the ATK Ring: Attack Dragon Gamma  
Added 1P Games, Multiplayer Games, The Gallery, The Shop, Joint Mode, and Stats Mode to guide

Version 2.2

Added Secrets and FAQ section  
Added Legal Disclaimer  
Added Allowed Sites

Version 2.3

Added a few questions to the FAQ section.  
Added 2 modes of play.

Version 2.5

Added the complete gallery.

To-Do List

Add the last few blades to the gallery section.  
Will appear in next update!

\\

Legal Disclaimer

//Copyright Info

This document is the work of Doran Maya. You may download and print one copy for personal use, but you may not use it for personal gain. You are breaking the law if you do so. If you want permission to place my guide on your website then email me at [doranmaya@hotmail.com](mailto:doranmaya@hotmail.com), with the subject as Guide Permission, and ask me. Feel free to do so.

Allowed Sites

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.supercheats.com](http://www.supercheats.com)  
[www.neoseeker.com](http://www.neoseeker.com)

\\

Table of Contents-----

//note: press ctrl and f then type the |BC or what ever the thing says to get to the desired section faster.

- 1. Tournament Mode |TM0
- 2. Other Battle Modes |MG0
- 3. The Gallary |TG0
- 4. The Shop |TS0
- 4.1. Bit Chips/Beasts |BC0
- 4.2. Attack Rings |AR0
- 4.3. Weight Disks |WD0
- 4.4. Spin Gears |SG0
- 4.5. Blade Bases |BB0
- 4.6. Launchers |LS0
- 4.7. Joint Mode |JM0
- 4.8. Recomendded Setups |RS0
- 4.9. Stats Mode |SM0
- 5. Secrets |SEC
- 6. F.A.Q. |FAQ
- 7. Credits |CR0

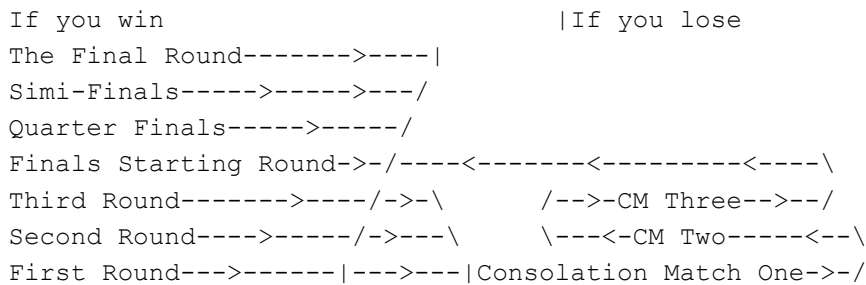
\\

1. Tournament Mode |TM0-----

//

The most important battle type. By winning tournaments, you can unlock the extra characters, gallery blades, and get extra parts. Build your blade very carefully can keep it's defense up, you could lose your hp points quick if you don't.

The flow of the tournament mode is



note: you get five continues during the consolation matches

note2: you get five continues during the final matches

note3: the continues last for the entire set of consolation or finals whichever it is your on.

Here is how you can win a match. Try to avoid losing by these terms.

Name	Points	Define
Miss Launch	1	You or opponent misses the launch
Sleep Out	1	Beyblade stops spinning
Stadium Out	2	Beyblade is knocked out of stadium
Crash Out	4	Beyblade is destroyed

\\

2. Other Battle Modes |MG0-----

//

The battle modes other than tournament mode are the fallowing.

I. Free Battle

You battle against anyone you've unlocked, or you can play as one of those.

## II. Team Battle

You pick a team of 4 people. Choose wisely since the computer picks four people as well.

## III. 10 Battles

Right by the Team Battle (to the left but to the right of 4Player battle) is the 10 Battles. You play 10 battles with your blade being fixed automatically between battles. The players are random.

## IV. 4Player Battle Royale

The computer randomly picks 3 people for you to battle with simultaneously. Pick your person well, this type of battle can be hard to win. And it can take awhile if you lose early. (You can play with other people instead of AI players)

## V. 4Player Team Battle (Tag)

The computer randomly picks 2 people for you to battle with and 1 teammate. You cannot damage your teammate the same goes for him/her. The opponent team can't damage each other either. The lineup is 1p & 3p verses 2p & 4p. (Again AI players can be substituted for people.)

\\

3. The Gallery |TG0-----

//

The Gallery isn't a big part of the game. It's fun to go in and take a look at the blades that you have unlocked. Whenever there are new blades about to be added, the person or people they blade(s) belong to will be stading outside the entrance of the gallery. Talk to them then go in the gallery to view the blades. Sometimes someone from the bladebreakers will be representing those characters whose blades are being added. Like the Majestics (Euro Team) and the Demolition Boys (Russian Team) are represented by Tyson and Kia.

Here is a list of the blades.

1. Ultimate Dragoon
2. Saizo
3. Frostic Dranzer
4. Ginkuryo-oh
5. Megeto Arm
6. Spark Knight
7. Polta
8. Pistol
9. Makendoh
10. Bakushin-oh
11. Pumpking
12. Grip Attacker
13. Bearing Stinger
14. Bound Attacker
15. Bound Defender
16. Roller Attacker
17. Roller Defender
18. Dranzer Auto Change Balancer
19. Wing Attacker
20. Wing Defender
21. Draciel Metal Ball Defender
22. Sparkling Attacker
23. Dragoon S (Dragoon Storm)
24. Drigger S (Drigger Slash)
25. Death Drigger
26. Knight Dranzer
27. Metal Draciel

28. Kids Dragoon
  29. Kids Draciel
  30. Dragoon S (Dragoon Storm) Anime Version
  31. Dranzer S (Dranzer Spiral)
  32. Galeon
  33. Galzzly
  34. Galman
  35. Wolborg
  36. Seaborg
  37. Draciel S (Draciel Shield)
  38. Trygle
  39. Trypio
  40. Drigger F (Drigger Fang)
  41. Dragoon F (Dragoon Phantom/Fighter)
  42. Dranzer F (Dranzer Flame)
  43. Griffolyon (Griffolyon Hidden Spirit)
  44. Master Dragoon
  45. Master Dranzer
  46. Master Draciel
  47. Salamolyon (Salamonlyon Hidden Spirit)
  48. Draciel F (Draciel Fortress)
  49. Wyborg
  50. Master Drigger
  51. Wolborg 2
  52. Seaborg 2
  53. Dragoon V (Dragoon Victory)
  54. Metal Dranzer
  55. Flash Leppard
  56. Drigger V (Drigger Vulcan)
  57. Flash Leppard 2
  58. Dranzer V (Dranzer Valcano)
  59. Cyber Dragoon
  60. Draciel V (Draciel Viper)
  61. Dragoon V2 (Dragoon Victory 2)
  62. Drigger V2 (Drigger Vulcan 2)
  63. Baltic Ape (Vortex Ape)
  64. Gaia Dragoon V (Gaia Dragoon Vurst/Vast, Stata Dragoon Vurst/Vast)
  65. Dranzer V2 (Dranzer Valcano 2)
  66. Burning Cerberus
  67. Draciel V2 (Draciel Viper 2)
  68. Wolborg 03 (Ariel/Uriel)
- Number of Blades unlocked      68/68

\\  
 4. The Shop                            |TS0-----  
 //

The Shop is the most important place in the game. It includes the most helpful place the Joint Mode. Here you can buy parts, customize in joint, view your status, and rename your BeyBlade. The rest of this section is broken down into peices to make is easier to navigate.

\\  
 4.1. Bit Chips/Beasts    |BC0-----  
 //nfs = not for sale    Must win or must recieve as a gift.

Name	Cost	Attack	Defense	Endurance
Dragoon (V)	200	10	10	10
Draciel (V)	300	15	15	15

Drigger (V)	600		30	30
Dranzer (V)	300		15	15
Flash Leopard	500		25	25
Cyber Dragoon	300		10	10
Ariel	400		20	20
Gaia Dragoon	100		5	5
Dragoon 2 (V2)	600		30	30
Dracial 2 (V2)	500		25	25
Drigger 2 (V2)	400		20	20
Dranzer 2 (V2)	400		20	20
Dual Dragoon	nfs		15	15

note: After you win your first tournament, talk to DJ in the lobby to get the Dual Dragoon Bit Chip.

\\

4.2. Attack Rings |AR0-----

//nfs = not for sale Must win or recieve as a gift.

Name	Cost	Atk	Def	End
Eight Attacker	450	80	30	70
Eight Attacker Alpha	550	85	30	75
Eight Attacker Beta	650	90	30	80
Eight Attacker Gamma	750	95	30	85
Spike Dragon	650	90	30	80
Spike Dragon Alpha	750	95	30	85
Spike Dragon Beta	800	100	30	90
Spike Dragon Gamma	nfs	105	30	95
Cross Attacker	500	80	45	65
Cross Attacker Alpha	600	85	45	70
Cross Attacker Beta	700	90	45	75
Cross Attacker Gamma	800	95	45	80
Cross Dranzer	800	95	50	75
Cross Dranzer Alpha	850	95	55	80
Cross Dranzer Beta	900	100	60	80
Cross Dranzer Gamma	950	100	65	85
Ten Spike	450	60	60	60
Ten Spike Alpha	550	60	65	65
Ten Spike Beta	650	60	70	70
Ten Spike Gamma	750	60	75	75
Strike Turtle	900	85	80	85
Strike Turtle Alpha	950	85	85	90
Strike Turtle Beta	1050	85	90	95
Strike Turtle Gamma	1100	85	95	100
Sonic Tiger	600	85	25	90
Sonic Tiger Alpha	700	85	30	95
Sonic Tiger Beta	800	85	35	100
Sonic Tiger Gamma	900	85	40	105
Upper Claw	900	100	35	105
Upper Claw Alpha	950	105	40	105
Upper Claw Beta	1000	110	45	105
Upper Claw Gamma	1050	115	50	105
Panther Head	350	55	45	70
Panther Head Alpha	450	60	45	75
Panther Head Beta	550	65	45	80
Panther Head Gamma	650	70	45	85
Cybernetic Dragon	550	90	30	70
Cybernetic Dragon Alpha	650	95	30	75
Cybernetic Dragon Beta	750	100	30	80
Cybernetic Dragon Gamma	850	105	30	85

Cross Horn	700	95	20	90
Cross Horn Alpha	800	90	20	95
Cross Horn Beta	900	100	20	100
Cross Horn Gamma	1000	105	20	105
Dragon Breaker	350	80	45	45
Dragon Breaker Alpha	450	85	50	45
Dragon Breaker Beta	550	90	55	45
Dragon Breaker Gamma	650	95	60	45

note from Justin Johnson: i got the attack ring in the tournament after beatin Dj

note2: my way of getting Spike Dragon Gamma is you must spend about 1000 to 1500 more in the shop after getting the Magne Wieght Disk Gamma.

\\

4.3. Weight Disks |WD0-----  
 //nfs = not for sale Must win or recieve as a gift.

Name	Cost	ATK	DEF	END
Ten Wide	300	40	60	20
Ten Wide Alpha	350	45	65	20
Ten Wide Beta	400	50	70	20
Ten Wide Gamma	450	55	75	20
Magne Weight Disk	400	50	70	20
Magne Weight Disk Alpha	500	55	75	20
Magne Weight Disk Beta	600	60	80	20
Magne Weight Disk Gamma	nfs	65	85	20
Ten Balance	300	30	60	30
Ten Balance Alpha	350	35	65	30
Ten Balance Beta	400	40	70	30
Ten Balance Gamma	450	45	75	30
Ten Heavy	200	15	40	25
Ten Heavy Alpha	250	15	45	30
Ten Heavy Beta	300	15	50	35
Ten Heavy Gamma	350	15	55	40
Revolver Attack	150	5	35	30
Revolver Attack Alpha	200	5	40	35
Revolver Attack Beta	250	5	45	40
Revolver Attack Gamma	300	5	50	45
Star Attack	800	80	85	5
Star Attack Alpha	900	85	90	5
Star Attack Beta	1000	90	95	5
Star Attack Gamma	1100	95	100	5

note: After about 5 tournaments, go into the shop and do whatever you want. Then when you exit you'll see Max's dad outside the shop. Talk to him to get the Magne Weight Disk Gamma. You'll also have to have used his shop a few times before and during each of the tournaments. The more you use the shop, the sooner you'll get the Magne Weight Disk Gamma.

note2:The Magne Weight Disks enable the N and S magnet.

\\

4.4. Spin Gears |SG0-----  
 //nfs = not for sale Must win or recieve as a gift.

Name	Cost	ATK	DEF	END
NEO Left Spin Gear	300	20	40	40
NEO Left Spin Gear Alpha	350	30	40	40

NEO Left Spin Gear Beta	400	40	40	40
NEO Left Spin Gear Gamma	450	50	40	40
NEO Right Spin Gear DZ	300	25	35	35
NEO Right Spin Gear DS	300	25	35	35
NEO Right Spin Gear DG	300	25	35	35
NEO Right Spin Gear FL	300	25	35	35
NEO Right Spin Gear WB	300	25	35	35
NEO Right Spin Gear GD	300	25	35	35
NEO Right Spin Gear Alpha	350	25	40	40
NEO Right Spin Gear Beta	400	25	45	45
NEO Right Spin Gear Gamma	450	25	50	50
Right Spin Gear SPV	200	40	10	10
Right Spin Gear SPV Alpha	250	45	10	10
Right Spin Gear SPV Beta	300	50	10	10
Right Spin Gear SPV Gamma	350	55	10	10
NEO Right Spin Gear MWV DZ	350	35	30	30
NEO Right Spin Gear MWV Alpha	400	40	30	30
NEO Right Spin Gear MWV Beta	450	45	30	30
NEO Right Spin Gear MWV Gamma	500	50	30	30
NEO Right Spin Gear MCV	200	10	40	40
NEO Right Spin Gear MCV Alpha	250	10	45	45
NEO Right Spin Gear MCV Beta	300	10	50	50
NEO Right Spin Gear MCV Gamma	350	10	55	55
NEO Right Spin Gear MWV DG	350	35	30	30
NEO Left Spin Gear NMV	200	30	20	20
NEO Left Spin Gear NMV Alpha	250	35	20	20
NEO Left Spin Gear NMV Beta	300	40	20	20
NEO Left Spin Gear NMV Gamma	nfs	45	20	20

note: You get it after you receive Spike Dragon Gamma, and a few thousand bey points spent in the shop.

note2: The Right Spin Gear SPV parts require the use of the Jumping Base 2 parts.

\\

4.5. Blade Bases |BB0-----  
 //nfs = not for sale Must win or receive as a gift.

Name	Cost	ATK	DEF	END	Gimmicks
Magne Flat Base	300	50	10	10	Axis: Flat
Magne Flat Base Alpha	400	55	10	10	Axis: Flat
Magne Flat Base Beta	500	60	10	10	Axis: Flat
Magne Flat Base Gamma	600	65	10	10	Axis: Flat
Custom Grip Base	500	60	10	10	Axis: Flat
					Sub-Parts:ATK/DEF Modes
Custom Grip Base Alpha	600	65	10	10	Axis: Flat
					Sub-Parts:ATK/DEF Modes
Custom Grip Base Beta	700	70	10	10	Axis: Flat
					Sub-Parts:ATK/DEF Modes
Custom Grip Base Gamma	nfs	75	10	10	Axis: Flat
					Sub-Parts:ATK/DEF Modes
Valcano Change Base	200	25	15	15	Axis: Sharp/Simi-Flat
Valcano Change Base Alpha	300	30	15	15	Axis: Sharp/Simi-Flat
Valcano Change Base Beta	400	35	15	15	Axis: Sharp/Simi-Flat
Valcano Change Base Gamma	500	40	15	15	Axis: Sharp/Simi-Flat
Custom Crutch Base	300	25	20	20	Axis: Sharp/Simi-Flat
Custom Crutch Base Alpha	400	30	20	20	Axis: Sharp/Simi-Flat
Custom Crutch Base Beta	500	35	20	20	Axis: Sharp/Simi-Flat
Custom Crutch Base Gamma	600	40	20	20	Axis: Sharp/Simi-Flat
Viper Metal Ball Base	200	10	30	30	Axis: Sharp

Viper Metal Ball Base Alpha	300	10	35	35	Axis: Sharp
Viper Metal Ball Base Beta	400	10	40	40	Axis: Sharp
Viper Metal Ball Base Gamma	500	10	45	45	Axis: Sharp
Switch Metal Ball Base	400	15	35	35	Axis: Sharp/Simi-Flat
Switch Metal Ball Base Alpha	500	20	35	35	Axis: Sharp/Simi-Flat
Switch Metal Ball Base Beta	600	25	35	35	Axis: Sharp/Simi-Flat
Switch Metal Ball Base Gamma	700	30	35	35	Axis: Sharp/Simi-Flat
SG Metal Flat Base	150	25	10	10	Axis: Flat
SG Metal Flat Base Alpha	250	30	10	10	Axis: Flat
SG Metal Flat Base Beta	350	35	10	10	Axis: Flat
SG Metal Flat Base Gamma	450	40	10	10	Axis: Flat
Custom Metal Change Base	450	35	15	15	Axis: Flat/Simi-Flat
					Sub-Parts:ATK/DEF Modes
Custom Metal Change Base Alpha	550	40	15	15	Axis: Flat/Simi-Flat
					Sub-Parts:ATK/DEF Modes
Custom Metal Change Base Beta	650	45	15	15	Axis: Flat/Simi-Flat
					Sub-Parts:ATK/DEF Modes
Custom Metal Change Base Gamma	750	50	15	15	Axis: Flat/Simi-Flat
					Sub-Parts:ATK/DEF Modes
SG Metal Sharp Base	300	25	35	35	Axis: Sharp
SG Metal Sharp Base Alpha	400	25	40	40	Axis: Sharp
SG Metal Sharp Base Beta	500	25	45	45	Axis: Sharp
SG Metal Sharp Base Gamma	700	25	50	50	Axis: Sharp
Jumping Base 2	400	30	35	35	Axis: Sharp/Flat
Jumping Base 2 Alpha	450	30	40	40	Axis: Sharp/Flat
Jumping Base 2 Beta	550	30	45	45	Axis: Sharp/Flat
Jumping Base 2 Gamma	600	30	50	50	Axis: Sharp/Flat
SG Grip Base	400	10	40	10	Axis: Semi-Flat
SG Grip Base Alpha	500	10	45	15	Axis: Semi-Flat
SG Grip Base Beta	600	10	50	50	Axis: Semi-Flat
SG Grip Base Gamma	700	10	55	55	Axis: Semi-Flat
SG Super Metal Flat Base	500	50	5	5	Axis: Flat
SG Super Metal Flat Base Alpha	600	55	5	5	Axis: Flat
SG Super Metal Flat Base Beta	700	60	5	5	Axis: Flat
SG Super Metal Flat Base Gamma	800	65	5	5	Axis: Flat

note: After your first tournament, you'll see Max's Dad standing outside his shop. Talk to him to get the Custom Grip Base Gamma. You'll also have to use his shop a few times before the tournament. The more you use his shop the sooner you'll get the Custom Grip Base Gamma.

note2: The Jumping Base 2 parts requires Right Spin SPV spin gear types.

\\  
4.6. Launchers |LS0-----  
//

Name	Cost	ATK	END
EZ Launcher	150	30	30
NEO Reverse Launcher	300	40	40
Dragoon Lancher DX	700	50	50
Custom Launcher Left	1000	80	80
Custom Launcher Right	1000	80	80
Ultimate Launcher Tyson Version	1500	100	100
Ultimate Launcher Max Version	1500	100	100
Ultimate Launcher Ray Version	1500	100	100
Ultimate Launcher Kai Version	1500	100	100

note: The launchers don't boast defense.

note2: The launchers only boast points.



\\  
4.7. Joint Mode |JM0-----  
//

Joint Mode is probably the most helpful mode in the game. Without this mode you can't use the recommended setups below. Joint mode is only used to customize blades. The following section contains info about customizing.

\\  
4.8. Recommended Setups |RS0-----  
//

Before we get into the recommended setups I'll explain what areas you should work on if you want to make a blade by yourself.

If you want to work on sleep-out, then you should build defense and a high amount of endurance so you can out-last your opponent.

If you want to work on stadium-out, then you should build a high defense with plenty of endurance to get you time to knock them out. Note: it's easier to knock out your opponent when they are between you and a possible knock-out exit area if you use the bit beast attack to do it.

If you want to work on crash-out, then you need to build a high amount of attack and a close to that amount of defense so that your blade isn't destroyed in the process.

During battle, if you are looking for an attack boost then launch at a half rpm rate and build up your legend meter (bit beast meter). Then sleep out yourself as long as it doesn't give your opponent their 4 points. Then launch with the b button instead of the a button to get a more powerful launch. Your attack is increased for a set amount of time. Then start going to work on their blade.

Note: the CPU always selects gimmicks first. Set yours to counter it's.

During a Tournament, you can use only one type of blade. Set it to be balanced for all types of wins.

When you have the choice, select the arena that best suits your strategy.

The normal stadium is best for ring-outs.

The magnetic stadium is best for sleep-outs.

The ultimate stadium is best for crash-outs.

Now we are on to the setups.

This setup is well balanced and often crash-outs the opponent. It's my personal favorite.

BC|Dragoon 2 (V2)

AR|Strike Turtle Gamma

WD|Magnetic Weight Disk Gamma

SG|NEO Left Spin Gear Gamma

BB|Custom Grip Base Gamma

LS|Ultimate Launcher Tyson Version

This setup is best for sleep-outs and stadium-outs.

BC|Dragoon 2 (V2) or Draciel (V)

AR|Strike Turtle Gamma

WD|Ten Balance Gamma or Magnetic Weight Disk Gamma

SG|NEO Right Spin Gear MCV Gamma

BB|SG Grip Base Gamma  
LS|Ultimate Launcher Ray, Max, or Kai Version

\\  
4.9. Stats Mode |SM0-----  
//

There's not much to say about this mode. You just take a look at your stats. It can be a bit handy if you want to see your skill level without having a battle as well.

\\  
5. Secrets |SEC  
//

Throughout this game there are a few secrets. Some secrets are unlocking characters, gallery beyblades, and getting bonas parts. (For gallery blades see the gallery section, for bonas parts see the parts sections) Other secrets are creating the best beyblade. (See section 4.8.) If your wondering what some of these secrets are then please, just have a look around this section.

#### Unlockable Characters

Diachi- Beat him and win the Tournament  
DJ - Beat him and win the Tournament w/ no continues used  
King - Beat him and win the Tournament w/ no continues used

Note: after you've unlocked these characters, you can use them in modes of play other than the tournament.

You can also select the person who comments during the battle, by pressing the left and right buttons on the gimmicks screen before battle. You can switch between DJ, Tyson, and Kenny.

\\  
6. F.A.Q. |FAQ  
//

You can find some commonly asked questions here.

1. Q. Can you make your own beyblade?  
A. Yes, go to the shop, then joint mode.  
extra parts to customize, though.
2. Q. Can you unlock the gallery blades?  
A. Yes, you do so by winning tournaments.
3. Q. Can you get bonas parts?  
A. Yes, see parts section on which part  
your looking for. If the part you are looking  
for isn't listed then it's not in the game.
4. Q. Are there extra characters?  
A. Yes, see secrets section.
5. Q. Are there other modes of play than the ones listed?  
A. None that I know of.
6. Q. Can you unlock other characters (other than  
Diachi, DJ, and King) such as Zeo, Gordo, Jim, Salima,  
Joseph, and Queen.  
A. Don't know for sure but it is very, very likely that

there are at least three more characters to unlock, most likely including Zeo and two others listed in the question.

7. Q. Can you unlock Cerebrus and it's parts for the shop?  
A. No, all the parts listed are ALL of the parts that can be used in the game.

\\  
7. Credits |CR0-----  
//

If you've been wondering how to contact me about missing info pieces here's my email. [doranmaya@hotmail.com](mailto:doranmaya@hotmail.com)

I have to thank everyone that helped out in this guide.

Gamefaqs - hosting this guide  
located at [www.gamefaqs.com](http://www.gamefaqs.com)

Nintendo - for making the gamecube  
located at [www.nintendo.com](http://www.nintendo.com)

BeyBlade - for inventing the sport of beyblading  
located at [www.beyblade.com](http://www.beyblade.com)

Brandon Dixon - for submitting the question number six.

Justin Johnson - for submitting a way to get  
the Spike Dragon Gamma Attack Ring.

Will - for submitting question number seven.

Me - for writing this guide.

You - for reading this guide.

This document is copyright DoranMaya and hosted by VGM with permission.