



WHAT'S IN THE EXHIBIT?

AREA 1: BLUE ZONE (DESIGN)

What makes one car faster than another? Getting ready to race means choosing the right body and tires designed to maximize your speed. In the **Blue Zone**, find out how race teams adjust their cars to give them the edge to win!

- Aerodynamics Computer Simulator Interactive
- Car Body and Track Height Experimentation
 Track Table
- Garage Crew Challenge Interactive
- Car Body Materials Display
- Hot Wheels Toys Display

AREA 2: YELLOW ZONE (POWER)

What makes a car GO? Every car needs an engine to get off the starting line. Here in the **Yellow Zone**, find out how engines use fuel to spin the wheels and burn up the track!

- What does an Engine do? Interactive
- "What's Happening Under the Hood?" Animation and Crankable "Show Engine"
- "Why Do Cars Sound Different?" Interactive
- Dual Track Table

AREA 3: GREEN ZONE (SPEED)

When it comes right down to it, it's all about the speed! On race day, every team is focused on crossing the finish line first. Here in the **Green Zone**, see what happens on race day as drivers and their teams pour on the speed to WIN.

- Downhill Racing Track Table
- Pit Stop Challenge Interactive
- Tire Change Interactive
- "Winner's Circle" Photo Op
- "Hit the Track" Role Play Race Car
- Driver Artifact Display

AREA 4: RED ZONE (SAFETY)

Racing is a dangerous sport. Winning the race is the goal - but sometimes crashes happen. The safety of the driver is always everyone's top priority. Here in the **Red Zone**, learn about the technology that keeps drivers, crews, and fans SAFE at a race!

- "Watch Out Don't Crash!" Track Table
- "Reverse Engineering a Crash" Game
- Fire Suit Display
- Hot Wheels Toys "Crash Tracks" Display

PLAN YOUR VISIT



