



Police Action Stunt Set

BEFORE YOU BEGIN ...

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 picture of the part. Look in the carton again and check all of the packing materials to make sure you haven't missed anything.

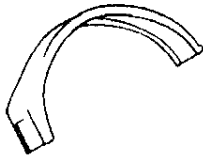


WARNING: CHOKING HAZARD
Contains small parts. Not for Children Under 3 Years

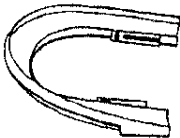


1 DARDA CAR WITH BLUE (STOP 'N' GO) MOTOR

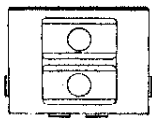
1 DARDA CAR WITH RED (STANDARD) MOTOR



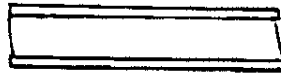
6 LOOP HALVES



2 - FLEXI CURVES



2 SMALL BASE PLATES



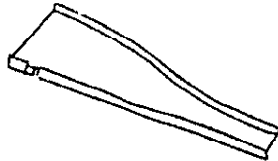
2 - 7" STRAIGHT TRACKS

3 - 14" STRAIGHT TRACKS



1 - 7.75" FLEX TRACK

1 - 48" FLEX TRACK



1 - RECEIVING RAMP



6 LOOP JOINERS

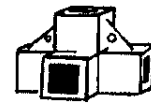


5- TRACK JOINERS



25 - REGULAR BARS

1 - SHORT BAR



16 - COUPLERS



1 - SMALL JOINER



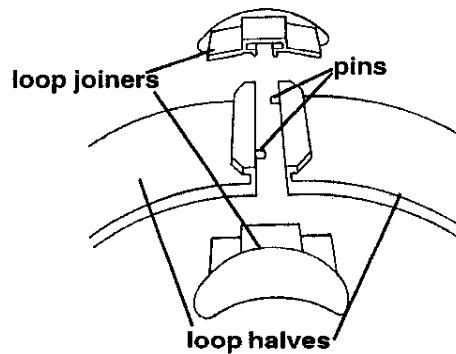
3- LARGE JOINERS

IF A PART IS MISSING OR DAMAGED ...

The store where you purchased this item does not have parts. You will get the easiest 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 ONE - Make the loops.

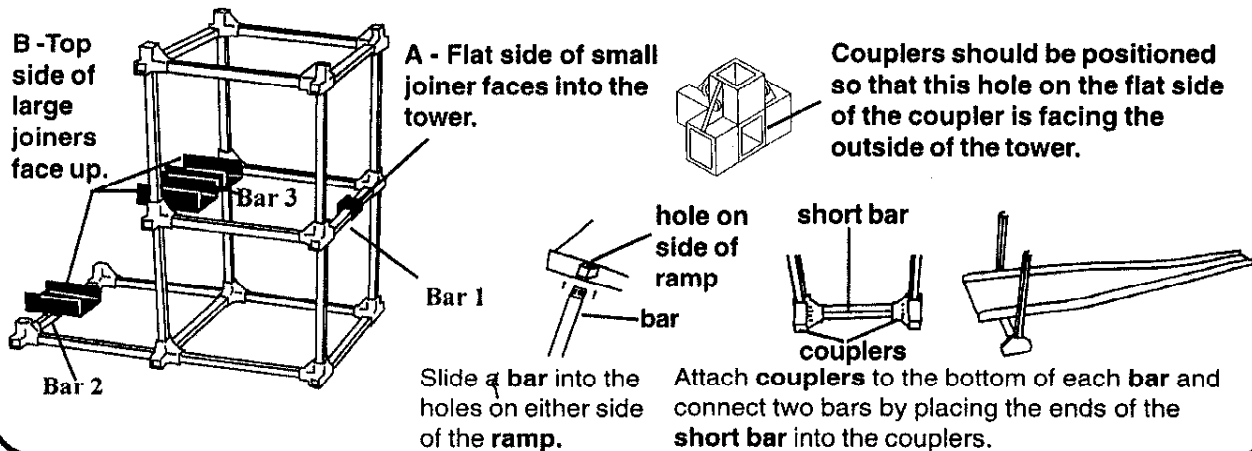
- To make each loop, put two loop halves together so that the pins at the top of each loop half go into the proper holes, creating a tight fitting seam between the two loop halves.
- Holding the loop halves together, slide one loop joiner over one end of the seam and the other loop joiner over the other end of the seam.
- Repeat this step to make three loops from the 6 loop joiners and 6 loop halves in this set.



STEP TWO- Build the tower and receiving ramp using all bars and couplers.

Using the **couplers**, connect the **bars** to create the tower and ramp as shown below. Work from the bottom upward. Be sure all bars slide into couplers as far as they will go. Make sure you use the short bar for the base of the ramp.

FIGURE 1

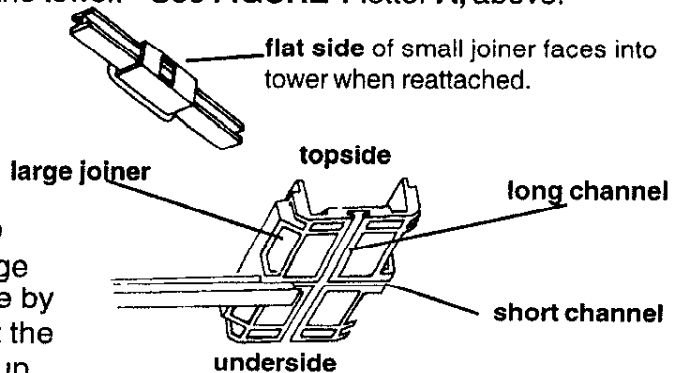


STEP THREE- Attach large and small joiners to the tower.

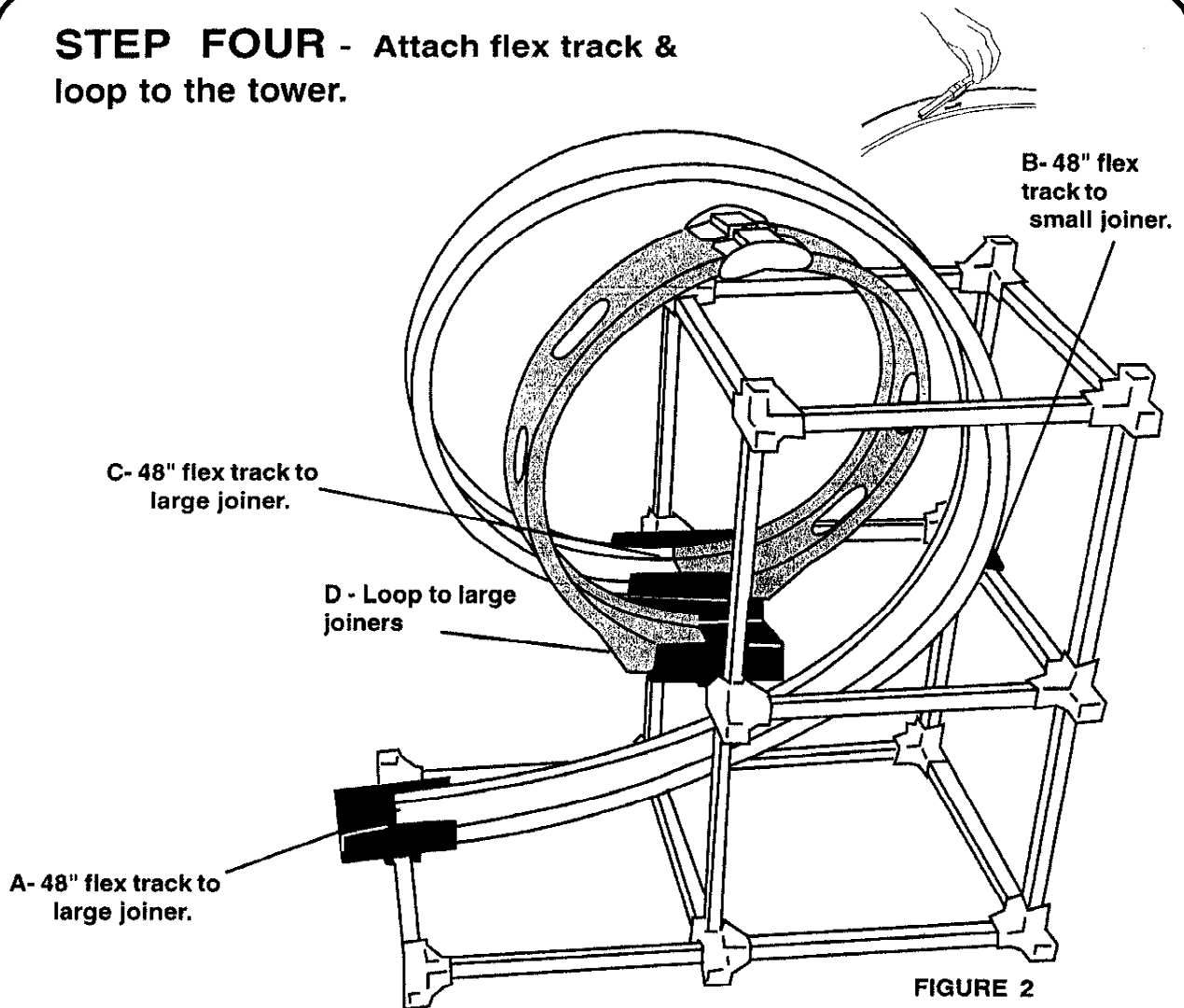
1) Remove **Bar 1** and slide it through the center of the small joiner. Replace the bar with the flat side of the small joiner facing into the tower. See **FIGURE 1** letter **A**, above.

2) Remove **Bar 2**. Slide the bar into the **short channels** on the underside of a **large joiner**. Replace the bar so that the **top side** of the large joiner is facing up. See **FIGURE 1** letter **B**, above.

3) Remove bar 3. Slide the bar into the short channels of the remaining two large joiners so that the joiners are sitting side by side on the bar. Replace the bar so that the top sides of the large joiners are facing up. See **FIGURE 1** letter **B**, above.



STEP FOUR - Attach flex track & loop to the tower.



- 1) Slide one end of the **flex track** halfway over the **large joiner** located at the bottom of the tower (see **FIGURE 2** letter **A**).
- 2) Guide the **48" flex track** up along the inside of the tower and in front of the bar with the **small joiner** attached to it. Remove this bar. (See **FIGURE 2** letter **B**) Attach this bar to the flex track by twisting the small joiner on the bar into the channel on the underside of the flex track. Reattach the bar. It may be necessary to slide the bar and joiner up or down on the flex track when positioning the flex track on tower.
- 3) Guide the rest of the **48" flex track** up the tower and out over the top bar then back in underneath the top bar. Attach the 48" flex track to the large joiner as indicated by the letter **C** in **FIGURE 2**.
- 4) Locate one of the loops you made in step 1. Attach this loop to the tower by sliding one end over the open half of the large joiner to meet the flex track (See **FIGURE 2** letter **C**). Stretch the loop over the top bar and slide this end halfway over the other large joiner as indicated by the letter **D** in **FIGURE 2**.

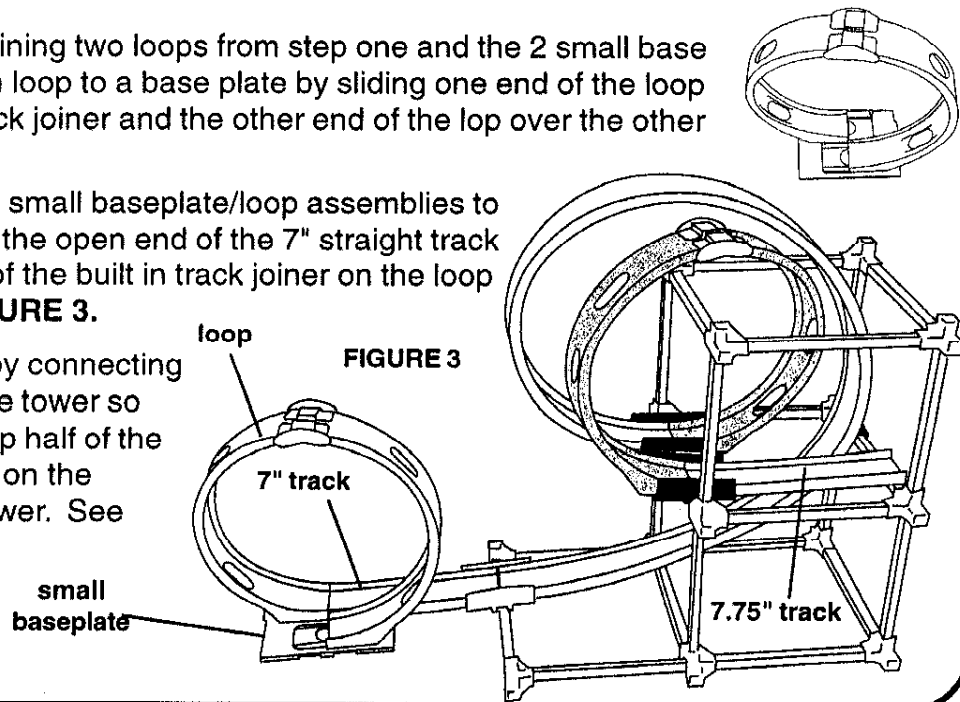
STEP FIVE - Connect Loop to Tower and Make the Jump

1) Take a 7" straight track and attach it to the large joiner at the base of the tower to meet the 48" flex track.

2) Locate the remaining two loops from step one and the 2 small base plates. Attach each loop to a base plate by sliding one end of the loop over one built in track joiner and the other end of the loop over the other built in track joiner.

3) Attach one of the small baseplate/loop assemblies to the tower by sliding the open end of the 7" straight track over the open end of the built in track joiner on the loop assembly. See **FIGURE 3**.

4) Make the jump by connecting the 7.75" track to the tower so that it meets the loop half of the large joiner located on the middle bar of the tower. See **FIGURE 3**



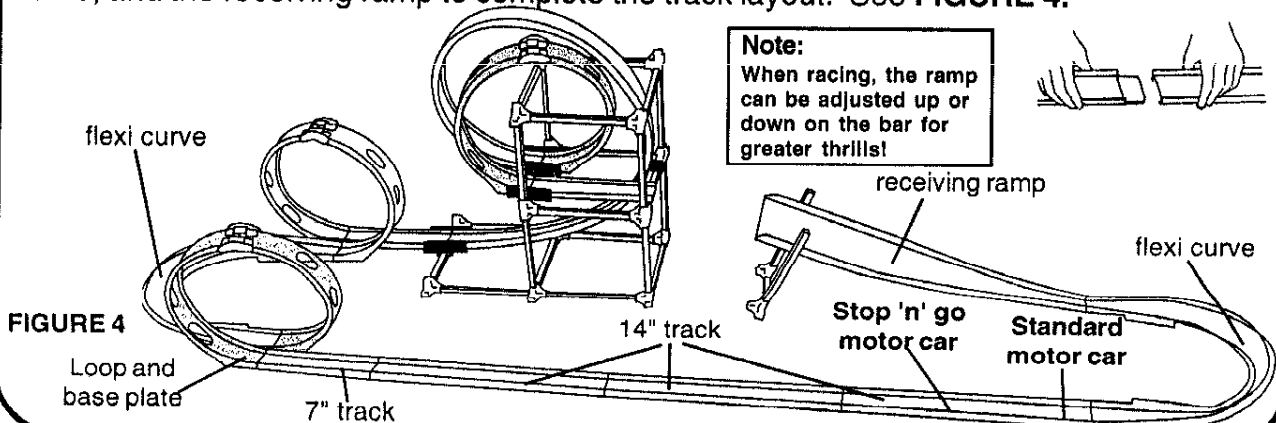
STEP SIX - Complete the circuit.

1) Connect one of the **flexi curves** to the open end of the built in track joiner on the **small base plate/loop assembly** you attached to the tower in the previous step. See **FIGURE 4**.

2) Attach the remaining **small base plate/loop assembly** to the other end of this **flexi curve**. Now, slide a 7" straight track over the open end of the built in track joiner on this small base plate. See **FIGURE 4**.

3) Attach a 14" **straight track** to the 7" **straight track** by sliding a **track joiner** into the 7" straight track leaving half of the joiner showing. Now slide the 14" straight track over the joiner to meet the 7" track. Be sure that the tracks meet and there are no gaps.

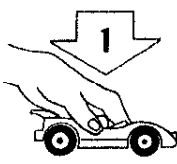
4) Using track joiners, as shown below, attach the remaining two 14" straight tracks, flexi curve, and the receiving ramp to complete the track layout. See **FIGURE 4**.



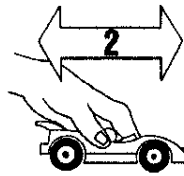
STEP SEVEN - Get set, go! (Place cars as indicated in figure 4, step 6)

STANDARD MOTOR (RED)

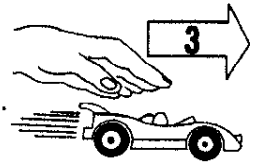
1) Press down on car body until you hear a click.



2) While still pressing down, roll car back & forth until the clicking sound gets louder.



3) Lift your hand up off the car while rolling forward. Watch it go!



STOP 'N' GO MOTOR (BLUE)

Follow steps 1 and 2 above then press down on the car body, lift up your hand and the car waits until tapped from behind by another car or your finger.

Wind both cars up and place as indicated in figure 4. let the police car with the standard motor go so it bumps the Corvette with the stop 'n' go motor and starts both cars on a wild police chase.

Tips

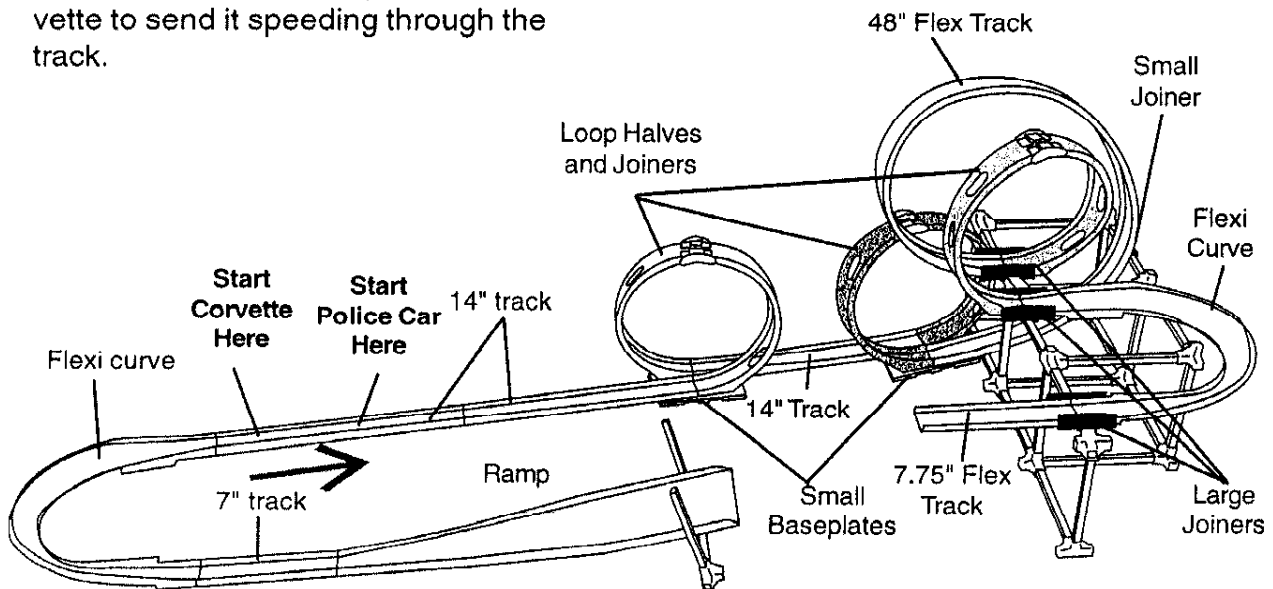
- Be sure that the car is fully wound by listening for the click to get louder before releasing it.
- Have fun with your Darda cars on or off the Darda track. For longer life **do not** run cars on carpet.
- Replacement motors are available at your local specialty toy store; or contact Darda Inc., USA at the address on page 1 of these instructions.

ALTERNATE TRACK LAYOUTS

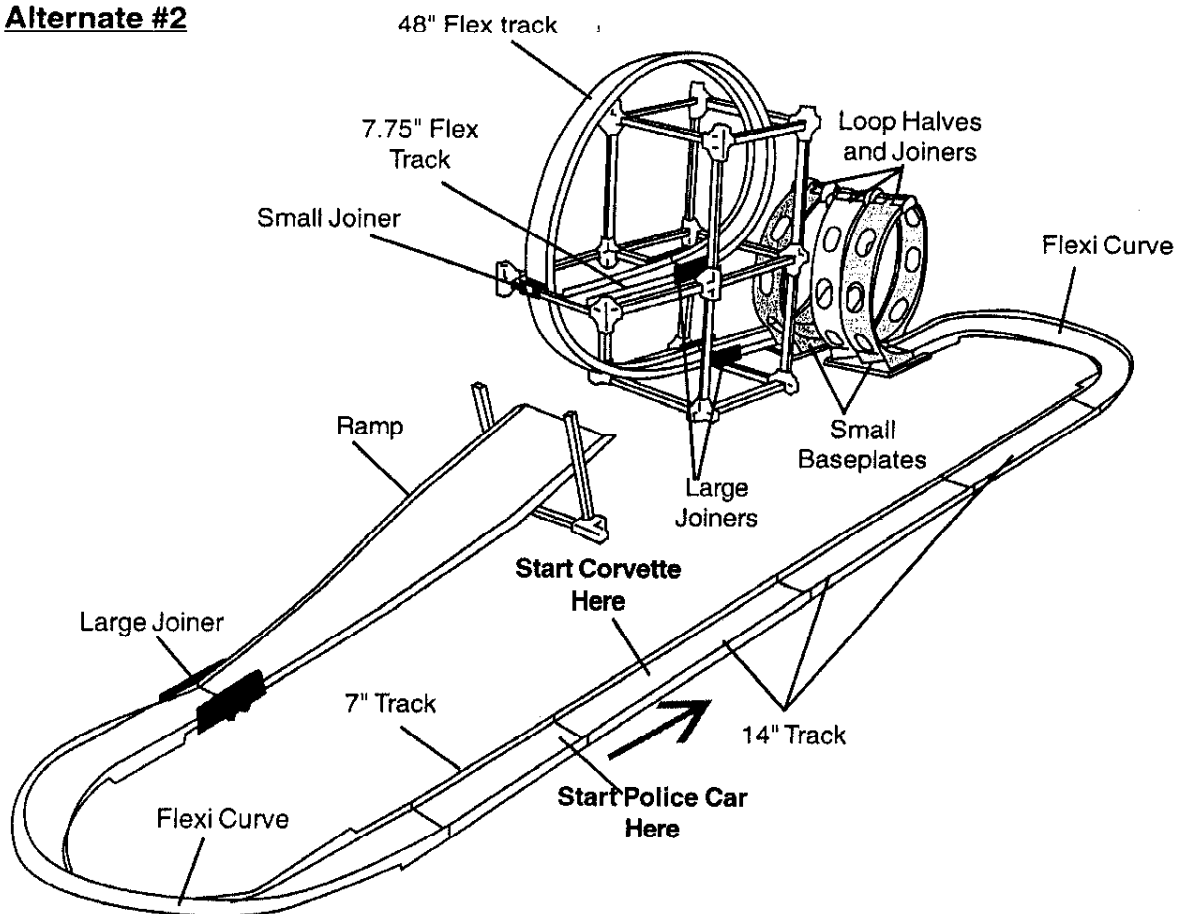
Create these exciting track layouts with the pieces in this set.

Alternate #1

The police car will complete the circuit first and will bump the Corvette to send it speeding through the track.



Alternate #2



TRACK TIPS

- If your car has trouble making it around the track at first try the following:
 1. Be sure that all track seams meet and connections are secure. Track pieces must meet flush against each other where they are connected with track and loop joiners, without gaps or bumps at the joints.
 2. It may be necessary to play with, adjust, or slightly bend loops in track layouts to maximize performance. Remember Darda Track is flexible.
 3. If cars do not land properly, try raising or lowering the ramp to give the cars a safe landing.
- Darda track layouts can be set up on any flat surface. While it is not ideal, your track can be set up on carpet. We **do** recommend dusting off the track before use so that dust particles from the carpet do not jam the motor in your car. We **do not** recommend running the car itself on carpet.

Double check your assembly instructions, if you still have difficulty we want to help! Call our toll-free consumer hotline ... **1-800-638-1470**. (Mon. - Fri., 9:00 A.M. - 3:30 P.M. (Eastern Standard Time))