

# Review: 10244 Fairground Mixer

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Images: LEGO® System A/S

**Set: 10244 Fairground Mixer**

**Number of parts: 1746**

**Minifigs: 12**

We've had to wait 5 years since the Grand Carrousel until we have got an extension of our amusement park. But... What a great expansion! If we have to wait another 5 years for a third ride of the same quality, tell me where to sign.

Earlier this year a list of LEGO® Direct sets for this year was leaked and among them was the Fairground Mixer. Speculation grew fast, trying to imagine how this new ride could be. When finally we could see it, the praise was widespread, and that was because behind this new set, is none other than our favorite designer Jamie Berard.

The model is really complete as it has a main attraction and several accessory ones, featuring a whole exhibition area as well as vehicles to transport all them from one place to another. Another highlight is the amount of minifigures that come with the model: 12, including the first dizzy one in the history of the LEGO minifig.

## Model building

The building process is divided into 3 steps, each with its instruction booklet. There is also a sticker sheet. Without it the model would be rather poor. In the first step I built the small truck and the small attractions. In the second, the big truck and trailer, which will house the main attraction, which is built in the third step.

To start, I assembled 11 of the 12 minifigures. A promising start. As expected, the variety of minifigures is notable: children, parents, workers of the fair, a long-legged man ... Also the colors are very bright and give us clues about how striking the model will be.

Next, the construction of the truck transporting small attractions begins. We can define the truck as "big" wheels, like a "Unimog". The truck is 6 studs wide and 20 long. With the Unimog type wheels, it is quite high compared to the minifig scale trucks we are used to. The cabin is quite elaborate, but I miss the mirrors. In the back there is a great platform where you place the attractions that are built next .





The first is the high striker attraction. The one where you have to hit it with a hammer to make the bell ring. The attraction is quite high and it really works! The piece that goes up to try to touch the bell is a Technic Pin Connector Round moving through a rigid Hose. The mechanism works through a small cam. The fun of this part are the hammers. One large size compared to a minifig, but it really is the small one. The other is a giant hammer. It seems the typical hammer from the cartoons. With the largest one you can get to the bell ... :)

The next attraction is the water tank. It is a tank with a seat and a target. If the ball hits the target, the minifigure placed in the seat falls into the water tank and the player wins. The color scheme is lime, blue and trans-clear blue. Using a small number of Technic parts to build a cam, the mechanism works fine. On the rear side, two doors allow the minifig (It is a girl with wetsuit) to leave the tank and come back again to sit on the seat. The attraction also has a table to store the balls.

The last element to be built in this first phase is the box office where tickets for the attractions are sold. It is red and white. At the front there is a sticker with the price of a ride and a sign



with blue and yellow lights to attract potential customers. Inside the box office there is a cash register and a drawer for tickets and money. The neon sign can be folded and leave the locker closed.

After building the first phase, you can try to put all attractions on the truck. At this point I begin to understand why the truck is so high. Inside the chassis you can introduce the high striker. It is very high and you can not bend it, so the designers have managed to find a unique place to put it. The water tank and the box office are placed on the platform of the truck, and all the other accessories are stored inside the tank or the box office. Brilliant!

The truck and trailer are the next things to build. Before this, the last of the minifigures takes action, the truck driver. I was pleasantly surprised that an entire instruction booklet is dedicated to the truck, without the attraction. The truck tractor is, without doubt, the best I've seen at minifig scale. It is 8 studs wide and has a bed, TV, doors made with bricks, mirrors, windshield wipers, air conditioning, lots of lights and bulbs ... A plethora of elements that satisfies the needs of any LEGO® fan.

On the roof of the car 2 stickers show the name of the attraction: MIXER . The tailpipes are made of parts and I could not miss the spotlights and speakers on the roof of the cabin to greet the other trucks.





The trailer is another fairly detailed element, which is the basis of attraction. The most important part of its structure are the gears that allow the attraction and its seats to turn around. At the front there are stairs that allow access to the attraction and are bendable when they travel from one city to another.

Finally something necessary that lets you enjoy the set. A box with a crank, gears and a shaft to connect to the attraction and rotate it.

To finish the set I should build the MIXER. The fences that protect the attraction when it works, are the prelude to the party. It is a long fence made in 2 symmetrical elements and Glow-in-the-dark parts. They are also foldable and as we'll see later, they can be transported together with the attraction.

And finally I start the MIXER. At this stage there are many interesting construction techniques which will help to have ideas for future attractions any AFOL wants to design. At the beginning the model is fragile. There are many elements to be combined: the hinges to fold the attraction, the mechanisms that allow the attraction to turn, decoration ... When the building process progresses all those fragile parts become stronger. In my opinion the complexity of the model is to combine size and function at the same time. I am fascinated by how the designers have managed to square the circle: compact and functional.

Although the instruction booklet is thick, there are many repetitive steps in different colors (blue, yellow and red). With a little observation, you can skip 3 equal steps and make them directly in 3 colors. The attraction has 3 rows of 4 seats that rotate. Each seat has its protection bar for the minifig, to avoid throwing anyone off when it works. The seats are built to also be folded when transporting the attraction, it is as compact as possible.

The decoration of the attraction is at the same level of detail as the other elements. Each of the arms has lights according to its color, and, to give it a festive touch, there are some Round Tile 1 x 1 Glow-in-the-dark. At the top there are decorative arms forming a small dome when folded. They also have lights and pieces Glow-in-the-dark.

Once finished, the attraction connects to the trailer by linking the axle and the crank case ... "Et voilà!" The MIXER starts rotating and stuns its users.

There is one last step to take: you have to build the cages that allow the transportation of the fences. When transporting the attraction, the fences are placed in the rear of the trailer. When the rides are mounted, the cages are kept above the small truck.

### Conclusions

We have the funfair built and the main attraction is running. It is very beautiful and attractive to the eyes. But there is a problem ... you have to turn the handle to operate the MIXER. Even that was taken into account by the designers. The instructions booklet explains how to motorize the MIXER with a PF-M motor and a battery box. The engine is hidden under the trailer, and the battery box is placed behind the cab when the attraction is transported (as is the case with the handle). What else could you ask for?

The building process is very entertaining and it has interesting construction techniques. The great challenge of this set is that all the attractions can be transported on two trucks, and our friends from LEGO® have racked their brains to make everything fit :)

There are many details, a feature of the CREATOR EXPERT sets. I would like to highlight the large number and variety of

minifigs, the Glow-in-the-dark elements and the functionality of all the elements of the set.

The trucks are not simple accessories for transport. They are at the same level of the rest of the set and they are as fun and interesting to build as the attractions are.

Since it was decided that the stickers could not be placed in 2 or more parts, I have become more tolerant with them and I do not care so much about not applying them, taking also into account that we need them to highlight the model.

Do not miss the opportunity: The fair is in town!

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