3D RACING PUZZLES

Instruction Manual for
Beast Mover
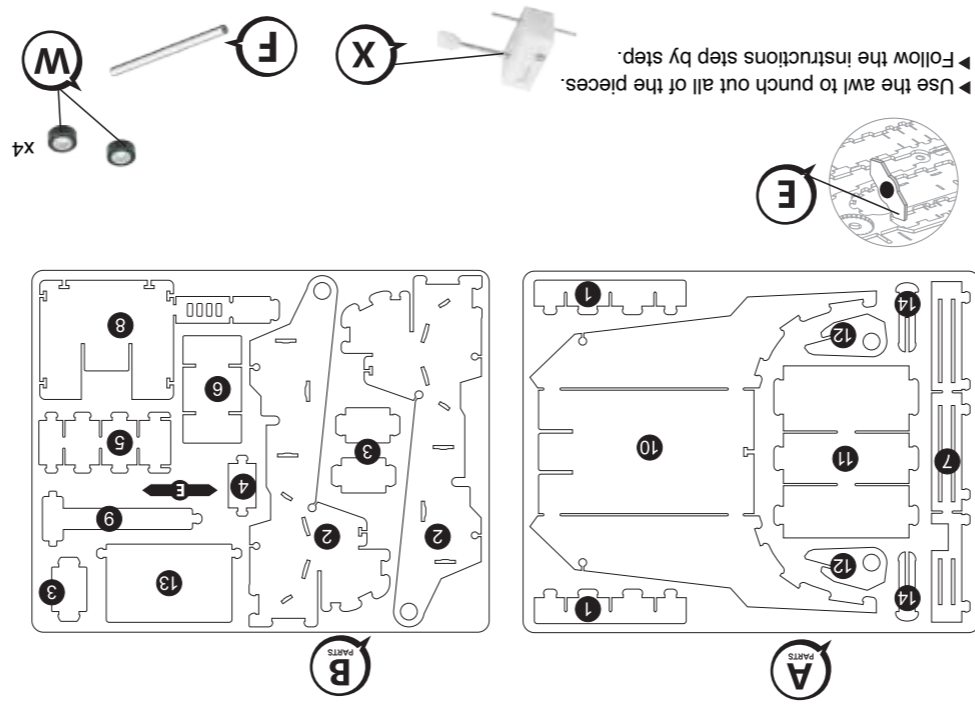**3D Wind-Up Desktop Racer**

3Dwindup.com

AGES **6+**

⚠ **WARNING:**
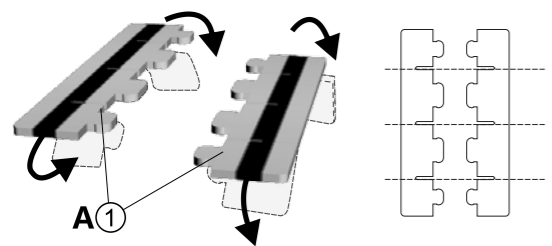CHOKING HAZARD - Small parts.
Not for children under 3.

0-3

Read through this entire instruction manual BEFORE using **Beast Mover 3D Wind-Up Desktop Racer.**

We're dedicated to bringing you well-designed products that make living fun and easy. We stand behind all our products and warrant this to be free from defects in workmanship and materials for 30 days from the date of purchase.

For service claims or questions please consult our website **ProtocolNY.com.**
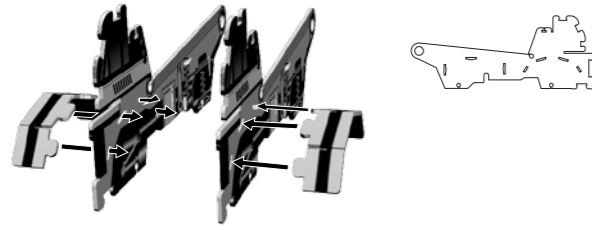
Images may vary from actual product.

► Use the awl to punch out all of the pieces.
► Follow the instructions step by step.

W   F   X

x4

E

A PARTS

B PARTS

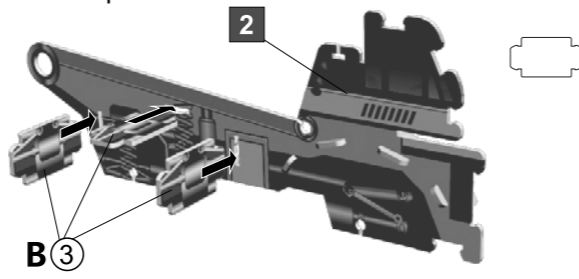**1** Begin by gently bending pieces A1 into a curve.

A①
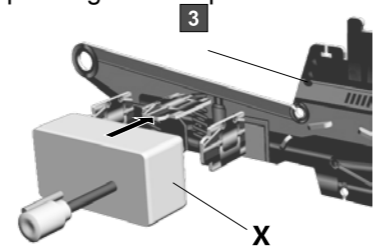
2 **A1 + B2**
Attach pieces A1 onto pieces B2.

Note: Make sure all pieces are pressed in all the way in order to securely interlock and leave room for other pieces.
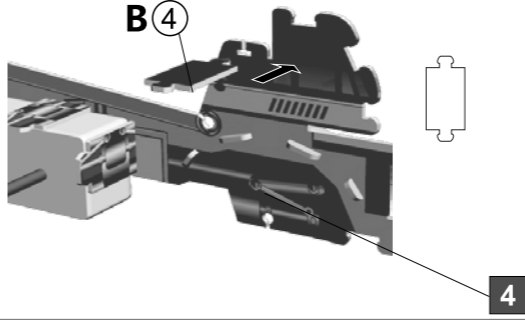
---

3 **+ B3**
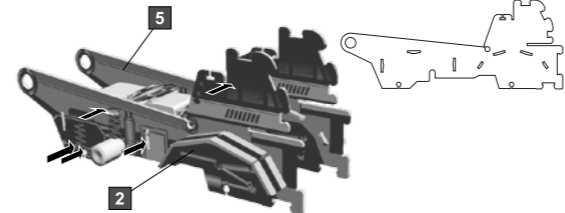Attach pieces B3 onto one of the structures from step 2.

2

B③

4 **+ X**
Attach motor X by sliding the metal ends into the corresponding holes in piece B2.
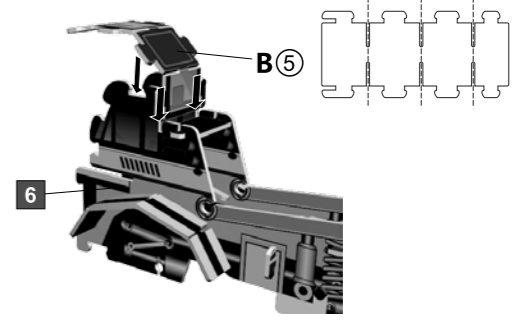
3

X

---

5 **+ B4**
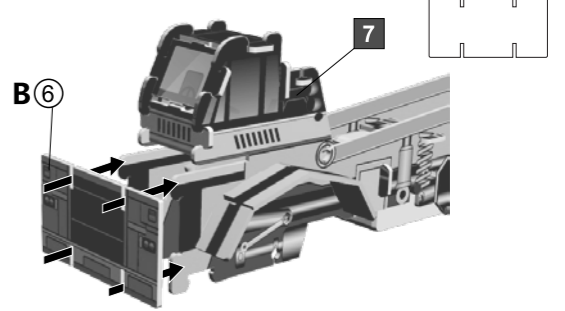Attach piece B4.

B④

4

6 **+ A2**
Attach the other A2 structure to frame the motor. Make sure the metal ends from motor X poke through the holes.

5

2

---

7 **+ B5**
Bend piece B5 to join it to pieces A2.

B⑤

6

8 **+ B6**
Add piece B6 to the front.

B⑥

7

9 + A7
Gently bend piece A7.

A⑦

10 + B8
Gently bend piece B8.

B⑧

11 A7 + B8
Attach piece A7 to B8.

9
10

12 Attach structure from step 11 to to the structure from step 8. Fold the ladder from piece B8 under and attach.

11
8

13 + B9
Attach piece B9. This piece attaches so it can rotate up and down.

B⑨
12

14 +A10
Gently bend and fold sides of piece A10.

A⑩

15 +A11
Gently bend and fold sides of piece A11.

A⑪

16 Attach piece A11 to the back of piece A10.

15
14

17 +A12
Attach pieces A12.

16
A⑫

18 +B13
Attach piece B13.This piece attaches so it can rotate up and down.

B⑬
17

19 Prepare to attach structures from step 13 and step 18. Lay structure 18 on the back of structure 13 so that the circles align.

18
13

20 +A14
Join the structure from step 19 by sliding pieces A14 through the holes so that they interlock.

A⑭   A⑭

21 +F
Attach wheel axle F by sliding it through the holes in pieces A2.

20
F

22 +W
Attach wheels W by pressing them firmly onto the wheel axle attached in step 21, and the metal spokes sticking out from motor X in step 4.

W
21
W

Alternative: Puzzle can be displayed with truck bed tilted up by rotating piece B9 and attaching it to the small hole in piece A10.

Puzzle complete!
Wind motor to start racing.