

EXPERIMENT MANUAL

# GECKO RUN

MARBLE RUN  
STARTER SET

CHALLENGE  
EDITION

THAMES & KOSMOS

Nano-  
ADHESIVE  
PADS



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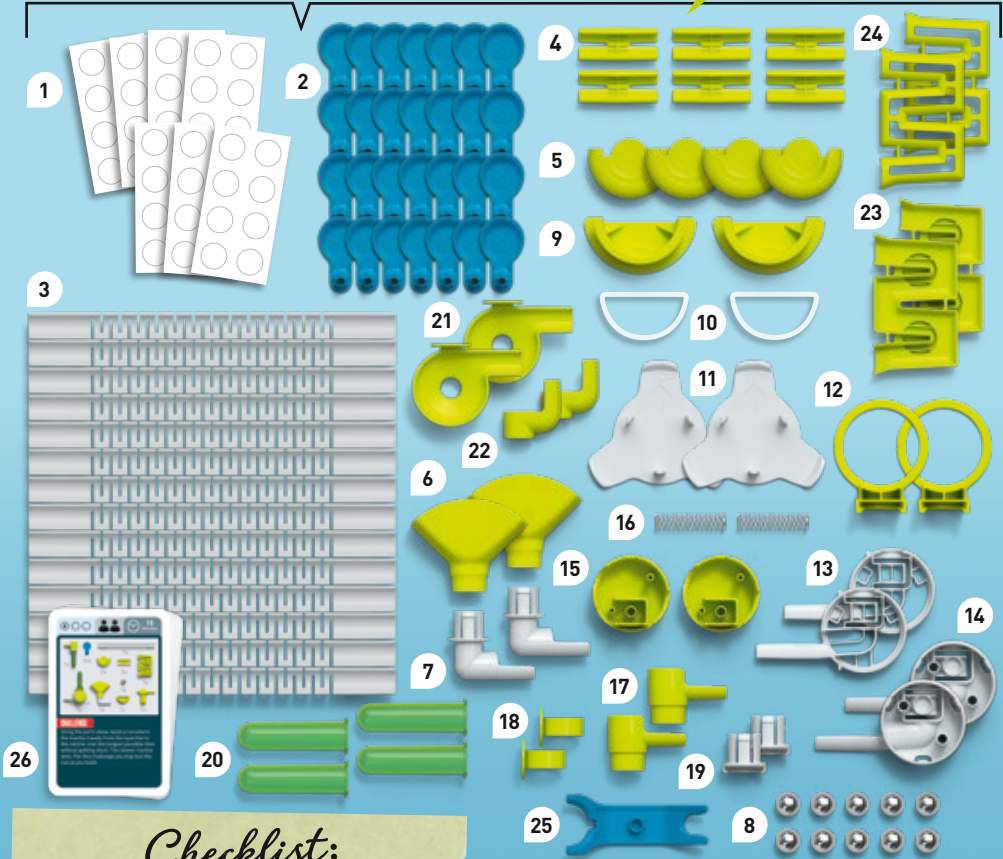




# KIT CONTENTS

Wow!  
So many  
parts!

What's in your experiment kit:



## Checklist:

✓ No.	Description	Quantity	Item No.
<input type="radio"/>	1 Sheet with nano-adhesive pads	7	726192
<input type="radio"/>	2 Adapter	28	726603
<input type="radio"/>	3 Track	14	726605
<input type="radio"/>	4 Track bridge	6	726606
<input type="radio"/>	5 Track turn	4	726607
<input type="radio"/>	6 Funnel	2	726610
<input type="radio"/>	7 Funnel outlet	2	728311
<input type="radio"/>	8 Marble	10	726604
<input type="radio"/>	9 Trampoline frame	2	726643
<input type="radio"/>	10 Trampoline band	2	726644
<input type="radio"/>	11 Marble launcher base	2	729506
<input type="radio"/>	12 Marble launcher ring	2	729488
<input type="radio"/>	13 Marble launcher inside	2	729487
<input type="radio"/>	14 Marble launcher outside	2	729486
<input type="radio"/>	15 Marble launcher button	2	729485
<input type="radio"/>	16 Marble launcher spring	2	730185
<input type="radio"/>	17 Marble catcher entry	2	728309
<input type="radio"/>	18 Marble catcher adapter	2	728310
<input type="radio"/>	19 Marble catcher connector	2	729490
<input type="radio"/>	20 Marble tube	4	729489
<input type="radio"/>	21 Twister top	2	727455
<input type="radio"/>	22 Twister outlet	2	727456
<input type="radio"/>	23 Snake back	2	727452
<input type="radio"/>	24 Snake front	2	727451
<input type="radio"/>	25 Gecko Tool	1	728205
<input type="radio"/>	26 Pack of challenge cards	1	730193

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**SCAN FOR A QUICK-START VIDEO:**



**YOU WILL FIND ADDITIONAL INFO IN THE CHECK IT OUT SECTIONS ON PAGES 19-20**





### WARNING!

Not suitable for children under 3 years. Choking hazard — small parts and small balls may be swallowed or inhaled. Keep the packaging and instructions as they contain important information.

## Instructions for using Gecko Run and the nano-adhesive pads

What makes your new marble run special are the innovative **nano-adhesive pads** that stick to surfaces like the feet of a gecko. The pads are covered on one side with microscopic suction cups that allow the Gecko Run parts to be securely attached to smooth vertical surfaces. Just like large suction cups, the nano-adhesive pads adhere to smooth surfaces only, leave no traces when removed, and can be used over and over.

Gecko Run's nano-adhesive pads adhere best to **glass surfaces** such as **glass doors and windows**, but you can also attach the pads to other surfaces, as long as they are **smooth enough (tiles, plastics, wood and imitation wood, glossy painted surfaces, metal, etc.)**. Experiment with different surfaces around your house!

Before you use Gecko Run for the first time, you will need to attach the nano-adhesive pads to

the adapters and some of the tricks. You can find out how to do this on pages 4 and 5.

Before you start building a run, make sure that your installation surface is clean, dry, and, free of grease. This will ensure that the pads can develop their full adhesive power.

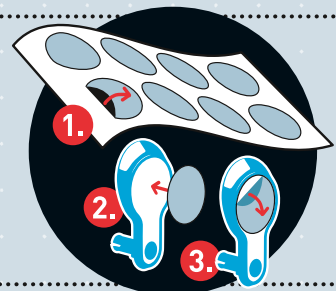
**Dismantle the marble run after use and store it in its packaging to ensure the pads remain clean and retain their stickiness, and to prevent damage to the surfaces.**

The longer the pads remain on a surface, the greater their adhesion. Always use the included Gecko Tool to remove the adapter from the play surface.

If the nano-surface of a nano-adhesive pad gets dirty or dusty, you can clean it with a damp, lint-free cloth, then let it dry for five minutes. If a nano-adhesive pad suffers major damage, you can remove it and replace it with a new one.

## Important

Pay close attention to the orientation of the pads when attaching them to the adapters and tricks. Peel them starting from the corner, and attach the sticky side to the adapter or trick. Then, remove the thin film from the other side. Now your nano-adhesive pads are ready to use!



## Dear Parents and Supervising Adults,

Children want to be amazed, understand, and create new things. They want to try everything out and do it for themselves. They want to know! The Gecko Run marble run system is ideal for this, as it can be set up and altered quickly and easily. Before using it for the first time, you should discuss the following points with your child.

### Important information for adults

The Gecko Run parts can be attached to virtually any smooth vertical surface; glass surfaces work particularly well. Together with your child, discover which surfaces the nano-adhesive pads adhere to best — and agree upon which surfaces in your home are best for setting up your Gecko Run. When making your selection, bear in mind that hazards can arise due to open windows or doors, sliding doors that slide over each other, surfaces that are susceptible to breakage or are not securely fastened, and surfaces that are high up.

Only use the Gecko Run on closed windows and doors; all glass surfaces must be made of safety glass.

All playing surfaces must be firmly attached to the wall and stable when pulling on the pads to remove them. Be careful with mirrors — these can be loosened from their mounts when removing the nano-adhesive pads.

Only build runs within the child's reach; never climb on furniture to build the run.

The playing surface should be clean, dry, and free of grease. This will ensure that the nano-adhesive pads can develop their full adhesive power.

The tracks must always be built and set up so that the metal marbles do not hit breakable objects, dent surfaces, or cause defects.

The flooring and surrounding furnishings must be able to withstand impacts from falling marbles. If necessary, place a rug, blanket, or towel underneath the run — this will also prevent the marbles from rolling away.

Set up the run away from pets, babies, and toddlers.

Before playing and experimenting for the first time, the nano-adhesive pads must be affixed to the adapters and some of the tricks (see pages 4 and 5). Help your child apply the pads cleanly and with the nano-adhesive side facing out.

If you build your Gecko Run on doors that slide over each other (e.g., cupboards or patio doors), make sure that the parts are attached to the outer door so that they are not damaged when the doors are moved.



**TIP**

### WHERE TO STICK THE NANO-ADHESIVE PADS:



#### DO STICK ON:

- GLASS DOORS AND WINDOWS
- SMOOTH CERAMIC TILES
- SMOOTH WOOD
- SMOOTH LAMINATE
- SMOOTH, HARD PLASTIC
- SMOOTH METAL
- SMOOTH, GLOSSY PAINTED SURFACES
- SMOOTH, POLISHED STONE



#### DO NOT STICK ON:

- ROUGH SURFACES
- WALLPAPER
- DRYWALL AND PLASTER
- BRICK AND CONCRETE
- FABRIC AND UPHOLSTERY

**Adapter**

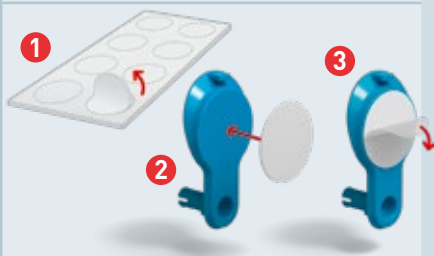
Use this to attach the tracks and some of the tricks to your vertical playing surface. You can see how to prepare the adapters below.



**Nano-Adhesive Pad**

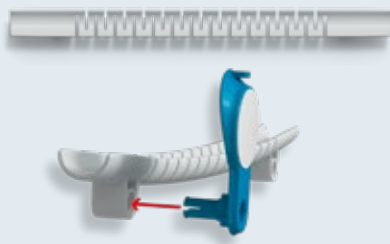
The pads have a normal sticky side and a nano-adhesive side (see p. 2). To prepare the adapters for use, you must stick a pad onto each adapter.

1. Pull a pad off of the sheet.
2. Stick the sticky side onto the back of the adapter.
3. Remove the thin foil from the pad to reveal the nano-adhesive side.



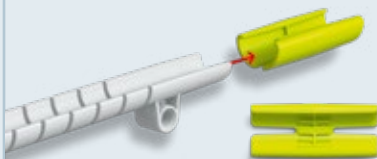
**Track**

The special design of the tracks makes them bendable, giving you lots of freedom when building a run. They are attached to your playing surface using the adapters. Be sure to push the adapters all the way into the holes on the tracks.



**Track Bridge**

This component allows you to connect two tracks together to create a longer one. You can also use it to connect some tricks to the track.



**Track Turn**

This element serves as a 180-degree bend, a marble store, and a marble catcher at the end of your run. Stick a nano-adhesive pad on the back of the track turn to prepare it. For more tips and tricks on how to use track turns, see pages 9, 10, and 12.

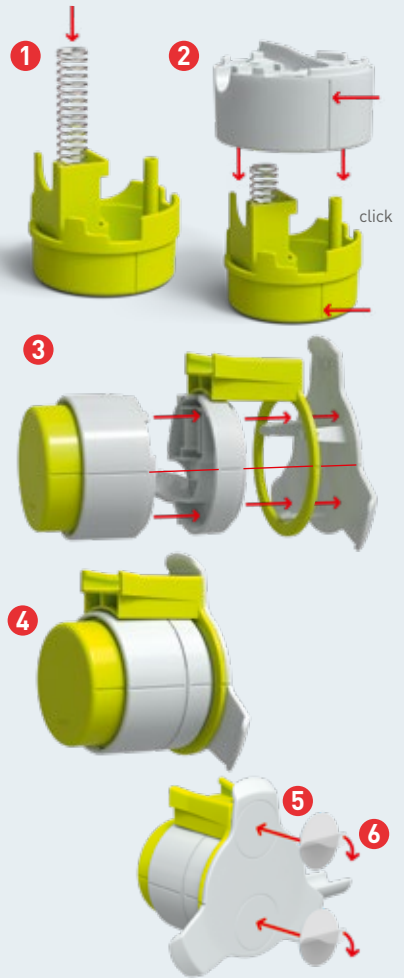


### Marble Launcher

The marble launcher is the start of each of your marble runs. When you press the green button, the marble launcher releases one marble into your marble run. Up to five marbles fit in the tube that attaches to it (see page 9). Before you can get started, you first have to assemble the parts of the marble launcher. This doesn't require any tools, because everything just snaps together.

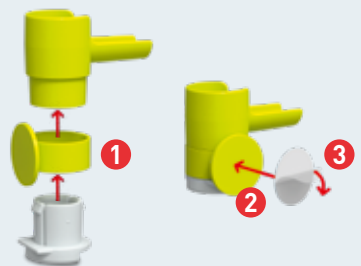
**Make sure that the orientation lines on all components are aligned in the same way.**

Once everything is assembled, two nano-adhesive pads are placed on the back. You can find more tips and tricks for the marble launcher on pages 9 and 17.



### Marble Catcher

The marble catcher is the counterpart to the marble launcher and the end of your marble run. You must assemble the marble catcher and stick a nano-adhesive pad onto the ring before using it for the first time. The marble catcher combines with a marble tube to collect up to five marbles at the end of a run (see page 9).





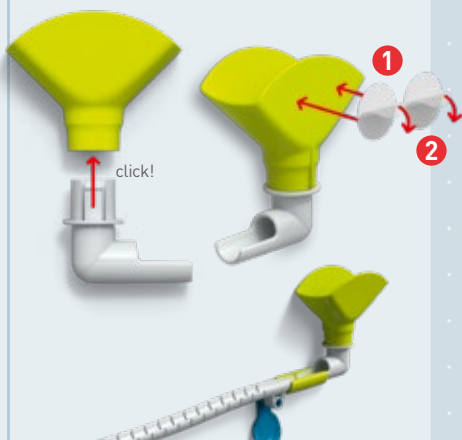
### Marble Tube

The marble tube holds up to five marbles and is used to load the marble launcher. An empty tube goes into the holder on the marble catcher. You can read how to use the launcher, catcher, and tube on page 9.



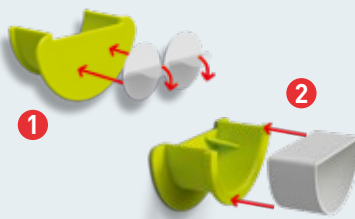
### Funnel

This element lets you recapture marbles that you have really let fly. It consists of two parts that you will need to snap together the first time you use it. The outlet of the funnel can be rotated freely so that it can move the marbles in different directions. The back of the funnel is secured to the playing surface with **two** nano-adhesive pads so that it can safely catch flying marbles.



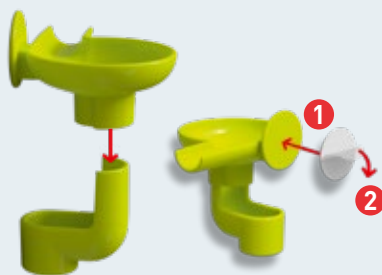
### Trampoline

The trampoline makes your marbles bounce and fly. To prepare, stick two nano-adhesive pads to the back of the trampoline, then stretch the trampoline band around the frame. See pages 11 and 18 for more information.



### Twister

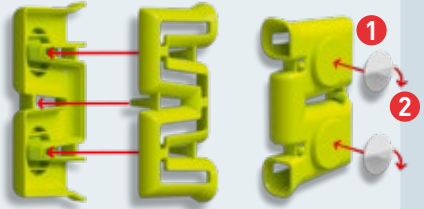
With the twister, you can make your marbles dizzy. It's also great for slowing down your marble's progress. Before you can start, connect the twister top and outlet together as shown. Stick a nano-adhesive pad to the back and remove the thin foil from the nano-adhesive side.



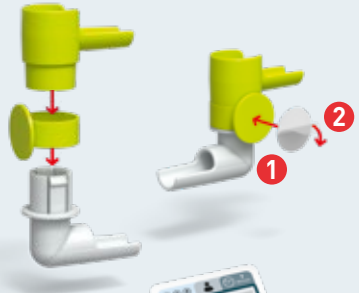


**Snake**

With the snake, you can skillfully slow down speeding marbles and take a short breather in the wild run. But before you can get started, you have to connect the two snake parts together as shown. Then, stick two nano-adhesive pads to the back and remove the thin foils from the nano-adhesive sides.

**Flex-Corner**

The flex-corner makes your Gecko Run even more versatile. Whether you need to navigate around corners or avoid obstacles, your flex-corner makes it possible. It actually consists of parts of the marble catcher (entry and adapter) and the funnel (funnel outlet). To get started, click the three parts of the flex-corner together and stick a nano-adhesive pad to the ring adapter.

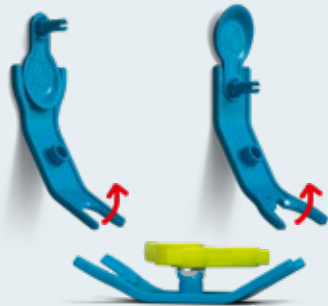
**Challenge Cards**

The challenge cards contain 32 challenges for your Gecko Run marble run and ensure hours of fun — whether you are competing against gravity, against time, or against your family or friends. You can find out everything about the challenge cards on pages 13-15.

**Gecko Tool**

Use this tool to remove the adapters from your playing surface.

If you want to, you can also attach the Gecko Tool to your playing surface with a nano-adhesive pad.

**Metal Marble**

In your set you will find ten precision steel marbles with a diameter of 12.7 mm.







*Cool ...*  
Now here  
we go!



# YOUR *first* RUNS!



Your Gecko Run is now ready to go! The following pages will guide you through the first runs to build so that you can learn how the individual elements of the Gecko Run system work.

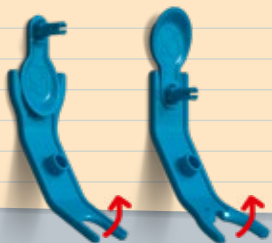


**BUILDING YOUR FIRST RUNS**

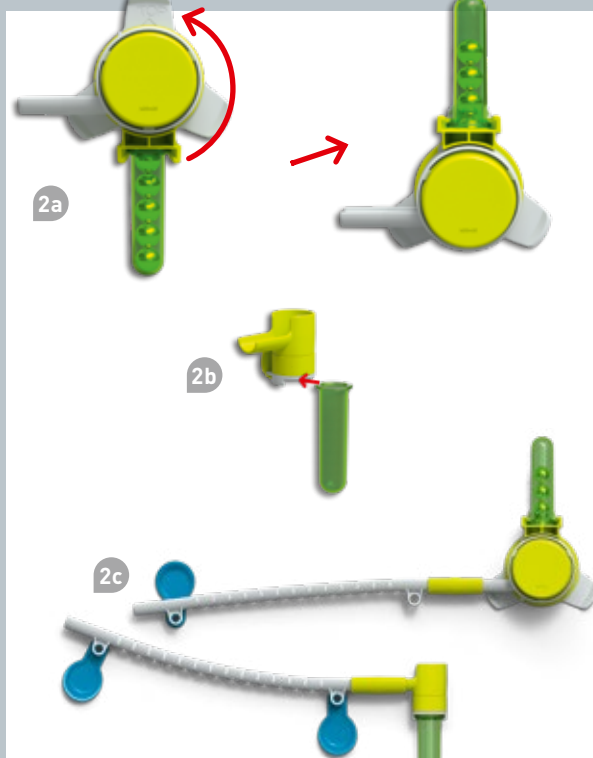
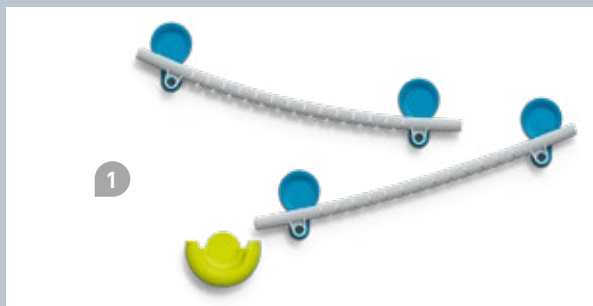
1. We will start very simply with two pieces of track and a track turn to catch the marbles.

**TIP**

**ALWAYS USE THE GECKO TOOL TO REMOVE THE ADAPTERS FROM THE PLAYING SURFACE.**



- 2a. Before attaching the marble launcher, fill the tube with five marbles and turn the holder on the marble launcher ring downwards. Now you can push the tube into the holder until it stops. To load the launcher, turn the tube 180 degrees counterclockwise until the tube is on top.
- 2b. Slide a second, empty tube into the marble catcher.
- 2c. Now you can attach the marble launcher and the marble catcher to your tracks.

**TIP**

**UNLESS A CHALLENGE TELLS YOU OTHERWISE, ALWAYS BUILD YOUR RUNS FROM THE TOP DOWN AND TEST EACH NEW ELEMENT AS YOU GO. CHECK WHETHER THE MARBLE MOVES PROPERLY ALONG THE TRACK FROM THE VERY TOP.**

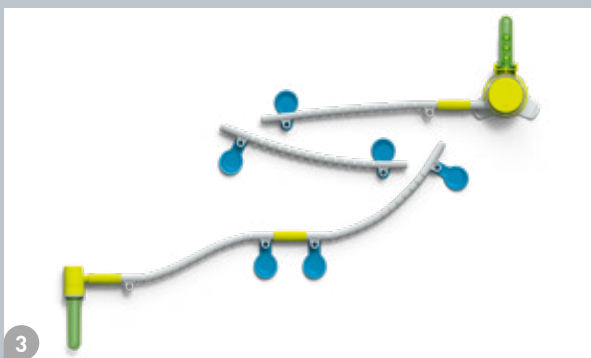


## ★ Tip

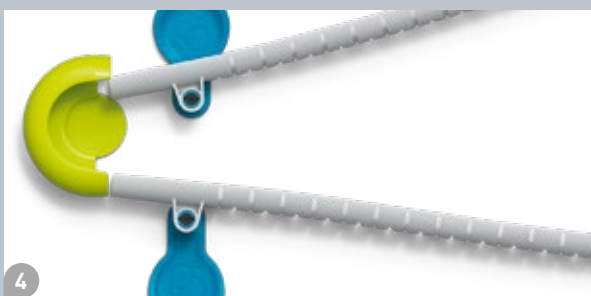
IT'S BEST TO CONNECT THE MARBLE LAUNCHER AND THE MARBLE CATCHER TO THE REST OF YOUR RUN WITH A TRACK BRIDGE.



3. Now add two tracks connected with a track bridge to your setup. Take advantage of the flexibility of the track and create some bends and curves.



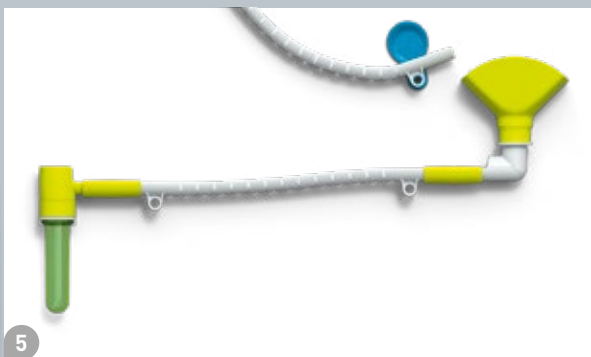
4. Use another track turn as a fast 180-degree turn instead of a marble catcher.



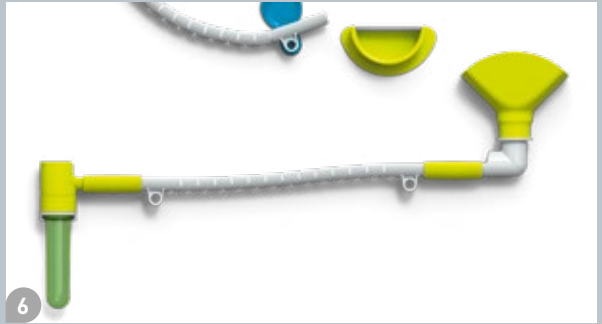
5. Next, test the funnel, which lets you catch flying marbles.

## ★ Tip

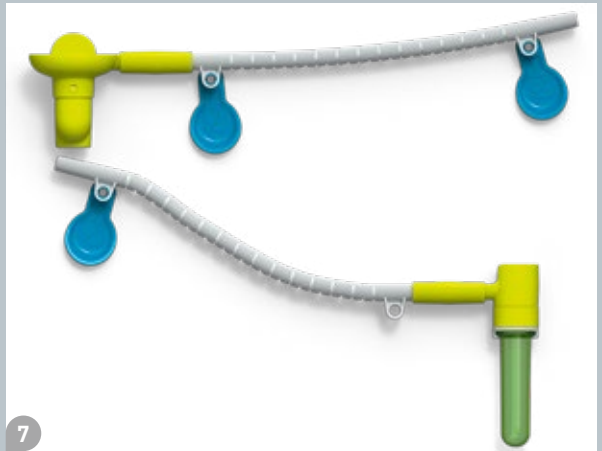
PRESS THE FUNNEL FIRMLY AGAINST YOUR PLAYING SURFACE AND ATTACH THE OUTLET TO A TRACK WITH A TRACK BRIDGE AS SHOWN — THIS WILL ENSURE IT CAN WITHSTAND HARDER IMPACTS FROM THE MARBLES.



6. The combination of the trampoline and funnel is especially fun.

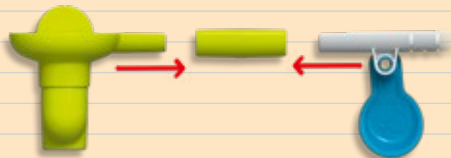


7. Now it's time for the twister. Set up a small test track to get a feel for the characteristics of the twister and find out which entry speed keeps the marble in the twister the longest.



**Tip**

BY THE WAY: THE TWISTER WORKS BEST WHEN YOU CONNECT IT TO THE TRACK USING A TRACK BRIDGE.

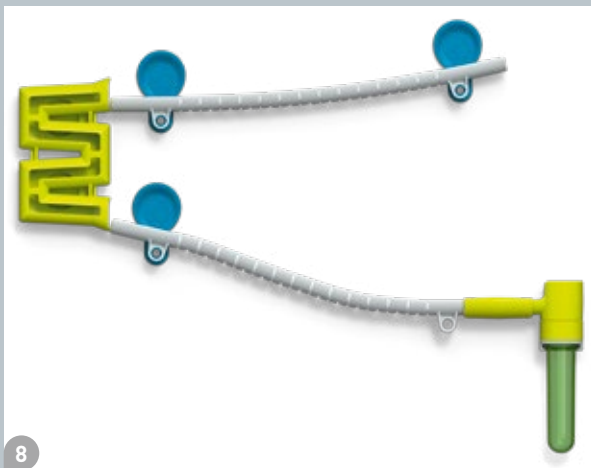
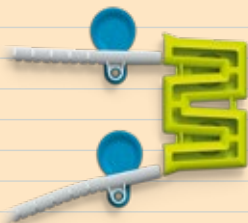




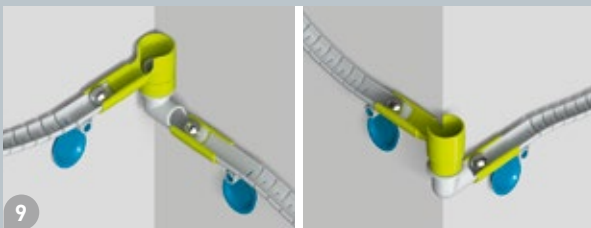
8. Then on to the snake. Find out how to place the trick on your playing surface so that the marble is slowed down efficiently and also makes it out again. It is important that the snake is placed as straight up and down as possible.

### ★ Tip

THE SNAKE IS A SYMMETRICAL COMPONENT, SO YOU CAN USE IT IN BOTH DIRECTIONS.



8



9

9. Get to know the first function of your flex-corner: Whether your playing surface is a closet, a refrigerator, or something completely different, the flex-corner makes it easy to go around corners. If you want to turn around a projecting corner, take your flex-corner apart and reassemble it without the ring adapter. The flex-corner will be held in place by the track adapters and bridges.

### ★ Tip

IF YOU BUILD TWO FLEX-CORNERS, YOU WILL NOT HAVE THE PARTS FOR THE FUNNEL AND MARBLE CATCHER. YOU CAN SEE IF THE FUNNEL WORKS WITHOUT AN OUTLET OR USE A TRACK TURN IN PLACE OF A MARBLE CATCHER.





# Your Challenges

Your Gecko Run set is called Challenge Edition for good reason. Not only does it have a ton of extra Gecko components, your set also contains 32 challenge cards for even more fun with Gecko Run. In half of them, you compete against the clock or gravity. In the other half, you compete against your friends or family to see how your builds measure up.



## Here's how:

Separate the single and multiplayer cards into two piles. Now, depending on whether you are playing alone or with another person, take the appropriate pile. Shuffle it well and draw a card, or let your opponent draw a card. Then, lay out the pieces shown on the card (if you're playing with two people, each person gets their own set of pieces). Find a playing surface that will be big enough for the challenge. Finally, build a track that meets the challenge with the specified pieces in the given time.

When you finish your build, or when the time runs out, press the green button on the marble launcher to release the ball onto the track.



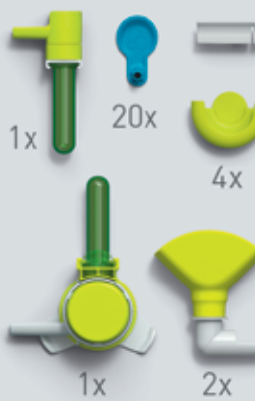
### TIP

FOR MOST OF THE CHALLENGES, YOU WILL NEED A TIMER KEEPER. USE A STOP WATCH, A TIMER OR A CLOCK WITH SECOND HANDS.

Hear you can see the challenge difficulty.

The easiest challenges are marked like this: ● ○ ○

The hardest ones are marked like this: ● ● ●.



### CHALLENGE:

Build the slowest marble track. All marbles must reach the end of the track without getting stuck. For this challenge, you may test your build as you are building it. Pause your test, and then start it again to make your run even s...

This part of the card tells you the goal of the challenge and any rules you have to follow.





This symbol shows you whether the challenge is for one person or two people.

**TIP**

IN SEVERAL MULTIPLAYER CHALLENGES, THE WINNER IS THE PERSON WHOSE MARBLE TRAVELS FASTEST OR SLOWEST TO THE END OF THE RUN. TO MAKE THE CHALLENGE FAIR, PRESS THE BUTTON ON THE MARBLE LAUNCHER AT THE SAME TIME.

Here you can find how much time you have for the challenge. If there's only a "?" in this spot, then either the time is unlimited, or the winner is whoever builds faster.

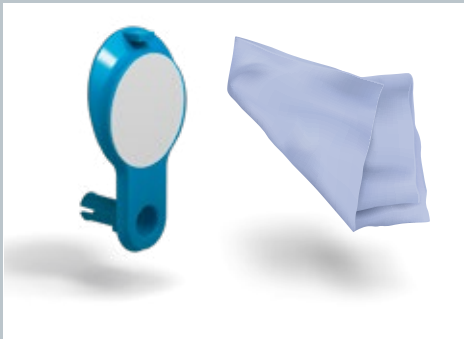
Here you can see the parts that you need for the challenge. The number under each part shows you how many of that part you must use. For multiplayer challenges, each player must use the number of parts shown. If there is a "?" under a part, it's up to you to decide how many of that part you want to use.

able run ever! All 5  
the marble catcher  
at any point. For this  
st the run as you're  
or stopwatch while you  
again while you try to  
lower.

You already know all the parts of your set and have maybe already completed one or two challenges. On these pages you will find some more tips for your Gecko Run system.

## The playing surface

The nano-adhesive pads can hold your parts on many **materials** as long as they have a smooth surface. So explore your home with your parents and find out where you can put your run.



## The nano-adhesive pads

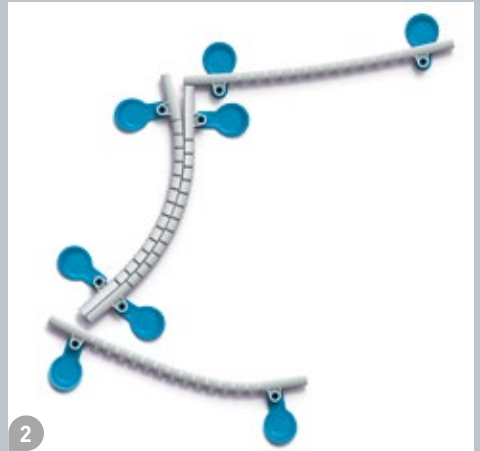
If your pads are no longer sticking very well, check whether dust has settled on them. If this is the case, you should clean them with a **moist cloth** and let it dry for five minutes. If a pad has lost its adhesion, you can remove it from the adapter and attach a new one.

## The track

1. Since the tracks are so bendable, you can easily turn a section of track into a bend. This is always very useful if you need a lot of speed for your marble — this is the best way to get the marble around the bend without losing its momentum.

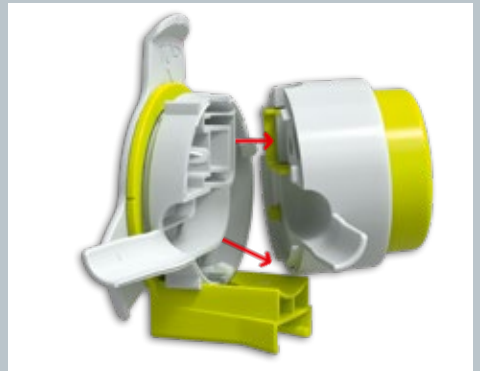


2. By mirroring two tracks as shown in the illustration, you can form a tube that ensures the marble falls safely to a lower level without jumping off the track.



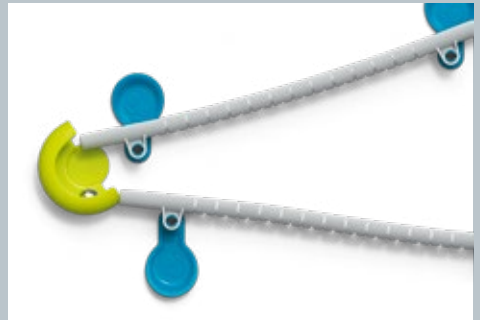
## The marble launcher

The marble launcher is designed in such a way that it can always be easily opened if a ball gets stuck inside or something ends up inside that doesn't actually belong there. Then you can simply press the parts back together again.



## The track turn

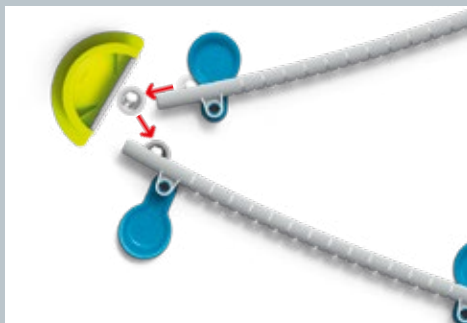
If you set up the track turn as shown, it will collect a few marbles before releasing them one at a time. See conservation of momentum at work!





## The trampoline

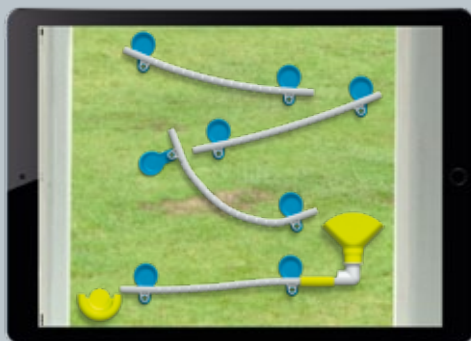
You do not always have to mount your trampoline horizontally. You can hang it diagonally or upside down. If you hang it as shown, it will send the marble to the lower track.



## The flex-corner

The flex-corner can do more than just turn your marble run around a corner. If you connect two flex-corners using a track and track bridges, you can circumvent an obstacle — whether it's a window frame or another Gecko Run track (fig 1).

You can also use two flex-corners, connected using tracks and track bridges, to connect two separate playing surfaces — no matter what angle you have to turn (fig 2).



## Slow-motion videos

Perhaps you could borrow a smartphone or tablet with a slow-motion video app from your parents, or maybe you have one yourself. By filming your marble as it rolls along your track, you can make exciting, dramatic videos. A slow-motion video can also help you spot problem areas if your marble keeps falling off track and you can't see the cause with the naked eye.



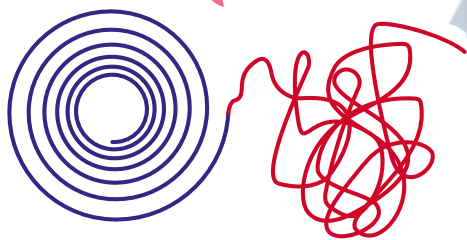
## CHECK IT OUT

# The subtle difference

You may have noticed something rather odd while playing and experimenting with your Gecko Run: you have built an exciting track and the marble goes through it perfectly a few times. But on the next attempt, the marble suddenly jumps off the track or gets stuck somewhere. This strange phenomenon can be explained with the help of chaos theory.



It's not always obvious when a system enters an apparently chaotic state.



## CHAOS THEORY

Your marble follows physical laws that are identical at all times. In principle, therefore, your marble should take an identical path each time. But the reality is probably different! You may have set up your track to be dependent on ideal starting conditions — in other words, by exactly how you put the marble onto the track. Tiny differences in initial positioning can result in the marble hitting a trick slightly differently, and these deviations can then be exacerbated until the marble eventually bounces off the track.

## THE BUTTERFLY EFFECT

Have you heard of the butterfly effect? This refers to the claim that the flap of a butterfly's wings in Brazil can trigger a tornado in Texas. This is not meant to be taken literally, but rather as an example of how minute (very small) changes in a system (like a puff of air from a flap of wings) can have an enormous effect. In fact, this phenomenon is especially apparent in weather patterns, which is why it's almost impossible to reliably predict the weather more than one week into the future.

Tiny changes in a system can have a major impact on its behavior.



CHECK IT OUT

The countless hairs on a gecko's foot can only be seen clearly under a microscope.

## Animals that STICK

Thanks to the ingenious pads, your marble run can hang like a gecko on vertical walls. But do you know which animals have similar sticky abilities?



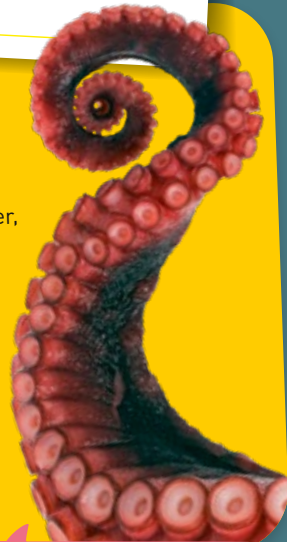
### GECKOS, INSECTS, AND SPIDERS

These animals have countless microscopic hairs on their legs that increase the contact surface with the wall many times over. This creates physical adhesive forces (referred to simply as adhesion), which ensure that the wall and the animal's feet attract each other. By the way, the same forces act when you bring plastic wrap (cling wrap) into contact with a smooth surface.

The remora is a species of fish with suction cups on its head. These allow the fish to hitch a ride from larger sea creatures without moving under its own power.

### FISH, OCTOPUSES, AND BATS

Many animals — especially aquatic ones — attach themselves to surfaces using suction cups. However, unlike the animals mentioned above, there are no adhesion forces at work here. Instead, their suction cups create a vacuum that causes them to stick to surfaces. You probably know that octopuses use suction cups, but did you know that there are also sharks and bats with suction cups?



The tentacles of the giant Pacific octopus are not only incredibly mobile, they can also hold onto pretty much anything thanks to their thousands of suction cups.

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# GECKO RUN

*Limitless!*

Ever-changing,  
non-stop  
rolling fun!

## INGENIOUS EXTENSIONS FOR YOUR GECKO RUN



### GECKO RUN - LOOP

With the loop, you can add even more speed, action, and experimental fun to your marble run. How much speed does the marble need to race perfectly through the loop? Find out!



### GECKO RUN - SPINNERS

Use the wheels individually to let your marbles go for a spin, or combine them for some surprising effects ... will the wheels spin to the right or left? It all depends on how fast the marbles roll!

**COOL** expansion packs to extend  
**extras** your marble run fun!

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questions?

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