



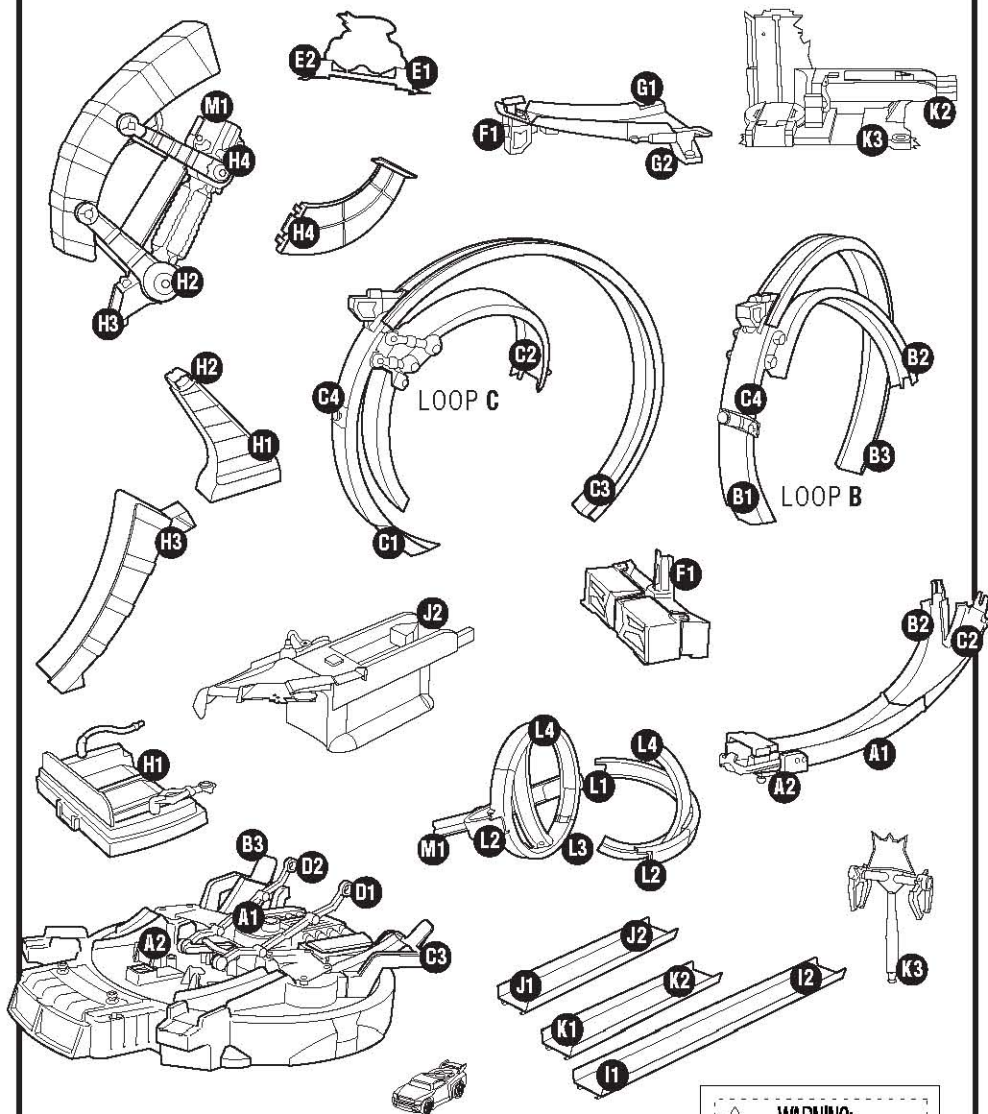
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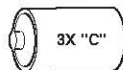
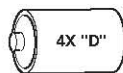


# INSTRUCTIONS

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



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

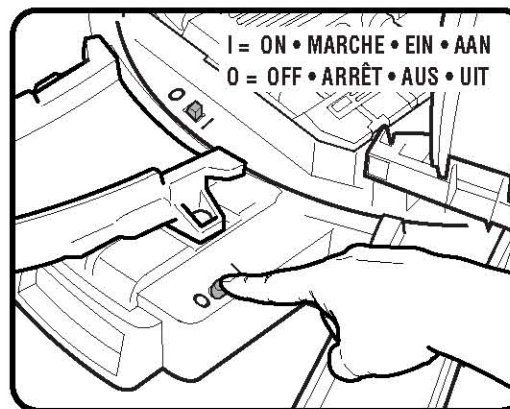


**CONTENTS:** Please remove everything from the package and compare to the contents shown here.

Refer to numbers on parts and contents page to help with assembly.

Requires 4 "D" and 3 "C" alkaline batteries (not included).  
Adult assembly required.

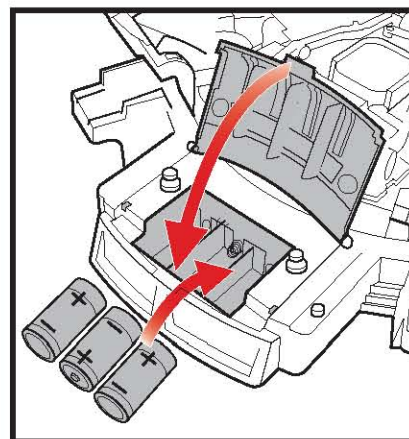
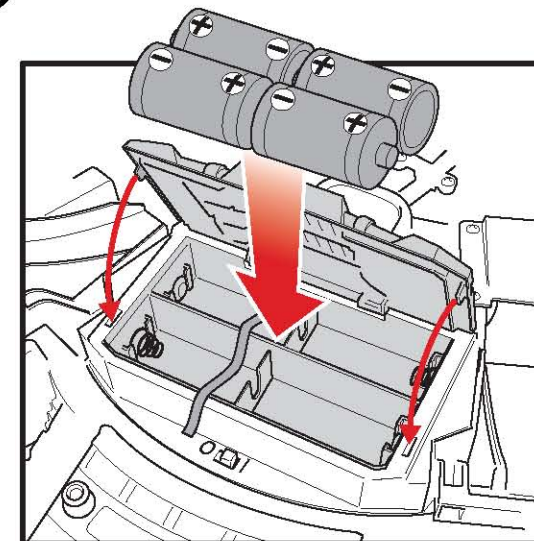
# BATTERY INSTALLATION / REPLACEMENT



Move switches to OFF position before installing batteries.

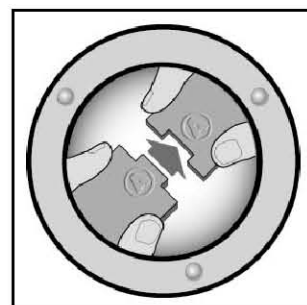
## BATTERY INSTALLATION BOOSTER

- Open battery cover. Install 4 "D" batteries into booster in the orientation shown. Close cover.
- Replace batteries when booster can no longer propel cars through the track set. For longer life, use only alkaline batteries.



## BATTERY INSTALLATION TURNTABLE

- Open battery cover. Install 3 "C" batteries into turntable in the orientation shown. Close cover.

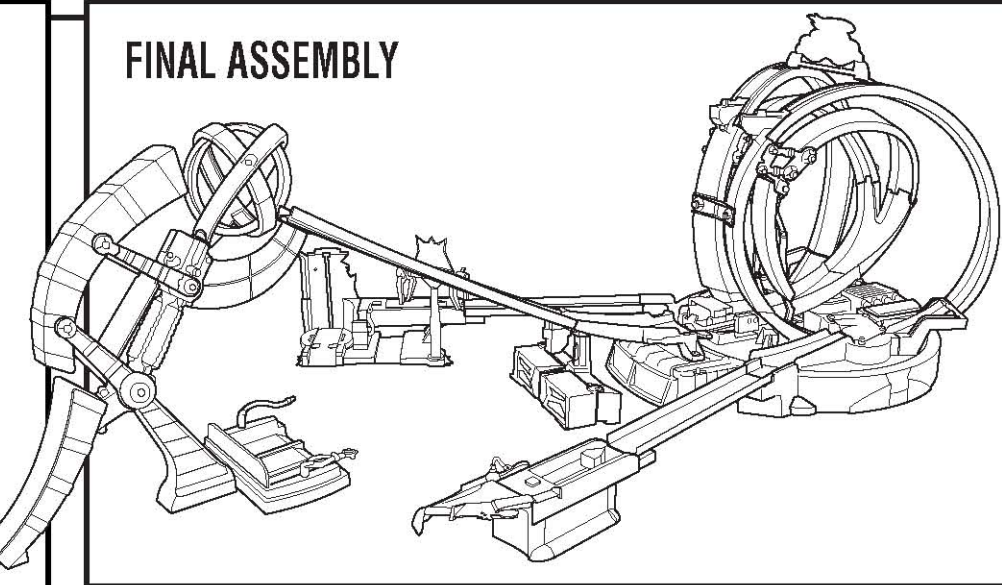


**Refer to numbers on parts and contents page to help with assembly.**

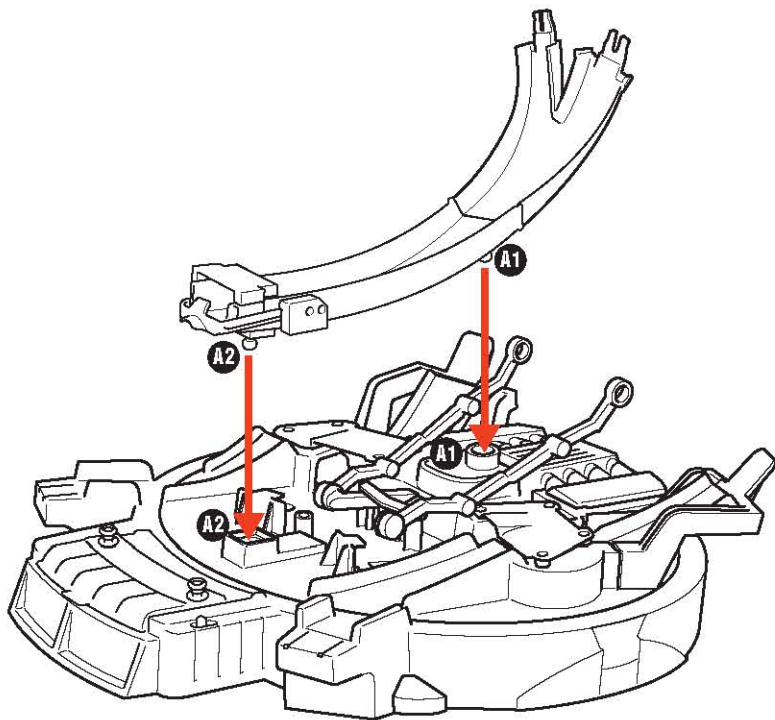
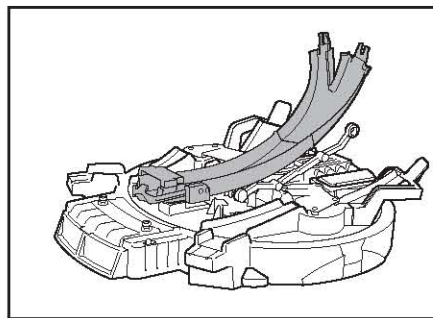
### Battery Safety Information

- In exceptional circumstances b
- Non-rechargeable batteries are not to be recharged.
  - Rechargeable batteries are to be used only in the intended application.
  - Do not mix alkaline, standard, or rechargeable batteries.
  - Do not mix old and new batteries.
  - Only batteries of the same or similar type should be used.
  - Batteries are to be inserted with the correct polarity.
  - Exhausted batteries are to be removed from the device.
  - The supply terminals are not to be shorted.
  - Dispose of battery(ies) safely.
  - Do not dispose of this product in the household waste.

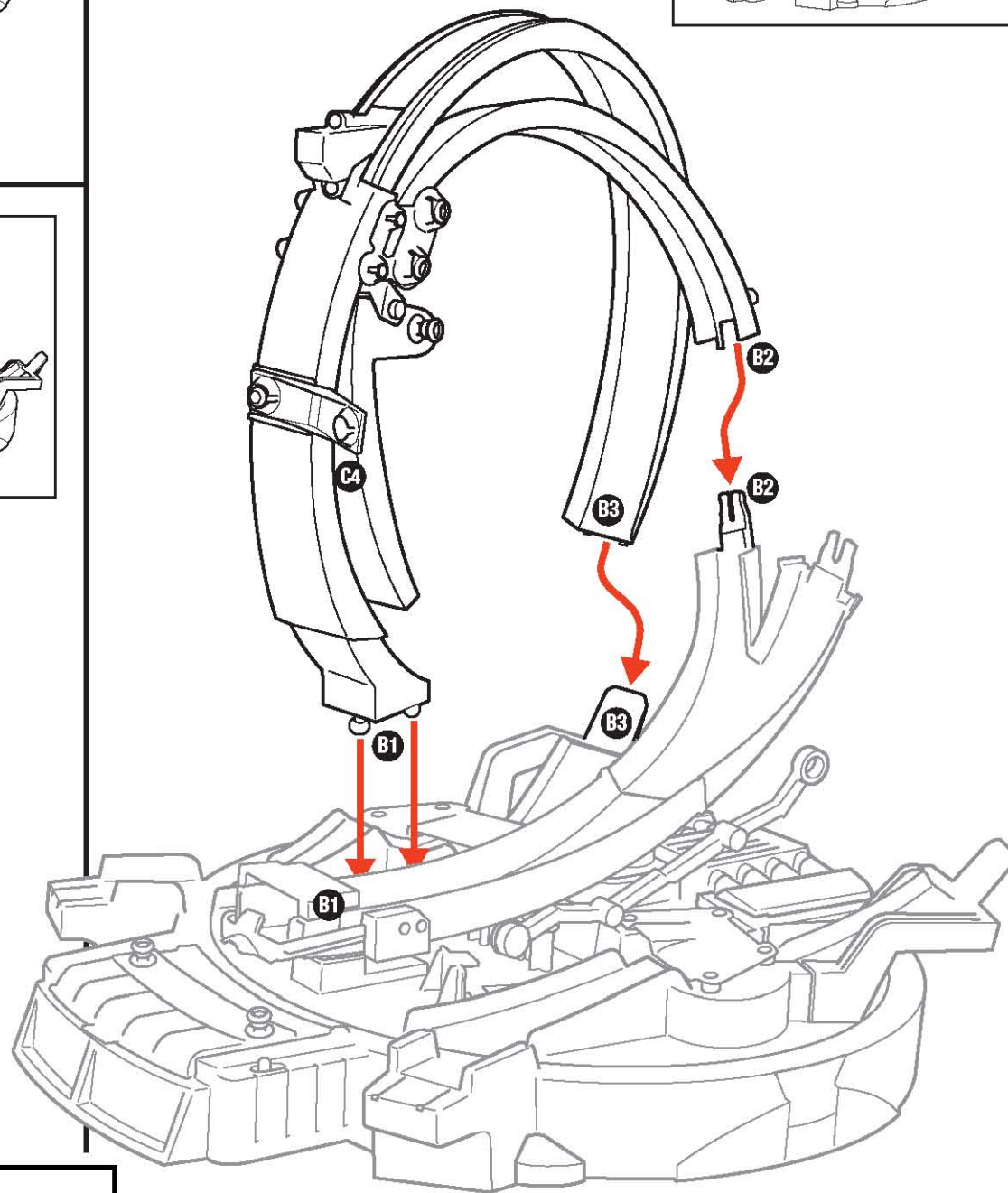
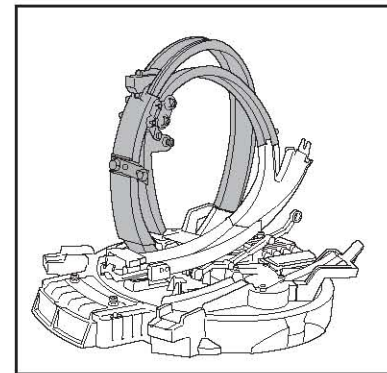
## FINAL ASSEMBLY



## 1. ASSEMBLY



## 2. Install loop B.



### Warning

In some instances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

Batteries are not to be recharged.

Batteries are to be removed from the product before being charged (if designed to be removable).

Batteries are only to be charged under adult supervision (if designed to be removable).

Use only standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Use only new batteries.

Use only the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

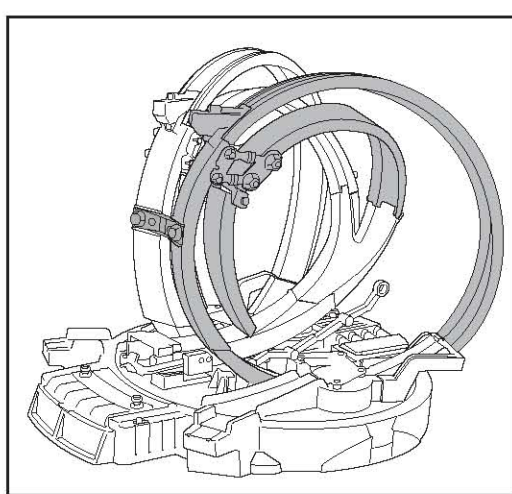
Batteries are to be removed from the product.

Batteries are not to be short-circuited.

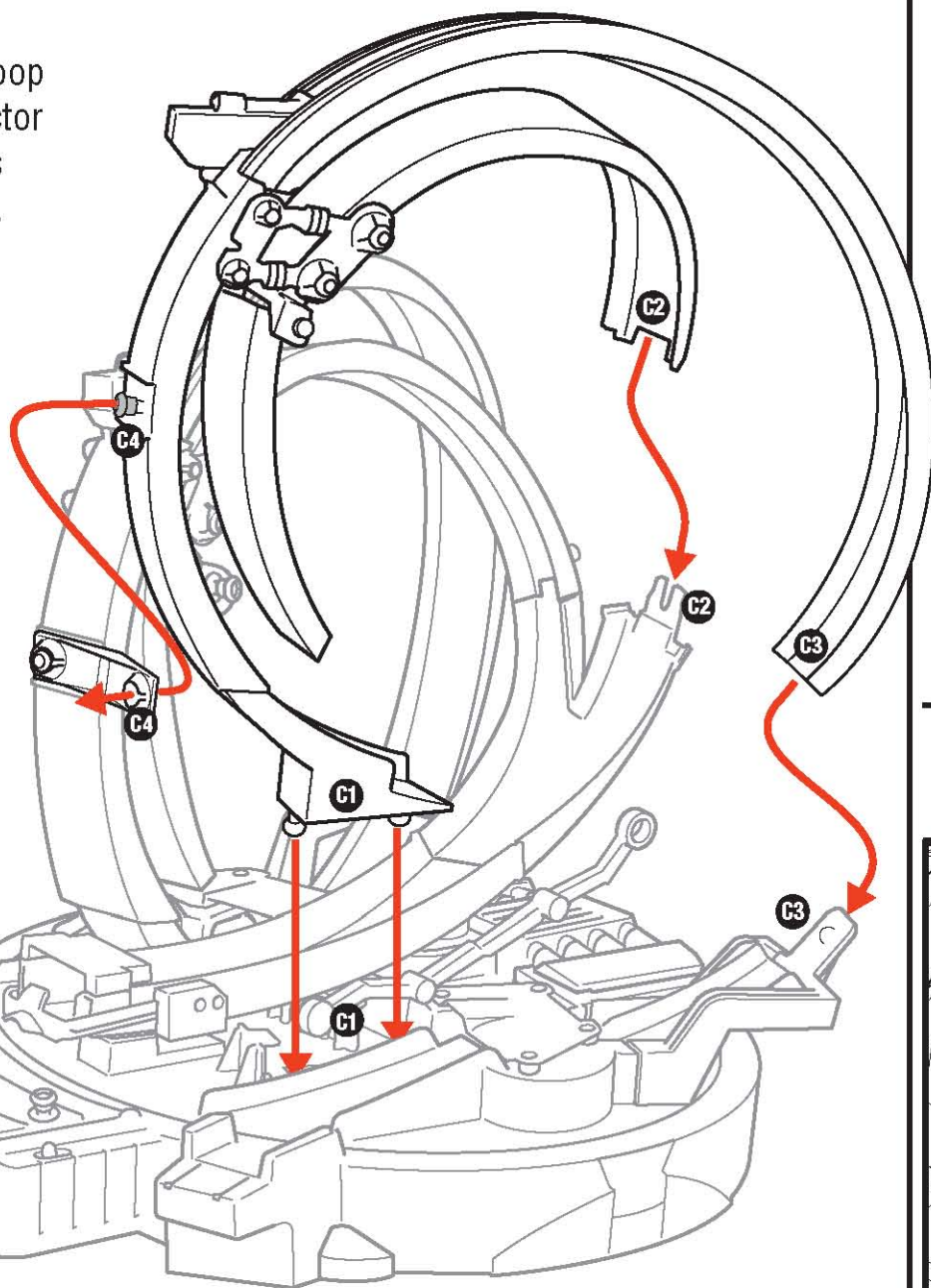
Use batteries safely.

Do not use this product in a fire. The batteries inside may explode or leak.

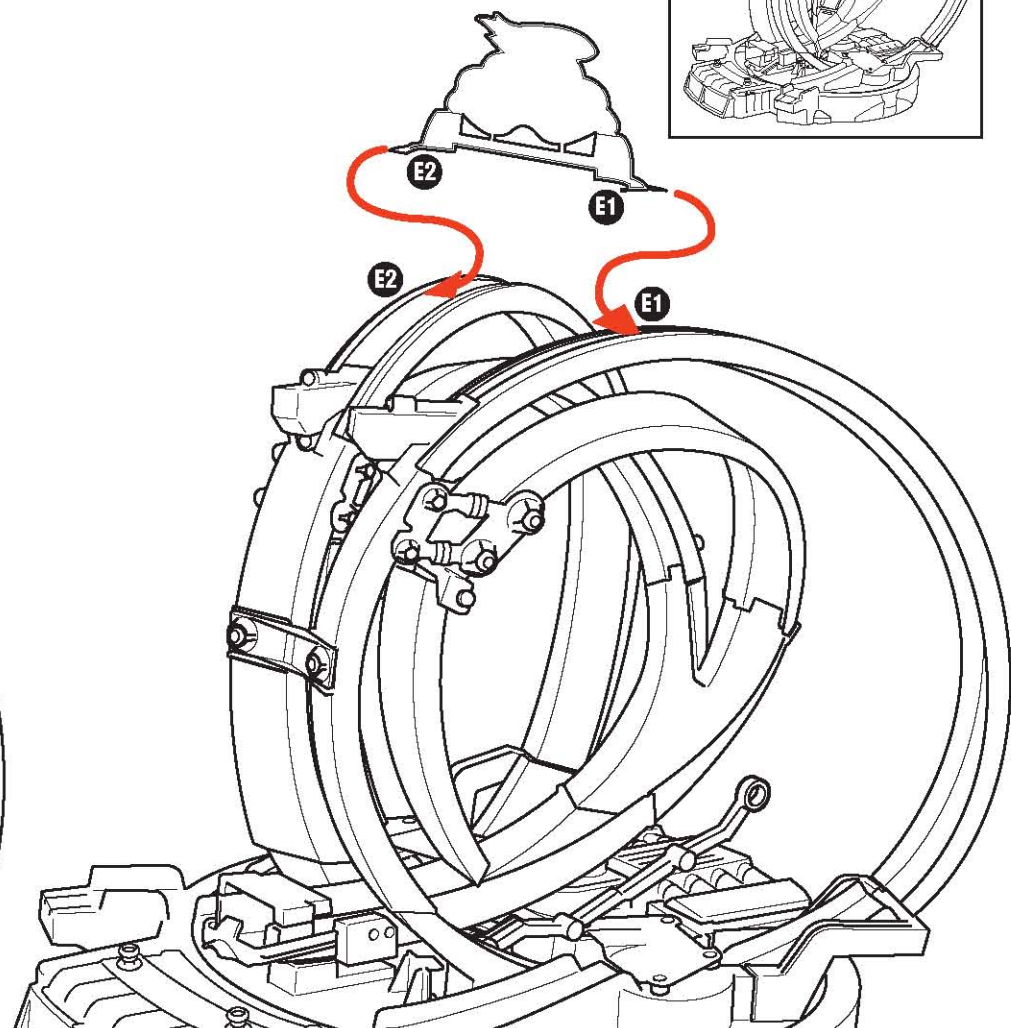
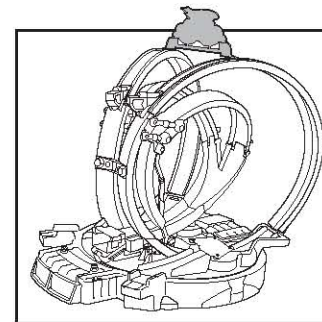
**3.** Install loop C.



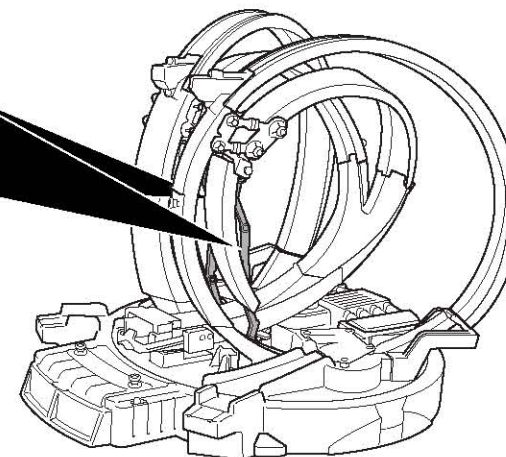
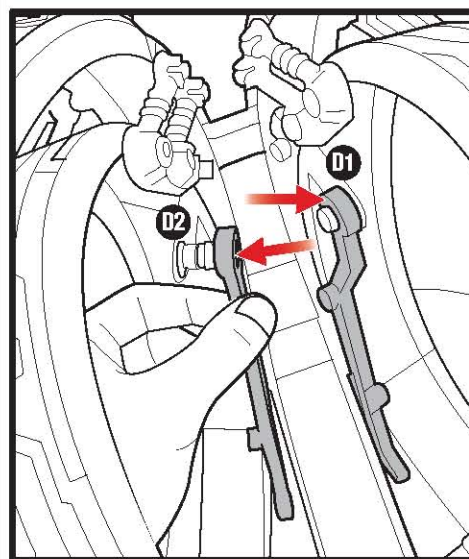
Snap loop connector (C4) as shown.



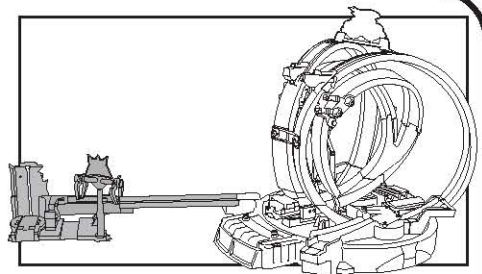
**4.** Slide sign onto tracks as shown. Align bumps on bottom of sign with holes on tracks.



**5.** Snap linkage rods to inner loop pins as shown.

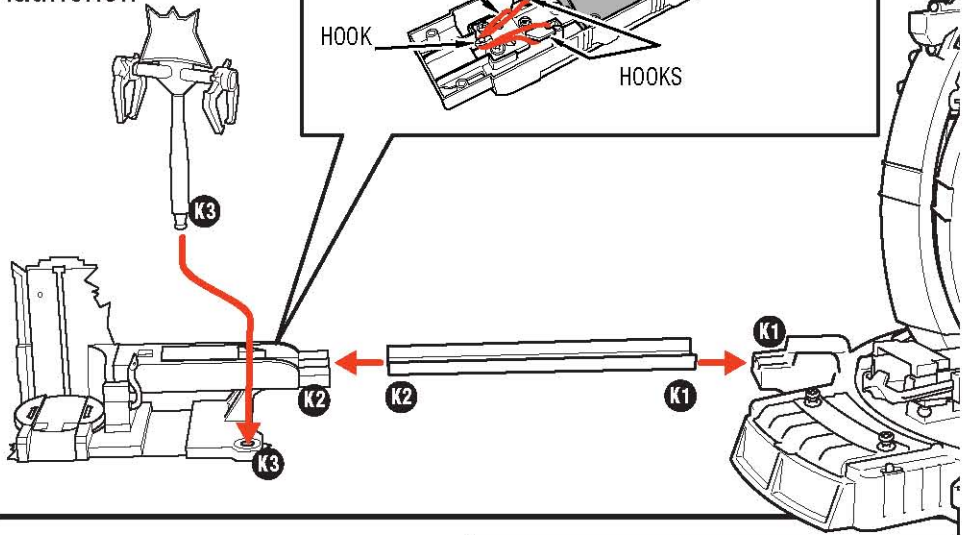
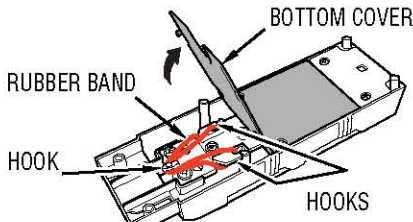


# 6.



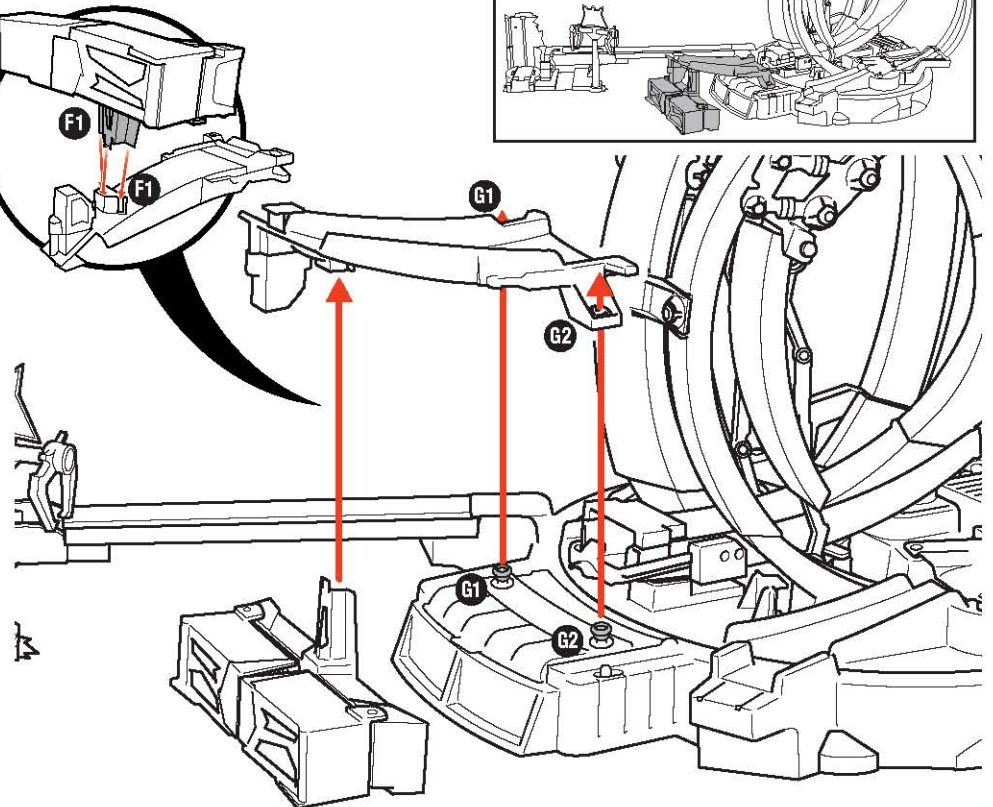
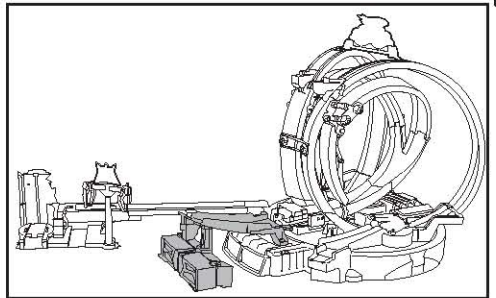
Connect first launcher.

How to replace rubber band in launcher:

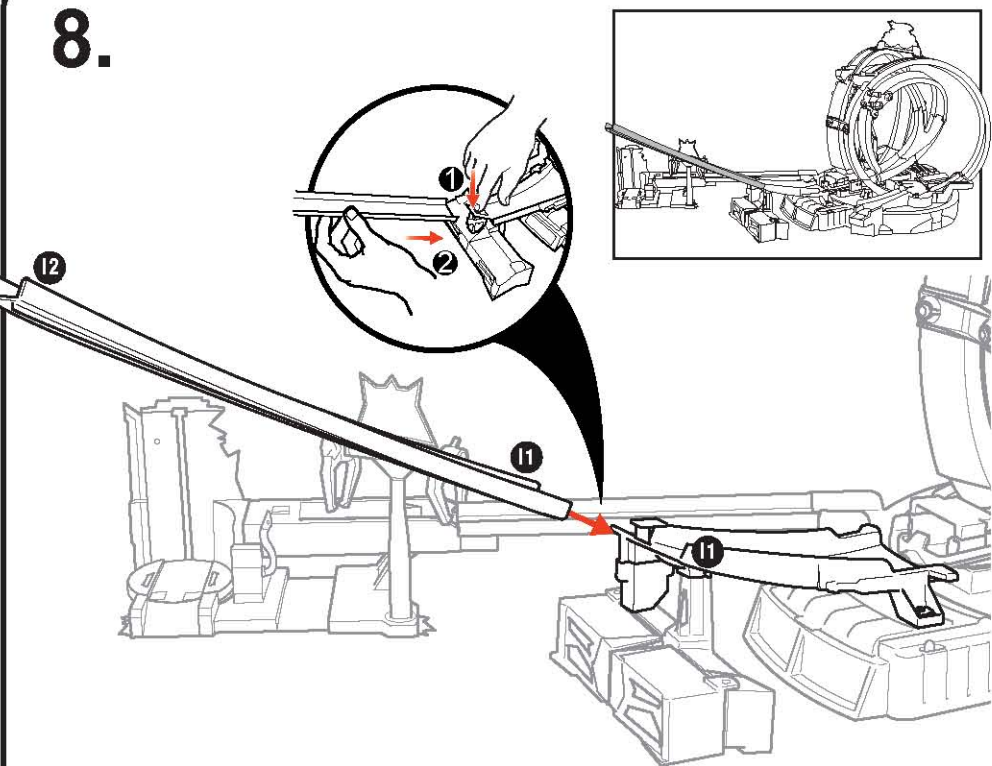


# 7.

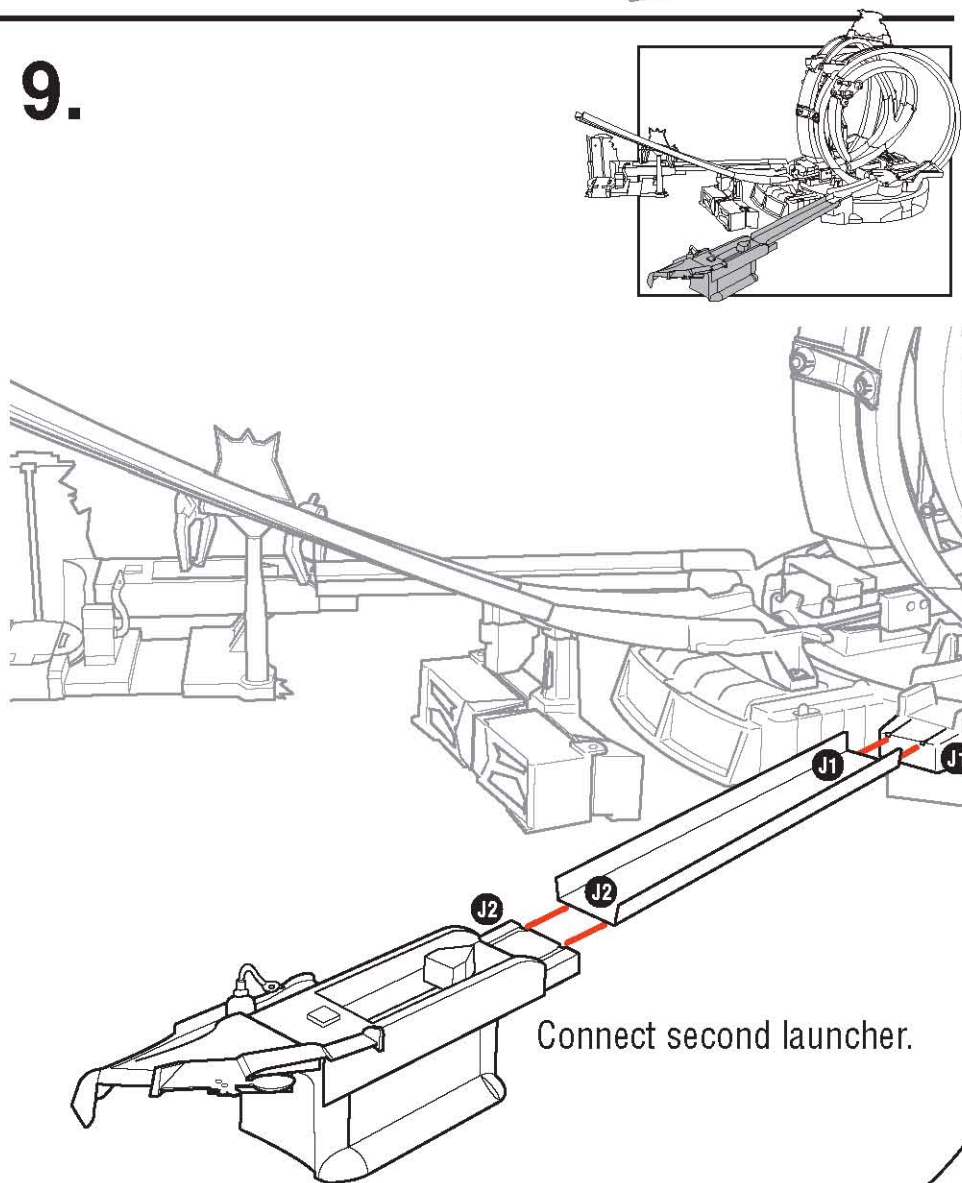
BOTTOM VIEW



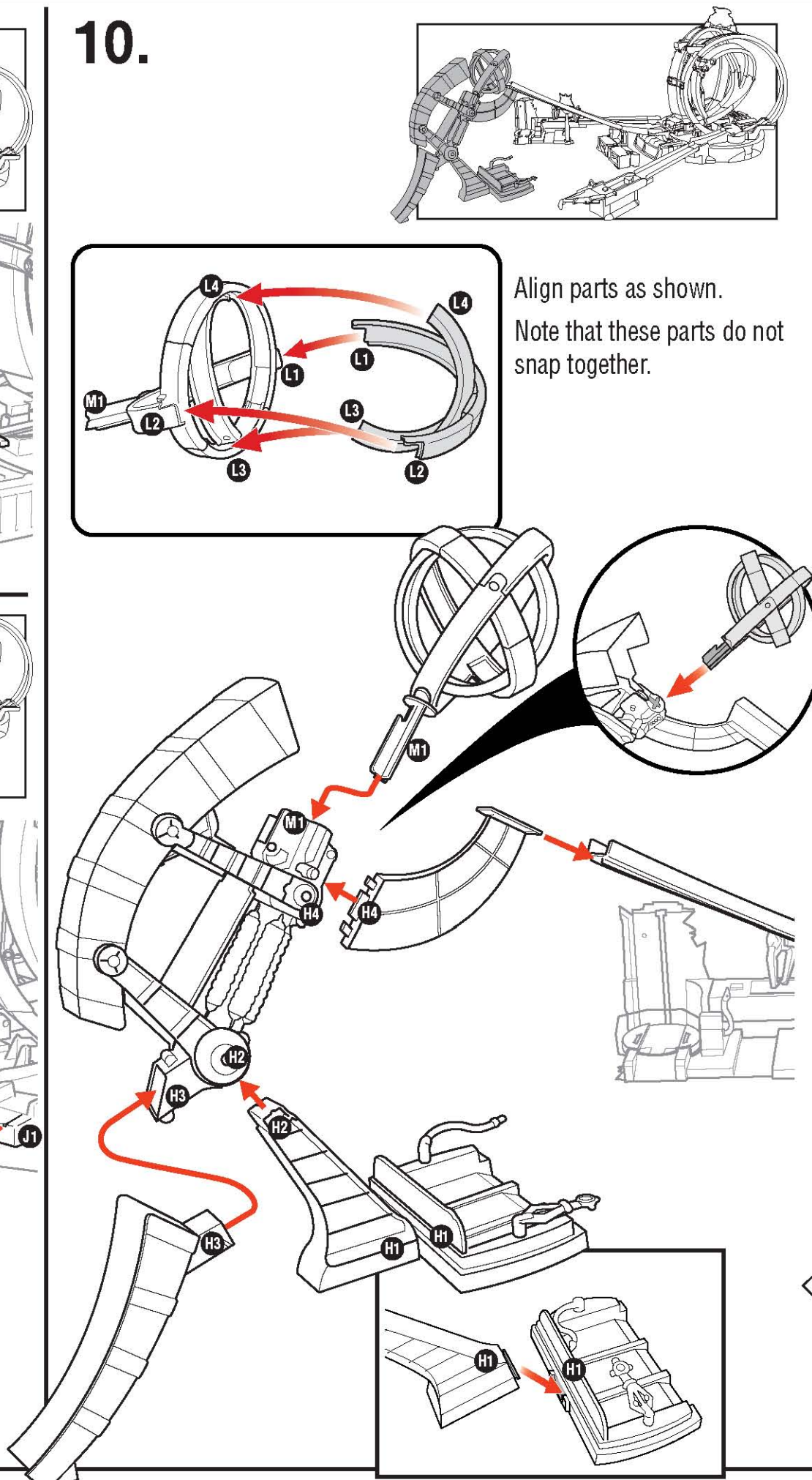
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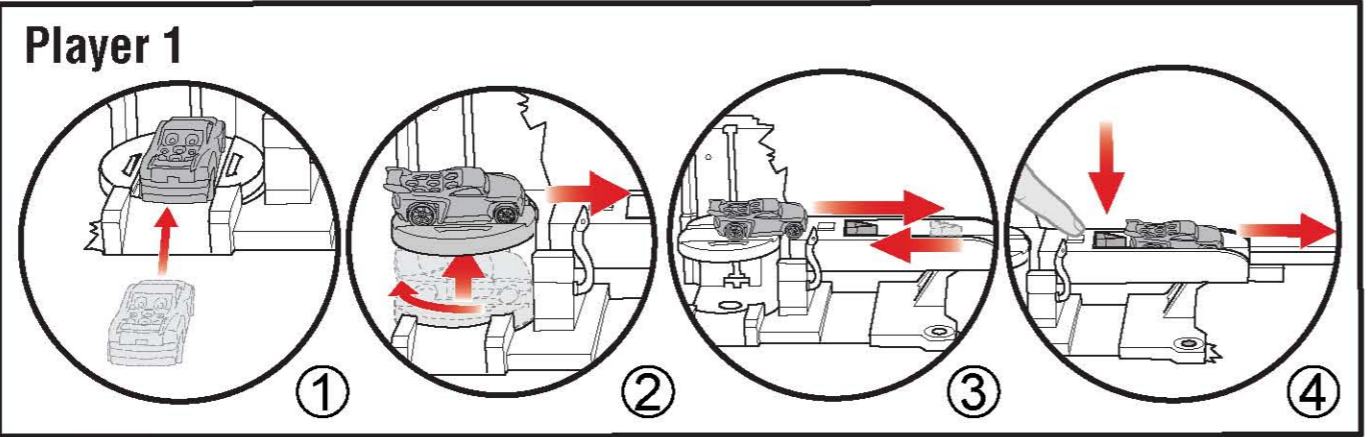
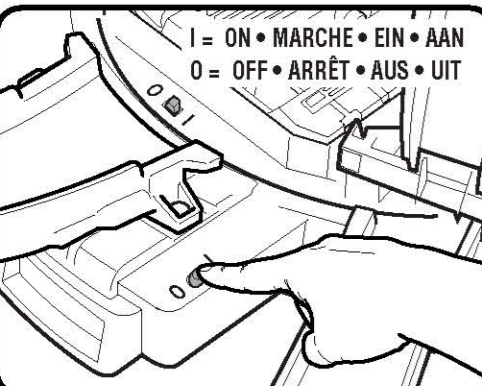


10.

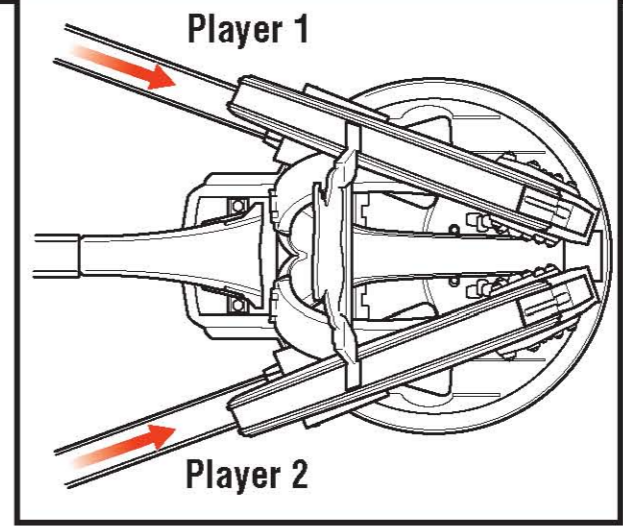


# TO PLAY

Turn ON both switches before play to set the AcceleDrome™ in motion and fire up the booster.



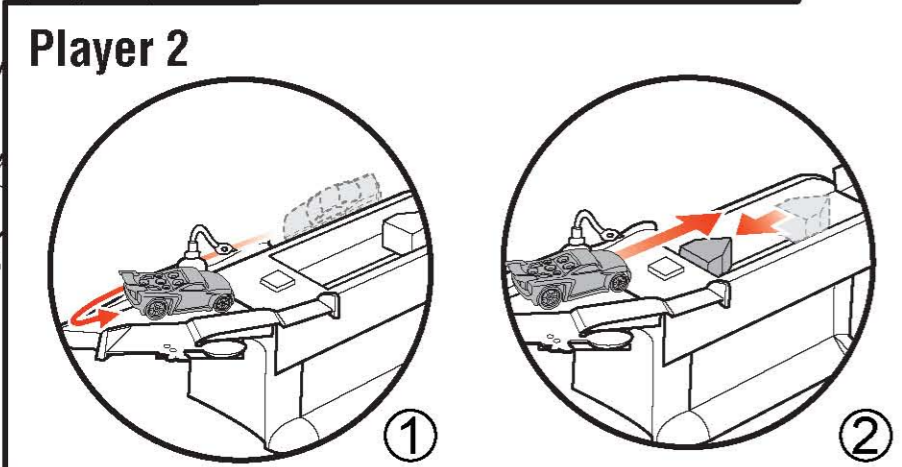
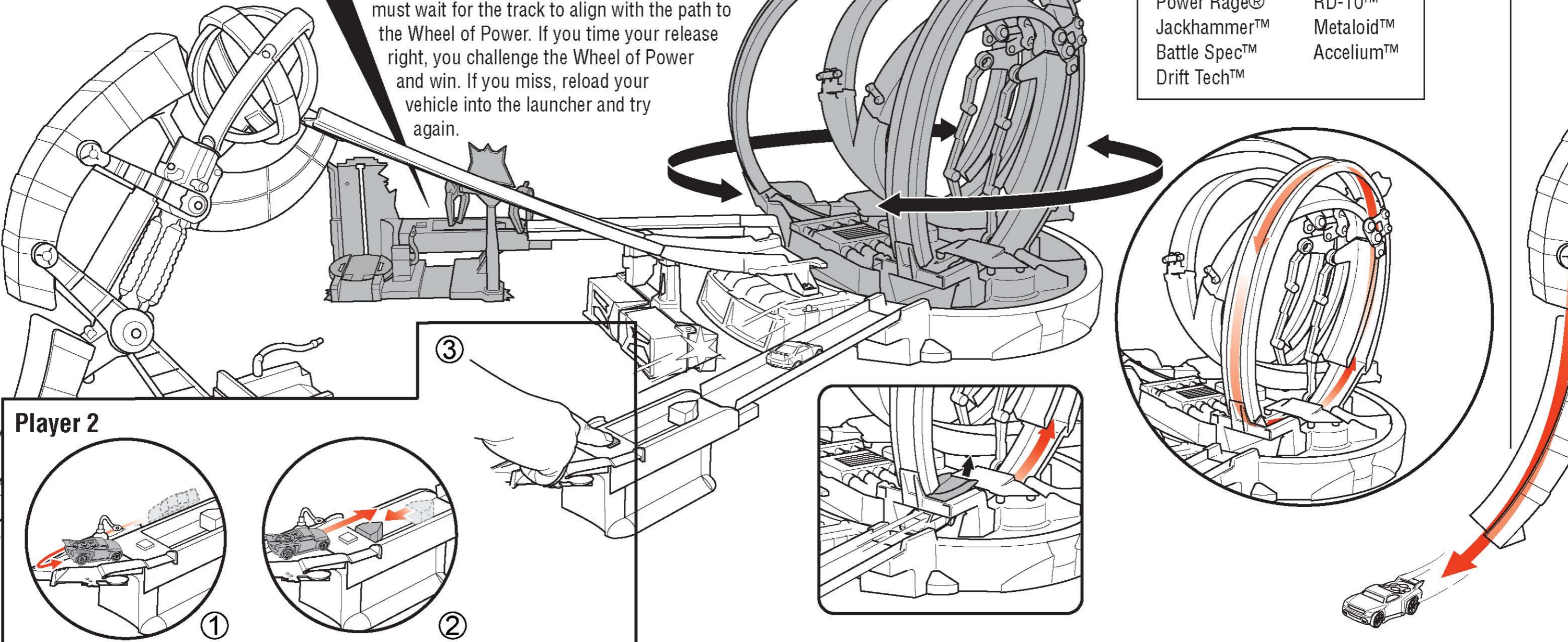
Insert vehicle into launcher. Wait until the rotating base track lines up with your launcher and attempt to enter the AcceleDrome™. If you make it, your vehicle is now on the inner loop. Once on the inner loop, you must wait for the track to align with the path to the Wheel of Power. If you time your release right, you challenge the Wheel of Power and win. If you miss, reload your vehicle into the launcher and try again.



**Optional 1-Player Mode:** Load vehicle into opposite launcher and get on the inner loop. Load another vehicle into your launcher and wait for the opposing car to align with your launcher. Launch the vehicle up the ramp and blast the opposing car off the track.

For best performance, here is a list of recommended cars for this track set:

Synkro™	RD-02™
Power Rage®	RD-10™
Jackhammer™	Metaloid™
Battle Spec™	Accelium™
Drift Tech™	

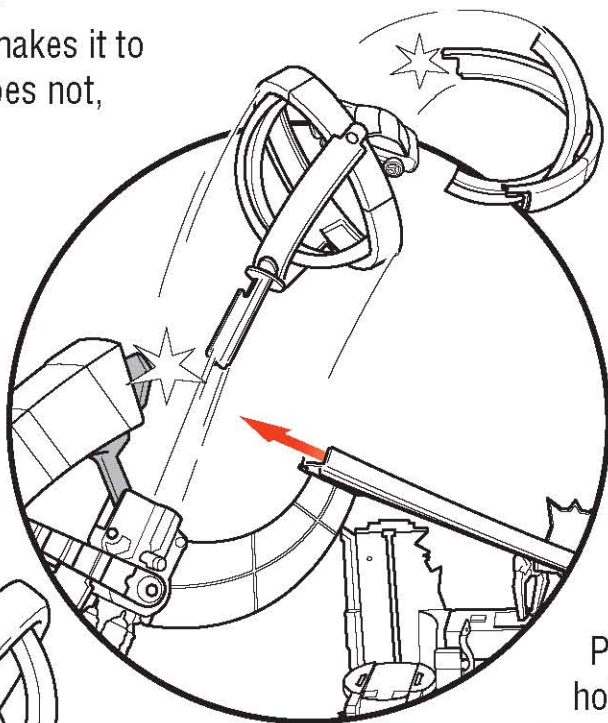
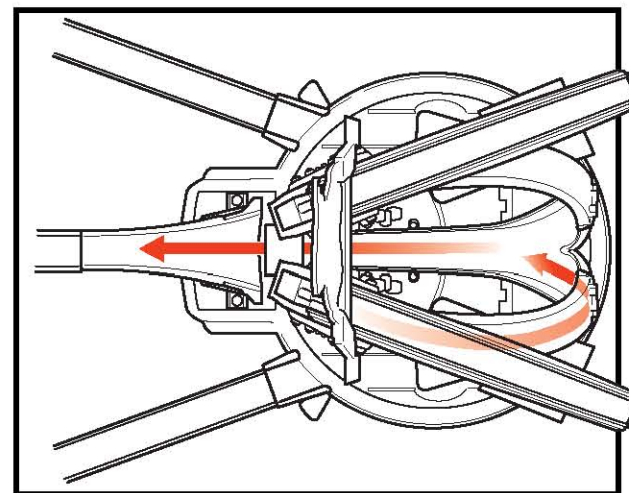


**Mode:** Load  
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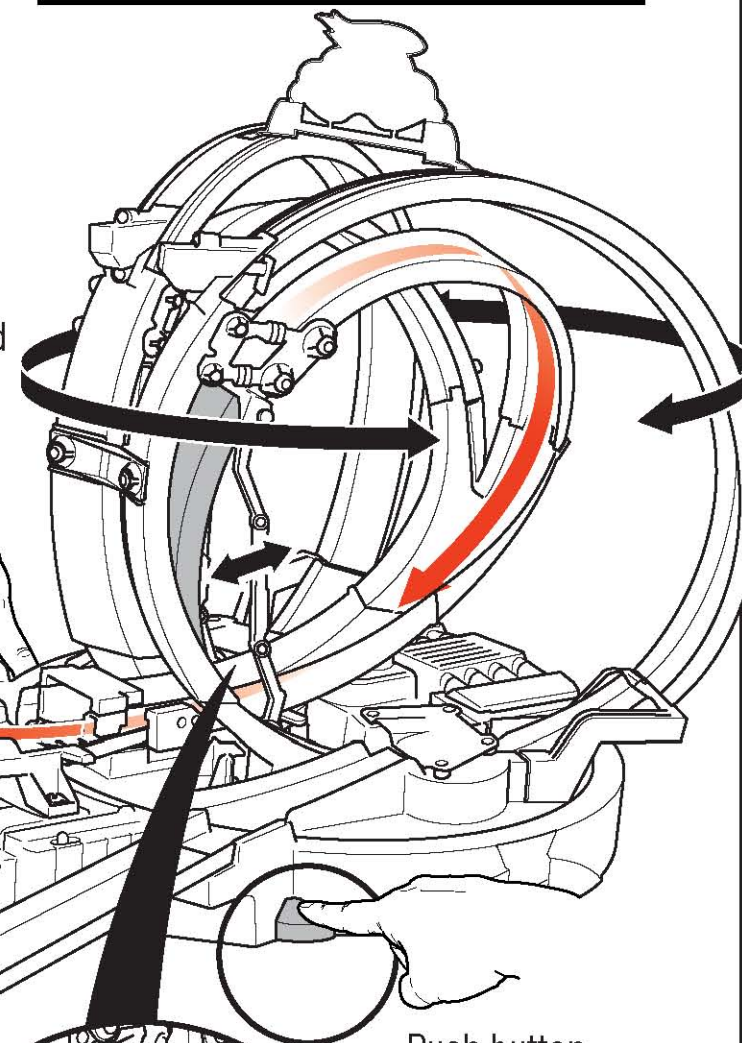
## Two-Player Mode

Each player loads a vehicle into their launcher. Each player must wait until their track lines up with their launcher to enter the AcceleDrome™. If one player makes it to the inner loop and the other does not, the player who did not make it through can wait for the opposing player's car to rotate in front of their launcher and time a launch up the ramp to blast them off of the track.

Play continues until one player is able to move from the launcher to the inner loop and be the first to challenge the Wheel of Power.



Push button quickly and hold down to exit loop and challenge the Wheel of Power.



Push button quickly and hold down to exit loop and challenge the Wheel of Power.

