

# GECKO RUN

## MARBLE RUN RAPID-FIRE LAUNCHER

*Push to  
launch!*

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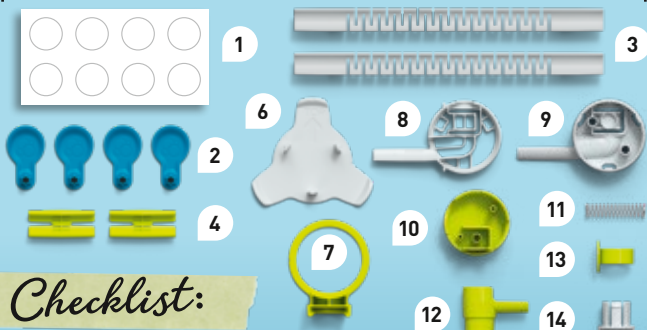


## KIT CONTENTS

*Good to know!*

You can reorder extra nano-adhesive pads and metal marbles from our website.

What's in your expansion pack:



### Checklist:

✓ No.	Description	Quantity	Part No.
○ 1	Sheet with nano-adhesive pads	1	726192
○ 2	Adapter	4	726603
○ 3	Track	2	726605
○ 4	Track bridge	2	726606
○ 5	Metal marble	5	726604
○ 6	Marble launcher base	1	729506
○ 7	Marble launcher ring	1	729488
○ 8	Marble launcher inside	1	729487
○ 9	Marble launcher outside	1	729486
○ 10	Marble launcher button	1	729485
○ 11	Marble launcher spring	1	730185
○ 12	Marble catcher entry	1	728309
○ 13	Marble catcher adapter	1	728310
○ 14	Marble catcher connector	1	729490
○ 15	Marble tube	2	729489

**i** You will also need a Gecko Run Starter Set, Deluxe Starter Set, or Challenge Edition. Its instructions contain all the information about the components and the instructions for safe handling of the Gecko Run parts.



### WARNING!

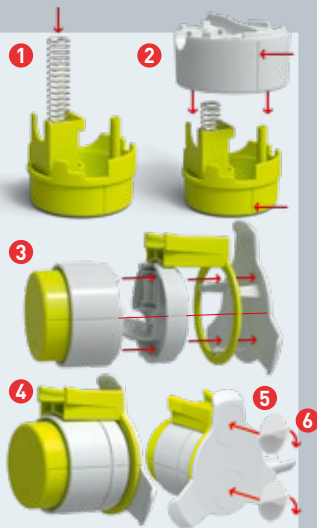
Not suitable for children under 3 years. Choking hazard — small parts and small balls may be swallowed or inhaled. Keep the packaging and instructions as they contain important information.

**YOUR NEW TRICK****Marble Launcher**

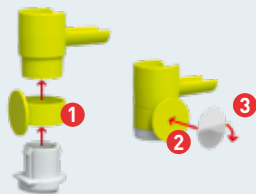
The marble launcher is the start of each of your marble runs. When you press the green button, the marble launcher releases one marble into your marble run. Up to five marbles fit in the tube that attaches to it (see back cover). Before you can get started, you first have to assemble the parts of the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

**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 back cover).

**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 the next page.

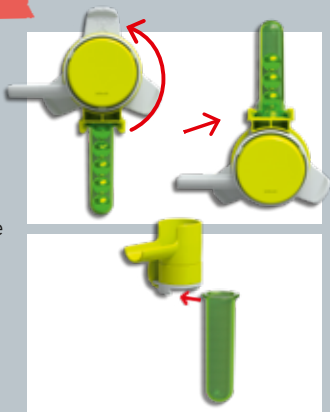




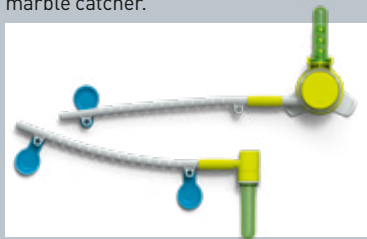
## TIPS AND TRICKS

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. Then turn the tube 180 degrees counterclockwise to load the marble launcher.

Place another tube in the catcher, and attach them to your runs. With the push of a button, the first marble starts its run.



Next, build a small test track to get to know your marble launcher and marble catcher.



### ★ TIP

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

### ★ TIP

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.

