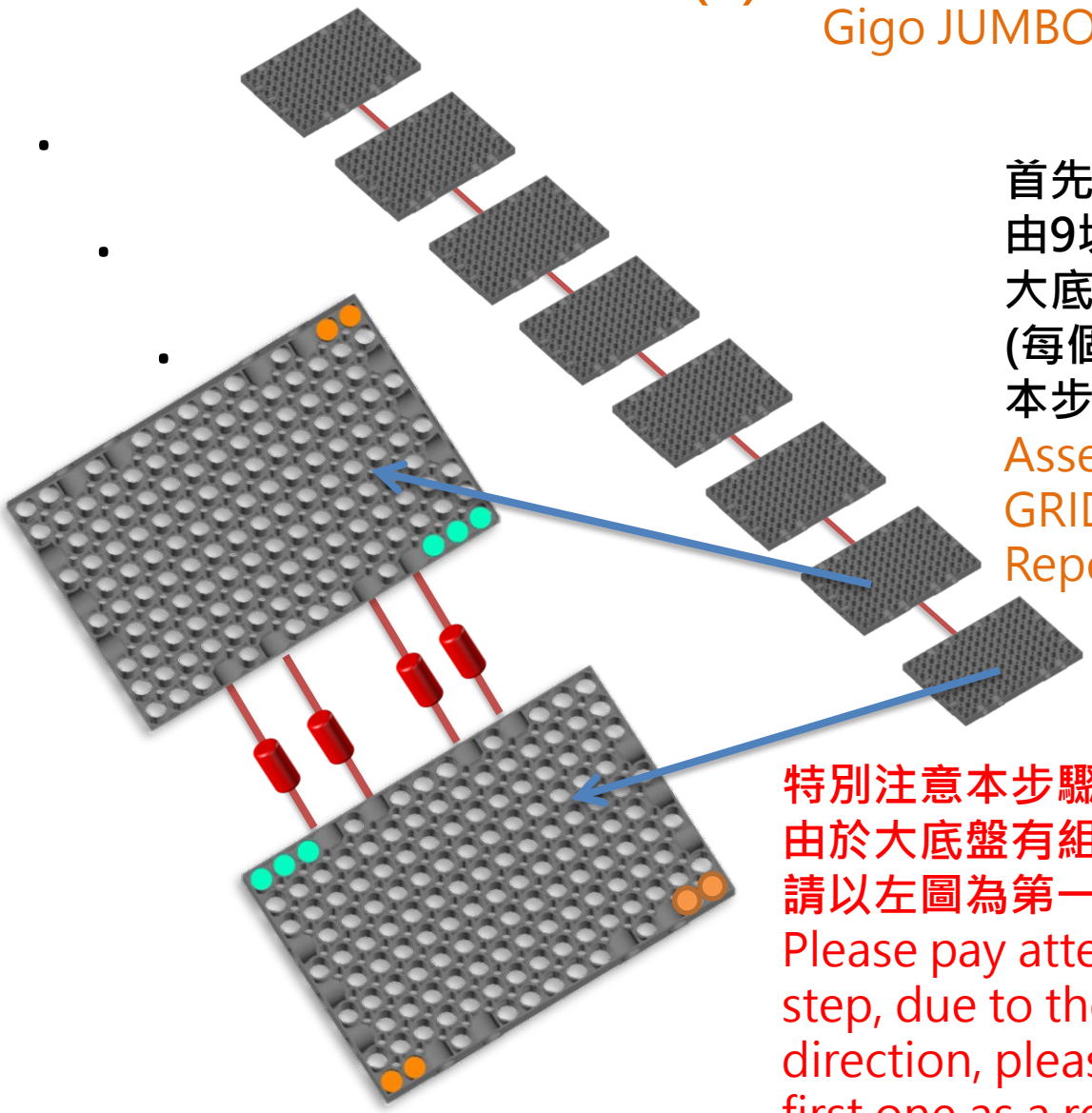
2020 R4M 賽道組裝步驟說明

Assembly instructions of 2020 R4M contest venue

45片底層基座 (1)
45 pieces of JUMBO BASE GRID for R4M base (1)

大底盤中間組裝與底部結合
請參照相關連結(Link)
本篇將不在贅述
(please refer to above link for Gigo JUMBO BASE GRID installation Tutorial).



首先組裝R4M基座
由9塊(7125-W10-B1S)
大底盤以30mm圓棒組成
(每個凹點皆須放入)
本步驟請重複組裝五次
Assemble 9 pieces of JUMBO BASE GRID(7125-W10-B1S)for R4M base.
Repeat five times in this step.

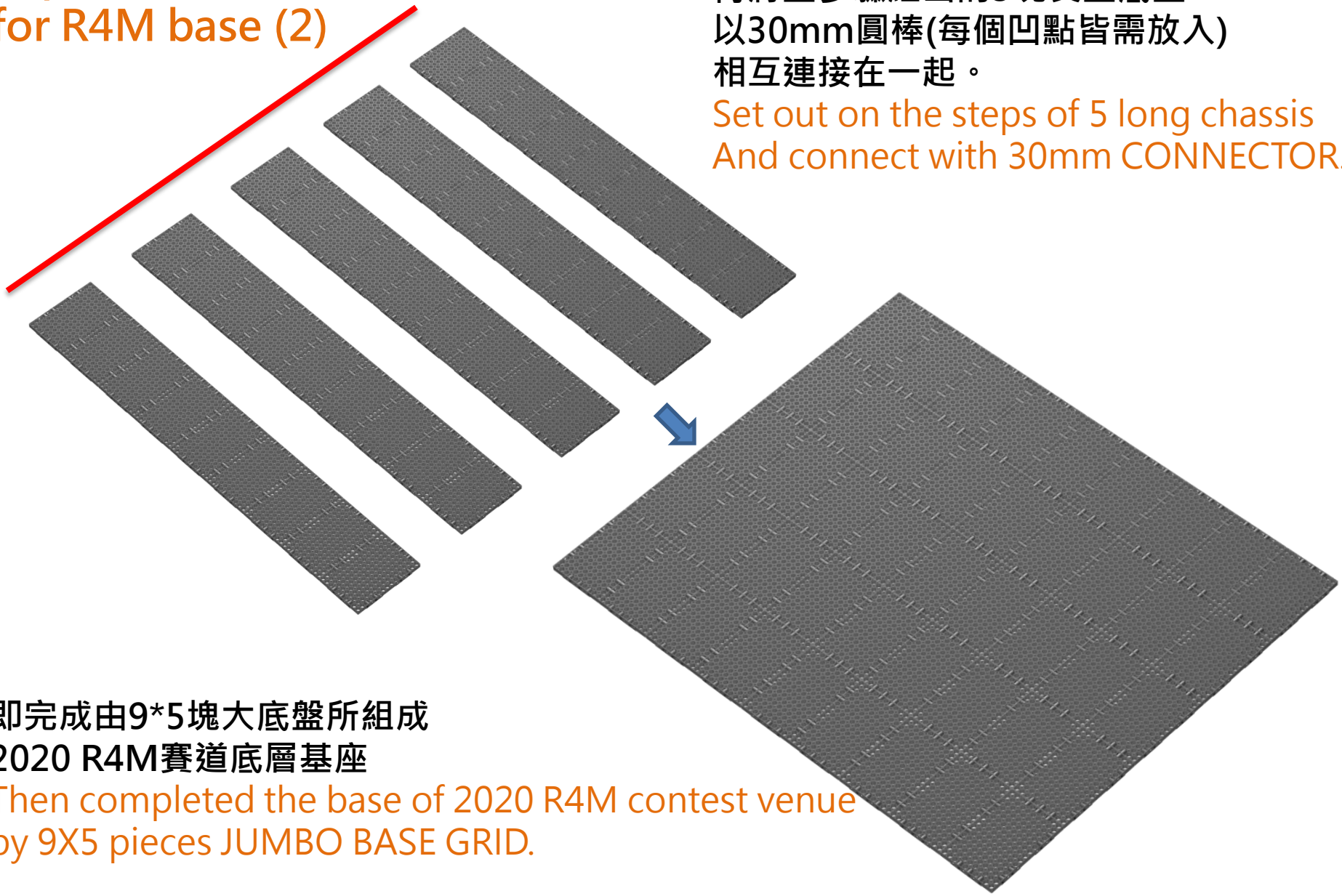
特別注意本步驟要點，
由於大底盤有組裝的方向性，
請以左圖為第一塊做為基準向左排列。
Please pay attention to the essentials of this step, due to the large chassis assembly direction, please use the left picture as the first one as a reference.

45片底層基座 (2)

45pieces of JUMBO BASE GRID for R4M base (2)

再將上步驟組出的5塊長型底盤
以30mm圓棒(每個凹點皆需放入)
相互連接在一起。

Set out on the steps of 5 long chassis
And connect with 30mm CONNECTOR.

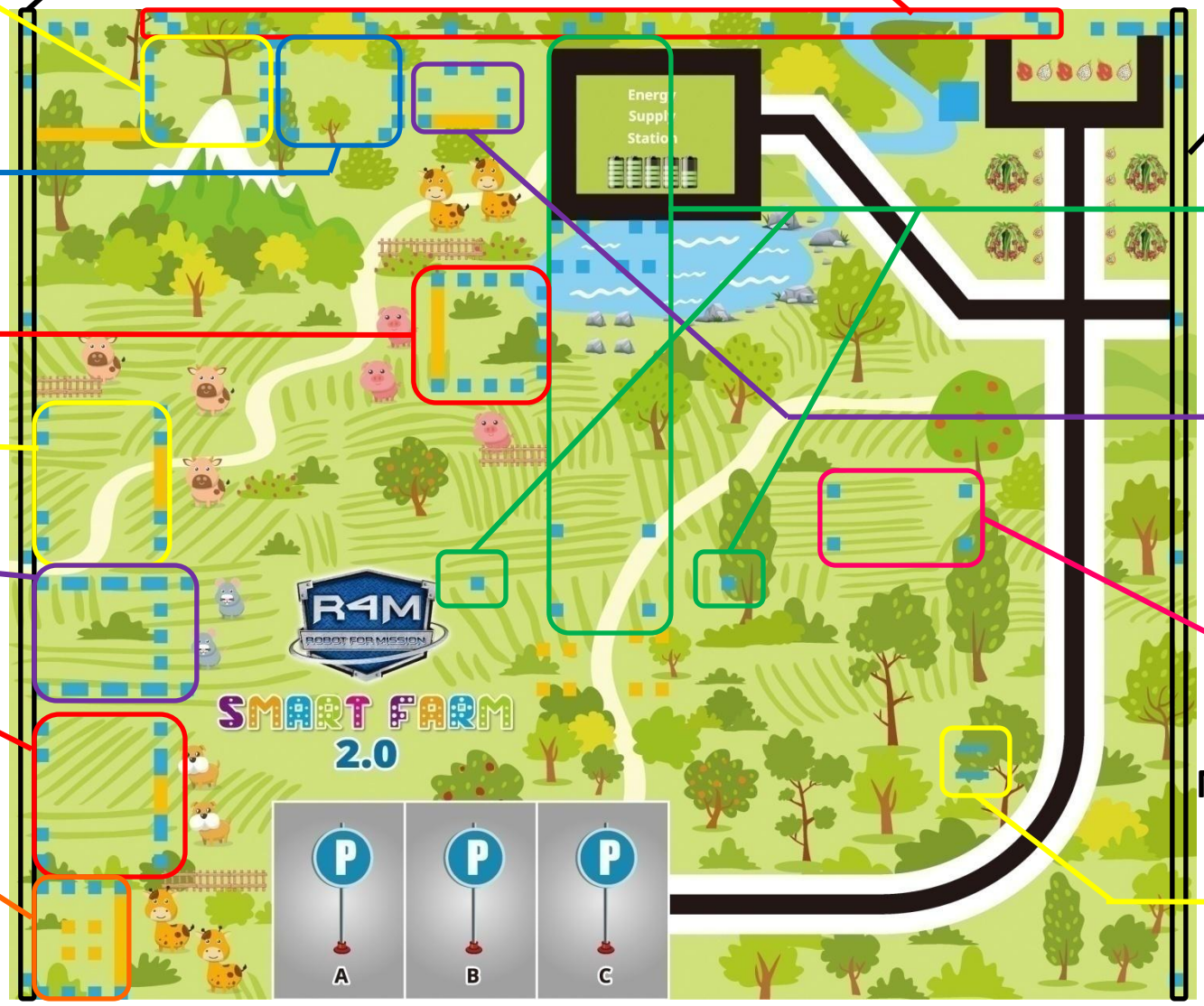


即完成由9*5塊大底盤所組成
2020 R4M賽道底層基座

Then completed the base of 2020 R4M contest venue
by 9X5 pieces JUMBO BASE GRID.

賽道圖介紹
Introduction of 2020 R4M Track map

藍色處為需安裝之組裝孔位。
The blue square represent the hole to be installed.



2.賽道背板 R4M Backboard

1. 賽道側牆
Side Wall

4.飼料區
Feeding Area

5.種苗區
Seeding Area

3.橋梁
The Bridge

7.小豬的家
Piggie's Home

6.長頸鹿餵食區
Giraffe Feeding Area

8.牛的家
Cow's Home

9.老鼠的家
Rat's Home

10.狗的家
Dog's Home

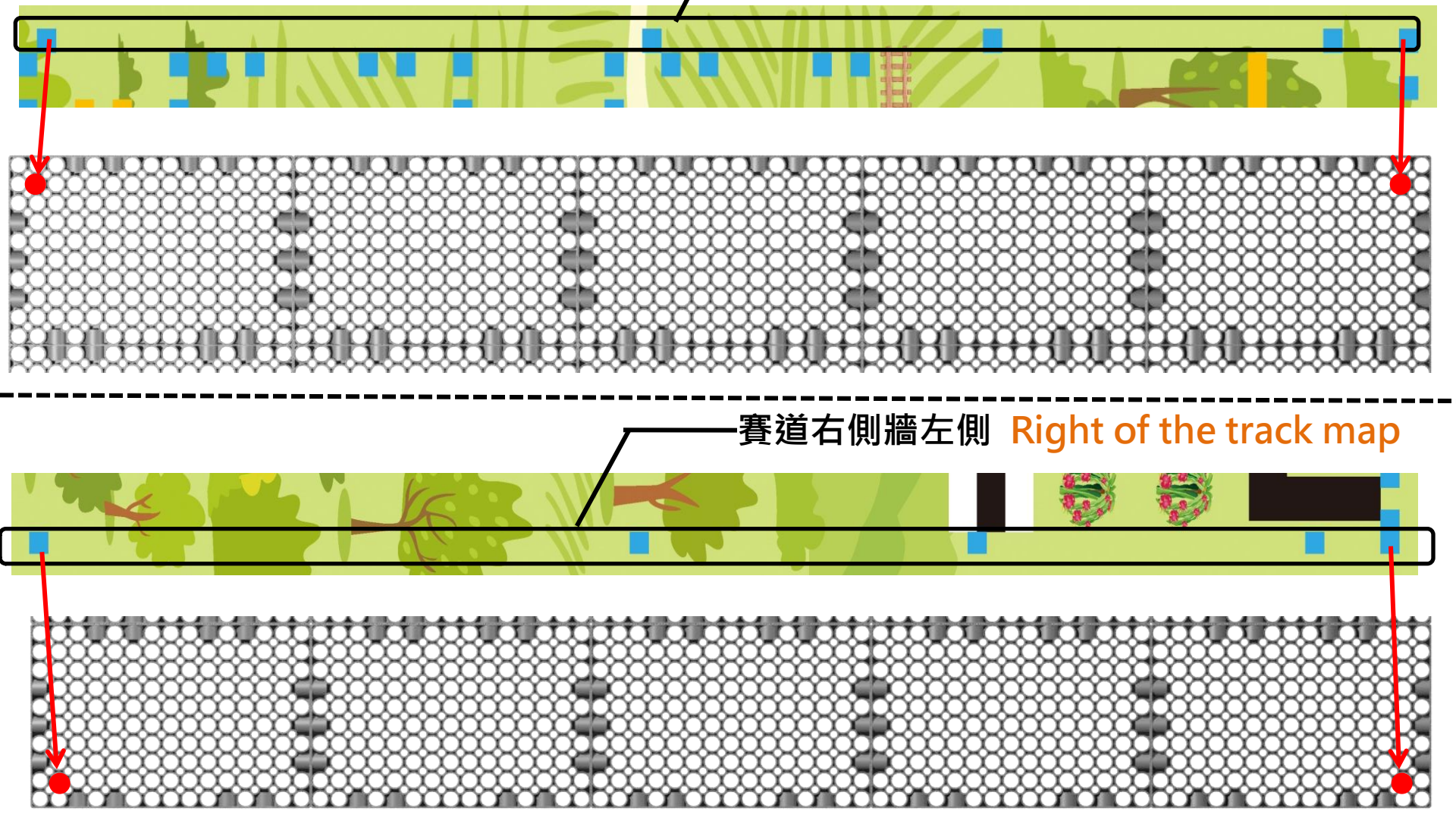
12.育苗中心
Nursery Center

11.長頸鹿的家
Giraffe's Home

13.管制站
Control Center

賽道圖定位
Track map positioning

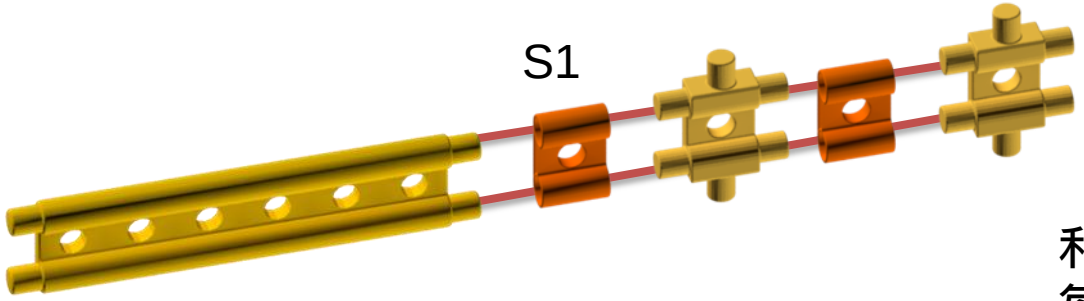
將賽道圖疊放於上步驟
完成之底層基座上，並對好外側孔位。
Stack the track map on the contest venue and position the outer holes based on following pictures.



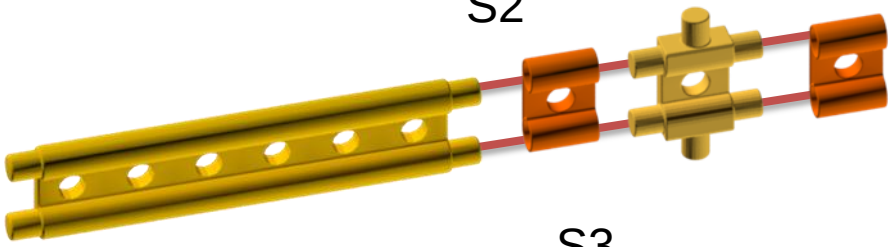
1.R4M賽道側牆 (1)

The side wall of R4M contest venue(1)

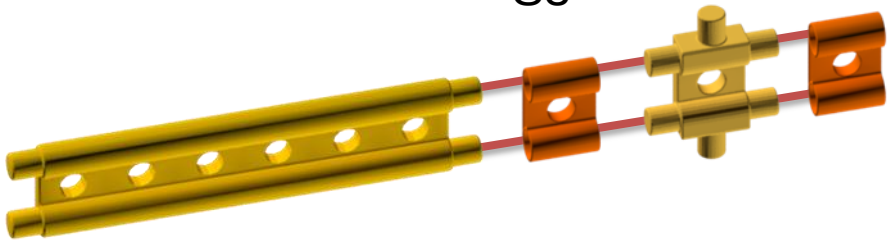
S1



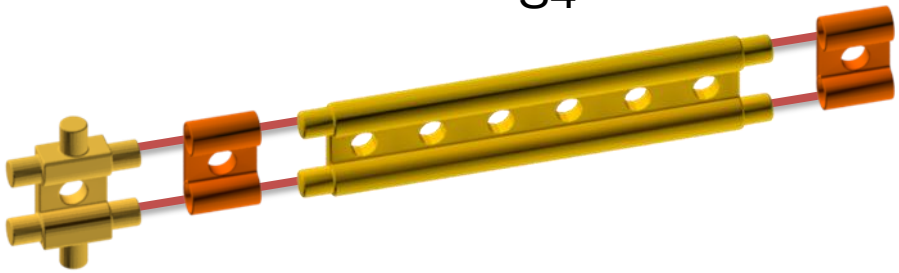
S2



S3



S4



利用各軌道零件組成R4M左右側牆
每一組件請製做成2份

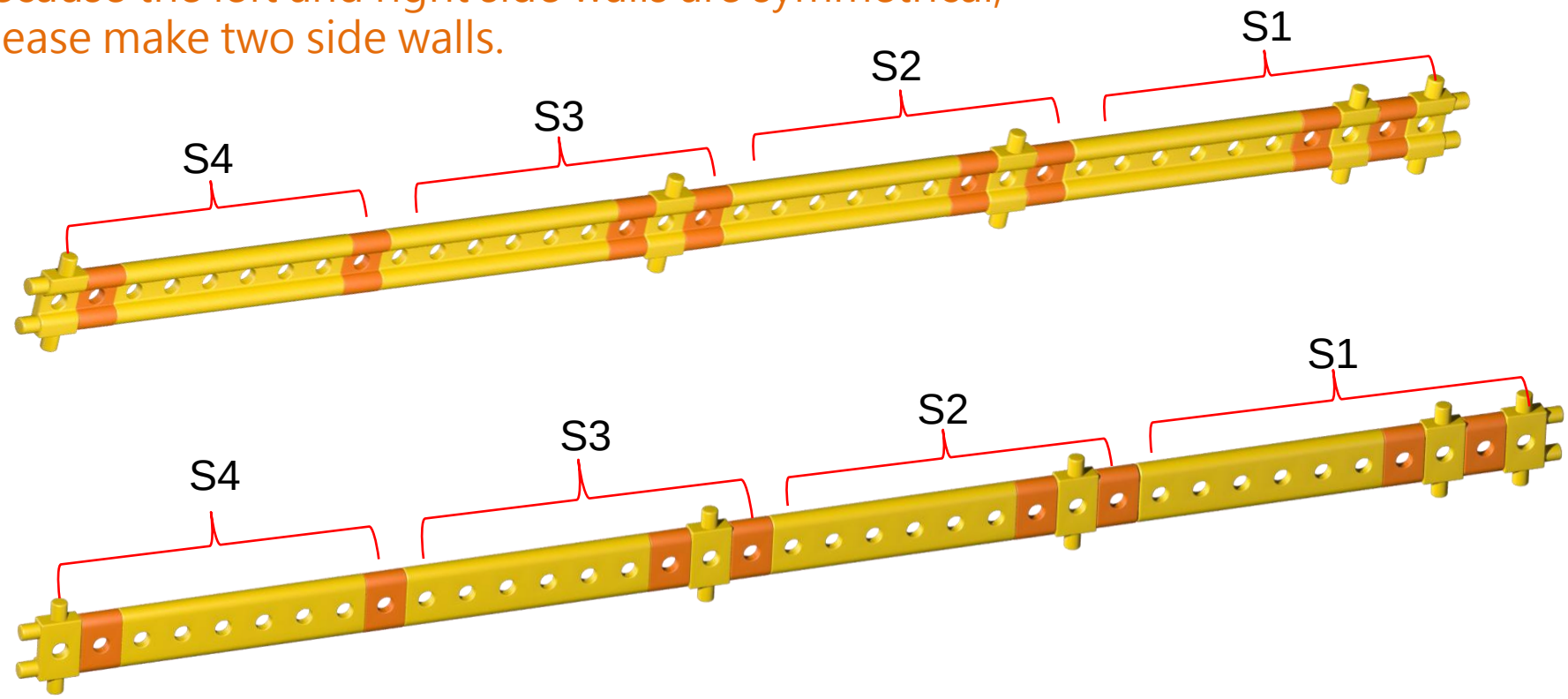
Use track components to assemble the left wall and right wall.
This step must be repeated to make two.

1.R4M賽道側牆 (2)

The side wall of R4M contest venue(2)

再將S1~S4組件相互結合
形成R4M側牆
由於左右側牆是對稱的
所以請製做成2份側牆

Combine S1 to S4 components together to complete side walls.
Because the left and right side walls are symmetrical,
please make two side walls.

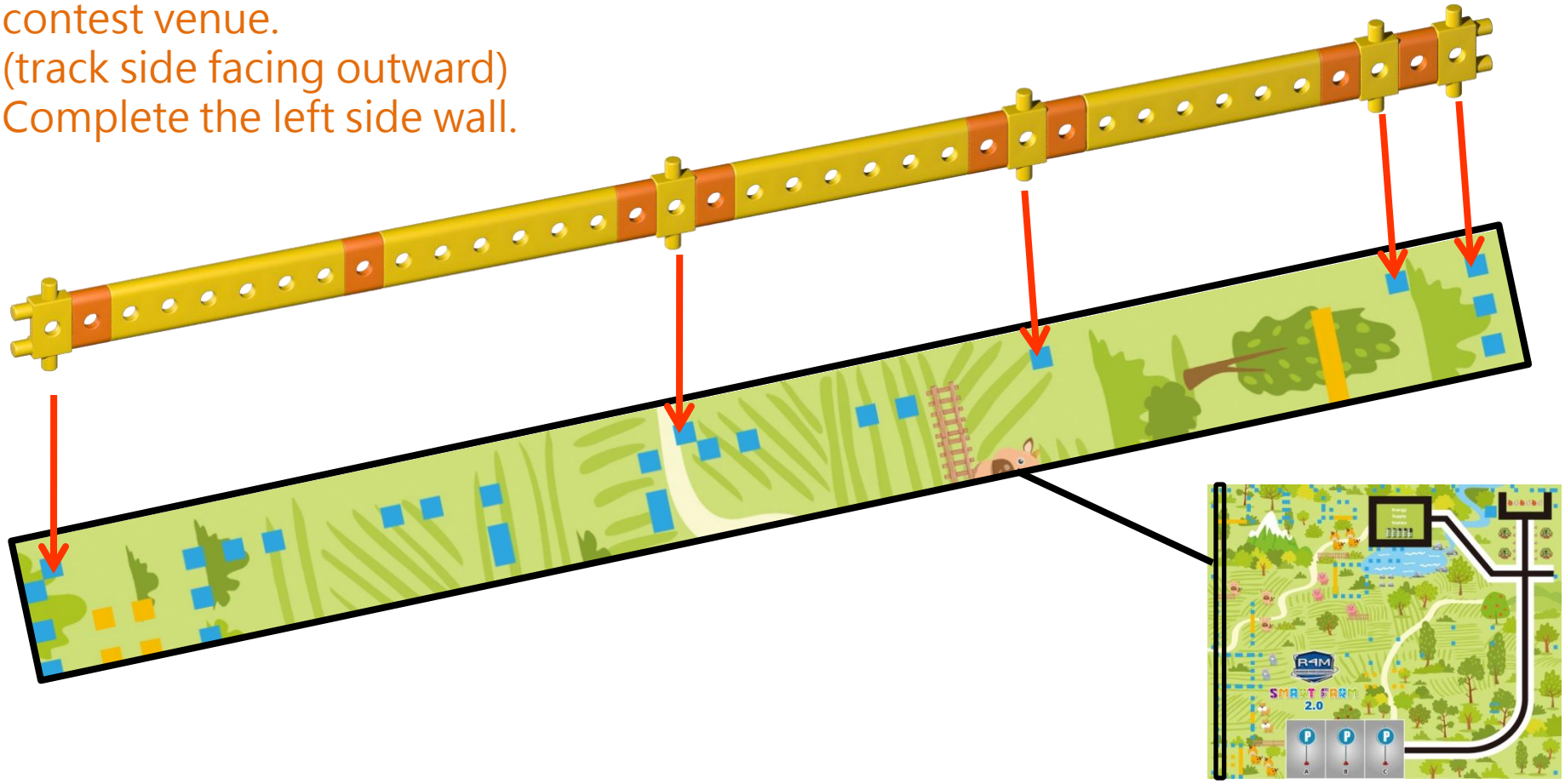


1.R4M賽道側牆 (3)

The side wall of R4M contest venue(3)

利用上步驟所組成的側牆
將賽道圖與基座結合(軌道側朝外)
組成R4M賽道左側側牆

Using the side wall from the previous step combine track map with contest venue.
(track side facing outward)
Complete the left side wall.

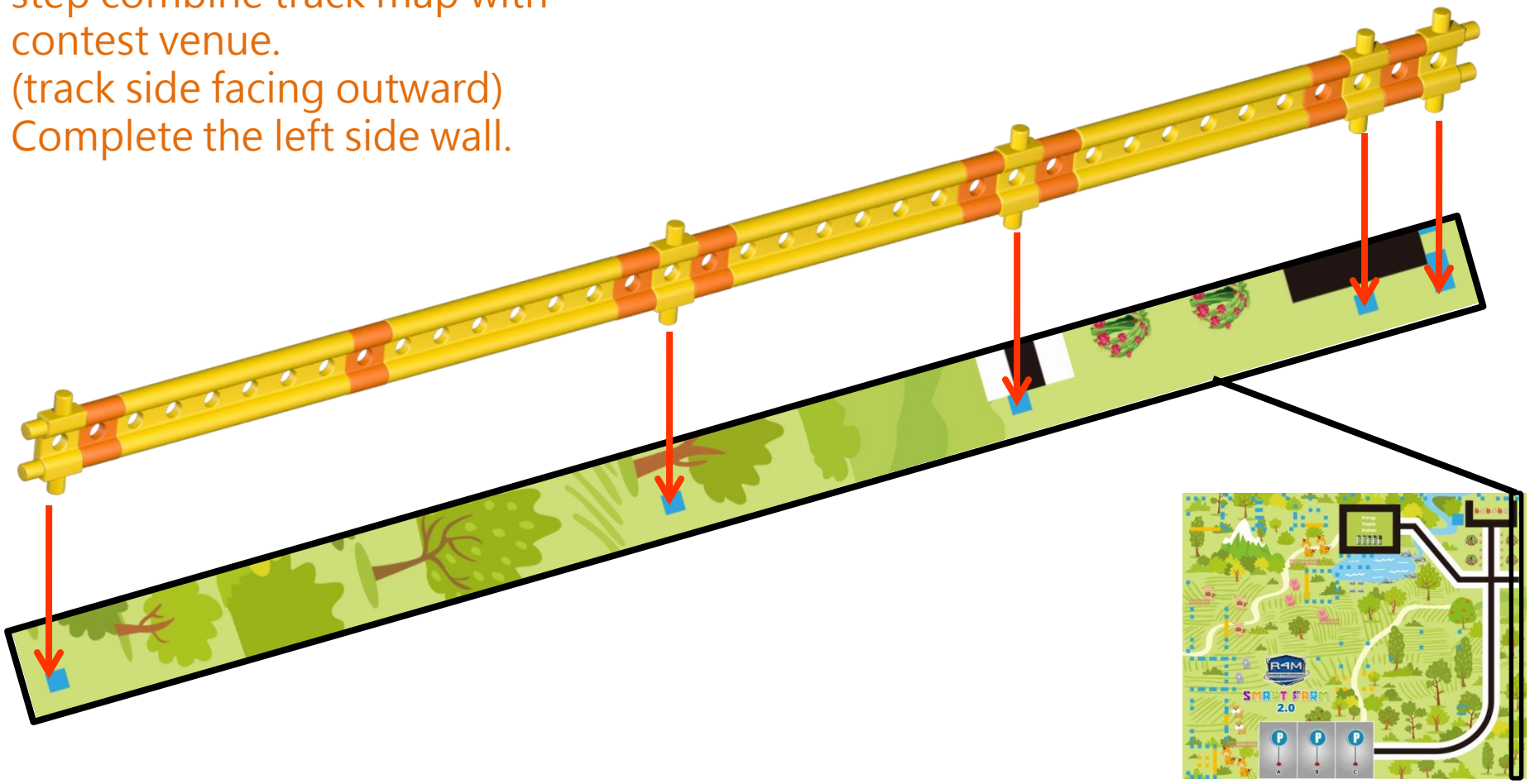


1.R4M賽道側牆 (4)

The side wall of R4M contest venue(4)

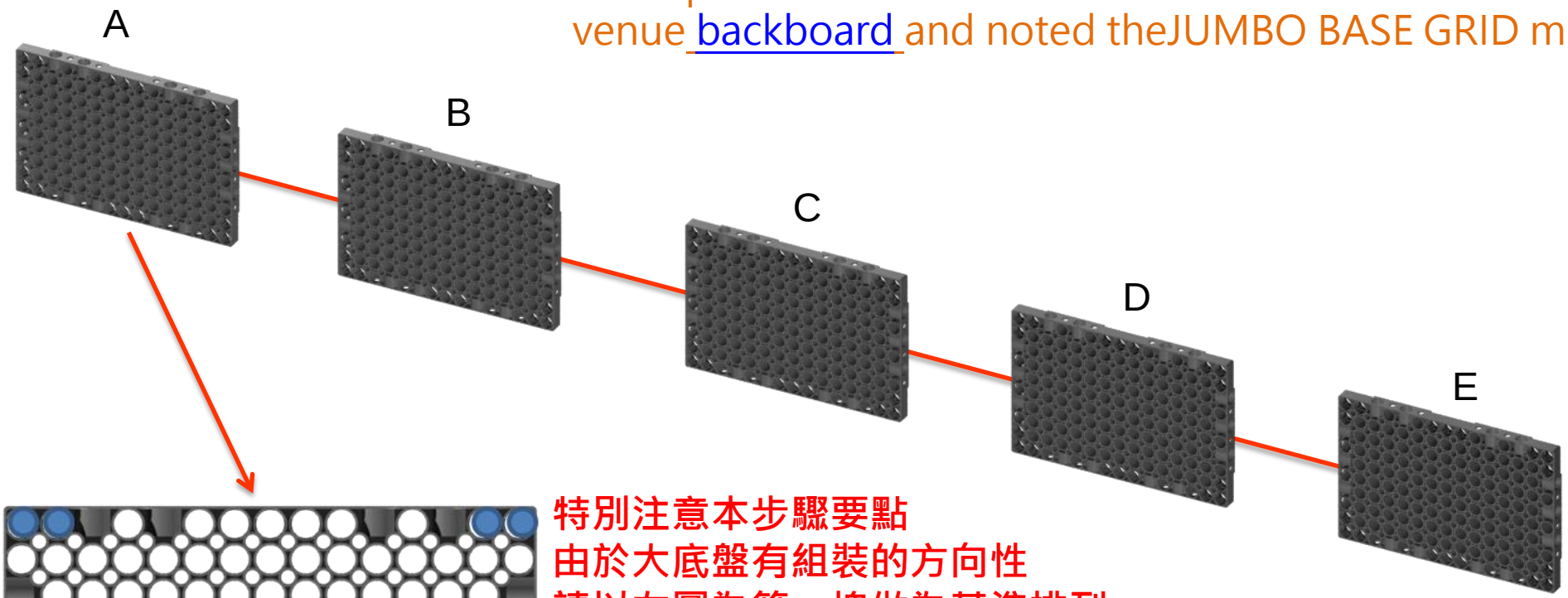
利用上步驟所組成的側牆
將賽道圖與基座結合(軌道側朝外)
組成R4M賽道左側側牆

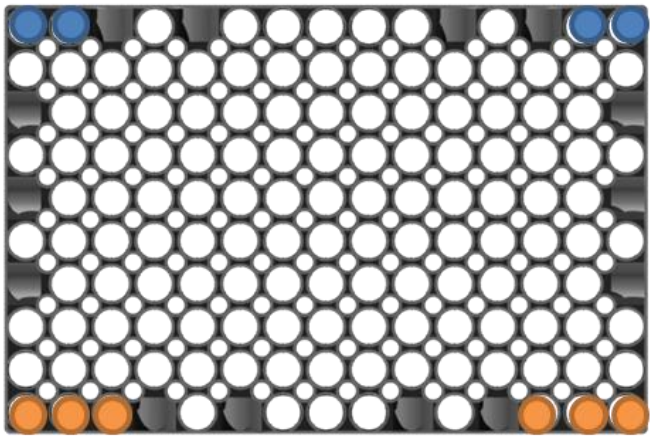
Using the side wall from the previous step combine track map with contest venue.
(track side facing outward)
Complete the left side wall.



2.R4M賽道背板 (1) R4M Backboard of contest venue(1)

使用30mm圓棒將五塊大底盤組成R4M賽道背板
(每個凹點皆須放入)
我們先暫將背板各區塊註記編號ABCDE
Use 5 pieces of to make contest
venue backboard and noted theJUMBO BASE GRID m

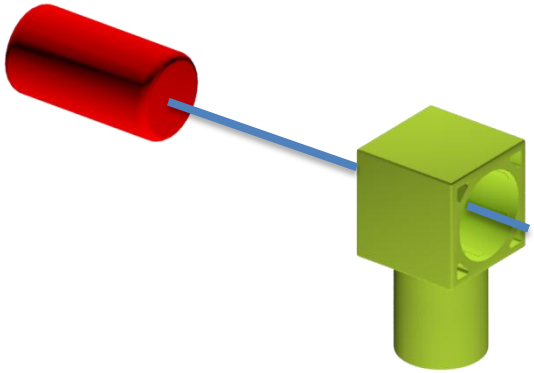




特別注意本步驟要點
由於大底盤有組裝的方向性
請以左圖為第一塊做為基準排列
Please pay attention to the essentials of this step,
due to the JUMBO BASE GRID assembly direction,
please use the left piece as the first one as a reference.

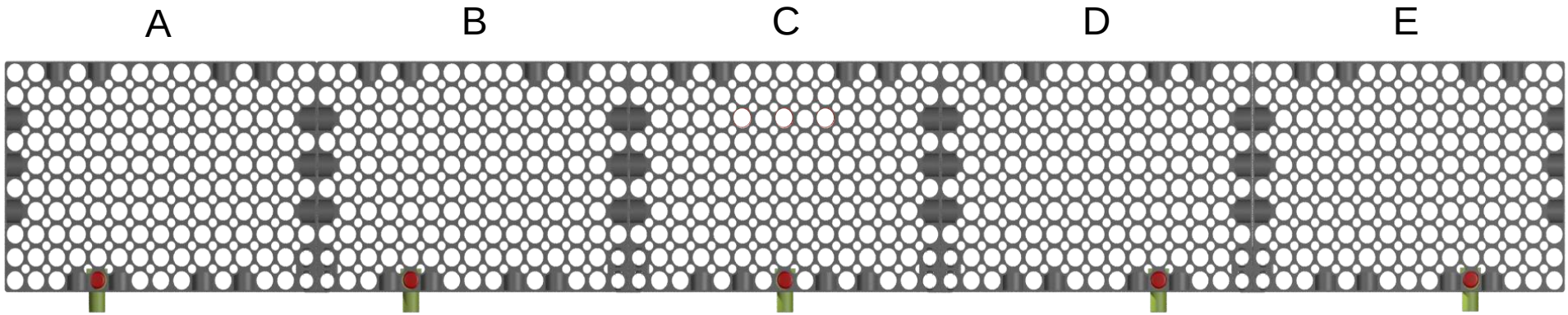
2.R4M賽道背板 (2)
R4M Backboard(2)

利用90度結合器與30mm圓棒結合成一垂直組件
本步驟請製做出5個垂直組件
Combine LATERAL PEG(7331-W10-M1G) and 30mm CONNECTOR(7331-W11-R1R) for one set vertical component and please make 5 sets in this step.



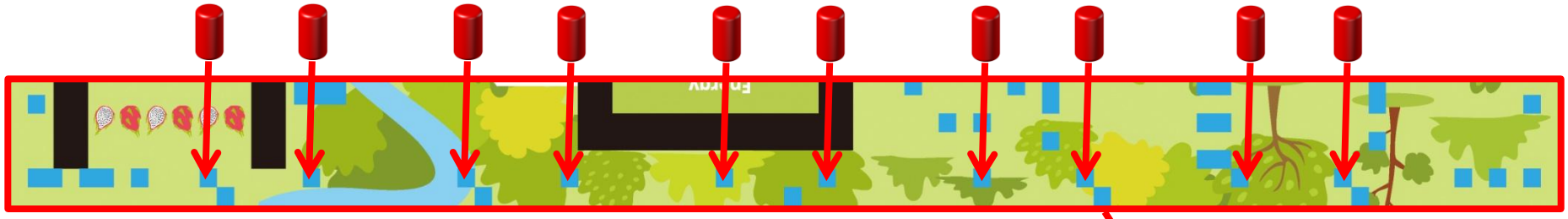
將垂直組件插入R4M賽道背板背部形成垂直插件
Please put this vertical component into R4M contest venue backboard.

下圖為R4M賽道背板背面圖
The R4M contest venue backboard, please refer to the figure below.



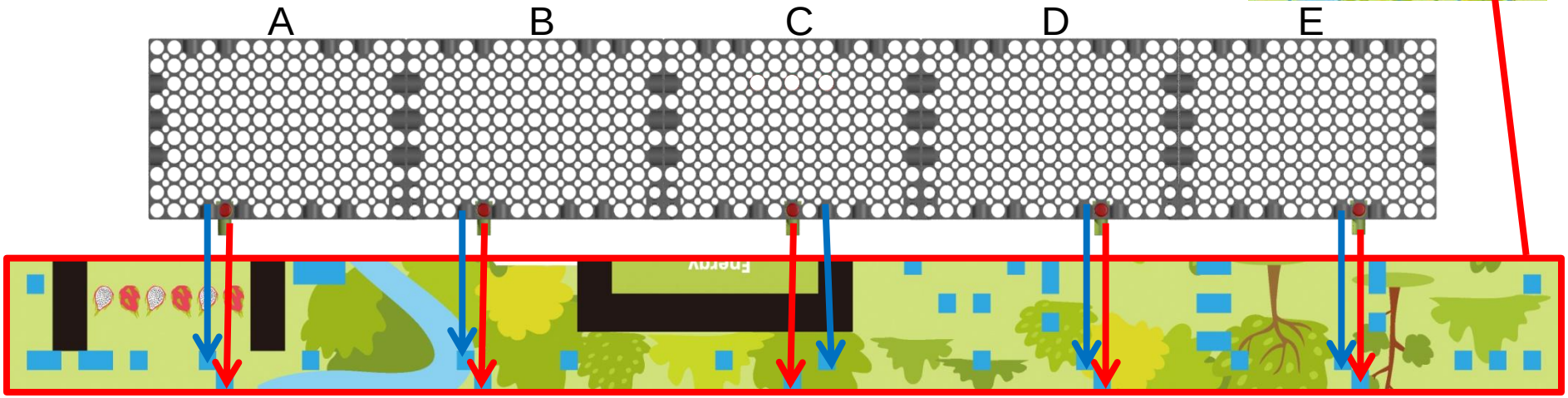
2.R4M賽道背板 (3) 插入10個30mm圓棒

R4M Backboard(3) Place 30mm CONNECTOR on the contest venue as following picture.



請參照下圖示將背板的垂直組件插入基座孔位

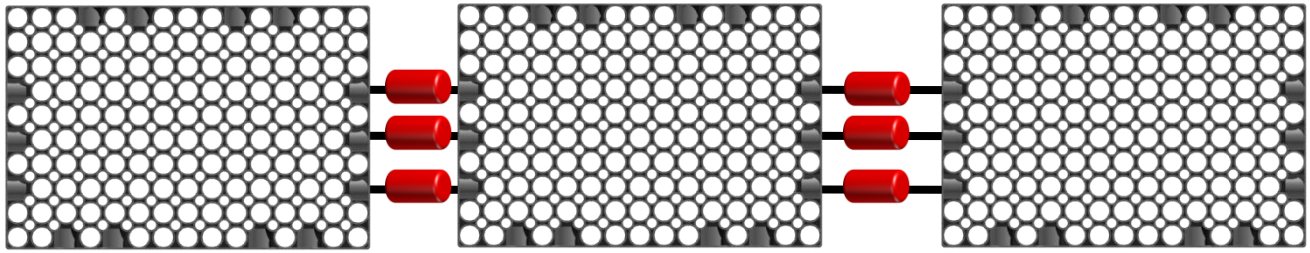
Please put the vertical component into site base holes.



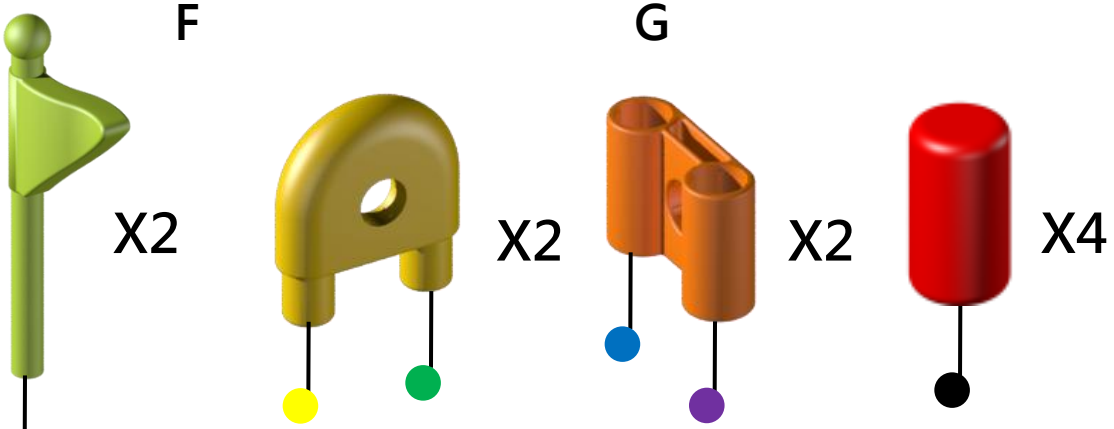
3.橋梁(1)
The Bridge(1)

使用30mm圓棒將三塊大底盤組成
R4M橋梁(每個凹點皆須放入)
我們先暫將背板各區塊註記編號FGH

Use 5 pieces of JUMBO BASE GRID to make the bridge and note them as F、G、H.

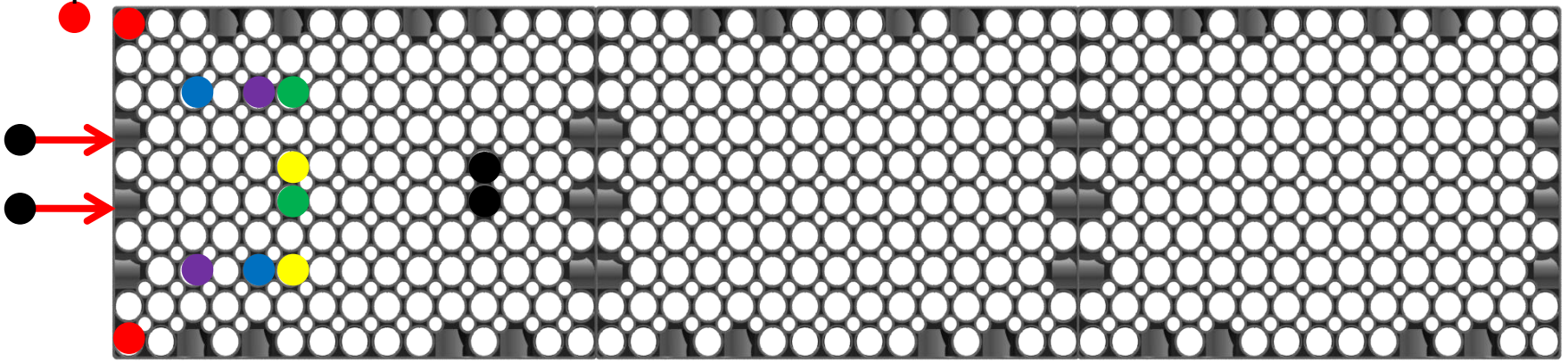


F G H



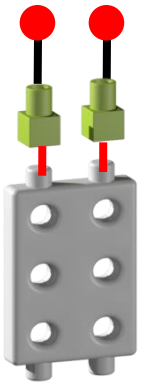
將左側零件插入
與橋梁相對應顏色的孔位中

Use the left components to insert into the relative color holes of the bridge.



F G H

3.橋梁(2)
The Bridge(2)

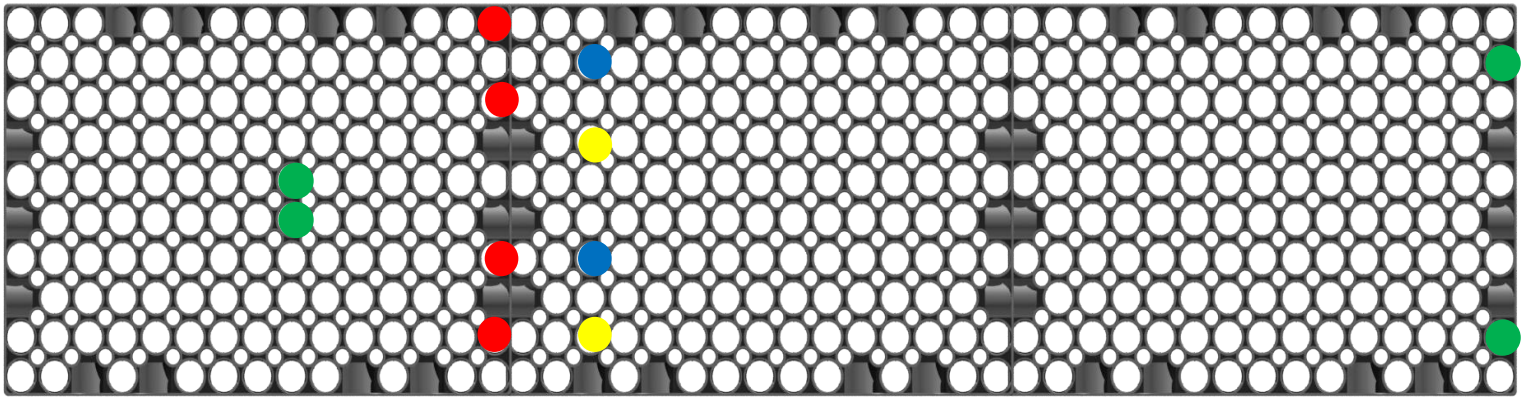

X2

X2

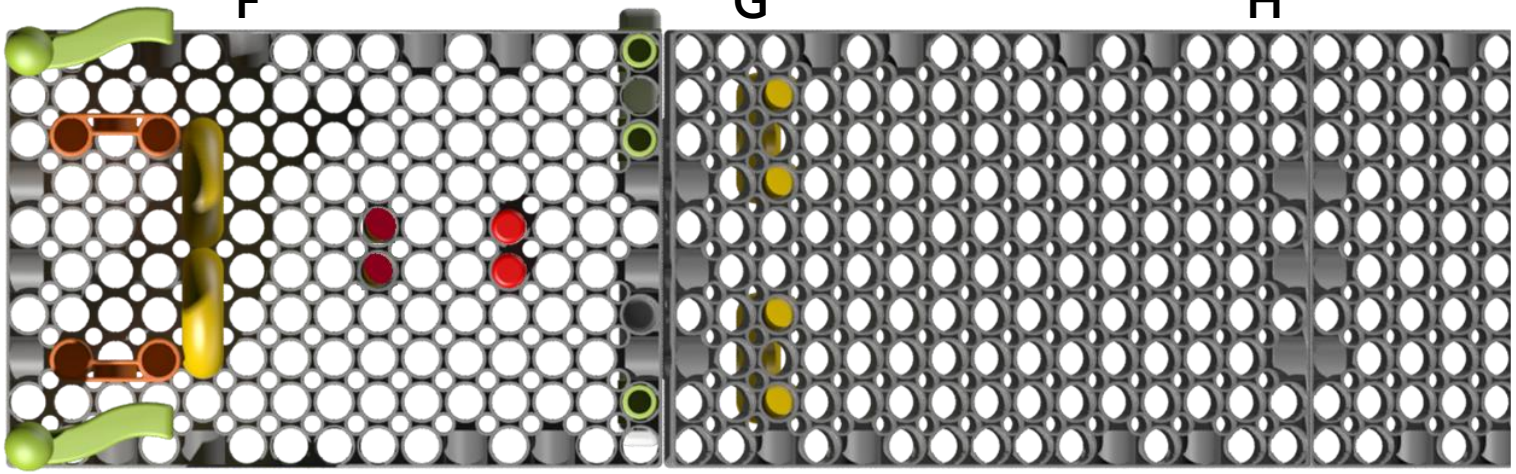
X4

將左側零件由下而上
插入與斜坡跑道
相對應顏色的孔位中

Use the left components to insert into the relative color holes **from bottom to the top**.



F G H

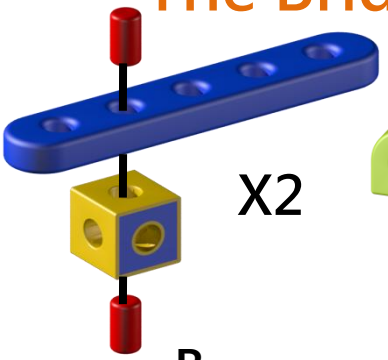


完成俯視圖!
Top view of the bridge!

3.橋梁(2)
The Bridge(2)

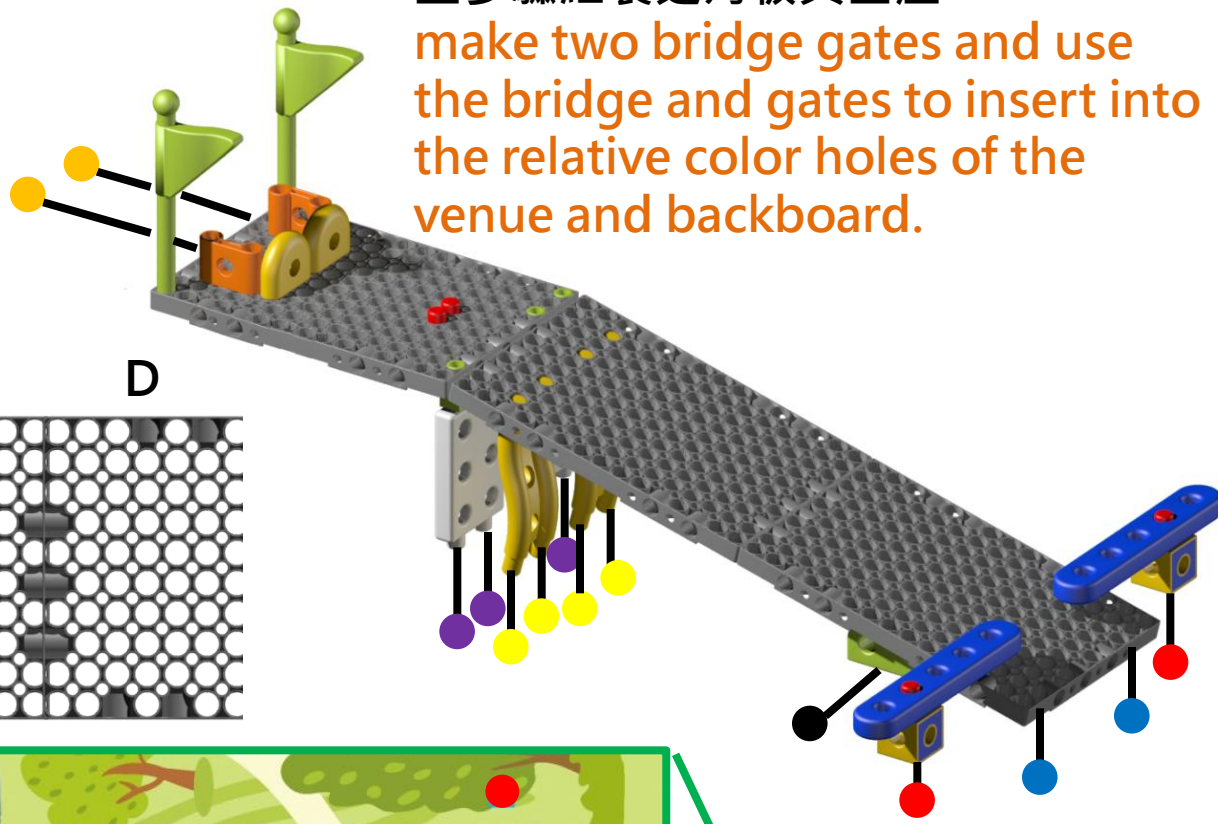
製作跑道閘門並將R4M橋梁裝入
上步驟組裝之背板與基座

make two bridge gates and use the bridge and gates to insert into the relative color holes of the venue and backboard.



X2

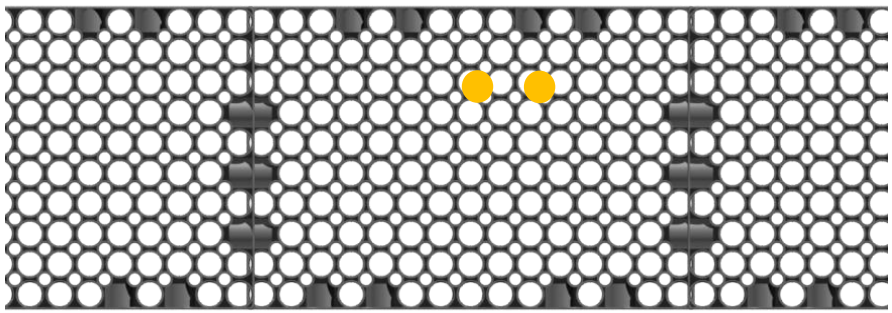
X2



B

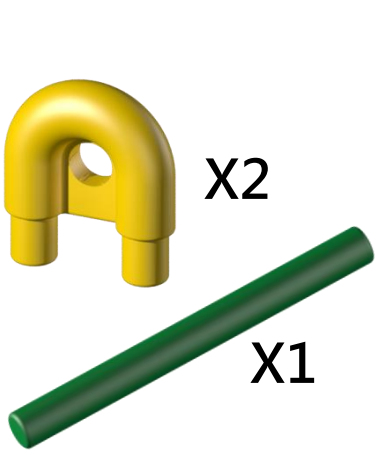
C

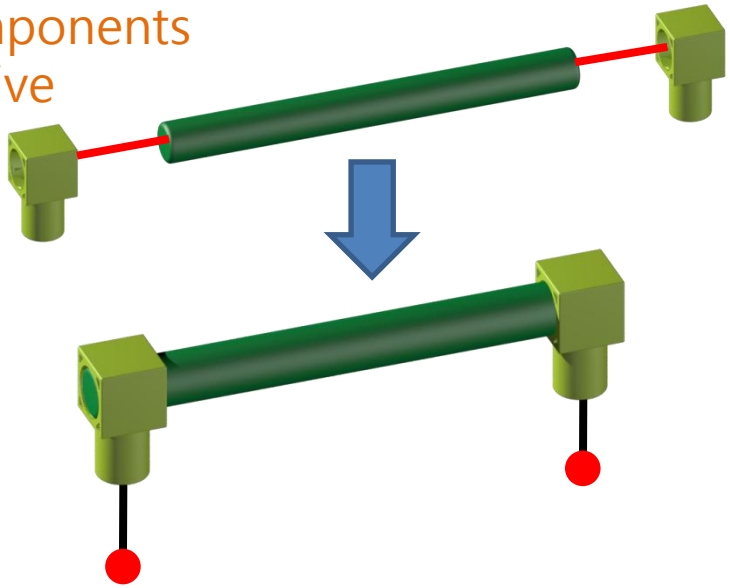
D

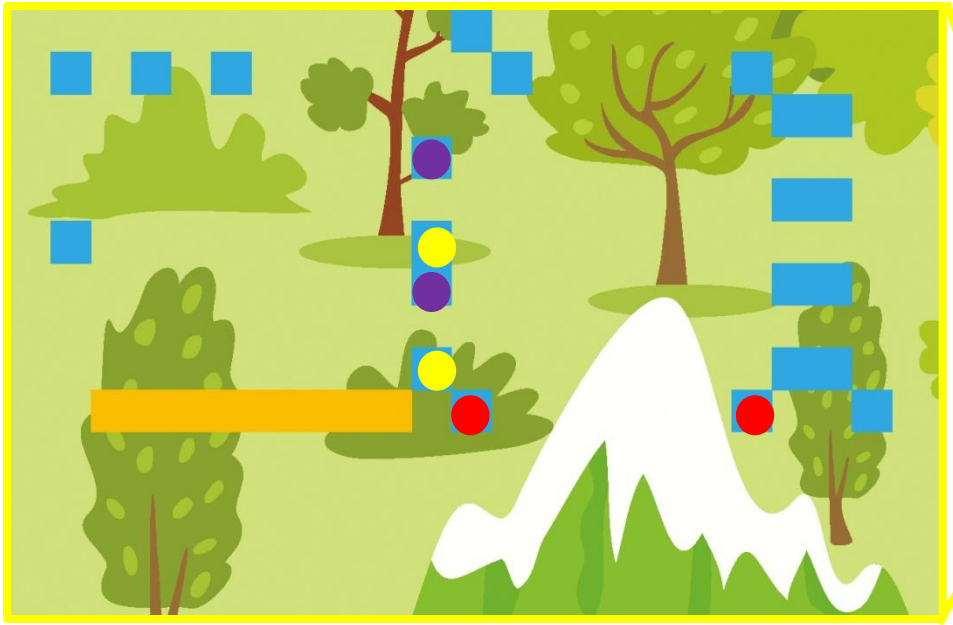


4.飼料區 (1)
Feeding Area(1)

使用左列零件組成下圖物件
並放入基座
Assemble the left components to insert into the relative color holes.

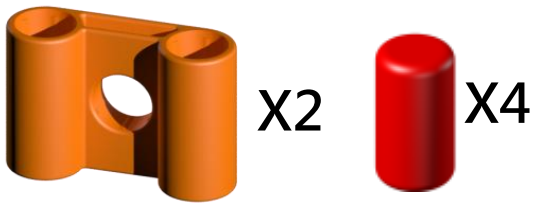


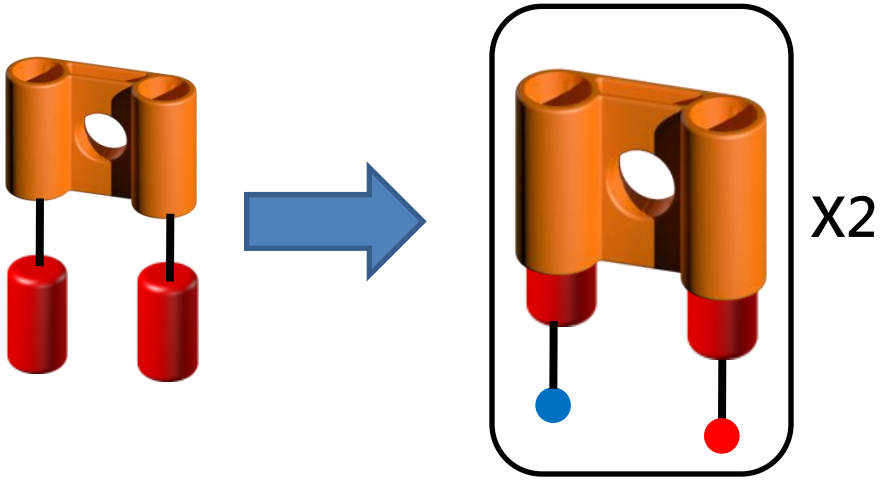




4.飼料區 (2)
Feeding Area(2)

使用左列零件組成下圖物件
並放入基座
Assemble the left components to insert into the relative color holes.

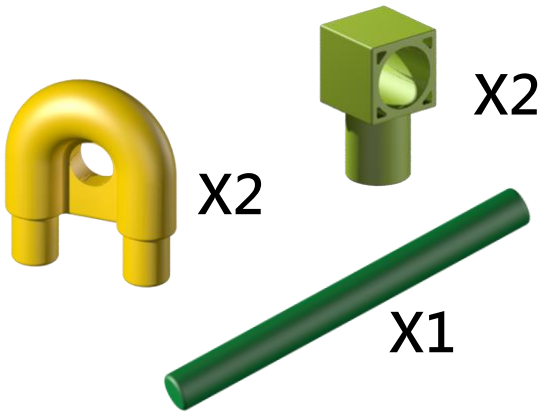


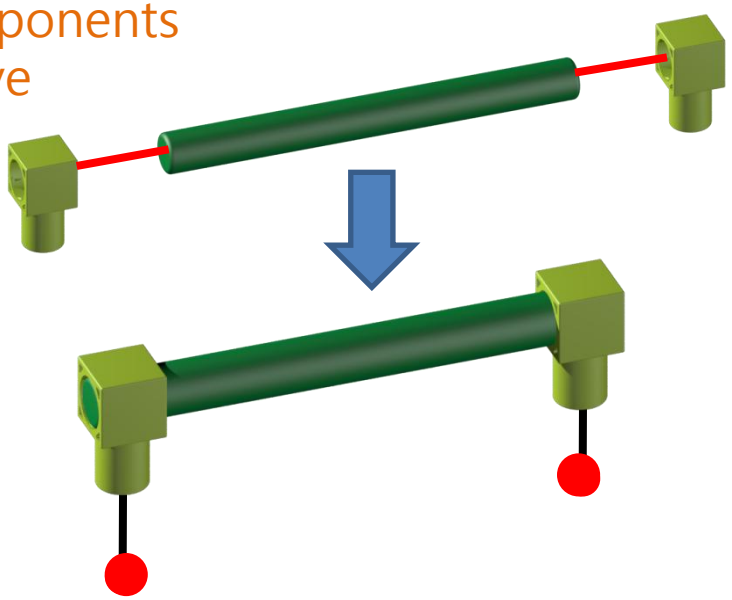


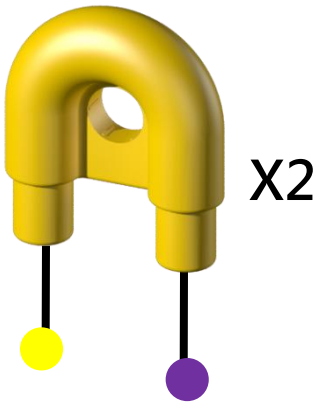
5.種苗區 (1)
Seeding Area(1)

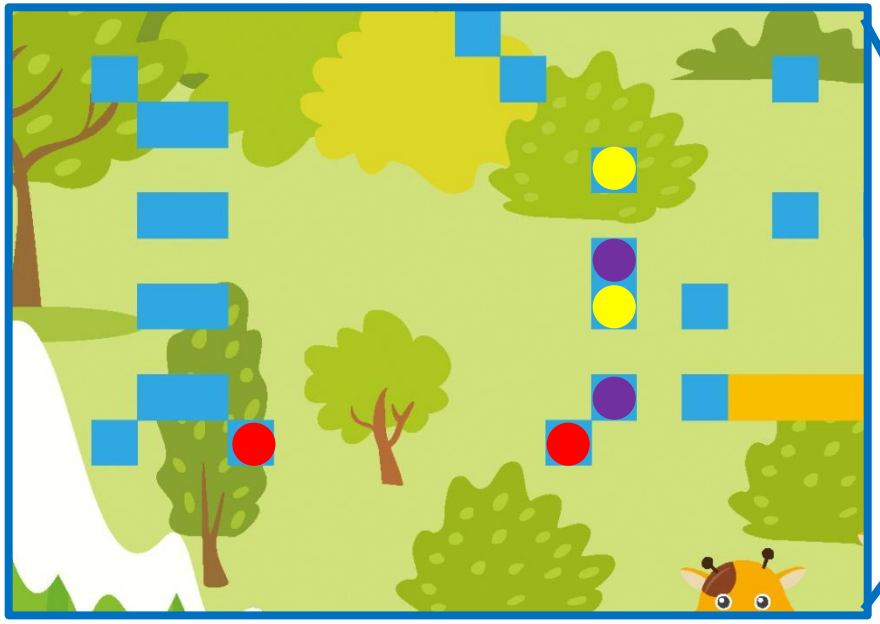
使用左列零件組成下圖物件
並放入基座

Assemble the left components to insert into the relative color holes.





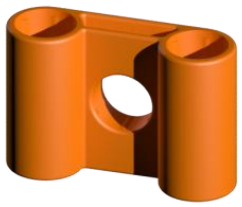




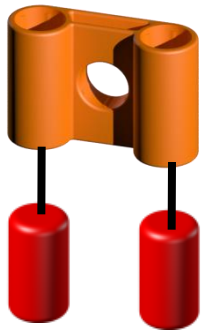
5.種苗區 (2)
Seeding Area(2)

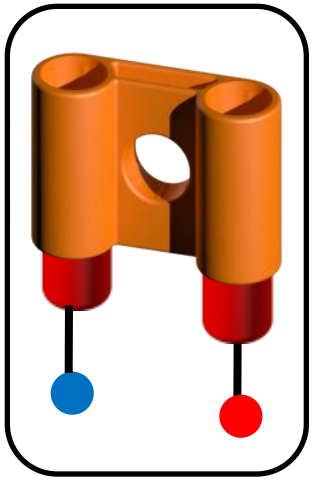
使用左列零件組成下圖物件
並放入基座

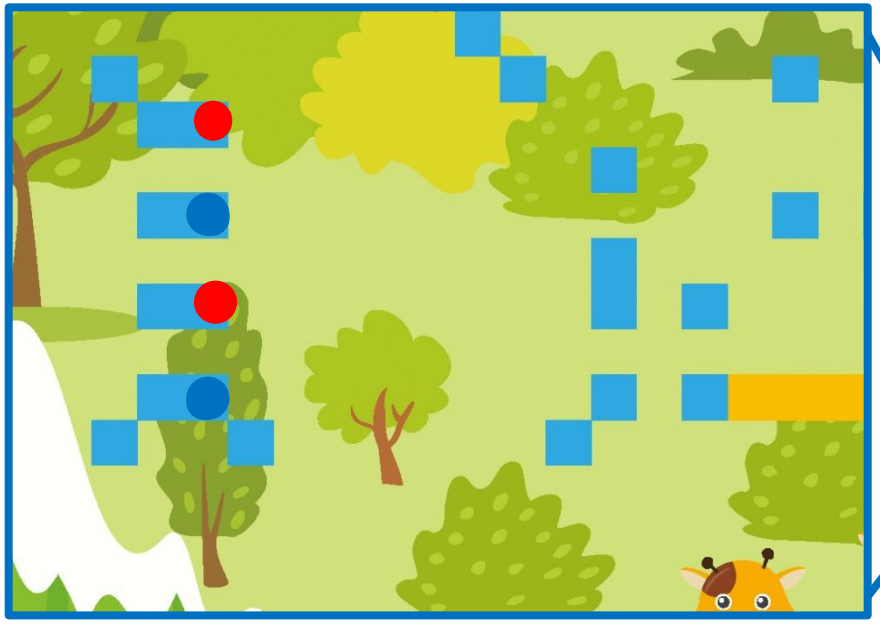
Assemble the left components to insert into the relative color holes.


X2

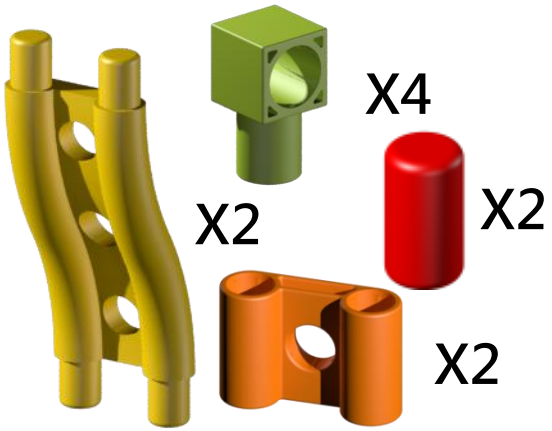
X4



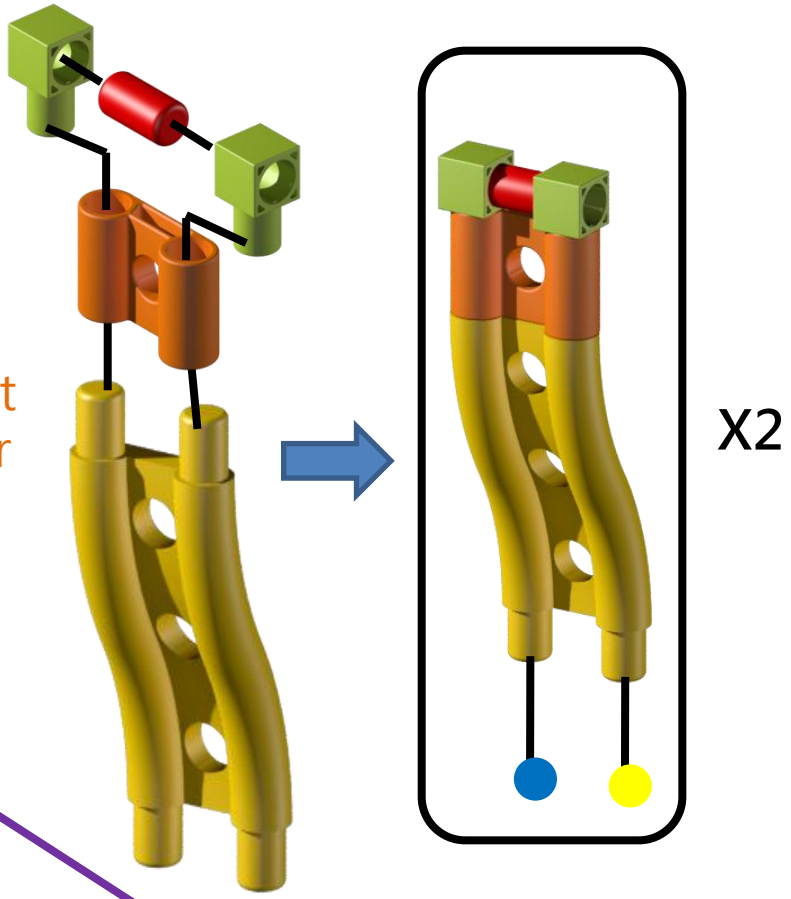

X2



6.長頸鹿餵食區 (1)
Giraffe feeding area(1)



使用左列零件組成
下圖物件並放入基座
Assemble the left components to insert into the relative color holes.



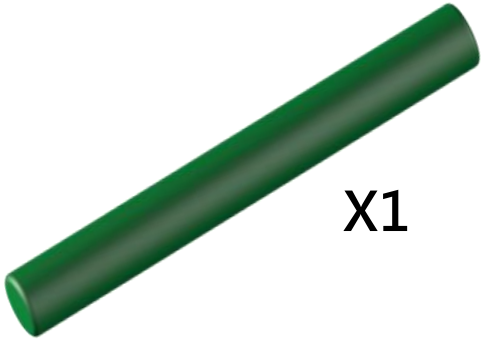
6.長頸鹿餵食區 (1)
Giraffe Feeding Area(1)

使用左列零件組成下圖物件

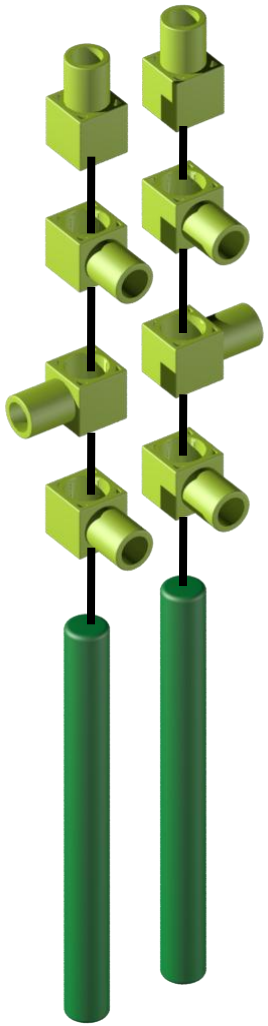
Assemble the left components .

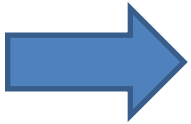
X6

X2



X1





6.長頸鹿餵食區 (2)
Giraffe Feeding Area(2)

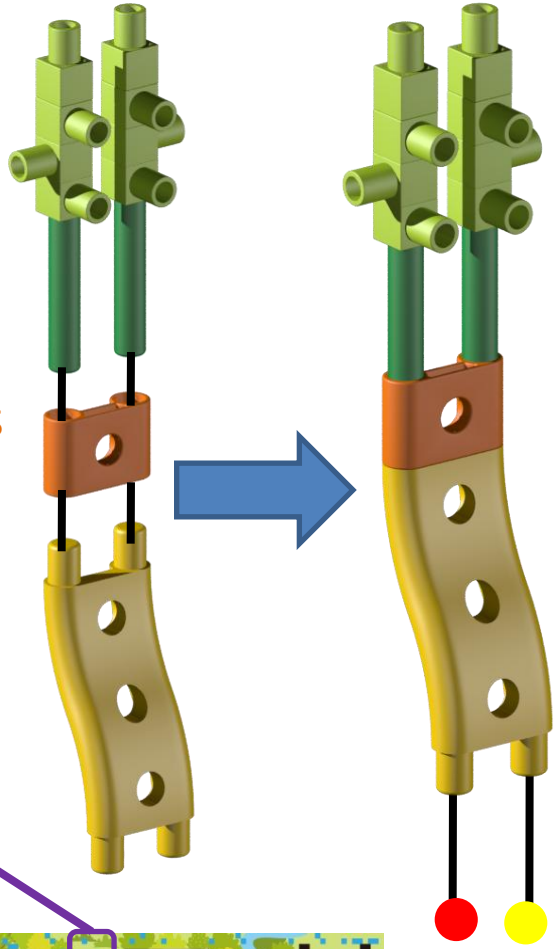
X1

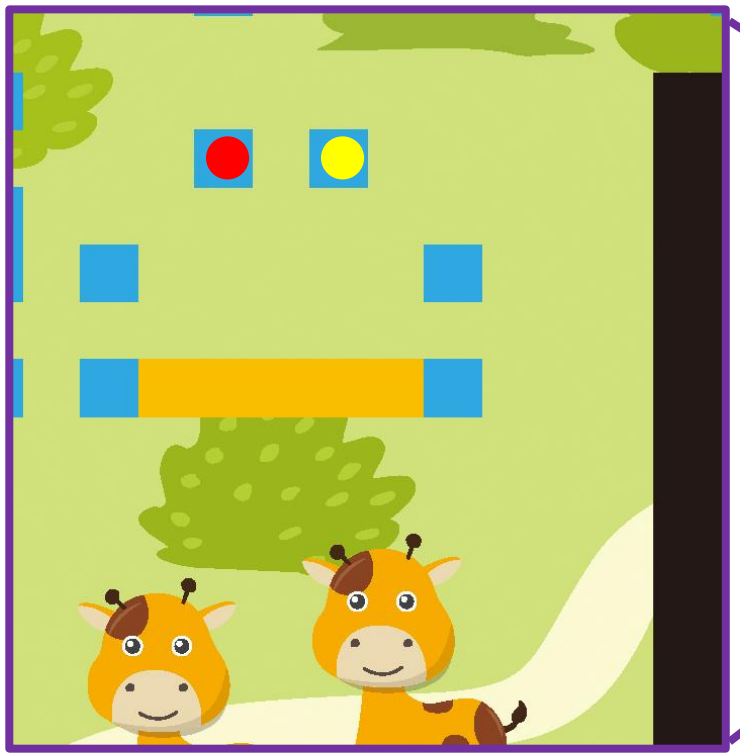
X1

X1

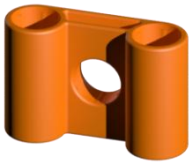
使用左列零件組成下圖物件
並與上個步驟的零件結合後
放入基座

Assemble the left components to insert into the relative color holes.





7.小豬的家 (1)
Piggie's Home(1)

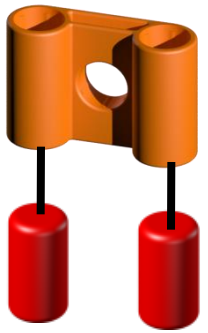

X4

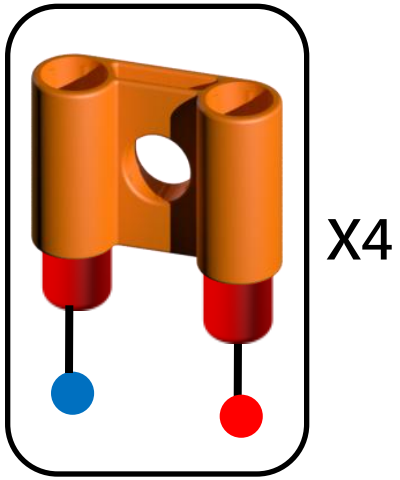
X2

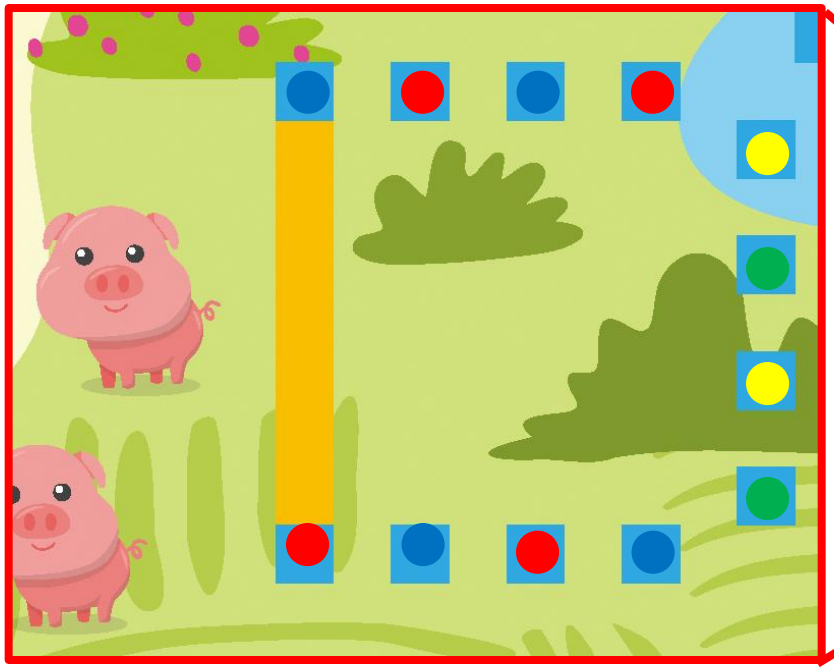
X8

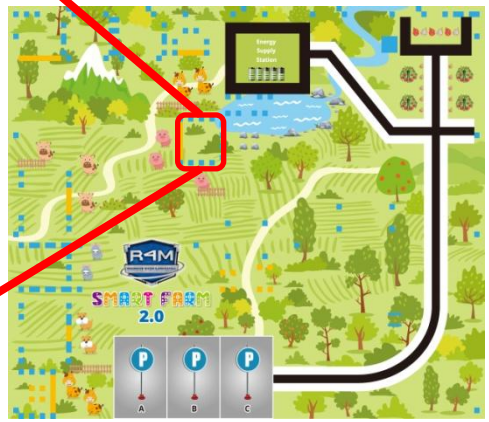
使用左列零件組成下圖物件
並放入基座

Assemble the left components to insert into the relative color holes.




X4

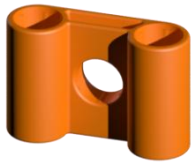




8.牛的家 (1)
Cow‘s Home(1)

使用左列零件組成下圖物件並放入基座

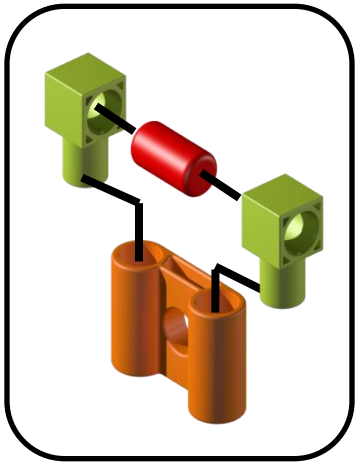
Assemble the left components to insert into the relative color holes.

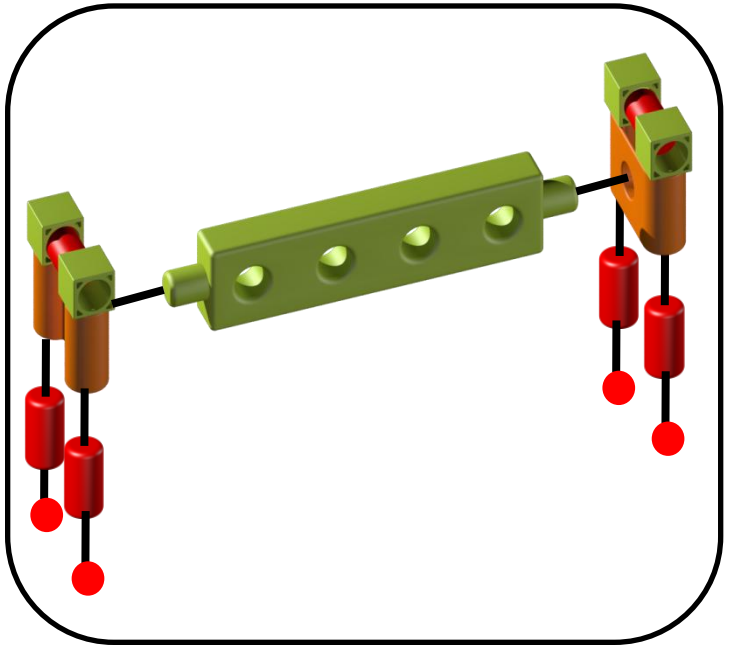

X4

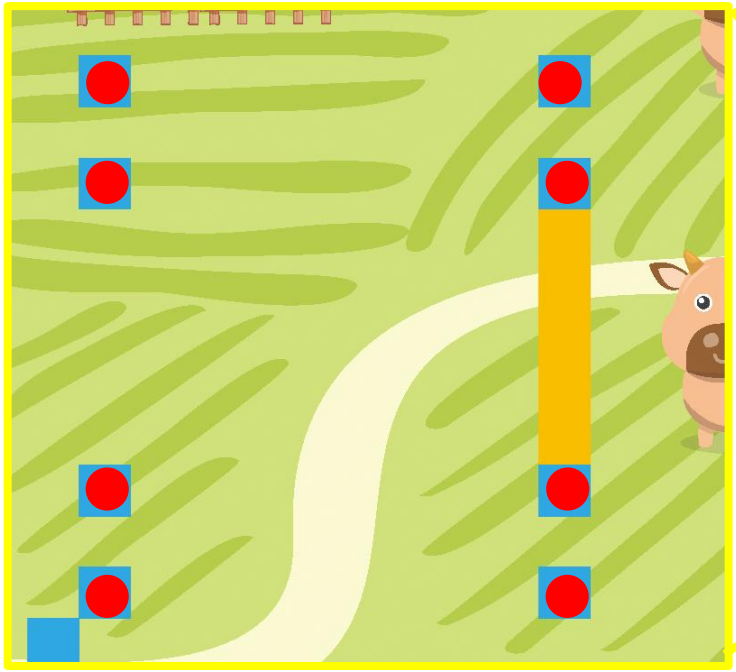
X12

X2

X8




X2

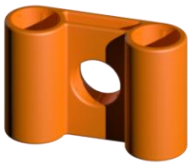


9.老鼠的家 (1)

Rat‘s Home(1)

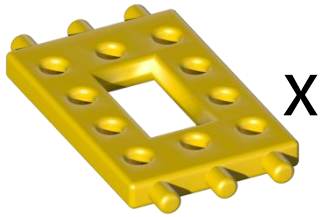
使用左列零件組成下圖物件

Assemble the left components

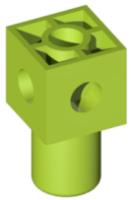

X2

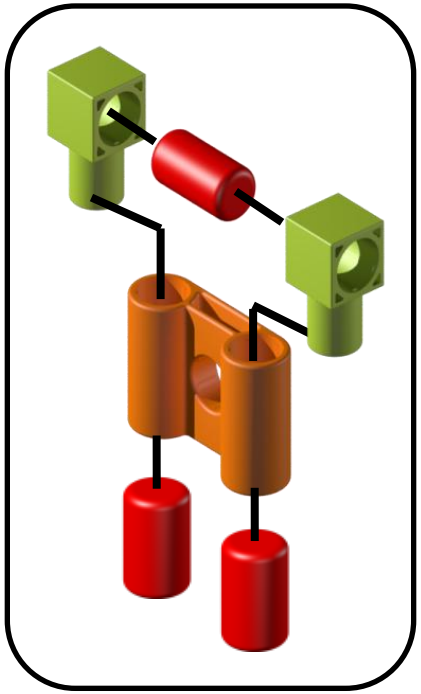
X12

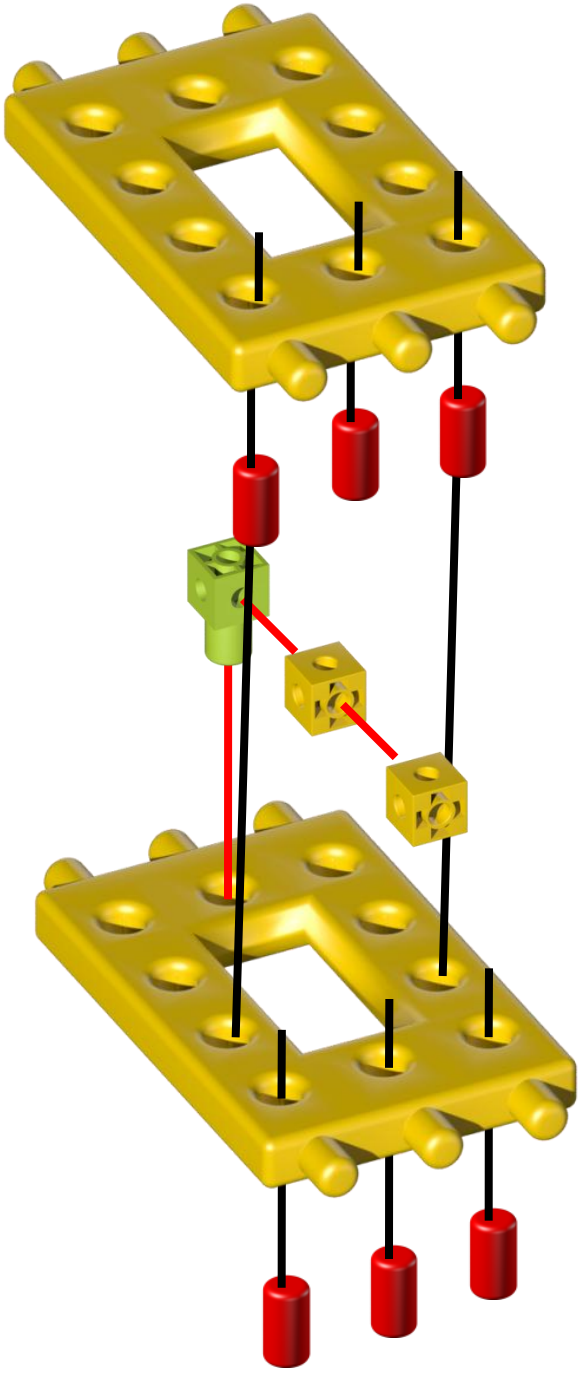
X2


X2

X4


X1


X2



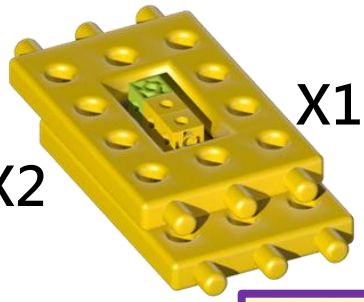
9.老鼠的家 (2)

Rat‘s Home(2)

X2

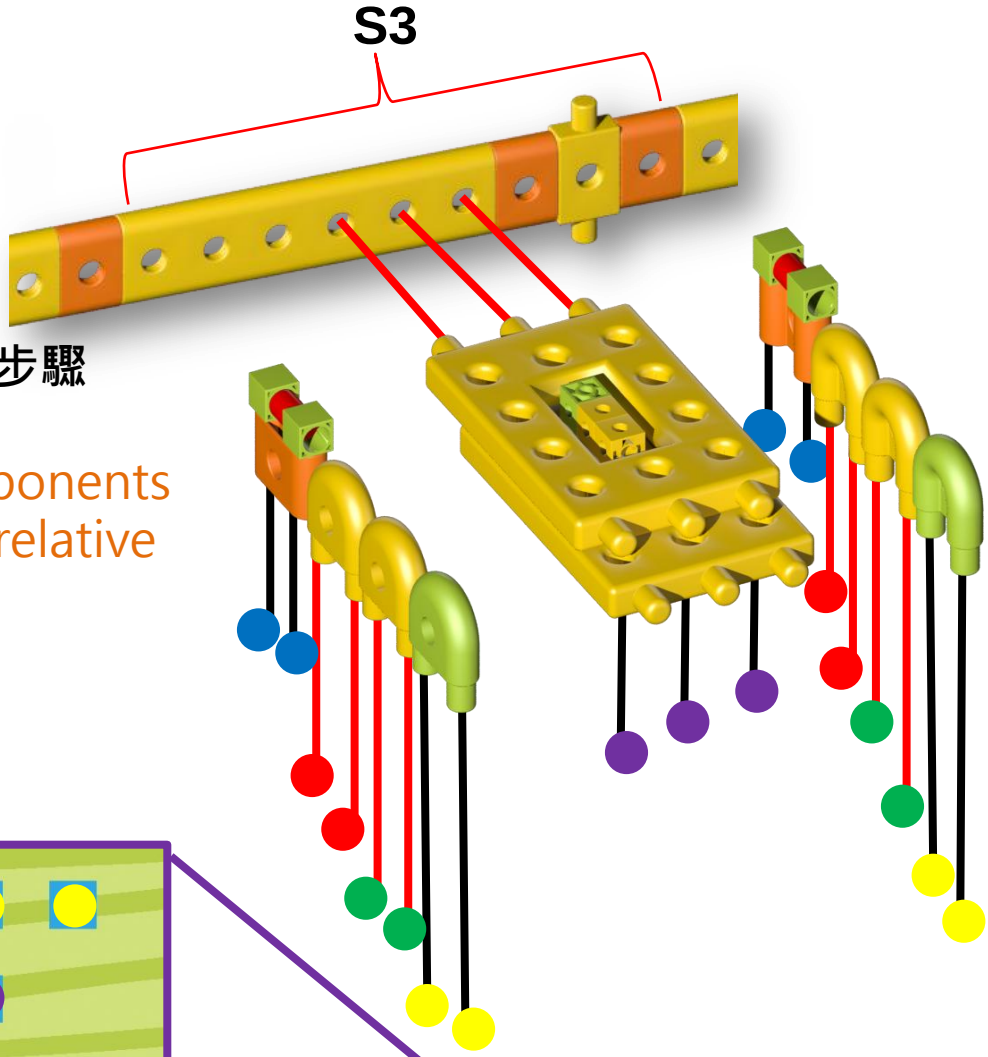
X4

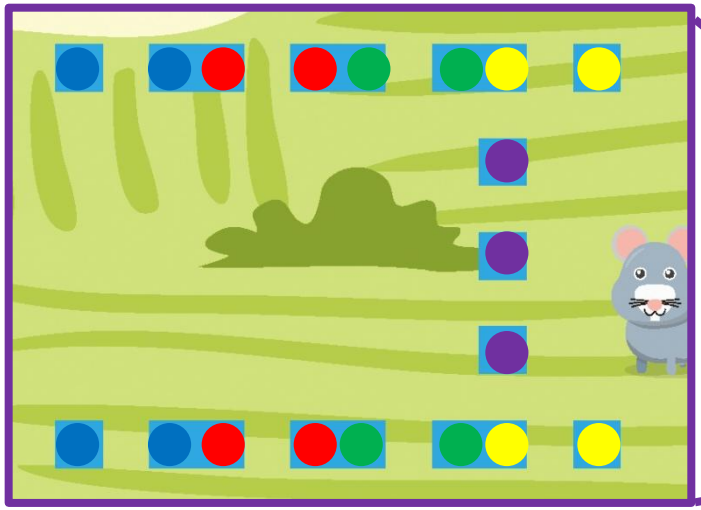
X2

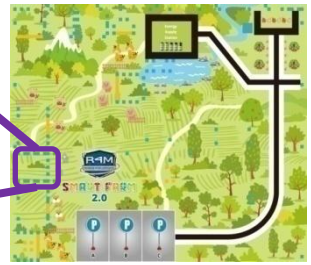

X1

將左列零件與上個步驟的零件放入基座

Use the left components to insert into the relative color holes.

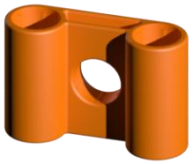






10.狗的家 (1)
Dog‘s Home(1)

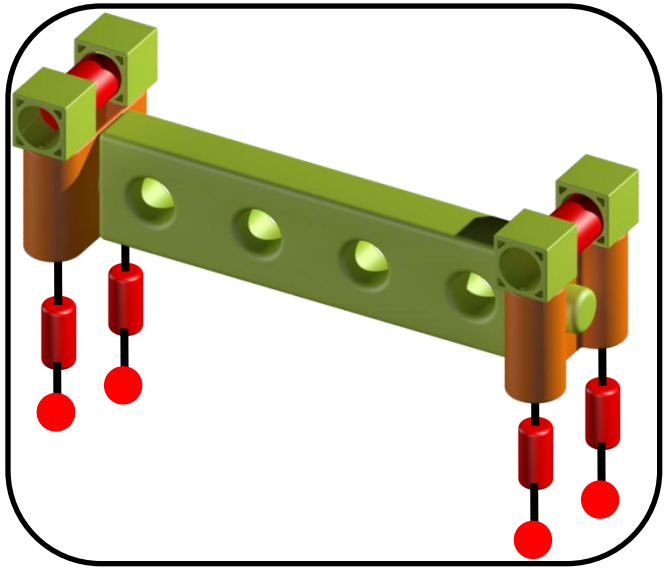
與牛的家製作方法相同
與90度結合器一起放入基座
Same method as the cow's house

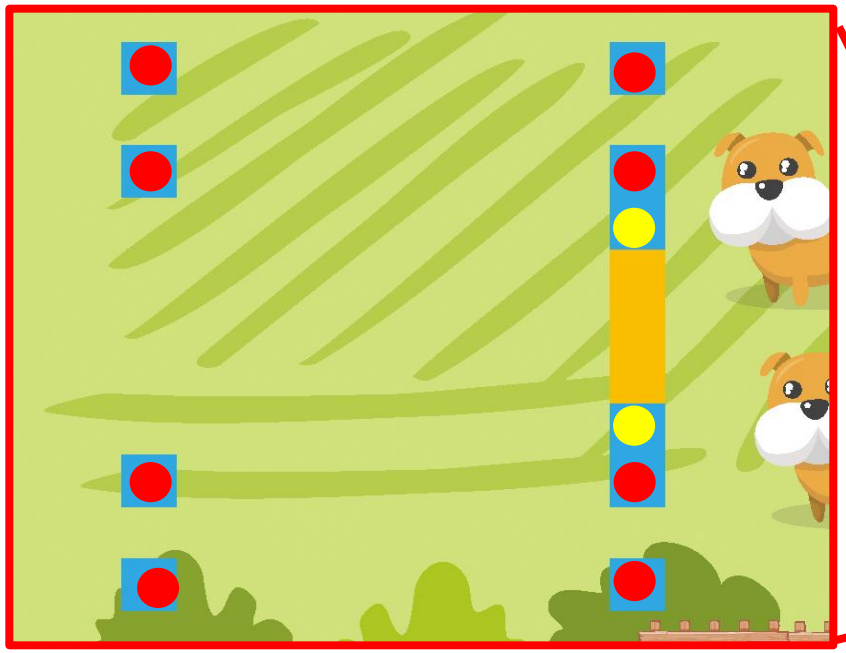

X4

X12

X2

X10


X2

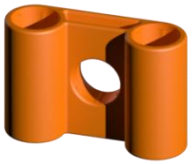


11長頸鹿的家(1)

Giraffe's Home(1)

使用左列零件組成下圖物件
並放入基座

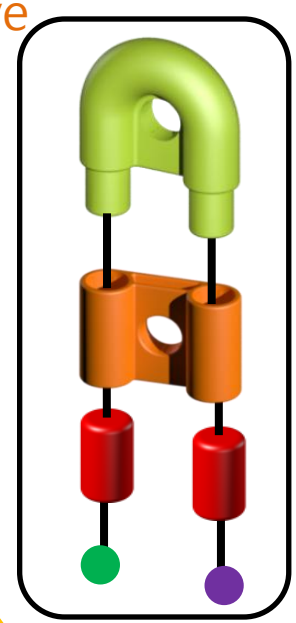
Assemble the left components to insert into the relative color holes.

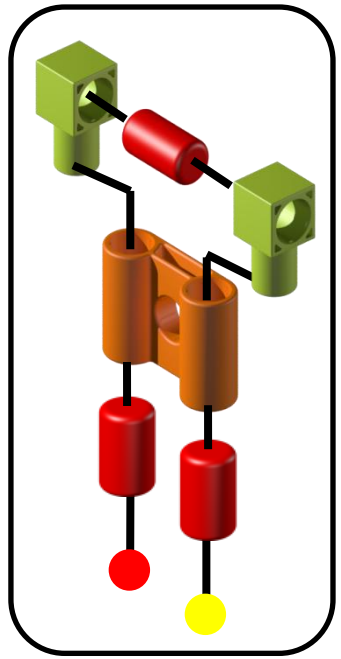

X4

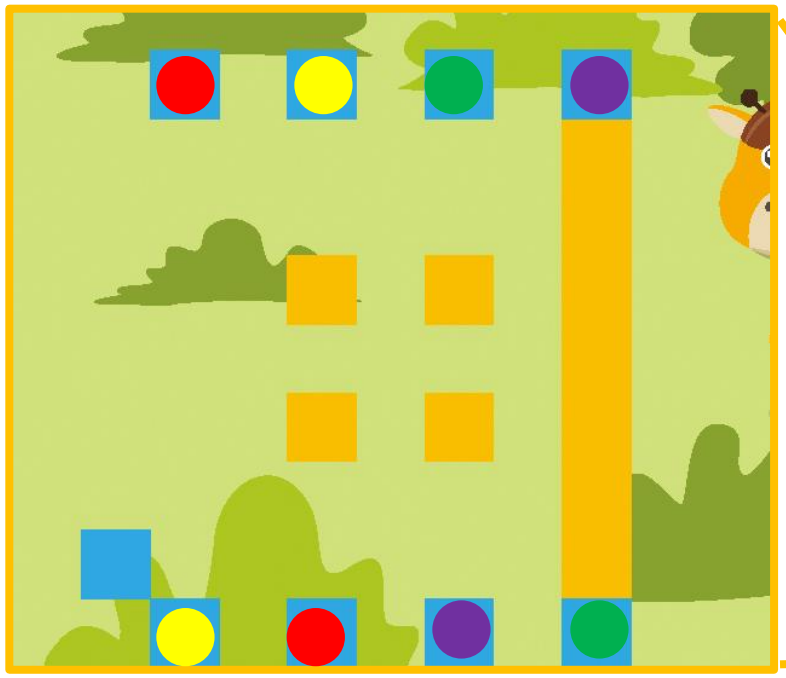
X10

X4

X2


X2

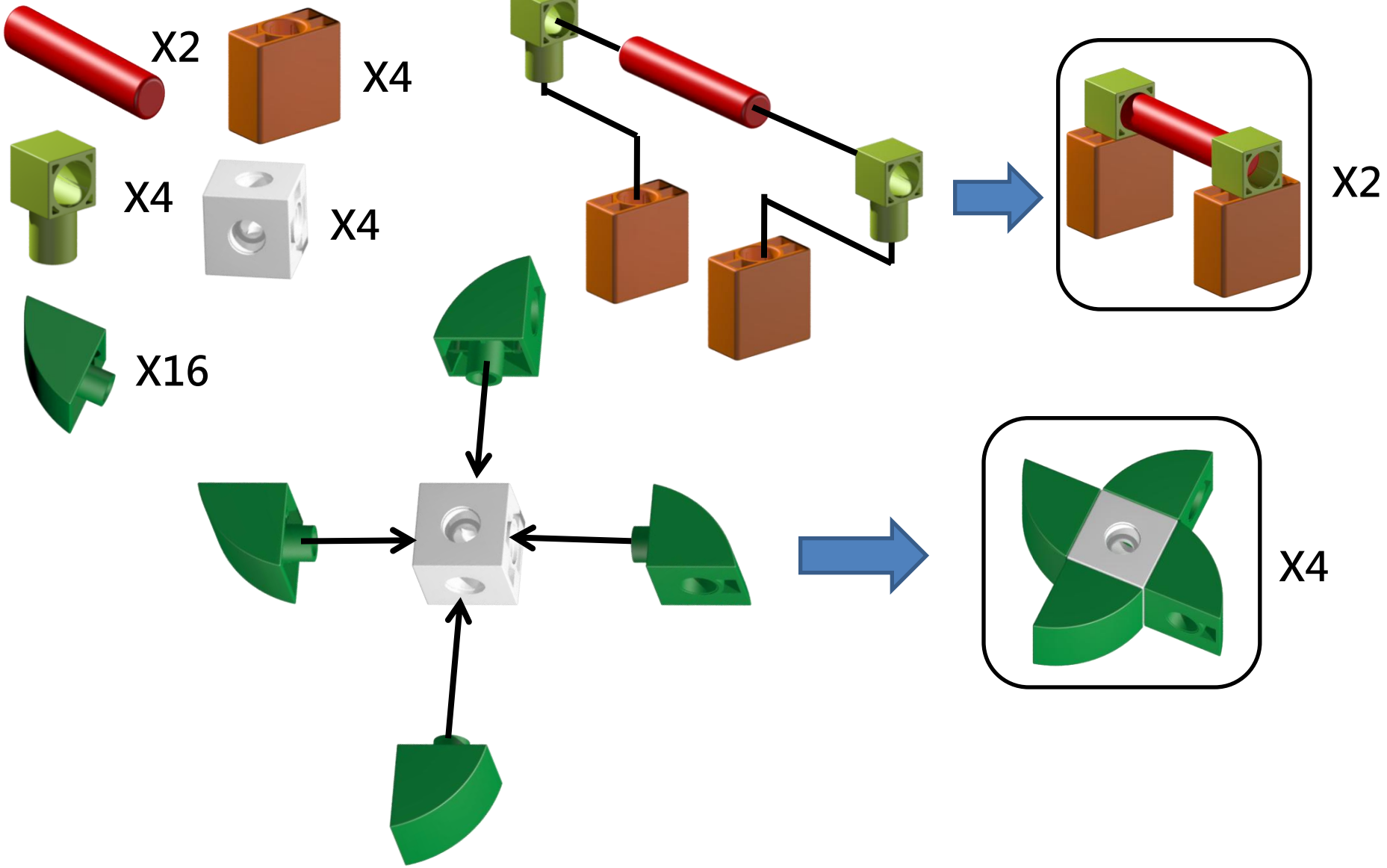

X2



12.育苗中心(1)
Nursery Center(1)

使用左列零件組成下圖物件

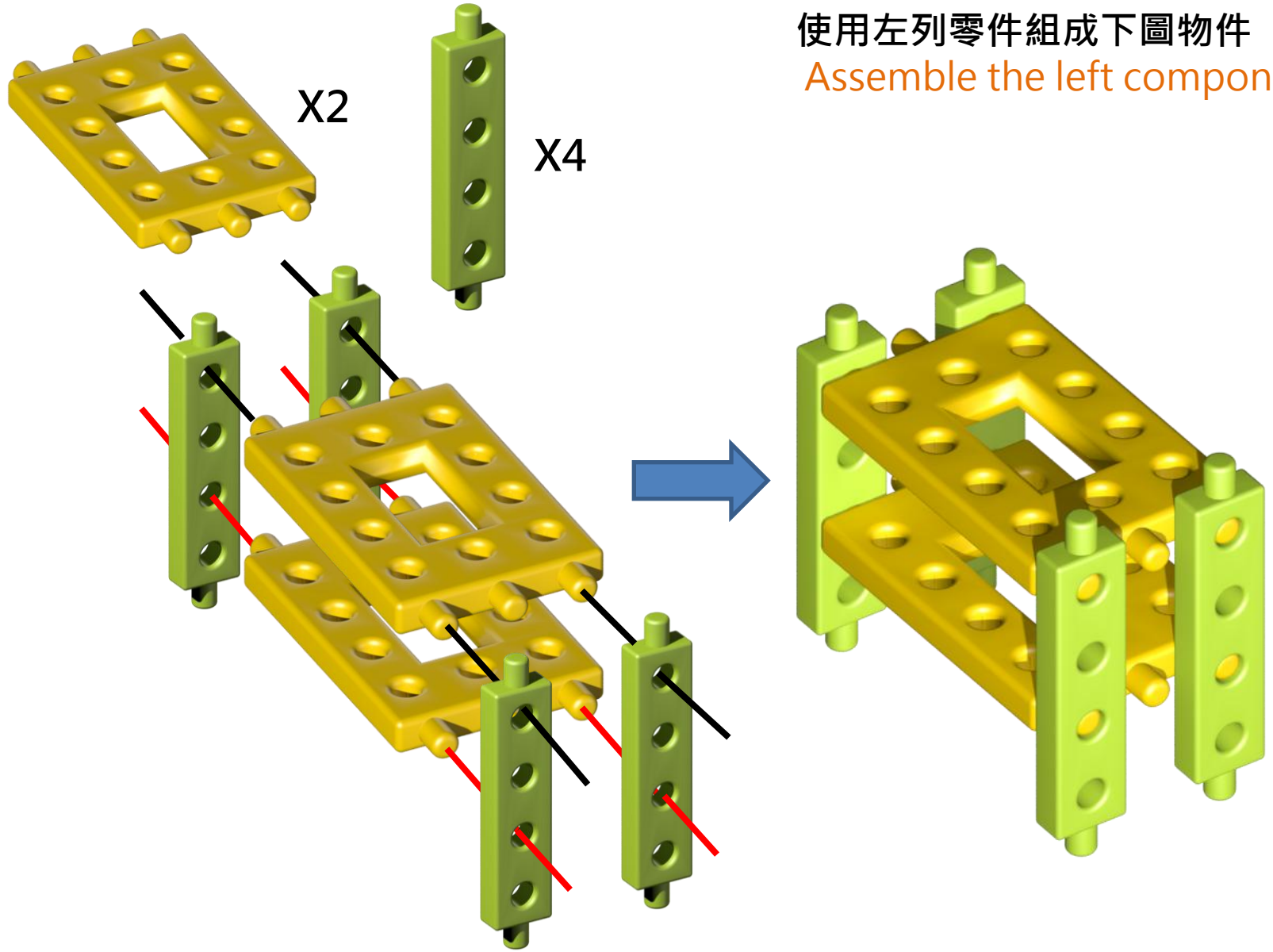
Assemble the left components .



12.育苗中心(2)
Nursery Center(2)

使用左列零件組成下圖物件

Assemble the left components .

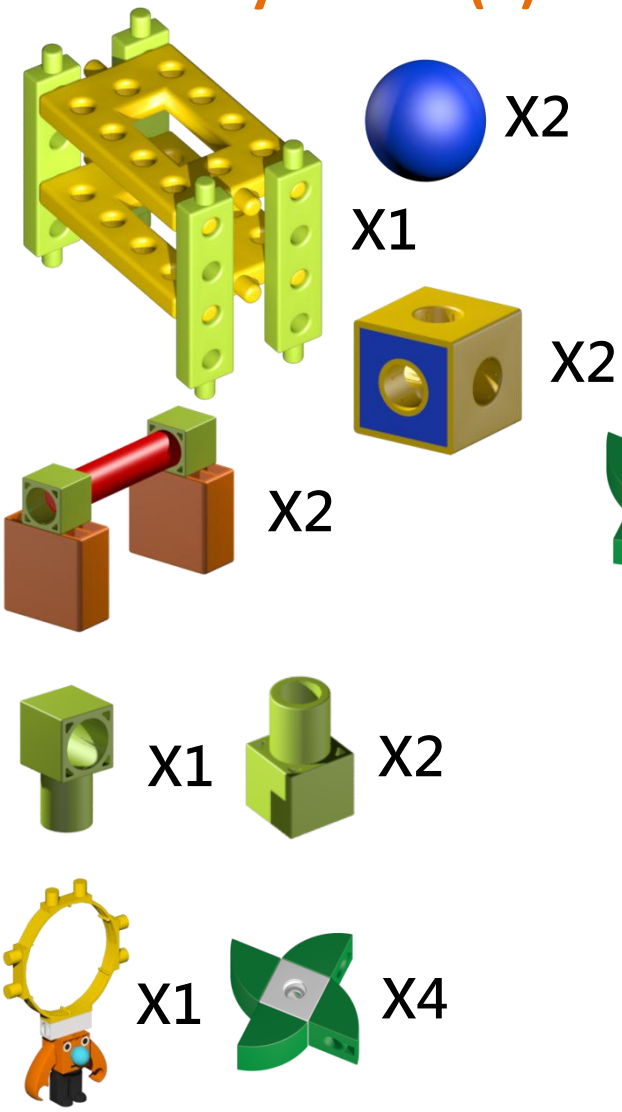


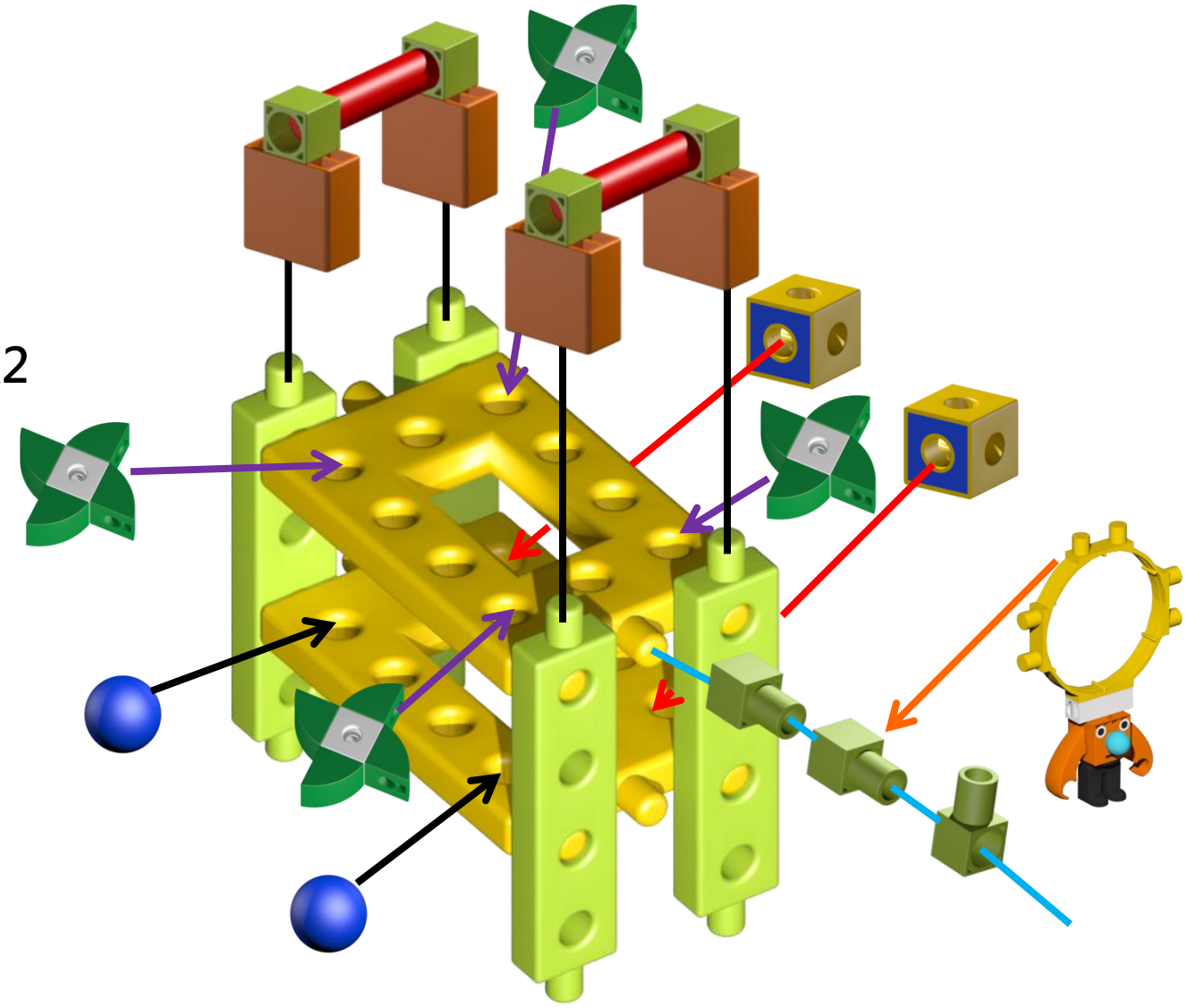
12.育苗中心(3)

Nursery Center(3)

使用左列零件組成下圖物件

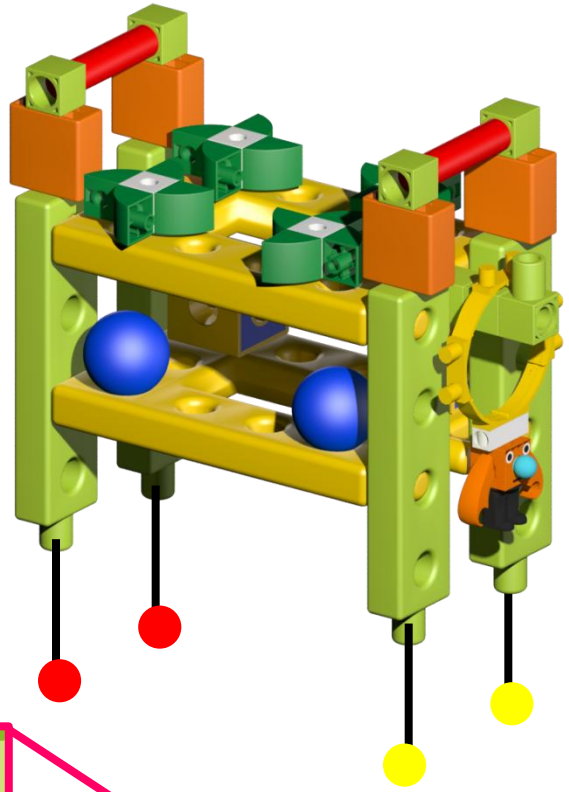
Assemble the left components .

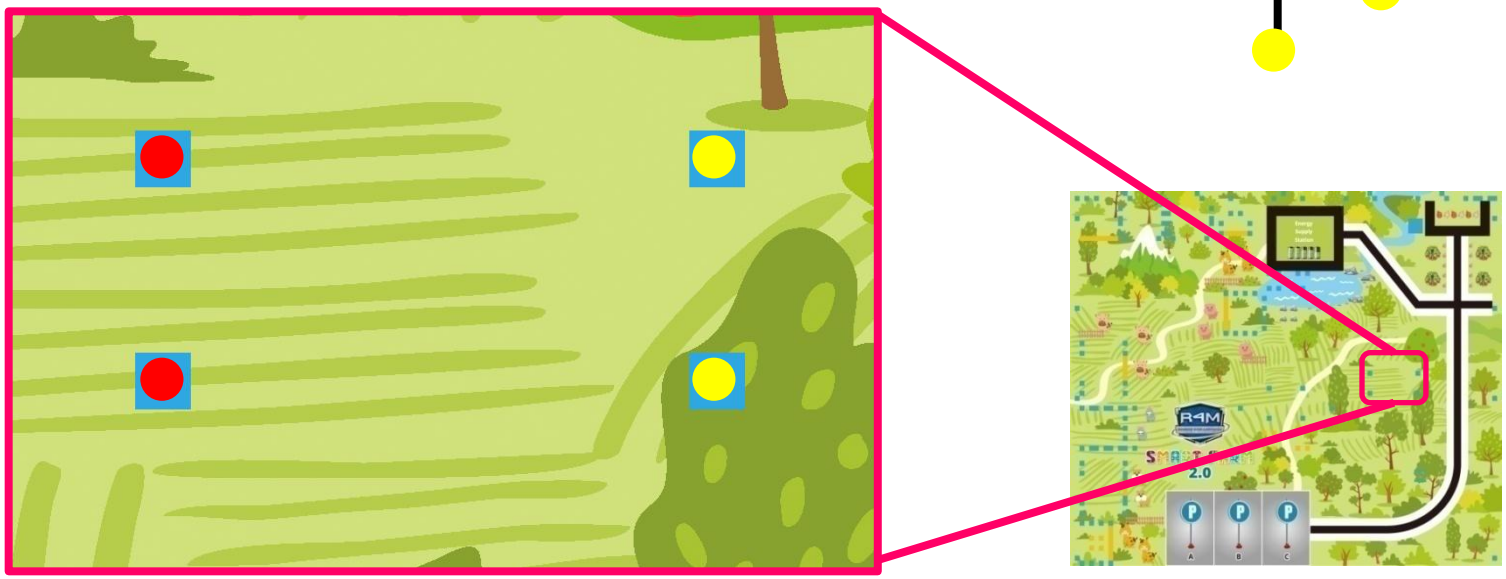




12.育苗中心(4)
Nursery Center(4)

將育苗中心成品放入基座
Use the Nursery Center to insert into the relative color holes.

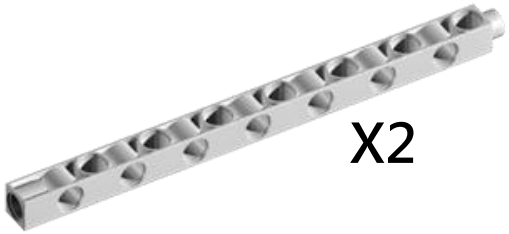




13.管制站(1)
Control Center(1)

使用左列零件組成下圖物件

Assemble the left components .



X2

X8

X1

13.管制站(2)
Control Center(2)

使用左列零件組成下圖物件

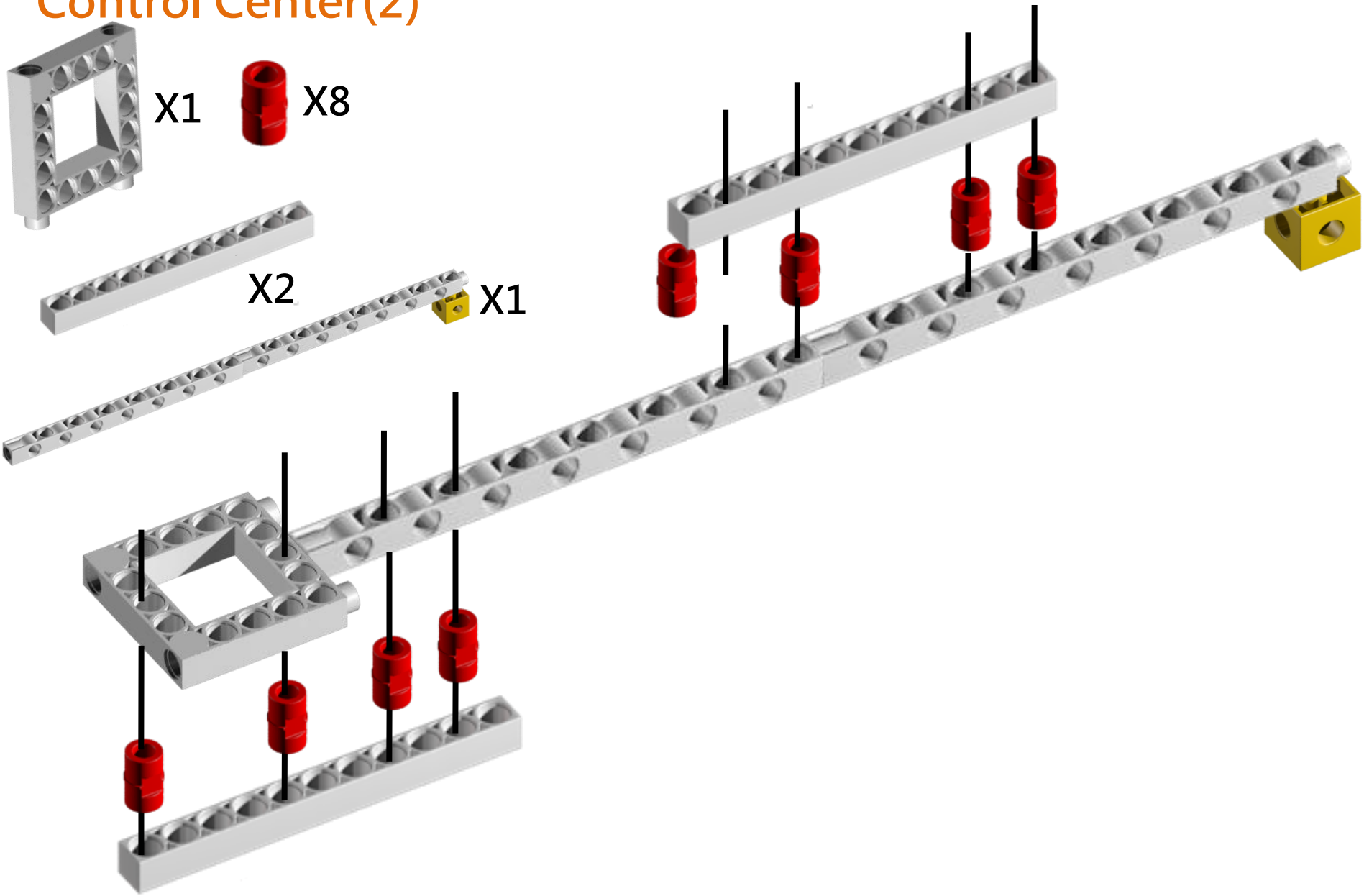
Assemble the left components .

X1

X8

X2

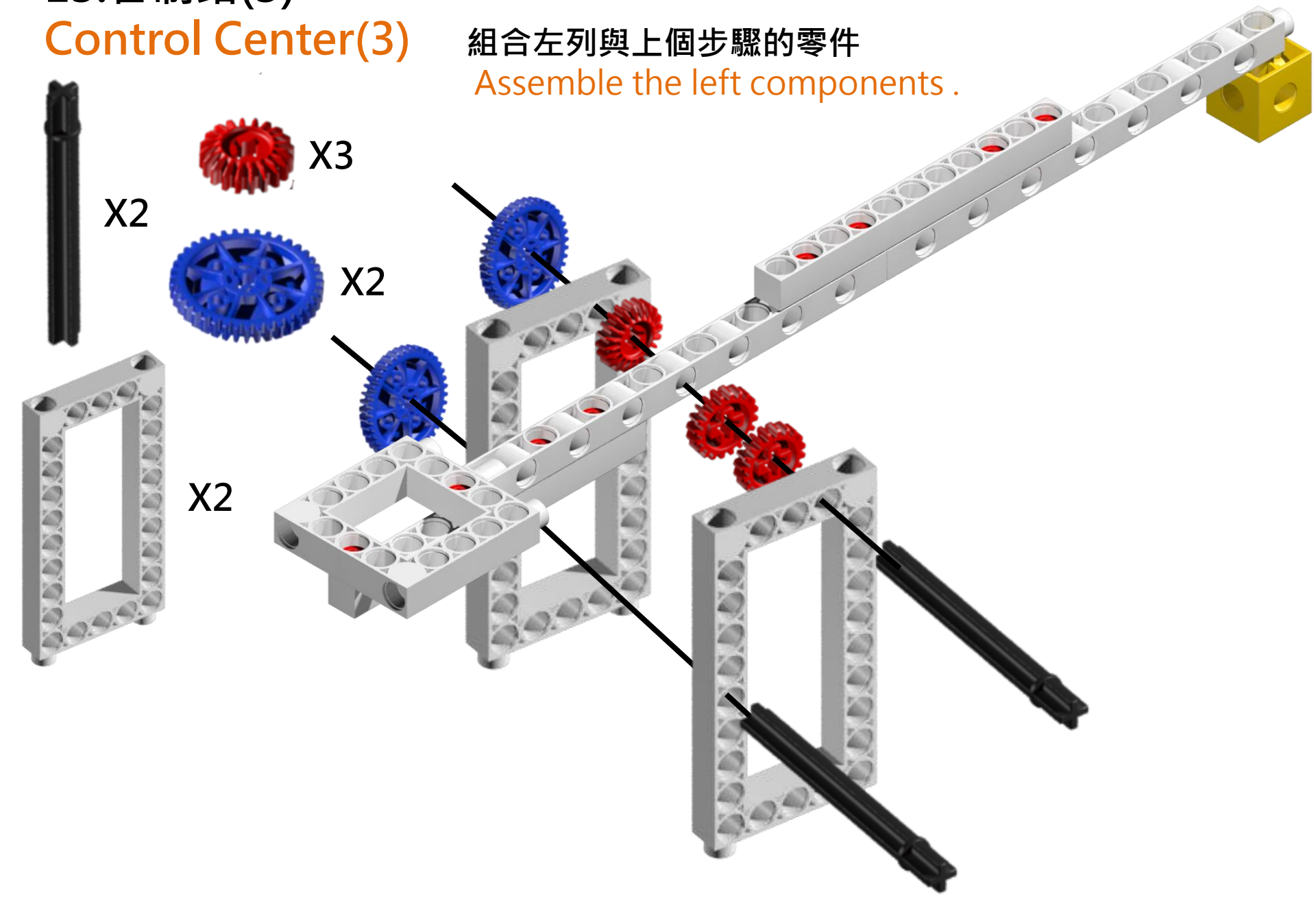
X1



13.管制站(3)
Control Center(3)

組合左列與上個步驟的零件

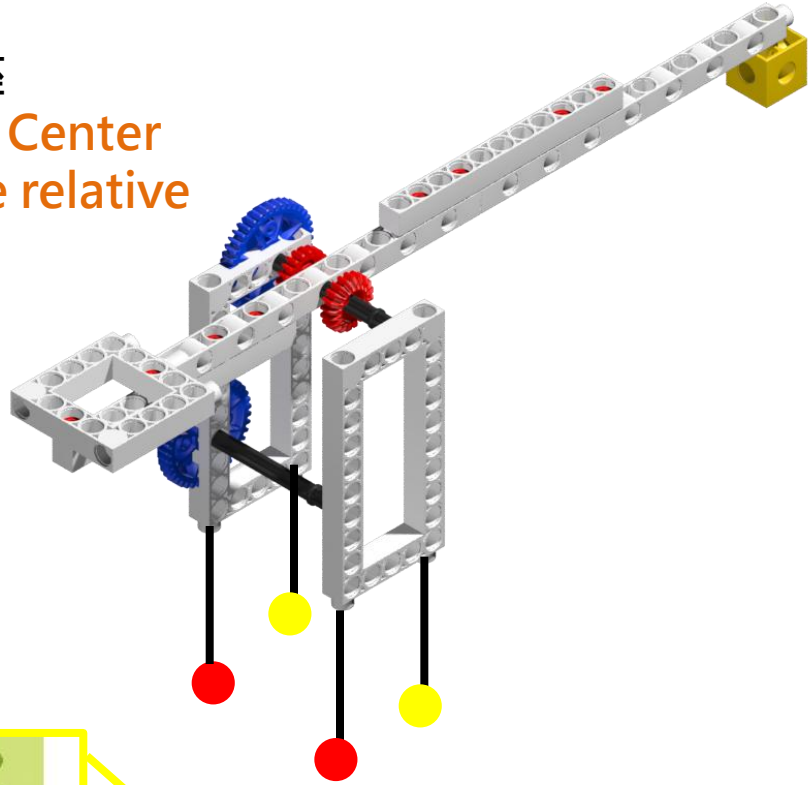
Assemble the left components .

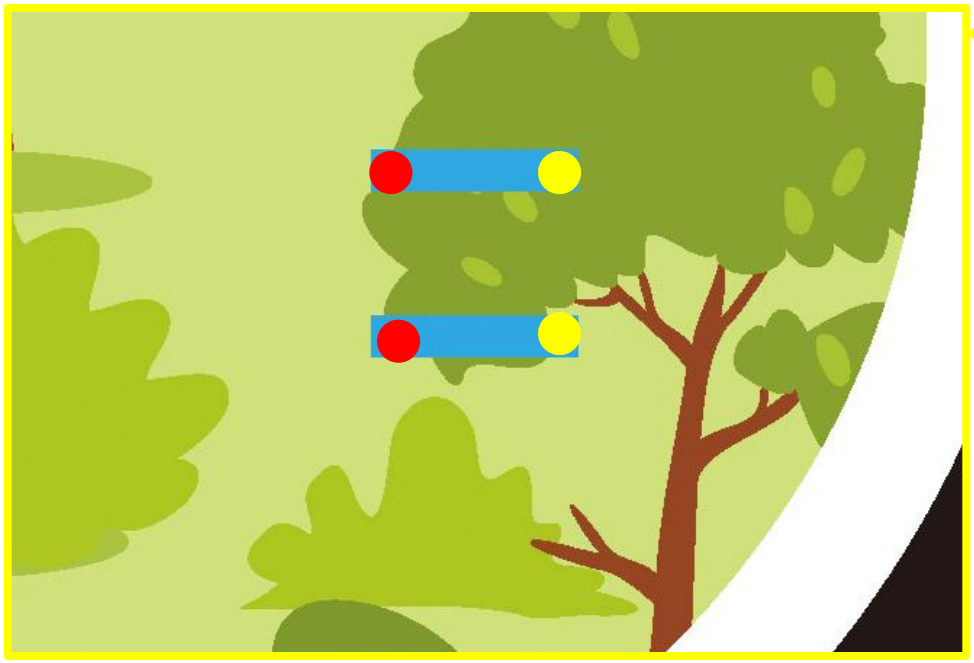


13.管制站(4)
Control Center(4)

將管制站放入基座

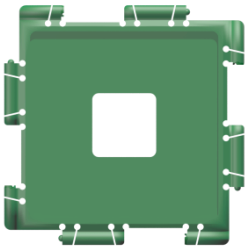
Use the Control Center to insert into the relative color holes.





14.飼料盒與剩餘零件(1)

Overturned feed boxes and other component



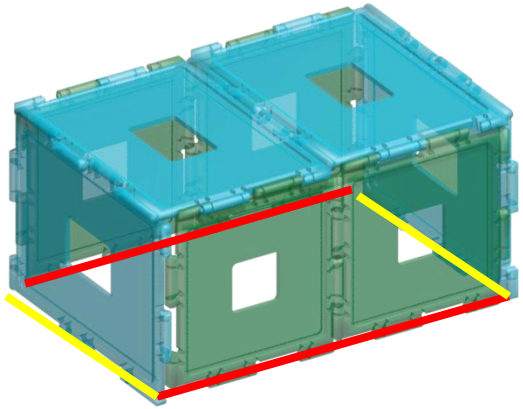
X4

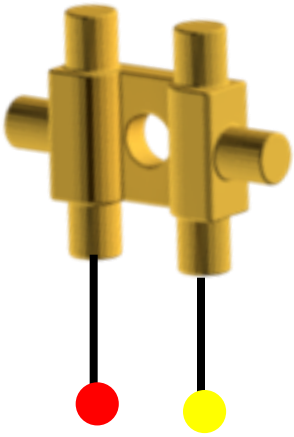
X4

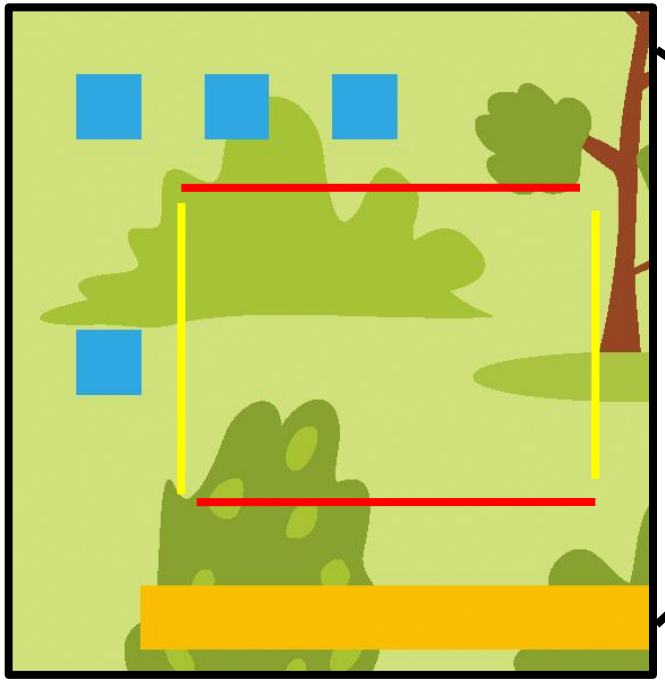
X1

使用4個長方版與正方版製作
飼料盒，並放置於基座上

Use D-SQUARE and D-RECTANGLE to assemble Overturned feed box and set it on the venue.





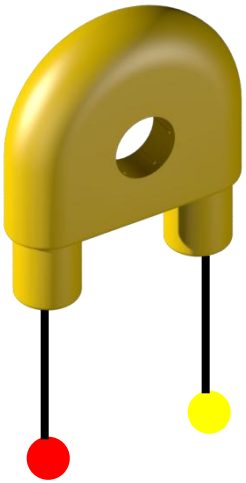


將剩餘外框零件放入基座

Use the 1 HOLE TRACK to insert into the relative color holes.

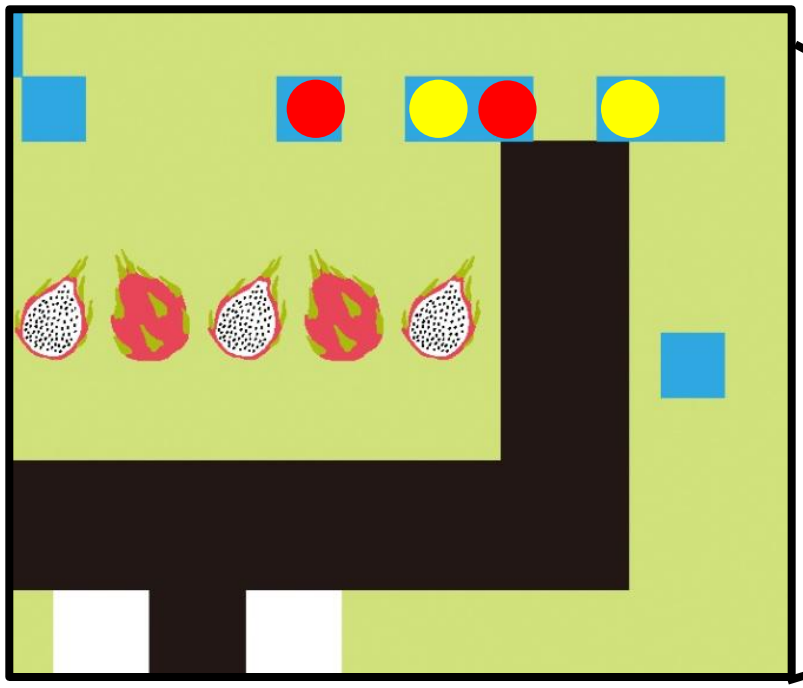
14.飼料盒與剩餘零件(2)

X2



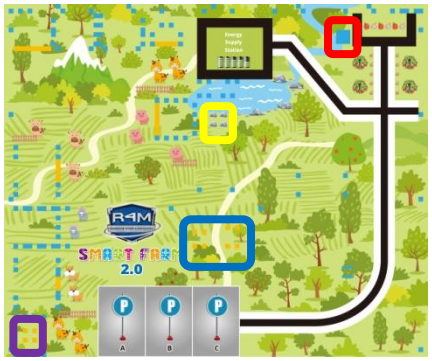
將剩餘外框零件放入基座

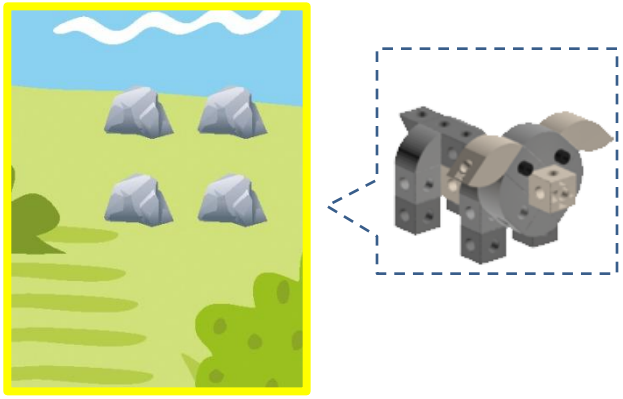
Use the TRACK END to insert into the relative color holes.

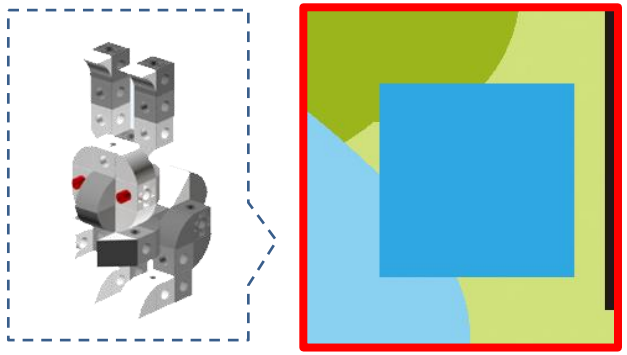


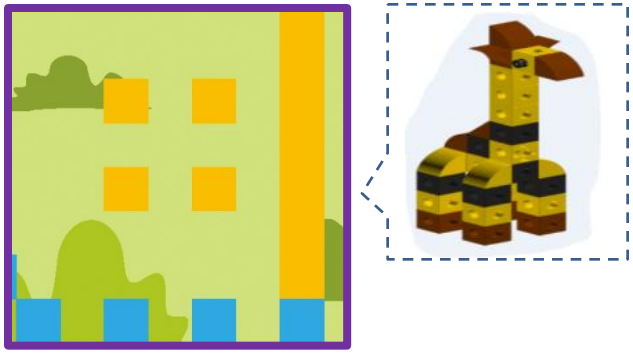
牛、兔、豬、狗、長頸鹿的四肢定位

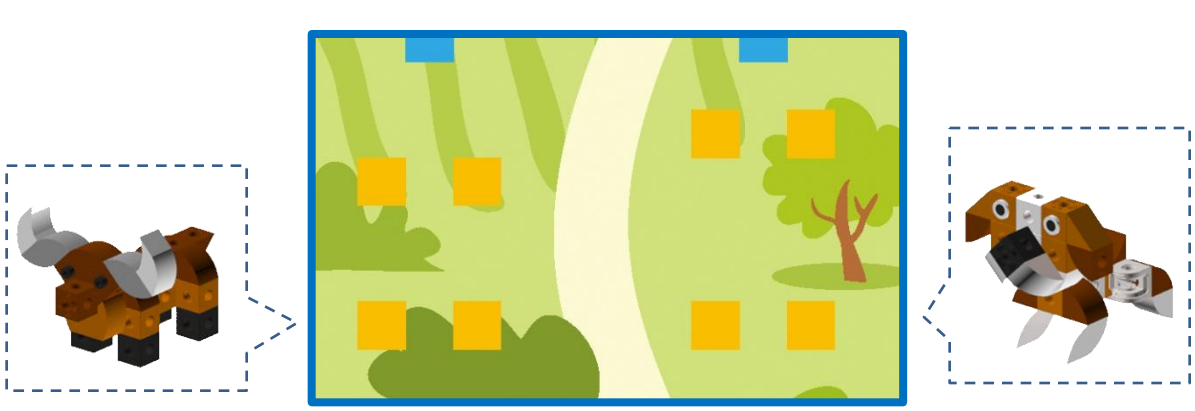
Four-legged positioning of cattle,
rabbits, pigs, giraffe and dogs



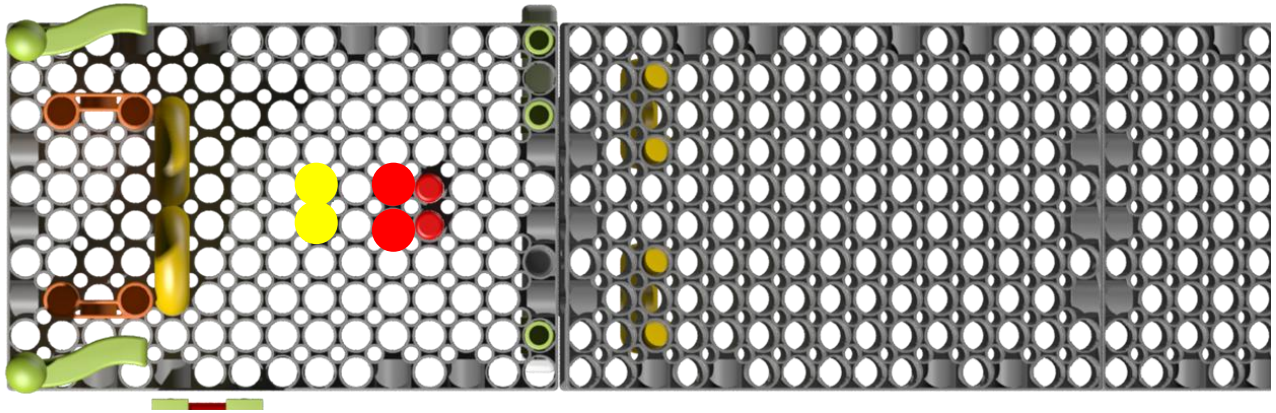


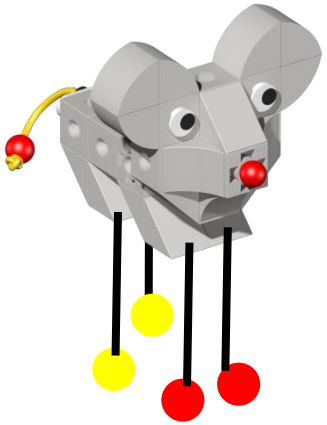


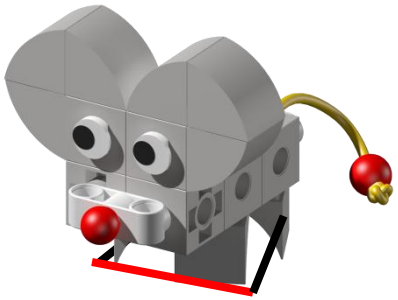


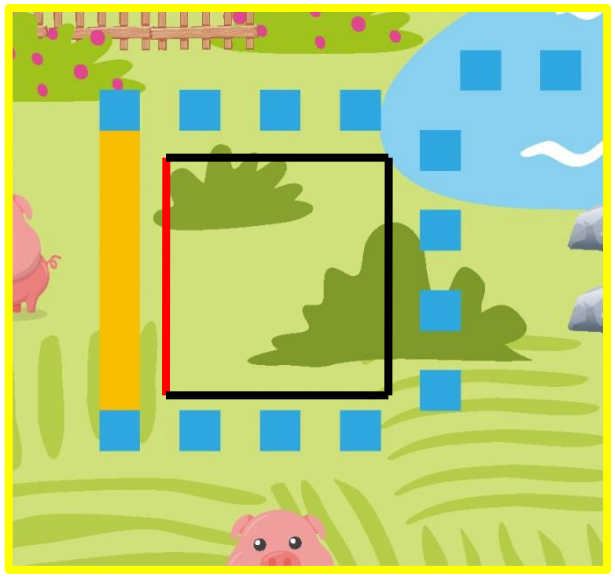


2隻老鼠的四肢定位
Positioning of 2 Rats

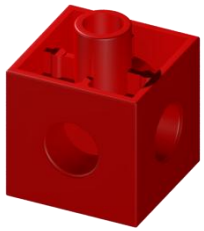




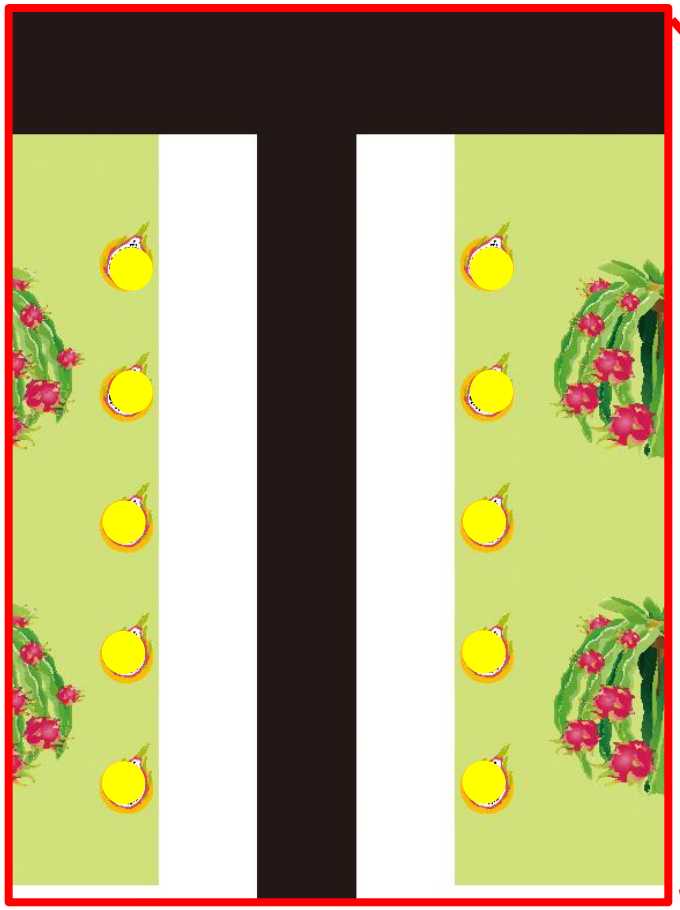




火龍果放置位置
The positioning of dragon fruit



X10



2020 R4M 賽道完成圖

2020 R4M contest venue is done

Thanks for your time