

## GLOW LOOP TOWER ACCESSORY

### BEFORE YOU BEGIN ...

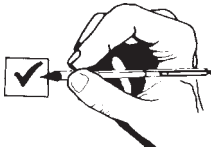
1. Unpack the parts. Save the packing materials.
2. Match the parts to the drawings below.
3. If you have each part, put a check in the box next to the picture of the part. Look in the carton again and check all of the packing materials to make sure you haven't missed anything.



### WARNING:

**CHOKING HAZARD - Small parts  
Not for children under 3 years.**

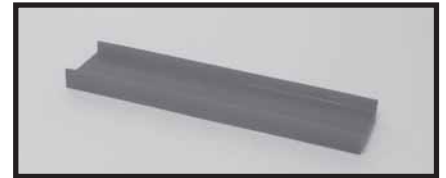
#### CHECK LIST



- 2 14" (35.56 cm)  
STRAIGHT TRACKS



- 2 7" (17.78 cm)  
STRAIGHT TRACKS



- 1 41" (1.04m) FLEX TRACK



- 2 CURVED SUPPORT TRACKS



- 2 LOOP HALVES



- 20 BLACK BARS



- 1 SMALL TRACK JOINER



- 1 LARGE TRACK JOINER



- 13 COUPLERS



- 2 LOOP JOINERS



- 8 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 **Walthers**. Tell us the part(s) needed and be sure to include your name and address printed clearly. Mail to Wm. K. Walthers, Inc./ 5601 W. Florist Ave./Milwaukee, WI 53218/ Attn.: DARDA.

# READ ALL INSTRUCTIONS BEFORE YOU BUILD YOUR TRACK LAYOUT!!!



## USING TRACK JOINERS

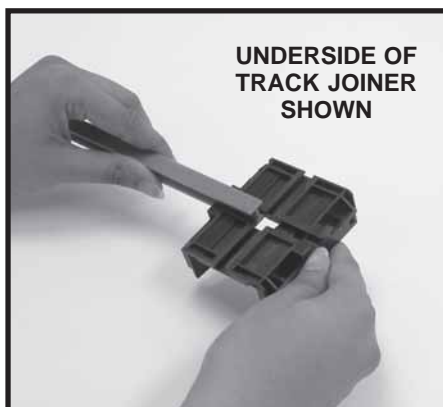
Slide the Track Joiner - with the raised edges facing down - half way into the channel on the underside of the track piece. Now slide the adjoining track piece over the open half of the joiner, so that it meets the first piece. Be sure the tracks meet with no gaps.

## ATTACHING JOINERS TO THE TOWER

**USING LARGE JOINERS:** Remove the bar from the tower when attaching joiners. Slide the bar through the underside of the large joiner as shown.

**USING SMALL JOINERS & ATTACHING FLEX TRACK:** Remove the bar from the tower (**PAGE 3**) when attaching joiners. Slide the bar through the joiner as shown. Hold the bar with the joiner at a 45° angle to the grooves on the underside of the flex track. Photo A: Twist bar until the flat side of the joiner twists completely into the underside of the track. Photo B: Bar and track should be at a 90° angle.

### LARGE TRACK JOINERS



### SMALL TRACK JOINERS & FLEX TRACK



PHOTO A

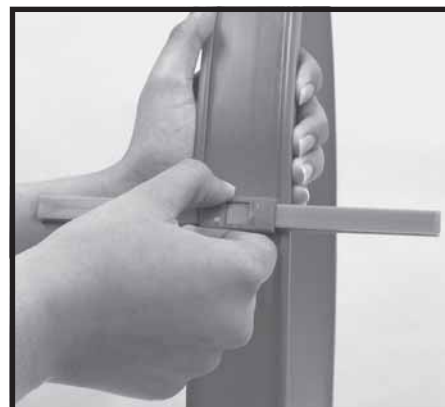


PHOTO B

## 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. Squeeze together to secure the joiners to the loop. **NOTE: Make the 1 loop in this set before building the track.**

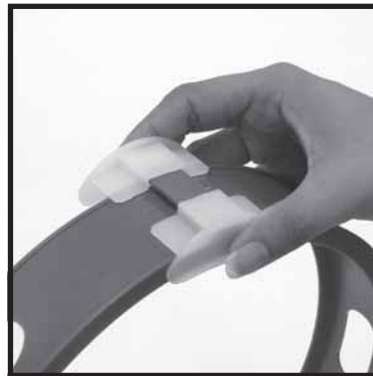
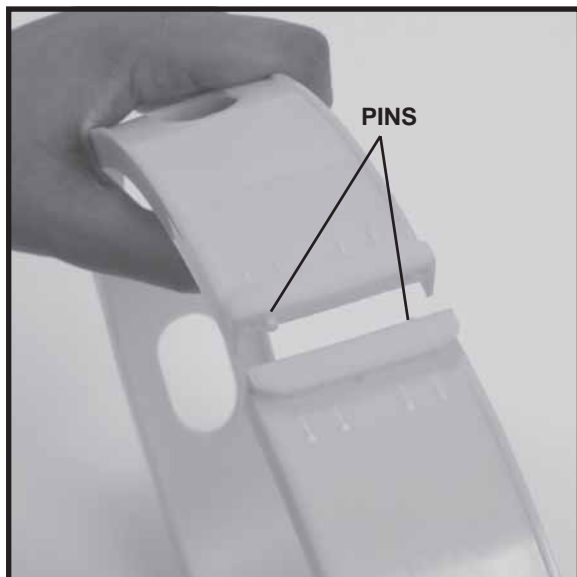
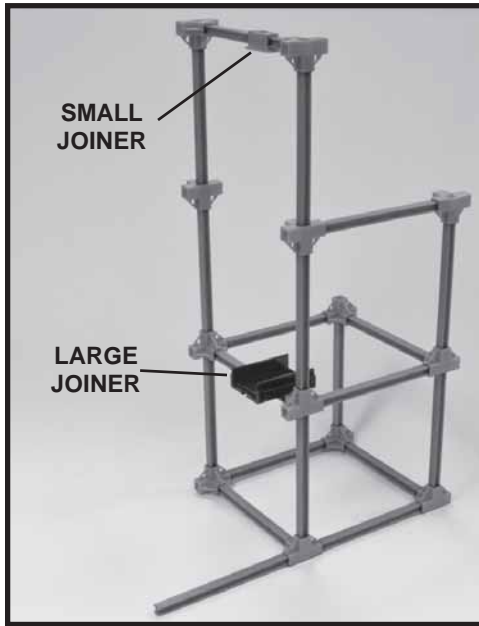


FIGURE 1



**STEP 1 • BUILD THE TOWER**

Using the **COUPLERS**, connect the **BARs** to create the tower as shown in **FIGURE 1**. Work from the bottom upward, making sure that all bars slide into the couplers as far as they will go. (**FIGURE 1**).

**ATTACHING COUPLERS**

Connect the bars and couplers by sliding bars into coupler sockets. It is important to position the couplers consistently at each level. For the floor level and second level couplers only, face the "single square hole" toward the floor (to give an inverted "T" shape). For all other couplers, face the "single square hole" up (to give a "T" shape). Refer to **FIGURE 1**, build tower as shown.



COUPLER

**STEP 2 • ATTACHING JOINERS**

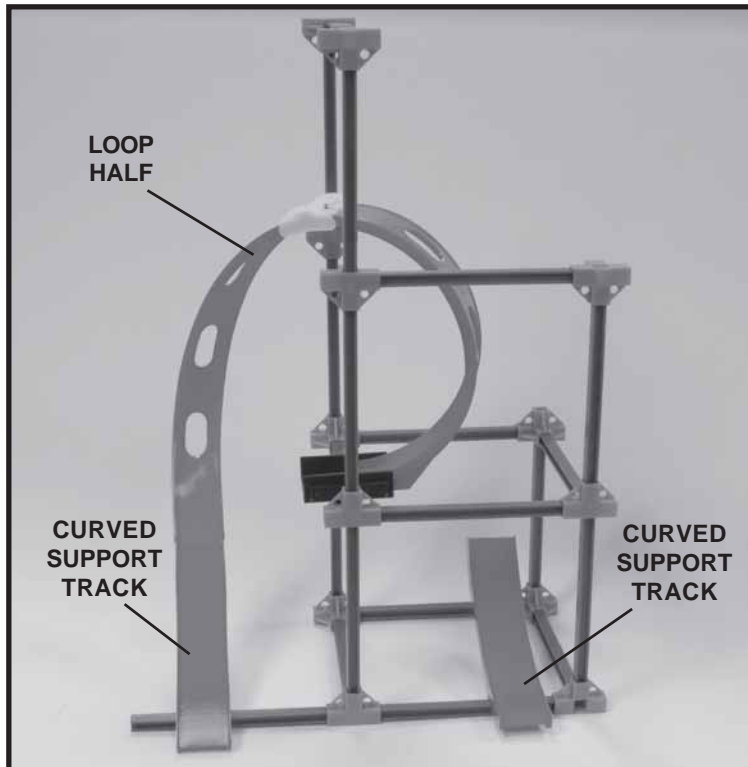
1. Remove the second horizontal bar from the tower to place the **LARGE JOINER**.
2. Slide the large joiner onto the bar referring to **FIGURE 1** for placement. The **LARGE JOINER** should be moved as close to the front of the tower as possible.
3. Remove the top horizontal bar from the tower to place the **SMALL JOINER**.
4. Place the bar back on the tower. The **SMALL JOINER** should be toward the front of the tower, with the flat side facing down see **FIGURE 1A**.

FIGURE 1A



FLAT SIDE FACES DOWN

FIGURE 2



**STEP 2 • ATTACHING TRACK**

Slide each **CURVED SUPPORT TRACK** on two bars as shown in **FIGURE 2**. The curved support track will slide onto the bar without using any joiners. Slide one end of **LOOP HALF** on to the inside tongue of **LARGE JOINER**. Connect the other side of the **LOOP HALF** to the **CURVED SUPPORT TRACK** by using a **CLEAR TRACK JOINER**. See top of **PAGE 2** for how to use **TRACK JOINERS**.

FIGURE 3



**STEP 3 • ATTACHING FLEX TRACK**

Slide one end of **41" FLEX TRACK** on to the outside tongue of **LARGE JOINER**. Loop the track around and attach to **BAR** with a **SMALL JOINER** as shown. Refer to **PAGE 2** for detailed instructions to attach the joiner to the flex track. Connect the other end of the **FLEX TRACK** to the **CURVED SUPPORT TRACK** using a **CLEAR TRACK JOINER**. The Tower is complete. (FIGURE 3)

**STEP 4 • ATTACHING STRAIGHT TRACK**

Using **CLEAR TRACK JOINERS** attach the **14" and 7" STRAIGHT TRACKS (FIGURE 4)**. Your Glow Loop Tower Accessory is now ready to attach to any Darda set.

The following 3 images show **THE GLOW LOOP TOWER** in use with the **GLOW LOOP SCORCHER (#921-11013)**, **SUPER STARTER SPEEDWAY (#921-11128)** and the **POWER LOOP PYRAMID (#921-11131)**. The glow track is compatible with all Darda track and accessories. Glow tracks can be used in conjunction with all other Darda track and accessories. Use your imagination to create endless possibilities.

FIGURE 4

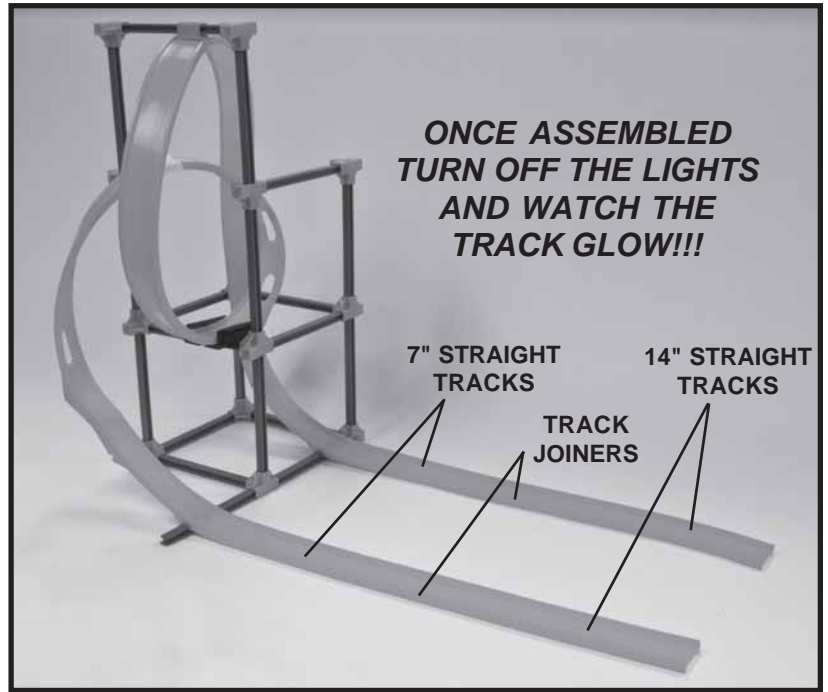
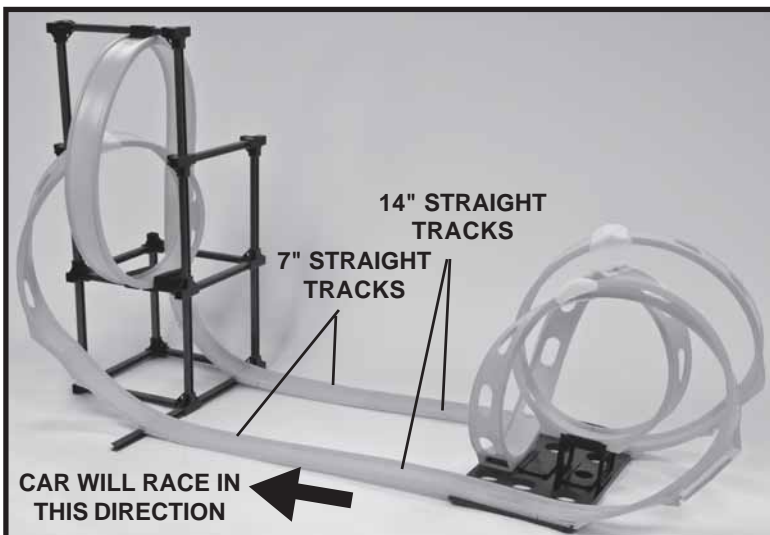


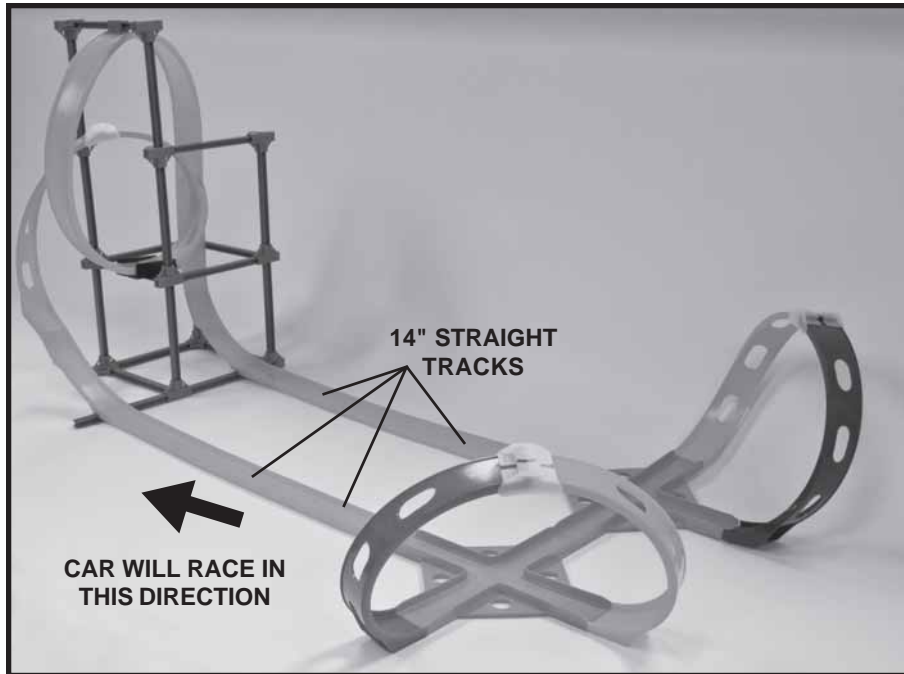
FIGURE 5



**GLOW LOOP SCORCHER**

To connect the Glow Loop Tower Accessory to the Glow Loop Scorcher (#921-11013) refer to **FIGURE 5**. Follow the set up instructions for the Glow Loop Scorcher, only using the set up for one base plate. Slide the **14" STRAIGHT TRACK** from the Glow Loop Tower onto the built-in track joiner to meet up to the **CURVED SUPPORT TRACK** on the **BASEPLATE**. Repeat on the other side of base plate.

FIGURE 6



### **SUPER STARTER SPEEDWAY**

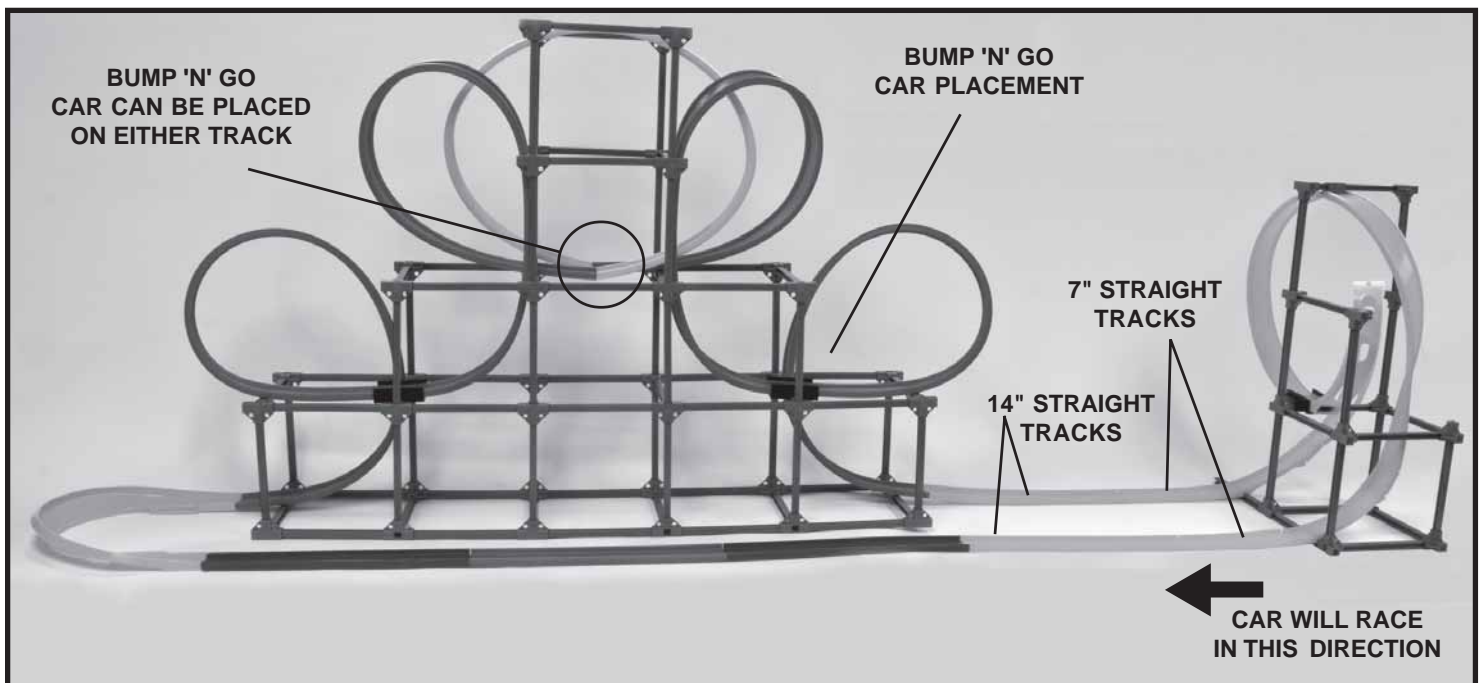
To connect the **GLOW LOOP TOWER ACCESSORY** to the **SUPER STARTER SPEEDWAY** (#921-11128) refer to **FIGURE 6**.

Follow the set up instructions for the Super Starter Speedway. Remove the **FLEXI-CURVE TRACK** from the Super Starter Speedway and set aside. Remove the **7" STRAIGHT TRACKS** from the Glow Loop Tower, and using the clear track joiners, connect track to the Super Starter Speedway shown in **FIGURE 6**.

### **POWER LOOP PYRAMID**

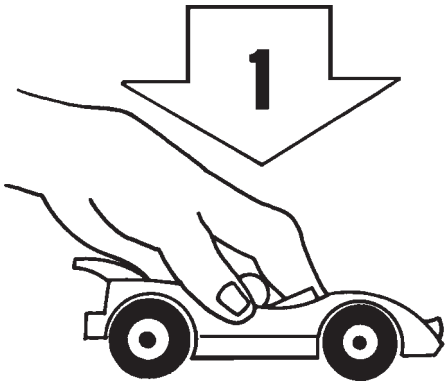
To connect the **GLOW LOOP TOWER ACCESSORY** to the **POWER LOOP PYRAMID** (#921-11031) refer to the photo below **FIGURE 7**. Follow the set up instructions for the Power Loop Pyramid. Remove the **FLEXI-CURVE TRACK** from the Power Loop Pyramid and set aside. Using two **TRACK JOINERS**, connect the Glow Loop Tower and the Power Loop Pyramid as shown below. Wind up the Bump 'N' Go (yellow car) and place fully "charged" in one of the two places marked on the photo. Wind the other car and let go. The orange car will speed thru the track 'bump' into the yellow car and send it the rest of the way through the track.

FIGURE 7

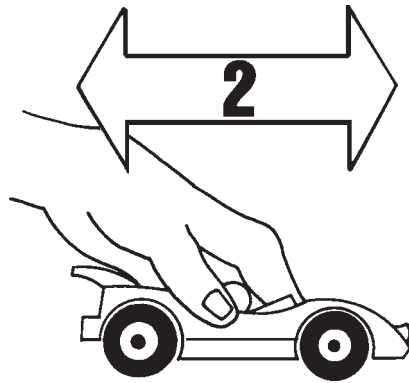


# GET SET, GO!!

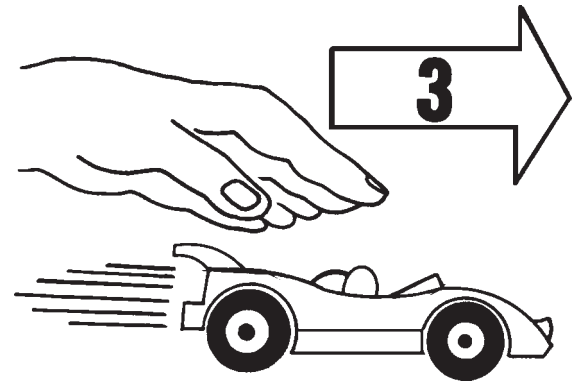
## STANDARD DARDA MOTOR (red)



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



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



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

## BUMP 'N' GO DARDA MOTOR (blue)

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

**NOTE:** Depending on which set(s) or car(s) you already have, one car may not be able to complete a full circuit around your expanded track layout. This is a great opportunity to race several cars on the track. Try starting them in different locations to see how far they can go! Witness awesome bump 'n' go action by setting up cars with special stop 'n' go motors at various points around the track. Wind the first car up and let it go crashing into the second car that will take off and crash into another waiting car. After you have mastered these track configurations, build another of your very own. The fun never ends!

# TRACK TIPS

- If your car has trouble making it around the track at first, try the following:
  - A) 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.
  - B) 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. Before each use we do recommend dusting off the track so that dust particles from the carpet do not jam the motor in your car.

# PIT CREW TIPS

- Be sure the car is fully wound by listening for the click to get louder before releasing it.
- Frequently wipe any dust off of the track and the rear wheels of the car. This improves the traction.
- Have fun with your Darda cars on or off the track, however, Darda cars operate best on the specially designed track. The motor is so fast that the car may "spin out" on tile floors, tables and smooth surfaces.
- Do not run the car directly on shag or high pile carpet as this may jam the motor.
- Replacement motors are available at your local toy specialty store, or see the address for Darda below.

# QUESTIONS??

Call Darda's Toll-Free Consumer Helpline at:  
1-866-833-1468

SERVICE DEPARTMENT HOURS:  
9:00 AM — 3:30 PM (Central Time) MONDAY — FRIDAY

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