

5 OPERATION

1. Re-check wiring and plug in Power Pack.
2. Place car on track, make sure guide pin on bottom of car drops into track slot.
3. Press plunger on speed control slightly.
4. If cars run backwards, simply turn cars around.
5. Cars can be made to run in either direction by reversing wiring on Power Pack terminals.

YOU ARE NOW READY TO RACE!

FOR BEST RACING PERFORMANCE FOLLOW THESE HINTS:

1. Wipe top of track and rail with soft cloth.
2. Keep car pickups clean. Fine sandpaper may be used.
3. Occasionally clean car from lint and dirt around wheels and axles.
4. Locate fence around track lay out as required to help keep car from jumping the track.
5. Unplug Power Pack when not in use.

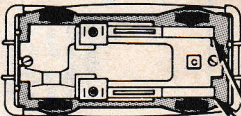


FIGURE 1

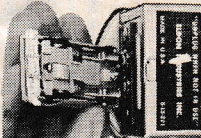


FIGURE 2

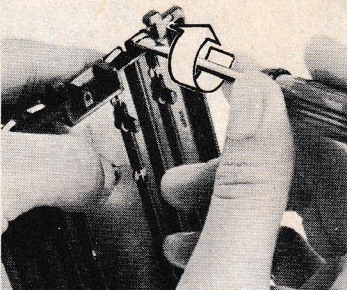


FIGURE 3

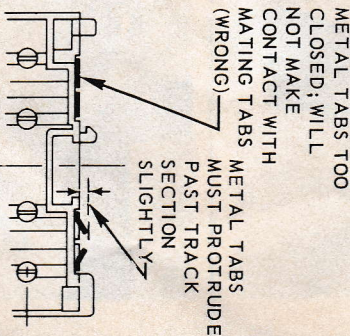


FIGURE 4

TROUBLE SHOOTING

Car does not run, re-check the following steps:

1. Power Pack plugged in.
2. All wiring per instructions.
3. All track sections properly snapped in place.
4. Power pickups on car working freely (fig. 1).
5. Tires properly on rims.
6. Car test: (fig. 2) Touch power pickups of cars directly to Power Pack screws. Car motor should run fast.

Car stops on certain sections of track, check the following steps:

1. Track section snapped properly in place.
2. Guide slot free of obstruction.
3. Power rails making proper contact. Metal tabs on power rails must touch each other at track joints. Tension may be adjusted by prying tabs with small screwdriver (fig. 3 & fig. 4).
4. Damaged car guide pin: Remove by pulling straight up with a pair of pliers, or pry up with screwdriver. Snap new guide pin in slots.
5. If car runs sluggish or if car hops along the rails, check the power pickups. Close shoe spring to diminish hopping, open shoe spring to relieve sluggishness (fig. 1).

ELDON SERVICE POLICY

If after checking the problem chart, you find a defective part in your set, take or mail the part to the Eldon Authorized Service Station in your area. The station will repair or replace the part. Check list of Service Stations supplied with this set.

IMPORTANT: If you mail the part to the Service Station, be sure to enclose \$1.00 for return postage and extra handling. DO NOT SEND DEFECTIVE PART TO FACTORY.

ELDON®
Just for the fun of it.®

#9554 OVER & UNDER "8" HO ROAD RACE SET
ASSEMBLY INSTRUCTIONS

This set has been designed so that it can be assembled quickly and easily. Please read the instructions carefully for best results. The Trouble Shooting Chart will help you if your set does not function properly. In any correspondence on this set, please give part number and description. Happy racing!

Set contains:

- | | |
|---|--|
| 2 Sports GT Cars (5-26-065 & 5-26-066) | 2 6" Straight Track (5-26-004) |
| 1 Power Pack (6-70-053) | 6 Curved Track (5-26-005) |
| 2 Speed Control Rheostats (5-26-044) | 4 Fence Sections (1117-61) |
| 1 9" Power Track (5-26-045) | 6 Bridge Supports (5-26-006) |
| 1 9" Chicane Track (5-26-013) | 1 Bag (power cable & guide pins) (5-26-046) |

THE PRINCIPLES OF ROAD RACING

Eldon's authentically scaled racing cars are designed to closely simulate the speed and excitement of real road racing. To familiarize yourself with the handling characteristics of your car, practice driving around the track. Start off giving the car just enough power to prevent the rear wheels from slipping. As you approach the first curve, ease up on the hand control and the car will 'drift' through the curve. As you reach the end of the curve apply more power and the car will accelerate out of the bend, snaking realistically down the straight. The basic principles of road racing apply to these cars... SLOW INTO THE CURVE... FAST OUT, ACCELERATING DOWN THE STRAIGHT. To handle these cars well will take a little practice, but that is all part of the enjoyment of racing competition.

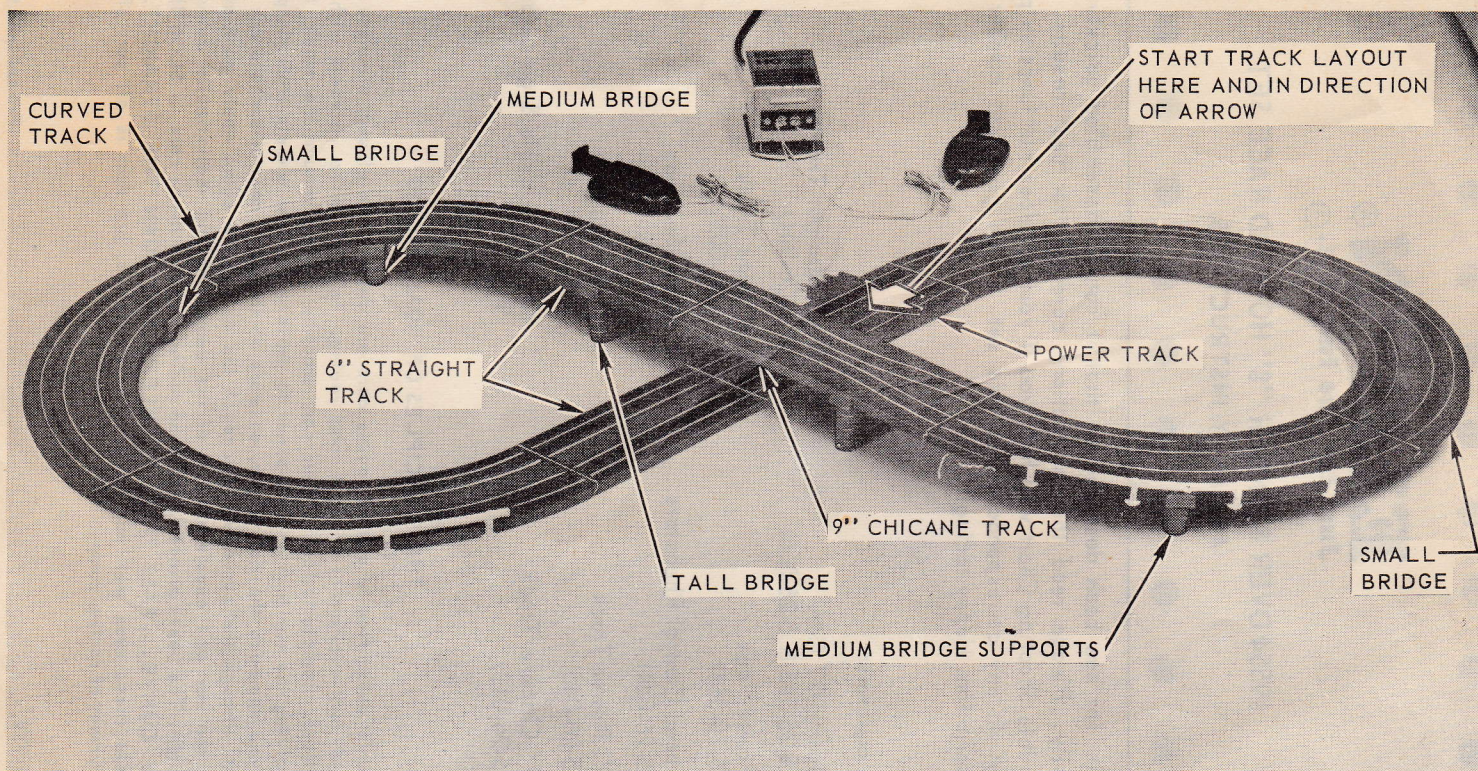
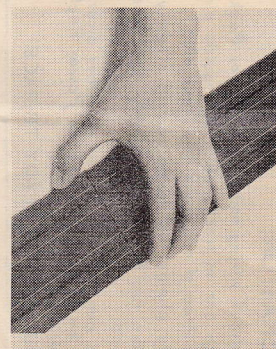
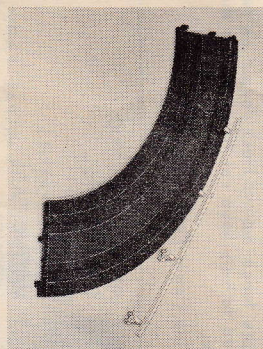


FIGURE 1



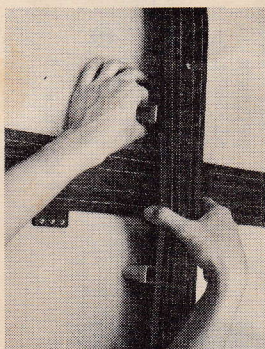
1 TRACK ASSEMBLY

Place track ends together so that lock tabs nest inside each other. Holding track as shown, push firmly with thumb until "click" is heard. Track is now locked in place. Assemble complete track layout as shown in Fig. (1)



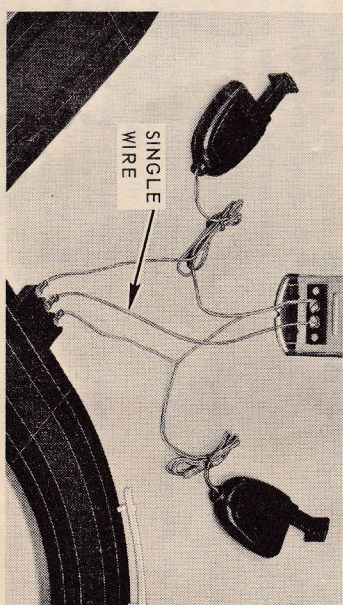
2 FENCE

Fence helps keep car on track. Snap fence anywhere on side of track, preferably on curve as shown.



3 BRIDGE SUPPORTS

Place bridge supports approximately as shown in Fig. 1 starting with the two "tall" supports. After all bridge supports are in place they may be adjusted by sliding back and forth to give solid support to track. Check all track joints to be sure they are still locked in place.



Step 1: Attach horseshoe end of single wire to power pack screw terminal as shown.

Step 2: Push plug end of single wire to center prong on power track.

Step 3: Separate hand control wires approximately 12" as shown.

Step 4: Attach horseshoe ends of both rheostat wires to other power pack screw terminal.

Step 5: Push plug ends of hand controller wires to either side of center prong on power track.

Step 6: If both cars go in the wrong direction switch the wiring on the power pack.
CAUTION: For longer power pack life, unplug when not in use. Do not plug in power pack until you have completed and checked wiring. Make sure no metal objects are on the track to cause a short.