



# SPINNIN' RIM™

5+

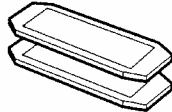
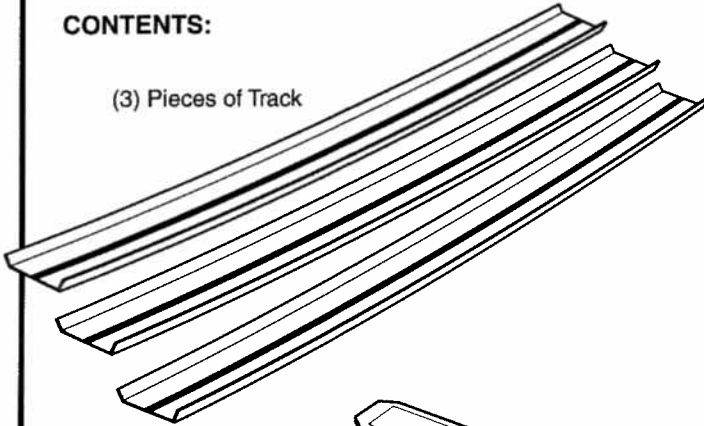
52580-0920



## INSTRUCTIONS

### CONTENTS:

(3) Pieces of Track



(2) Joiners

(2) Rubber Bands

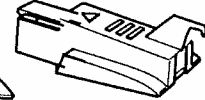


3" x 1/8"

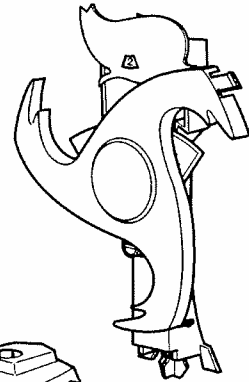
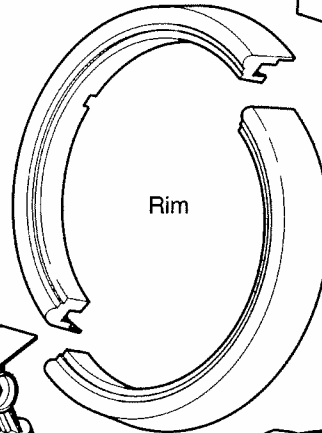


2 1/2" x 1/4"

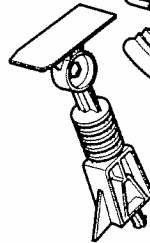
Target Assembly Hook



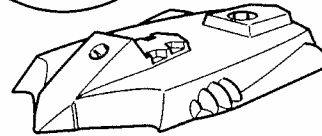
Rim



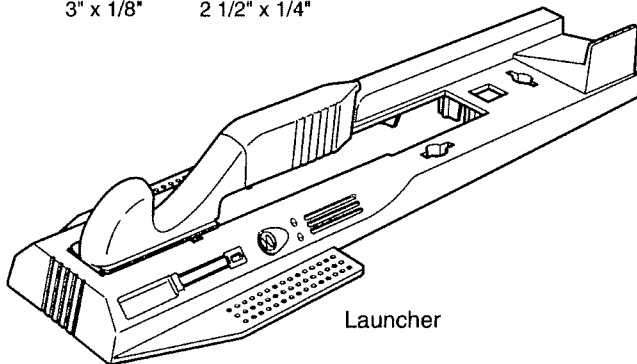
Target Wheel Axle



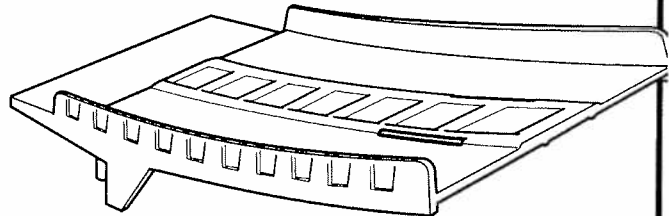
Ramp Support



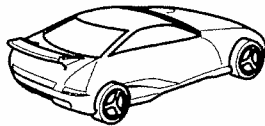
Target Base



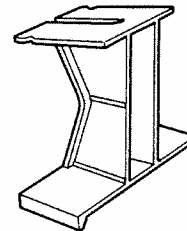
Launcher



Magazine



Hot Wheels® Car



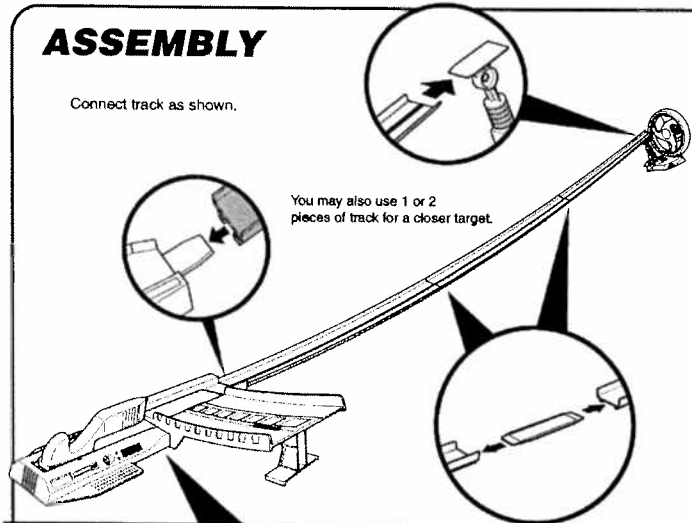
Catcher Stand

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

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

# ASSEMBLY

Connect track as shown.



You may also use 1 or 2 pieces of track for a closer target.

### ASSEMBLE LAUNCHER

**TOP VIEW**

Place striker into slot in launcher and slide to end as shown.

**BOTTOM VIEW**

Loop (thin) 3" rubber band around launcher hook (A) and striker hooks (B) as shown. Do not use oversized rubber band. Place protective cover under 3 tabs to protect launcher.

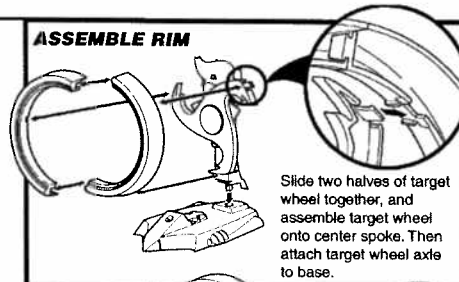
INSTALL RUBBER BAND (FOLDED AS SHOWN)

Slide catcher stand into slots on bottom of magazine.

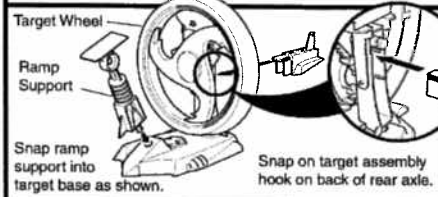
Hold back striker to attach magazine.

Make sure magazine is firmly fastened all the way down until edges are flush.

## ASSEMBLE RIM



Slide two halves of target wheel together, and assemble target wheel onto center spoke. Then attach target wheel axle to base.

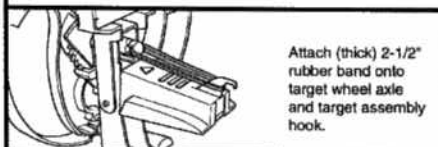


Target Wheel

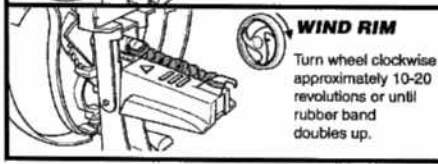
Ramp Support

Snap ramp support into target base as shown.

Snap on target assembly hook on back of rear axle.



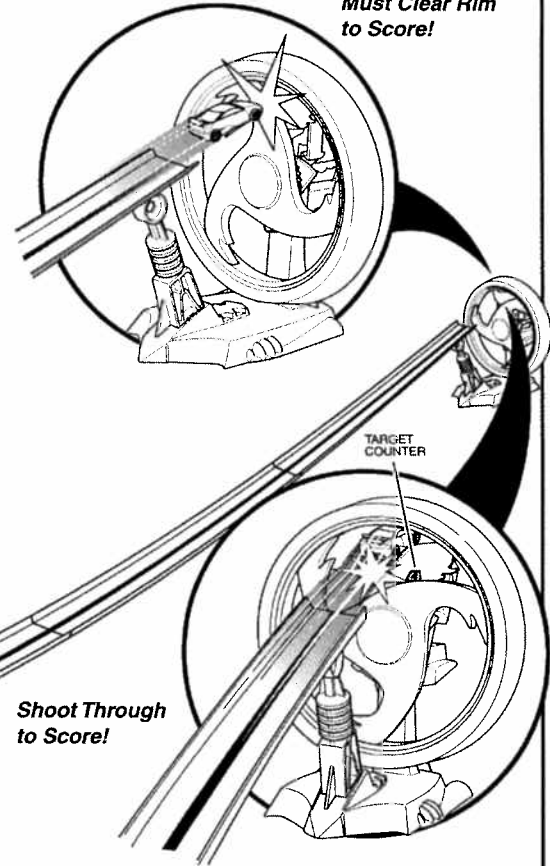
Attach (thick 2-1/2" rubber band onto target wheel axle and target assembly hook.



### WIND RIM

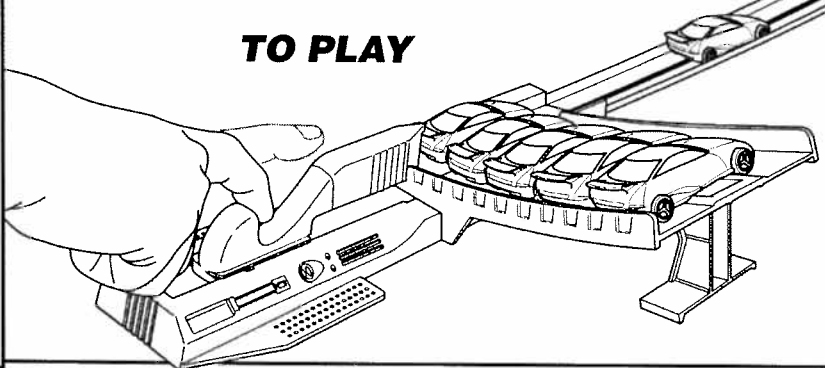
Turn wheel clockwise approximately 10-20 revolutions or until rubber band doubles up.

**Must Clear Rim to Score!**



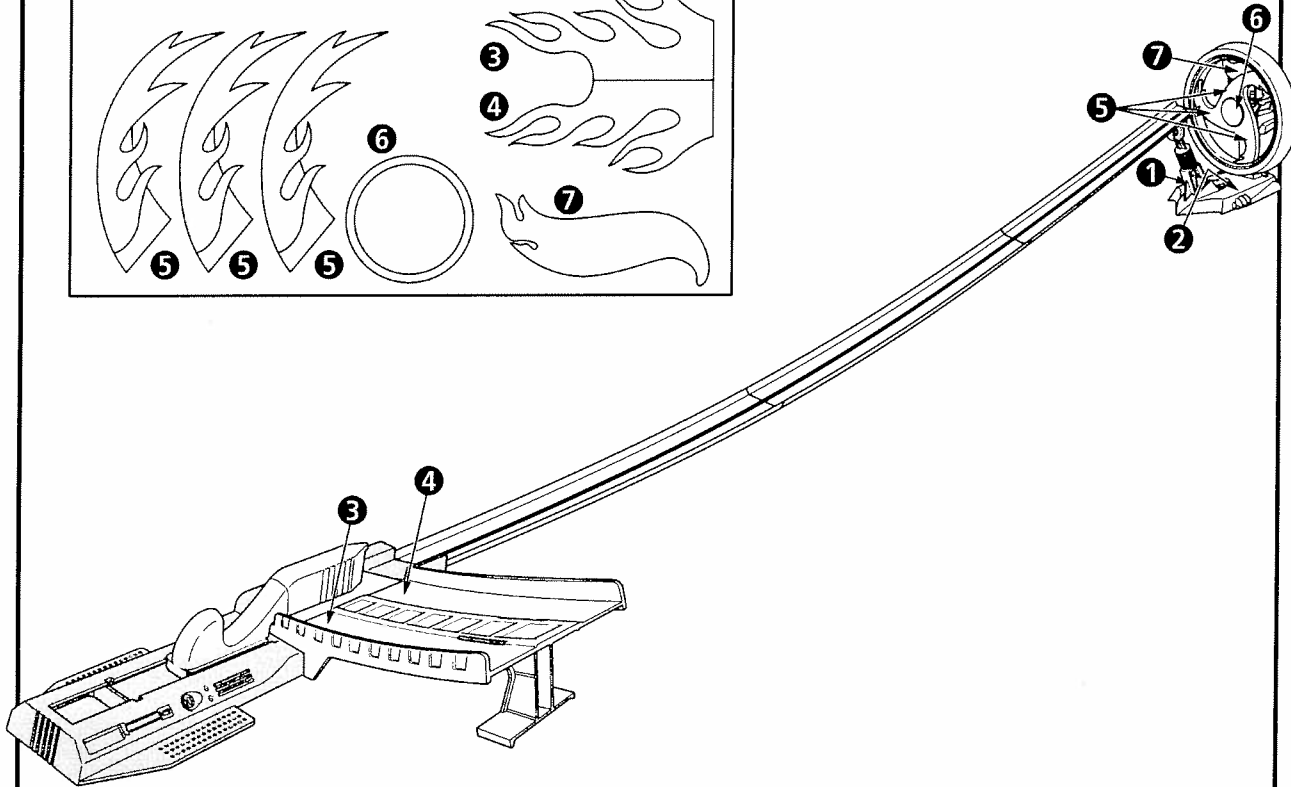
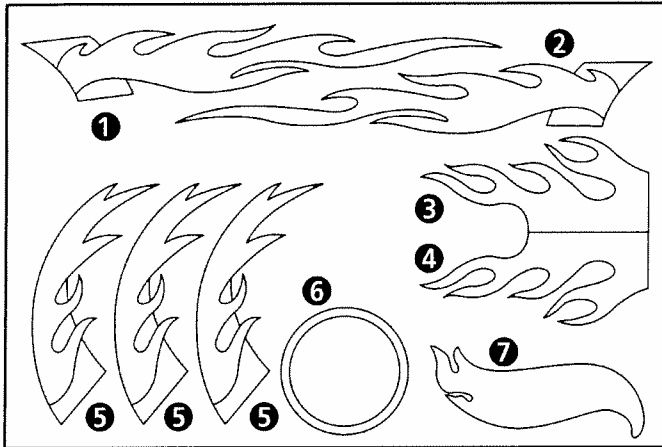
**Shoot Through to Score!**

## TO PLAY



1. Turn wheel to wind rim.
2. Place Hot Wheels® car on magazine ramp (or up to 5 cars) pull back trigger and launch car. Try to make your car go through the Spinnin' Rim and hit the target.
3. Target counter will keep score up to 8 hits.
4. Reset wheel after each round of play

# APPLY LABELS



## 2-YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for two years (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052 for replacement or refund at our option. This warranty does not cover damage resulting from unauthorized modification, accident, misuse, or abuse. In no event shall we be responsible for incidental, consequential, or contingent damages (except in those states that do not allow this exclusion or limitation). **Valid only in U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above limitations may not apply to you.

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YOU CAN TELL IT'S MATTEL! Call us toll-free or write with any comments or questions about our products or service. Monday-Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing. Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.

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