







Lift up the basket, then rotate Carly to connect the tracks. (two ways to go).

Pull the handle to the stop position to set the launcher and release. The engine will bypass the Loop if the Launcher is not set.

Let's Play

Place engine on the track and turn power on.

The engine passes though the broken bridge with Carly's help.

Keep the handle in release status for engine launching.



Use the switch tracks to change tracks.

