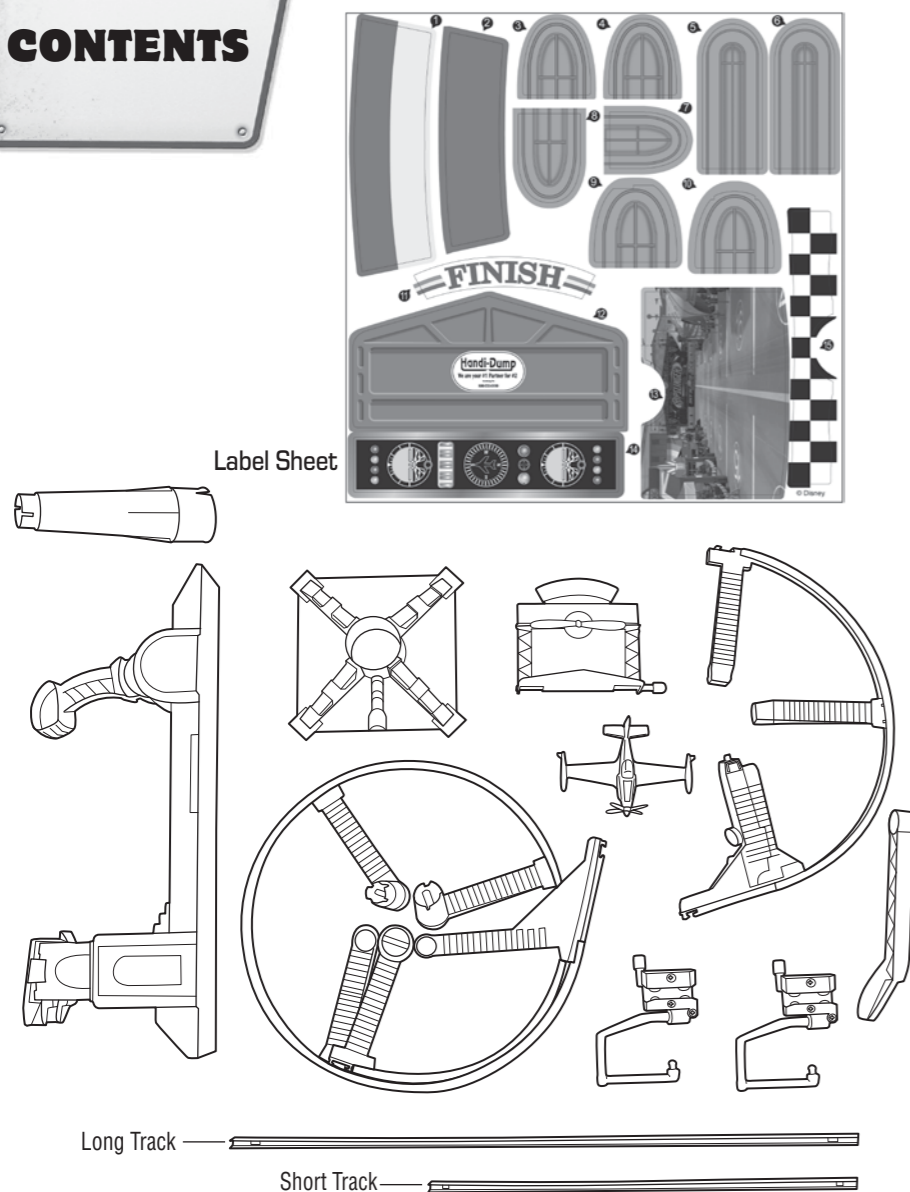




4+

FLIGHT TO THE FINISH SPEEDWAY INSTRUCTIONS

CONTENTS



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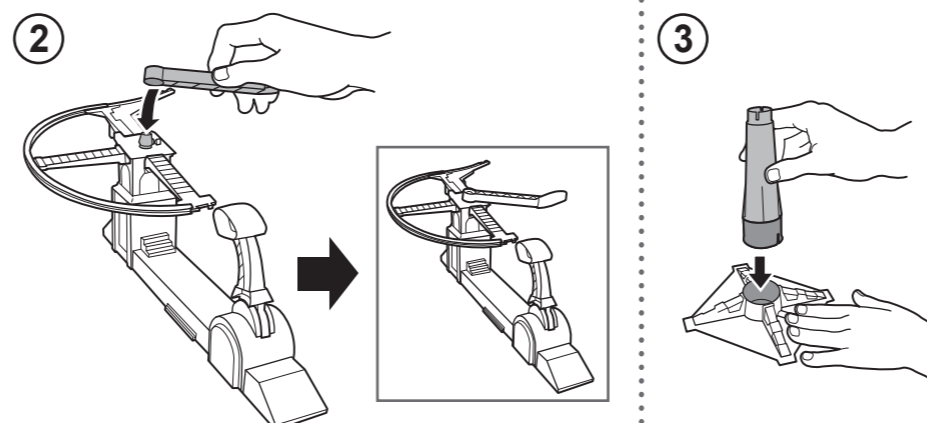
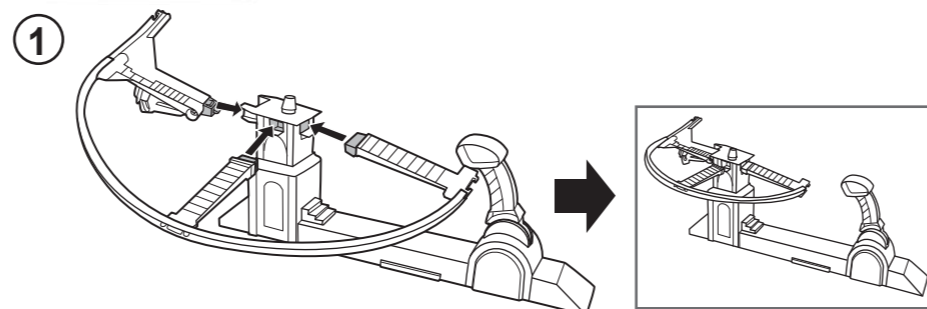
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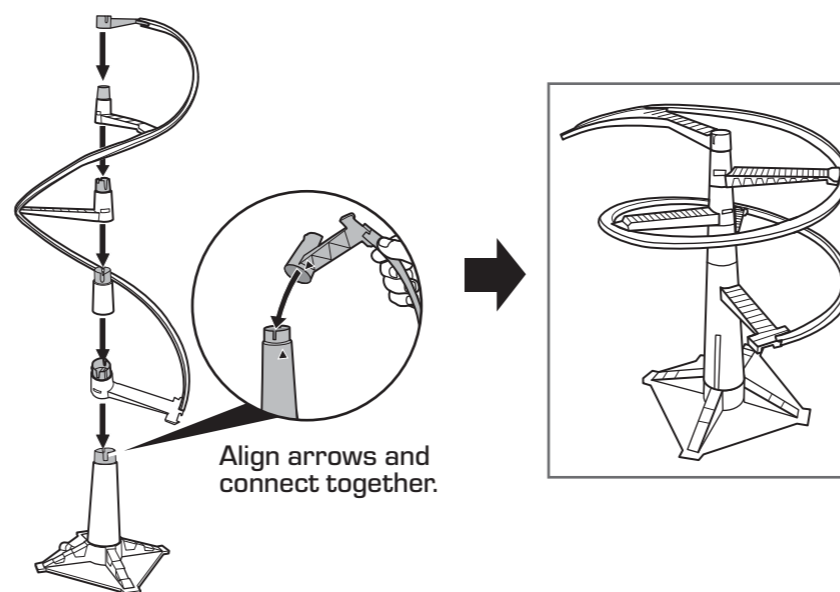
BHW89-0920



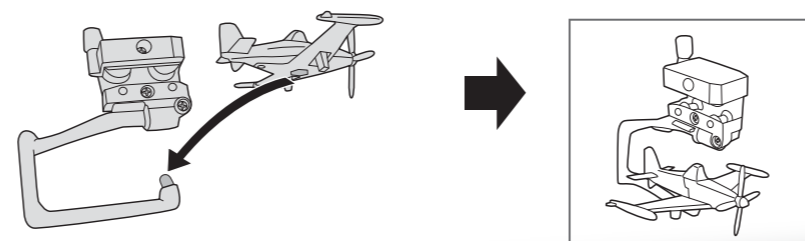
1 ASSEMBLY



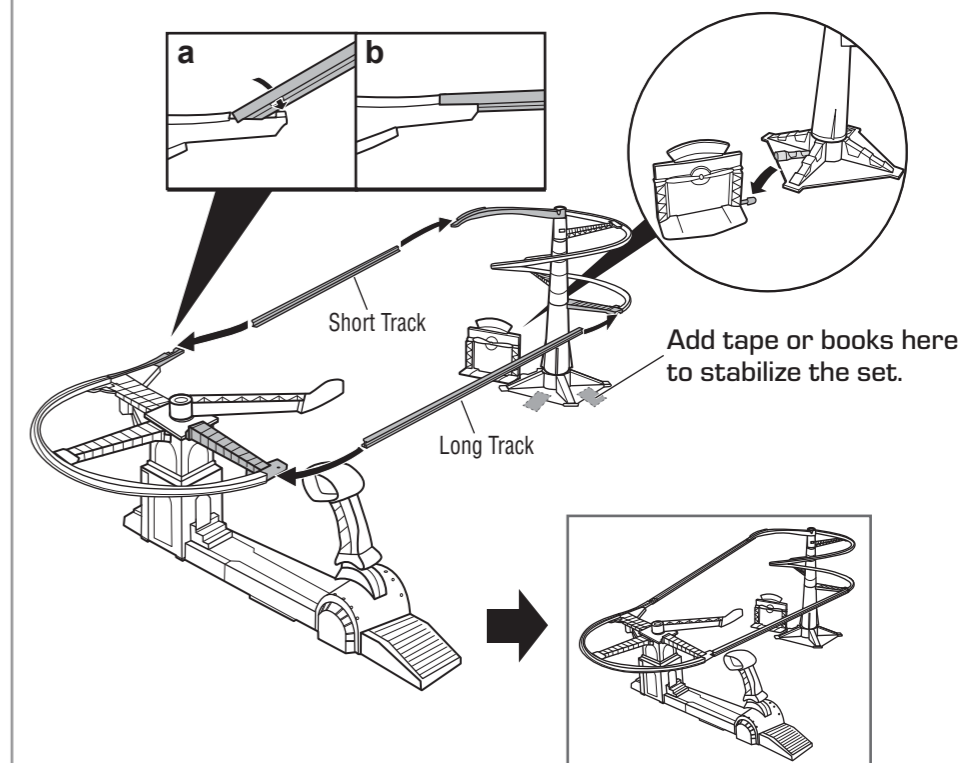
4 Follow the track and attach each section of the tower together.



5 Attach plane to rollers (Detach and switch plane if desired).

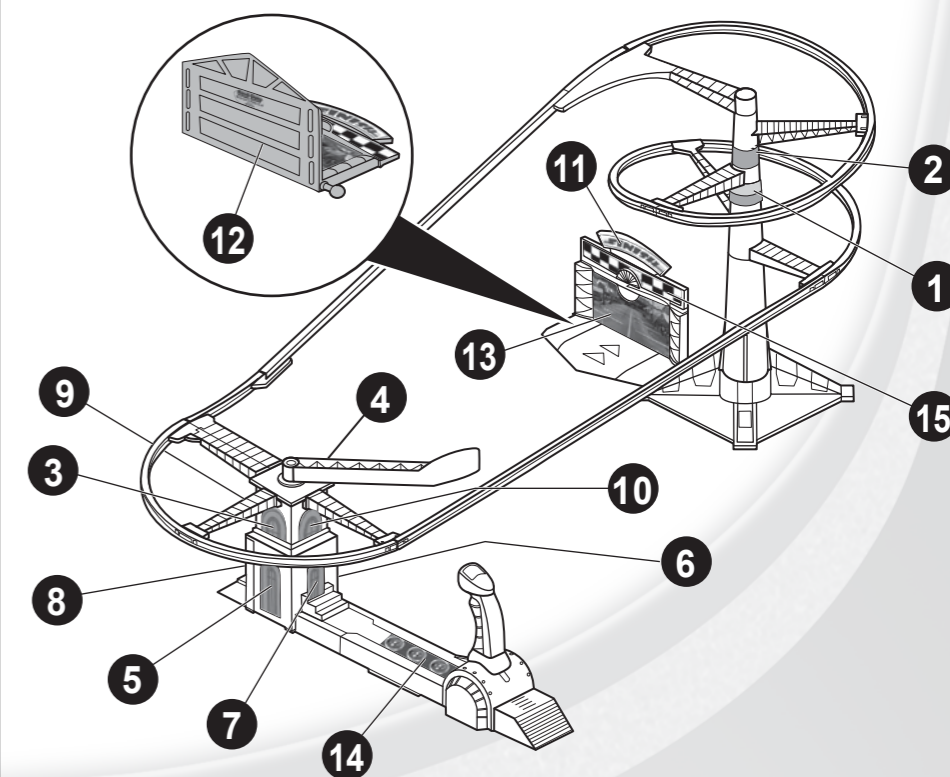


6



2 APPLY LABELS

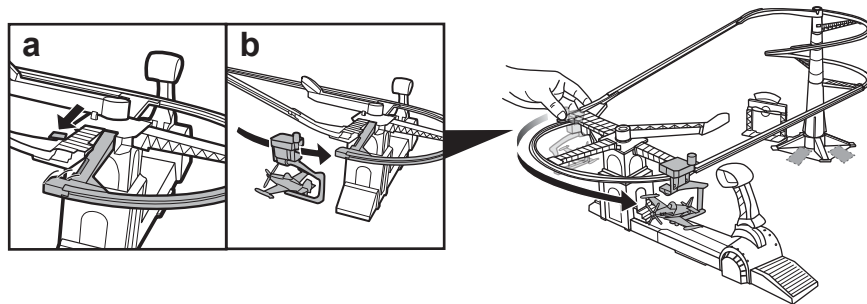
Helpful Hint: Apply labels before assembly by number as indicated.



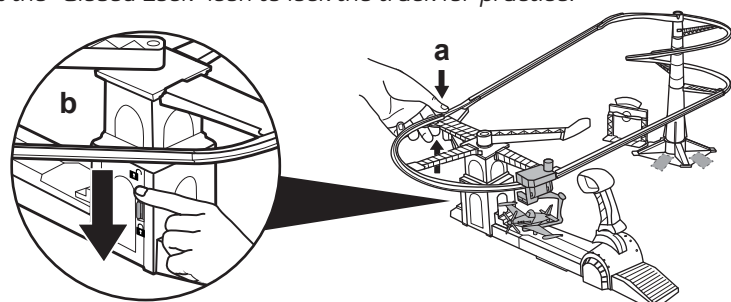
TO PLAY

ONE PLANE: PRACTICE LAPS

- ① a. Push tab to open.
b. Connect rollers and plane to the track.



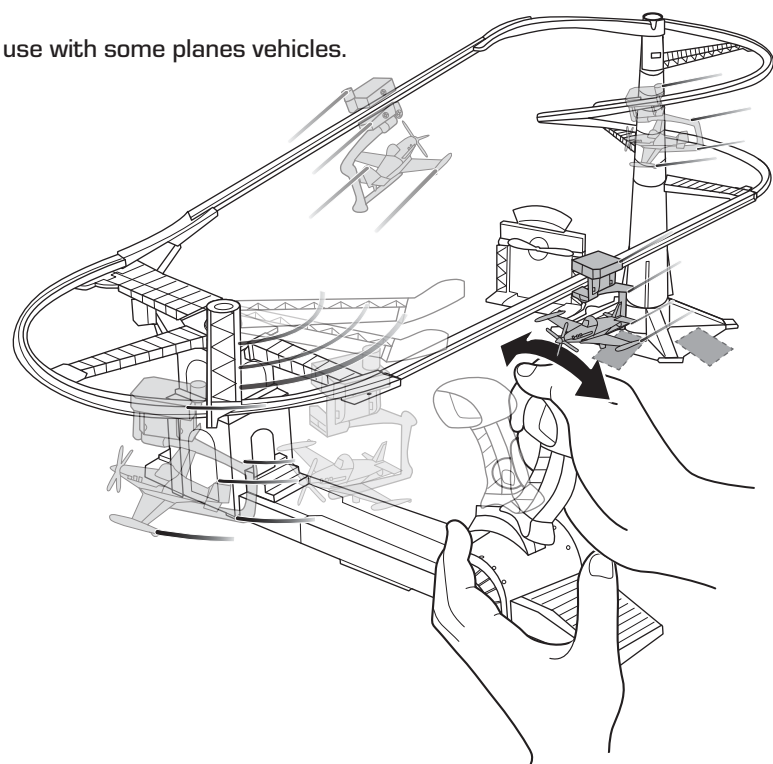
- ② a. Close the track.
b. Select the "Closed Lock" icon to lock the track for practice.



- ③ Shift back all the way to launch plane.
Practice "flying" the plane through the track.

When you can complete several laps without stopping, you are ready for the PURSUIT CHALLENGE.

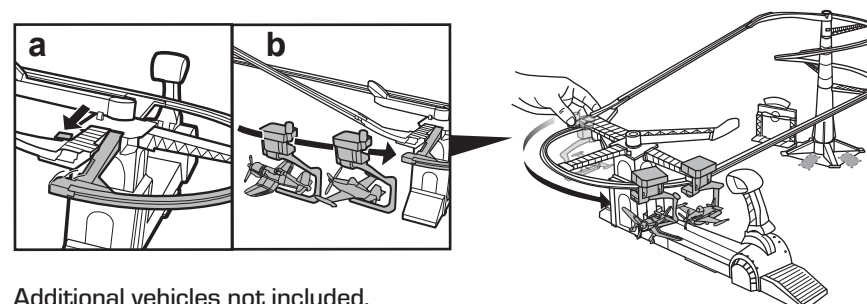
Not for use with some planes vehicles.



TIP:
To keep a plane "flying" takes timing and skill. Practice until you get better.

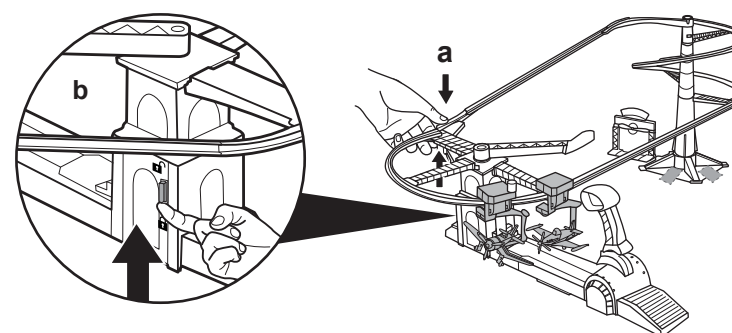
TWO PLANES: PURSUIT CHALLENGE

- ① a. Push tab to open.
b. Connect 2 rollers and 2 planes to the track.

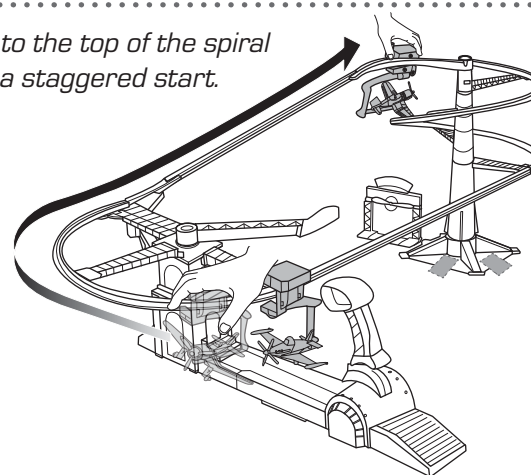


Additional vehicles not included.

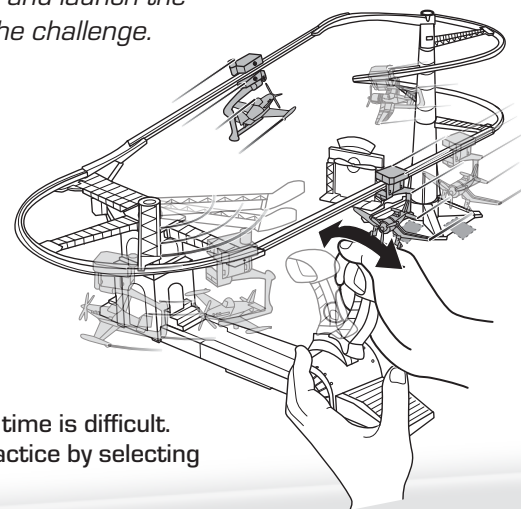
- ② a. Close the track.
b. Select the "Open Lock" icon for the PURSUIT CHALLENGE.



- ③ Move the first plane to the top of the spiral and hold it there for a staggered start.

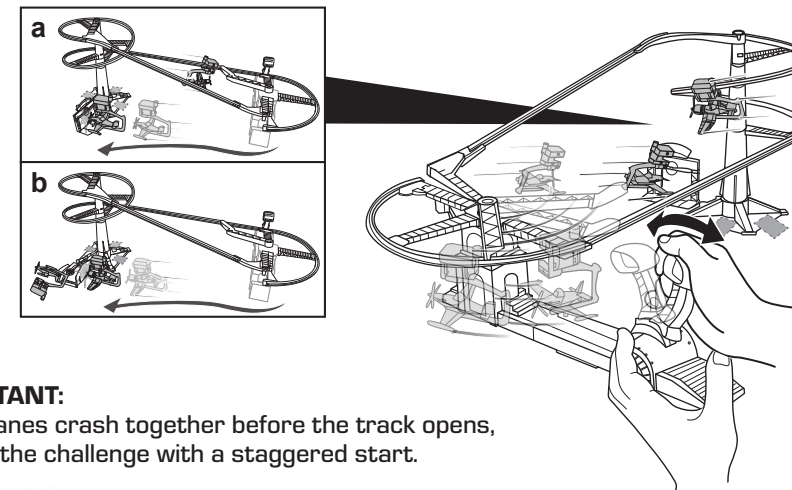


- ④ Let go of the first plane, and launch the second plane to begin the challenge.



TIP:
"Flying" two planes at the same time is difficult. If you want, lock the track to practice by selecting the "Closed Lock" icon.

- ⑤ When the track opens, the winner hits the finish line!
Loser hits the outhouse!

**IMPORTANT:**

If the planes crash together before the track opens, restart the challenge with a staggered start.

COLLECT & CONNECT PLAYSETS

Vehicles and playsets each sold separately, subject to availability.

FLIGHT TO THE FINISH SPEEDWAY

FILL 'N' FLY STATION

SKIPPER'S FLIGHT SCHOOL

TROUBLESHOOTING

Q. Why can't I launch the plane all the way around the track?

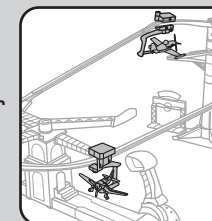
A. It takes timing and skill. You will get better with practice. Here are some tips:

- Make sure the booster arm is at the start position. If it is at the wrong place, shift the handle several times until the arm returns to the start position.
- The best time to shift back and boost the plane is when it is in front of the shift handle.



Q. The two planes keep crashing together. What can I do?

A. To give yourself more time to launch a plane before the other one catches up, play with two planes that are similar in size and weight. Make sure you use a staggered start to separate the two planes.



Q. Why does the track open and make my plane fall out?

A. When the "Open Lock" icon is selected, the track will open at random to let the plane "fly" to the finish line. If you don't want the track to open, you should select the "Closed Lock" icon.

