



CRASH and LEARN!



The KEVA® Stunt Derby allows children to explore the basic principles of physics while crashing and smashing through a fun-filled obstacle course.

Each stunt encourages experimentation with forces

like tension, velocity and resistance. Even building the course incorporates balance, leverage and geometry.

When children invent their own stunts, creativity and problem solving skills really ramp up!



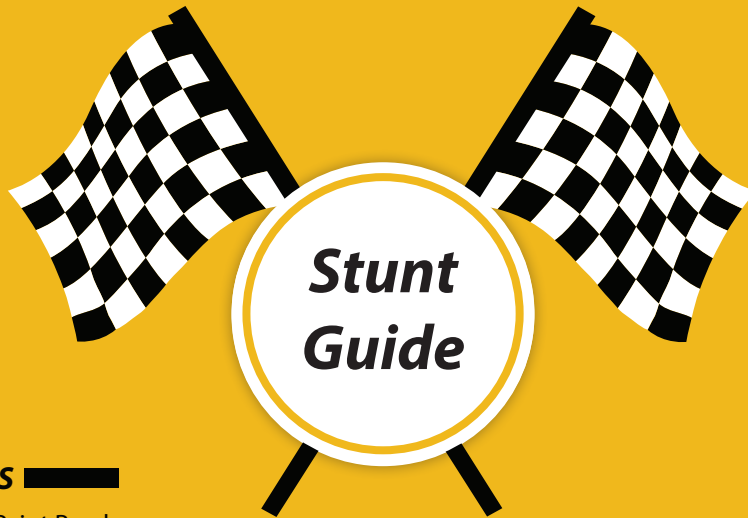
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STUNT DERBY™



CONTENTS

1 Stunt Car	1 Paint Brush
1 Launcher	33 Decals
1 Course Mat	50 KEVA® Planks
4 Jars of Paint	1 Stunt Guide

Ages 7 and up

Instructions

Building the Course

KEVA® planks stack with surprising stability. No glue or connectors are needed. The precision-cut planks are as easy to balance as they are exciting to blast through.

NOTE: Upright KEVA® planks are more stable if they are angled toward each other (as shown on page 5) rather than parallel. Place a plank on top of the uprights for added stability.

Launching the Car

Catch the elastic band of the launcher in the groove on the underside of the stunt car. The car's speed will be determined by how far the car is pulled back on the launcher.

NOTE: Some stunts require more speed while others need slower speeds that allow for greater accuracy. For best performance, release the car using only one finger as shown below.

Safety Tip:

Only place the KEVA® Stunt Derby car provided in the launcher. Never aim the loaded launcher at a person or breakable object.



Two Ways To Play

Stunt Performance

Single Player

- Build and perform one stunt at a time.
- Follow the instructions for building and scoring each individual stunt. Record your best scores.
- Create your own variations of KEVA® stunts or turn the mat over and design your own stunt course complete with scores you set!

Stunt Competition

2 or more players

- You will need a piece of paper and a pencil to record scores.
- Build and perform one stunt at a time.
- Follow the instructions for building and scoring each individual stunt.
- Take turns performing each stunt.
- The racer with the highest score at the end of the derby wins!

Stunt #4: The Straight Shooter

Maximum Possible Score: 150 Points

Set Up: Locate The Straight Shooter stunt area on the course mat. Place KEVA® planks as shown at right.

The Goal: Aim your car to pass through all four archways and stop in the circle on the other side.

Performing the Stunt: Place the launcher in the right lane behind the starting line. You are allowed one practice run.

Performance Tip: Moderate speed and accuracy are important. To avoid knocking down the archways, a straight shot is critical. Too much power and you will overshoot the circle.



Scoring: Score 25 points for each archway you pass through without knocking down. Earn 50 bonus points for stopping with any part of your car in the circle. If the score of the practice run is higher than the actual run, the practice score may be recorded.



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START

Stunt #1: The Ricochet

Maximum Possible Score: 200 Points

Set Up: Locate The Ricochet stunt area on the course mat. Place KEVA® planks as shown at right.

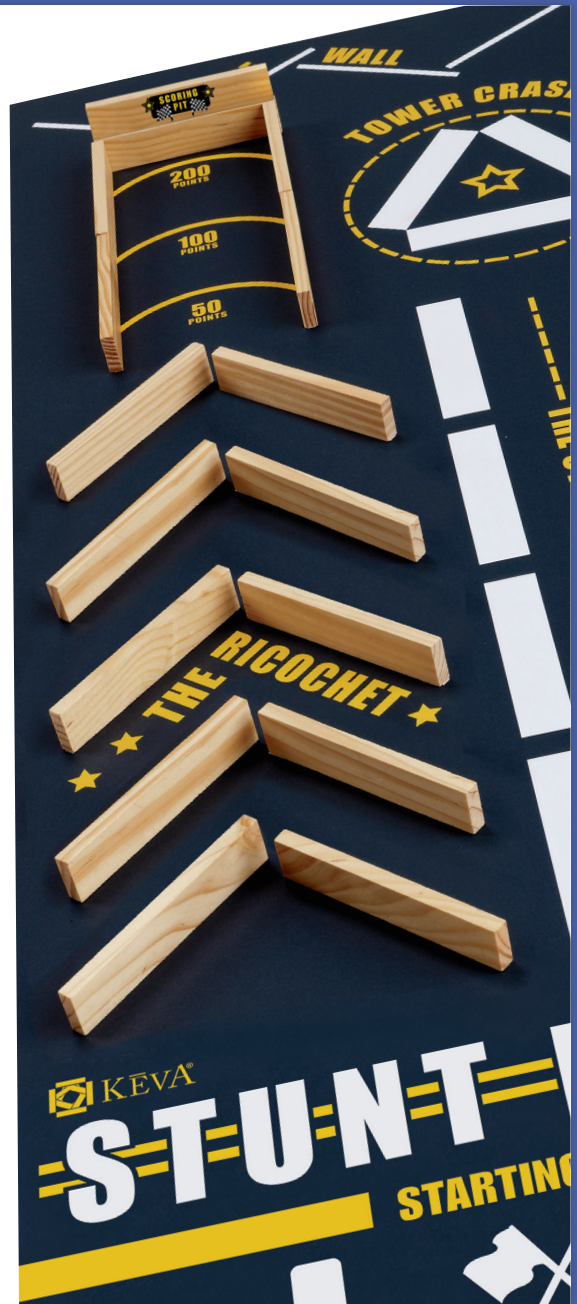
The Goal: Crash through the ricochet planks to slow down your car and come to a complete stop in the highest point-value area of the Scoring Pit.

Performing the Stunt: Place the launcher in the left lane behind the starting line. You are allowed one practice run.

Performance Tip: Moderate speed and accuracy are important. Hitting the ricochet planks in the middle of the “V” will keep the car going straight while slowing it down to the enter the Scoring Pit.



Scoring: The position of the nose of your car determines the number of points scored. If the score of the practice run is higher than the actual run, the practice score may be recorded.



Stunt #2: The Wall

Maximum Possible Score: 150 Points

Building Tip:

The two outside planks on the third level balance on a single plank below. Add the plank on top as soon as possible for stability.



Set Up: Locate The Wall stunt area on the course mat. Place KEVA® planks as shown above.

NOTE: Locate the two matching stars on the decal sheet. The top plank should have one star on each side.

The Goal: Launch your car to smash the wall and knock the top plank completely off the course mat.

Performing the Stunt: This stunt is made up of three runs. Place the launcher anywhere behind the starting line for each run.

Performance Tip: Speed and accuracy are the key to clearing away planks.

Scoring: Score 150 points if you completely clear the starred plank from the course mat after three runs.

Stunt #3: Tower Crash

Maximum Possible Score: 100 Points

Set Up: Locate the Tower Crash stunt area on the course mat. Place KEVA® planks as shown.



The Goal: Launch your car to completely knock down the Control Tower.

Performing the Stunt: Place the launcher in the right lane behind the starting line. You have only one attempt to perform this stunt.

Performance Tip: Speed and accuracy are the key to maximum destruction.

Scoring: Starting with 100 points, subtract 10 points for each plank left standing.



Prepare for Action!

Car

- Create a body shop by covering a table with newspaper. Have a dish of water ready to rinse your brush before changing paint colors.
- When painting your car, **avoid getting paint on the wheels** as this may slow your car down.
- Allow the paint to dry completely before decorating further.
- Apply self-stick decals to create your custom racing look!



Launcher

- Apply the speed indicator decal to the launcher just below the elastic band knot.
- NOTE: Apply the decal to the side of the launcher that features the hand grip.

Course

- Unroll the course mat on a hard, flat surface. If the mat curls, weight the corners down with KEVA® planks.
- Apply the course decals to KEVA® planks as shown below.



Hand Grip

