

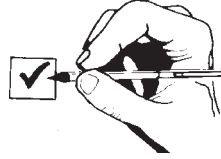


Division of
Wm. K. Walthers, Inc.

LOOP TOWER ACCESSORY SYSTEM

START HERE

All of these Darda pieces are included in your value pack!
Check to be sure you have them all.



WARNING:

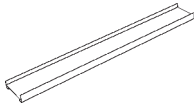
CHOKING HAZARD - Small parts

Not for children under 3 years

1. Unpack the parts. Save all packing material.
2. Check off the parts in the spaces below. **NOTE: Some sections may be connected in packaging. Be sure to separate track pieces so you can account for all parts.**
3. Look in the carton again and sort through all of the packing material to make sure you didn't miss any parts.

PARTS LIST

1 **DARDACAR**
W/BBLUE (STOP 'N' GO) MOTOR

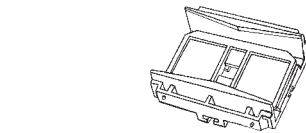


1 **14" STRAIGHT TRACK**



1 **48" FLEX TRACK**

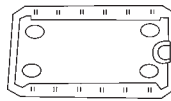
1 **35" FLEX TRACK**



2 **LARGE JOINERS**



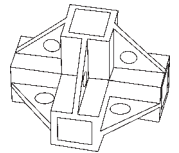
4 **SMALL JOINERS**



1 **TRACK JOINER**



12 **BARS**



8 **COUPLERS**

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 Wm. K. Walthers. Tell us the part or parts needed and be sure to include your name and address printed clearly. Mail to address on last page.

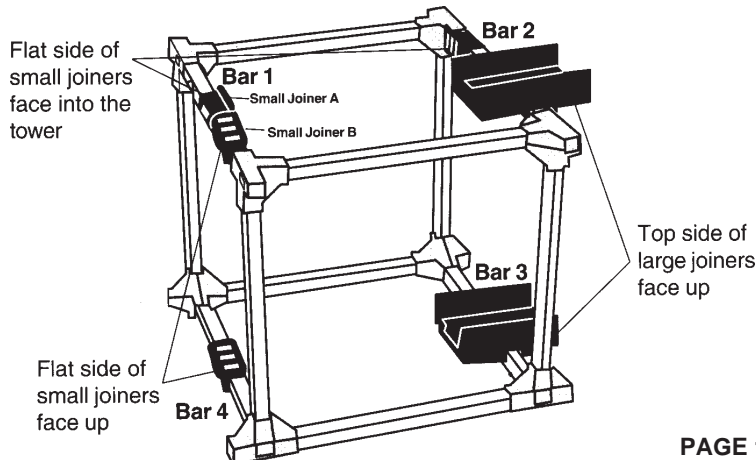
ILLUSTRATIONS SHOWN IN THESE INSTRUCTIONS MAY NOT ACCURATELY DEPICT ITEMS IN THIS SET.

Assemble the Tower

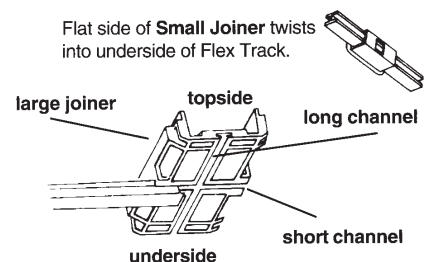
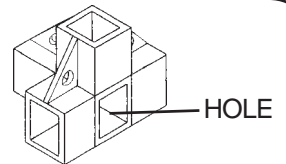
1. Using the couplers, connect the bars to create the tower as shown below. Work from the bottom upward. Be sure all bars slide into couplers as far as they will go.

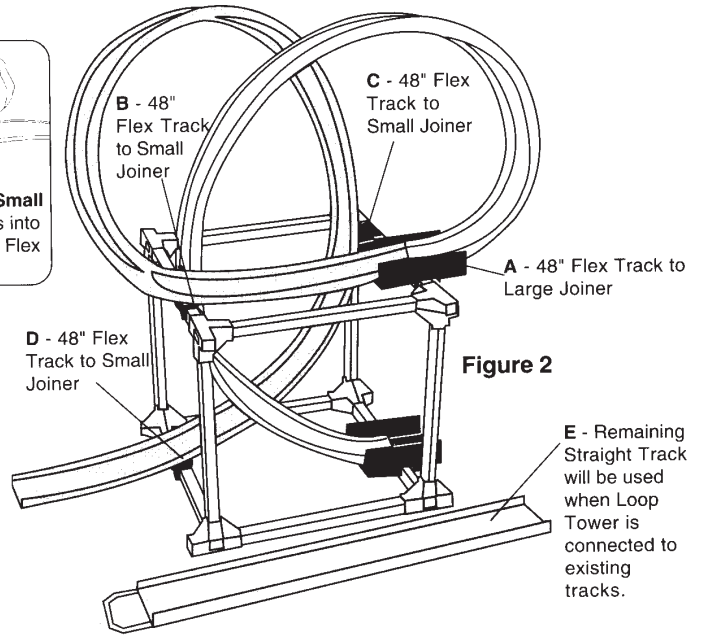
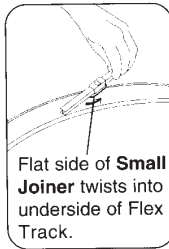
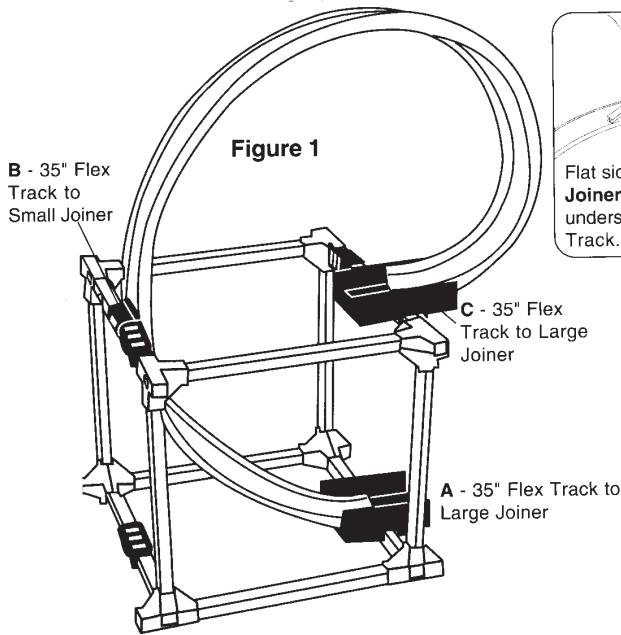
Attach Large & Small Joiners to the Tower

2. **Remove Bar 1.** Slide it through the center of two small joiners so that when the bar is replaced, the flat side of the first smaller joiner (small joiner A) is facing into the tower and the flat side of the second small joiner (small joiner B) is facing up.
3. **Remove Bar 2.** Slide the bar into the short channels on the underside of a large joiner, and through the center of a small joiner. Replace the bar so that the top side of the large joiner is facing up, and the flat side of the small joiner faces into the tower.
3. **Remove Bar 3.** 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.
4. **Remove bar 4.** Slide it through the center of a small joiner. Replace the bar with the flat side of the small joiner facing up.



Couplers should be positioned so that this hole on the flat side of the coupler is facing the outside of the tower as shown.



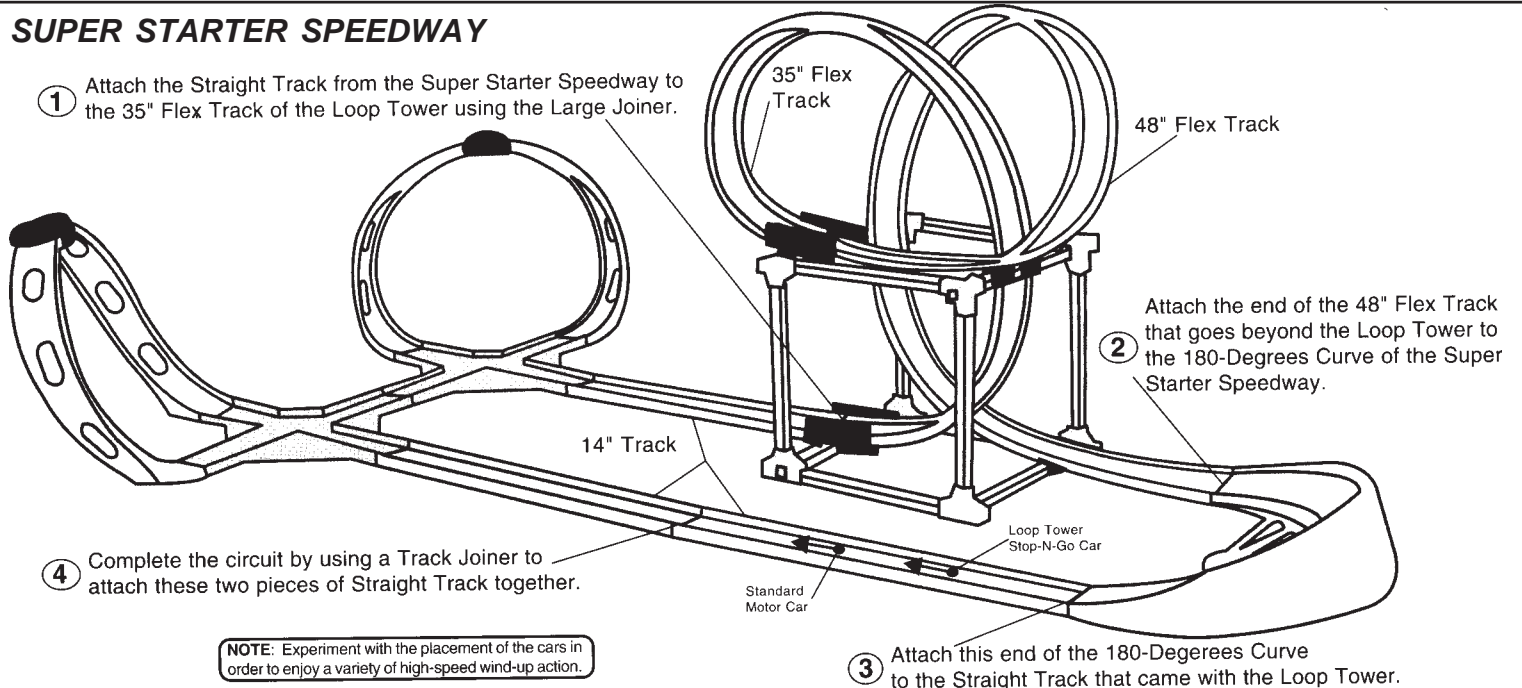


Attach Flex Track to the Tower

- Slide one end of the 35" flex track halfway over the large joiner located at the bottom of the tower (**Fig. 1, Letter A**).
- Guide the flex track up along the inside of the tower and in front of the bar with the two small joiners attached to it. Remove this bar. Attach this bar to the flex track by twisting the small joiner that faces into the tower into the channel on the underside of the flex track (**Fig. 1, Letter B**). 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 the tower.
- Attach the other end of the flex track to the outside of the large joiner on the upper bar (**Fig. 1, Letter C**).
- Slide one end of the 48" flex track halfway over the large joiner located at the top of the tower (**Fig. 2 Letter A**).
- Guide the flex track over the other upper bar with the two small joiners. Remove this bar. Attach this bar to the flex track by twisting the small joiner that faces up into the channel on the underside of the flex track (**Fig. 2, Letter B**). Reattach the bar.
- Loop the flex track through the inside of the tower, remove the top bar, and attach the small joiner to the flex track (**Fig. 2 Letter C**), then guide the flex track over the lower bar. Attach the flex track to the small joiner (**Fig. 2, Letter D**). Be sure that the flex track goes beyond the tower for about 7" (as shown).
- The remaining straight track will be used when the accessory is attached to the other tracks (**Fig. 2, Letter E**).

SUPER STARTER SPEEDWAY

- Attach the Straight Track from the Super Starter Speedway to the 35" Flex Track of the Loop Tower using the Large Joiner.



- Complete the circuit by using a Track Joiner to attach these two pieces of Straight Track together.

NOTE: Experiment with the placement of the cars in order to enjoy a variety of high-speed wind-up action.

- Attach this end of the 180-Degerees Curve to the Straight Track that came with the Loop Tower.



UPSIDE DOWN OVERPASS

① Attach the 16.5" Flex Track from the Upside Down Overpass to the 48" Flex Track of the Loop Tower using the connector from the Base Plate.

② Attach the 35" Flex Track from the Loop Tower to the Flexi Curve of the Upside Down Overpass using the Large Joiner.

③ Attach the other end of the Flexi Curve to the Straight Track that came with the Loop Tower.

④ Use the connector on the Base Plate to complete the circuit by connecting the Straight Track to the open Loop Half of the Upside Down Overpass.

Labels: 7" Track, Loop Tower Stop-N-Go Car, 48" Flex Track, 16.5" Flex Track, 35" Flex Track, 7" Track, 14" Track, Standard Motor Car.

NOTE: Experiment with the placement of the cars in order to enjoy a variety of high-speed wind-up action.

ALTERNATE SET 1

① Attach the Straight Track from the Fireball Climb to the 48" Flex Track of the Loop Tower using a Track Joiner.

② Use the Large Joiner to connect the 35" Flex track of the Loop Tower to the Flexi Curve of the Fireball Climb.

③ Attach the other end of the Flexi Curve to the Straight Track that came with the Loop Tower with a track joiner.

④ Use a Track Joiner to complete the circuit by connecting the two remaining ends of Straight Track together.

Labels: 48" Flex Track, 35" Flex Track, 14" Track, Standard Motor Car, Loop Tower Stop-N-Go Car.

NOTE: Experiment with the placement of the cars in order to enjoy a variety of high-speed wind-up action.

ALTERNATE SET 2

① Attach the 48" Flex Track that goes beyond the Loop Tower to this Flexi Curve from the Competition Speedway.

② Attach this end of Straight Track from the Competition Speedway to the Straight Track that comes with the Loop Tower using a Track Joiner.

③ Connect the Straight Track from the Loop Tower to this Competition Speedway Flexi Curve.

④ Complete the circuit by attaching this 7" Straight Track from the Competition Speedway to the 35" Flex Track of the Loop Tower using the Large Joiner.

This 7" Track is in a different place on the new layout.

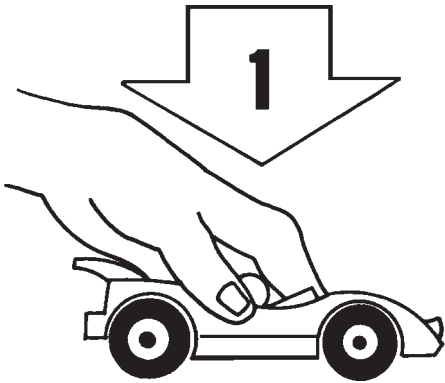
Labels: 48" Flex Track, 35" Flex Track, 14" Track, 7" Track, Standard Motor Car, Loop Tower Stop-N-Go Car.

NOTE: Experiment with the placement of the cars in order to enjoy a variety of high-speed wind-up action.

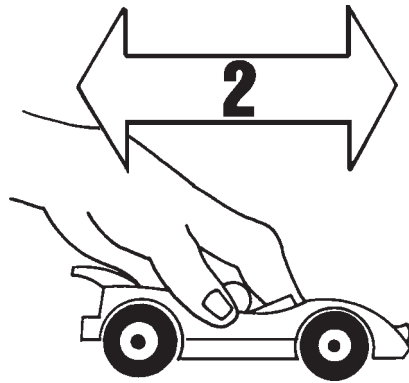


GET SET, GO!!

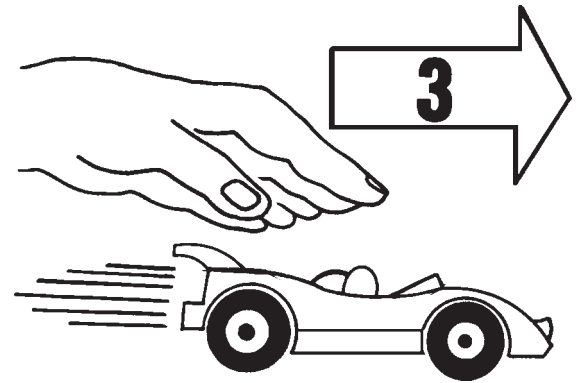
STANDARD DARDA MOTOR (red)



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!

STOP 'N' GO DARDA MOTOR (blue)

Follow steps 1 & 2 above than 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 this track configuration, 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:
1-800-773-9350

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

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