Manuals+ — User Manuals Simplified.

VTech 5640 Turbo Edge Riders Stunt Flight Track Set

VTech 5640 Turbo Edge Riders Stunt Flight Track Set User Guide

Contents

VTech 5640 Turbo Edge Riders Stunt Flight Track Set

Specifications

- Product Name: Turbo Edge Riders Stunt Flight Track Set
- Model Number: 5640
- Recommended Age: 3 years and above
- Assembly Required: Yes

Product Usage Instructions

Initial Assembly:
For your child's safety, follow these initial assembly steps before allowing them to play with the toy:

1. Stick the rubber label under the stands with the code C-14
2. Apply the pop-up stunt stickers to any track pieces as desired

Building the Pop-Up Stunt:
Follow these steps to build the pop-up stunt:

1. Connect track pieces with codes P-05 and P-07 using a connector with code C-03
2. Attach a paper stand with code P-01 to the connector with code C-07
3. Attach another paper stand with code P-04 to the connector with code C-03

Track Assembly – Building the Low U-Turn Track:
Follow these steps to build the low U-turn track:

1. Connect track pieces with codes C-02 and C-07 using a connector with code C-01
2. Connect track pieces with codes C-07 and C-08 using a connector with code C-09
3. Connect track pieces with codes T-02 and T-01 using a connector with code C-12
4. Connect track pieces with codes C-12 and C-12 using a connector with code C-12
5. Connect track pieces with codes C-12 and C-12 using a connector with code C-12
6. Connect track pieces with codes T-02 and C-10 using a connector with code C-12
7. Connect track pieces with codes C-10 and C-12 using a connector with code C-11
8. Connect track pieces with codes C-06 and C-11 using a connector with code C-06

Track Assembly – Building the High U-Turn Track:
Follow these steps to build the high U-turn track:

1. Connect track pieces with codes C-02 and C-04 using a connector with code C-07

2. Connect track pieces with codes C-07 and C-01 using a connector with code C-05

3. Connect track pieces with codes C-05 and C-08 using a connector with code C-09

4. Connect track pieces with codes T-02 and C-12 using a connector with code C-12

5. Connect track pieces with codes T-02 and C-12 using a connector with code C-12

6. Connect track pieces with codes A1 and C-10 using a connector with code C-12

7. Connect track pieces with codes T-02 and C-10 using a connector with code C-11

8. Connect track pieces with codes C-06 and C-11 using a connector with code C-06

FAQ's

- Q: What is the recommended age for this product?
- A: The recommended age for the Turbo Edge Riders Stunt Flight Track Set is 3 years and above.
- Q: Is adult assembly required?
- A: Yes, adult assembly is required for this toy.
- Q: Can I attach the pop-up stunt stickers to any track pieces?
- A: Yes, you can stick the pop-up stunt stickers to any track pieces as cool decorations.
- Q: How can I make the stands stay on the floor firmly?
- A: If necessary, you can add suction cups to one stand to make it stay on the floor firmly.
- Q: How do I start the rush on the track?
- A: Switch the helicopter on and place it carefully on the track to start the rush.

Collect Them All!

Collect Them All! (Sold separately)

Rally Track Set   Raptop Racers Track Set

Build A Mega Track!

DISCOVER MORE SETS

For USA
www.vtechkids.com/turboedgeriders

For Canada
www.vtechkids.ca/en/turboedgeriders

STUNT FLIGHT TRACK SET

COMPONENTS

T-01		T-02	
	x2		x4

P-01 P-02 P-03 x7	Ruler	
P-04 P-05 P-06	P-07	L-01 L-02

	C-01	C-02	C-03
	x1	x1	x1

C-04	C-05	C-06	C-07
x1	x1	x1	x3

C-08	C-09	C-10	C-11
x1	x1	x12	x2

C-12	C-13	C-14
x12	x6	x5
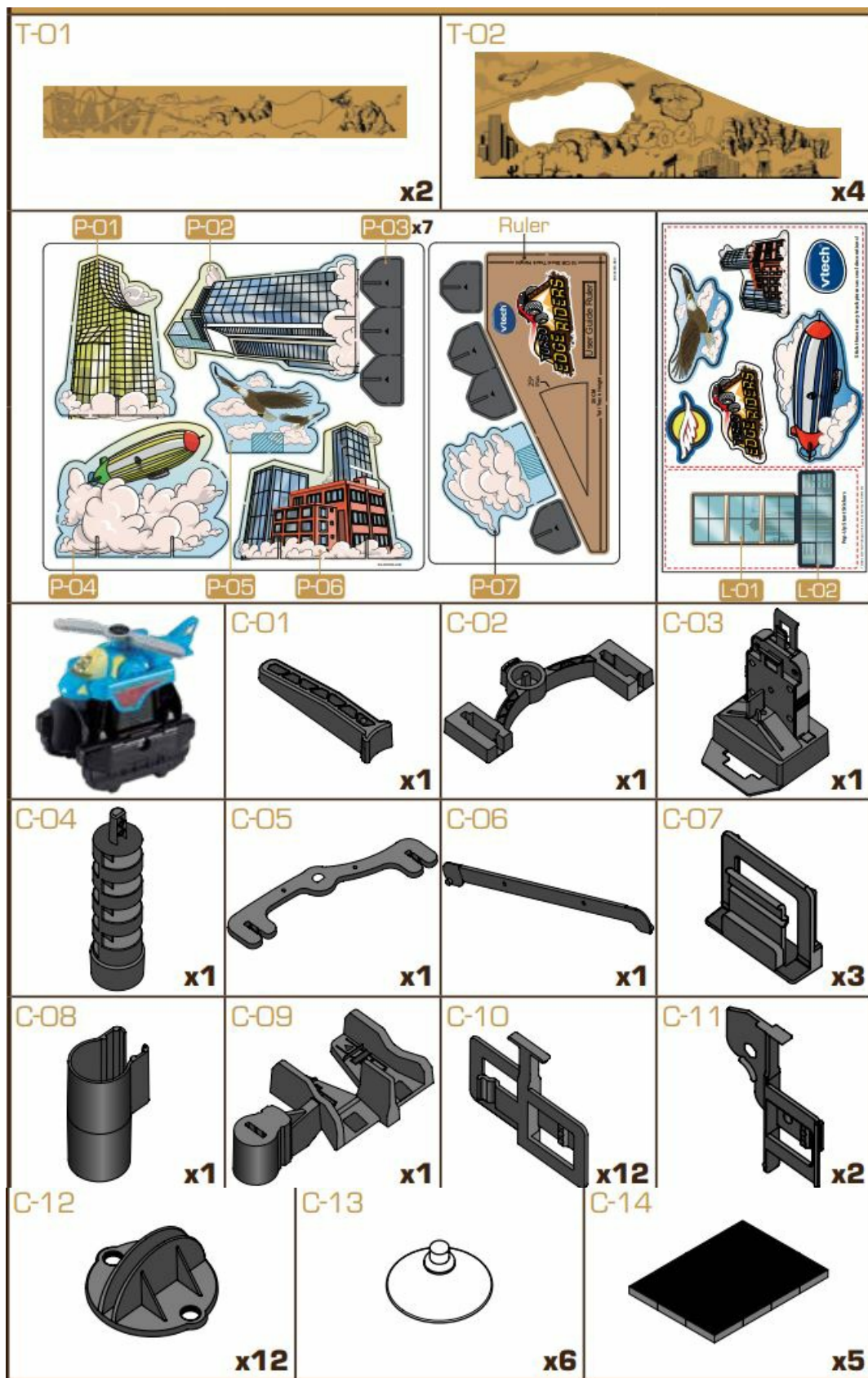
Color the Cardboard.

Roll T-01 and T-02 up with a can to make smooth curves.
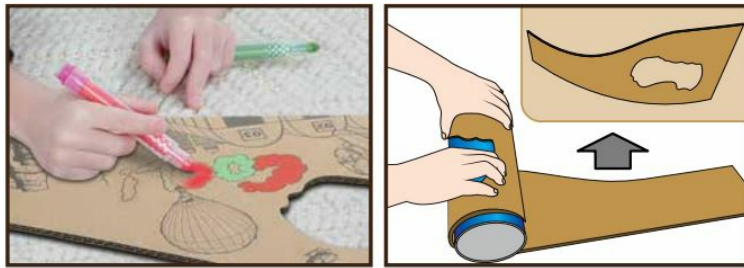
ASSEMBLY INSTRUCTIONS

With the Turbo Edge RidersTM Stunt Flight Track Set, safety comes first. Adult assembly required. For your child's safety, do not let them play with this toy until the initial assembly steps are completed.

Stick the rubber label under the stands
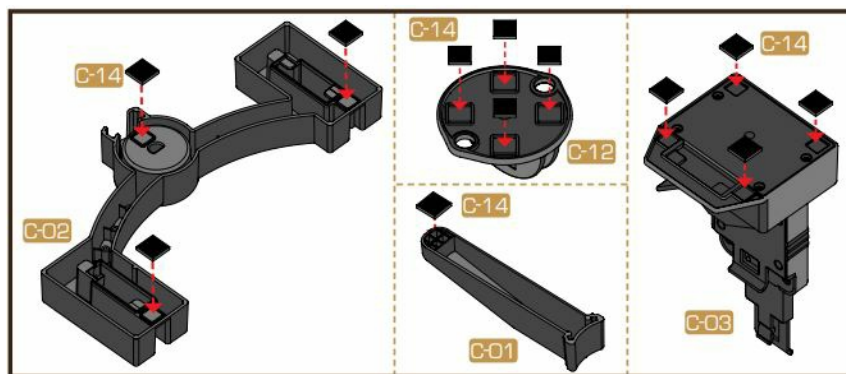
INITIAL ASSEMBLY

LABEL APPLICATION
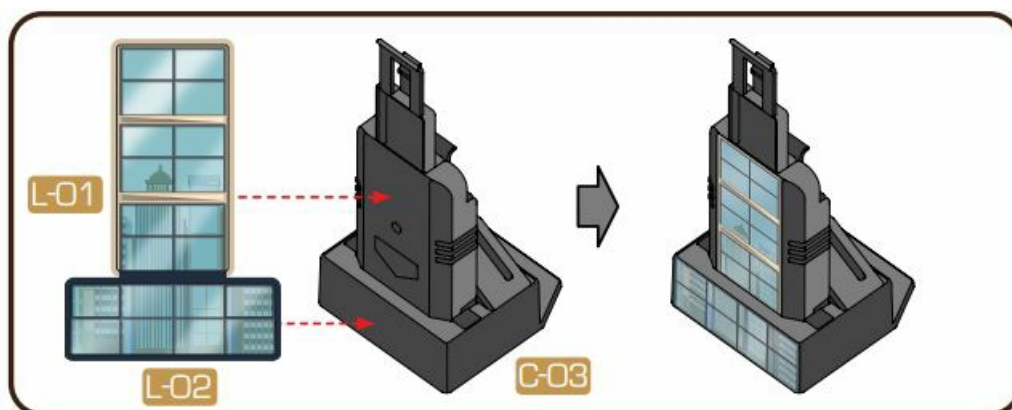
BUILDING THE POP-UP STUNT

P-05 P-07 C-03 C-07 A1

USING THE PAPER STANDS

P-01 P-03 P-04 P-03 P-02 P-03 P-06 P-03

TRACK ASSEMBLY

BUILDING THE LOW U-TURN TRACK

1

C-02

C-07

C-07

C-01

2

C-08

3

C-09

4

5

C-12

T-02

T-01

C-12

C-12

C-12

6

T-O2

C-12

C-12

A1

C-10

A1

C-10

7

C-10

T-O2

C-12

C-12

C-12

8

C-10

T-O1

C-12

C-12

9

T-02

C-10

C-12   C-12

10

C-11

C-11

C-11

11

C-06

C-06

12
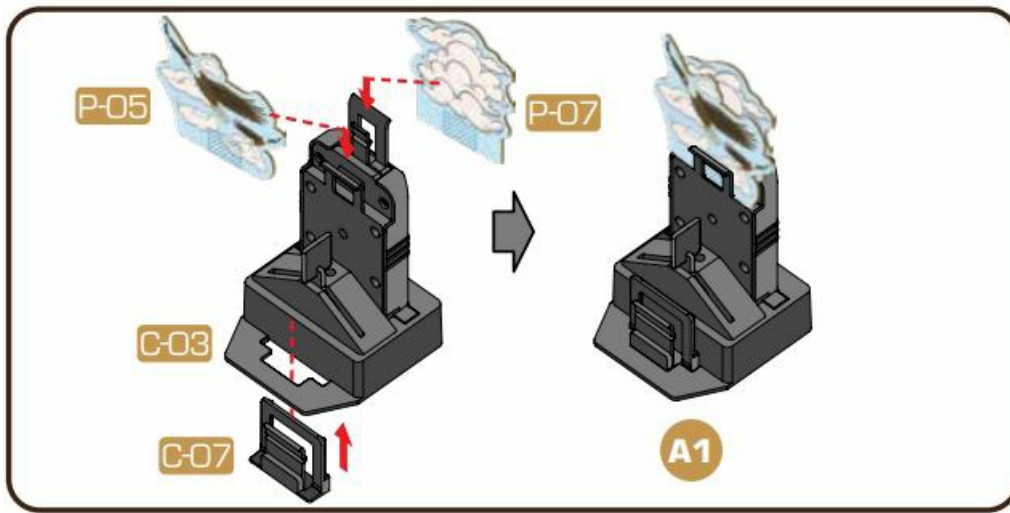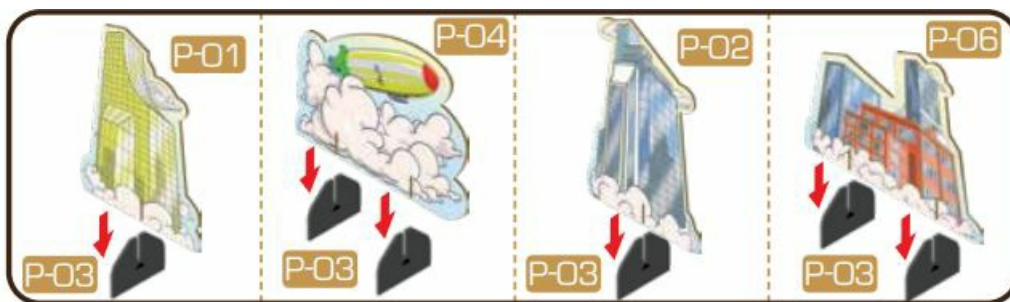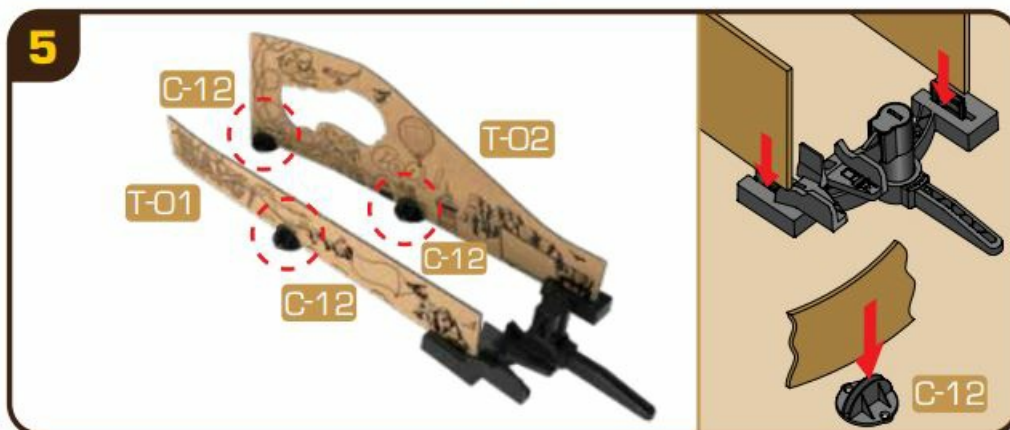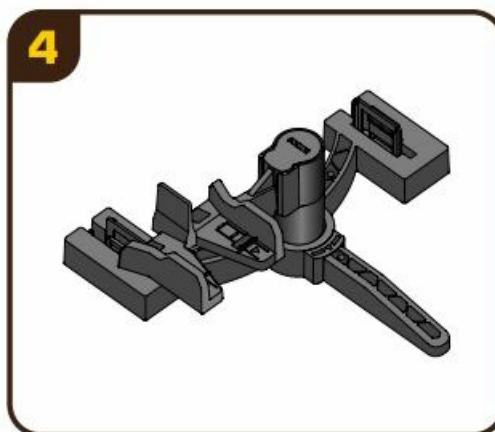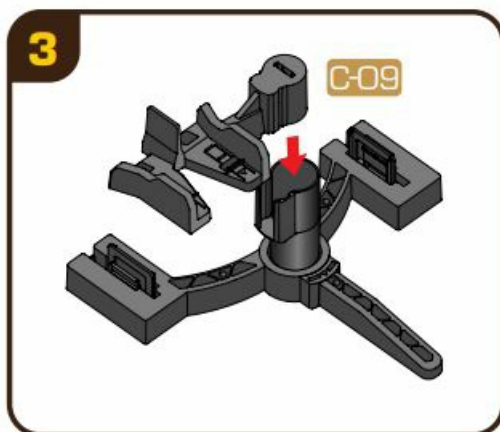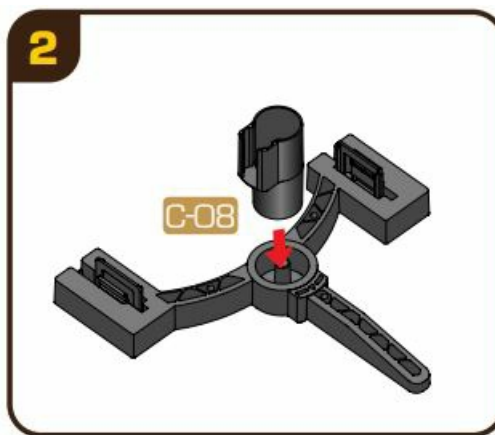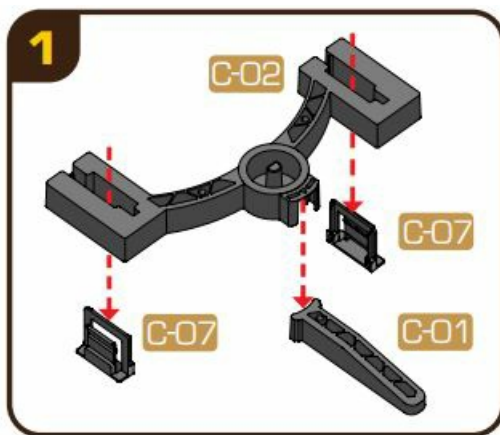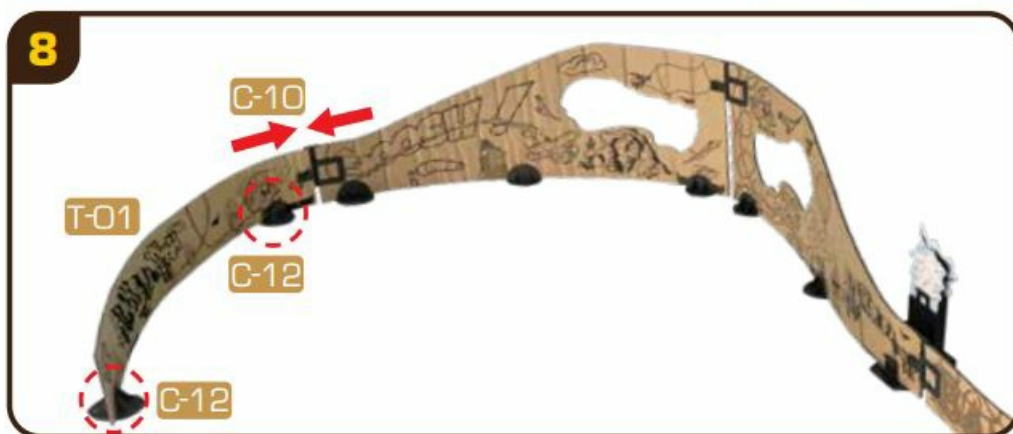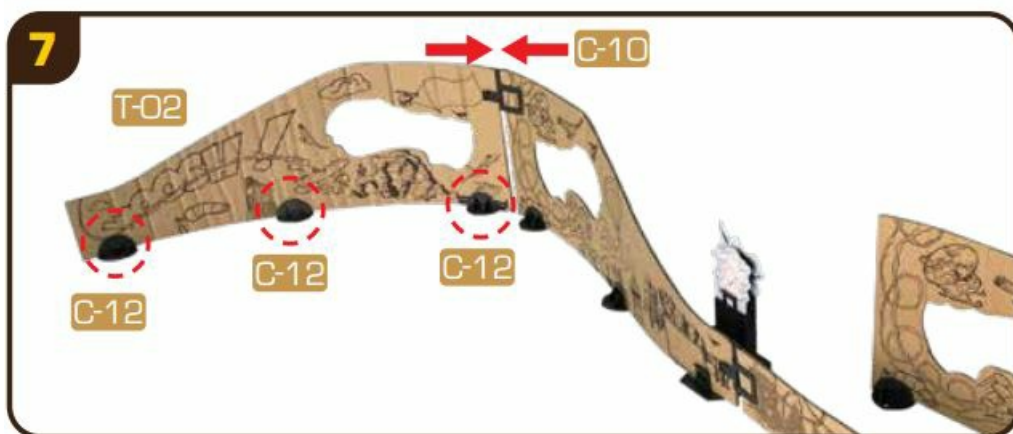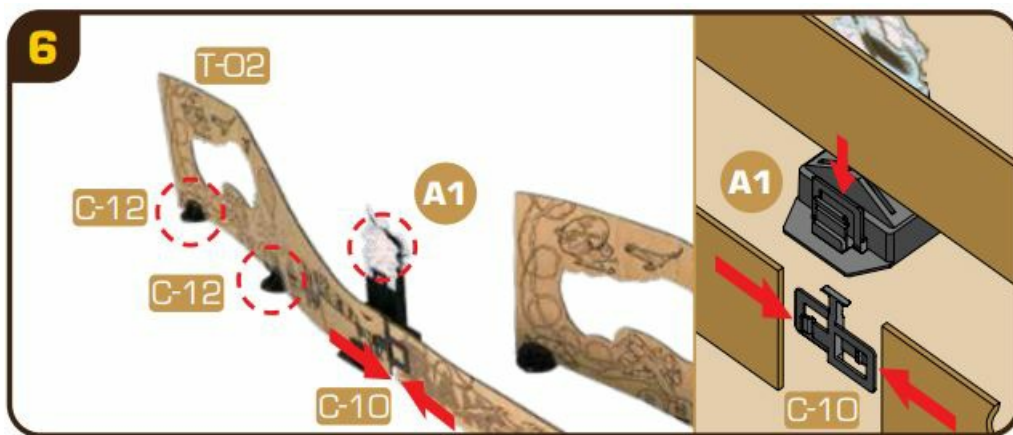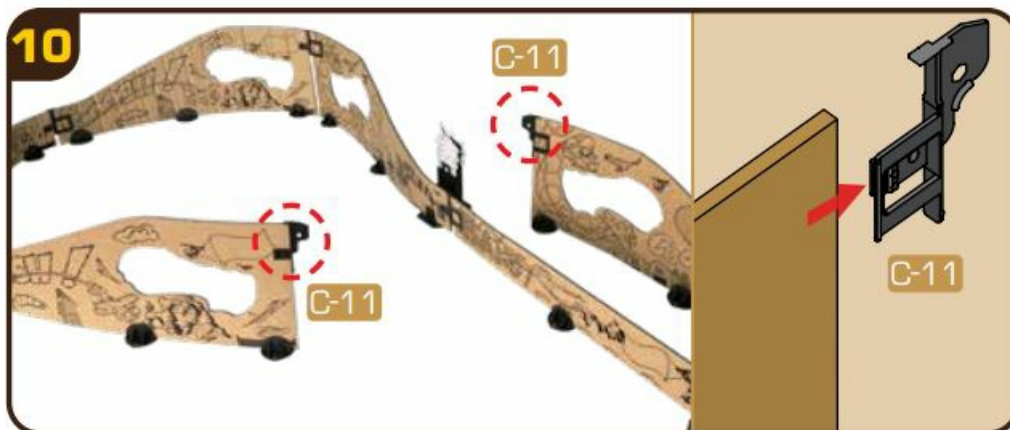
If necessary, add suction cups to one stand to make it stay on the floor firmly.
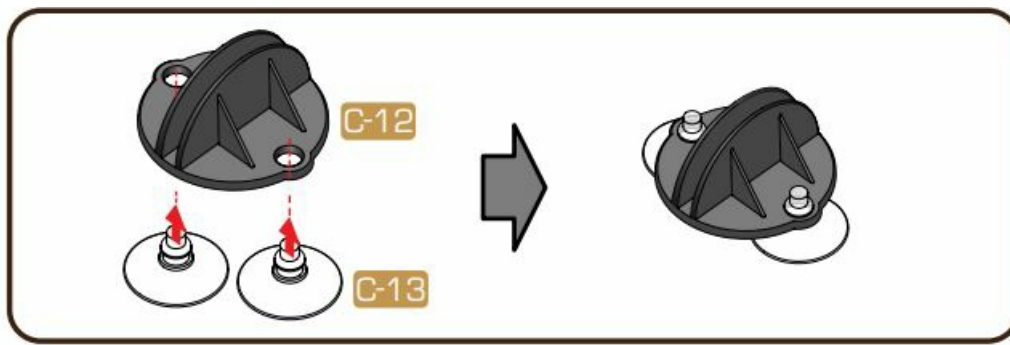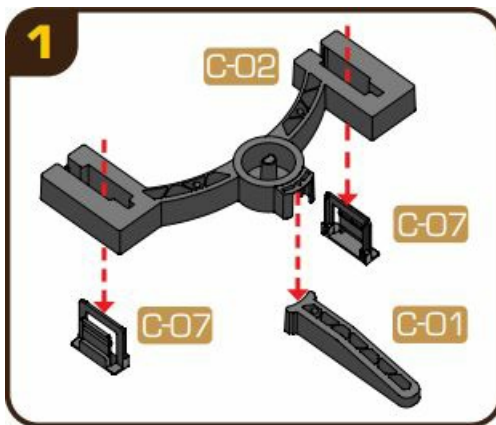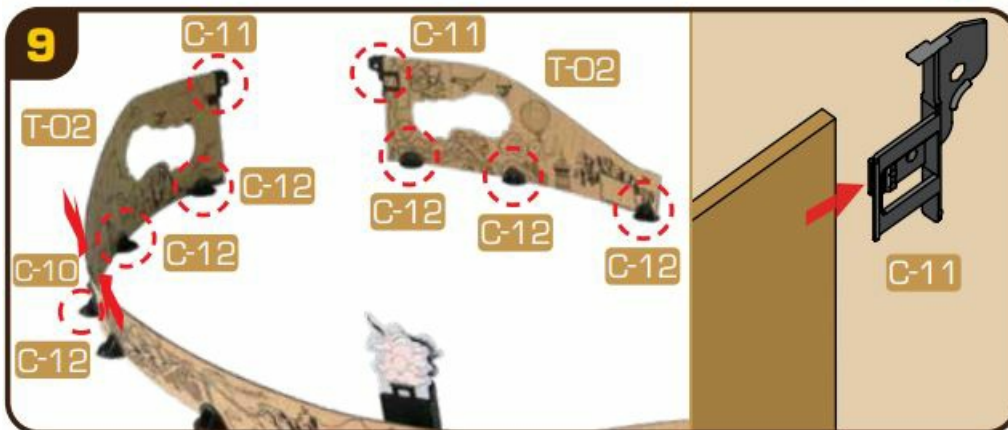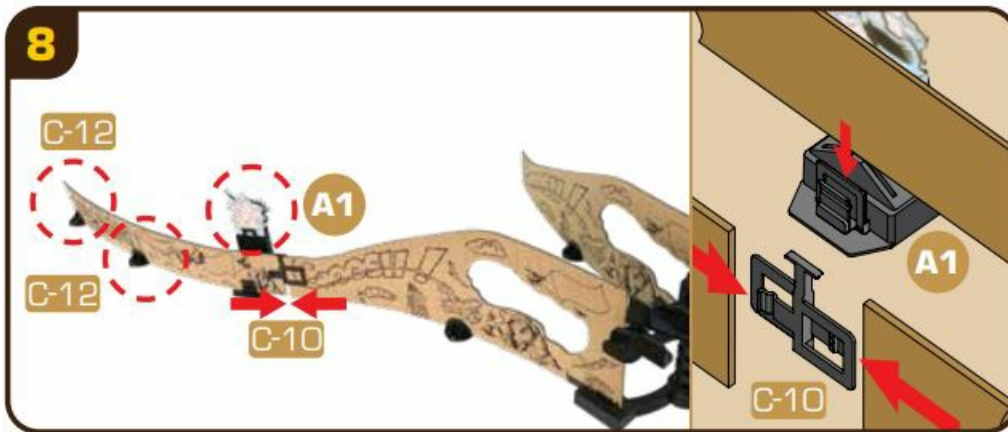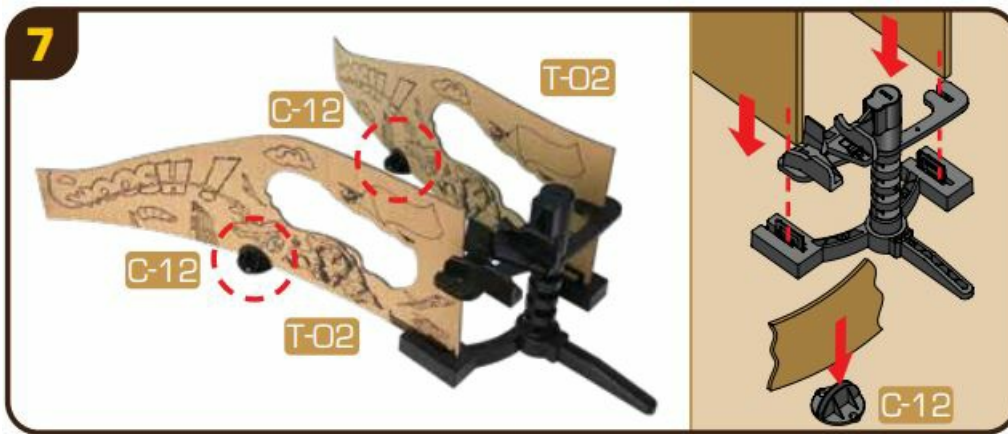
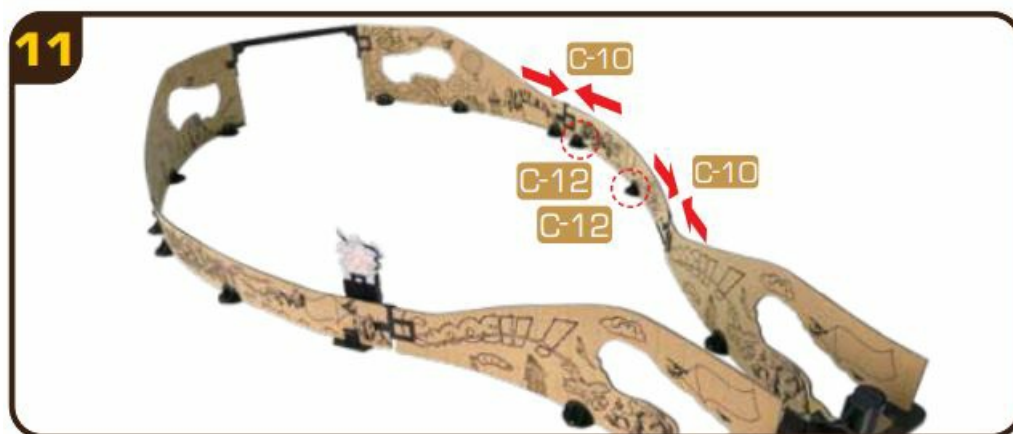- Switch the helicopter on and place it carefully on the track to start the rush.
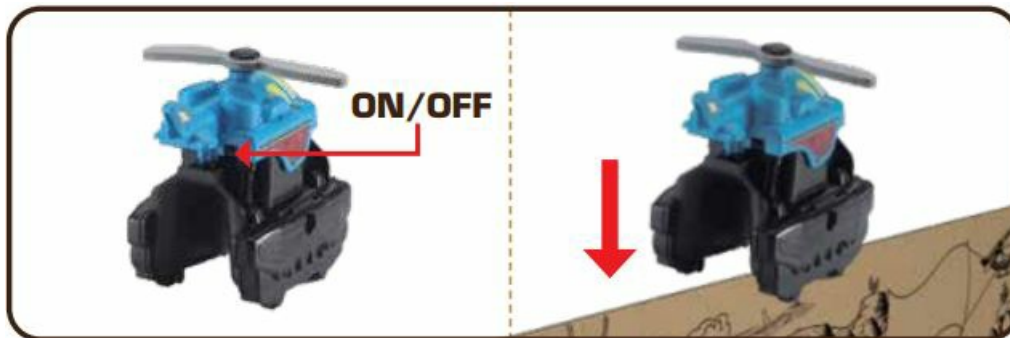
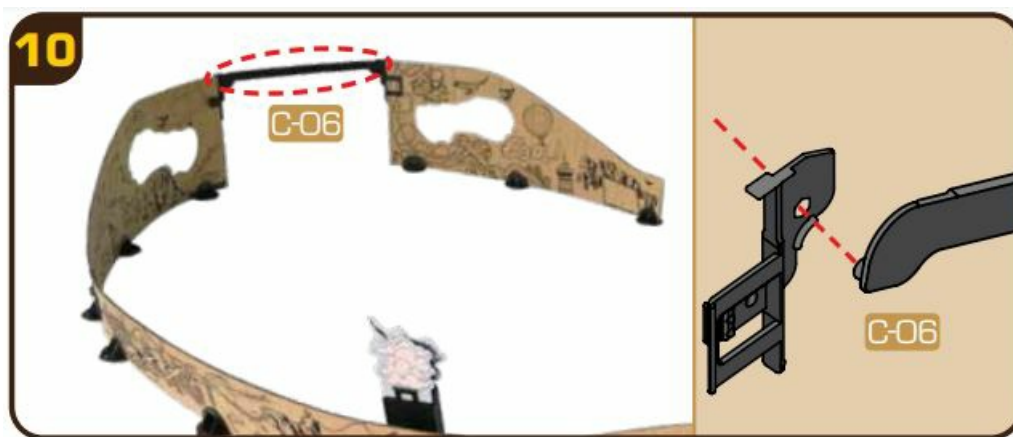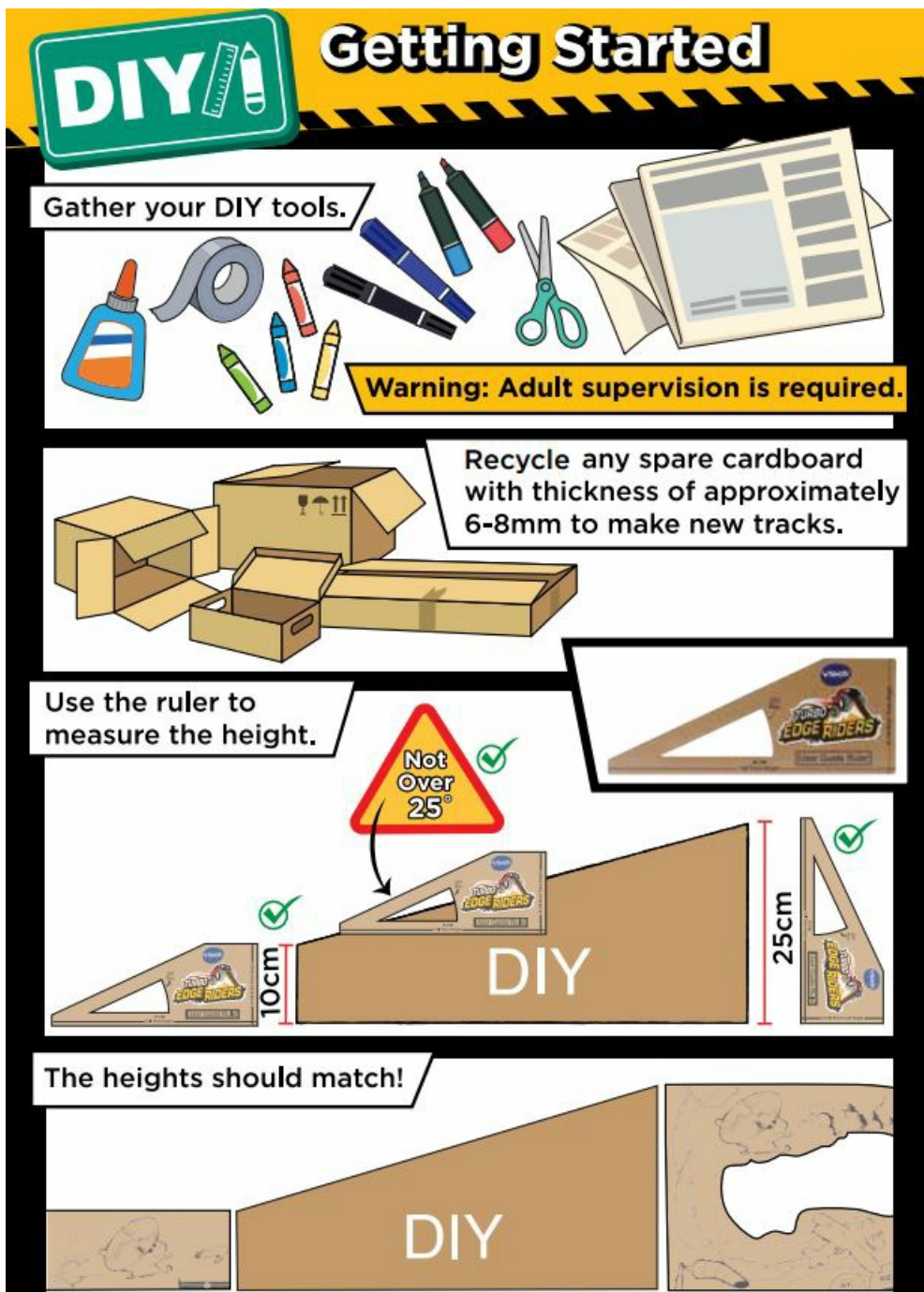You may build a higher platform too!

BUILDING THE HIGH U-TURN TRACK

1

C-02

C-07

C-07

C-01

2

C-04

3

C-05

4

C-08

5

C-09

6

7

C-12 · T-02 · C-12 · T-02 · C-12

8

C-12 · C-12 · A1 · C-10 · C-10 · A1

9

C-11 · C-11 · T-02 · T-02 · C-12 · C-12 · C-12 · C-12 · C-10 · C-12 · C-11

10

C-06

C-06

11

C-10

C-10

C-12

C-12

12

Getting Started

DIY **Getting Started**

Gather your DIY tools.
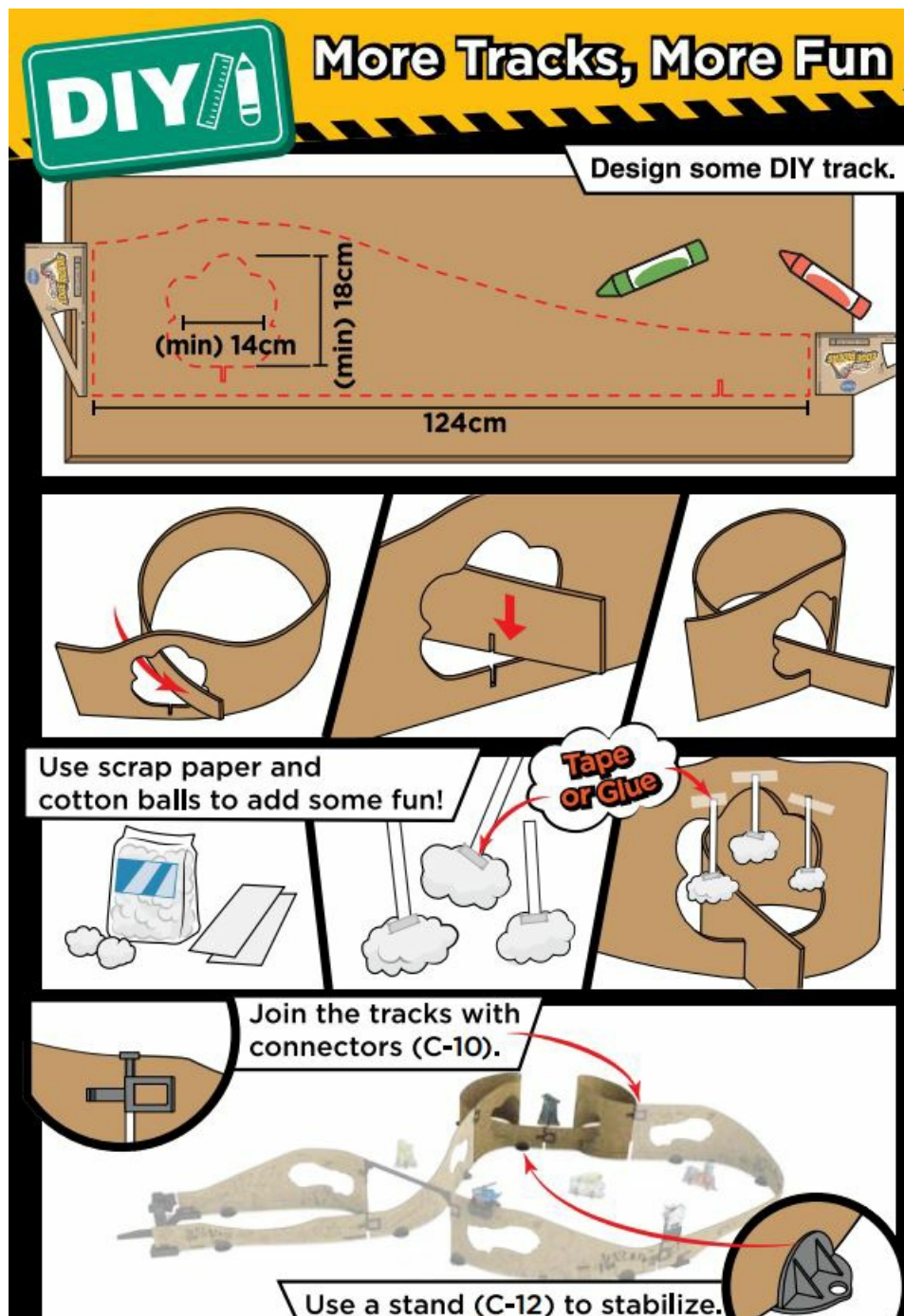
Warning: Adult supervision is required.

Recycle any spare cardboard with thickness of approximately 6-8mm to make new tracks.

Use the ruler to measure the height.

Not Over 25°

10cm

25cm

DIY

The heights should match!

DIY

1. Gather your DIY tools.

   Warning: Adult supervision is required.

2. Recycle any spare cardboard with a thickness of approximately 6-8mm to make new tracks.

3. Use the ruler to measure the height.

4. The heights should match!

More Tracks, More Fun

More Tracks, More Fun

Design some DIY track.

(min) 14cm

(min) 18cm

124cm

Use scrap paper and cotton balls to add some fun!

Tape or Glue

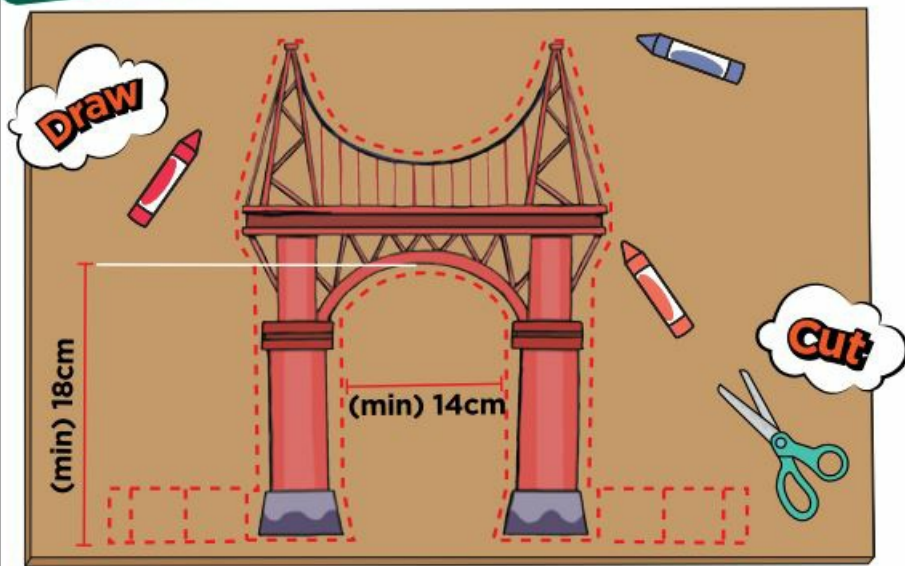Join the tracks with connectors (C-10).

Use a stand (C-12) to stabilize.

1. Design some DIY track.
2. Use scrap paper and cotton balls to add some fun!
3. Join the tracks with connectors (C-10).
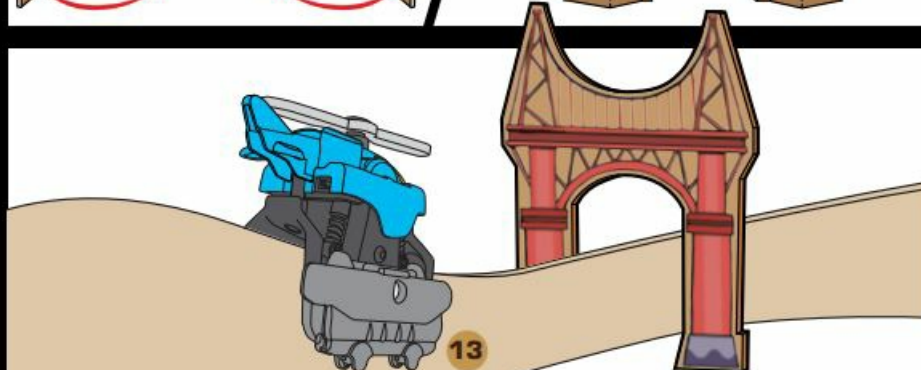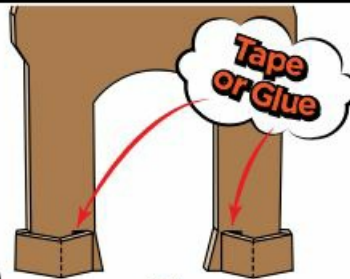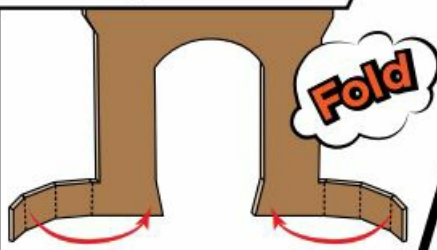4. Use a stand (C-12) to stabilize.

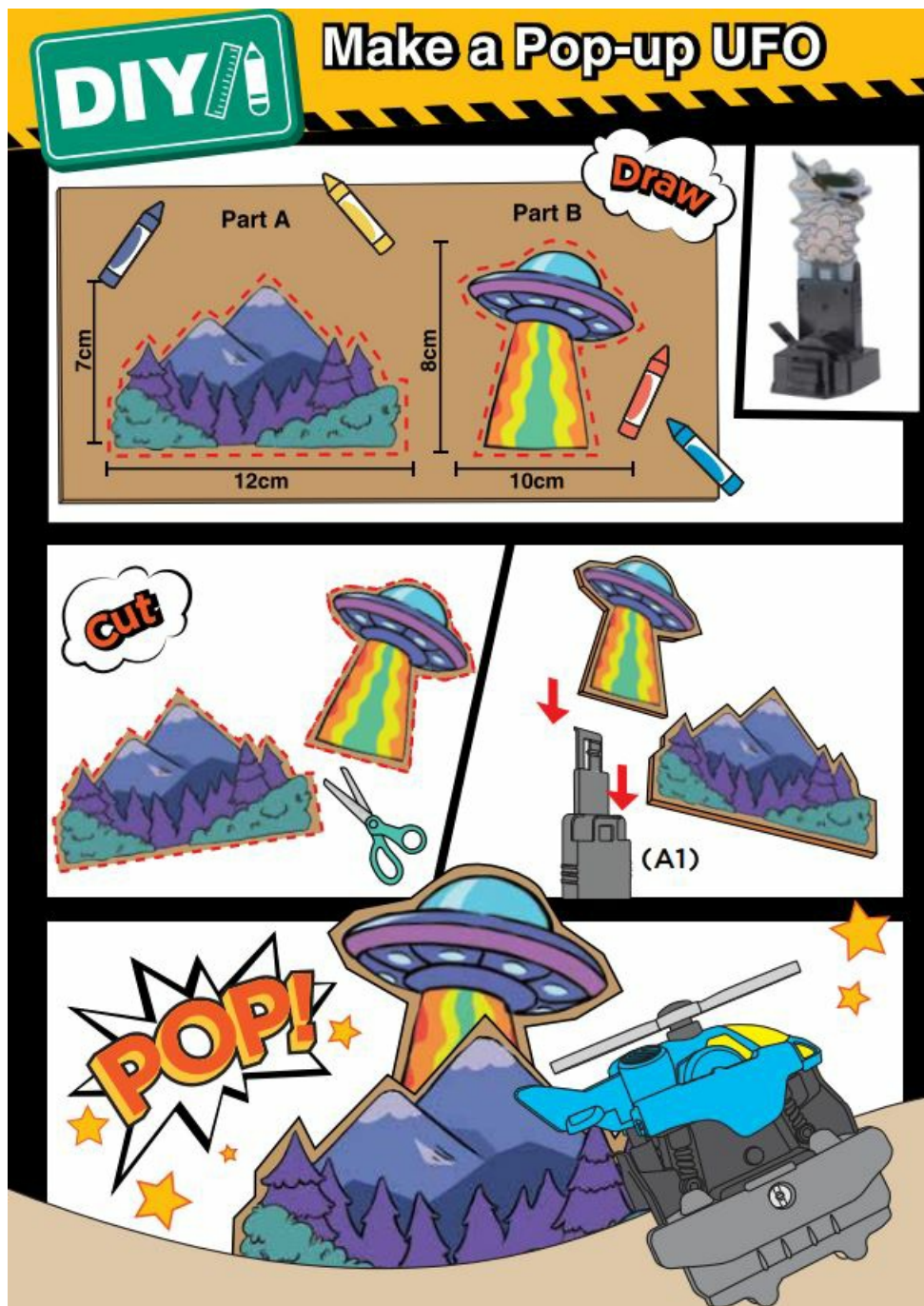**Design Fun Accessories**

Don't forget the stand…

Make a Pop-up UFO

STEAM Think Like an Engineer!

What Engineer: Do?

- Design
- Build
- Fix things

The Engineering Design Process is a way of thinking to solve problems.

Start with a question

Example:
How can I make a paper aeroplane that flies across the room?

Plan & Design

1 Plan & Design

Start by researching.

Write or sketch ideas.

Pick an idea to try.

There are no bad ideas in brainstorming.

Brainstorm
- Different colors of paper
- Throw plane harder
- Use thick paper
- Change size of wings
- Try new folding method

Start to build

15

Build

2 Build

Gather materials and start creating!

Ask an adult for help with safety.

It doesn't have to be perfect!

Test

3 Test

Gather testing tools.

- Set up a testing environment.
- Test your solution in different ways.
- Take notes as you go.
- Test your solution a few times.

Reflect & Improve

Knowledge Pit Stop 1

- Gravity is the force that pulls objects to the Earth.
- When an object tries to go uphill, it must work harder to go against gravity.
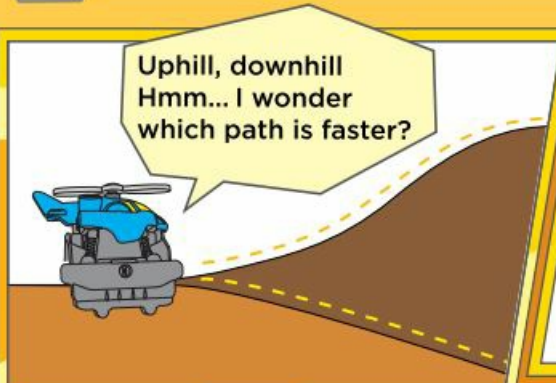- When an object goes downhill, it works with gravity.
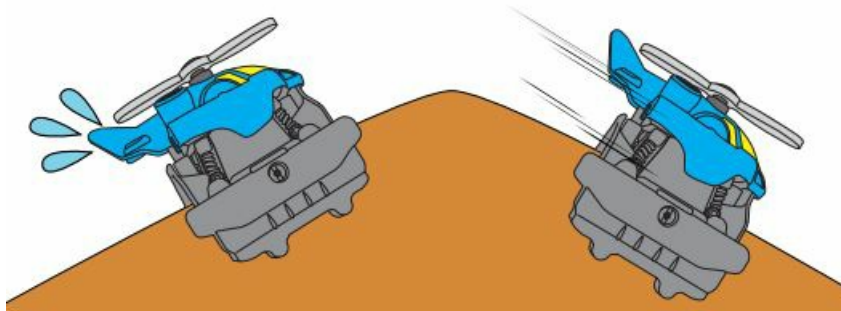
Engineering Challenge

Start with a question

Plan and Design

- Sketch out track pieces with slopes that go uphill and slopes that go downhill.
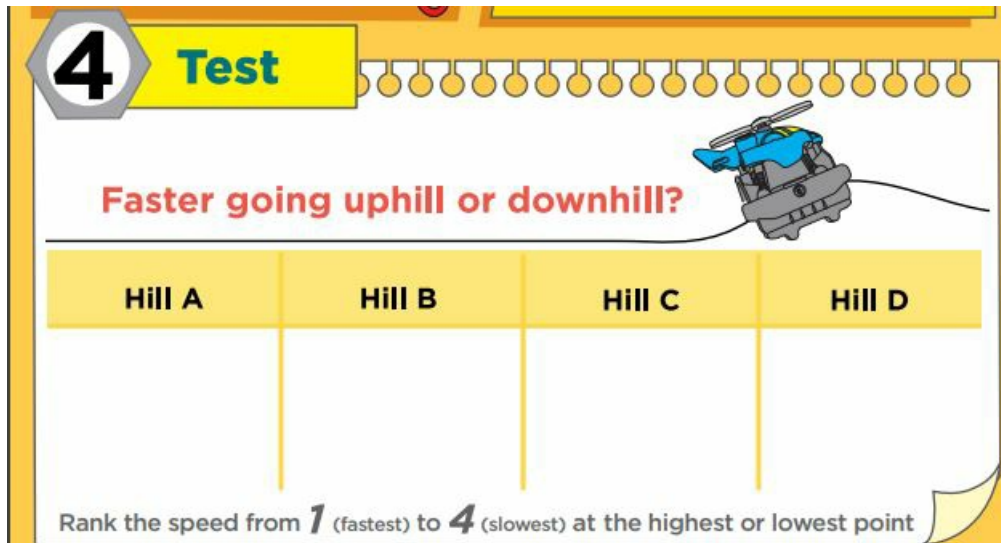- Try out slopes with different levels of steepness.
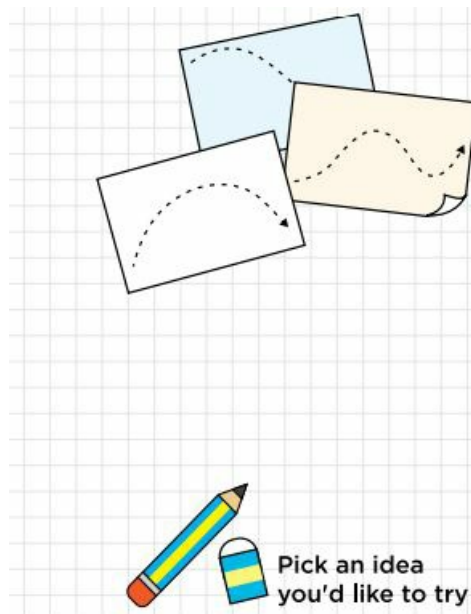
Pick an idea you'd like to try

Build

- **Step 1:**

  Draw your hill designs
- **Step 2:**

  Cut your designs
- **Step 3:**

  Make a copy
- **Step 4:**

  Assemble your track

Step 1: Draw your hill designs

Step 2: Cut your designs

Step 3:
Make a copy

Step 4:
Assemble your track

Test

4 Test

Faster going uphill or downhill?

Hill A	Hill B	Hill C	Hill D
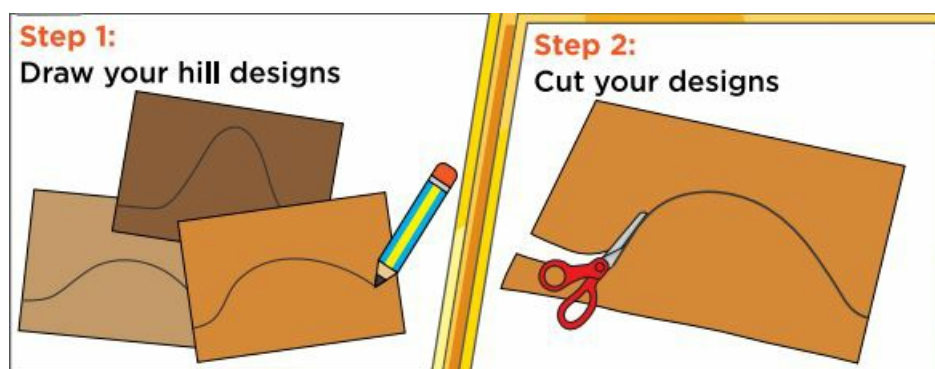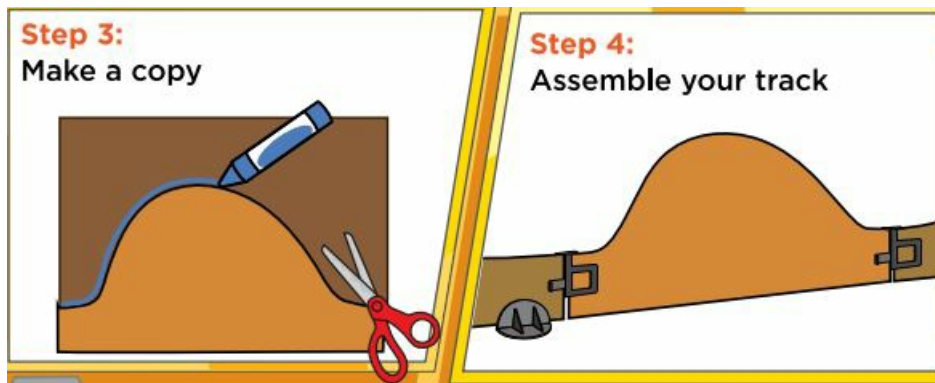
Rank the speed from *1* (fastest) to *4* (slowest) at the highest or lowest point

Reflect

- Is it faster for cars to go uphill or downhill?
- How does the steepness of the slope change the speed?
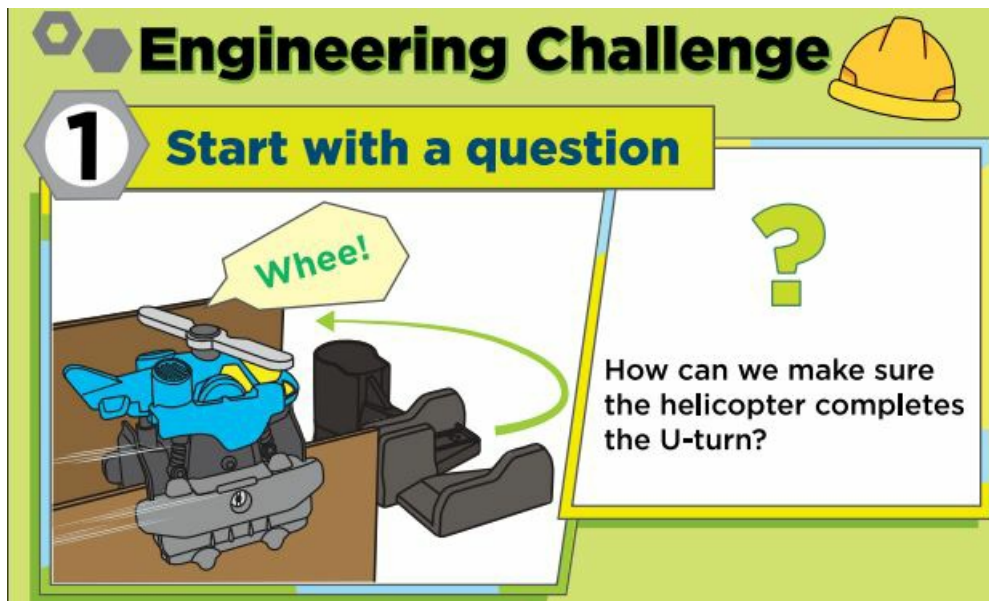- Can you adjust the copy to make each hill too steep to climb up?

Knowledge Pit Stop 2

- Momentum is the force of an object in motion. With faster speeds, an object has more momentum.
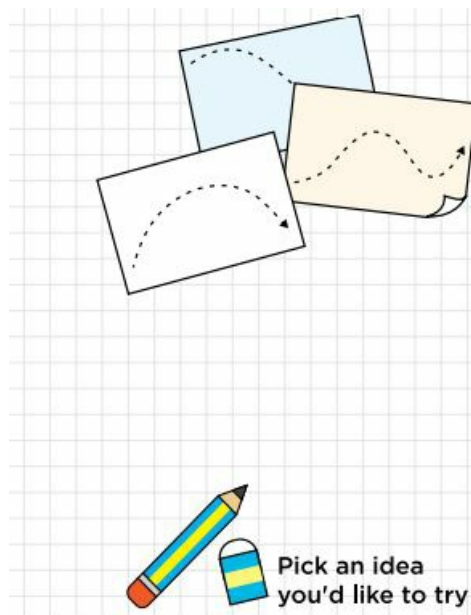- A moving object continues moving in the same direction unless another force acts on it.
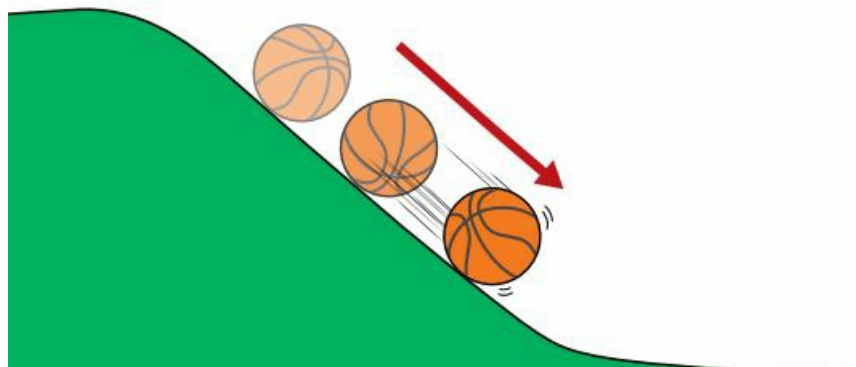
Engineering Challenge

Start with a question

Plan and Design

- Think about what you learned from Challenge #1 to make the car move at a faster speed.
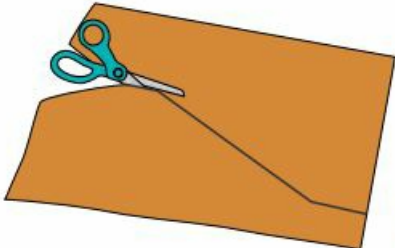- Sketch tracks with different levels of slopes and curves.
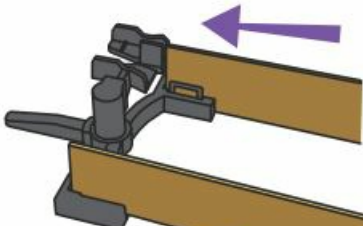

Build

- **Step 1:**

  Draw your designs
- **Step 2:**

  Provide a straight track leading up to the U-turn
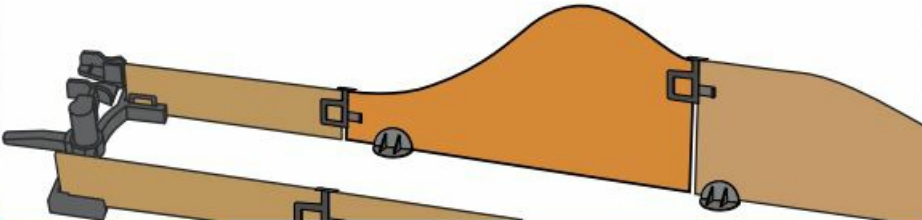- **Step 3:**

  Assemble the rest of the track

3 Build

Step 1:
Draw your designs

Step 2:
Provide a straight track leading up to the U-turn

Step 3:
Assemble the rest of the track

Test

4 Test

Try the different slopes, curves, and tracks.
Fill out the chart below with whether the helicopter can complete the turn.

| Draw 3 track pieces below	Can the car complete the U-Turn?

Reflect

- Which track pieces worked best to complete the U-Turn?
- Did any track pieces not work?
- Why did the best piece work better than other pieces?

Knowledge Pit Stop 3

- The Turbo Edge Rider builds momentum as it moves along the track.
  - The faster it goes, the greater the momentum.

- When a Turbo Edge Rider leaves a ramp, gravity will try to pull it down.
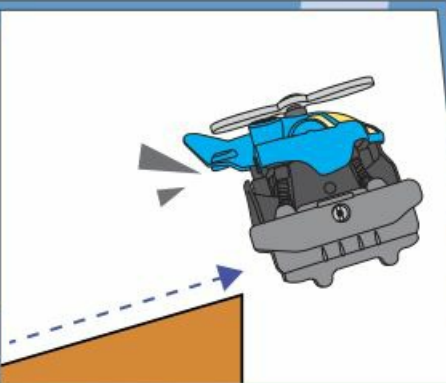 - But with enough momentum, the vehicle can get across the gap.
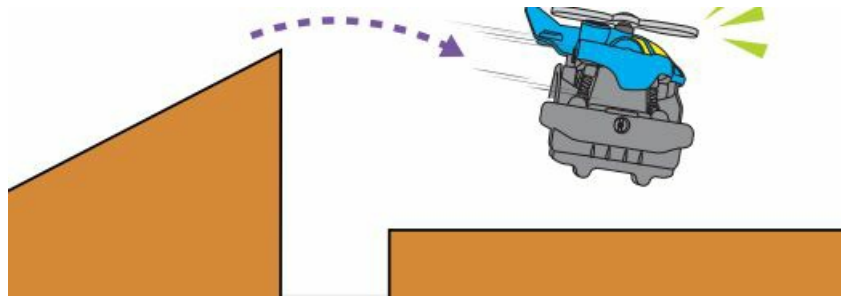
Engineering Challenge

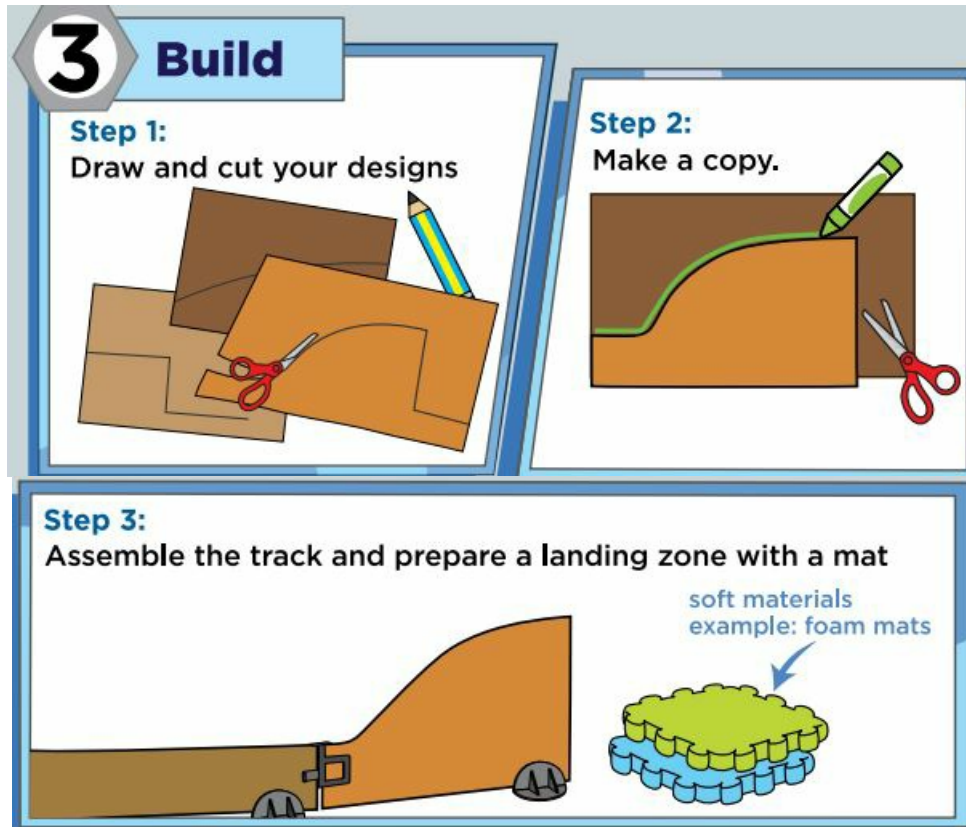**Start with a question**

Plan and Design

A Turbo Edge Rider needs to go fast and to be pointed upward before it can make a jump.
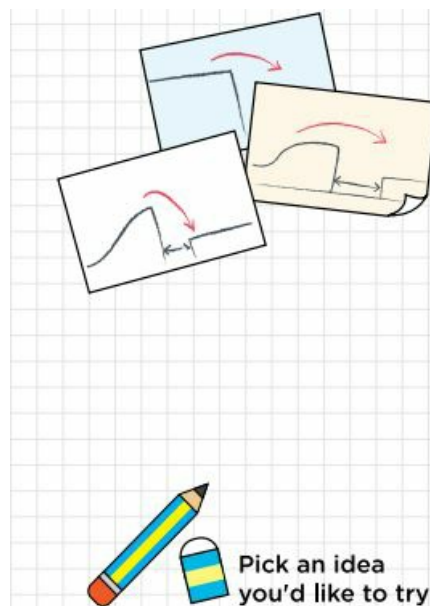
Build

- **Step 1:**

  Draw and cut your designs

- **Step 2:**

  Make a copy.

- **Step 3:**

  Assemble the track and prepare a landing zone with a mat

Test

Reflect

- Can Turbo Edge Rider jump all 3 gaps safely?
- What kind of ramps can a Turbo Edge Rider jump?

Jr. Engineer A CERTIFICATE

- Awarded to:
- Date
- Awarded by

Documents / Resources

VTech 5640 Turbo Edge Riders Stunt Flight Track Set [pdf] User Guide
5640 Turbo Edge Riders Stunt Flight Track Set, 5640, Turbo Edge Riders Stunt Flight Track Set,
Riders Stunt Flight Track Set, Stunt Flight Track Set, Flight Track Set, Track Set

References

- **VTech Canada | Official Electronic Learning Toys & Games for Kids**
- **Best Kids Tech Toys | Electronic Learning Toys | VTech America**
- **User Manual**