



Make each car your own with the included sticker sheet! Just peel and stick for unlimited, unique designs!



LIGHTNING BOLTS



FLAMES

CUSTOMIZE YOUR SET

After you get the hang of your new Magic Tracks® set, check out some of our ideas to change things up!

GAME IDEAS



X-track - Assemble your track into each end of the X-track as shown. Design your track to create cool crashes.



Roller Coaster - Ever want to build your own engineer? Using items from around the house, make lifts, drops, and curves to build your ultimate in-house ride!



Drag Race - Split the Magic Tracks® pieces in half, and make two straight strips. Put a car on each track, and let 'em rip! The first to the finish line wins!

QUICK START TIPS:

- Tracks can be setup ANY way you want, but check out some other cool ways in this guide.
- Expose your track to light before use for best Glow in the Dark action.
- To start your car, follow the pairing instructions on opposite side.
- Don't forget to use the included sticker sheet to make each car your own!

EXPAND YOUR SET! GO TO...
WWW.MAGICTRACKSSTORE.COM

Adult Note: Product is not intended for use in crib. Do not leave infant unattended with product. Please retain packaging for future reference and contact information. Cut plastic attachments with scissors and discard pieces. Discard all broken toys.

Remove old batteries and replace with new batteries. Be sure to insert batteries correctly with adult supervision and always follow the toy and battery manufacturer's instructions. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries. Rechargeable batteries must be removed from toy before being recharged. Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be charged only under adult supervision. Use 1.5V AAA Batteries or equivalent only. Do not short-circuit battery terminals. Always remove weak or dead batteries from product. Remove batteries if product will be stored for an extended period of time. Batteries should be changed by an Adult. Unscrew battery cover with Phillips head screwdriver (not included) and lift away from back of product. Remove the dead batteries. Be sure to insert the new batteries correctly according to (+) and (-) symbols located on the battery compartment. Replace battery cover and tighten screw securely before further use.

WARNING: Battery acid and leakage can cause personal injury and cause damage to your Magic Tracks® product and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose and mouth. Immediately wash any clothing or other surface that comes into contact with leaked battery acid. Leaking batteries may make "popping" sounds.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



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NEW!

MAGIC Tracks RC

INSTRUCTIONS & FUN GUIDE!

WARNING: CHOKING HAZARD
SMALL PARTS. NOT FOR CHILDREN
UNDER 3 YEARS.

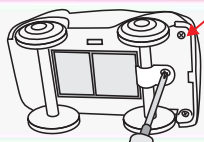


JUMP TRACK SETUP

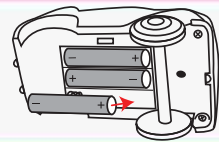
TRACK SETUP

- Find your orange jump and blue guides.
- Insert the tabs of one of the guides into the slot on the side of the jump. Repeat for the second guide on the other side.
- While holding the guides on the jump, begin feeding an assembled section of track (at least 10 pieces), through the feet at the front of the guides. The feet are designed to straddle both sides of the track.
- Carefully slide the track to the jump.
- Take any two pieces of track, and line up the top tabs and bottom tabs.
- Push together until you hear a "click." Continue until you have a track as long as you like.
- Shape the track any way you want by simply turning pieces in different directions.
- Finish the track by connecting your end piece.
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- Push together until you hear a "click." Continue until you have a track as long as you like.
- Shape the track any way you want by simply turning pieces in different directions.
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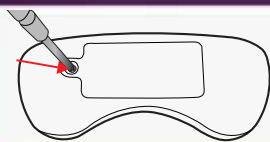
BATTERY INSTALLATION



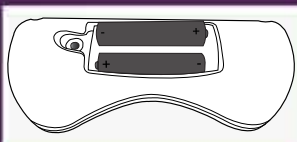
Remove battery cover from the underside of the car with a Phillips head screwdriver (not included), as shown.



Insert (3) AAA batteries (not included) as shown in battery compartment, and replace battery cover.



Remove battery cover from the underside of the remote with a Phillips head screwdriver (not included), as shown.



Insert (2) AAA batteries (not included) as shown in battery compartment, and replace battery cover.

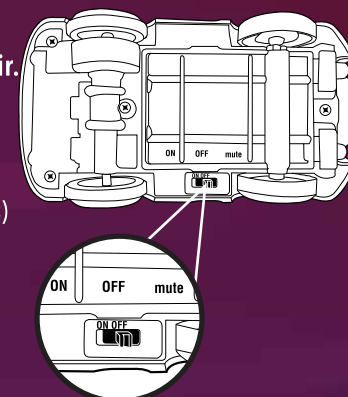
Next, refer to instructions on how to pair your car and remote. ►

TO PAIR THE CAR AND REMOTE



Follow these steps to be sure car and remote successfully pair.

- Turn the remote control on by sliding power switch located on the front of the remote to the ON position. The light in the front of the remote will start blinking.
- Slide the switch on the car to ON (for full light and sound functions) or MUTE (for no sound but all other functions). You will know when car and remote are paired when:
 - In ON mode, car lights flash red and blue and car announces, "Are you ready to race?!"
 - In MUTE mode, car lights flash red and blue.
- Now you are ready to race!
- To pair more than one car and remote, repeat the steps above one car/remote at a time.



If car and remote do not successfully pair, try the following:

- Turn them both off, and start pairing process again.
- Perform the same pairing steps but starting with the car and then the remote.
- Check to make sure you're using new batteries in the car and remote.

USING THE REMOTE



GO!

Car races forward and makes car accelerating sound*.



STOP

Car immediately stops and makes squealing tires sound*.



REVERSE

Car travels backward while making reverse alert sound*, and tail lights shine white.



TURBO

For an extra boost, press TURBO to increase speed for a few seconds while car makes high revving sound*. Magic lights will flash during Turbo mode and when Turbo cycle is done, go back to previous light mode.



LIGHTS

Press the light button to cycle between magic lights mode (all lights blinking red and blue), regular lights mode (red tail lights and white head lights only) or OFF.



HORN

Press HORN button for continuous honking!



MAGIC TRACKS

Press the MT button to play the Magic Tracks® Turbo RC theme song. Press it again to stop it.

* IN ON MODE



FUN IDEAS FROM AROUND THE HOUSE!

1

Ask an **Adult** to cut some arches into a box (cereal, shoes, tissues, anything!) and make your own tunnels.

2

Ask an **Adult** to cut a (dry) swimming pool noodle in half, and use them as lanes, ramps, or tunnels!

3

Ask an **Adult** to cut the bottoms out of some paper or plastic cups. Lay them out on the ground, nesting the cups inside of each other. Send your car through and watch the light show!

4

Take out your blocks, and build some towers or bridges for your cars to drive through.