Hot Wheels
MATTEL

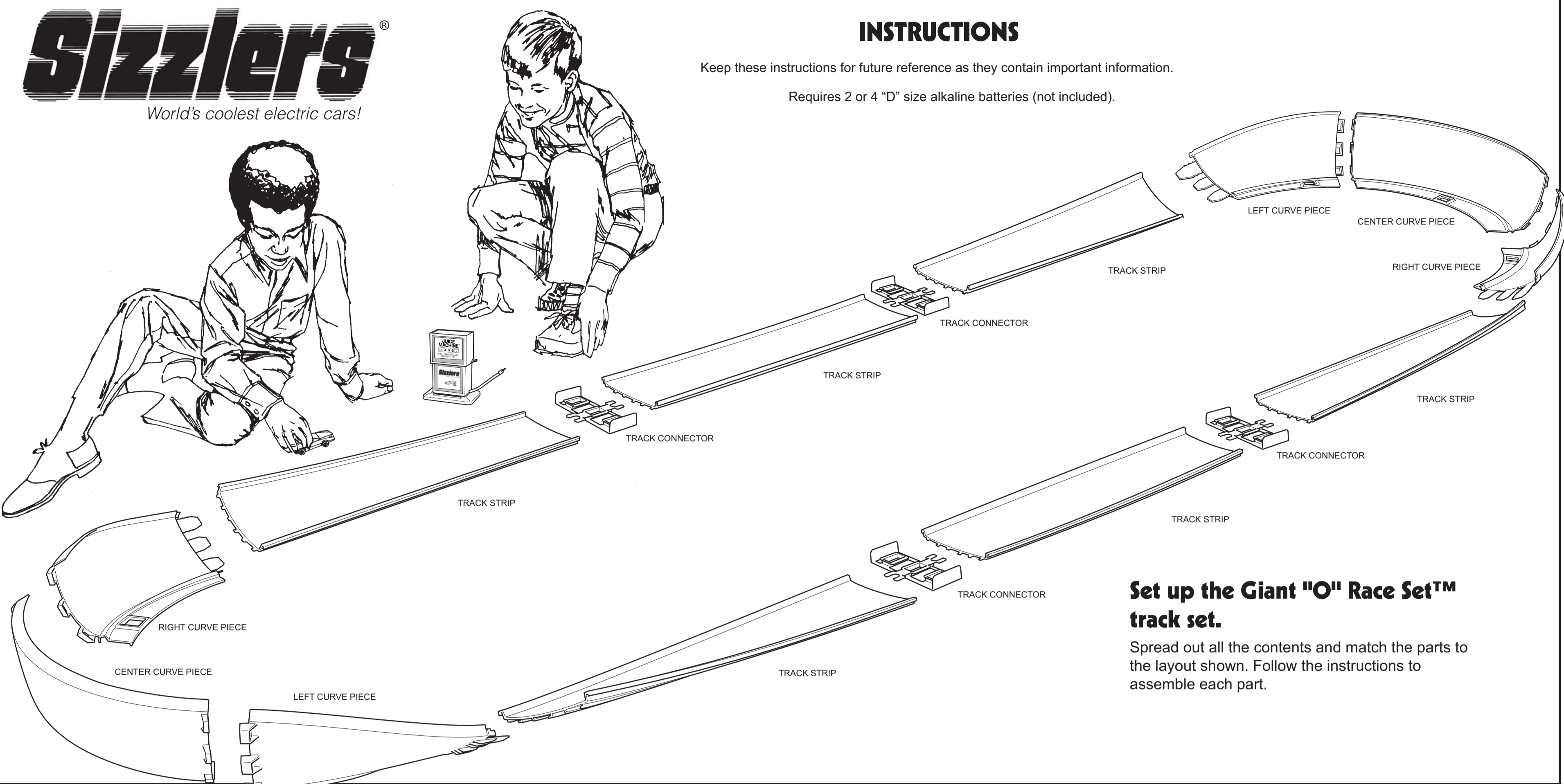# Sizzlers®
World's coolest electric cars!

5+ MATTEL K5450-0920

Giant "O" Race Set™
INSTRUCTIONS

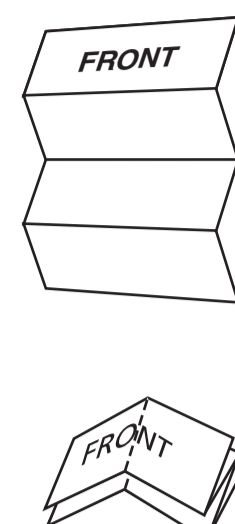Keep these instructions for future reference as they contain important information.

Requires 2 or 4 "D" size alkaline batteries (not included).

FRONT

FRONT

LEFT CURVE PIECE
CENTER CURVE PIECE
RIGHT CURVE PIECE

TRACK STRIP
TRACK CONNECTOR
TRACK STRIP
TRACK CONNECTOR
TRACK STRIP
TRACK STRIP
TRACK CONNECTOR
TRACK STRIP
TRACK CONNECTOR
TRACK STRIP

RIGHT CURVE PIECE
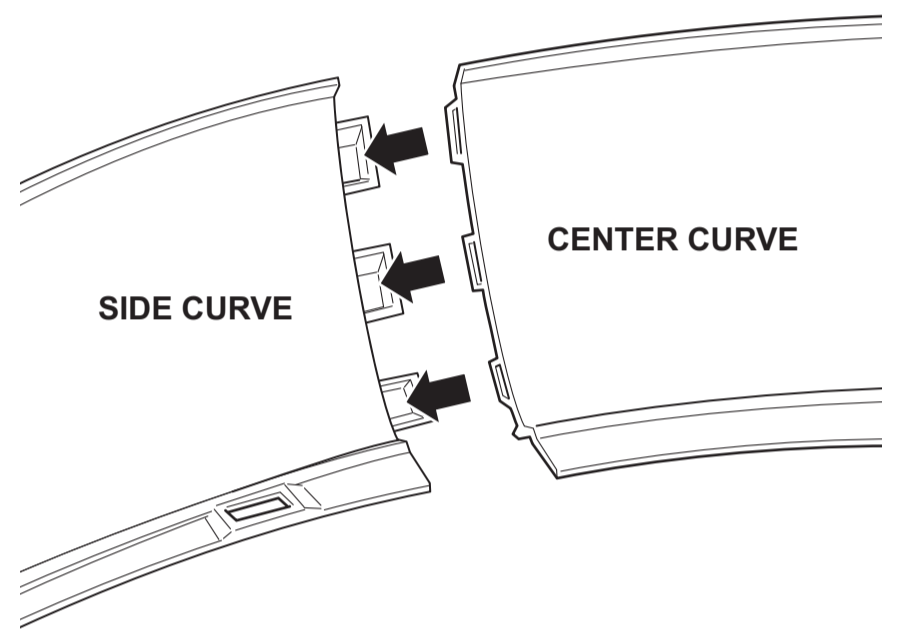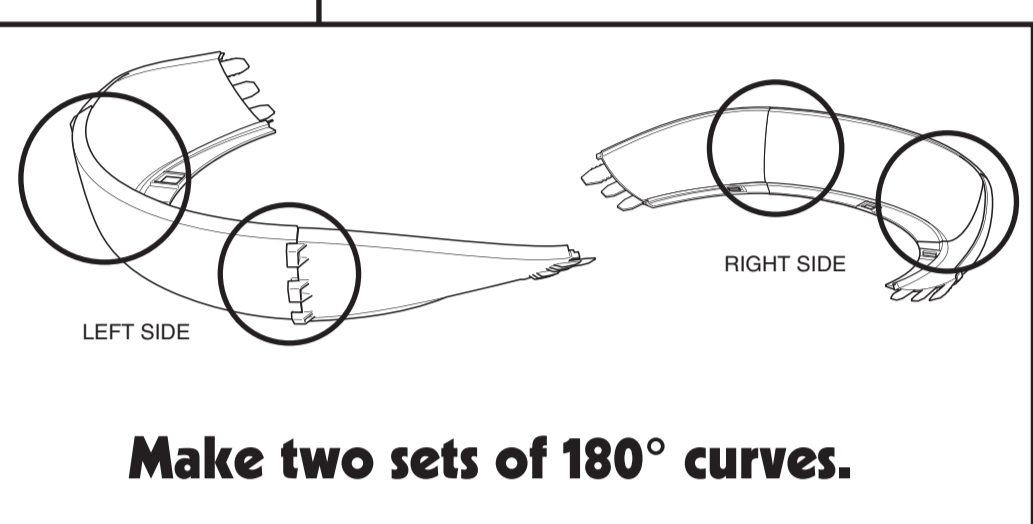CENTER CURVE PIECE
LEFT CURVE PIECE

Set up the Giant "O" Race Set™ track set.
Spread out all the contents and match the parts to the layout shown. Follow the instructions to assemble each part.
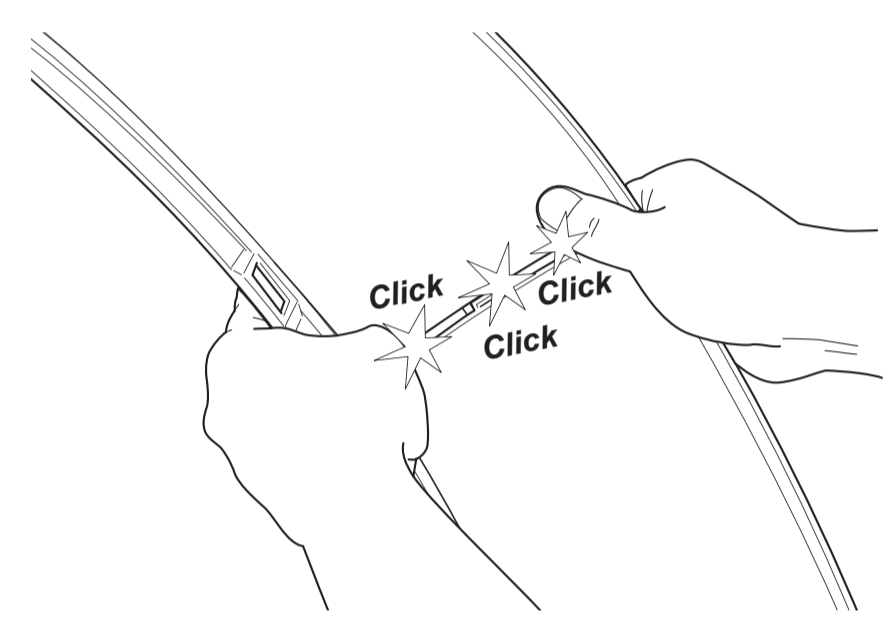
1 Assembly: Make 180° curves.

Make two sets of 180° curves.

LEFT SIDE   RIGHT SIDE
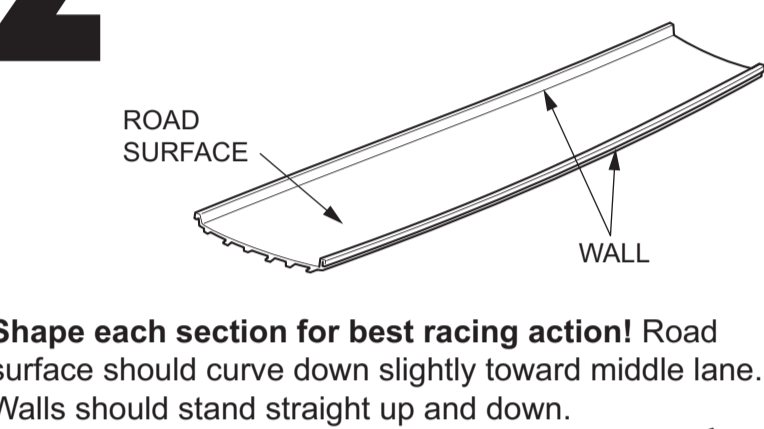
SIDE CURVE   CENTER CURVE

Click Click Click

A
Fit left curve piece and center curve piece together.
Firmly push center curve piece connectors into side curve connectors.
NOTE: Assemble both left and right curve assemblies first before continuing.

B
Be sure all three connectors snap together by firmly pressing the two track connectors together.

2 Get track ready.
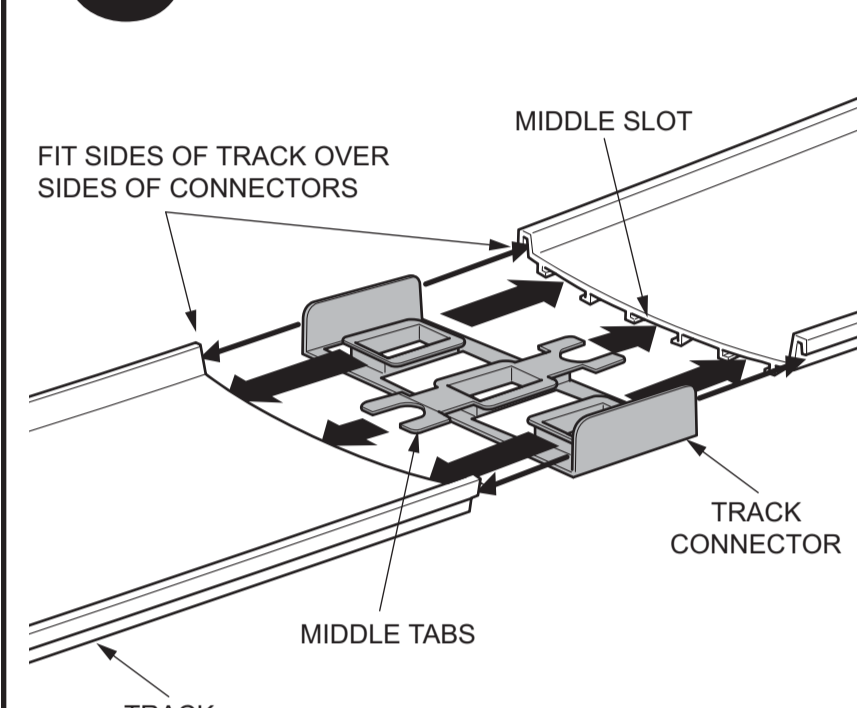
ROAD SURFACE
WALL

Shape each section for best racing action! Road surface should curve down slightly toward middle lane. Walls should stand straight up and down.
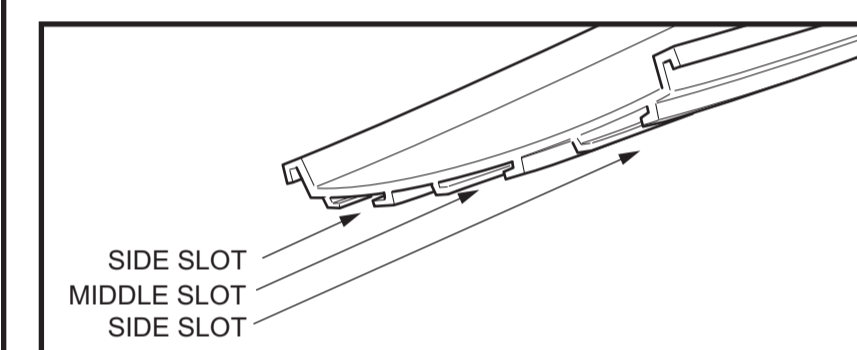
To shape each section:
Hold section right side up. Roll it up lengthwise until the walls touch each other. Slide hands down length of section, squeezing as you go.

Push in on walls until they stand straight up and down. To store strip sections keep each section as flat as possible.
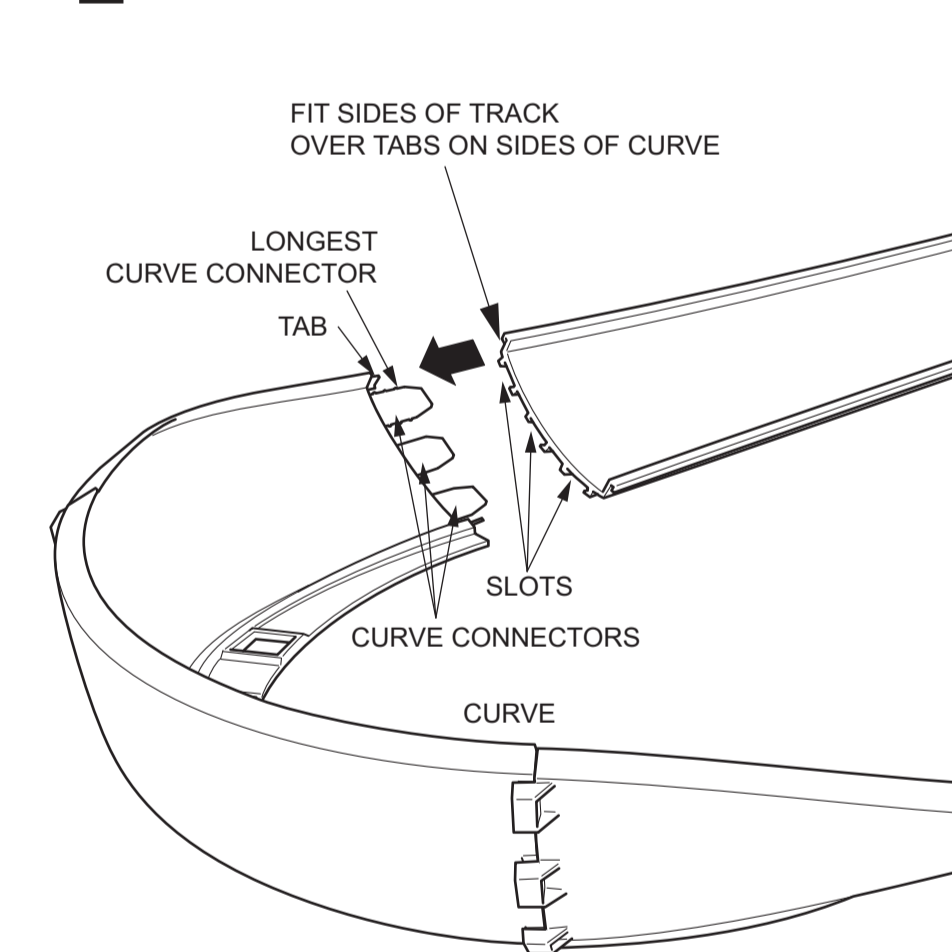
3 Join track pieces.

FIT SIDES OF TRACK OVER SIDES OF CONNECTORS
MIDDLE SLOT
TRACK CONNECTOR
MIDDLE TABS
TRACK

Push middle tabs into middle slots of track first. Now push the track connector's outer slots into the track.
Push connector into other side of the track as shown. Push the two track sections firmly together so there is no space between the tracks and the connector.
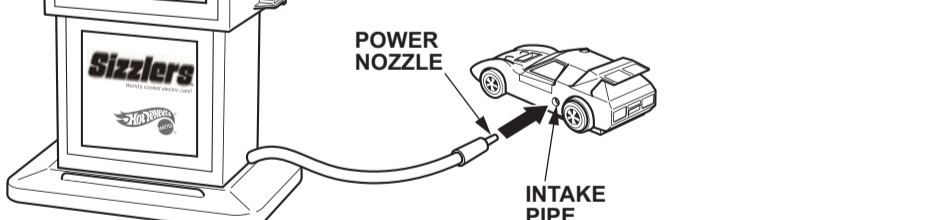
SIDE SLOT
MIDDLE SLOT
SIDE SLOT

4 Add track sections to curves.

FIT SIDES OF TRACK OVER TABS ON SIDES OF CURVE
LONGEST CURVE CONNECTOR
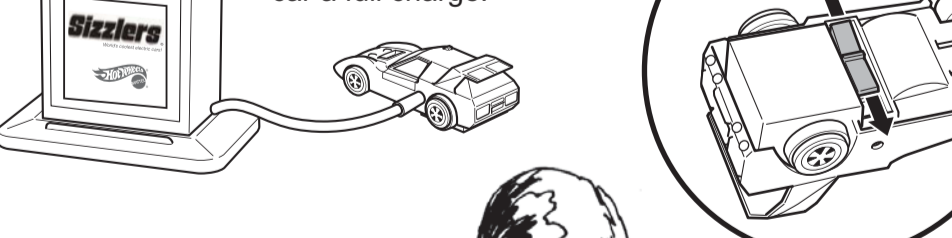TAB
SLOTS
CURVE CONNECTORS
CURVE

Starting with the longest curve connector, slide the track slots ALL THE WAY onto the curve connectors.

How to play
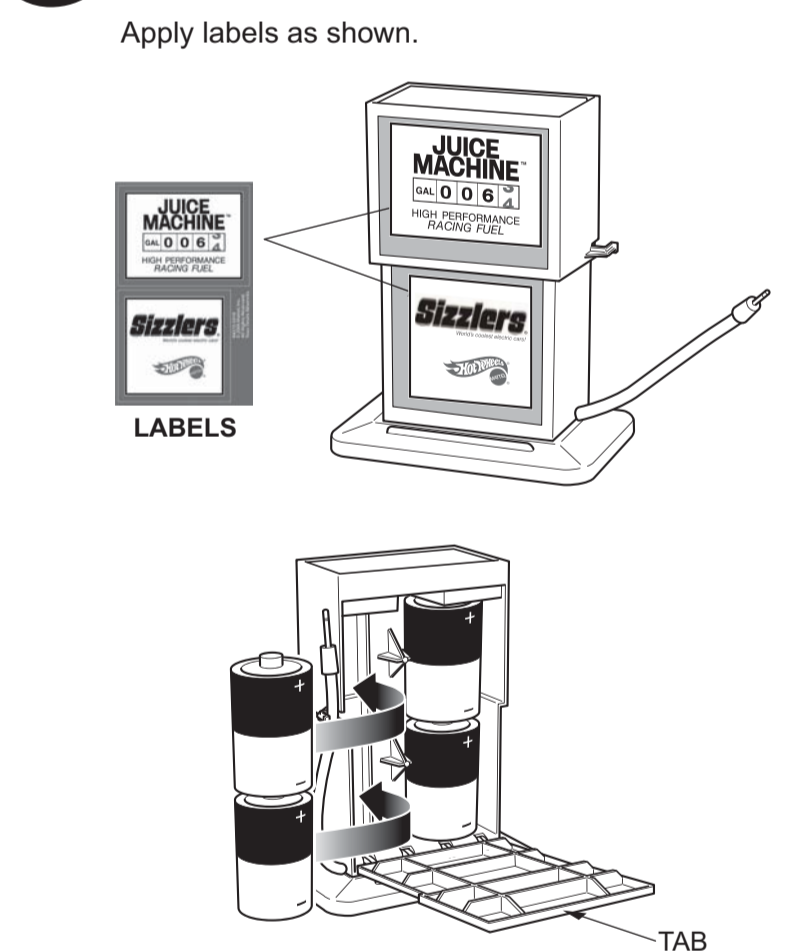
JUICE MACHINE
POWER NOZZLE
INTAKE PIPE

Insert power nozzle into intake pipe on side of the car as shown.
NOTE: Switch on bottom of car can be set at ON or OFF.

How to charge: Slide switch on bottom of car to OFF position. Push power nozzle all the way into intake pipe of car. Never wiggle power nozzle when it is in the car. Push top of JUICE MACHINE™ recharger down. Hold it down for 90 seconds to give your car a full charge.

I = ON / O = OFF

5 Set up JUICE MACHINE™ recharger

Apply labels as shown.

JUICE MACHINE
Sizzlers
LABELS

TAB

Turn the JUICE MACHINE™ recharger around. Press tab and pull door down. Insert 2 or 4 "D" size alkaline batteries (not included) following diagram on door.
NOTE: If you used 2 batteries, stack one on top of the other. If you use 4 batteries, you will have more races without a battery change. For best performance and battery life use only alkaline batteries.
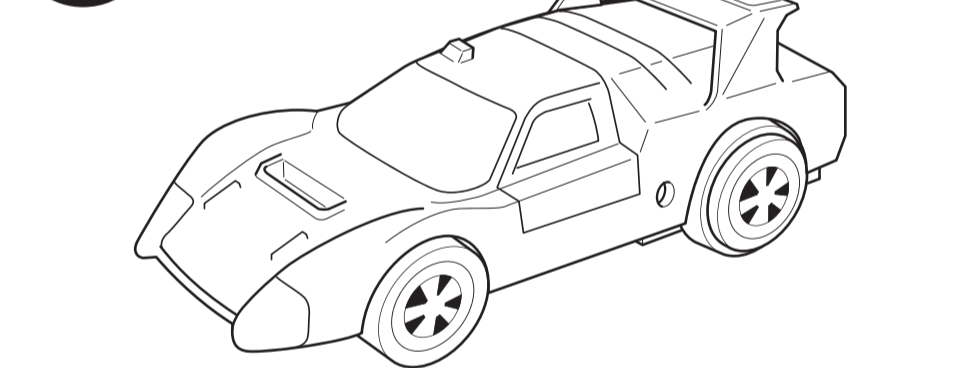**STORE JUICE MACHINE™ RECHARGER** - Remove batteries to prevent leakage.

HOW LONG SHOULD I CHARGE?
When car is new or has not been used for a few days it needs a warm-up. Give the car a good charge, about 90 seconds. Run car until it needs recharging. Repeat warm-up 4 or 5 times. Now the car will run longer between charges.
When car is starting a race give the car a good charge, about 90 seconds. (When charging more than one car for a race, turn the first one OFF while charging the other ones; this gives all cars a fair start.)
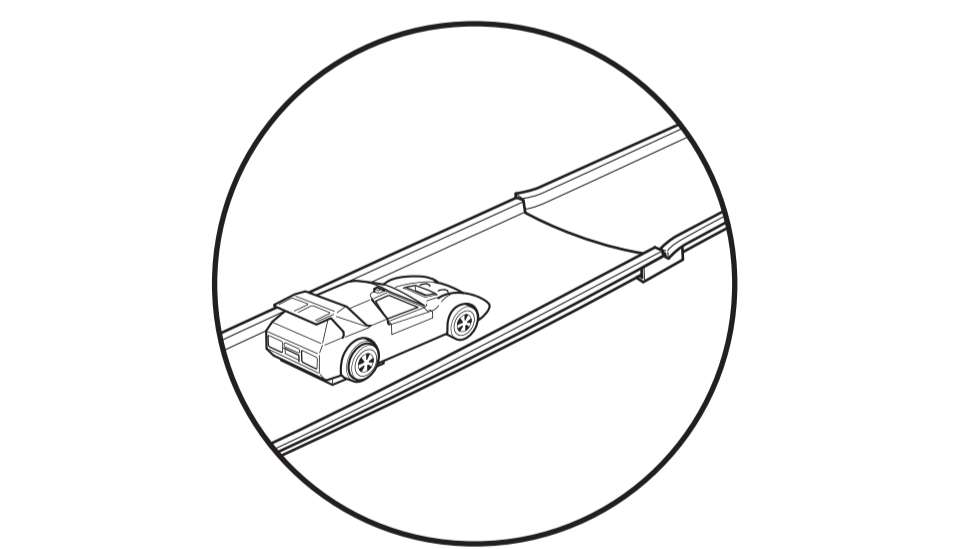**In the middle of race** give car just enough charge so it will finish first! Winners keep their stops as short as possible.
NOTE: Never give your SIZZLERS® car more than one 90 second charge at a time. NEVER put books or other objects on top of the JUICE MACHINE™ recharger.
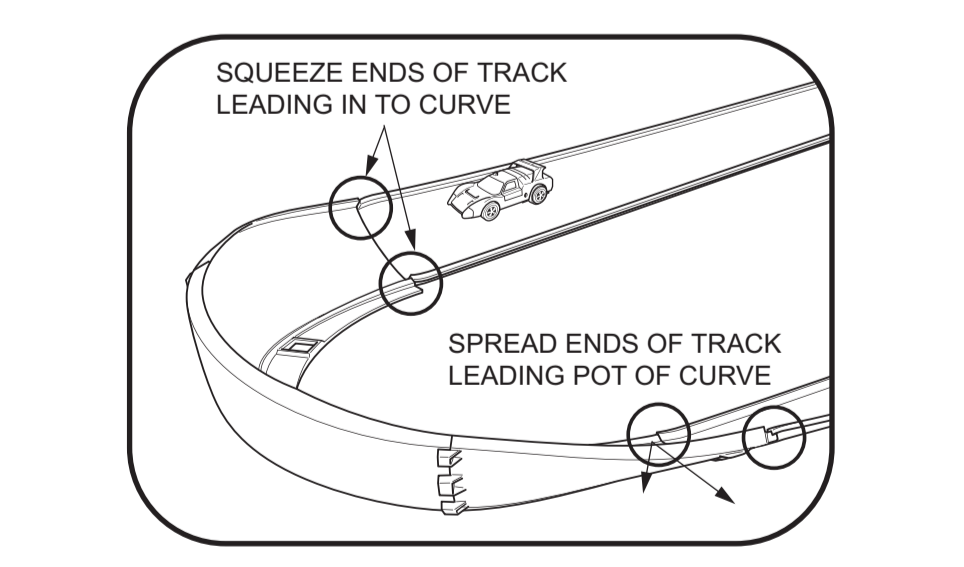
6 SIZZLERS® car

FOR BEST RESULTS, LET SIZZLERS® CAR GO FREE-WHEELIN' ON SMOOTH, HARD FLOORS!
TO OPERATE SIZZLERS® CAR: Use a GOOSE PUMP™ or JUICE MACHINE™ recharger. Power cell recharges for the life of the car!
IMPORTANT - To stop motor always set switch to OFF position. Never hold rear wheels to stop motor.
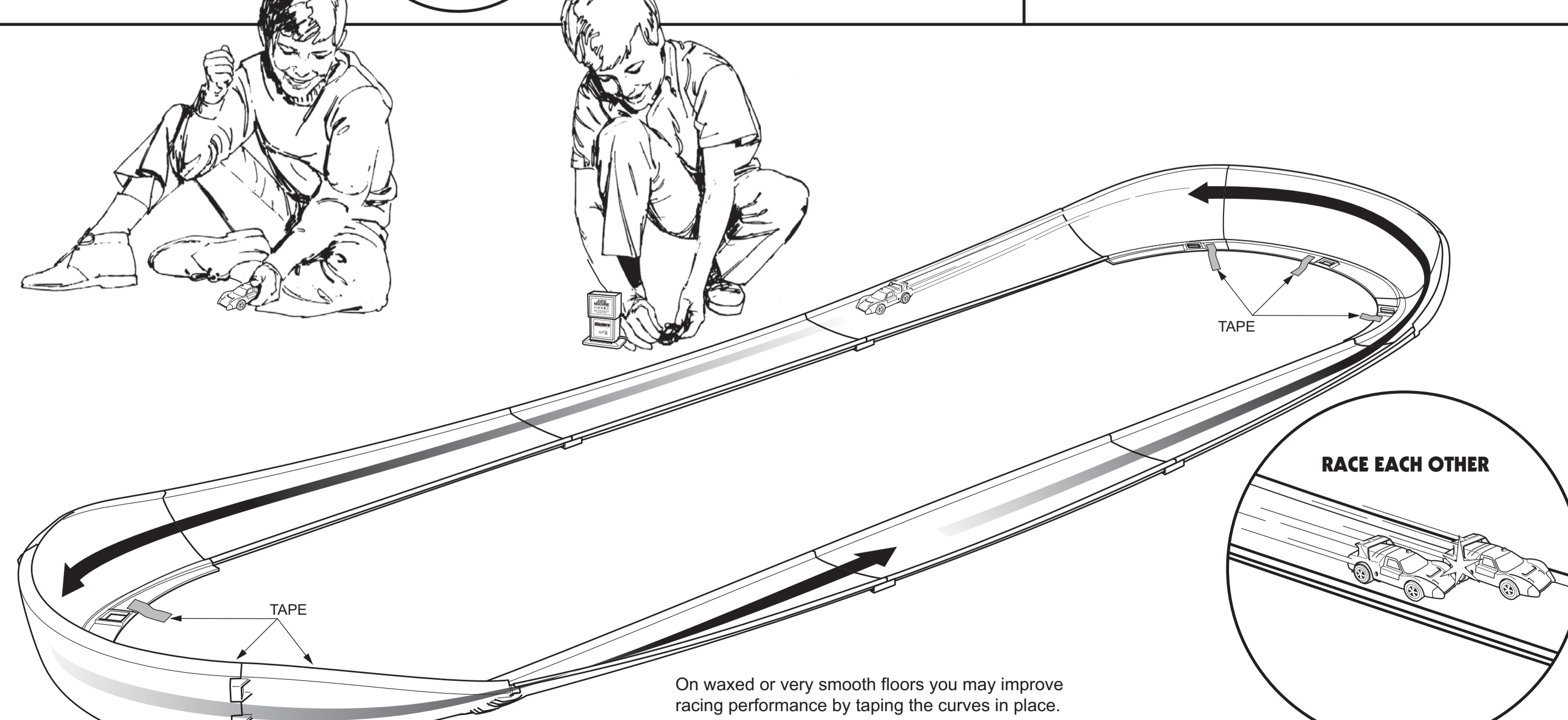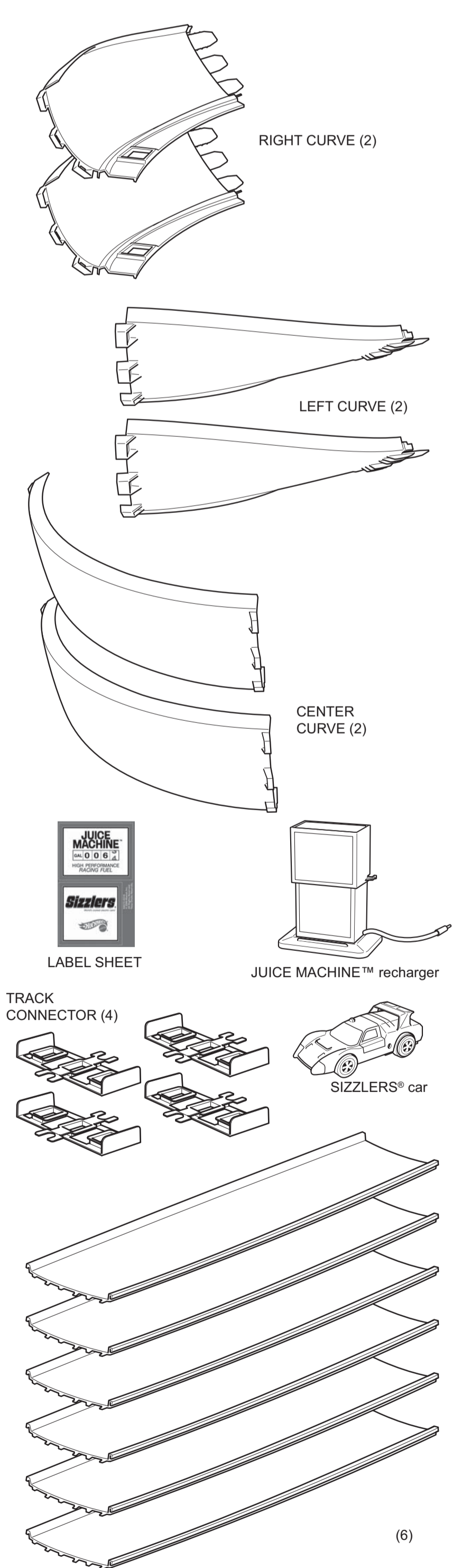
TRACK TIPS FOR BEST RACE ACTION

Squeeze in ends of track at each connection. Spread out opposite ends as shown.

SQUEEZE ENDS OF TRACK LEADING IN TO CURVE

SPREAD ENDS OF TRACK LEADING OUT OF CURVE

CONTENTS

RIGHT CURVE (2)
LEFT CURVE (2)
CENTER CURVE (2)
LABEL SHEET
JUICE MACHINE™ recharger
TRACK CONNECTOR (4)
SIZZLERS® car

(6)

RACE EACH OTHER

TAPE
TAPE

On waxed or very smooth floors you may improve racing performance by taping the curves in place.