



CAUTION - ELECTRIC TOY:

NOT RECOMMENDED FOR CHILDREN UNDER 8 YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK. MODEL B631S: INPUT: 120VAC, .125A, 60Hz. OUTPUT: 15.0VDC, 7.5VA.

INSTRUCTION MANUAL

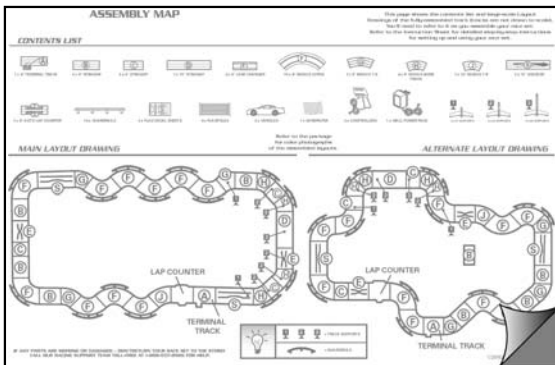
Keep these instructions for future reference, as they contain important information.


START HERE!

Follow the step-by-step instructions to set up your race set.

Please separate the "Assembly Map" page, and keep it handy during assembly. This page contains the contents list and large-scale Layout Drawings of the fully-assembled track. You'll need to refer to it as you go.

The Assembly Map looks like this:



Look for this symbol  throughout this manual. It indicates important information.



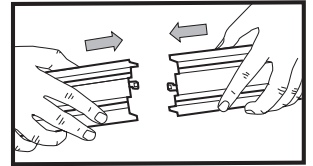
Be sure to check out the Troubleshooting Guide on the back of the Assembly Map.

I. BASIC TRACK ASSEMBLY

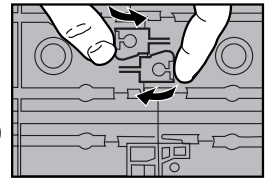
Start out on a clean, hard, flat racing surface – not carpeting. Take out all the track pieces (and other parts) and check them carefully against the contents list on the Assembly Map.

1. There are letters molded into each track piece. These letters are used in these instructions to indicate which track piece goes where. Following the layout drawings on the Assembly Map, you may want to lay out your track – without connecting any track pieces. That way you'll be able to see how the track layout goes together.

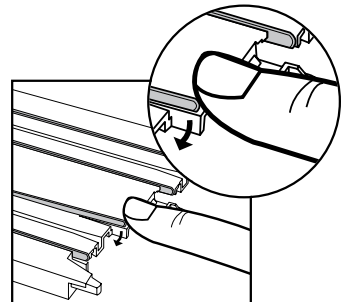
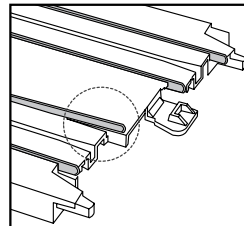
2. To connect track pieces: working on the flat surface, push the ends of the track pieces together. Make sure they snap together securely – you'll hear a click when they're properly connected. Remember: if the track connections aren't right, electric power won't flow from one track section to the next.



3. To disconnect track pieces, simply reach underneath where the track pieces meet and press the locking tabs together with thumb and forefinger as shown.



Occasionally the metal track rails will stick up too far from the surface of a track piece, as shown. This may interfere with vehicle movement. To correct, simply press the rail back down with your finger. If the problem persists, please contact Customer Service toll-free at 1-888-557-8926 (see hours of operation in the Warranty section).

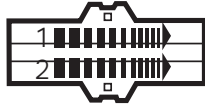


Sometimes brand-new track may need a quick cleaning for best performance. Check the Maintenance section of this manual for more information.

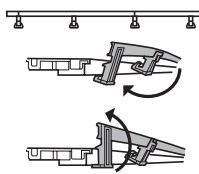
II. DETAILED TRACK ASSEMBLY

a. Your race set makes two different layouts. Refer to the Assembly Map for detailed track assembly. Start with the Terminal Track (A) and continue adding track pieces until your layout is complete.

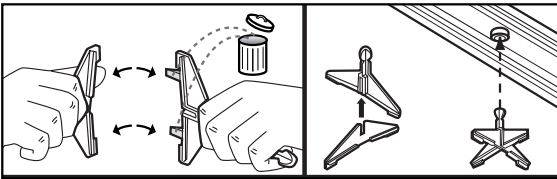
b. Your race set features a “pro” lap counter that adds to the realism and competition of your races! Each time your car passes the lap counter, another lap will be automatically recorded. Try races of 10 laps... 25 laps... even 50 laps! Pour it on in the last lap!



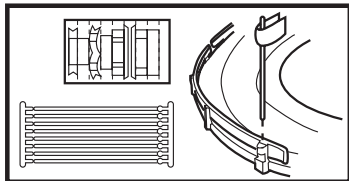
c. Once your layout is assembled, you'll need to add guardrails. Refer to the Assembly Map for placement. To attach a guardrail: gently flex the guardrail before attaching it. Carefully attach the bottom of the guardrail first. Then pull up and snap into place. Don't force guardrails into place.



d. Next you'll need to add the track supports. Refer to the Assembly Map for placement. Attach them as shown. To assemble a track support, separate the pieces as shown and snap off the connector tabs (discard the tabs). Next, fit the two pieces together as shown. Insert the assembled track support into the round hole on the underside of the track as shown.



e. Your race set includes special racing flags and flagpoles. To attach them, carefully separate the flagpoles. Carefully cut a flag from the sheet and wrap it around each pole. Insert the flagpole into the guardrail as shown.



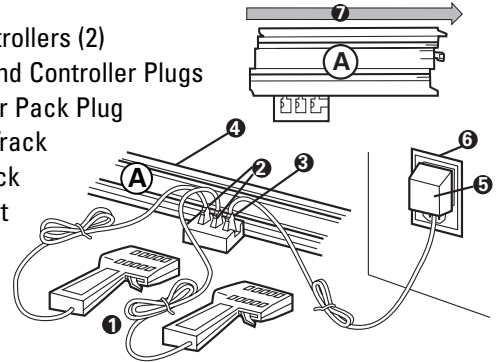
III. POWER CONNECTION

Once your race set is fully assembled, it's time for some power. Follow these steps for power connection.

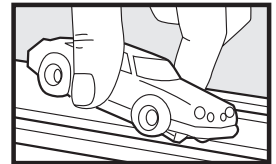


Always unplug your Power Pack when not in use!

- 1 Hand Controllers (2)
- 2 Yellow Hand Controller Plugs
- 3 Red Power Pack Plug
- 4 Terminal Track
- 5 Power Pack
- 6 Wall Outlet
- 7 Direction of travel



- a.** Plug the Power Pack into a convenient wall outlet.
- b.** The cables for the Power Pack and the hand controllers have color-coded plugs to help you make your connections properly. First, plug the red plug into the red receptacle on the terminal track. Next, plug the yellow hand controllers into the yellow receptacles on the terminal track.
- c.** To test track and power connections, hold a car on the track with its metal contacts touching the metal track rails. Gently hold the front end of the car down while lifting the vehicle as shown (do not lift the vehicle by its rear tires). Squeeze the hand controller: the car's rear tires should spin. If they don't, there's a connection problem. Carefully check the track and power connections.
- d.** Your hand controller is your car's “throttle.” The more you squeeze the trigger the faster your car will go. Practice at a slow speed for a few laps, until you're ready to race!



SPECIAL NOTE TO ADULTS:

- Always make sure your Race Set is unplugged before assembling or disassembling track. Always unplug Power Pack when not in use. Regularly examine for damage to the cord, plug, enclosure and other parts.
- In the event of any damage, this toy must not be used with the transformer until the damage has been repaired.
- Do not connect to more than the recommended number of power supplies.
- If this toy is being operated in the presence of children under 8 years old, adult supervision is recommended.
- This toy is not intended for children under 3 years old. This toy must be used only with the recommended transformer. The transformer is not a toy.

CONGRATULATIONS!

You're ready to race. For "pro" competition, please read the following driving tips and maintenance hints.

DRIVING TIPS

Here are some "inside" racing tips...for top performance!

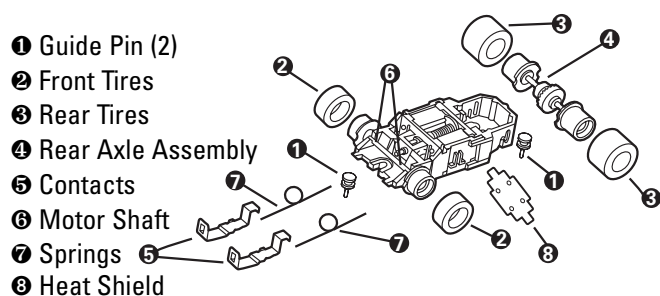
1. Always race on a clean, hard, flat surface. For best racing performance, we don't recommend carpeting.
2. Clean track is IMPORTANT for best performance! Please refer to the Maintenance section for detailed instructions for cleaning the track.
3. Races are won in the curves! Slow down going into the curves...then speed up coming out of them. Accelerate to build up speed for loops and jumps.
4. Anyone can be a "pro" racer – the secret is practice! Remember to "break in" your new cars with a few "qualifying" laps. Cars always run better after they've "warmed up."
5. Experienced racers know that regular maintenance is the key to top racing performance. Read and follow the easy steps in Section II.
6. If you have questions or difficulty operating your Race Set, check the Troubleshooting Chart first. Usually a quick "pit stop" will get you racing again!

MAINTENANCE

All "pro" racers know that their vehicles need maintenance from time to time...for best performance. Follow these simple steps to keep your car running at its best!

A. CHASSIS PARTS

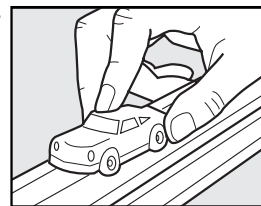
This diagram will help you understand the parts of your vehicle, and how they go together.



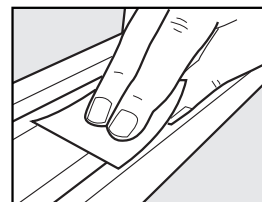
B. TRACK CLEANING

Clean track is IMPORTANT for best performance!

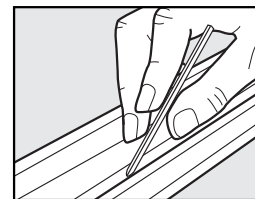
1. Dirty track may cause your vehicle to stall. Usually you can get it going again by pressing the hand controller trigger about halfway down while you give the vehicle a slight push from behind. After 3-4 laps your vehicle will run properly.



2. Sometimes oxidation may form on the track rails, and this may cause your car to stall. If this happens, you'll have to remove the oxidation. Using the supplied sandpaper, GENTLY rub the track rails. Don't rub hard – rails are clean when they're shiny. After cleaning, wipe the track with a soft, clean, lint-free cloth to remove any residue (don't use tissue or paper towels). **NEVER use steel wool to clean your track: severe damage can result if a fiber of steel wool is picked up by the magnets in your car's motor. Use only very fine sandpaper for cleaning.**



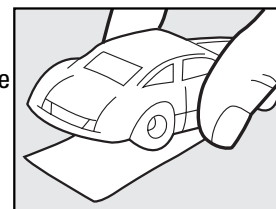
3. Sometimes debris can accumulate in the track slots. If this happens, use a toothpick to clear the debris from the slots.



C. VEHICLE CLEANING

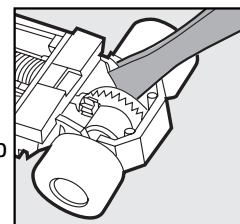
1. CLEANING TIRES

Dirty tires can cause your car to lose traction and spin. To clean the tires, place a piece of adhesive tape on a hard, flat surface, with the sticky side facing up. Roll the rear tires across the tape until they're clean.



2. CLEANING AXLE

Lint may collect around your car's axles: this may cause the car to run slowly. Use tweezers or a toothpick to remove lint as shown.

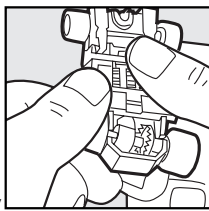


D. ALIGNMENT

1. AXLE ALIGNMENT

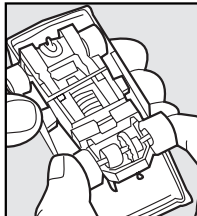
Your car's axle assembly may become "dislocated" from the chassis as a result of a sudden impact. To realign it, snap the assembly back into the chassis.

DO NOT use any type of tool to snap the chassis back in place. Use only your fingers.



2. CHASSIS ALIGNMENT

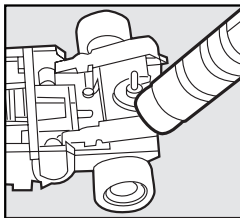
Occasionally check the position of the car's body to make sure it is properly aligned and not rubbing against the tires. If necessary, carefully snap chassis back onto the body tabs, as shown.



E. CONTACTS

1. CLEANING CONTACTS

Regularly clean your car's contacts to remove oxidation. Using a pencil eraser, as shown, carefully scrub the contacts. Do not apply too much pressure, or you may bend contacts. **DO NOT USE STEEL WOOL. Worn-out contacts can be replaced.**

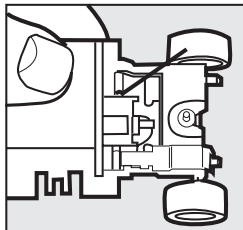


2. CONTACT REPLACEMENT

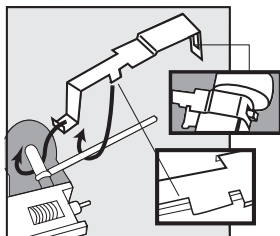
Your vehicle's contacts should last a minimum of 8-10 total hours of racing, with regular cleaning. You may need to replace the contacts if they become overly worn or bent...or if they become dislodged after an impact.

The best way to replace contacts is one at a time, using the remaining contact assembly as a guide.

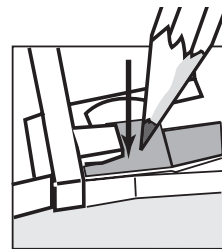
a. Hold chassis bottom side up. Hold the spring as shown (with your thumb on one side of the chassis and your forefinger on the other). You'll need to hold the spring securely throughout the assembly process.



b. Hook the narrow end of the contact under the motor shaft. Hook the curved side tab of the contact over the spring; the spring will be held in place by the curved tab. Snap the wide (slotted) end of the contact into place, with the chassis tab through the slot.



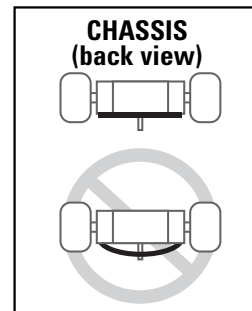
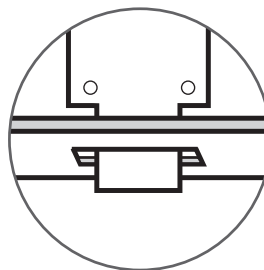
c. Still holding the spring securely, turn the chassis over. You may need to press the top of the contact into place with the tip of a pencil. When properly installed, the contact will spring back when pushed.



F. HEAT SHIELD

1. INSTALLATION

The heat shield is an important component, and it must be correctly installed for proper vehicle operation. Make sure the side tabs of the heat shield are properly inserted in the chassis slots, as shown. If the heat shield is not correctly installed, it may interfere with vehicle movement.



2. CLEANING

Occasionally dust and debris may build up under the vehicle's heat shield, interfering with operation. To check for this problem, stop racing and let the vehicle sit for 5 minutes. Remove the heat shield and gently blow out any dust. Reinstall the heat shield as described above.

Don't operate any vehicle without a heat shield. If the heat shield is lost, or can't be installed properly, please contact Customer Service at the toll-free number shown in this manual.

90-DAY LIMITED WARRANTY HOT WHEELS® ELECTRIC RACING PRODUCTS

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material and workmanship for ninety (90) days (unless specified in alternate warranties) from the date of purchase. Mattel will replace the product in the event of such a defect within the warranty period.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement and return shipment will be free of charge.

This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. If the product is returned without a dated sales receipt the product may be excluded from coverage under this warranty.

Mattel's liability for defects in material and workmanship under this warranty shall be limited to replacement, and 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). This warranty is exclusive, and is made in lieu of any express or implied warranty. **Valid only in U.S.A.** This warranty gives you specific legal rights and you may have other rights, which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

TOLL-FREE NUMBER: 1-888-557-8926 (valid only in U.S.A.)
Hours: 8:00 A.M. - 5:00 P.M. Eastern Time; Monday - Friday. Expect some delay in January following the holiday season. Please be patient and keep trying the toll-free number.

ADDRESS FOR RETURNS: CONSUMER RELATIONS
636 GIRARD AVENUE
EAST AURORA, NY 14052