

PRIMO

Cubetto and Lulo's Soapbox Adventure

Book 



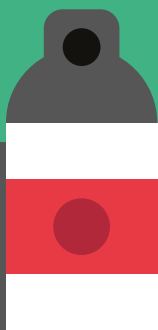
A special note:

The journey will be difficult, and Cubetto may require your help to complete some very tricky algorithms. Make sure you prepare first by learning how to move Cubetto in all directions: forwards, left and right! Once you feel comfortable travelling with Cubetto, you are ready to begin.



For tips & hints on using
the books & maps, visit
primotoys.com/resources

Story by Erin Eby
Illustrations by Momo



Set-up:

Gather all eight cards for this story from the box. You can identify them by looking for the gear symbol on the upper right-hand corner!

Looking at the number inside the symbol, lay each card out in numerical order according to the setup below.

These cards will be the objectives of each task. Collect numbers '1' through to '8' as you navigate Cubetto through his adventure!

What we will learn:

For this adventure, you will be putting your planning skills to the test. Remember to use all the blocks given to you: no more, no less.

Good luck!

	A	B	C	D	E	F
1			1			
2	3					
3				2		8
4	4				5	
5					6	
6			7			

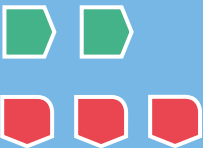
Cubetto can hardly contain himself today. He and his neighbour, Lulo have entered the city's Annual Soapbox Kart Race!

The pair have been working on their kart frame for weeks! This morning they are putting on the finishing touches. The race starts at 4pm this afternoon!

He eats his breakfast in a rush and zips to Lulo's place full of dreams of victory.



Cubetto and Lulo need to plan the construction of their race kart! Put Cubetto on the compass, facing south. Can you take him to the blueprints by putting the blocks below in the correct order?





The pair excitedly begin to assemble their racer.

Lulo is already marking up the blueprints for their plans.

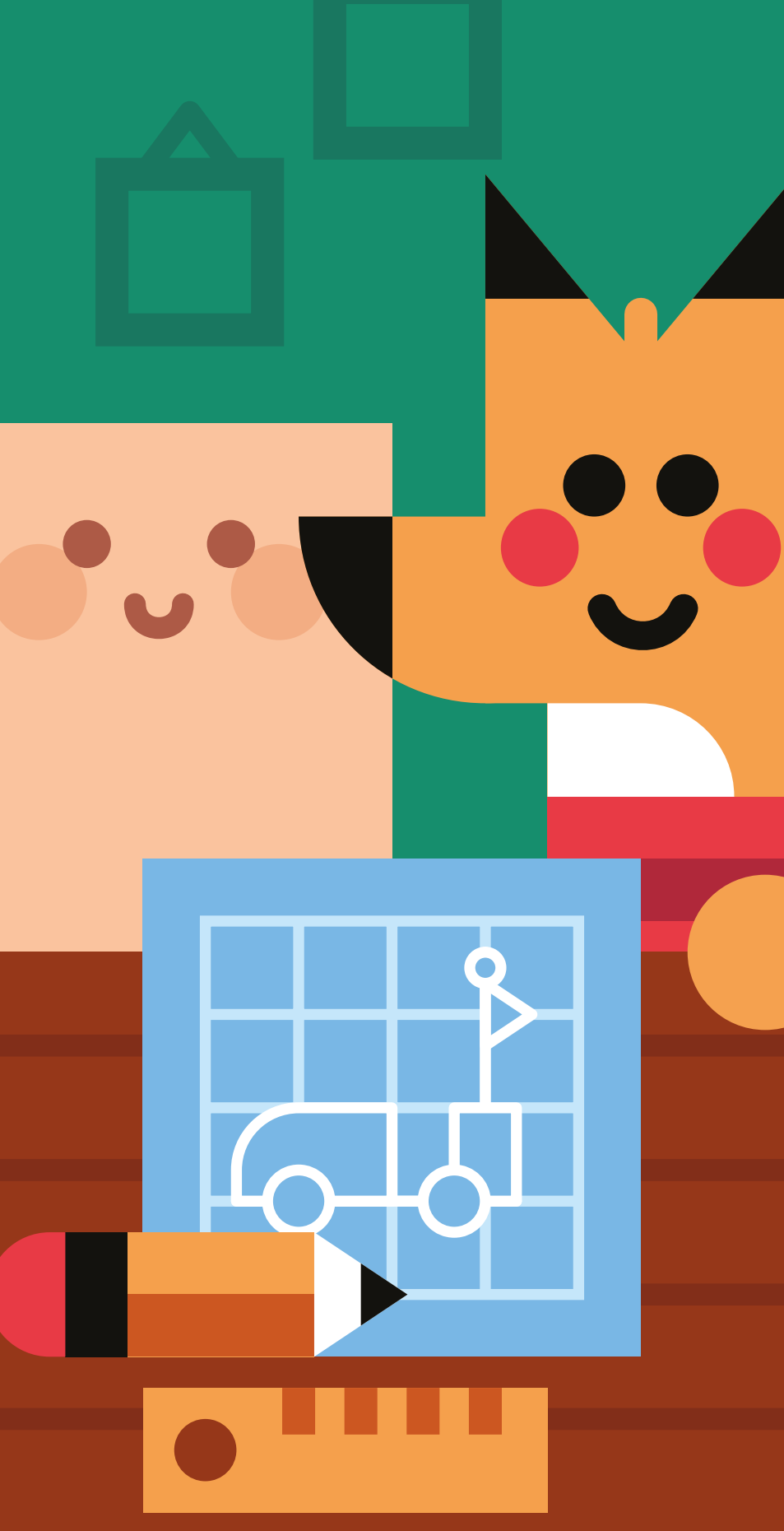
“This is where the flag will go!” Lulo makes a squiggle on the page.

“Time to get started!” Lulo rubs her paws together. Cubetto lets out a vroom in anticipation.



All the materials are in the garage. Lead Cubetto there, but plan ahead! Create an algorithm for Cubetto by putting the blocks in order below!





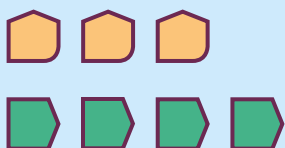
The kart frame, stripped naked of its parts, stands like a skeleton in the garage. Carefully, the crew wheel it out onto the driveway.

Two seats, a steering wheel, and four wheel posts make up the main body. The rest is up to Lulo and Cubetto's imagination.

First things first! A box to sit in.



Small? Big? Long? Wide? What kind of box will Cubetto find? Re-order these blocks to get to the box and find out!





Lulo and Cubetto skip up to their ancient attic. They shift through old boxes and dusty crates. They need one that's just right...

Something sturdy and lightweight will do the trick.

“This size... it's PERFECT!”
Lulo dumps the contents onto the attic floor. Giggling, Cubetto hops in and slides down the stairs.

Now for a set of wheels...



Cubetto has an idea for what to use. Take Cubetto to the wheels by re-ordering the blocks below!





Back to the garage!

Cubetto digs out two old bicycles. “These should do!”

CRANK, CRANK, CRANK.

Lulo wrestles with the wrench. In a flash, the pair have the tyres free.

WHOOSH, WHOOSH, WHOOSH. A couple of pushes of the foot pump...

Time for the finishing touches!



Let's get Cubetto and Lulo to the paint set to finish up their kart! Can you help them get there? Power them by putting the blocks below in the correct order!





Now for the most important part: the team flag!

TO THE PLAYROOM!

Spinning on their wheels and heels, the duo make a beeline inside. Lulo is at the door first, but as she turns the knob there is only a flat click.

OH NO!! They have locked themselves out!

“But the race starts in one hour, Lulo!! What are we going to do?”



Lulo seems to have a plan. Reach out to Lulo by finding the correct order for the blocks below!





Cubetto pouts, but Lulo isn't defeated yet...

Think Lulo, think... What could we use as a flag?

“Cubetto! My lightning tee! It will be perfect!!”

Her birthday gift from Cubetto is hanging to dry in the backyard. It will be a great choice for a great team!

Cubetto's face lights back up. With all his speed, he zooms over to Lulo.



Lulo has had an amazing idea! Let's hang their perfect flag on the kart. Use these blocks to go collect it!





Back in the garage, the team paint a big number '5' on the kart. Almost ready to go...

Lulo hands the flag to Cubetto to do the honours.

Hearts pounding, they both grin nervously. Slowly, they roll their finished kart down the drive towards the top of the hill. Will all the planning pay off? Only one way to tell...

Will they win the race?



Cubetto and Lulo anxiously wheel their kart to the starting line, ready for the race to begin! Here are the blocks for your final algorithm to get them there:







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