

POWER LOOP PYRAMID

BEFORE YOU BEGIN ...

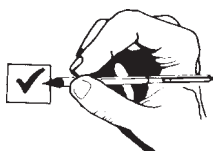
1. Unpack the parts. Save the packing materials.
2. Match the parts to the drawings below.
3. If you have each part, put a check in the box next to the picture of the part. Look in the carton again and check all of the packing materials to make sure you haven't missed anything.



WARNING:

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

CHECK LIST



DARDA™ RACERS (2)



FLEXI-CURVE TRACKS (2)



48" FLEX TRACK (5)



14" STRAIGHT TRACK (3)



TRACK JOINERS (8)



BARS (78)



COUPLERS (40)



LARGE TRACK JOINER (2)



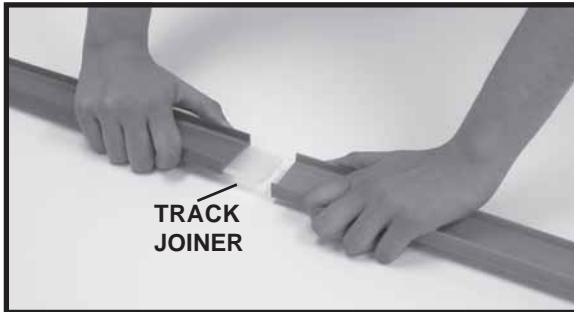
SMALL TRACK JOINER (12)



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 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



SMALL TRACK JOINERS

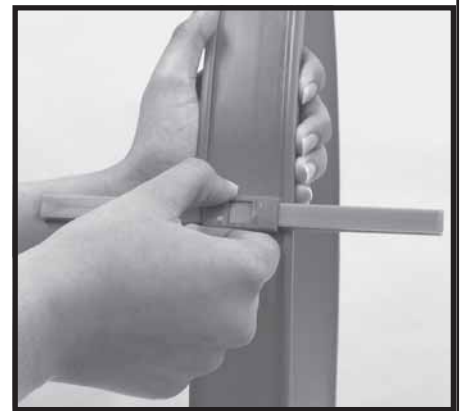
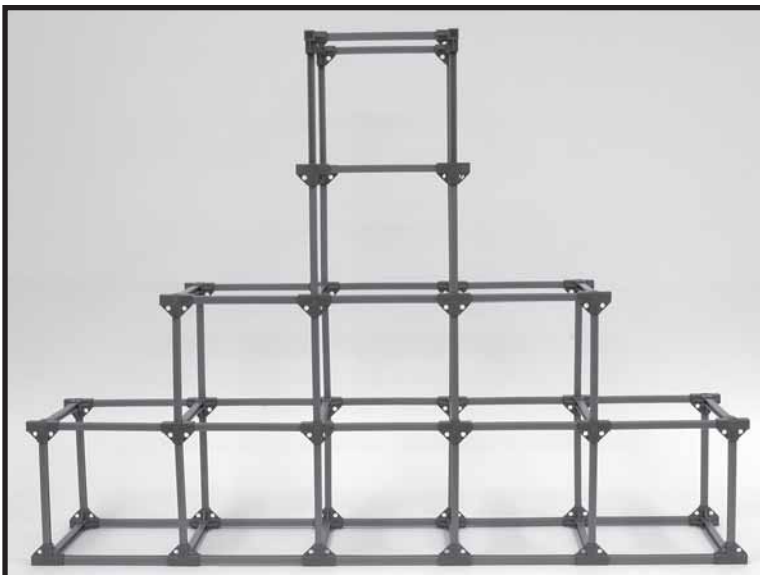


FIGURE 1



STEP 1 • BUILD THE TOWER

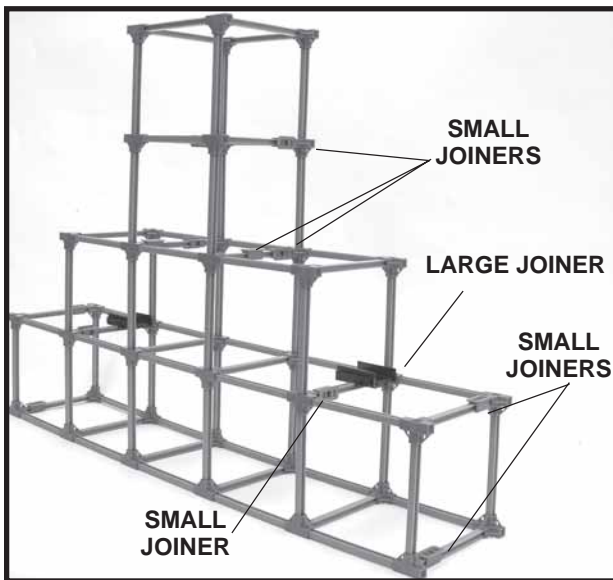
Using the **COUPLERS**, connect the **BARs** to create the tower as shown. Work from the bottom upward, making sure that all bars slide into the couplers as far as they will go. (FIGURE 1).

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.



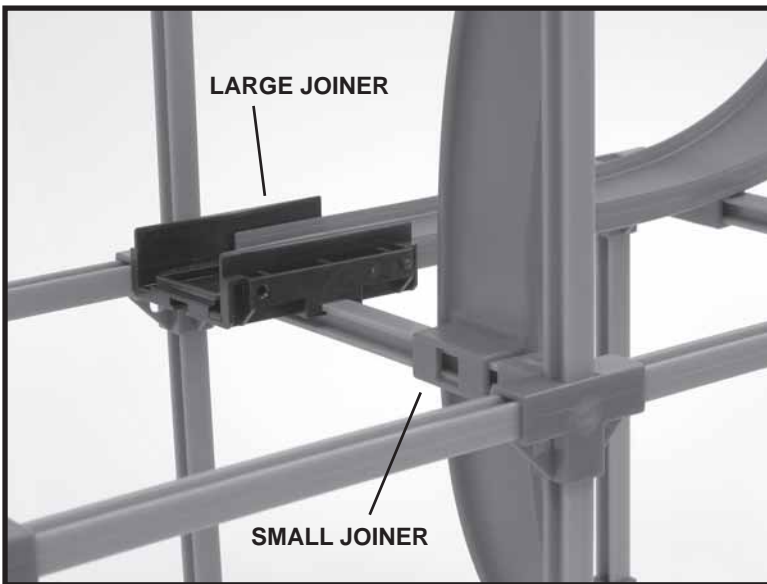
FIGURE 2



STEP 2A • ATTACHING JOINERS

FIGURE 2 indicates placement of all joiners (Large & Small) for the right side of the tower. The left side of the tower should reflect the joiner placement shown. Please refer to this image when assembling the track layout.

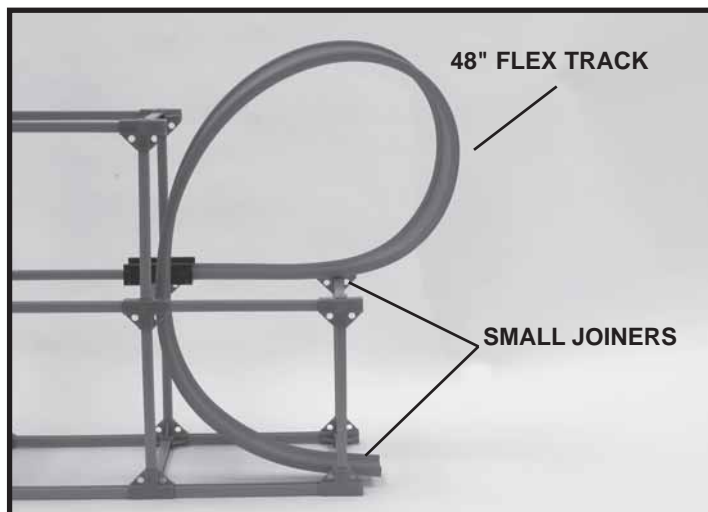
FIGURE 3



STEP 2B • ATTACHING JOINERS

1. Remove the bar from the tower when attaching joiners.
2. Start with 1 **LARGE JOINER** and 1 **SMALL JOINER**. Slide the joiners on the second horizontal bar on the second level, as shown in **FIGURE 3**.
3. Place the bar back on the tower. The **SMALL RED JOINER** should be toward the front of the tower, while the **LARGE BLACK JOINER** is in the back.
4. Repeat steps 2 and 3 on the other side of the tower.

FIGURE 4

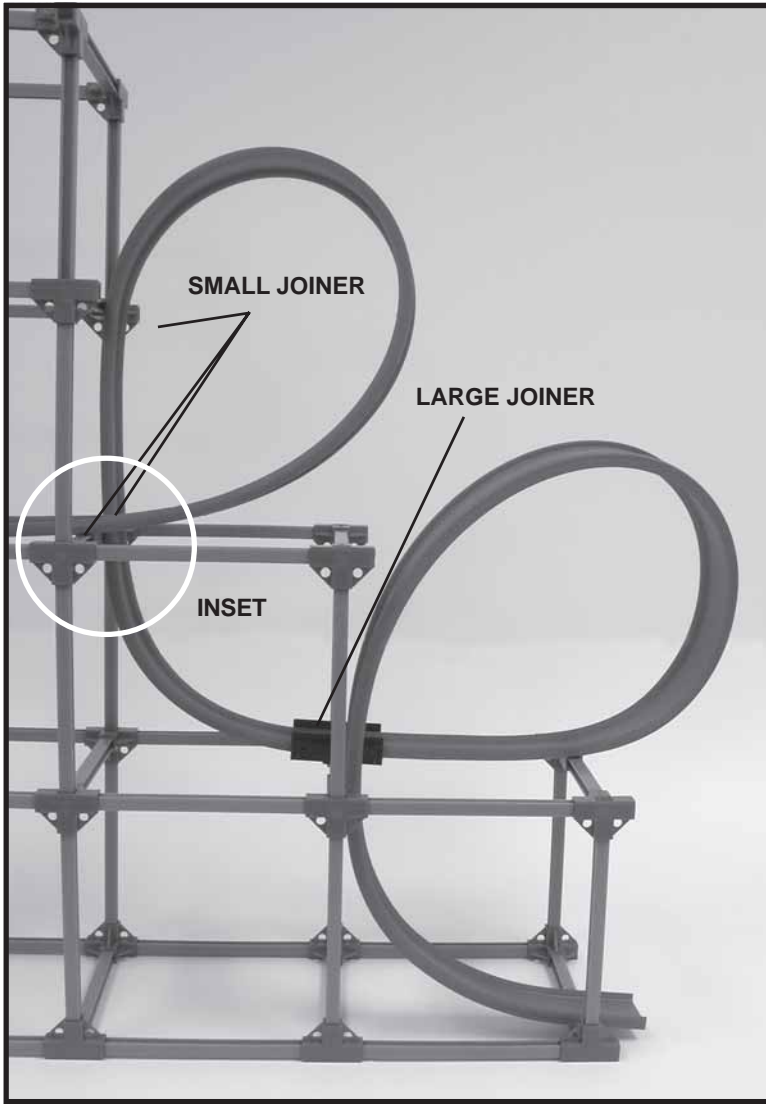


STEP 3 • ATTACHING FLEX TRACK

On the right side of the tower, slide one end of **48" FLEX TRACK** on to the outside tongue of **LARGE JOINER**. Loop the track around and attach to **BAR** with a **SMALL JOINER** as shown. Repeat on left side.

NOTE: Refer to Page 2 for additional instructions.

FIGURE 5



STEP 4 • ATTACHING FLEX TRACK

On right side of the tower, slide one end of the **48" FLEX TRACK** on the large joiner so it meets up with the **48" FLEX TRACK** already in place. Loop the track up the side of the tower and connect it where indicated with a small joiner.

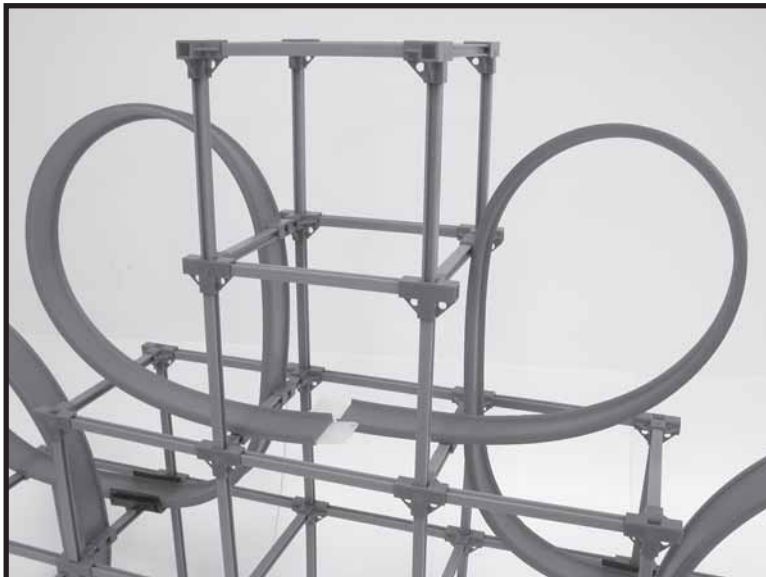
INSET SMALL JOINERS



INSET SMALL JOINERS WITH TRACK



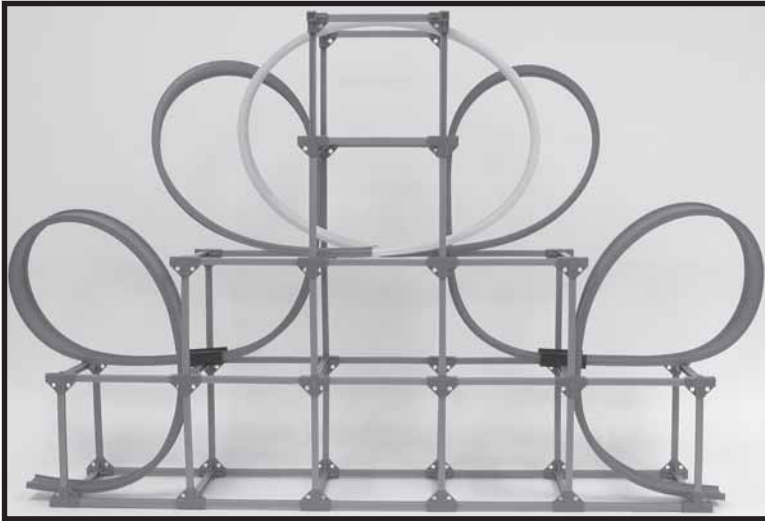
FIGURE 6



STEP 5 • ATTACHING FLEX TRACK

Repeat Step 4 for the left side of the tower. Your set should look like Figure 6.

FIGURE 7

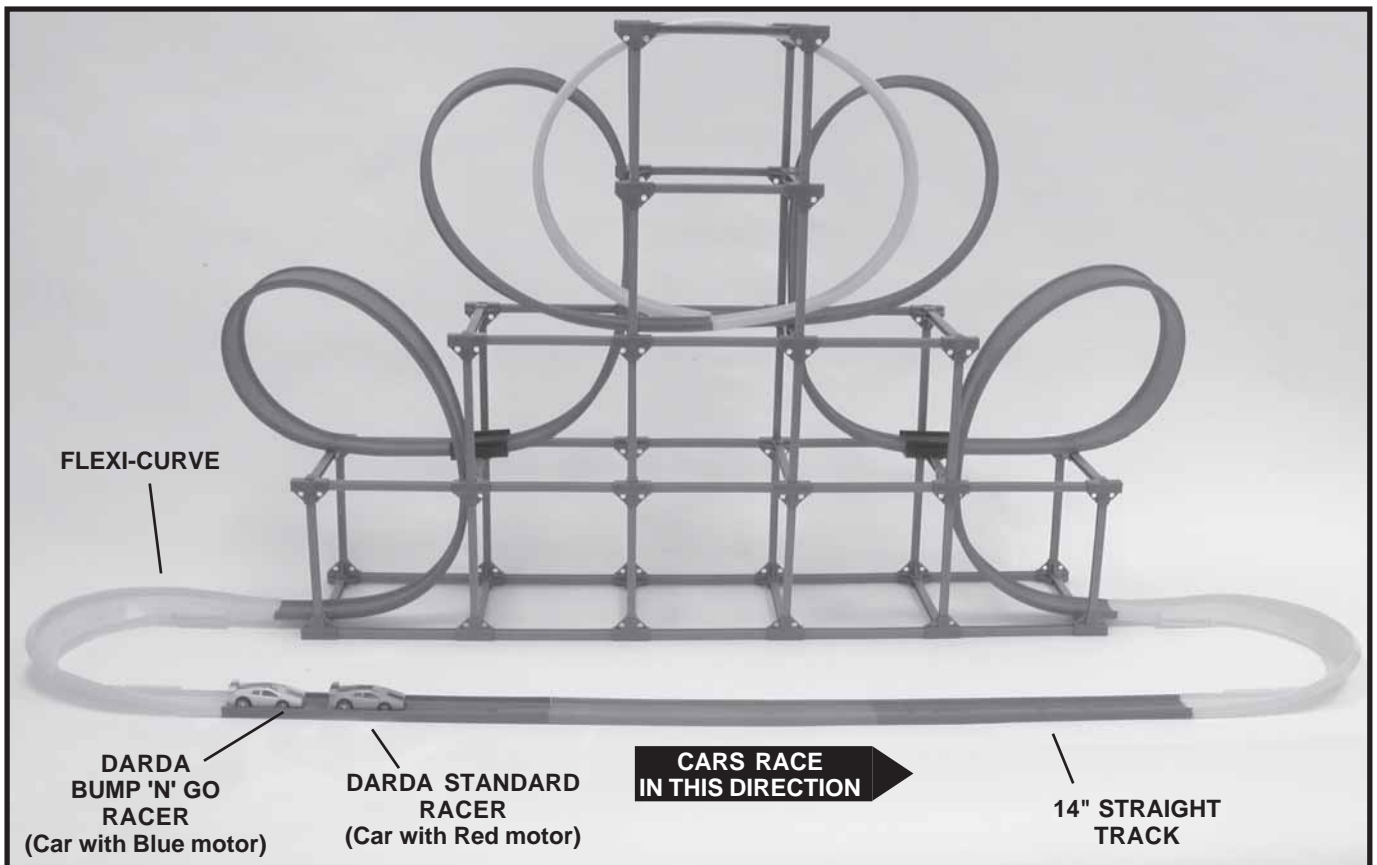


STEP 6 • FINAL LOOP

Using **TRACK JOINERS**, connect one end of the **YELLOW 48" FLEX TRACK** to one of the loops already in place. Feed the **YELLOW TRACK** through the top of the tower, making sure the **GREEN BARS** are above the track. Connect the yellow track to the loop on the opposite side. Your track will now look like Figure 7.

STEP 7 • COMPLETE THE CIRCUIT

Attach the **FLEXI-CURVES** to the tower, using **TRACK JOINERS** on both the left and right sides of the tower. Connect **14" STRAIGHT TRACK** to the **FLEXI-CURVE** using a track joiner on each side of the layout. Connect final **14" STRAIGHT TRACK** to close the circuit. Double check track connections and bar-coupler joints to make sure everything is secure.



Look on the underside of each car to identify the car with the **BLUE BUMP 'N' GO MOTOR**. You will place this car on the track first and wind it on the track where indicated above. If wound properly, it will stay in place.

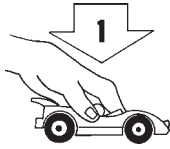
TO WIND:

1. Press down on vehicle body until you hear a click
2. While still pressing down, roll vehicle back & forth until clicking sound gets louder.
3. Gently lift your hand off car; it should stay in place on the track

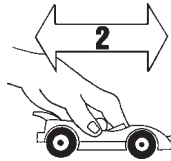
Now place the car with the **STANDARD RED MOTOR** on track **IN FRONT OF** the wound Bump 'N' Go car. (See page 6 for winding standard motor instructions.) When the standard car completes the circuit, it will bump into the waiting car sending it through the course!

READY, SET, GO!!!

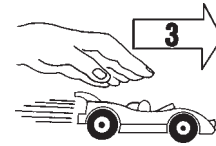
1. Press down on vehicle body until you hear a click.



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!



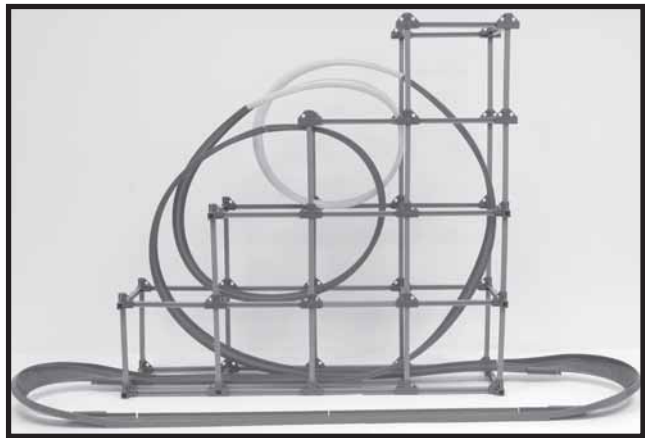
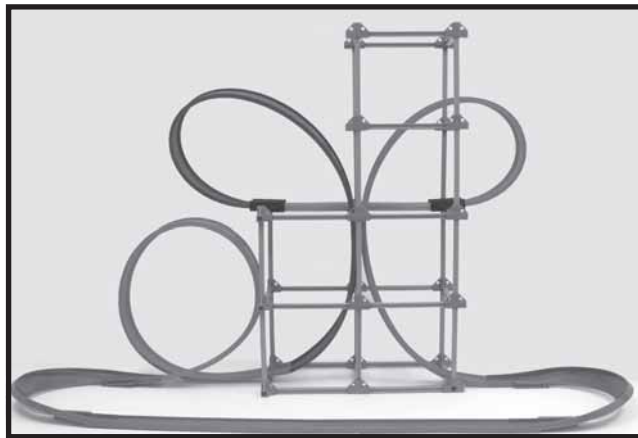
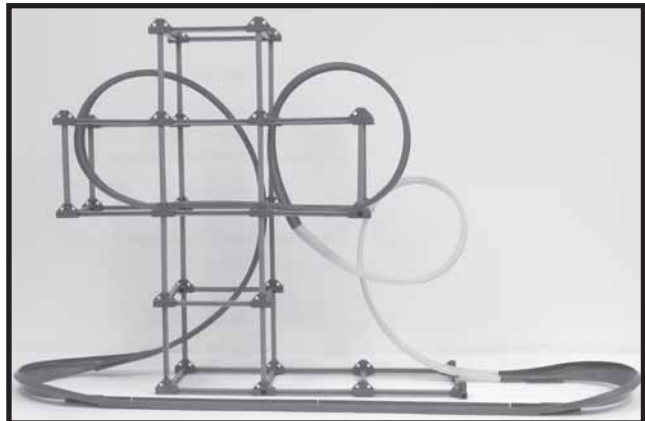
Tips

- For consistent performance position your Darda™ Racers on the track layout as shown on page 5.
- 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 3 other raceways you can make with the parts in your **POWER LOOP PYRAMID** 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))