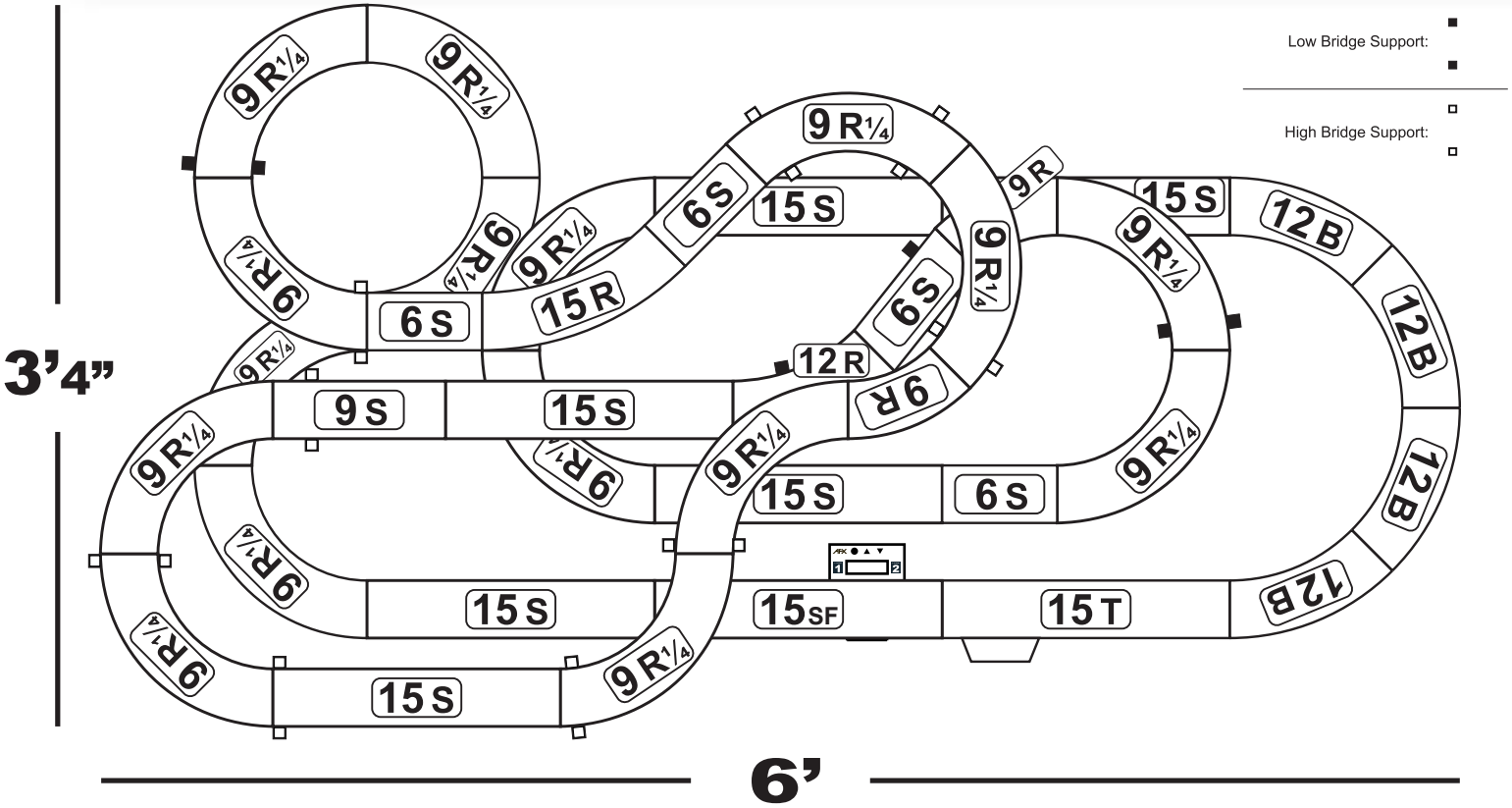
GIANT INSTRUCTIONS

PN: 21017

CONTENTS

Guardrails	(32 pcs.)	
Tri-Power Pack 22v, 12v, 8v	(1 pc.)	
Bridge Support, Low	(16 pcs.)	
Bridge Support, High	(9 pcs.)	
Controller	(2 pcs.)	
Digital Lap Counter	(1 pc.)	
15S	15” Straight Track	(15 pcs.)
15T	15” Terminal Track	(1 pc.)
15SF	15” Start/Finish Track	(1 pc.)
9S	9” Straight Track	(4 pcs.)
9SQ	9” Squeeze Track	(1 pc.)
9X	9” Crossover Track	(2 pcs.)
6S	6” Straight Track	(4 pcs.)
3S	3” Straight Track	(1 pc.)
15R	15” Radius 1/8 Curve	(1 pc.)
12R	12” Radius 1/8 Curve	(2 pcs.)
12B	12” Radius Banked Curve	(4 pcs.)
9R	9” Radius 1/8 Curve	(3 pcs.)
9R1/4	9” Radius 1/4 Curve	(27 pcs.)
	lega G+ Formula Cars	(2 pcs.)

Tune-Up Kit: Track cleaning pad; Pick-up shoes; Springs



HELP?

AFXRACING.COM

- FAQs
- Video Set-Up Tips
- Video Troubleshooting

service@afxracing.com

877-866-9239

We will always respond to Email and phone calls as quickly as possible and in any case within 24 hours, not counting weekends and holidays.

TOMY RACEMASTERS

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Tips and Tricks . . .

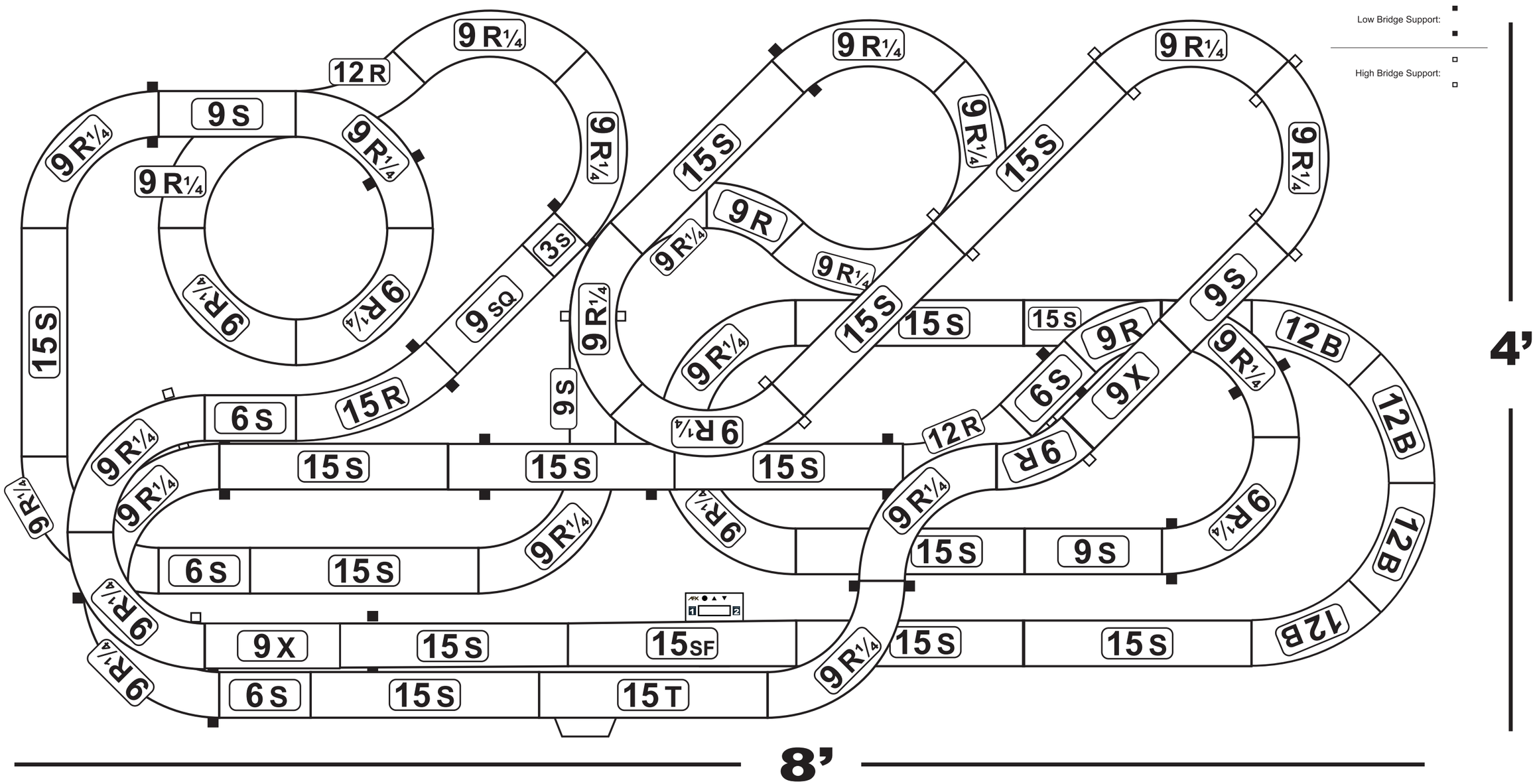
Getting Started - Don't be surprised if your cars stop several times when you first use the track. Moisture in the air causes corrosion on the steel track rails and it takes a few laps of running to clean it off. So just give the car a push any time it stops and continue to drive. It will get better each lap and usually after 3 to 5 laps, the problem goes away completely. This can happen anytime the track is unused for many days.

Doesn't Line Up? - On very large sets like this it isn't unusual for the track to not line up perfectly. This is usually caused by little gaps between the track pieces that allow movement over large areas when you are laying down the track. To avoid this, start laying down track from the center of the longest straightaway. If the track doesn't come together perfectly, connect it anyway and the adjust the track by smoothing out the straights and corners a little bit at each track segment.

Lap Counter Instructions

Power On:	Press and hold MAIN (round) button
Set Number of Laps:	Press UP or DOWN buttons
Start Race:	Press, hold MAIN button, release when countdown starts
Jump Start:	If racer leaves before "Go", racer is penalized 1 lap
Reset:	Press MAIN button once after race begins to start over Press and hold MAIN button after finish to start at "0"
Race End:	First to cross line displays trophy; second displays P2
Power Off:	Power turns off after 5 minutes of no activity
Flip Display:	Press and hold UP and DOWN buttons to flip display 180°

Lap Counter

U.S. FCC Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. NOTE: 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.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- 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.