



ASSEMBLY INSTRUCTIONS
FOR ITEM NO. 11141

SUPER STARTER SPEEDWAY

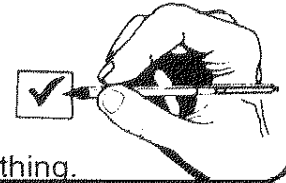
BEFORE YOU BEGIN ... CHECK THE PARTS LIST



WARNING: CHOKING HAZARD

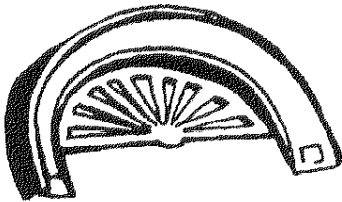
Contains small parts. Not for Children Under 3 Years

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

(1) DARDA ULTRA SPEED
STANDARD MOTOR CAR

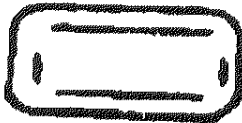


(4) LOOP
JOINERS

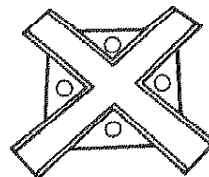


(2) 14" TRACK SECTIONS

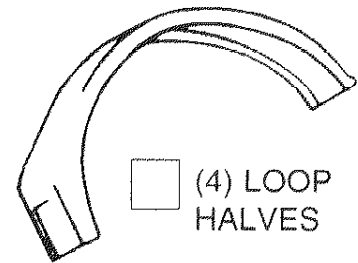
(1) 180--DEGREE CURVE



(9) TRACK JOINERS



(2) 90-DEGREE
CROSSINGS



(4) LOOP
HALVES

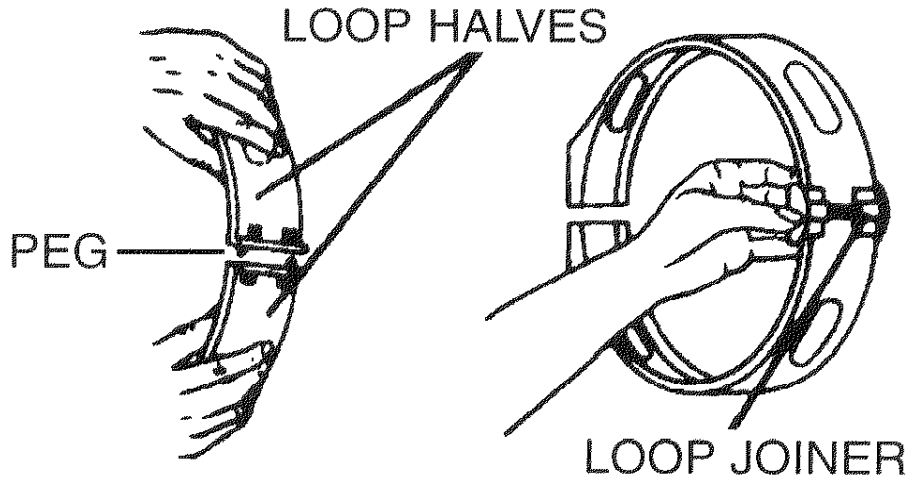
IF A PART IS MISSING OR DAMAGED ...

The store where you purchased this item does not have parts. You will get the fastest service from **Darda, Inc. USA**. Tell us the part(s) needed and be sure to include your name and address printed clearly. Mail to: **DARDA, INC. USA**/ 1600 Union Avenue/ Baltimore, MD 21211/ ATTN: Dock 2

STEP 1: ASSEMBLE THE LOOPS

To make one loop, connect two loop halves by inserting the peg at the top of each half into the corresponding hole on the other piece. While holding the two LOOP HALVES together at the top, slide a LOOP JOINER onto each side of the top. (See Fig. 1) Repeat to make the second loop.

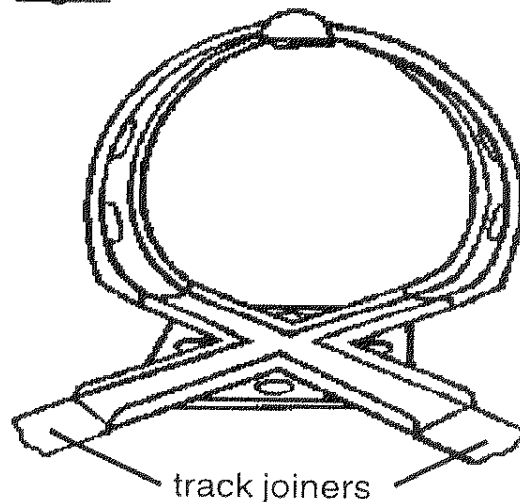
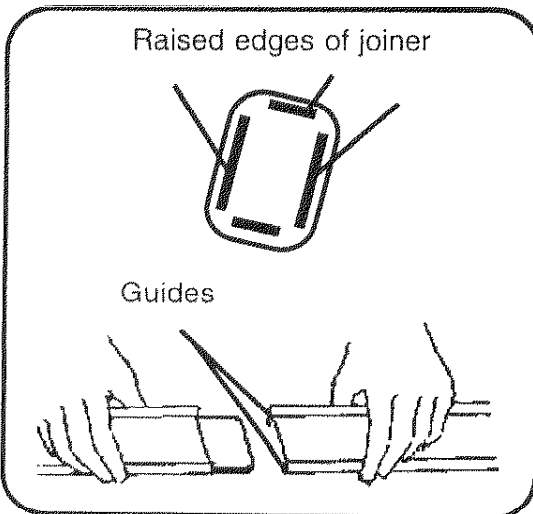
Fig. 1



STEP 2: BUILD THE TRACK

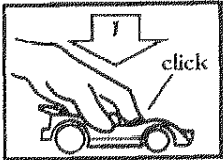
Next, attach the assembled loops to the 90-degree crossings with track joiners (See Fig. 2). To connect loops and track, slide a joiner, raised edges facing down, into the guides on the undersides of the 90-degree crossings and track sections. Slide ends of pieces onto the joiner all the way so you can not see it - the connections must be smooth. Connect the 90-degree crossings to each other (as shown in Fig. 3). Then attach the 14" track sections to both "free" ends of the crossings. Complete the circuit by attaching the 180-degree curve to each end of the 14" track.

Fig. 2

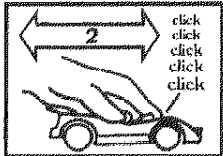


STEP 3: READY, SET, GO!!

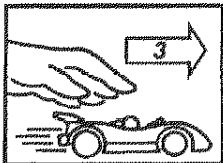
Start the Darda car at the point shown in Fig. 3. Wind the car by pressing down on the chassis and rolling back and forth until the clicking noise gets louder. Then release the car and stand back for a high speed ride.



Place car on track. Press down until it clicks.



Keep pressing down. Roll back & forth until clicks get louder.



Let go of car while rolling it forward.

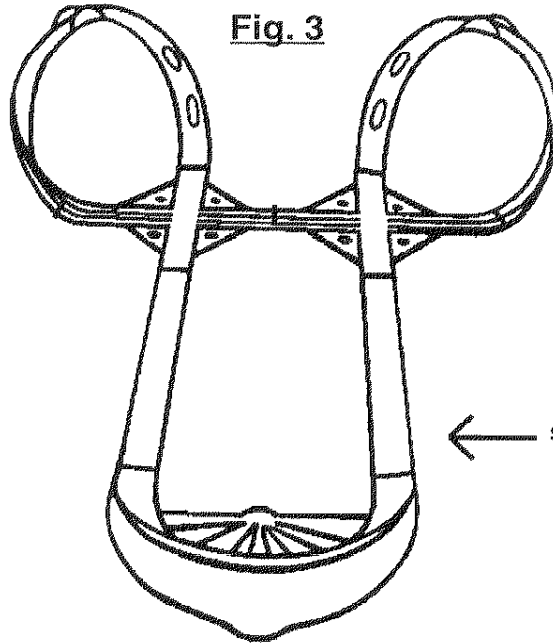
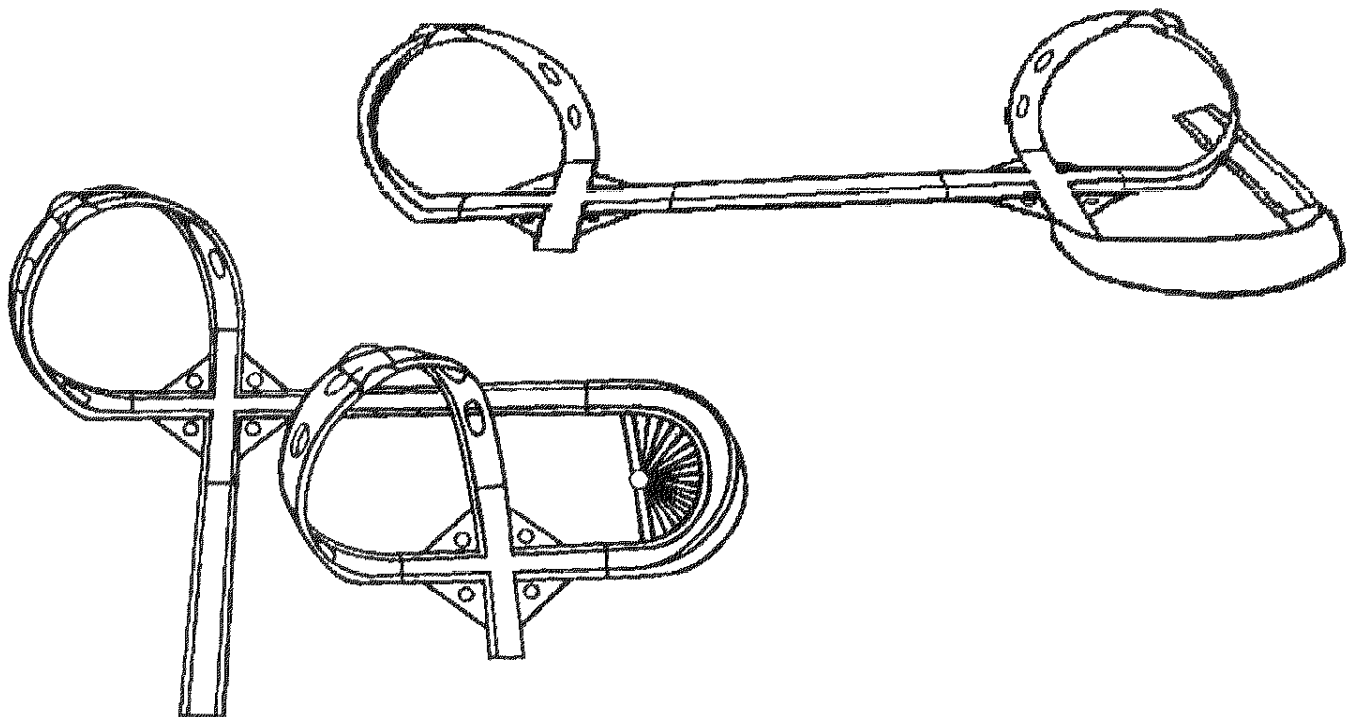


Fig. 3

start car here facing loop

YOU CAN BUILD OTHER LAYOUTS, TOO!

All Darda track sets are very versatile, and you can build many track layouts from the parts. Here are two other raceways you can make with the parts in your **Double Cross Speedway** set. After that ... **USE YOUR IMAGINATION!**



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!