TECH STRAX

THE ADVANCED CONSTRUCTION SYSTEM FOR ULTIMATE STUNTS

Mattel, Inc., El Segundo, CA 90245 U.S.A. Consumer Affairs 1 (800) 524-TOYS.
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Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.Consumer Advisory Service - 1300 135 312.
Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui,

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Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867.



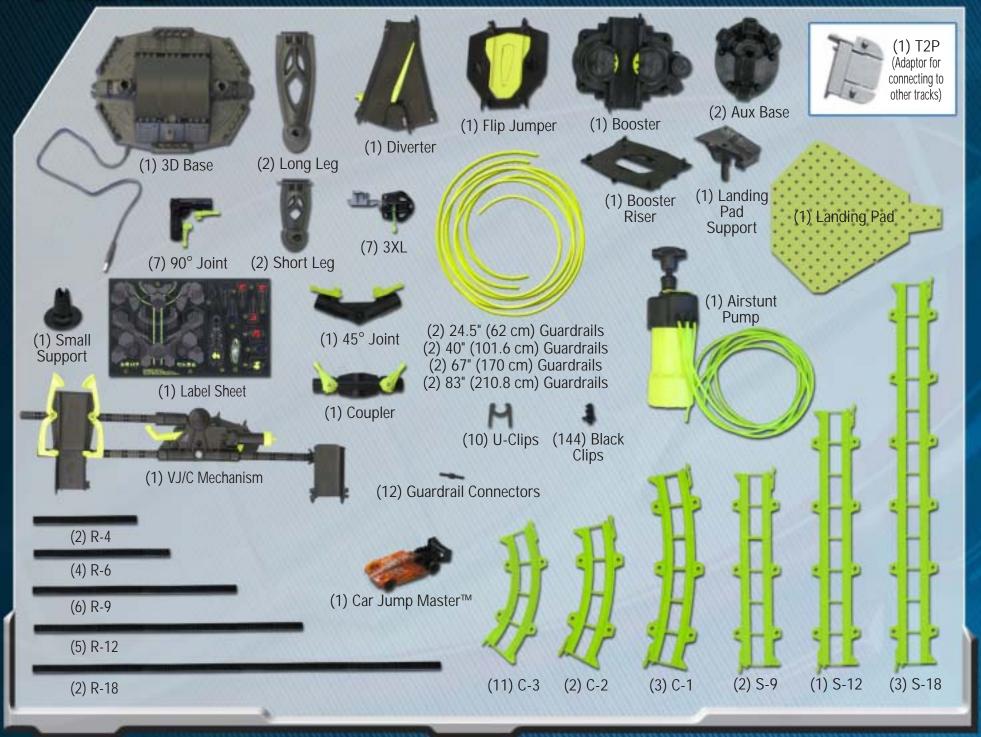
Cool cars, games and more!





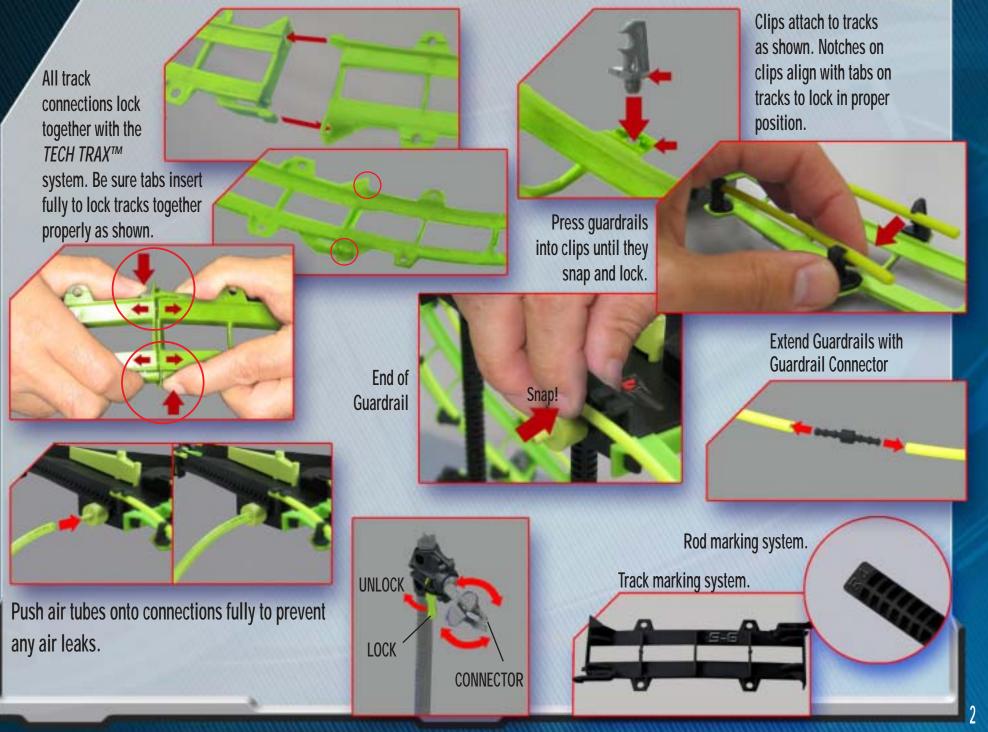
# PARTS





any air leaks.

# **TECH TRAXIII BUILDING BASICS 455**



# Install Batteries

# Barreny Paek

BATTERIES NOT INCLUDED. PHILLIPS HEAD SCREWDRIVER NOT INCLUDED.

3 "D" cell batteries required. For longer life, use only alkaline batteries.

Replace batteries when booster can no longer propel cars through the track set.

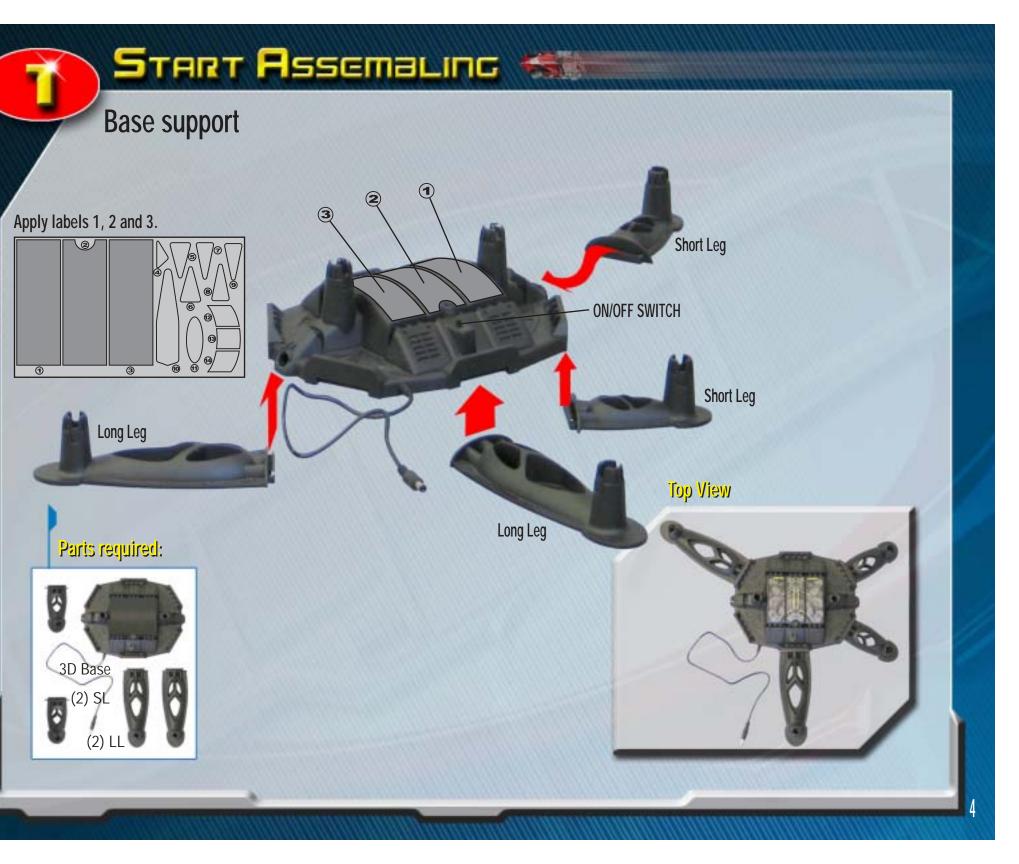
### **Battery Safety Information**

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

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
  - Do not mix old and new batteries.
  - Only batteries of the same or equivalent type as recommended are to be used.
  - Batteries are to be inserted with the correct polarity.
  - Exhausted batteries are to be removed from the product.
  - The supply terminals are not to be shortcircuited.
  - Dispose of battery(ies) safely.
  - Do not dispose of this product in a fire. The batteries inside may explode or leak.

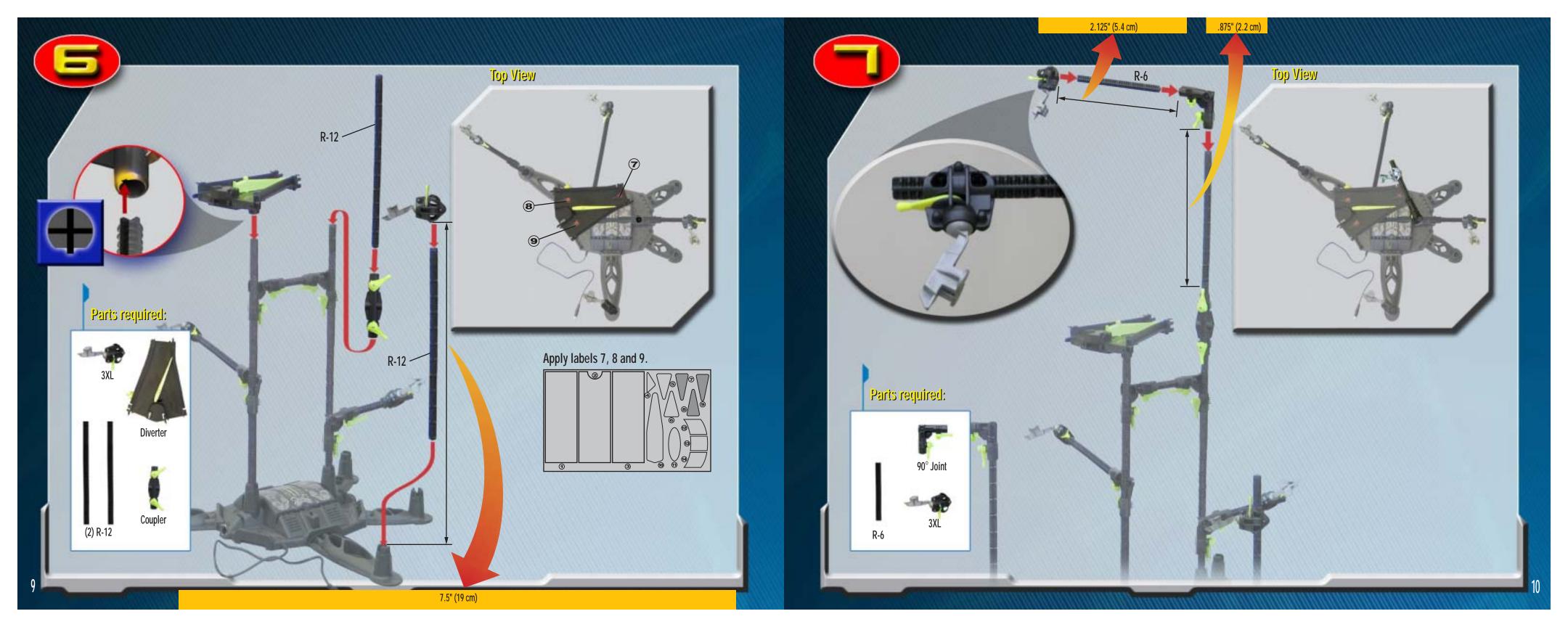
Parts required:

3D Base



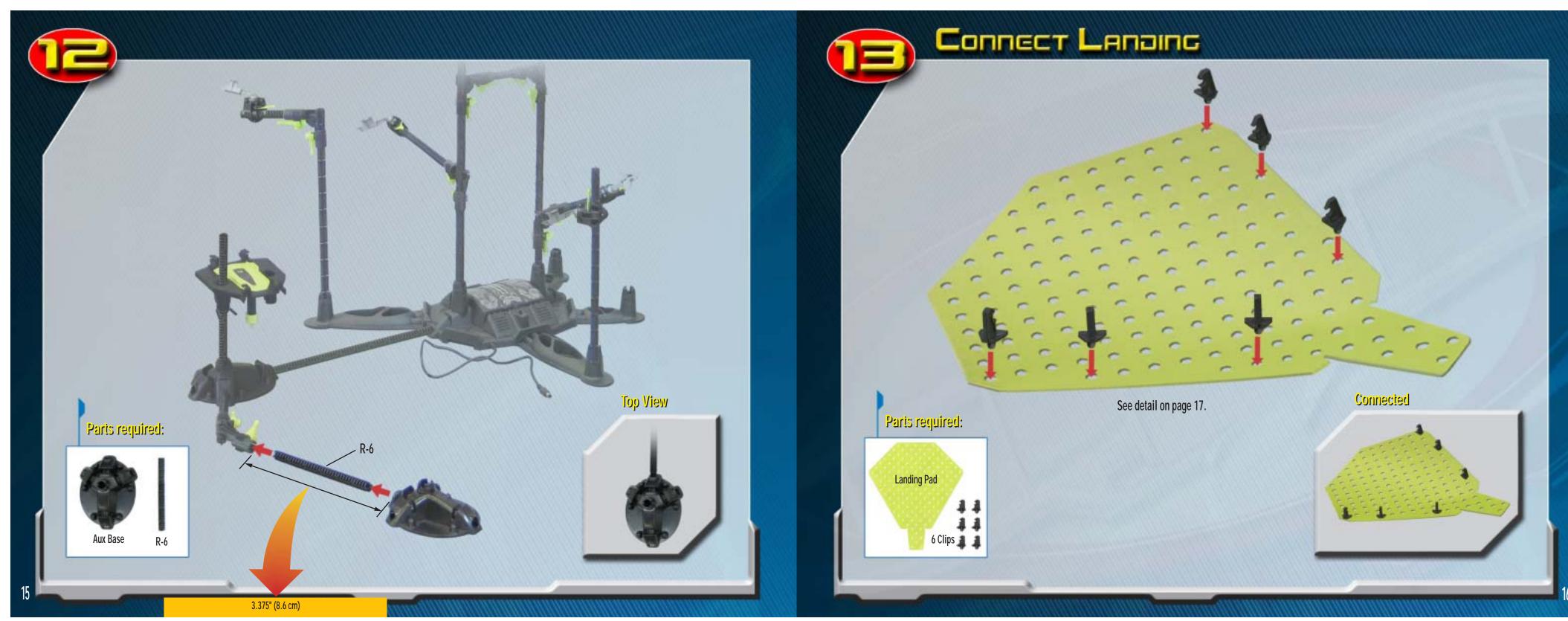




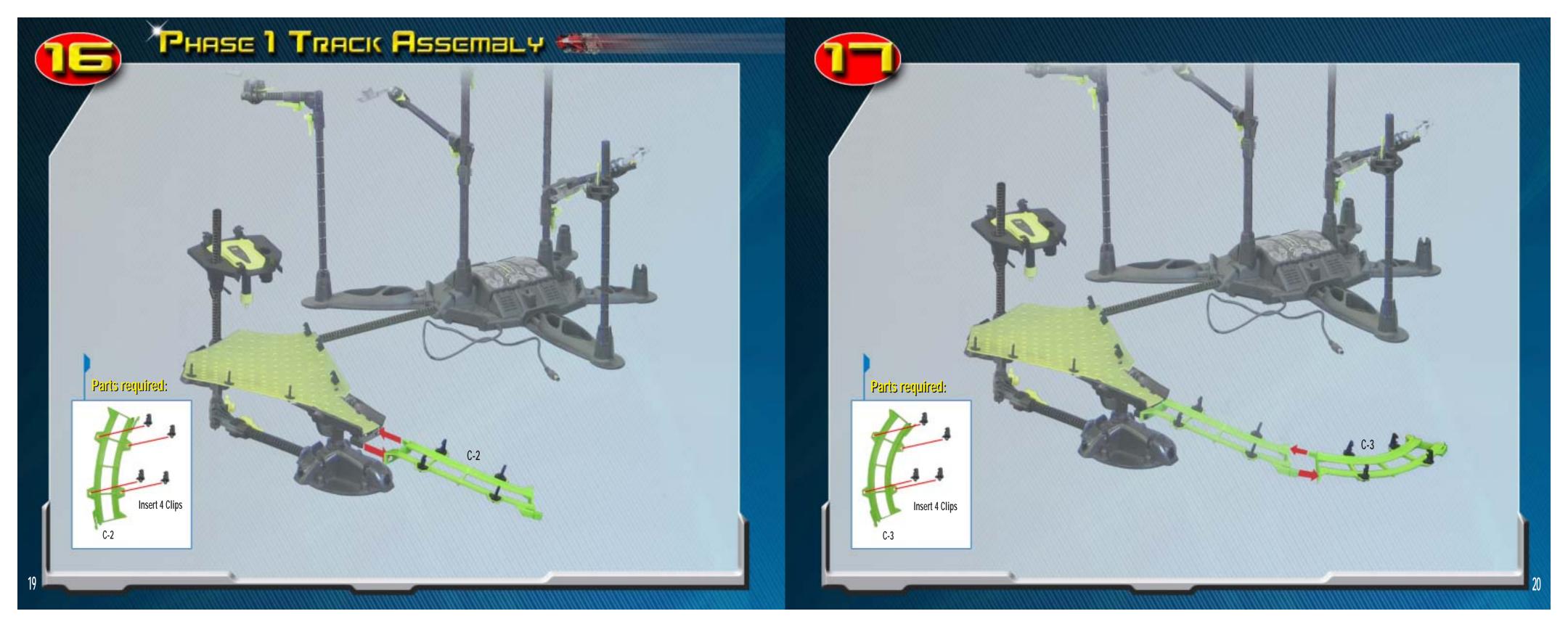


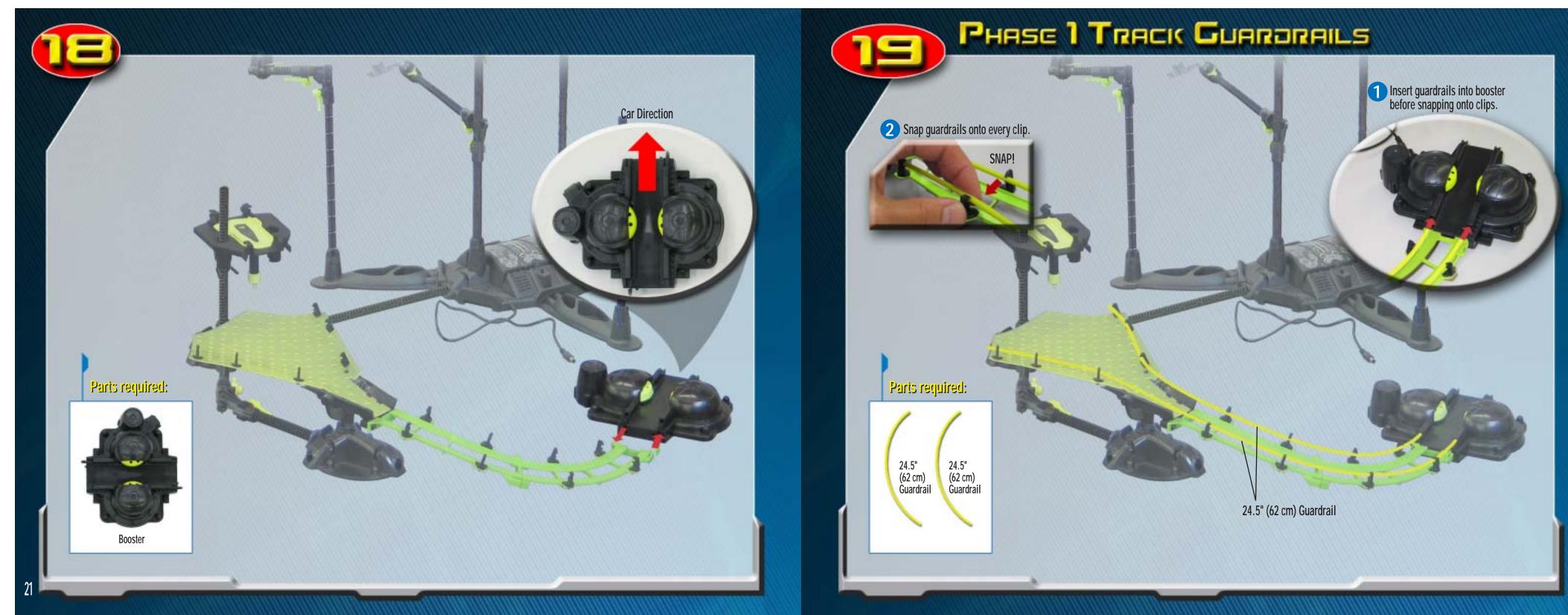










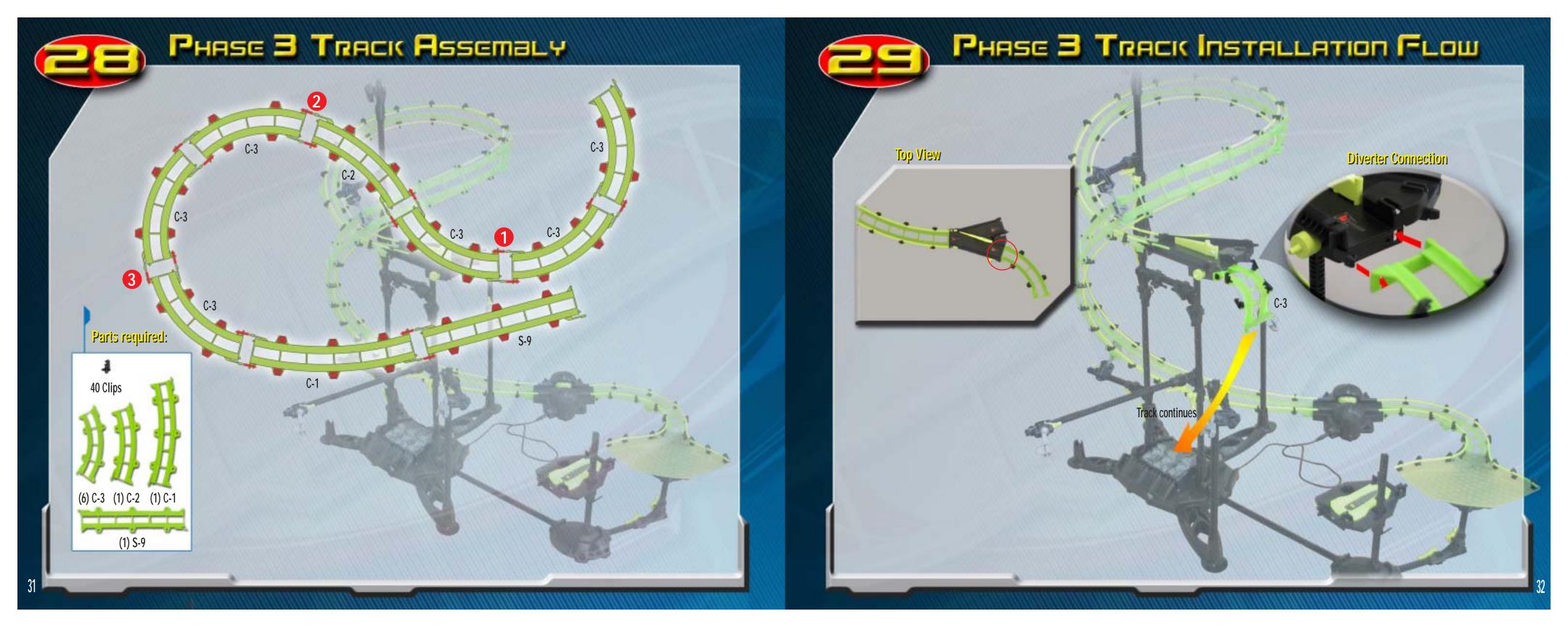


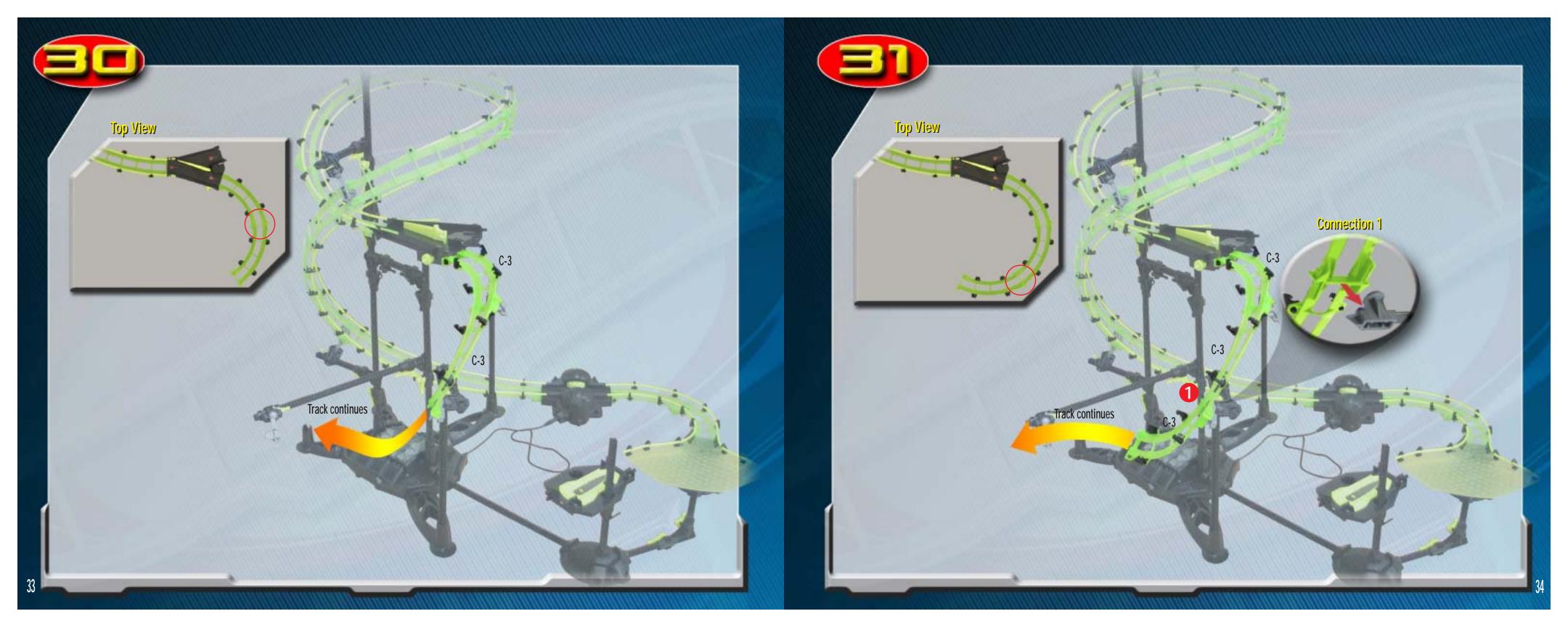








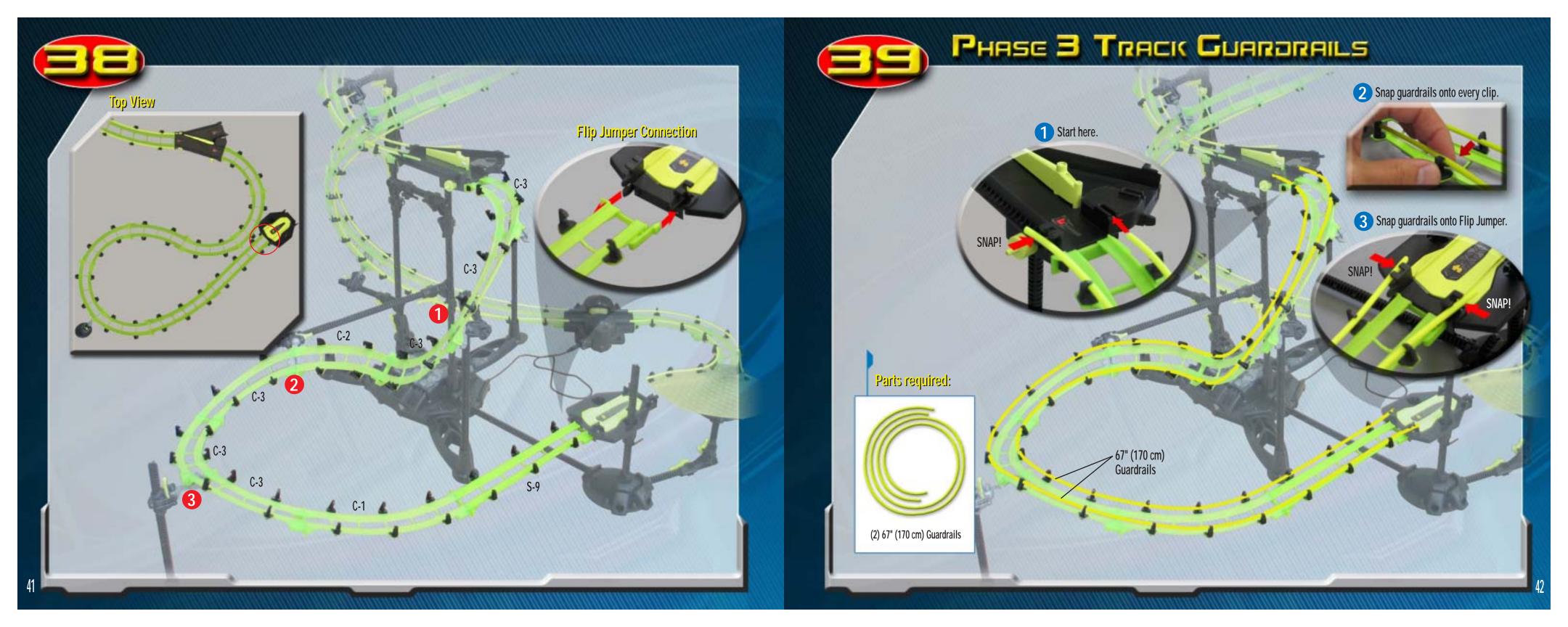




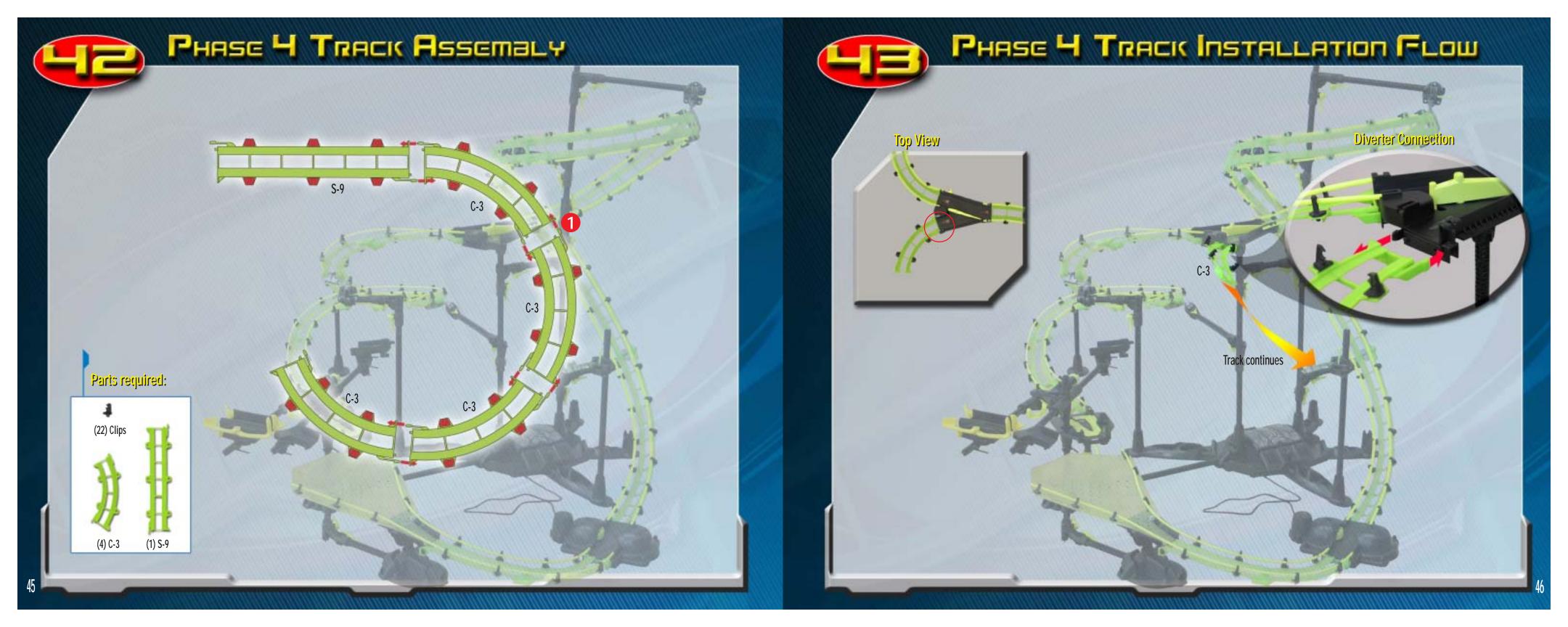




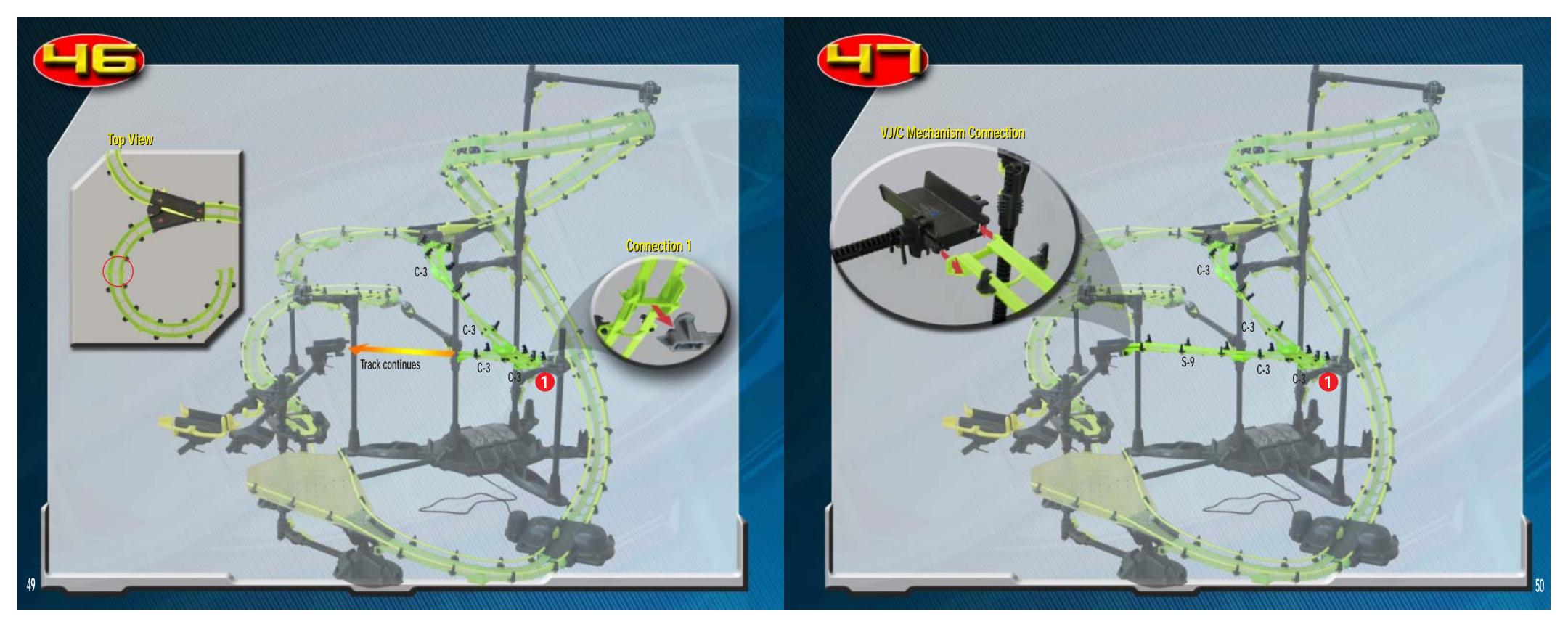








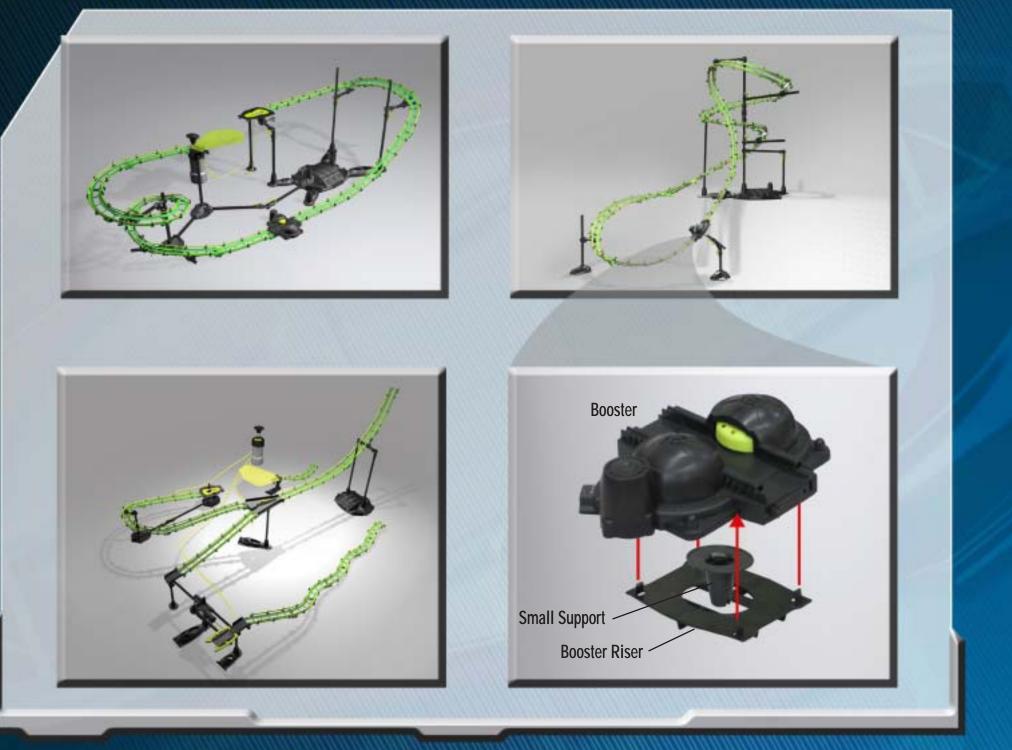


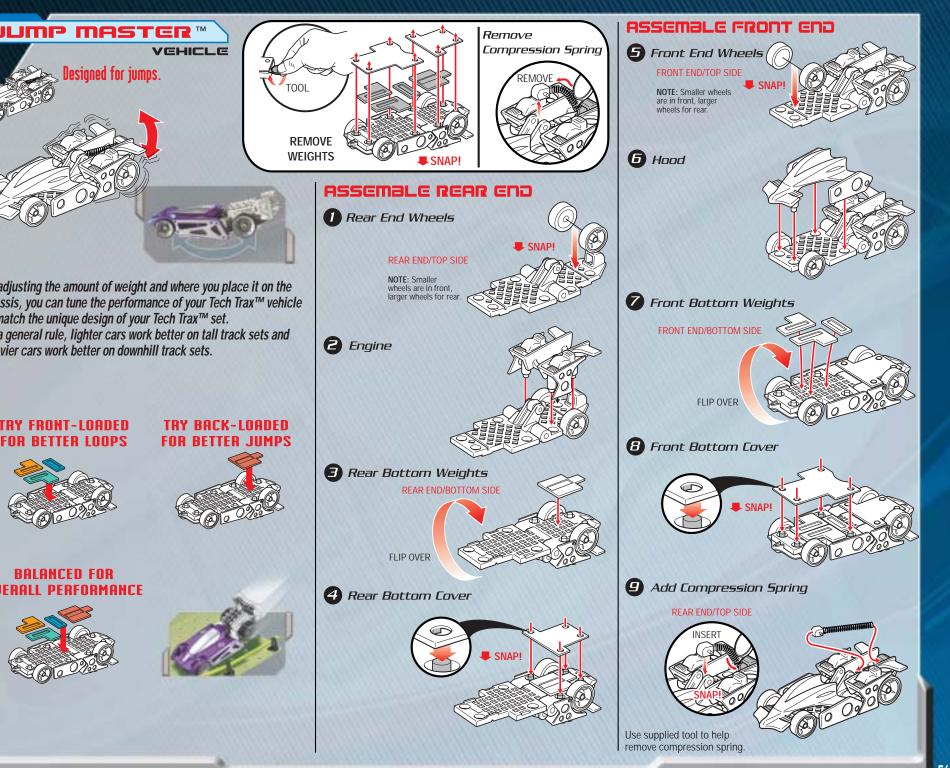


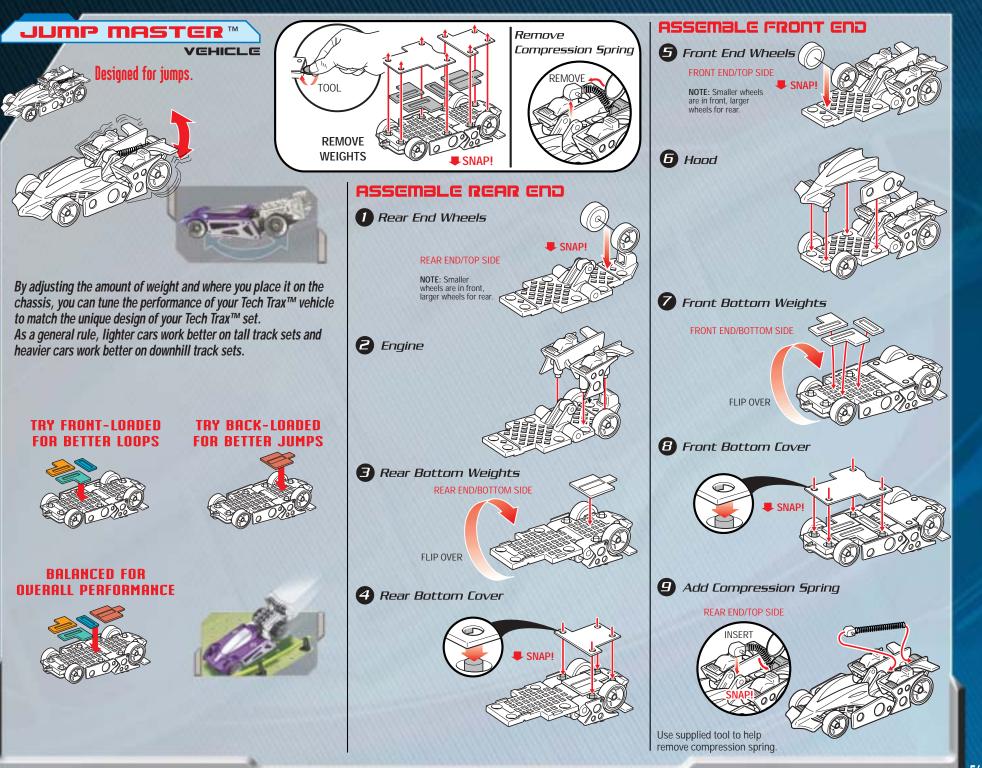




# ALTERNATE LAYOUTS







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Where Guardrail ends, be sure to carefully flex the ends outward, so that it won't impede the vehicles movement.





To use the 45/90/T-Joints, simply slide a Rod into the open face of the joint, and then close over the cover element. (Note: Be sure the "Joint Key" is rotated into its "open" position.) To lock its position on the rod, rotate the Joint Key 90 degrees.

Fine tuning of the set is required to yield optimum performance.











To use the 3XL, simply slide it onto one of the Rod pieces. (Note: Be sure the "Locking Key" is in the open position.)

Position along the rod where desired, and then turn the Lock key to secure.





To attach the track, take the section where two tracks are joined, and simply slide into the rotating clip unit.

By loosening the Locking Key, you can now set the angle of the track where you desire.

To remove the track from the Rotating Clip, simply squeeze its ends outward, and pull track out of the groove.









### AIRSTUNT CHALL **CNGC**<sup>™</sup> STUNT SET (1) Diverter (2) R-18 (1) Coupler (3) C-1 (1) Flip Jumper (2) C-2 (1) Landing Pad Support (11) C-3 (1) Landing Pad (2) S-9 (1) VJ/C Mechanism (1) S-12 (1) Airstunt Pump (3) S-18 (1) T2P (not used) (10) U-Clips (2 extra not used) (1) Car Jump Master™ (7) 3XL (12) Guardrail Connectors (2) R-4 (not used) (4) R-6 (6) R-9 (5) R-12