

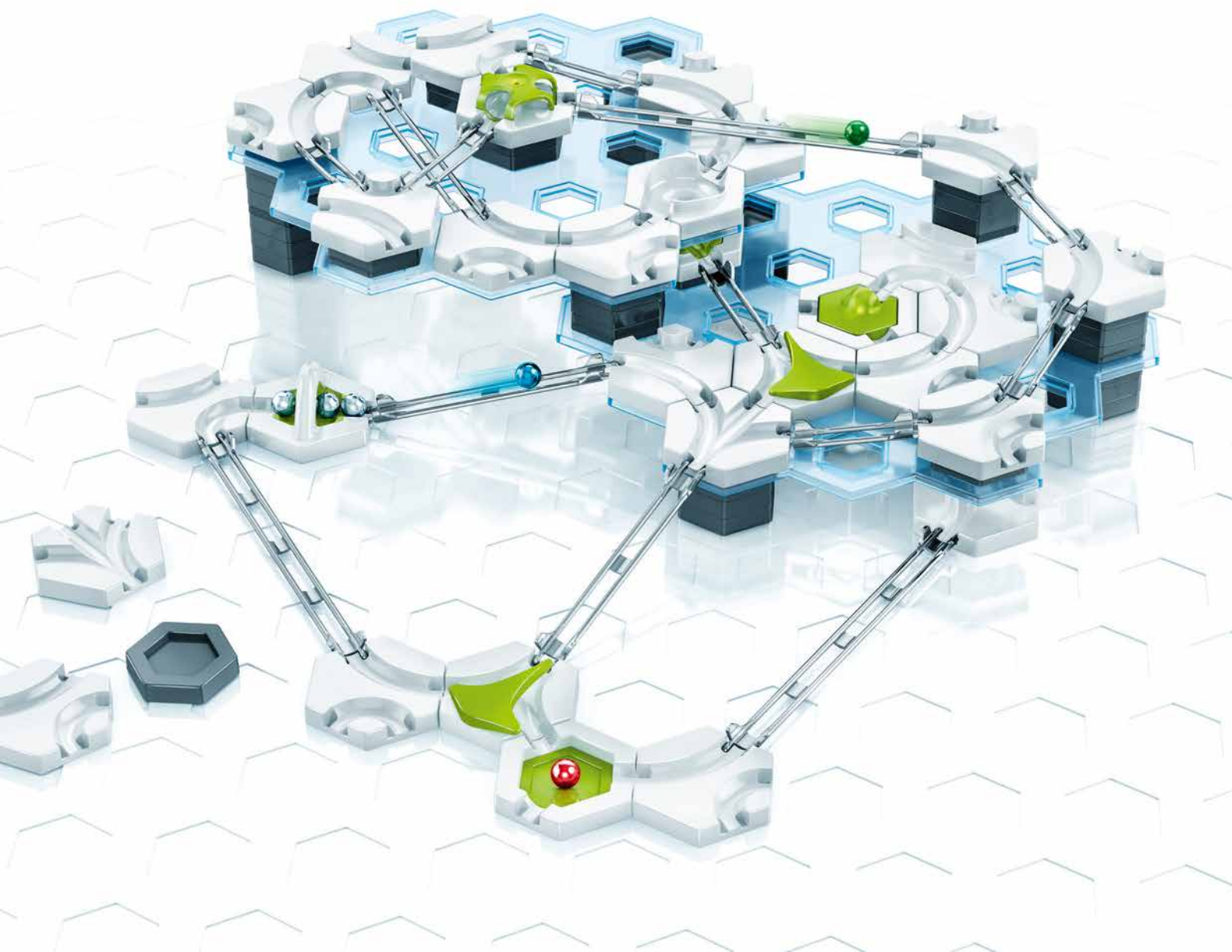
INTERACTIVE TRACK SYSTEM

GB USA

# GRAVITRAX

EXPERIENCE THE POWER OF GRAVITY

Create action-packed track systems with 18 different construction elements. Discover how the laws of physics affect the track your ball takes. The construction plans and tasks provided make it easy for you to begin and soon you will construct your own track designs. ***The goal is to create the journey!***



## CONTENTS:

Pages 14 & 15: Descriptions of the construction elements in the GraviTrax Starter Set

Page 16: Index for construction plans and tasks

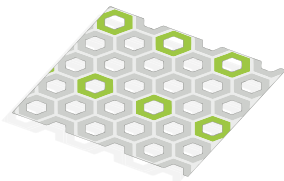
Ravensburger

# CONSTRUCTION ELEMENT OVERVIEW

## ESSENTIALS

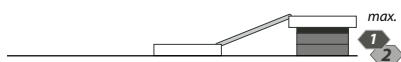
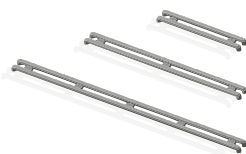
### BASE PLATE (4x)

Assemble the 4 base plates to create a foundation. The holes hold the hexagonal tiles in place.



### TRACK (18x)

Connect the hexagonal tiles by using 3 different lengths of track.



### LARGE HEIGHT TILE (40x)

Use to construct pillars on which to place transparent *Levels*, *Bends*, *Switches* or other hexagonal tiles.



### SMALL HEIGHT TILE (12x)

Also used for constructing pillars when a half step is needed. 2 small height tiles = 1 large one.



### BALL (6x)

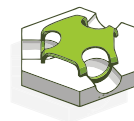
Race the balls down the track system and use them as tools for the *Magnetic Cannon* and the *Splash*.



## BASICS

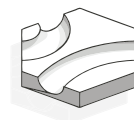
### LAUNCH PAD (1x)

Required for each track system. Put up to 3 balls in the green cage and press with one finger to start the balls rolling.



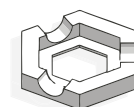
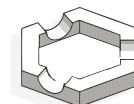
### CURVE (21x)

Guides the balls in a desired direction.



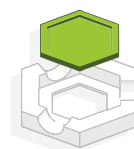
### BASIC TILE (4x)

These are solid or hollow and always used with a green insert (e.g. place the *Catcher* into a *Basic Tile*).



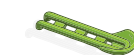
### LANDING (1x)

Every track system needs a landing that the balls reach after a successful run. Place the green insert into a *Basic Tile*.



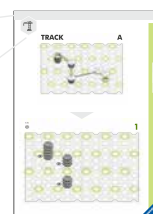
### FINISH LINE (1x)

This shows the sequence in which the balls reached the finish line. Add at the end of the 3-in-1 tile. Ex:



## CONSTRUCTION PLAN BOOKLET & TASK BOOKLET (1x)

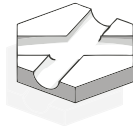
The enclosed construction booklet provides 9 track system examples in 3 levels of difficulty. See page 16 for more information.



## SPECIAL

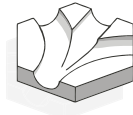
### JUNCTION (3x)

Allows balls to cross paths.



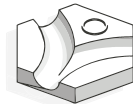
### 3-IN-1 (1x)

Combines up to 3 tracks into 1, and also ideal for the Finish Line.



### 2-IN-1 (2x)

Combines 2 tracks into 1.



### SWITCH (2x)

The green switch piece placed onto the 2-in-1 tile diverts the balls into different directions.



### MAGNETIC CANNON (1x)

Place 2 or 3 balls on the side of the magnet facing down the track.

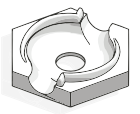
The example shows 2 silver and 1 red ball waiting. When the blue ball hits the magnet on the other side, the red ball will shoot off!



## LEVEL 2

### VORTEX (1x)

This funnels the ball from one Level to the next. It is caught by the *Catcher* or the *Splash*.



**All green inserts require a Basic Tile.**

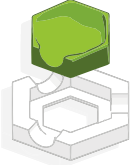
### FREEFALL (1x)

Drops the ball to the next level where it is caught by the *Catcher* or *Splash*.



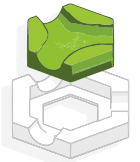
### CATCHER (2x)

Catches the ball after it drops through a *Vortex* or *Freefall*. The ball then continues on the track.



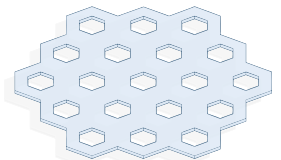
### SPLASH (1x)

Place up to 3 balls in the indentations in the *Splash*. If a ball falls onto the *Splash* from above, waiting balls will roll in different directions.

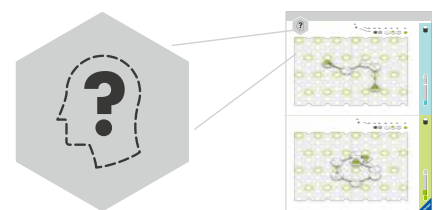


### LEVEL (2x)

Create multiple elevations by using the transparent levels. Use at least 3 pillars of the same height made with *height tiles* to stabilize the level.



Contains 24 different tasks in 6 levels of difficulty.  
See page 16 for more information.



# OPTIONS

## CONSTRUCTION PLANS



This symbol refers to the construction plans and is shown on the front of the construction plan booklet. Choose a track system difficulty level and construct it step by step using the elements shown. Be sure to align the base plate per plan.

### DIFFICULTY LEVEL

Construction plans cover 3 levels of difficulty. Each level is indicated by these symbols and colors.



## FREE STYLE DESIGN

Build your own ideal track system and experiment with gravity! Challenge yourself to use all of the construction elements in the Starter Set for your track system design!

## TASKS



This symbol refers to the tasks in the task booklet. Choose a difficulty level. The solution is indicated by a light bulb found on the back of the corresponding page. There are 4 task types:



### CORRECT HEIGHTS

This shows a track without height tiles. Place the shown height tiles in the track system so the ball can reach the landing.



### MISSING TRACKS

Connect the hexagonal tiles with the correct tracks. The number and length of tracks required is indicated above the track system.



### MISSING ELEMENTS

Which hexagonal tiles belong in the areas with a question mark? The missing tiles are contained in the overview above the track system.

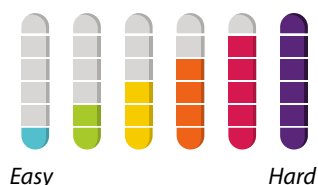


### SEQUENCE

Construct the track system as shown and consider the order in which the balls will reach the finish line. Start the balls at the positions indicated.

### DIFFICULTY LEVEL

Tasks cover 6 levels of difficulty. Each level is indicated by these symbols and colors.



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Warning. Choking Hazard due to small balls



Subject to color and technical variations