



# Speed Racer ALPINE CHALLENGE

ITEM NO. 11157



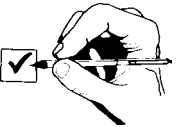
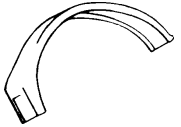
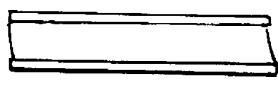

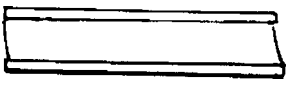
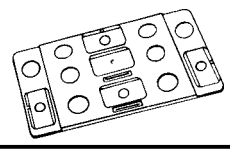

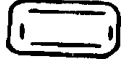



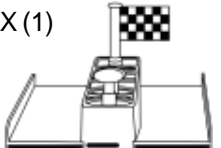

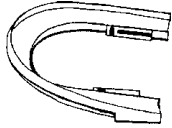

## WARNING

CHOKING HAZARD - Small parts.

Not for Children Under 3 Years

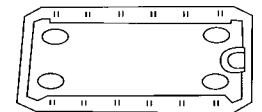
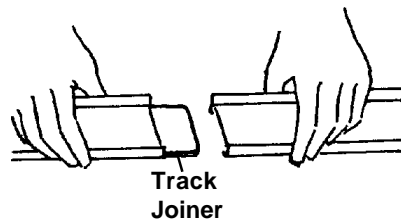
### BEFORE YOU BEGIN ...

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. **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 Division of Life-Like Products, LLC**. Tell us the part(s) needed and be sure to include your name and address printed clearly. Mail to **DARDA / 1600 Union Avenue / Baltimore, MD 21211 / ATTN: Dock 2**

<p>CHECK LIST </p>	<input type="checkbox"/> LOOP HALVES (16) 	<input type="checkbox"/> 7" STRAIGHT TRACK (2) 
<input type="checkbox"/> SMALL JOINER (4) 	<input type="checkbox"/> 14" STRAIGHT TRACK (6) 	<input type="checkbox"/> LARGE BASE PLATE (2) 
<input type="checkbox"/> LOOP JOINERS (16) 	<input type="checkbox"/> TRACK JOINERS (10) 	<input type="checkbox"/> BARS (18) 
<input type="checkbox"/> STACKING BRIDGE (10) 	<input type="checkbox"/> LARGE JOINER (10) 	<input type="checkbox"/> START/WIN BOX (1) 
<input type="checkbox"/> COUPLER (6) 	<input type="checkbox"/> FLEXI-CURVE (8) 	<input type="checkbox"/> MOUNTAIN CUT-OUT (2) <input type="checkbox"/> ICICLES (2)
<input type="checkbox"/> TUNNEL (1) <input type="checkbox"/> SHEET OF STICKERS (1)	<input type="checkbox"/> DARDA CARS (2) 	

### Connecting Track Using Track Joiners

Slide the Track Joiner - with the raised edges facing down - half way into the channel on the underside of the track piece. Now slide the adjoining track piece over the open half of the joiner, so that it meets the first piece. Be sure the tracks meet with no gaps.

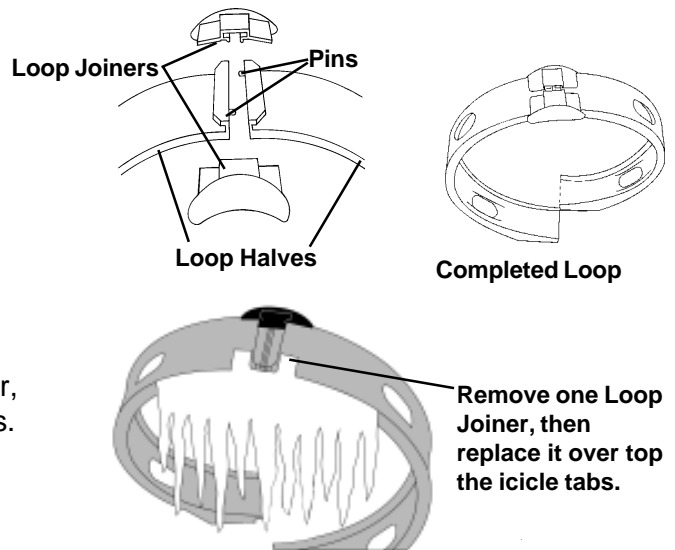


Track Joiner

Raised edges face down

## Making Loops

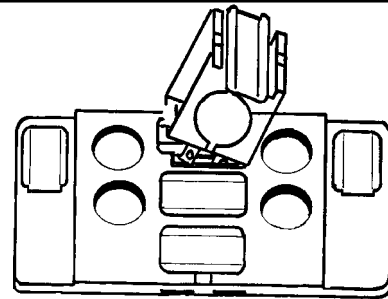
- Put two loop halves together so that the pins at the top of each loop half go into the proper holes, creating a tight fitting seam between the two loop halves.
- Holding the loop halves together, slide one loop joiner over one end of the seam and the other loop joiner over the other end of the seam. **\*IMPORTANT: Make all 8 Loops in this set before building the track.**



- **Attach Icicle Sheets** to two of your completed loops to make the "Ice Caves." To do this, unhook one Loop Joiner, and insert the icicle's tabs on either side of the locking pins. Then replace the Loop Joiner to secure the icicle in place.

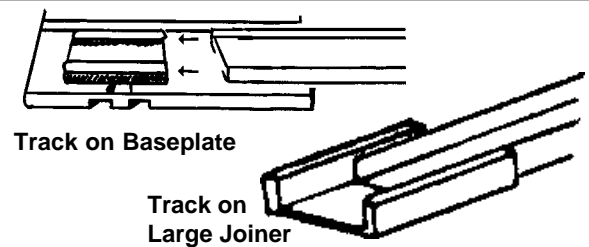
## Attaching bridges to large baseplates.

- Attach the **stacking bridge** to the slots on the top of the **large base plate**, by squeezing the bridge together and pushing the tabs into the slots at the top of the base plate. The bridge will snap into a locked position.



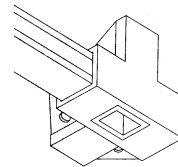
## Using Built-In Track Joiners on Baseplates and Large Joiners

- To attach track pieces to the built-in track joiners on Baseplates and Large Joiners, slide the grooved underside of the track over half of the built in track joiners, as shown.



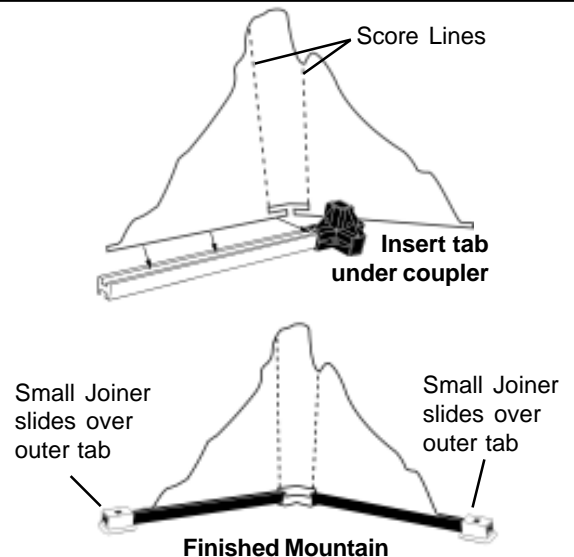
## Using Bars and Couplers

- When connecting the bars and couplers, make sure the bars are pushed in as far as they can go. Also, make sure couplers are positioned as shown in each illustration.



## Building the Mountains

- Fold one mountain along the score lines.
- Insert one bar into a coupler as shown.
- Place the left side of the mountain into the groove of the bar and slide the left center tab under the coupler.
- Bend the mountain, and position the right center tab into the adjoining hole in the coupler.
- Slide the groove of another bar along the right side of the mountain base.
- Slide two small joiners, with the flat sides facing down, over the outside tabs so that the mountain stands up straight.
- Build the second mountain using two more bars, two more small joiners, another coupler, and the remaining mountain cut-out.



## STEP 1

- Start building the set by locating and attaching one **stacking bridge** to one **baseplate**.
- Next, attach one end of a **loop** to the **built-in track joiner** on the **stacking bridge**, as shown to the right. Attach the other end of the loop to the built-in track joiner in front of the **stacking bridge** on the baseplate.
- Attach another **loop** by placing one end in the unused half of the built-in track joiner on the baseplate, as shown to the right. Attach the other half to the built-in track joiner to the left of the stacking bridge, at a 90° angle.
- Next, attach a **flexi-curve** to the built-in track joiners on either side of the baseplate, as shown.
- To complete the step, add a **14" Straight track** to the unused half of the stacking bridge.
- Put this configuration to the side for now.

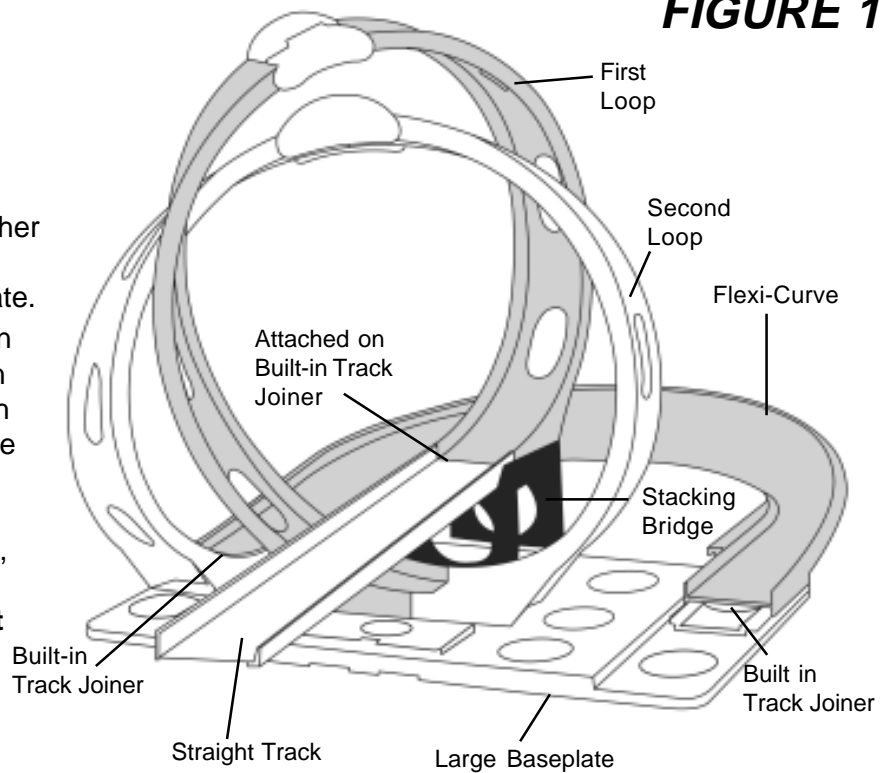


FIGURE 1

## STEP 2

- Attach **1 large joiner** to **1 bar** by sliding the bar through the short channel on the underside of the large joiner. See Figure 2.1.

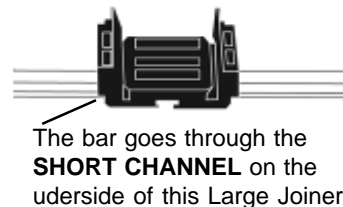
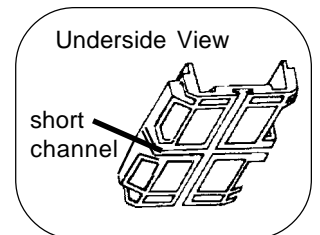


FIGURE 2.1



- Locate **2 more bars**, **2 couplers**, and **4 more large joiners**.
- Attach 2 large joiners to each of the 2 bars, but this time slide the bars through the long channel on the underside of the large joiners.
- Connect all 3 bars from this step, using the couplers as shown in Figure 2.2.
- Attach 2 stacking bridges to the large joiners on the left side and 2 on the right. Leave the large joiner in the middle empty for now.

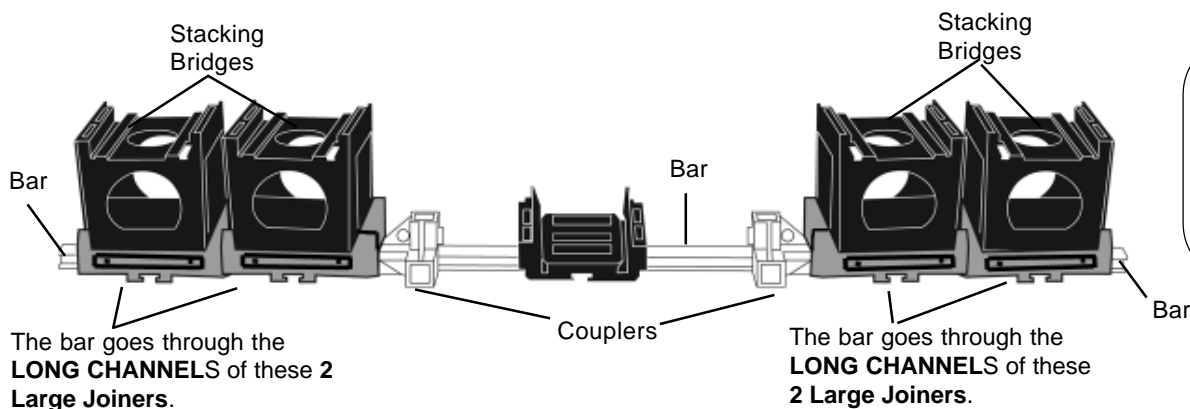
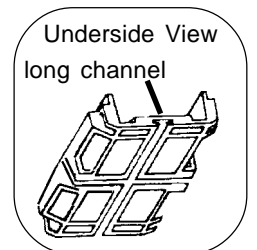


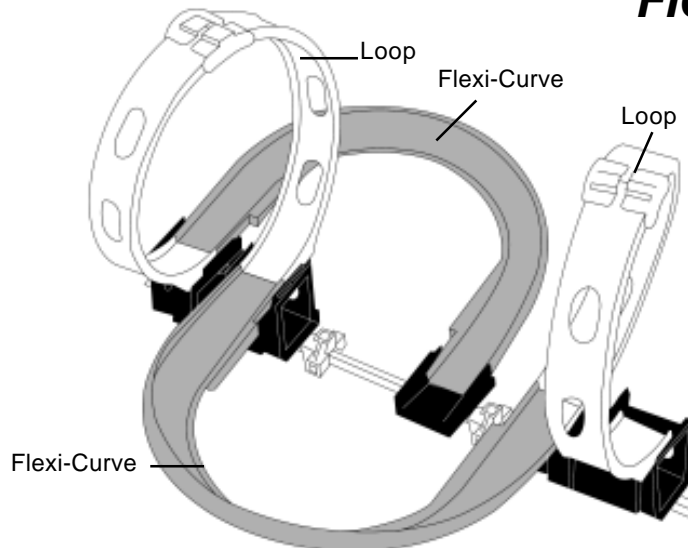
FIGURE 2.2



## STEP 3

- Attach 2 **loops** to the built-in track joiners on the 4 stacking bridges, as shown to the right.

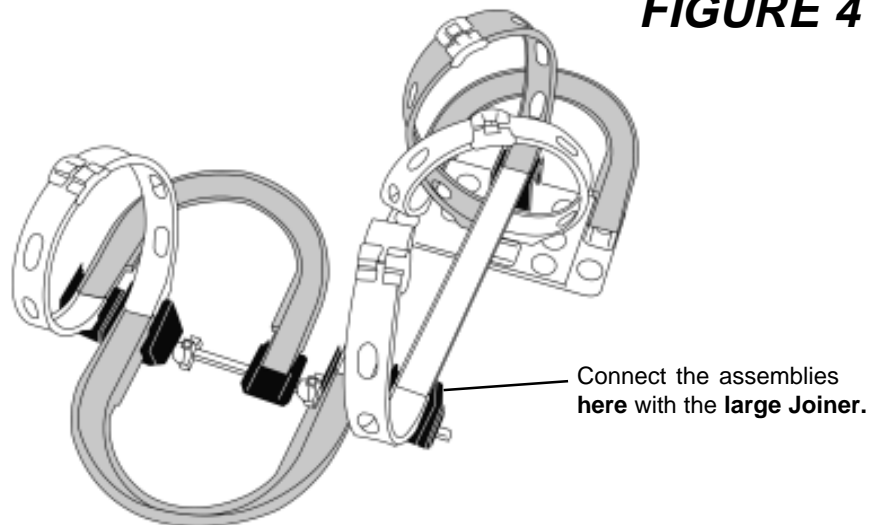
- Next, attach 2 **flexi-curves** using the built-in track joiners on the stacking bridges, as shown in **Figure 3**.



## FIGURE 3

## STEP 4

- Attach the open end of the straight track from **Figure 1** using the large joiner at the open end of **Figure 3**, as shown in **Figure 4**.



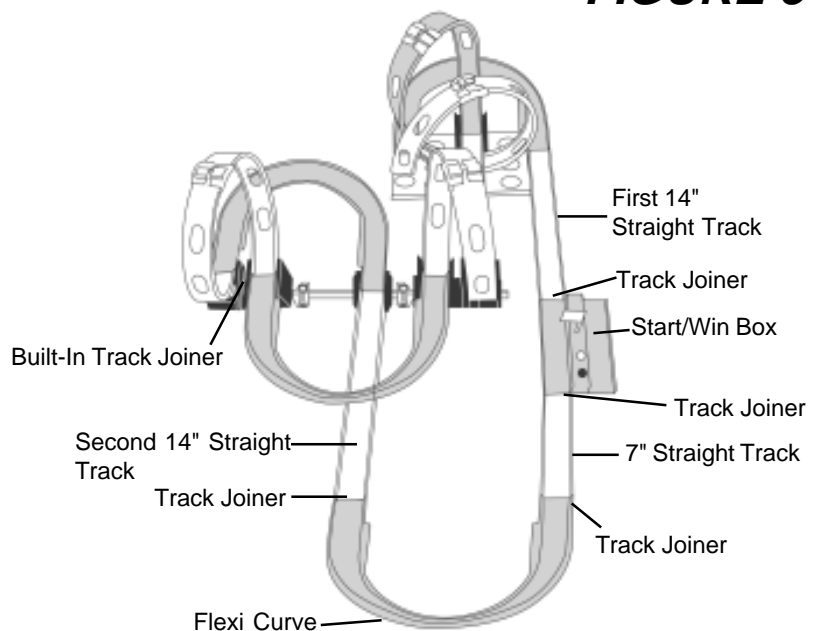
## FIGURE 4

## STEP 5

- Attach one **14" straight track** to the open end of the built-in track joiner on the large baseplate. Using a **track joiner**, connect the **start-win box** to the other end of the 14" straight track. Be sure that the start-win box is positioned as shown in **Figure 5**.

- Next, attach one **7" straight track** and one **flexi-curve** using 2 track joiners, as shown in **Figure 5**.

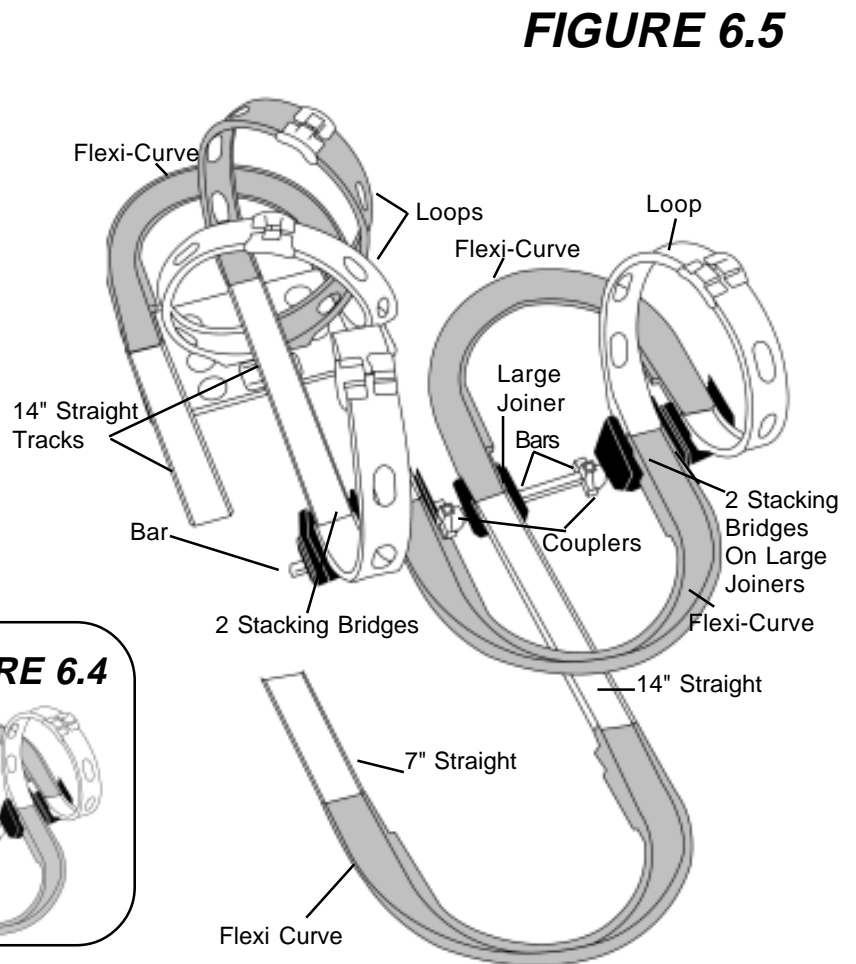
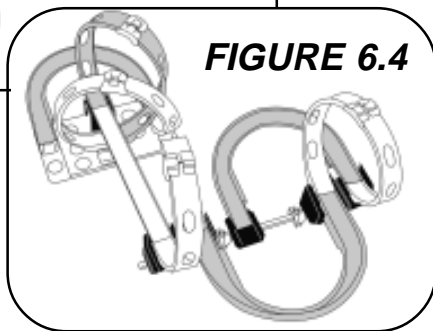
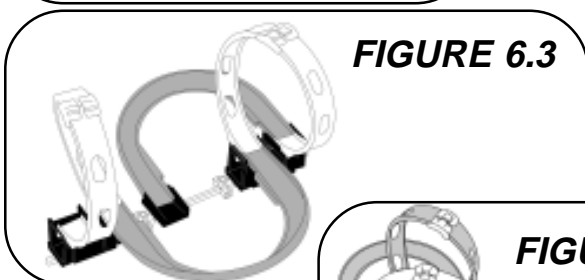
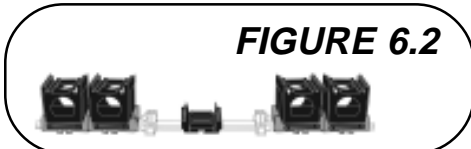
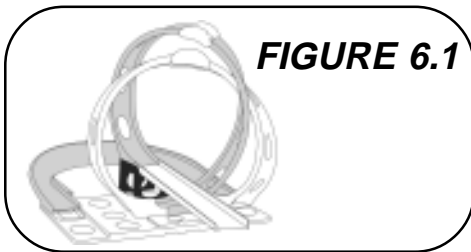
- Attach one end of another **14" straight track** to the flexi-curve using a track joiner. Then connect the other end of the 14" straight track to the flexi-curve on the middle large joiner.



## FIGURE 5

## STEP 6

• Assemble the second half of the set, which is a **mirror image** of the half you just assembled. Figures 6.1 through 6.4 illustrate how to build the mirror image. Figure 6.5 shows the completed mirror image.



## STEP 7

• Attach the second half of the set to the **start-win box** using 2 track joiners. Your completed set should now look like **Figure 7**.

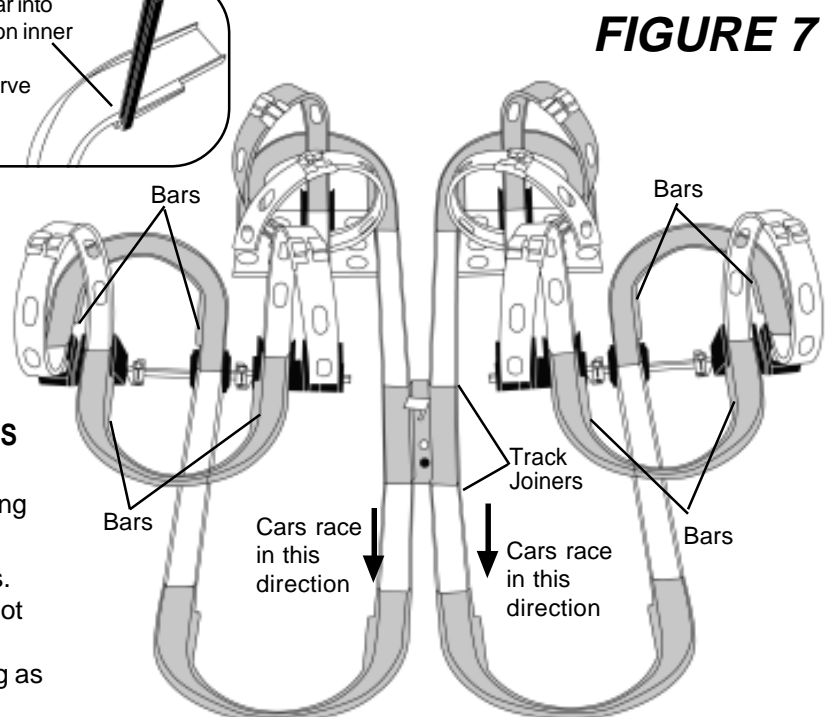
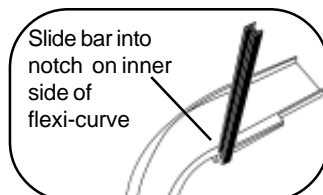
**Note:** You will have 2 Track Joiners left over.

• Once you have completed your set, attach **8 bars** to the flexi-curves shown in **Figure 7**. Attach by sliding through the notches on the interior of the curves. These will help stabilize the layout.

### \*NOTE ABOUT STICKERS, TUNNEL, and MOUNTAINS

The photo on the front of the box suggests where to place the stickers, tunnel, and mountains. When placing these decorations on your layout, please remember:

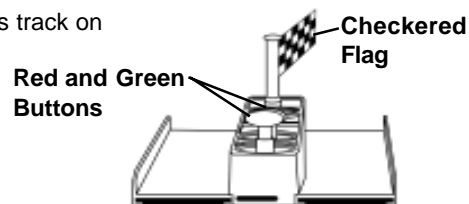
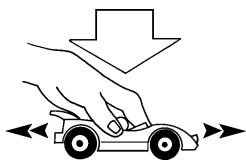
- 1) Do not place stickers across any track connections.
- 2) Place the tunnel flat on the ground so that it does not impede the cars on the track.
- 3) Mountains can be placed wherever you like, so long as they do not impede the cars on the track.



## STEP 8 - Get set, go!

Press down the red button on the start-win box. A "brake" will emerge narrowing track so cars cannot pass. Rotate the checkered flag so it faces parallel to track. (White spokes will cross track on both sides when flag is in proper position.)

Wind the cars by pressing down and rolling back and forth until the clicking sound gets louder. Cars cannot be overwound.



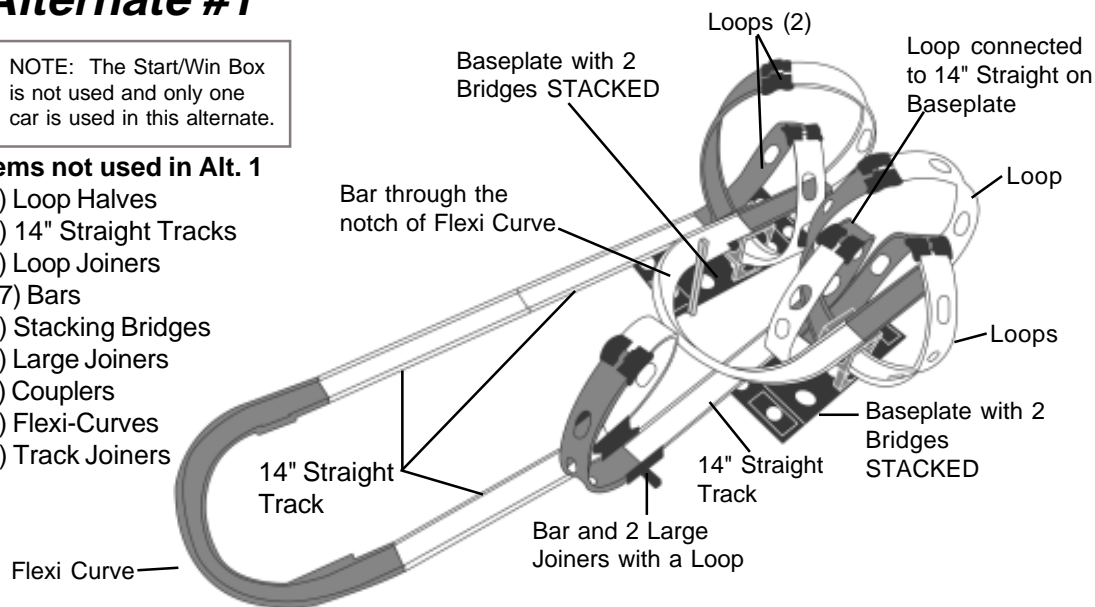
Load pre-wound cars into position by backing them into the starting gate, one on each track. When the back wheels are in line with the Green button, the Start/Win Box will hold the cars in place. Press the Green button to start both cars simultaneously. The winning car will spin the checkered flag to its side of track.

## Alternate #1

NOTE: The Start/Win Box is not used and only one car is used in this alternate.

### Items not used in Alt. 1

- (4) Loop Halves
- (2) 14" Straight Tracks
- (4) Loop Joiners
- (17) Bars
- (6) Stacking Bridges
- (8) Large Joiners
- (6) Couplers
- (6) Flexi-Curves
- (7) Track Joiners



### To Stack Bridges

Squeeze the top bridge and push the tabs into the slots at the top of the lower bridge.



The bridge will snap into a locked position. **Note:** The direction of the hole on the two stacking bridges will be facing opposite ways.

## Alternate #2

NOTE: The two sides of this alternate will mirror each other.

### Items not used in Alt. 2

- (4) Small Joiners
- (2) 14" Straight Tracks
- (8) Stacking Bridges
- (6) Large Joiners
- (6) Couplers
- (4) Flexi Curves
- (16) Bars
- (2) Track Joiners

