

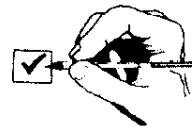


# BUMP 'N GO SPEEDWAY

## BEFORE YOU BEGIN ... CHECK THE PARTS LIST



1. Unpack the parts. Save the packing materials
2. Match the parts to the drawings below.
3. If you have each part, put a check in the box next to the corresponding drawing. Look in the carton again and check all of the packing materials to make sure you haven't missed anything.



## PARTS LIST

|   |  |   |  |
|---|--|---|--|
| <input type="checkbox"/> 2 DARDA ULTRASPEED™ CARS |  | <input type="checkbox"/> 2 90° CURVES (D)   |  |
| <input type="checkbox"/> 14 LOOP HALVES           |  | <input type="checkbox"/> 2 LARGE BASEPLATES |  |
| <input type="checkbox"/> 7 14" SECTIONS (B)       |  | <input type="checkbox"/> 14 LOOP JOINERS    |  |
| <input type="checkbox"/> 1 7" SECTIONS (F)        |  | <input type="checkbox"/> 7 TRACK JOINERS    |  |
| <input type="checkbox"/> STRAIGHT TRACK           |  | <input type="checkbox"/> 4 STACKING BRIDGES |  |
| <input type="checkbox"/> 1 SMALL BASEPLATE        |  |   |  |

IF A PART IS MISSING OR DAMAGED ...You will get the easiest service from **Darda, Inc.** Print your name, address and the part(s) needed and mail it to: DARDA, INC., 1600 Union Ave., Baltimore, MD 21211, Attn: Dock 2

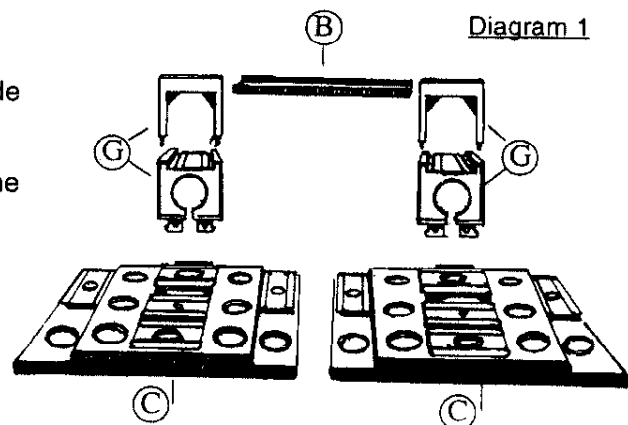
## ASSEMBLY INSTRUCTIONS

### Step 1 - Set up Stacking Bridges

Refer to Diagram 1. Place both Baseplates "C" side by side with slots and side notches toward the back.

Attach 2 Stacking Bridges to each Baseplate "C". Slide one bridge into the slots by squeezing the bridge together and pushing the tabs into the slots. It will snap into a locked position. Now attach the second bridge on top of the first. Push the tabs into the top of the first bridge snapping them into a locked position. Repeat for other baseplate.

Slide 14" straight track "B" on to tongues of top stacking bridges to connect the baseplates.



## Step 2 - Assemble Loops

Refer to Diagram 2. Insert pins of one loop half into the holes of the other. Connect the loop halves "F" using two loop joiners "H". Repeat for all 7 loops.

Refer to Diagram 2A. Make one small baseplate loop assembly. Slide one end of a loop half way on to tongue of small baseplate "E". Slide the other end on the tongue on the opposite side.

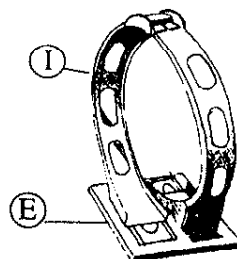
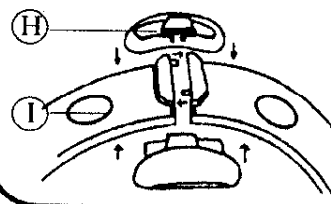


Diagram 2A

Diagram 2

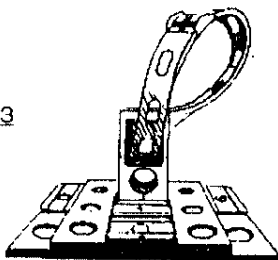
### ASSEMBLE THE LOOP

Connect the pins to corresponding holes on the top of each loop half. Slide the 2 loop joiners in place. Repeat for other 2 loop halves.



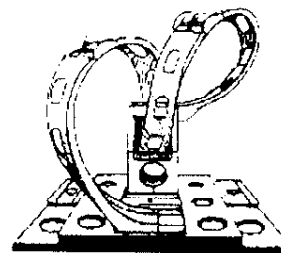
## Step 3 - Make Loop Assemblies on Large Baseplates

Diagram 3



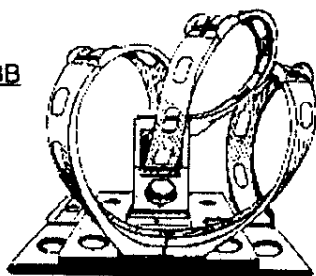
Create loop assembly on large baseplates. Refer to Diagram 3. Use the six remaining loop assemblies from Step 2. Slide one end of a loop on to the tongue of stacking bridge from Step 1. The loop will meet with one end of straight track "B". Slightly twist the loop and slide it on to the tongue of the bottom stacking bridge.

Diagram 3A



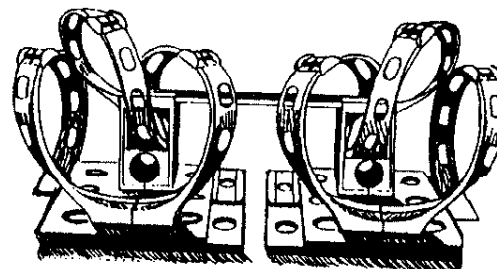
Refer to Diagram 3A. Slide another loop end on to other tongue of bottom stacking bridge until it meets with the other loop end. Twist the loop over "B" and slide the loop end on to the tongue located on the front of baseplate "C".

Diagram 3B



Refer to Diagram 3B. Connect a loop to the other end of the tongue on the front of baseplate "C". Twist the loop back to connect it with the tongue on the side of baseplate "C".

Diagram 3C



Repeat Step 3 for the left baseplate. This assembly will be the mirror image of the right baseplate. When finished both loop assemblies (on large baseplates "C") will be connected to look like Diagram 3C.

## Step 4 - Complete Track Circuit

Diagram 5

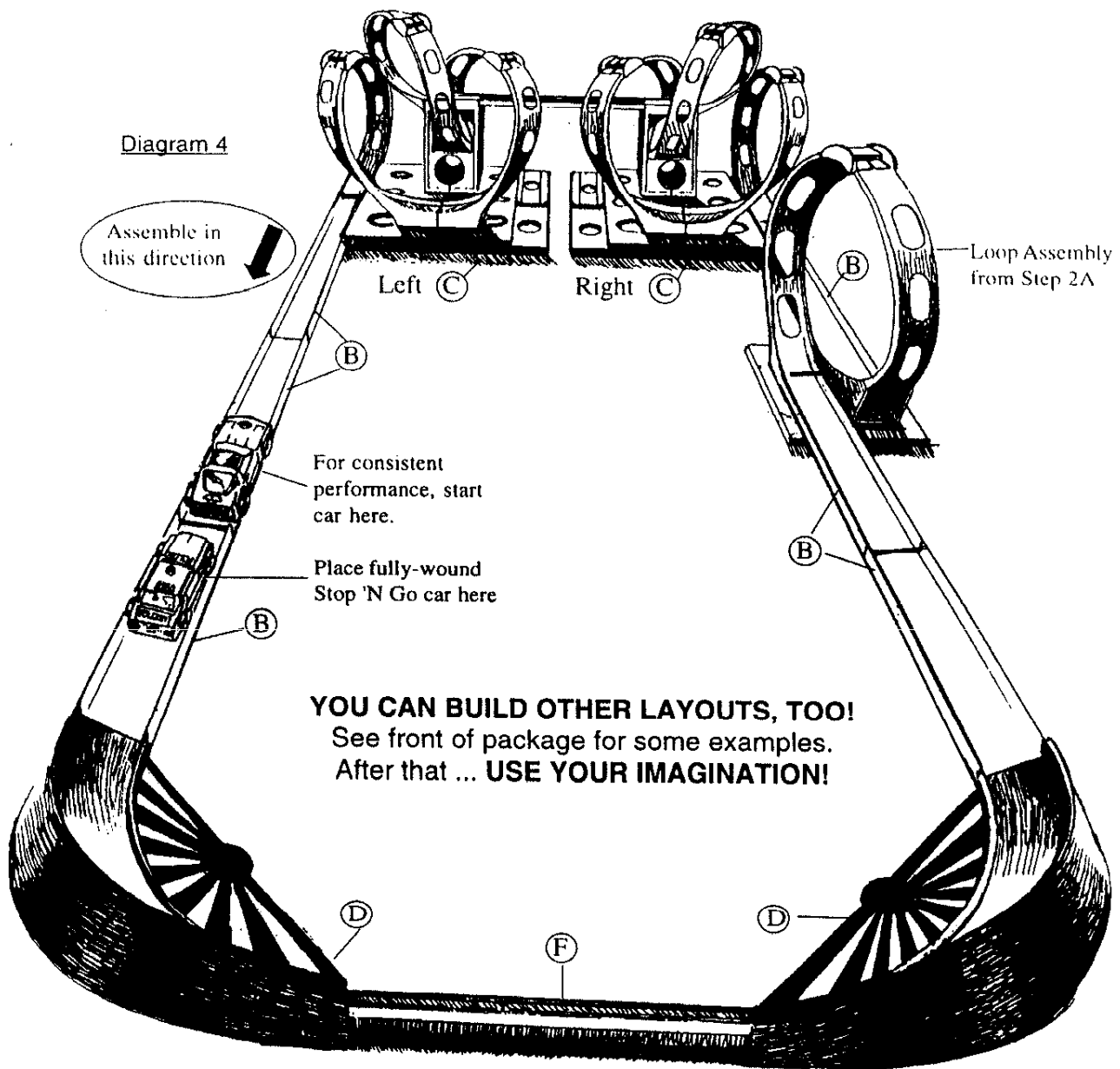
**Fig. G: Connecting Track**

Slide a track joiner into the guides on the underside of the tracks. Leave no gaps!



Refer to Diagram 4 below. Connect piece by piece in the direction of the arrow. Slide straight track "B" on to tongue of left large baseplate "C" leaving no gap. Connect "B" to another "B" using track joiner "A". To see how to use the track joiners refer to Diagram 5.

Connect a third "B" to second "B" with another "A". Connect "B" to 90° curve "D" with track joiner "A". Connect "D" to 7" straight track "F" with another "A". Connect "F" to other "D" with "A". Connect "D" to another "B" with "A". Connect "B" to another "B" using track joiner "A". Slide "B" on to tongue of loop assembly from Step 2A. Slide another "B" on to opposite tongue of same loop assembly. Lastly, Slide "B" to tongue of right large baseplate "C".



## Step 5 - Winding the Cars

On your mark, get set, go! Follow the instructions in the WINDING THE CARS boxes.

# Darda™



### WINDING THE REGULAR MOTOR CAR



For consistent performance, start the car on the track where indicated on Diagram 4. Hold down on the body and push it back and forth until the clicking noise gets much louder. Then lift your hand and watch it race. There's no need to push or throw it; just use the forward momentum of your revving motion.

### WINDING THE STOP 'N GO CAR



For consistent performance, place the car on the track where indicated on Diagram 4. Hold down on the body and push it back and forth until the clicking noise gets much louder. The car is then fully wound. Place it on the track and watch the other Darda car bump it from behind to send it racing.

## MAINTAINING YOUR DARDA CAR

1. Frequently wipe any dust off the track and the rear wheels of the car. This improves the traction.
2. Darda cars operate best on the specially designed Darda track. The motor is so fast that the car may "spin out" on tile floors, tables and smooth surfaces.
3. Do not run the car directly on shag or high pile carpet as this may jam the motor.
4. Replacement motors are available at your local toy specialty store, or see the address for Darda, Inc. USA on the parts list, page one.

### PROBLEMS?

Double check your assembly instructions.

If something is still wrong,  
call our toll-free consumer hotline at

**1-800-638-1470**

Monday through Friday

9:00 a.m. to 3:30 p.m. Eastern Standard Time

**WE WANT TO HELP!**

# Darda™

