

JUMP STUNT CHALLENGE

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.**

DARDA™ RACER (1)



FLEXI-CURVE TRACKS (2)



7.75" FLEX TRACK (1)

48" FLEX TRACK (1)



7" STRAIGHT TRACK (2)

14" STRAIGHT TRACK (3)



LOOP HALVES (6)



RAMP (1)



TRACK JOINERS (5)



BARS (25)

SHORT BAR (1)



COUPLERS (16)



LARGE TRACK JOINER (3)



SMALL TRACK JOINER (1)



LOOP JOINERS (6)



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.

SMALL BASEPLATE (2)



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 it through the underside of the large joiner as shown.

USING SMALL JOINERS: Remove the bar from the tower 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

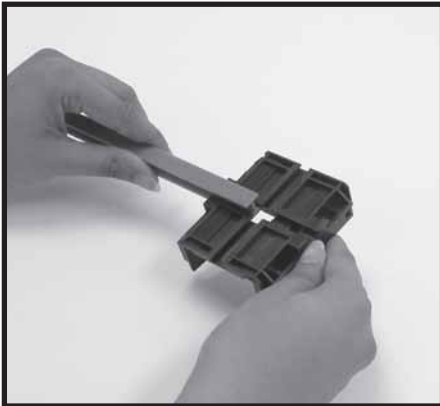


PHOTO A



SMALL TRACK JOINERS

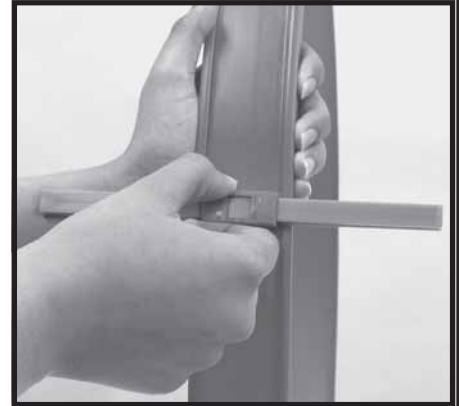


PHOTO B

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 3 loops in this set before building the track.**

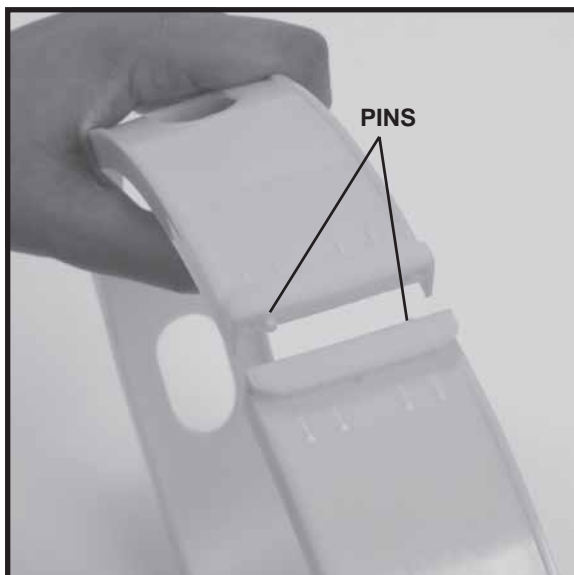


FIGURE 1



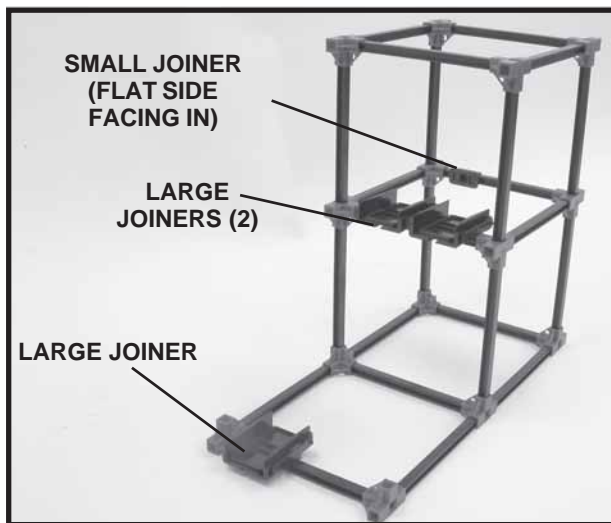
STEP 1 • BUILD THE TOWER

Using the **COUPLERS**, connect the **BARs** to create the tower as shown. 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 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.

FIGURE 2

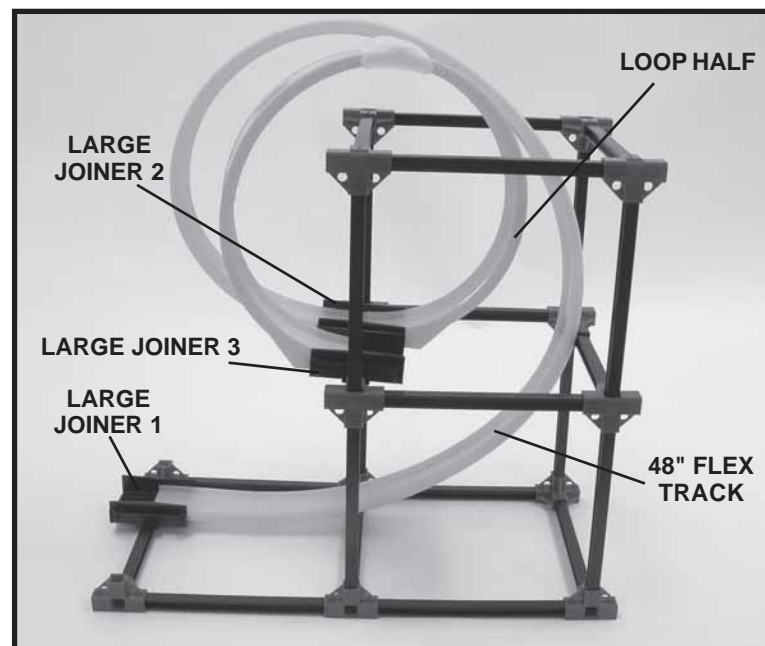


STEP 2 • ATTACHING JOINERS

Place **SMALL JOINERS AND LARGE JOINERS** on the tower where indicated. The flat side of the small joiner will fit into the grooves on the back of the track it will secure.

NOTE: Refer to page 2 for further instructions.

FIGURE 3



STEP 3 • ATTACHING TRACK

On the bottom of the tower, slide one end of **48" FLEX TRACK** on to the inside tongue of **LARGE JOINER 1**. Loop the track inside and attach to **BAR** with a **SMALL JOINER** as shown. Continue to loop around sliding the end of the track into the tongue of **LARGE JOINER 2**. Take one of the **LOOP HALVES** and connect to the inside tongue of **LARGE JOINER 2**, wrapping around and connecting to **LARGE JOINER 3**.

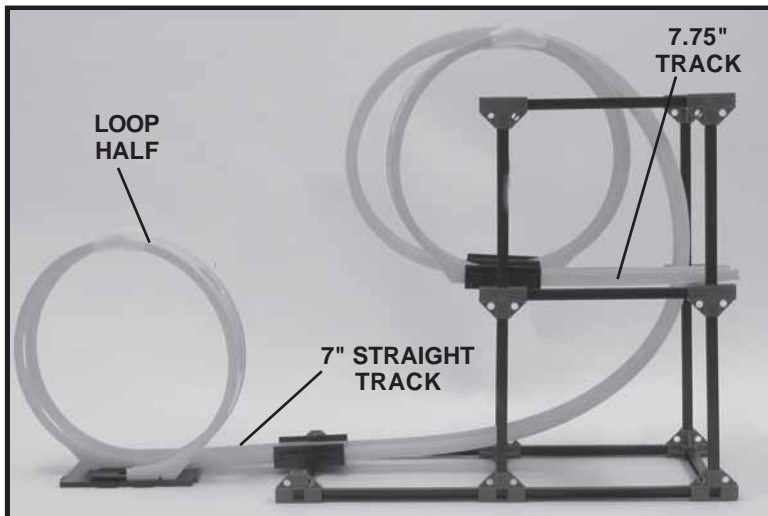
FIGURE 4



STEP 4 • MAKING LOOPS

Connect the one end of the **LOOP HALF** to one of the built-in track joiners on a small **BASEPLATE** by sliding the ends over half of the built-in track joiners. Connect the other half of the loop to the other built-in track joiner on the baseplate as shown in **FIGURE 4**. Repeat with second small baseplate. These Loops will be used in the next step.

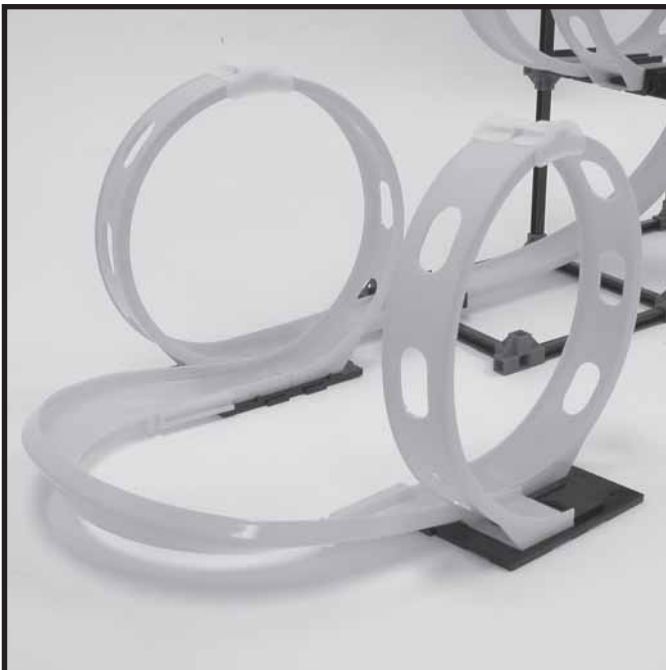
FIGURE 5



STEP 5 • CONNECTING LOOPS

Add the **7.75" FLEX TRACK** to the **LARGE JOINER** on the second row of the tower. The other end of the straight track will sit on the bar. Add one **7" STRAIGHT TRACK** to the **LARGE JOINER** at the base of the tower as shown in **FIGURE 5**. Slide the other end of the **STRAIGHT TRACK** on to the tongue of the built-in track joiner of the **SMALL BASEPLATE** of one **LOOP** made in step 4. Make sure track ends meet up and there are no gaps.

FIGURE 6



STEP 6 • CONNECT FLEXI-CURVE

Take one **FLEXI-CURVE TRACK** and slide onto the **BUILT-IN TRACK JOINER** from step 5. Take the second **LOOP** attached to a **SMALL BASEPLATE** in step 4 and connect to the **FLEXI-CURVE TRACK**.

STEP 6 • CONNECT FLEXI-CURVE

Connect one 14" **STRAIGHT TRACK** to the built-in track joiner on the **SMALL BASEPLATE**. Using the **TRACK JOINERS** connect the remaining two 14" **STRAIGHT TRACKS** AND 7" **STRAIGHT TRACK**. Attach a **FLEXI-CURVE** to the end of the line of straight track as shown below.

FIGURE 7

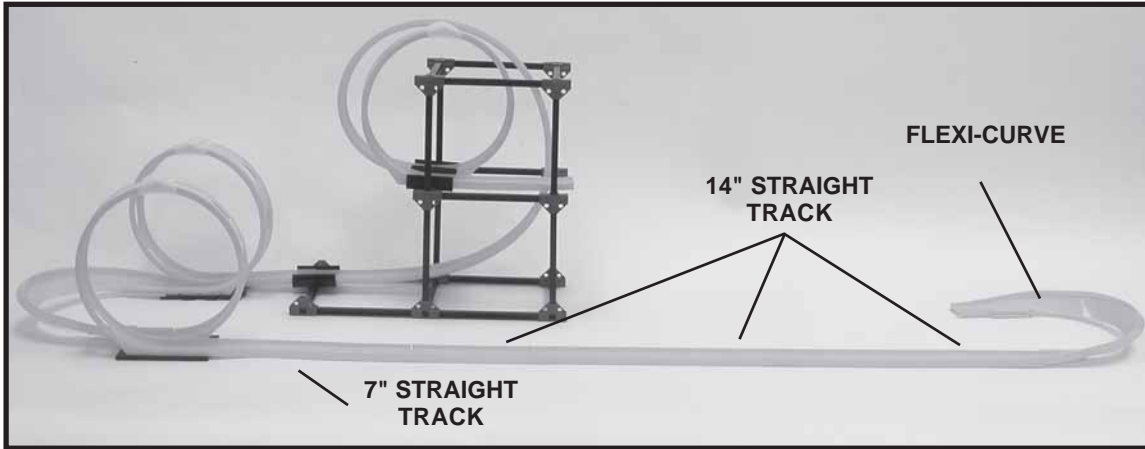
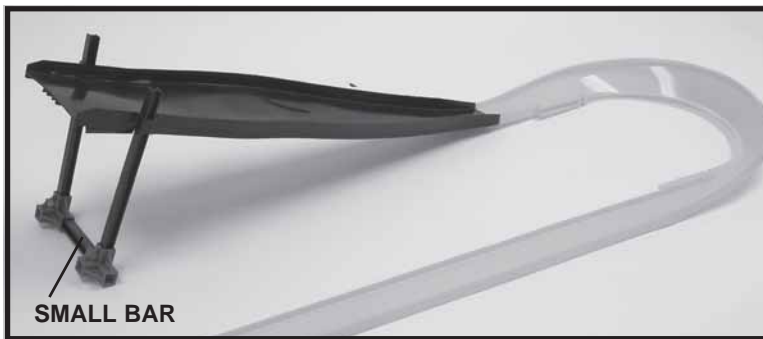


FIGURE 8

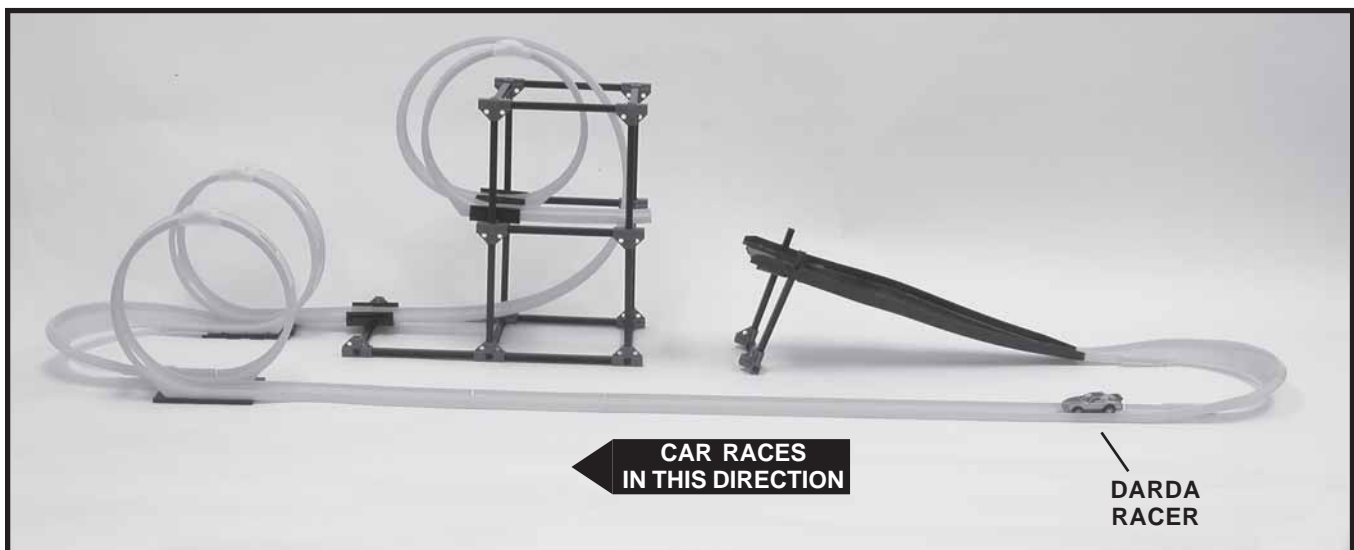


STEP 6 • ASSEMBLING STUNT RAMP

Assemble the **RAMP** with the remaining **BARS** and **COUPLERS** as shown in **FIGURE 8**. Use the last **TRACK JOINER** and connect to the **FLEXI-CURVE**.

STEP 7 • COMPLETE THE CIRCUIT

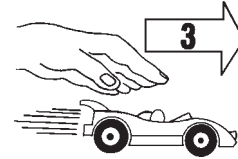
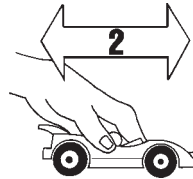
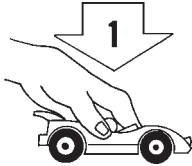
Your set is complete and ready to run! Place the car on the track where indicated for optimum speed.



READY, SET, GO!!!

Place your vehicle on the track then,

1. Press down on vehicle body until you hear a click.
2. While still pressing down, roll vehicle back & forth until the clicking sound gets louder.
3. Lift your hand up off the vehicle while rolling forward. Watch it go!



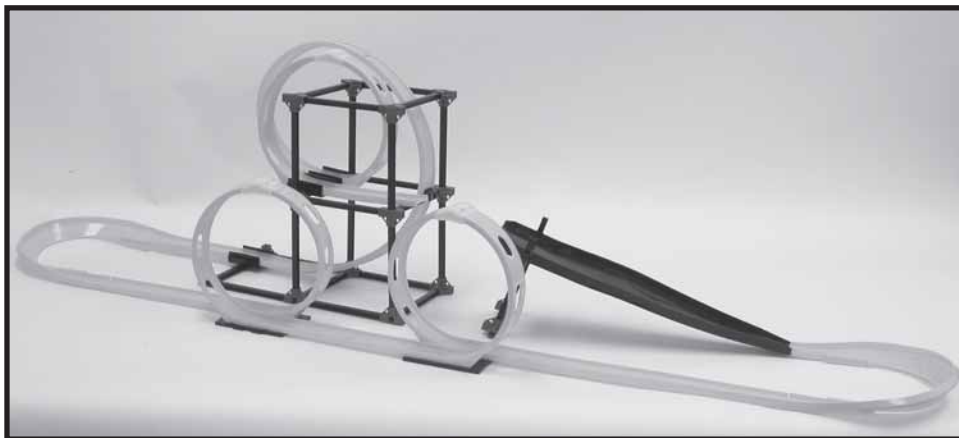
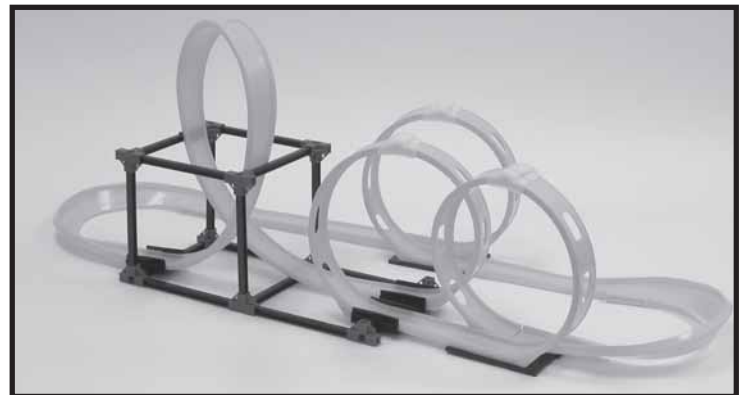
Tips

- Be sure that the vehicle is fully wound by listening for the click to get louder before releasing it.
- Have fun with your Darda™ vehicles on or off the Darda track. For longer life **DO NOT** run on carpet.
- Replacement motors are available at your local specialty toy store; or contact Darda at the number below.

ALTERNATE LAYOUTS.

Darda™ track sets are very versatile, and you can build many track layouts from the parts. Here are 2 other raceways you can make with the parts in your **JUMP STUNT CHALLENGE** set. After that...

USE YOUR IMAGINATION!



TRACK TIPS

- Read all assembly instructions carefully.
- If your vehicle has trouble making it around the track, 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 joint. 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 the dust particles from the carpet do not jam the motor. We do not recommend running the vehicle itself on carpet.
- Double check your assembly instructions, if you still have difficulty we want to help!

Call our toll free consumer hotline... 1-866-833-1468. (Mon.-Fri., 9:00am-3:30pm (Central Standard Time))