

Darda Competition Speedway

ITEM NO. 11174

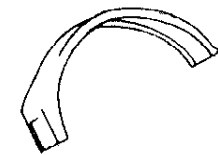
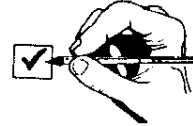
BEFORE YOU BEGIN ...



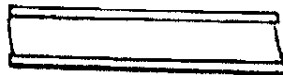
WARNING: CHOKING HAZARD

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



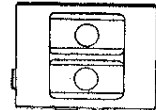
4- LOOP HALVES



2- 7" STRAIGHT TRACKS

6- 14" STRAIGHT TRACKS

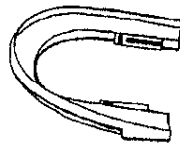
2- DARDA CARS (not pictured)



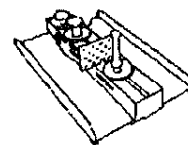
2 - SMALL BASEPLATES



4 - LOOP JOINERS



4- FLEXI CURVES



1 - START / WIN BOX



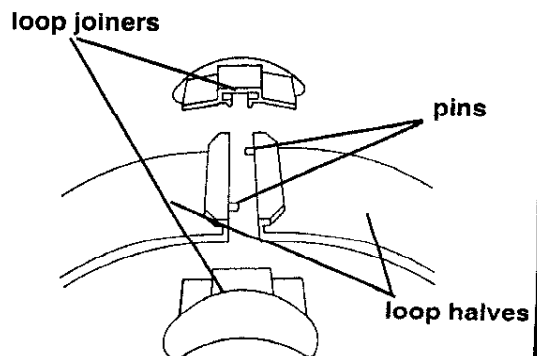
12- TRACK JOINERS

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 2 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 two loops from the 4 loop joiners and 4 loop halves in this set.



STEP TWO - Attach the loops to the small Baseplates.

One loop will attach to each baseplate

- Attach the first loop by sliding the open ends of the loop over the **built in track joiners** in one of the baseplates.
- Attach the remaining loop to the remaining small baseplate in the same way, but this time reverse the position so that it looks like **figure 1**.

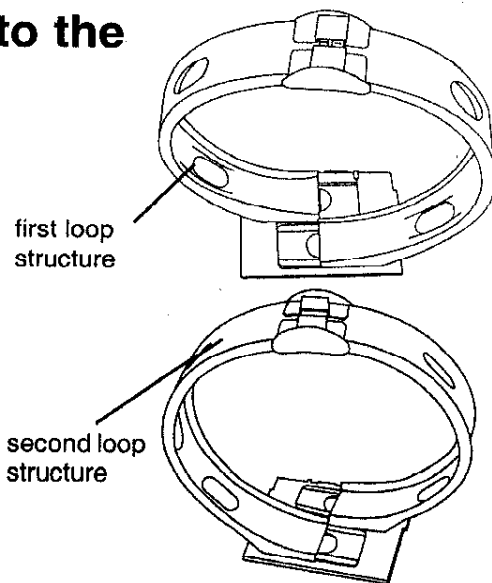


figure 1

STEP THREE - Attach the 14" straight tracks and flexi curves to the small baseplates.

- Locate one of the **14" straight tracks** and slide one end over the open end of the built in track joiner so that it meets the end of the loop. Make sure there are no gaps between the two pieces.

Repeat this step with another **14" straight track** and your second loop / small baseplate assembly. Make sure that the 14" straight track pieces are on the outside of the loop assemblies when they are placed side by side; One side should mirror the other.

- Attach one of the flexi curves to the remaining built in track joiner on the loop structure. Make sure that the flexi curve is turning away from the 14' straight track. Repeat this step with your second loop structure.

- When the two track sections are side by side, they should look like **figure 2** with the flexi curves on the inside and the 14" straight track on the outside.

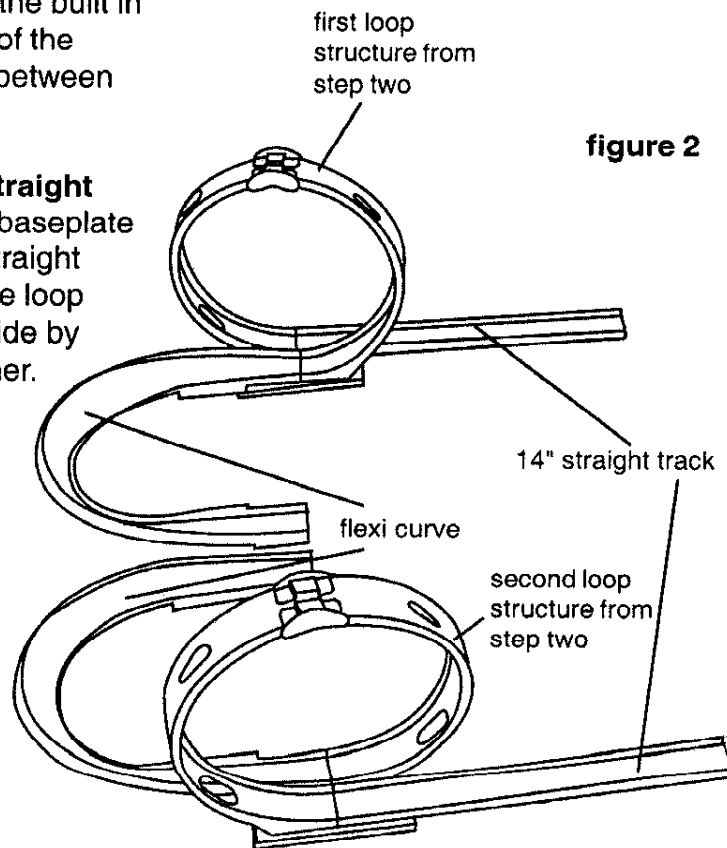


figure 2

STEP FOUR - Complete one circuit.

- Using track joiners, the start / win box, one flexi curve, one 7" track, and two 14" track pieces, complete the circuit so that it looks like **figure 3**.

To connect track using track joiners, slide a track joiner into the track section you are working on, leaving half of the joiner showing. Now slide the adjoining piece over the joiner to meet the first piece. Be sure the tracks meet and there are no gaps.

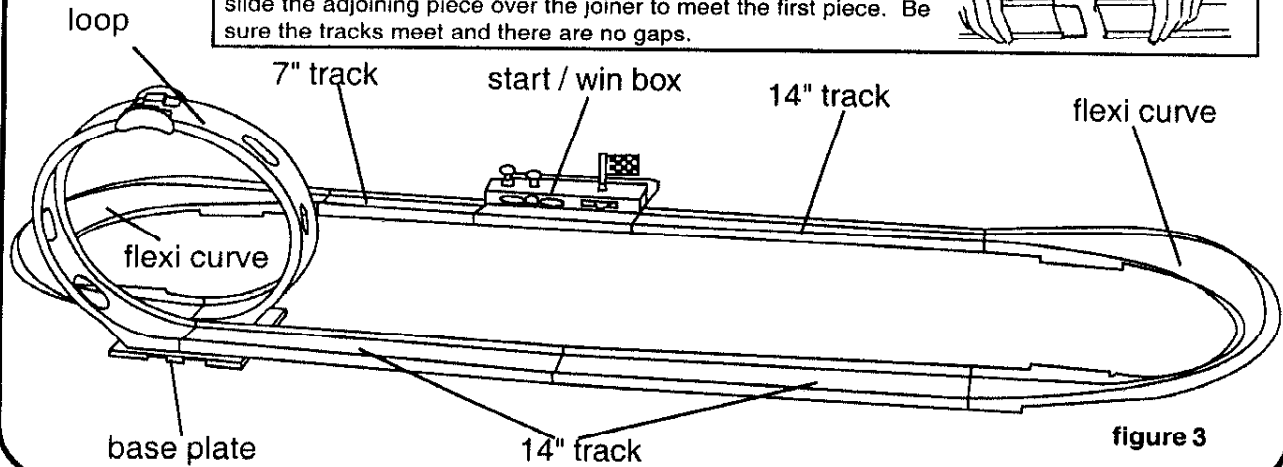
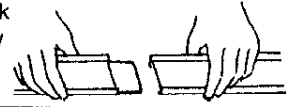


figure 3

STEP FIVE - Build the second circuit to complete the track

- Now locate your second loop structure from step four. Using the loop structure, the remaining track joiners, the start / win box, one flexi curve, one 7" track, and two 14" track pieces, complete the circuit. The completed track should look like **figure 4**.

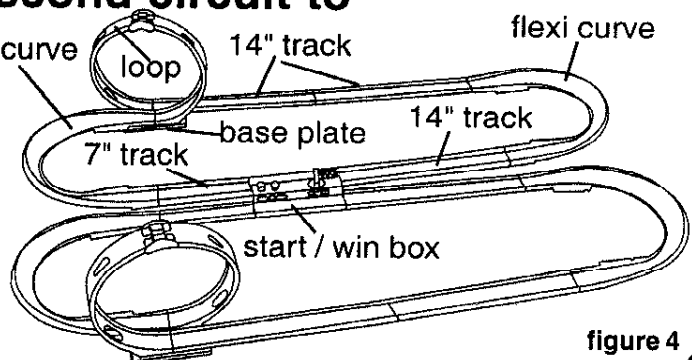
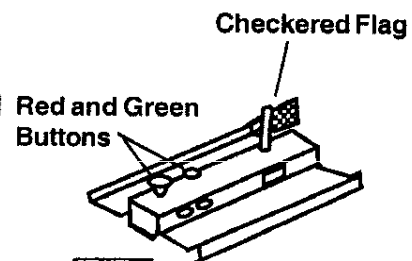


figure 4

STEP SIX - Using the start-win box

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



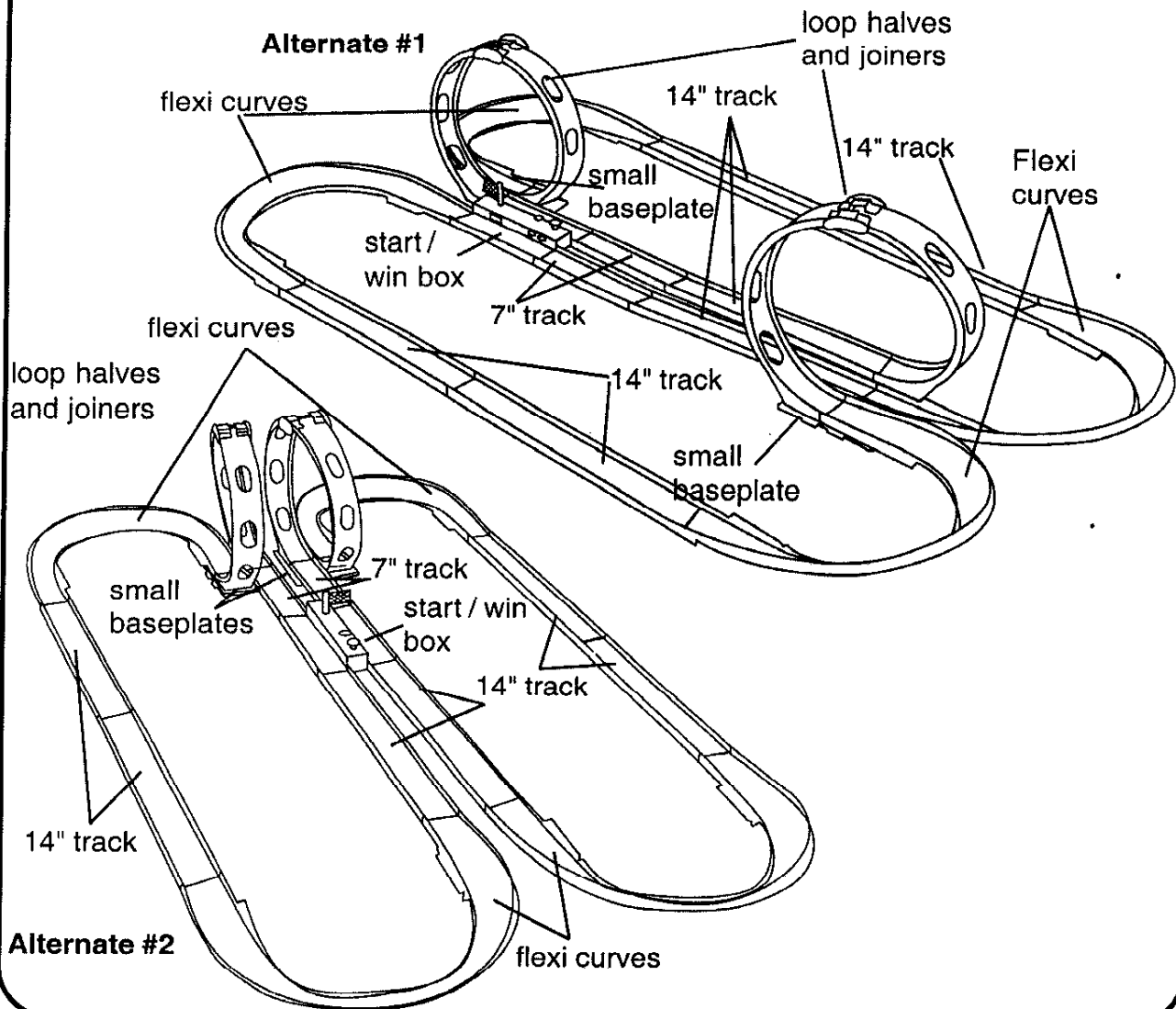
Wind the cars by pressing down and rolling back and forth until the clicking sound gets louder. Cars cannot be overwound.



Load pre-wound cars into starting gate by backing into position on both tracks. Press green button to start both cars simultaneously. The winning car will spin the checkered flag to its side of track.

ALTERNATE TRACK LAYOUTS

Create the two track layouts below from the pieces in this set.



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.
- 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 for the carpet do not jam the motor in your car. We **do not** recommend running the car itself on carpet.

PROBLEMS ?

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))