



80 MODEL BUILDING SET

8+ BEGINNER TO K'NEXPERT™!
POUR DÉBUTANTES JUSQU' AUX K'NEXPERTS™!



ULTIMATE BUILDING SET

BOOK 2 of 2
K'NEXpert Builds!

RÉSERVER 2 de 2
K'NEXpert Construit!



FOR KIDS WHO LOVE TO BUILD!
POUR LES JEUNES QUI ADORENT CONSTRUIRE !

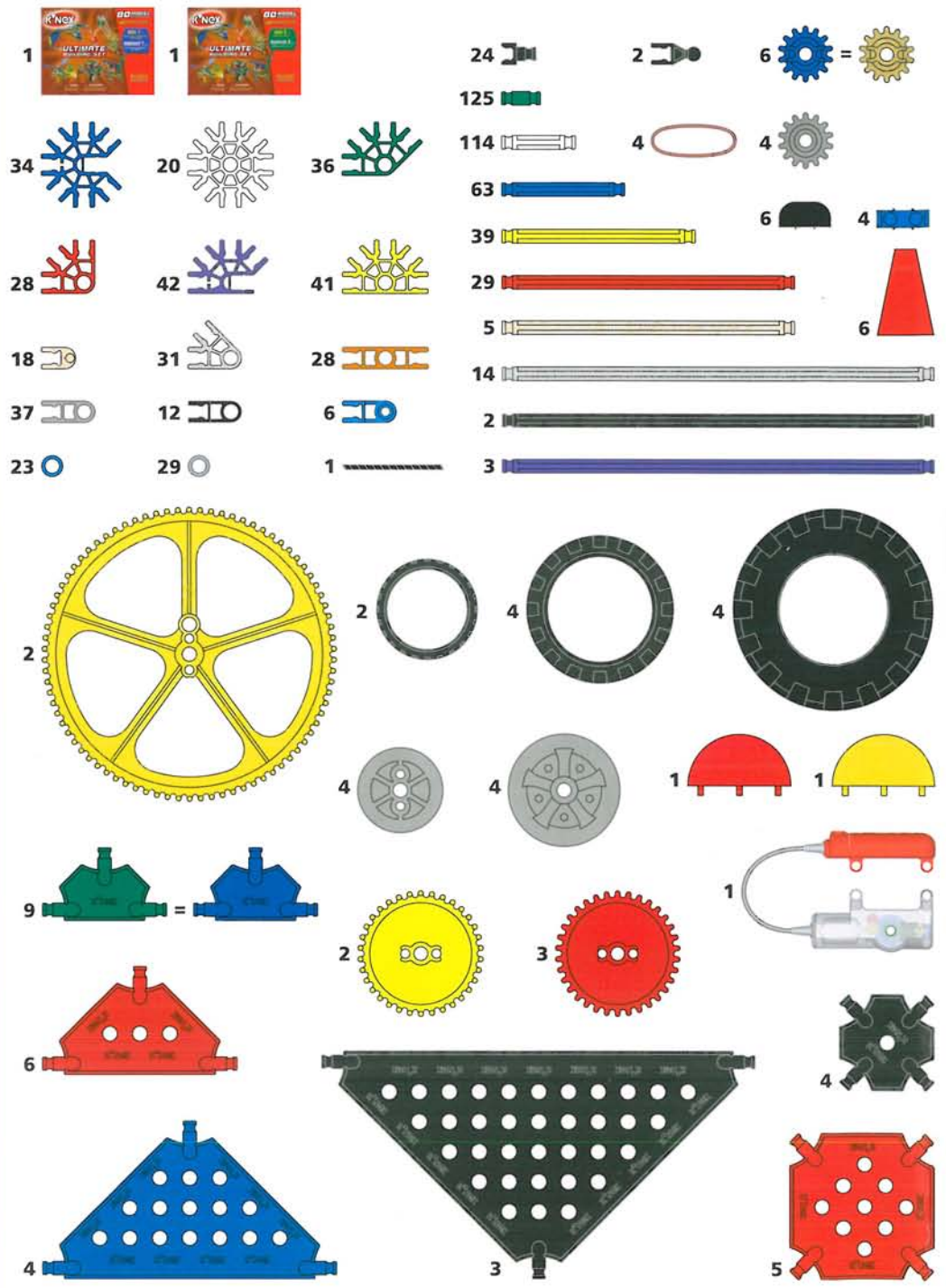
⚠ WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

⚠ AVERTISSEMENT:

DANGER D'ÉTOUFFEMENT - Pièces de petite taille.
Ne pas donner aux enfants de moins de 3ans.

Building with K'NEX.....	1	Wrecking Ball Crane ...	72
Birdhouse	2	Tackle Box.....	76
Picture Frame	3	Camper and Trailer	80
Whale	4	Helicopter.....	84
Eggbeater	7	Octopus Ride.....	88
Motorbike with Sidecar.....	8	Round & Round Ride	92
Flapping Bird	10	Moon Rover.....	96
Mouse	12	Whirly Bird	100
Motorcycle	14	Space Shuttle	104
Bat.....	16	Scrambler	109
Rocket and Mobile Launcher	18	Carousel.....	114
Paddle Windmill.....	20	Future Car	119
Frog.....	23	Airplane.....	124
Peacock.....	26	Beetle.....	130
Road Grader	29	Crane	136
Robot.....	32	Spaceship Ride	142
Robot Scout.....	35	Helicopter Ride	148
Flapping Dragon	38	Boom Ride	155
Starship	42	Winged Gargoyle.....	161
4x4	46	Trash Truck	168
Front End Loader.....	50	Formula Car	176
Flying Machine.....	54	Pick-up Truck	184
Cake Mixer	57	Auto Dump Truck	192
Dump Truck.....	60	Double Ferris Wheel..	201
Backhoe.....	63	Big Paddle Boat.....	208
Brontosaurus	67	Battery Information ..	216






Hi! I'm your K'NEX building buddy. When you see me in the instructions, pay close attention to the details being pointed out.

BUILDING WITH K'NEX

Ready, Set, Build

1. To begin your model, find the  and follow the numbers. Each piece has its own shape and color. Just look at the picture, find the pieces in your set that match what you see, and snap them together. Try to hold your model in the same direction as in the picture so you'll attach your pieces to the right place.

Movin' On

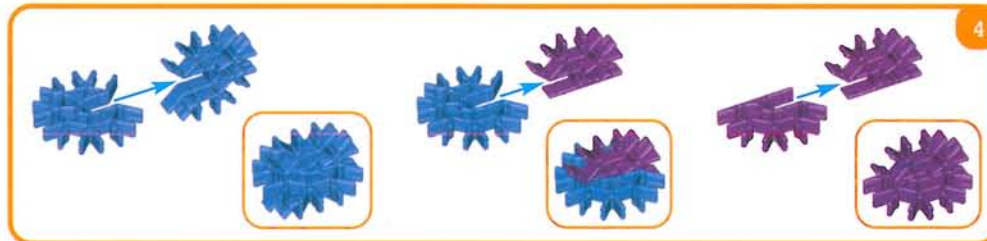
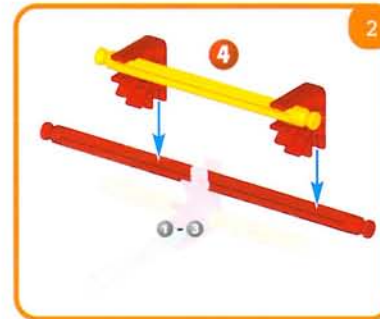
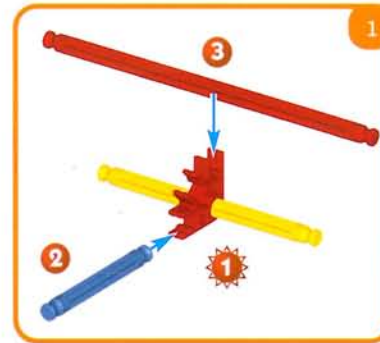
2. Faded colors show you this section is already built. Connect the new section to the place where the arrows are pointing. The new pieces you add and the place where they connect will be in full color.

Spacers

3. There are places in your model where you will add blue and silver Spacers. Be sure to use the right color and count them carefully.

Connectors

4. There are blue and purple Connectors with special long slots. They slide together as you see in the pictures. Push the parts together until you hear a "click".



WARNING: CHOKING HAZARD - Small parts. Not for Children under 3 years.

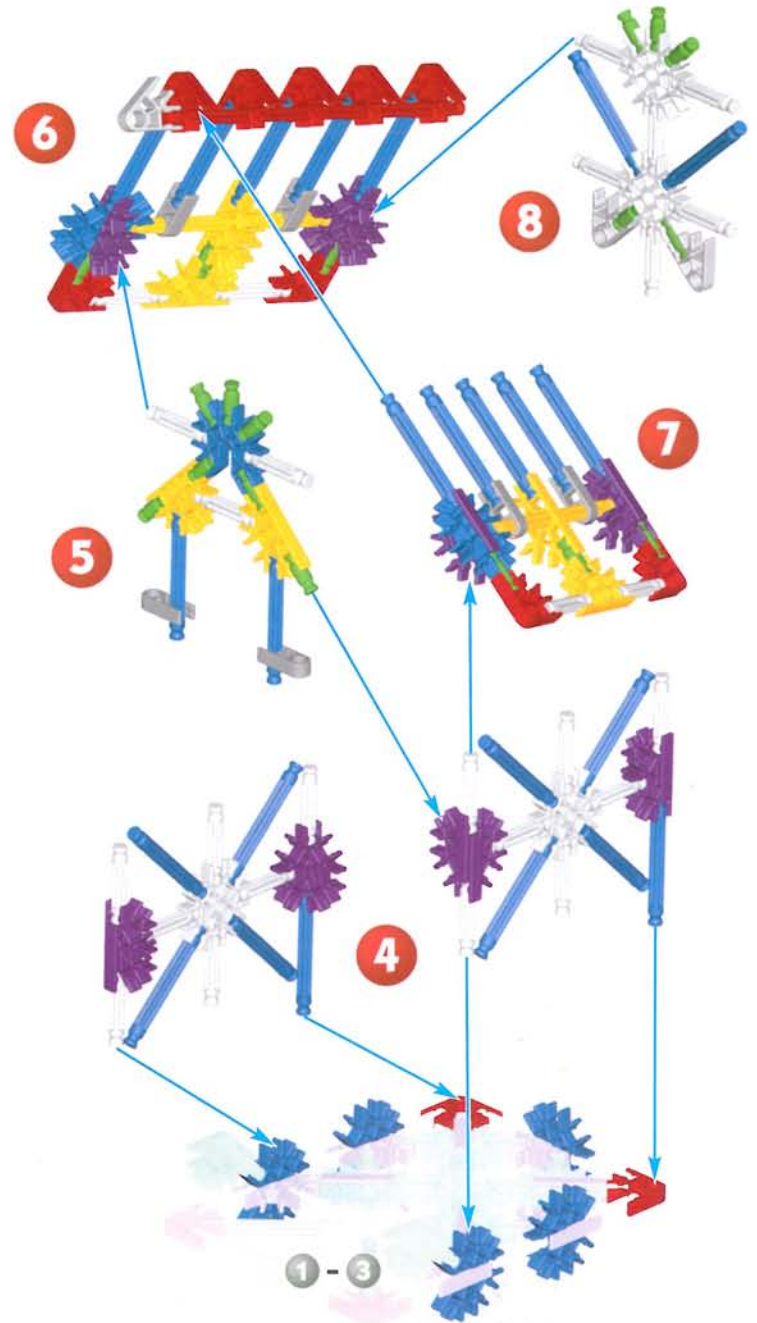
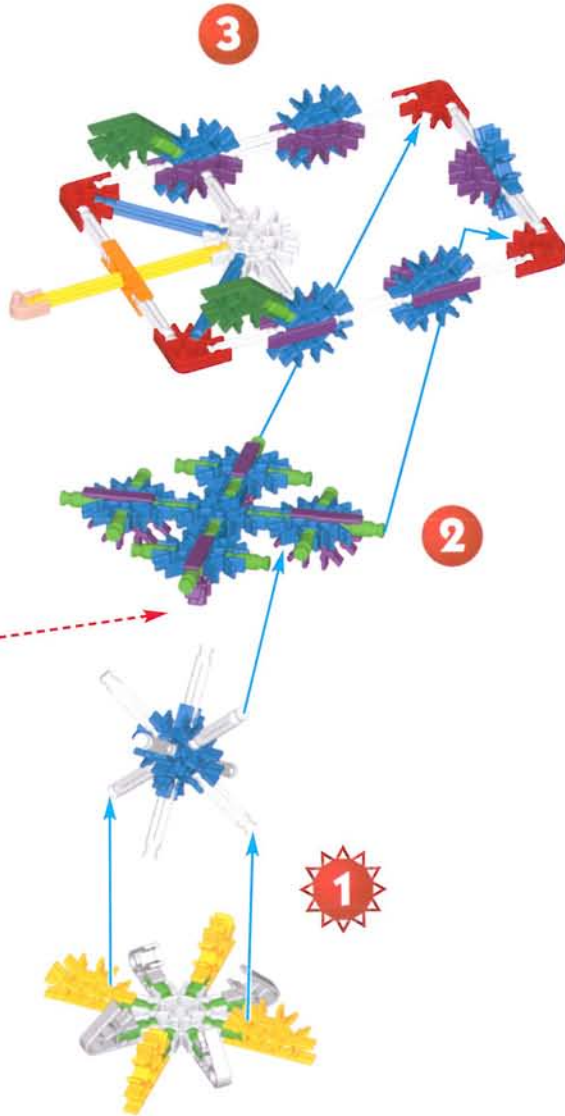
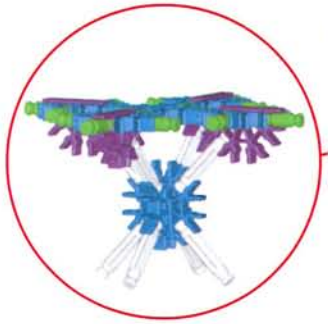
WARNING: Toy contains string longer than 12 inches (300 mm). Keep away from children under the age of 36 months.

CAUTION: Rubber Bands can cause injury from snap-back, breaking, or loss of control. While assembling models shown in the instructions, hold Rubber Band tightly, and do not overstretch. Use Rubber Bands only as shown in these instructions. **DO NOT USE FRAYED OR TORN RUBBER BANDS.**

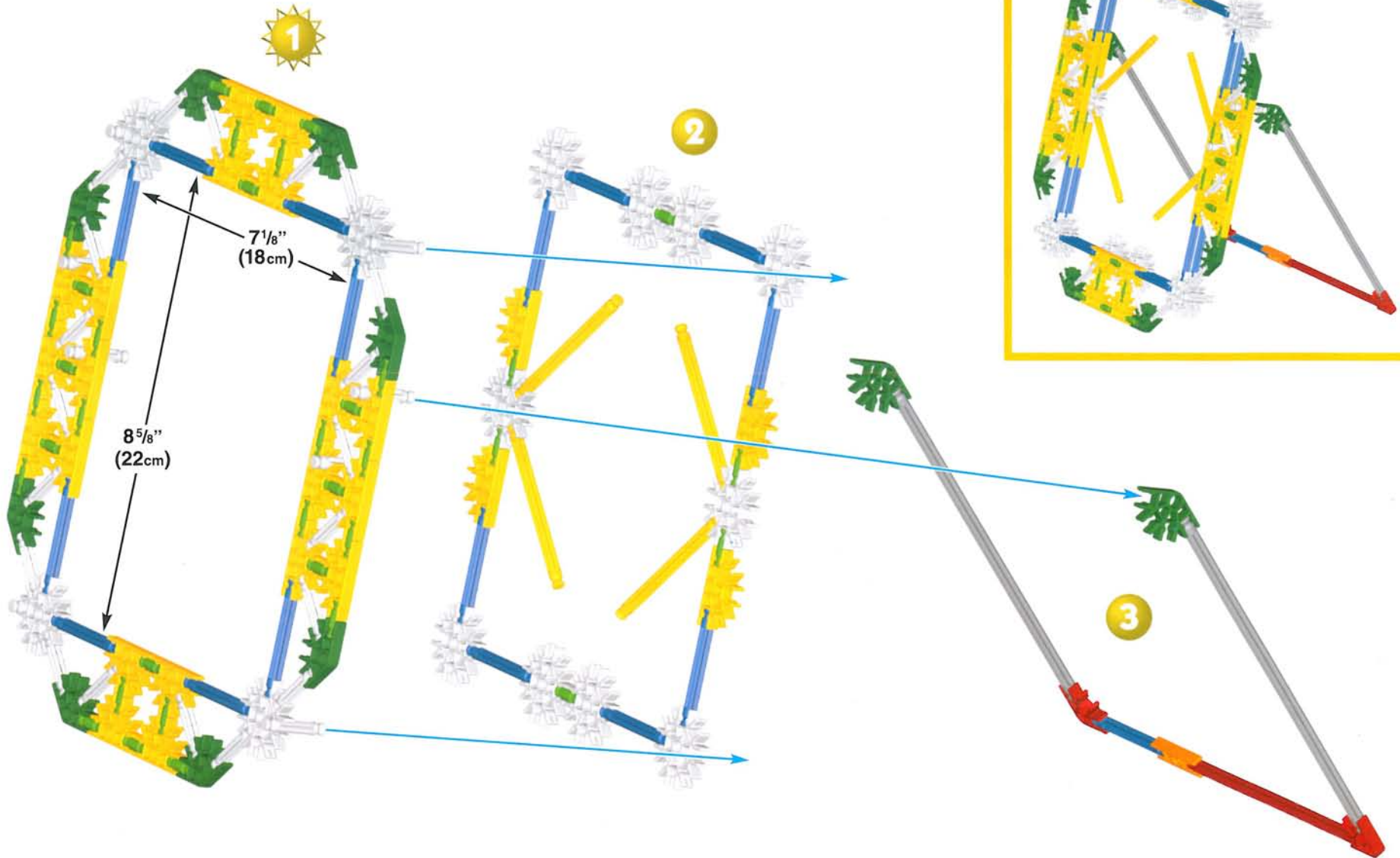
CAUTION: Keep Rubber Bands away from face and eyes.

CAUTION: Keep hair, clothing and fingers away from moving parts.

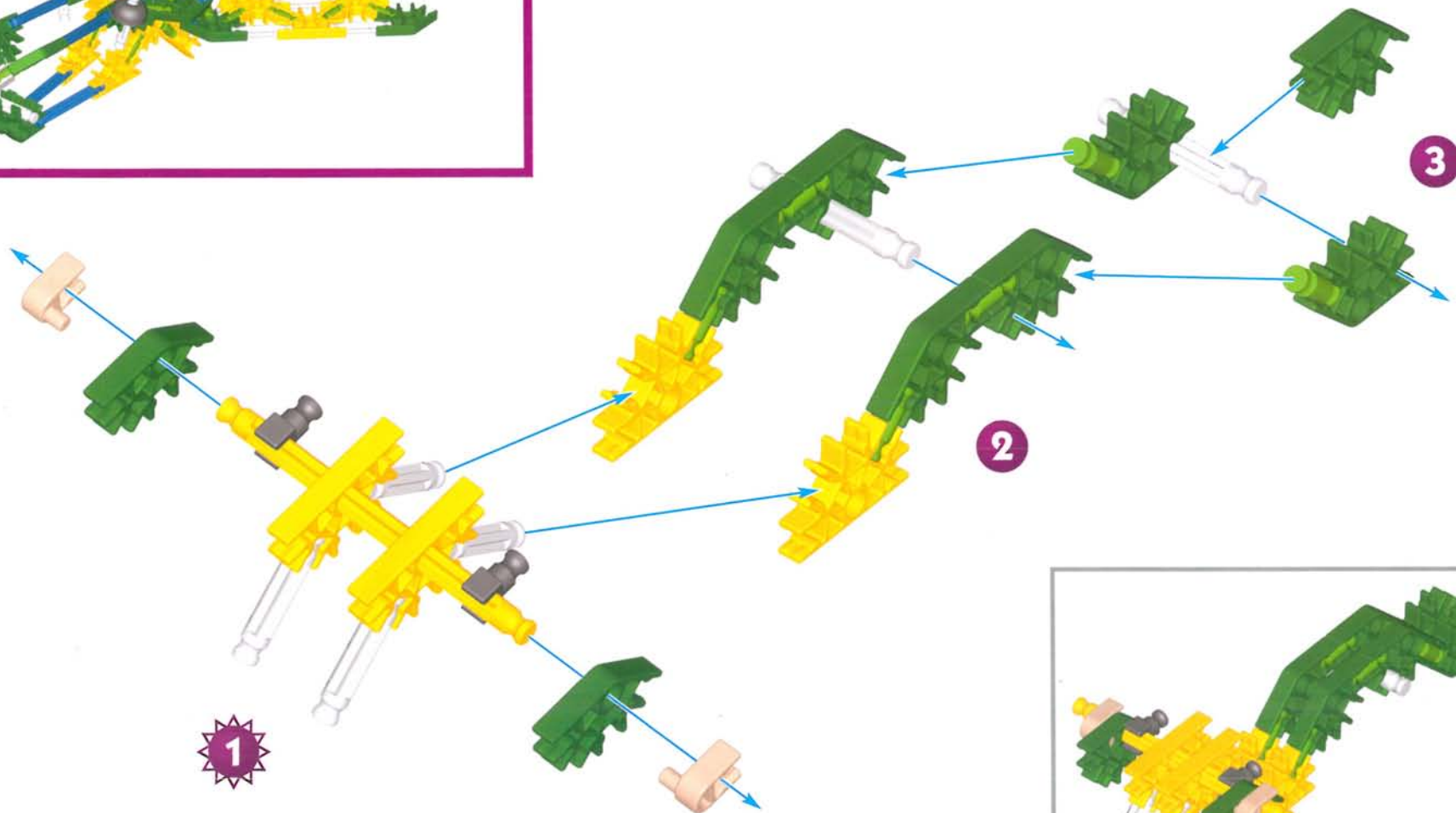
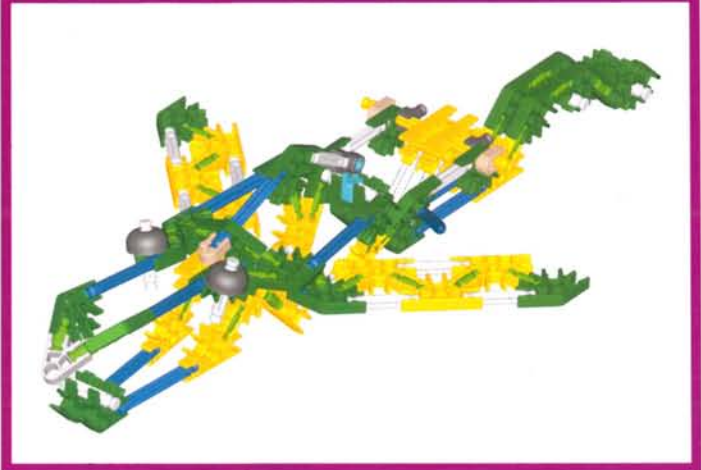
Birdhouse

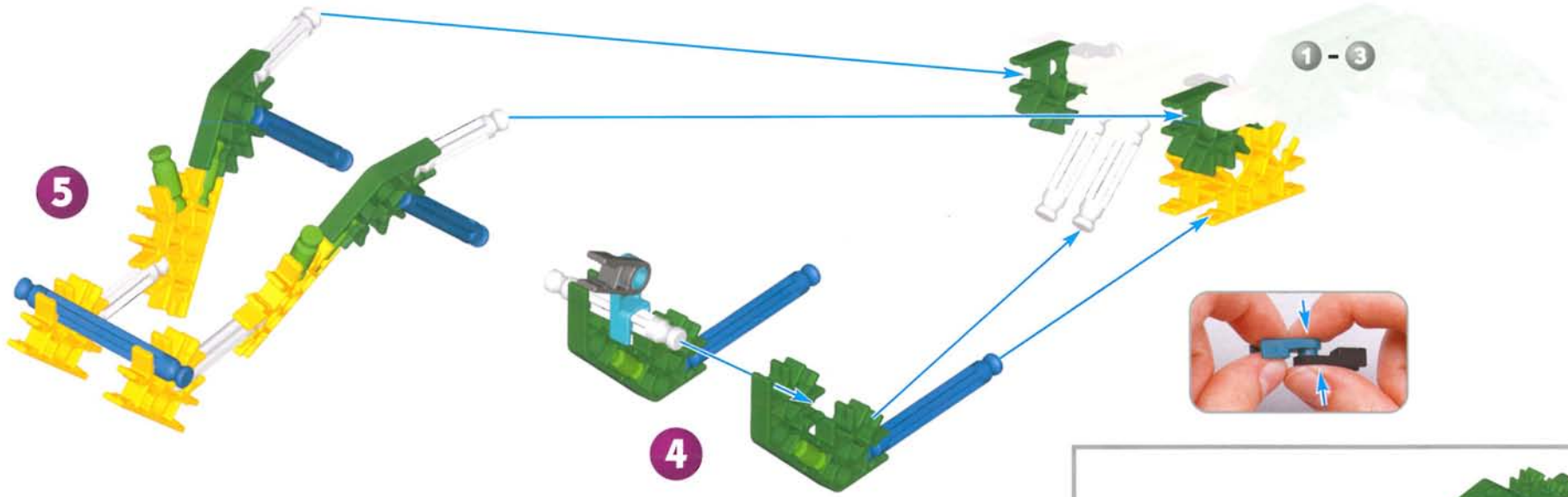


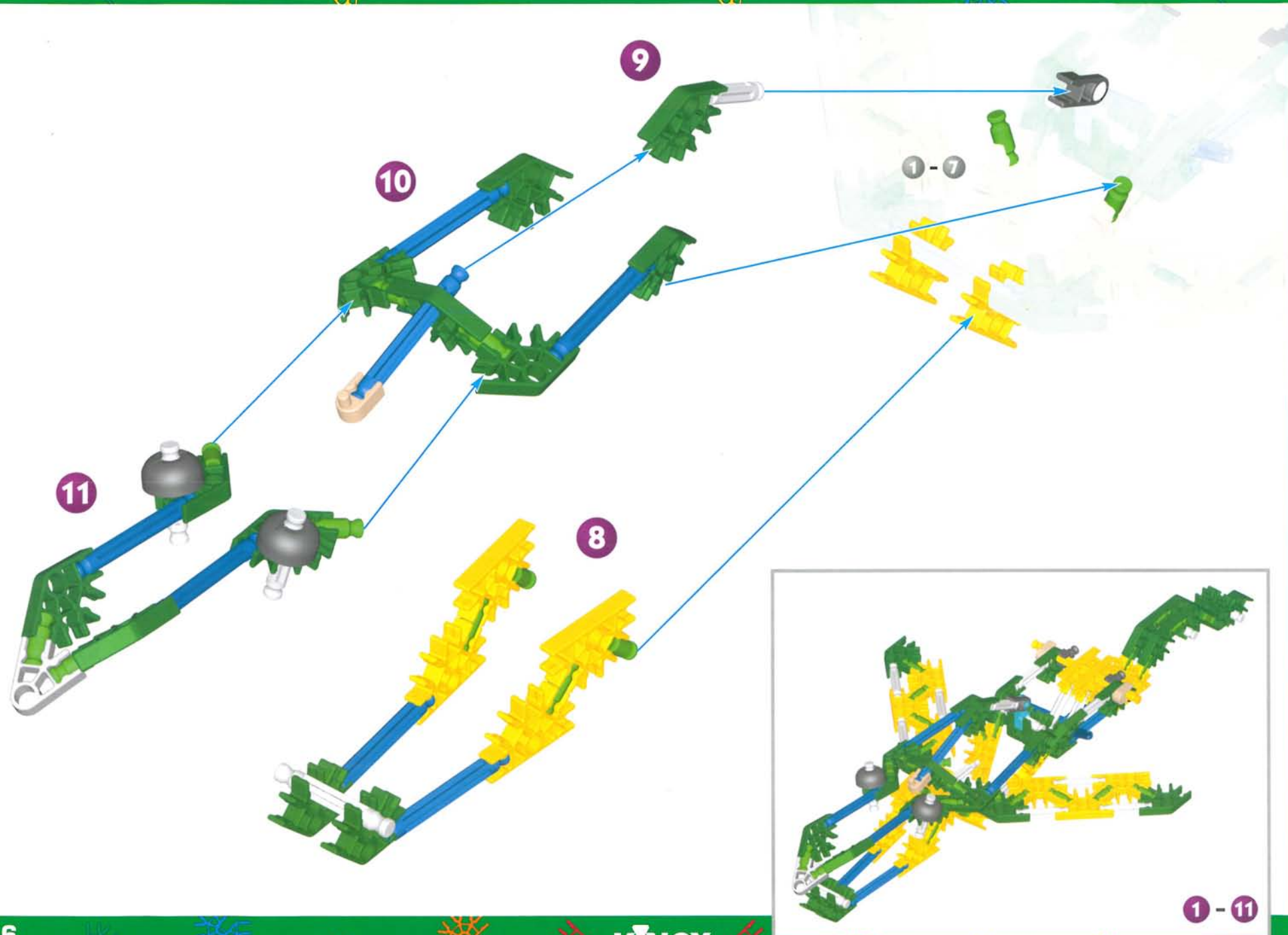
Picture Frame



Whale







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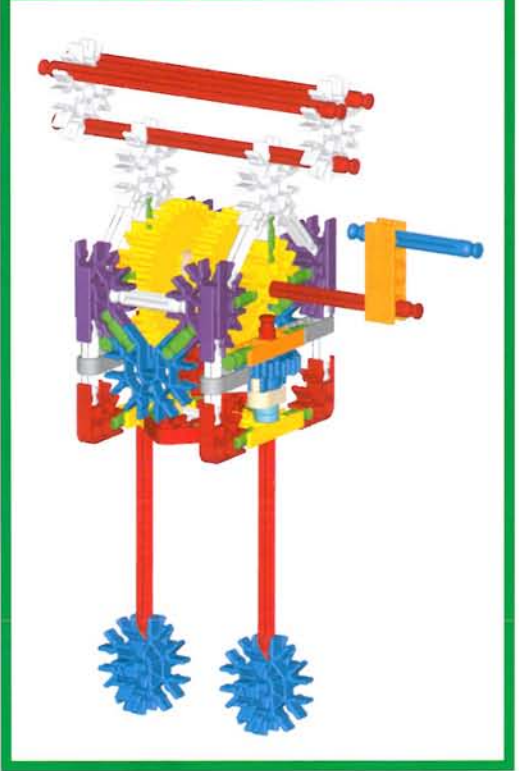
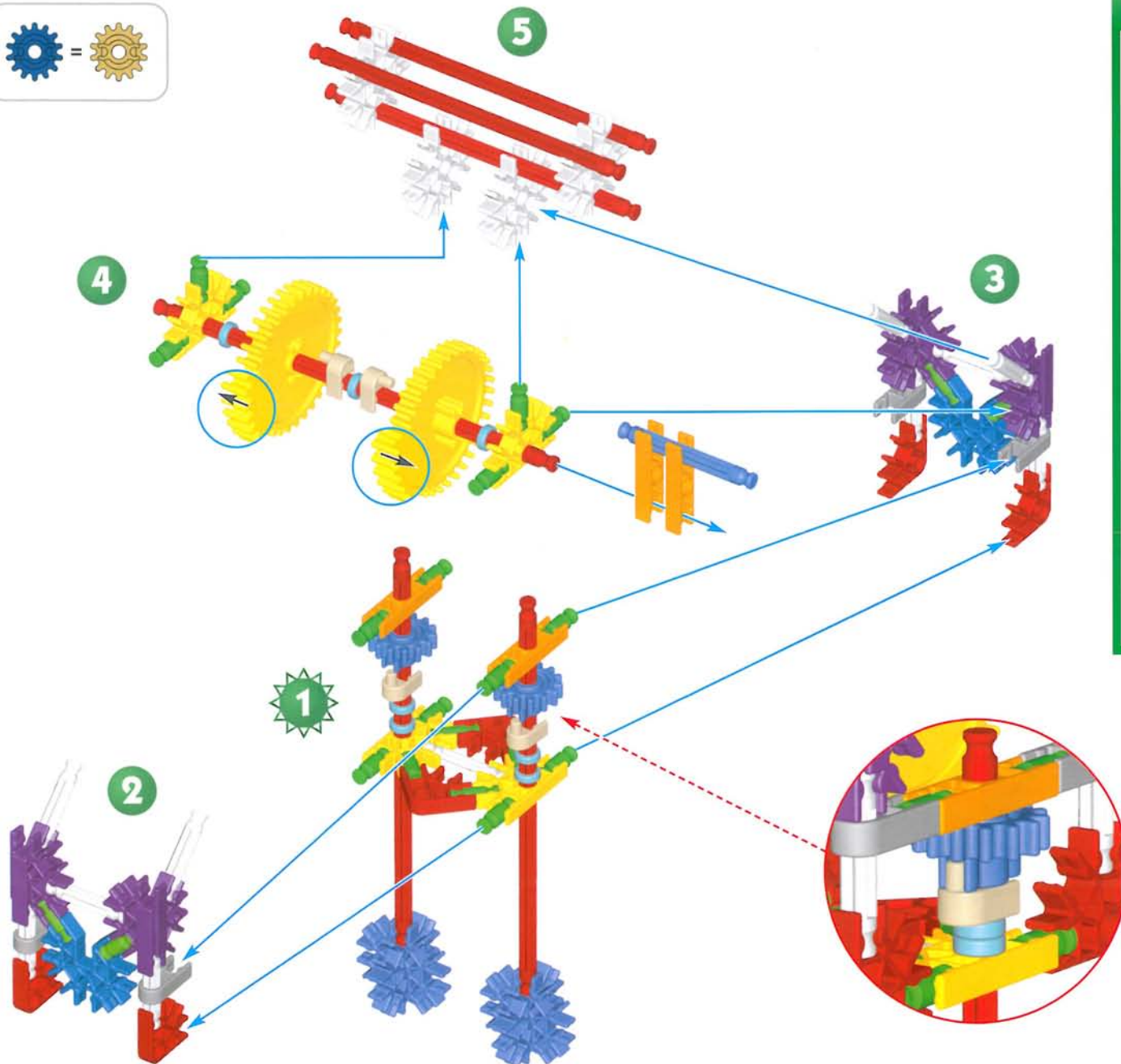
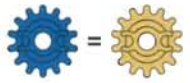
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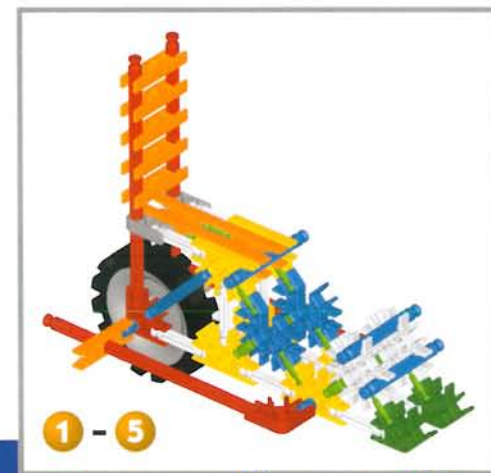
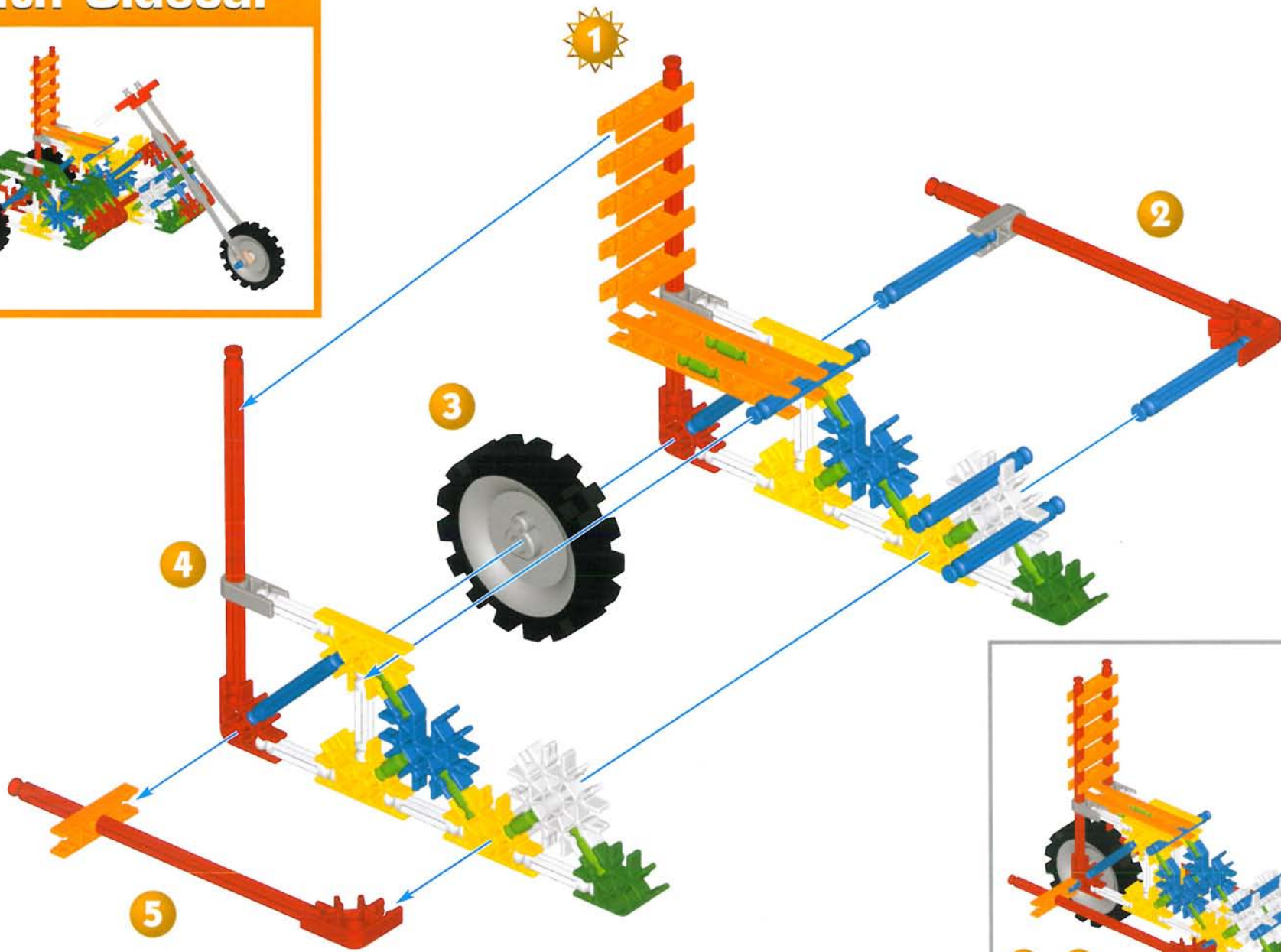
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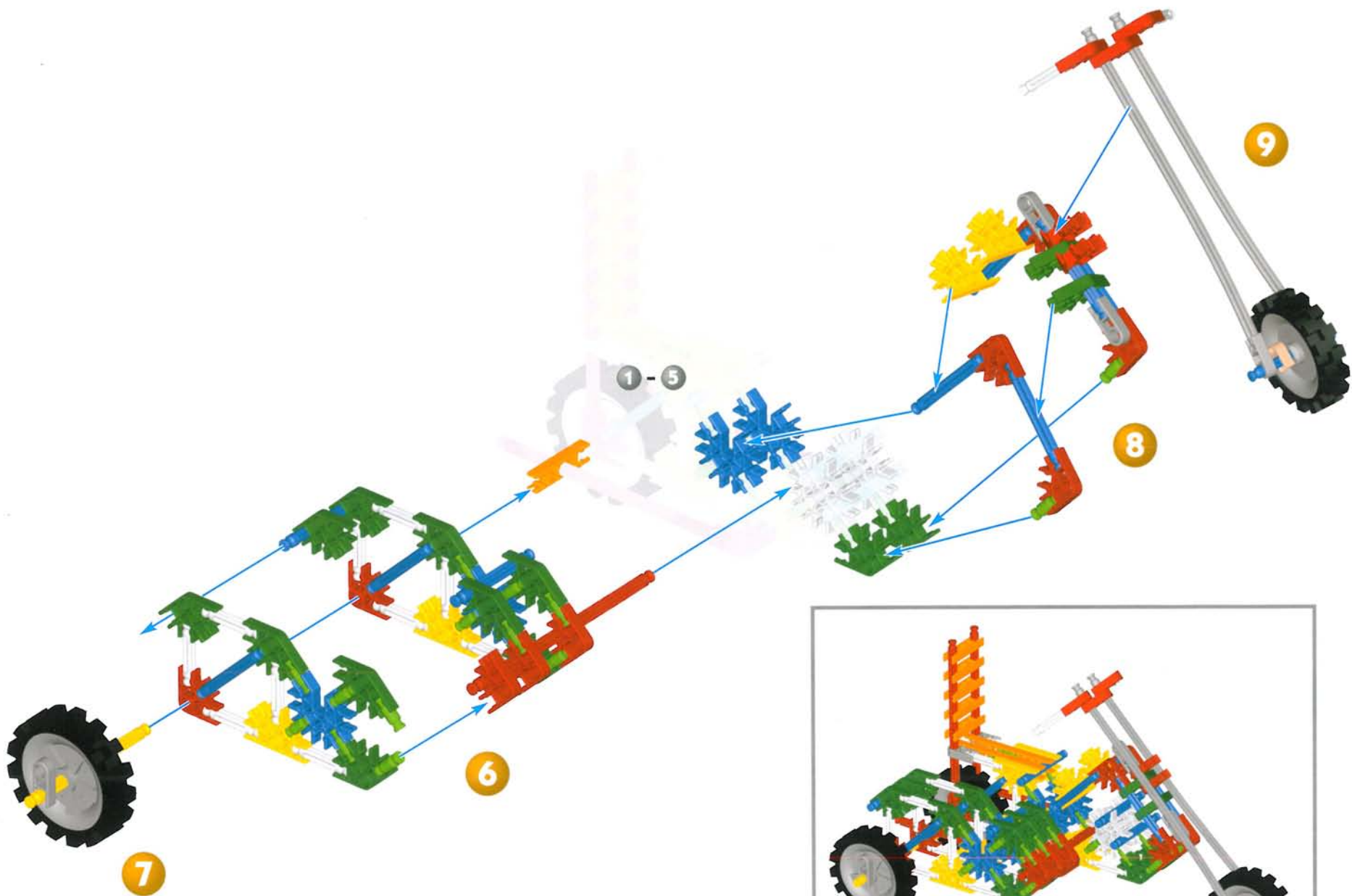
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Eggbeater

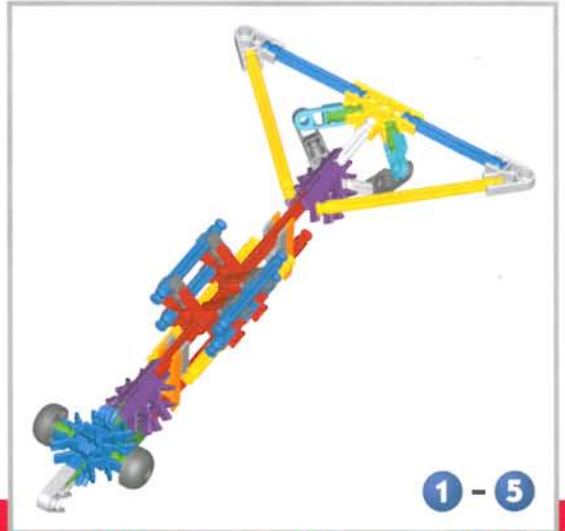
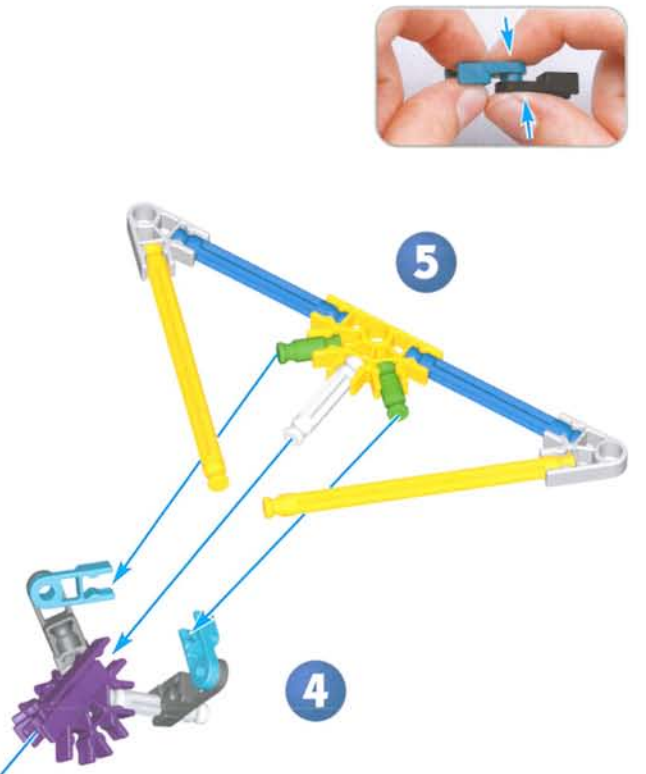
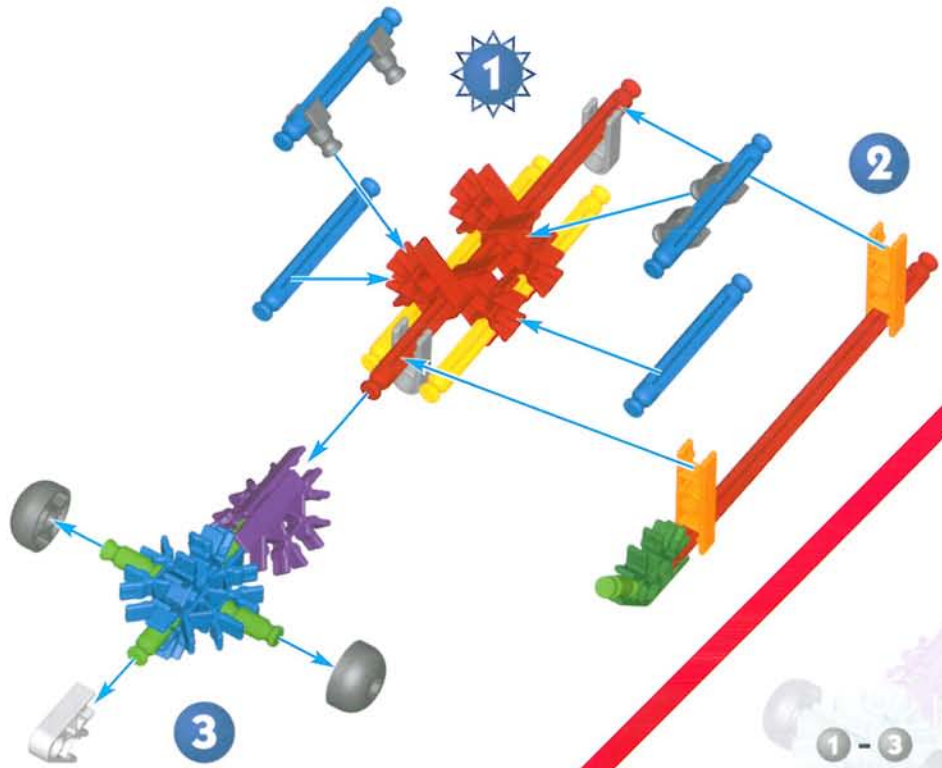


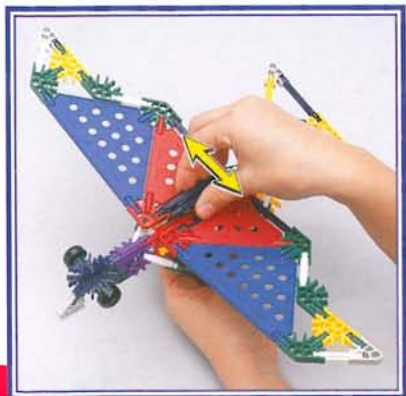
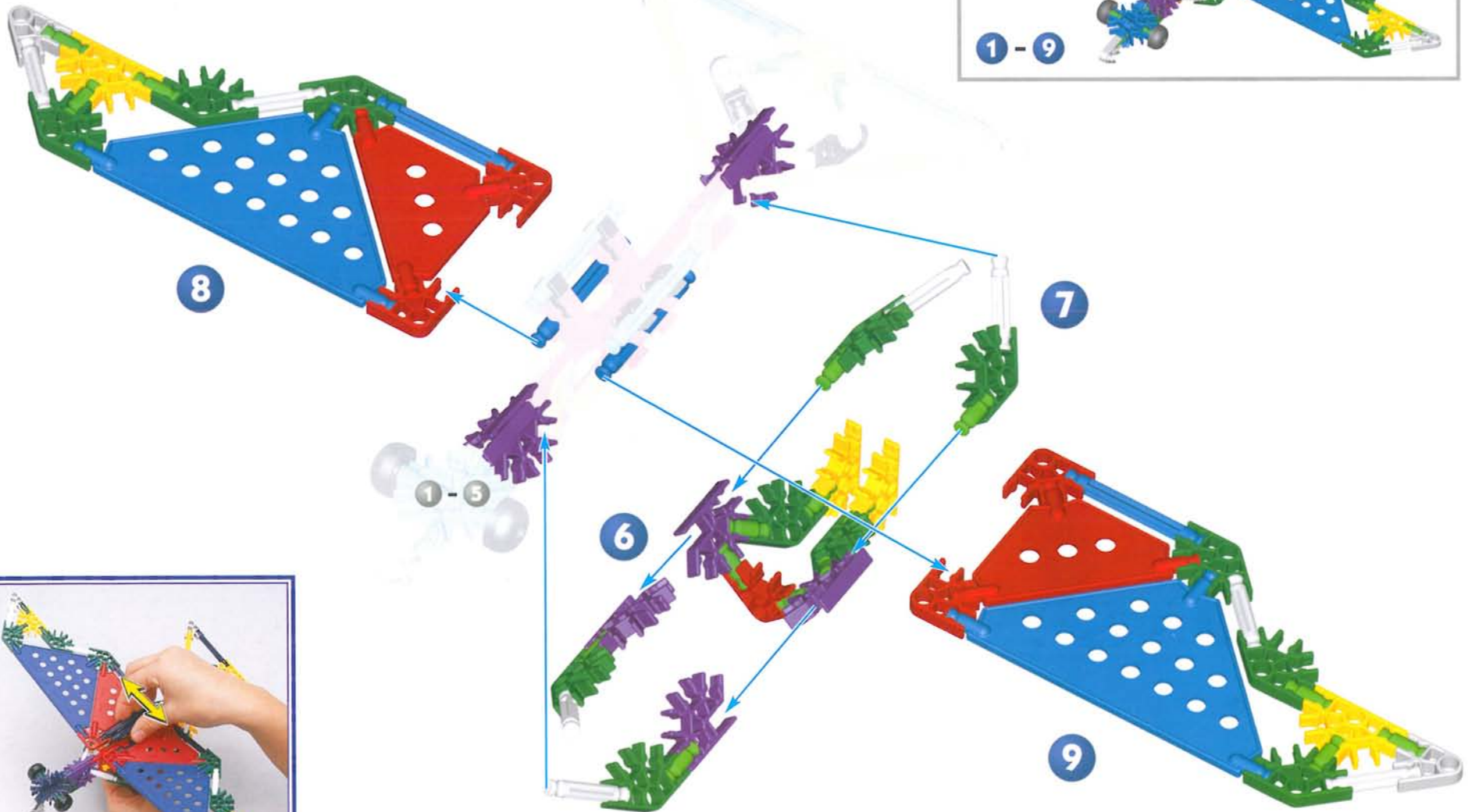
Motorbike with Sidecar



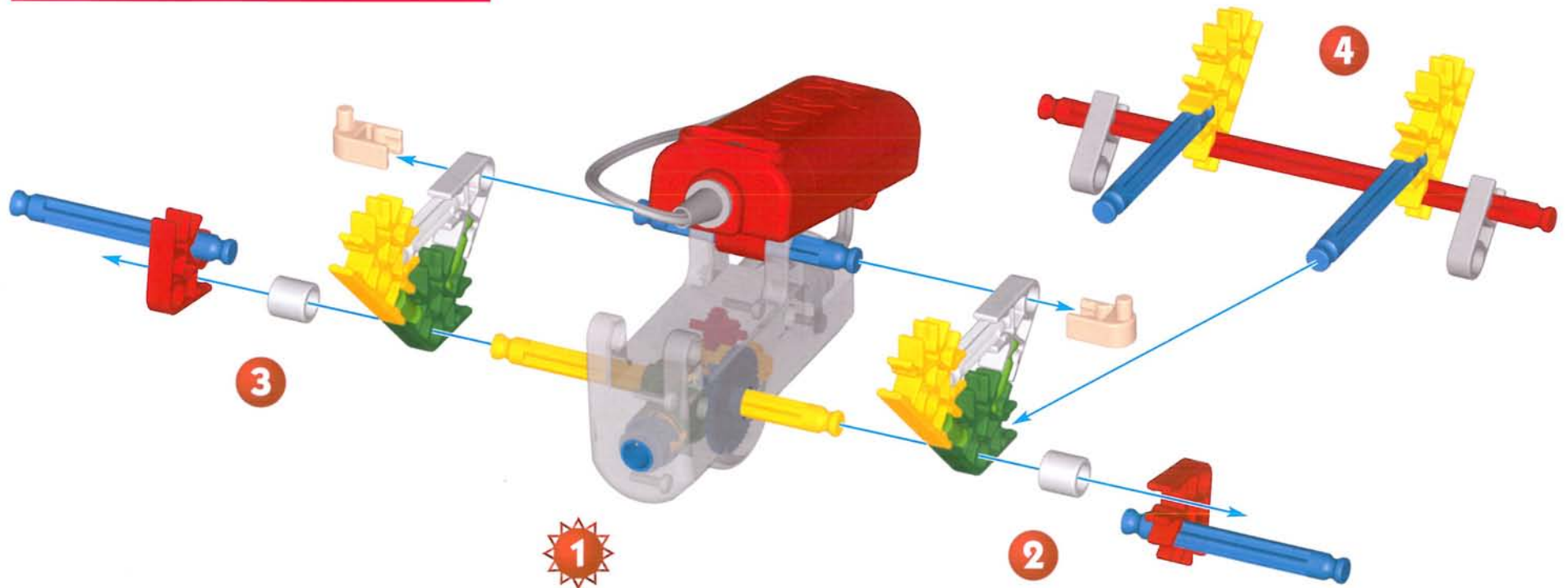
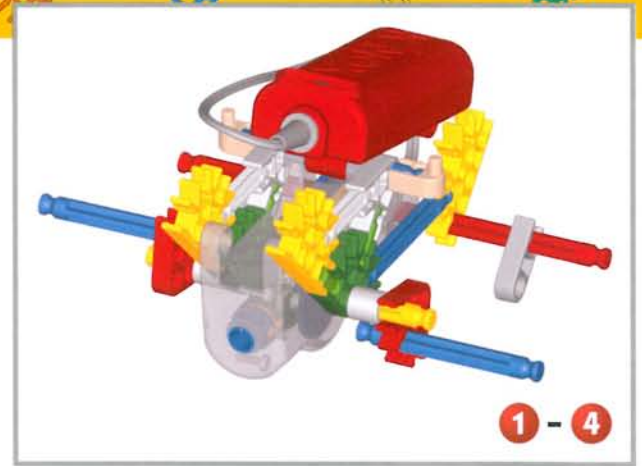
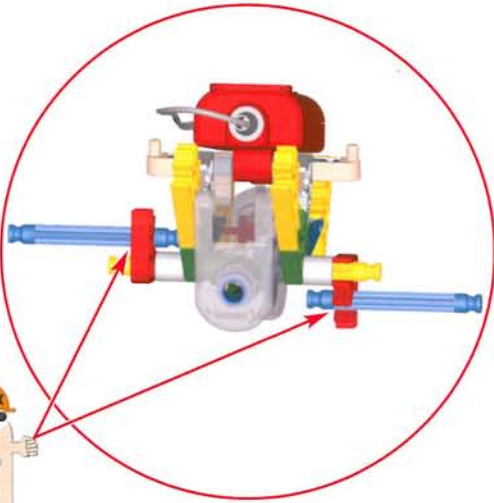


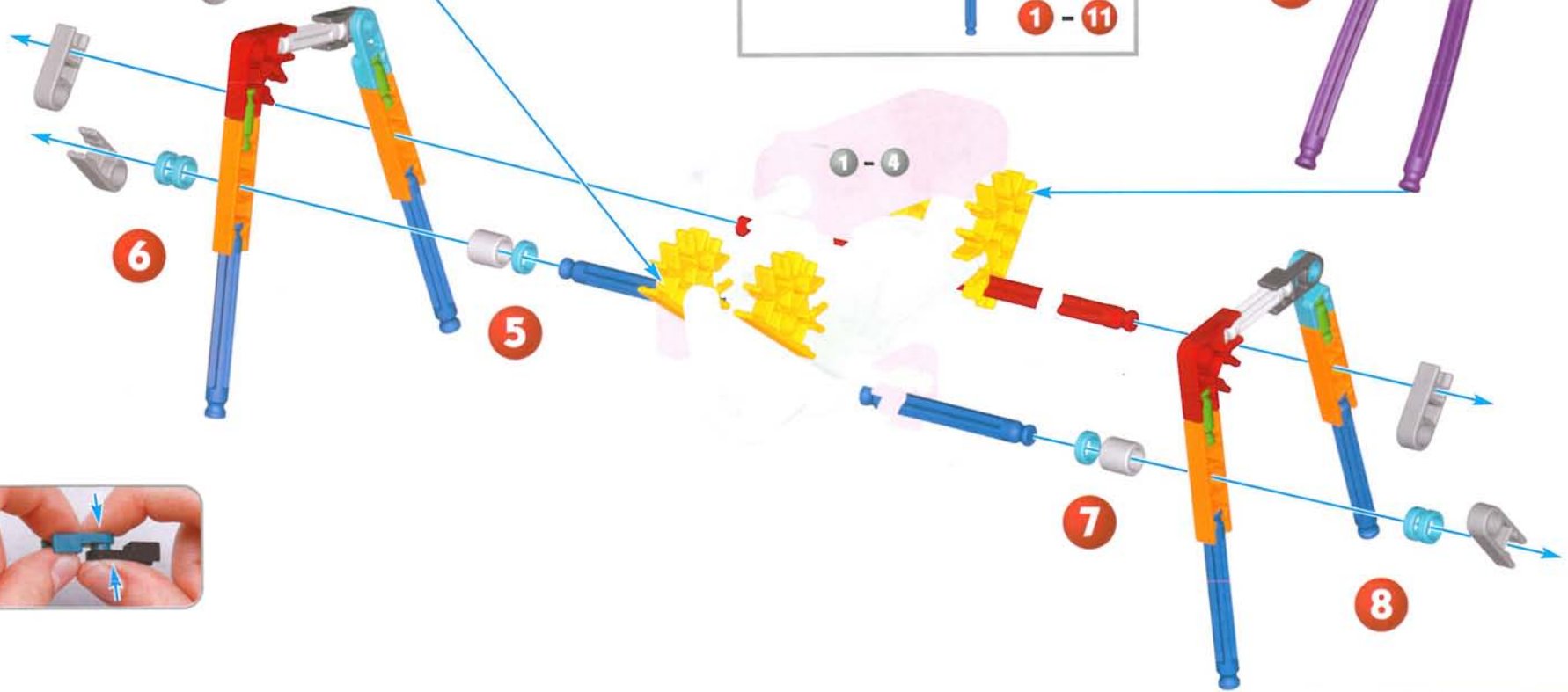
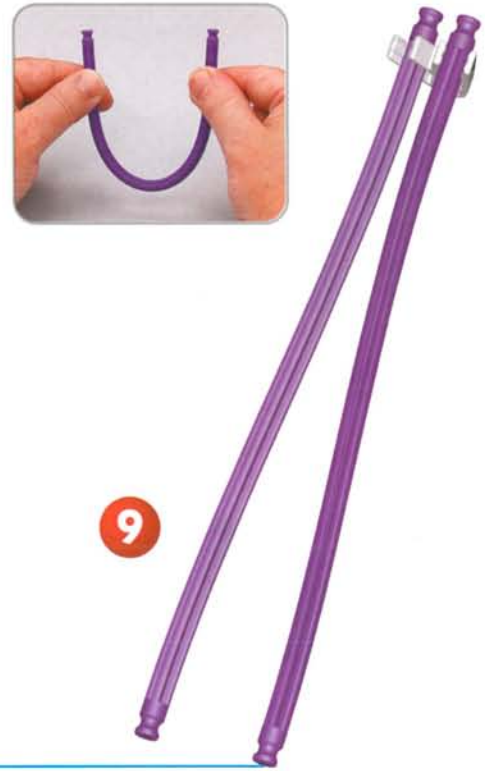
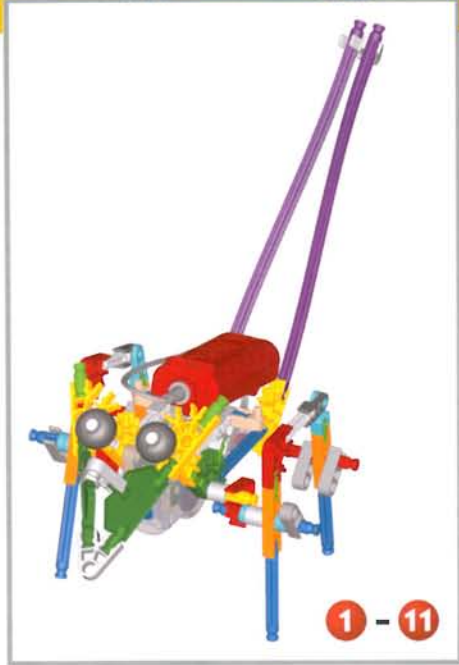
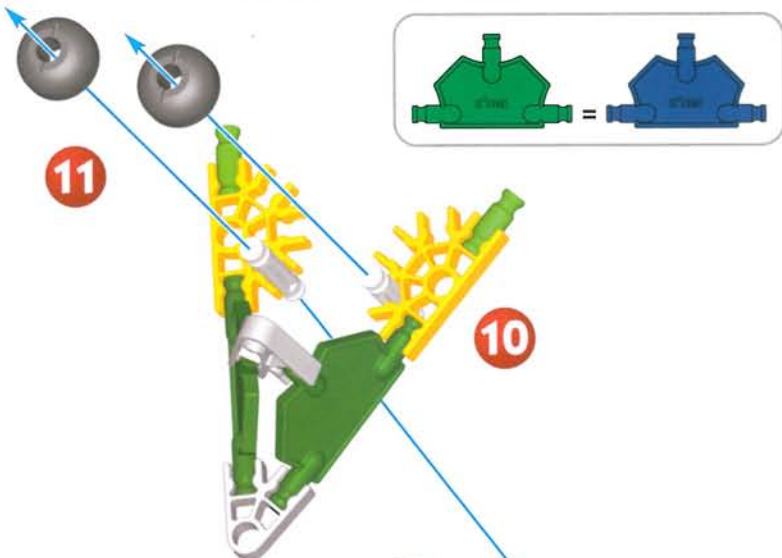
Flapping Bird



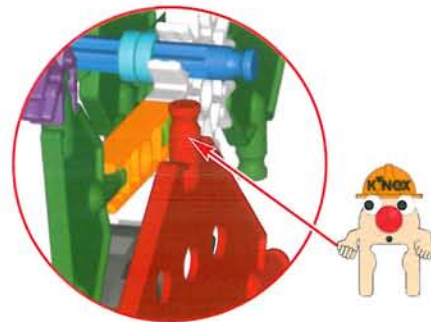
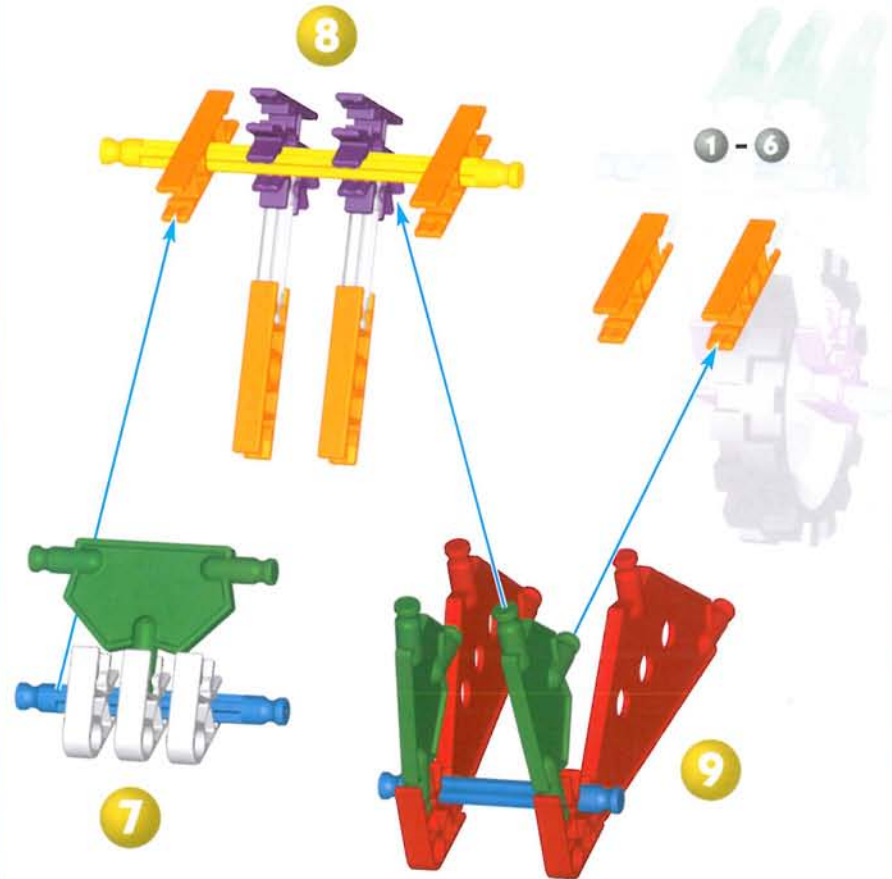
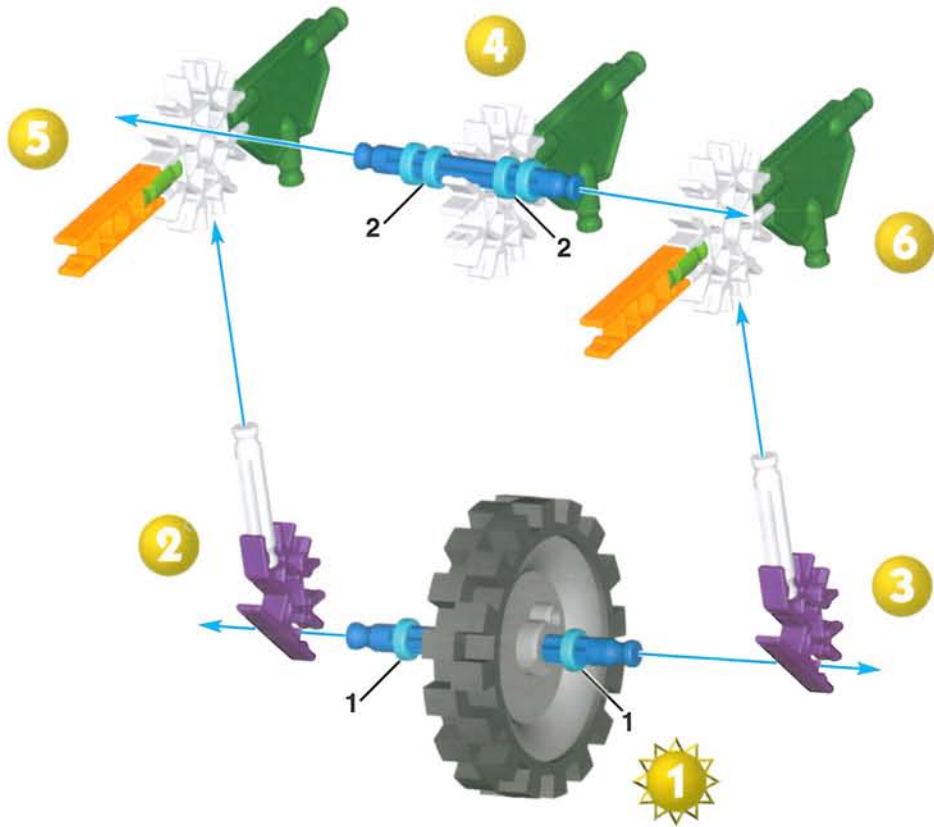
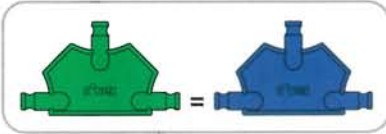
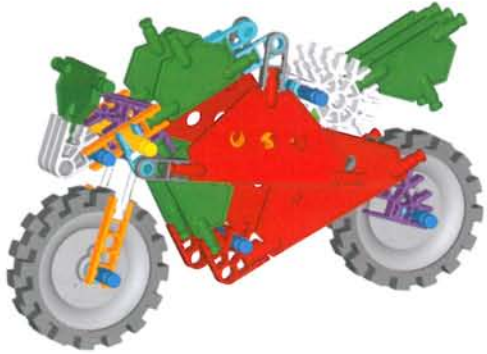


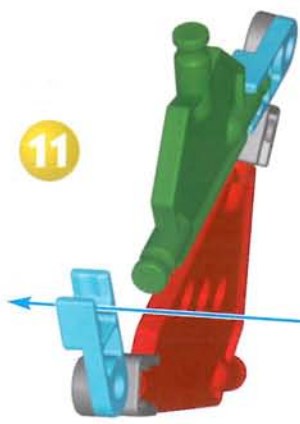
Mouse



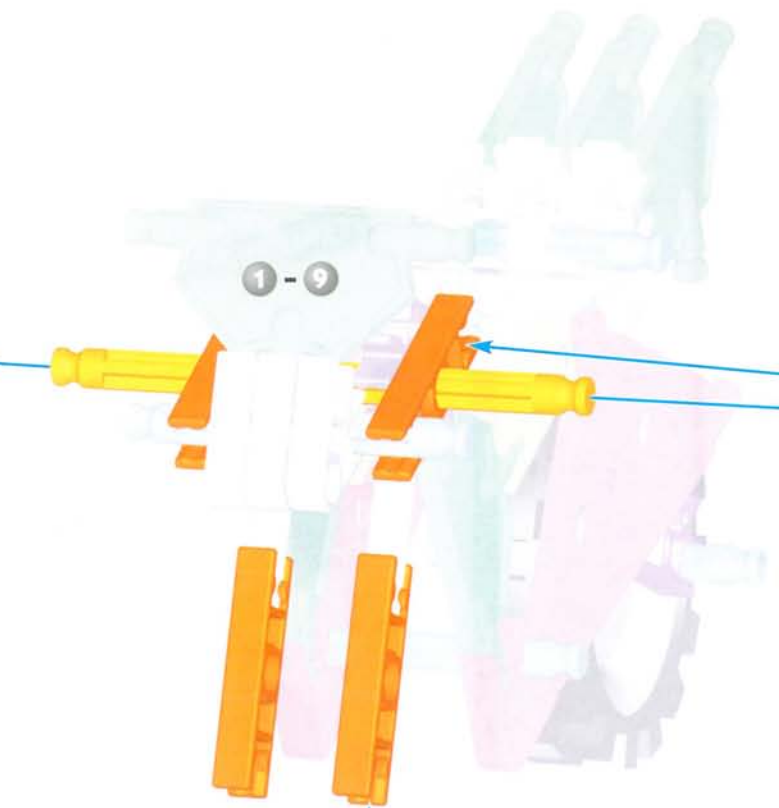


Motorcycle

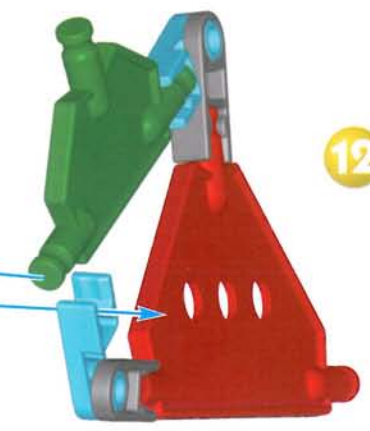




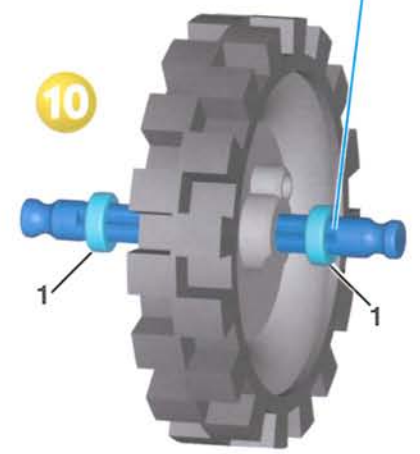
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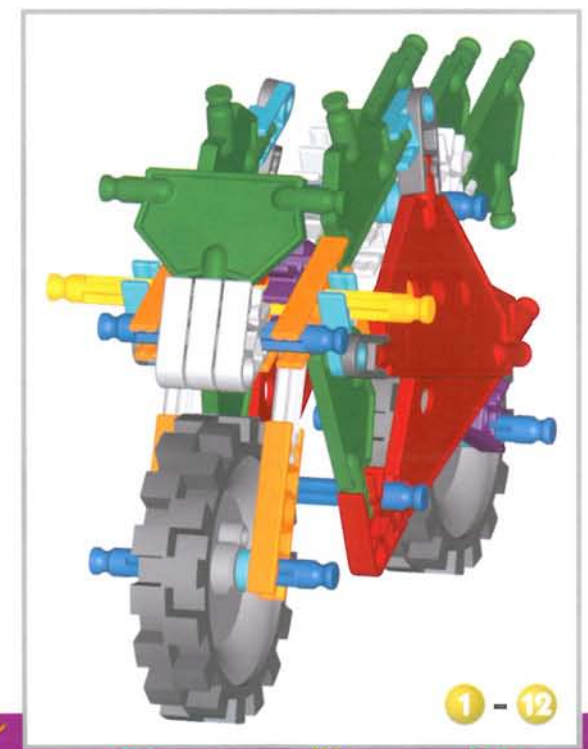
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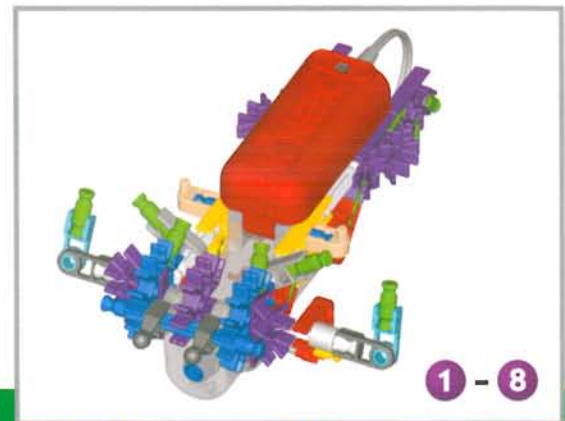
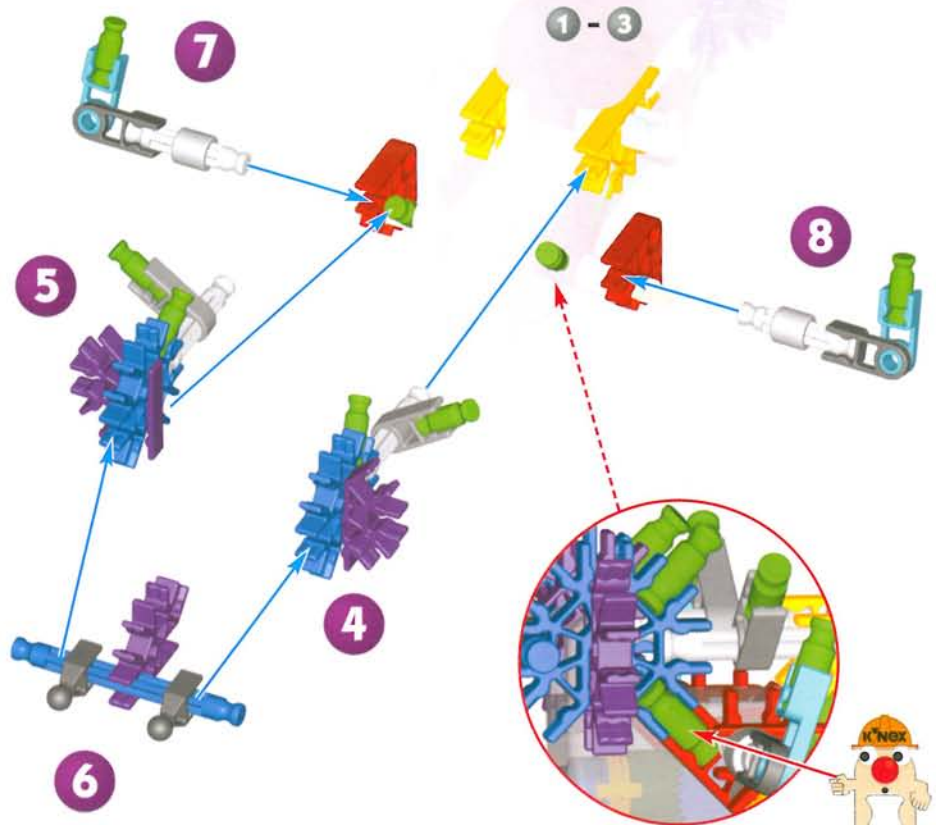
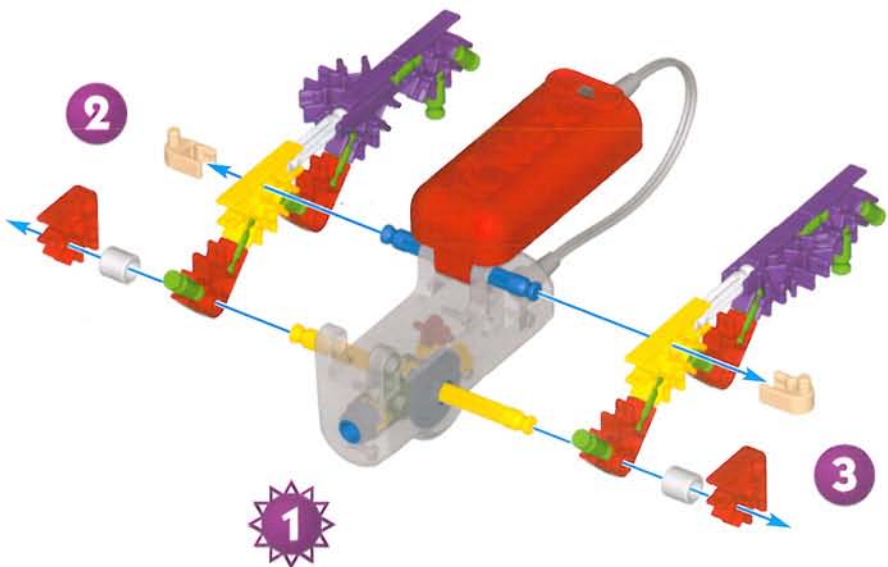
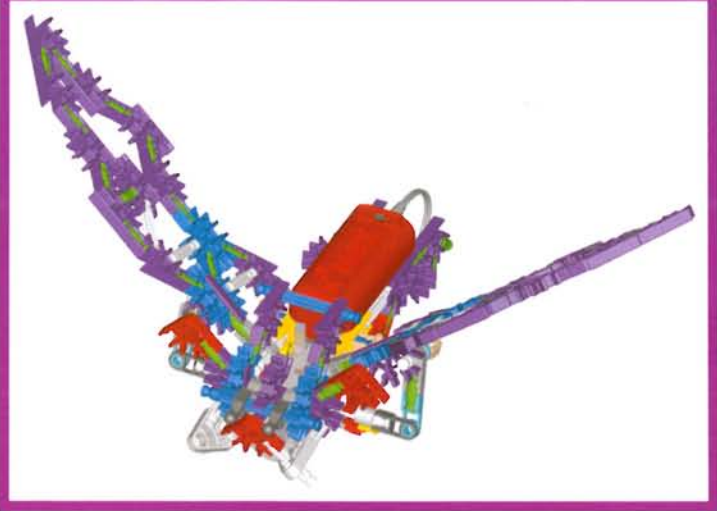
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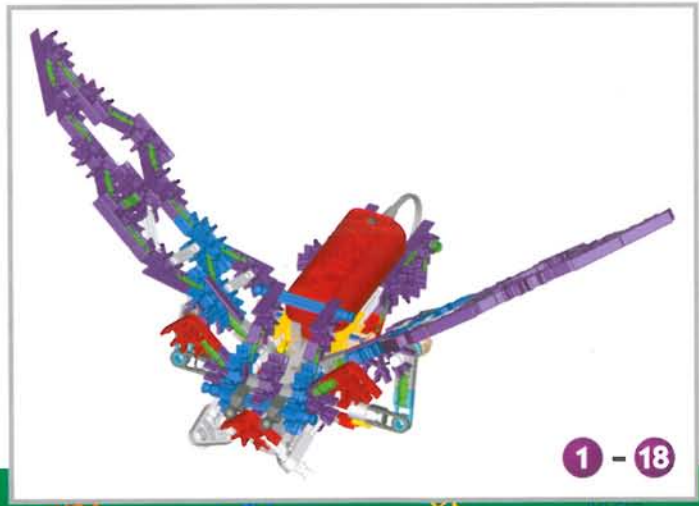
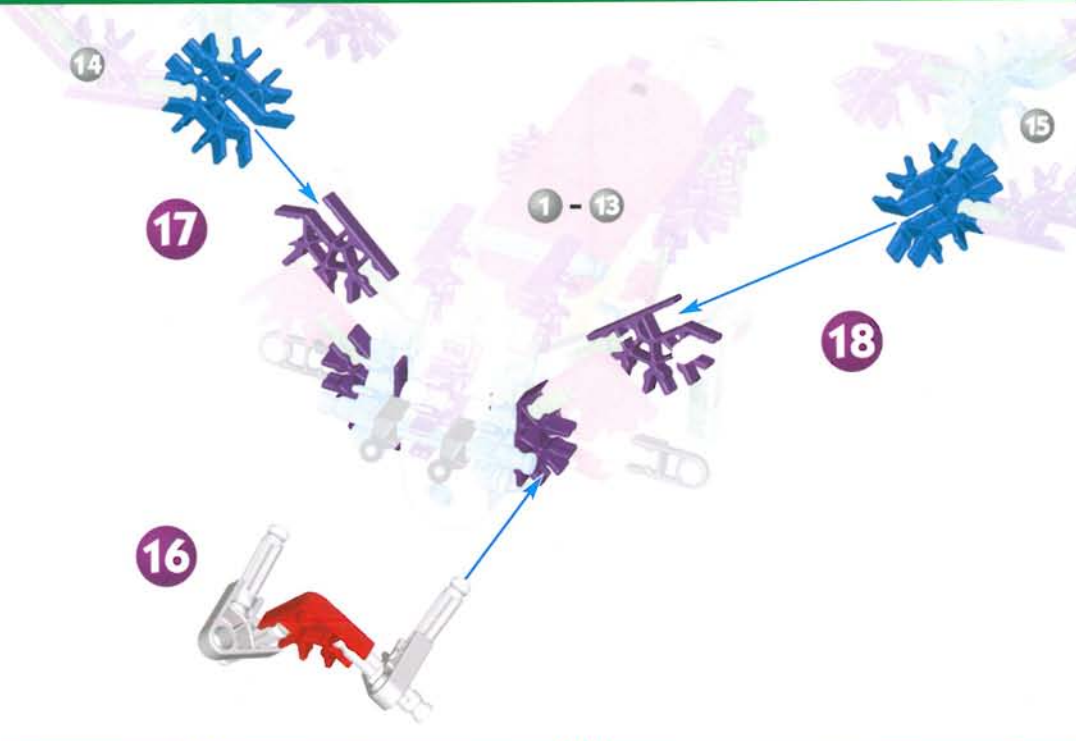
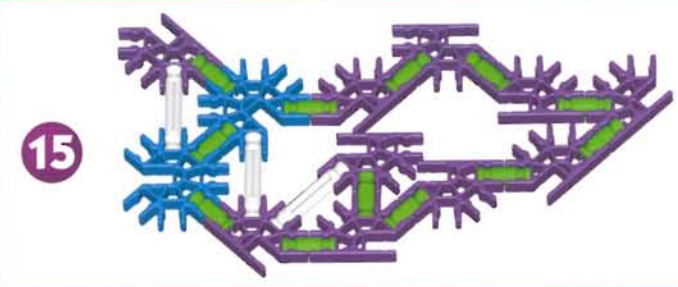
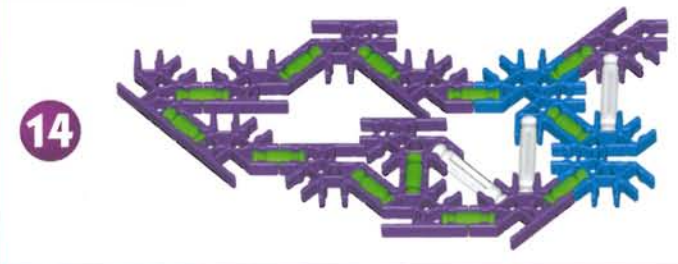
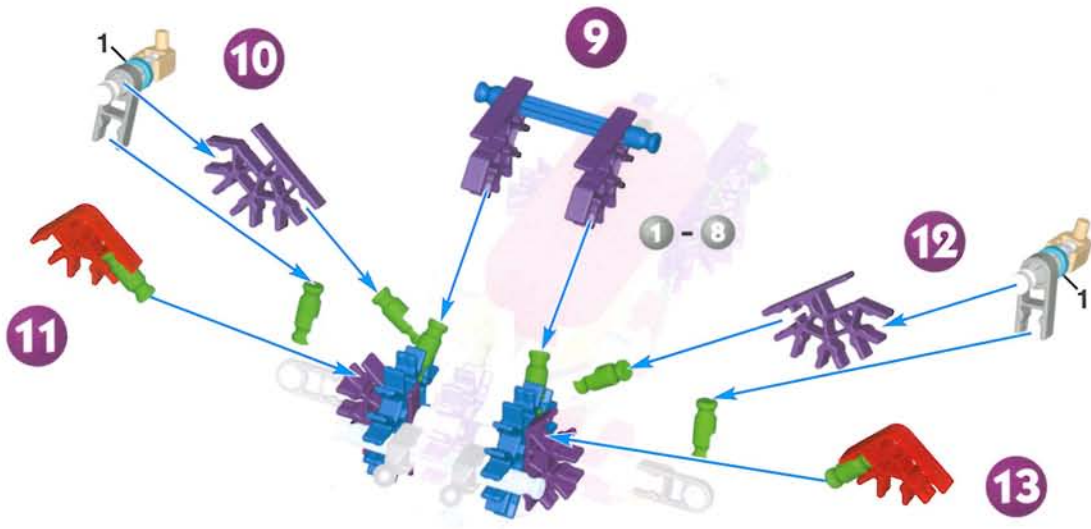
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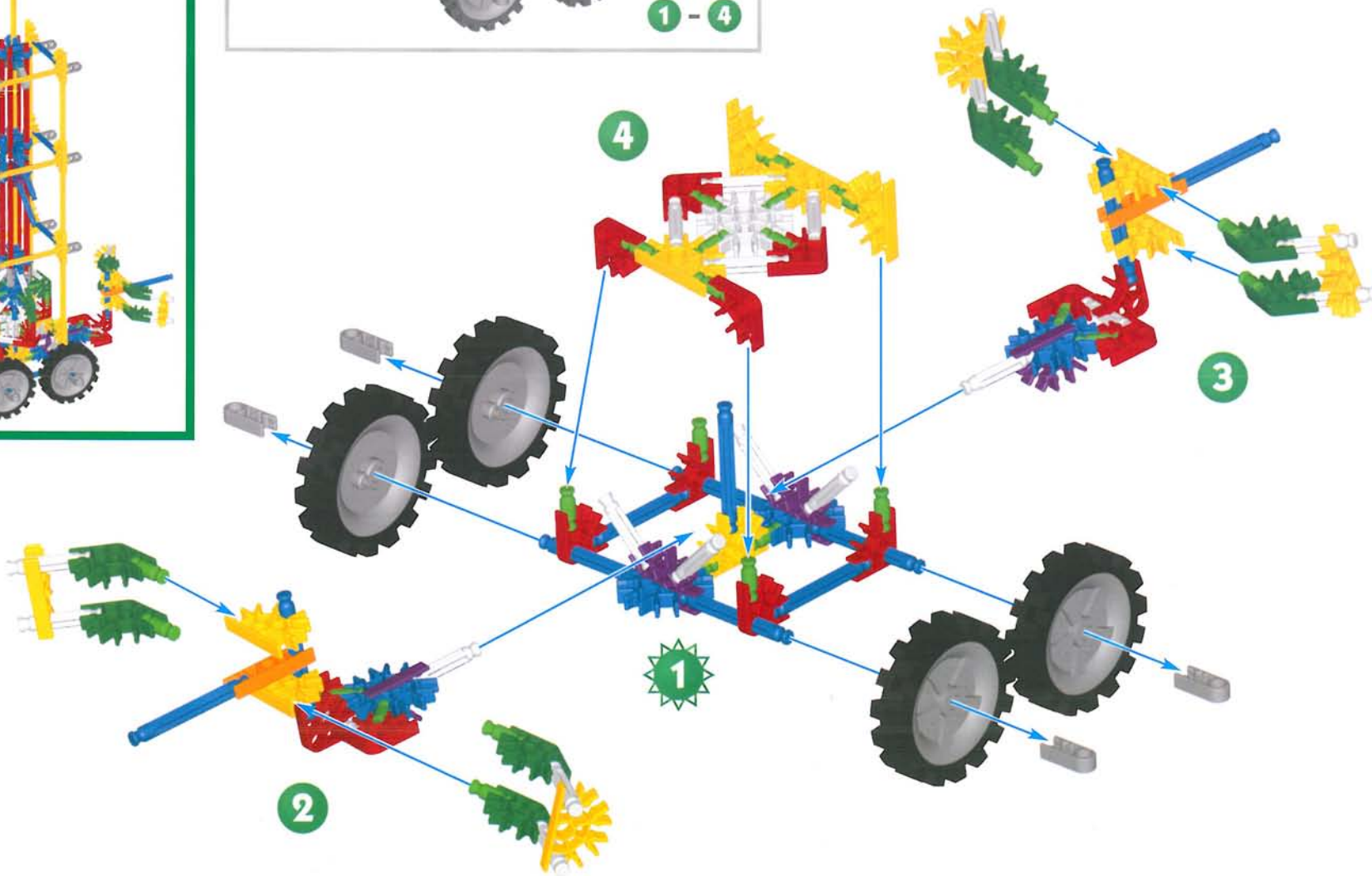
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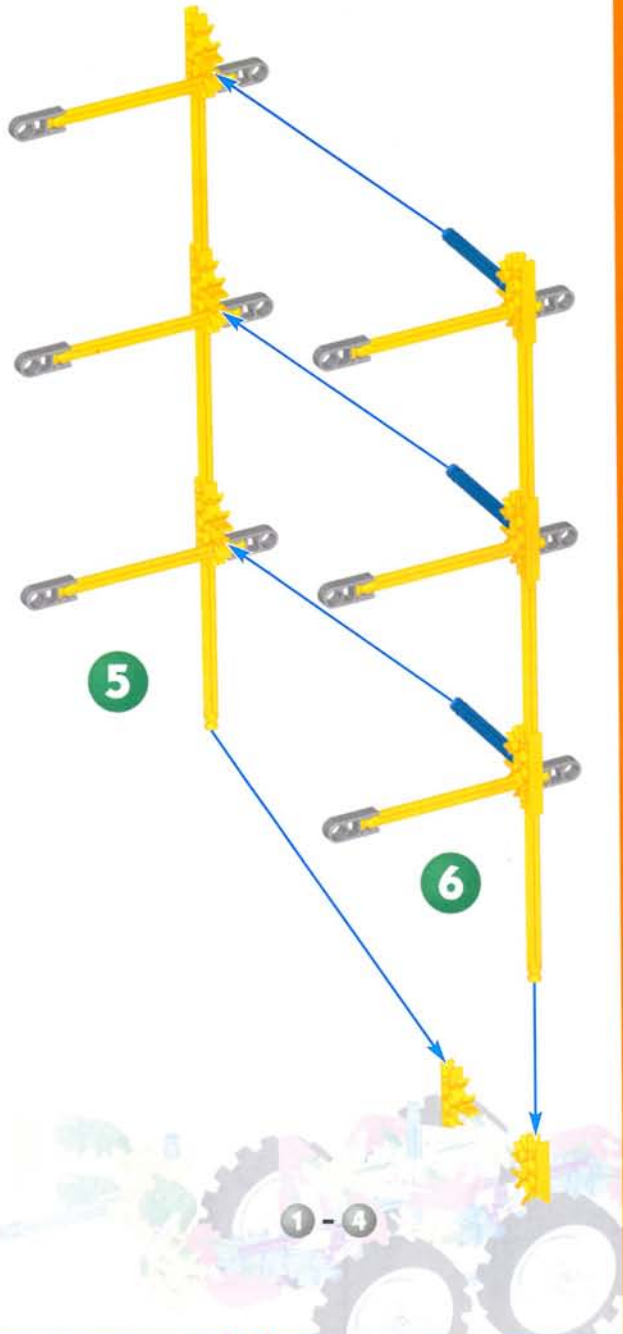
Bat





Rocket and Mobile Launcher





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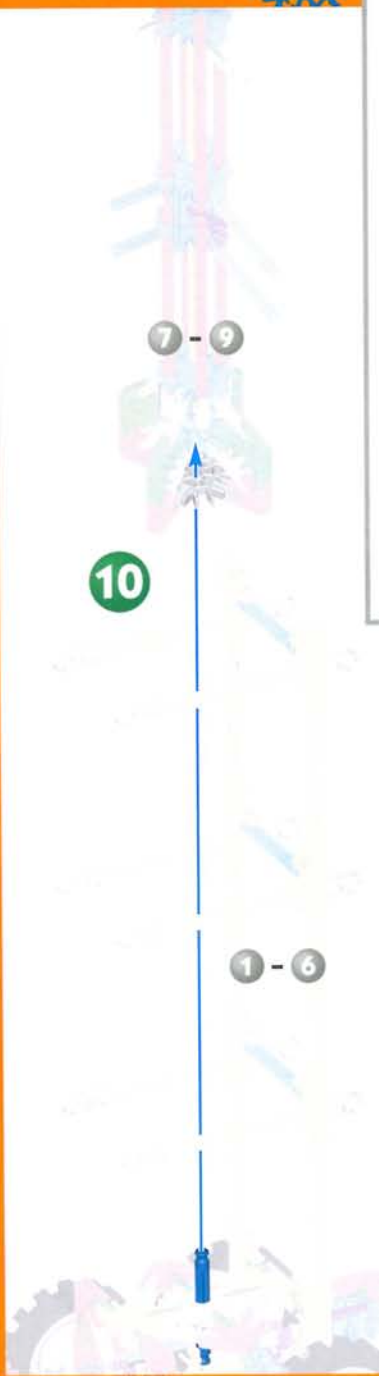
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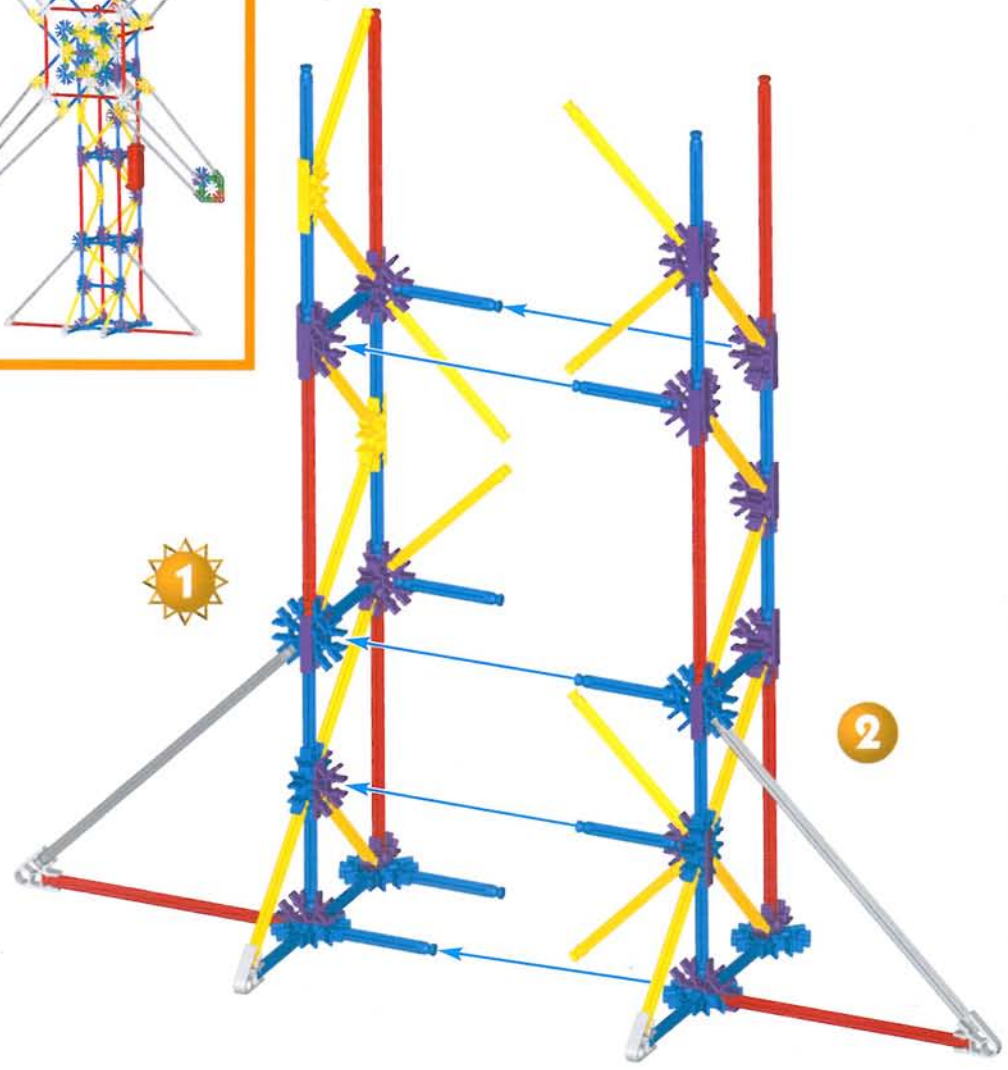
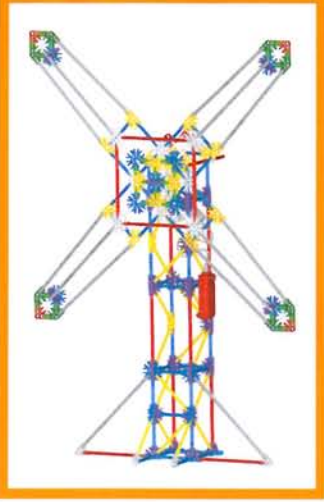
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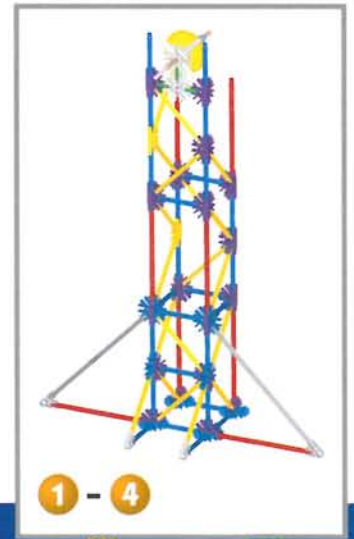
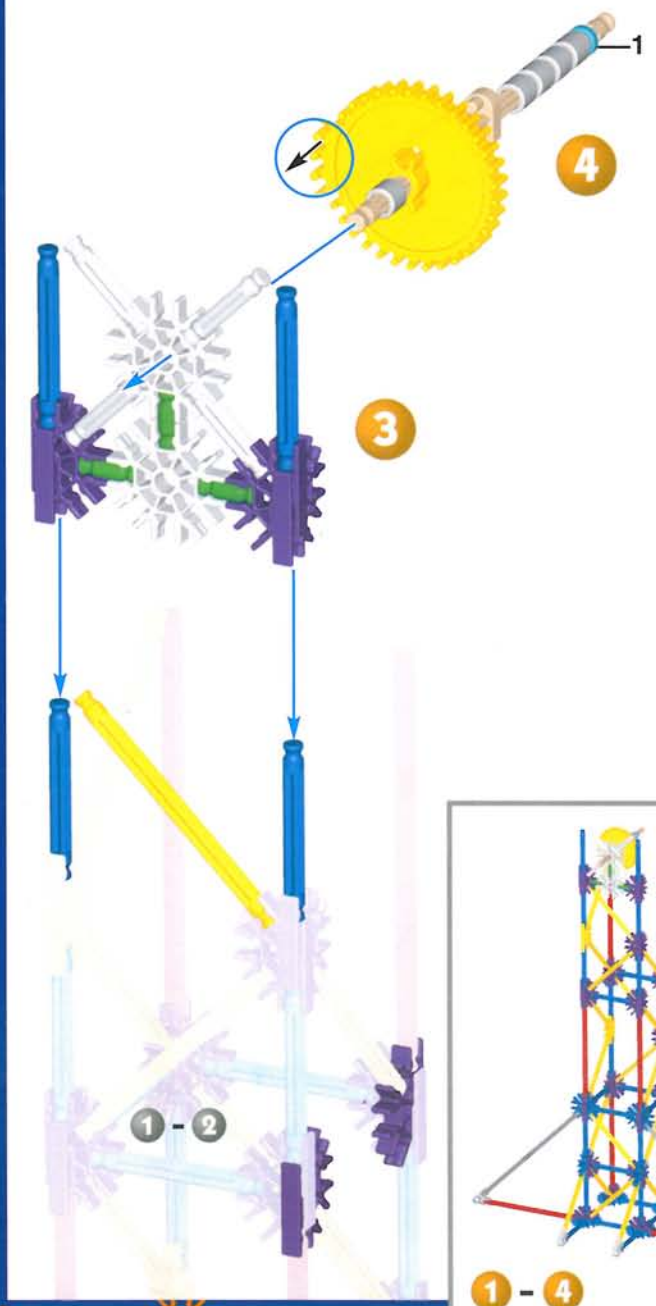


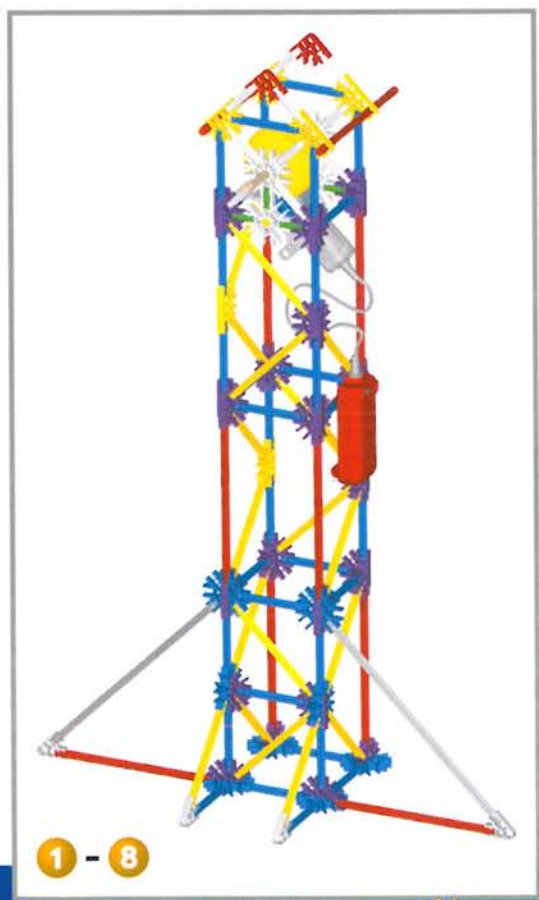
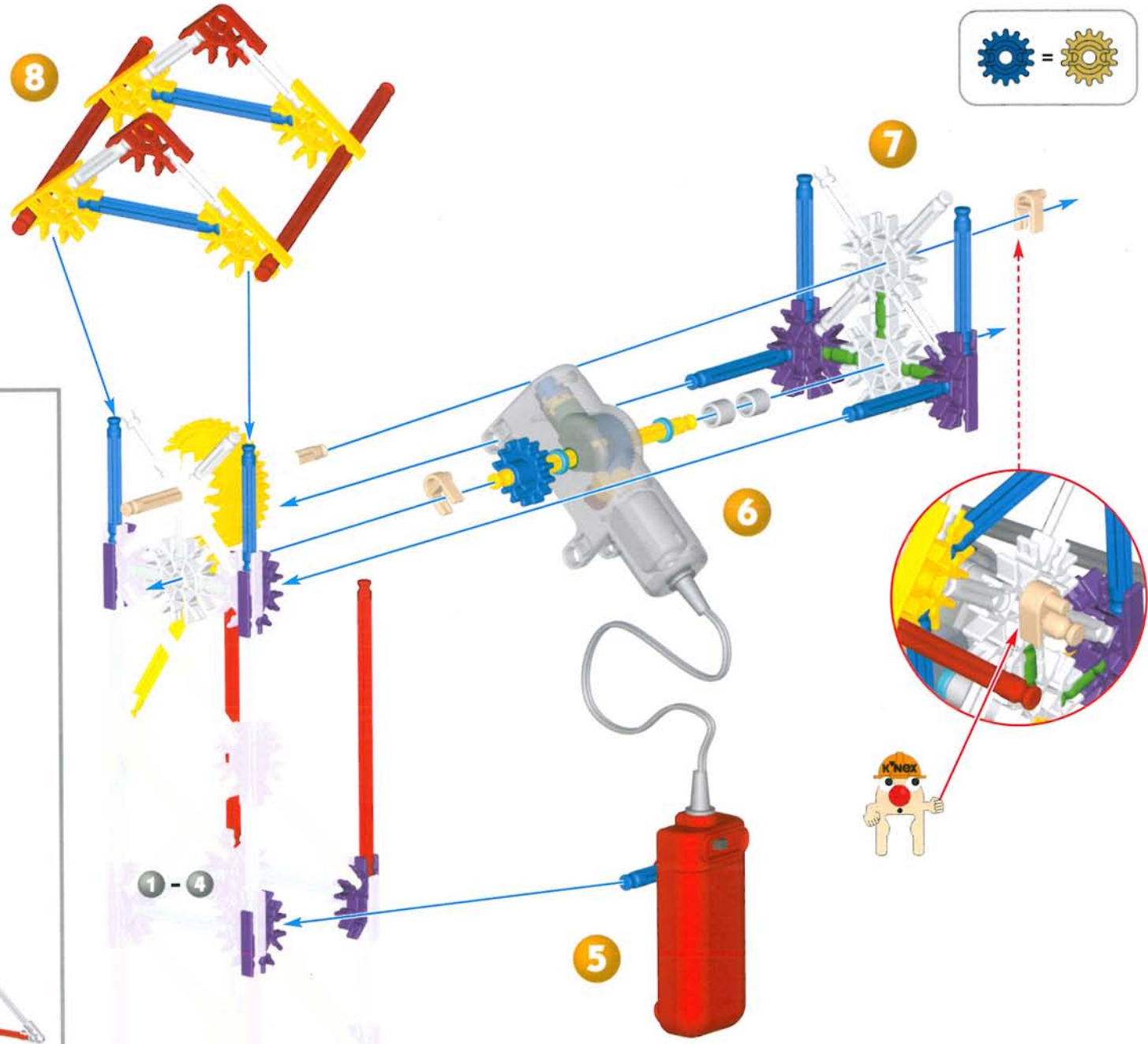
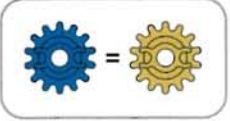
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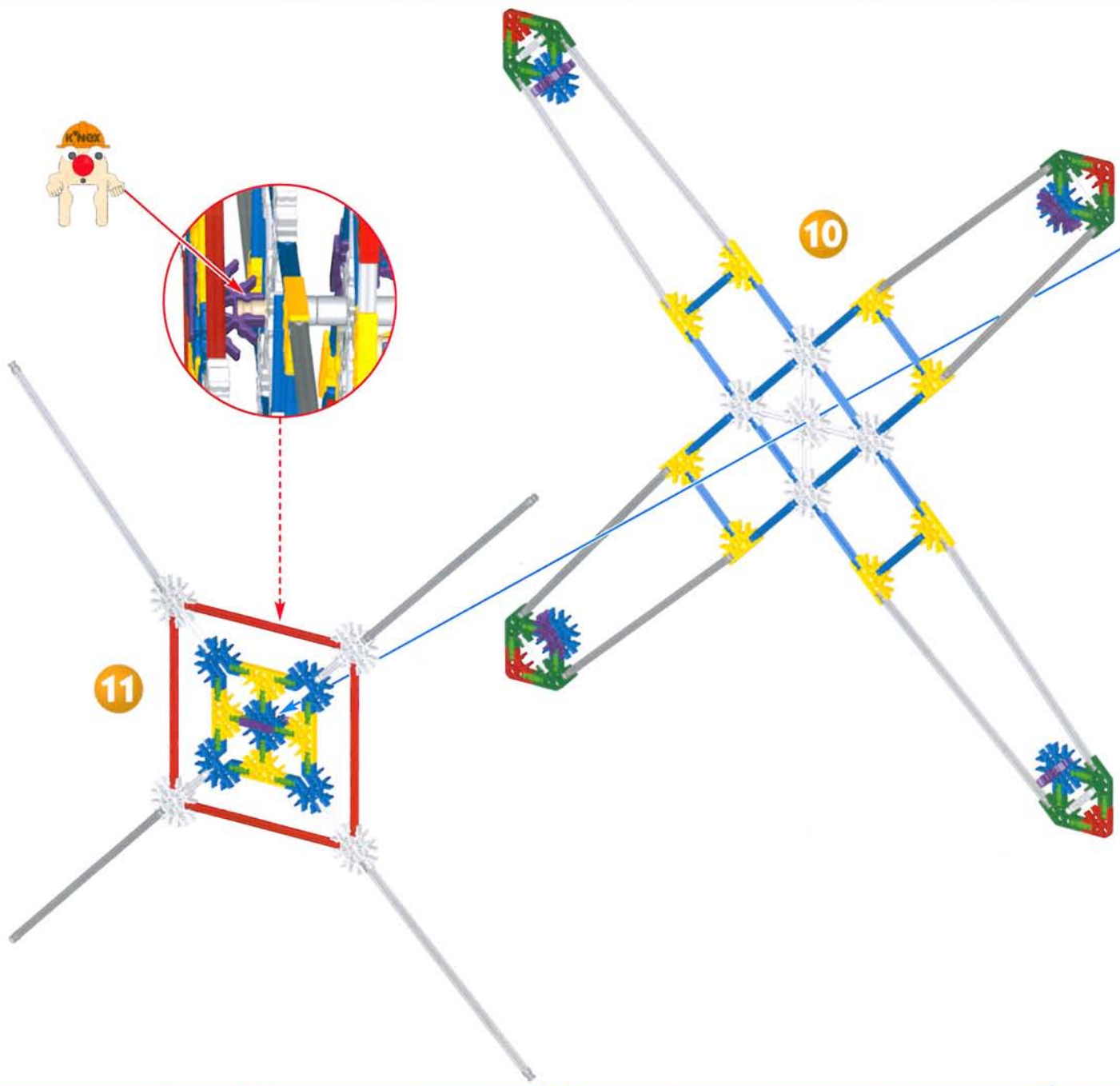
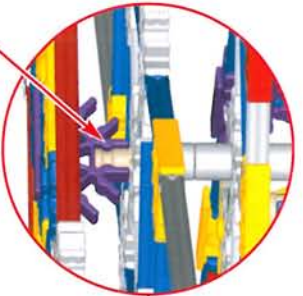
Paddle Windmill



2





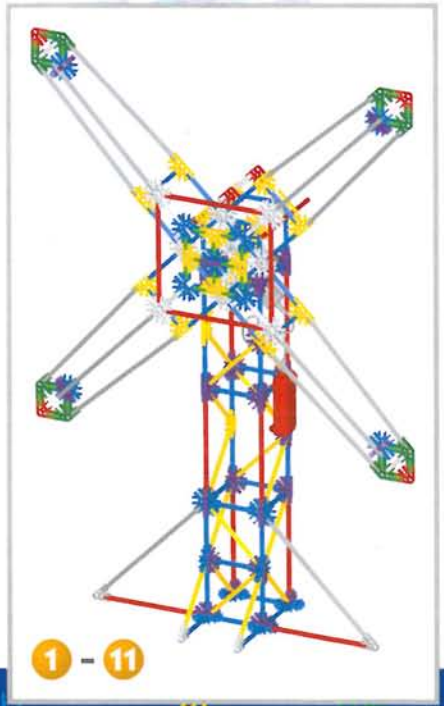


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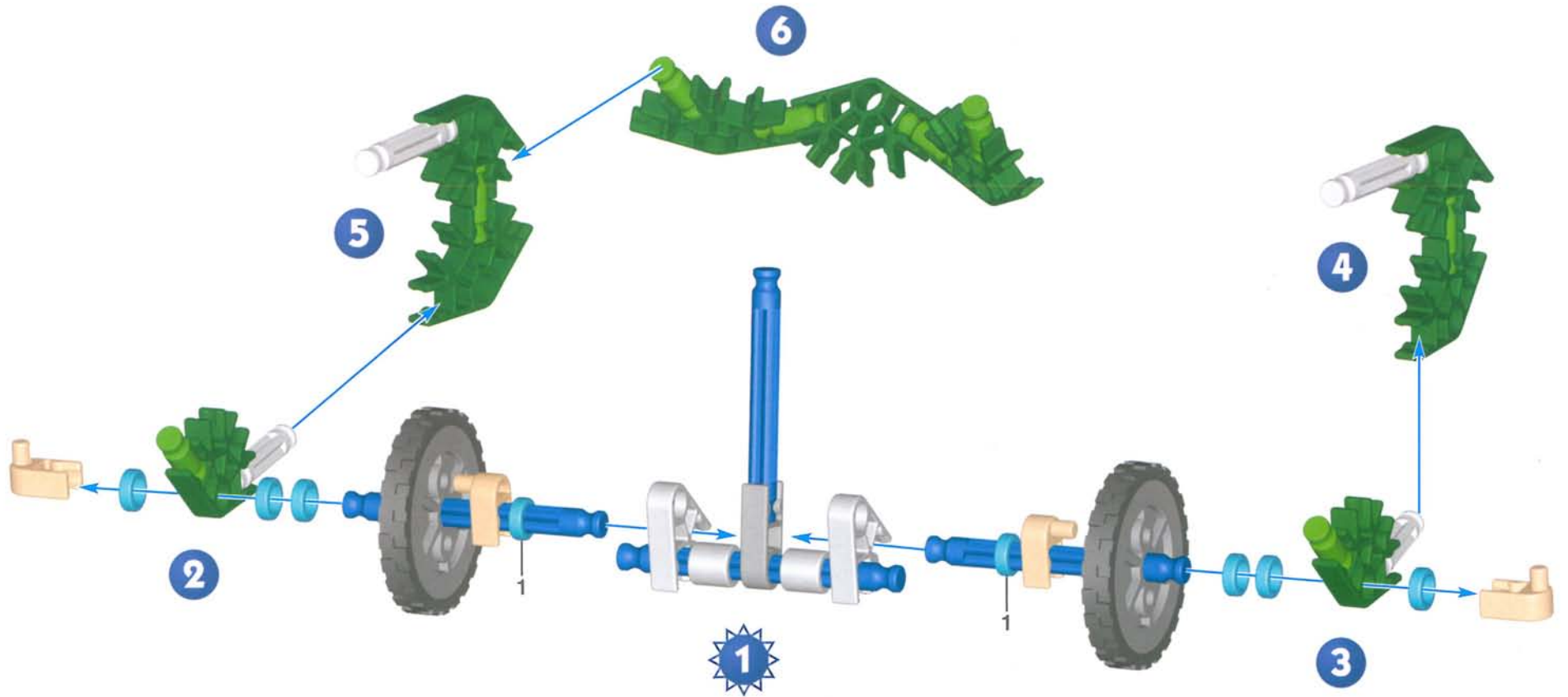
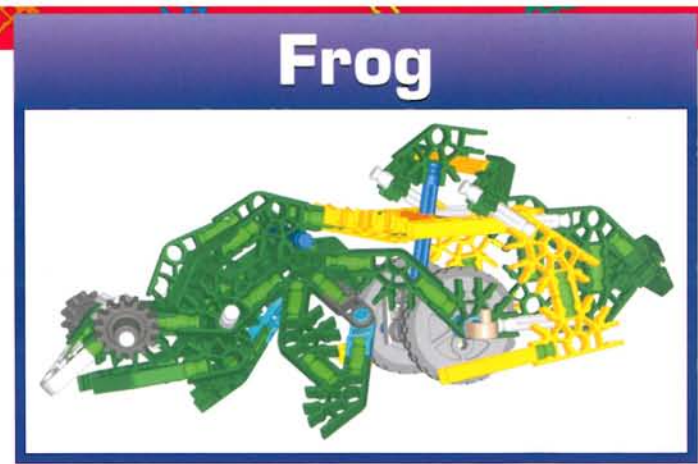
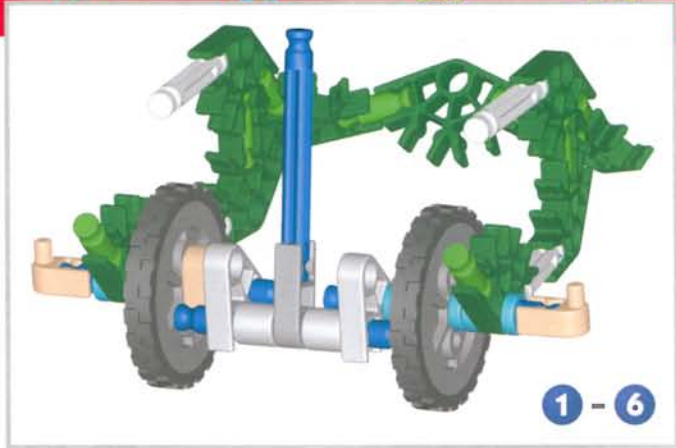
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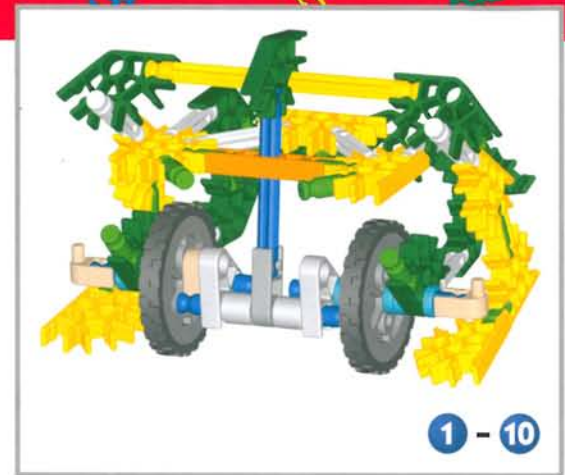
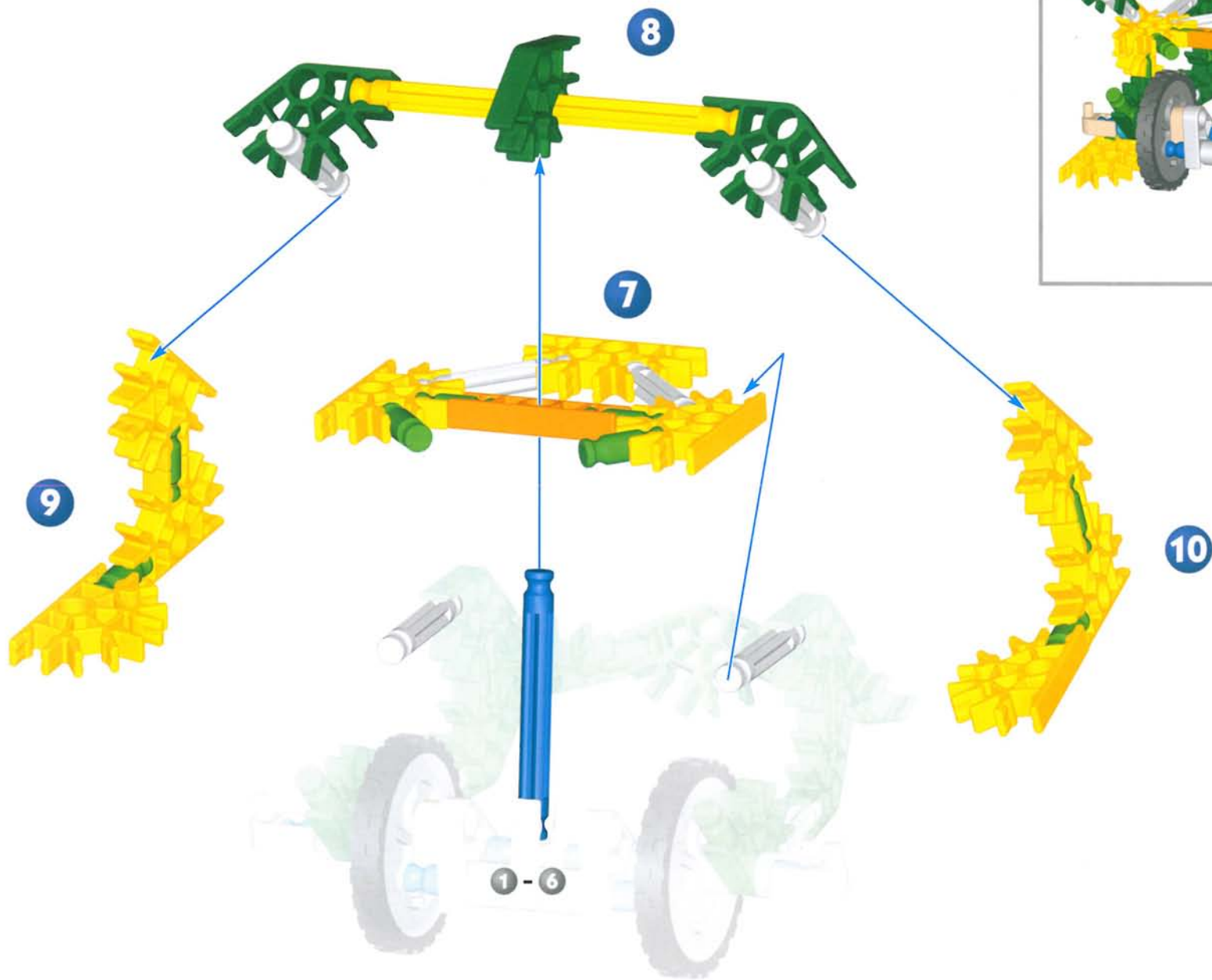
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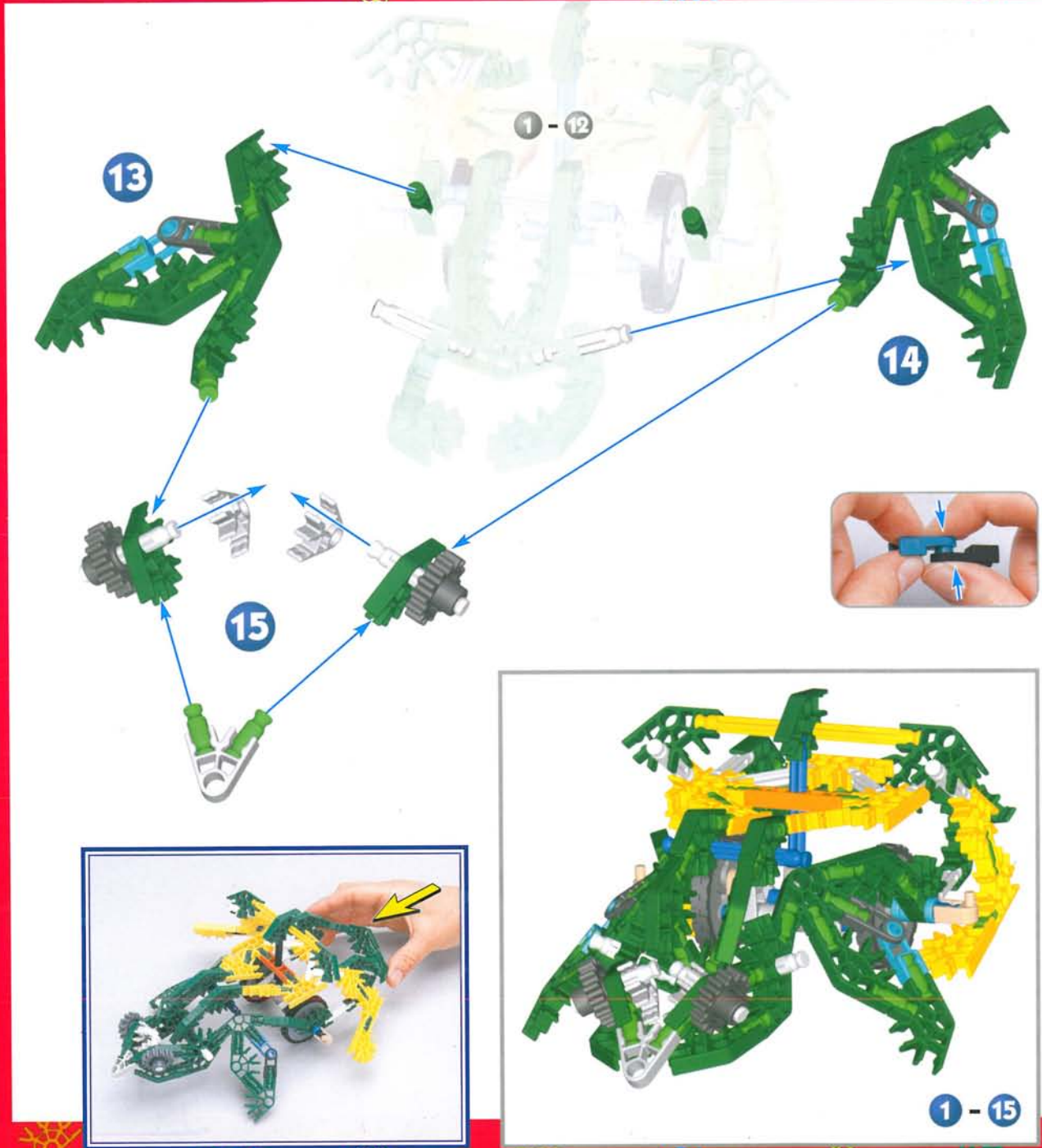
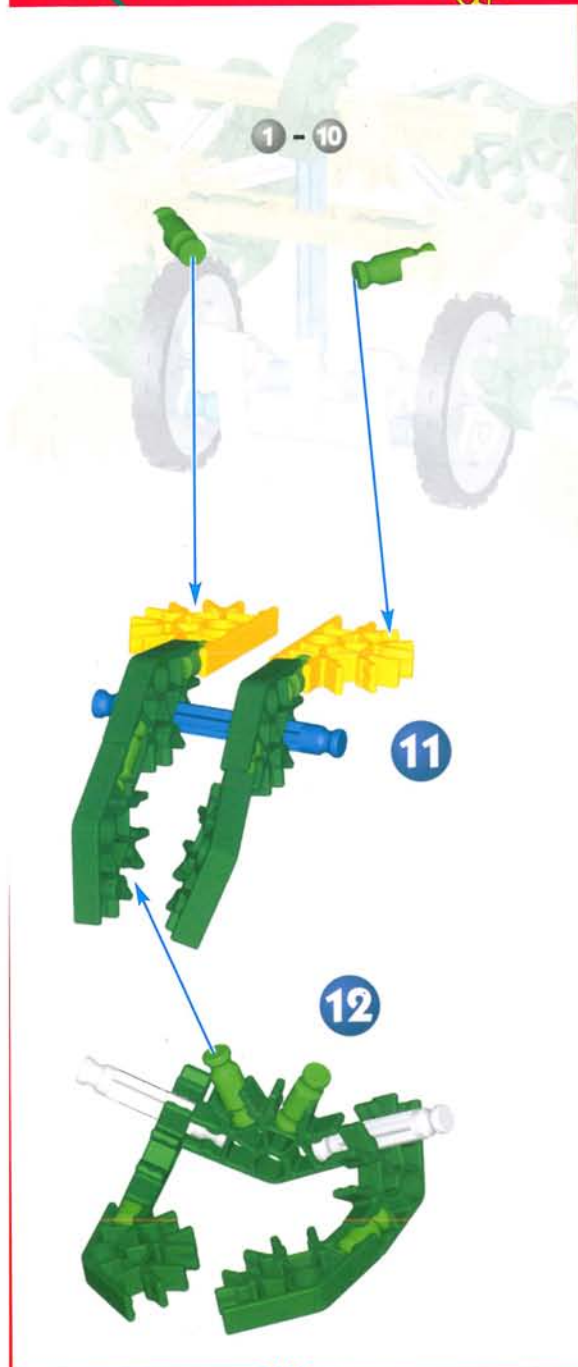
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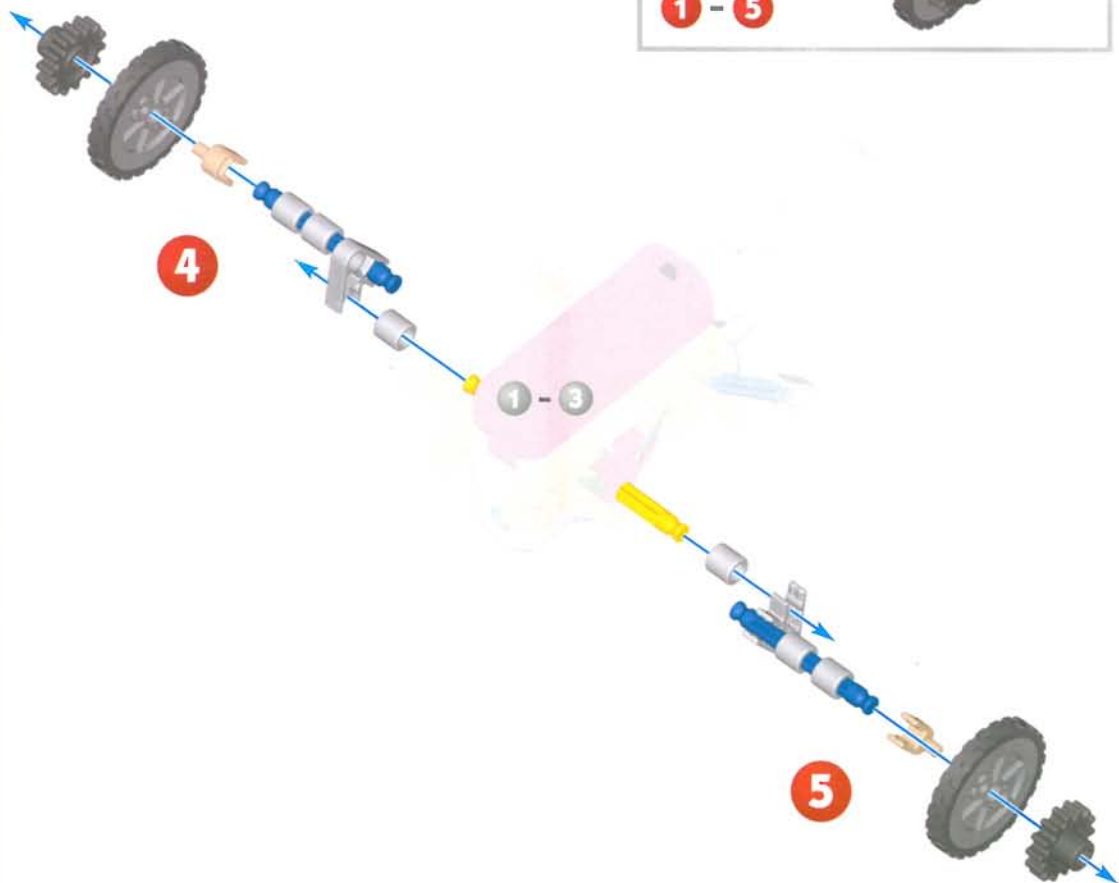
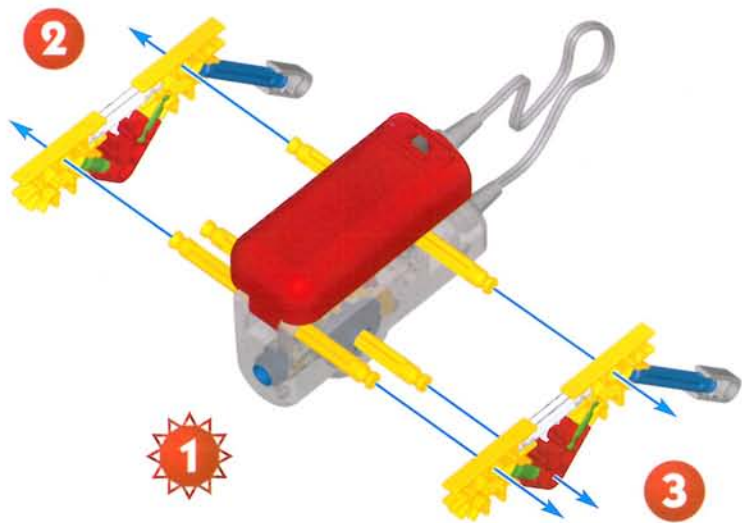
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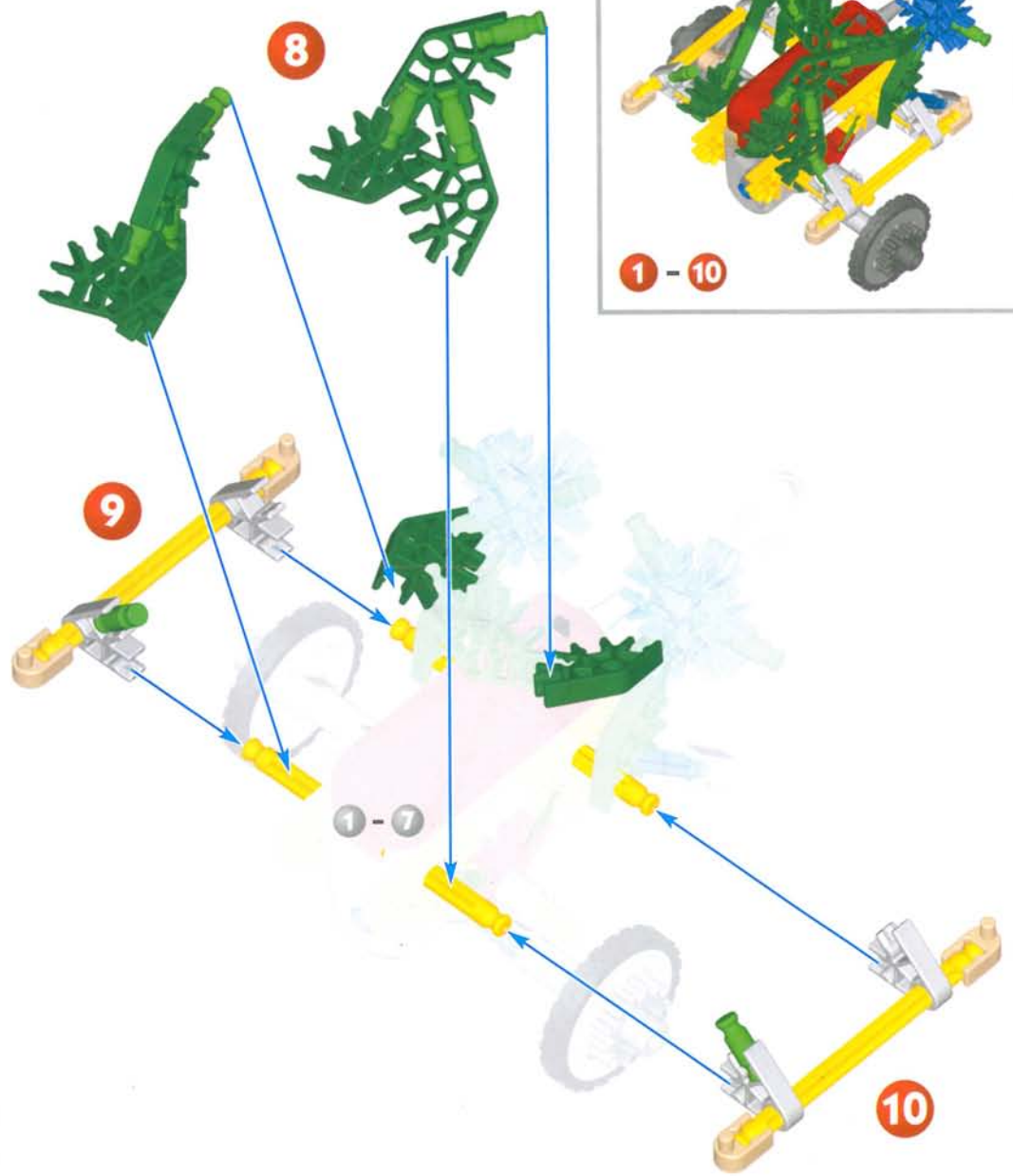


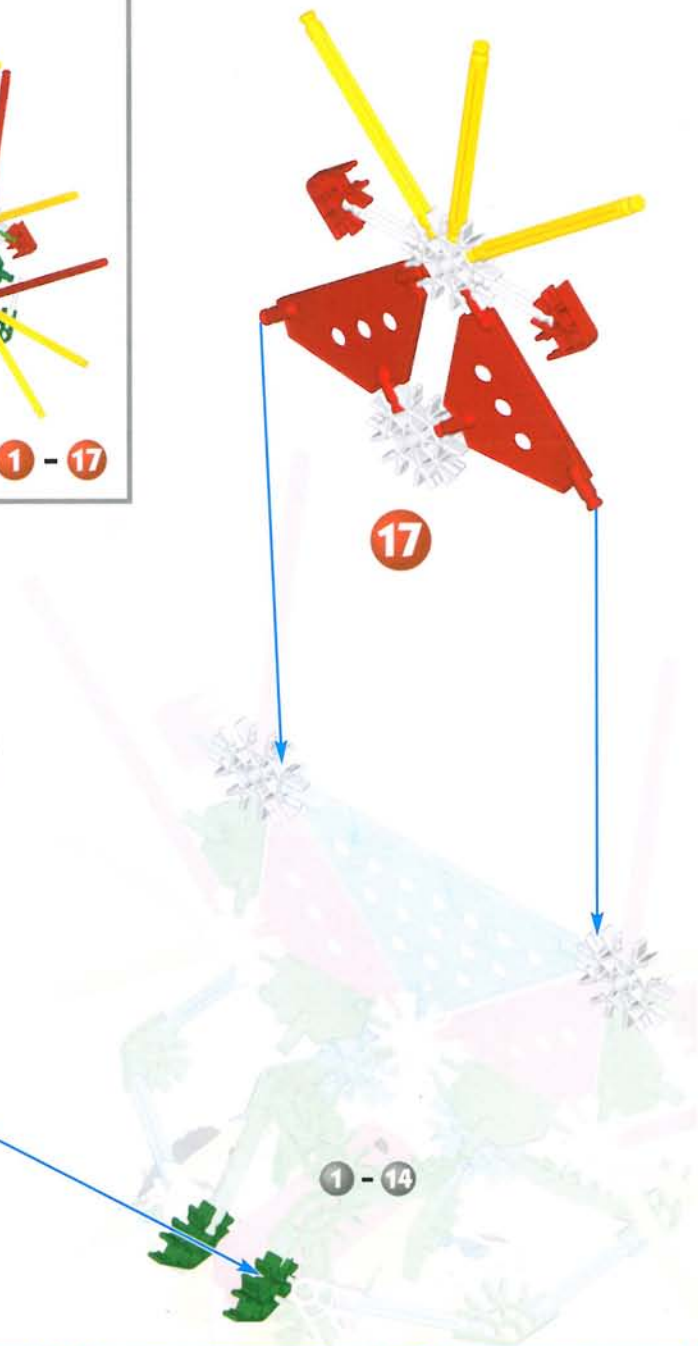
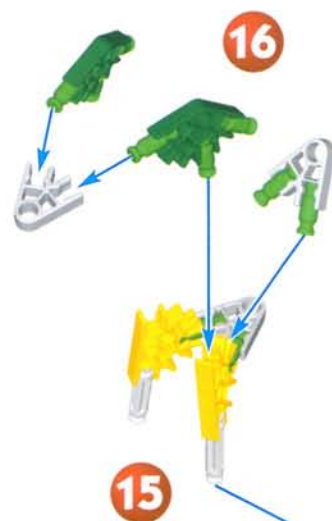
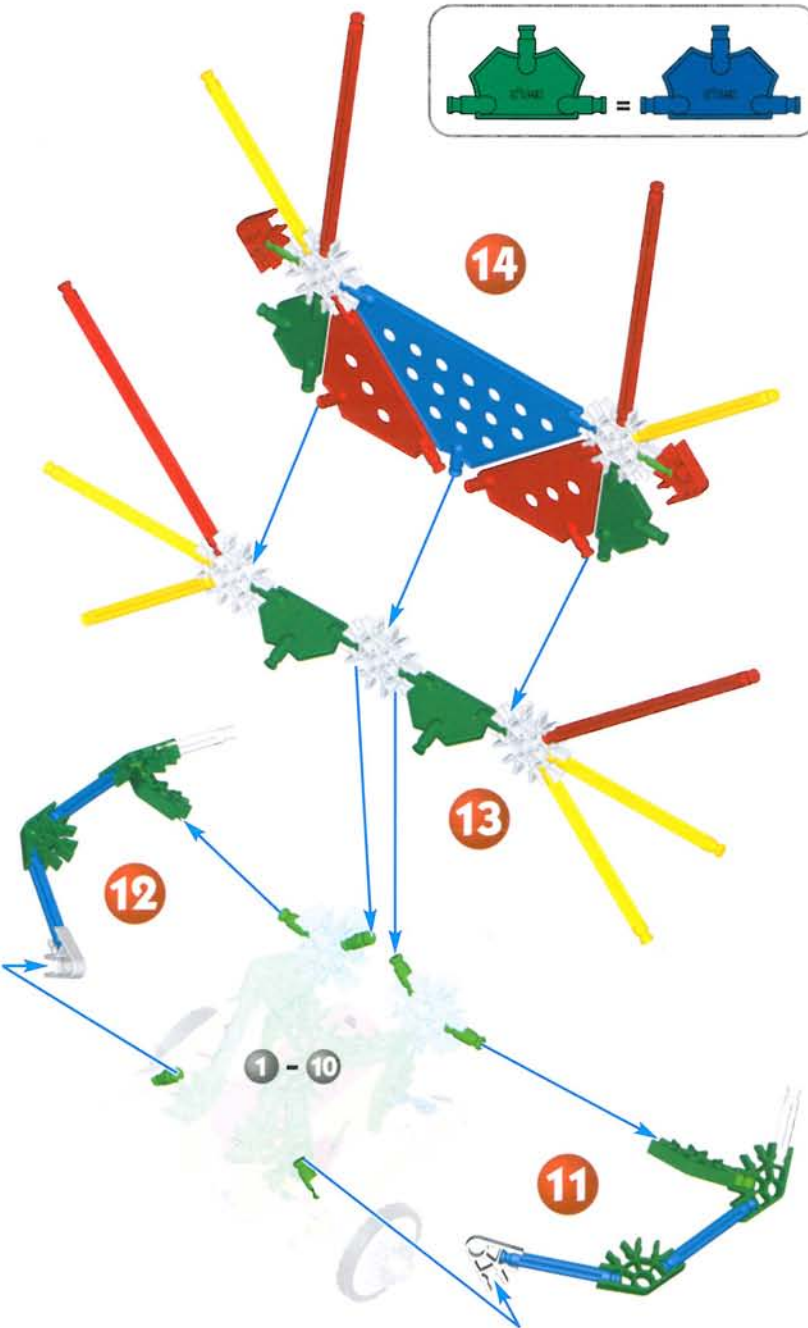




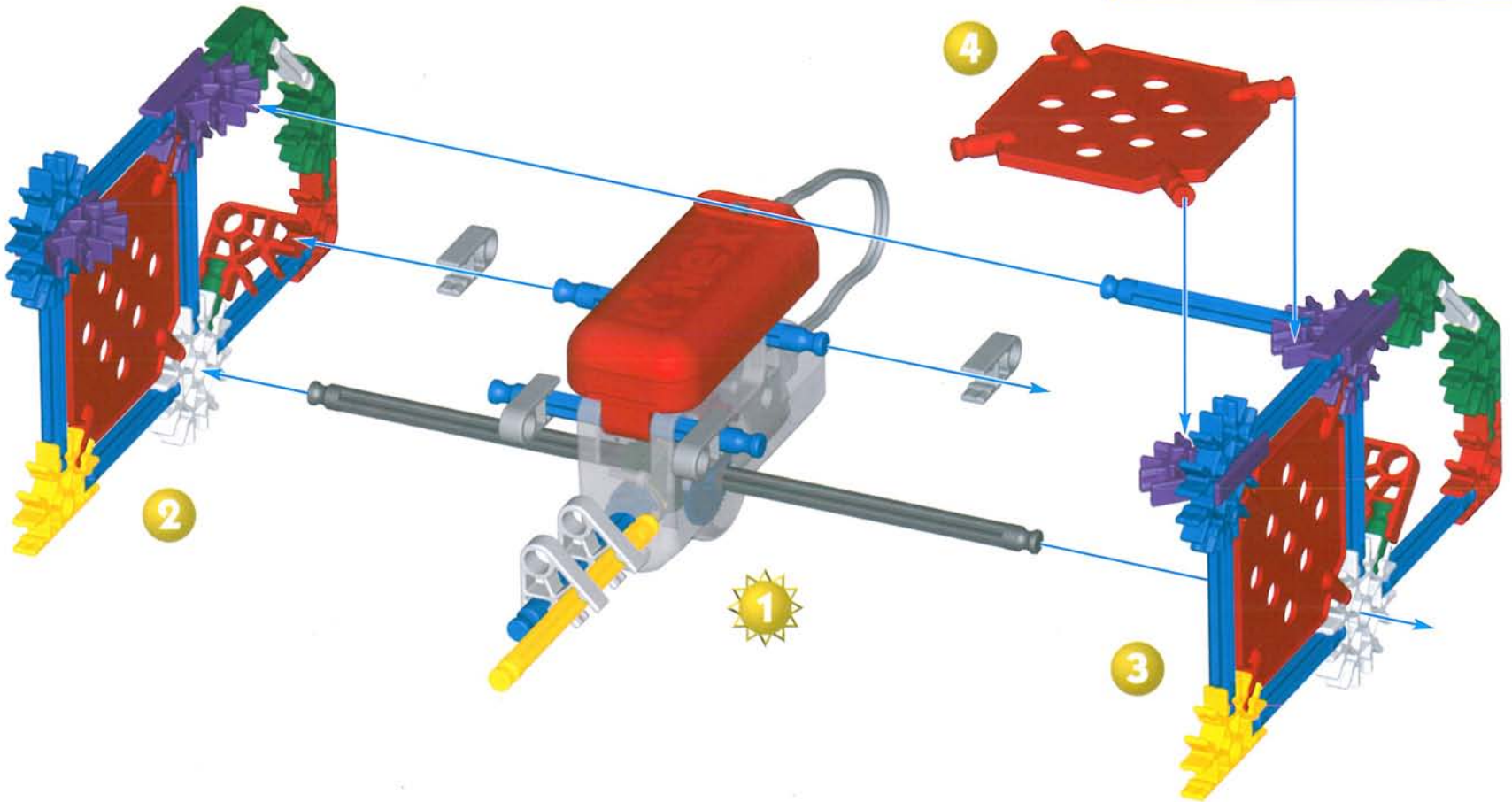
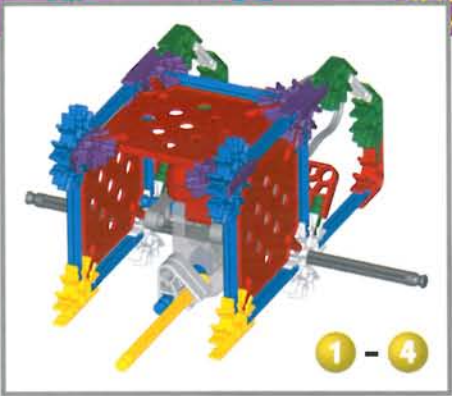
Peacock

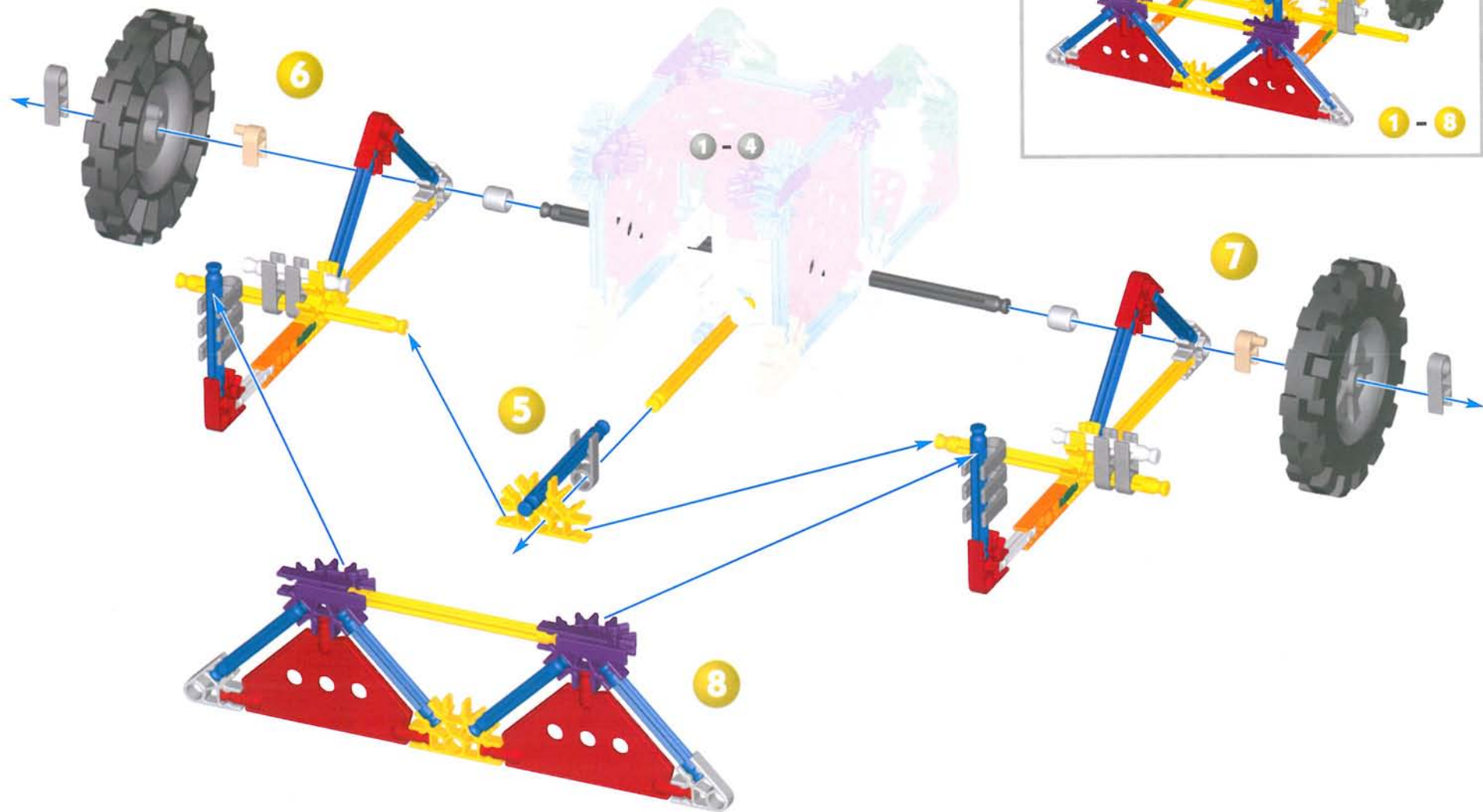


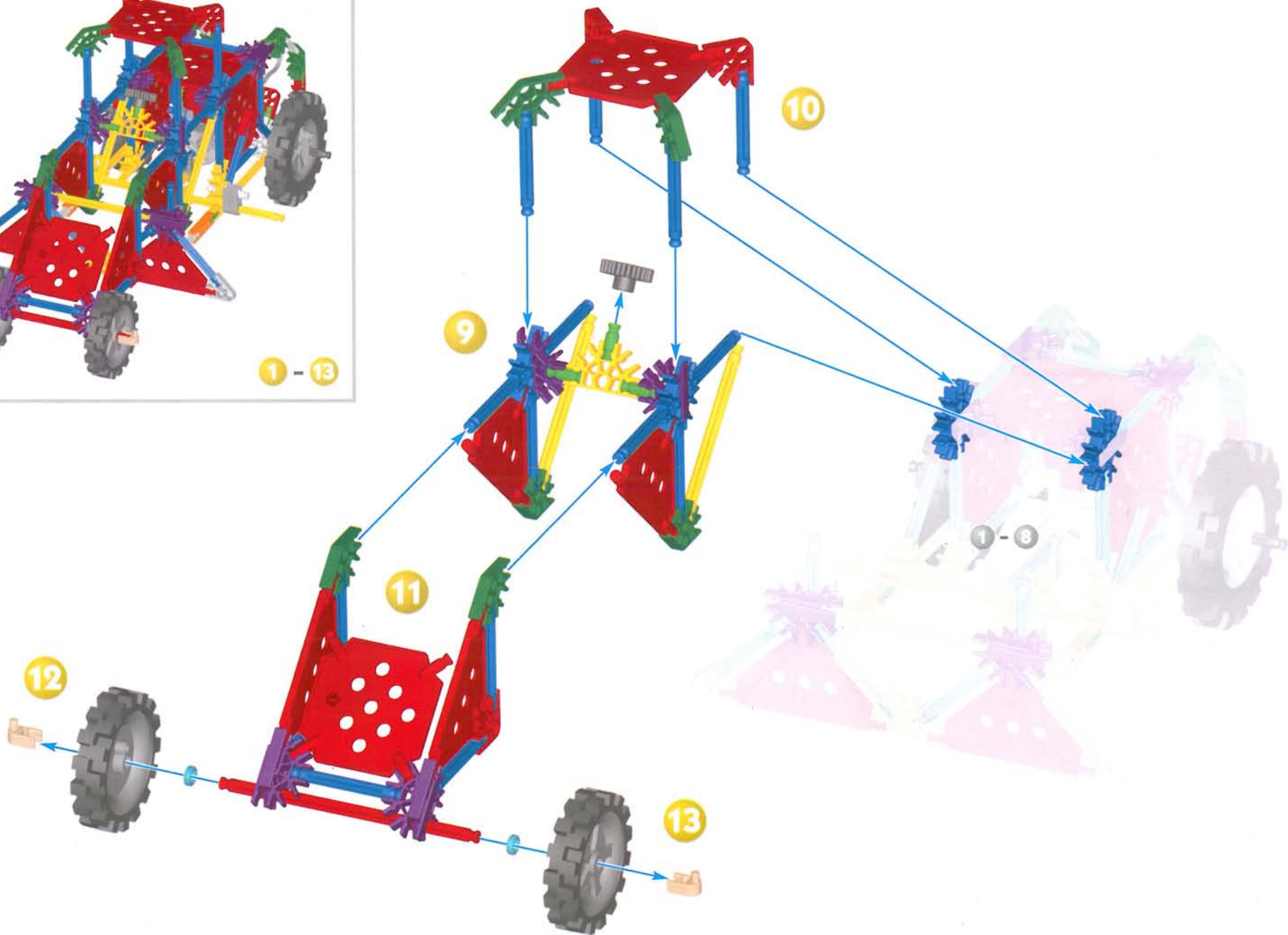
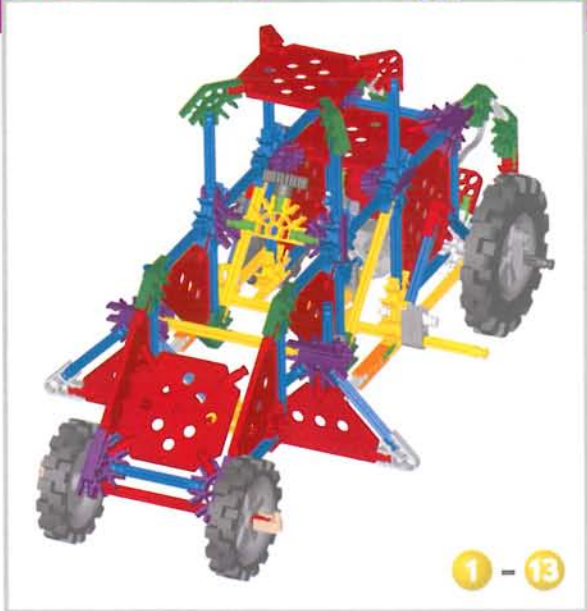




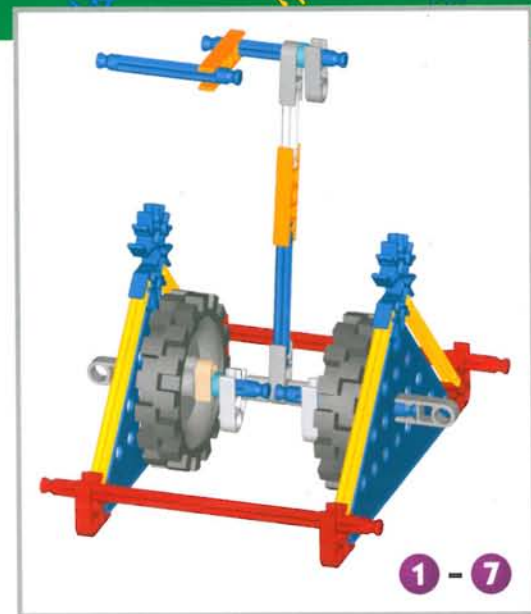
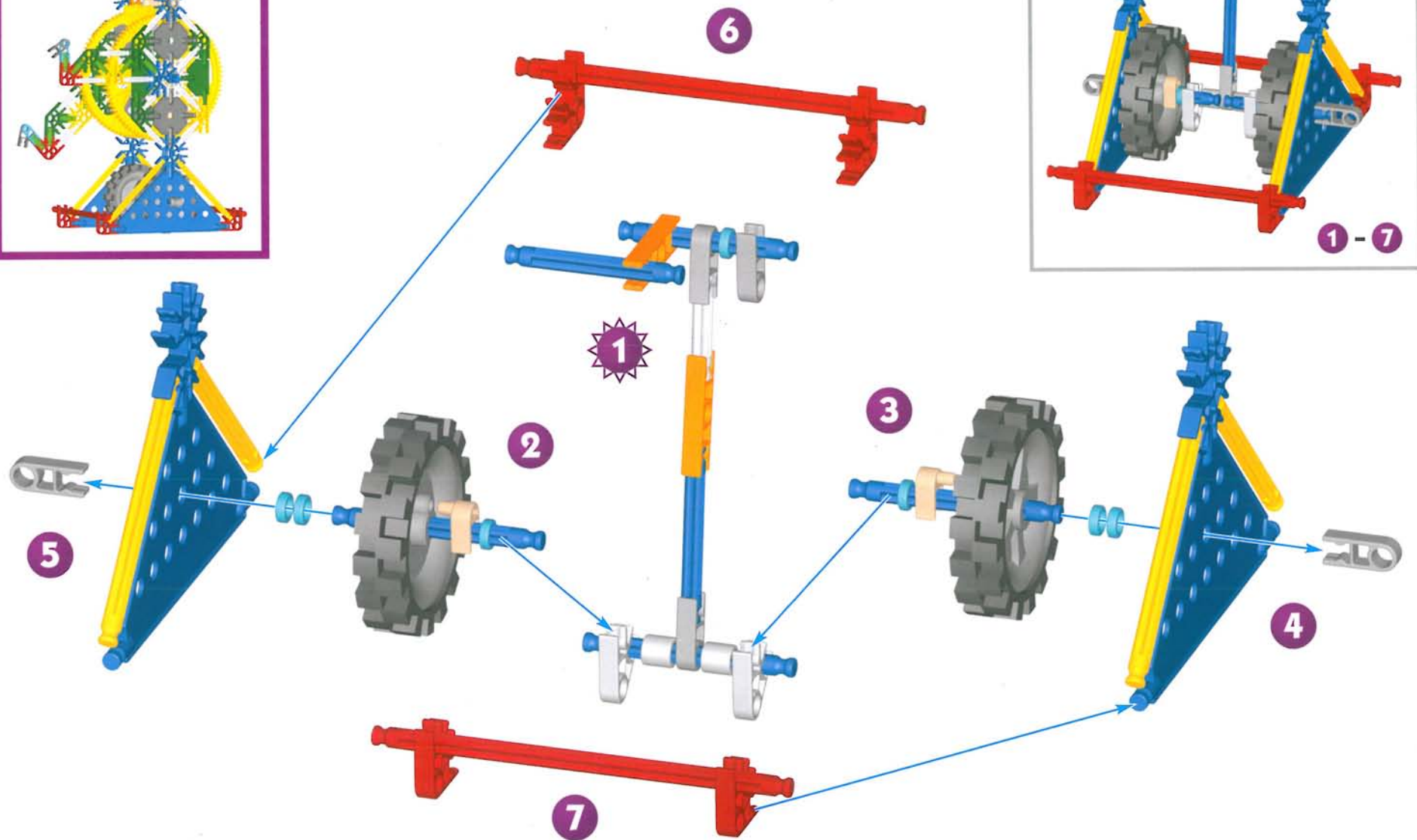
Road Grader

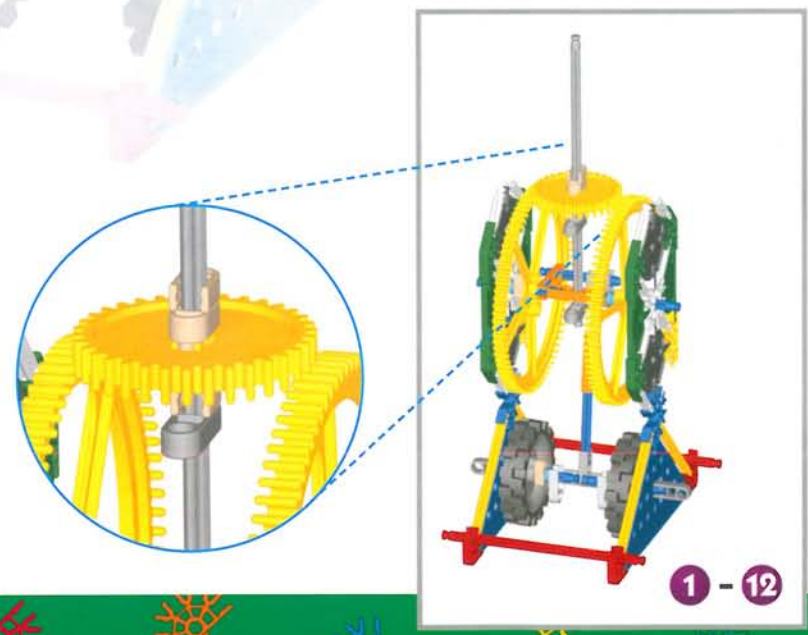
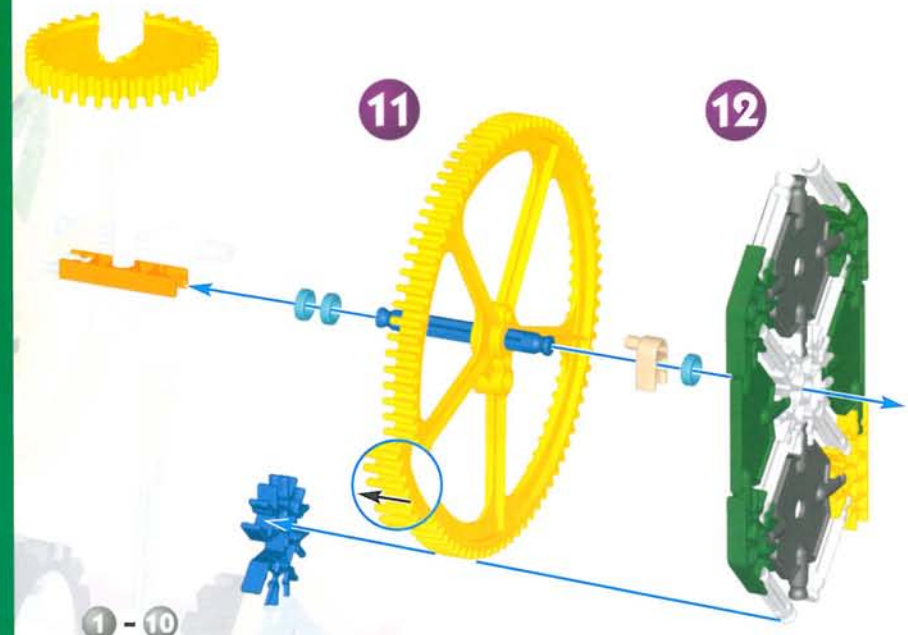
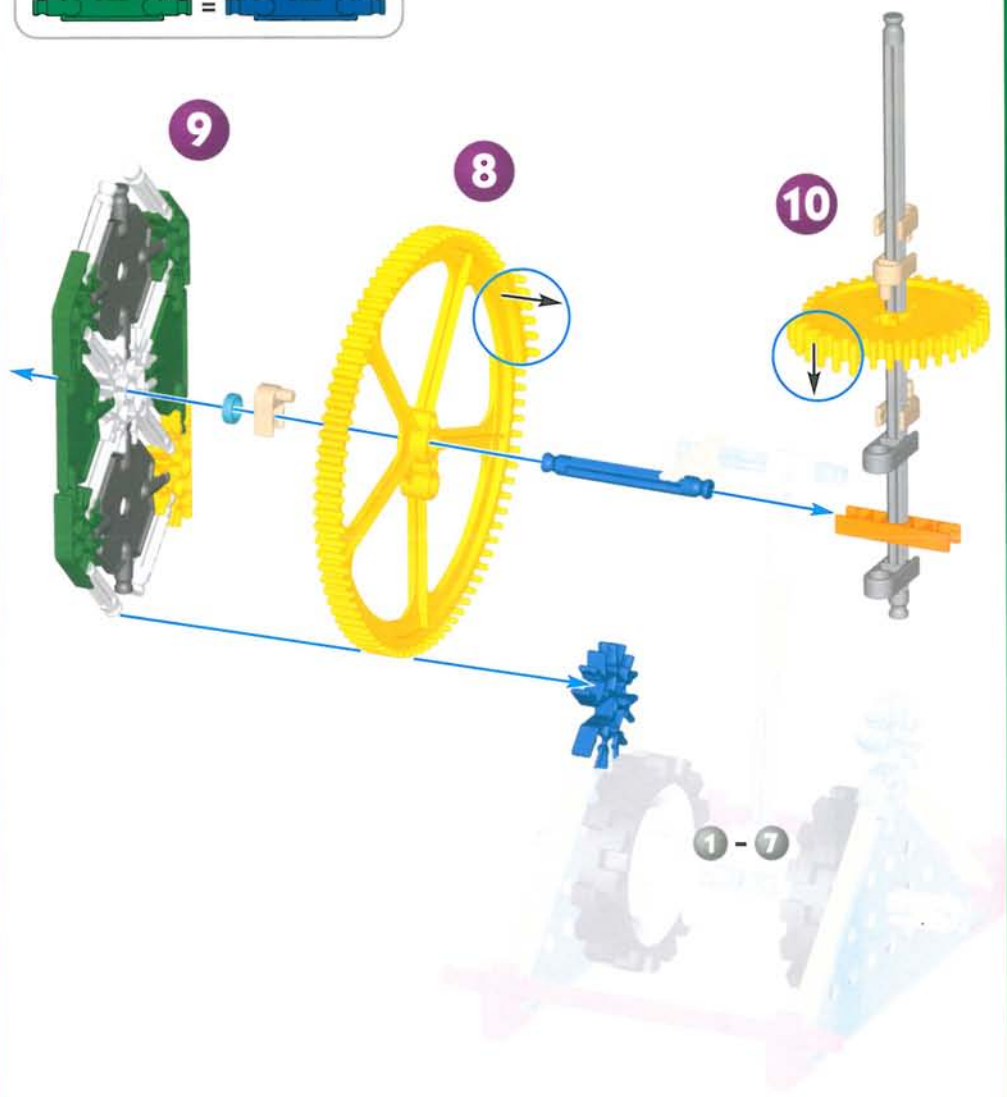
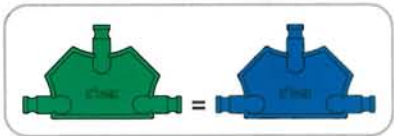






Robot







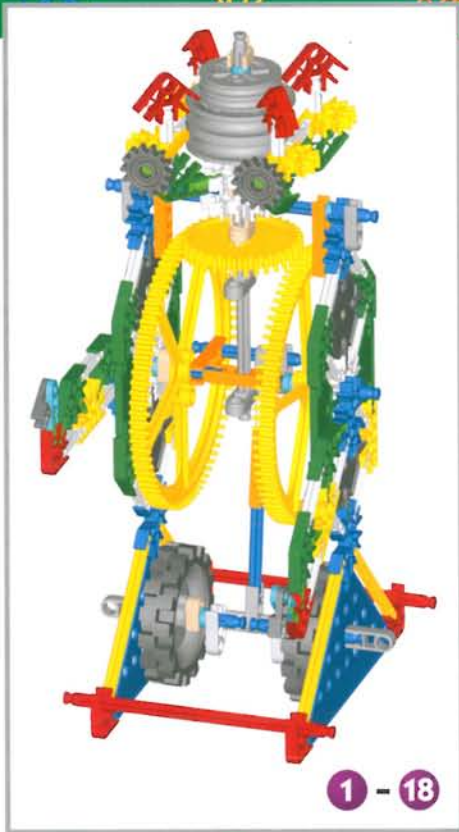
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14



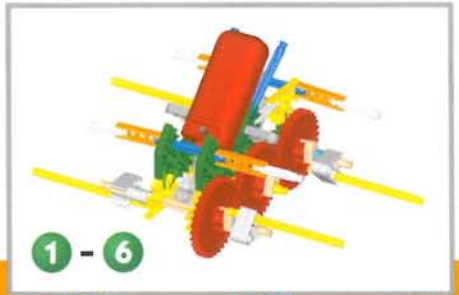
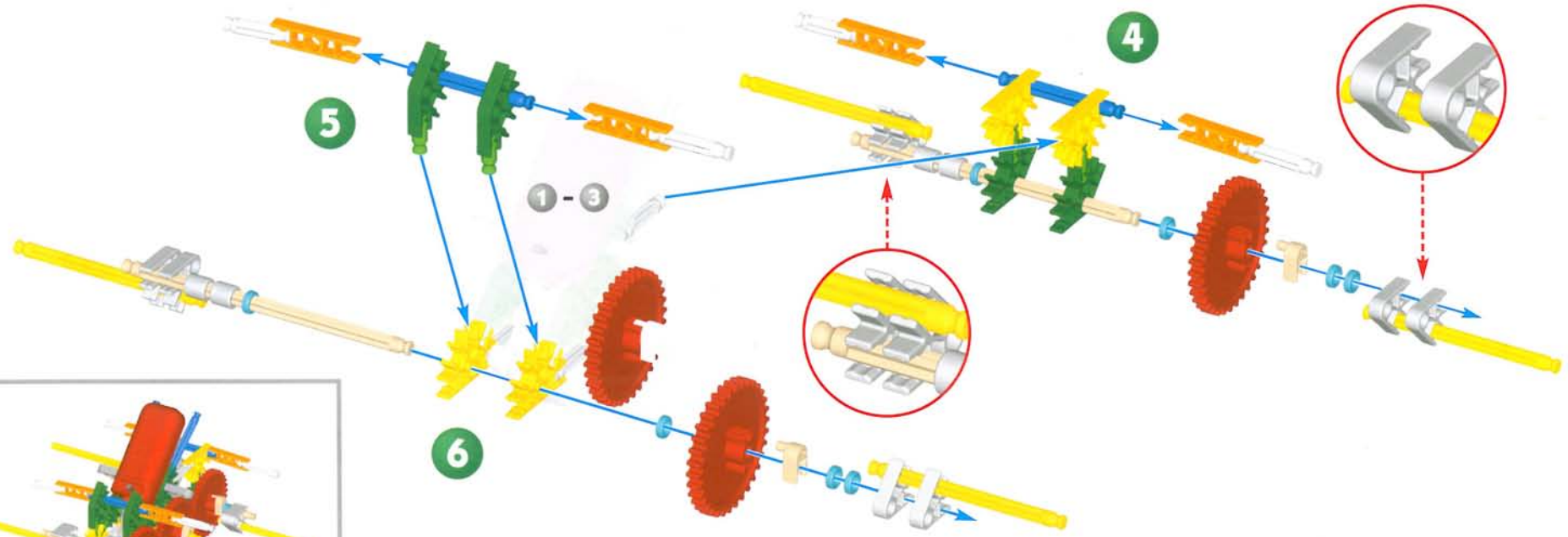
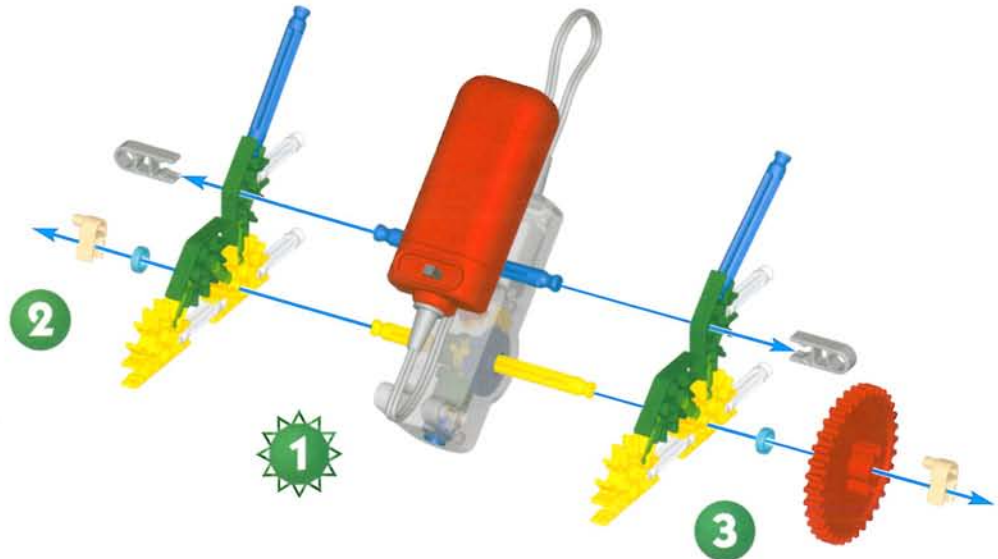
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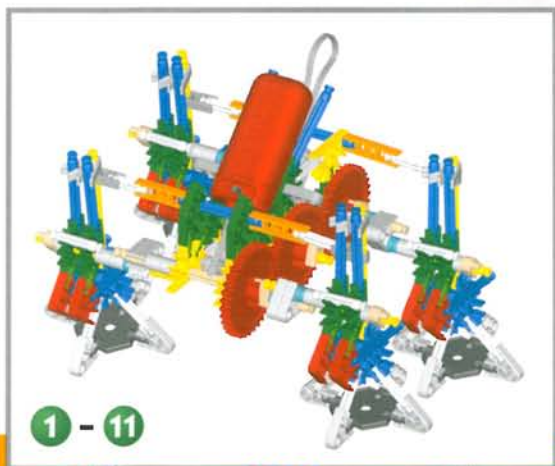
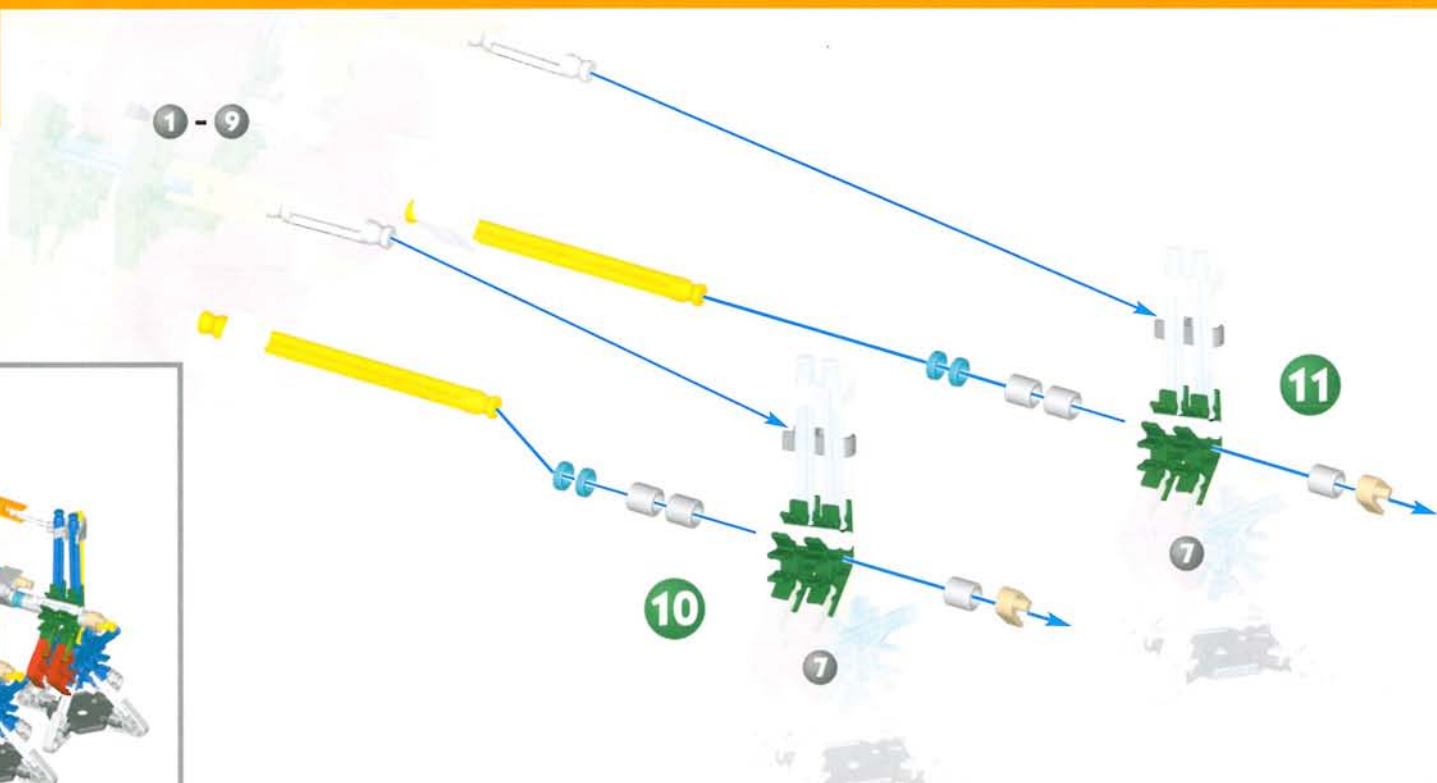
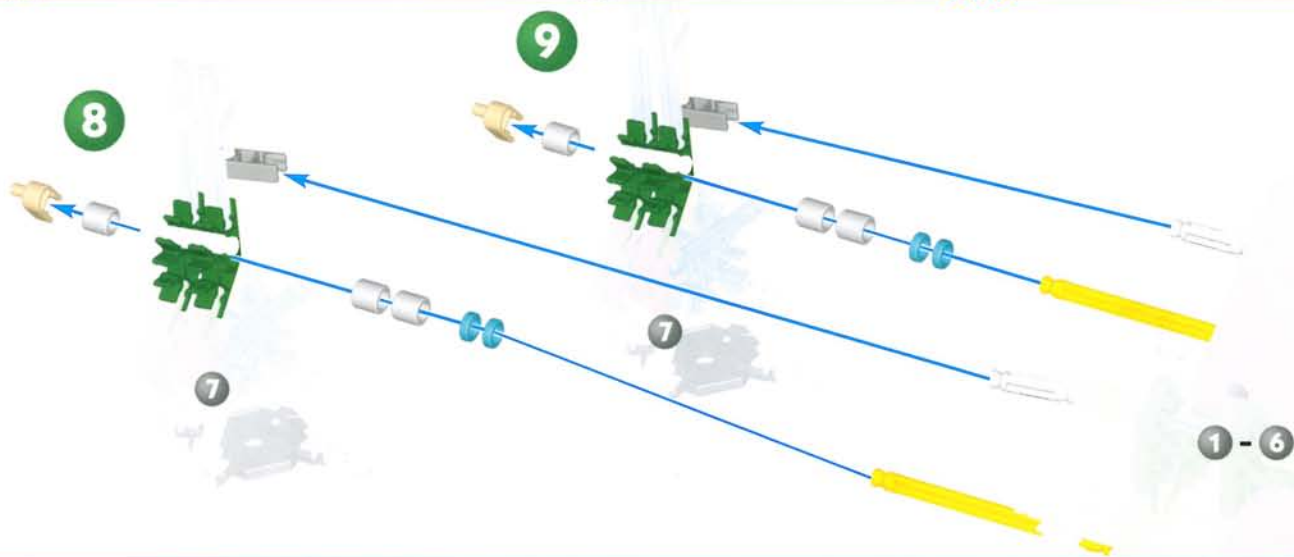
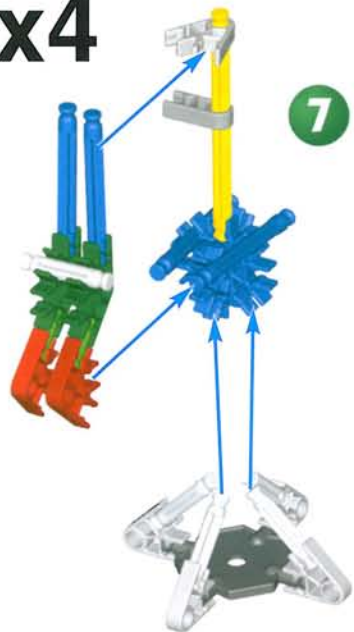
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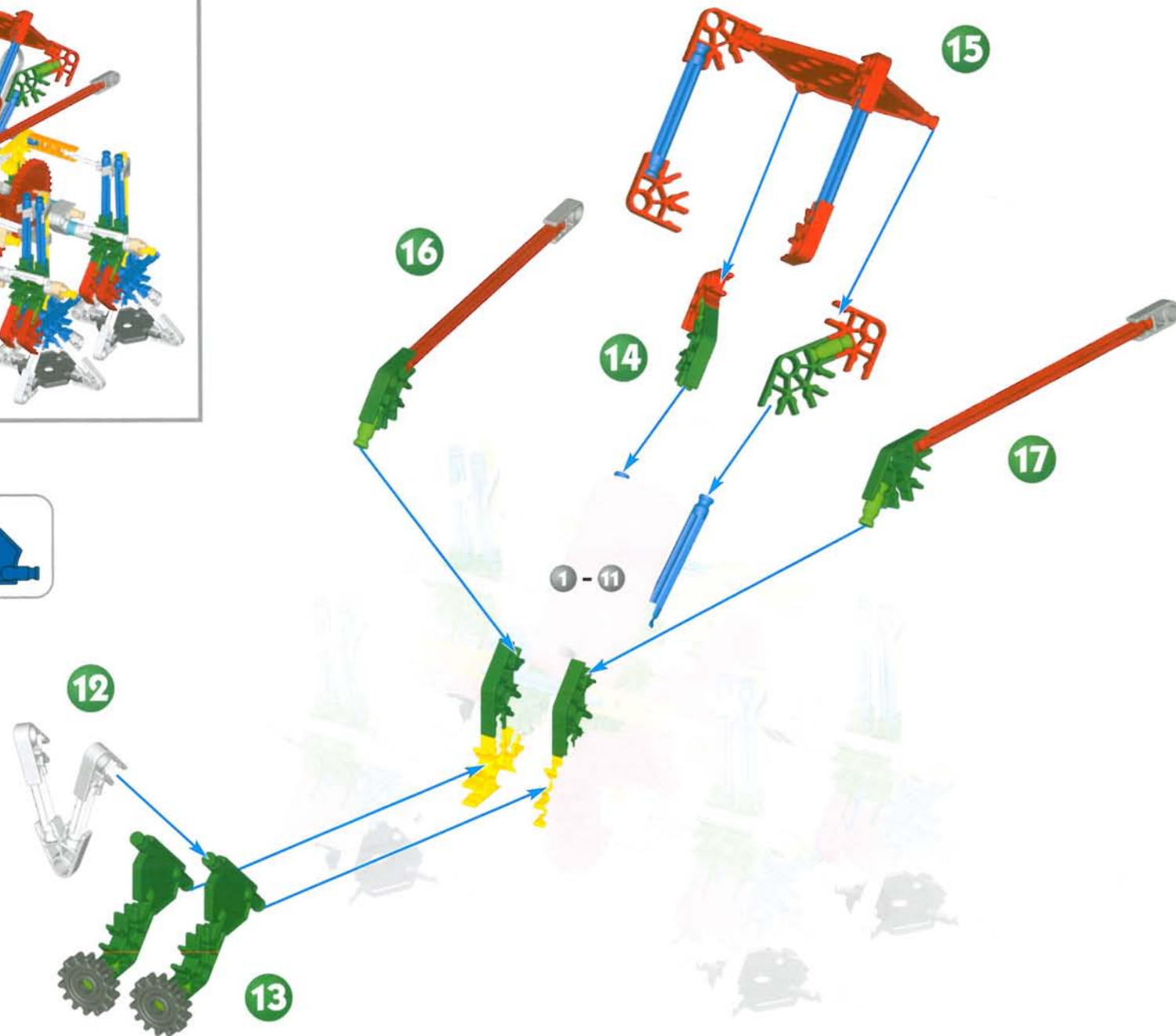
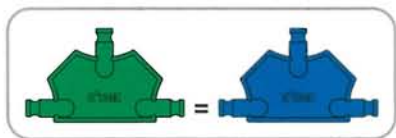
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Robot Scout

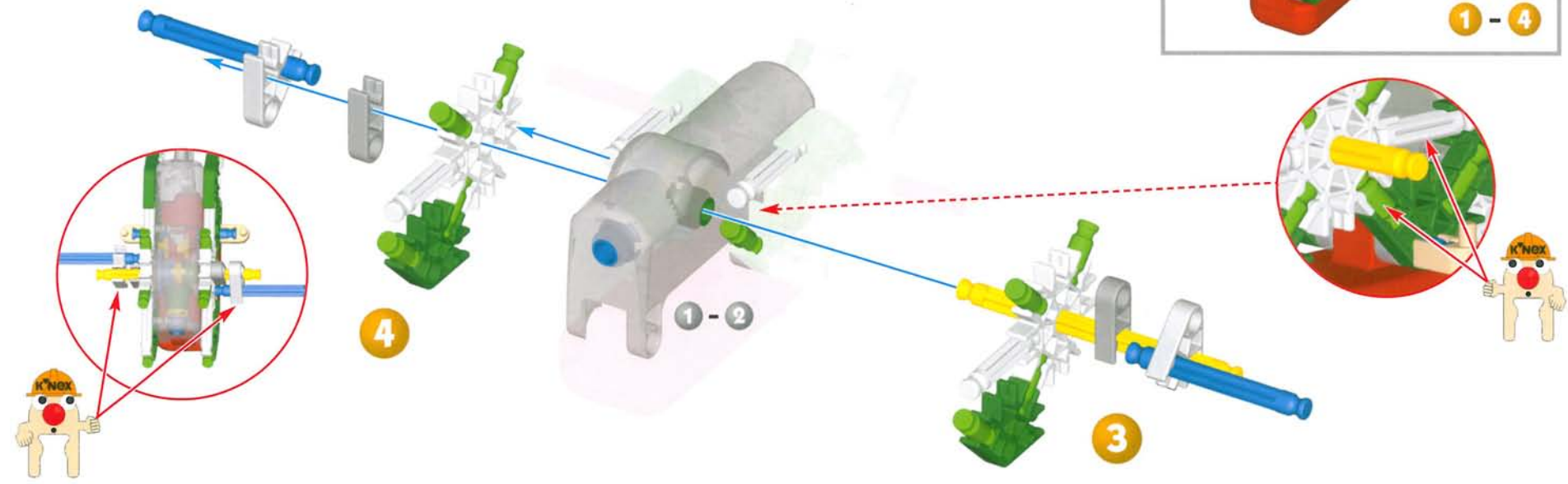
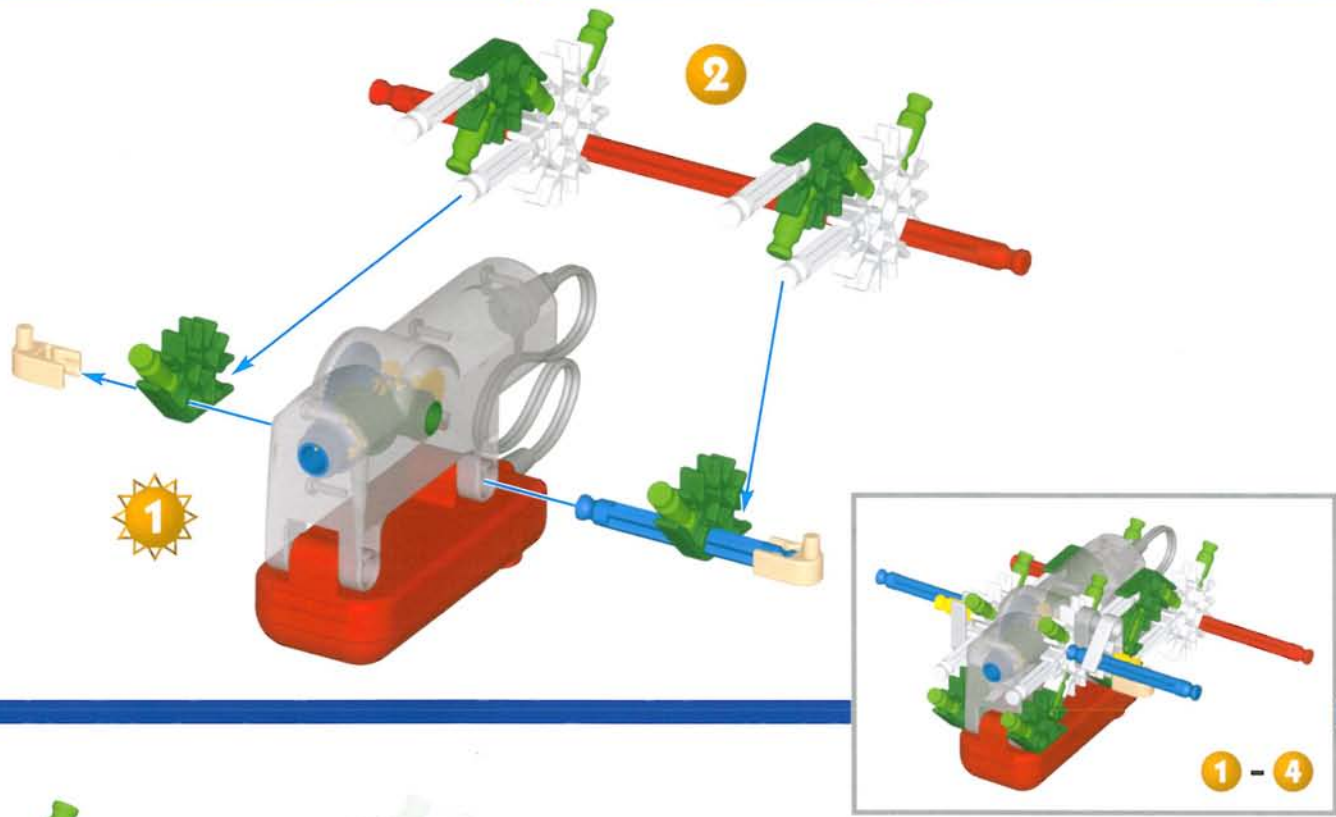
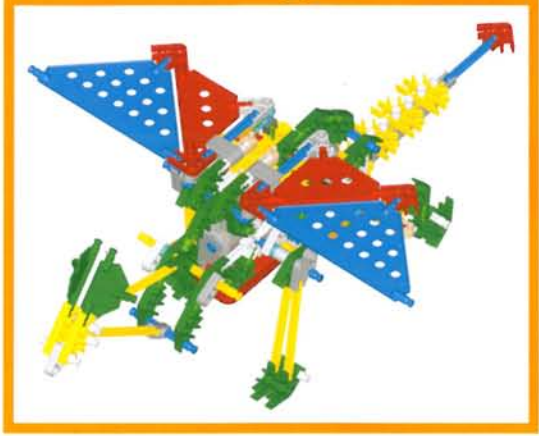


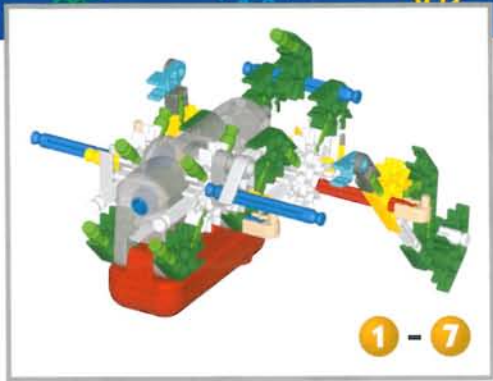
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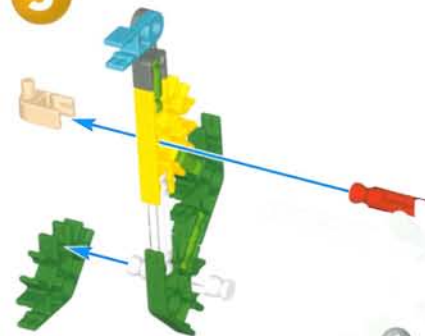
Flapping Dragon



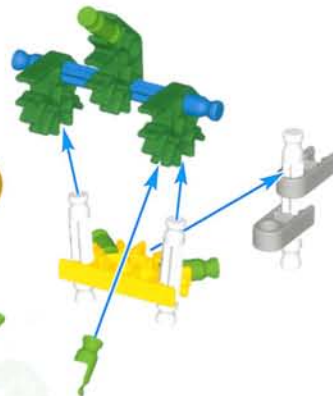


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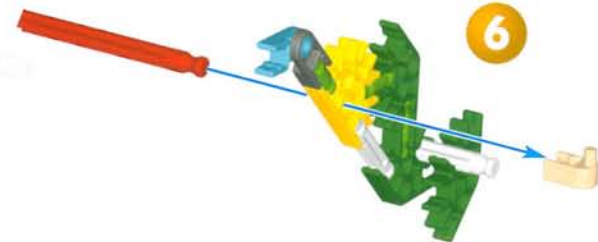
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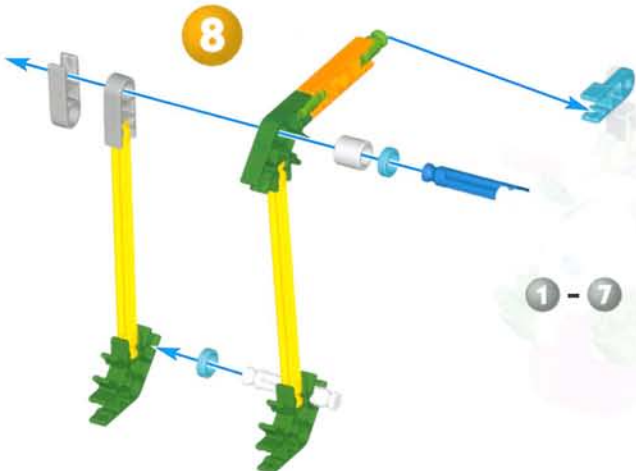


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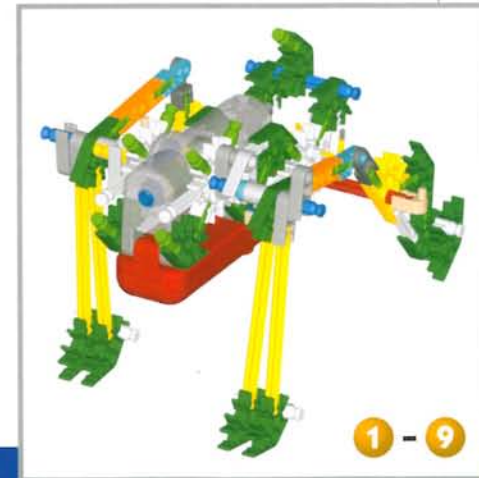
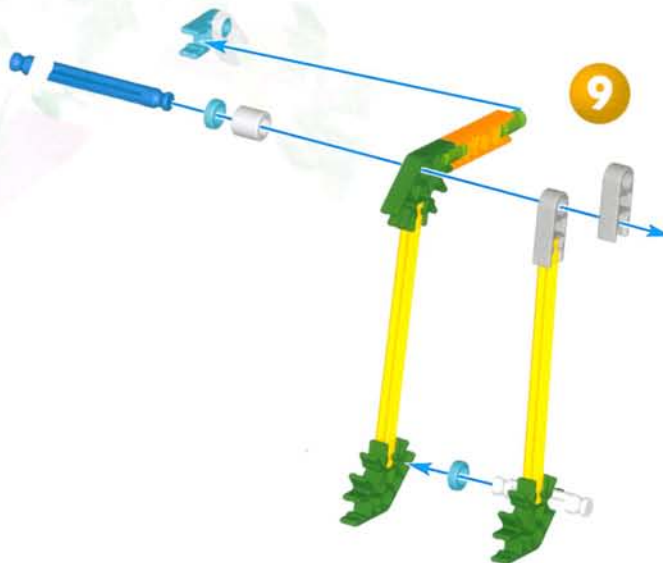
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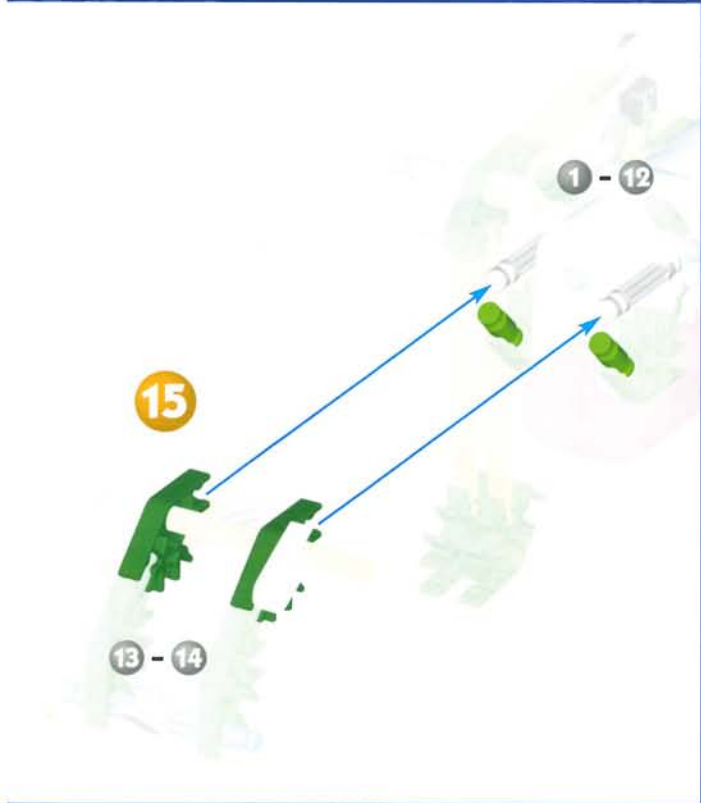
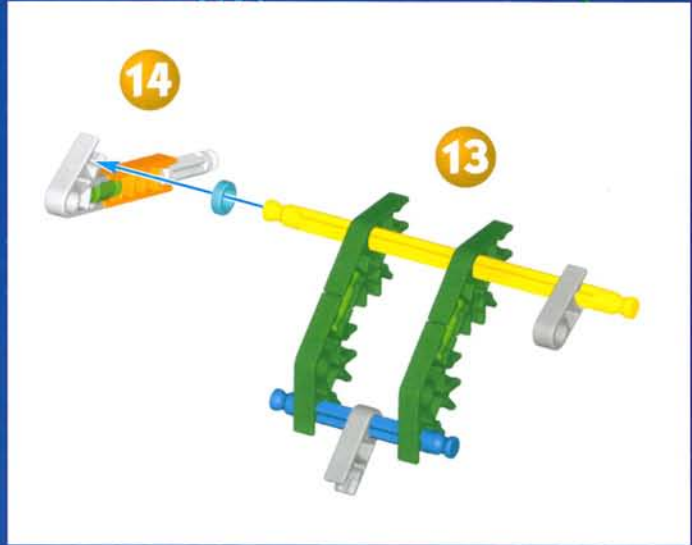


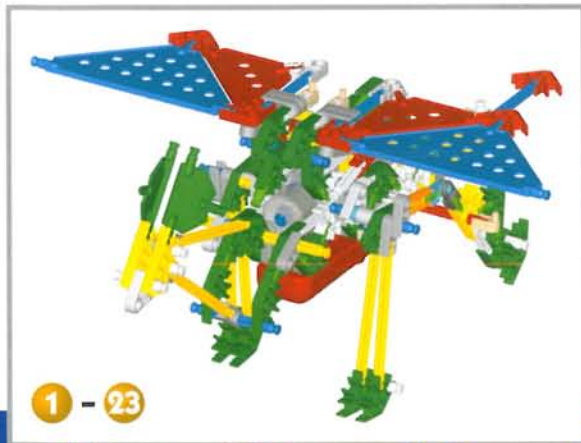
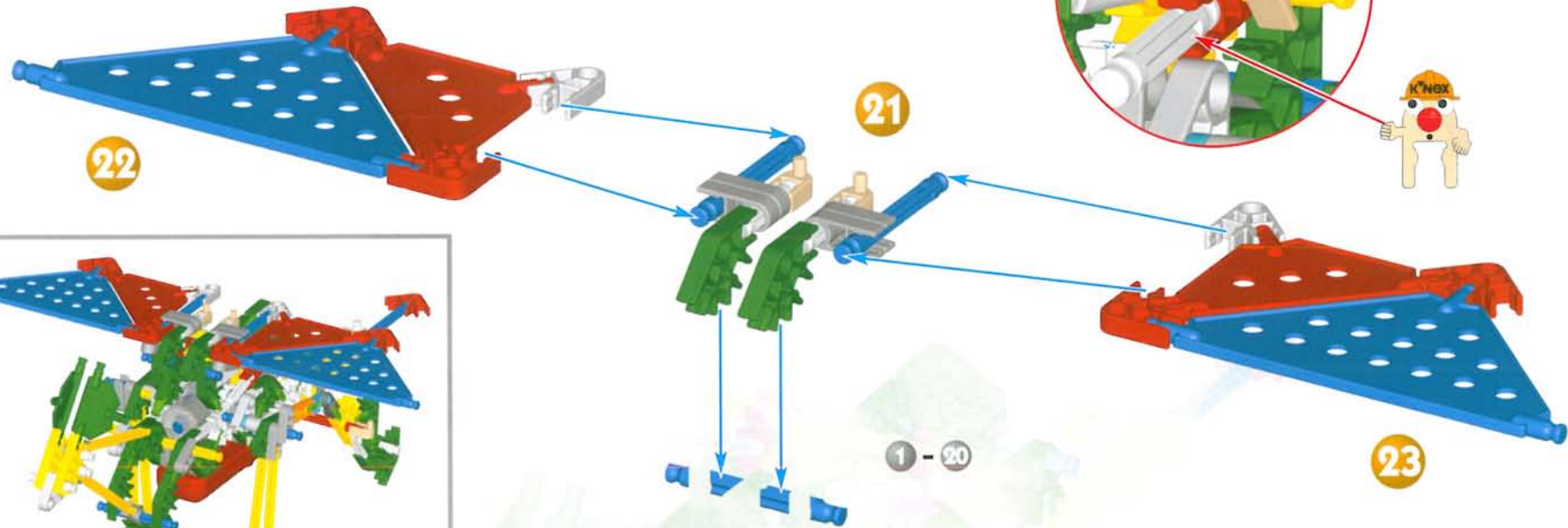
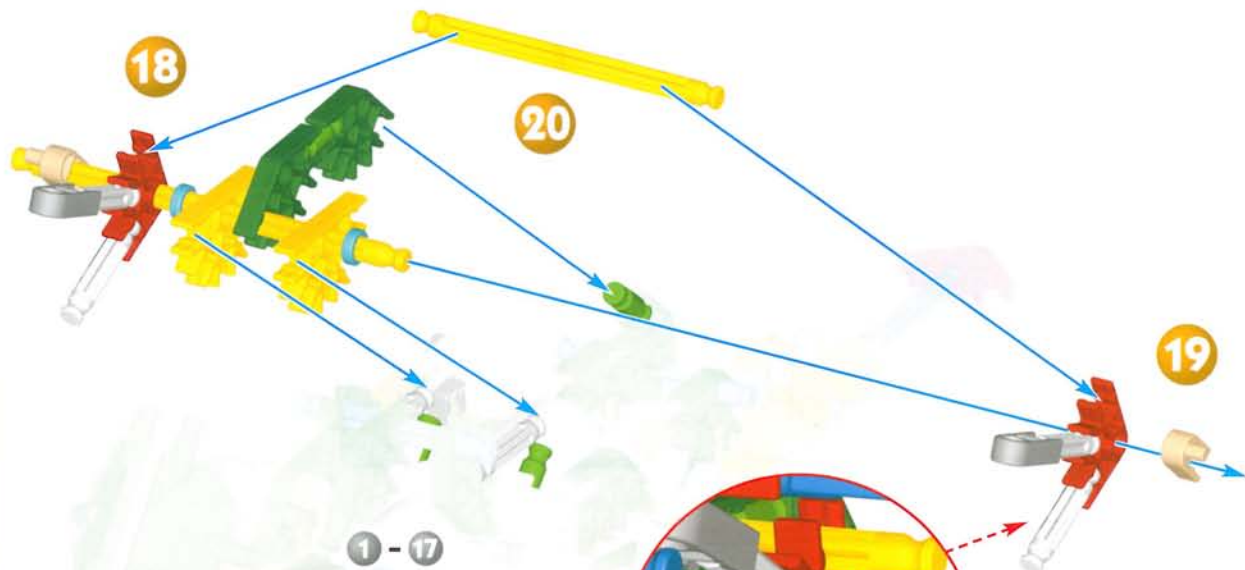
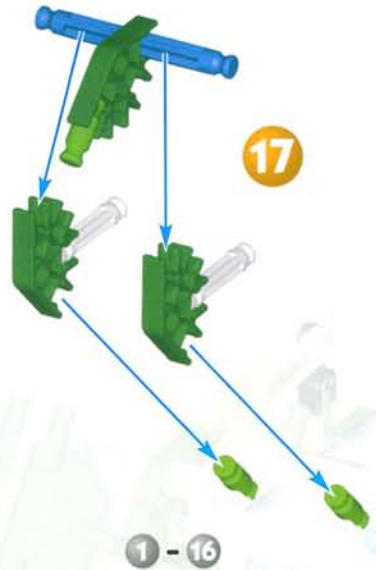
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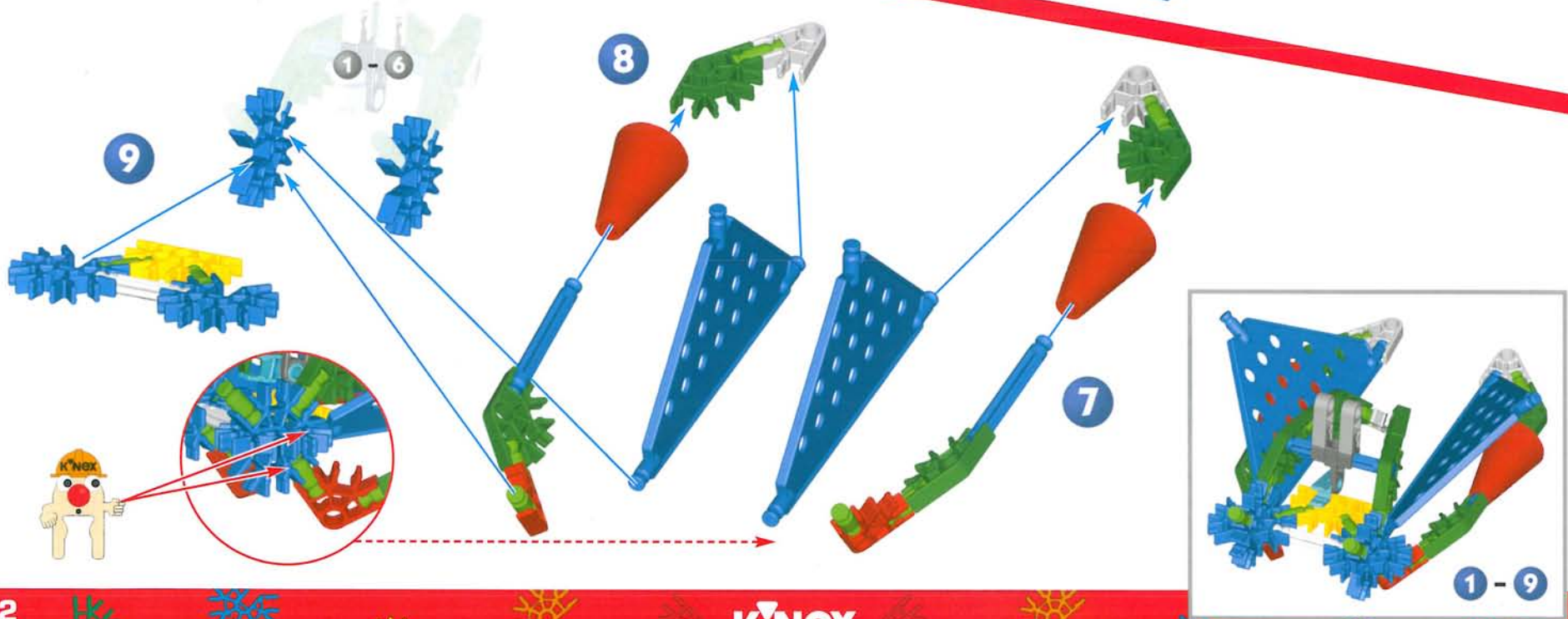
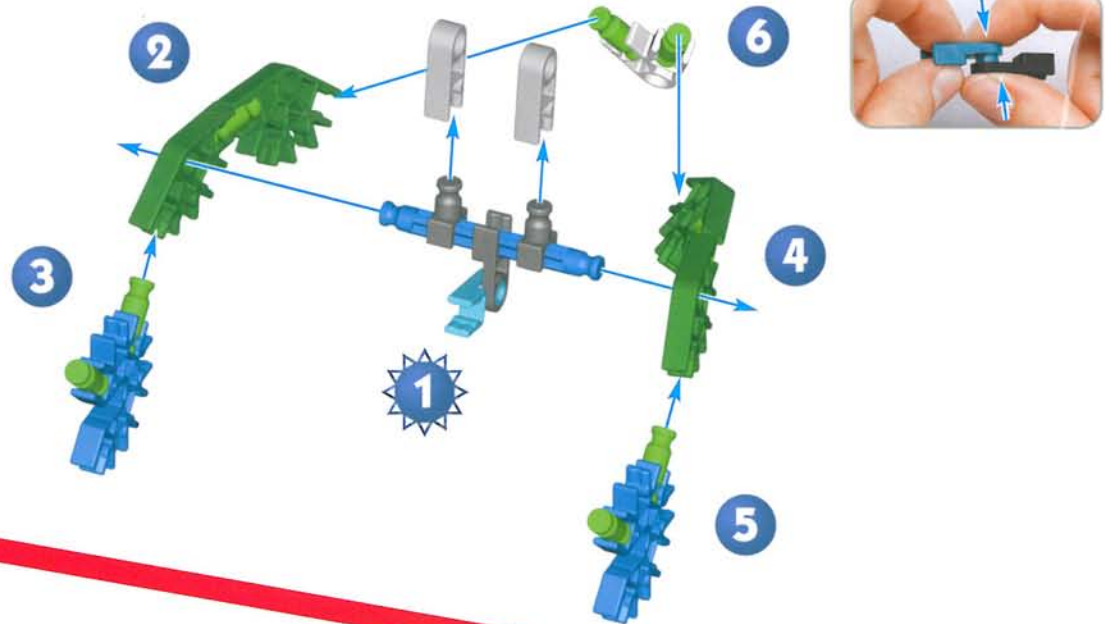
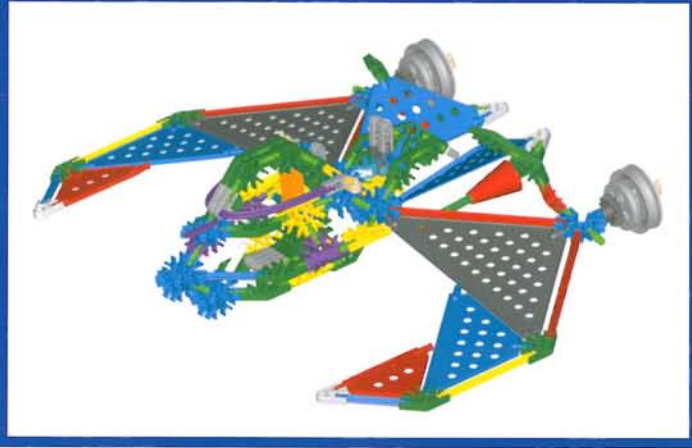


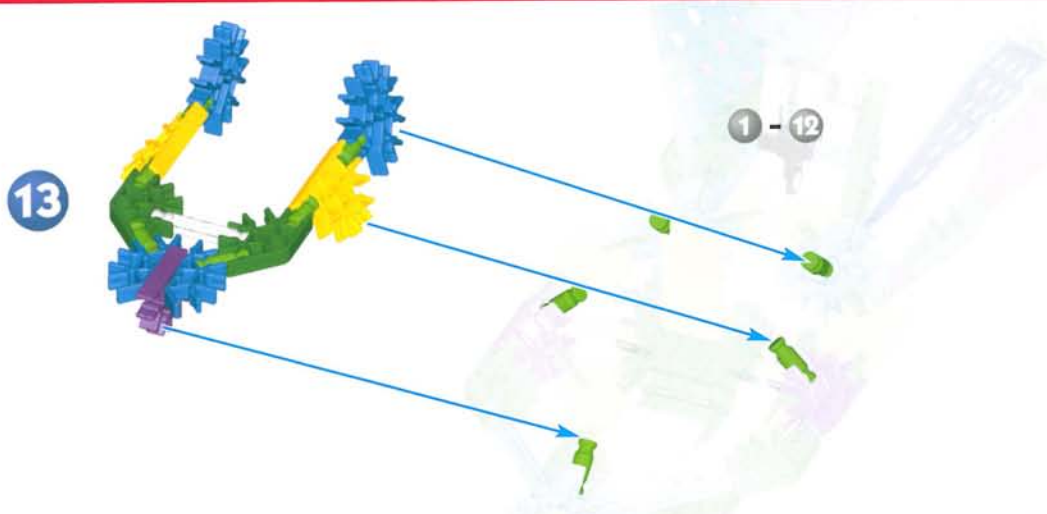
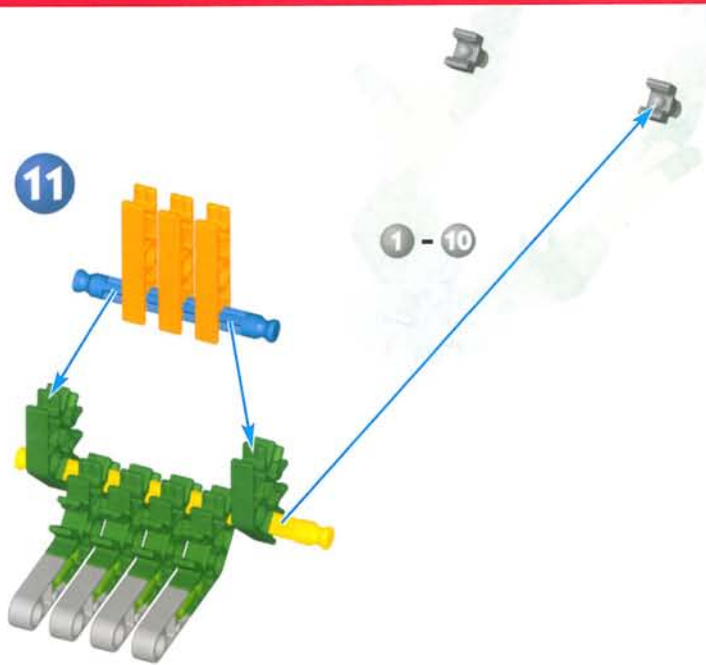
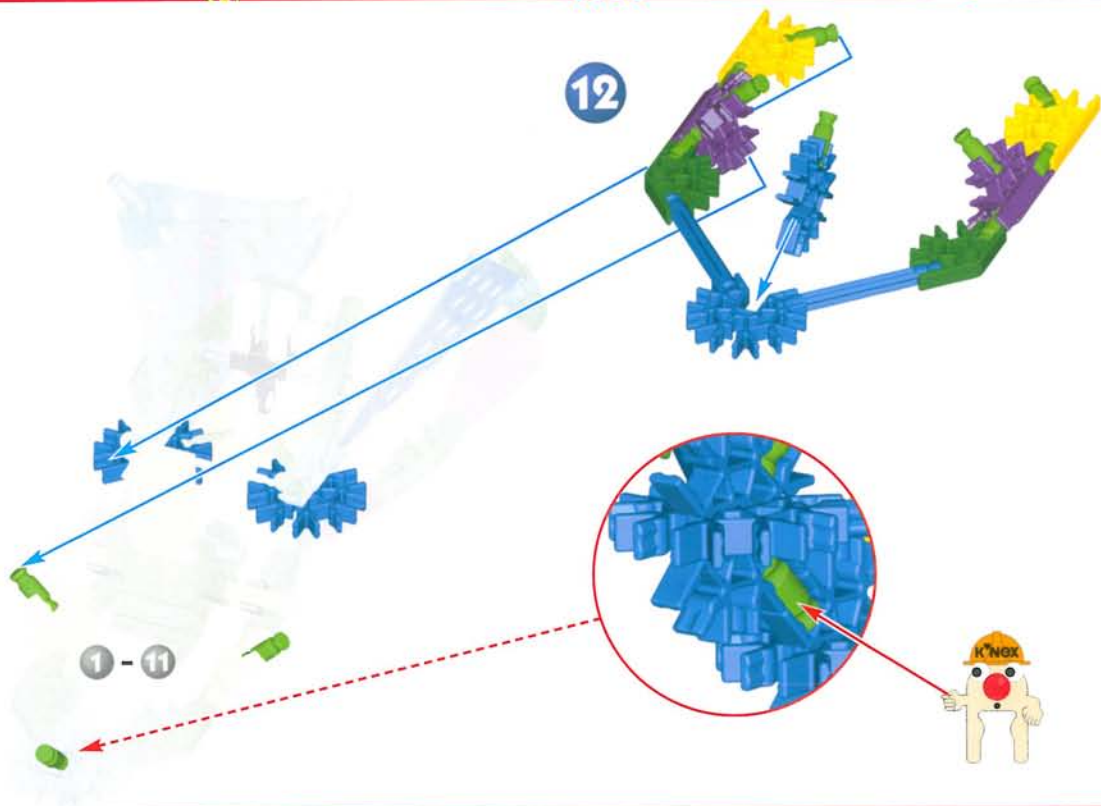
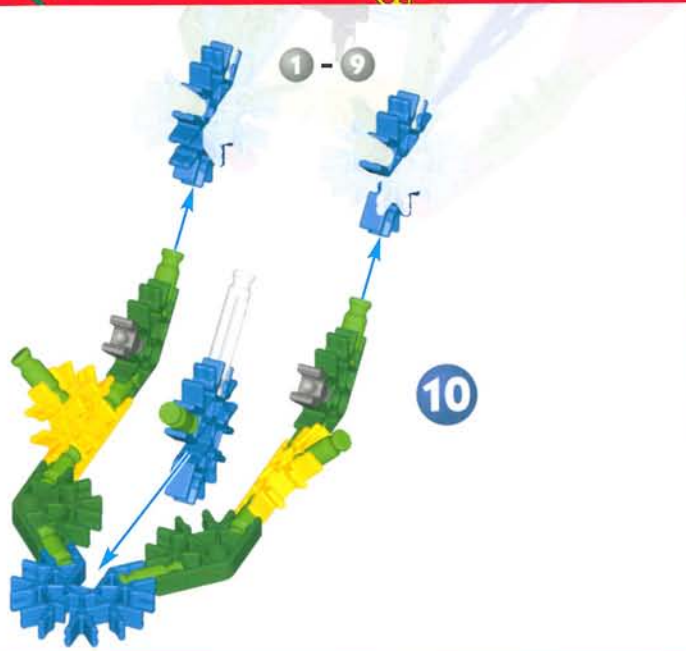
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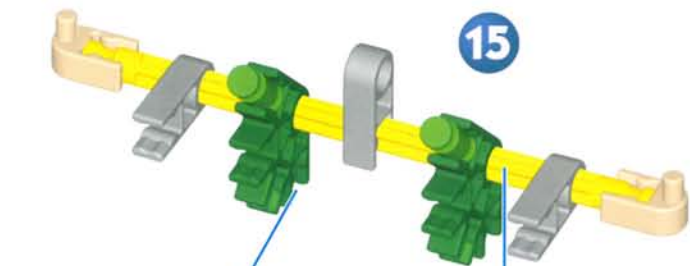




Starship



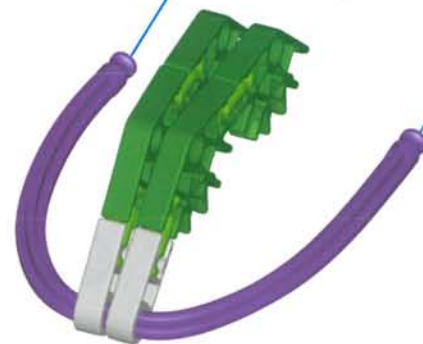




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1 - 13



16

1 - 15

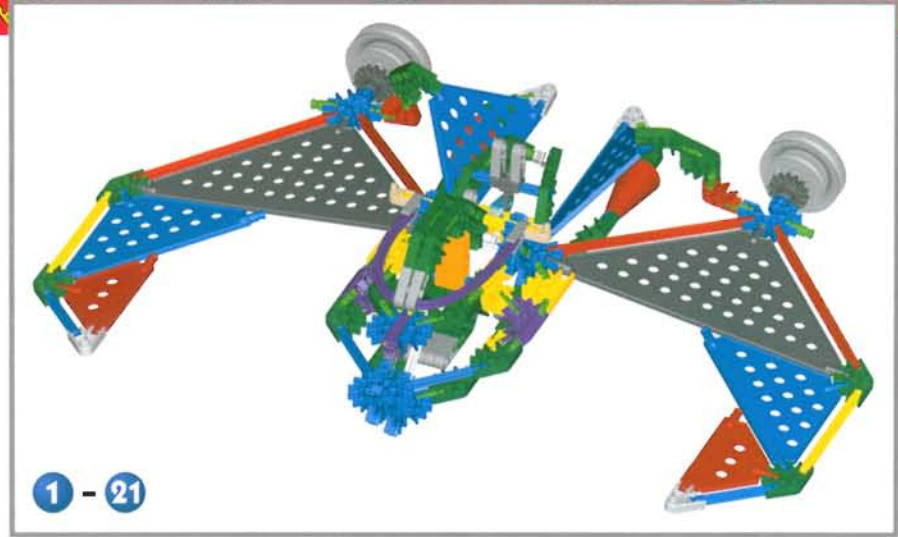


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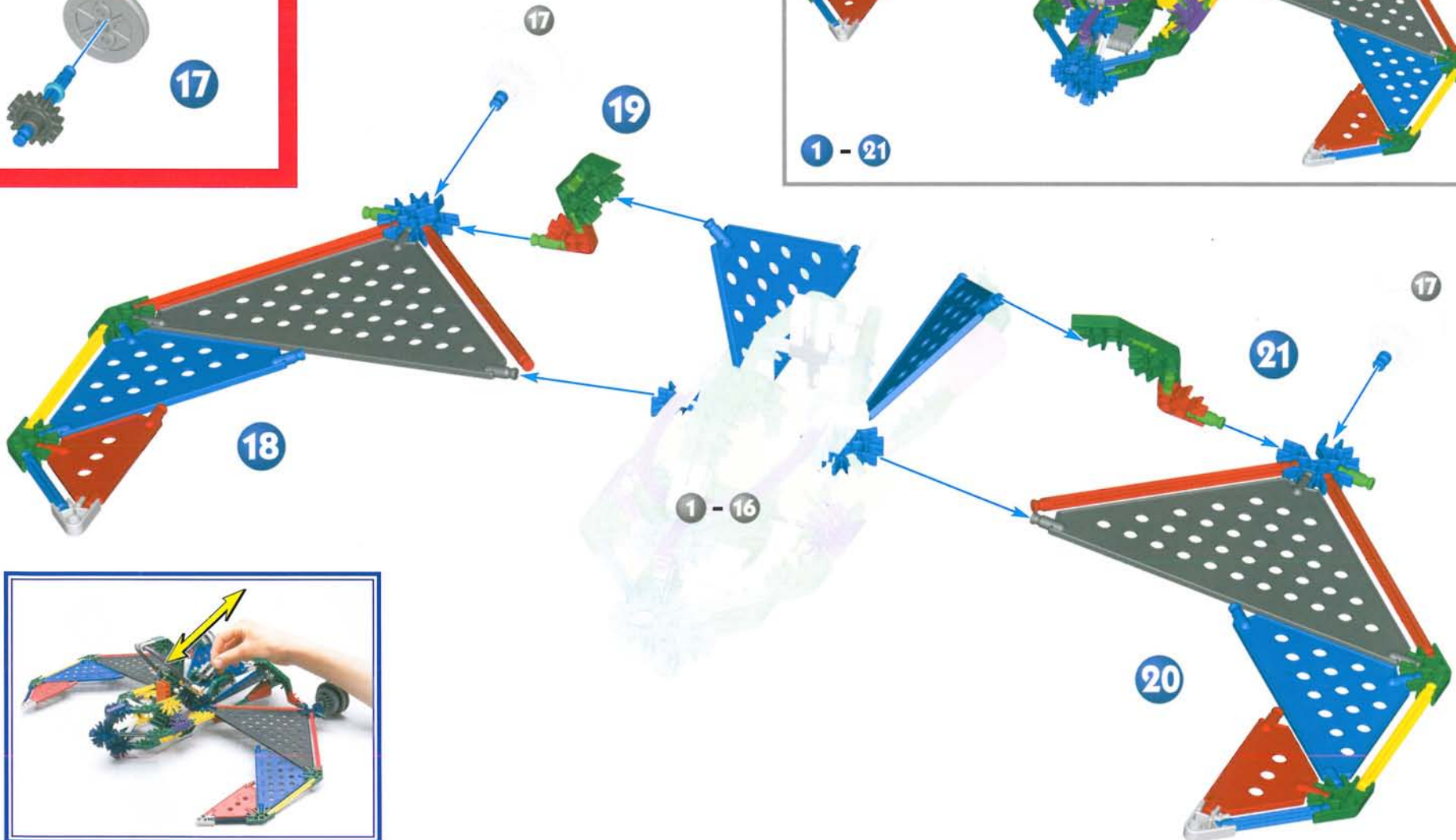
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1 - 21



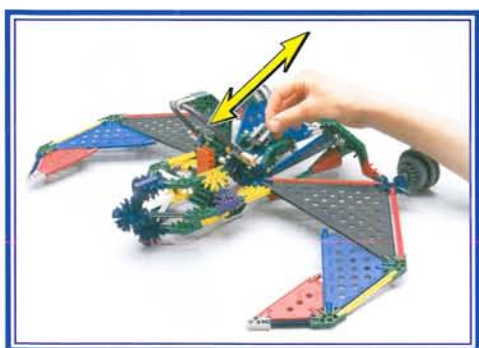
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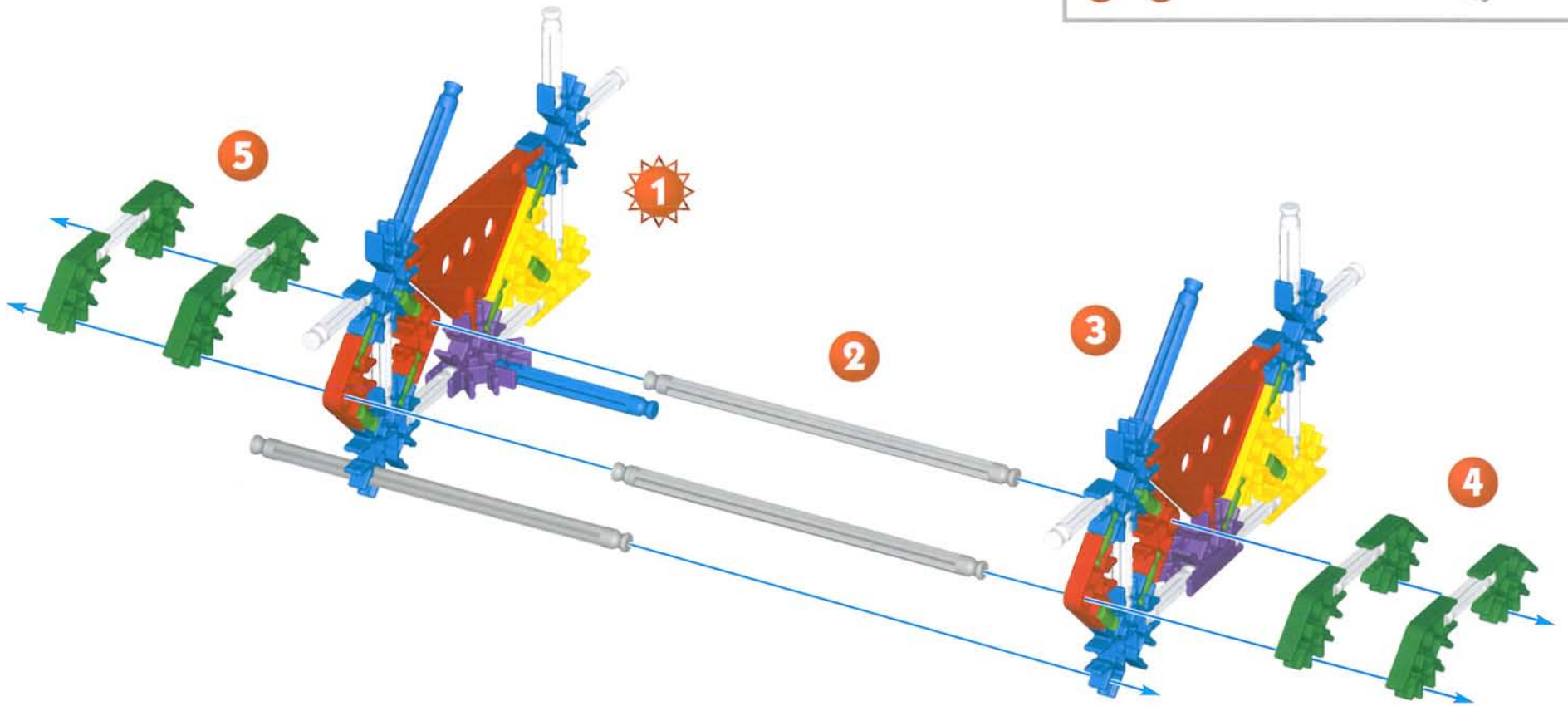
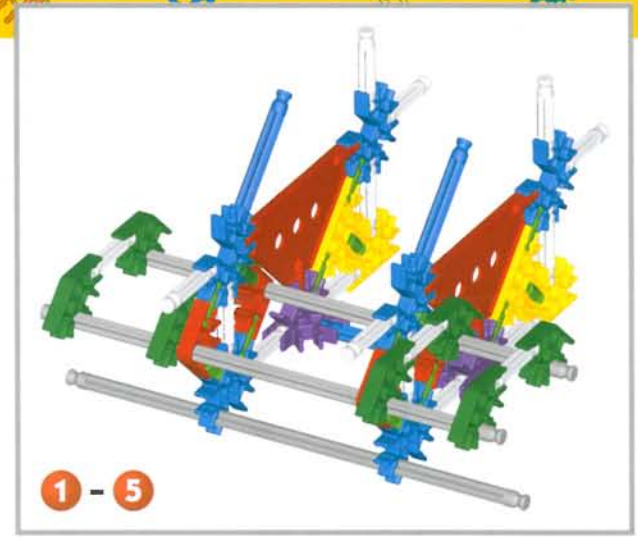
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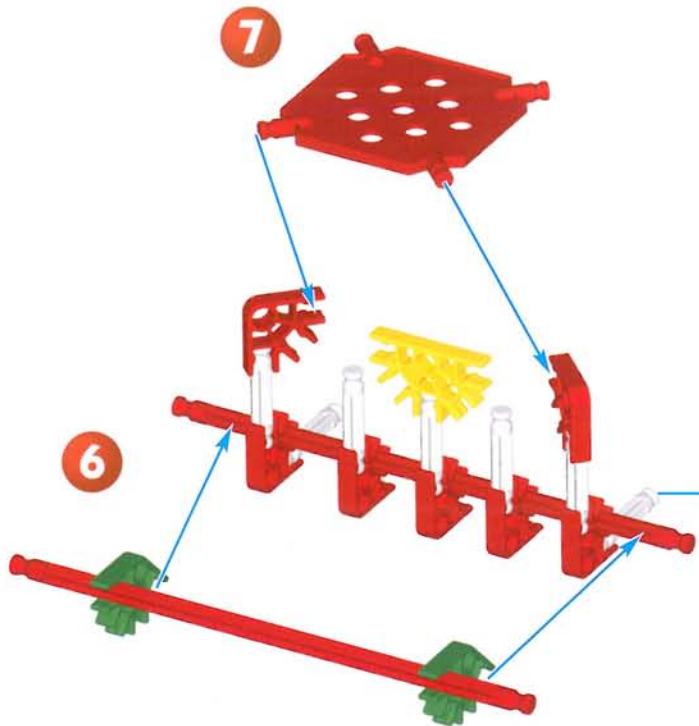
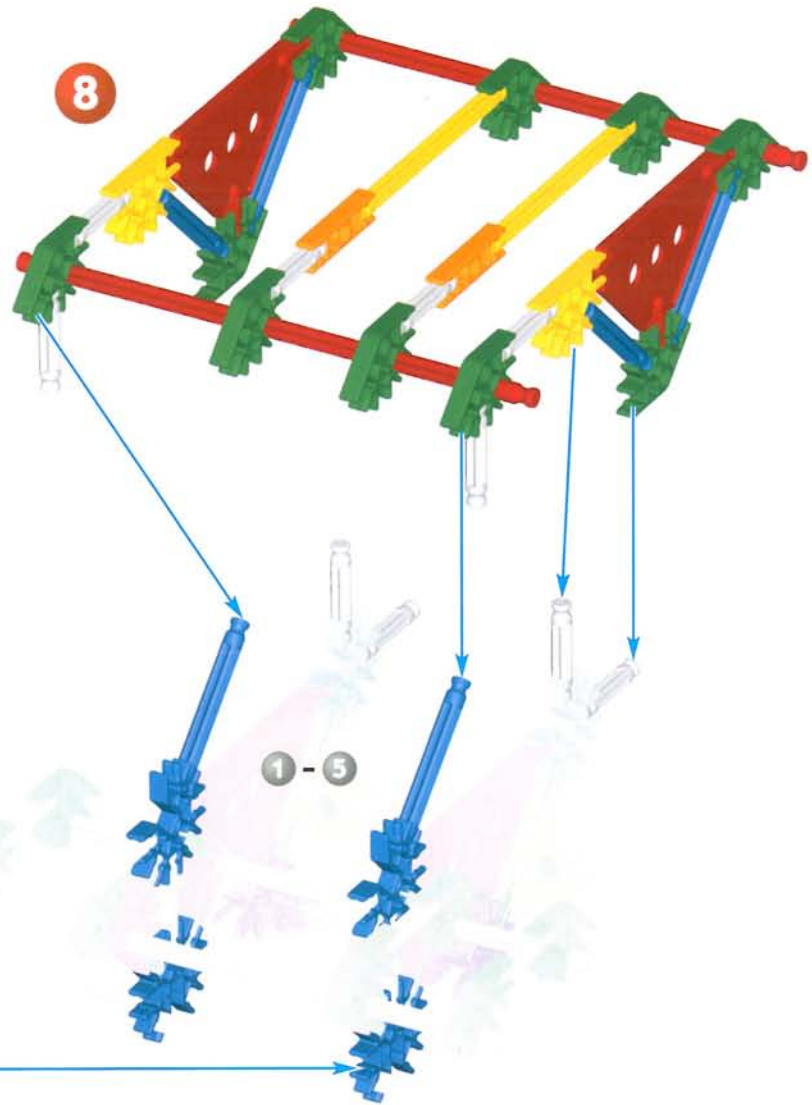
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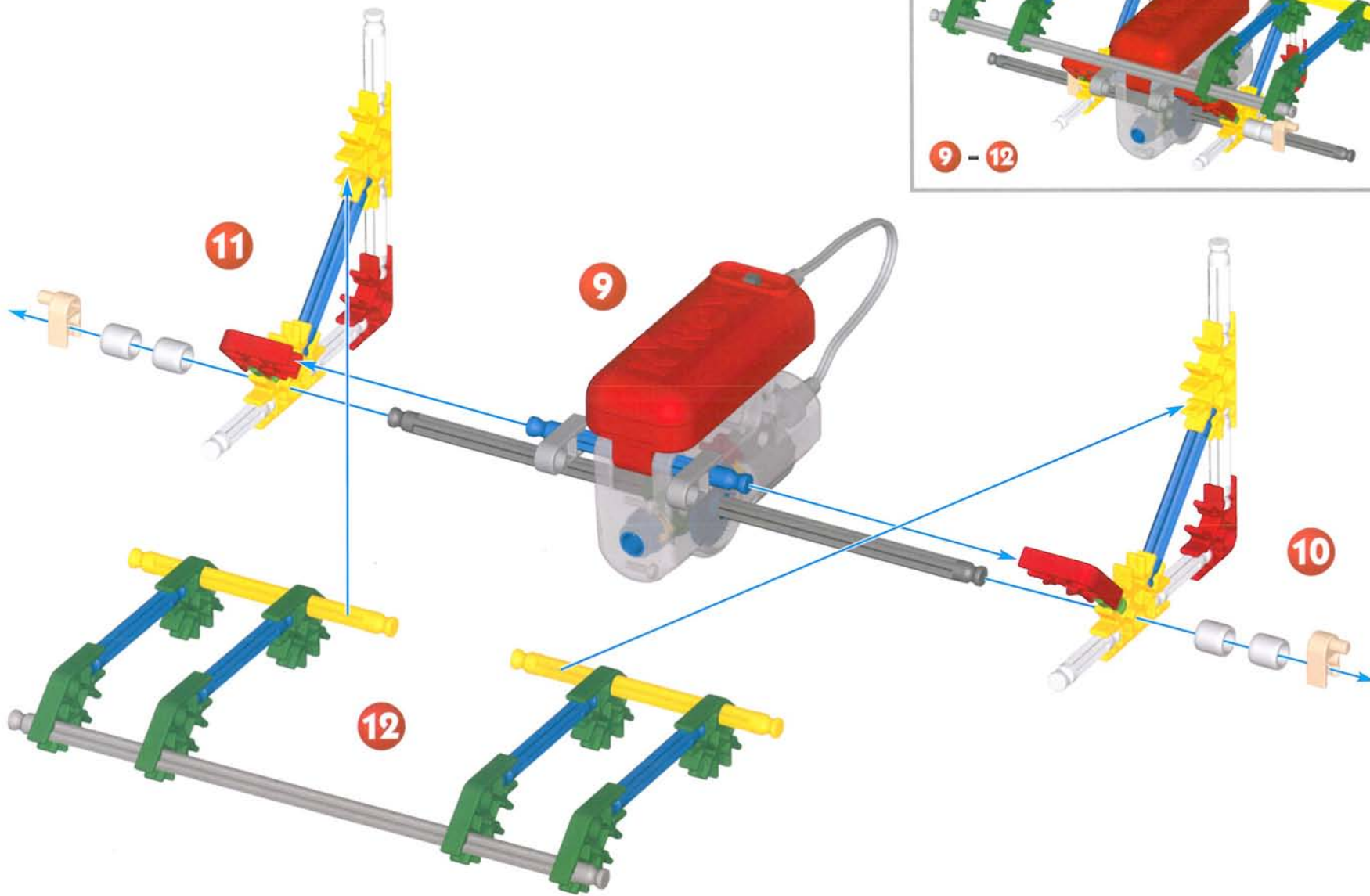
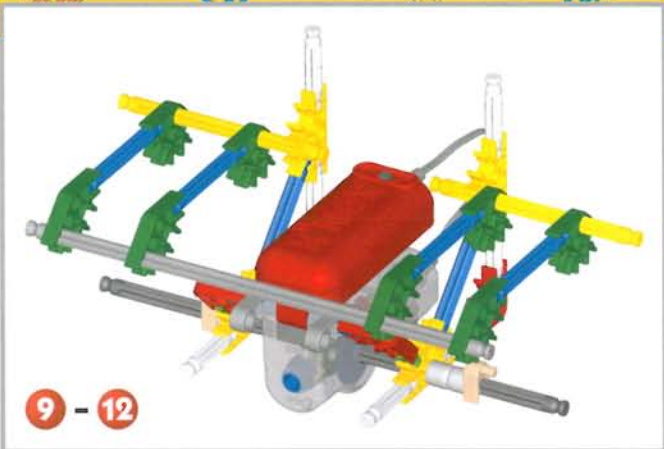
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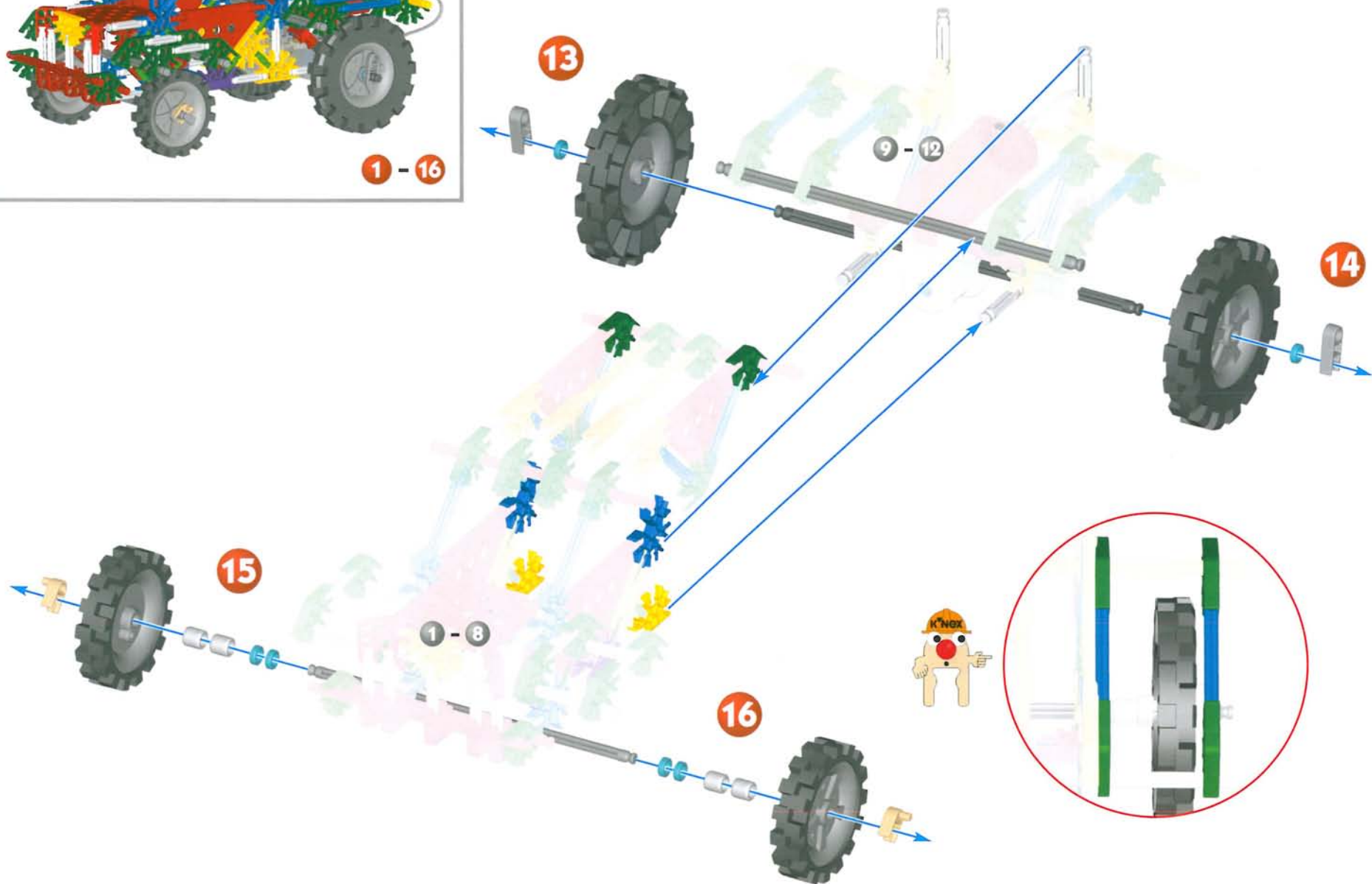


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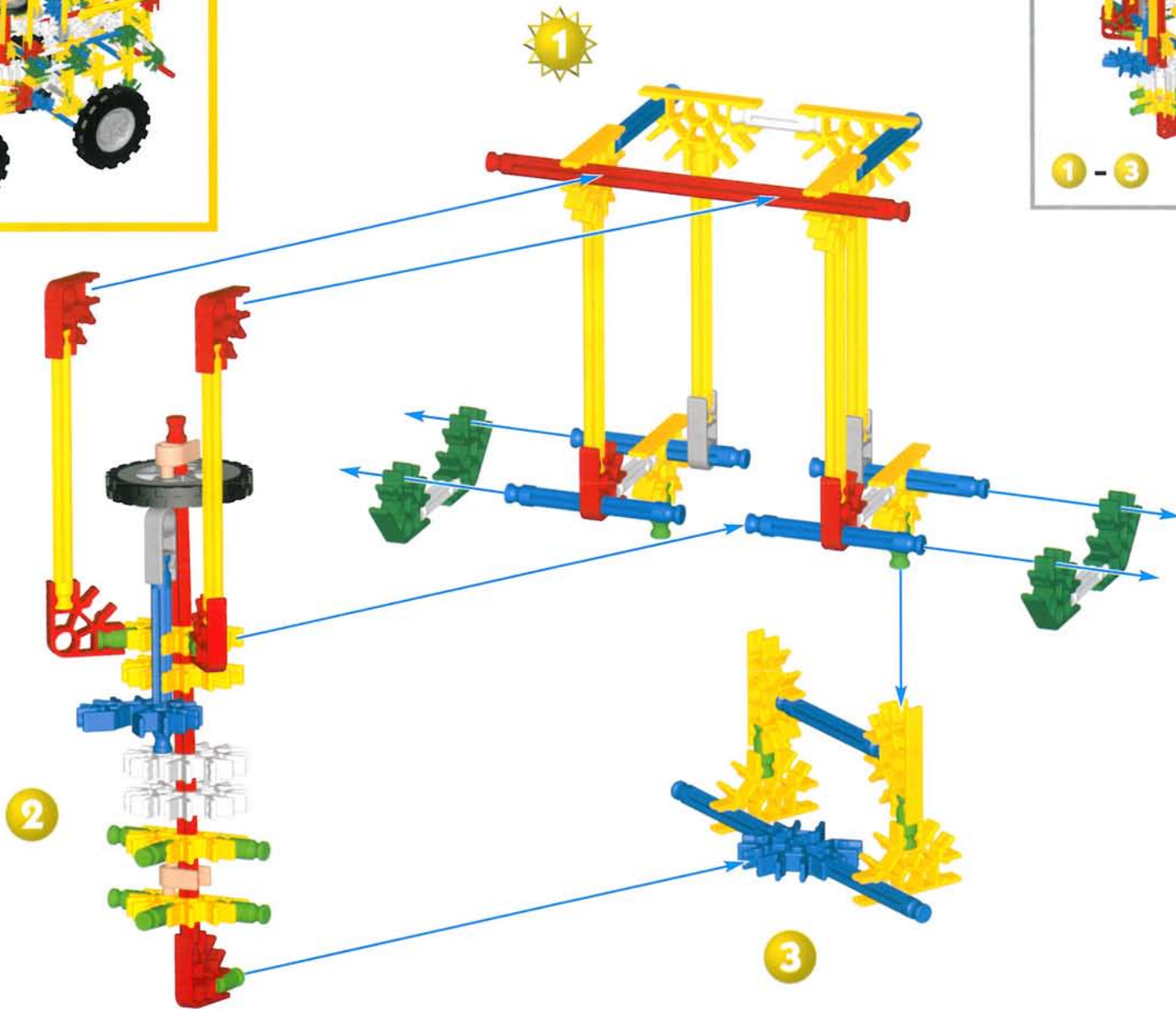


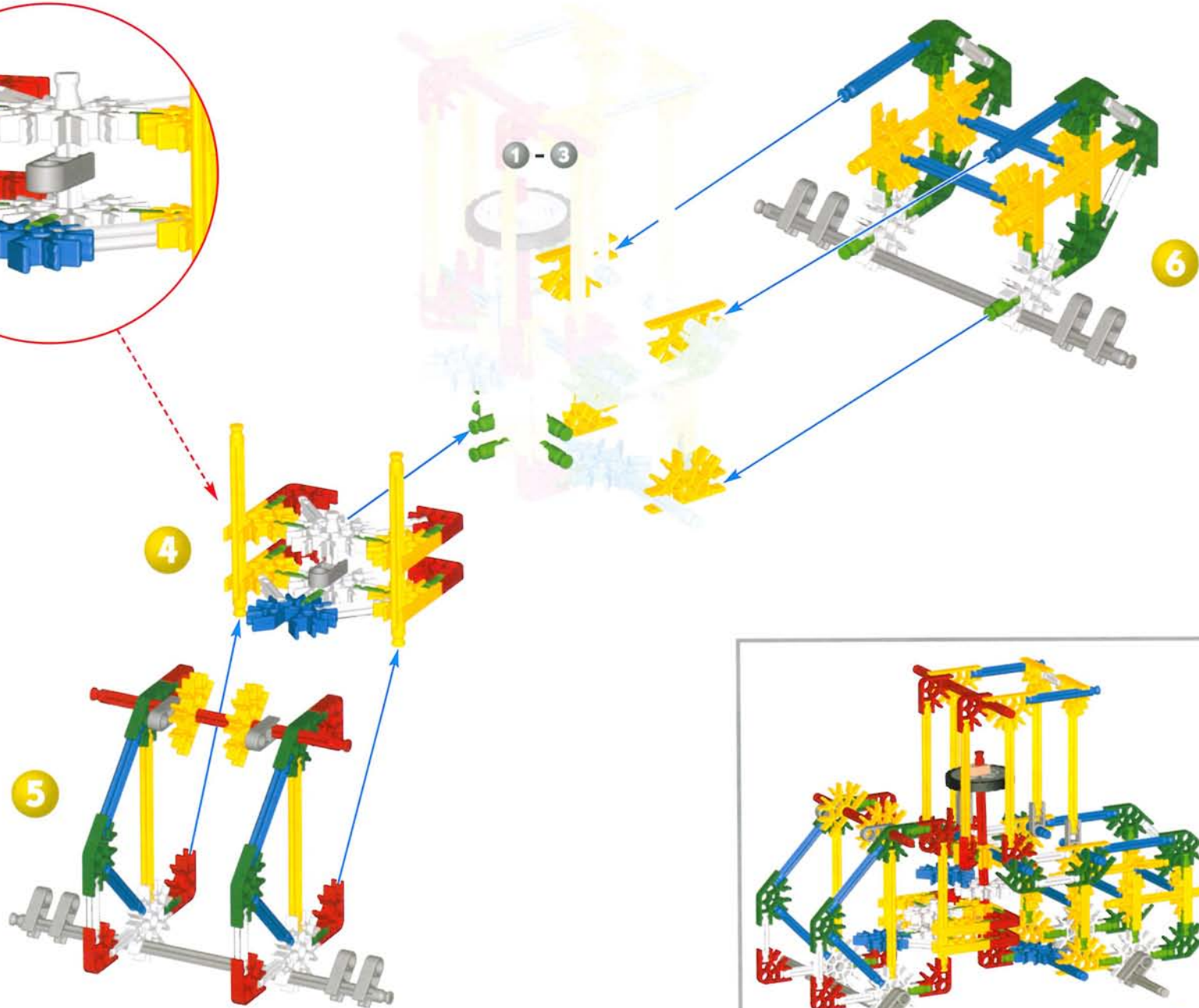
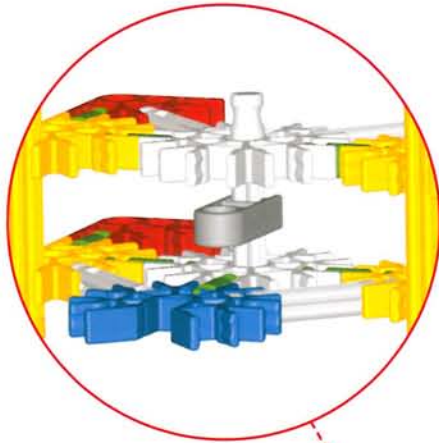


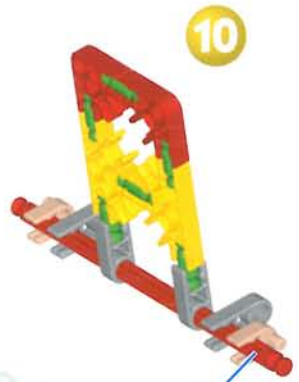
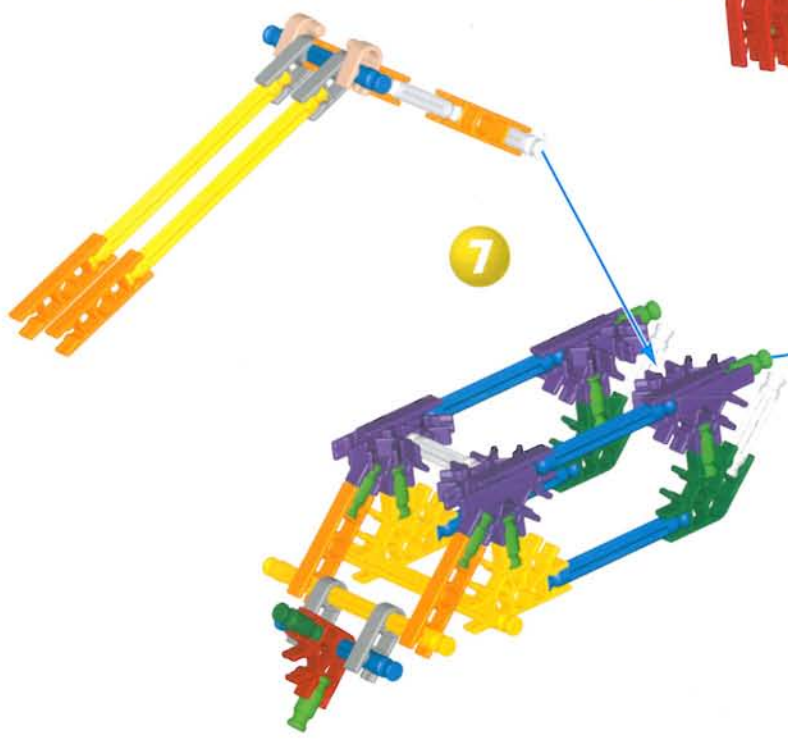
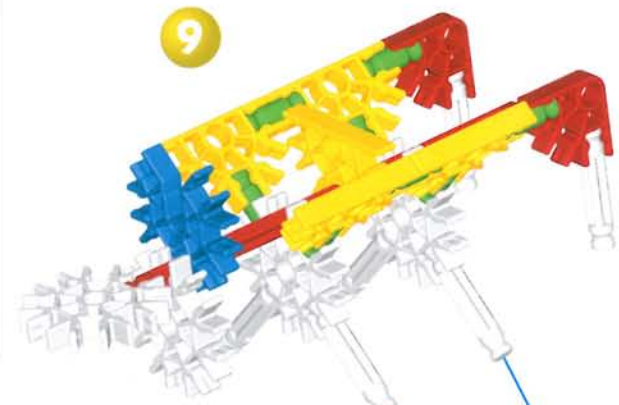
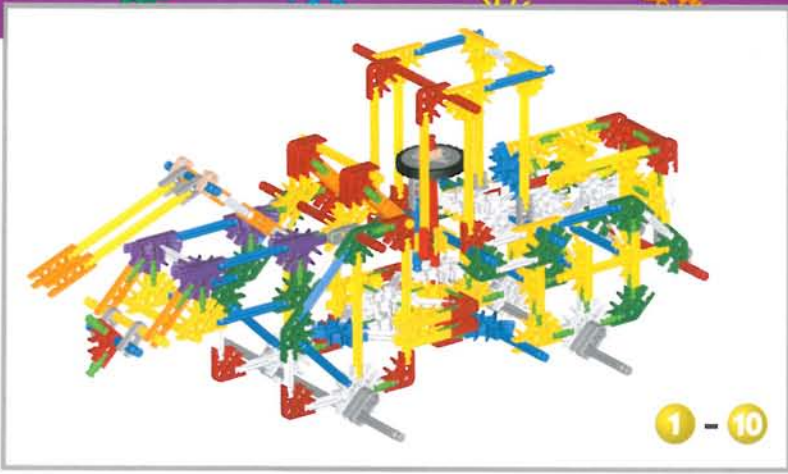


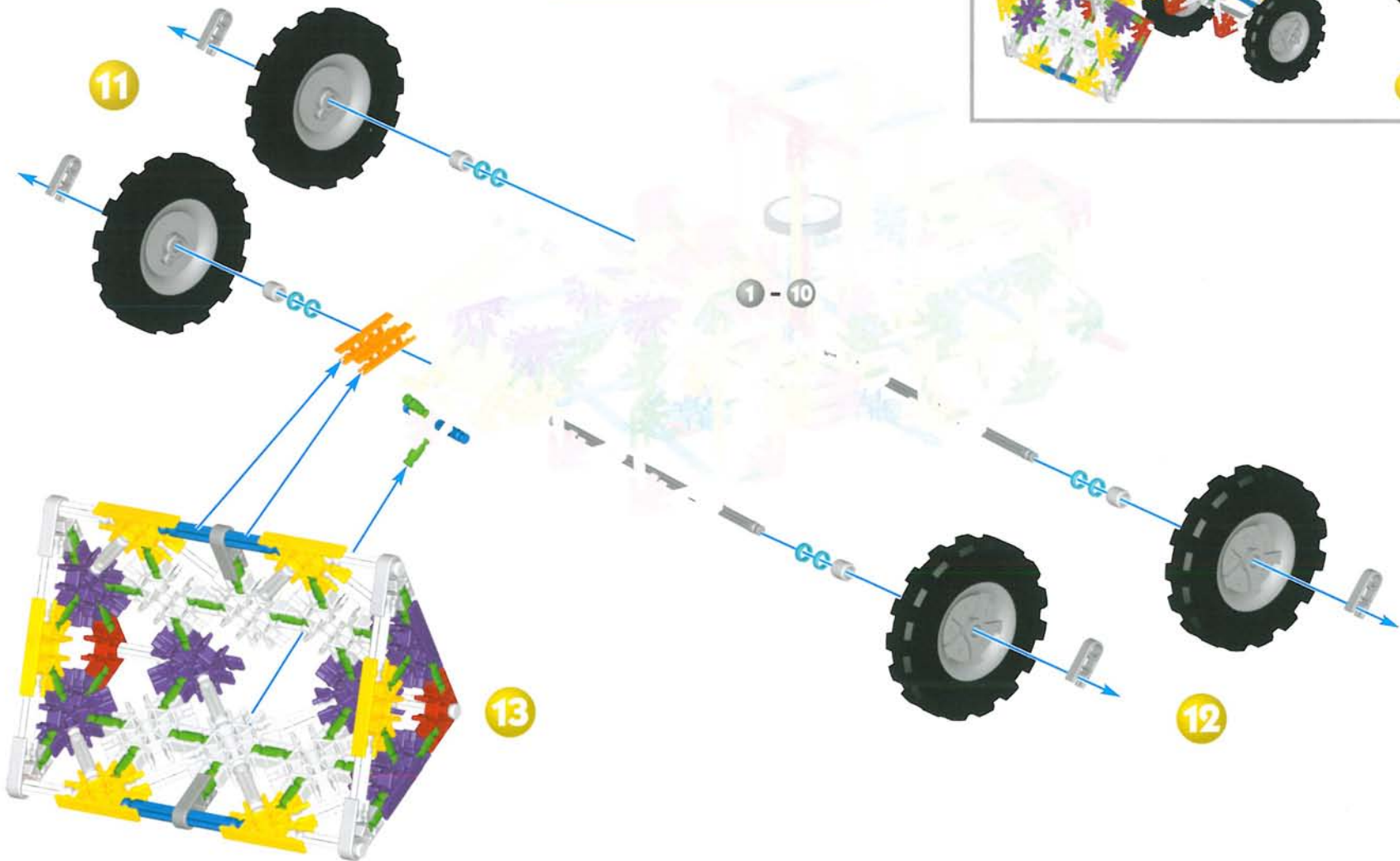


Front End Loader

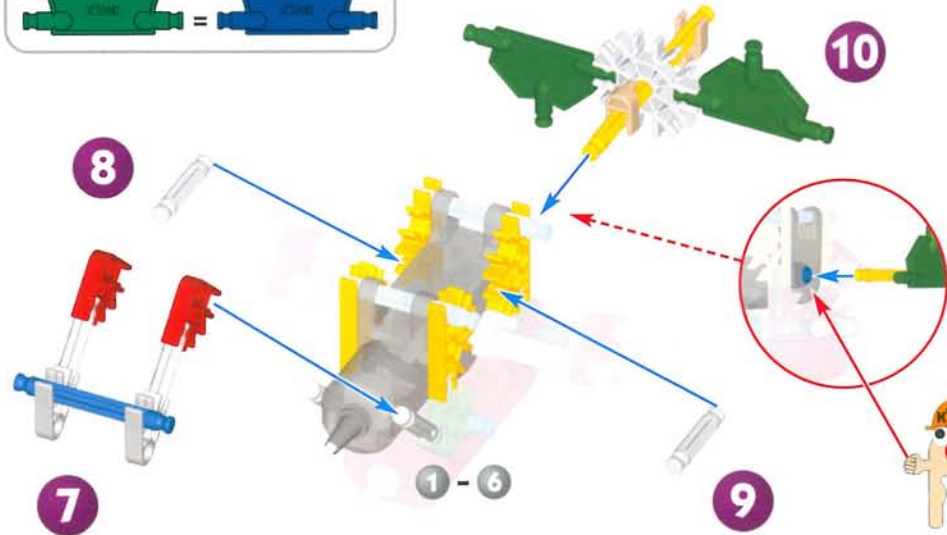
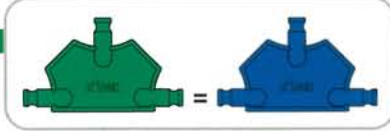
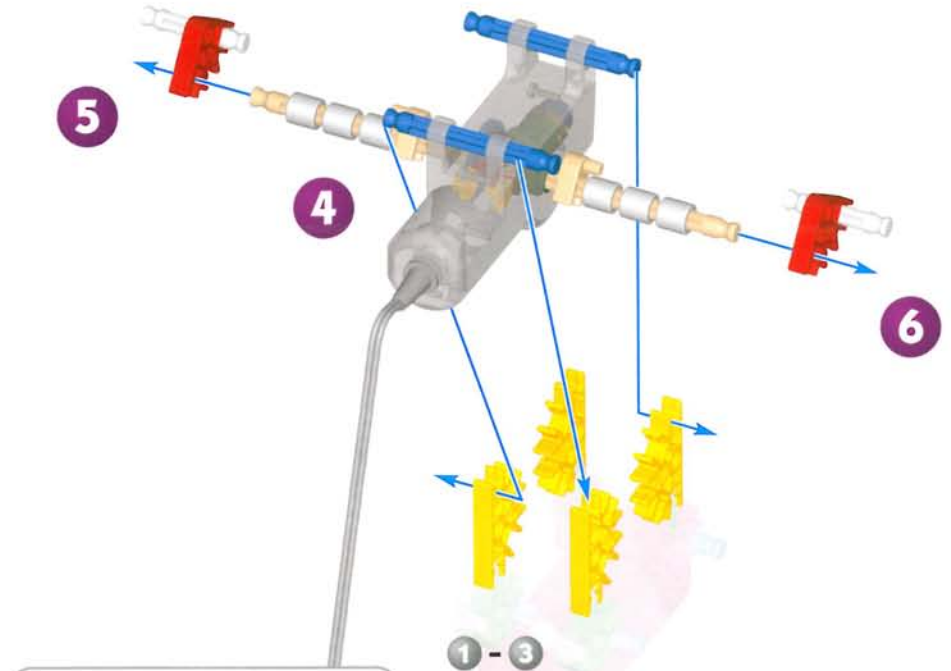
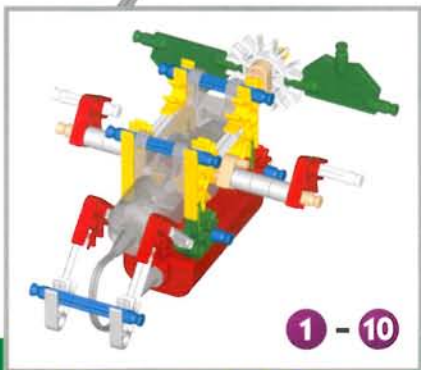
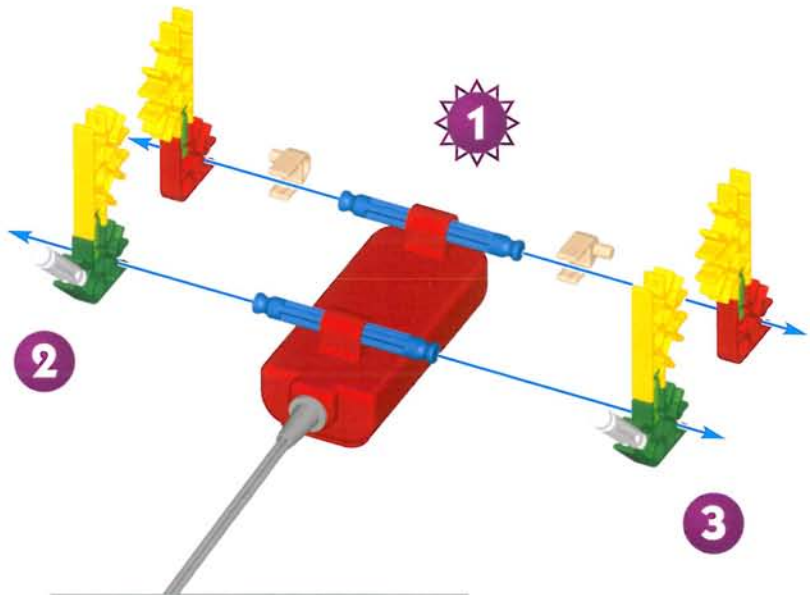


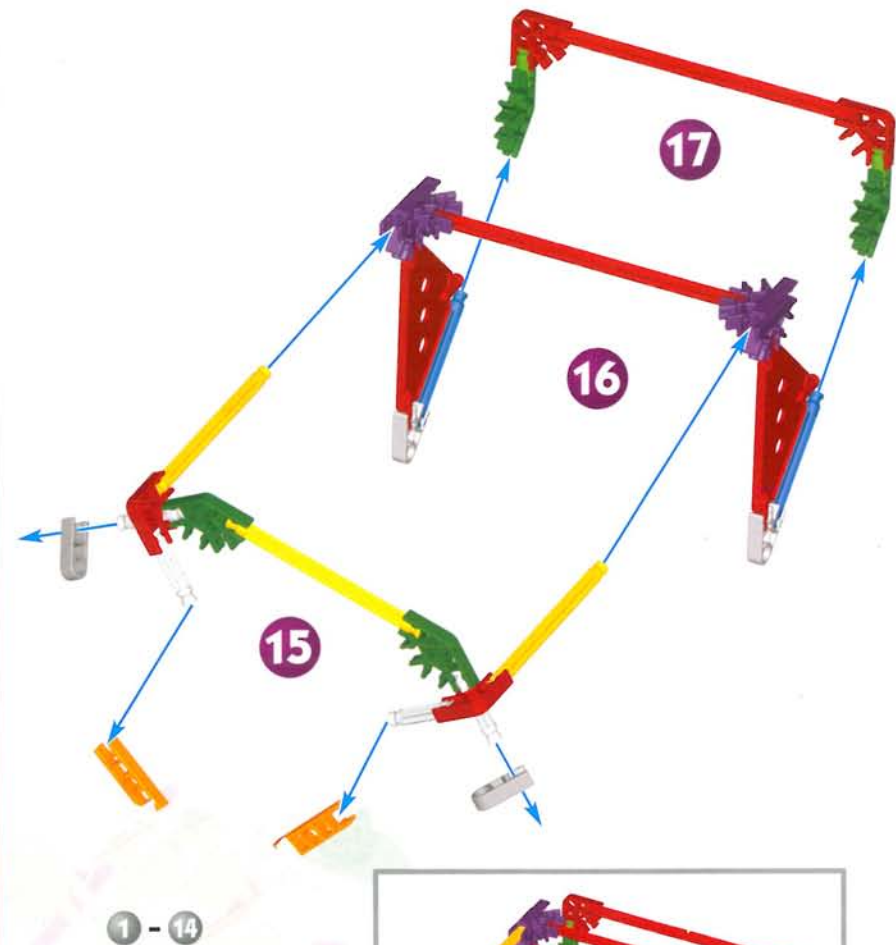
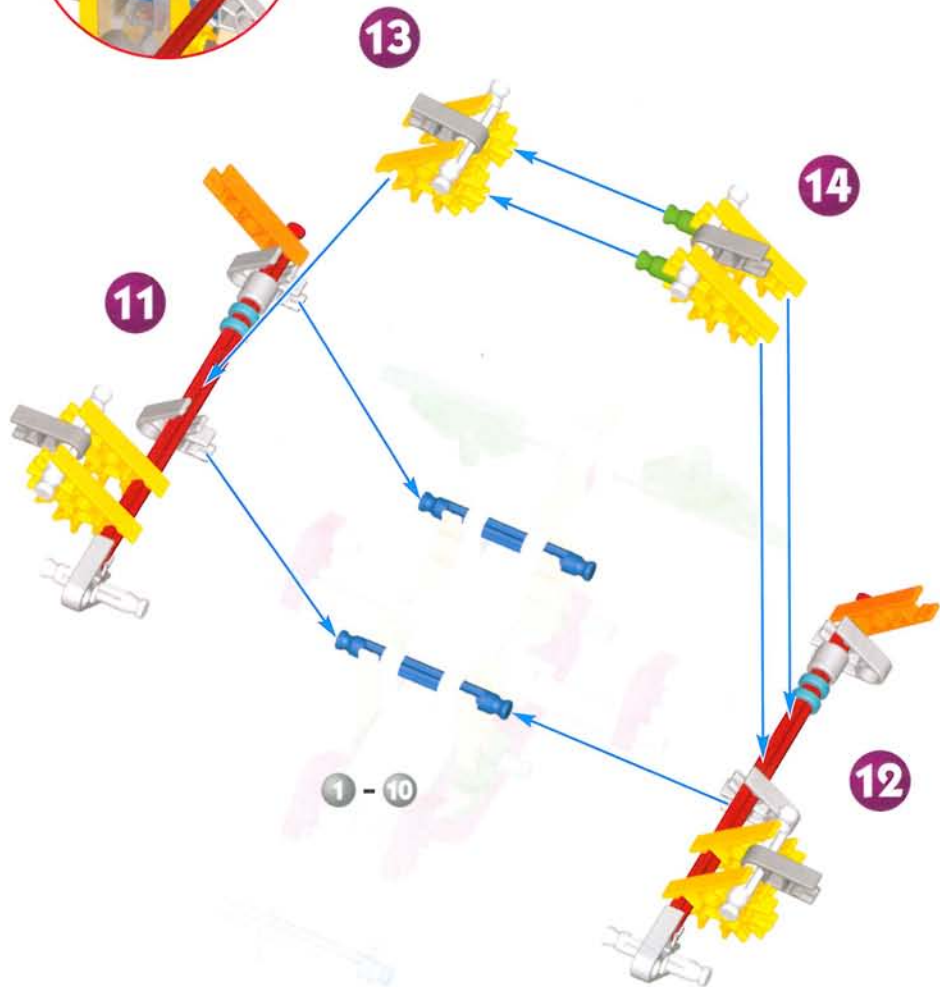


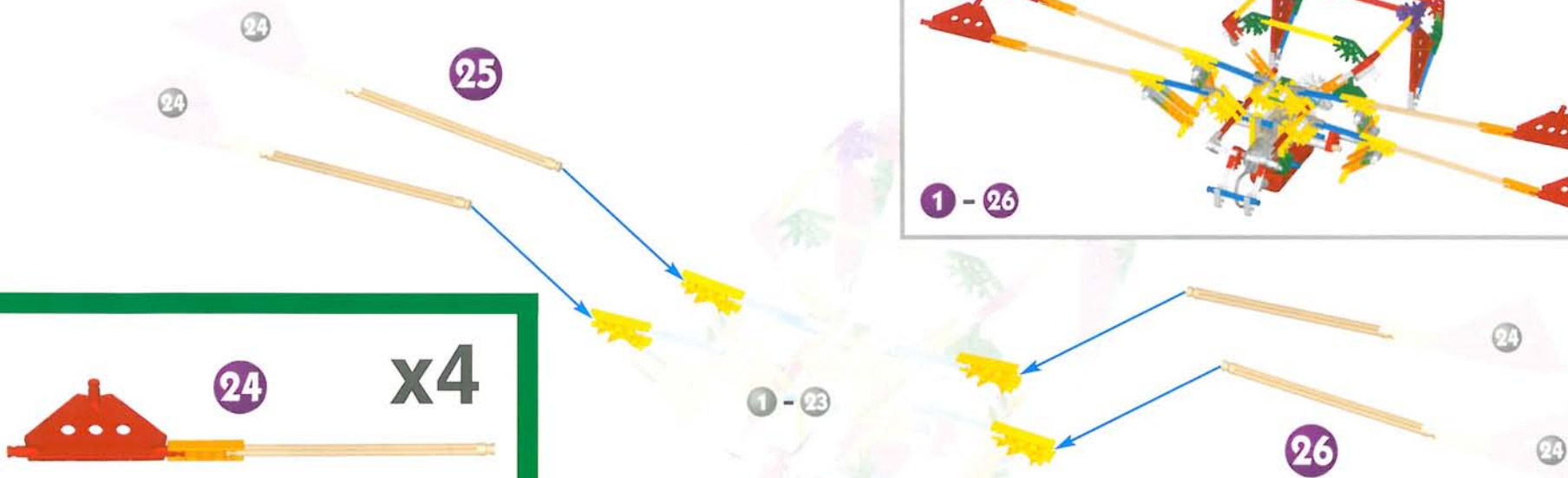
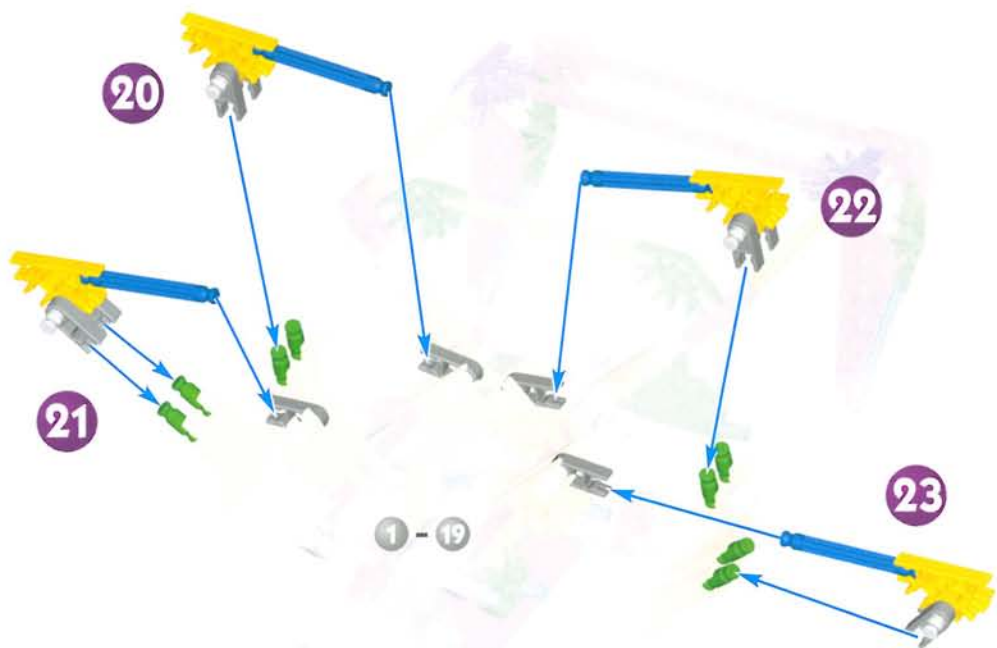
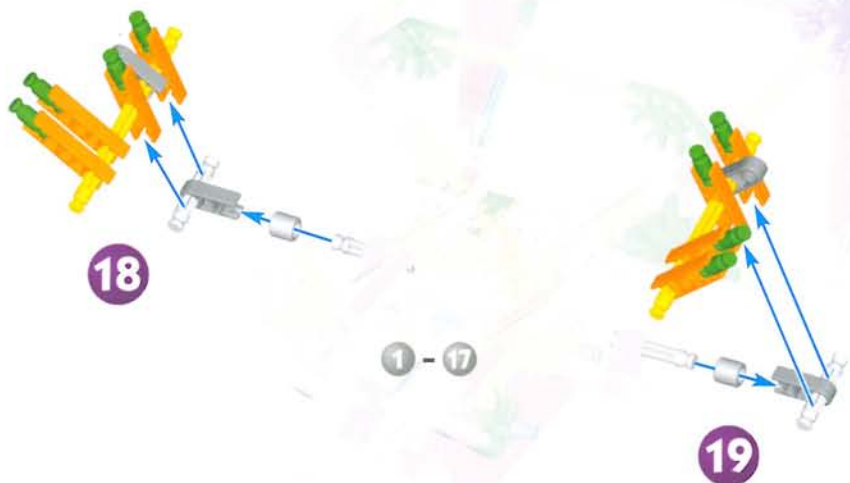




Flying Machine



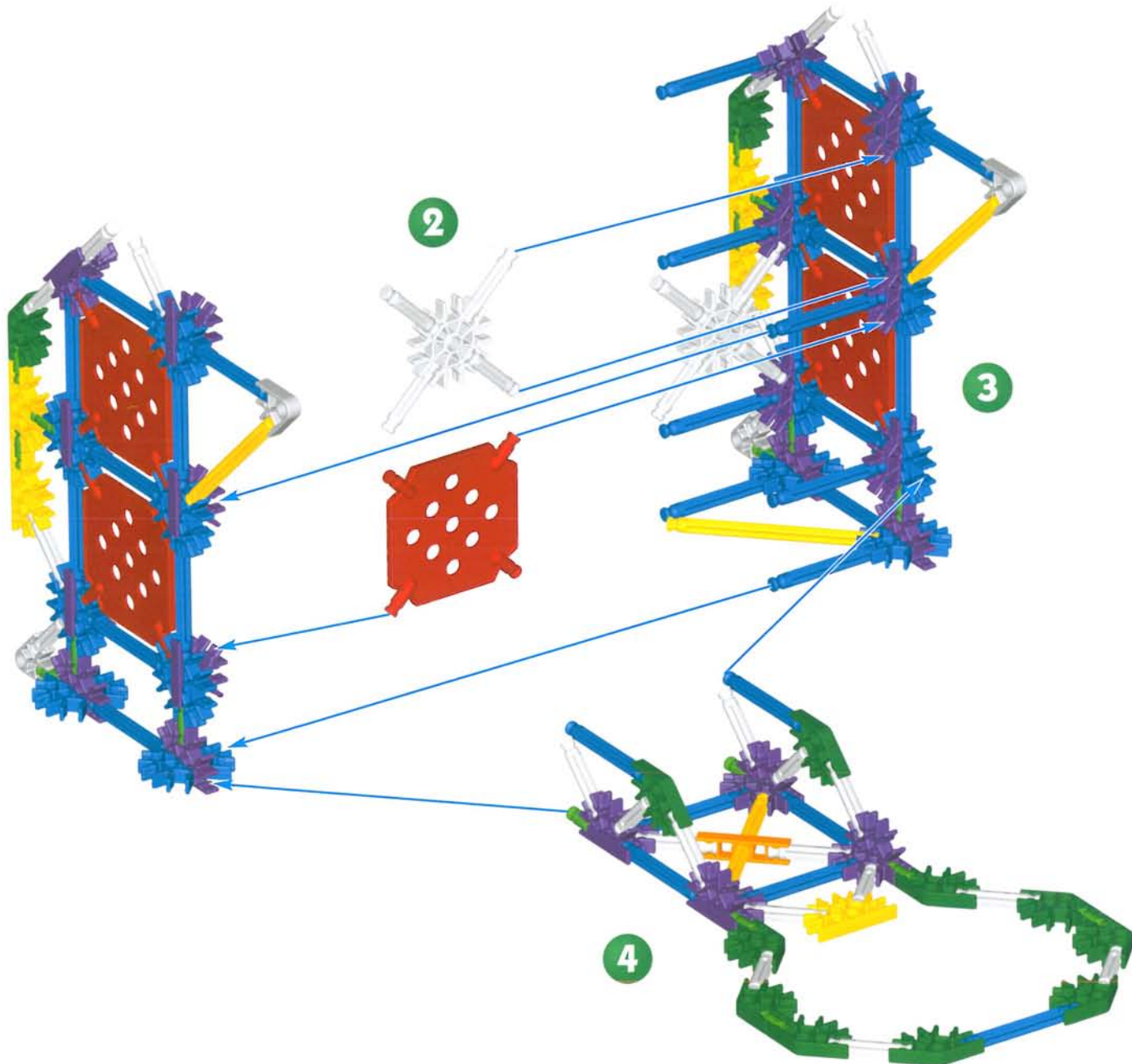




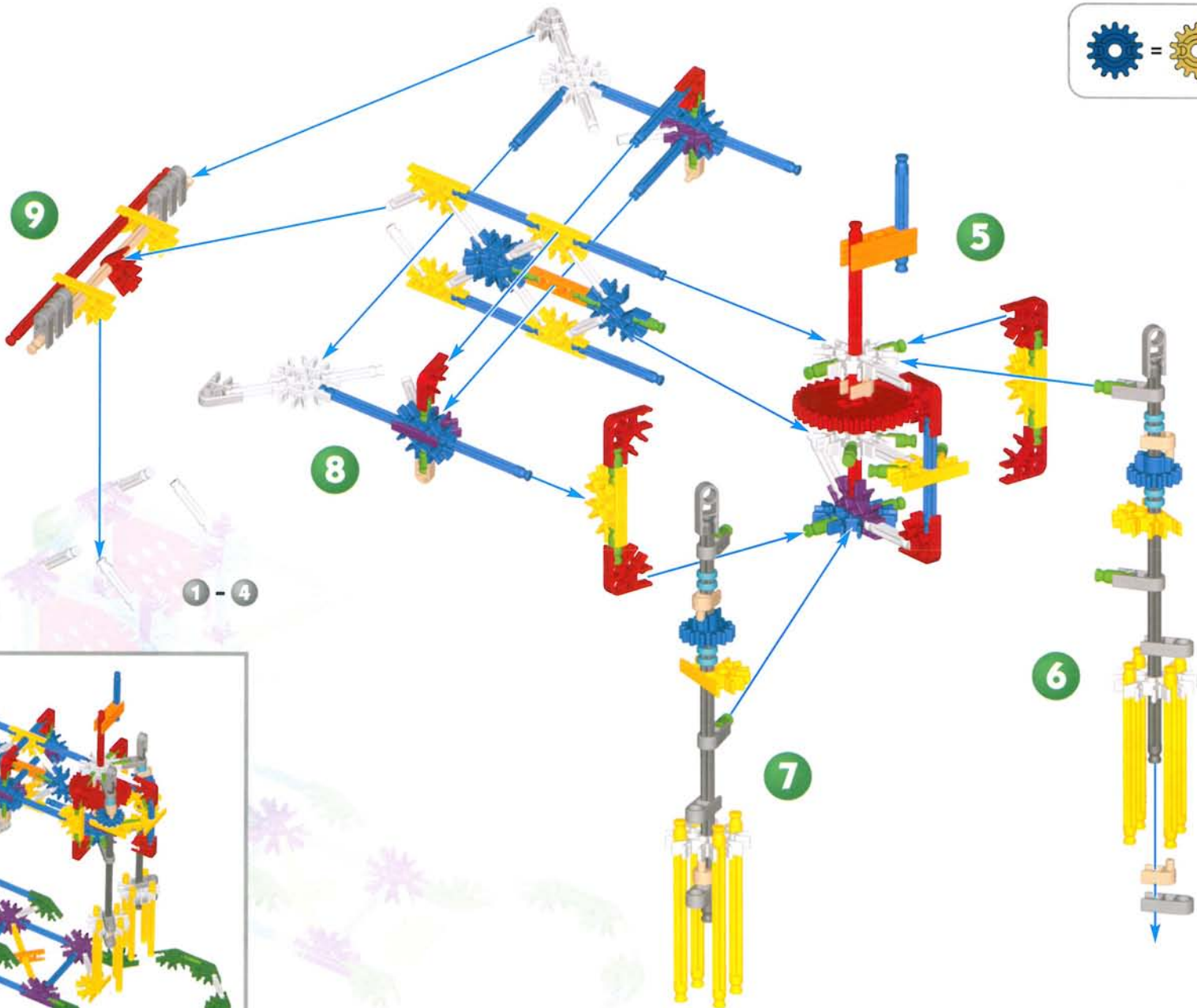
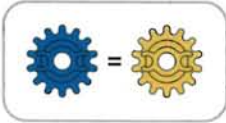
Cake Mixer

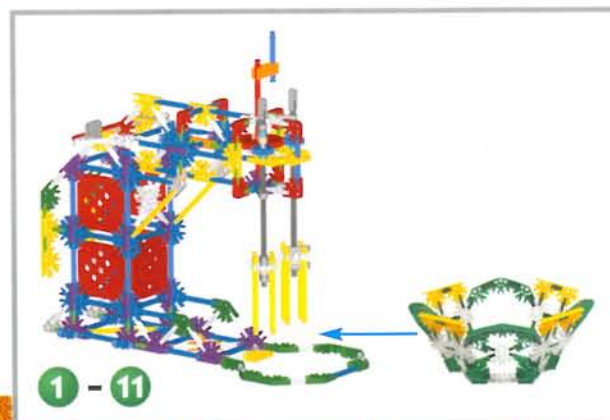
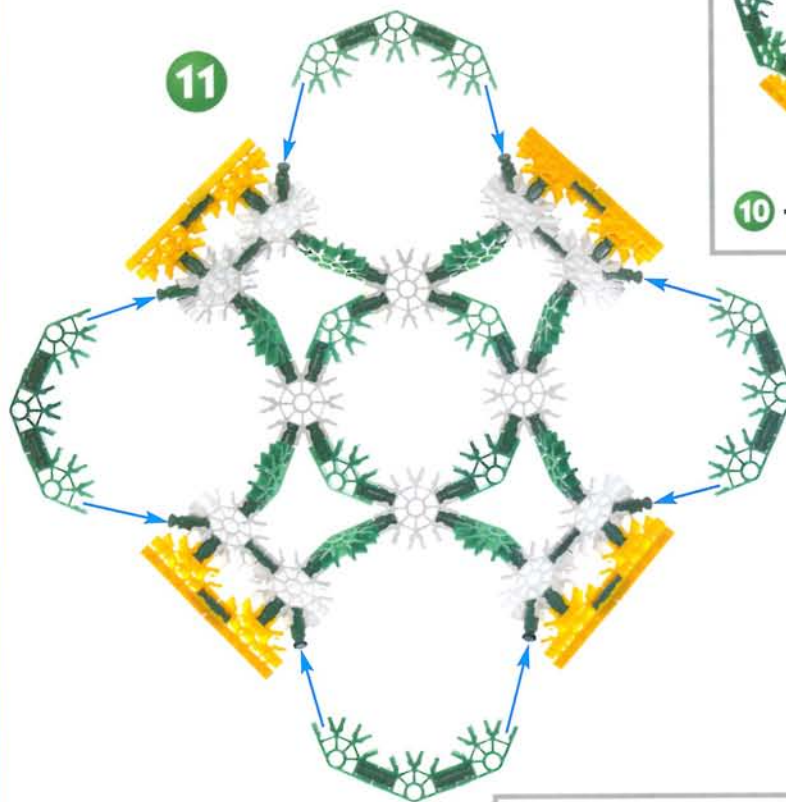
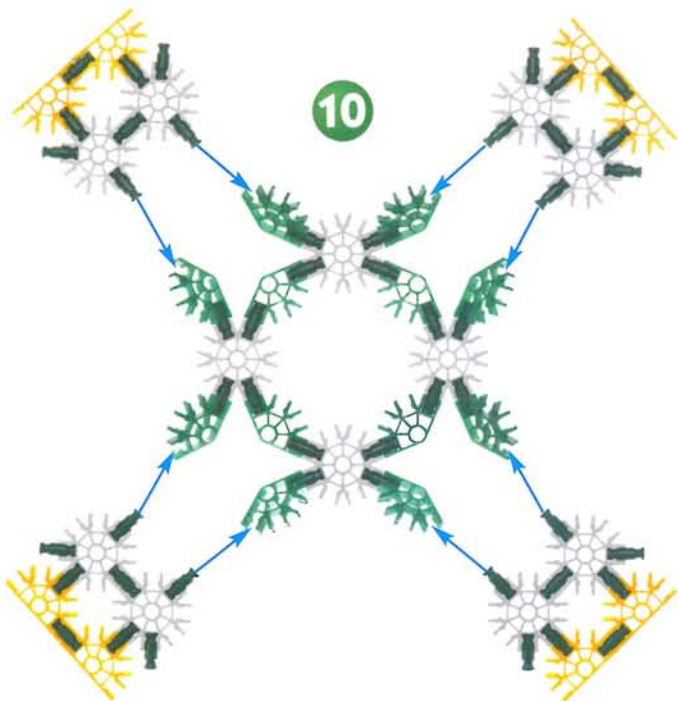


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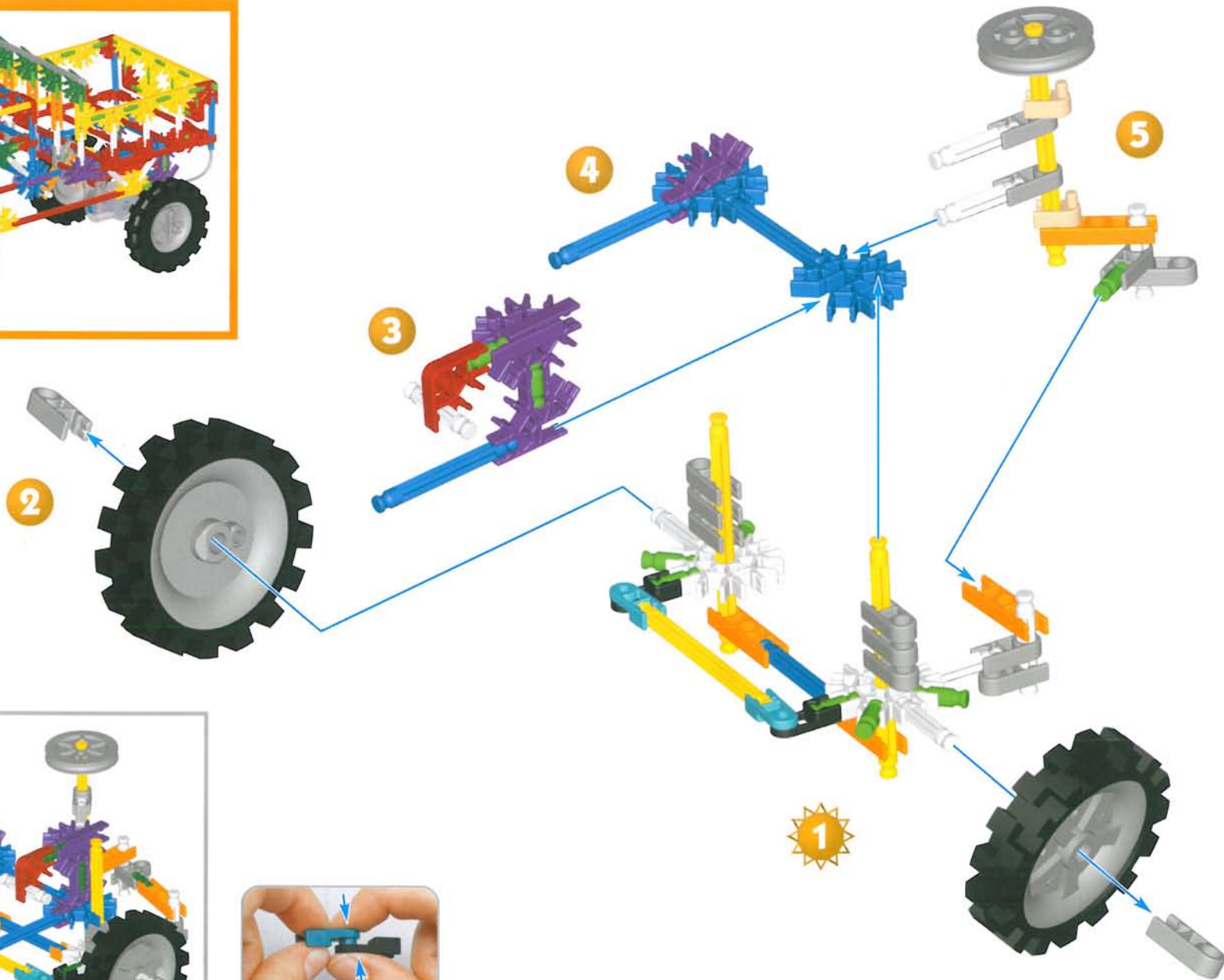


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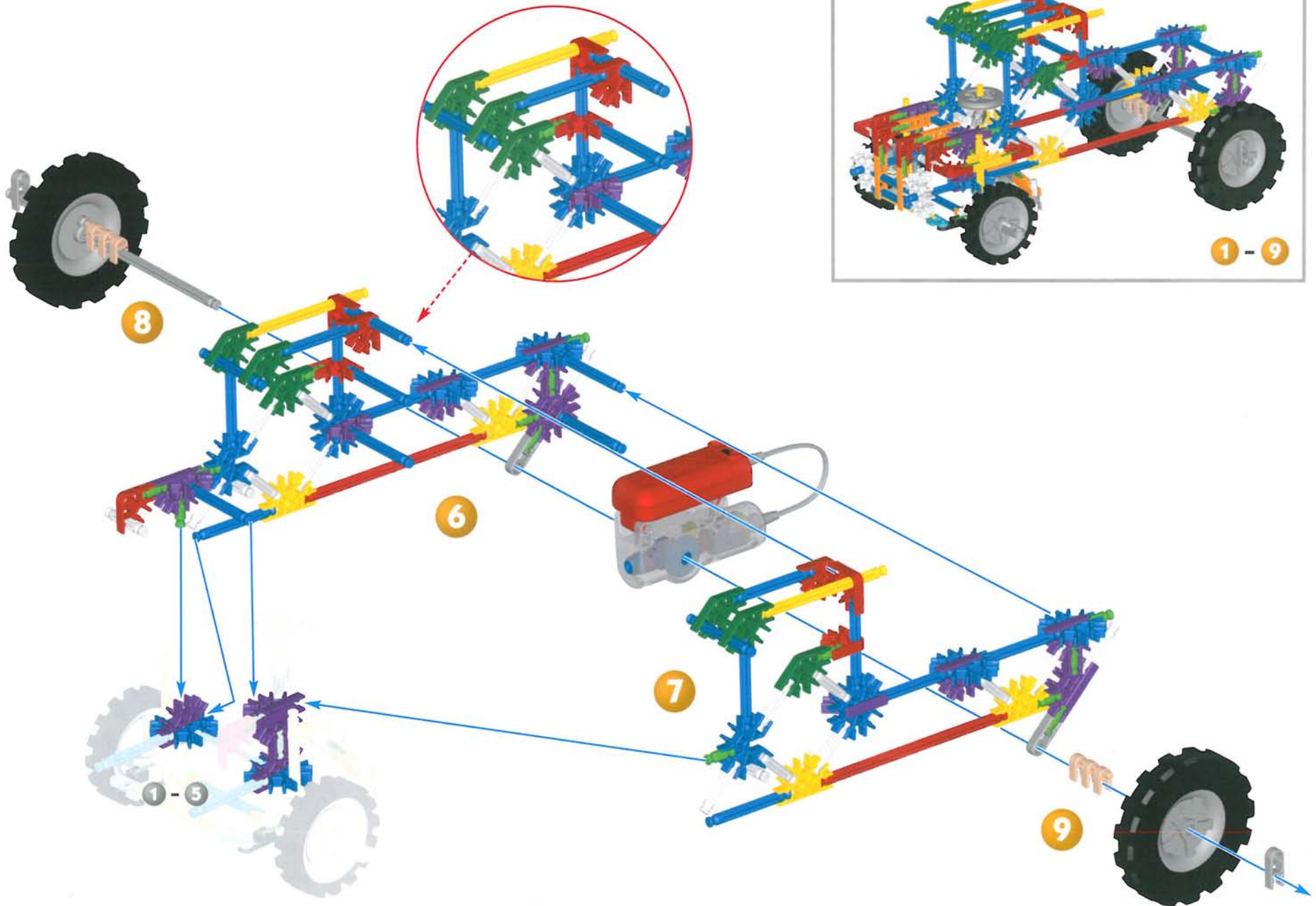


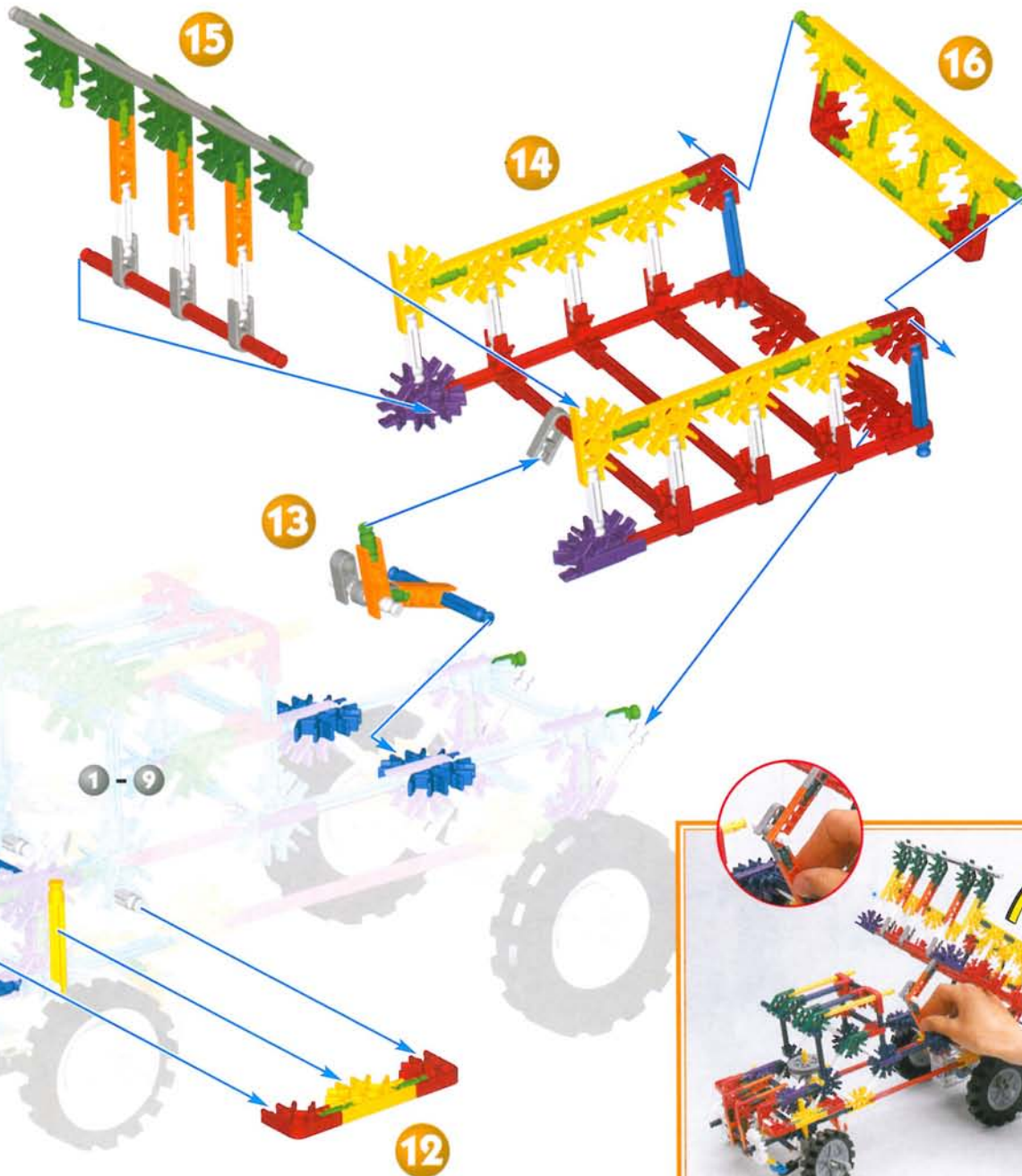
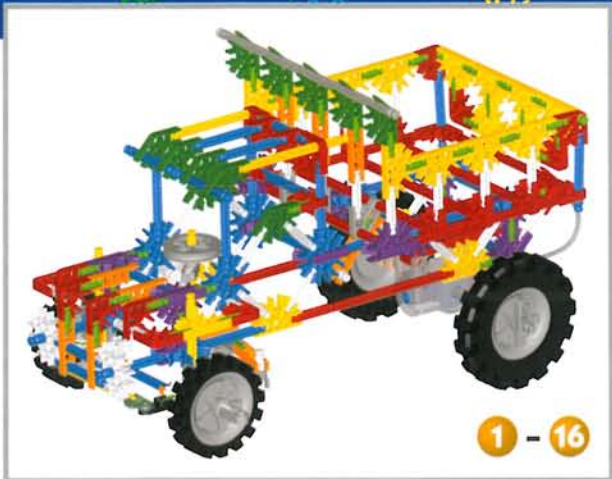


Dump Truck

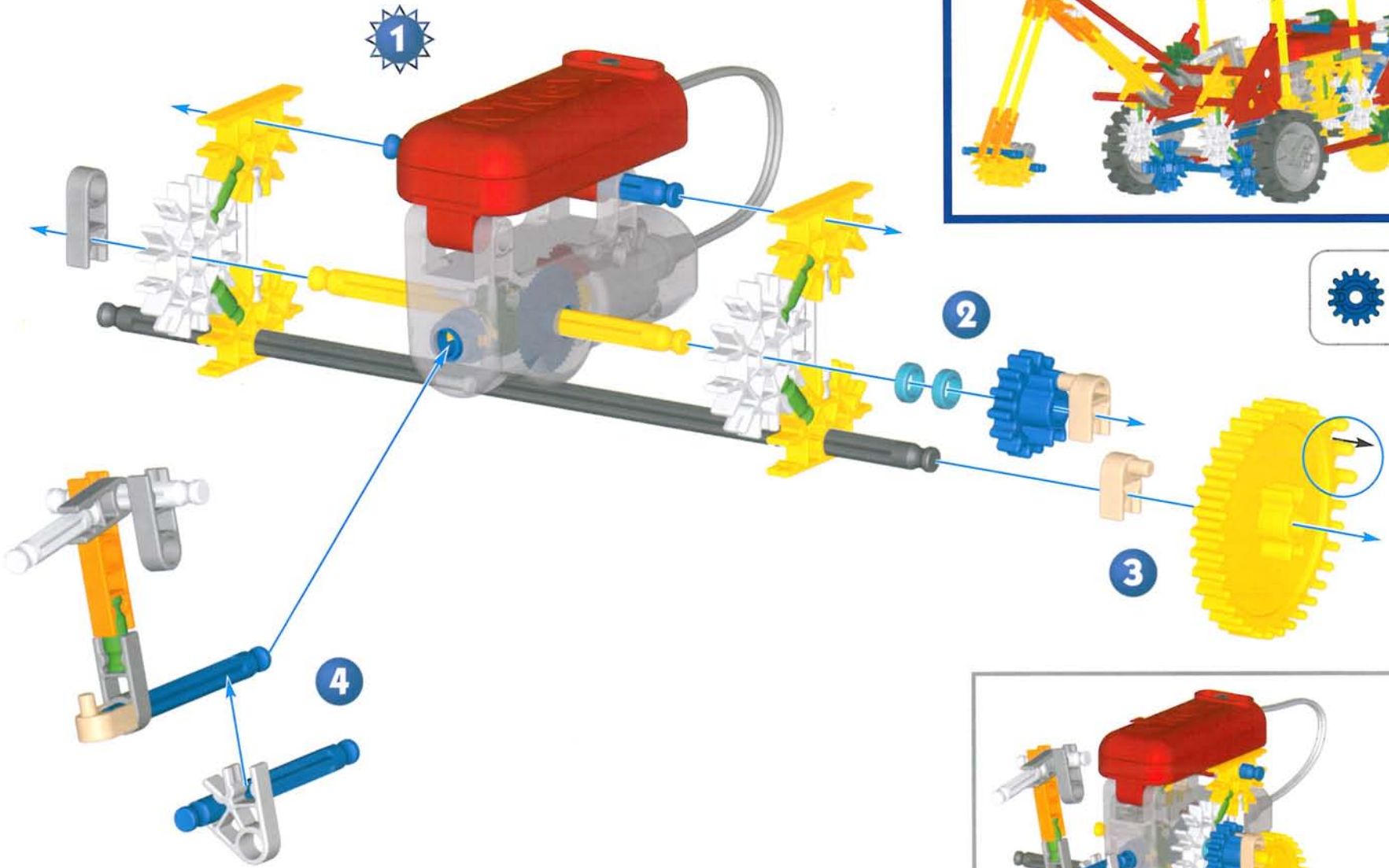


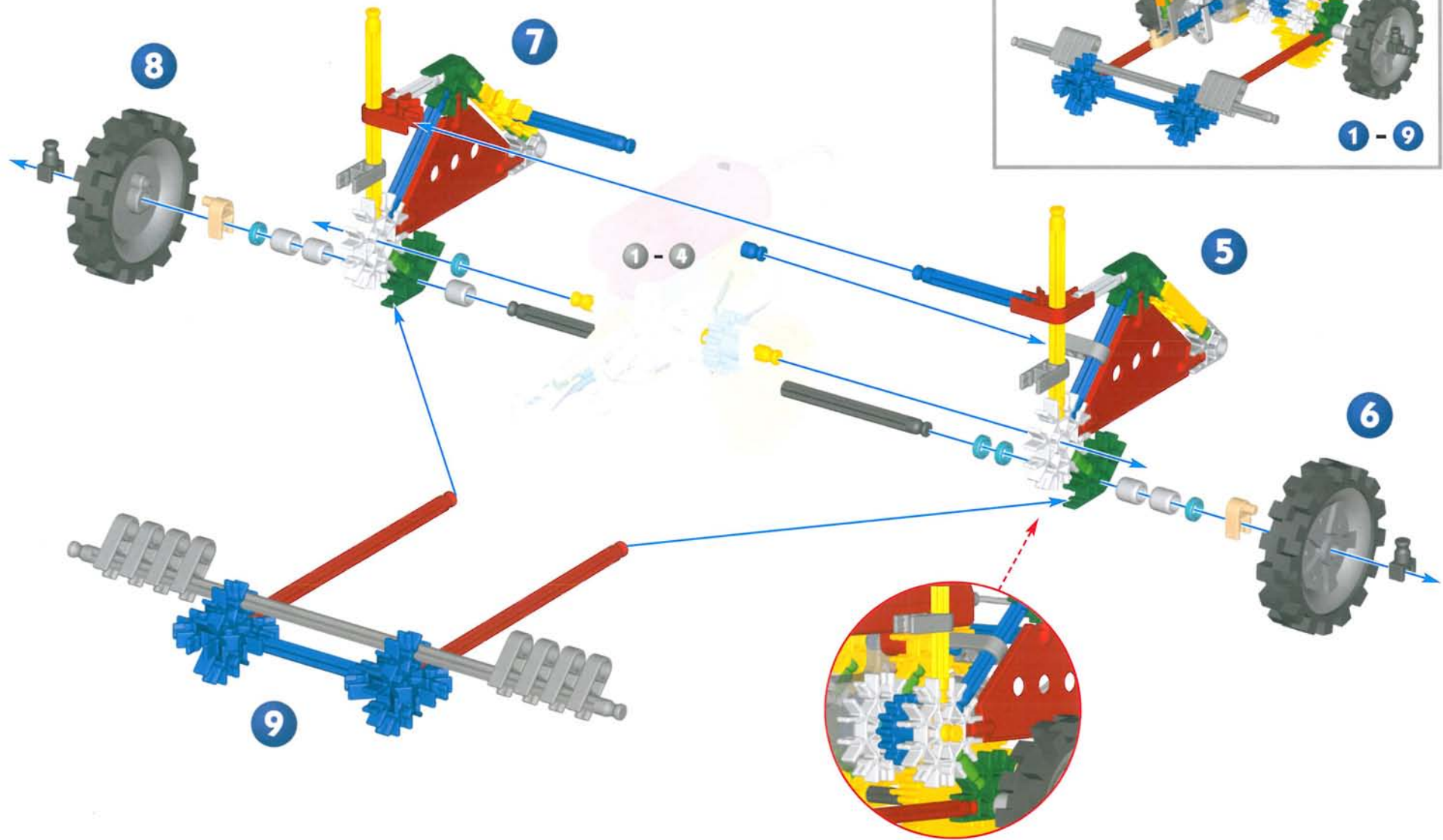
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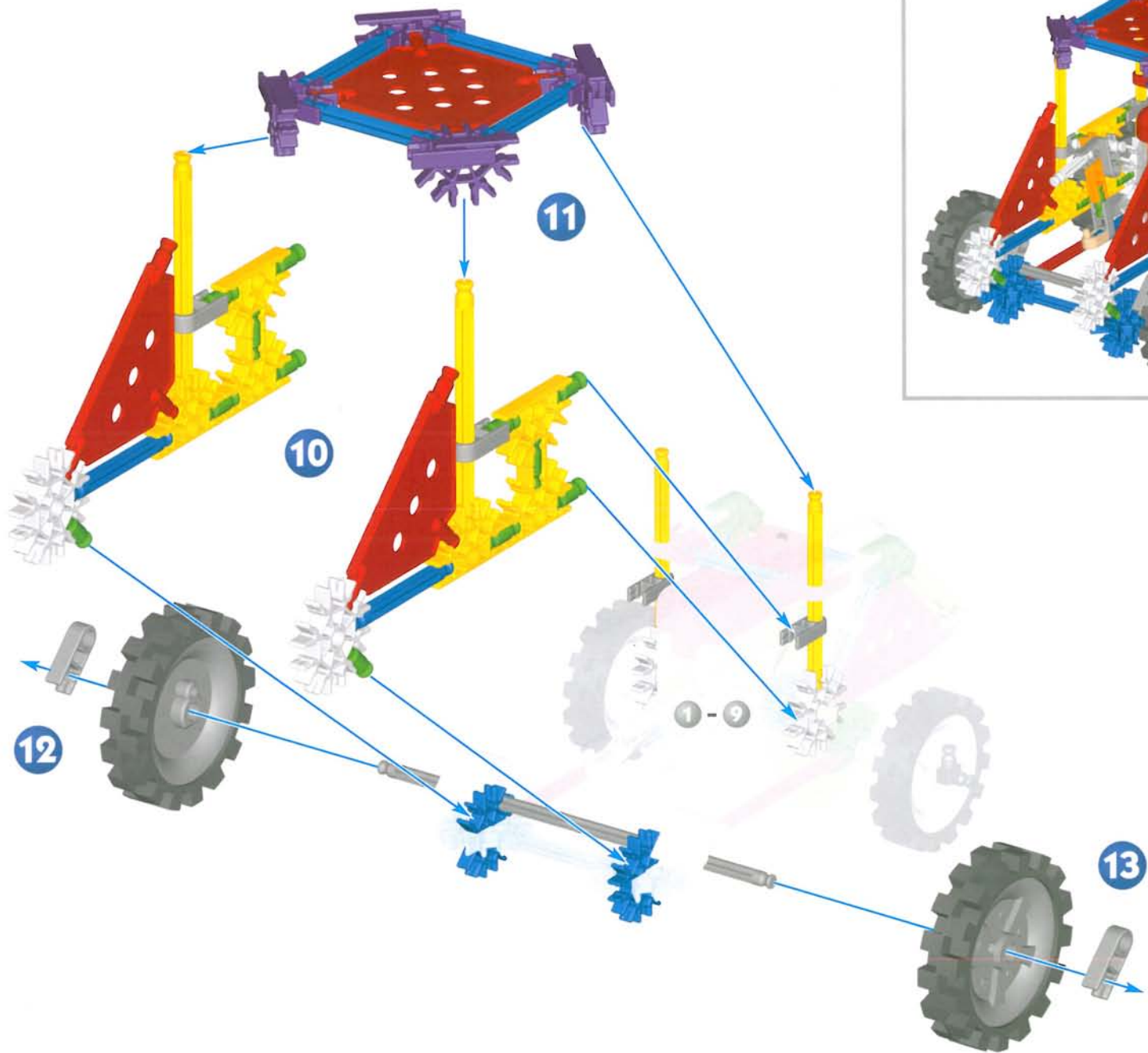


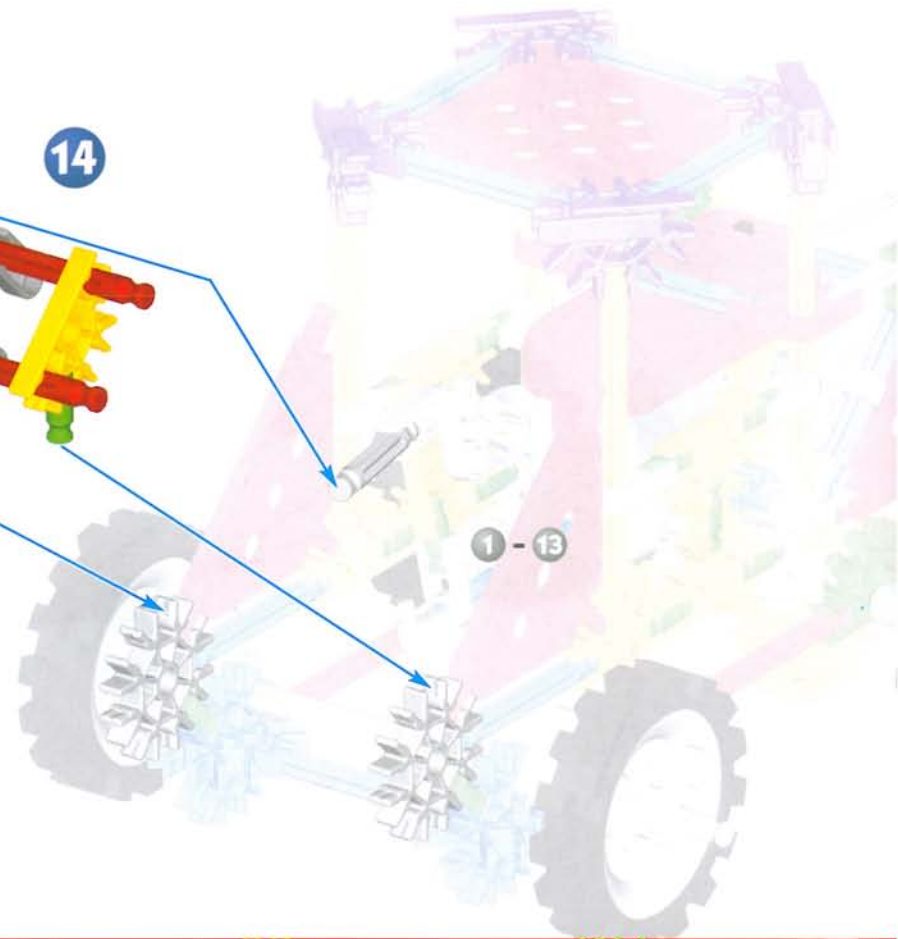
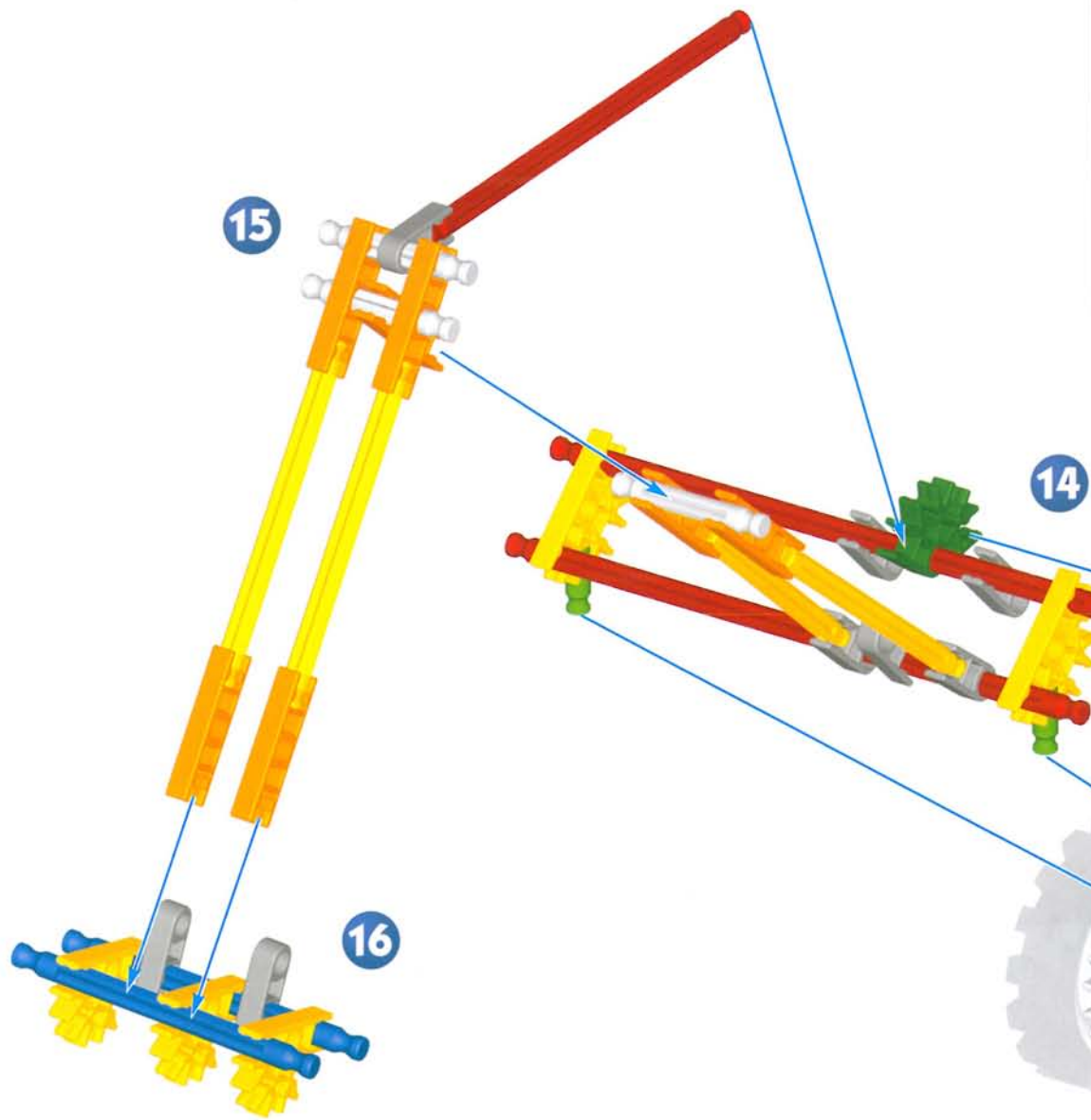


Backhoe

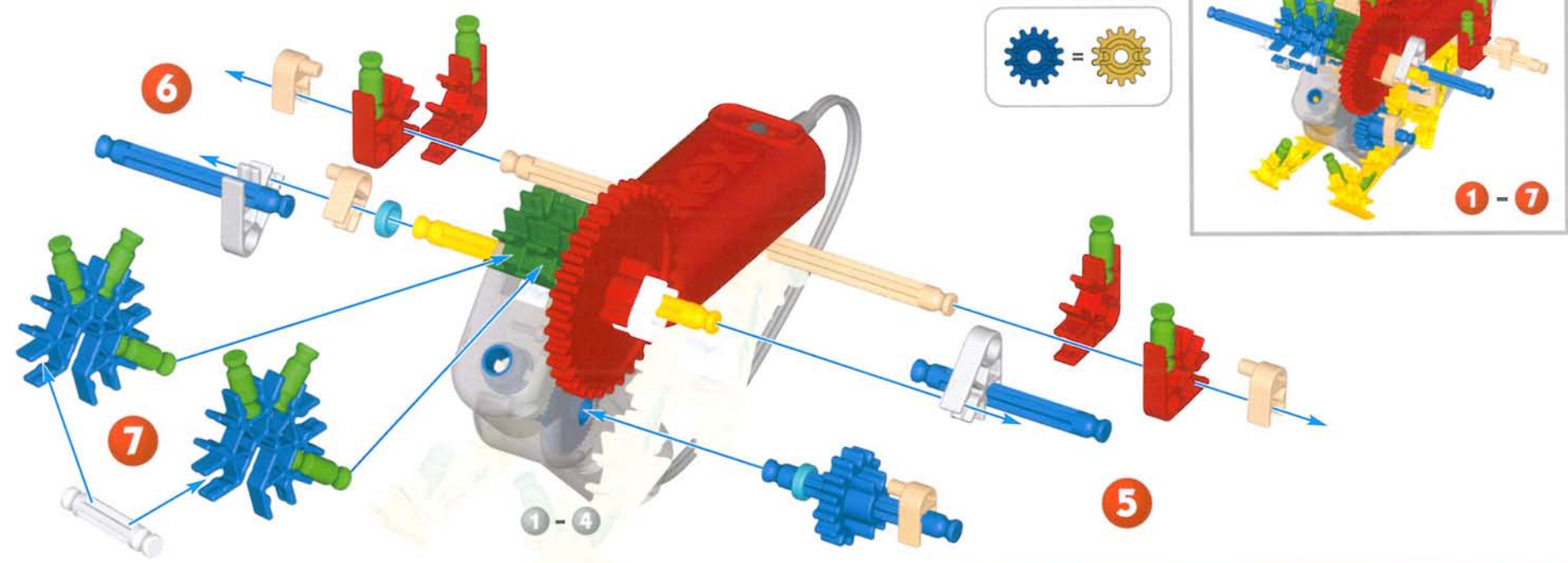
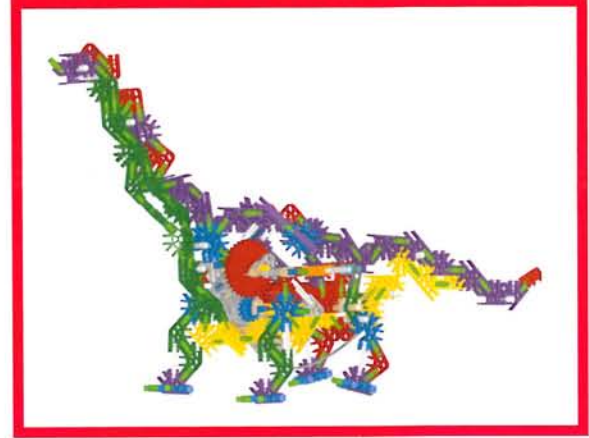
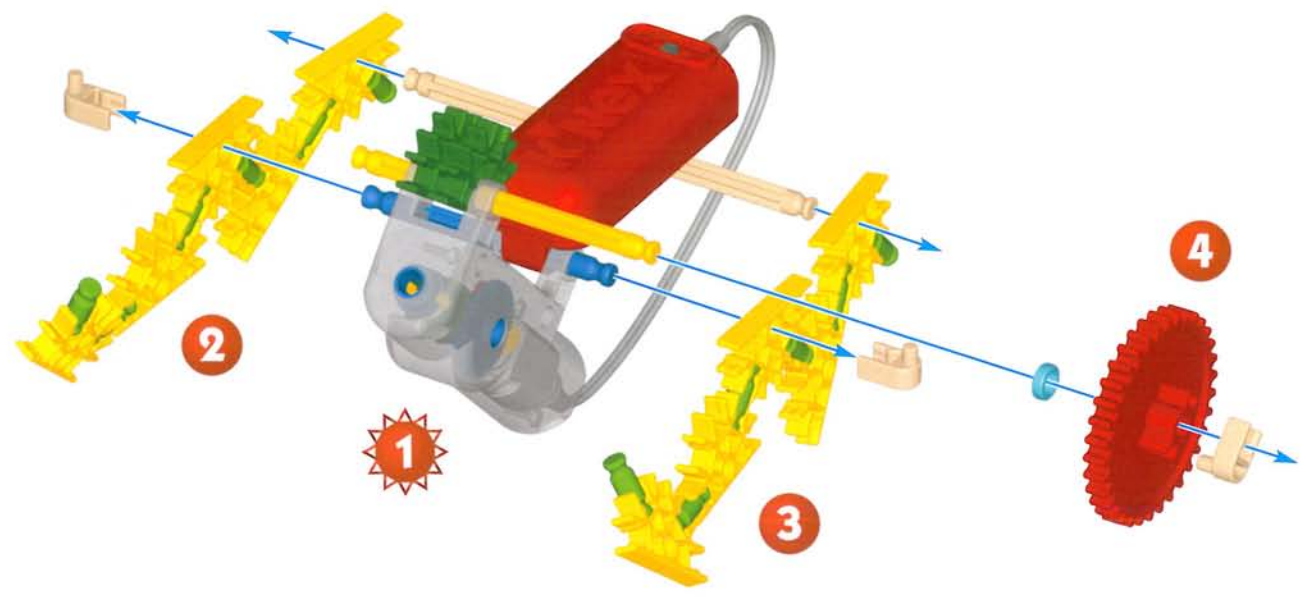


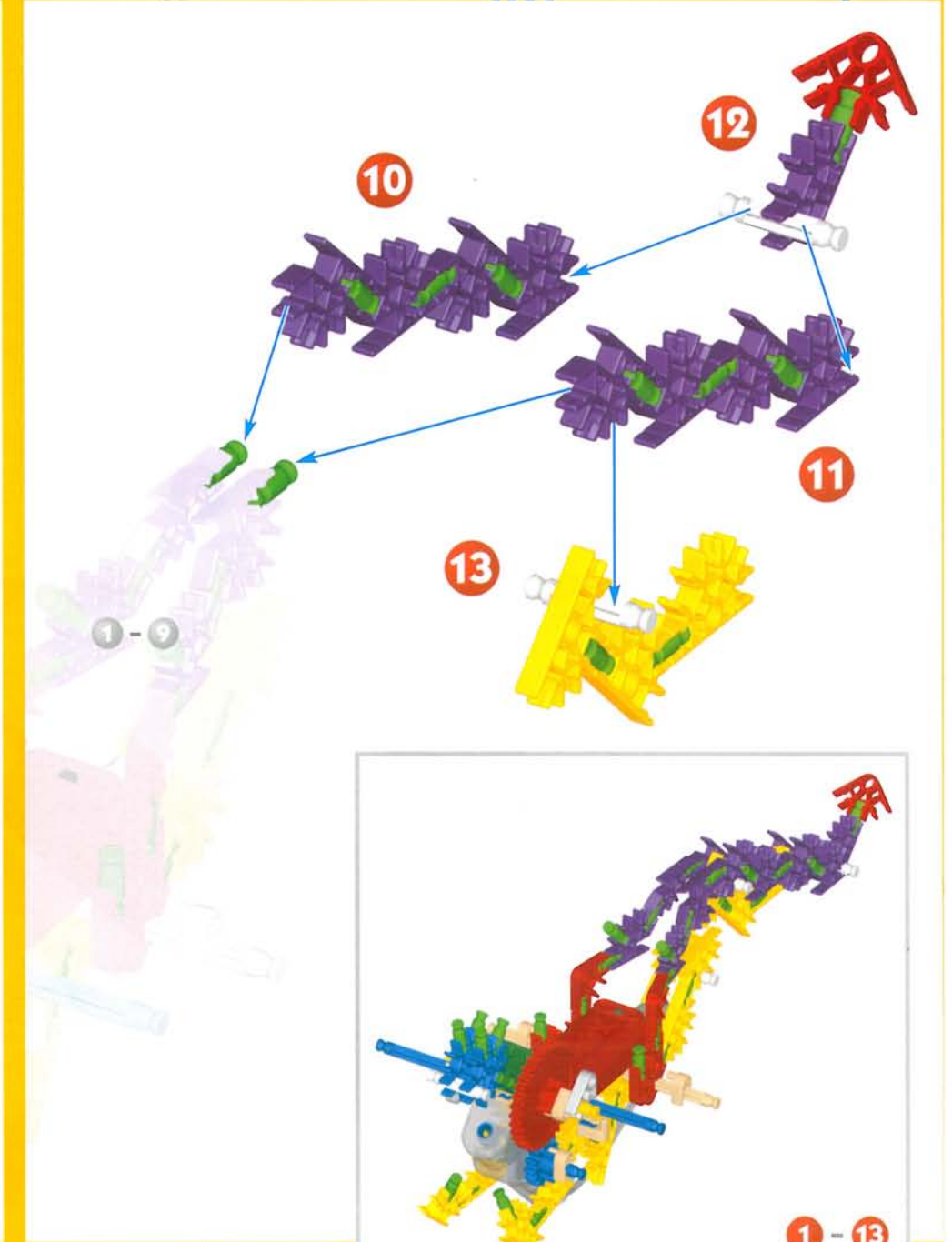
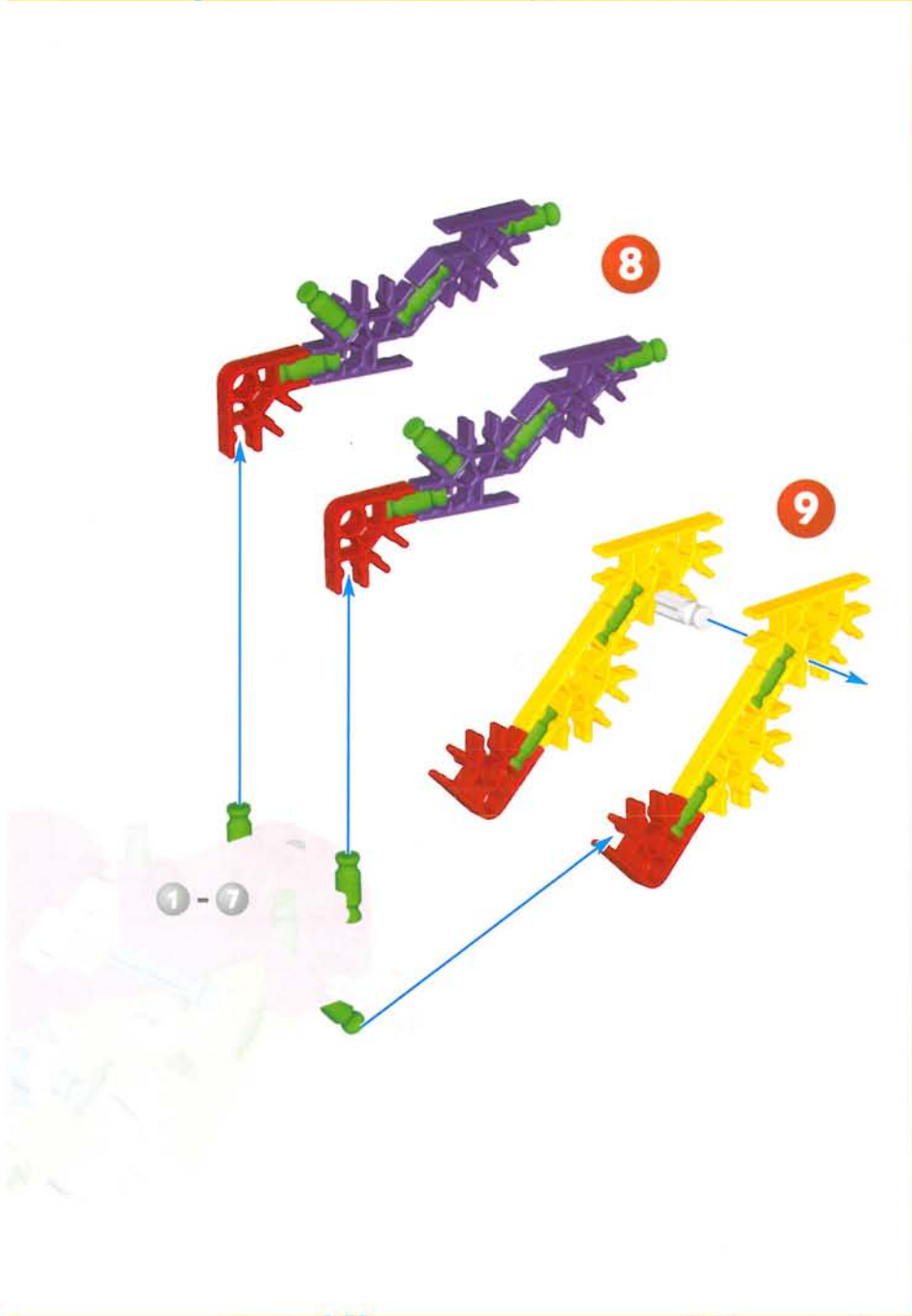




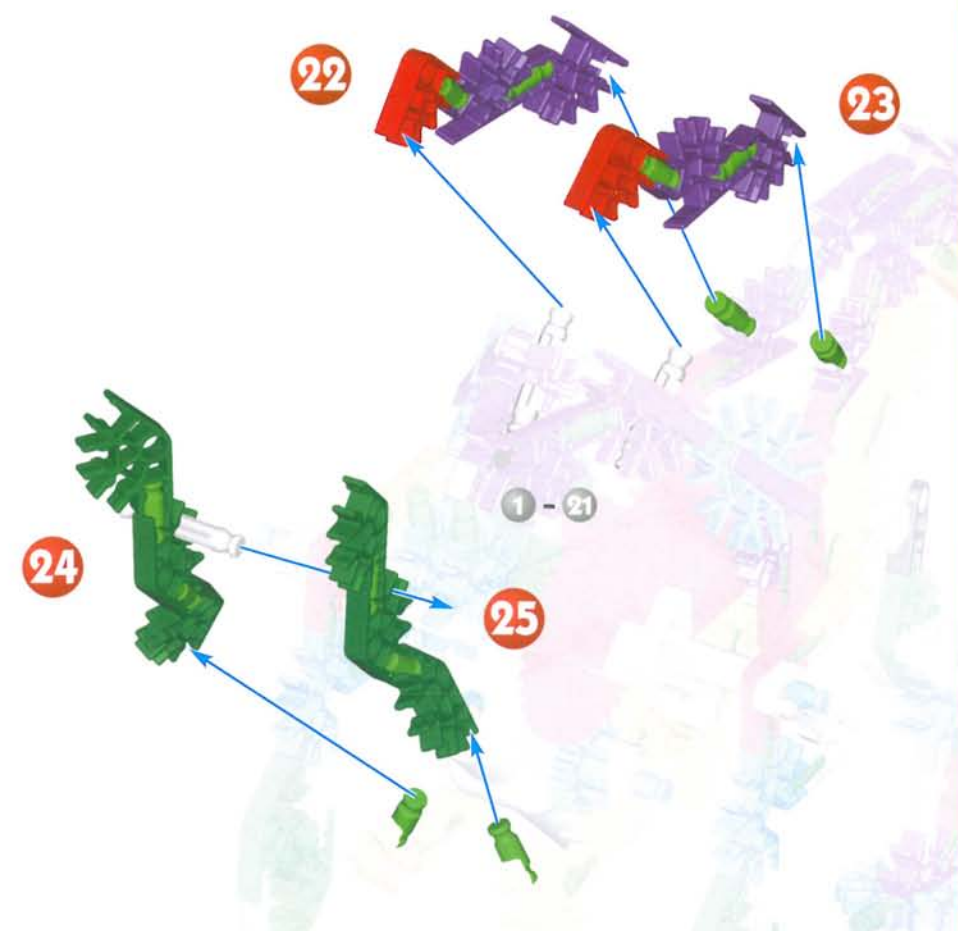
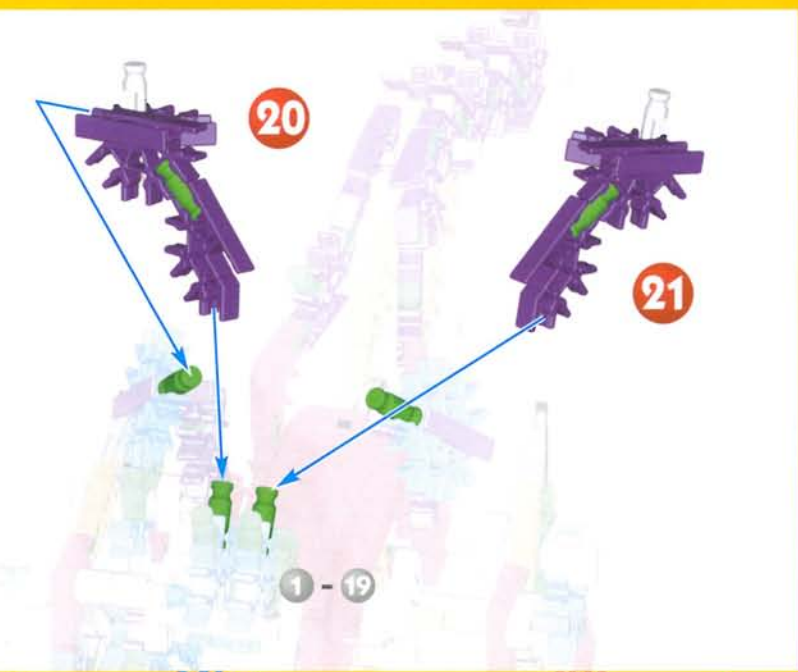
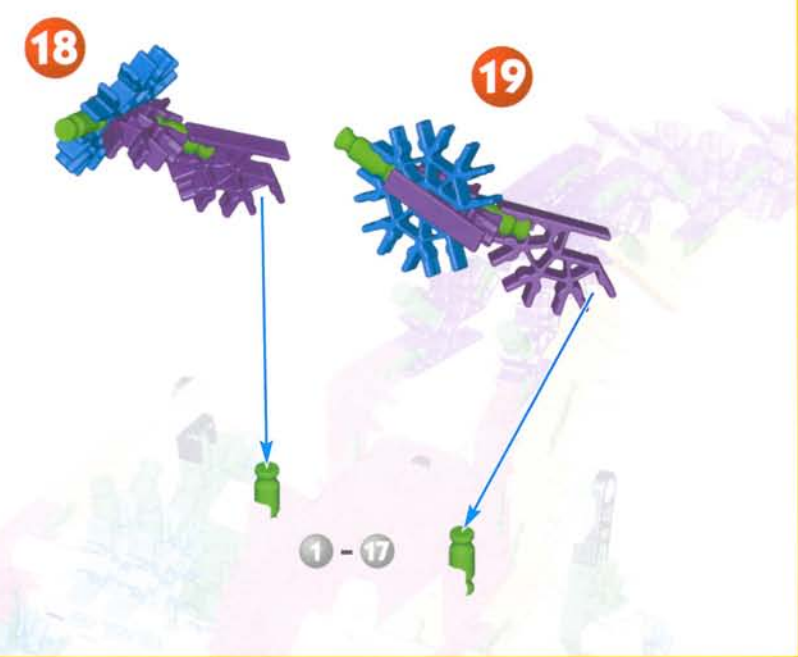


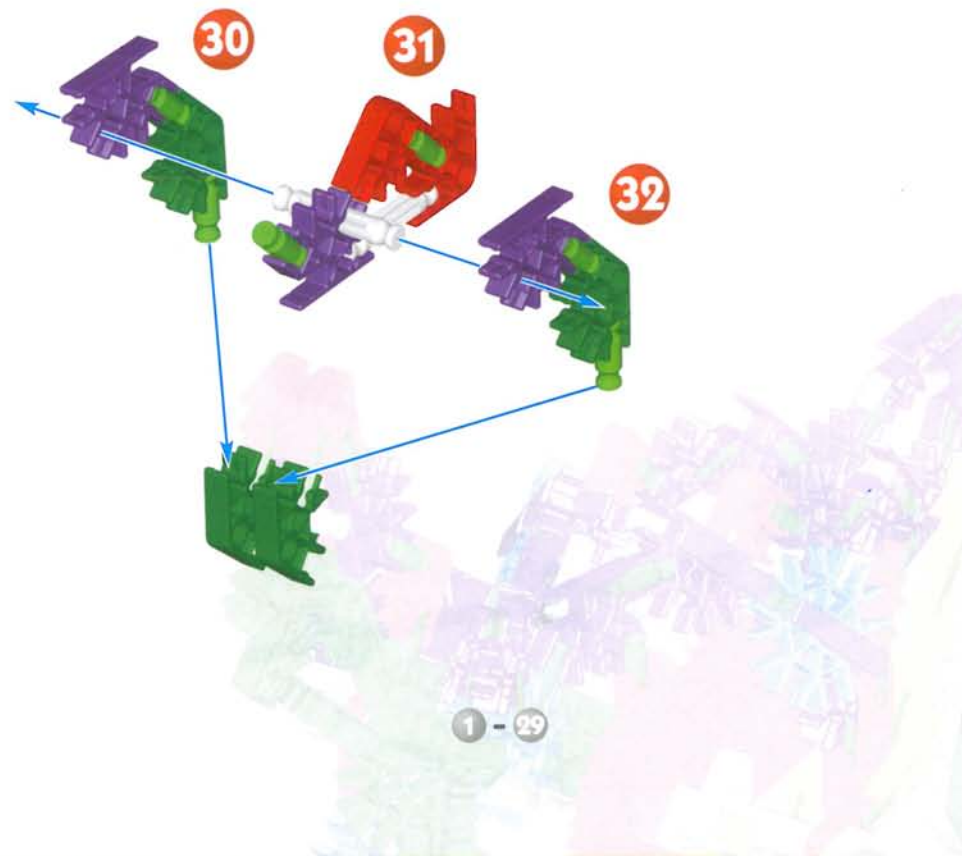
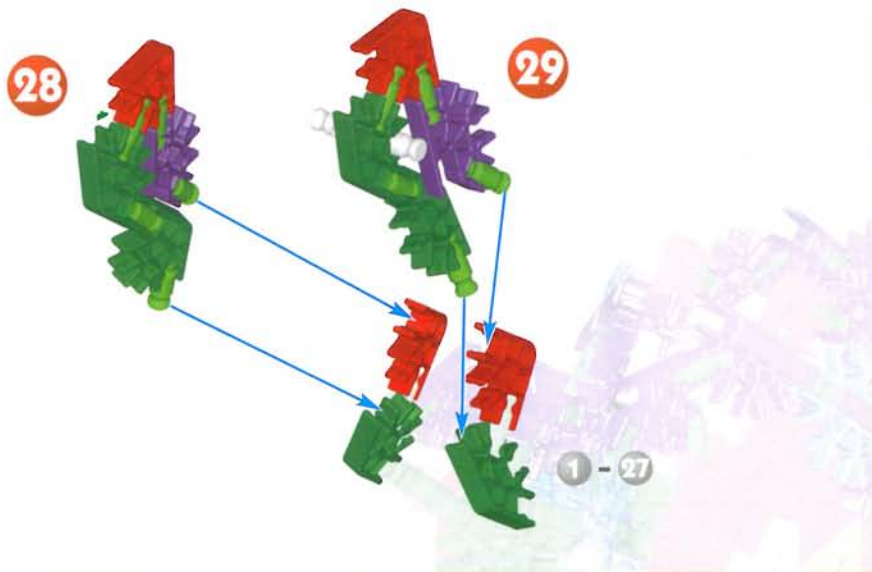
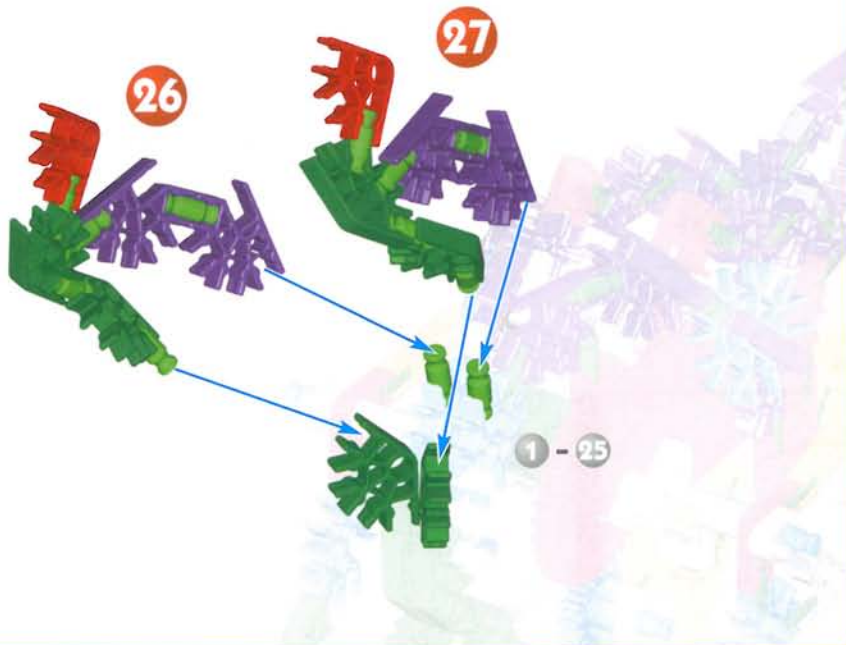
Brontosaurus



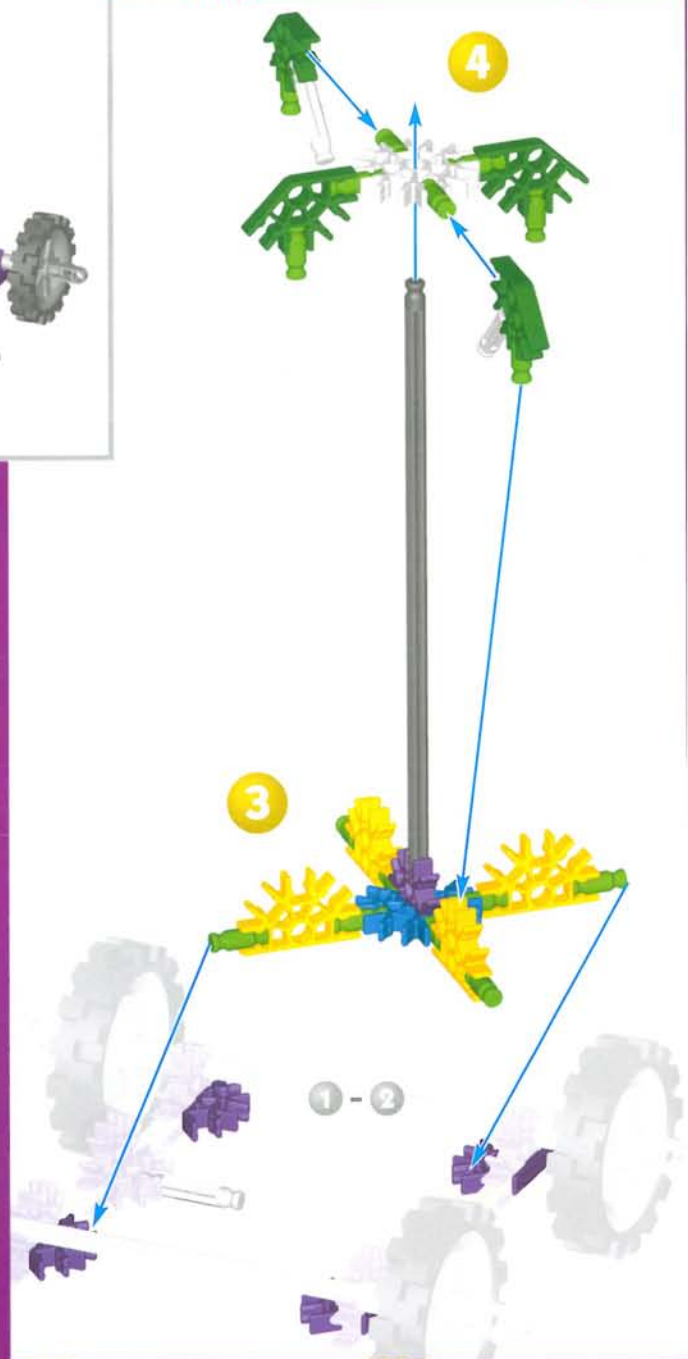
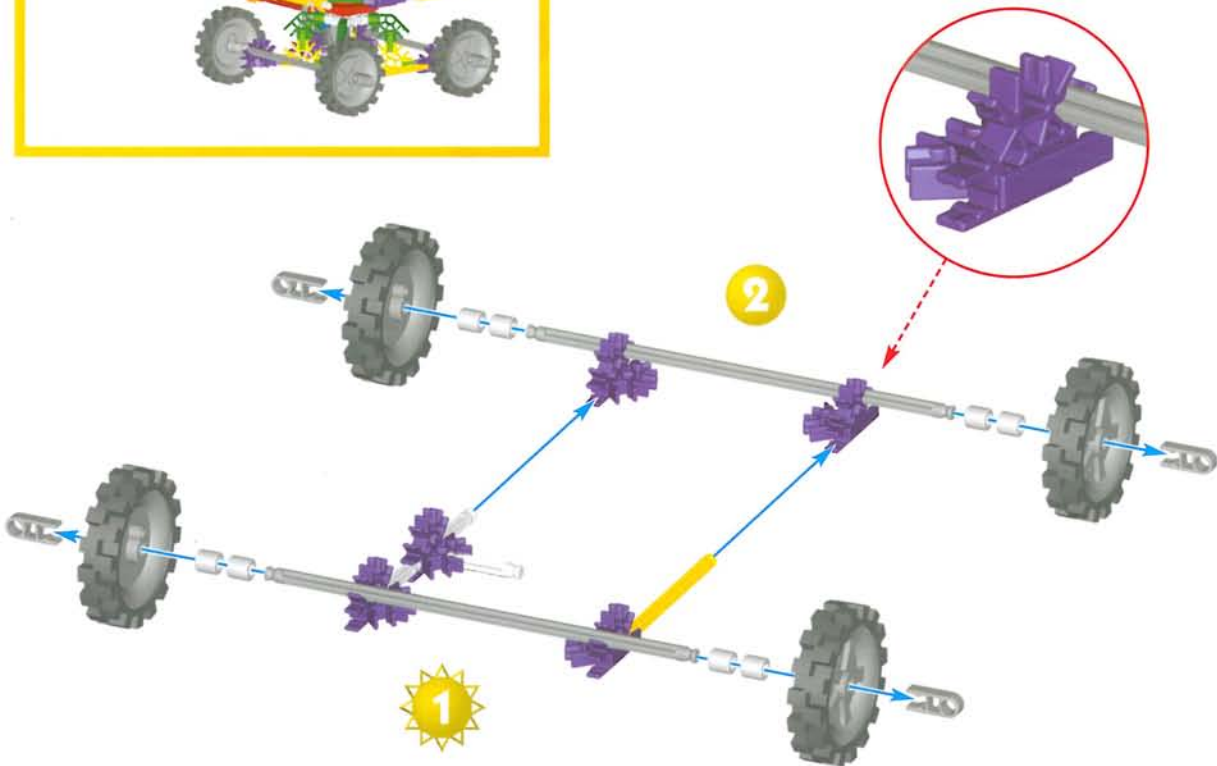


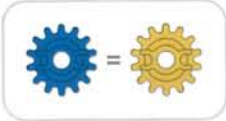




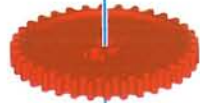


Wrecking Ball Crane

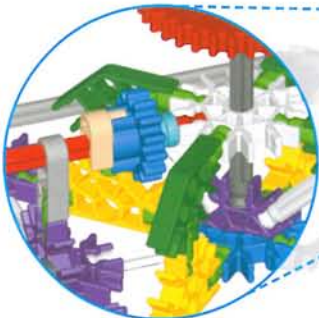
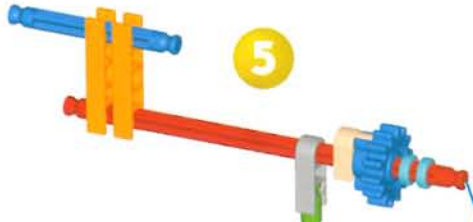




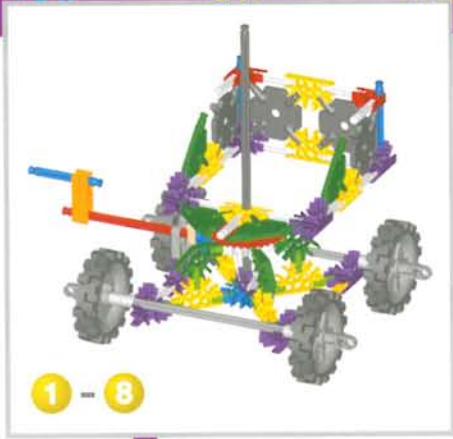
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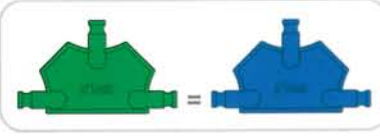
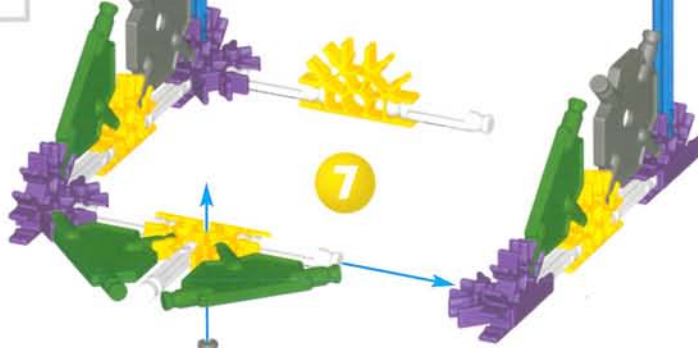
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8



7

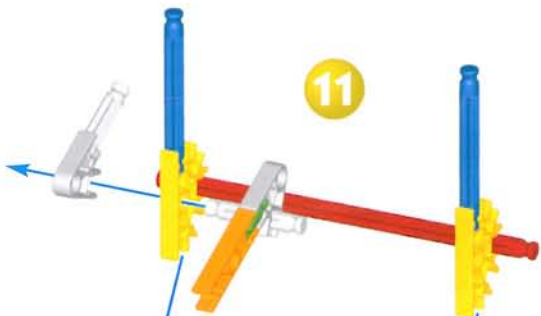
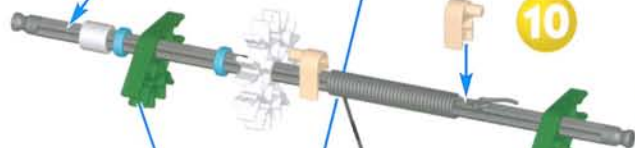


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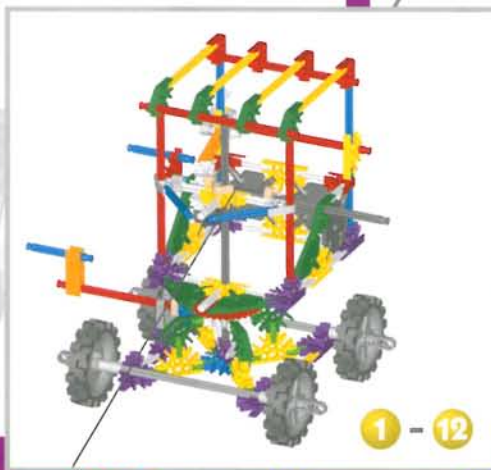


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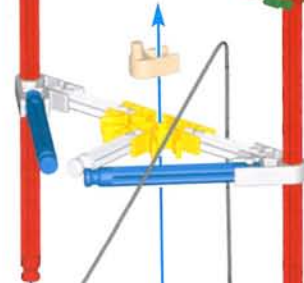
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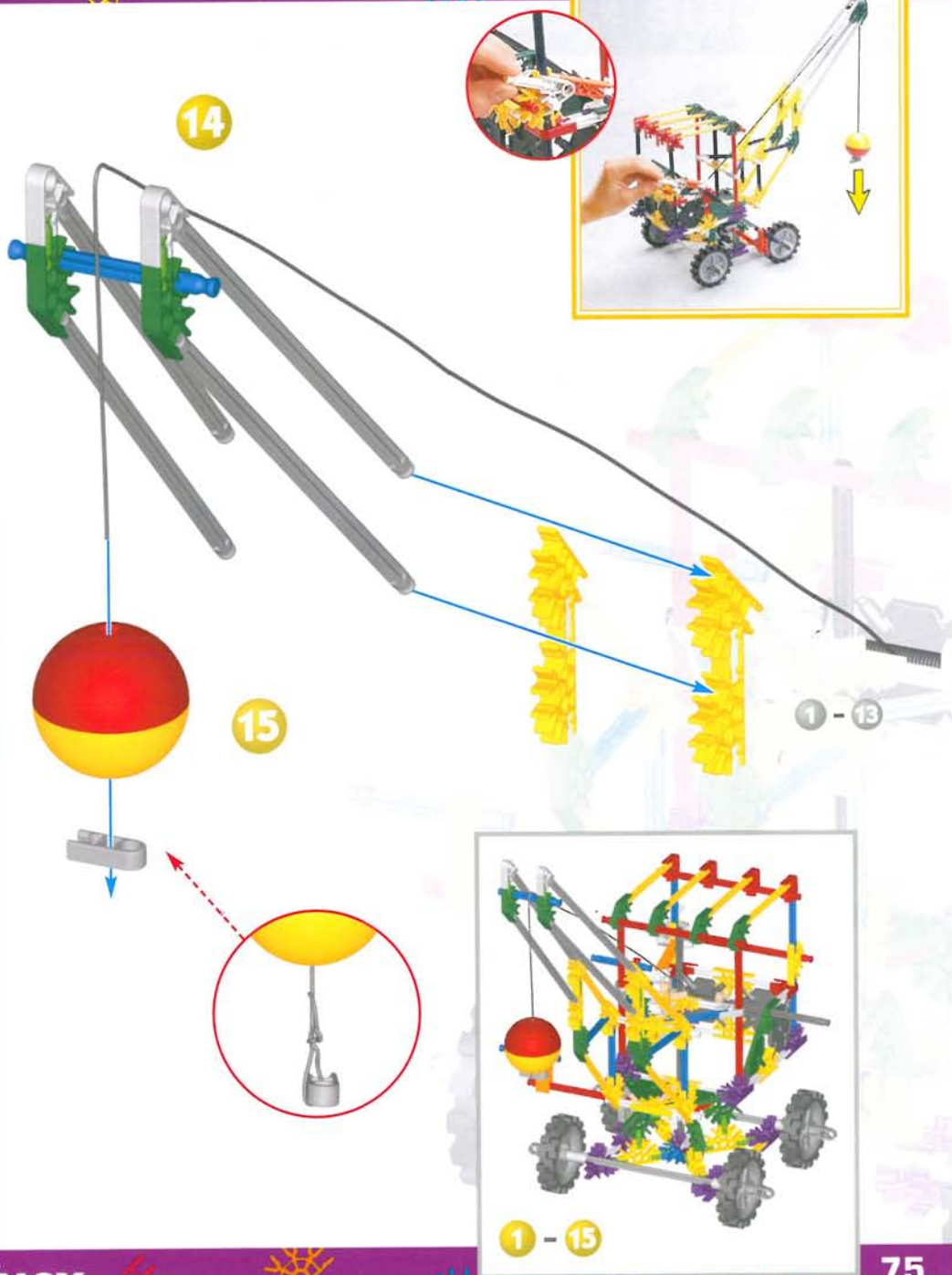
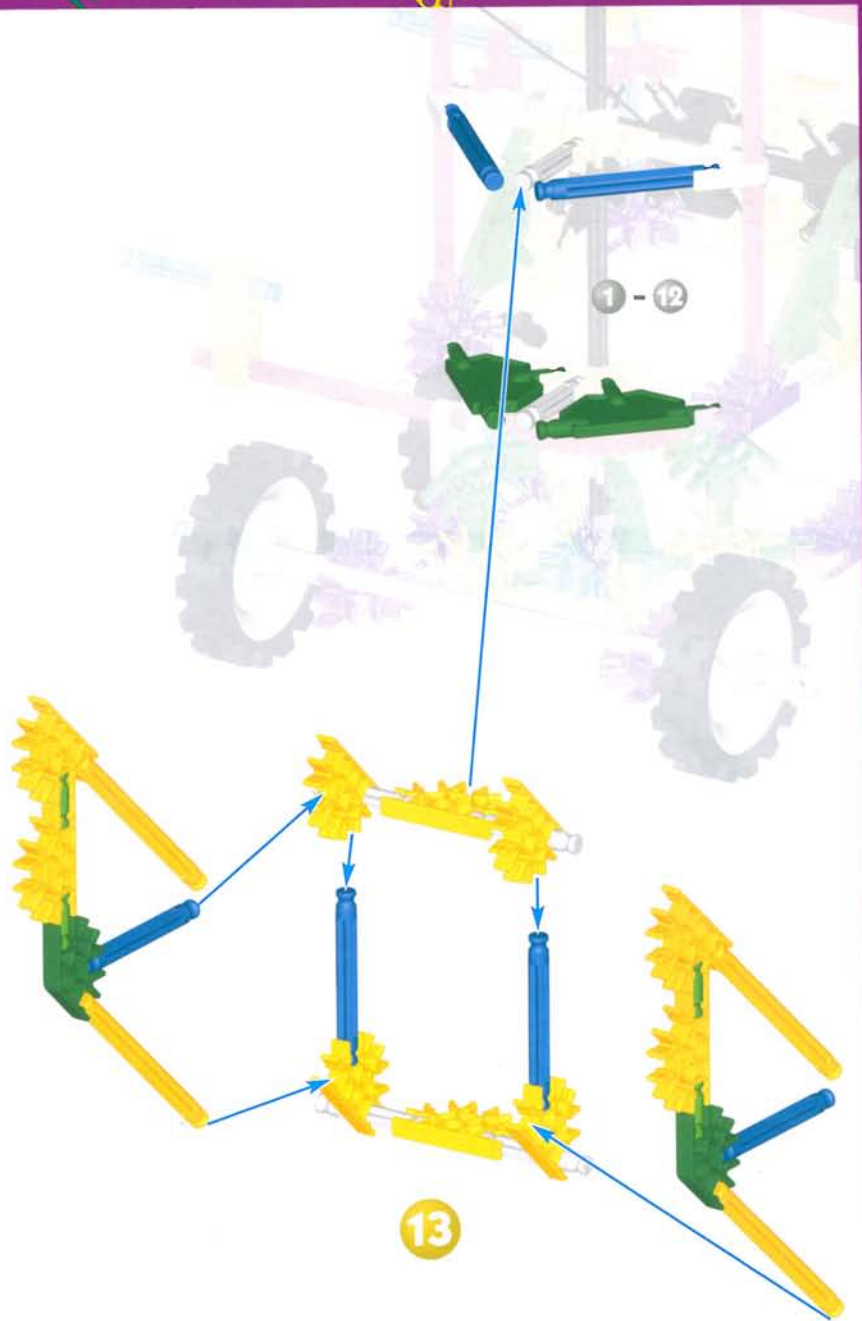
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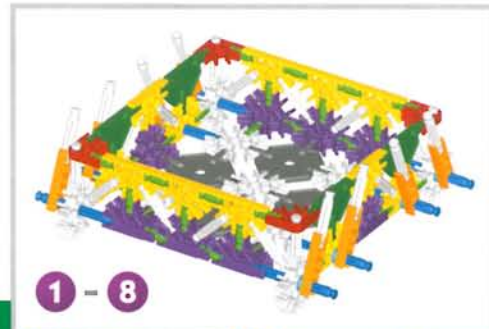
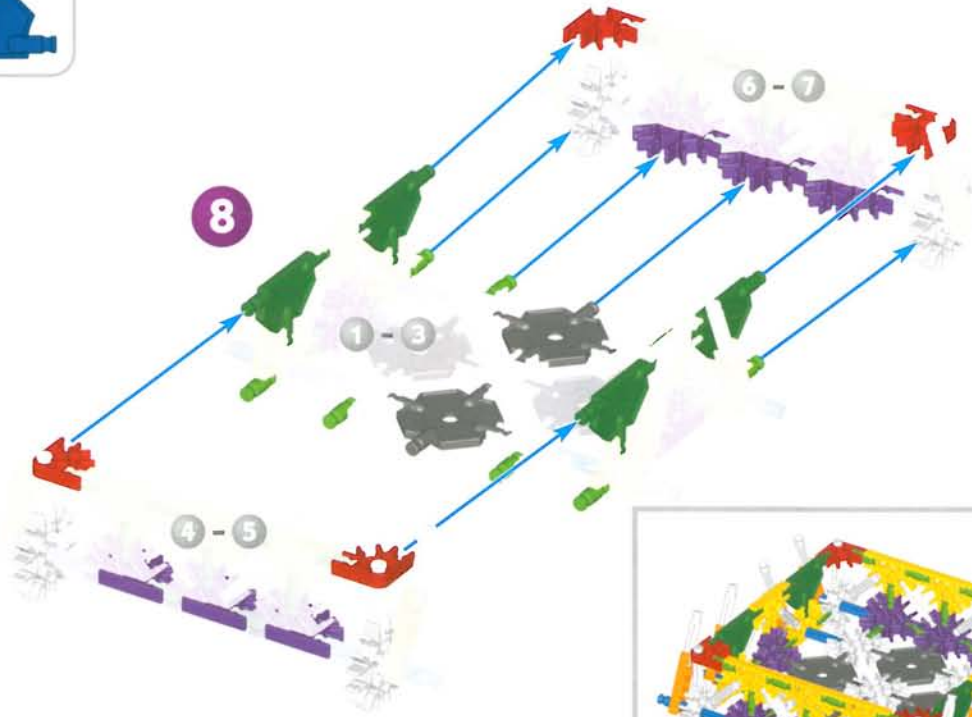
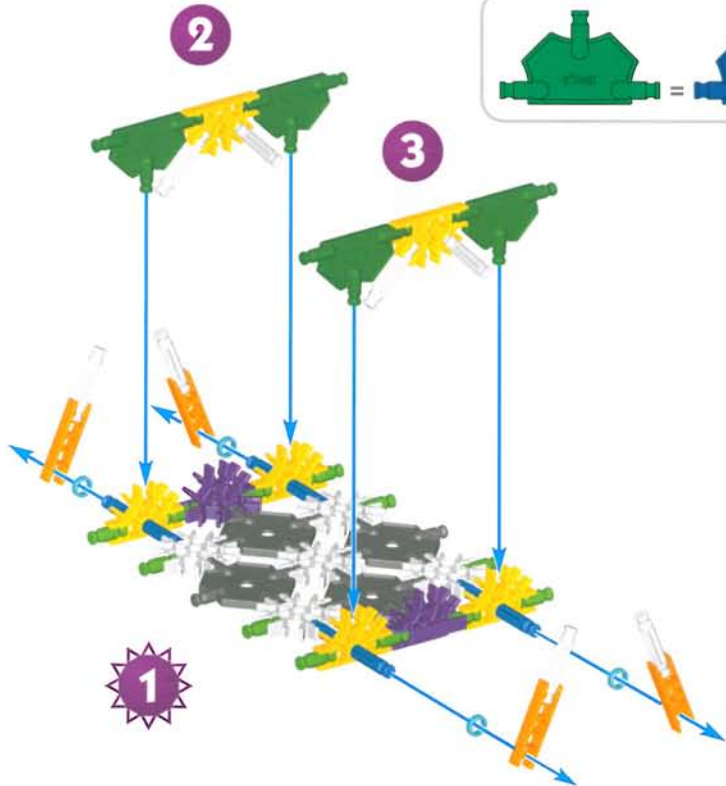
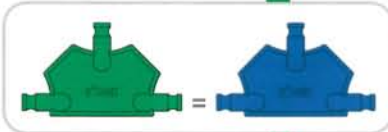
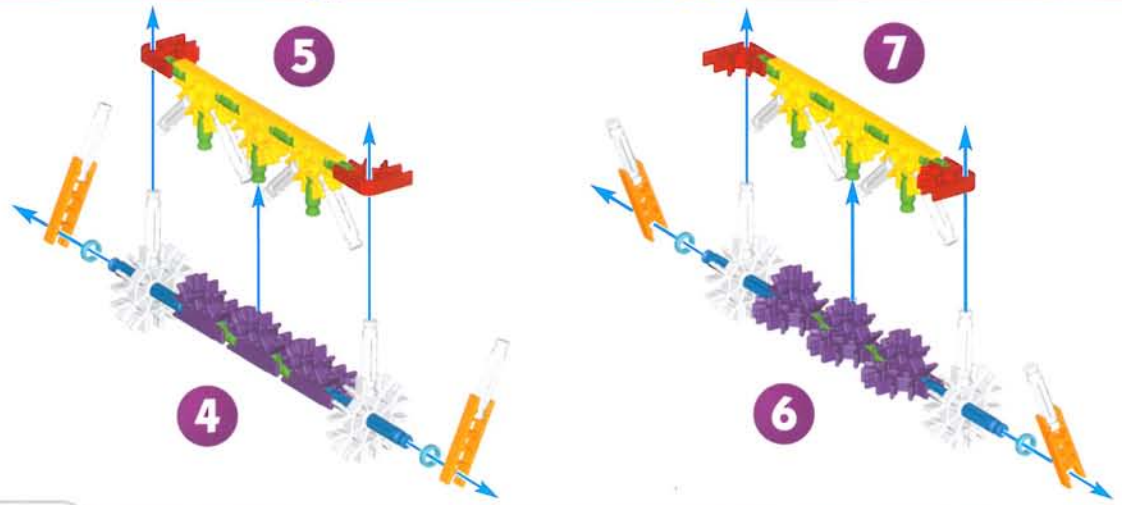
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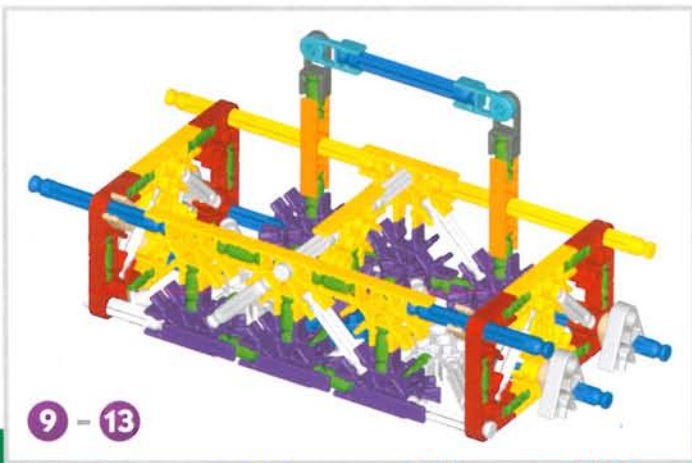
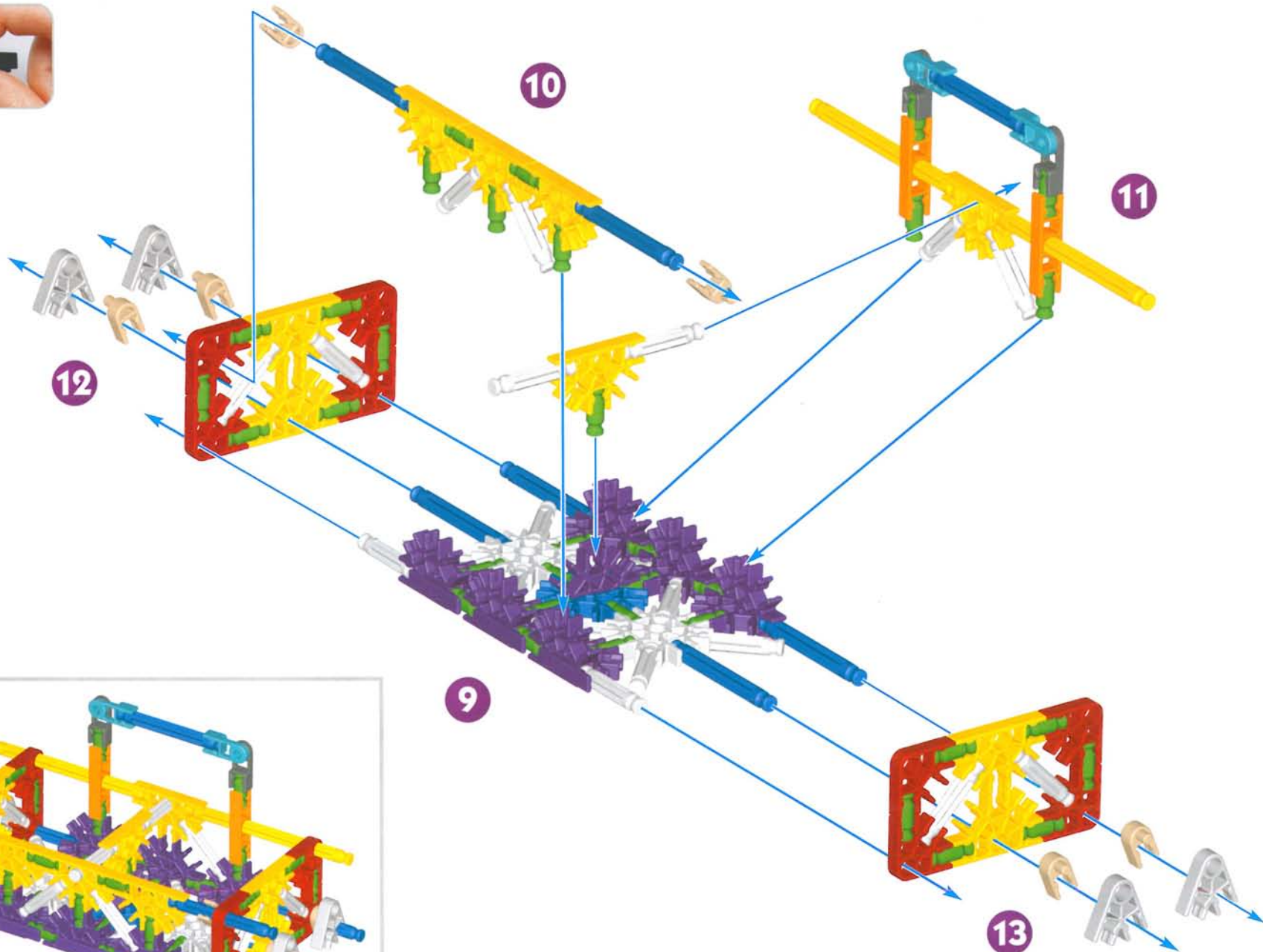


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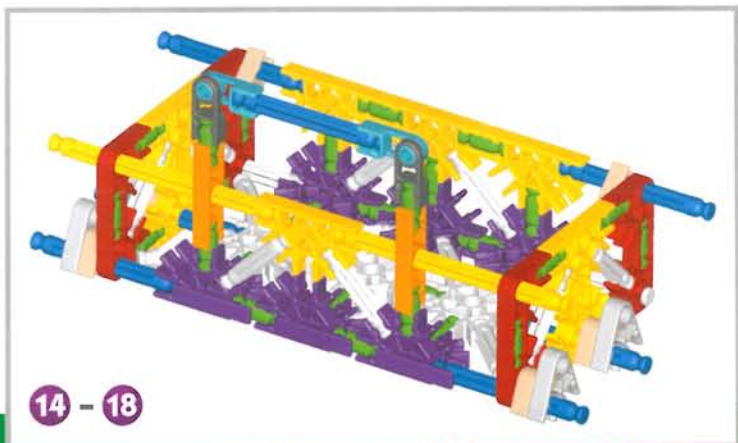
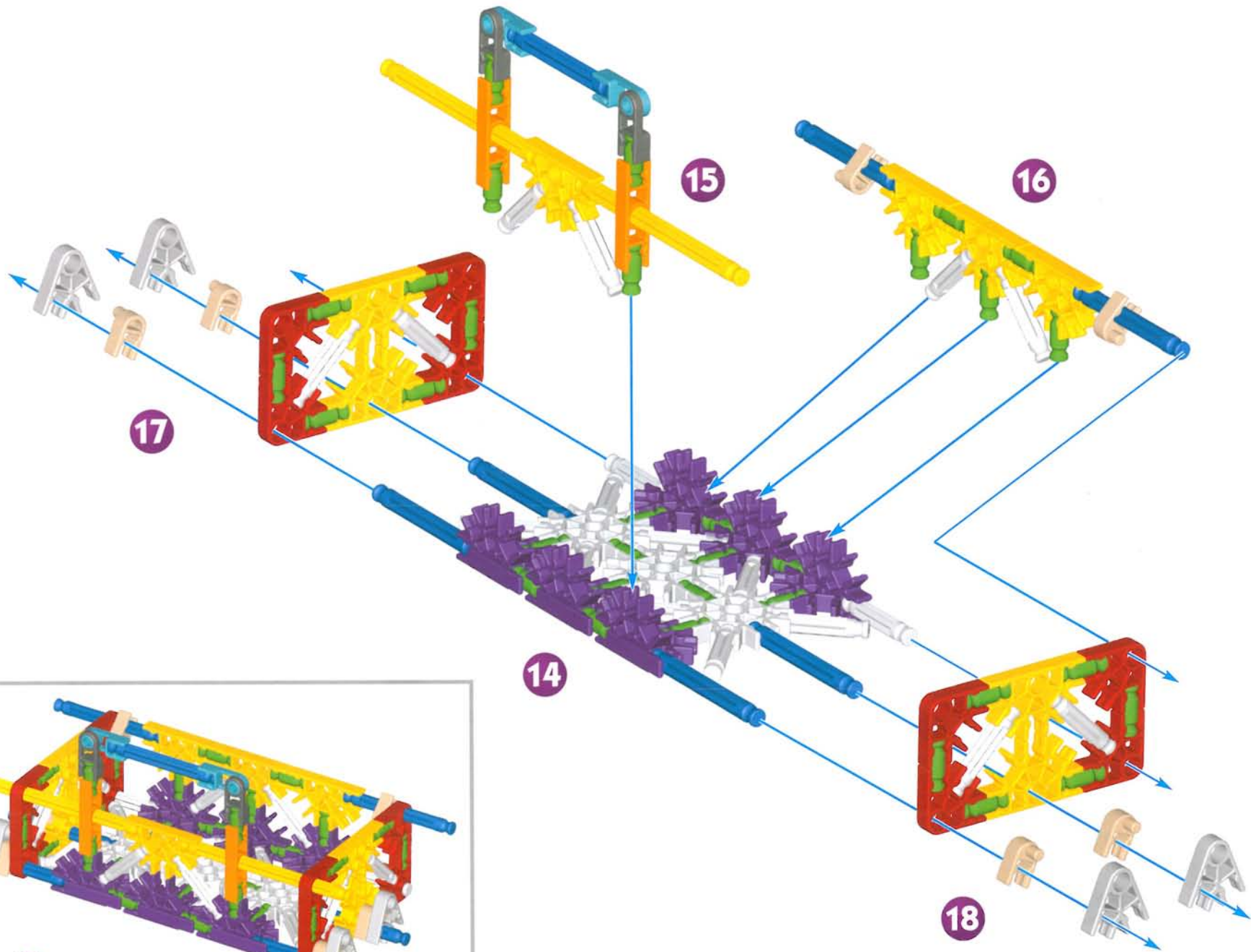


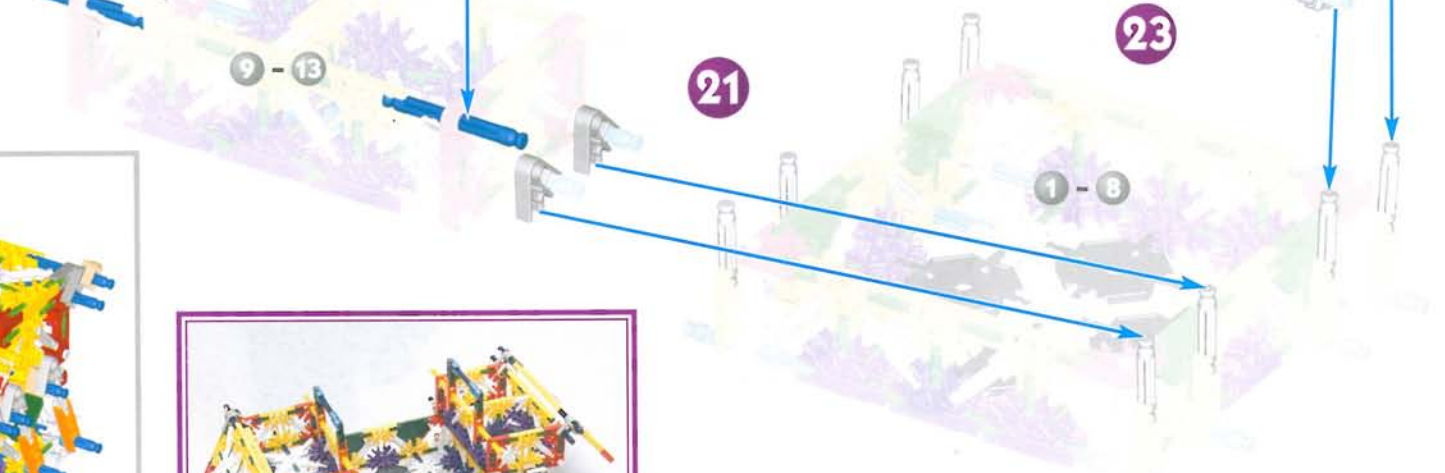
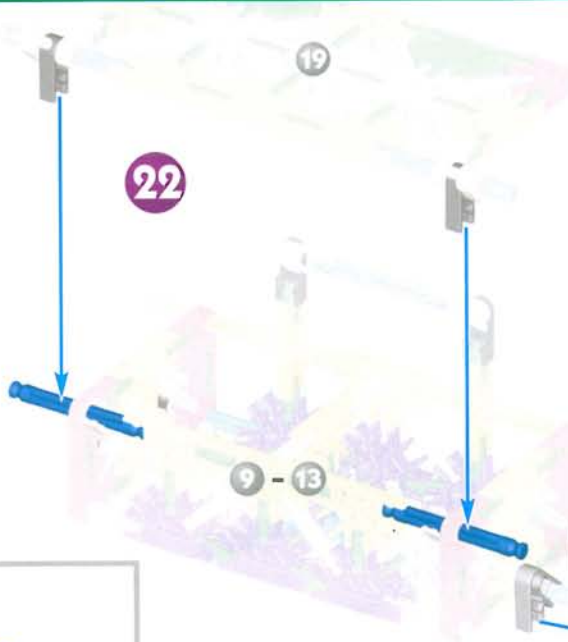
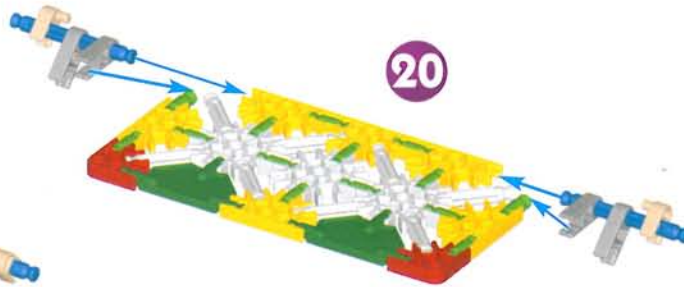
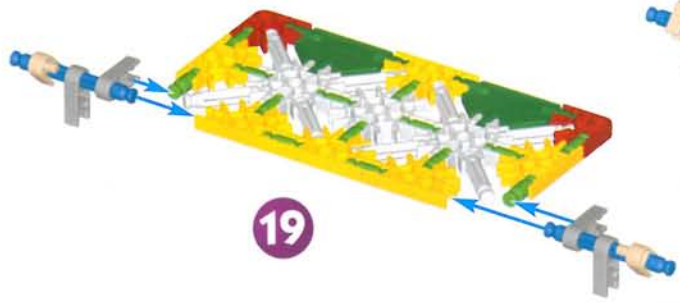
Tackle Box



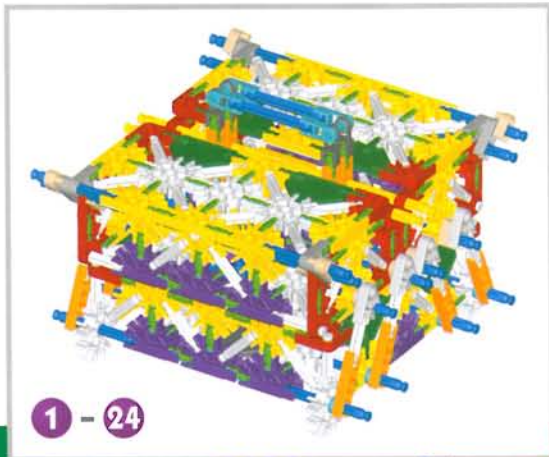


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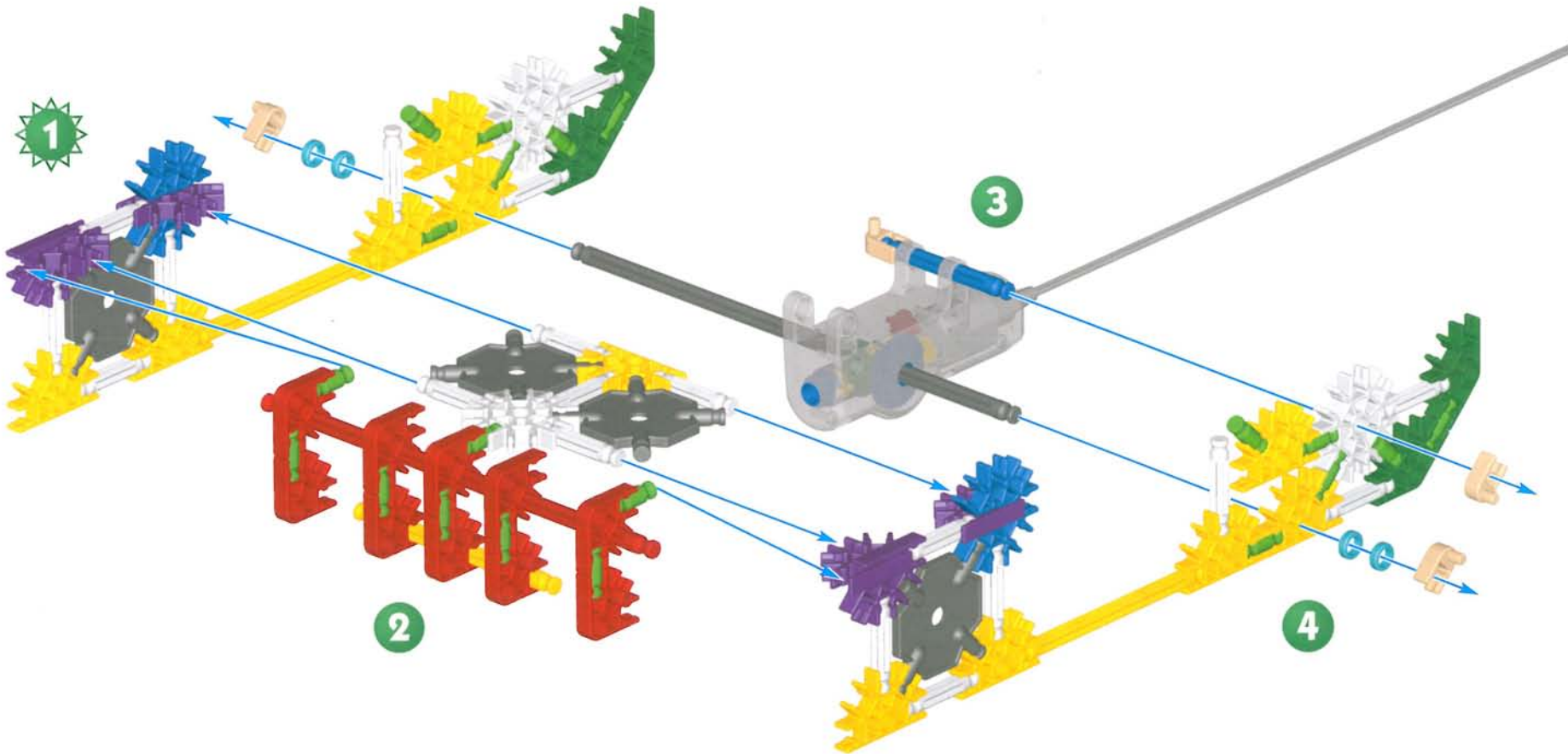


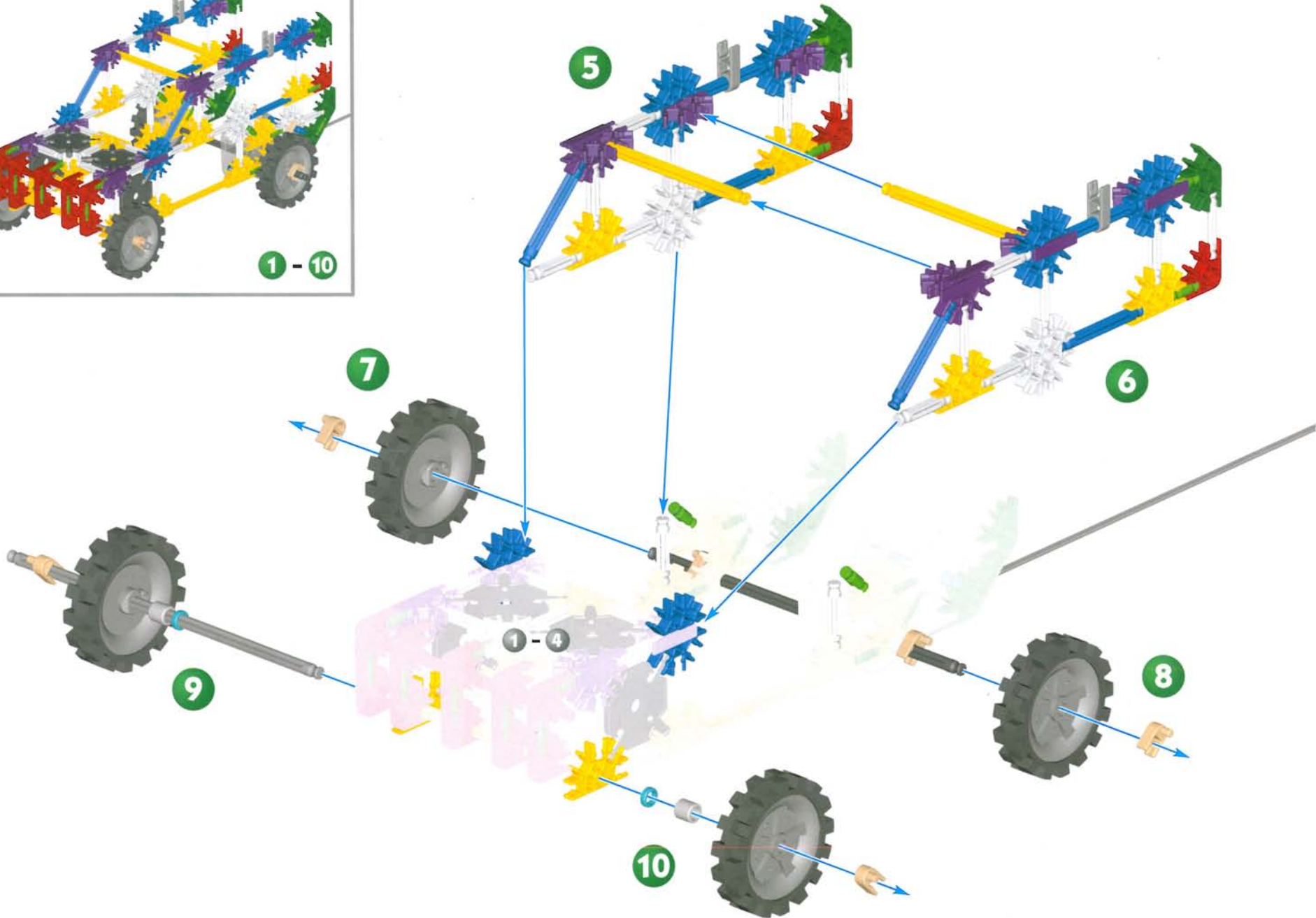
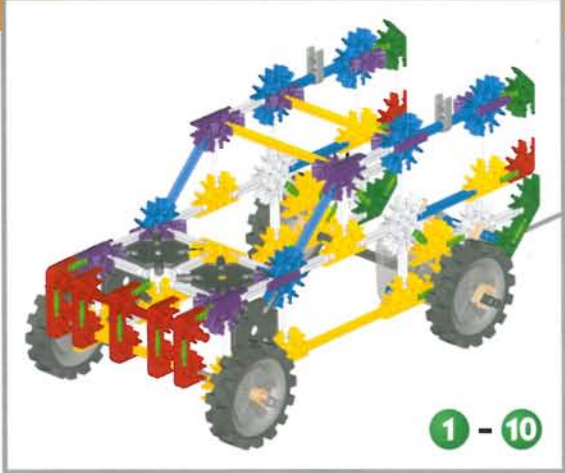


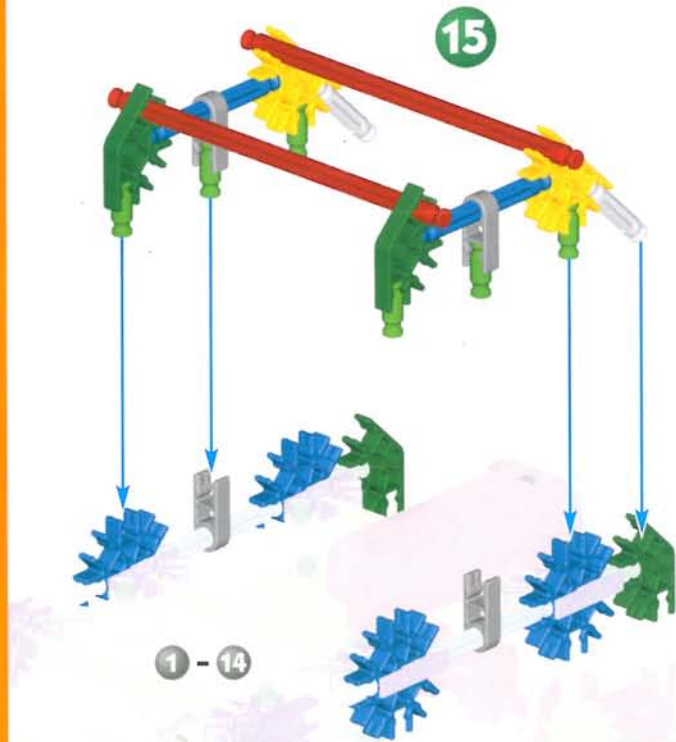
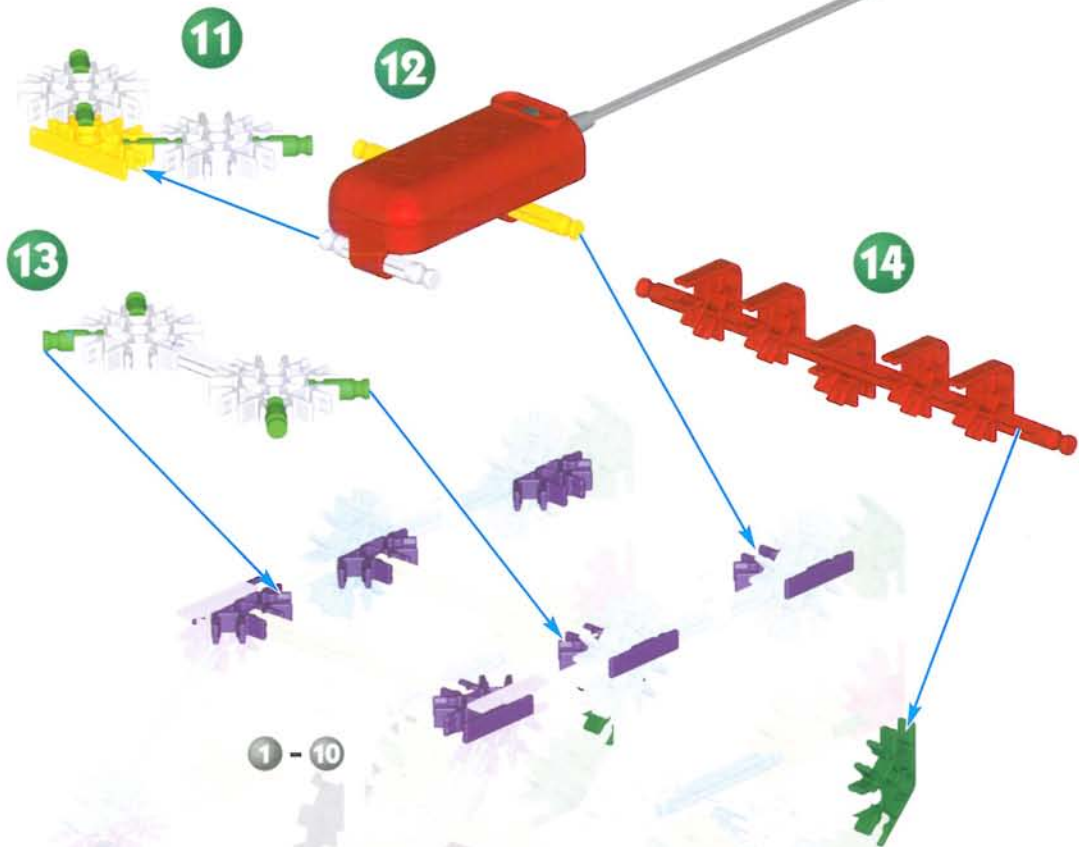
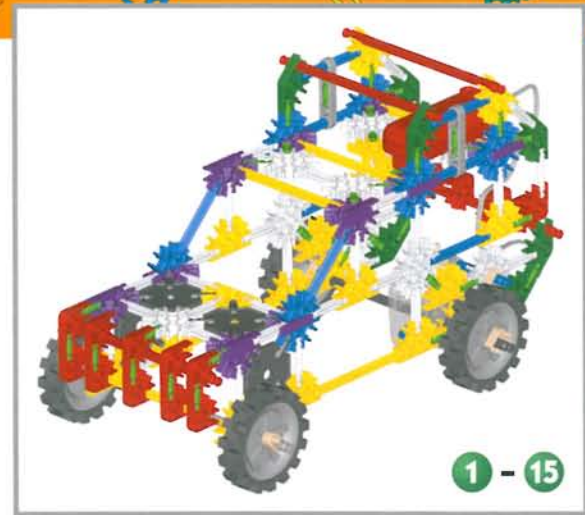
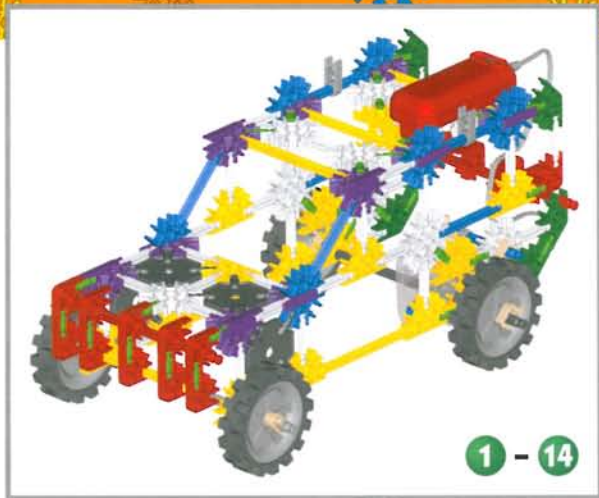
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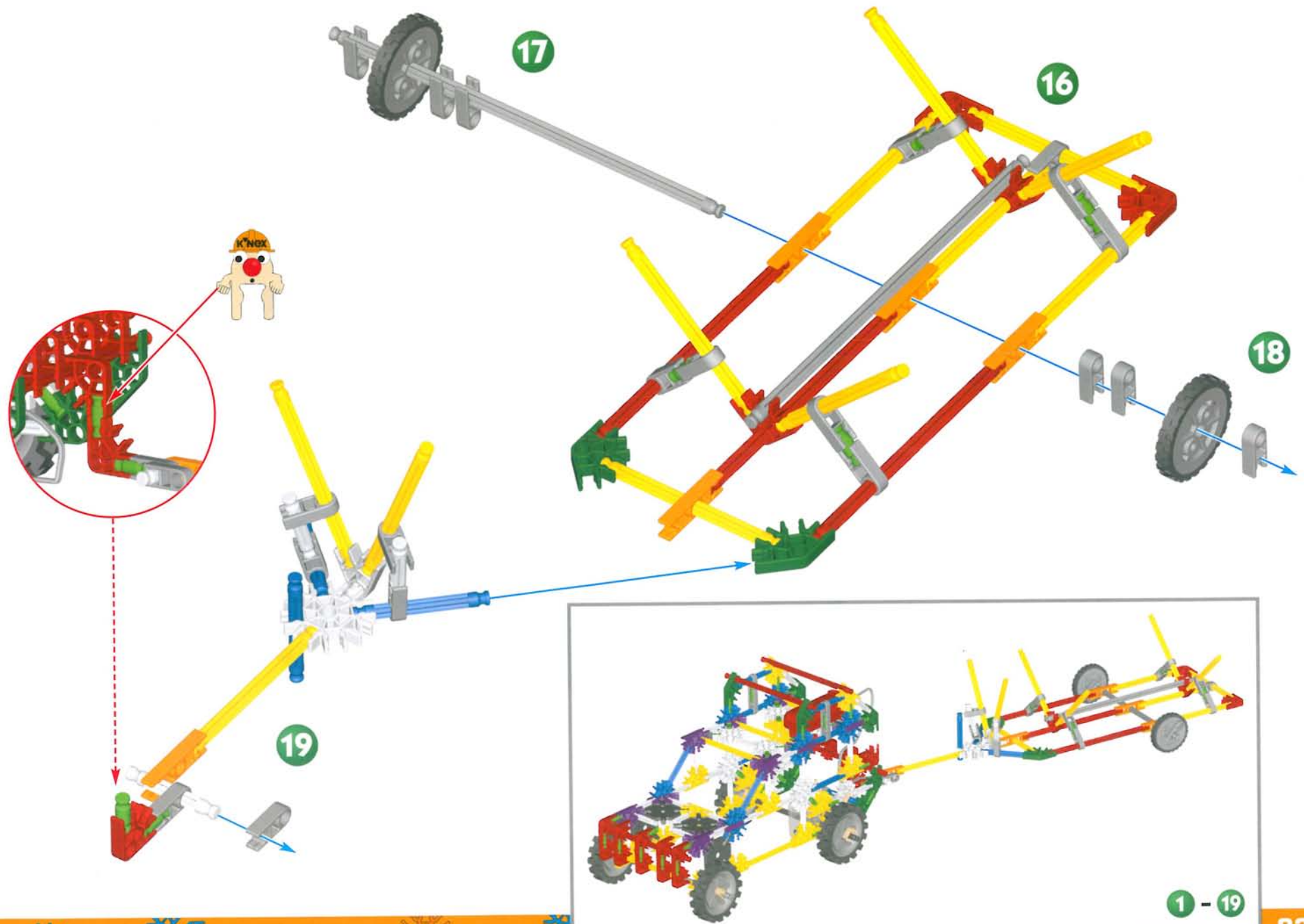


Camper and Trailer

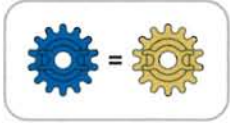
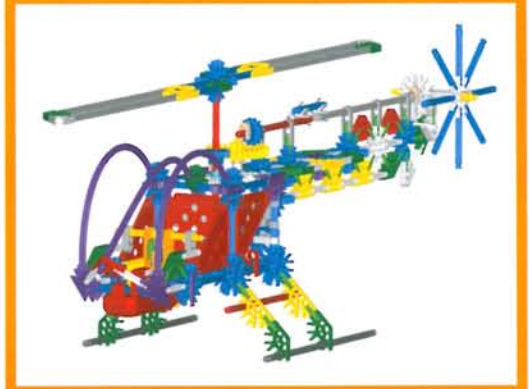




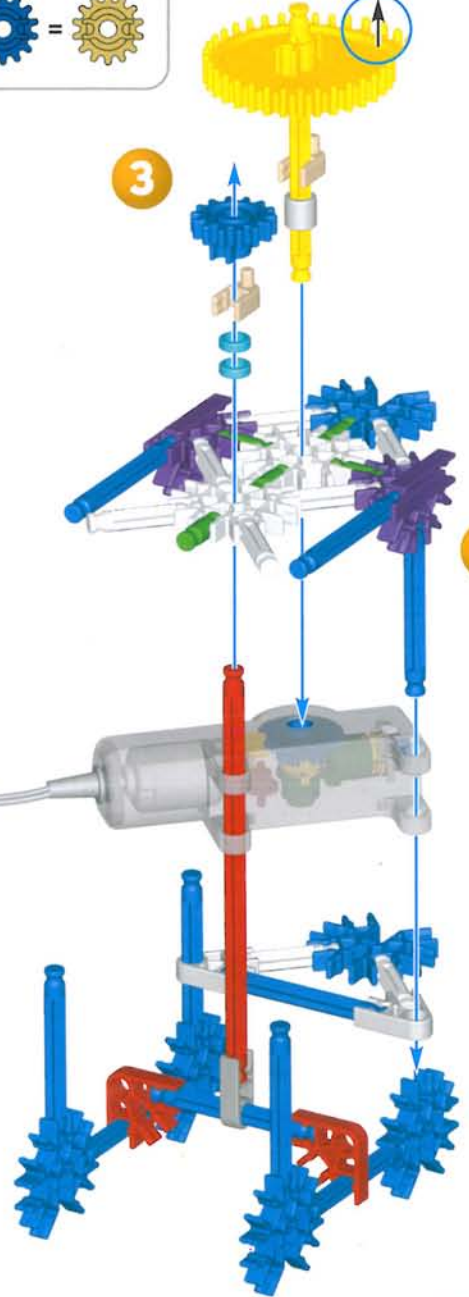




Helicopter

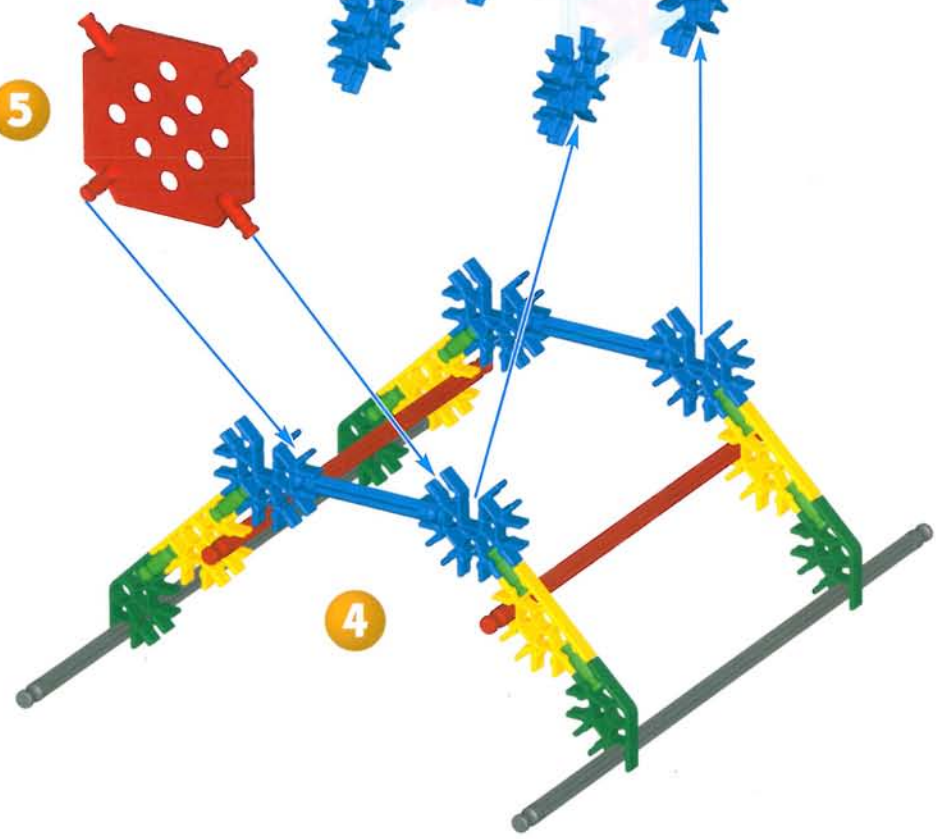


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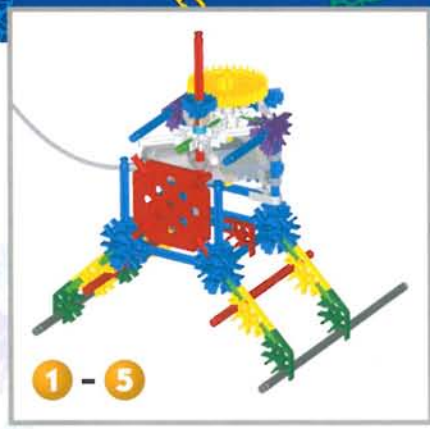


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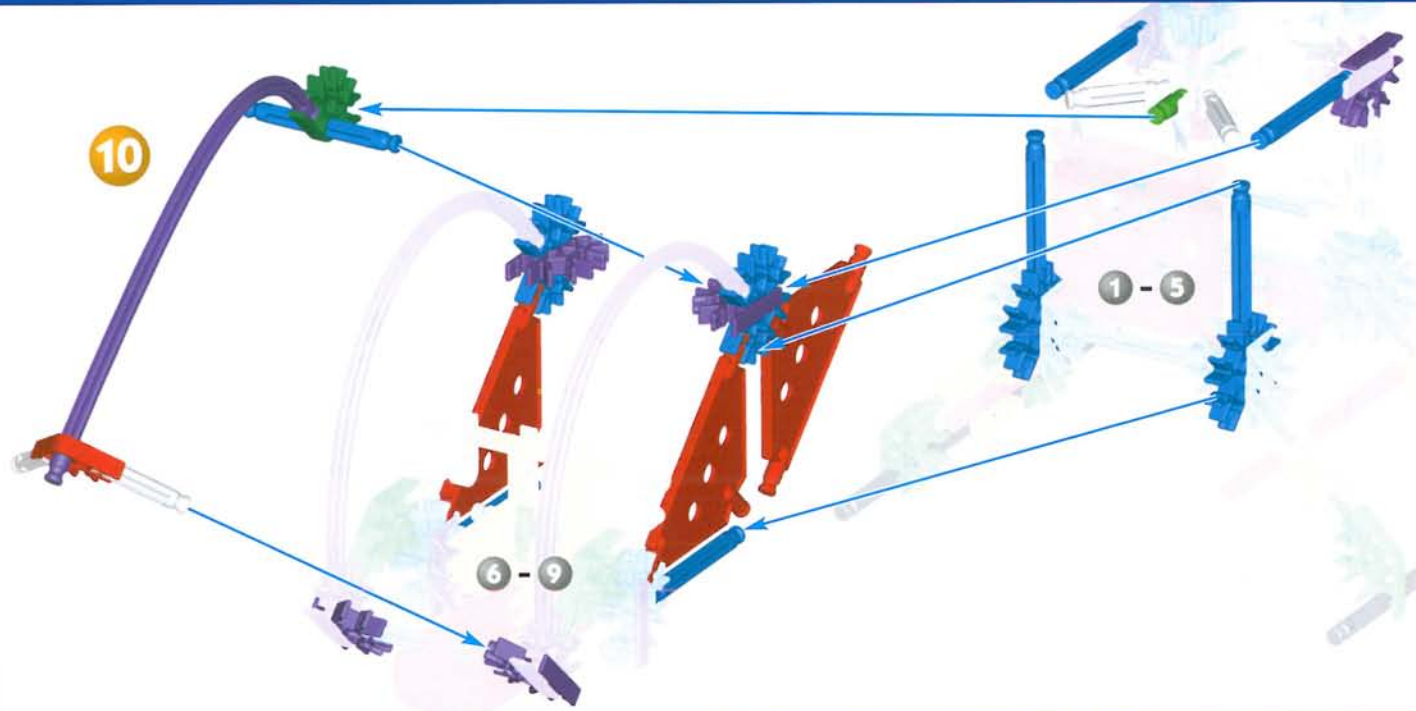
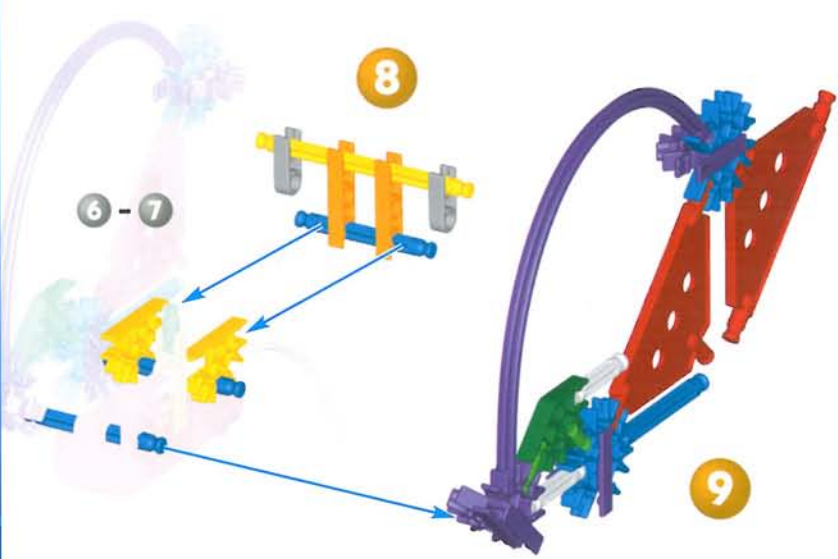
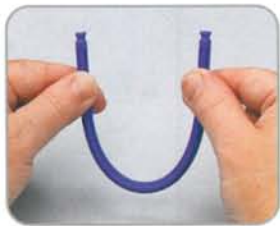
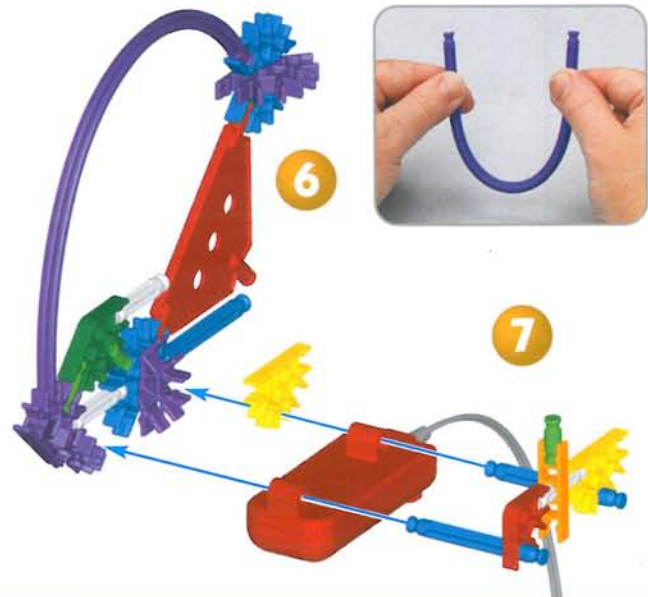
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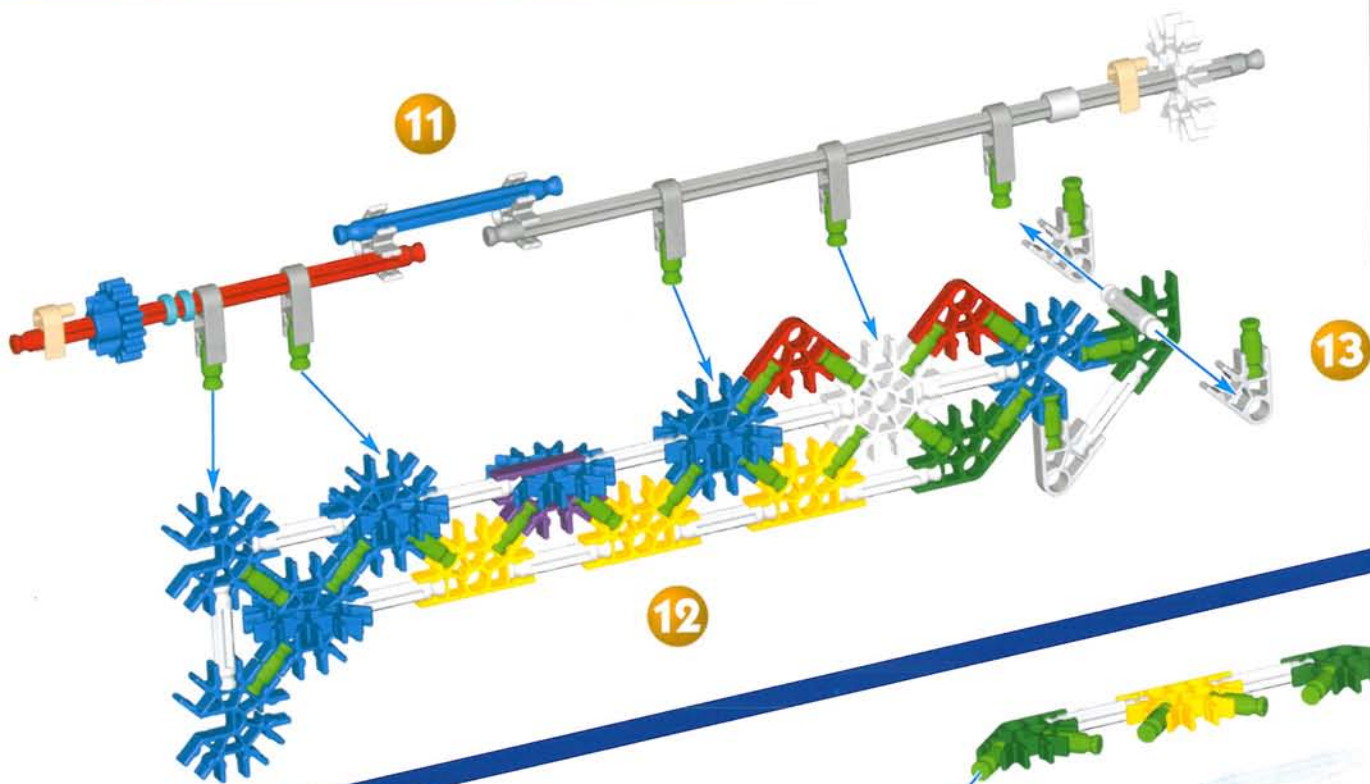


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1 - 5



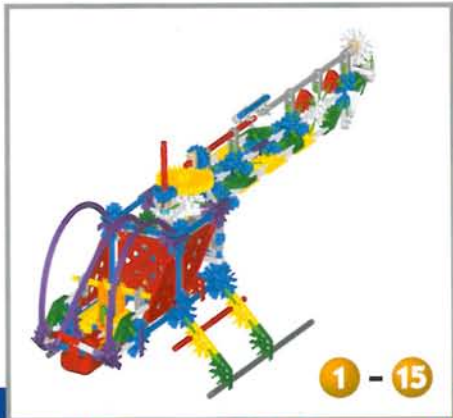


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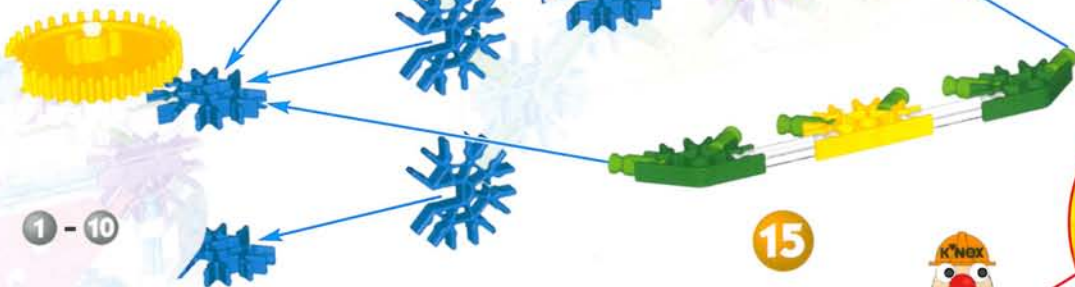
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14

11 - 13

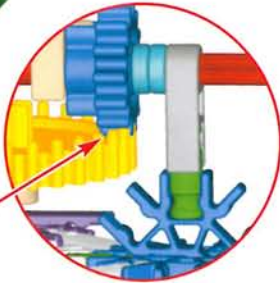


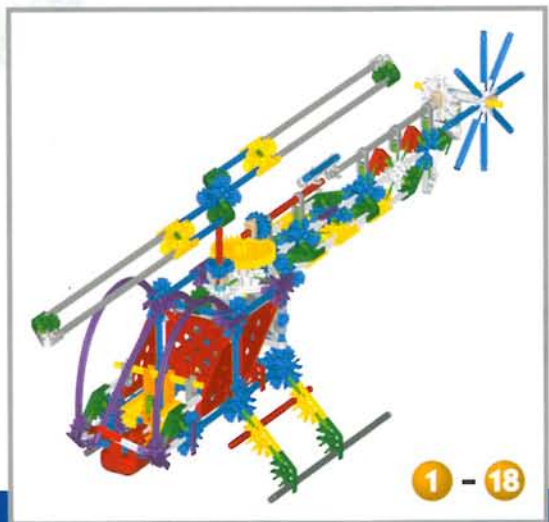
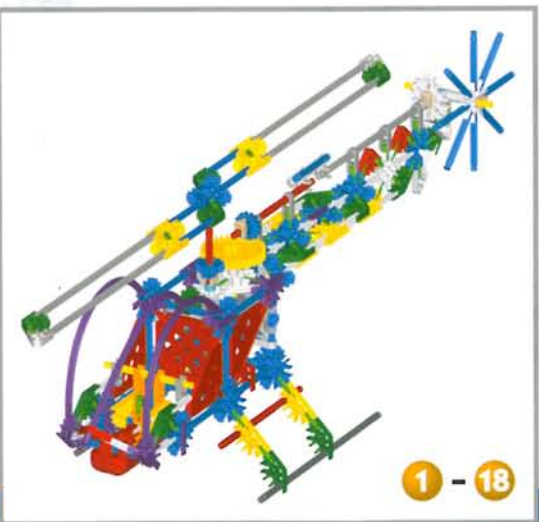
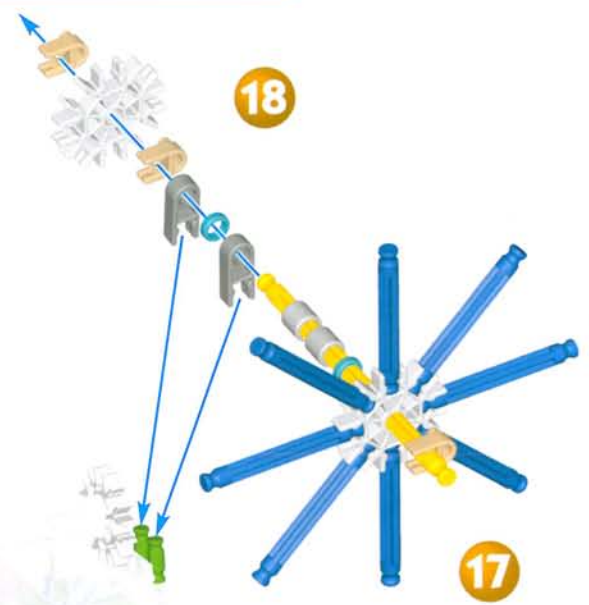
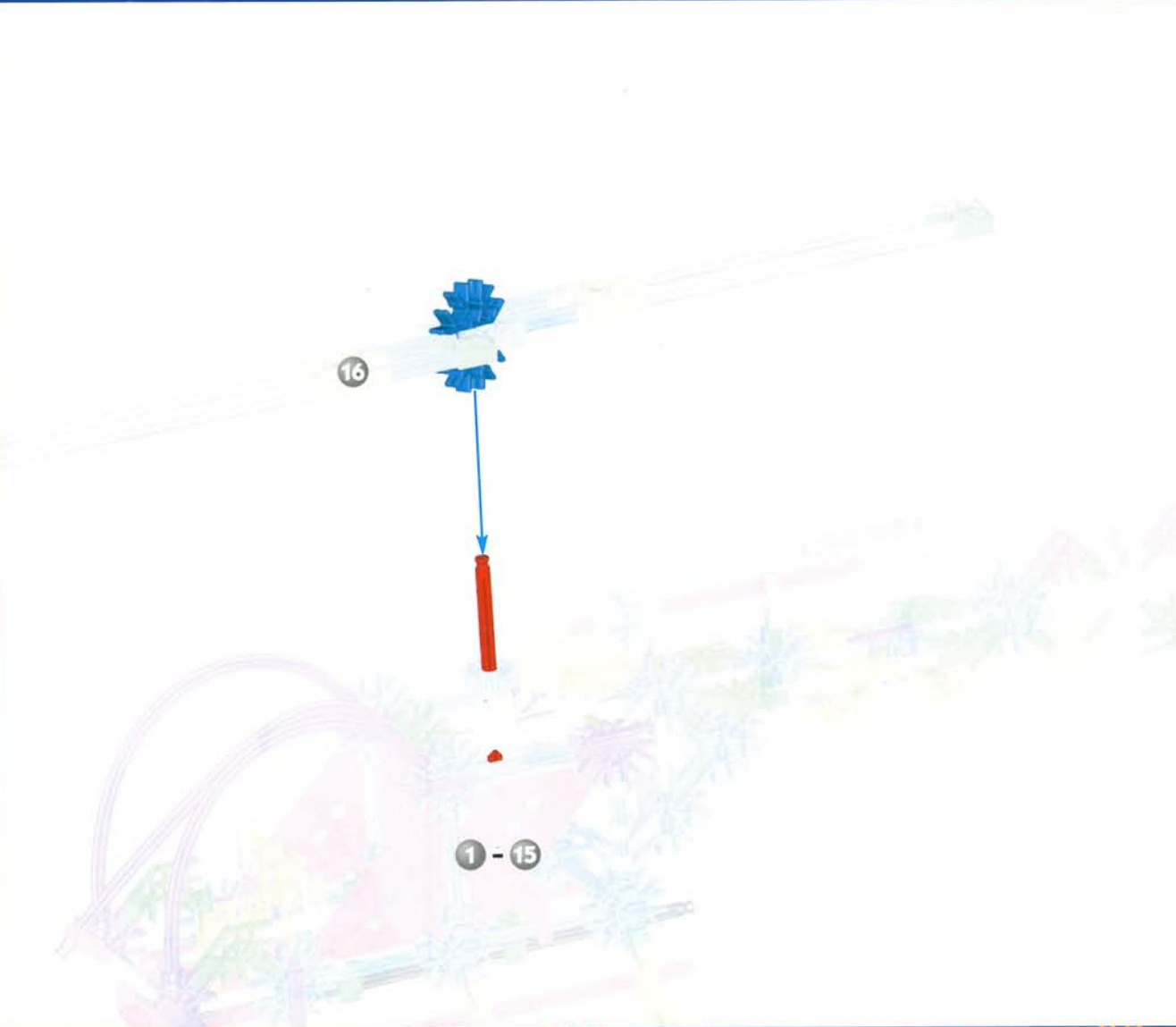
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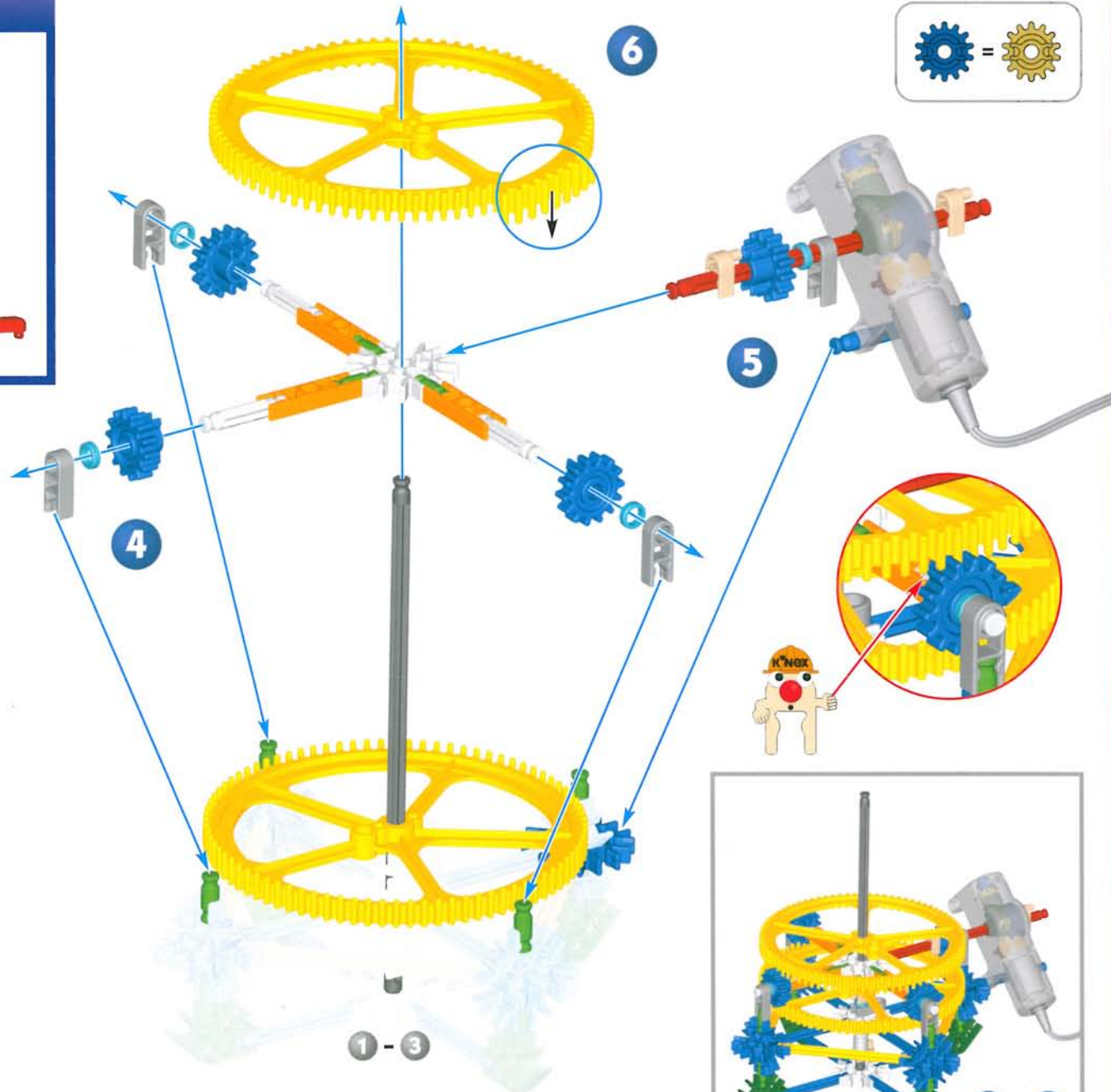
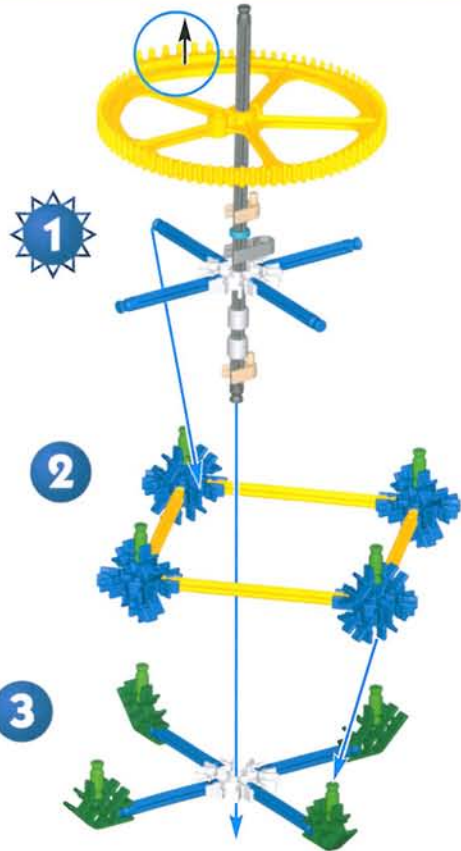
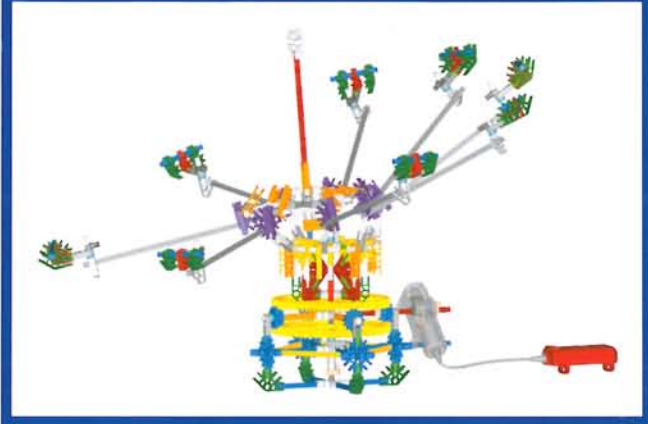
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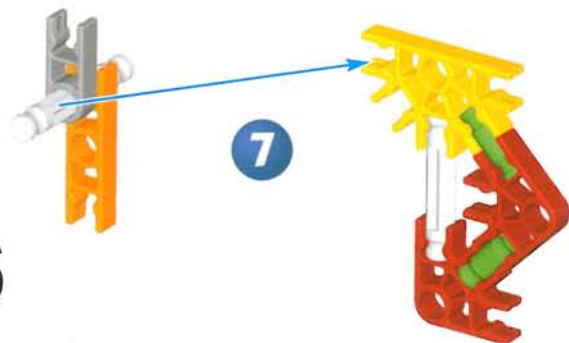




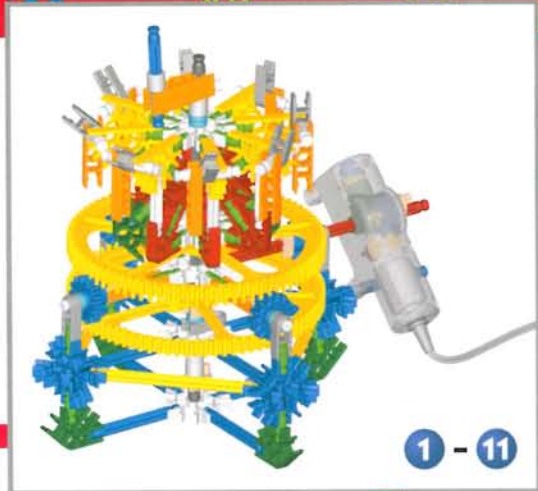
Octopus Ride



x6

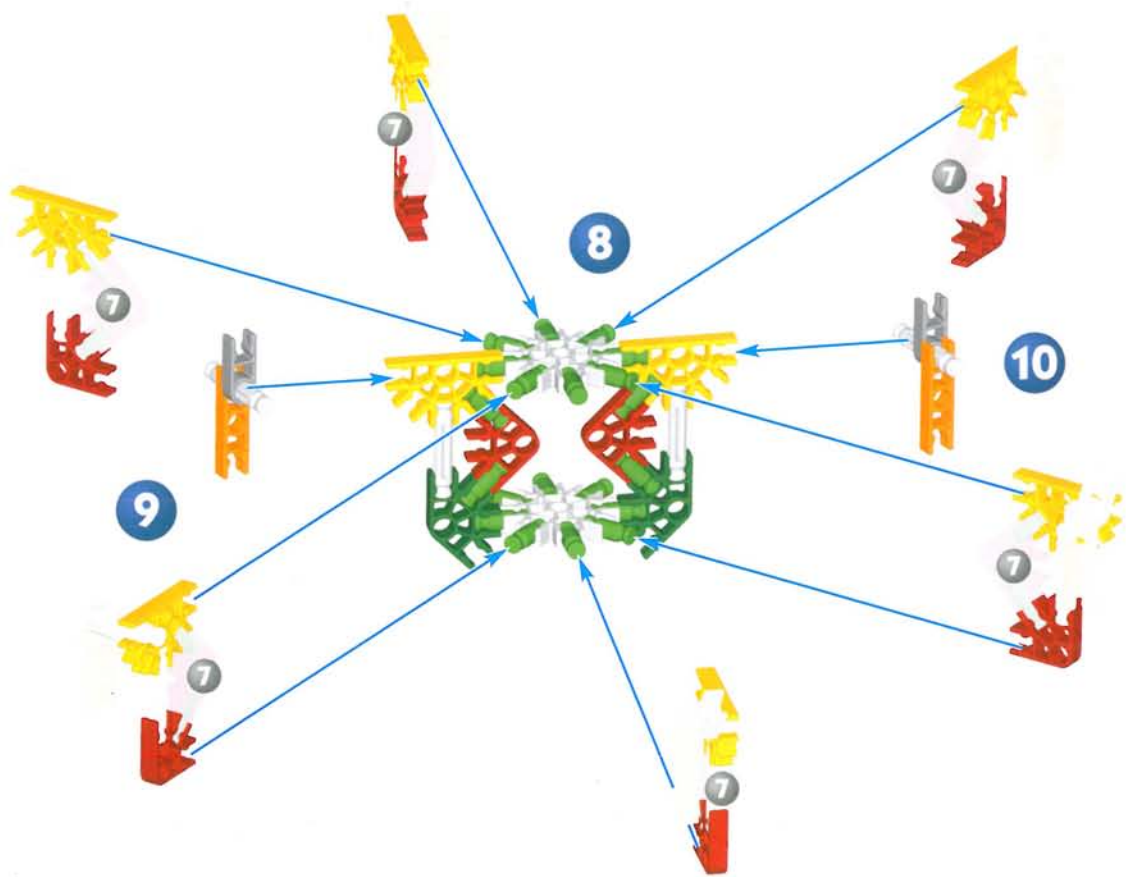
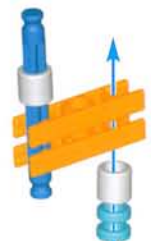


7



1 - 11

11



8

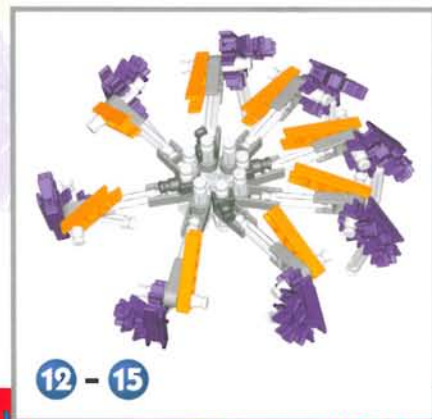
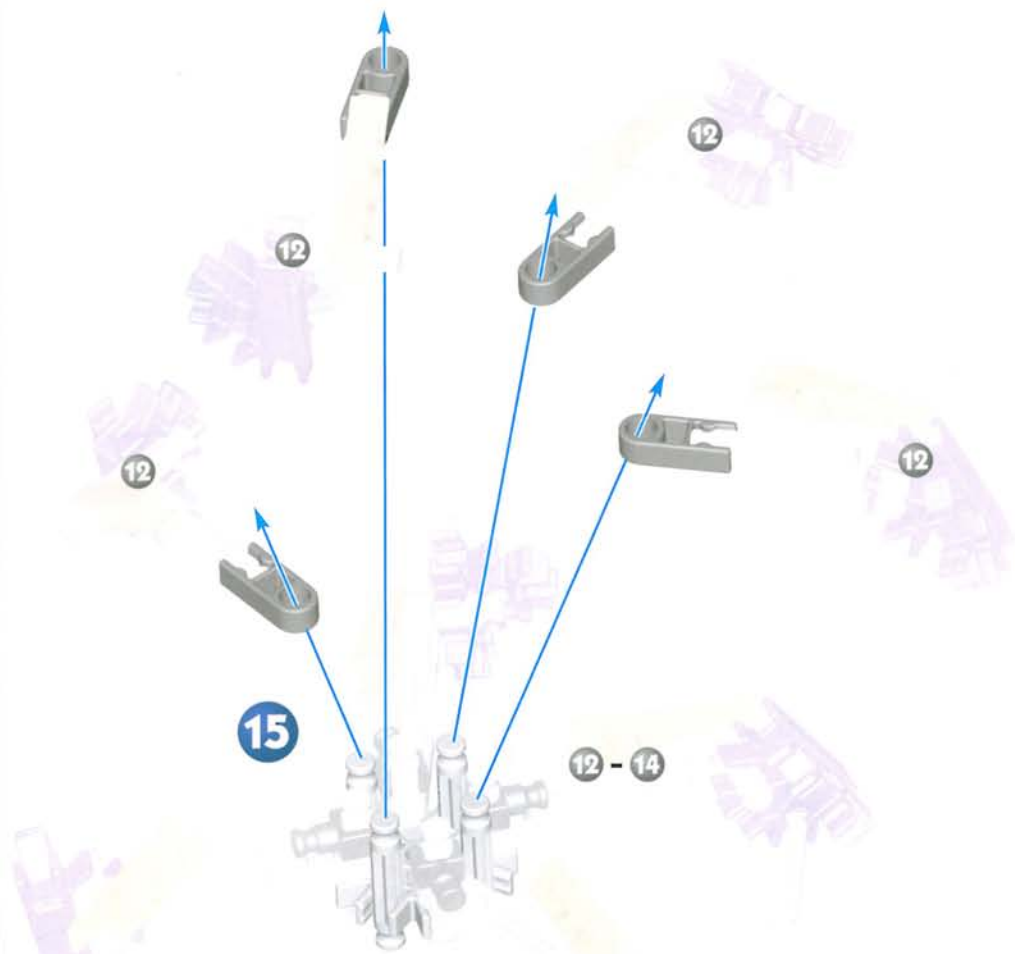
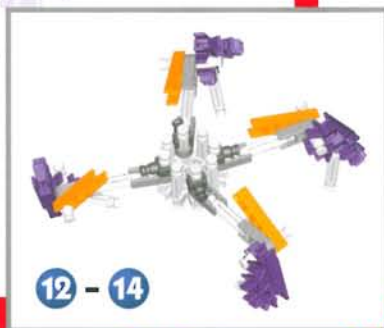
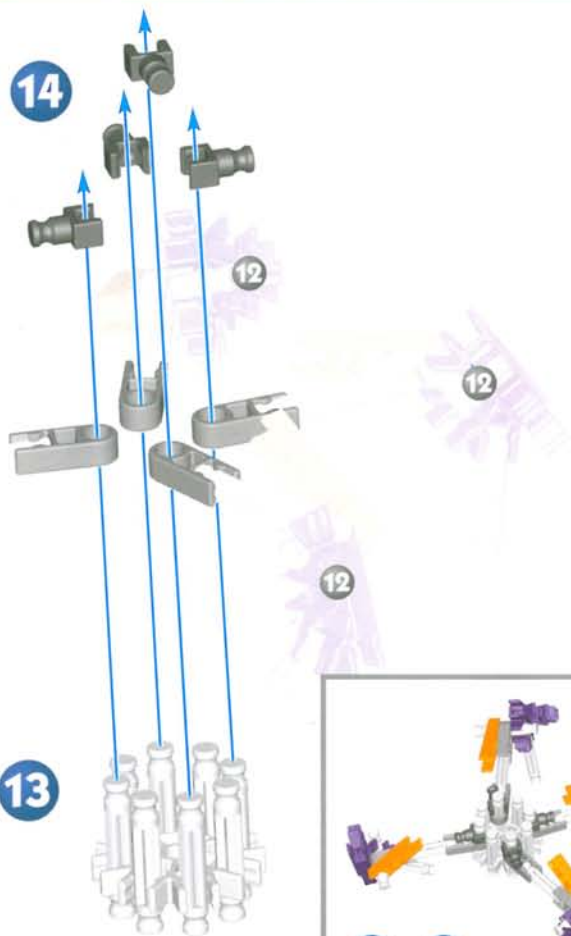
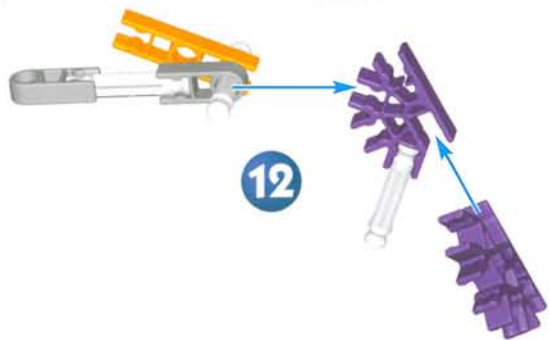
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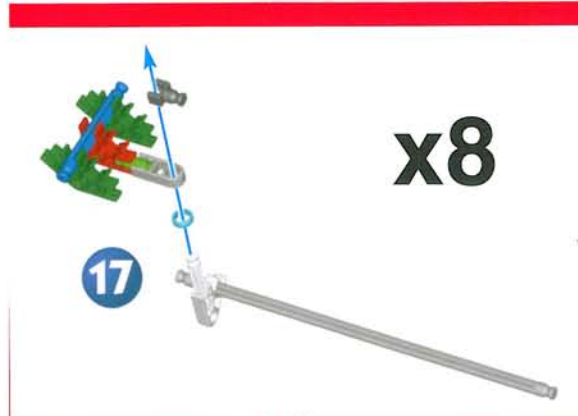
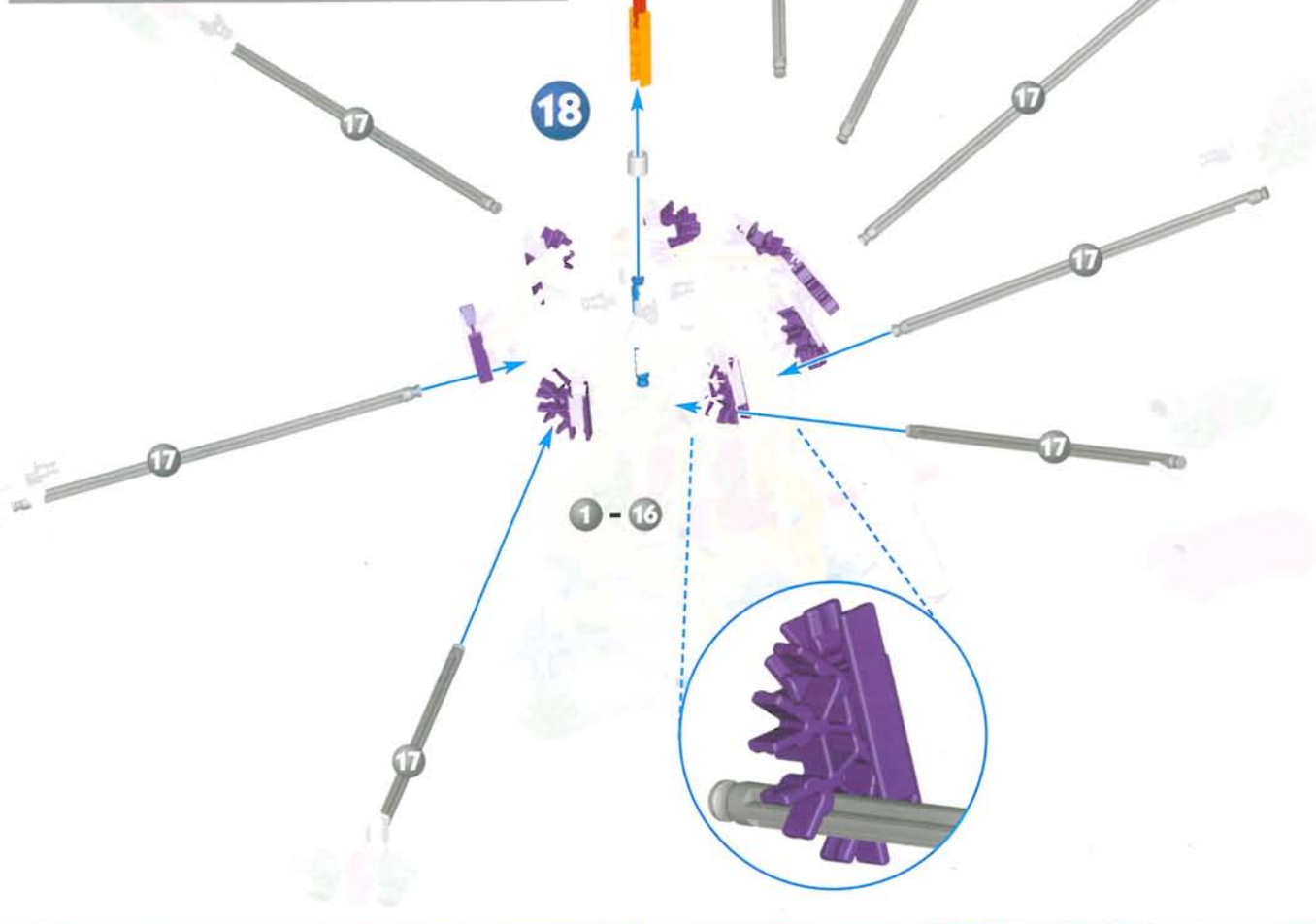
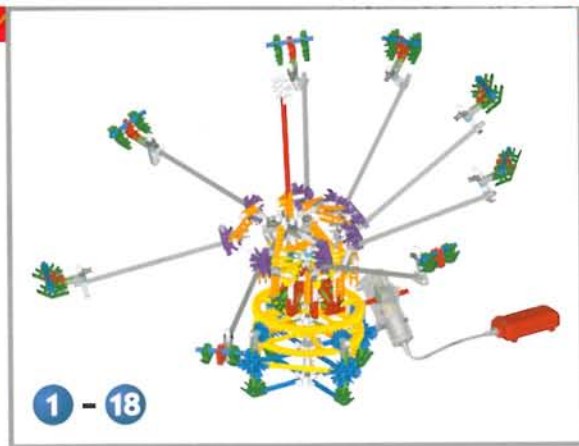
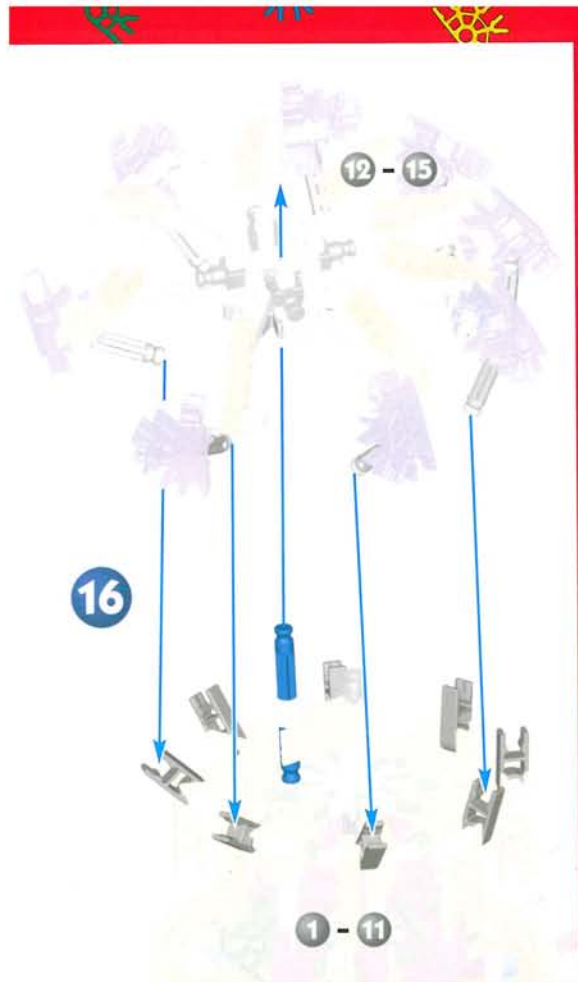
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7 - 10

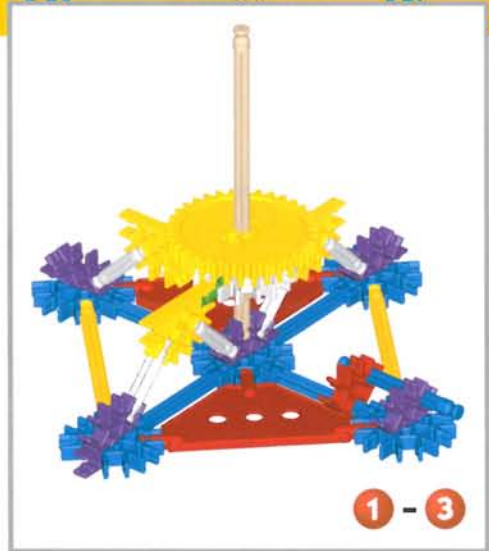
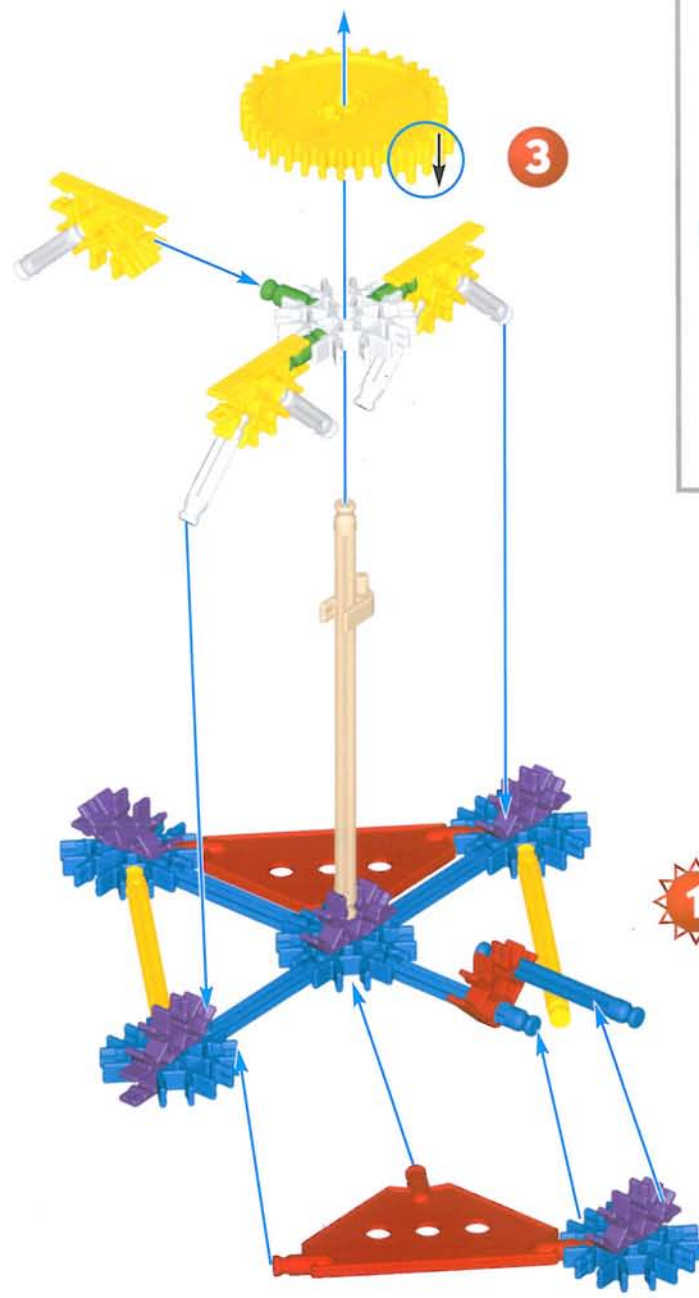
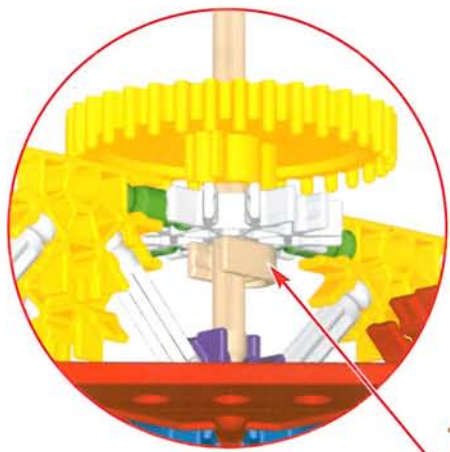
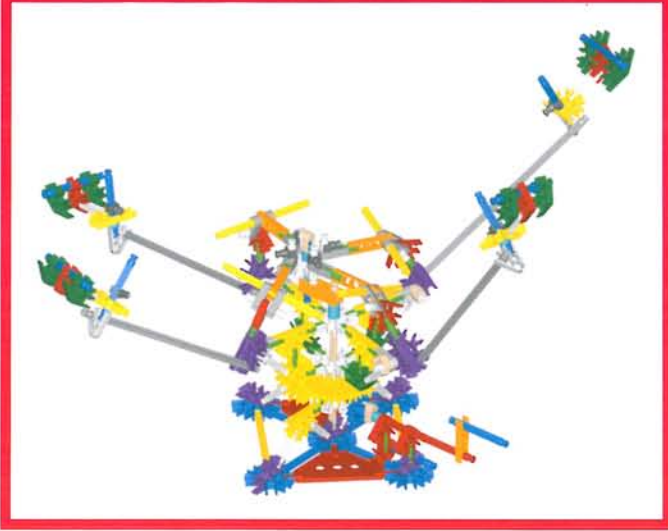
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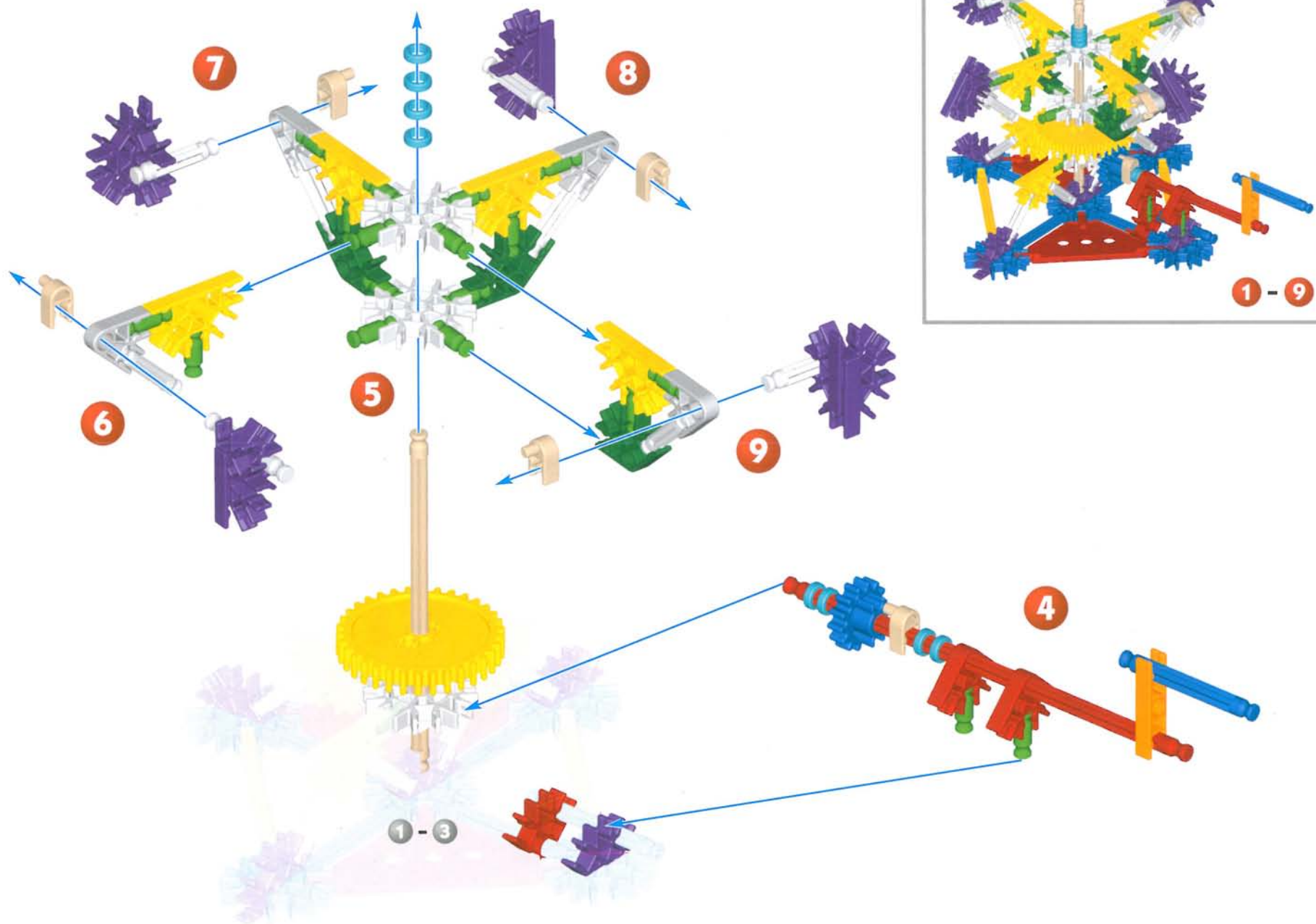
x8

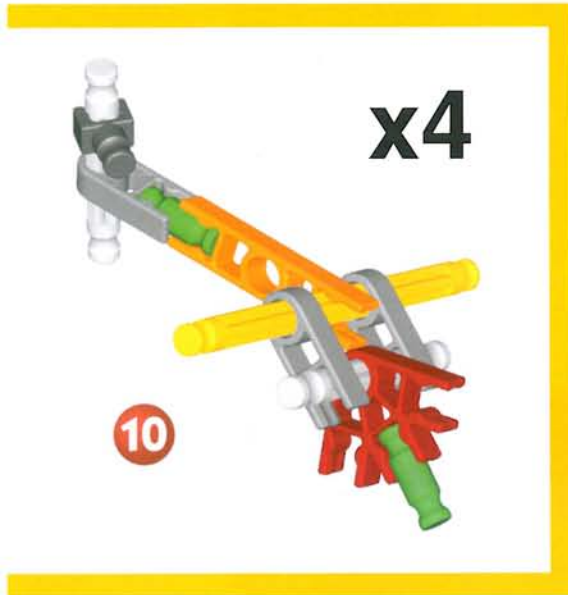
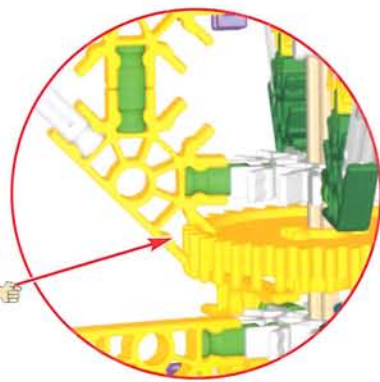
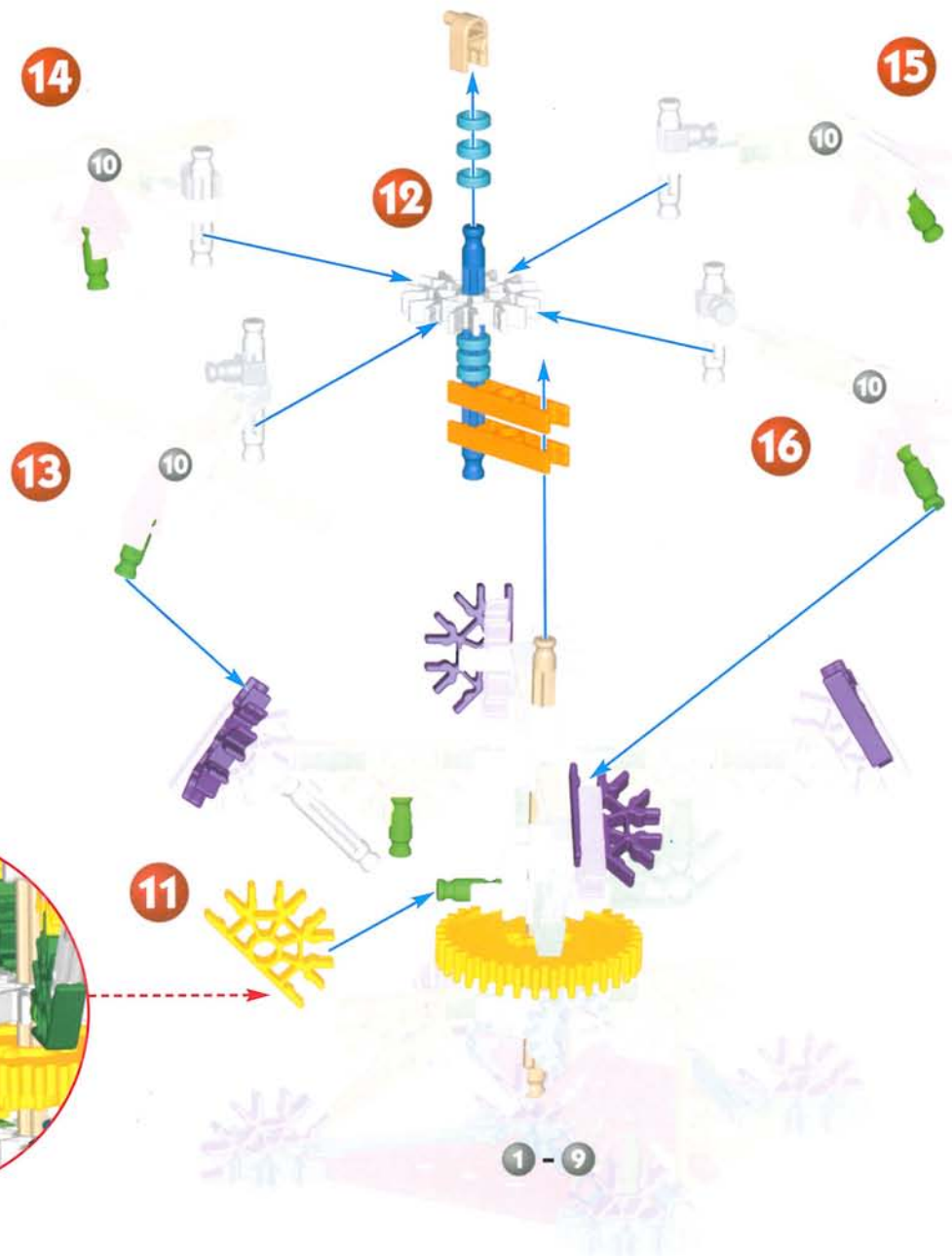




Round & Round Ride



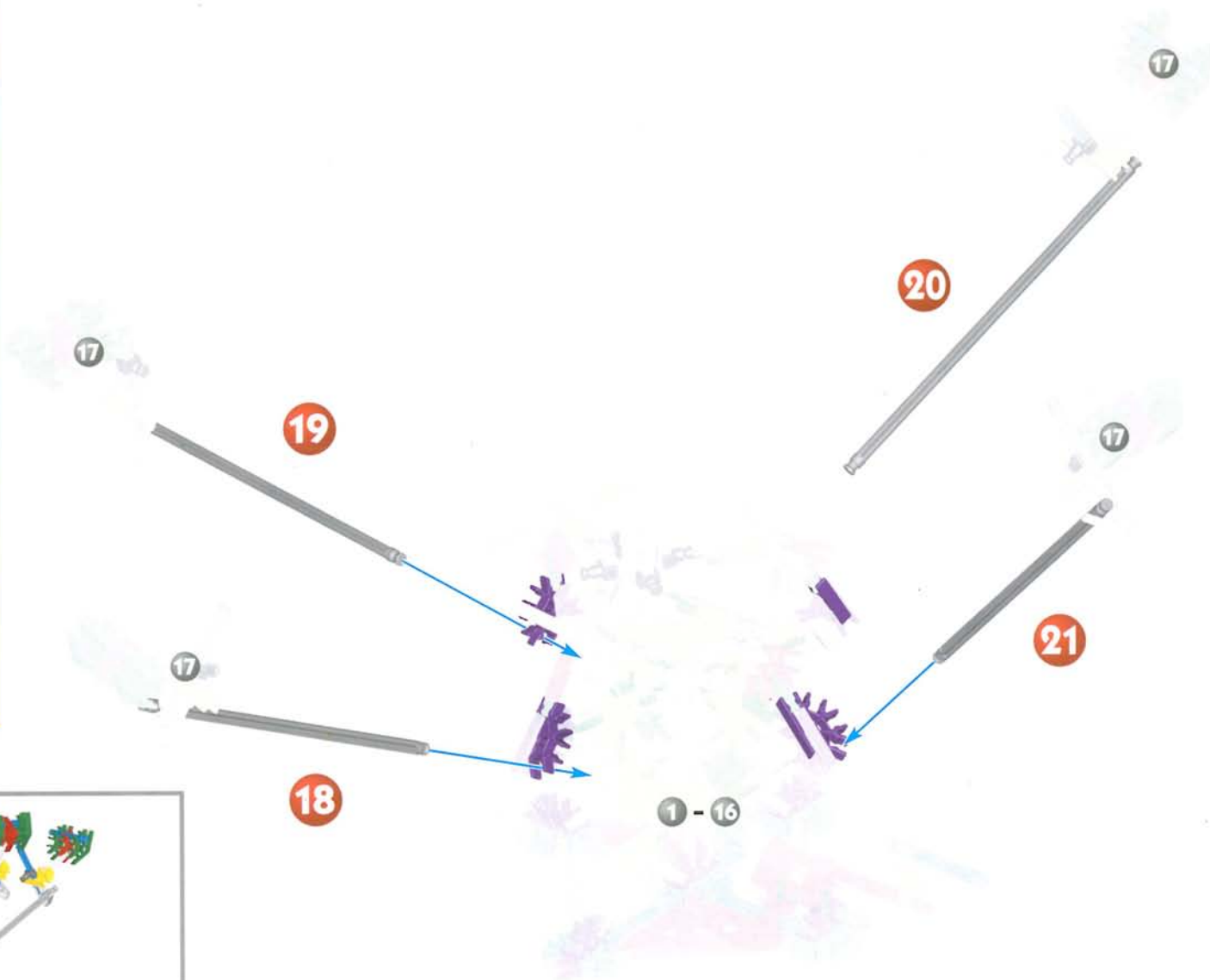






17

x4



17

19

20

17

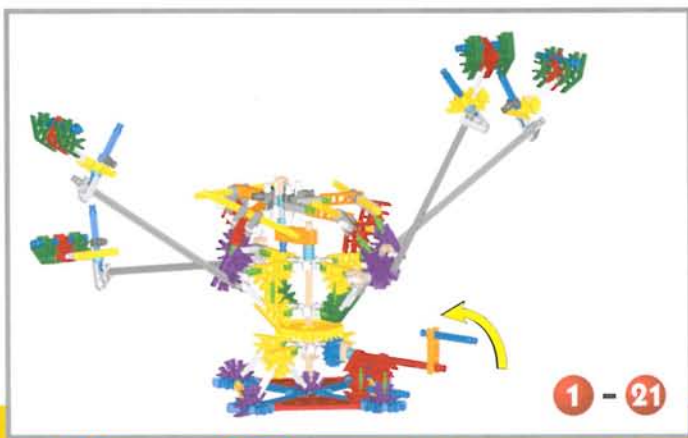
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21

17

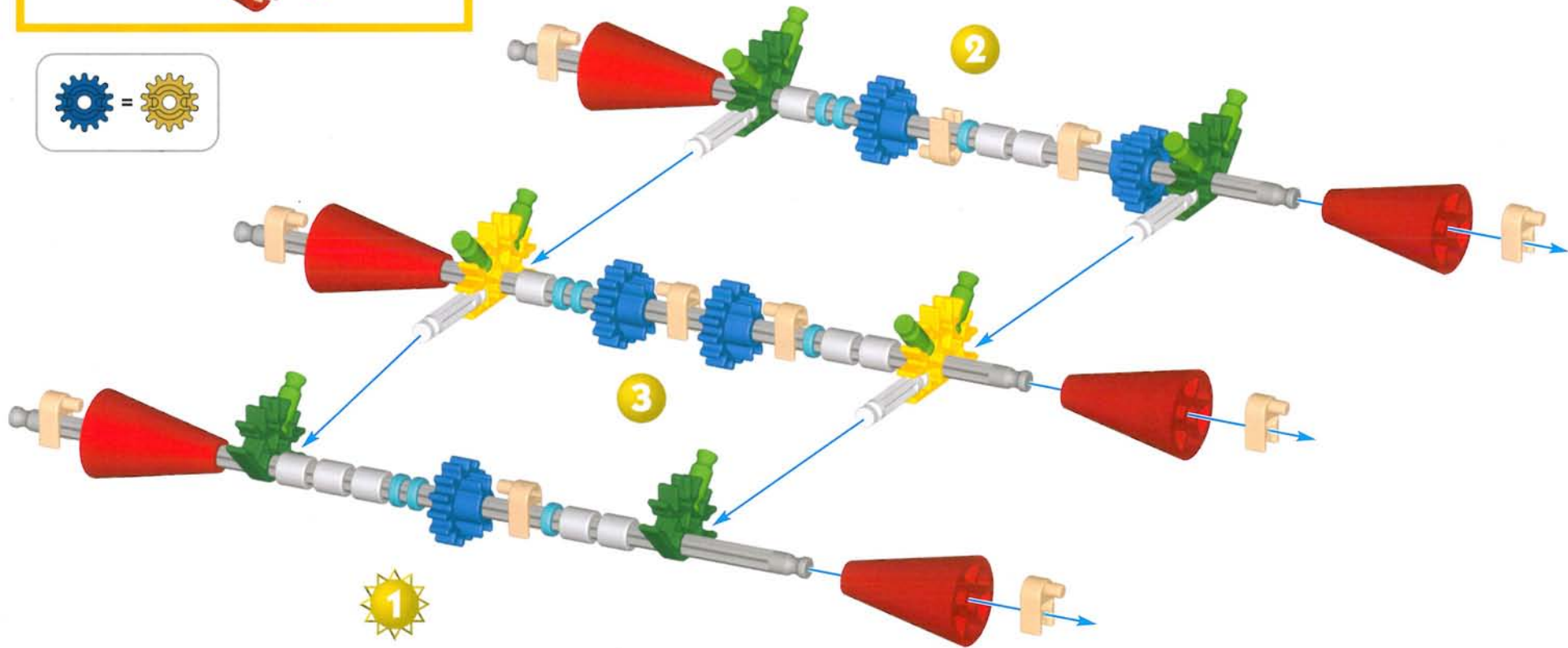
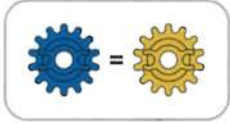
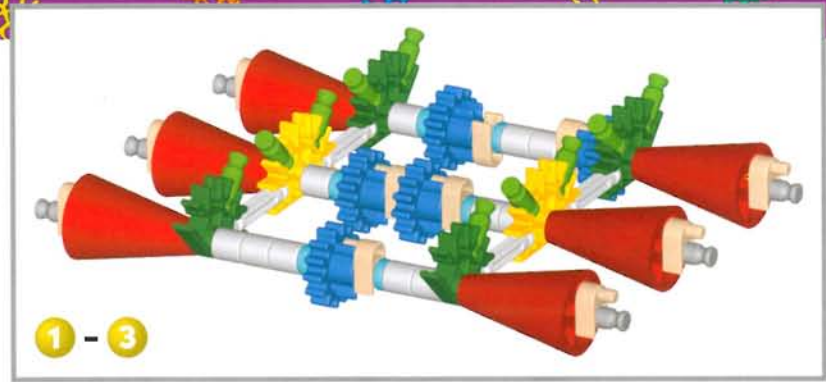
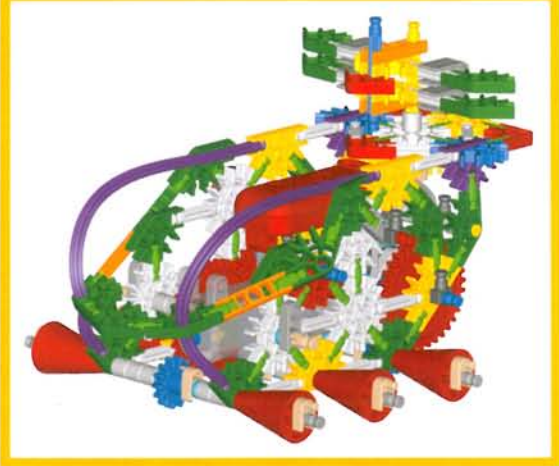
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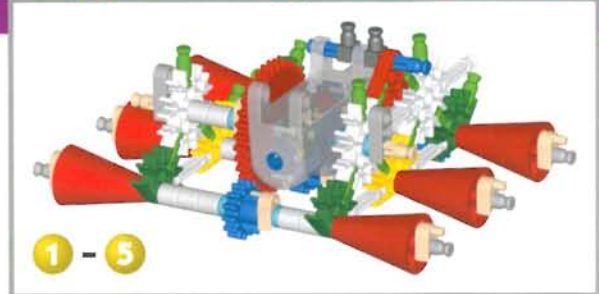
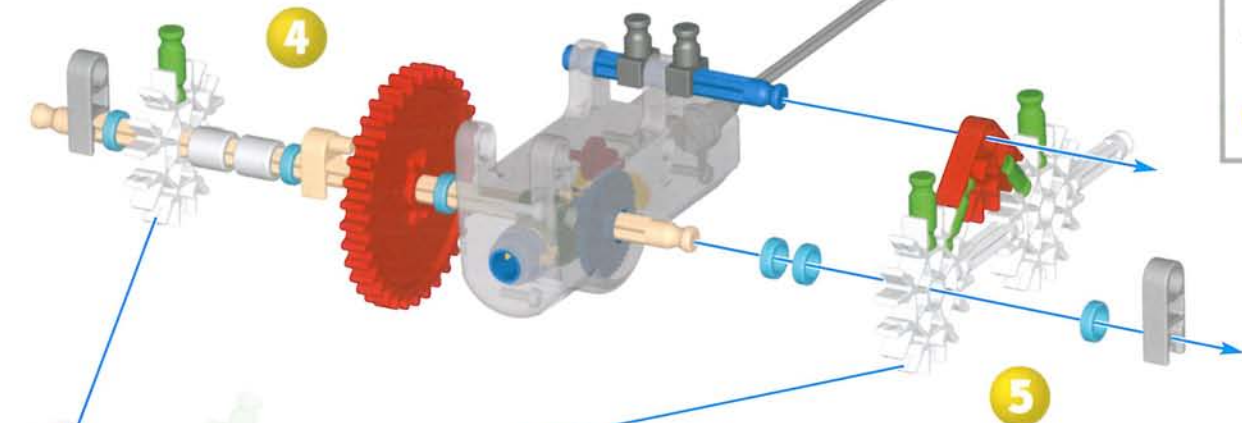
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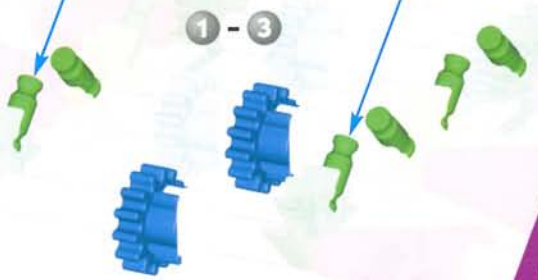
1 - 21

Moon Rover

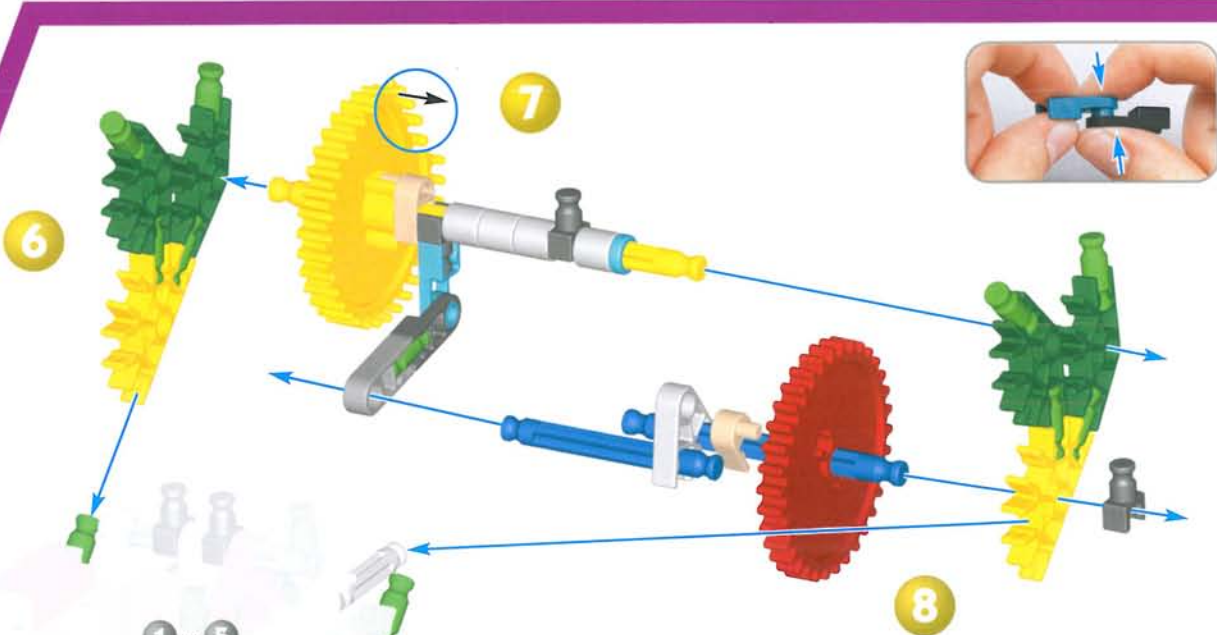




1 - 5



1 - 3

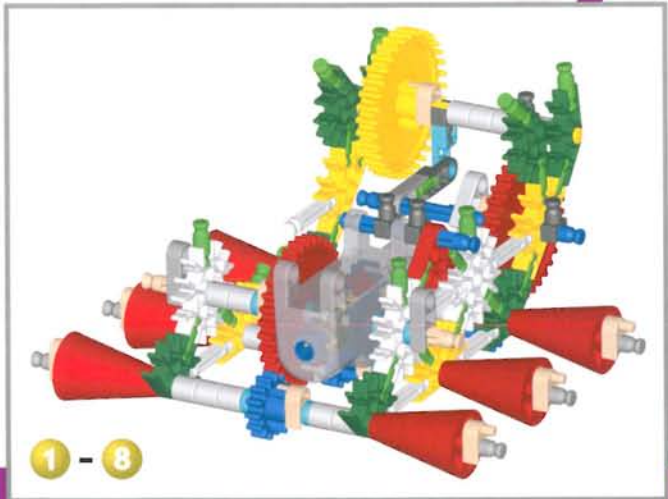


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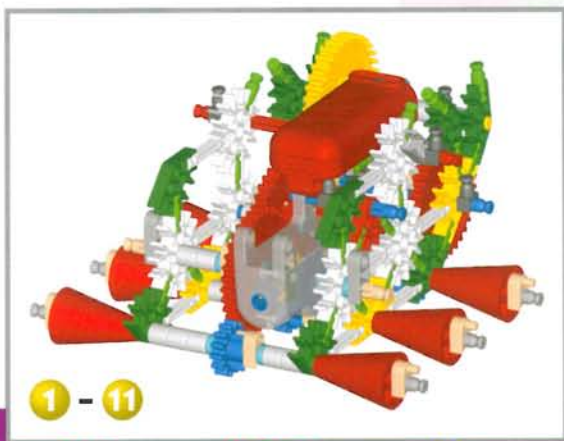
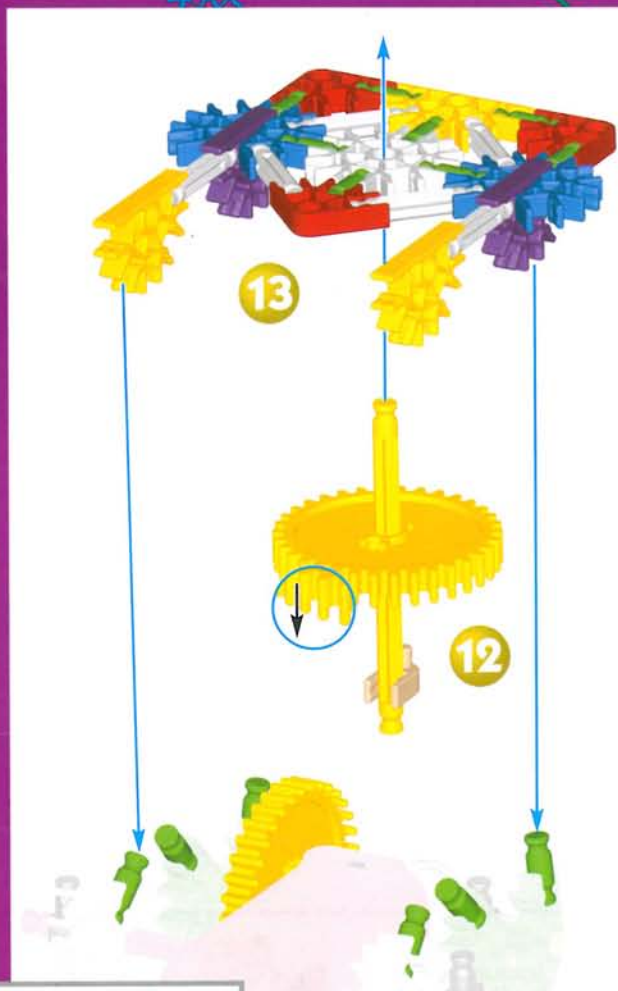
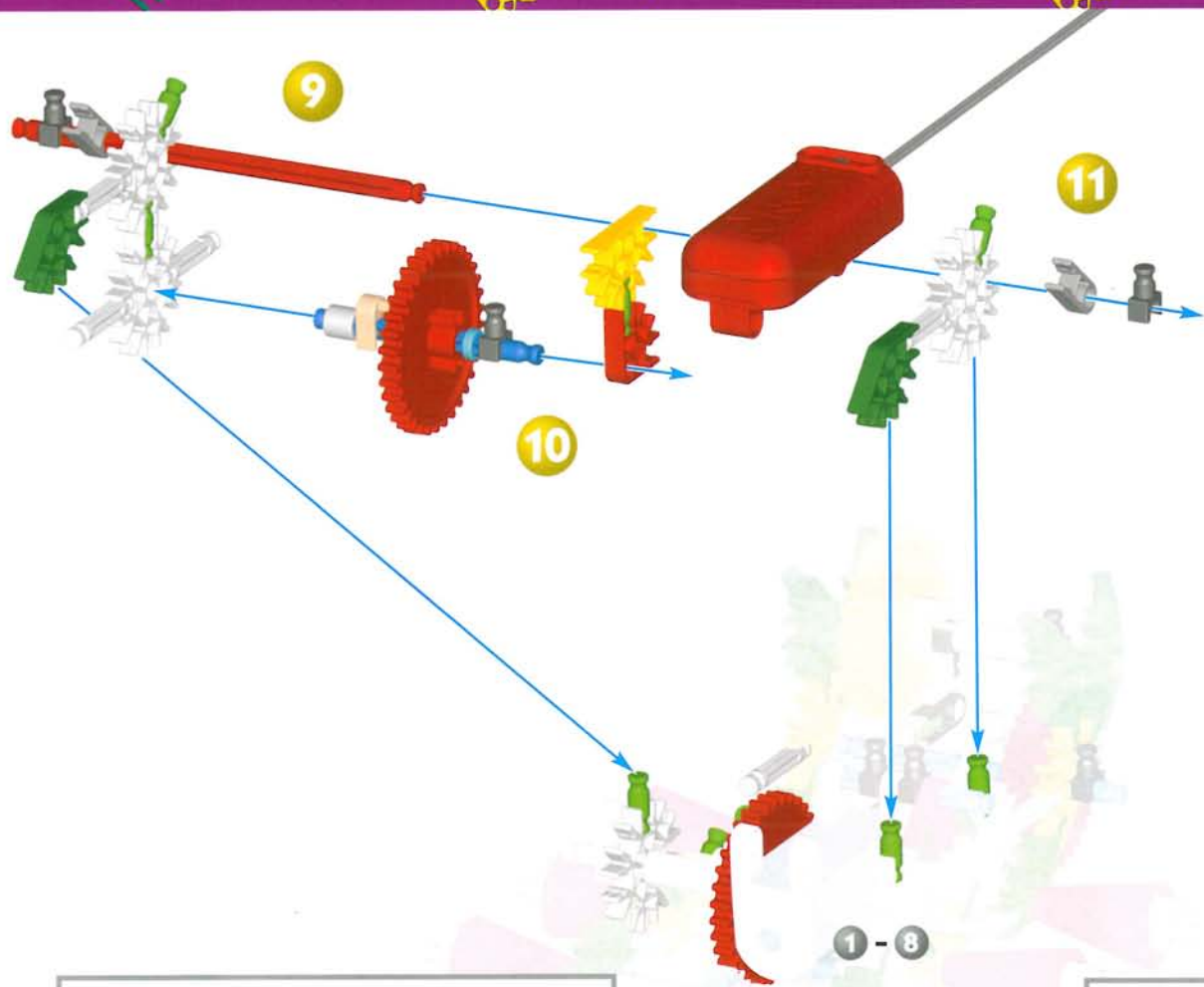
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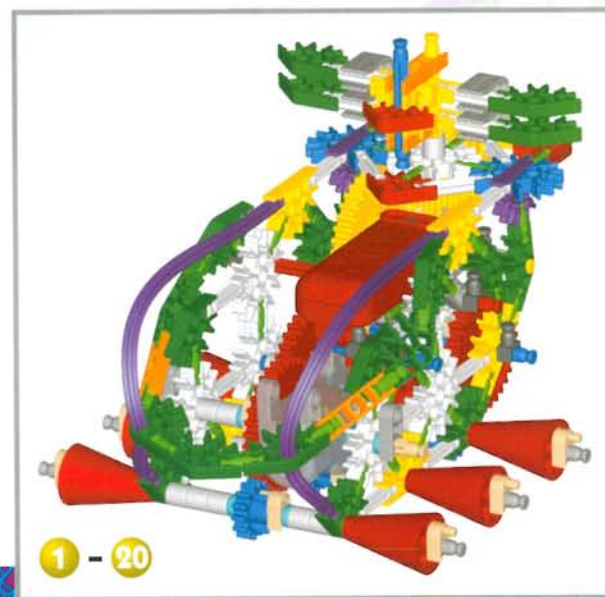
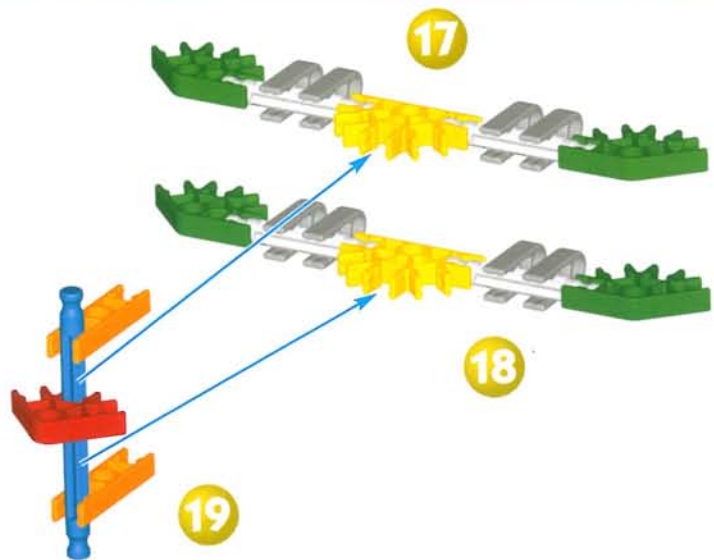
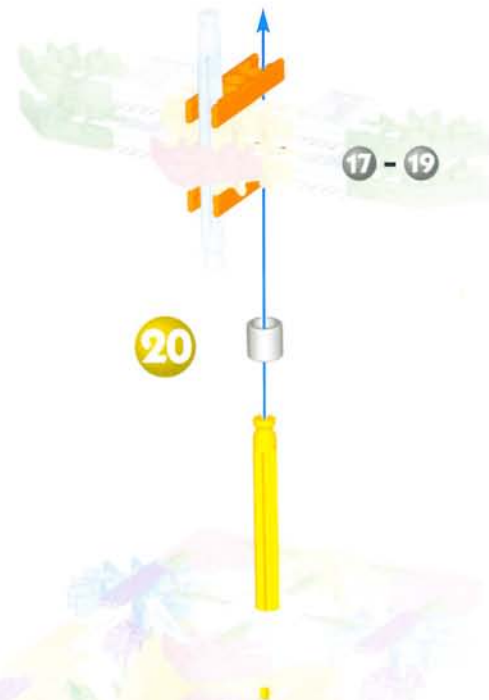
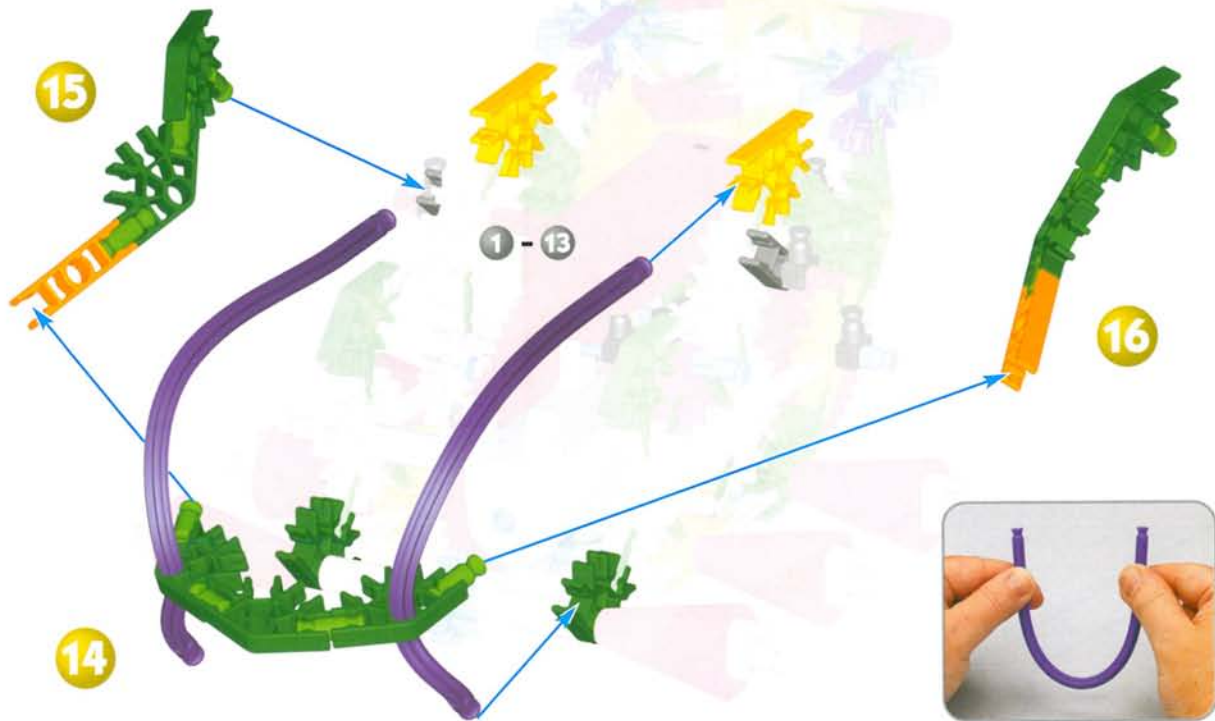
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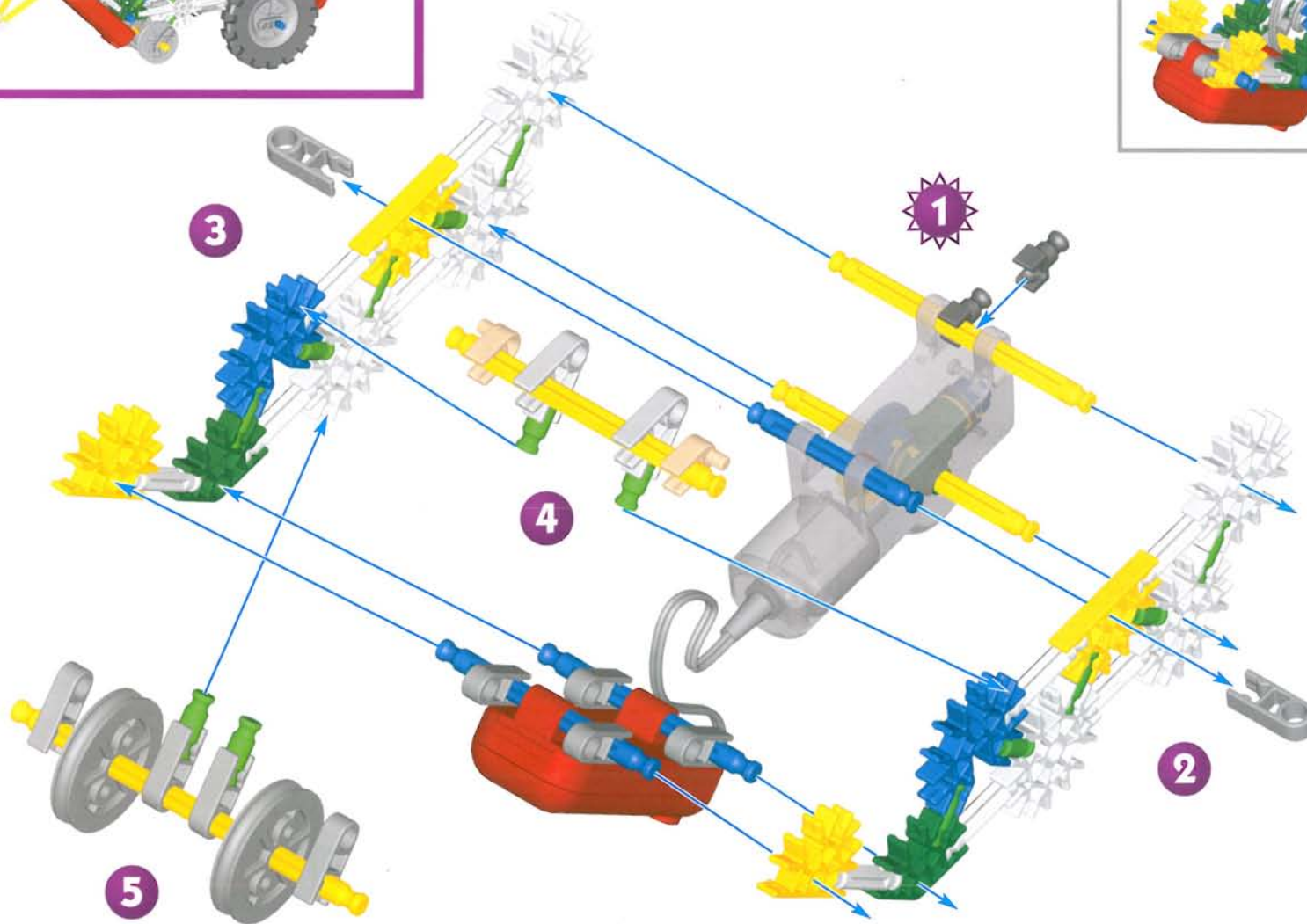
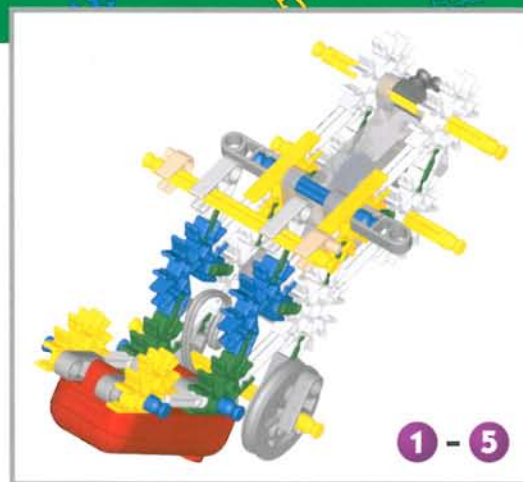
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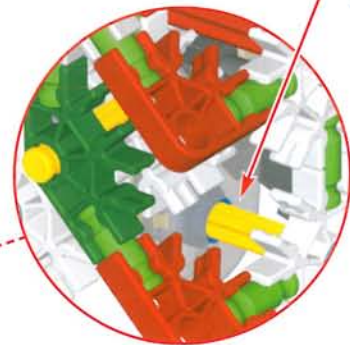
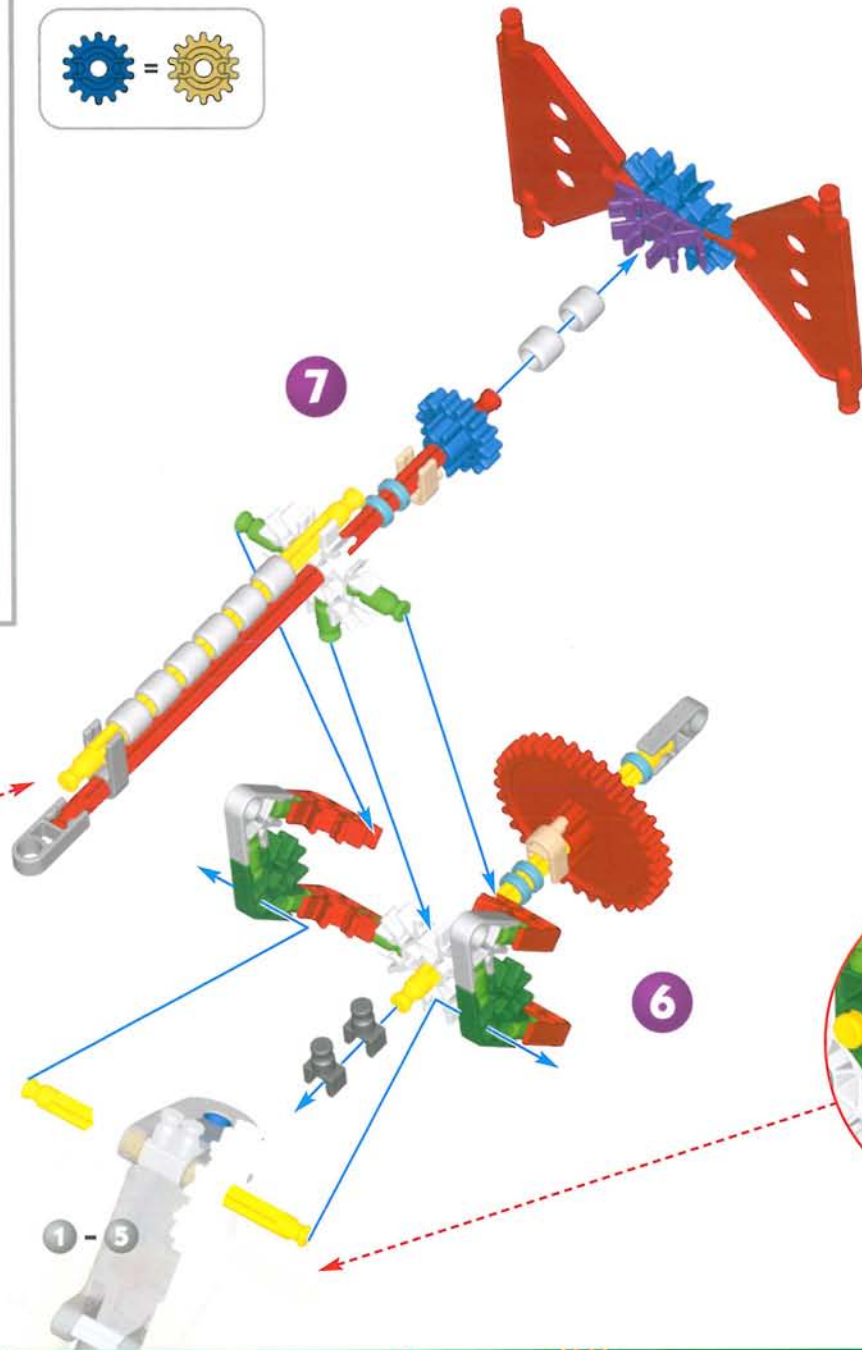
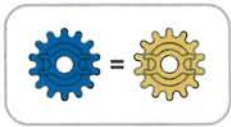


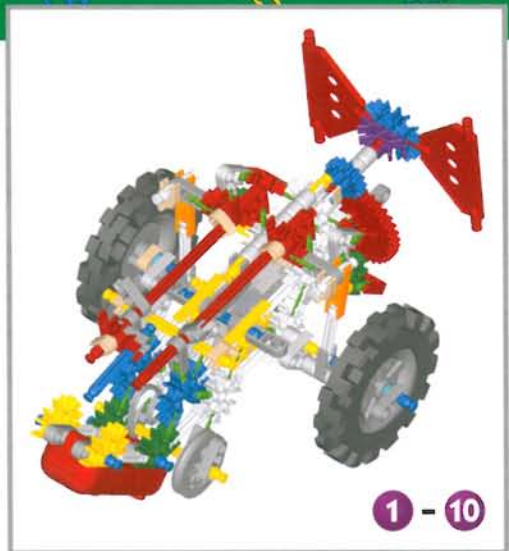
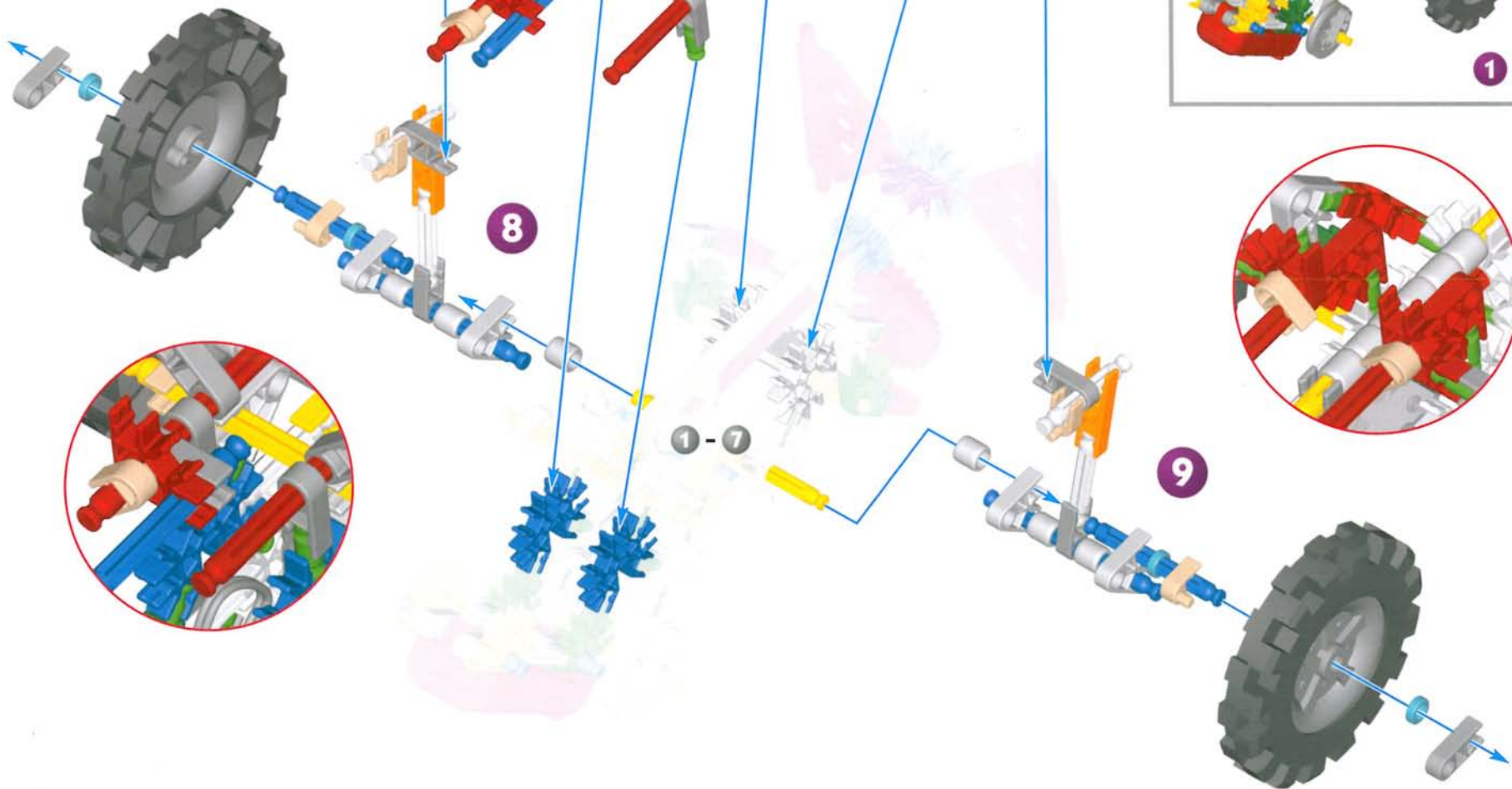


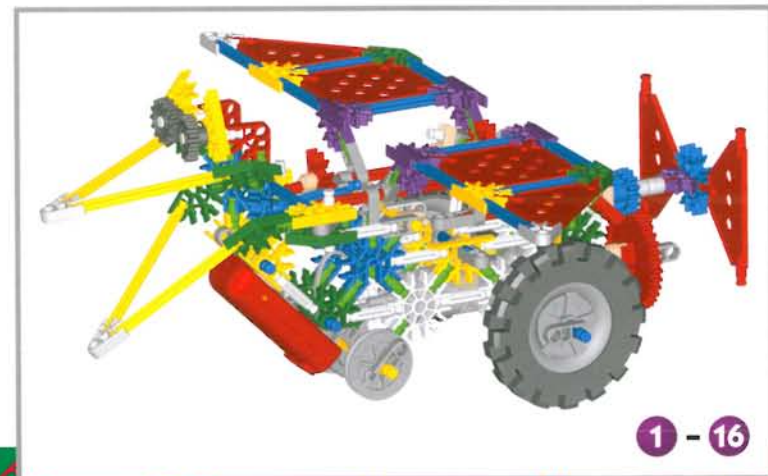
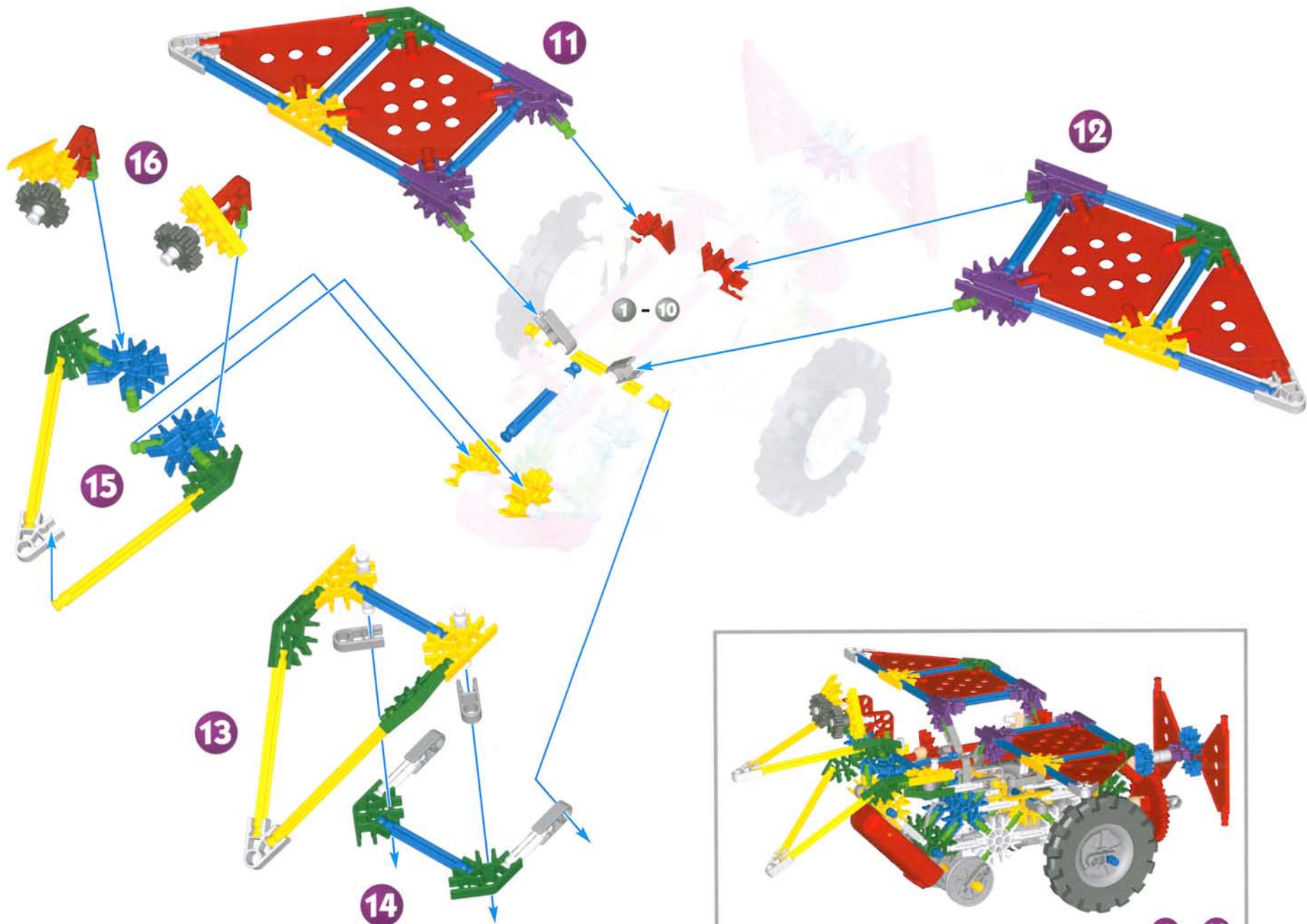
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Whirly Bird

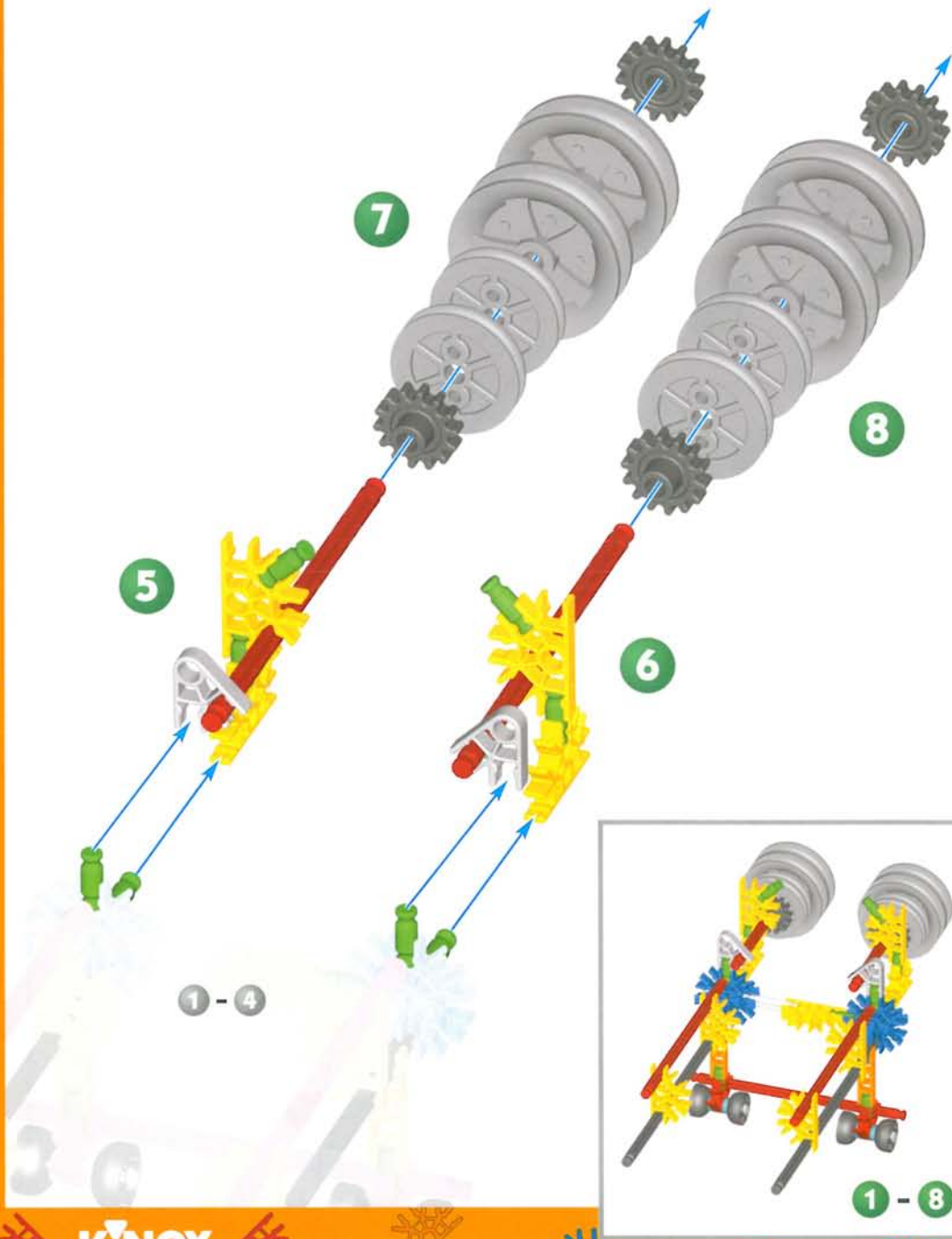
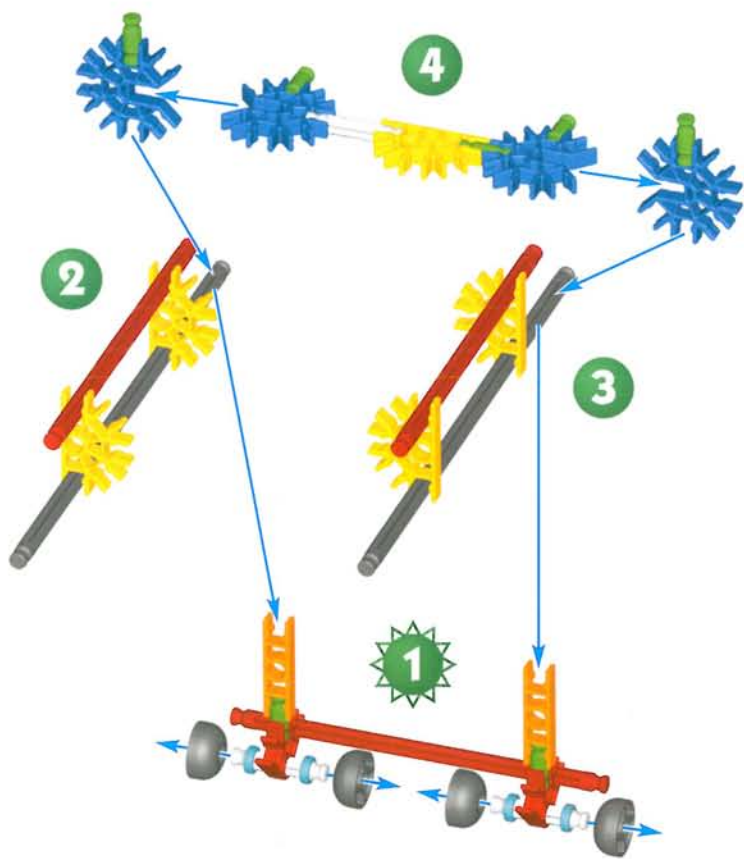


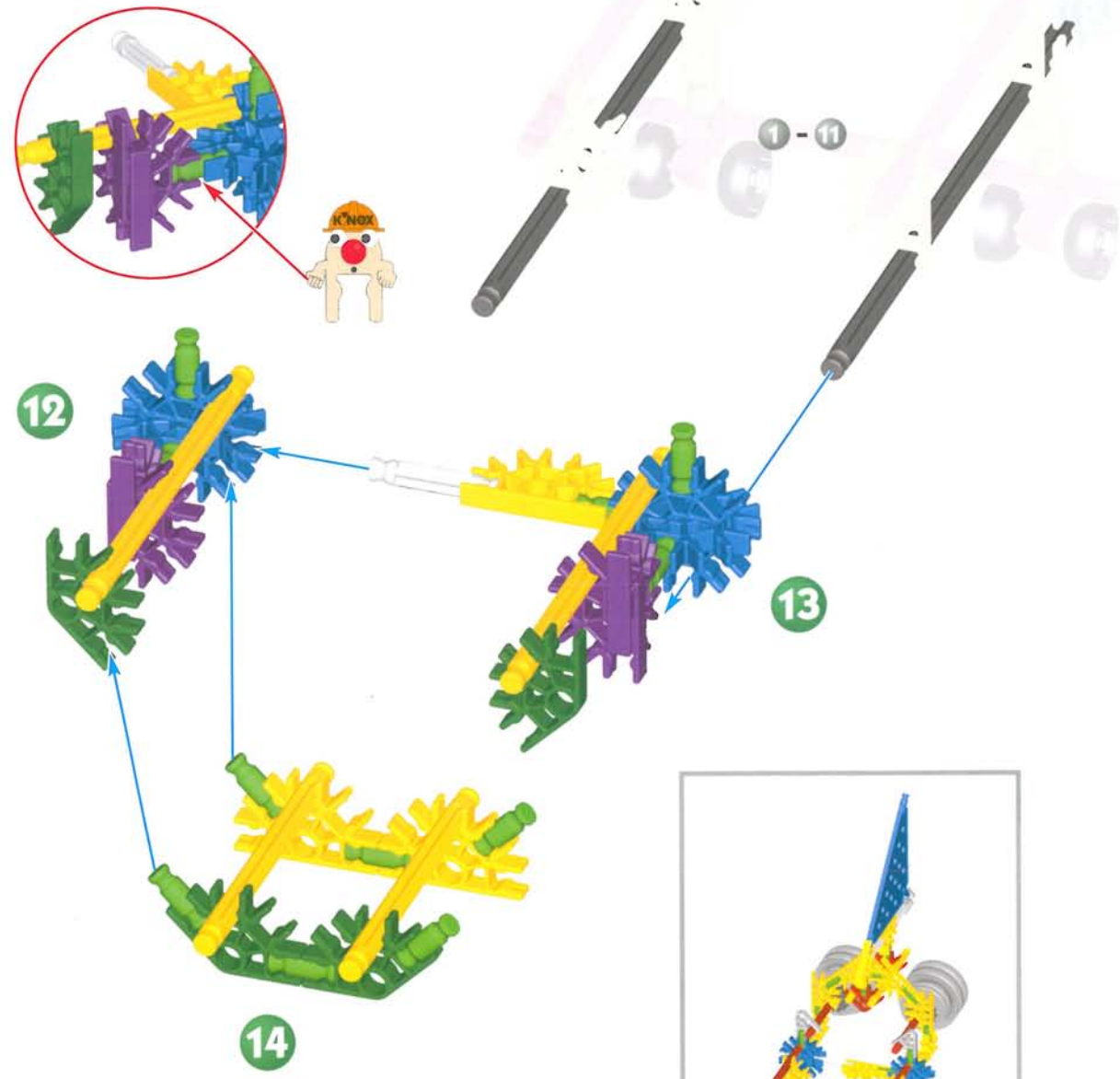
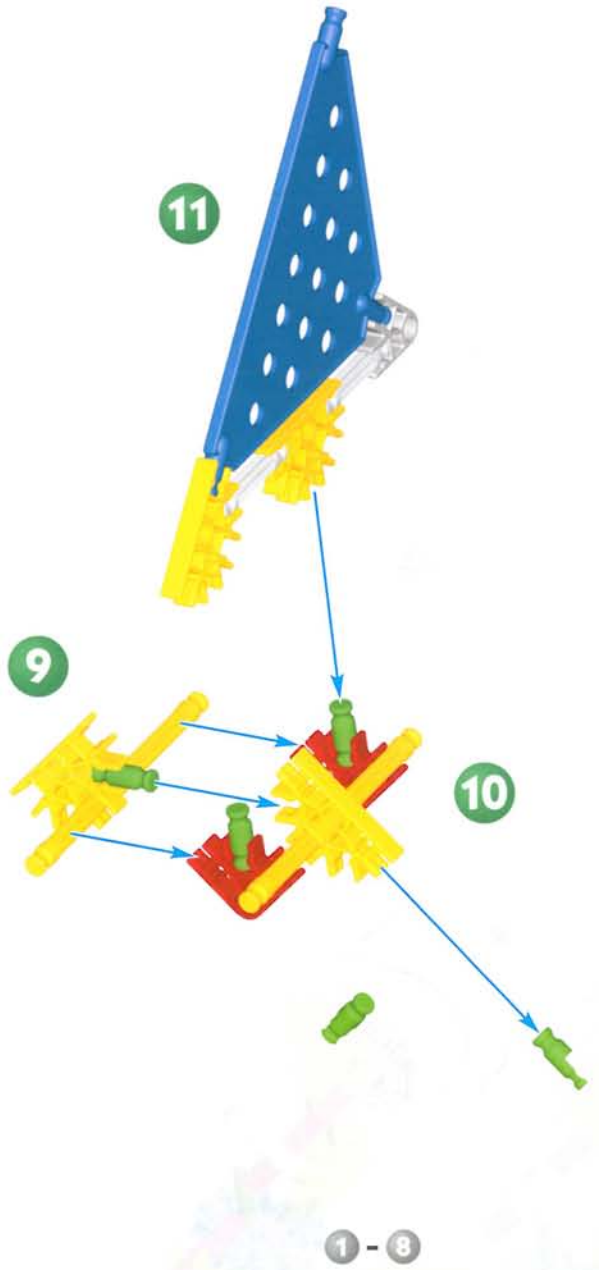


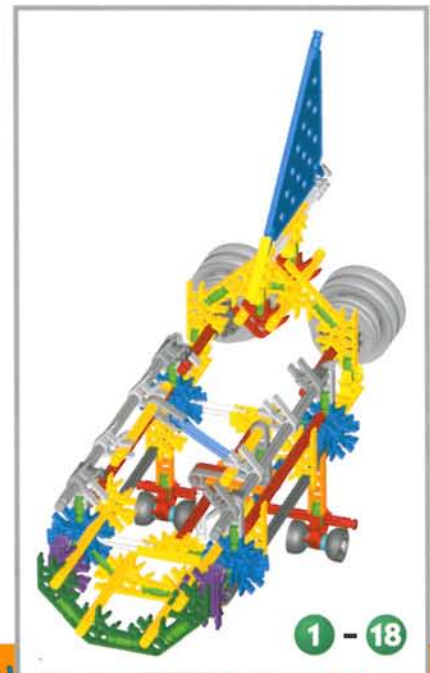
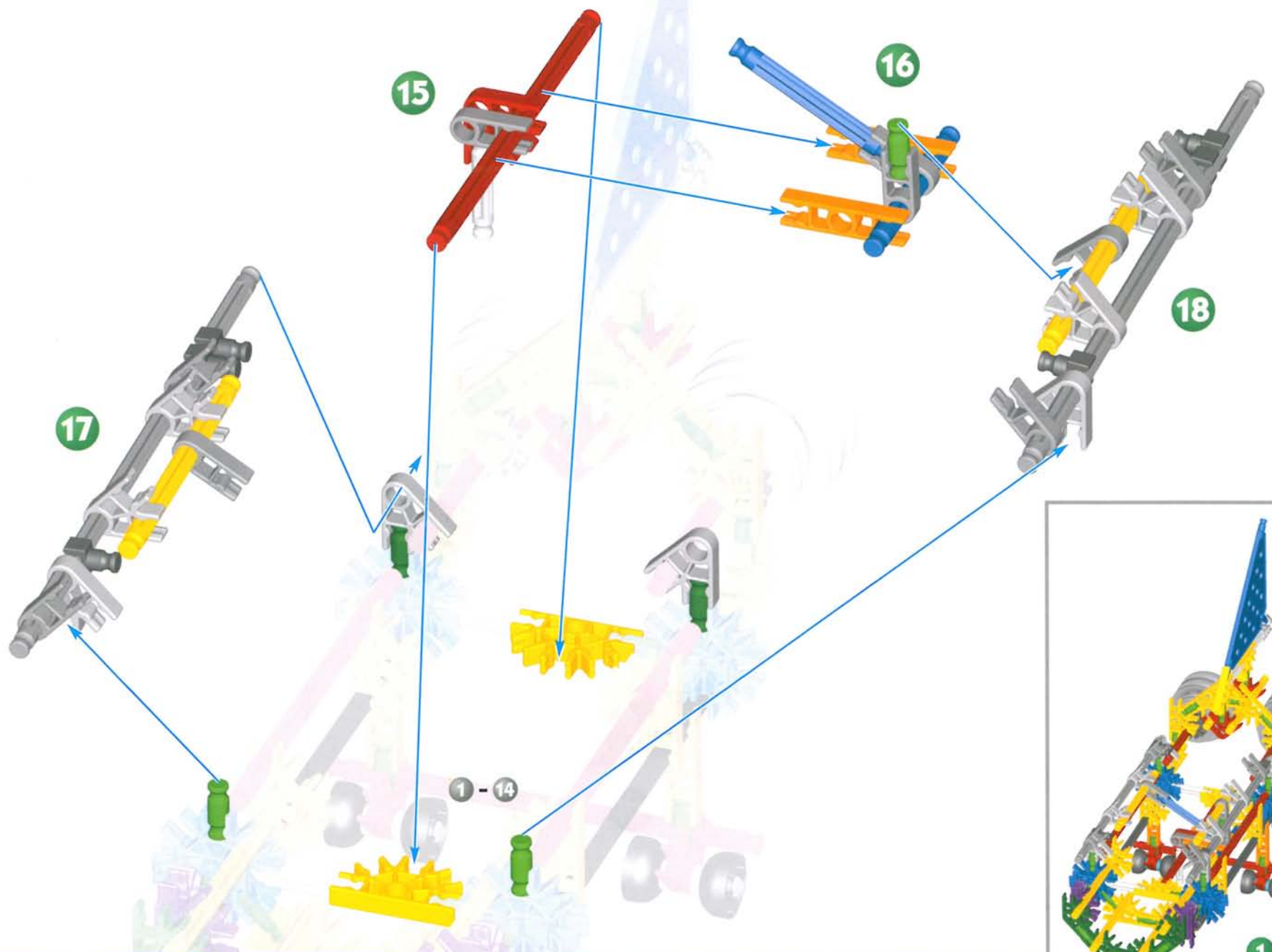


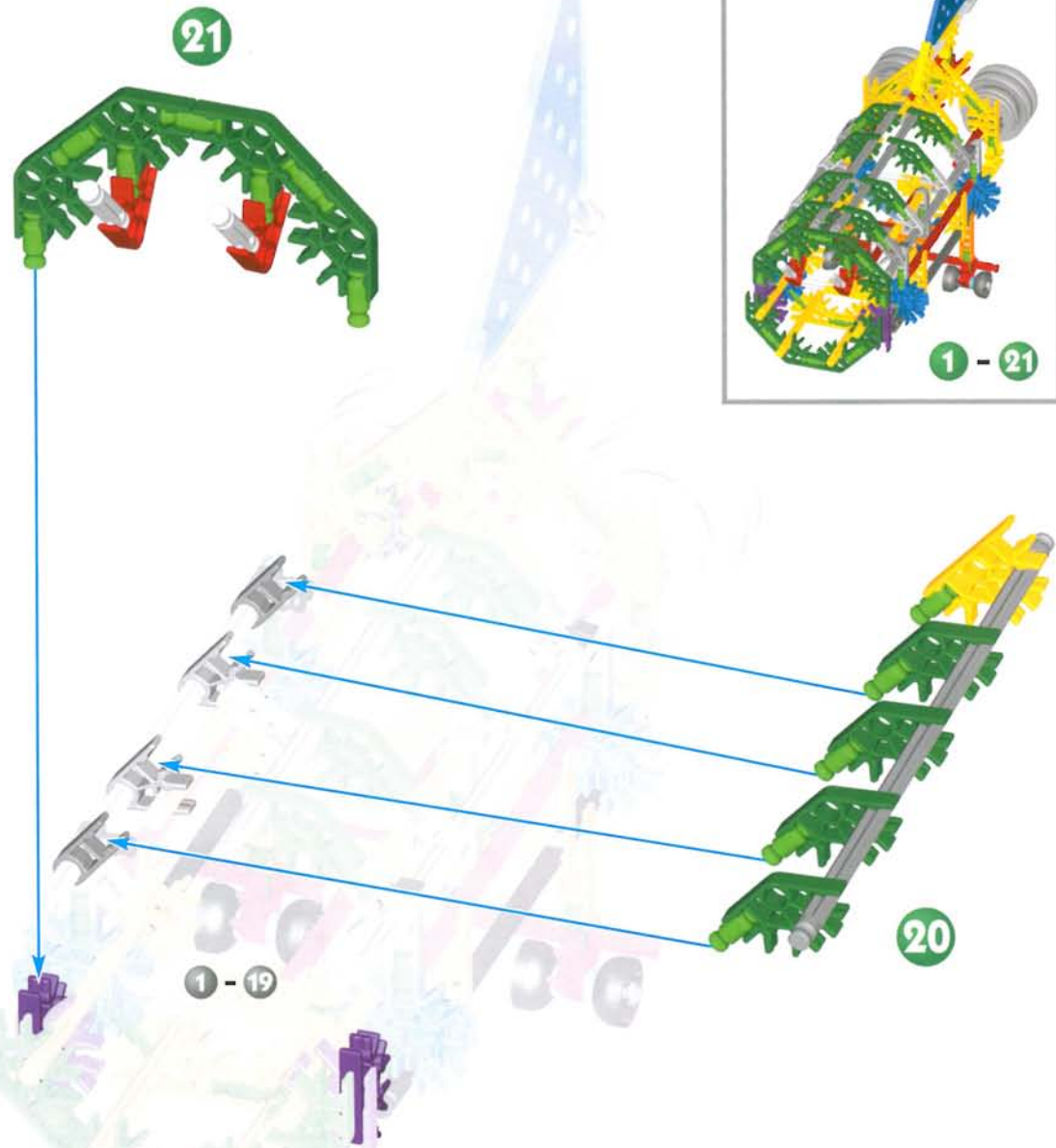


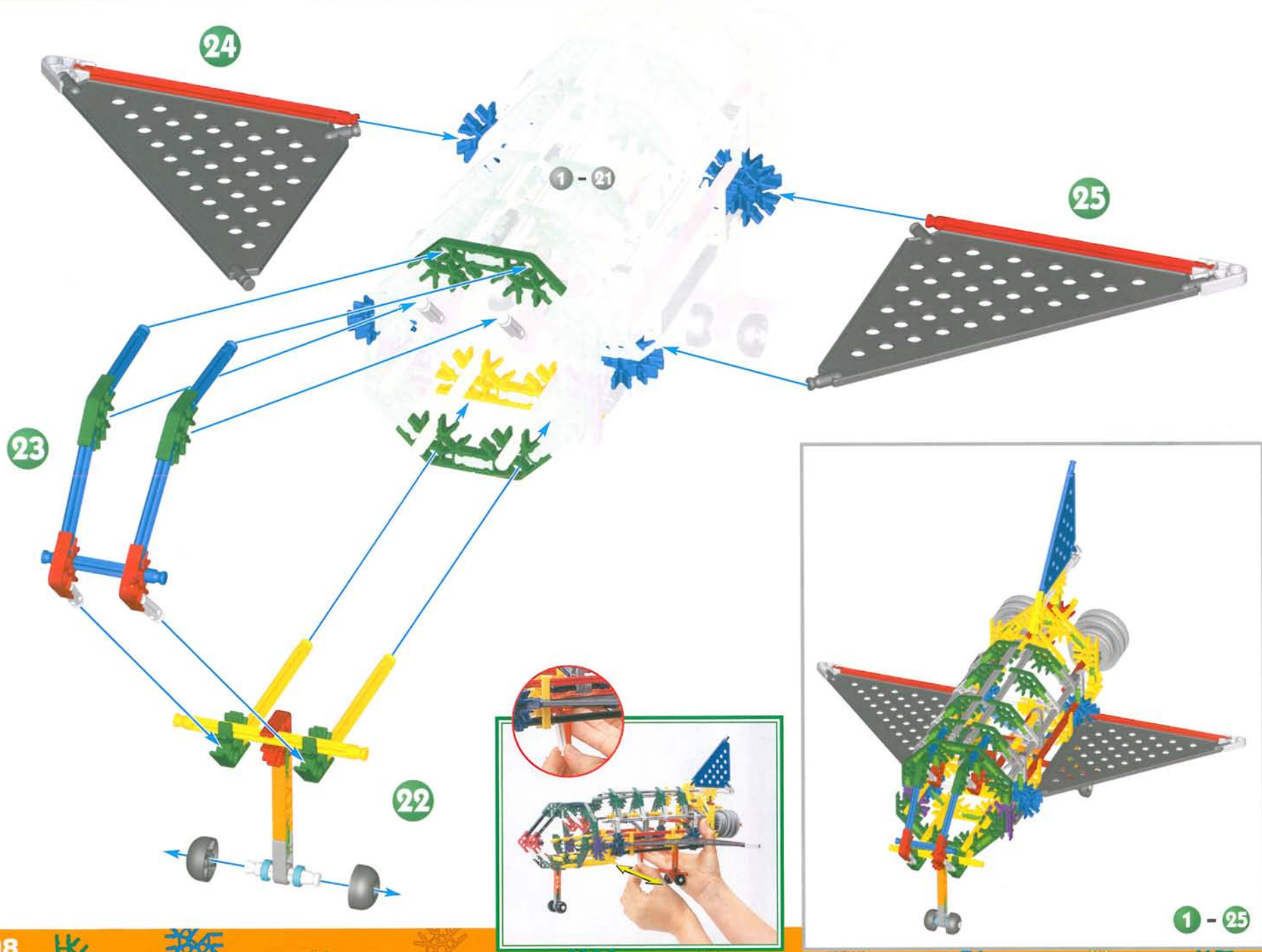
Space Shuttle











24

1 - 21

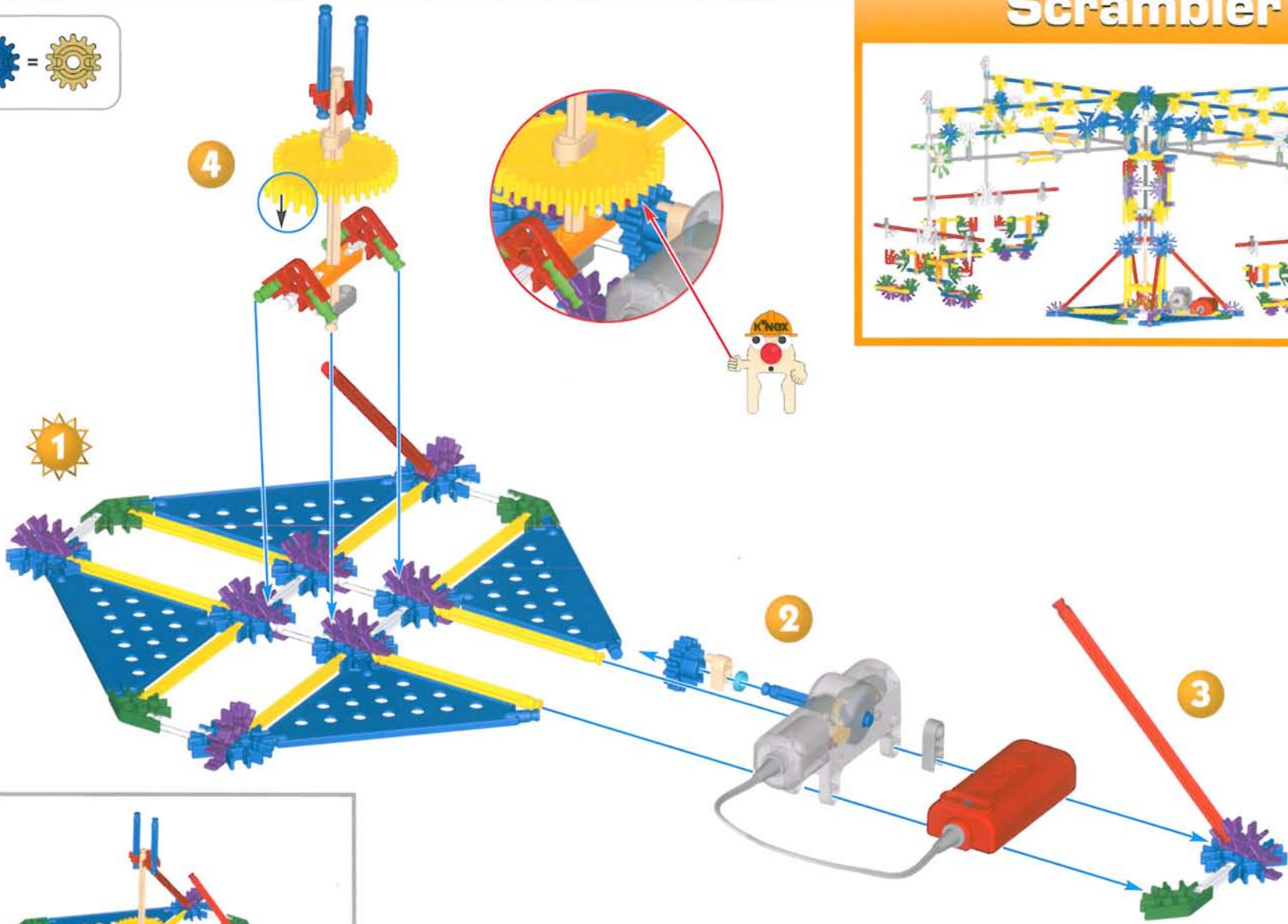
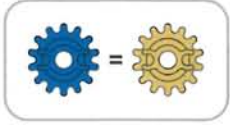
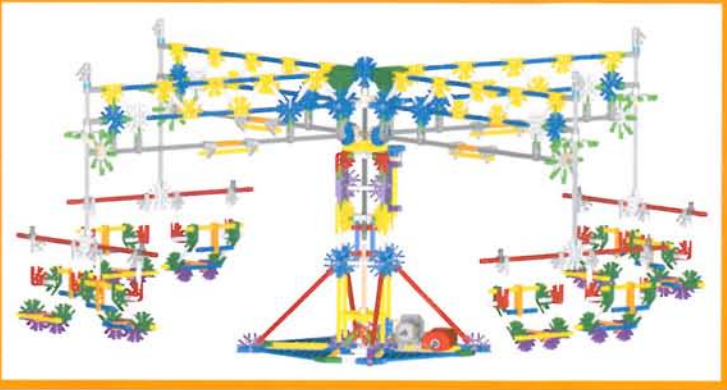
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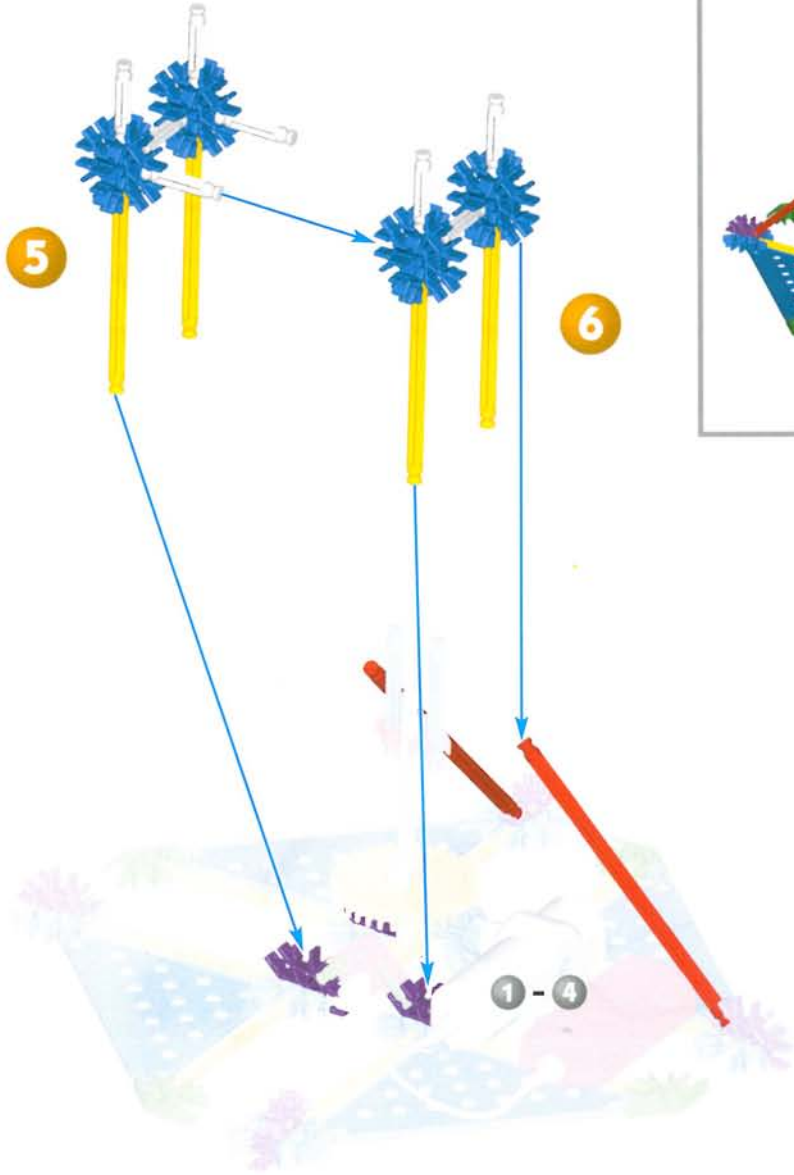
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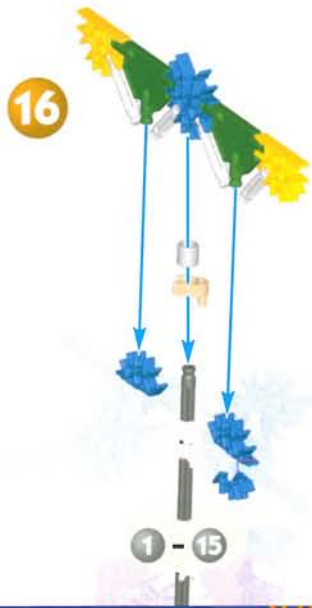
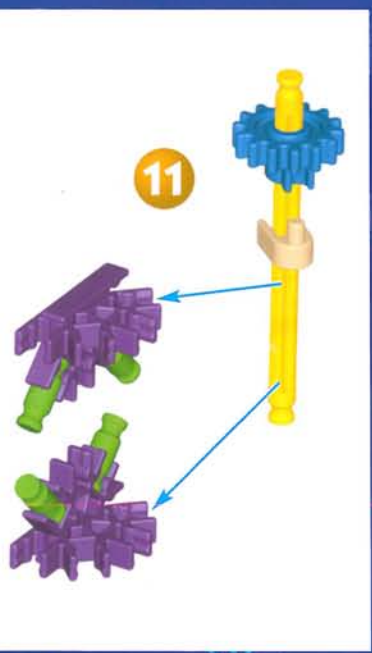
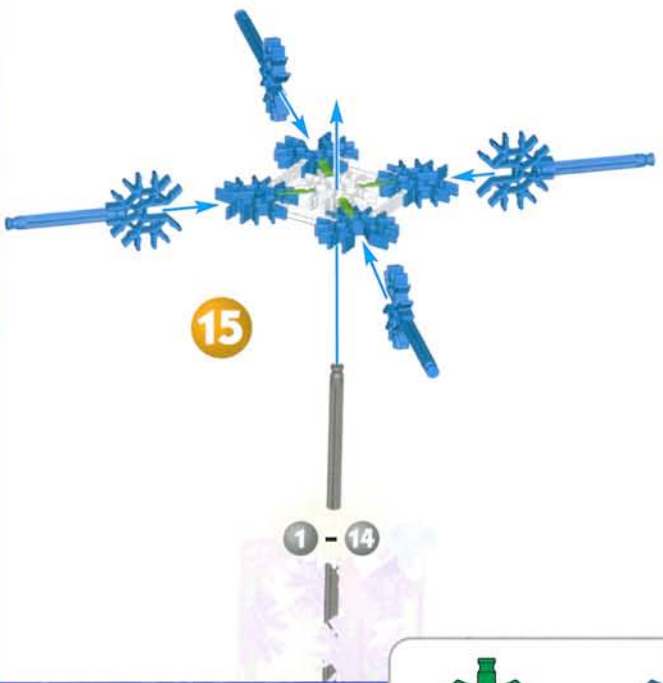
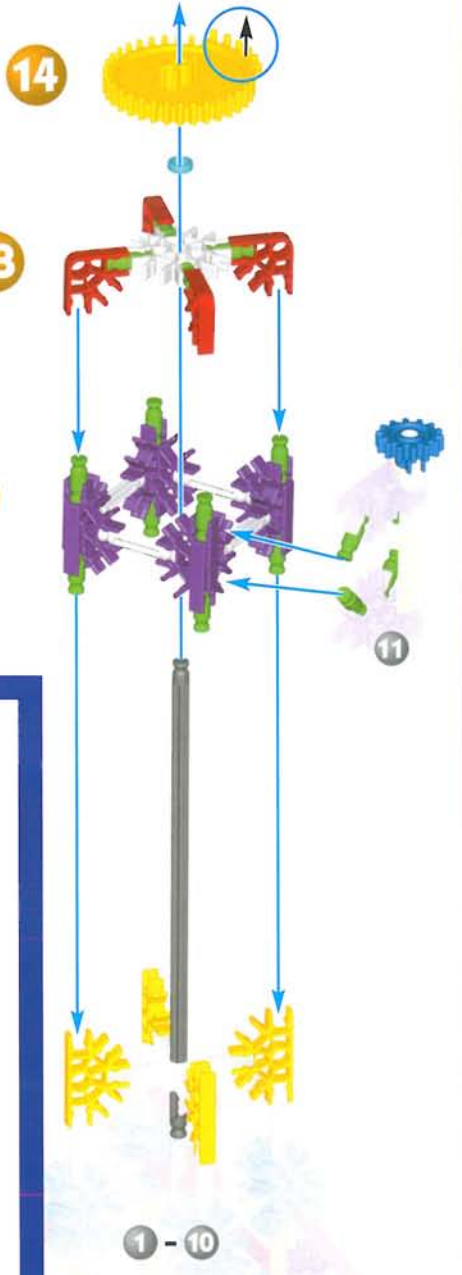
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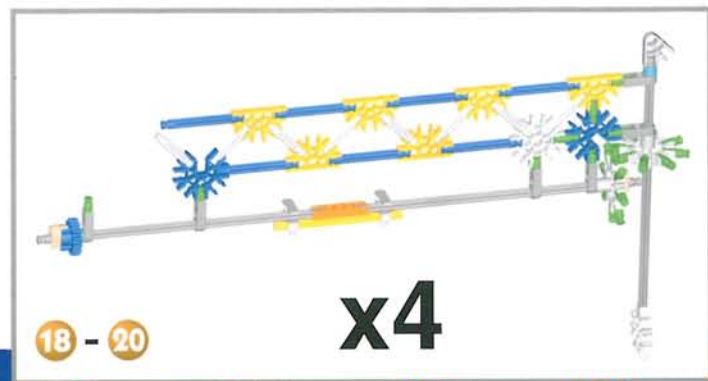
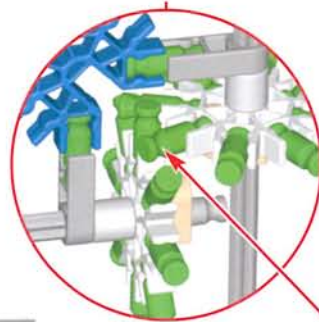
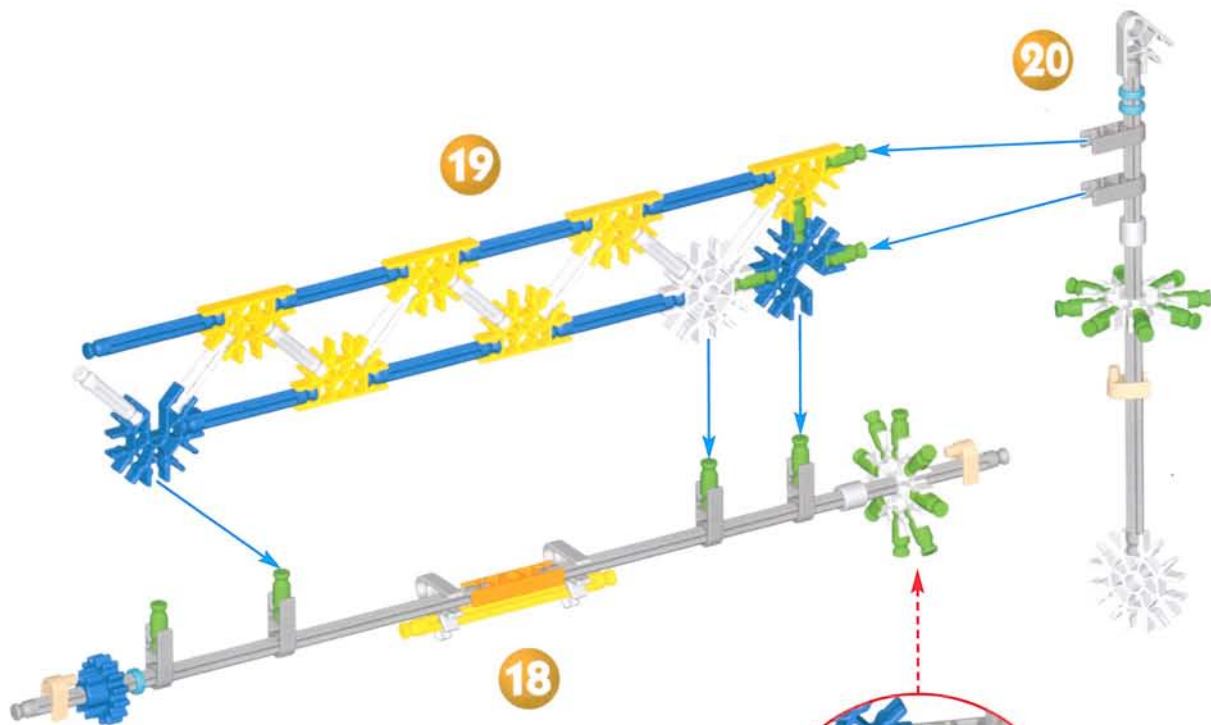
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Scrambler



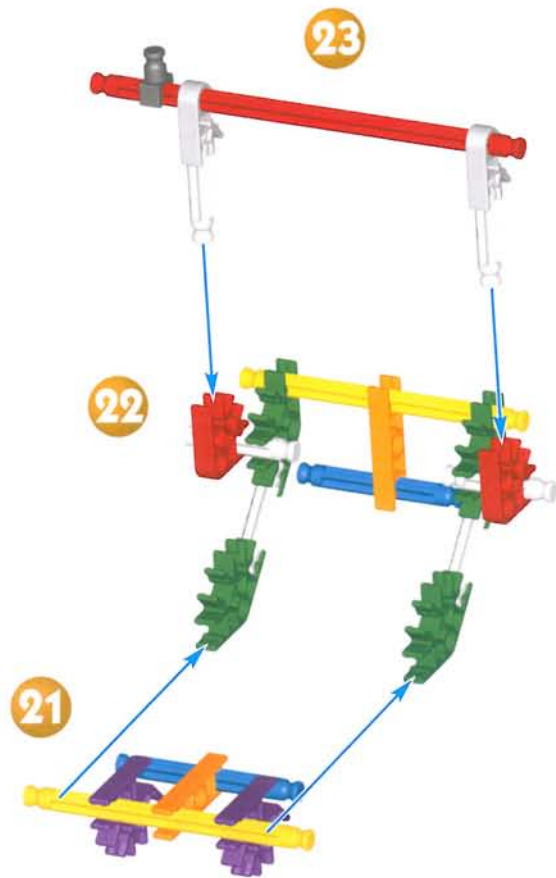






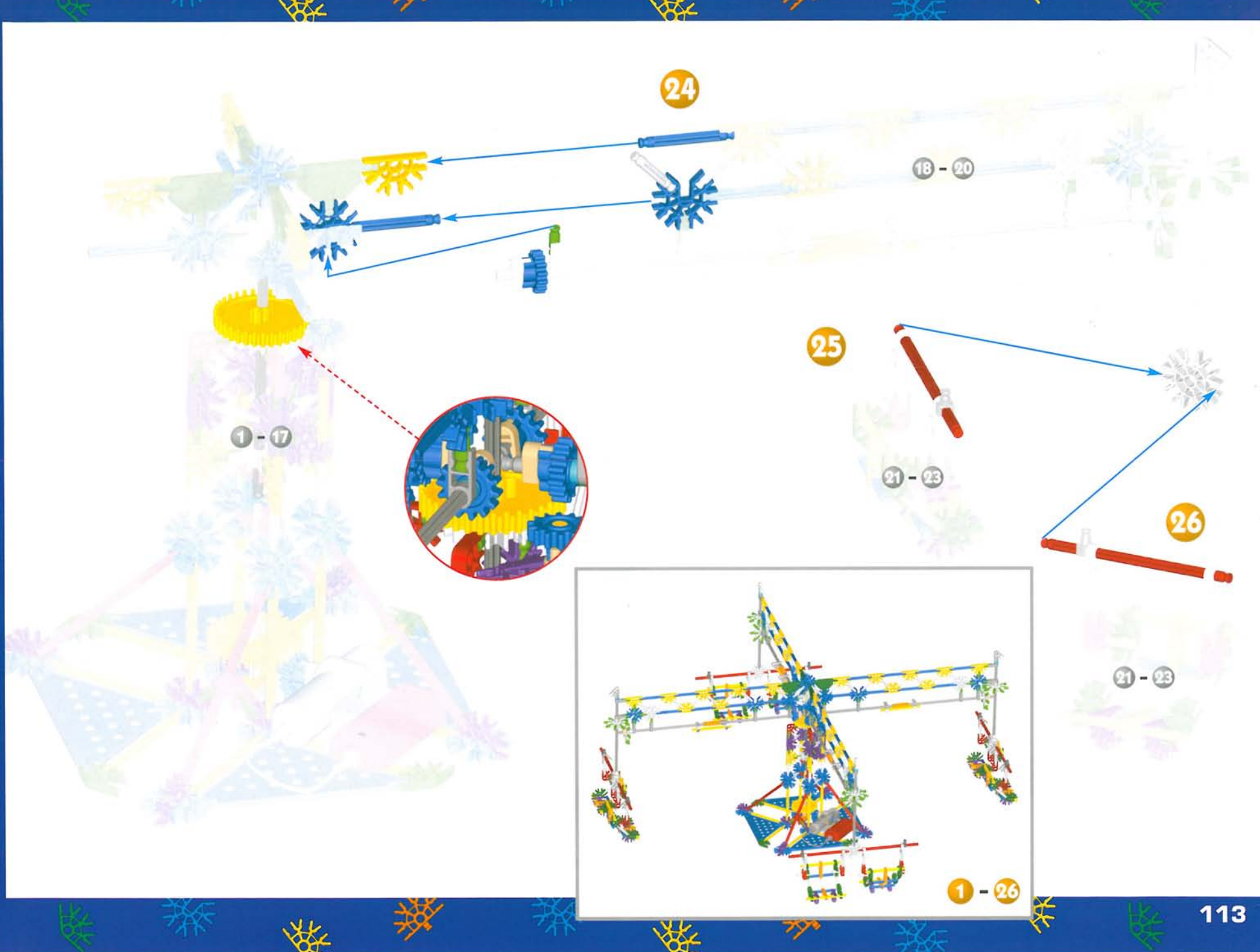
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18 - 20



x8

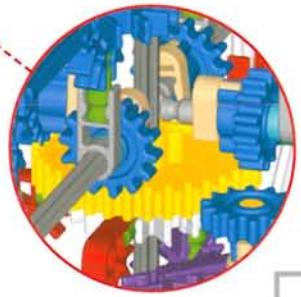
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18 - 20

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21 - 23

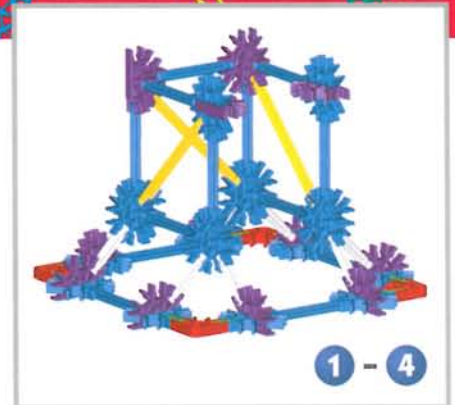
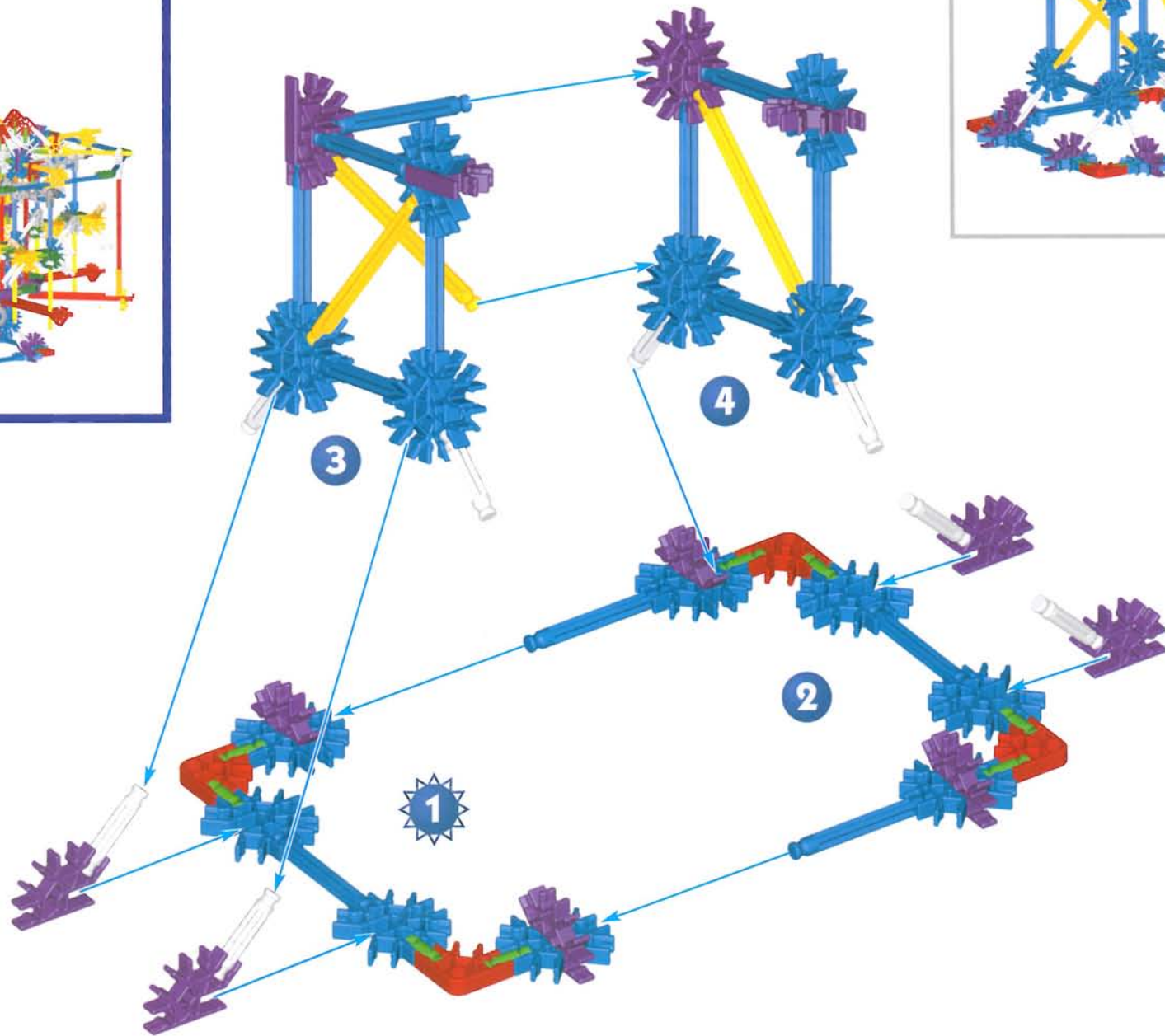
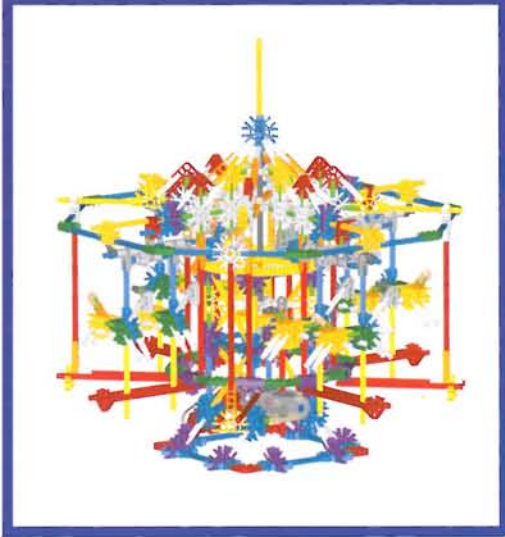
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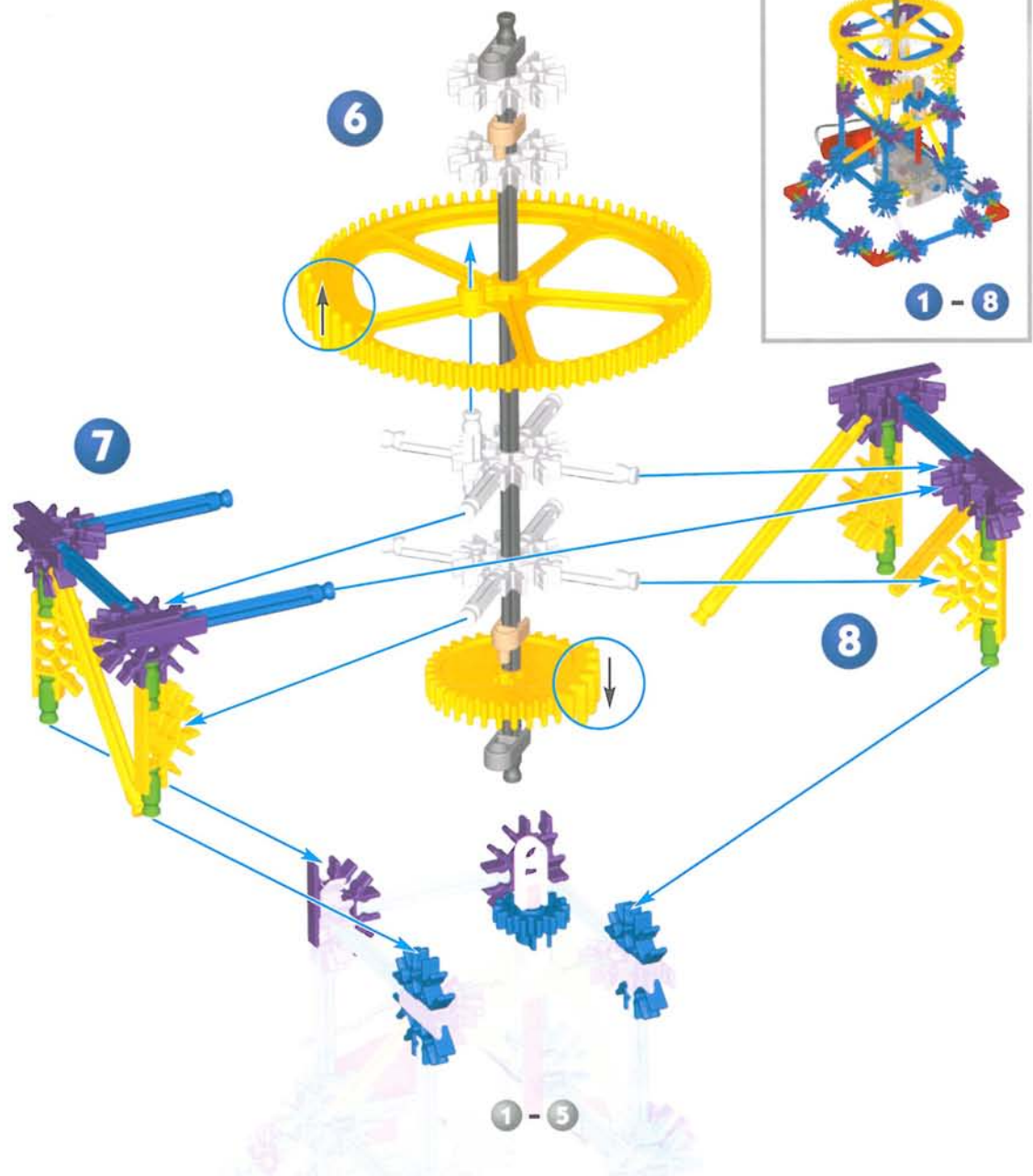
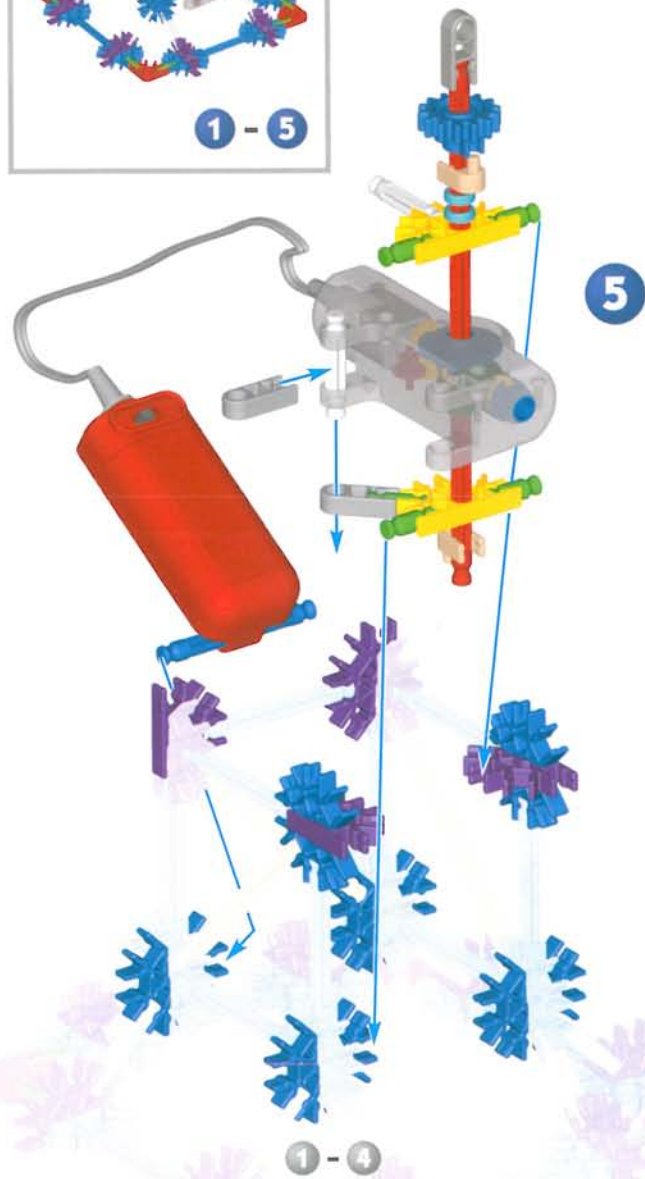
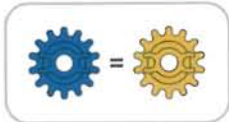
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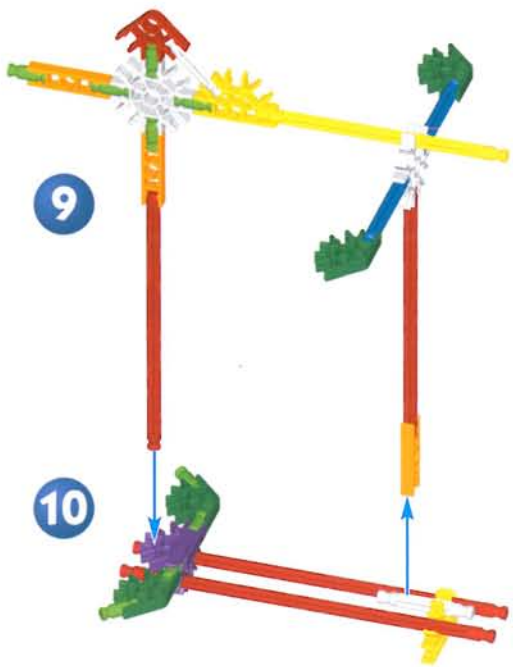


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Carousel



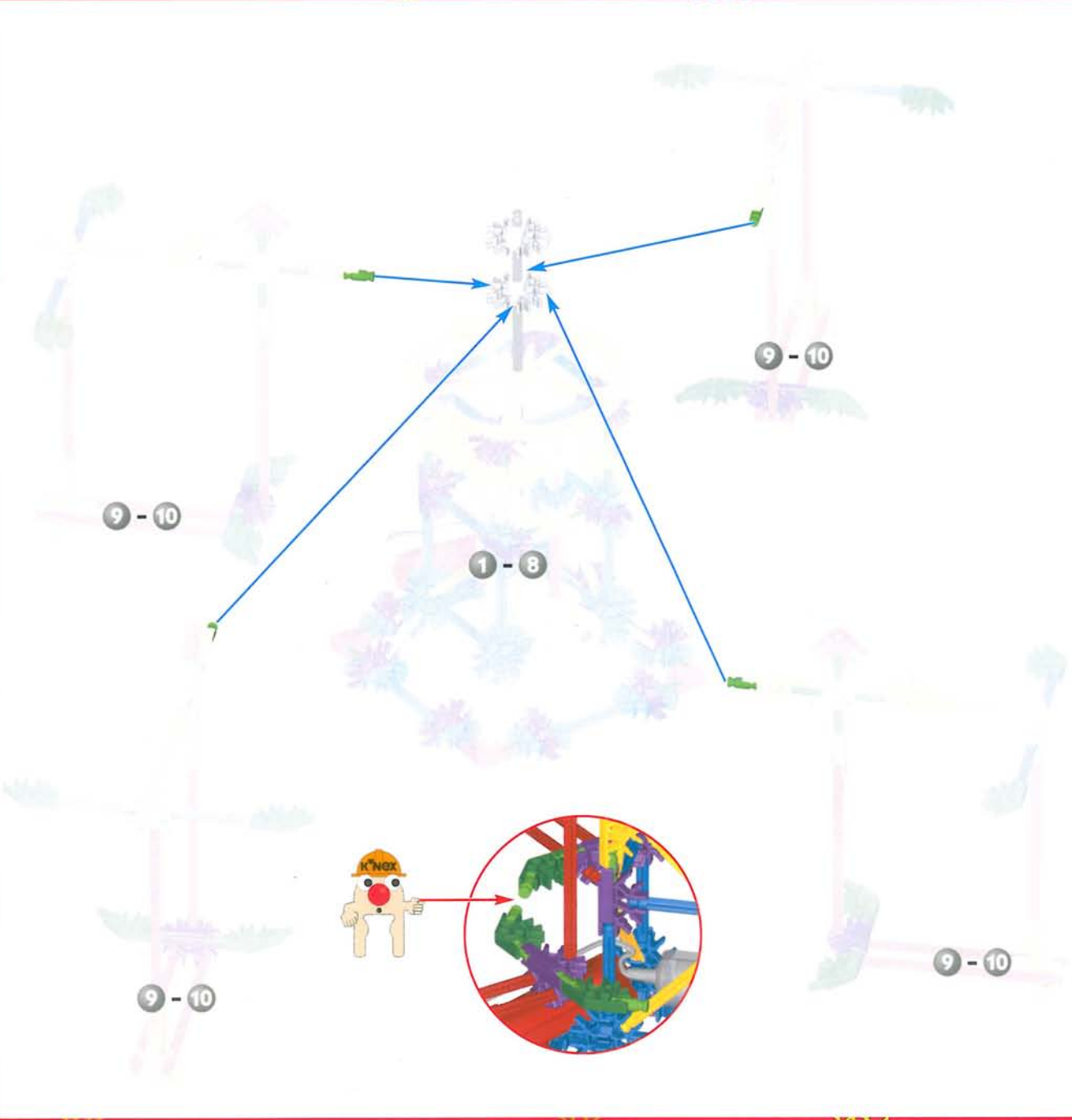




9

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x4



1 - 10

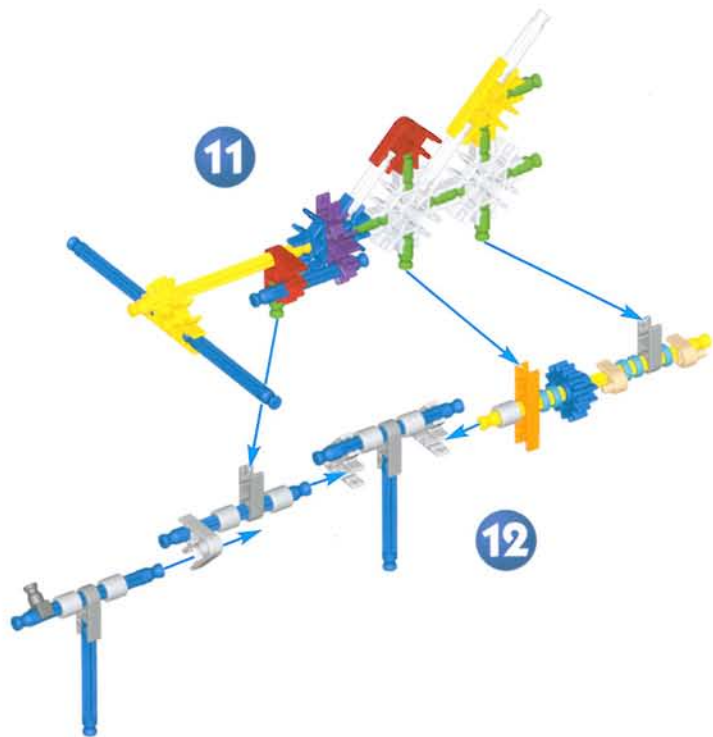


x4



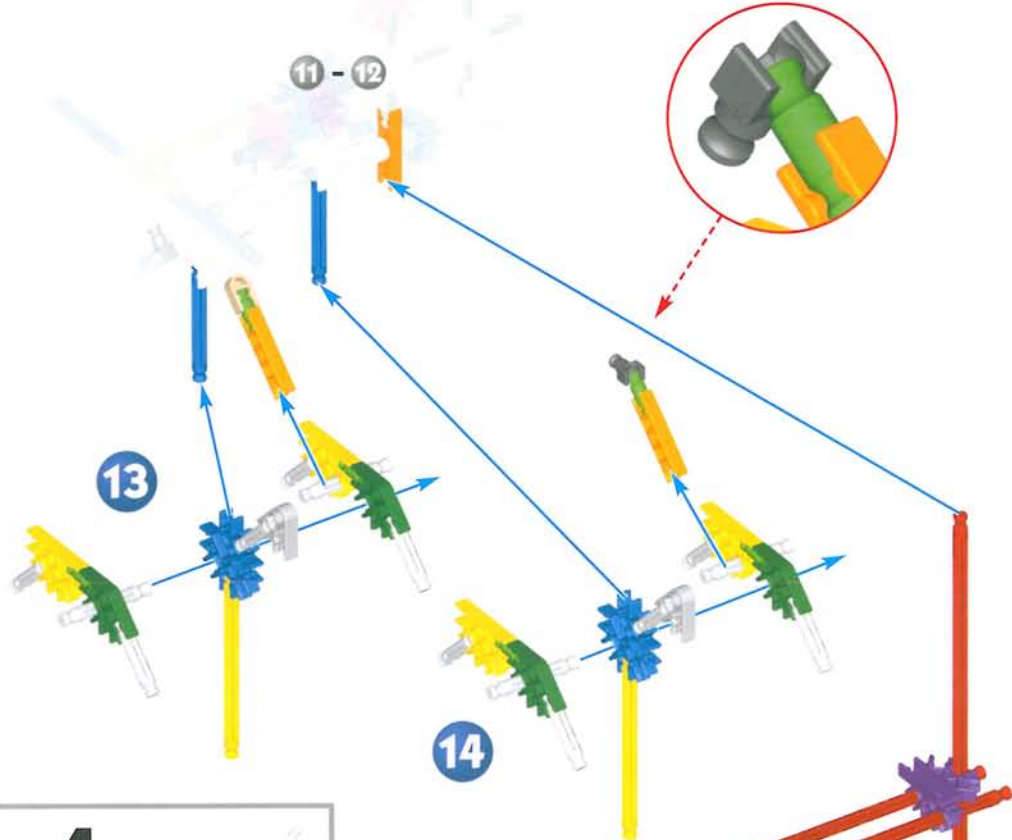
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11



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11 - 12



13

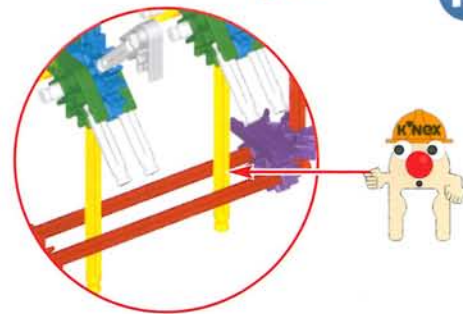
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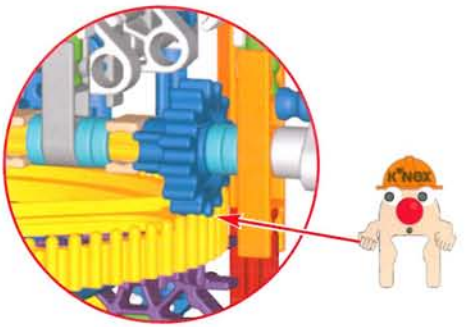
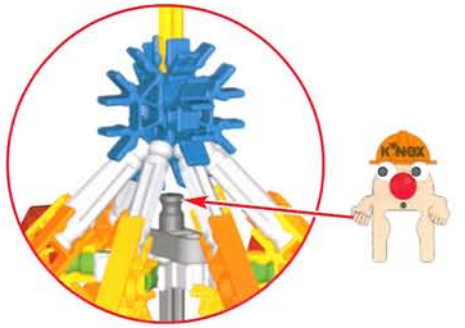
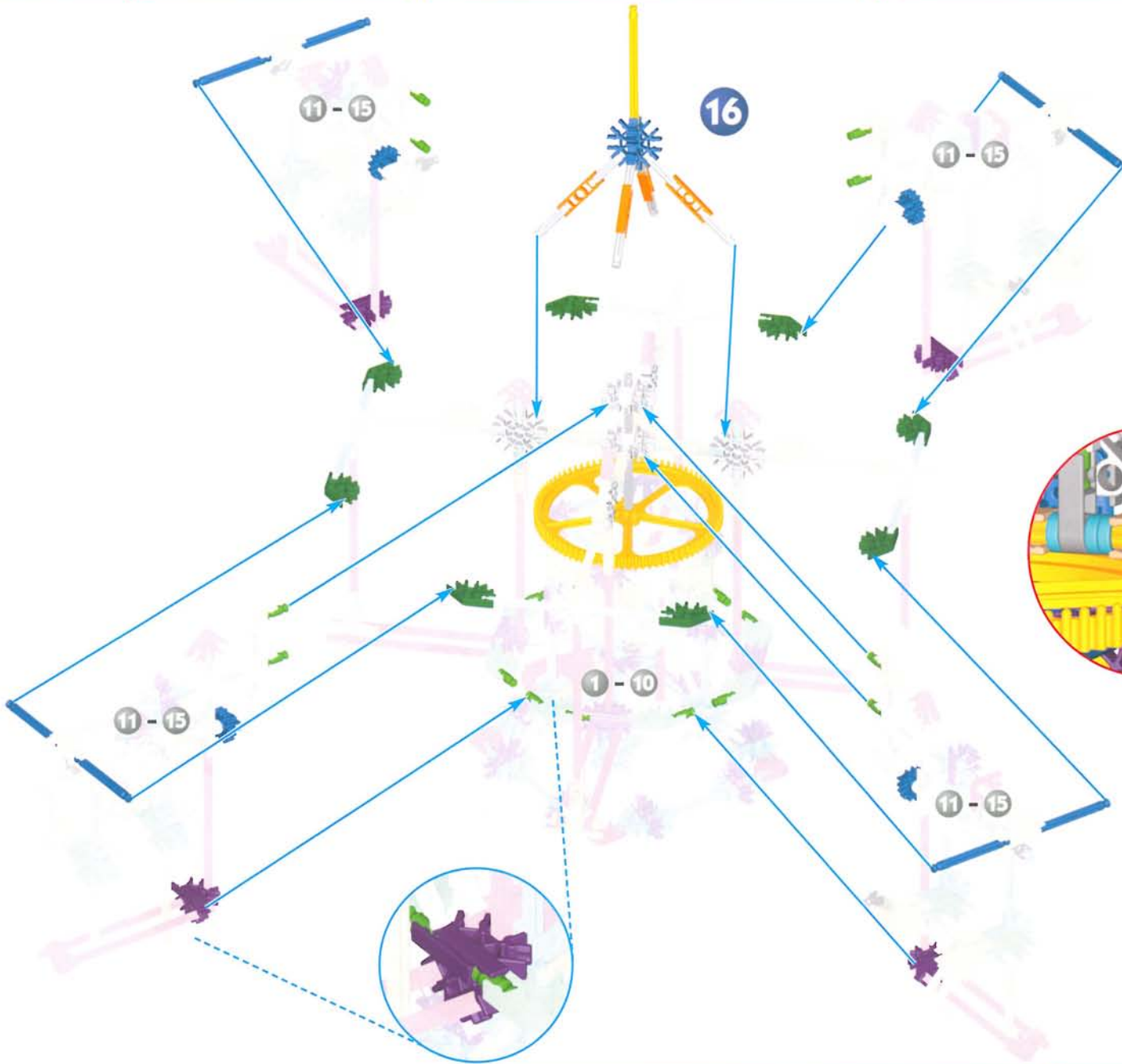
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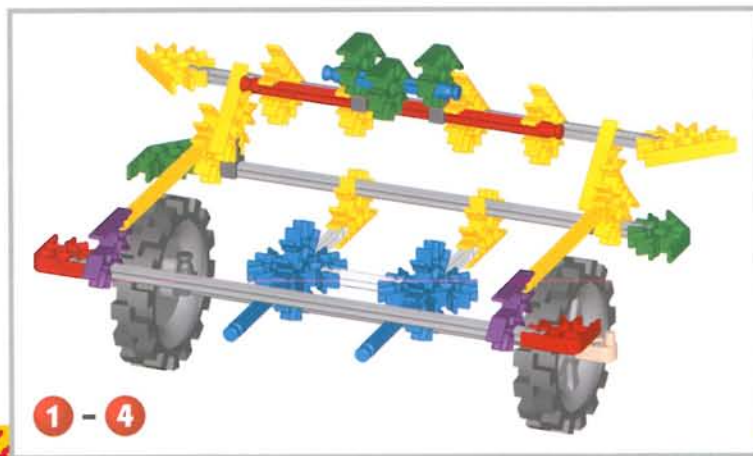
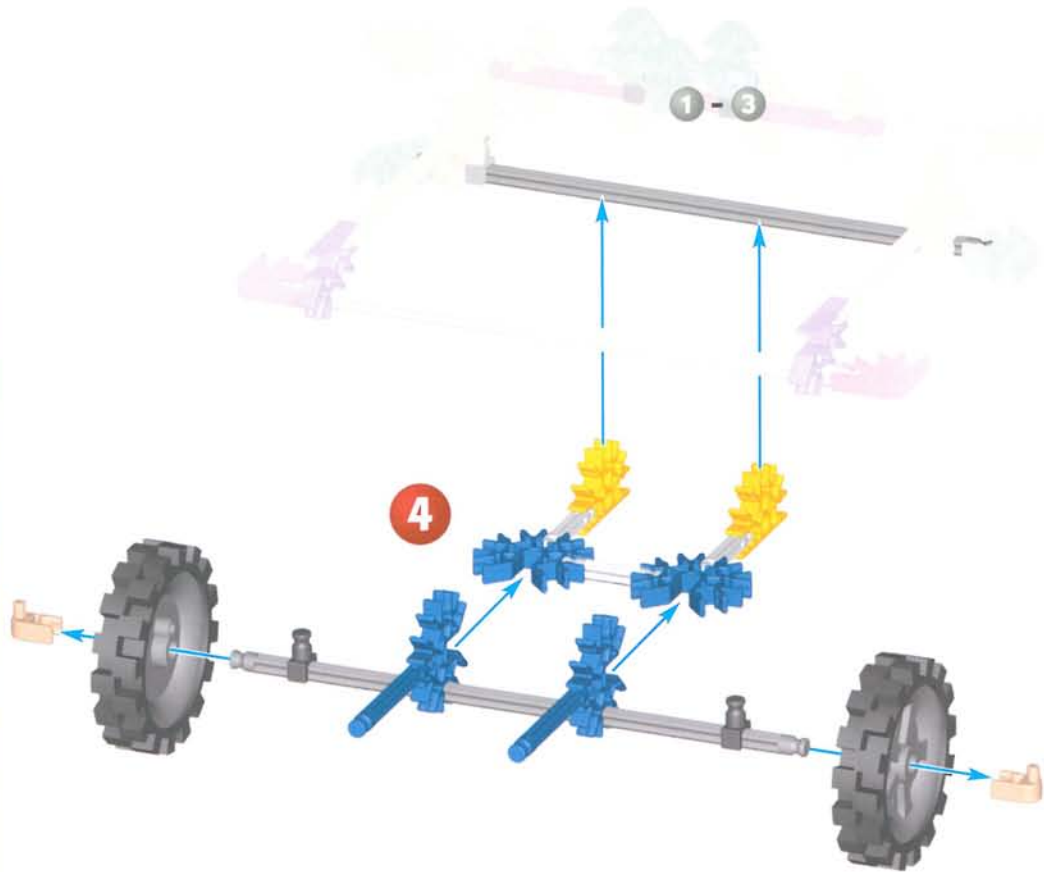
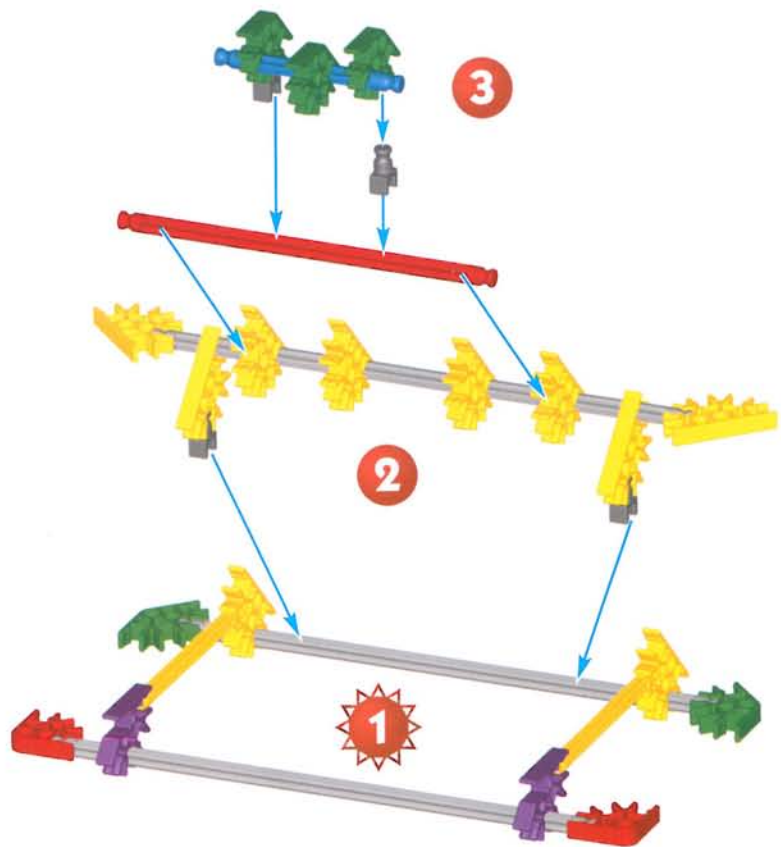
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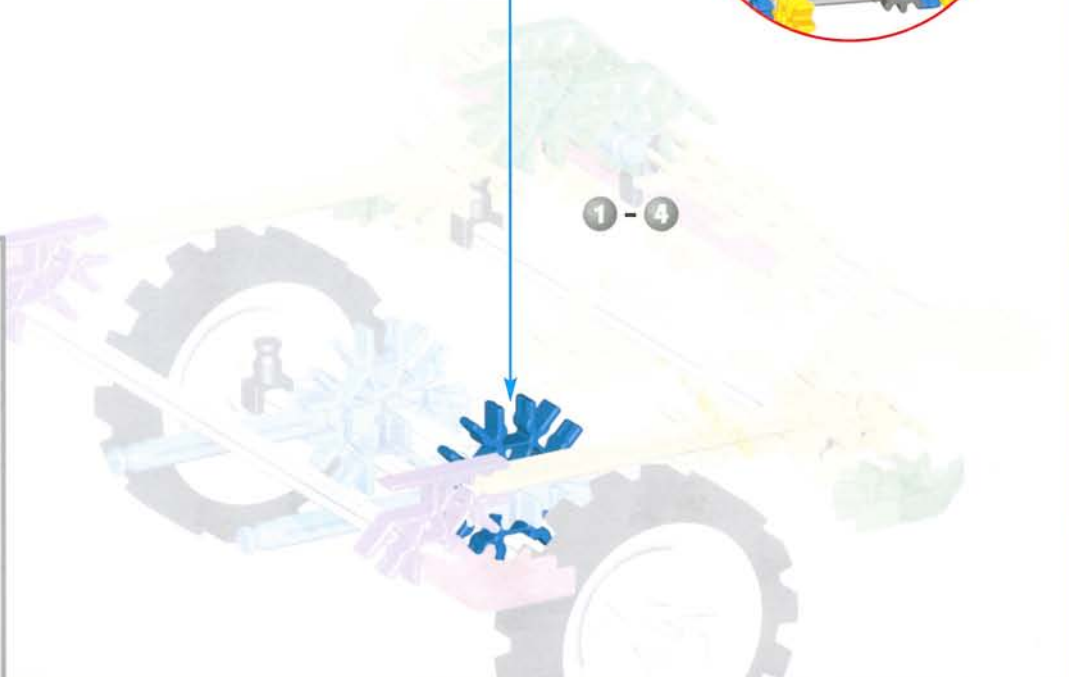
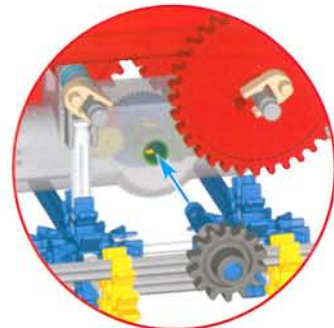
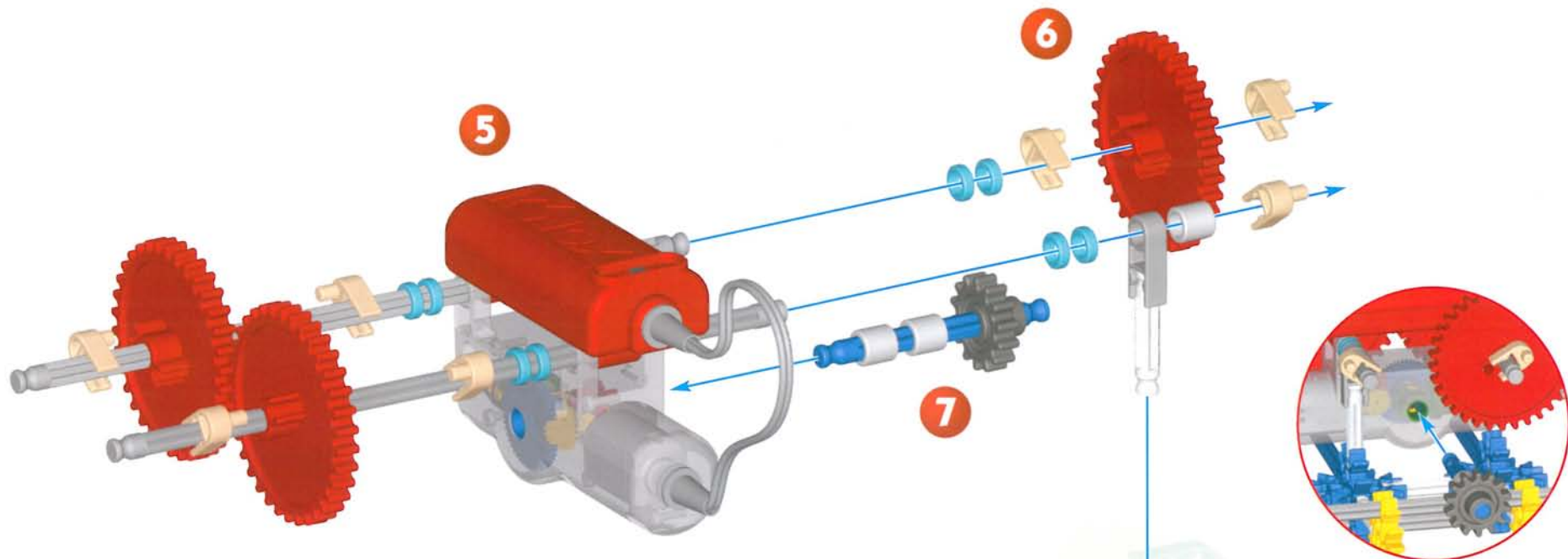
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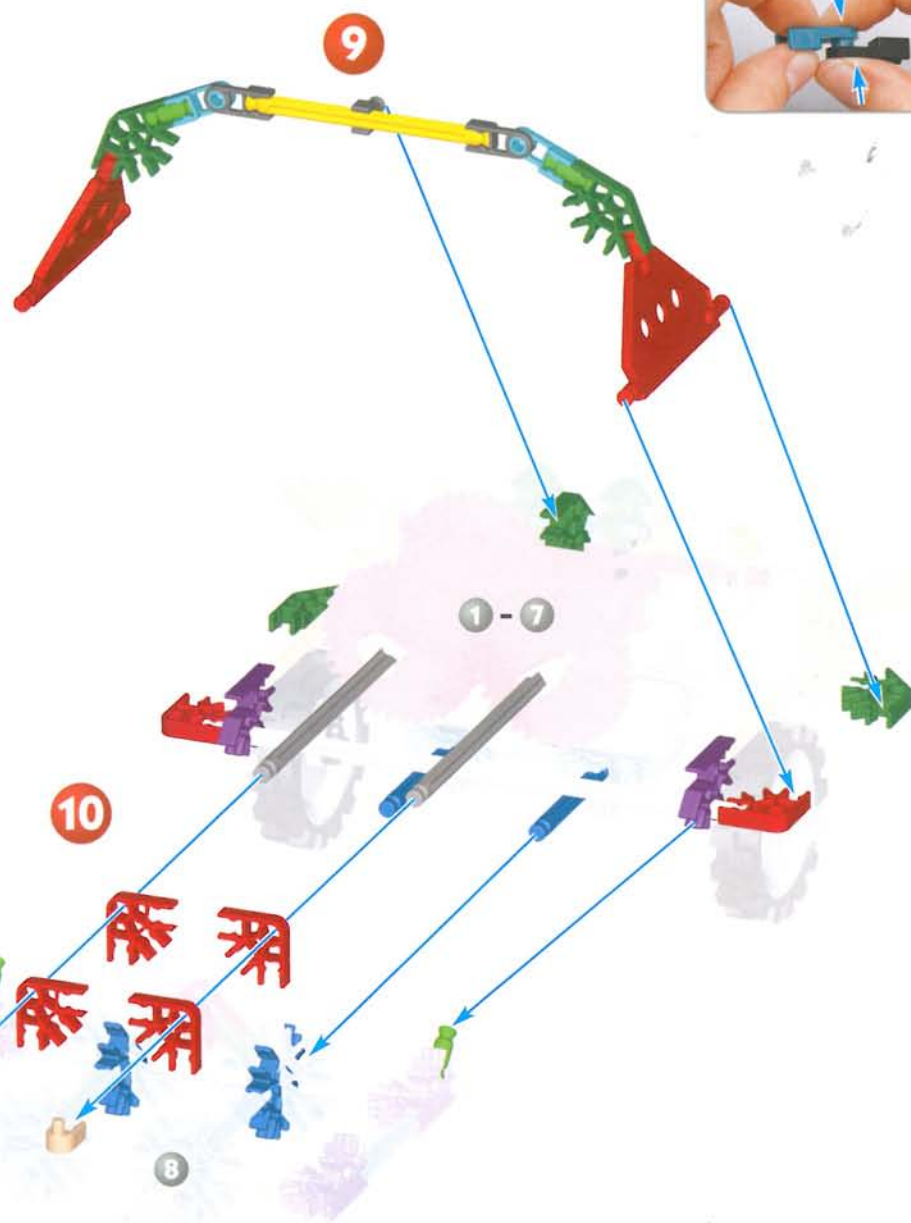
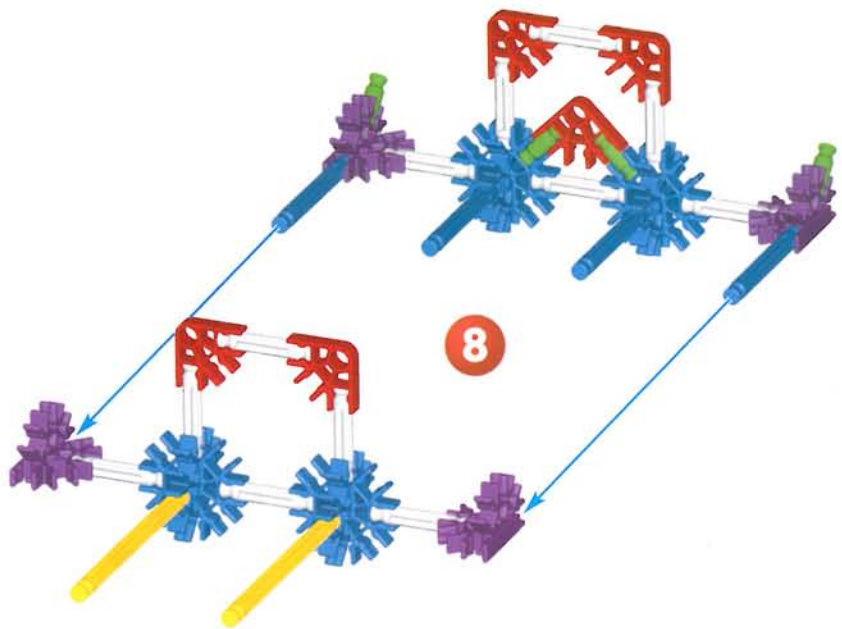


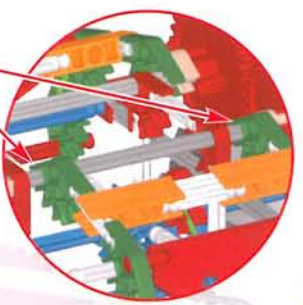


Future Car





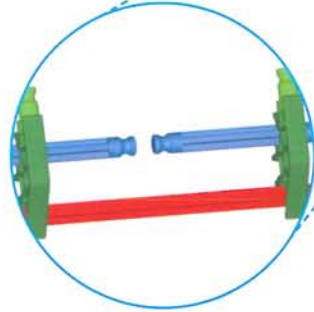




12

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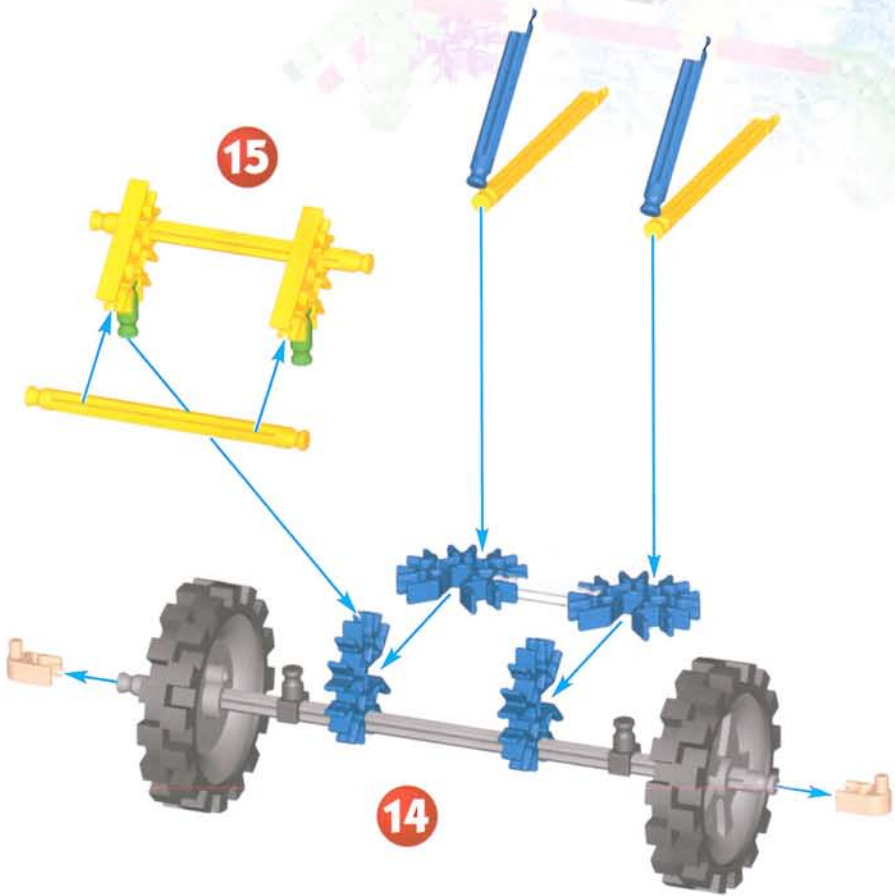


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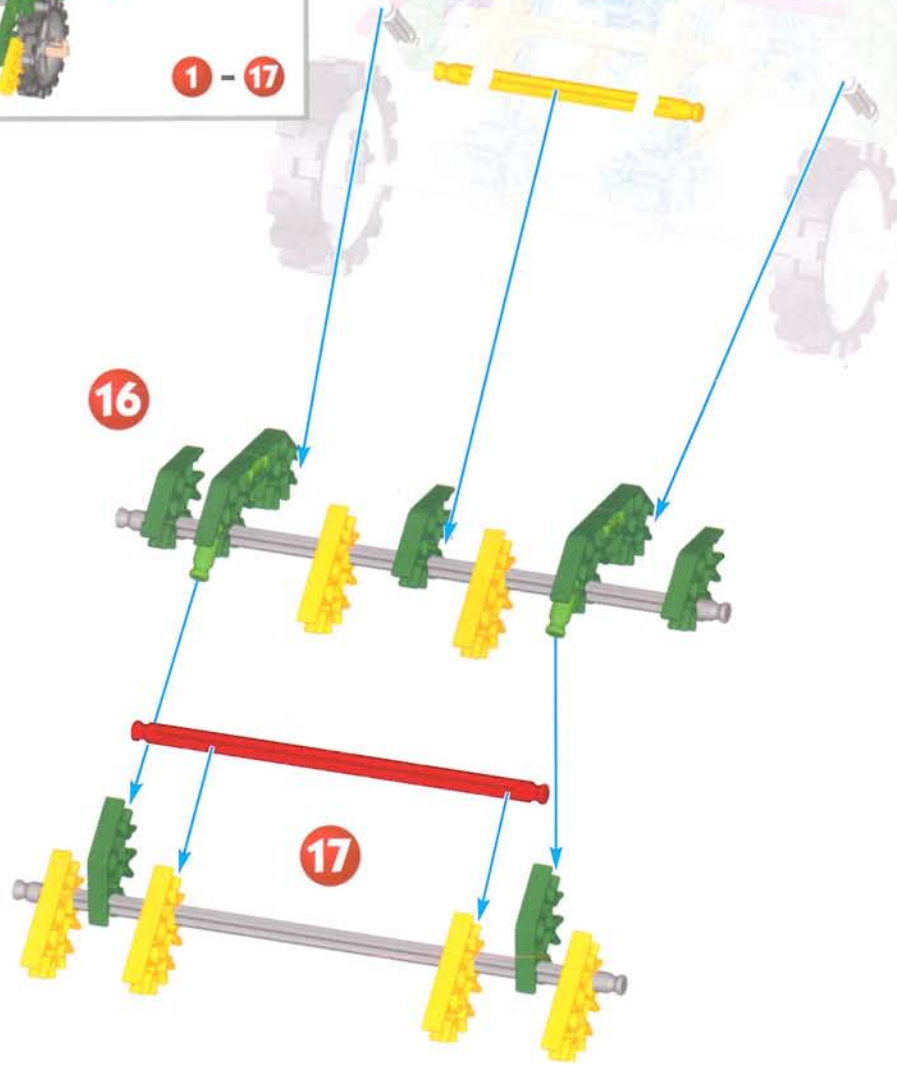




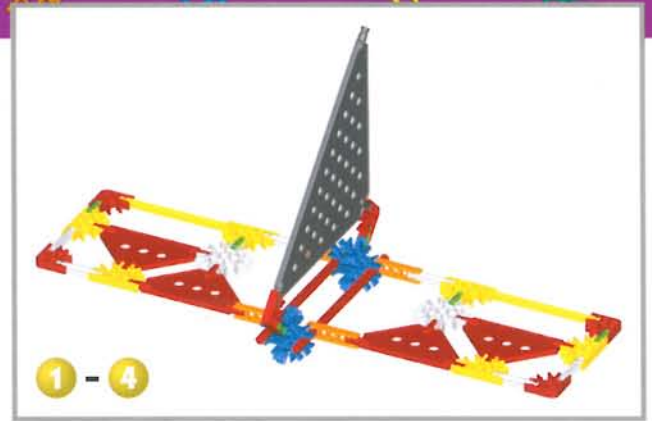
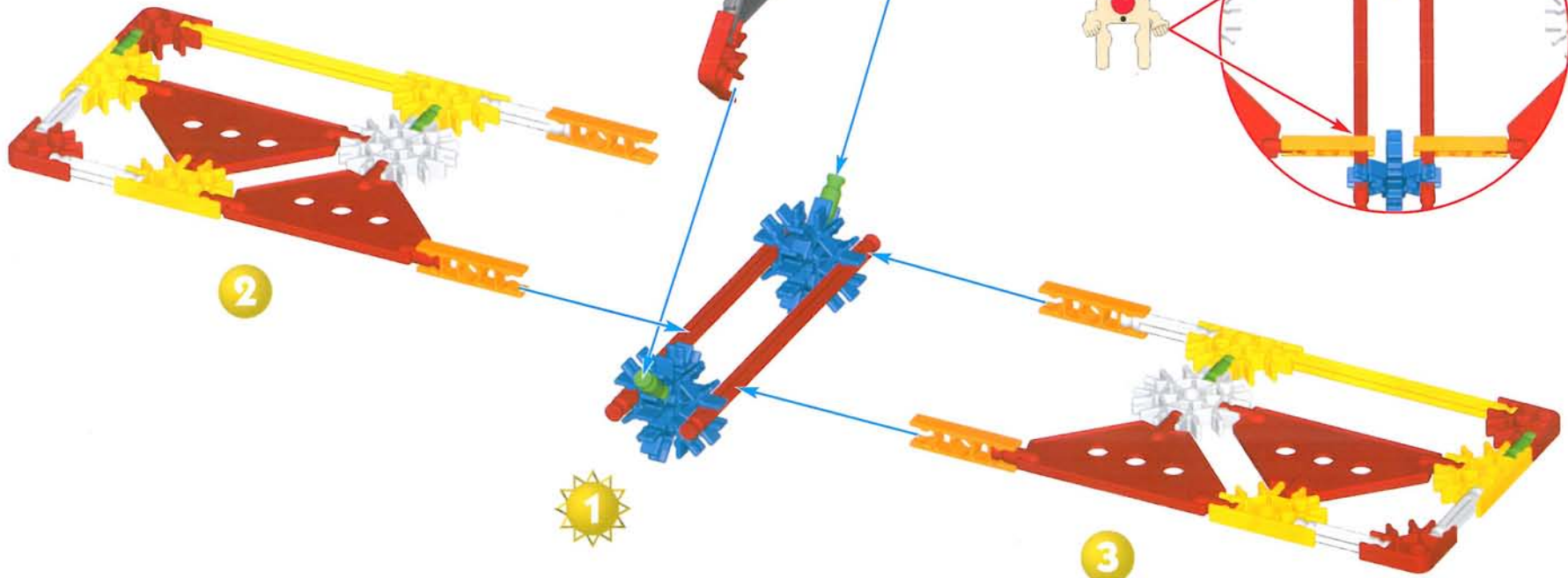
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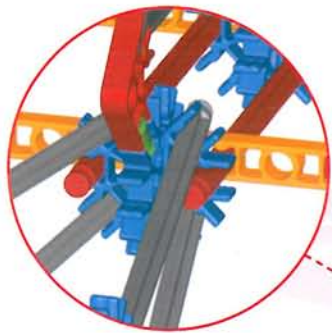


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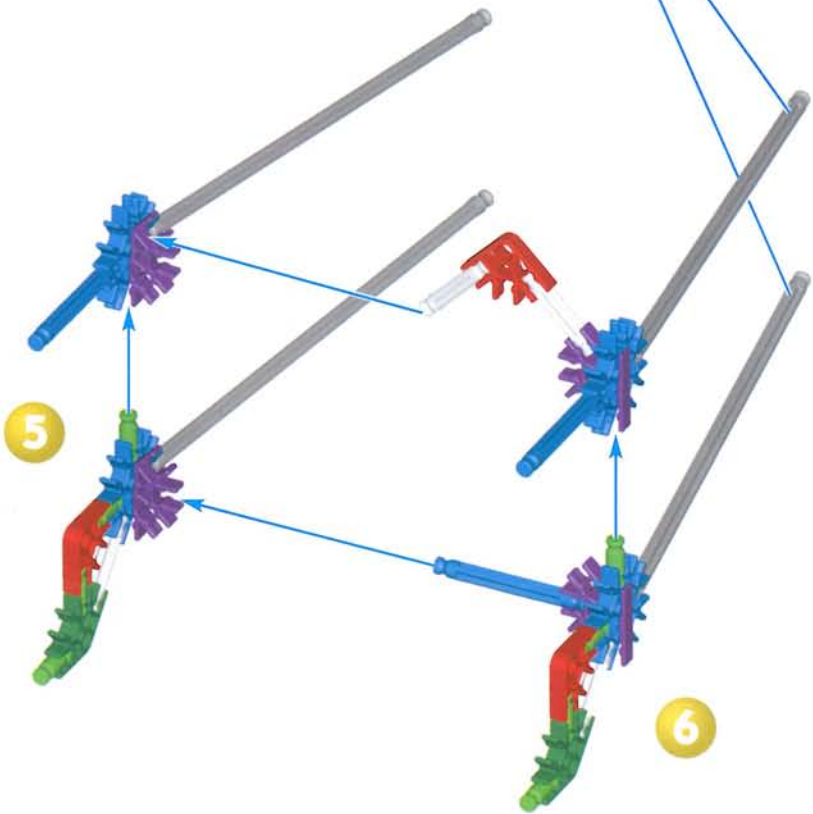


Airplane



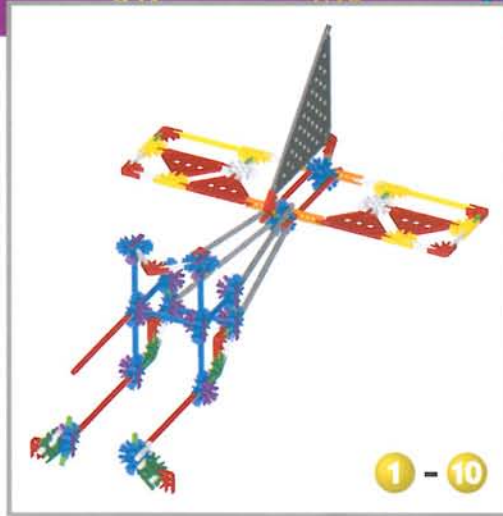


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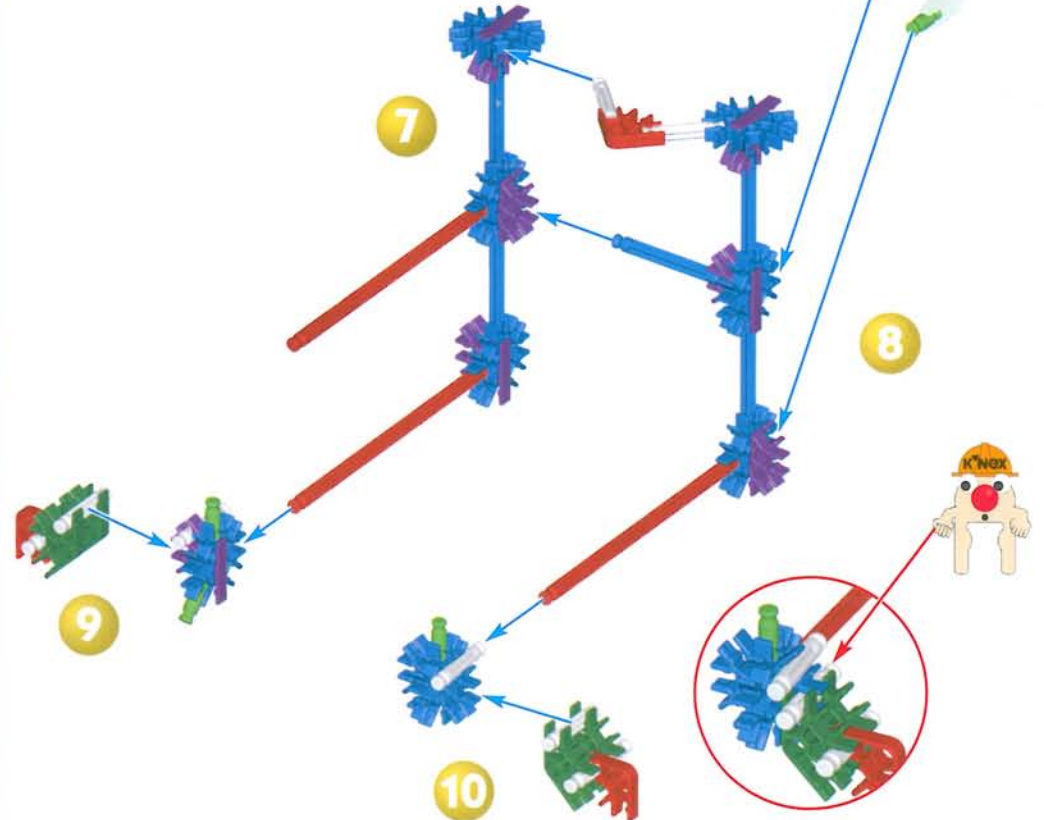
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1 - 6

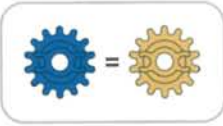
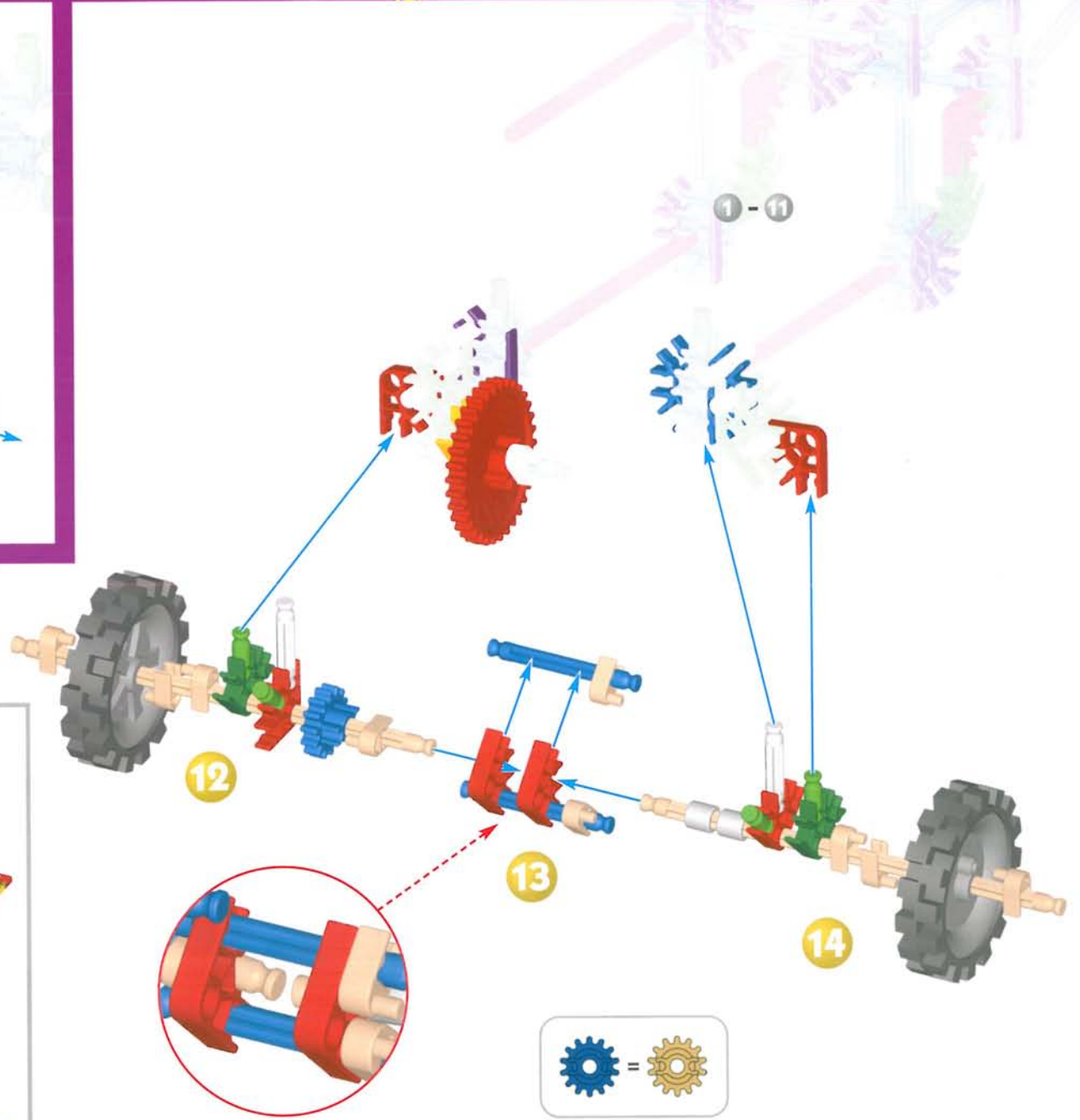
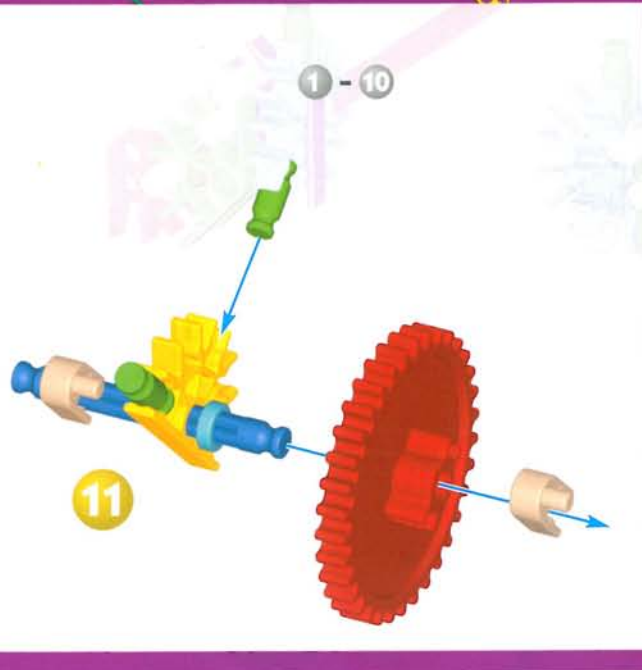


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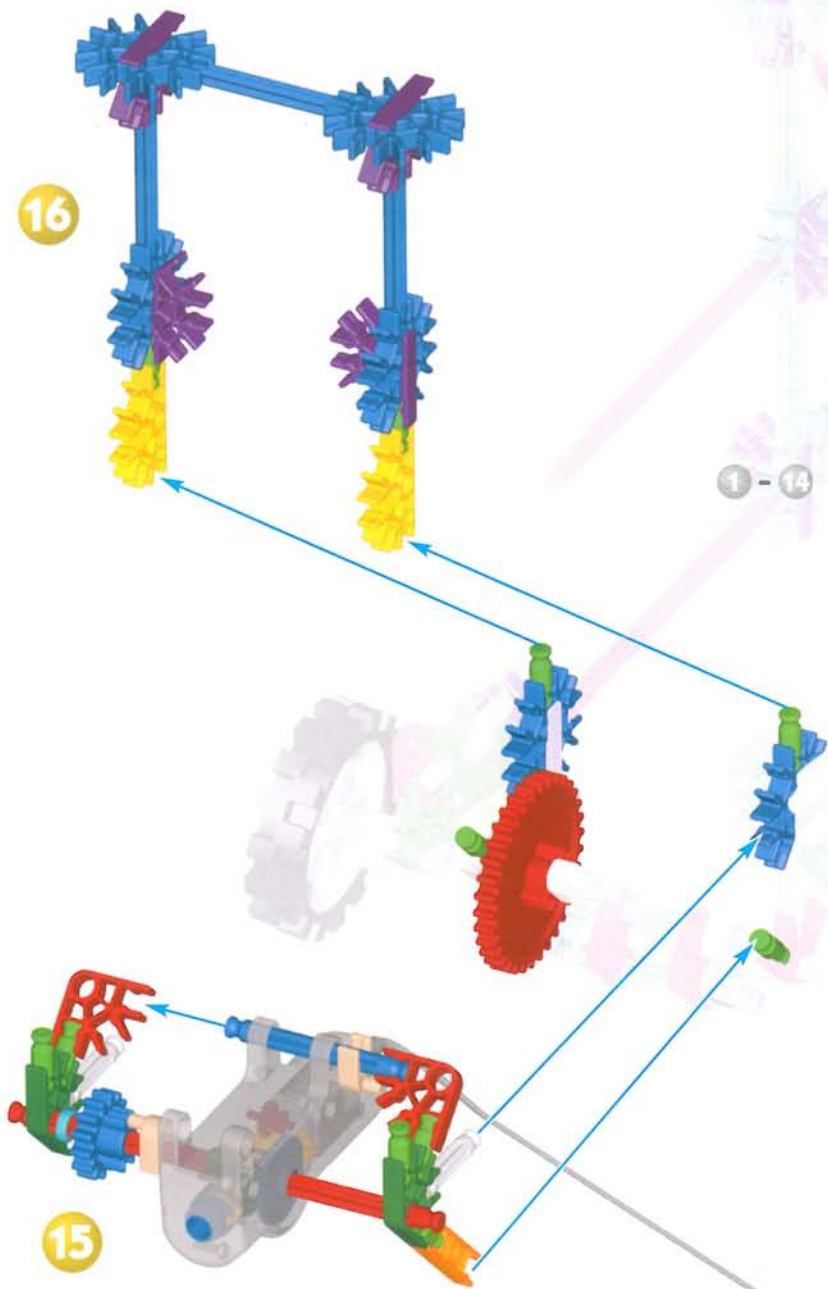
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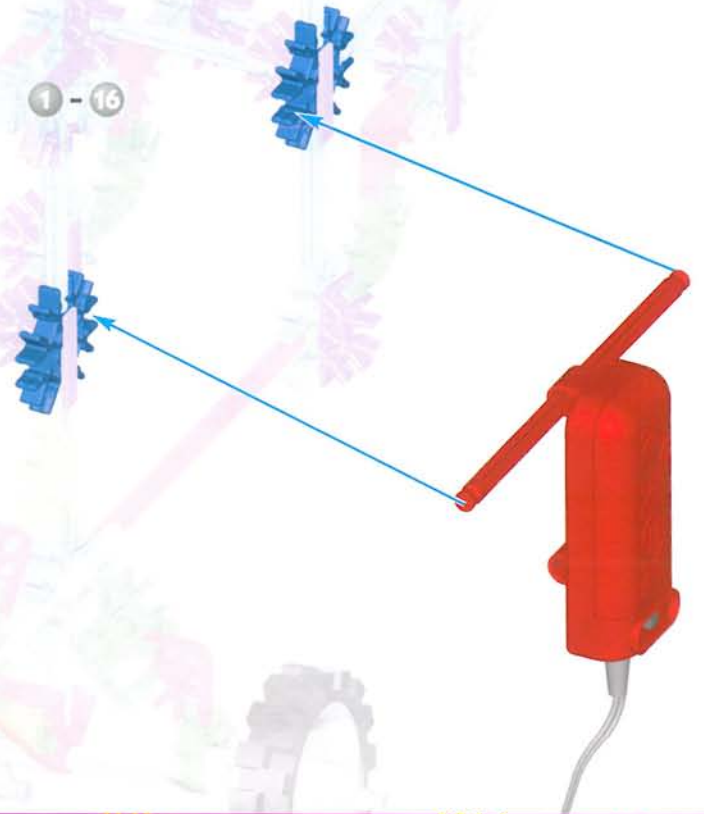
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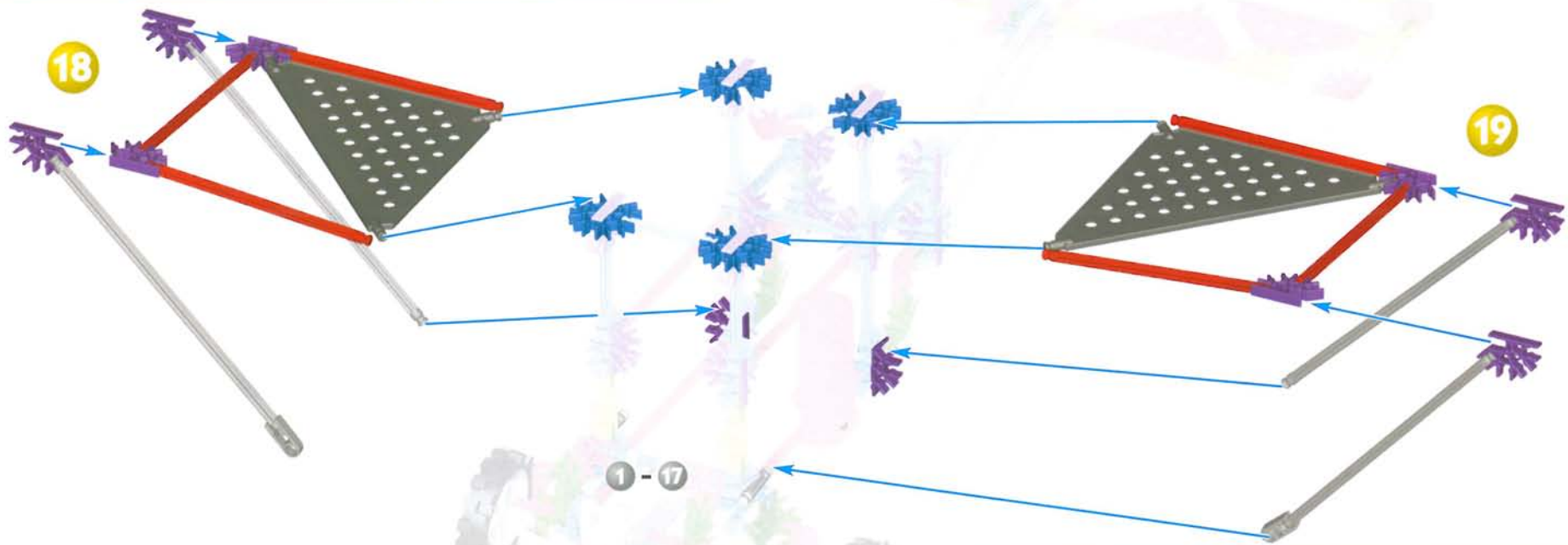


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1 - 16

17





Picture Missing

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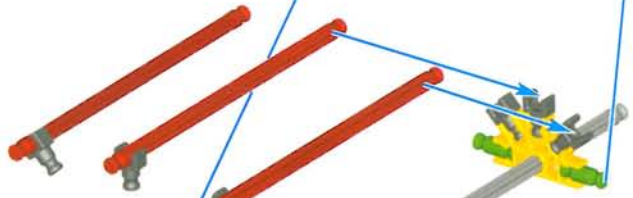
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23



1 - 24
Picture Missing



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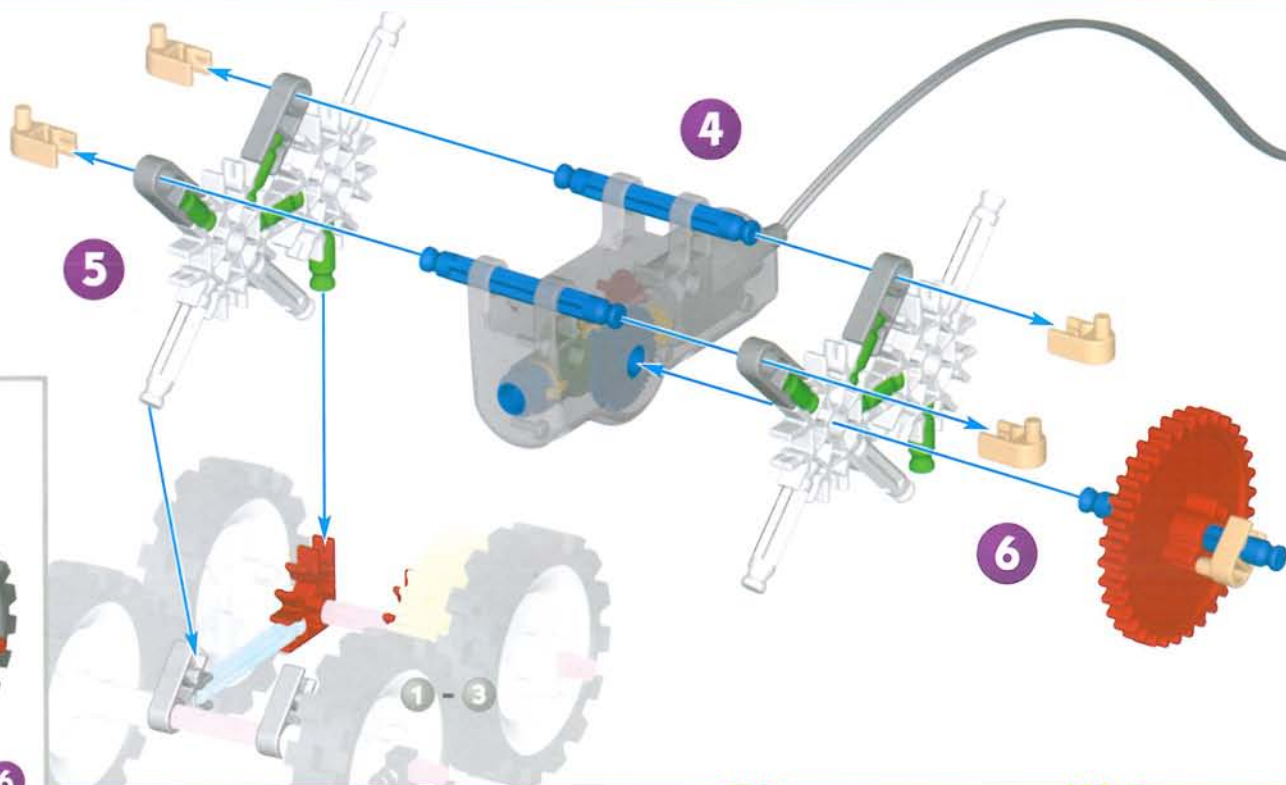
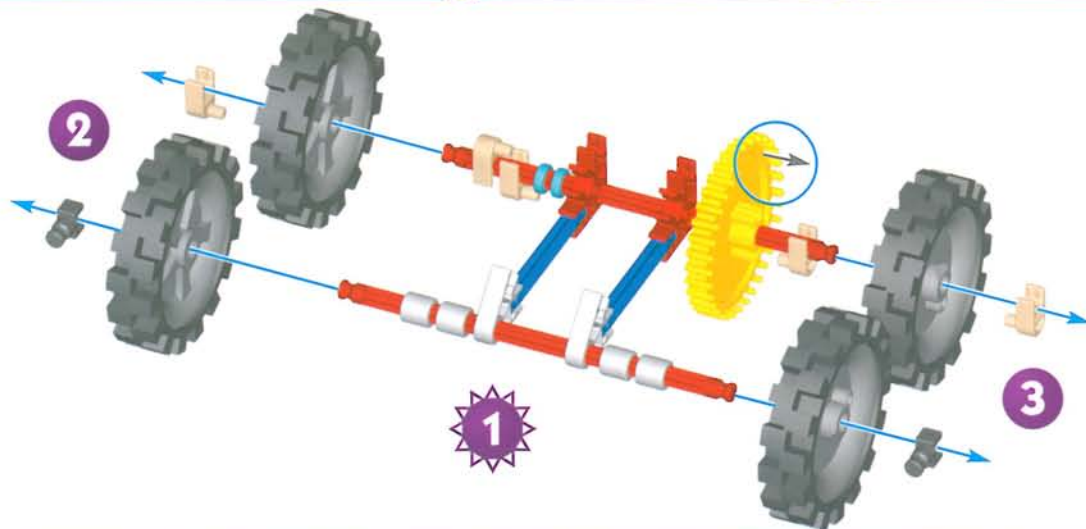
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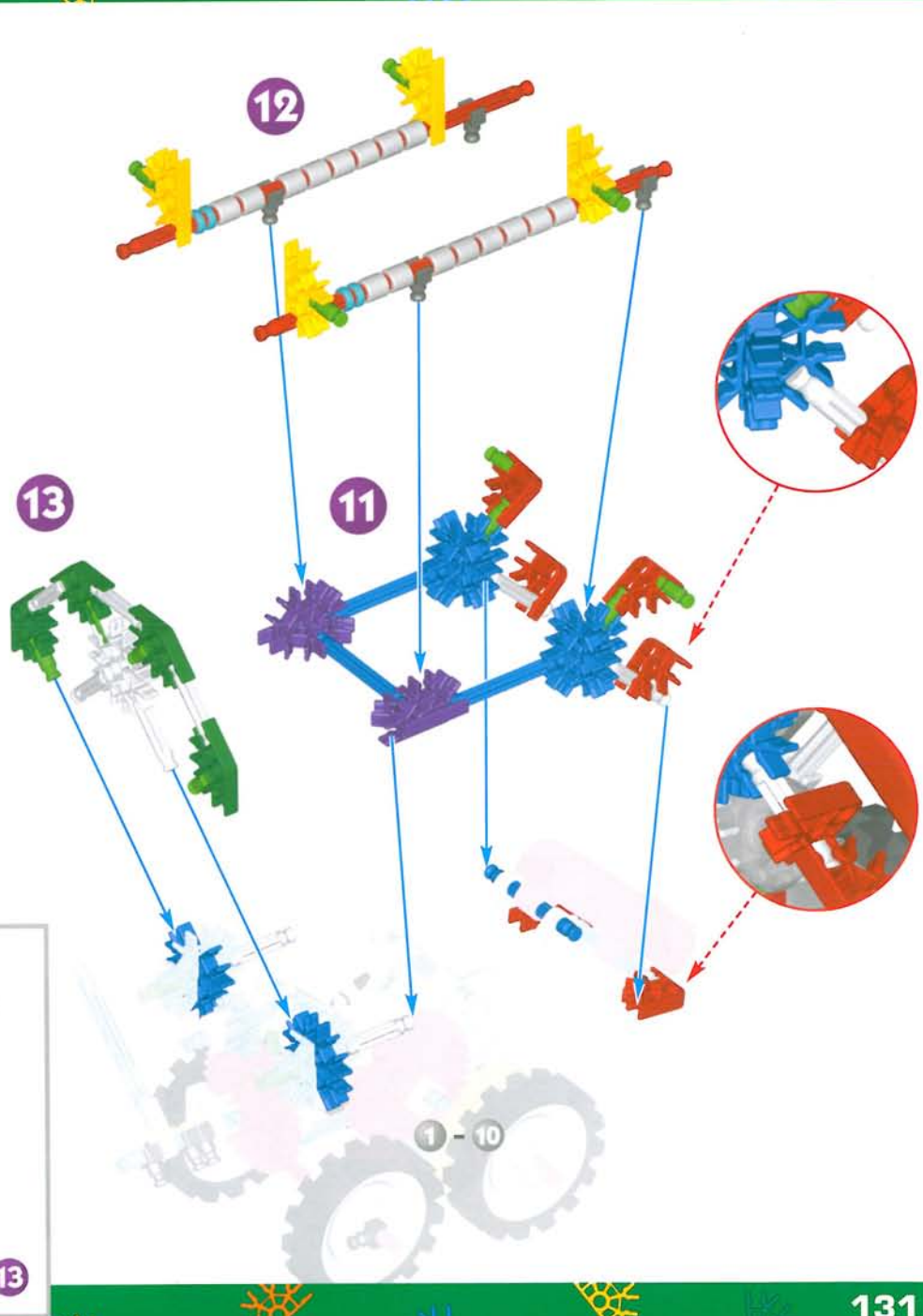
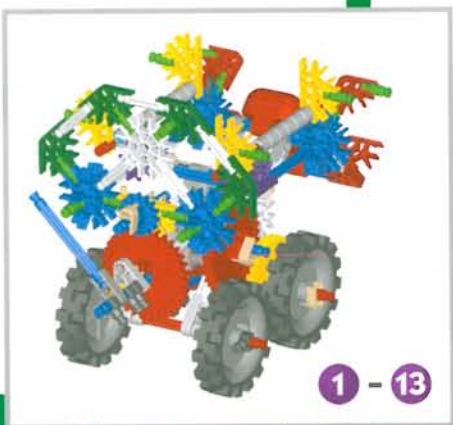
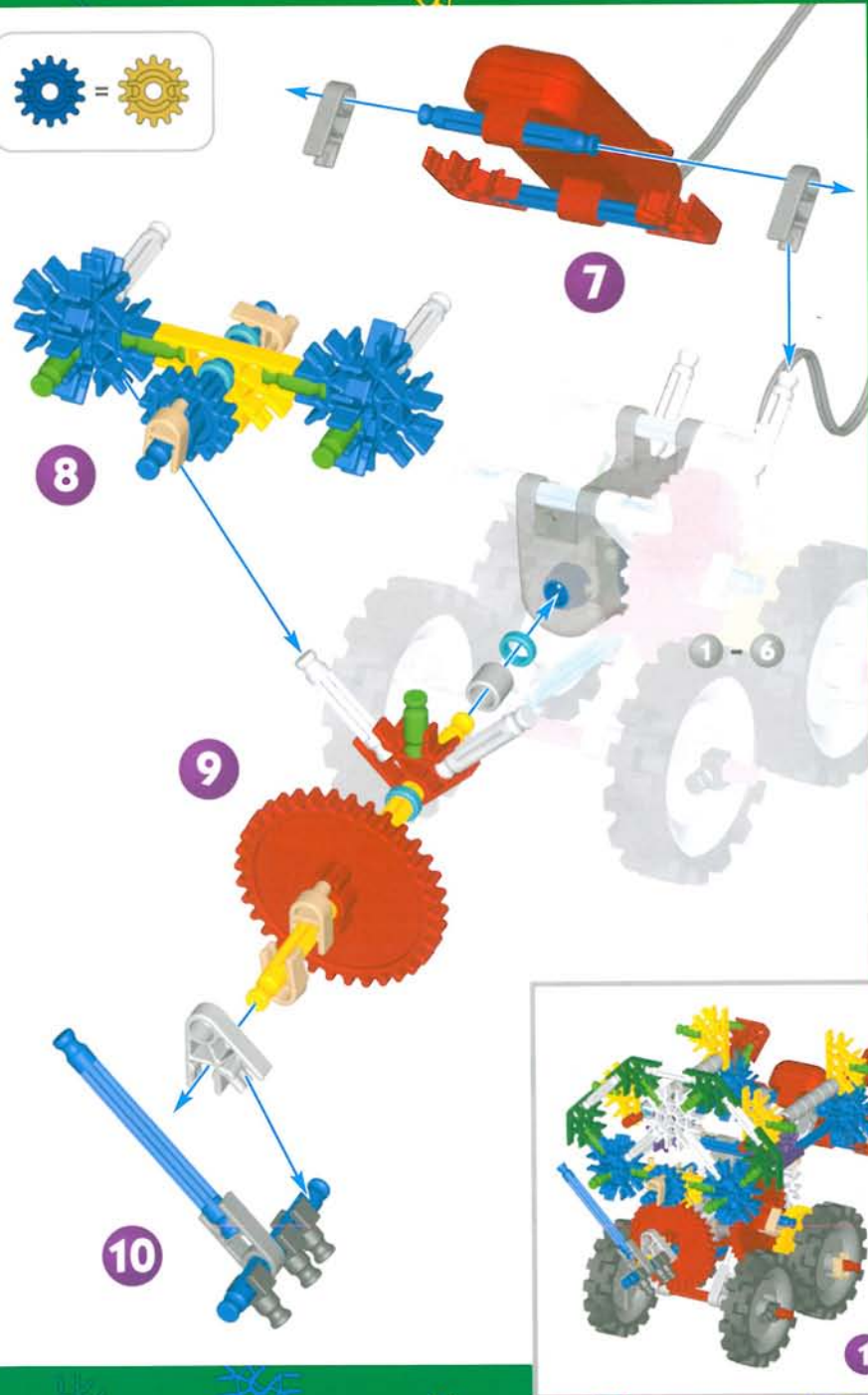


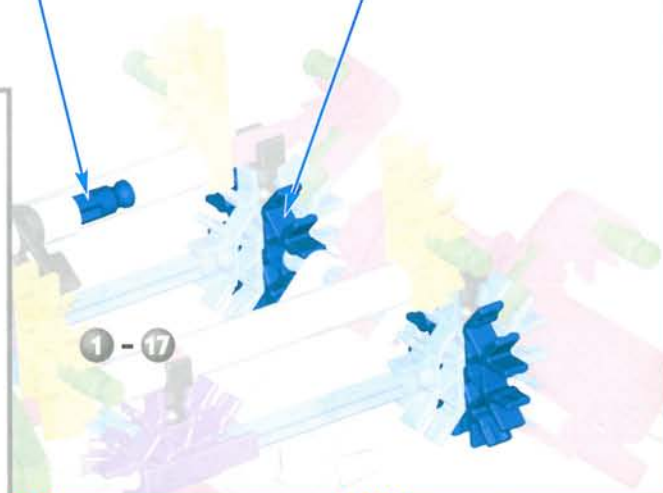
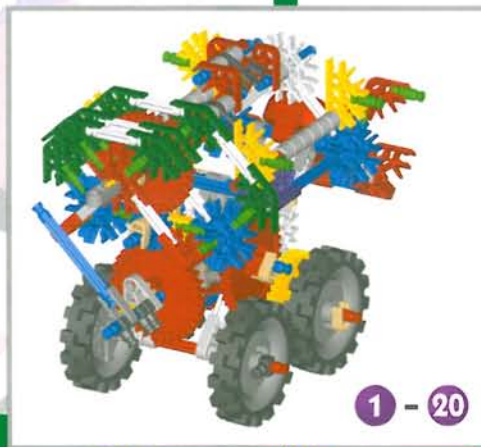
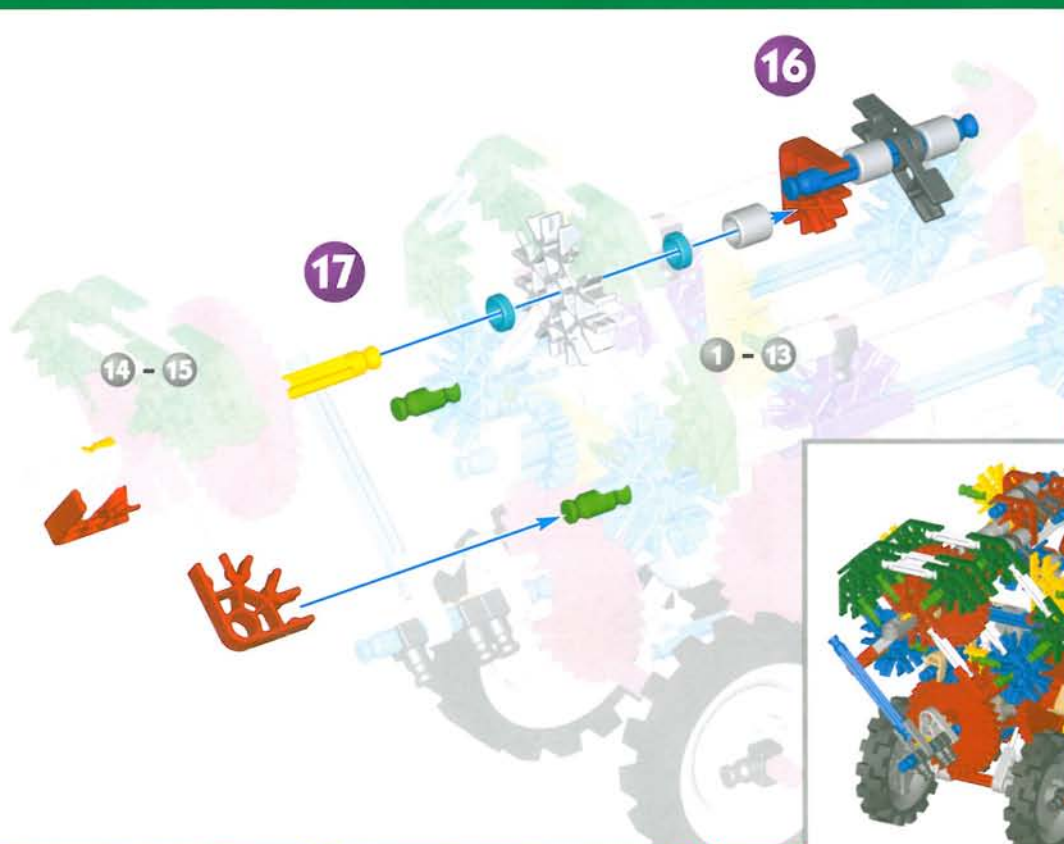
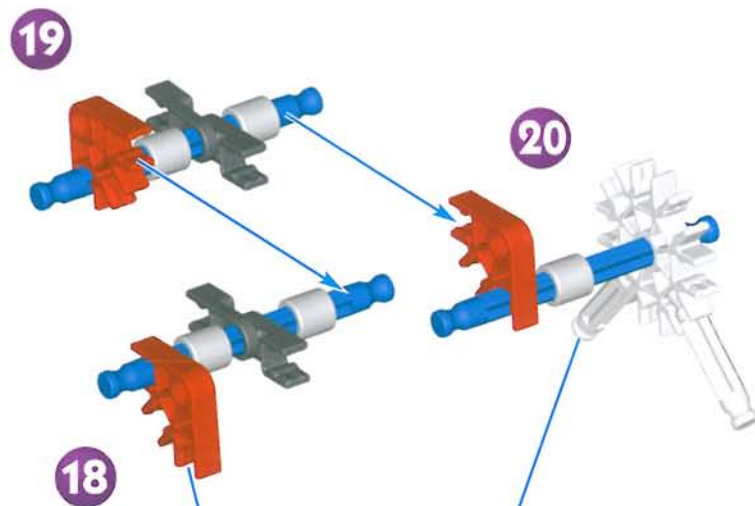
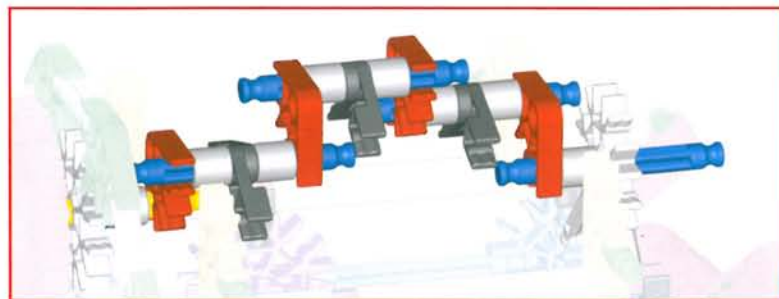
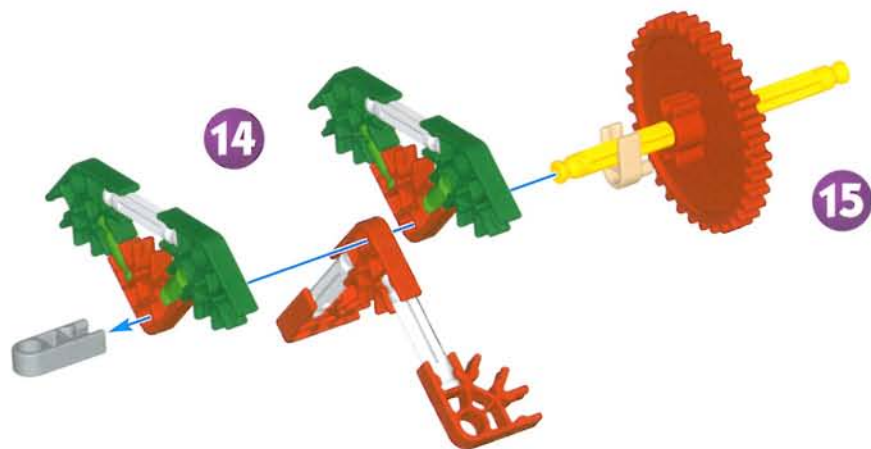
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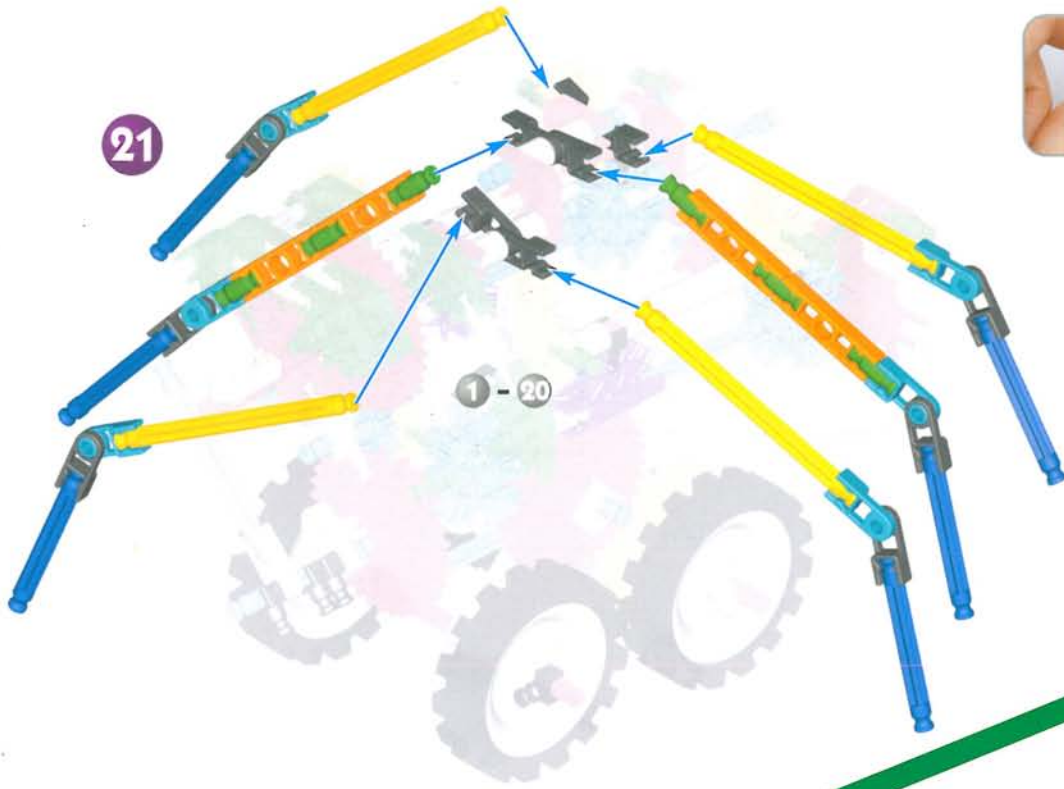


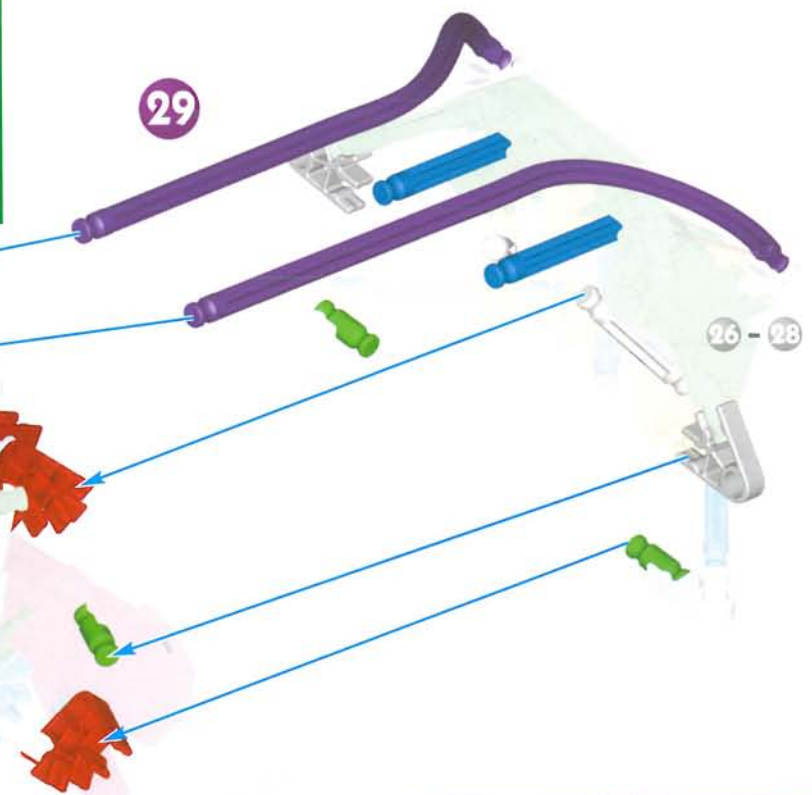
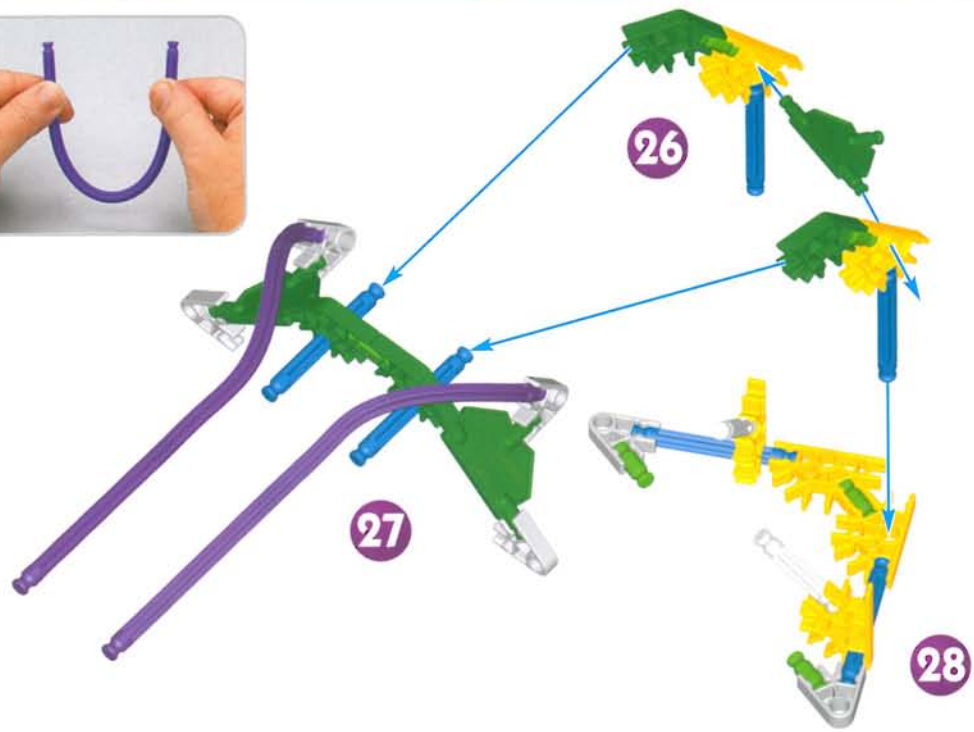
Beetle

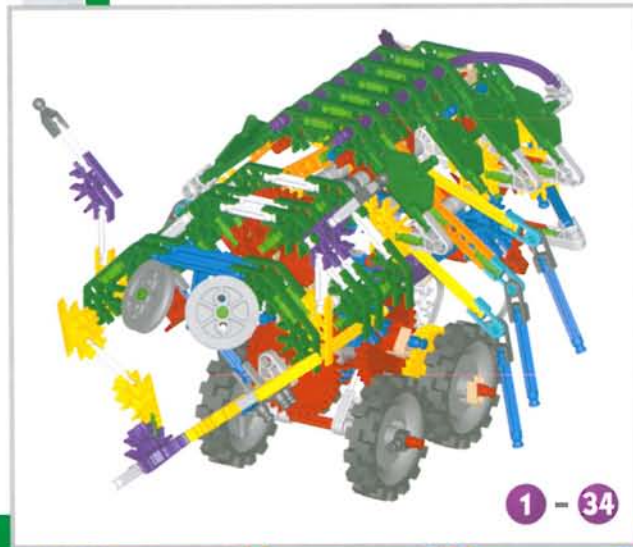




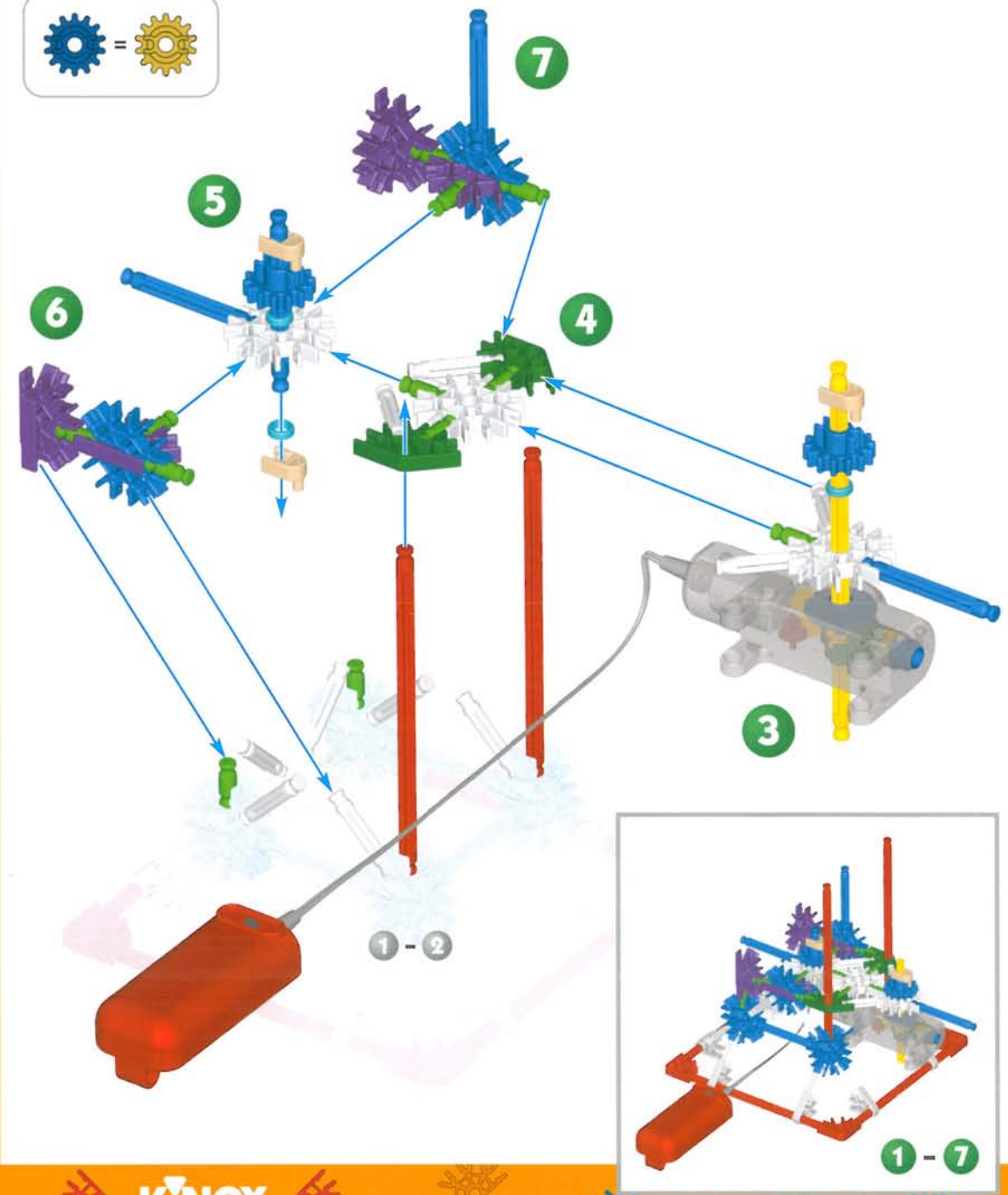
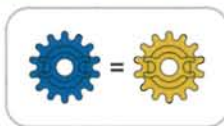
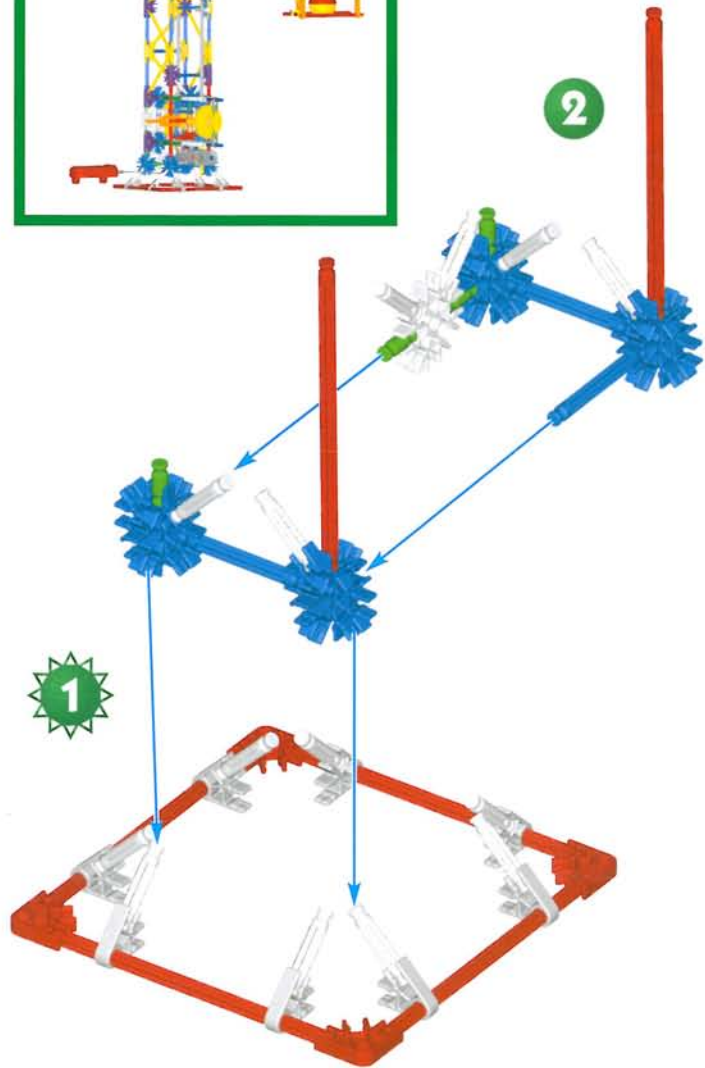


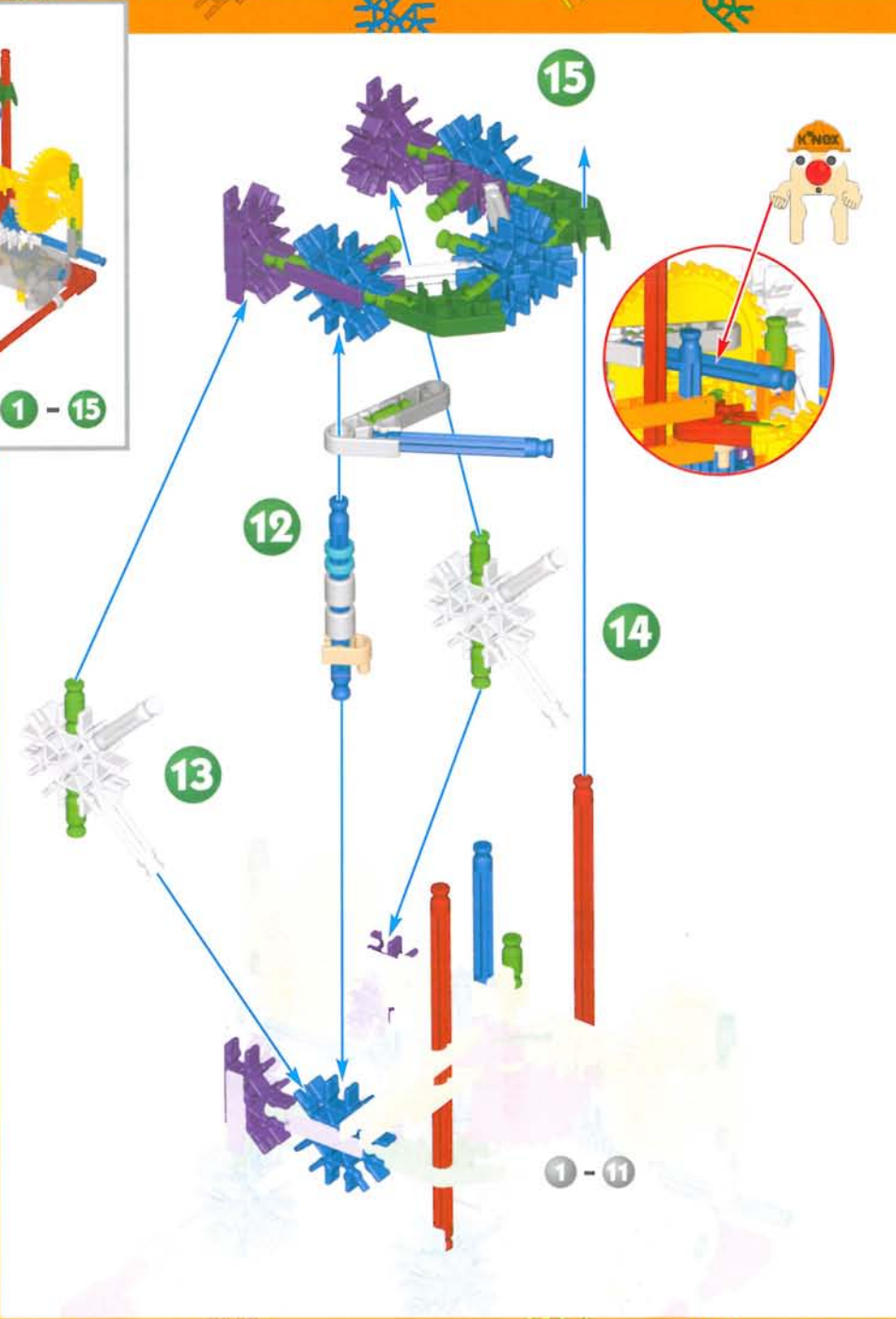
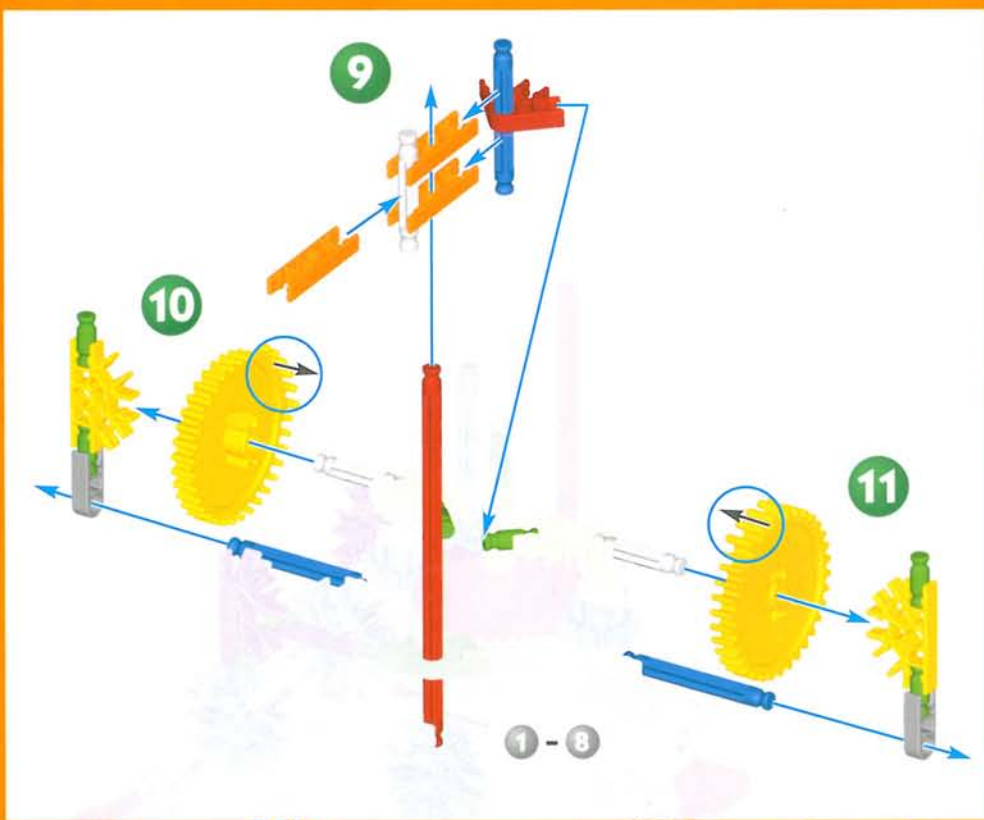
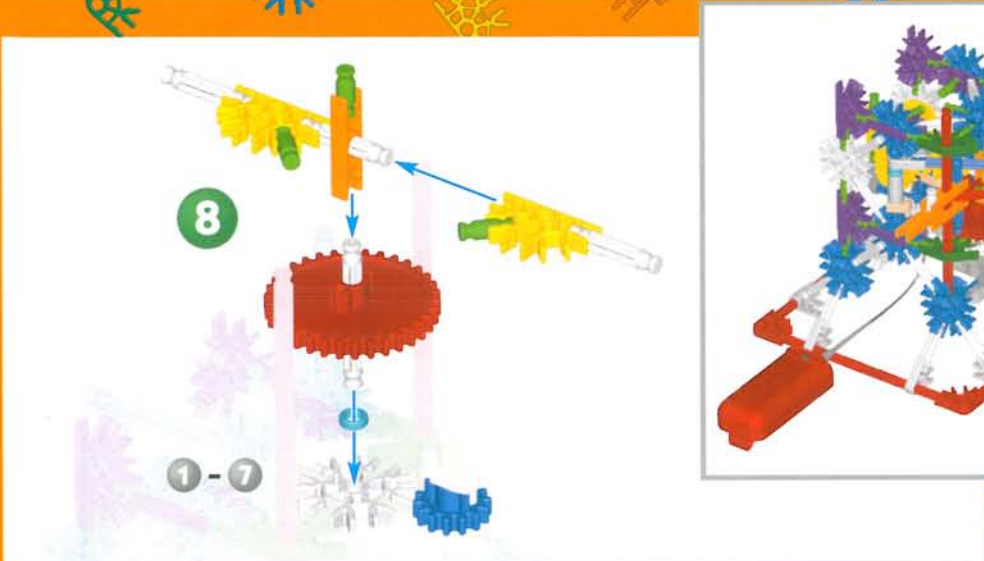


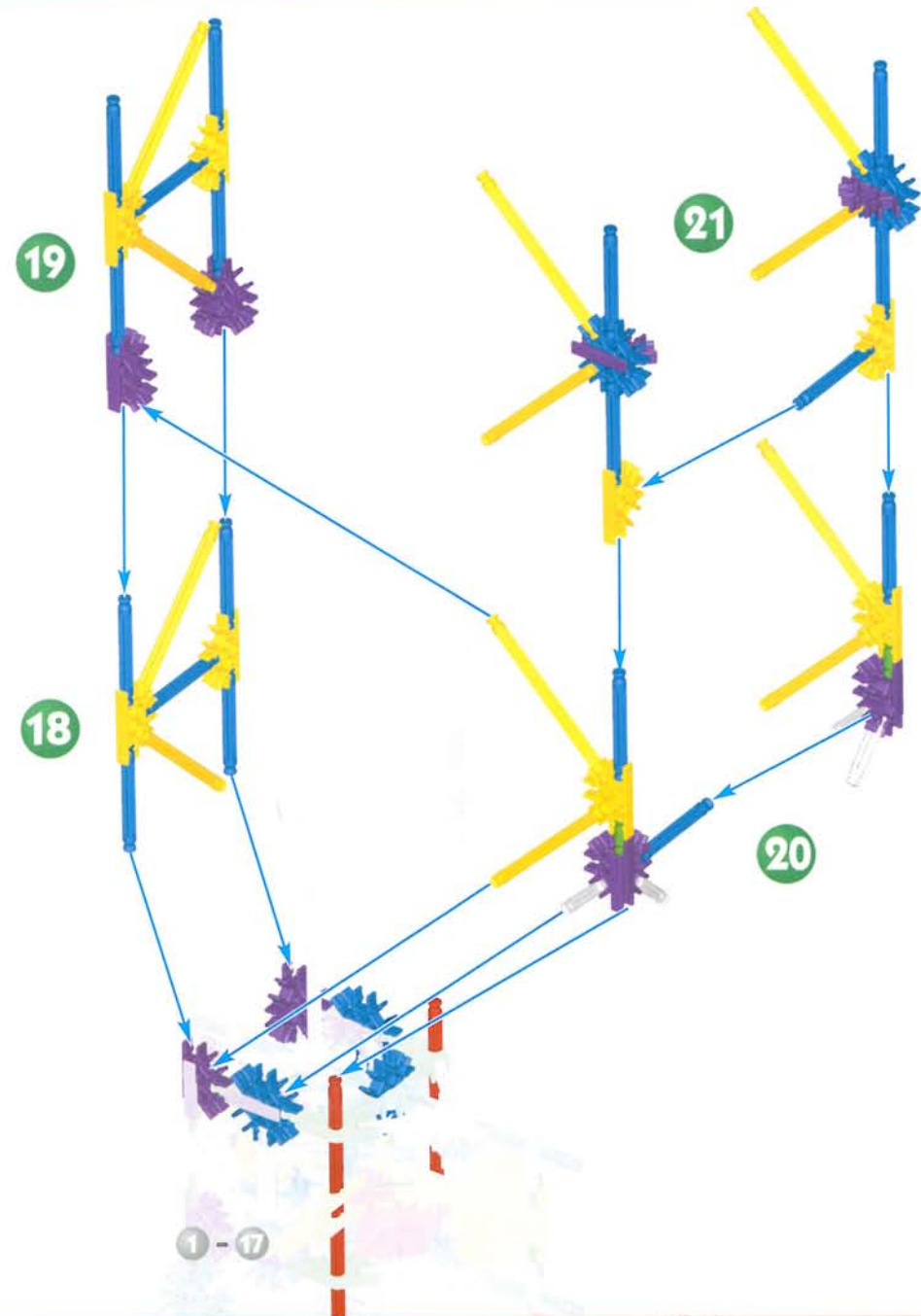
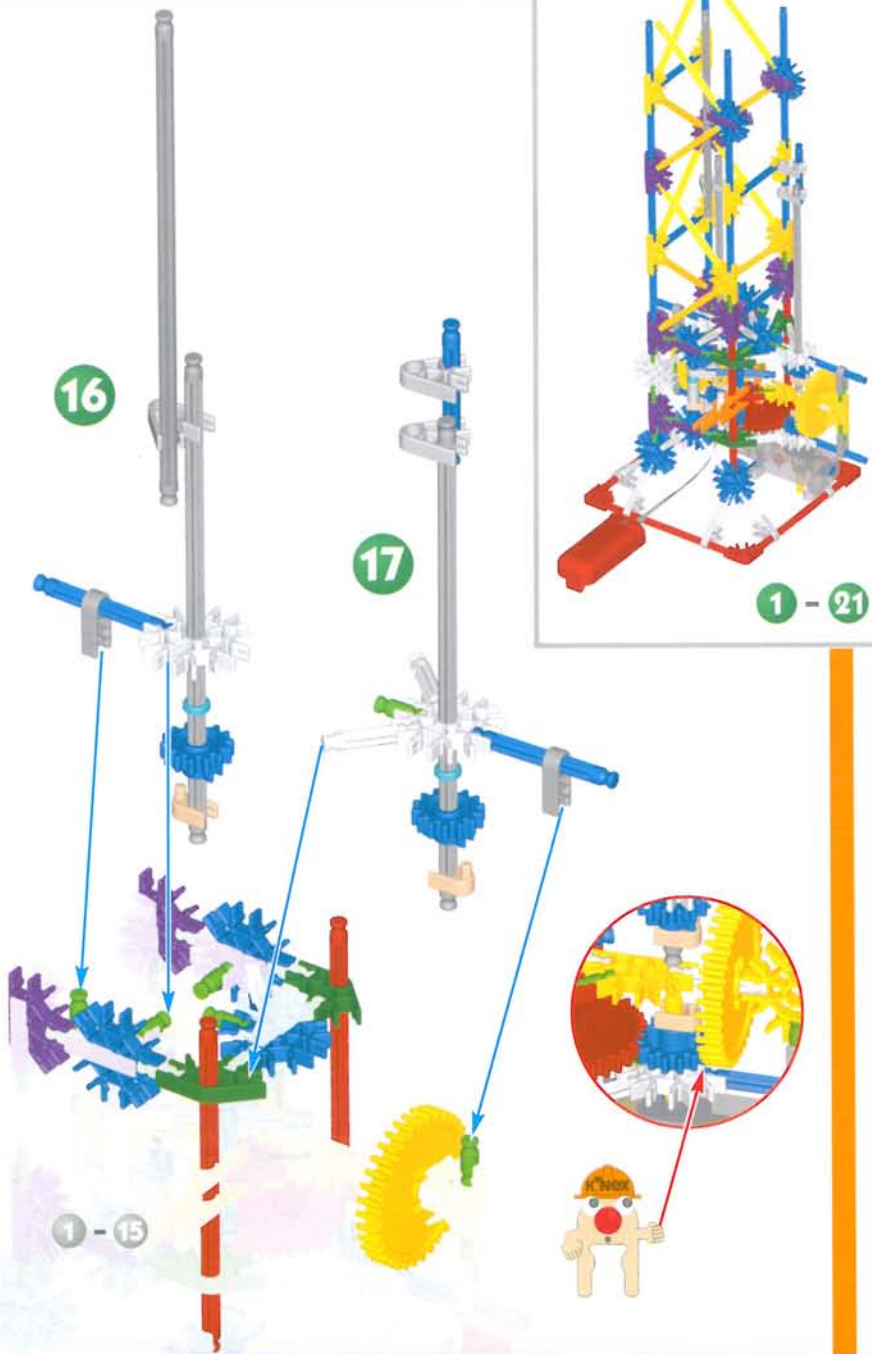




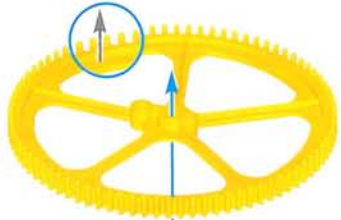
Crane



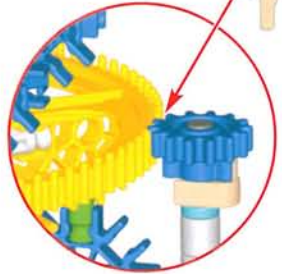
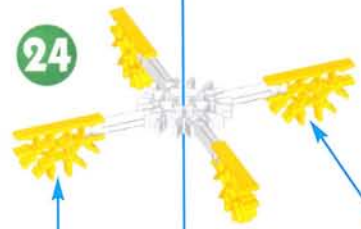




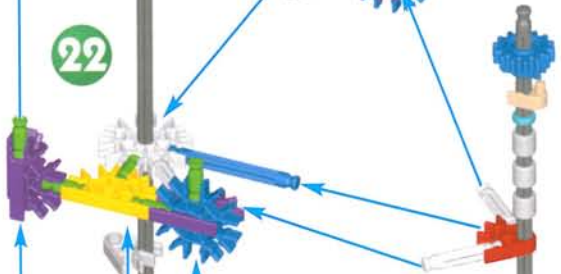
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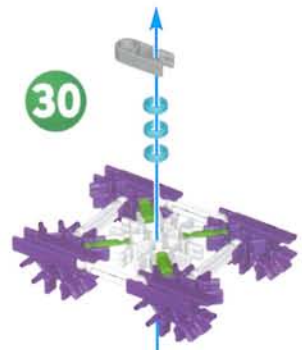


23



1 - 30

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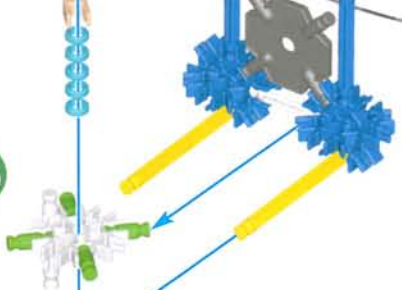


29



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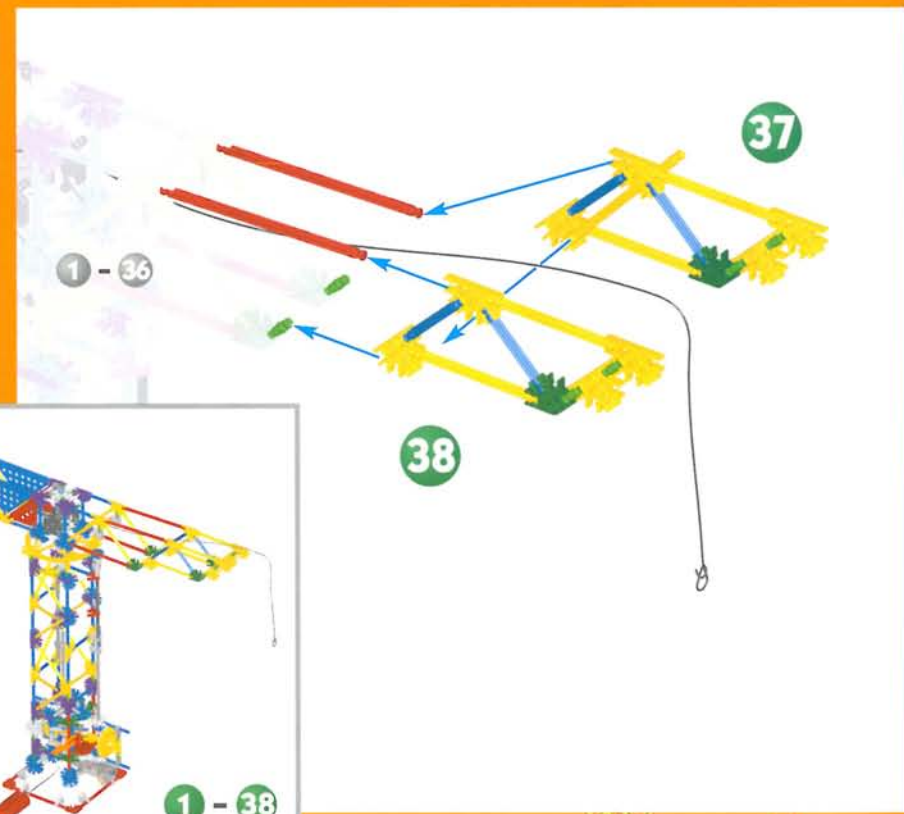
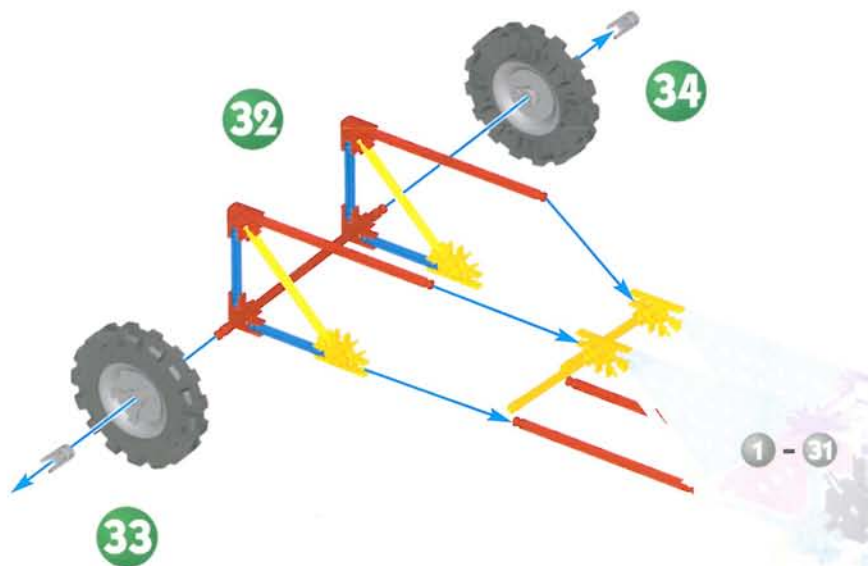
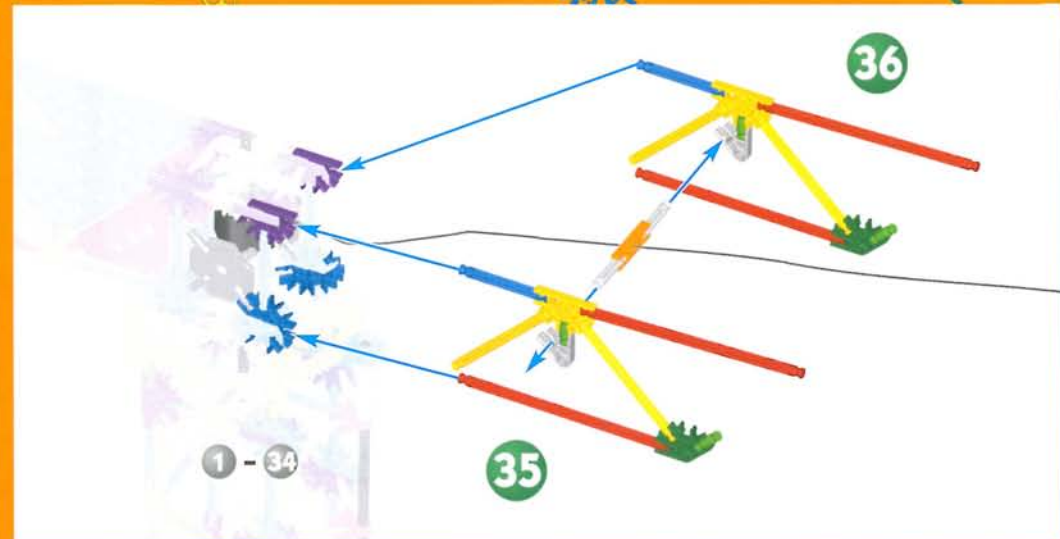
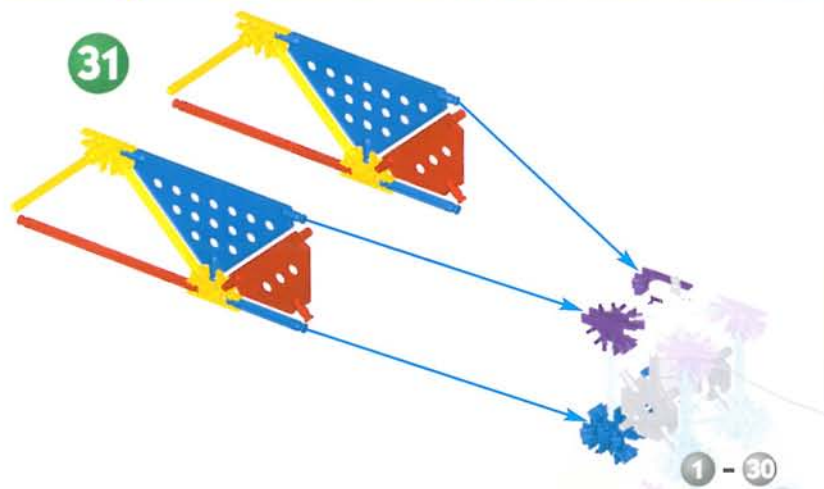
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1 - 25



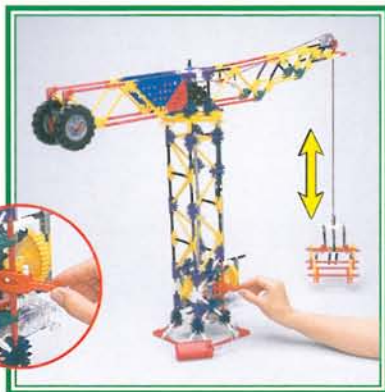
ENG Flip switch (orange Connector) to rotate Crane or raise bucket.

F Bascule l'interrupteur (Connecteur orange) pour faire pivoter la grue ou faire monter le seau.

E Mueve el interruptor (Conector anaranjado) para hacer girar la grúa o levantar el balde.

D Bewege den Schalter (orangefarbener Anschluss) um den Kran zu drehen oder den Eimer hochzuheben.

NL Zet de schakelaar (oranje koppelstuk) aan om de kraan te draaien of om de emmer op te heffen.



1 - 38

39

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41

1 - 41

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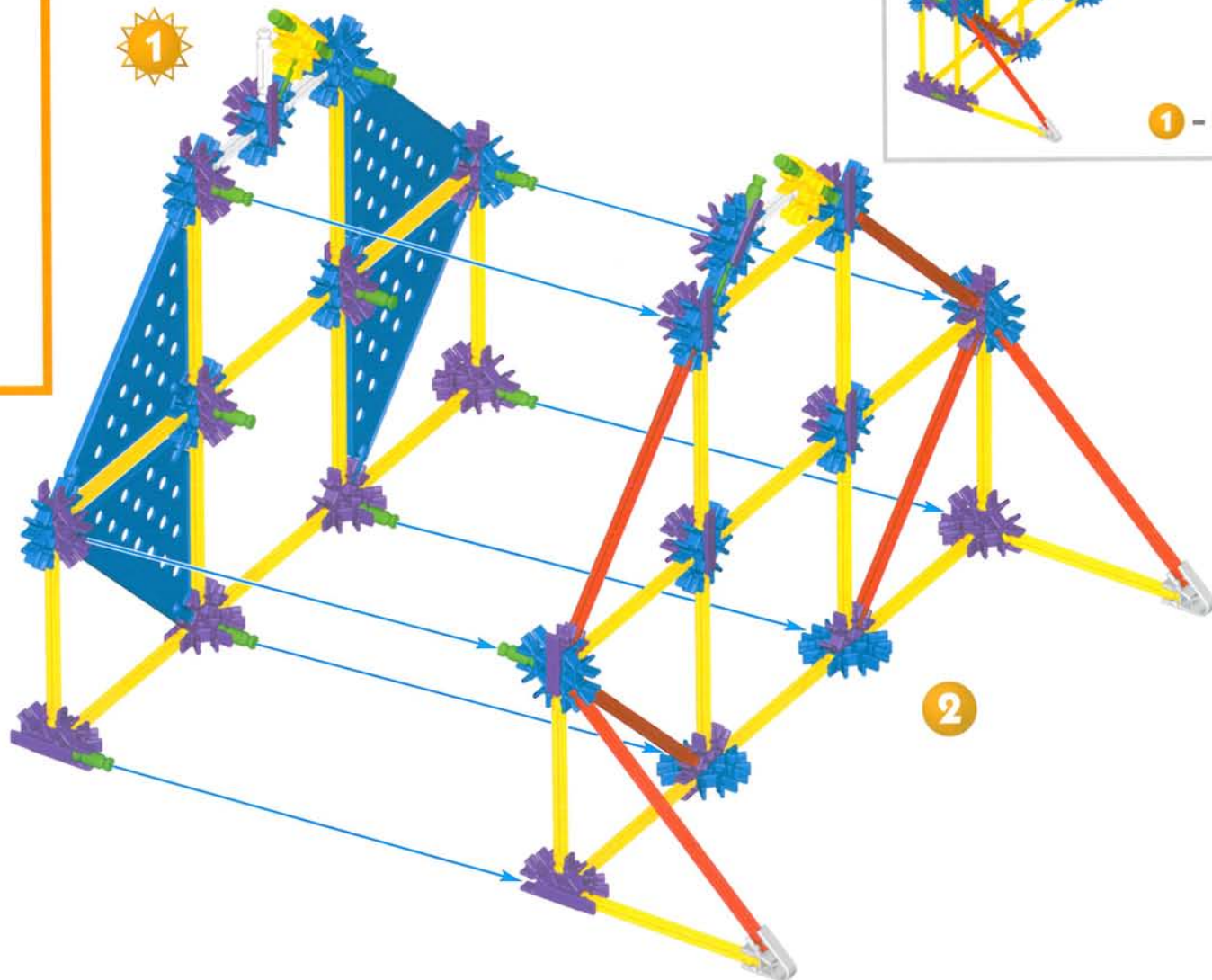
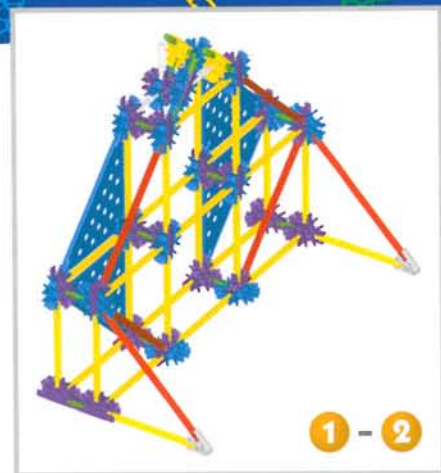
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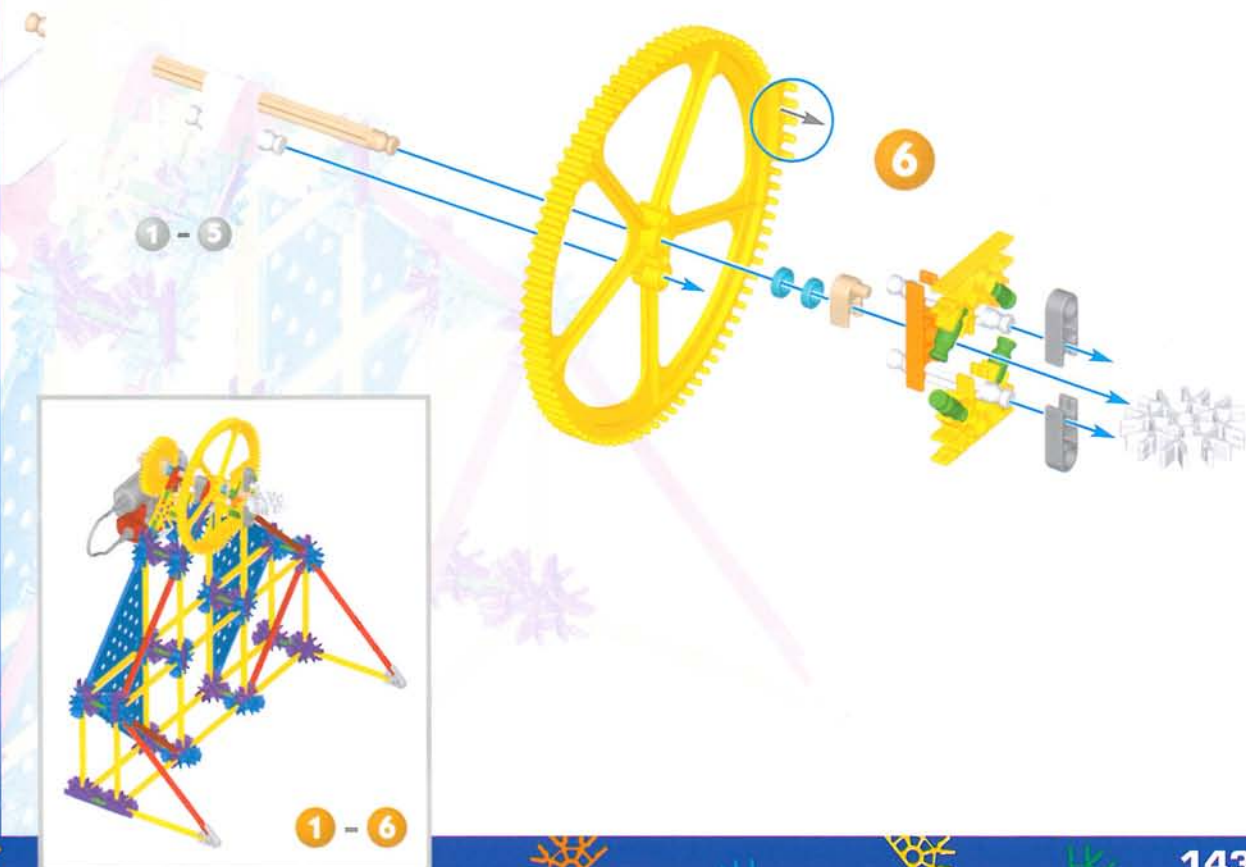
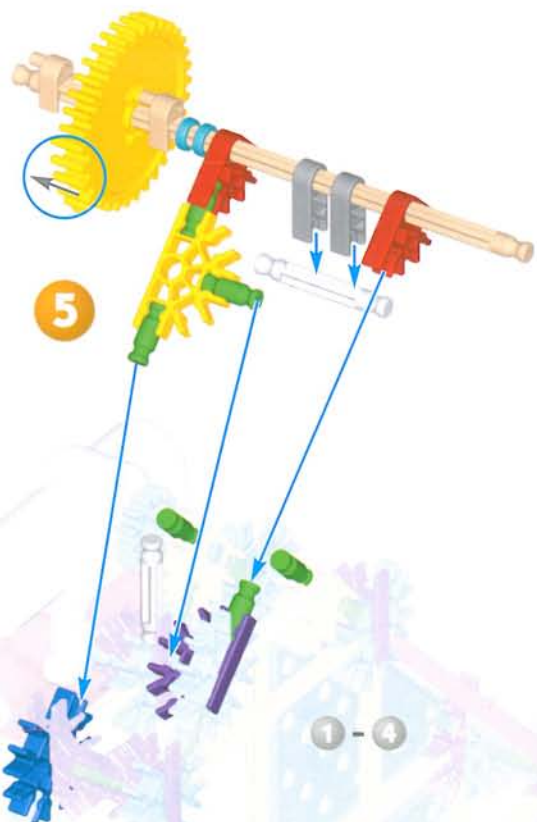
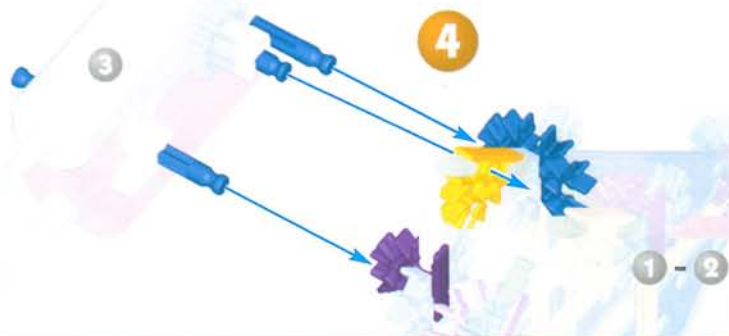
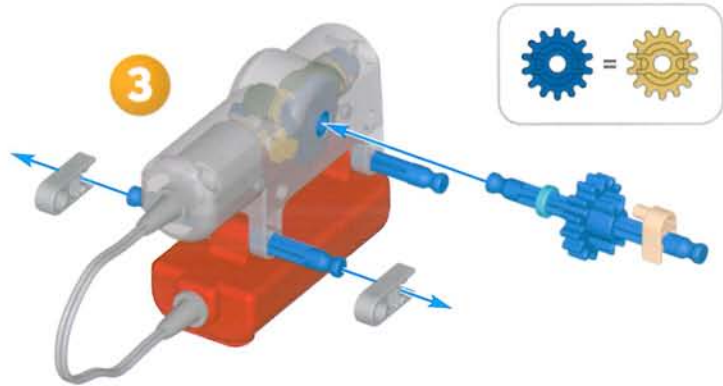
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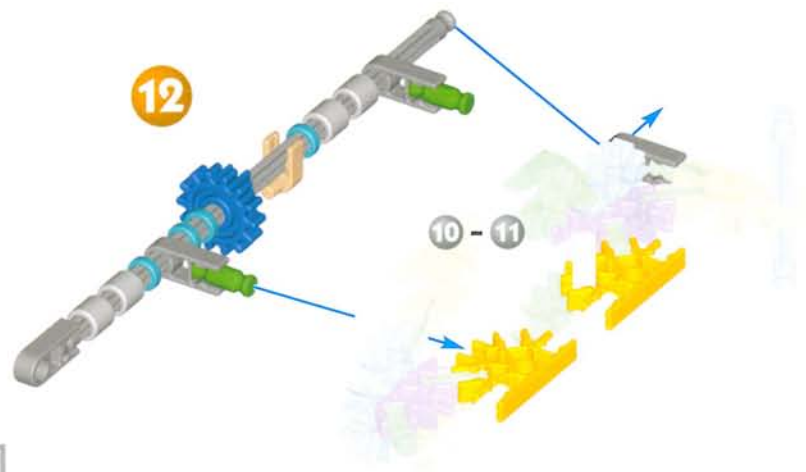
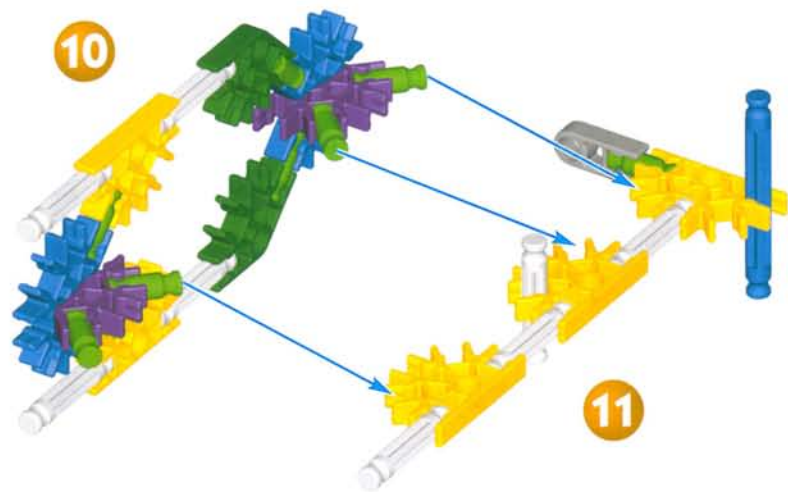
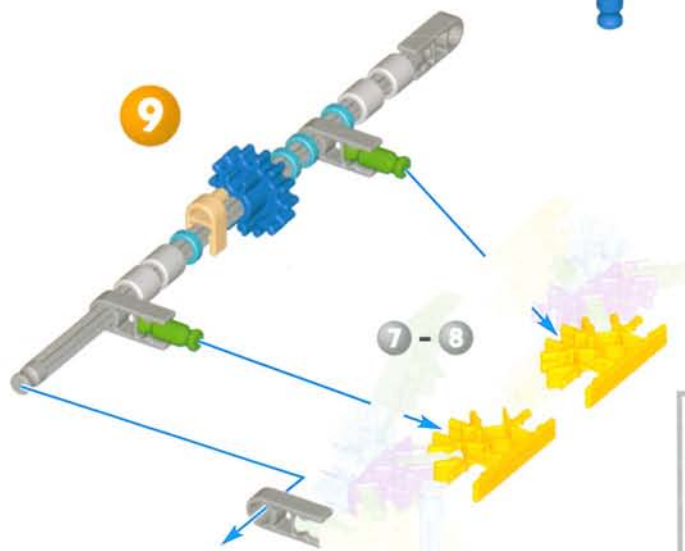
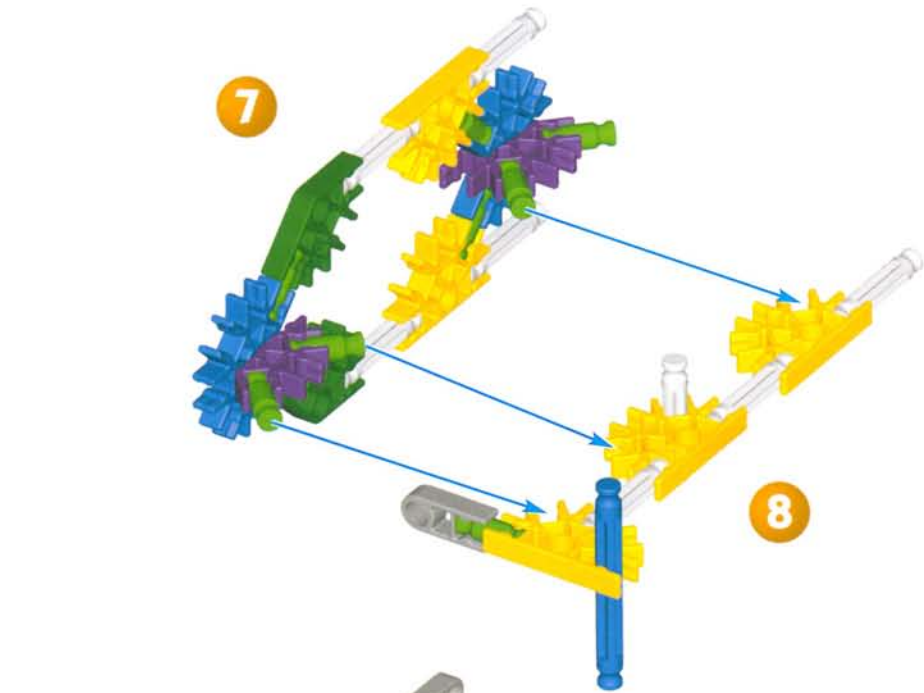


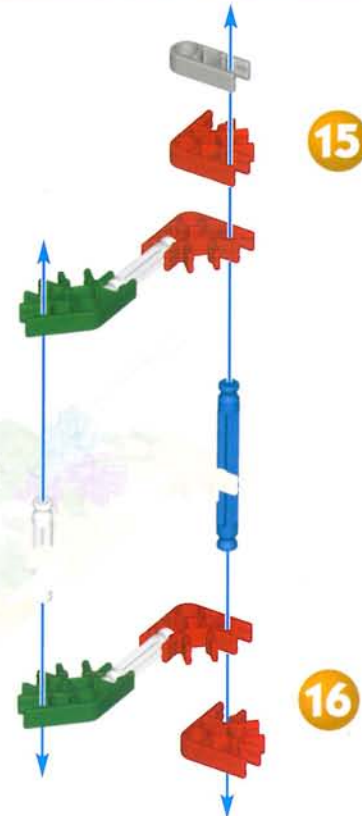
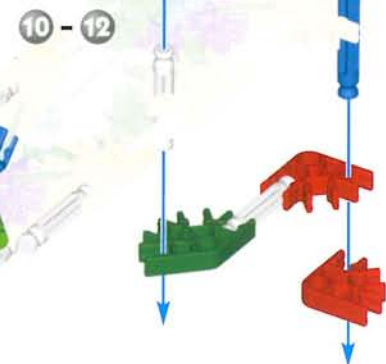
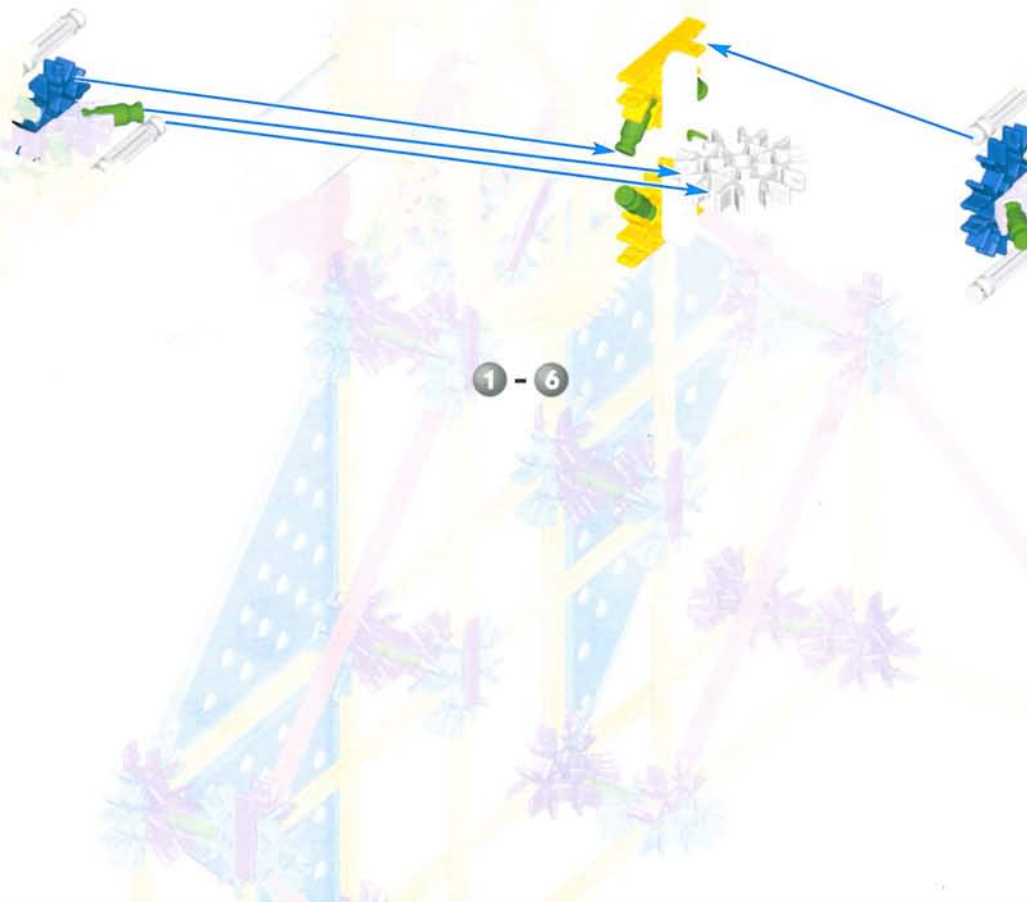
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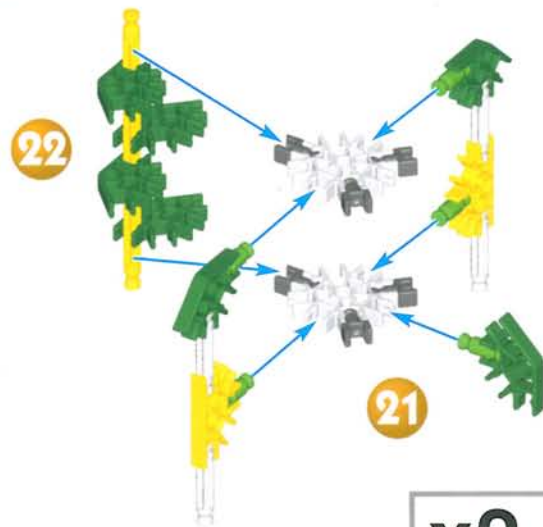
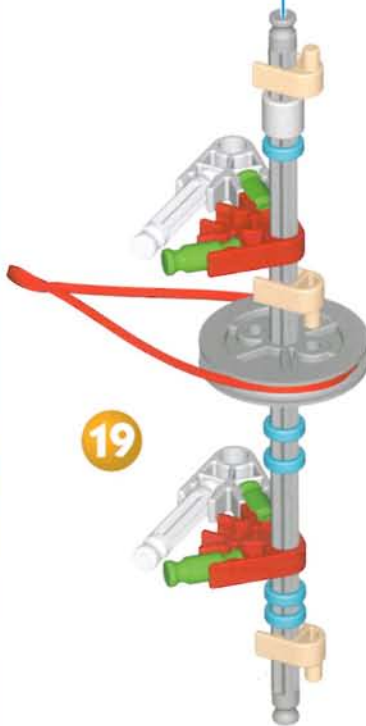
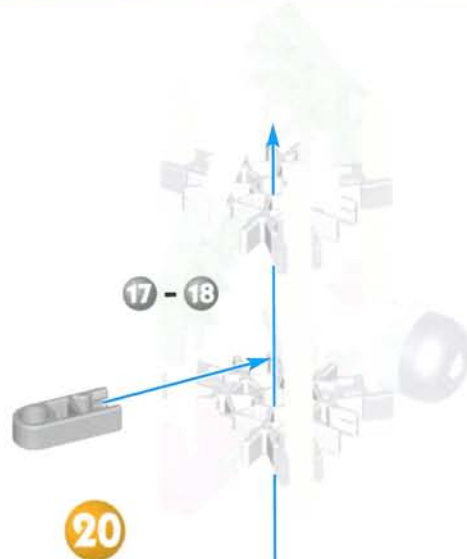
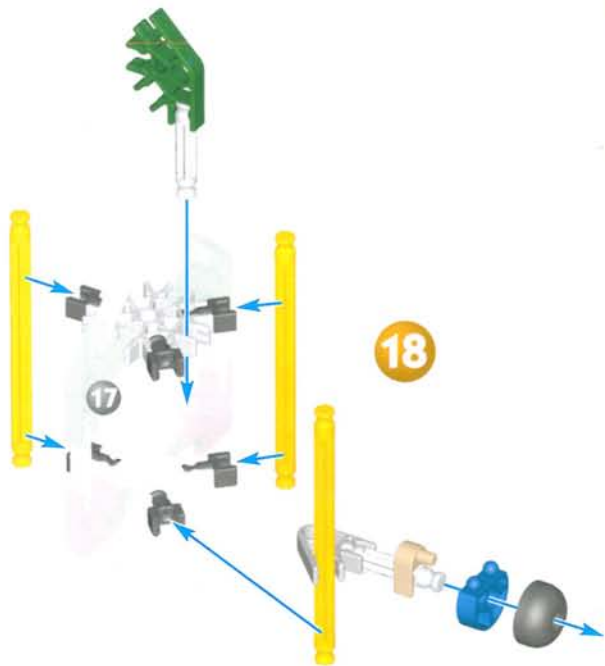
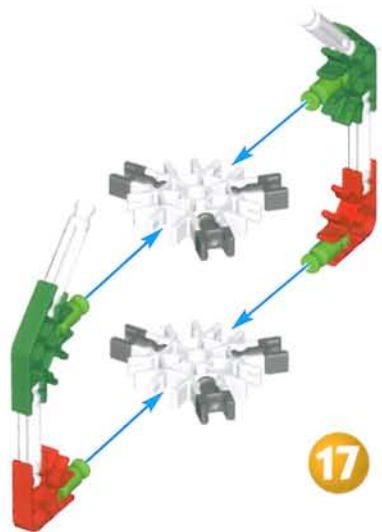
Spaceship Ride





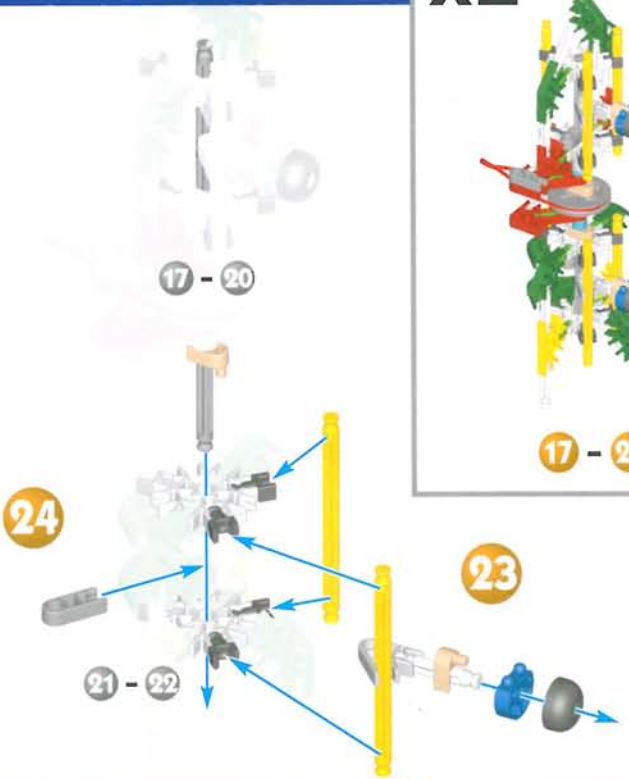






21

x2



23

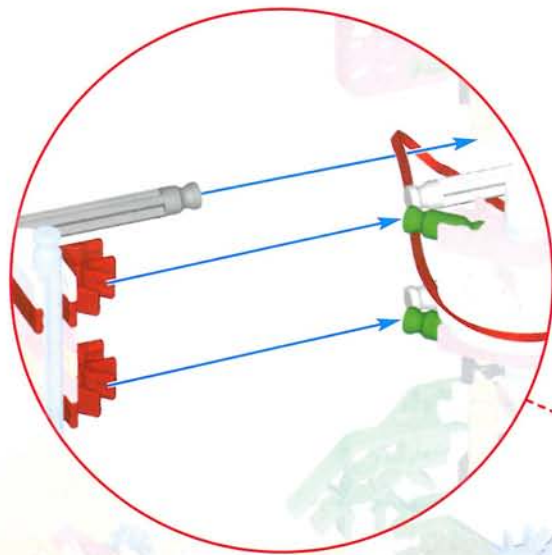
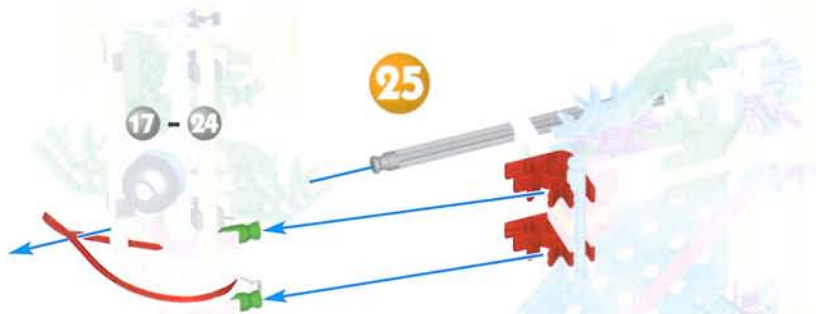
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17 - 20

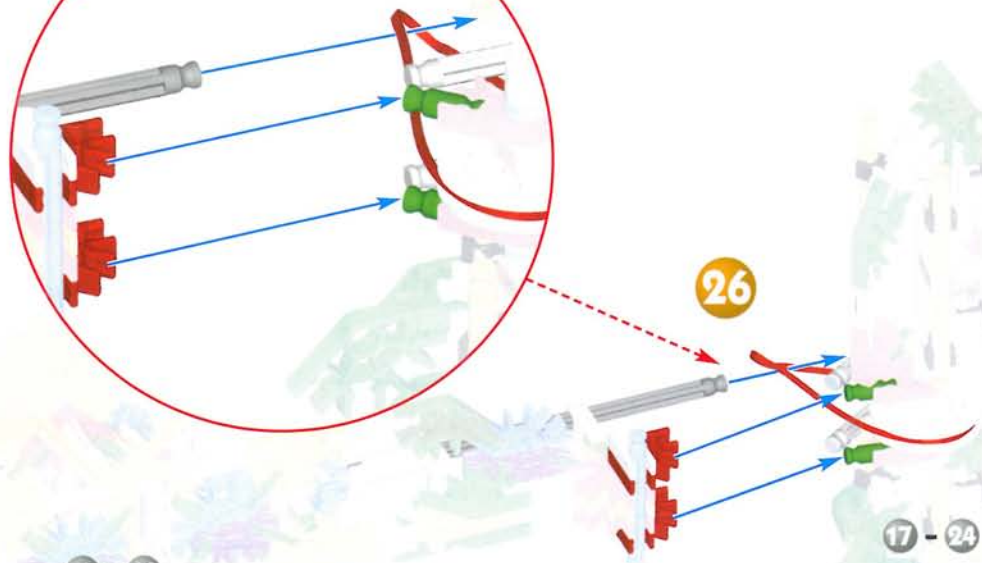
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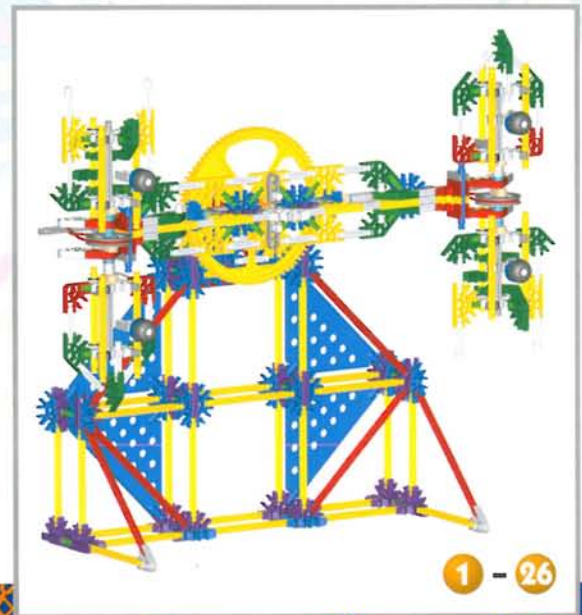
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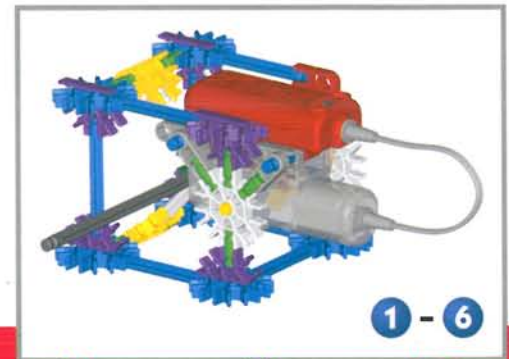
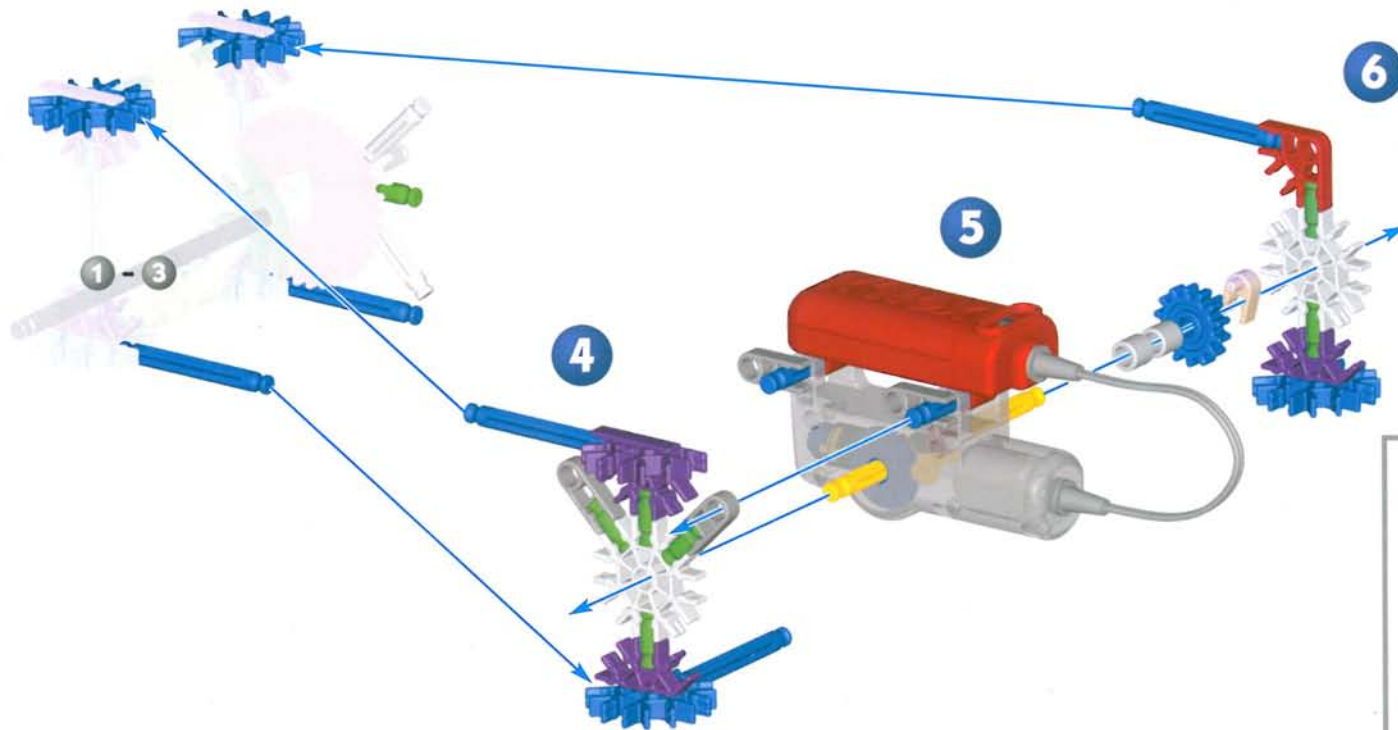
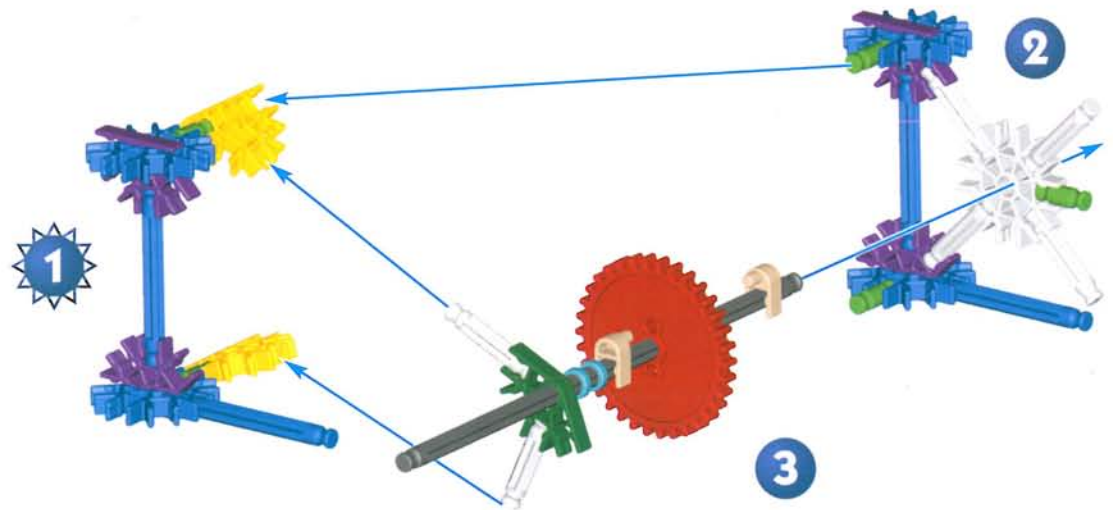
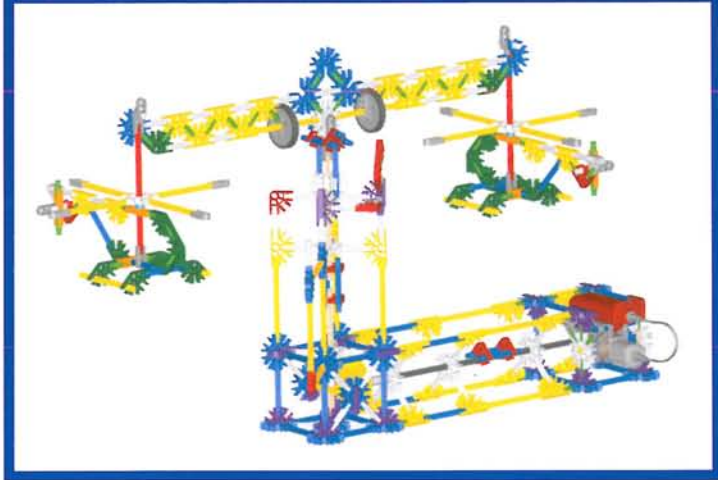


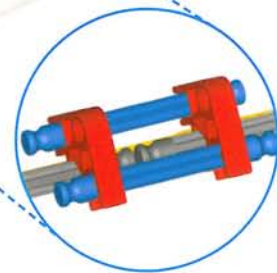
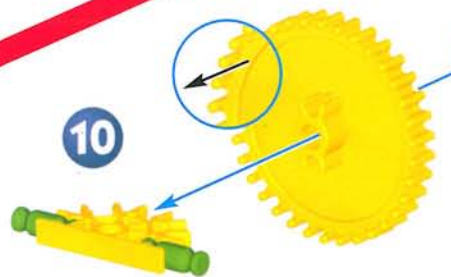
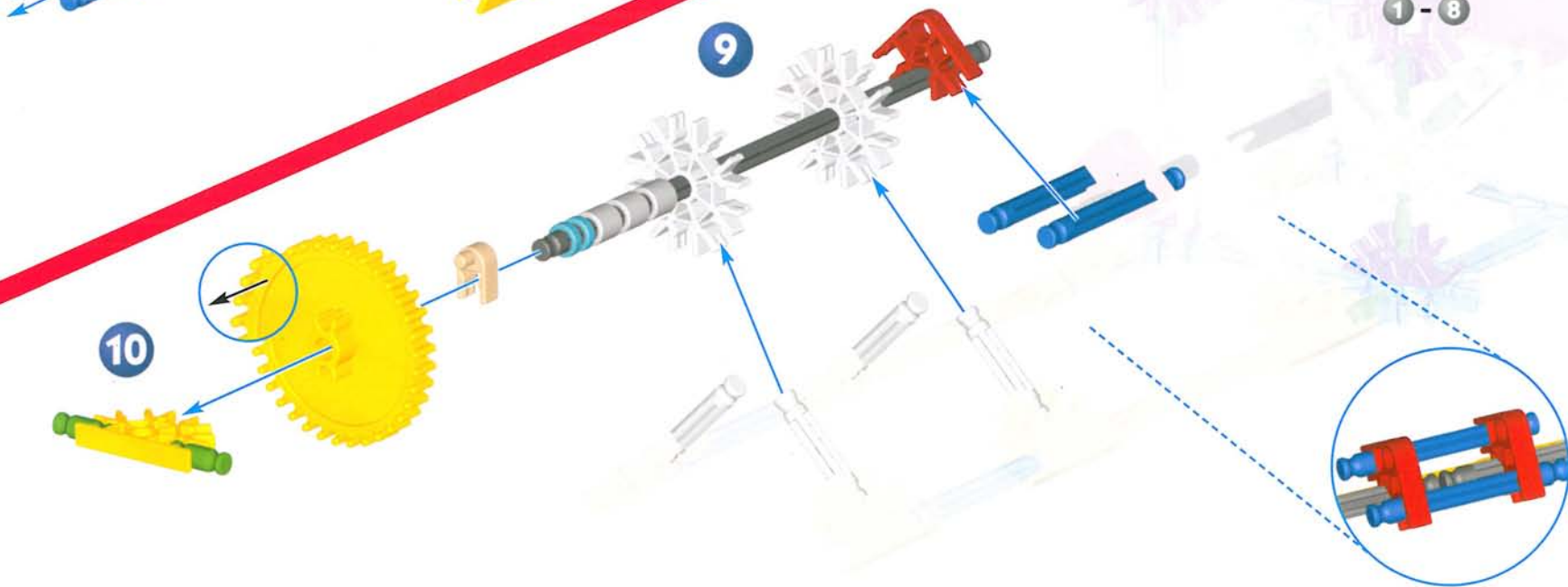
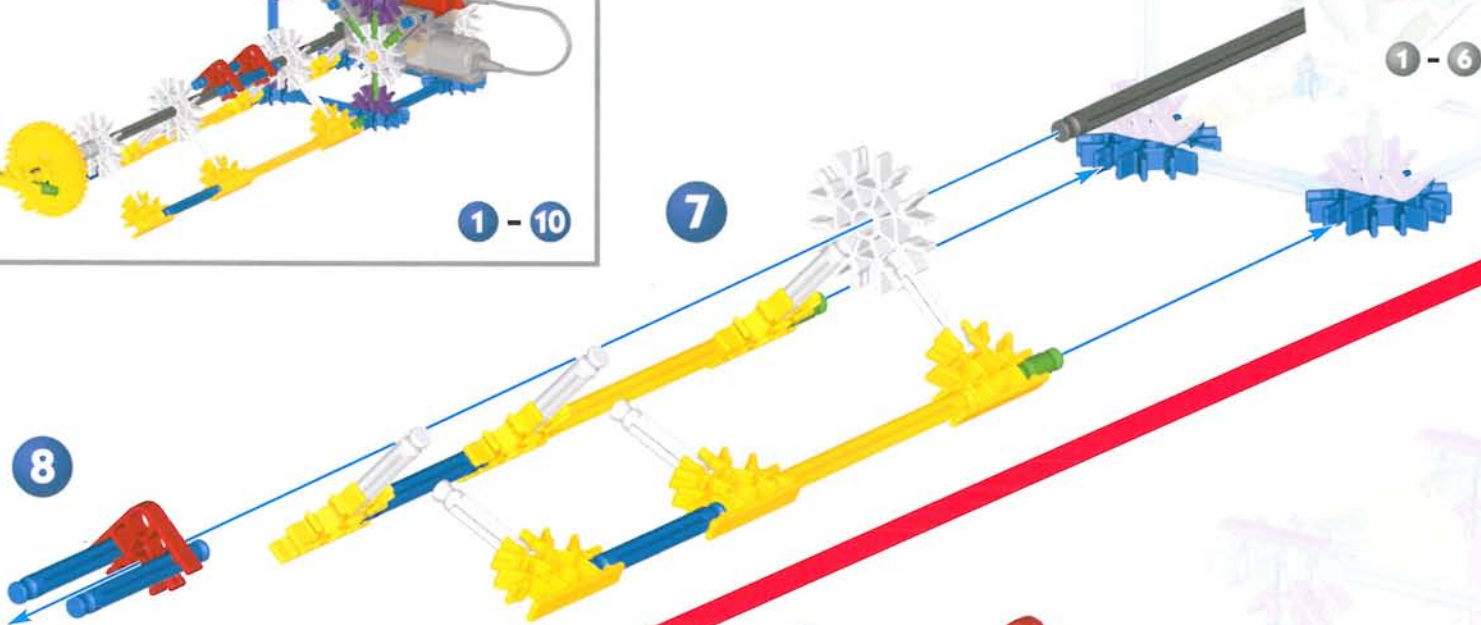
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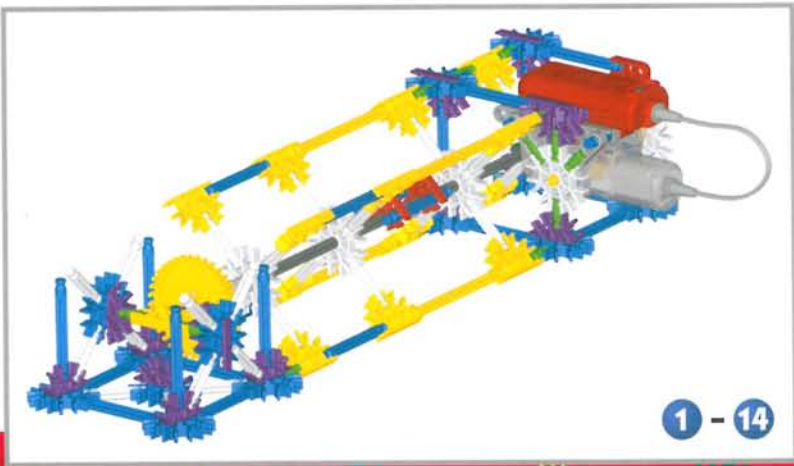
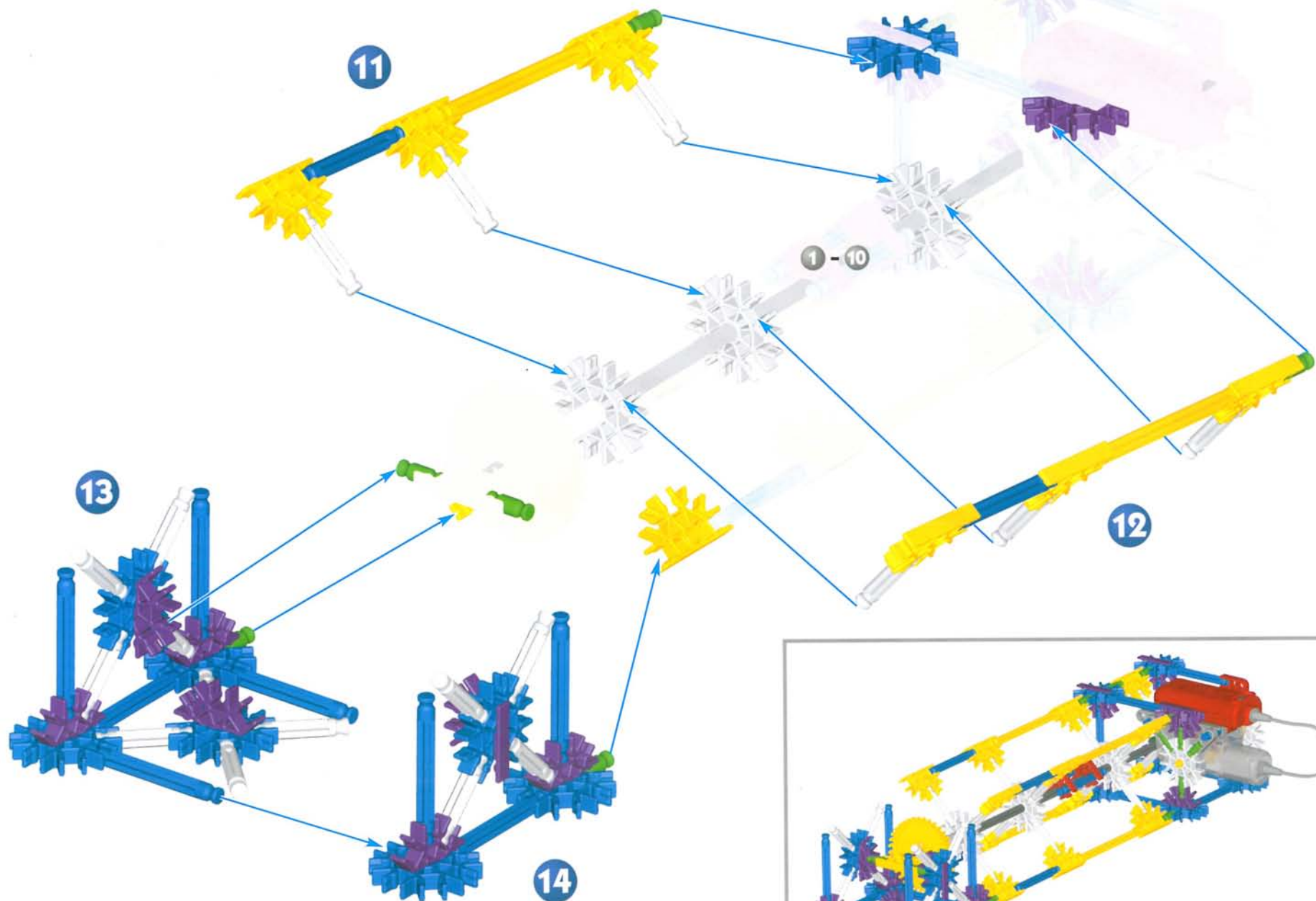


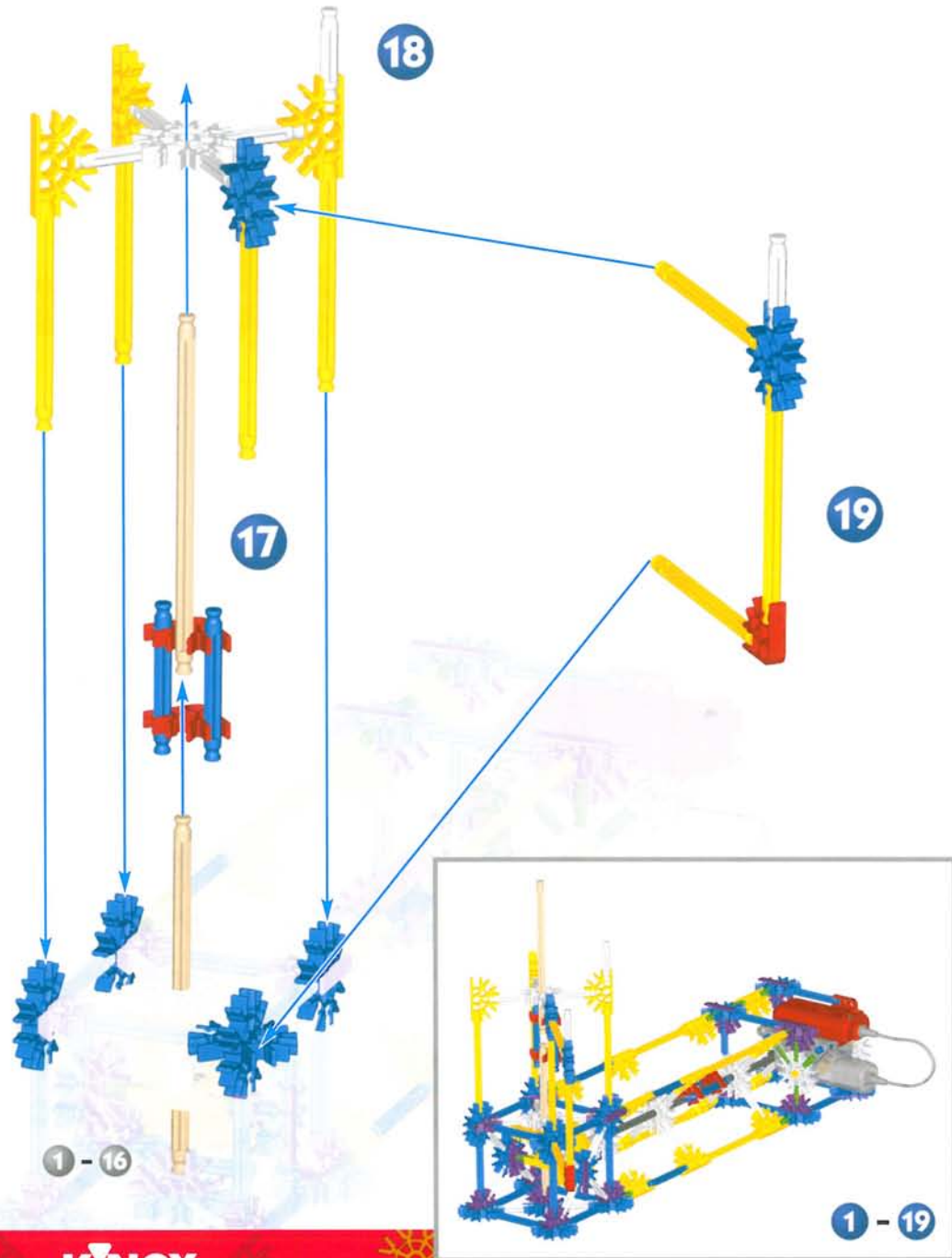
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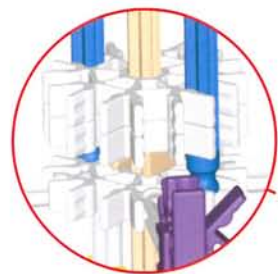
Helicopter Ride











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1 - 19

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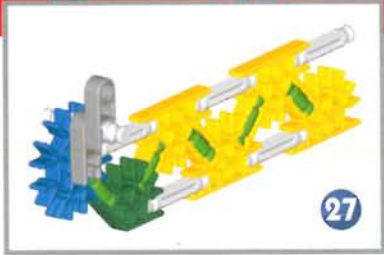
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26

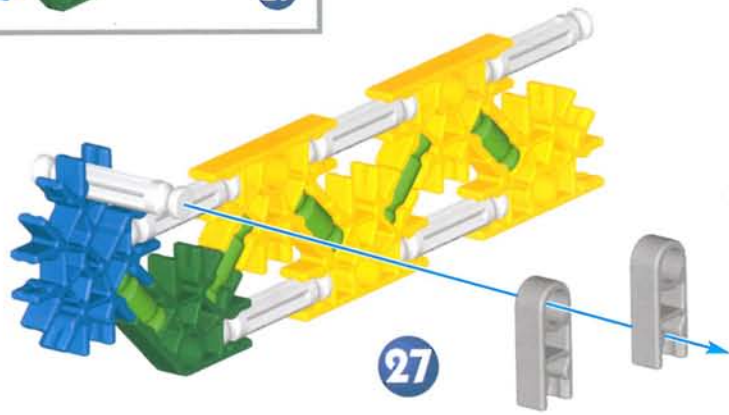
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1 - 22

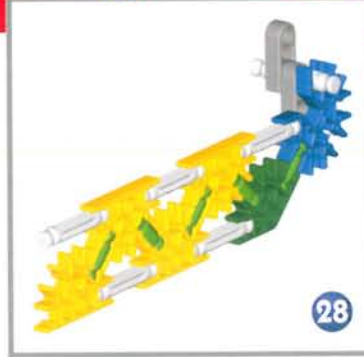
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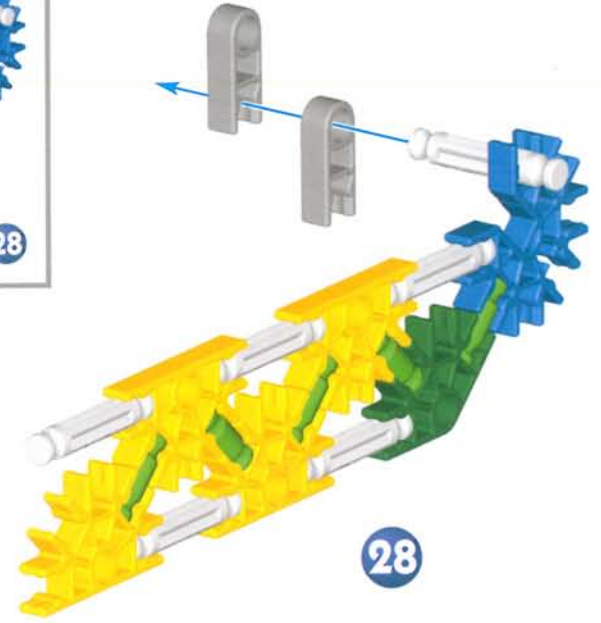
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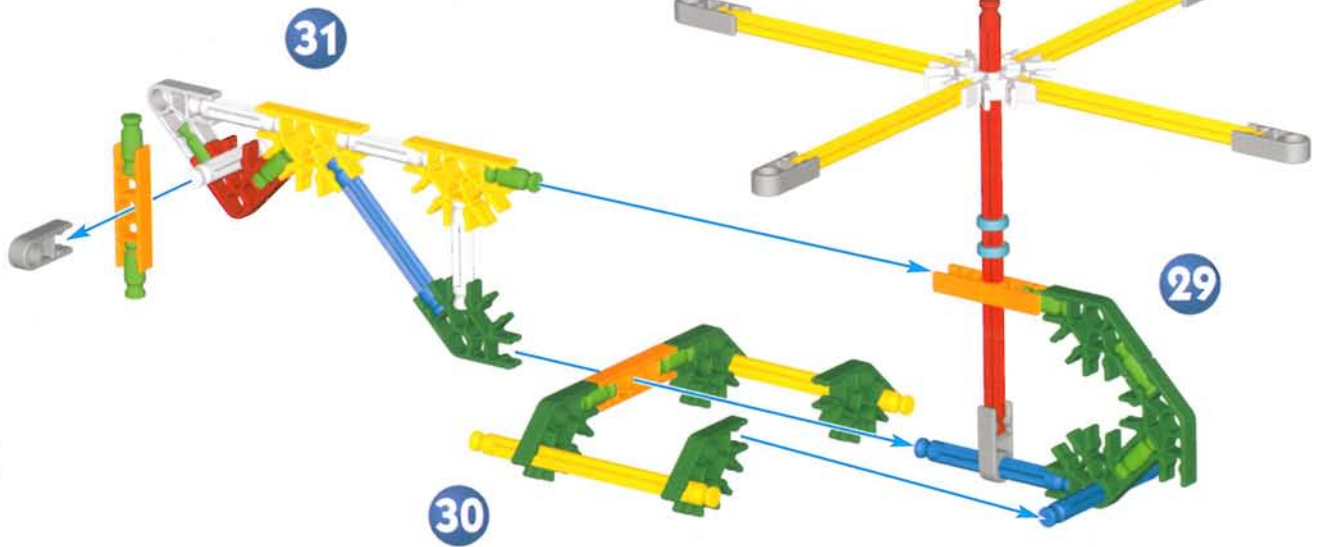


28



x2

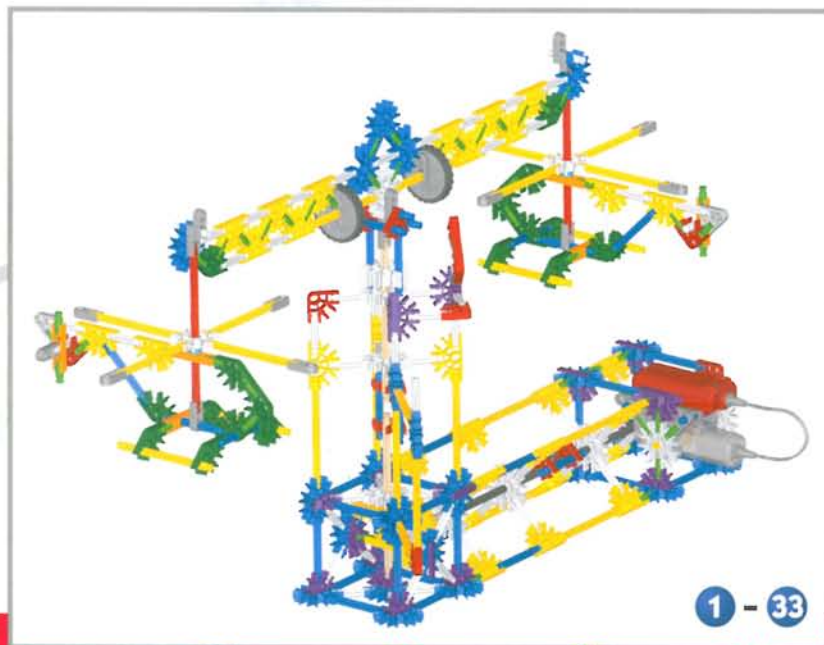
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31

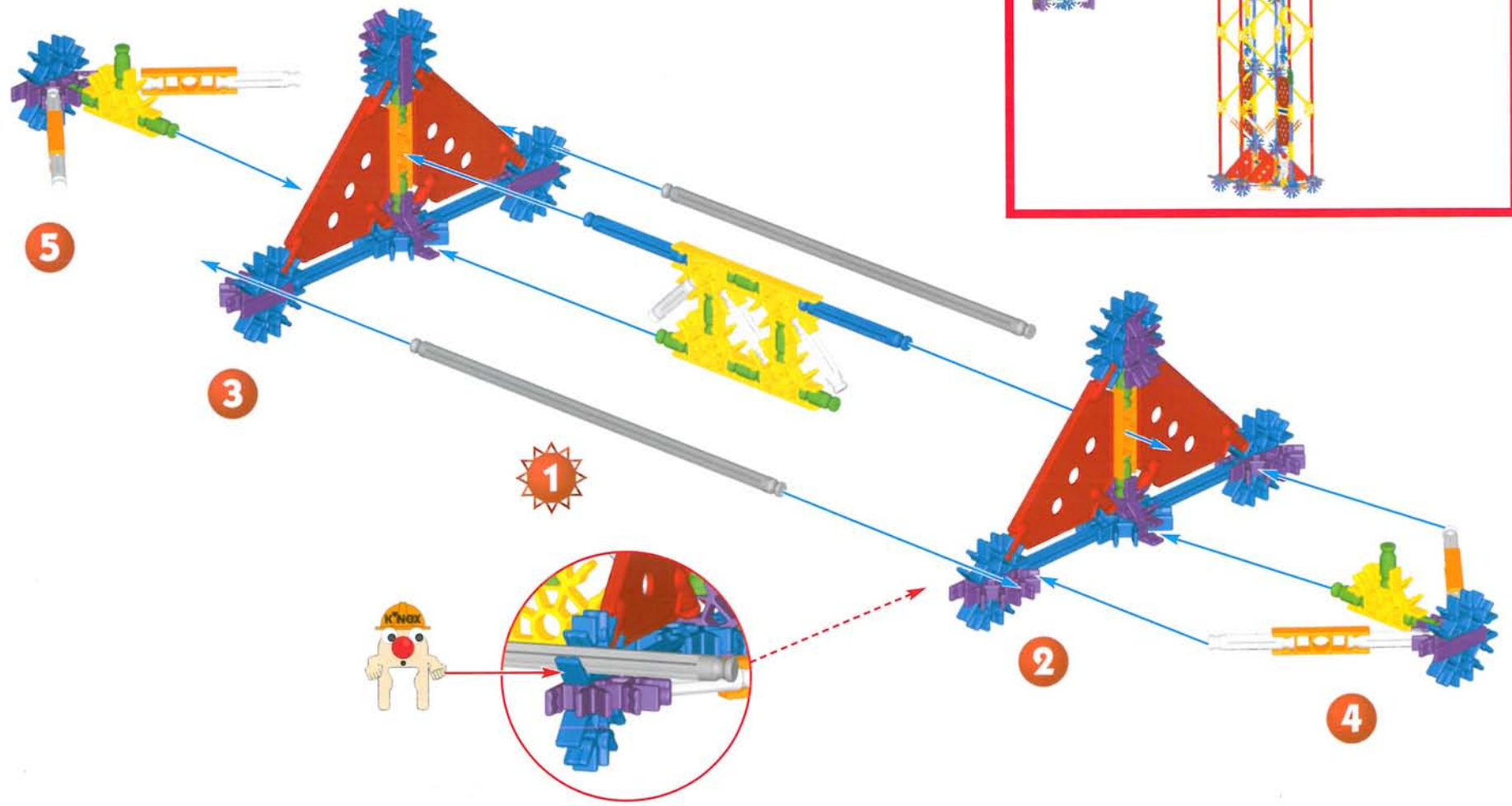
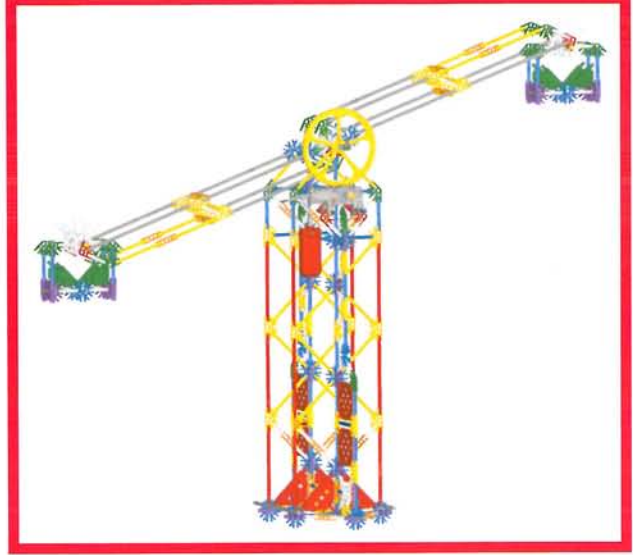
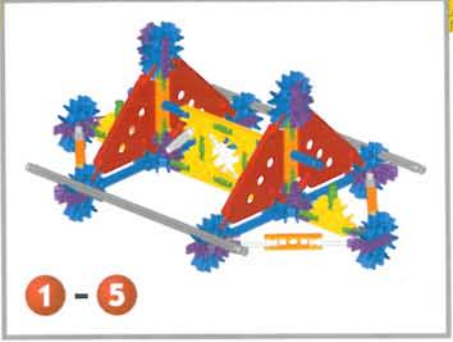
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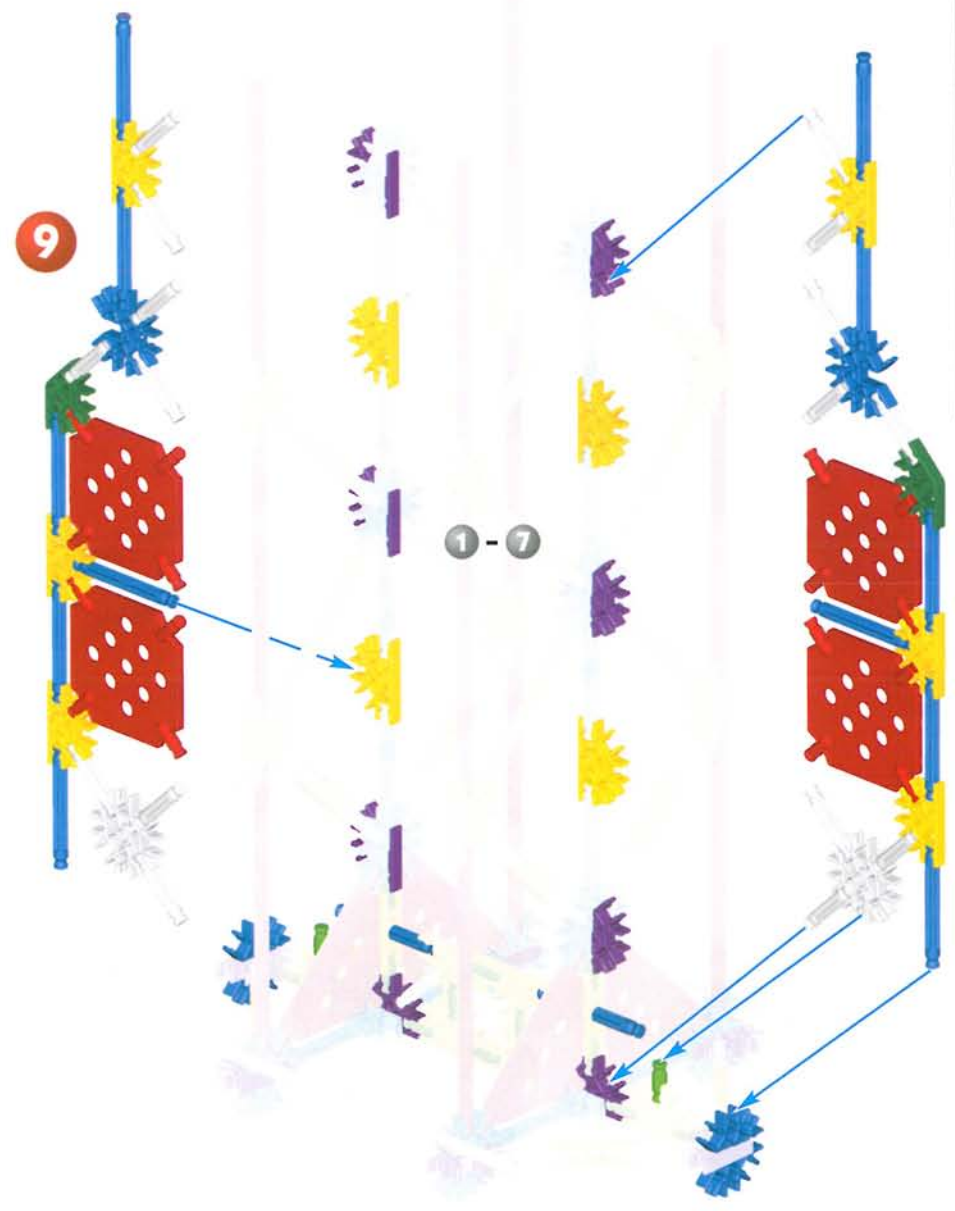
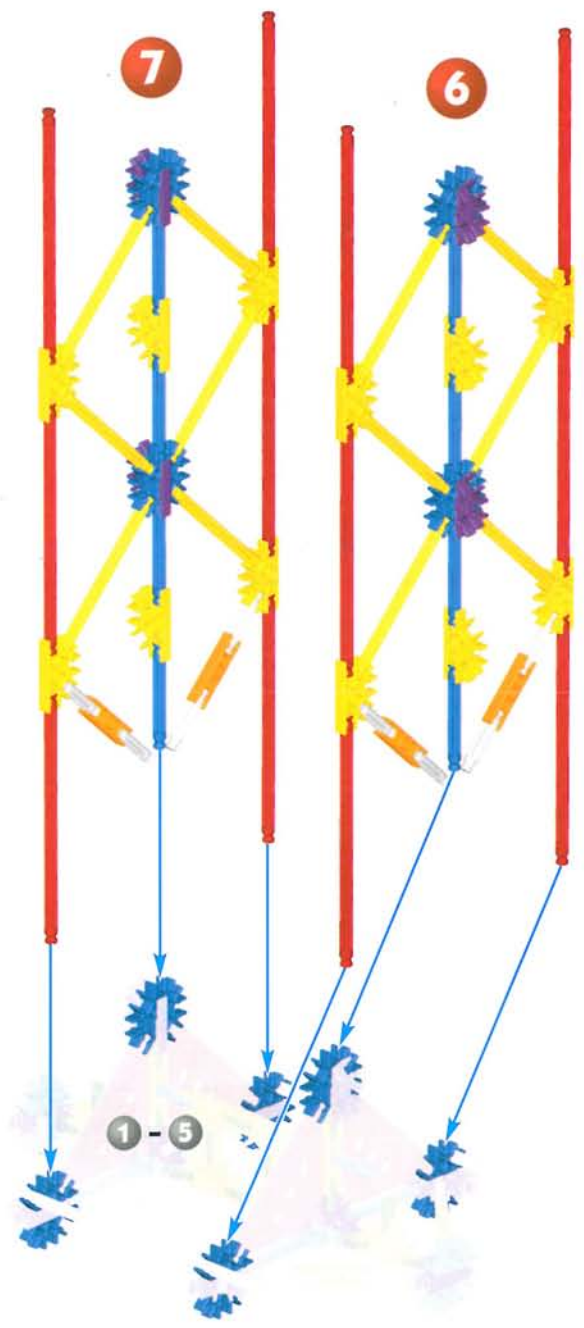
30



1 - 33

Boom Ride





11



10

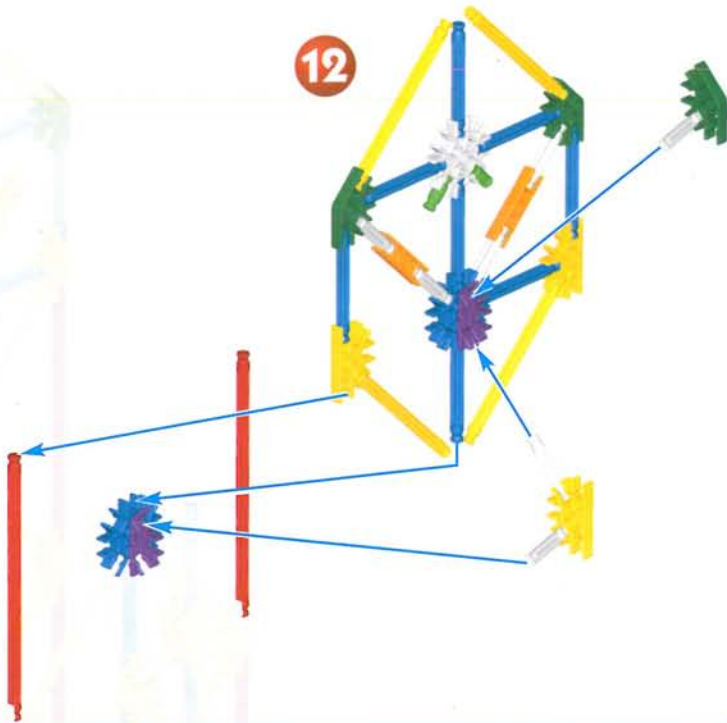


1 - 9



1 - 11

12

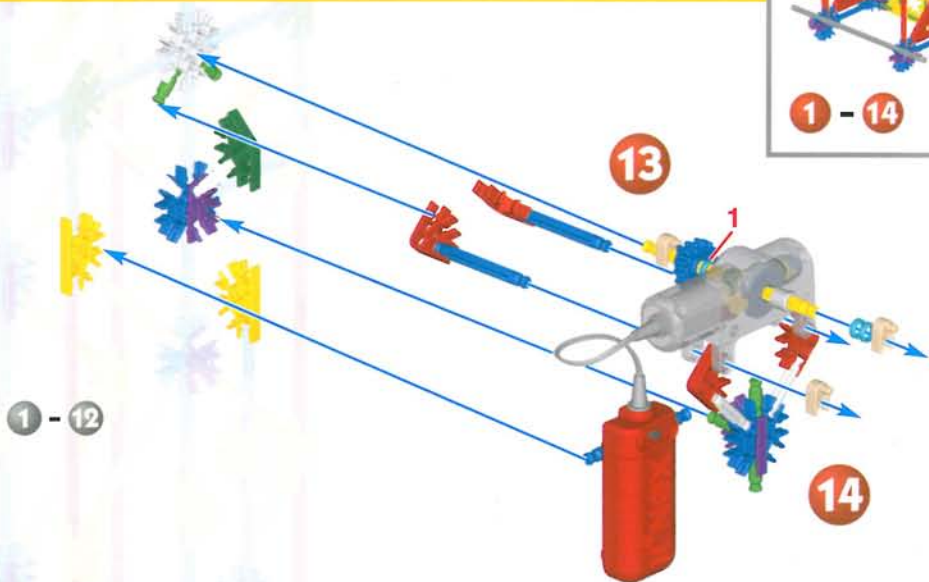


1 - 11



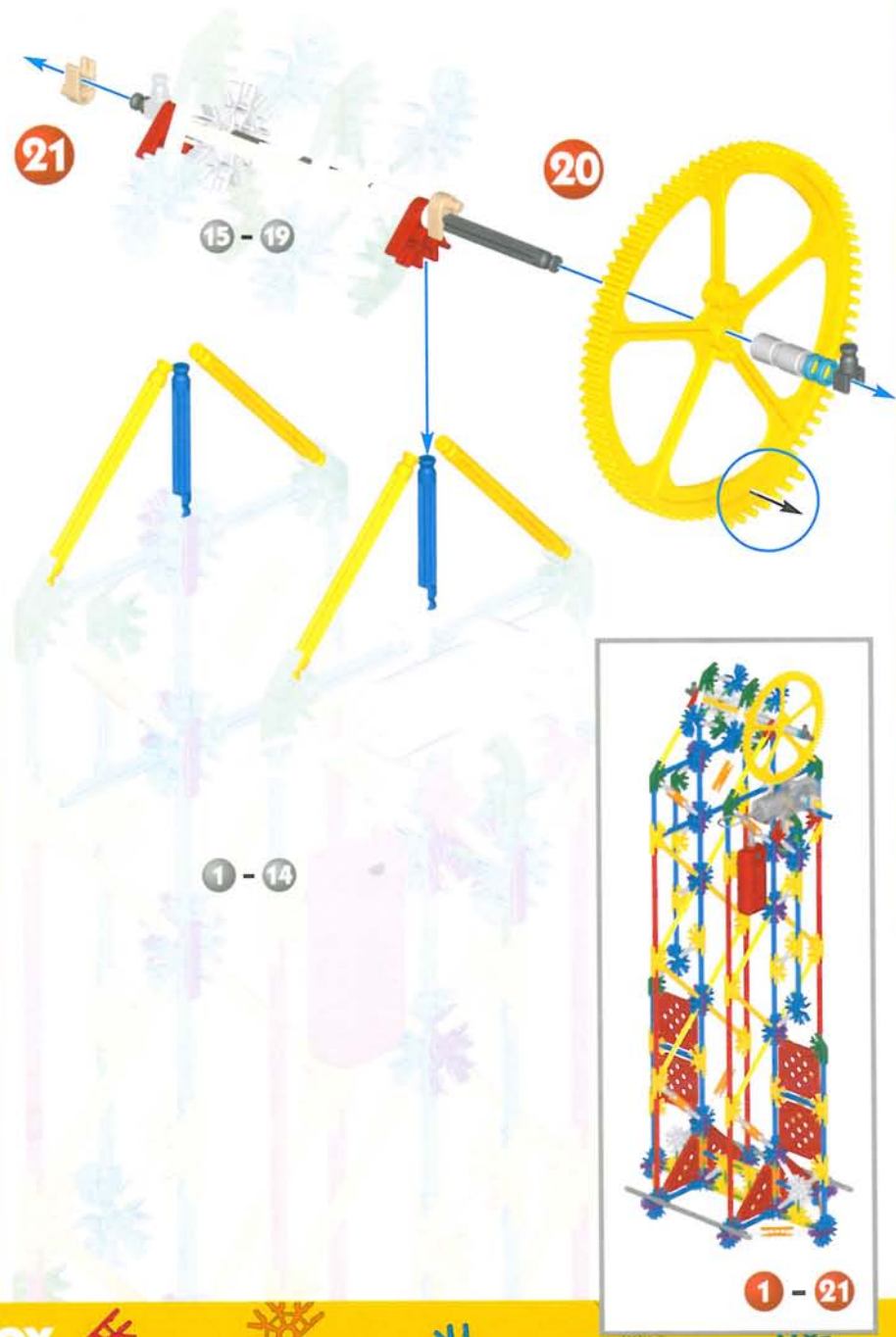
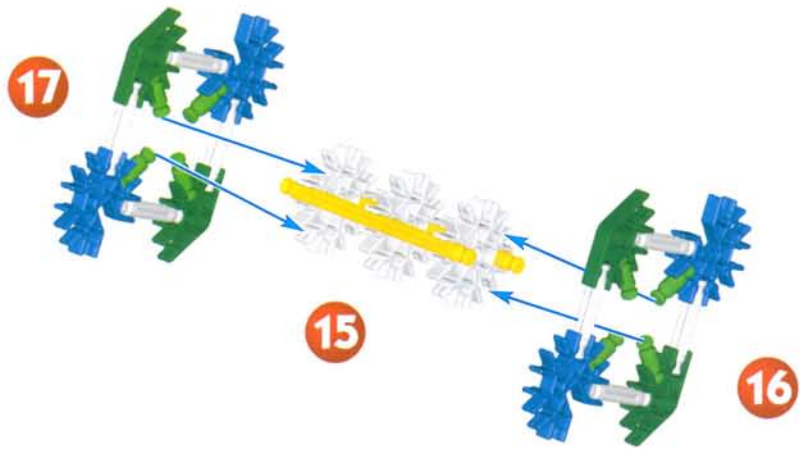
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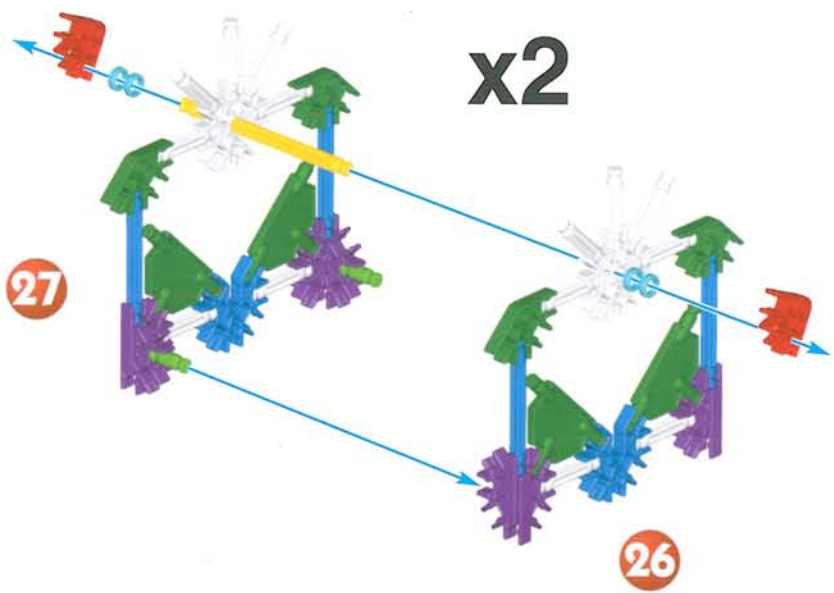
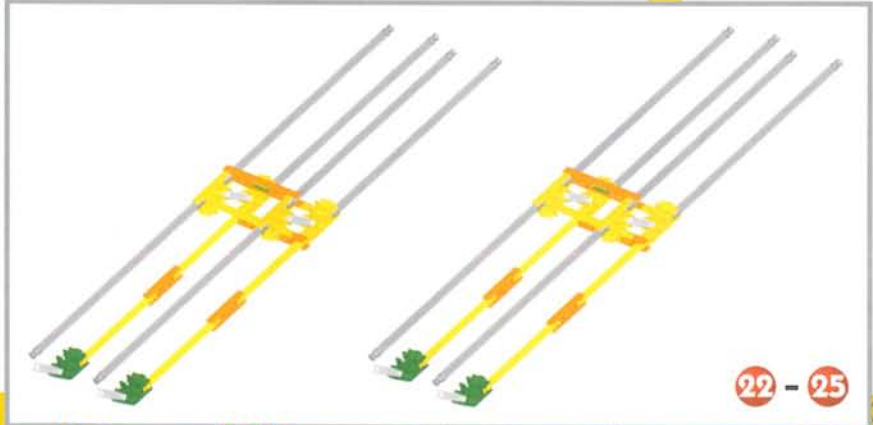
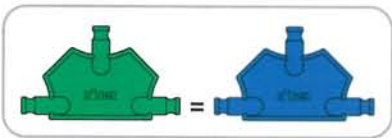
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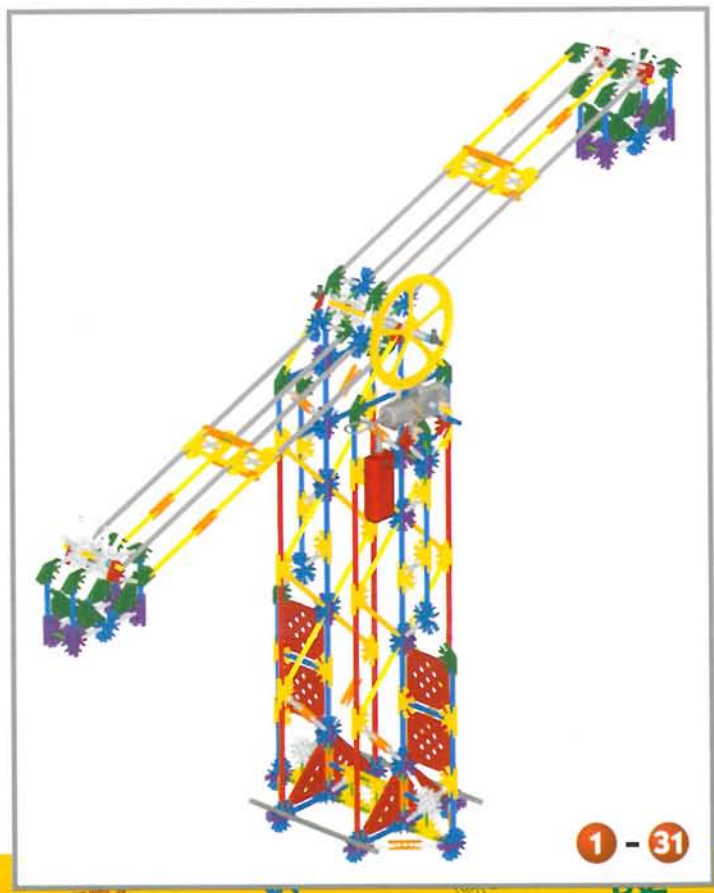
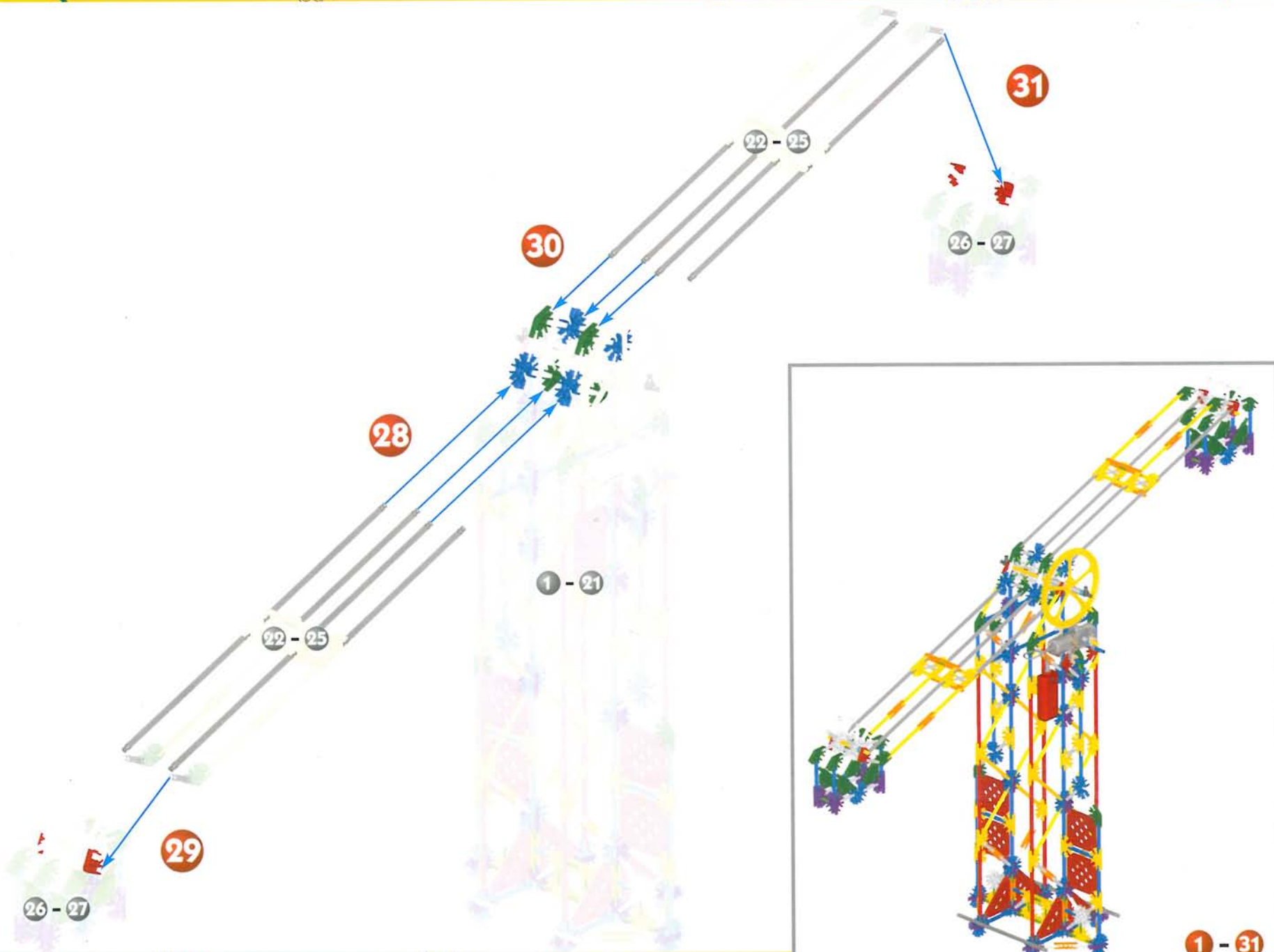


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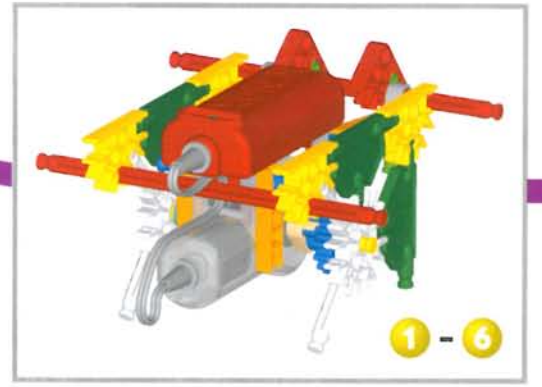
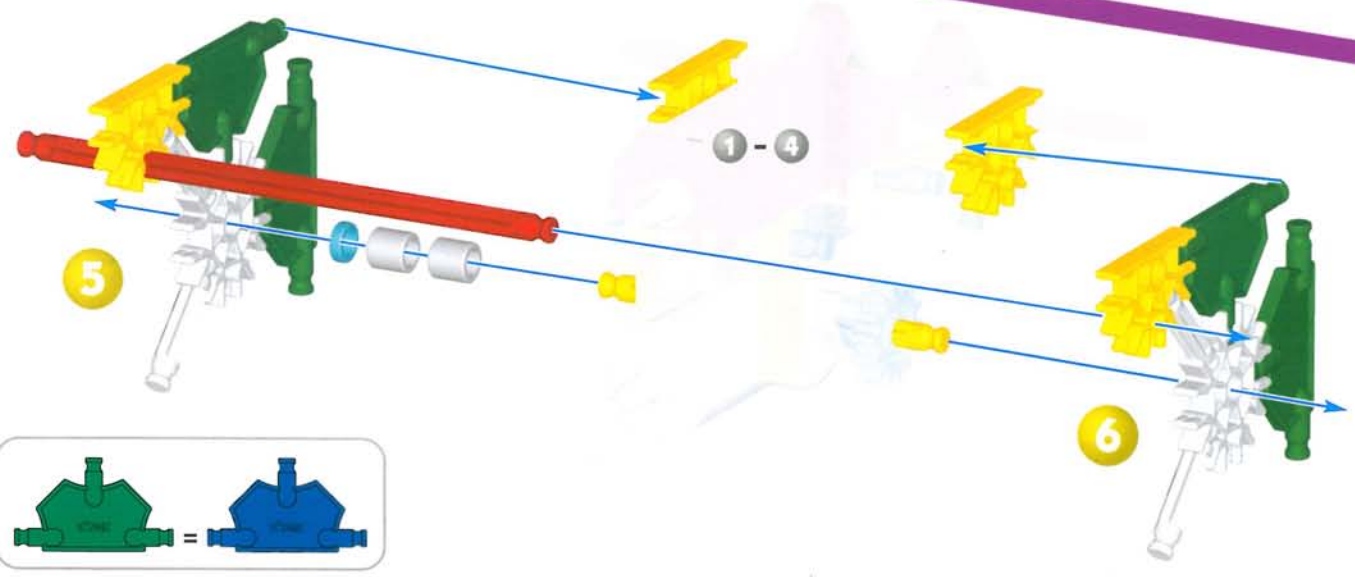
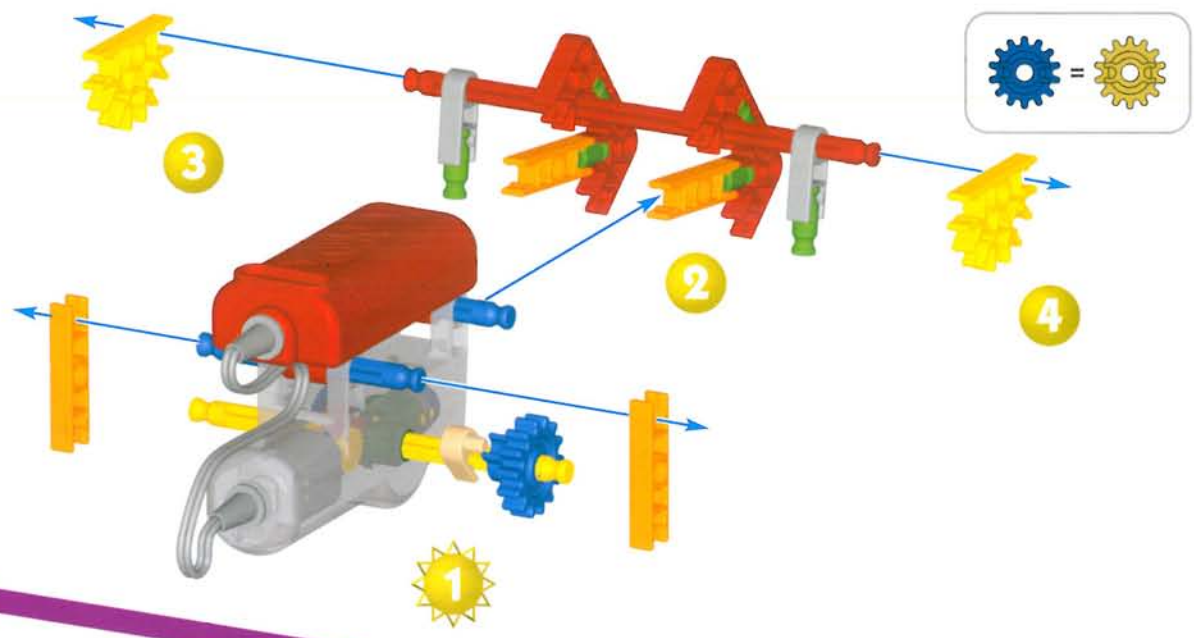
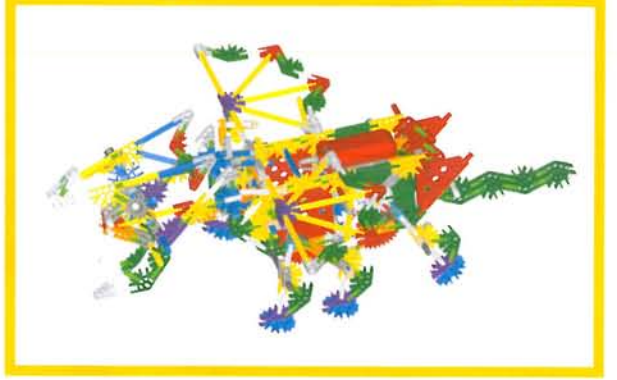
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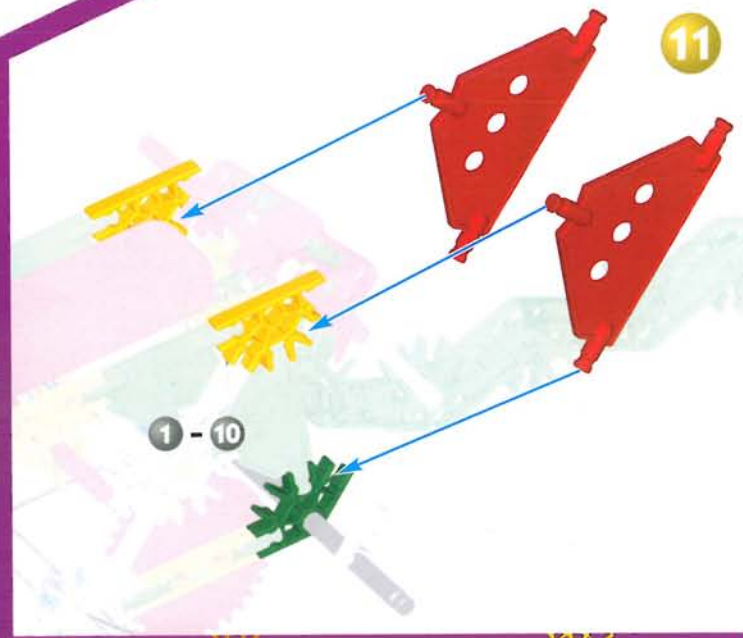
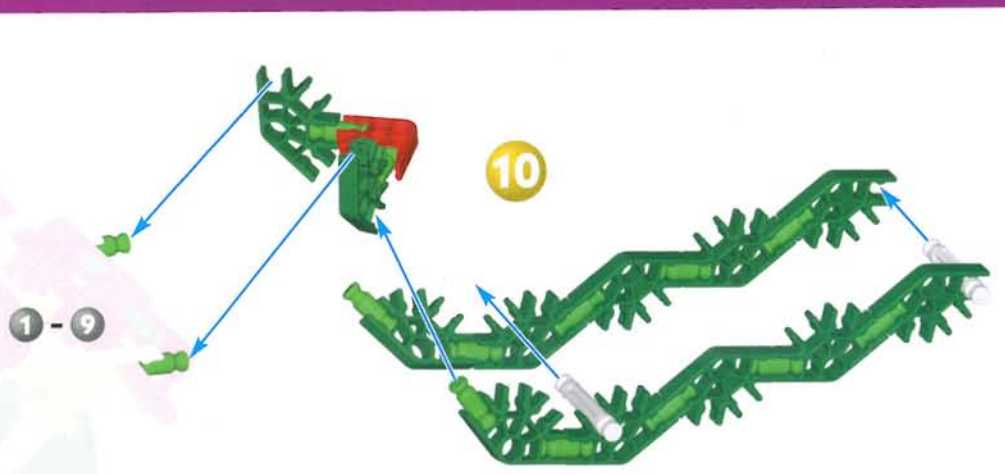
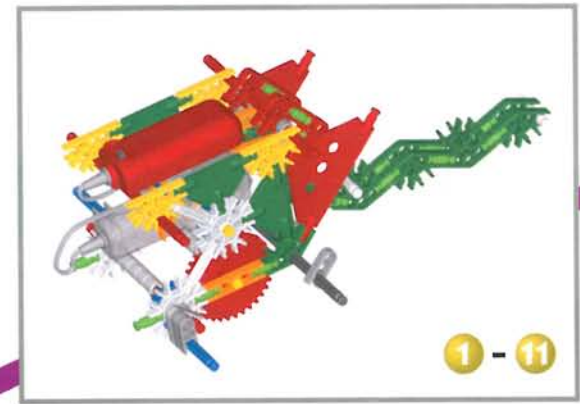
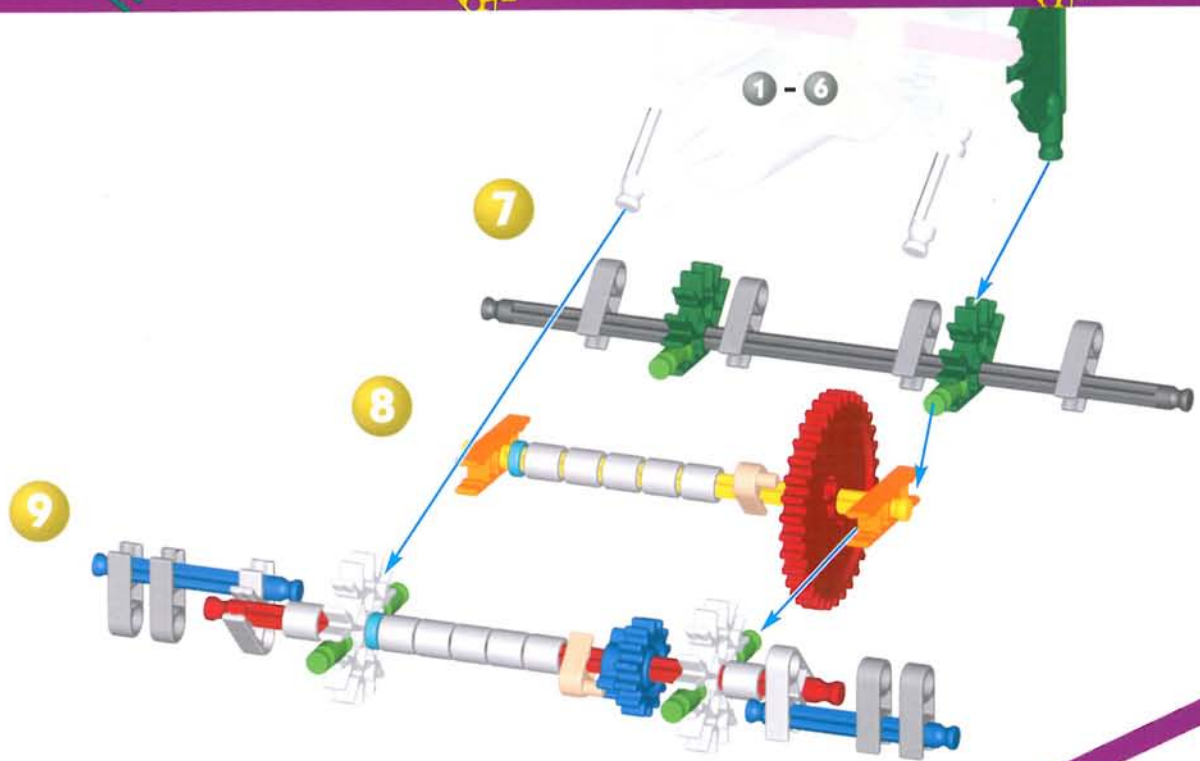


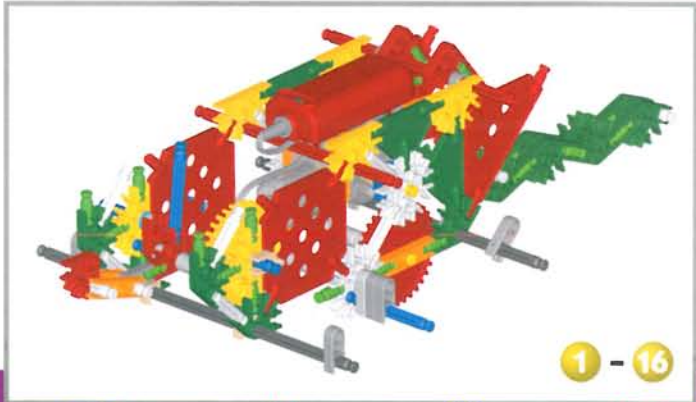
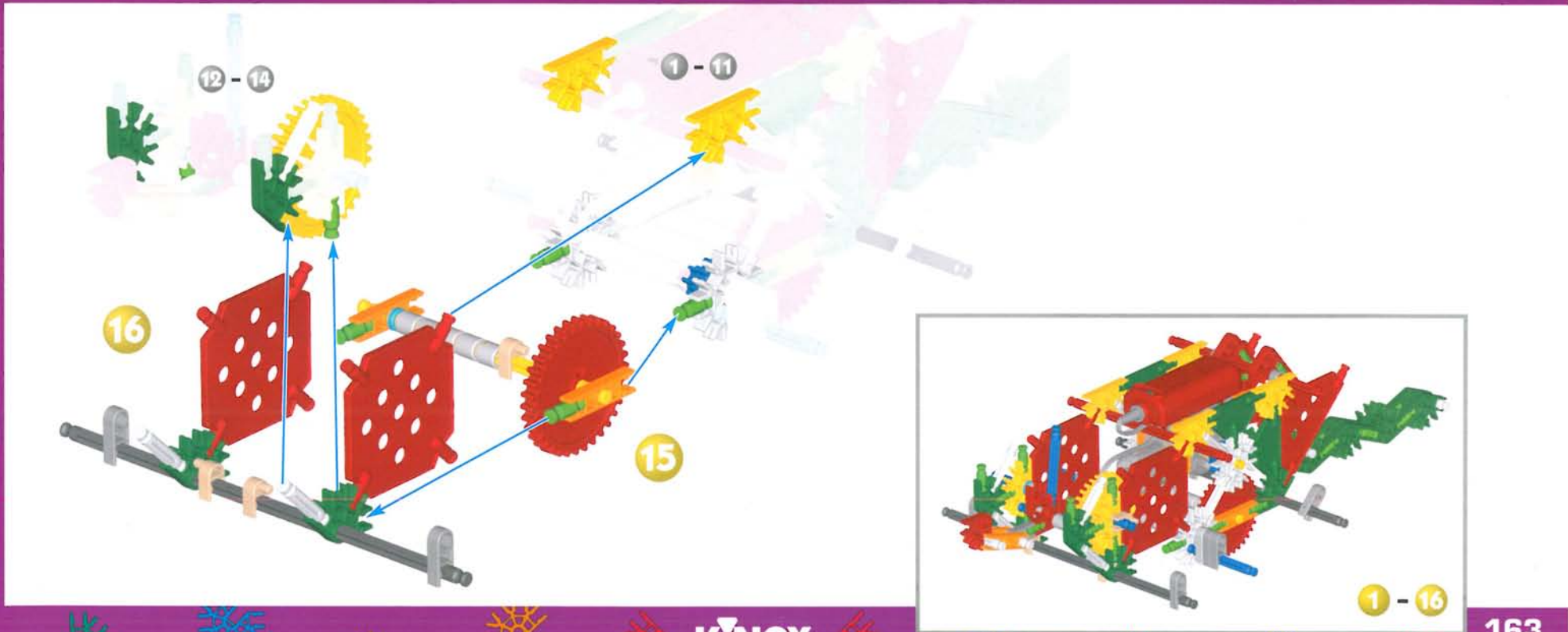
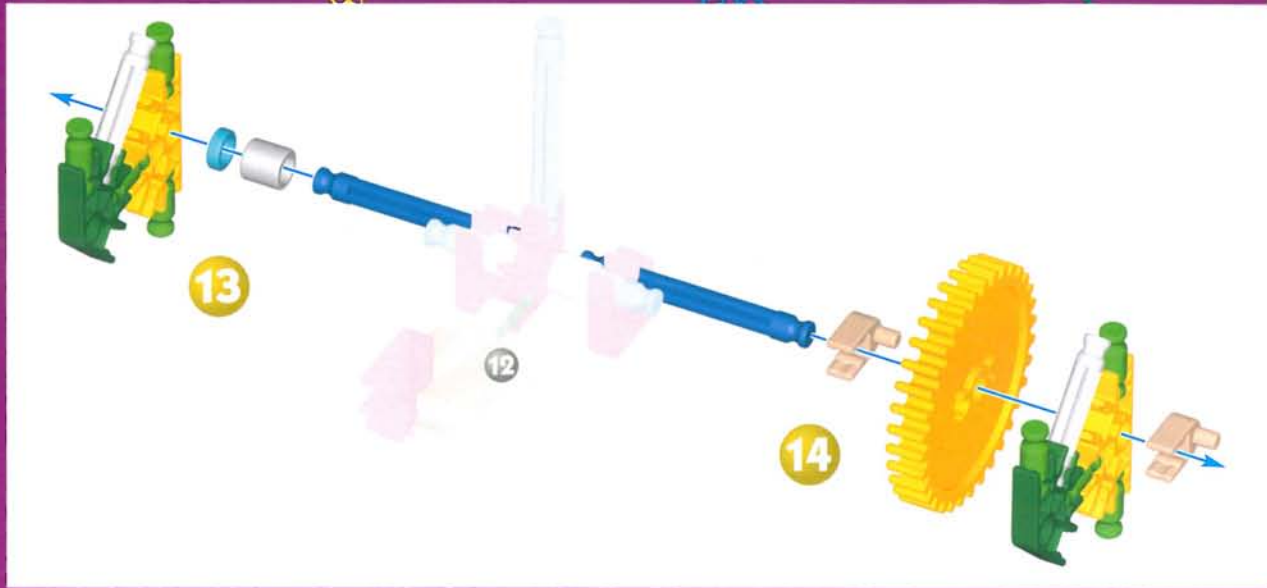
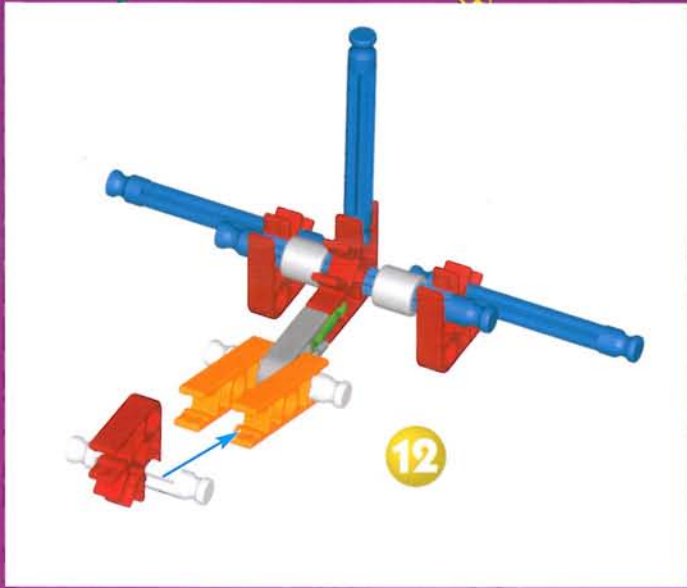


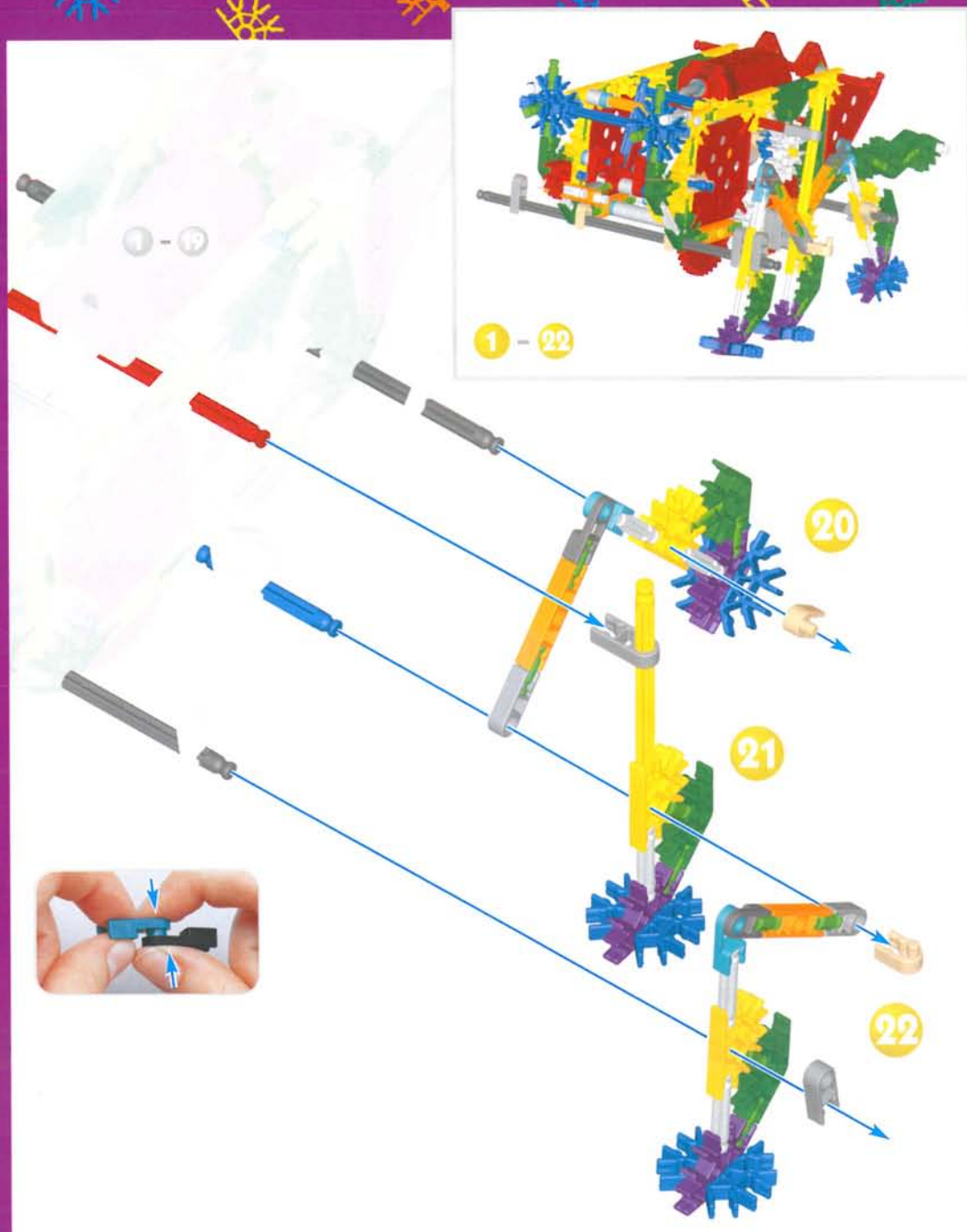
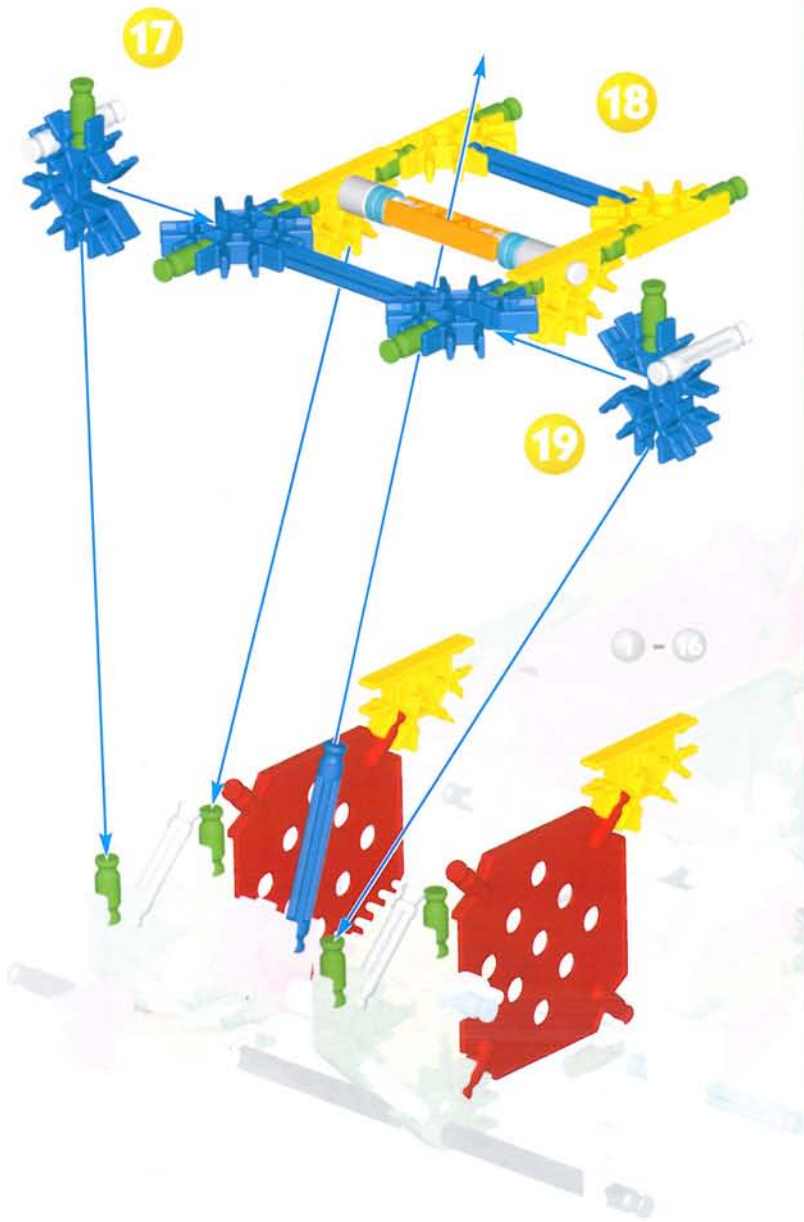


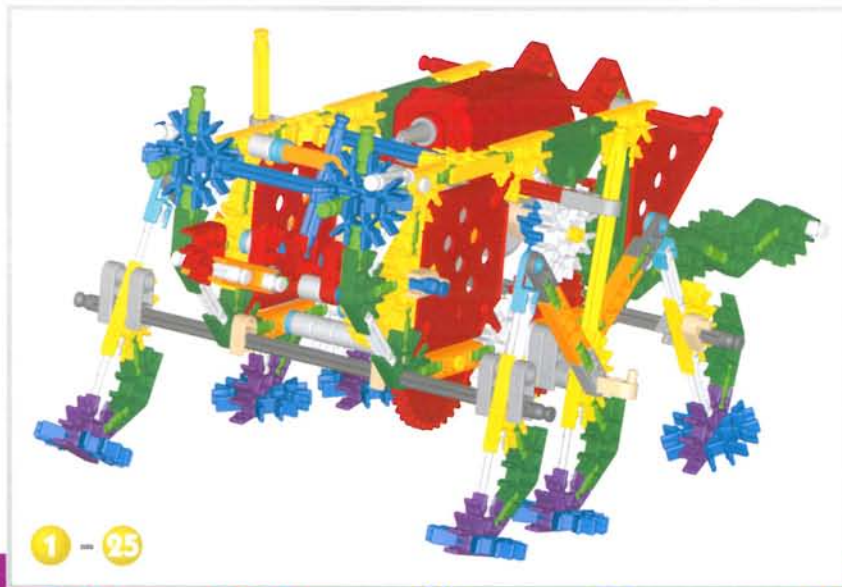
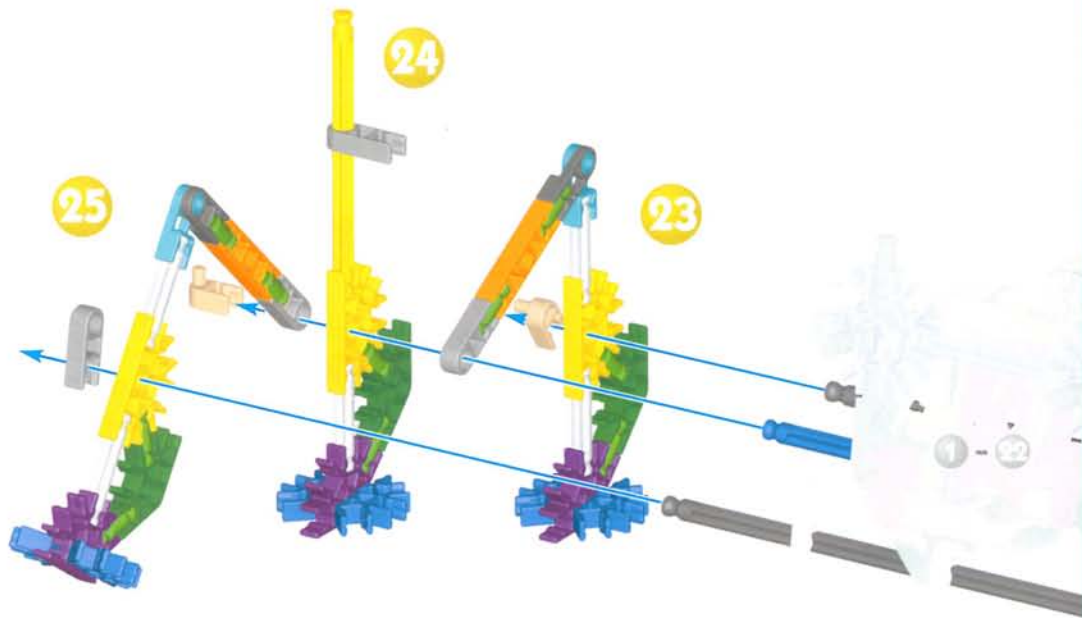
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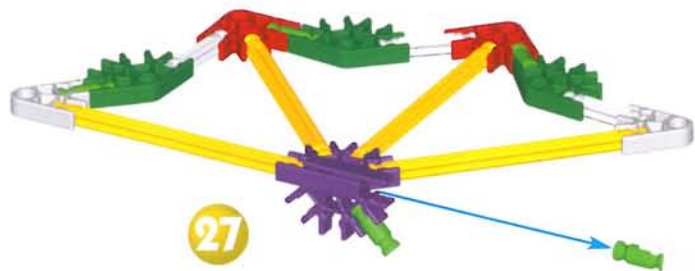




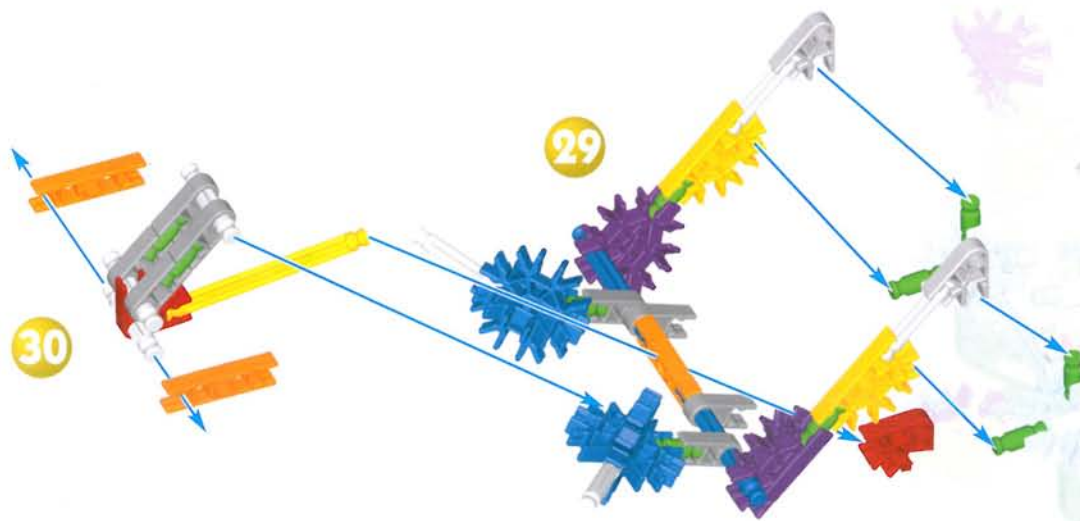
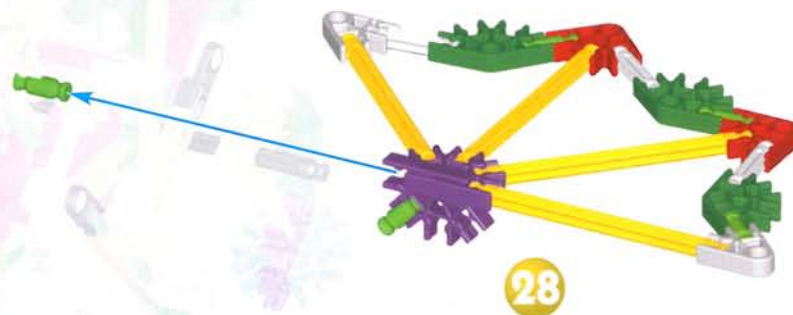




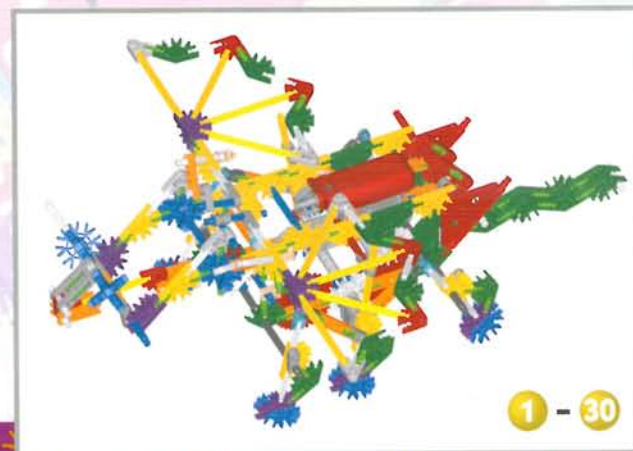
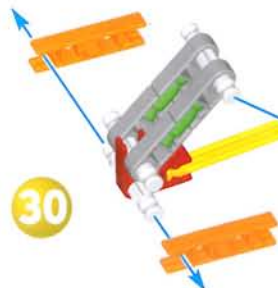


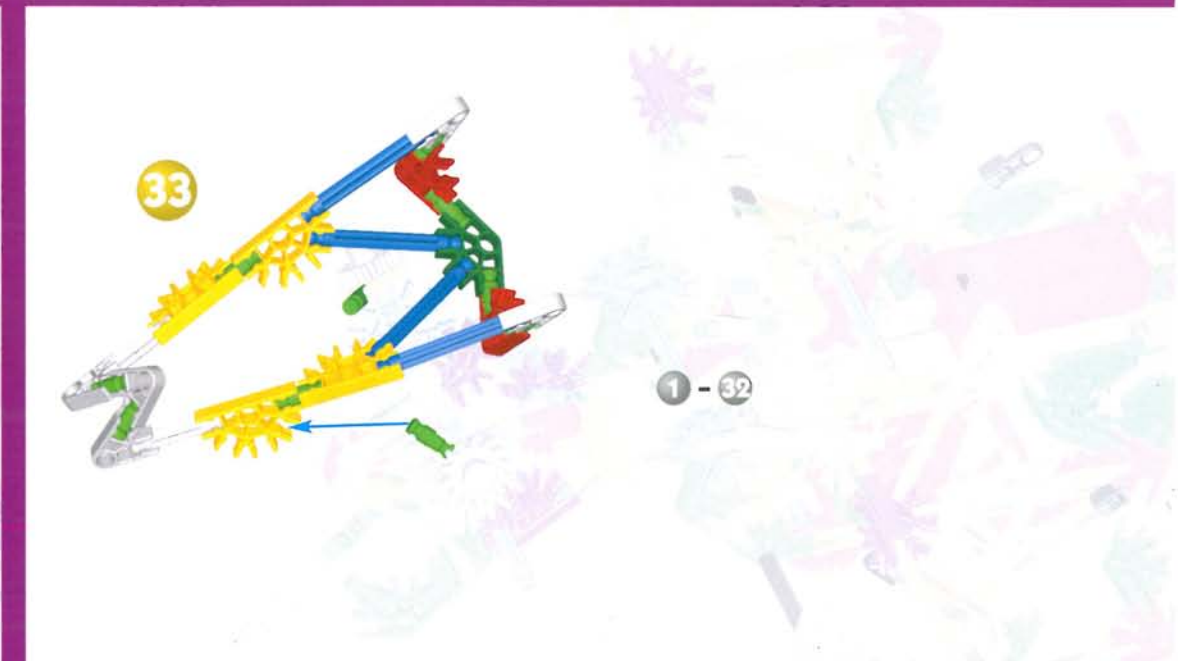
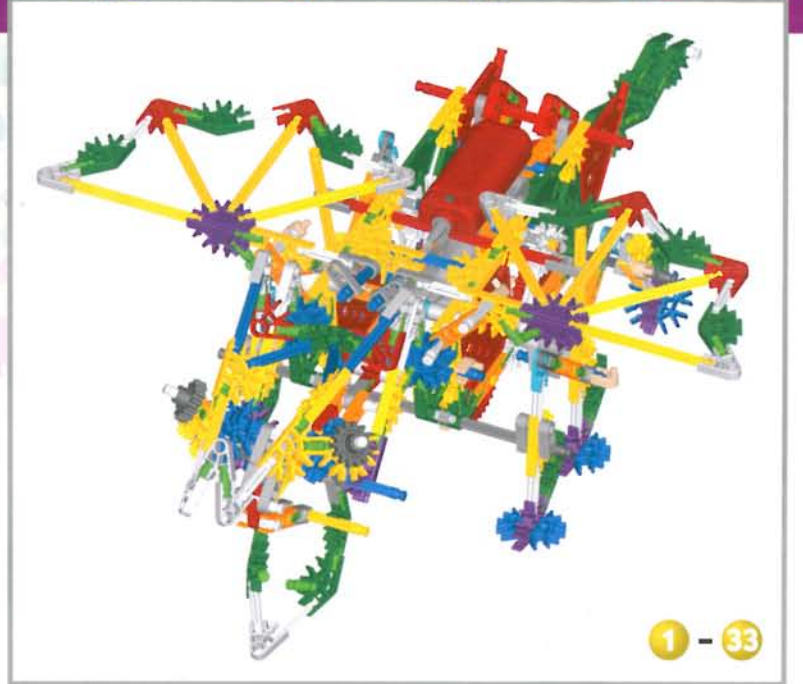
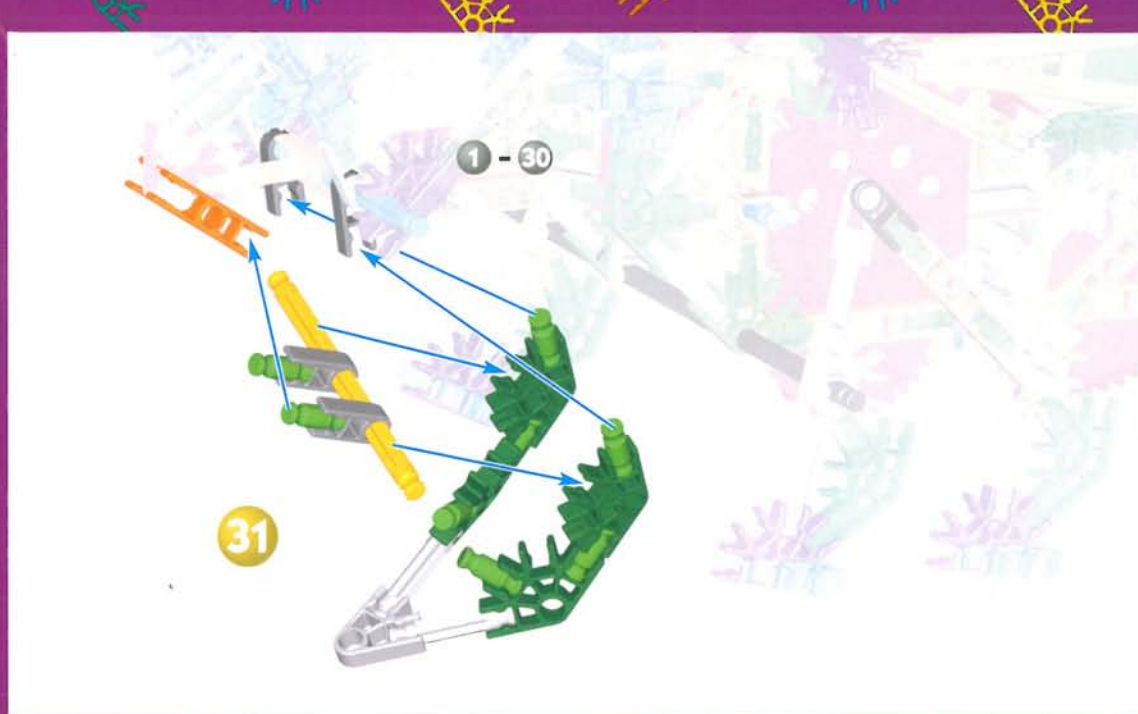


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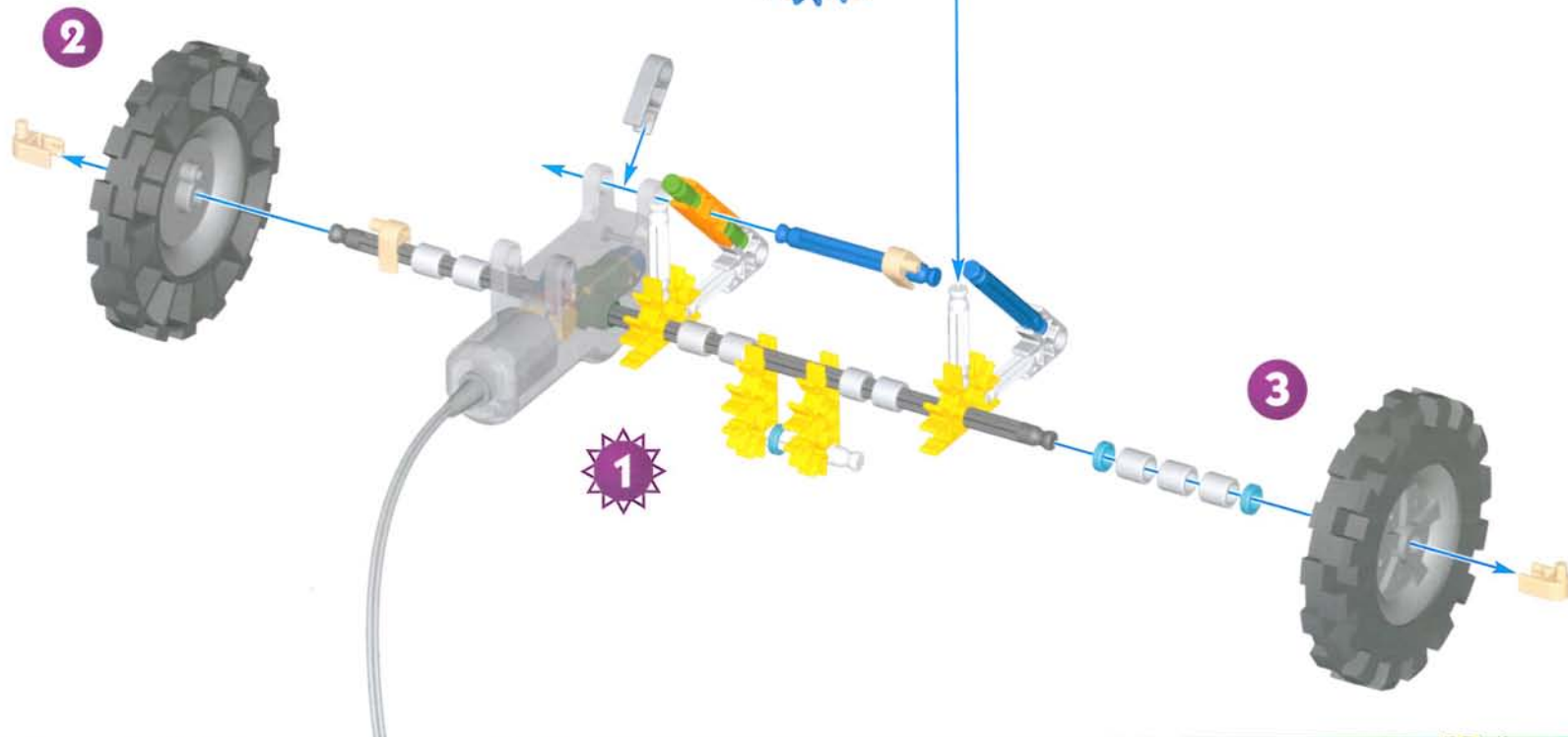
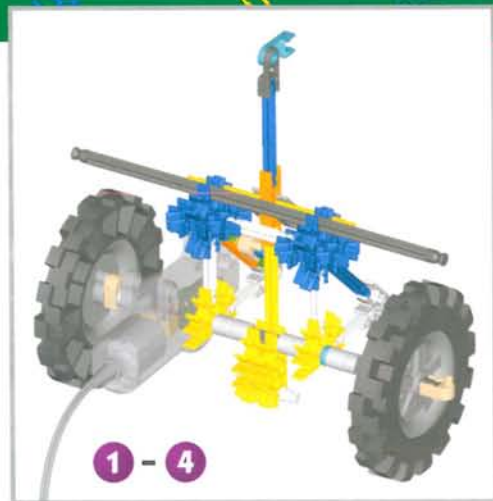
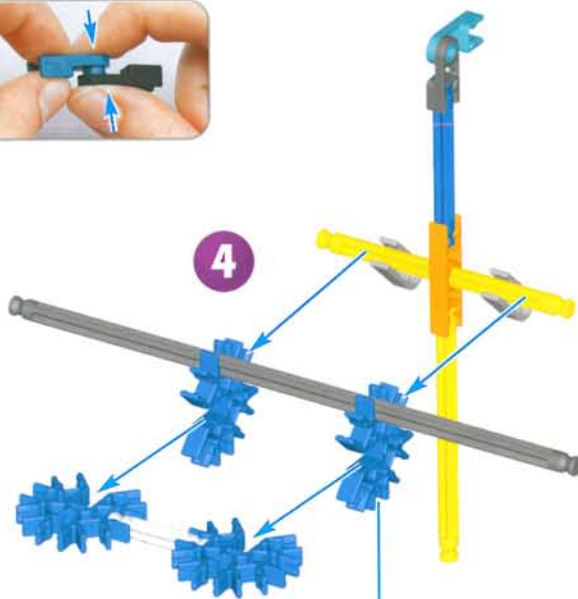


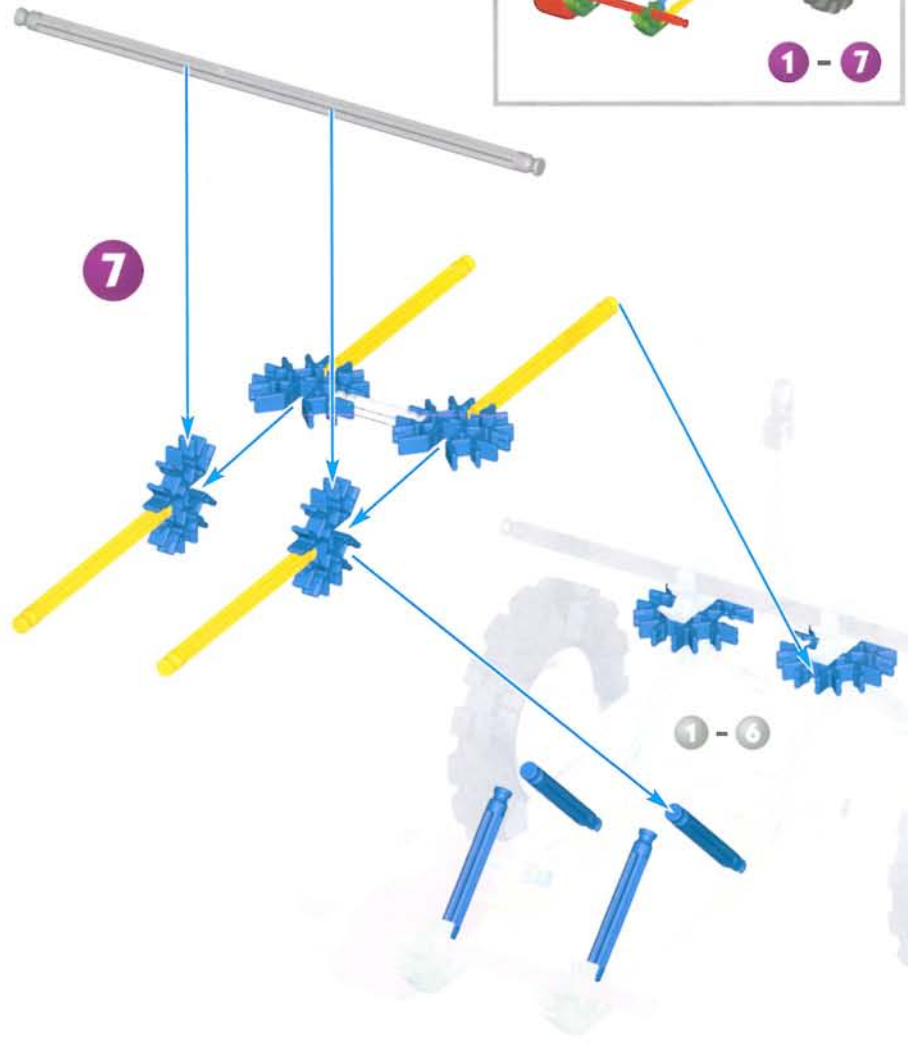
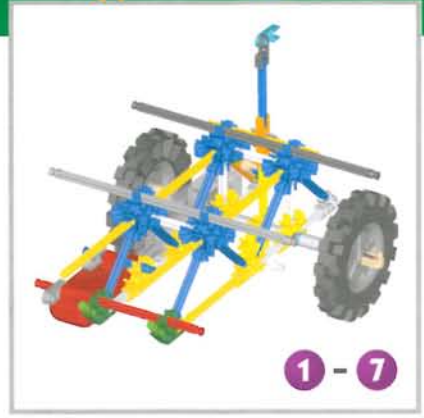
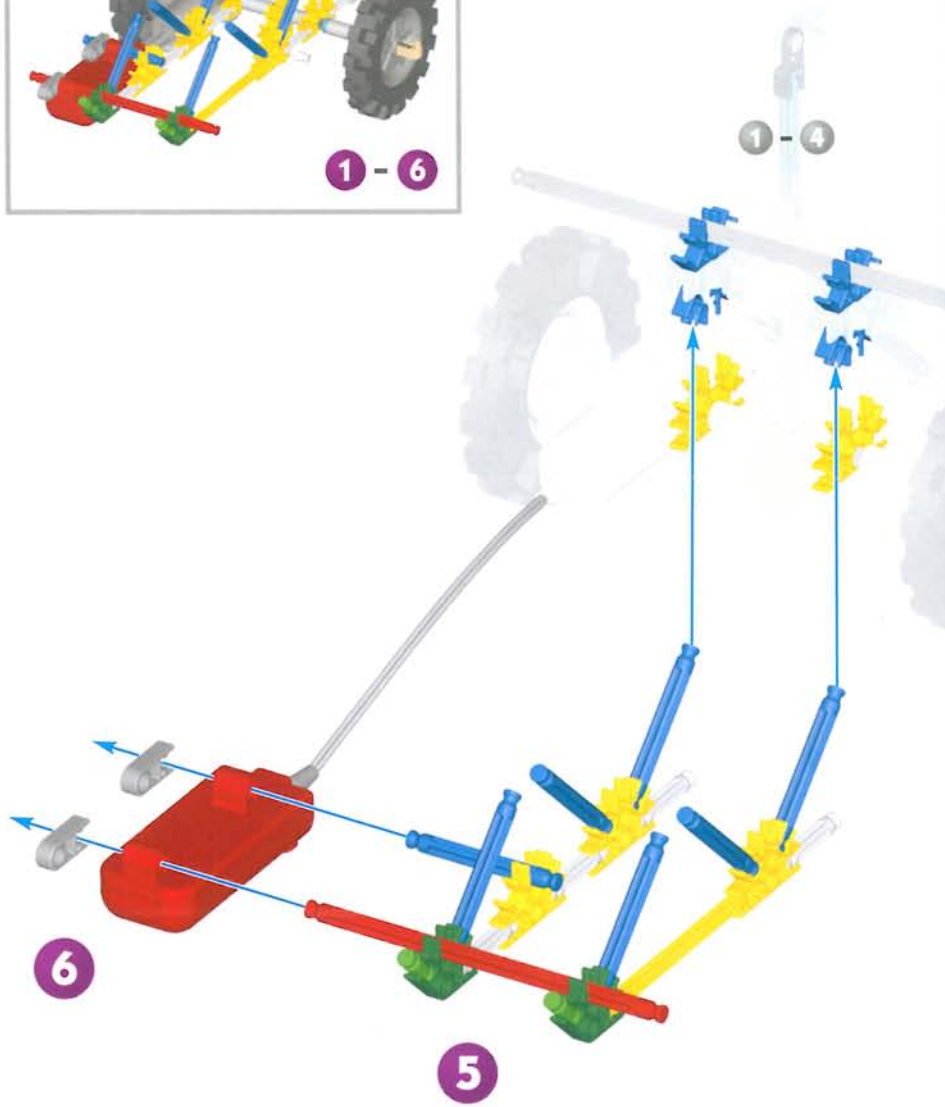
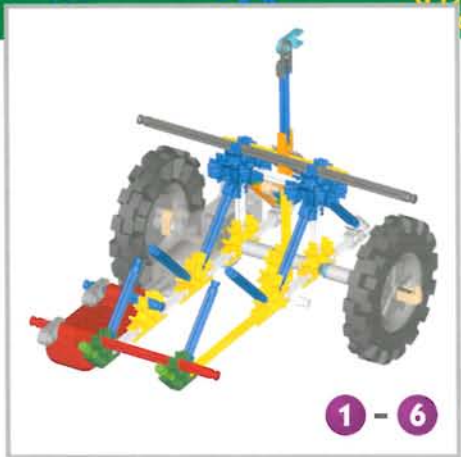
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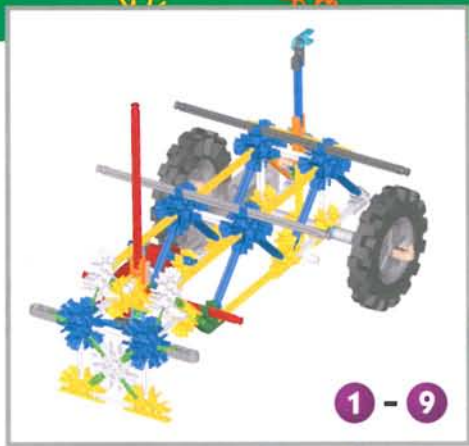




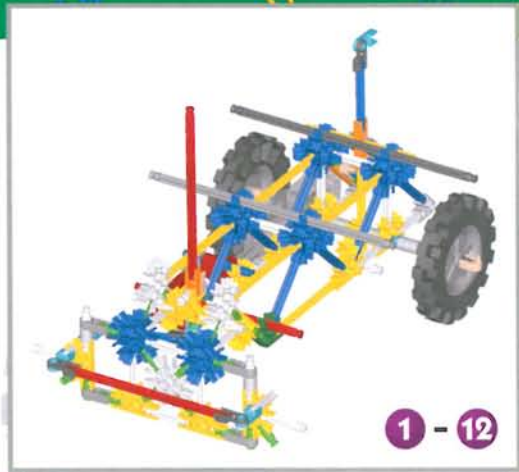
Trash Truck



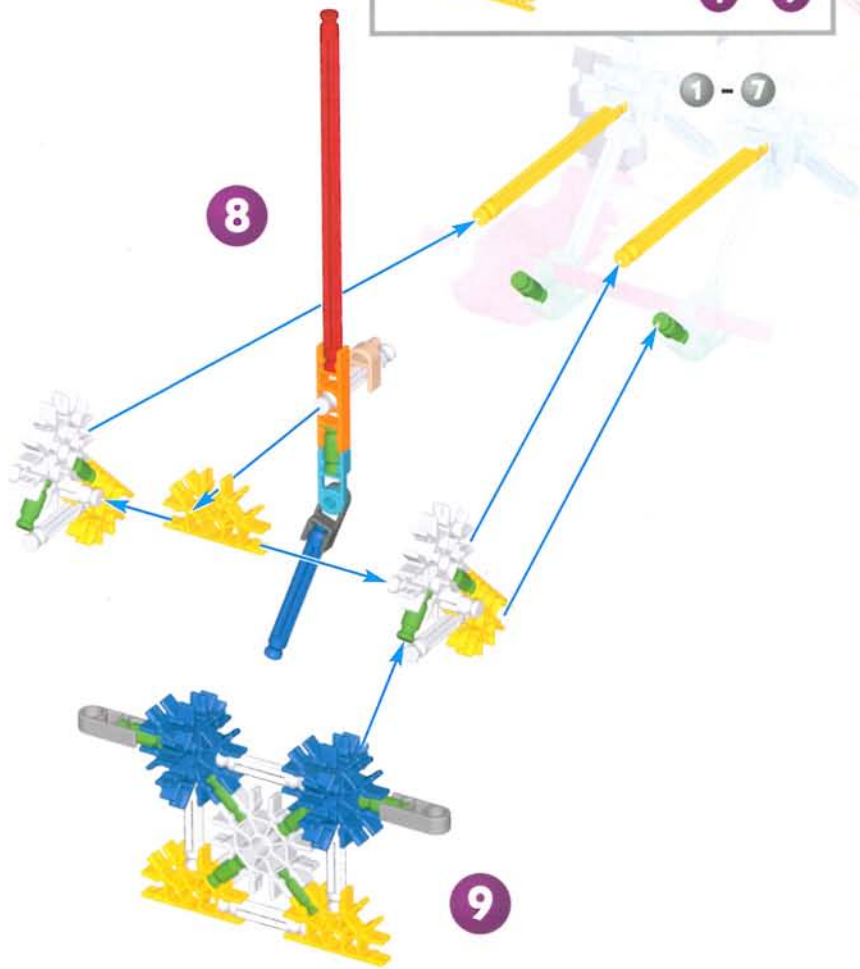




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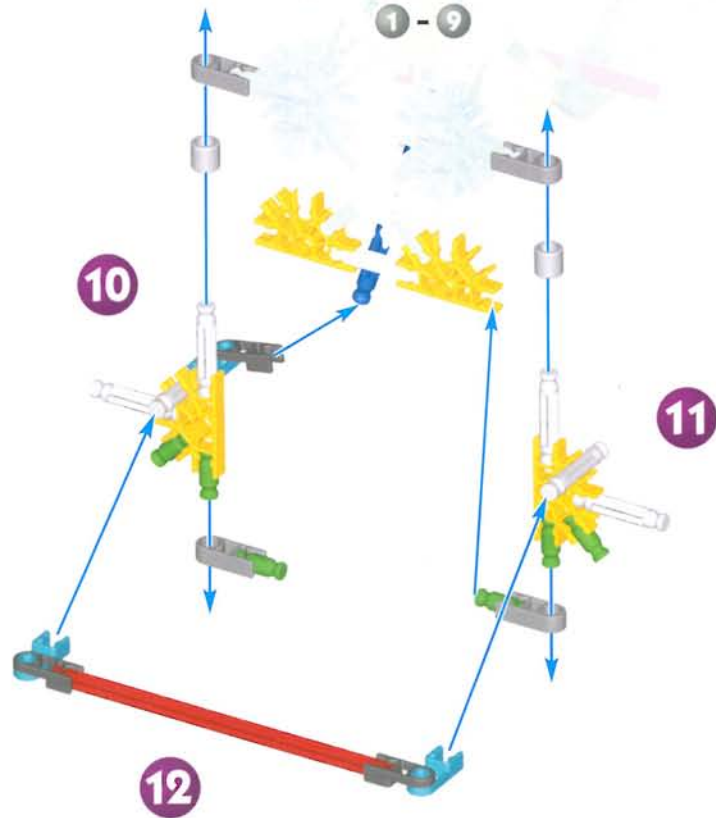
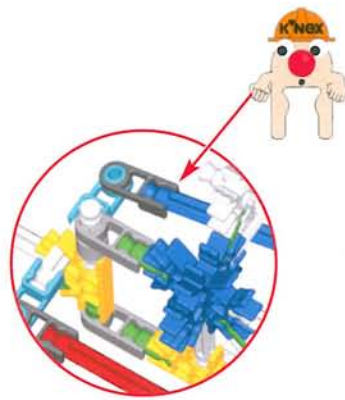
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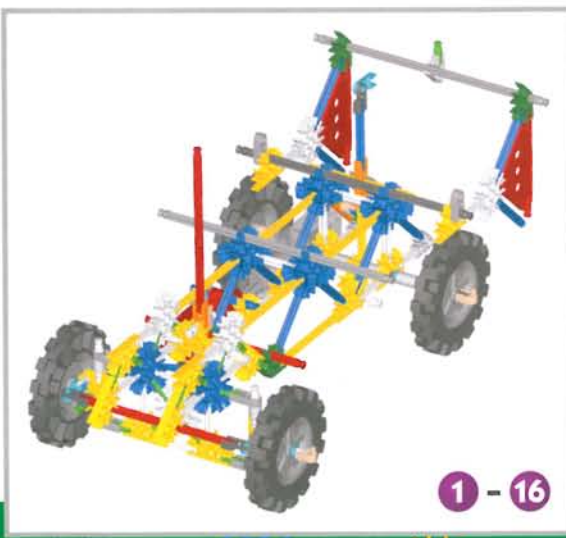
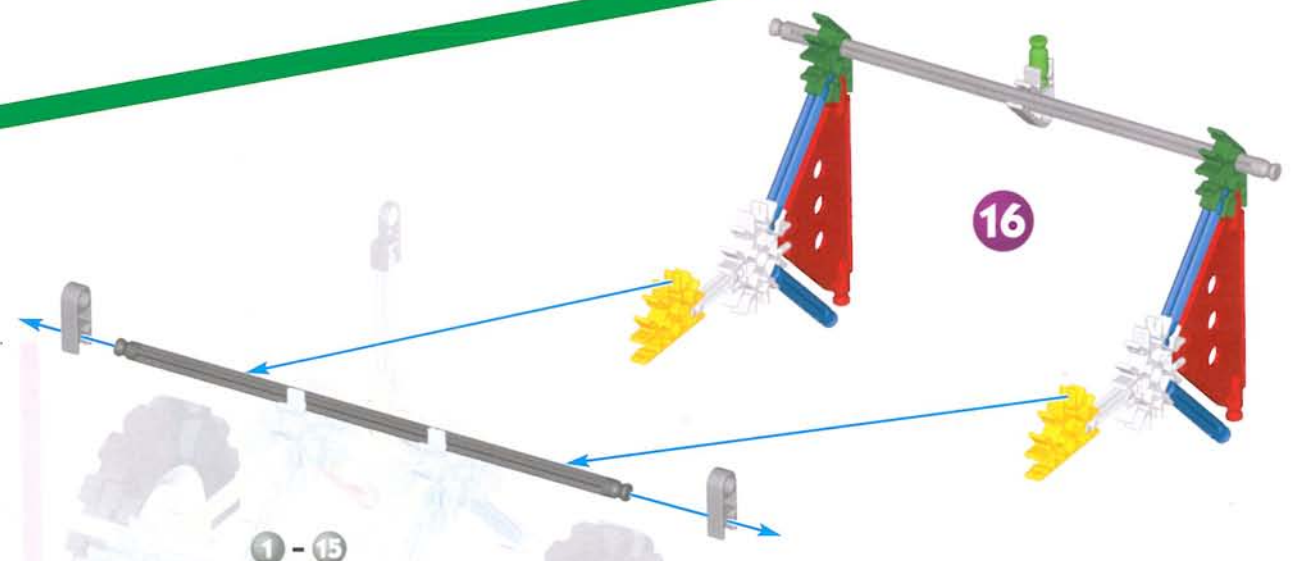
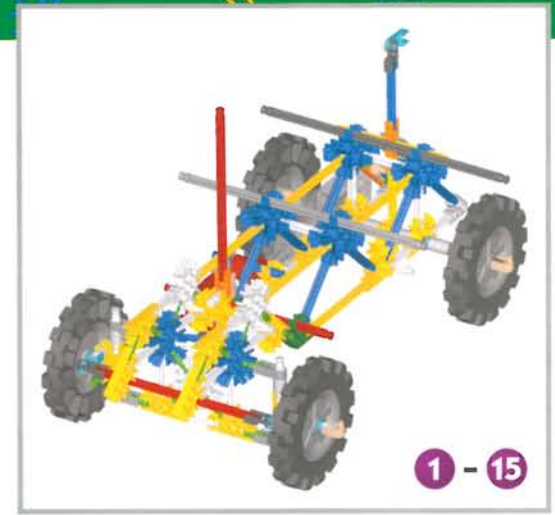
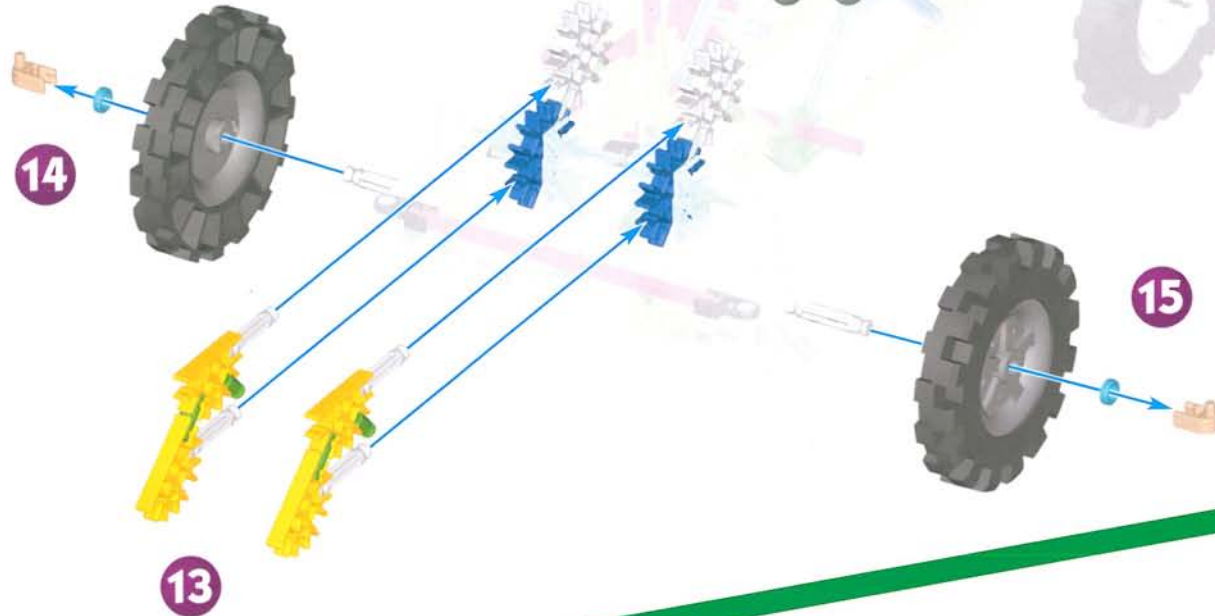


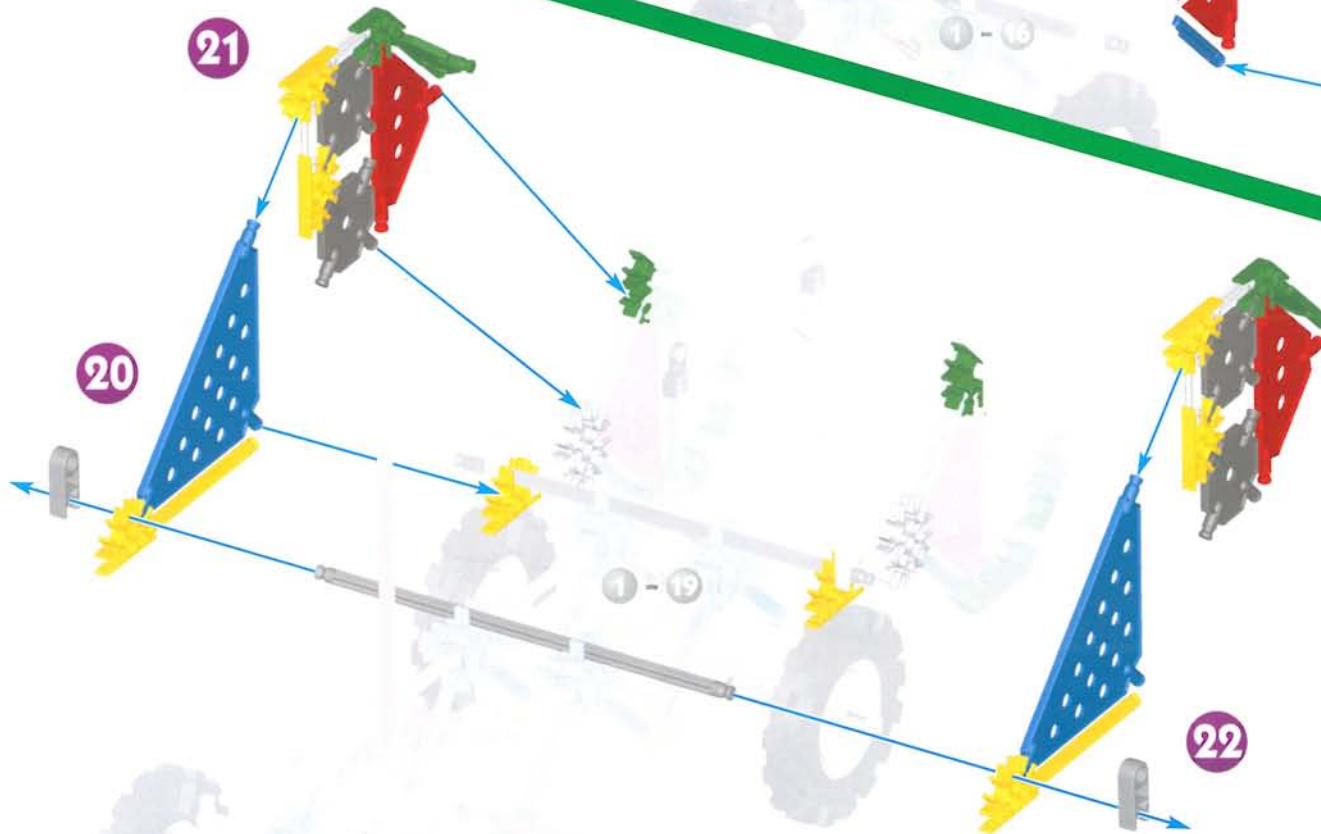
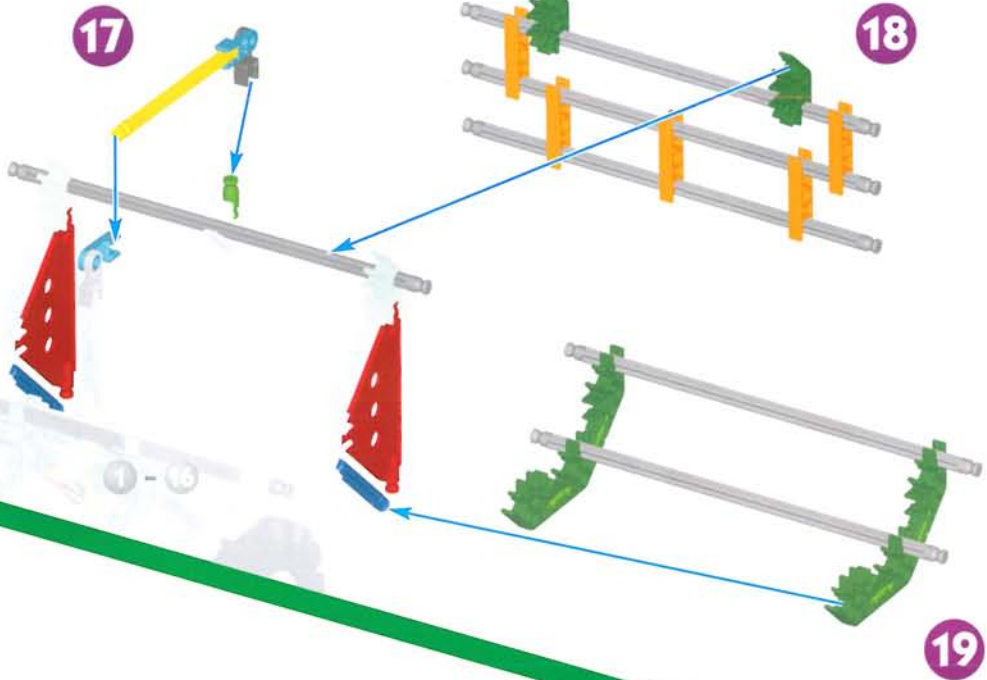
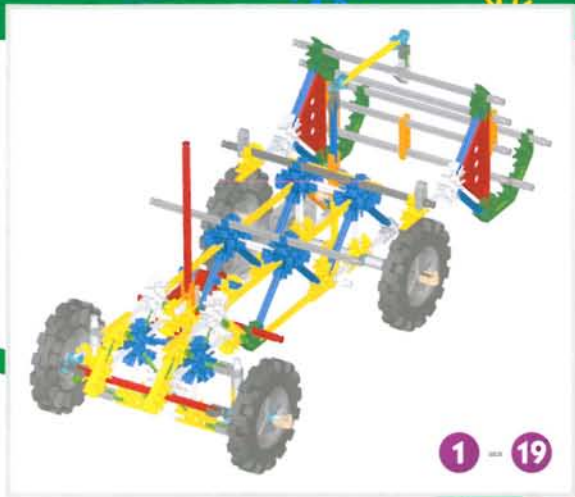
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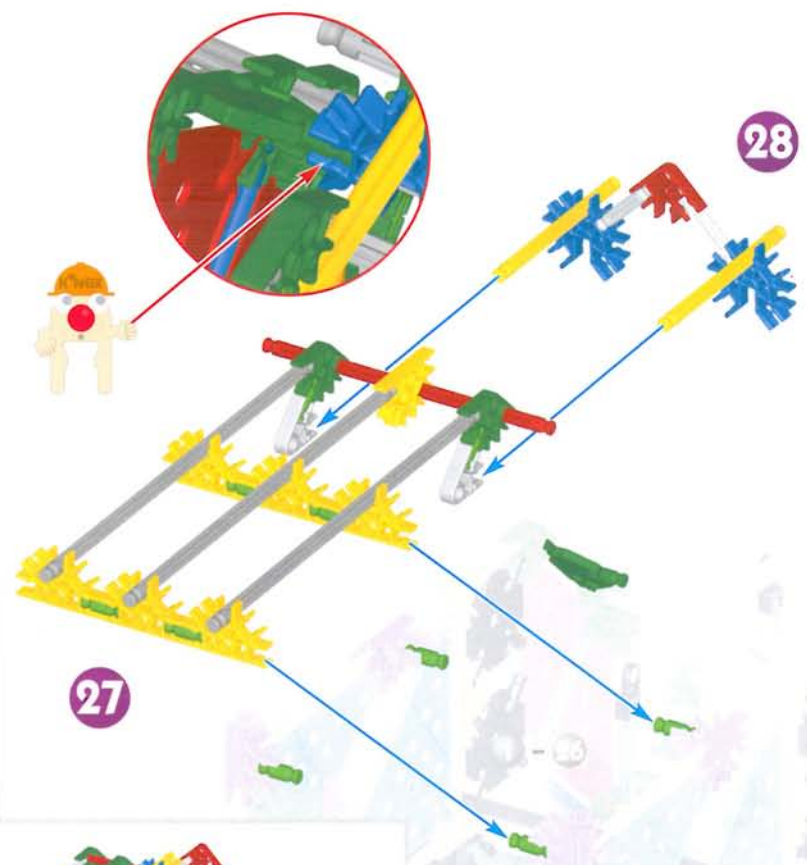
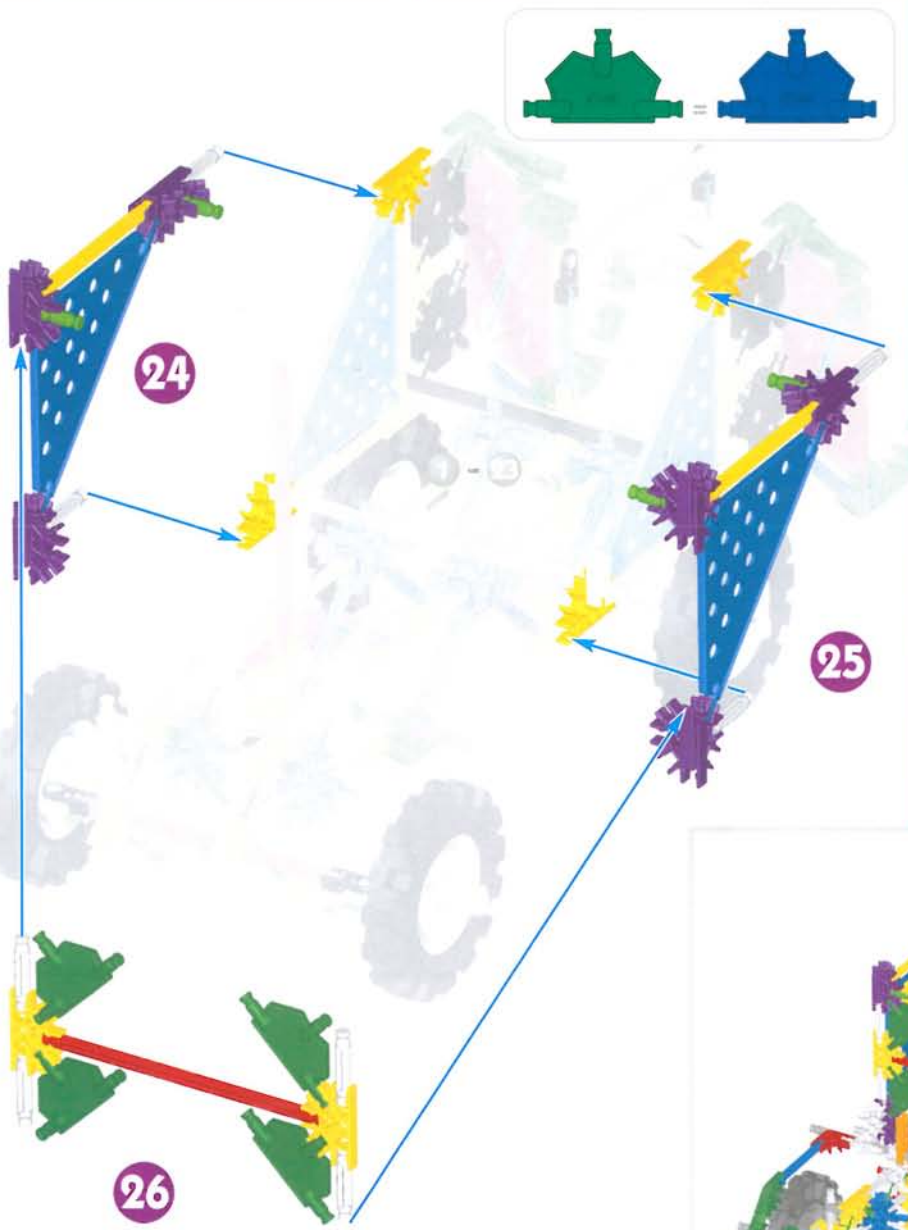
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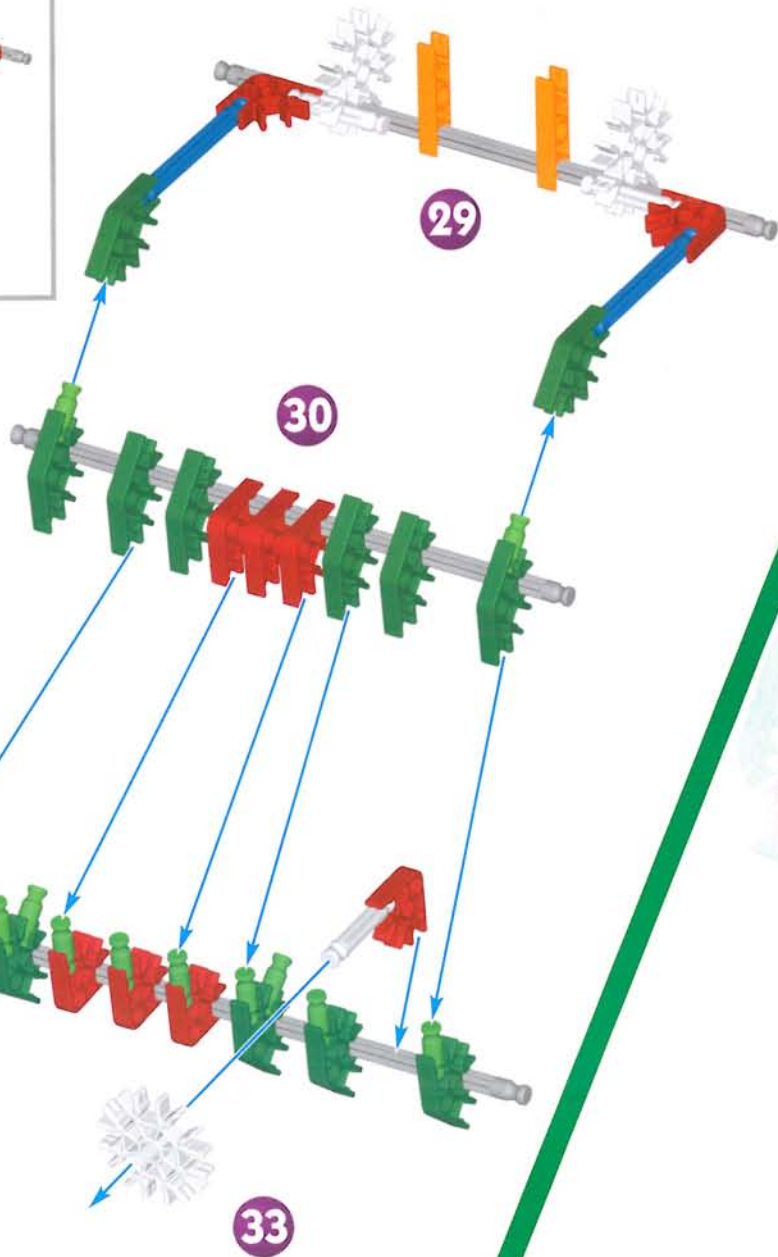
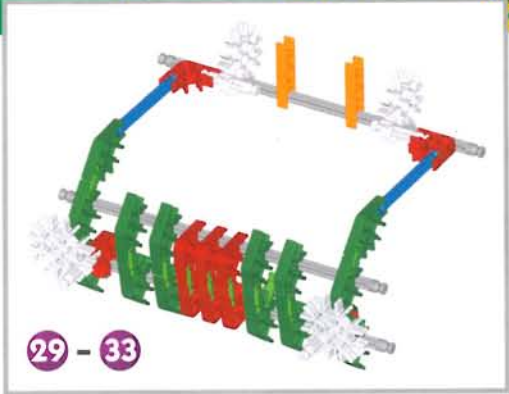
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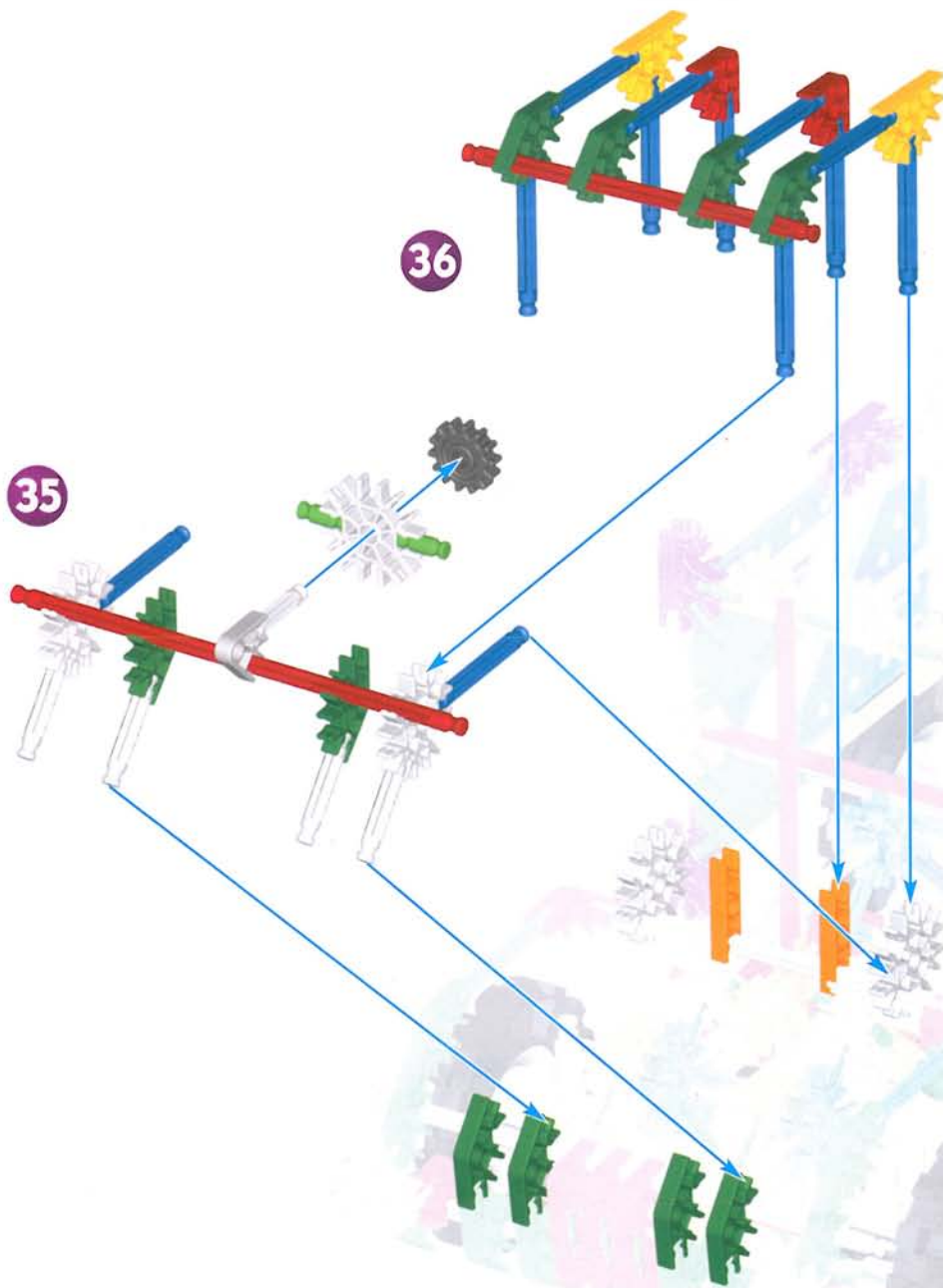
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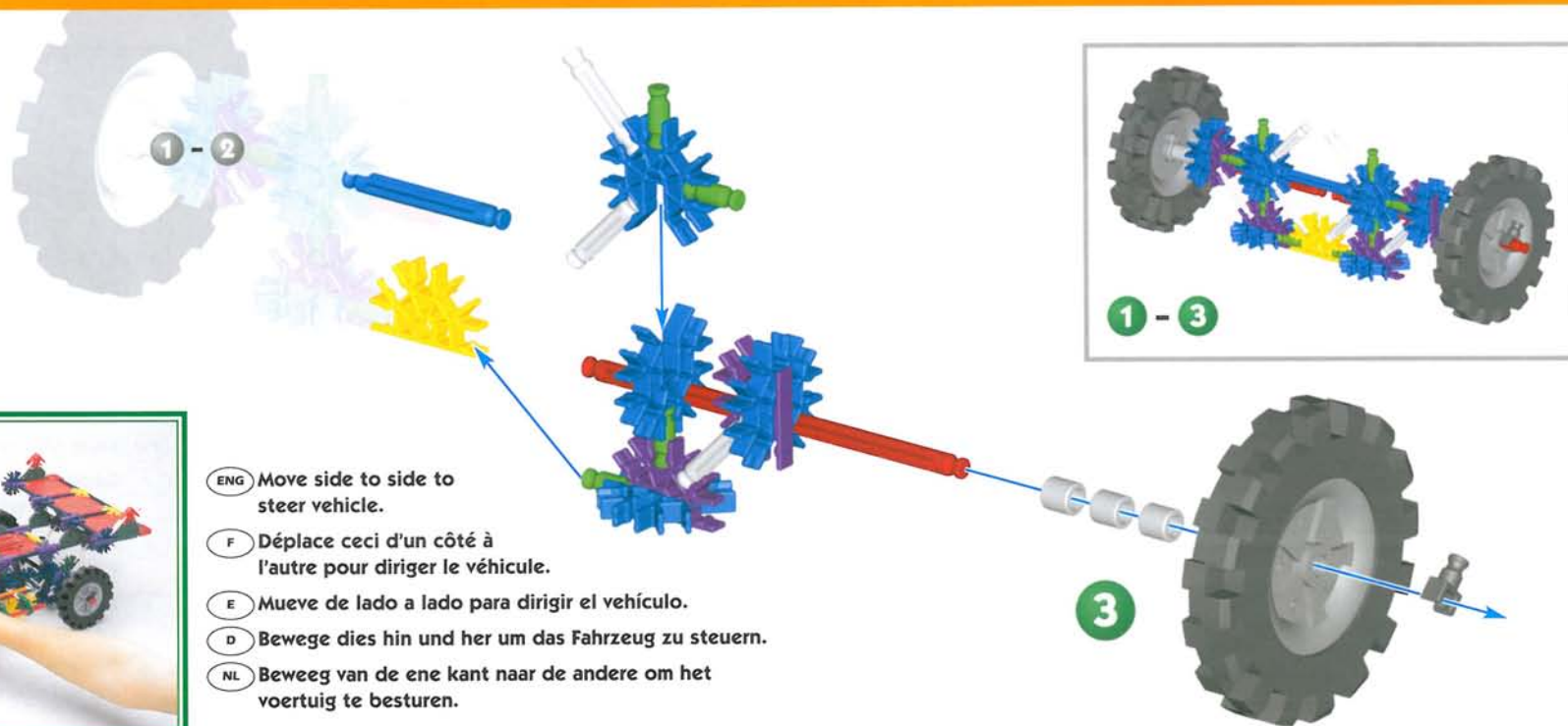
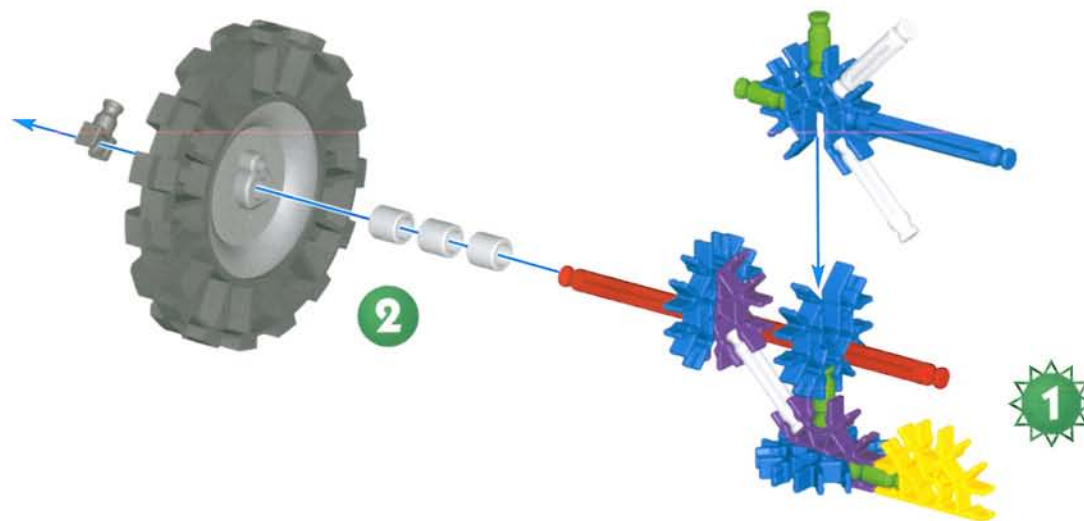
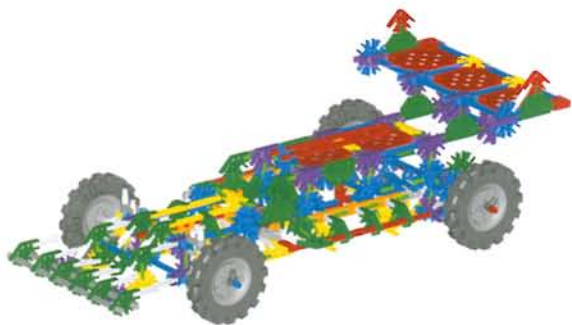


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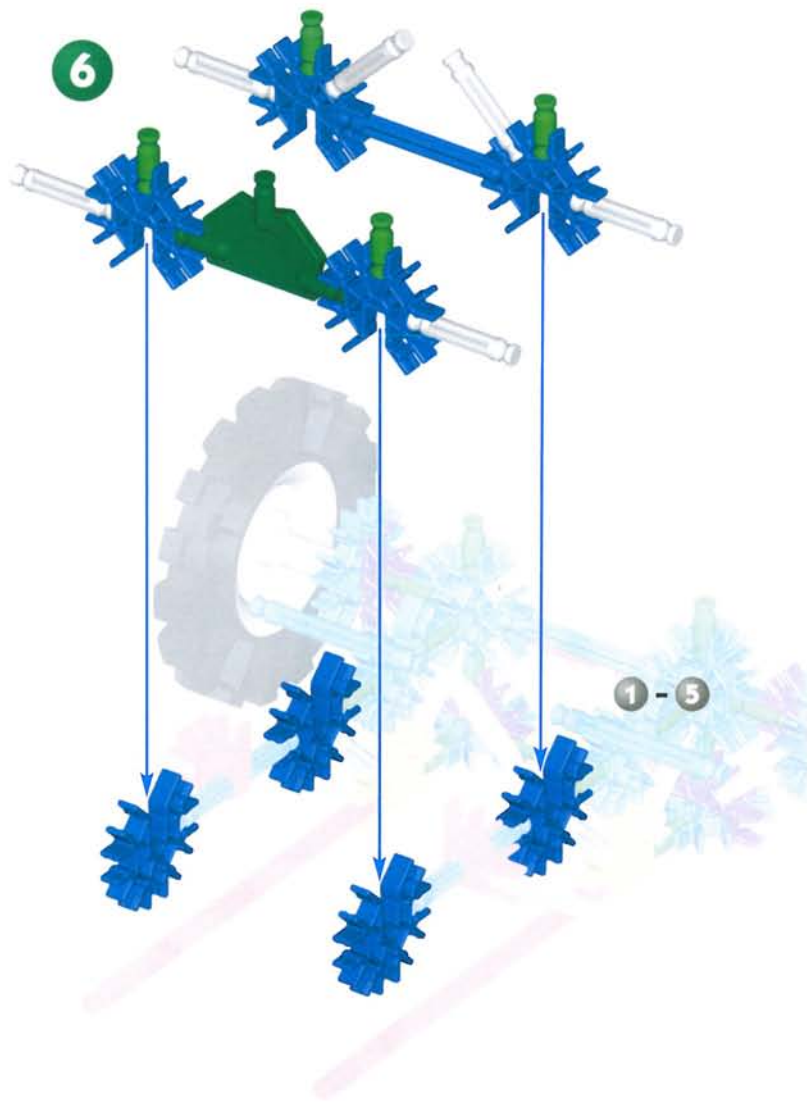
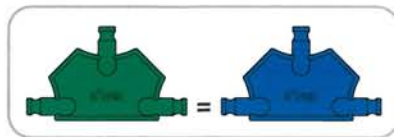
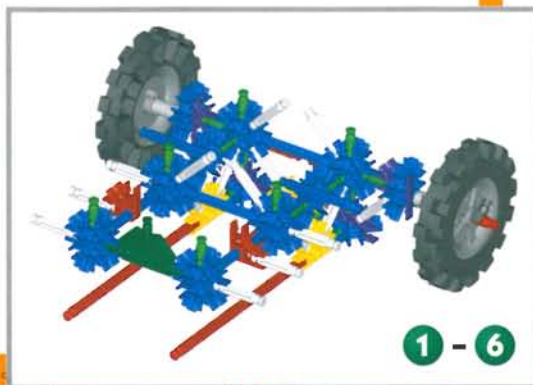
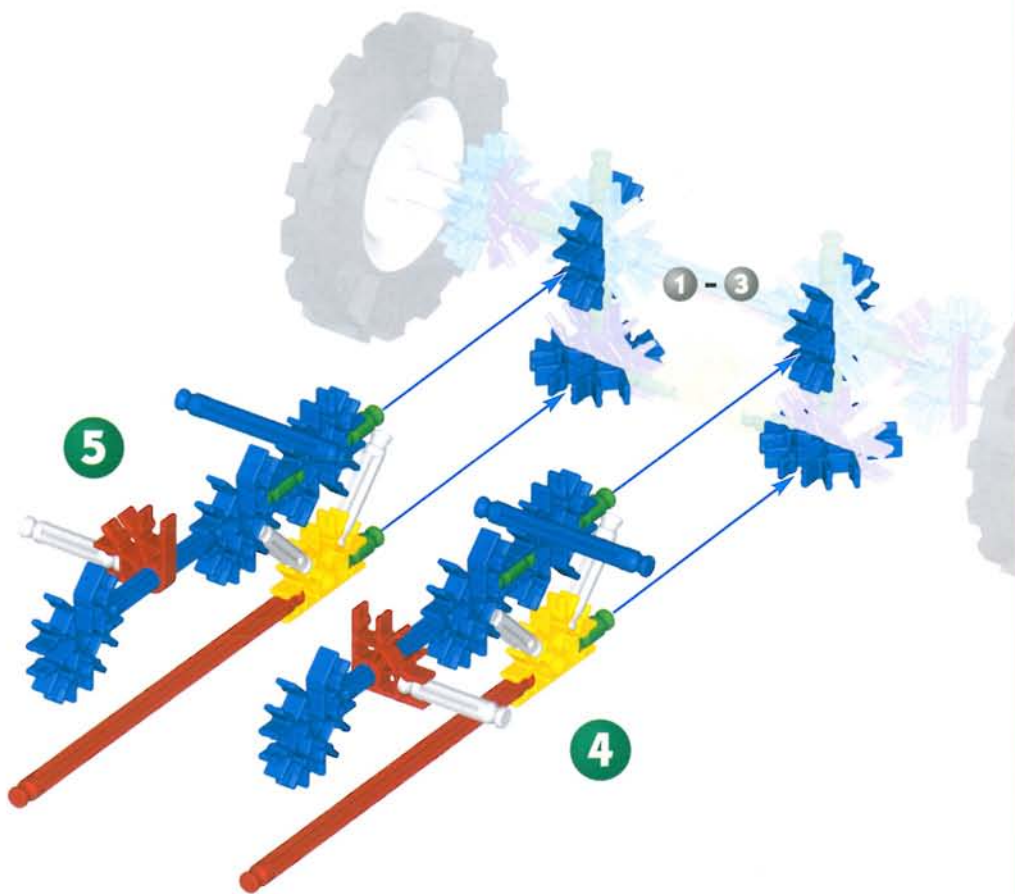


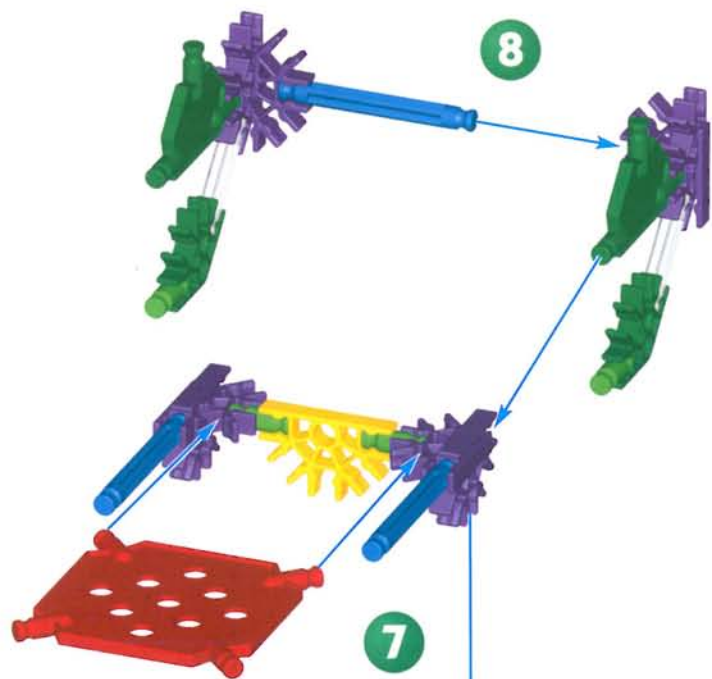
- (ENG) Move side to side to steer vehicle.
- (F) Déplace ceci d'un côté à l'autre pour diriger le véhicule.
- (E) Mueve de lado a lado para dirigir el vehículo.
- (D) Bewege dies hin und her um das Fahrzeug zu steuern.
- (NL) Beweeg van de ene kant naar de andere om het voertuig te besturen.

Formula Car



- (ENG) Move side to side to steer vehicle.
- (F) Déplace ceci d'un côté à l'autre pour diriger le véhicule.
- (E) Mueve de lado a lado para dirigir el vehículo.
- (D) Bewege dies hin und her um das Fahrzeug zu steuern.
- (NL) Beweeg van de ene kant naar de andere om het voertuig te besturen.



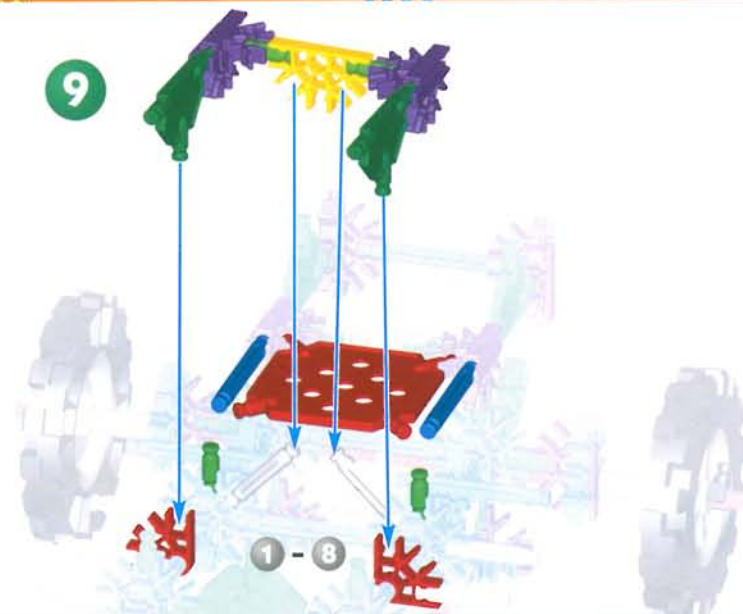


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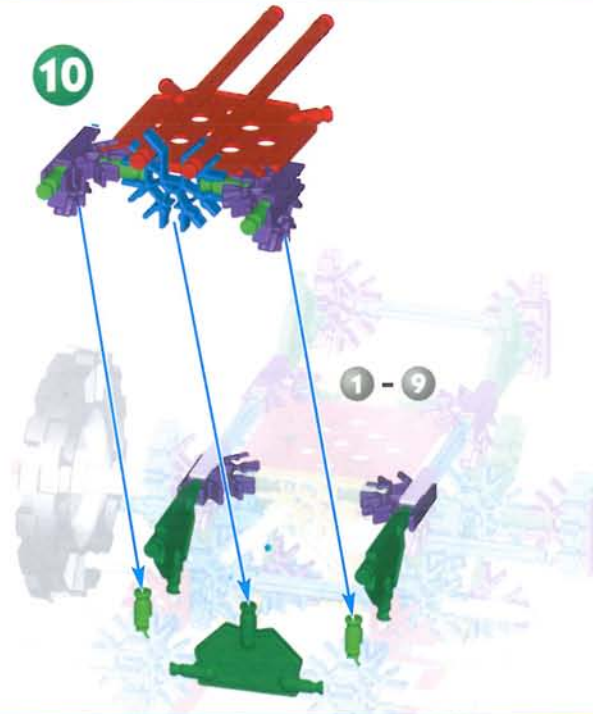
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1 - 8

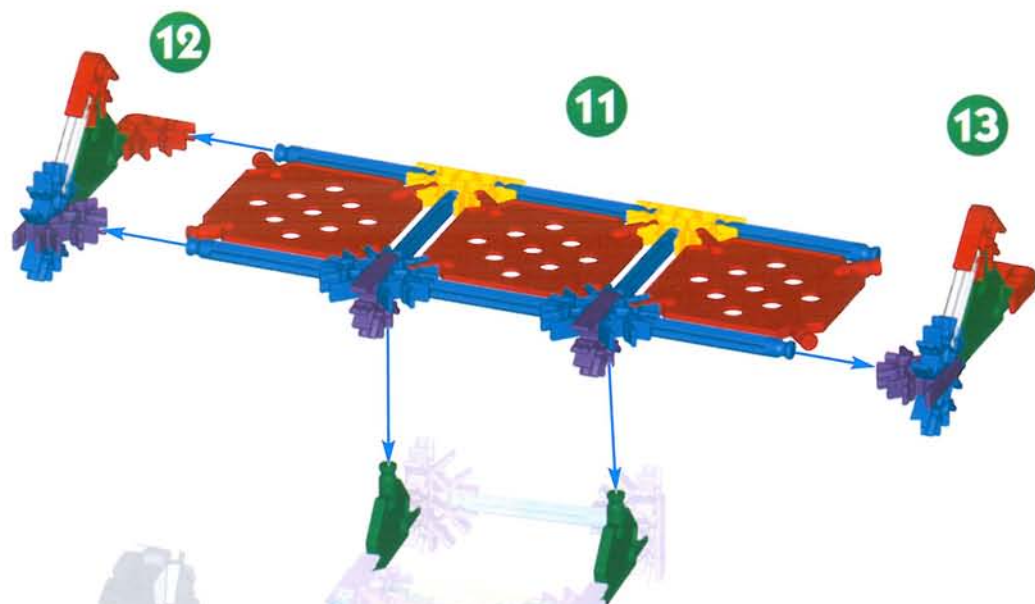
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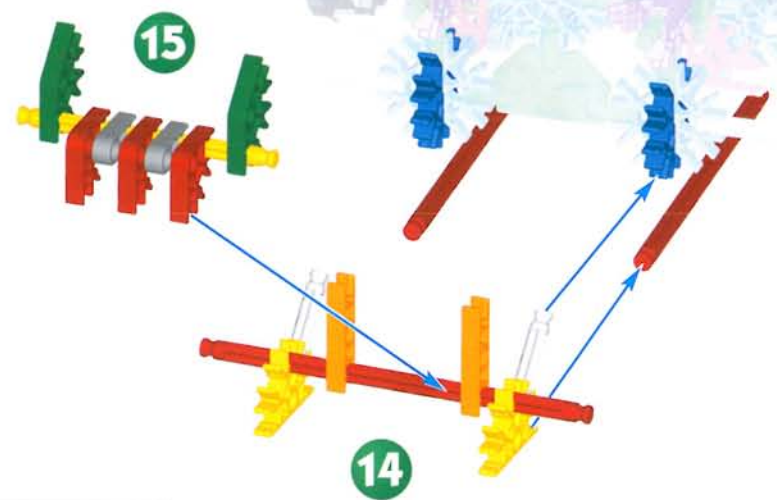
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1 - 10



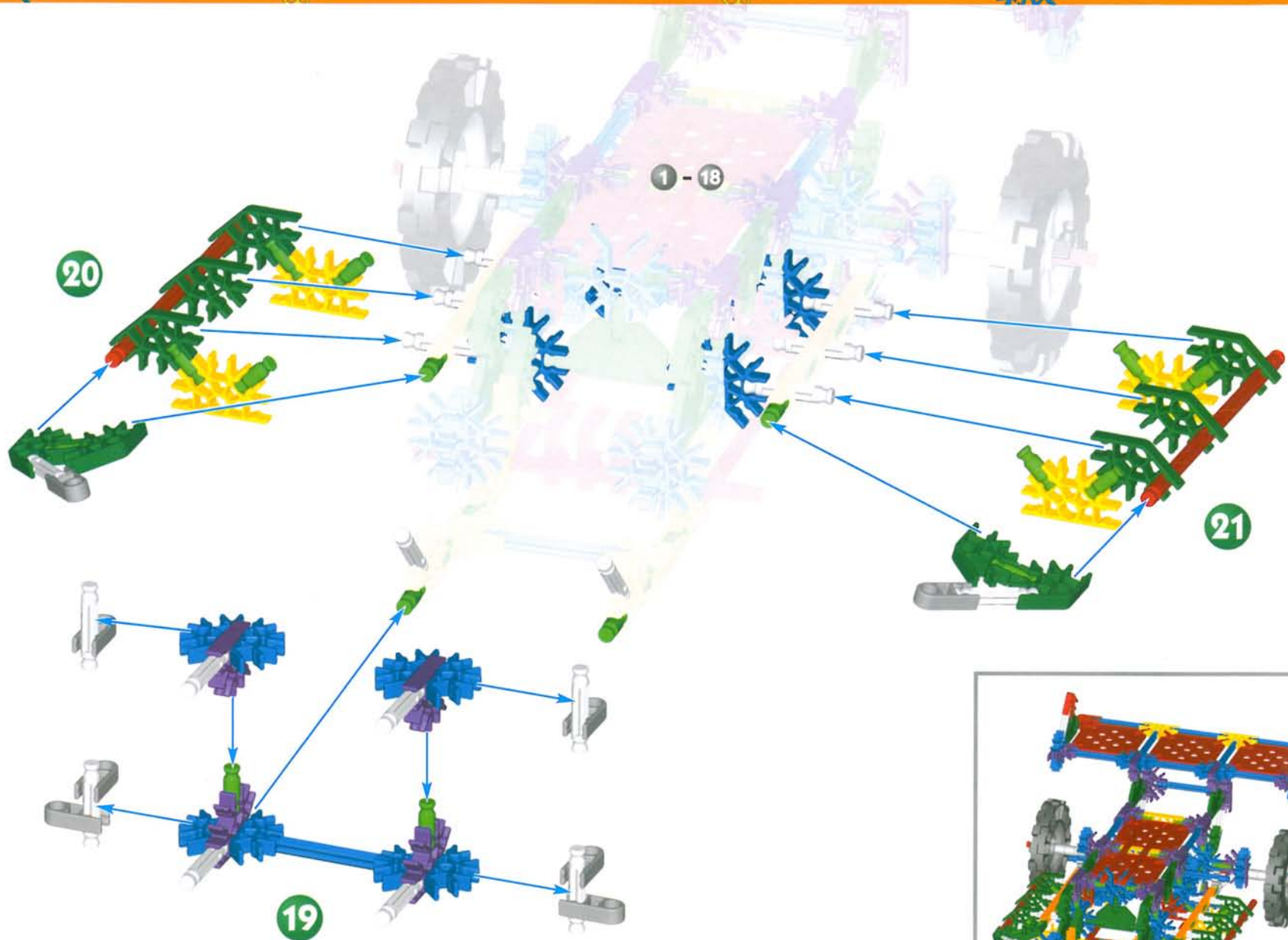
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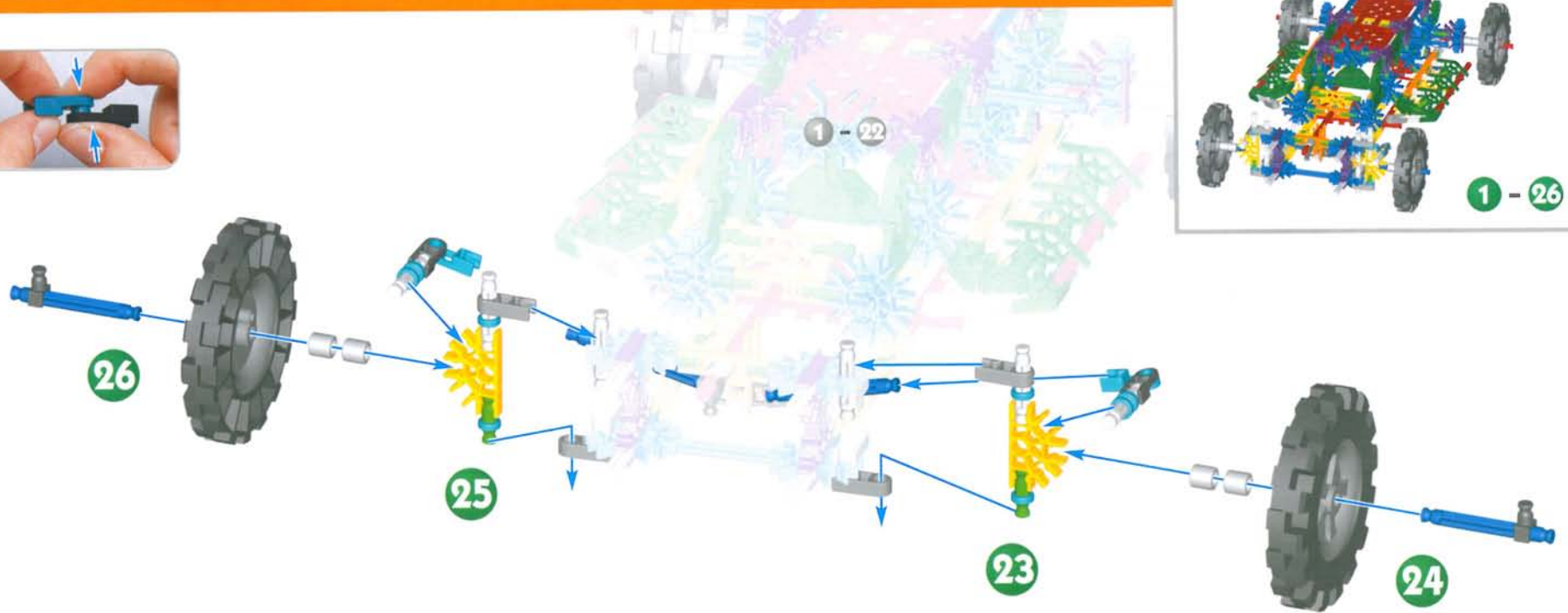


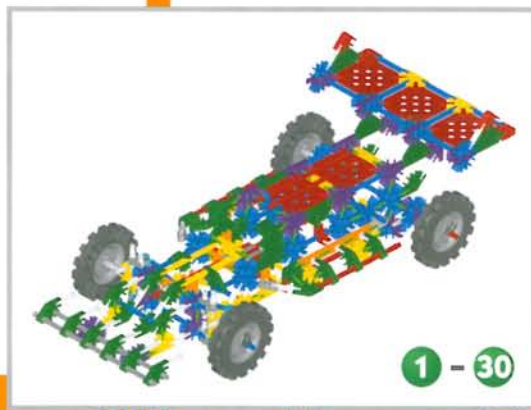
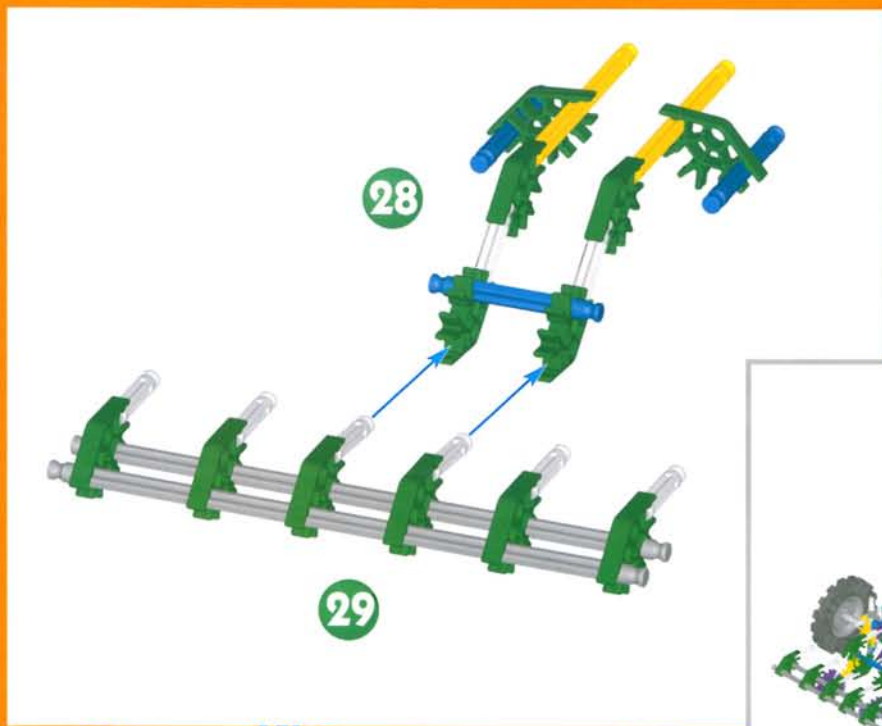
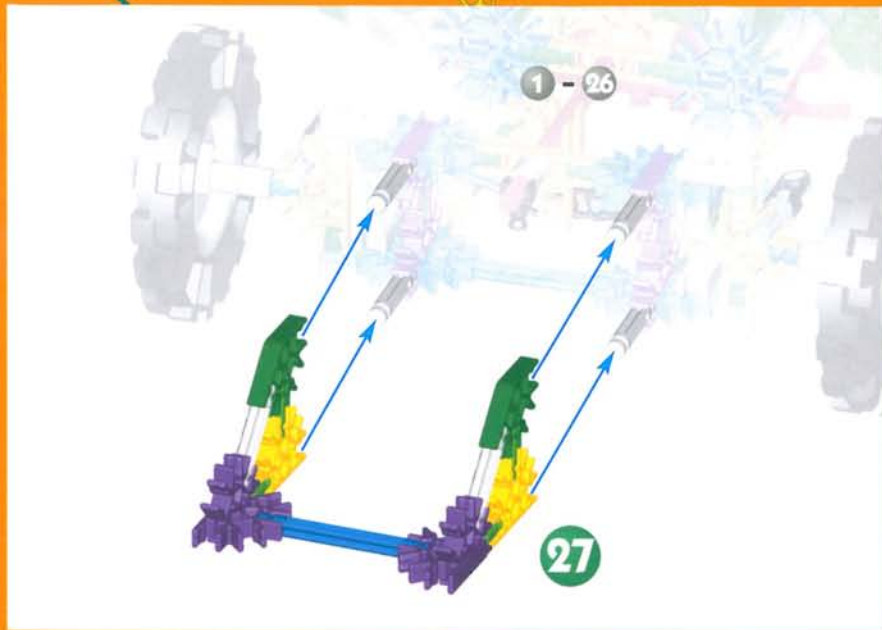
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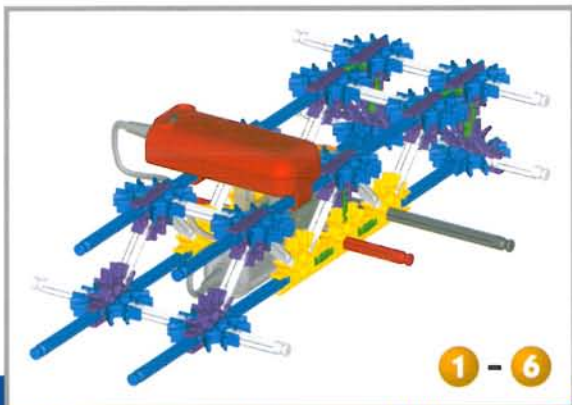
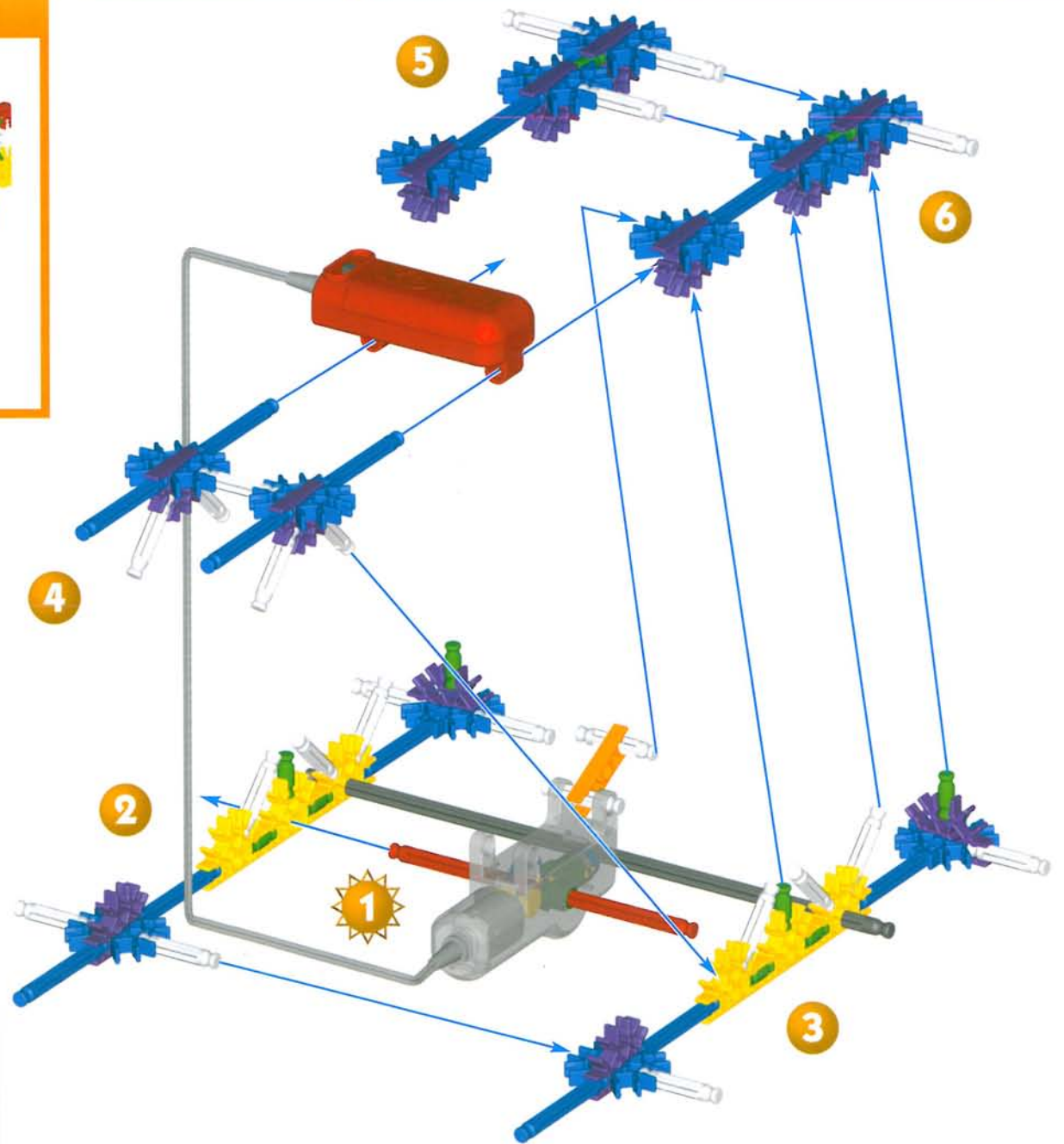


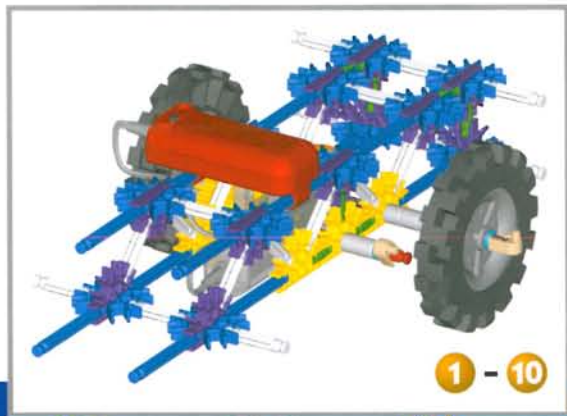
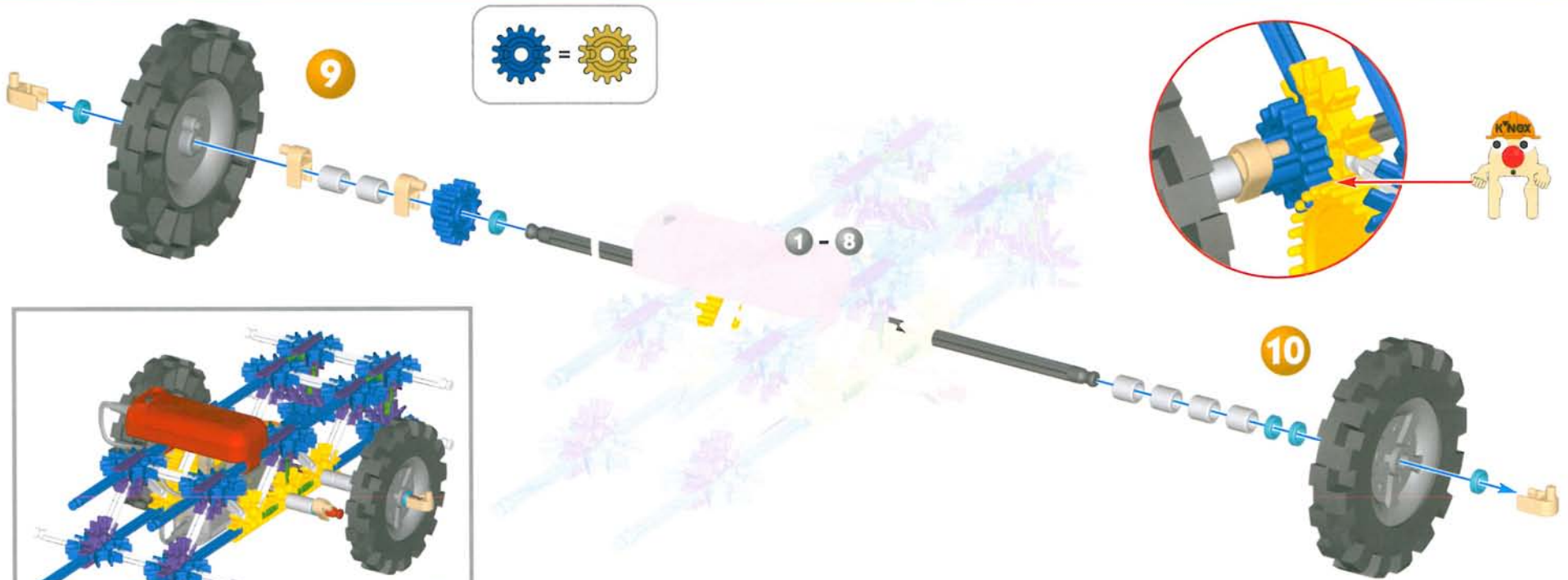
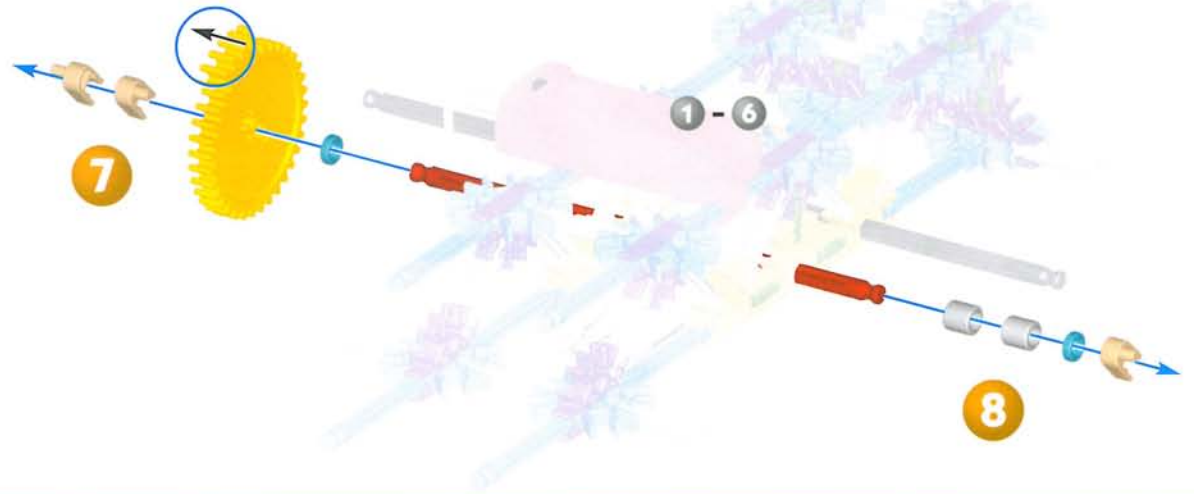
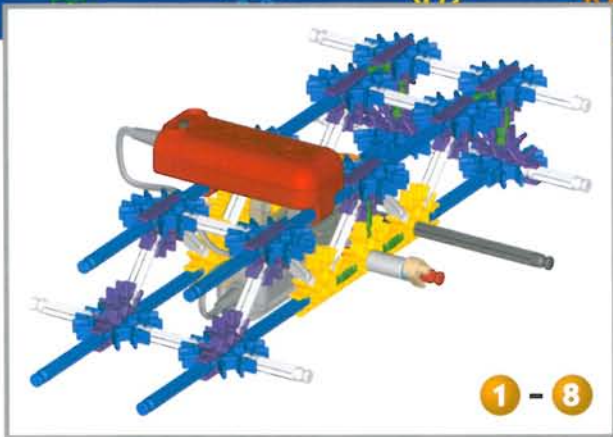


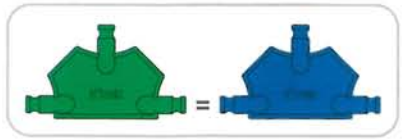
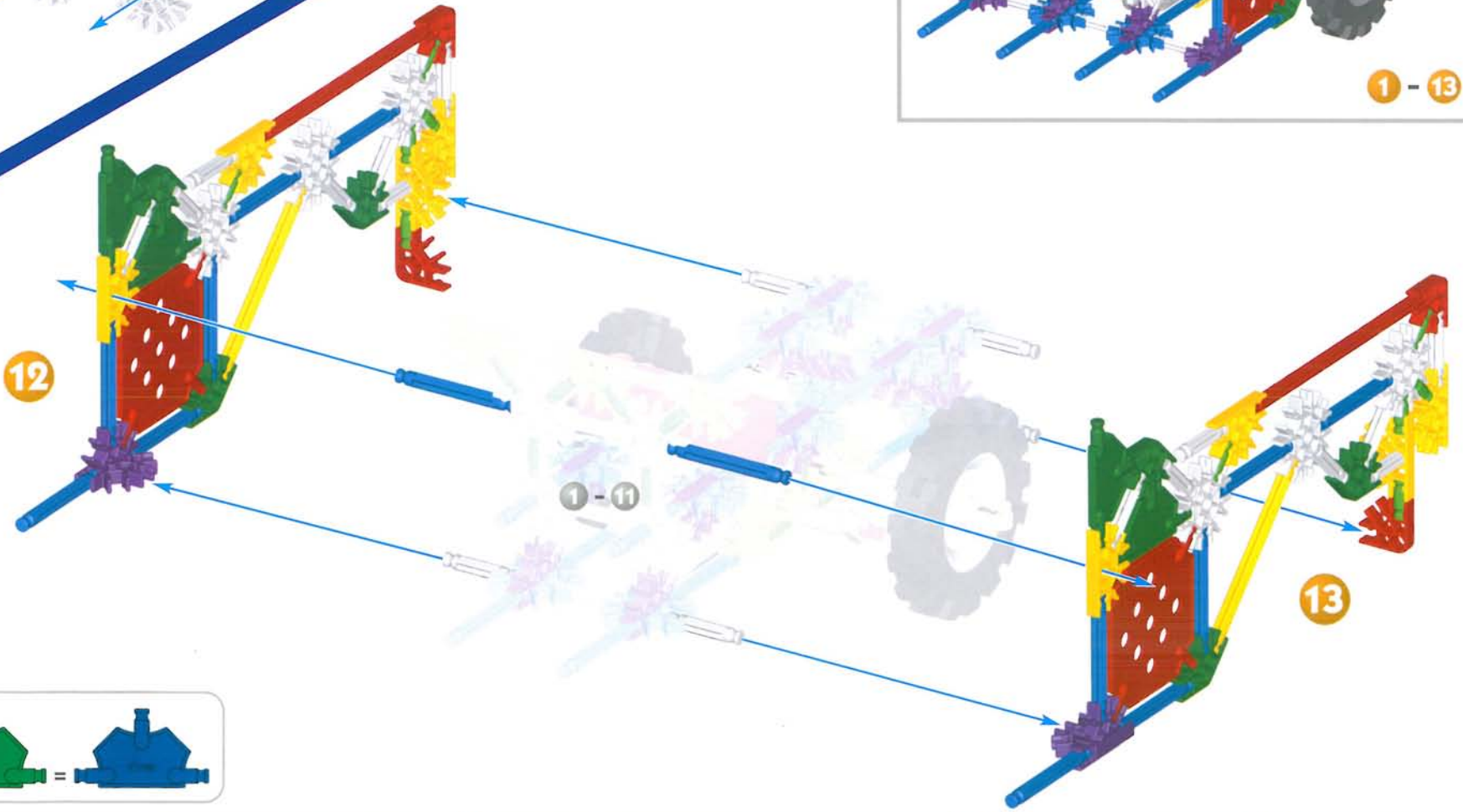
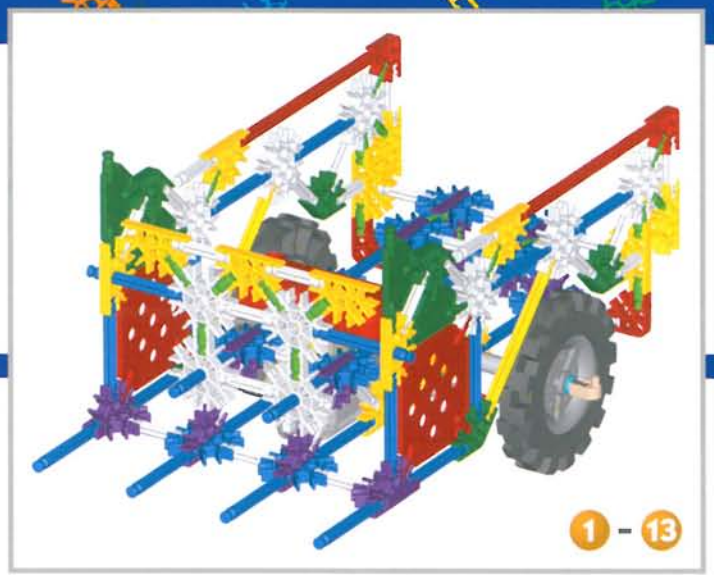
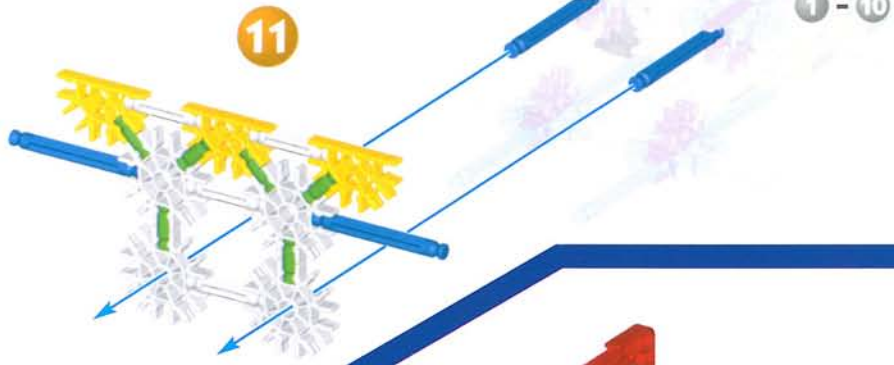


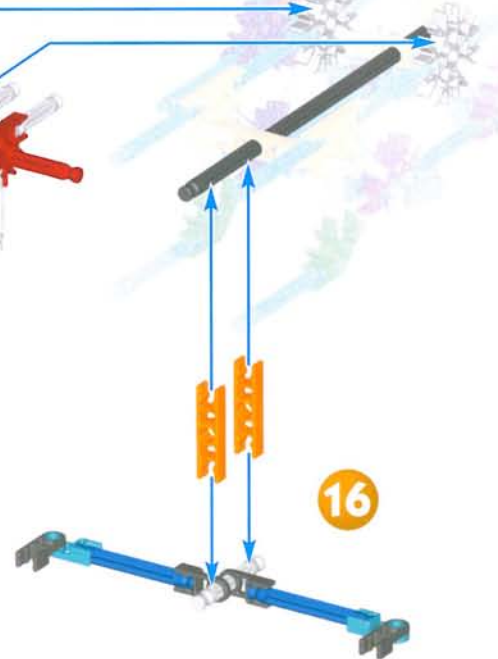
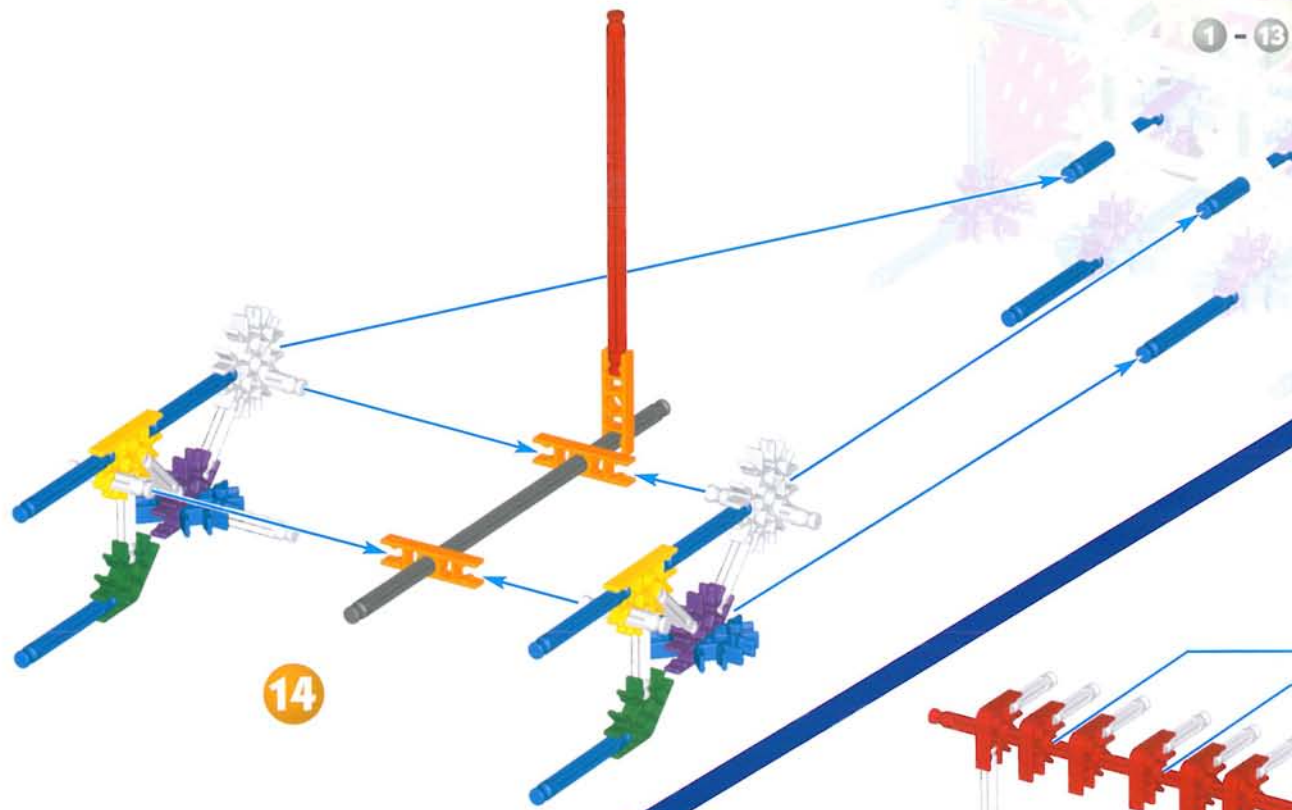


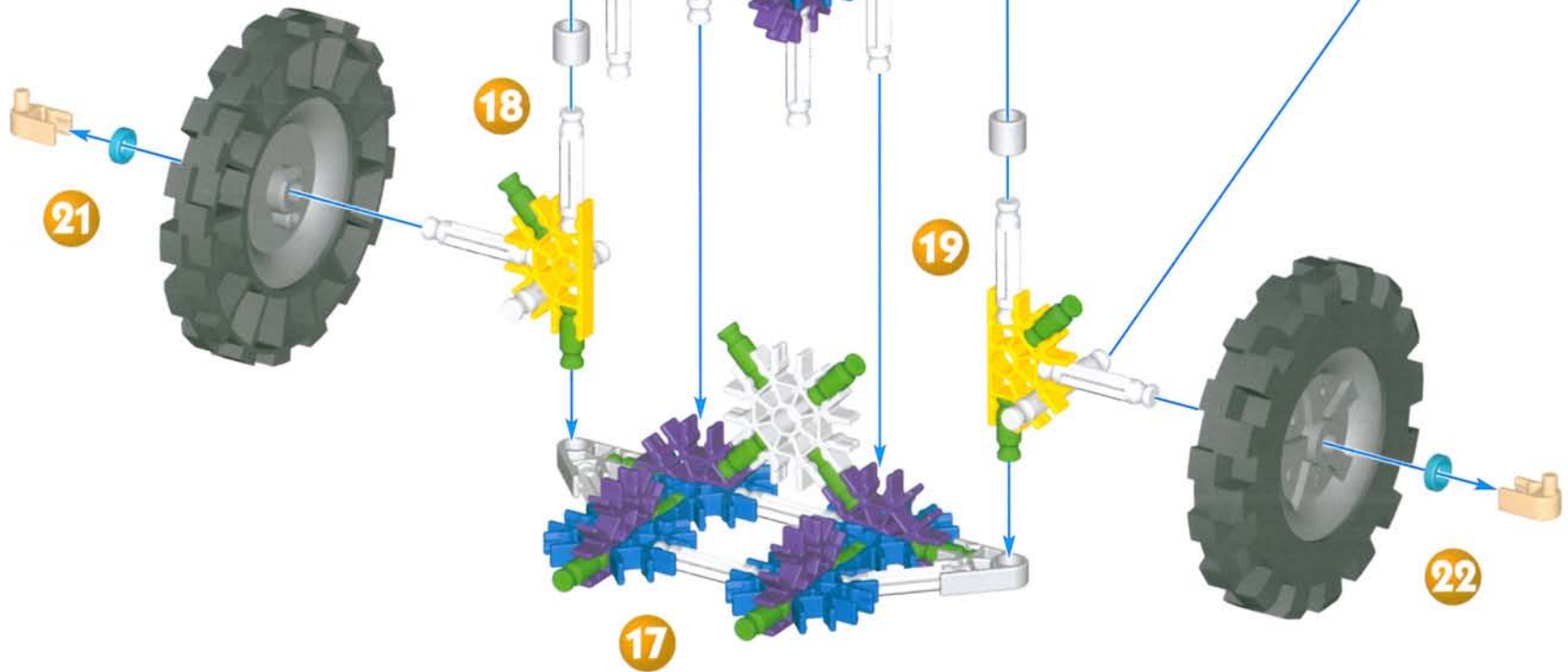
Pick-up Truck









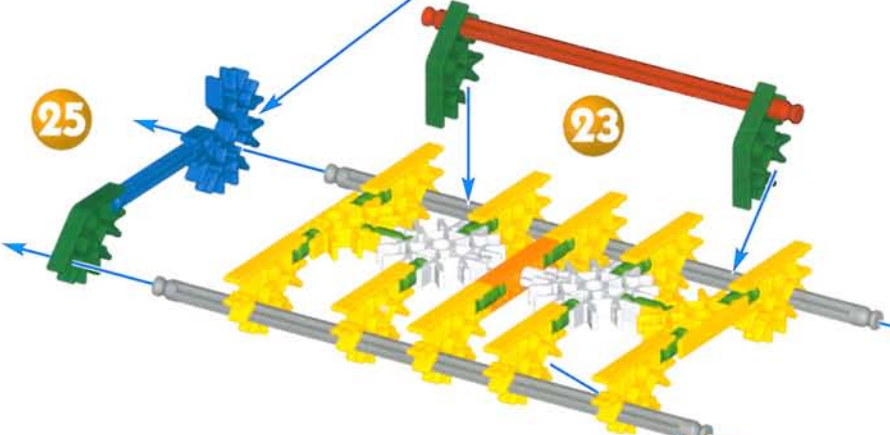


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25

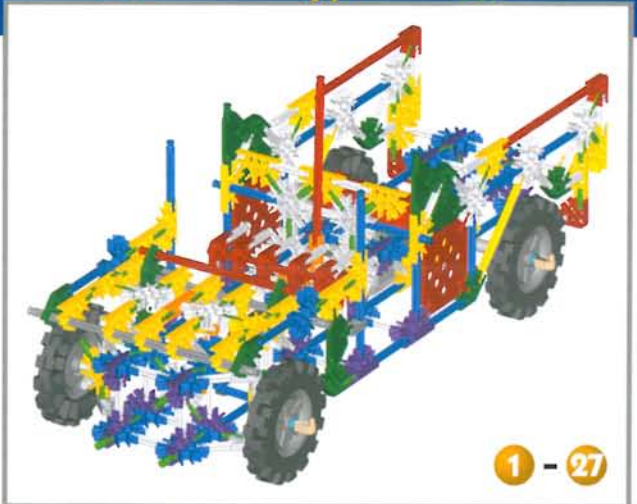
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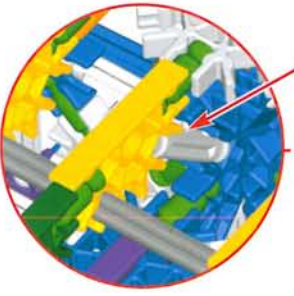


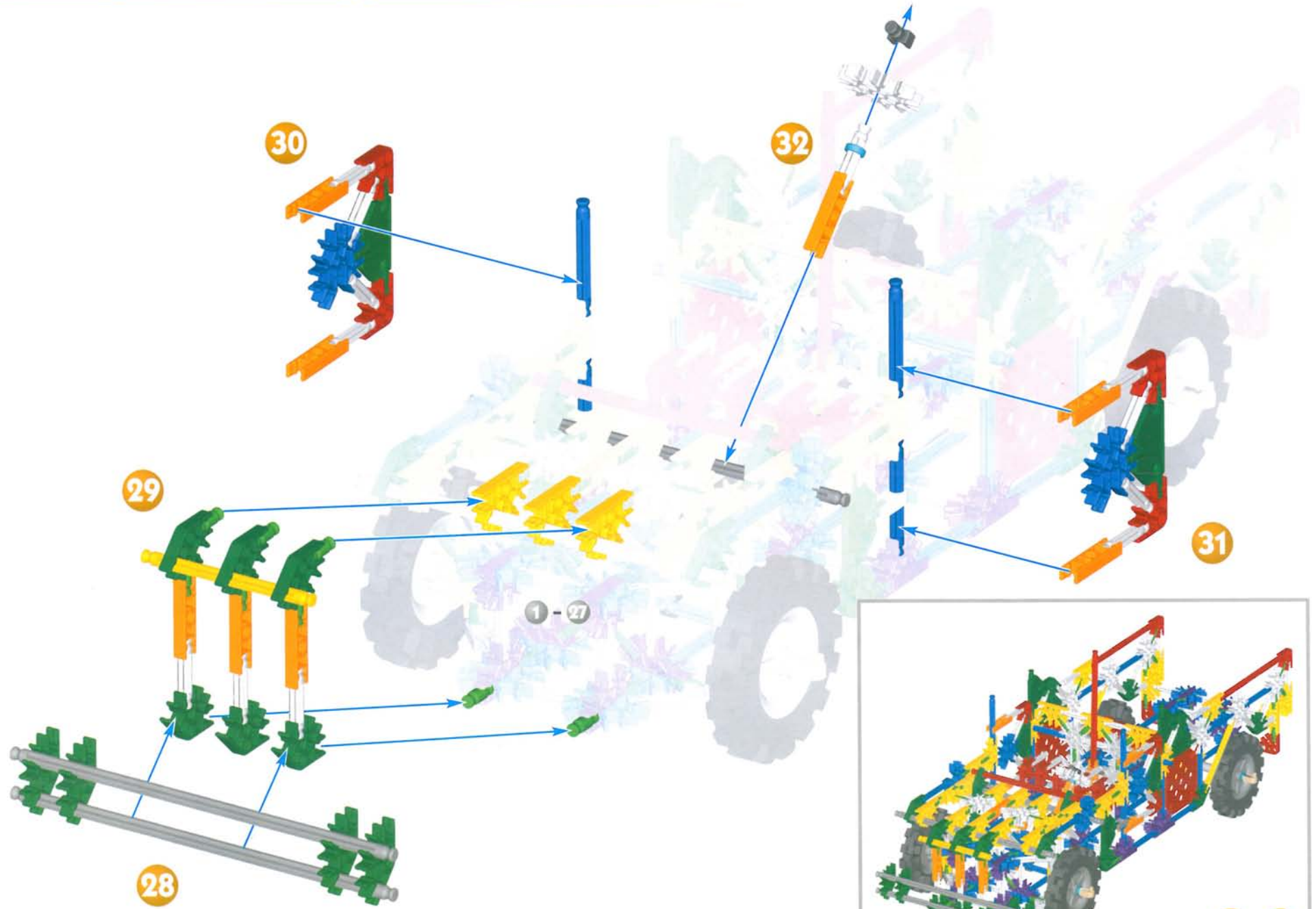
27



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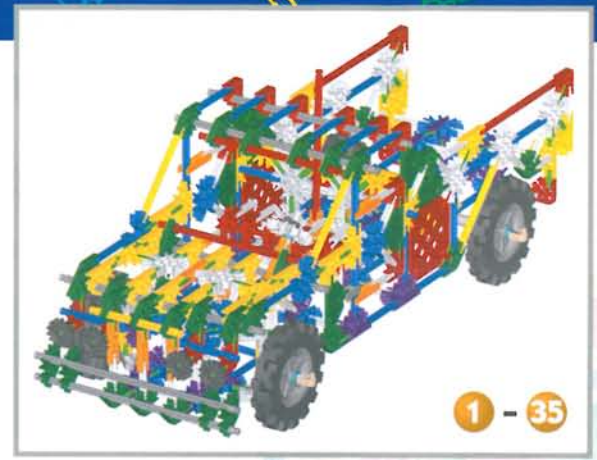
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33

1 - 32



34

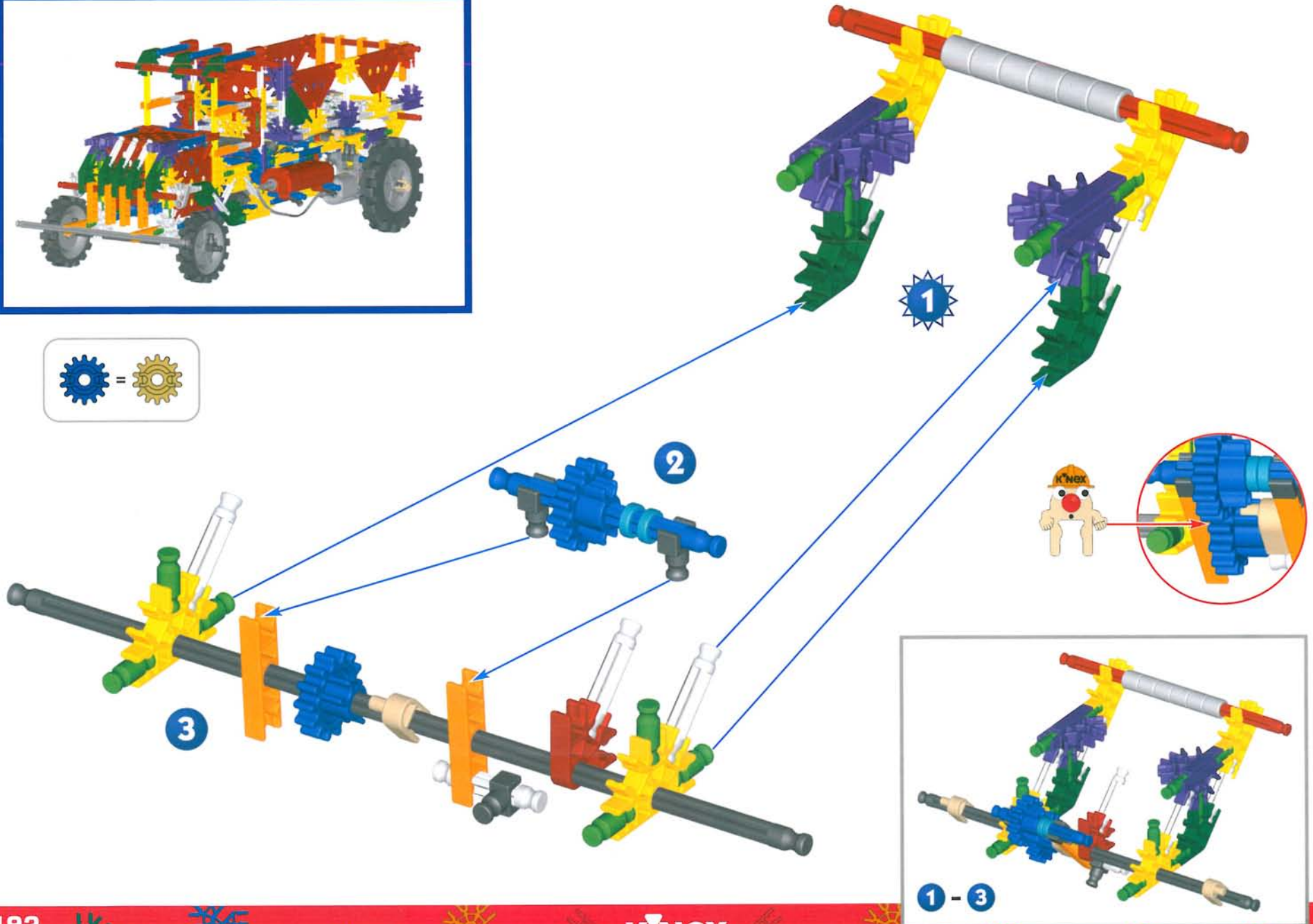
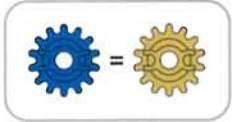
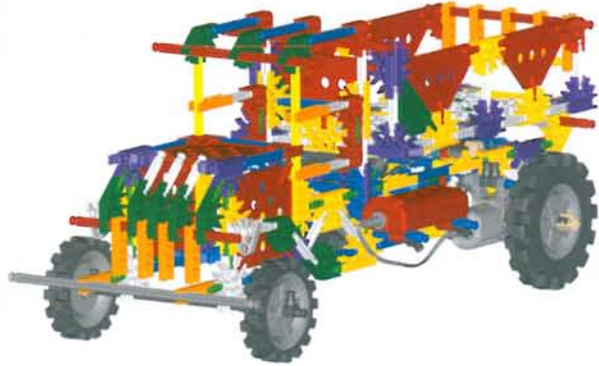
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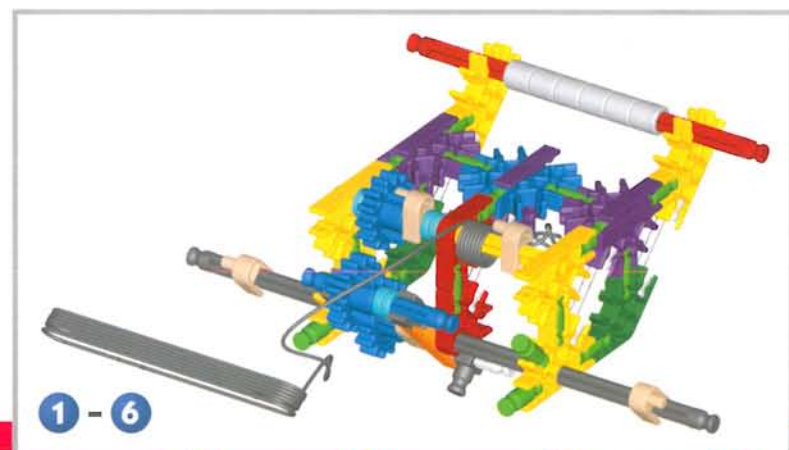
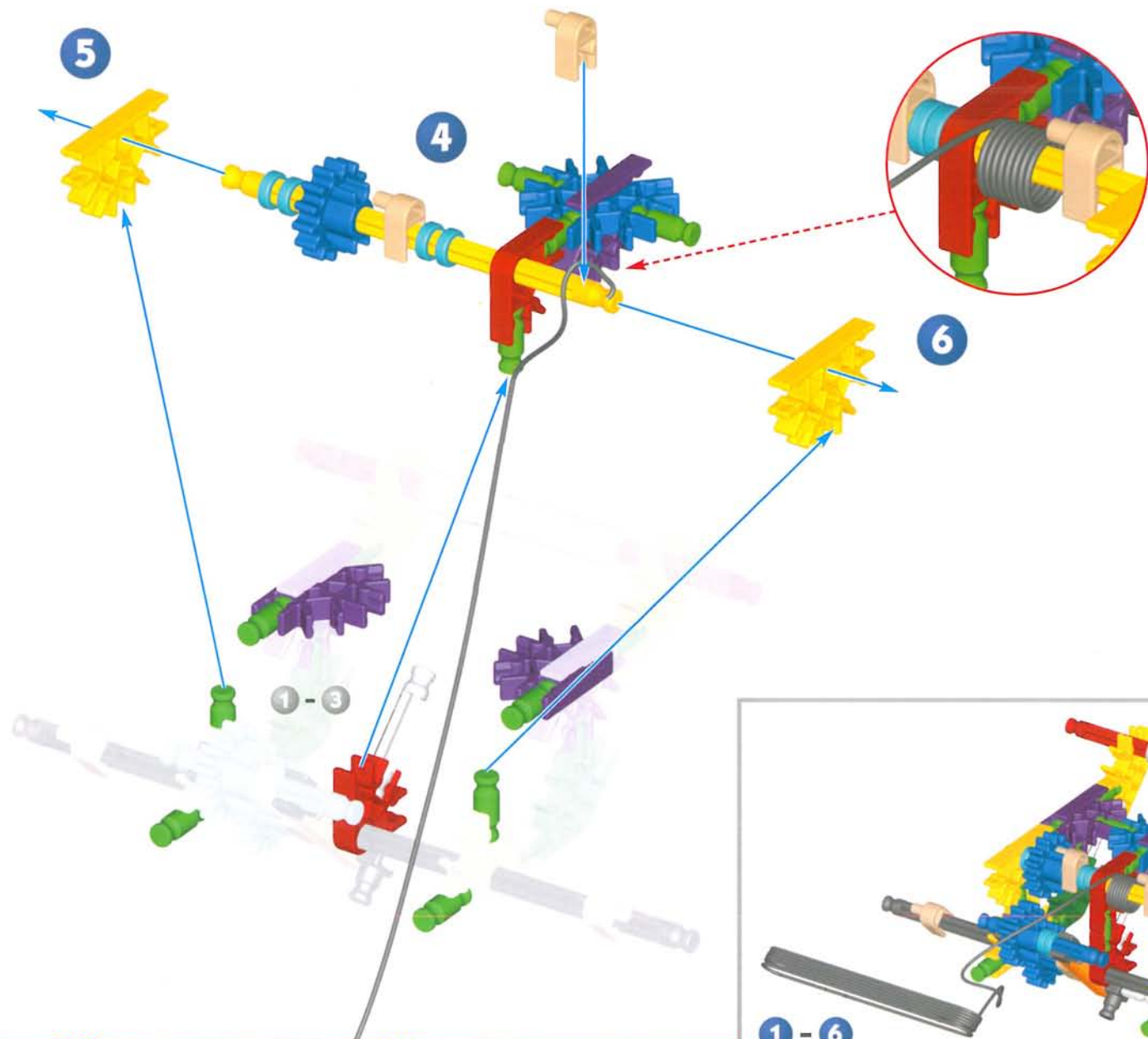
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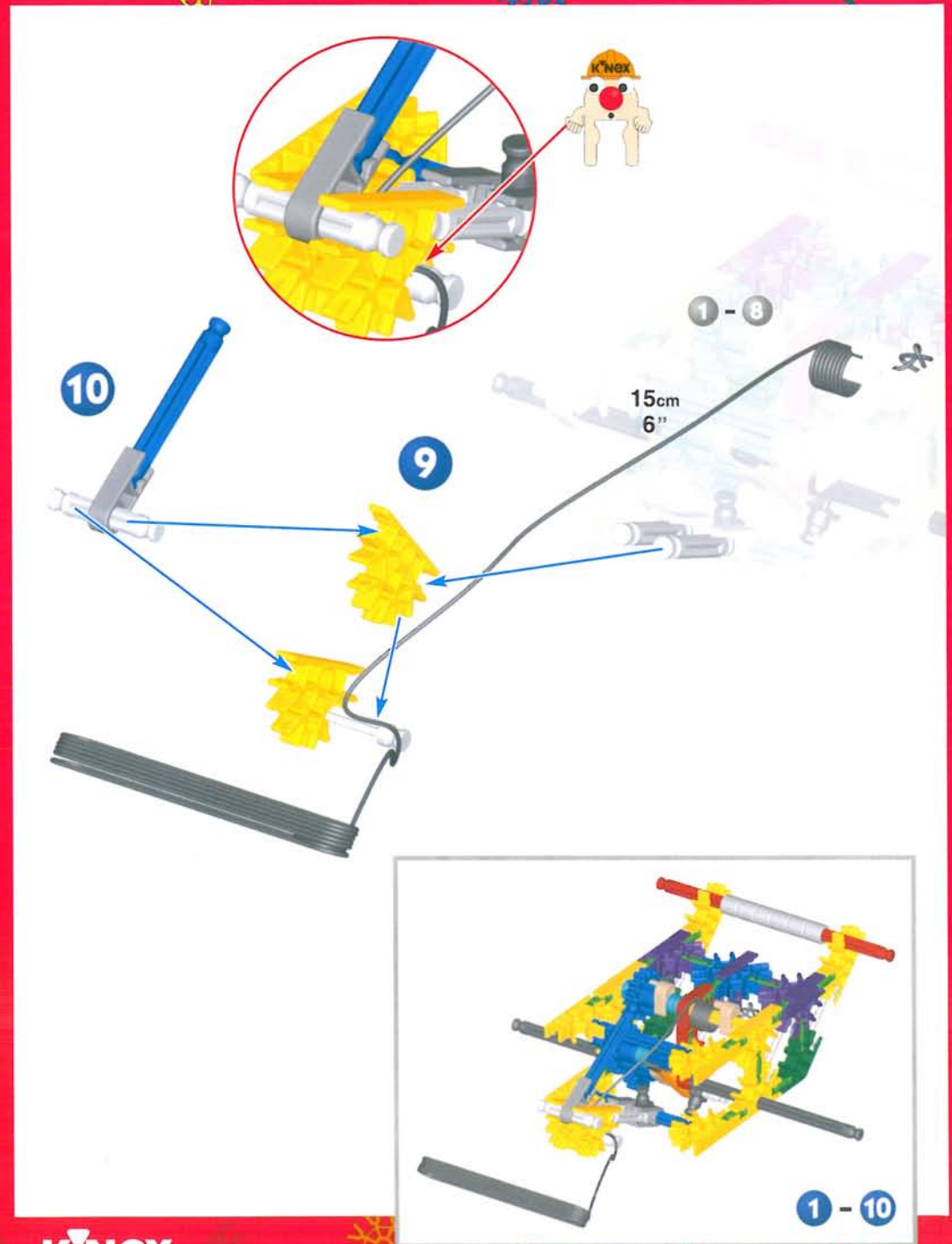
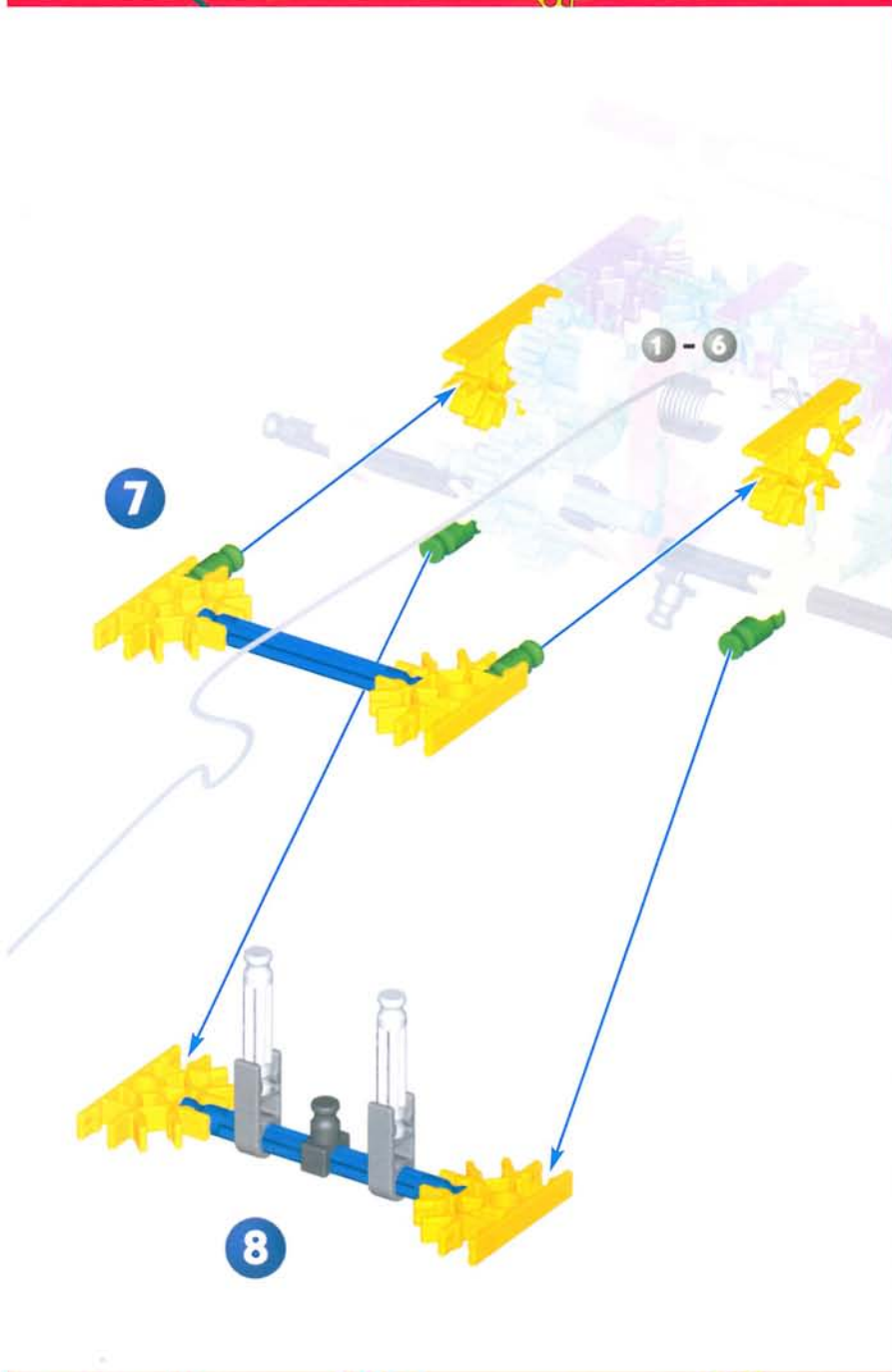


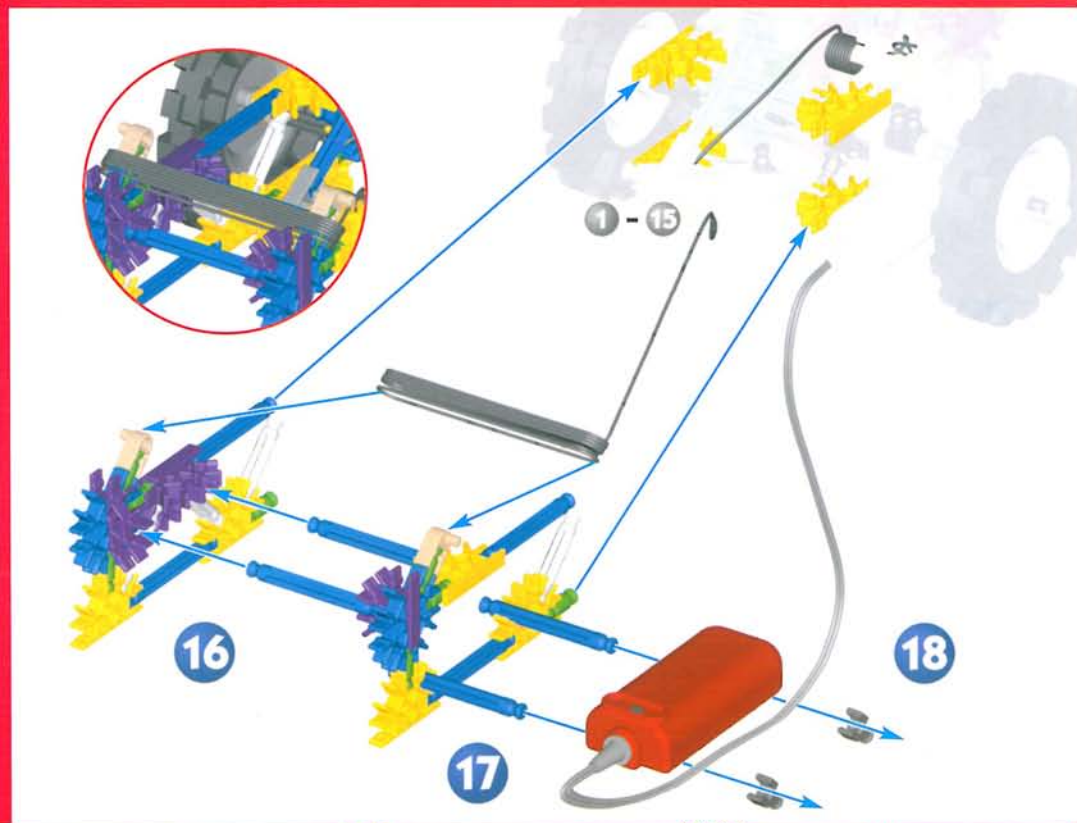
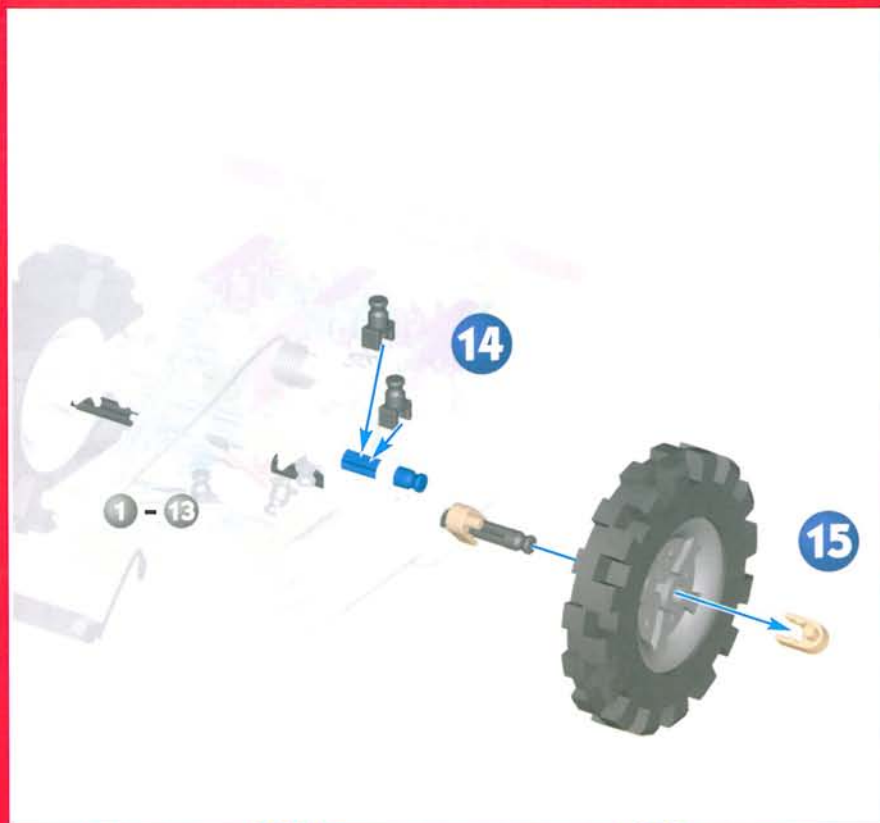
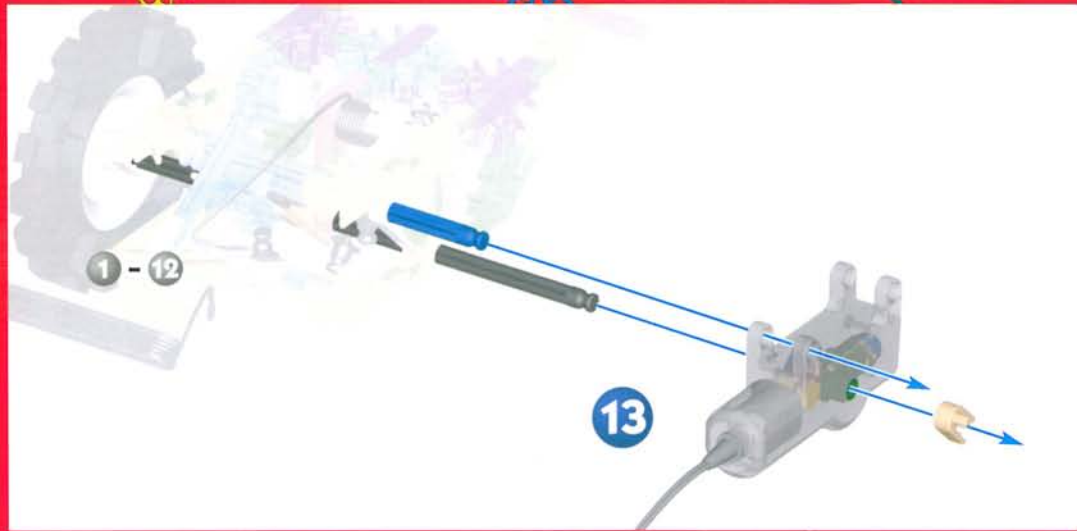
- (ENG) Move side to side to steer vehicle.
- (F) Déplace ceci d'un côté à l'autre pour diriger le véhicule.
- (E) Mueve de lado a lado para dirigir el vehículo.
- (D) Bewege dies hin und her um das Fahrzeug zu steuern.
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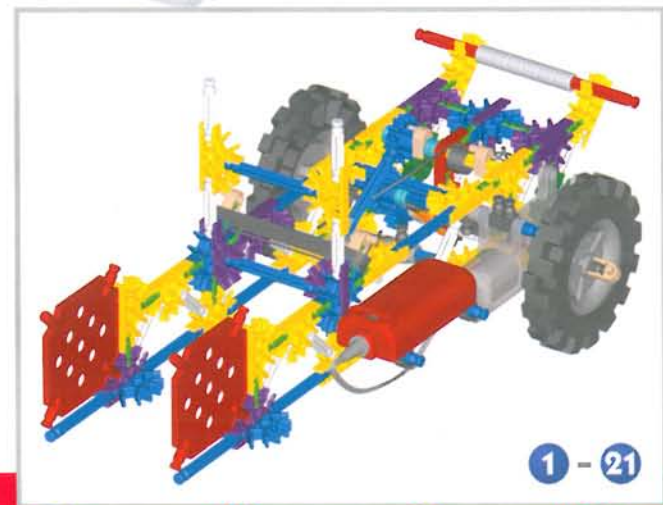
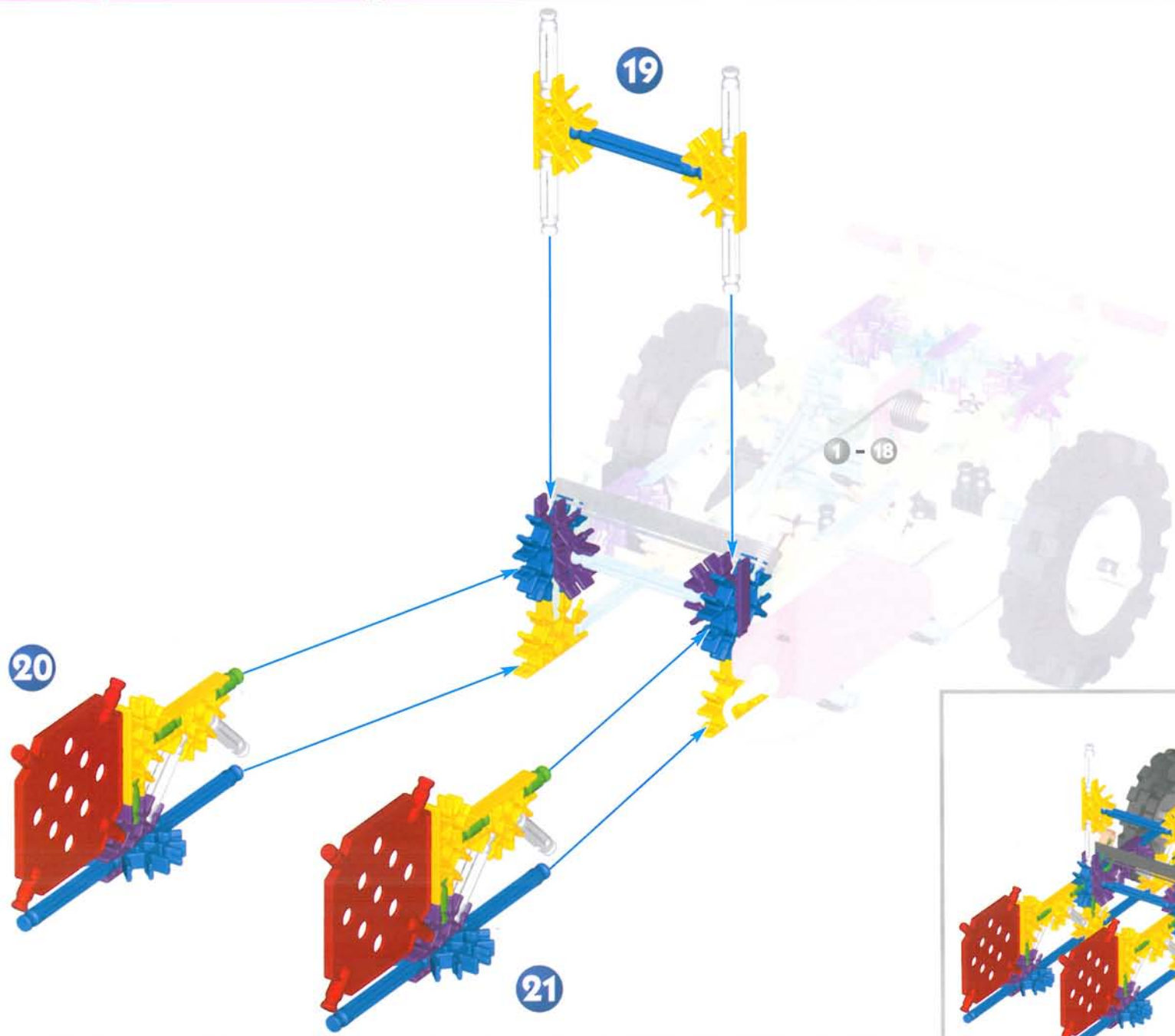
Auto Dump Truck

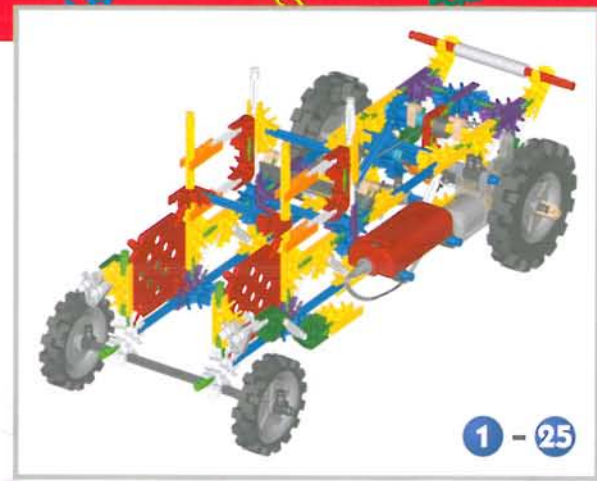
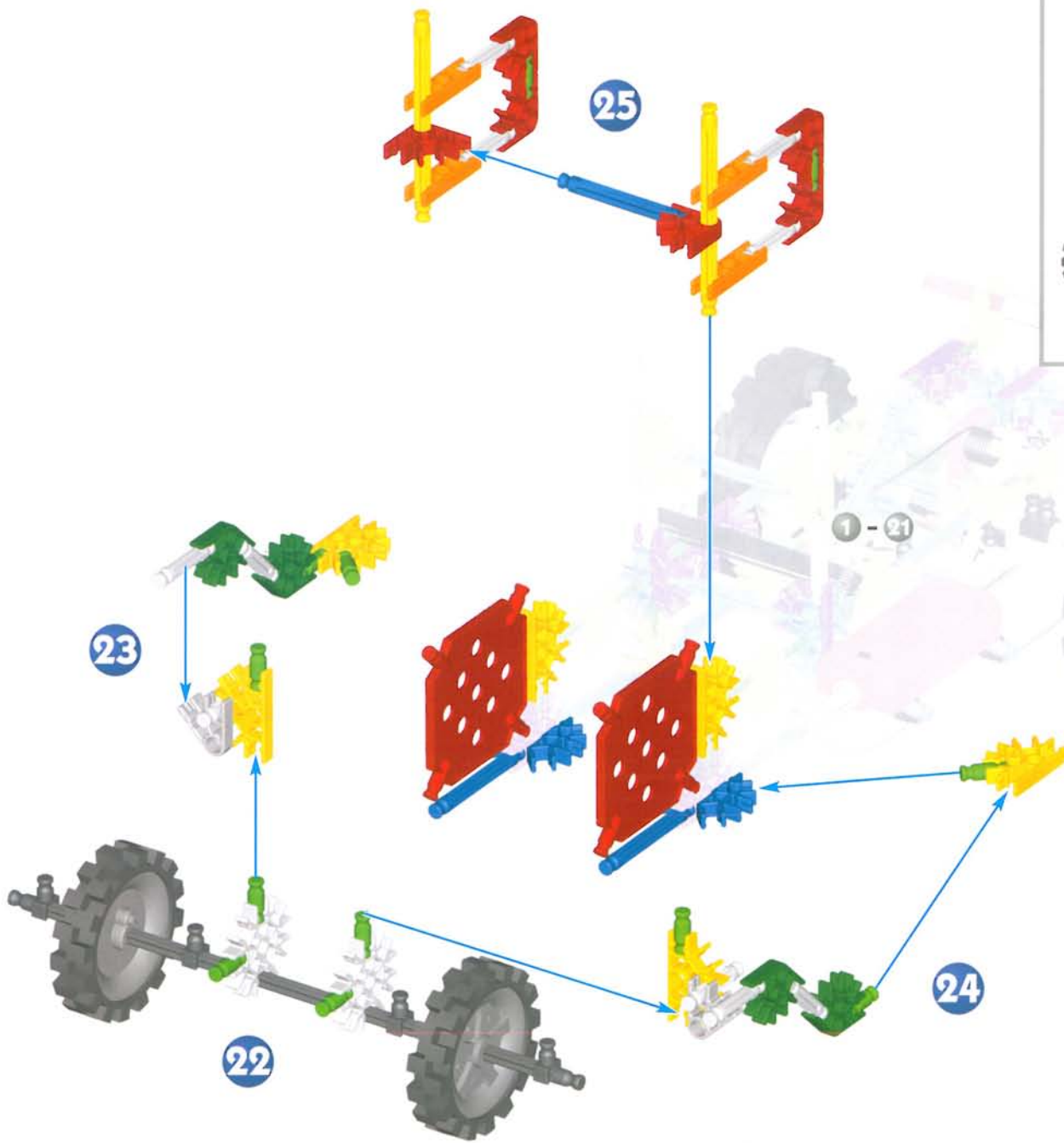


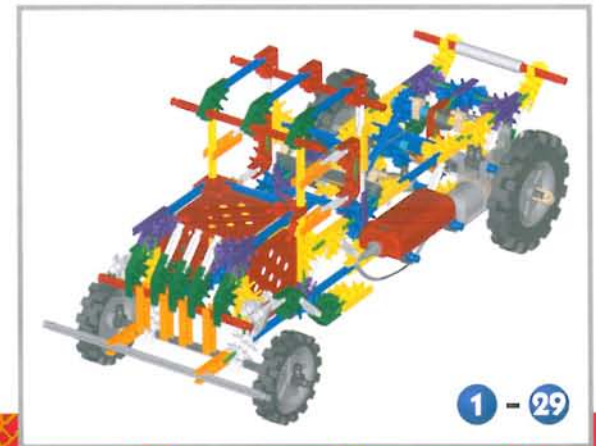
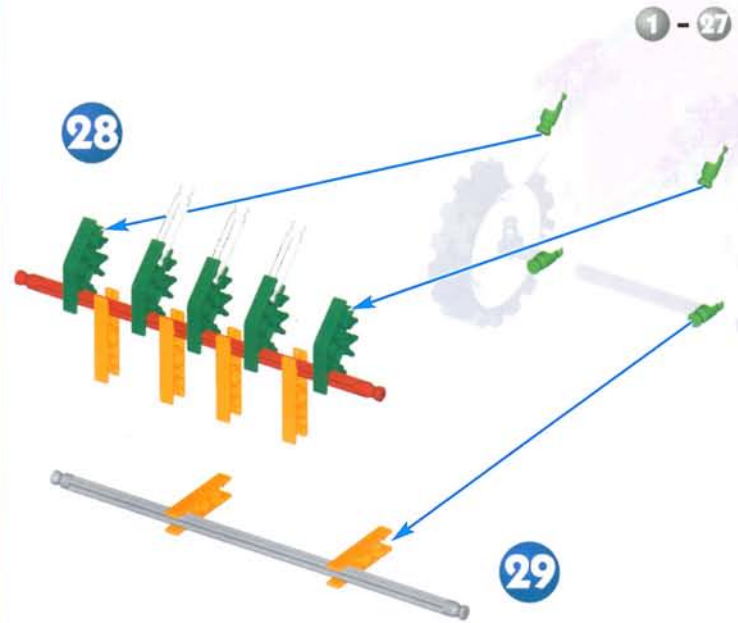
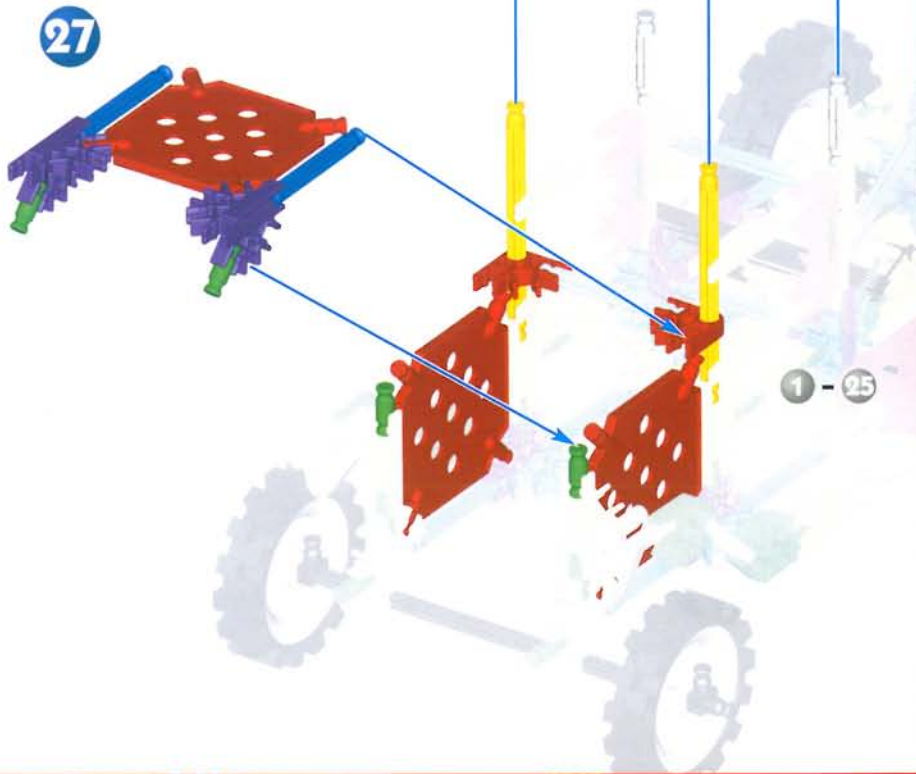
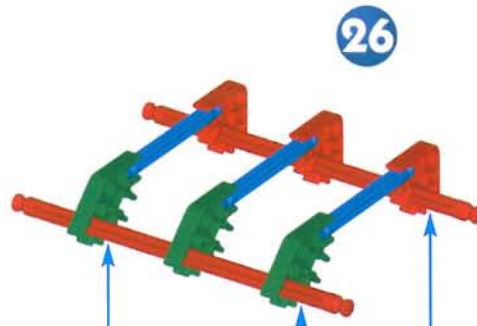


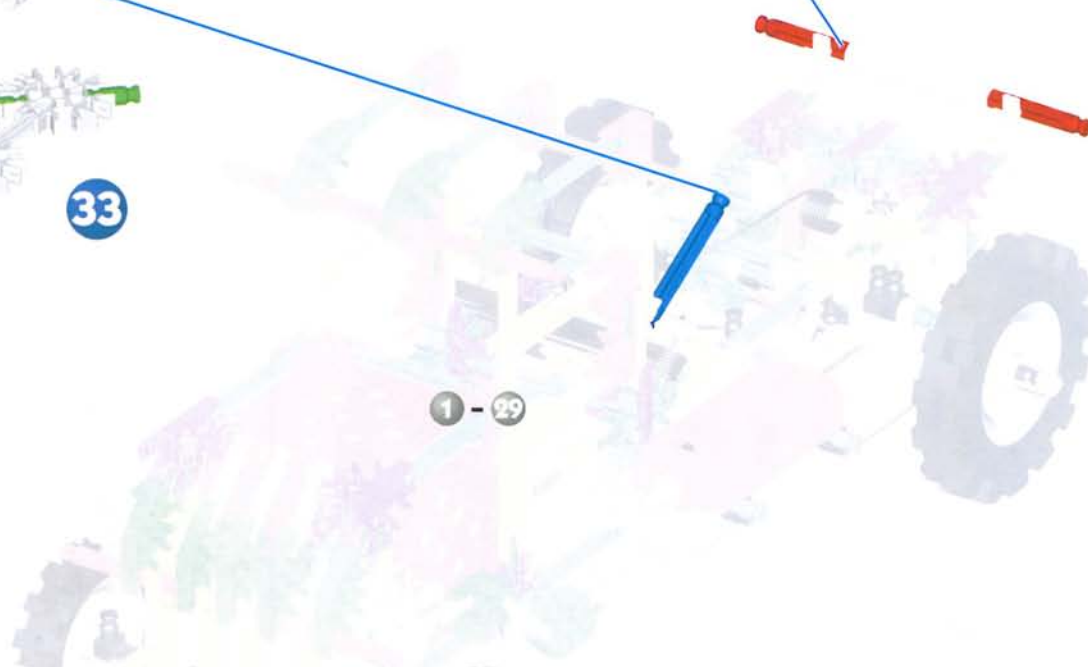
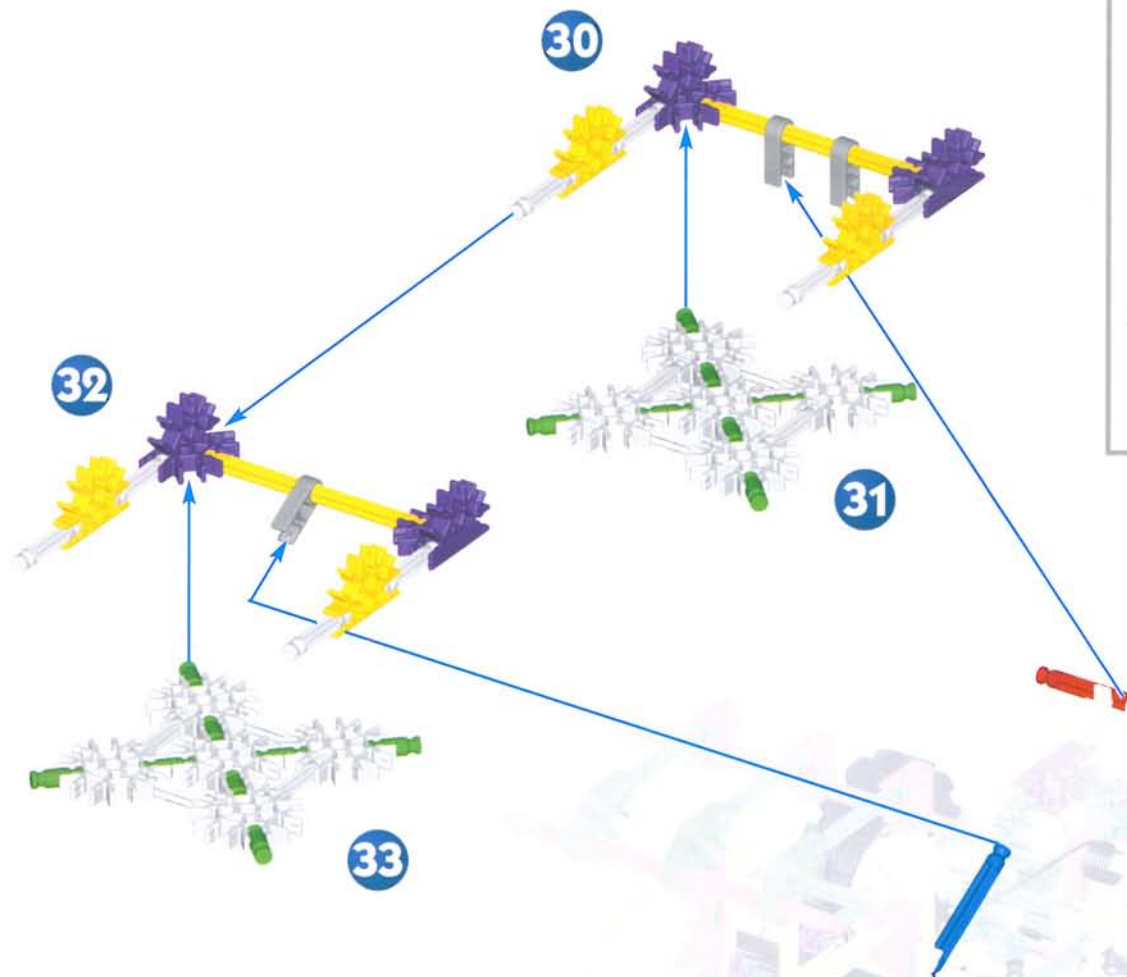


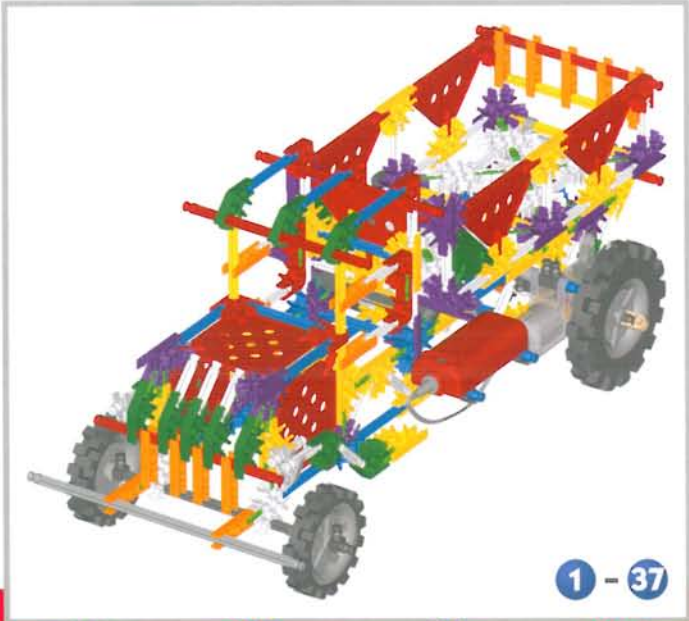
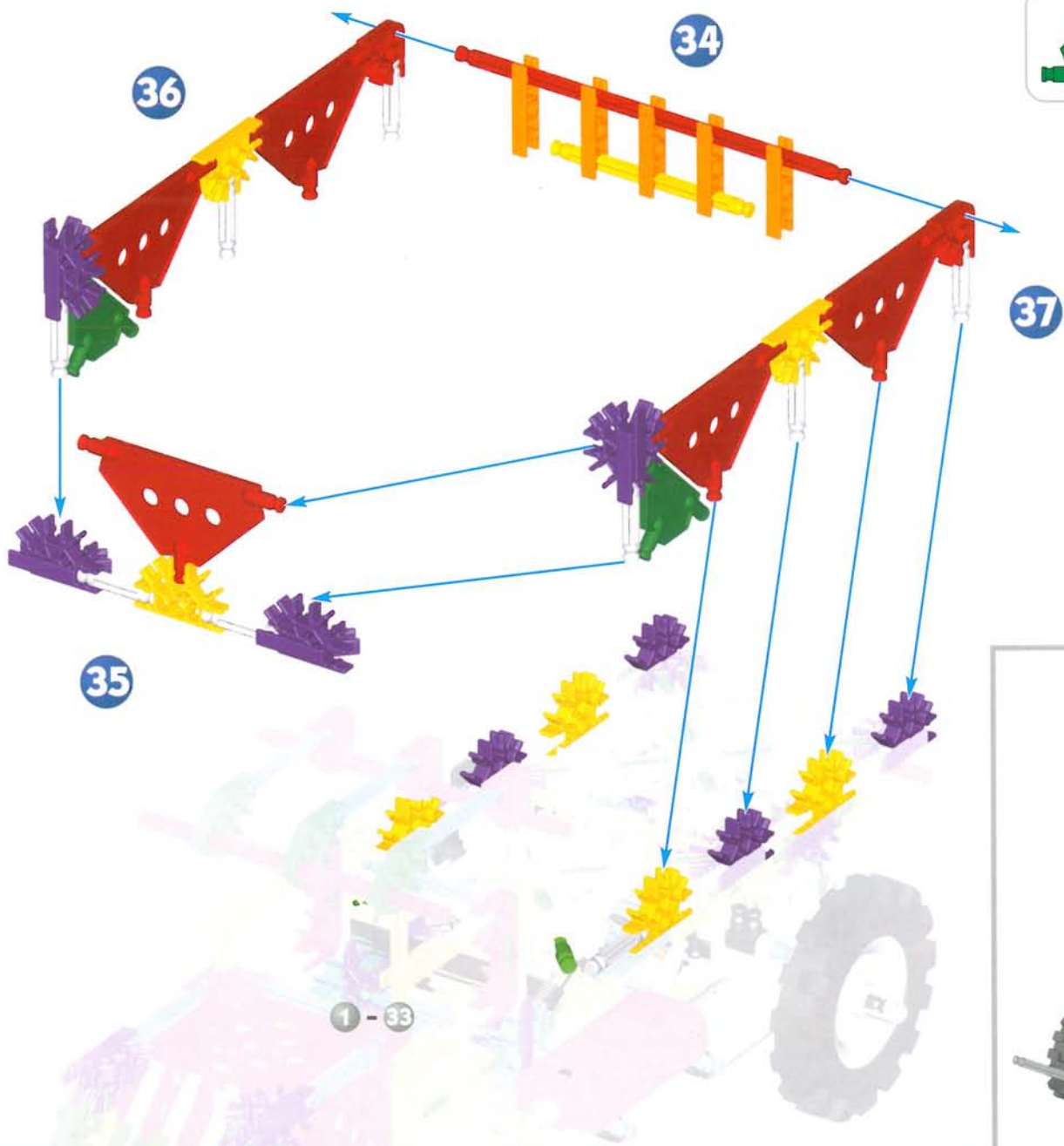
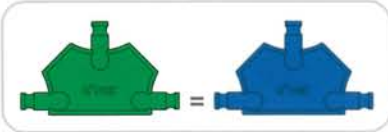




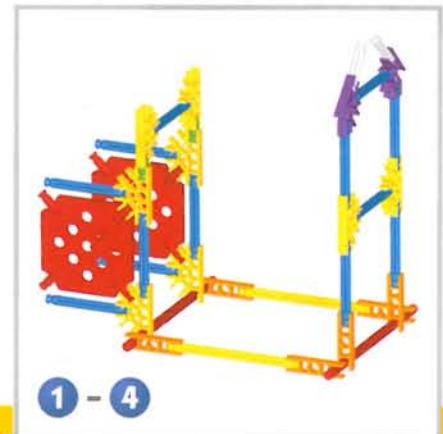
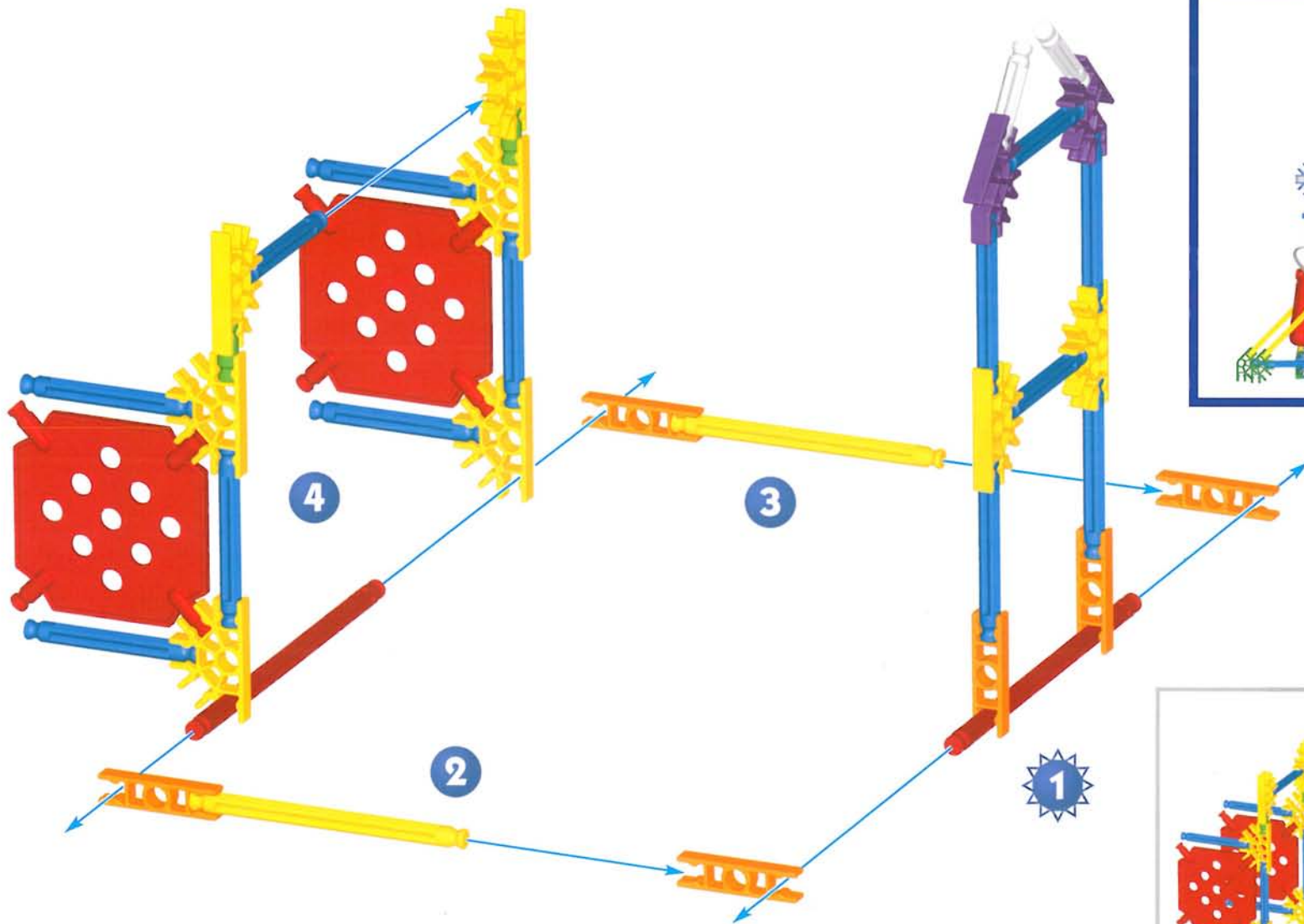
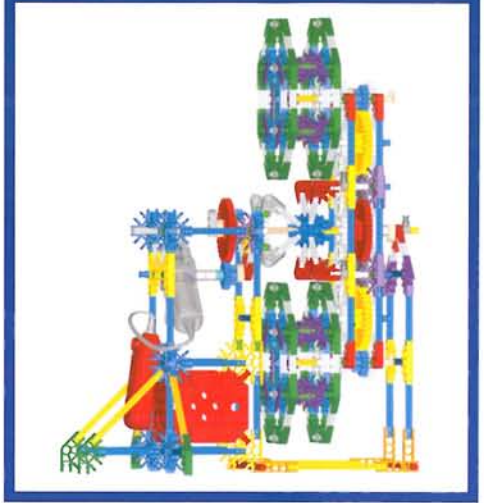


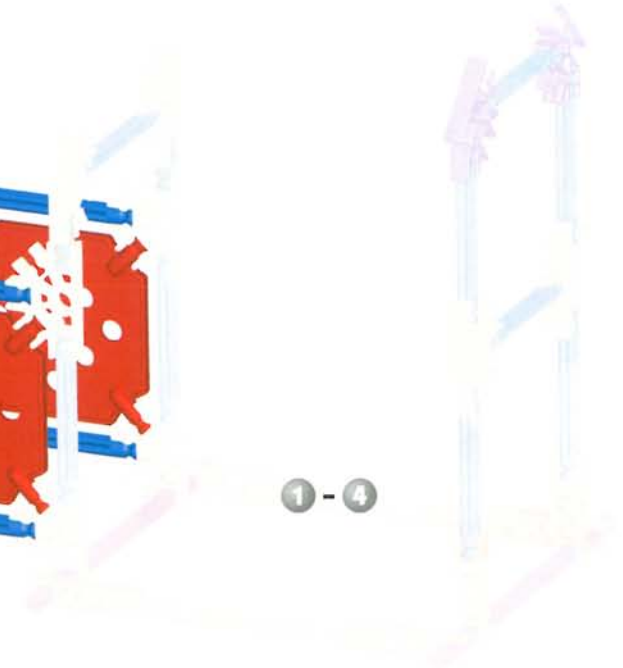
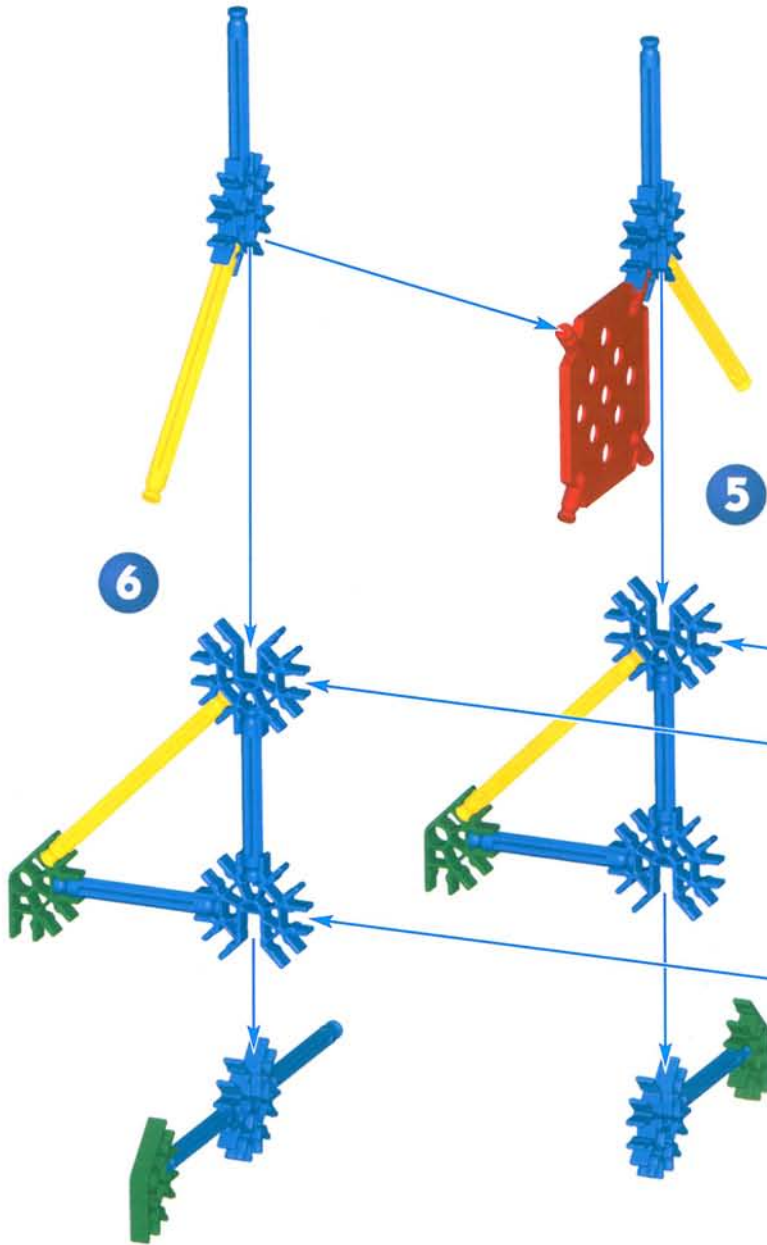


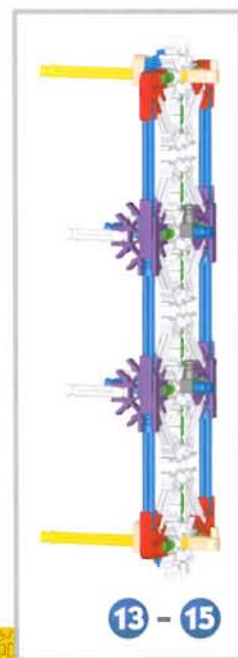
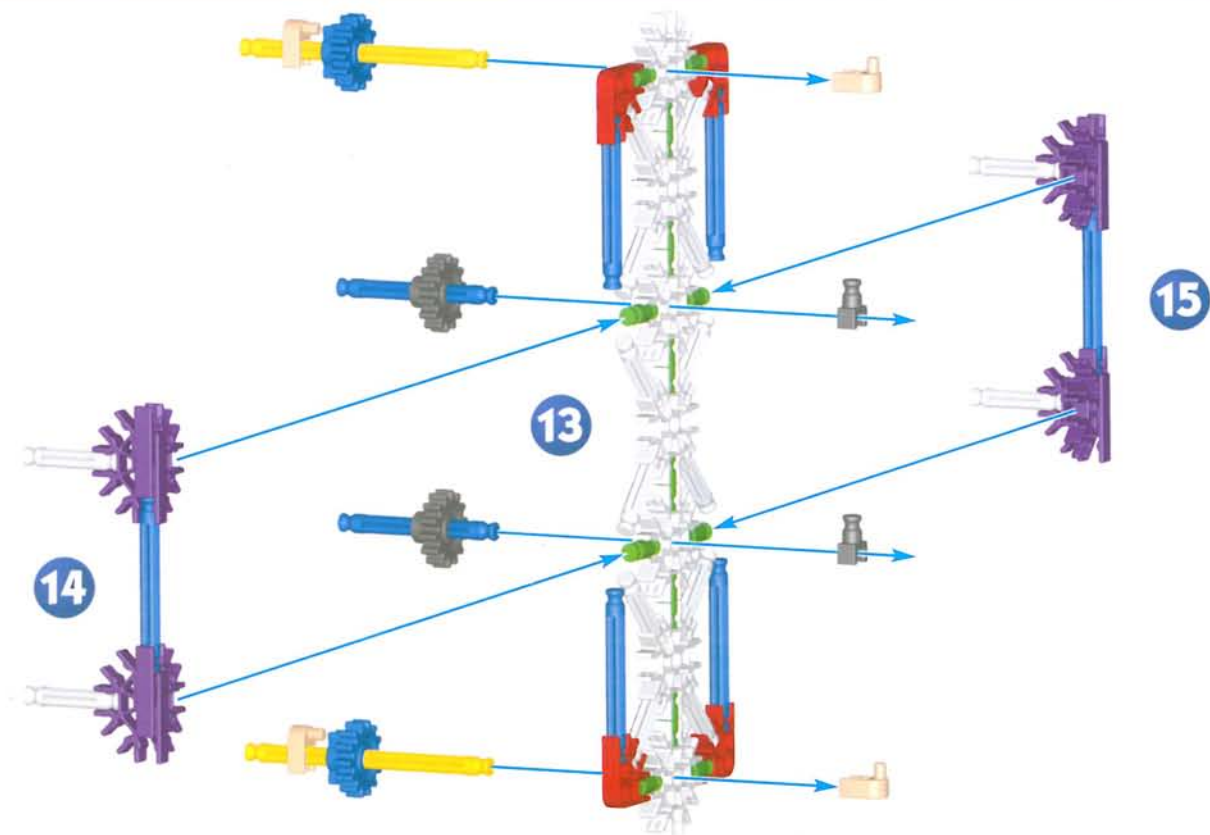
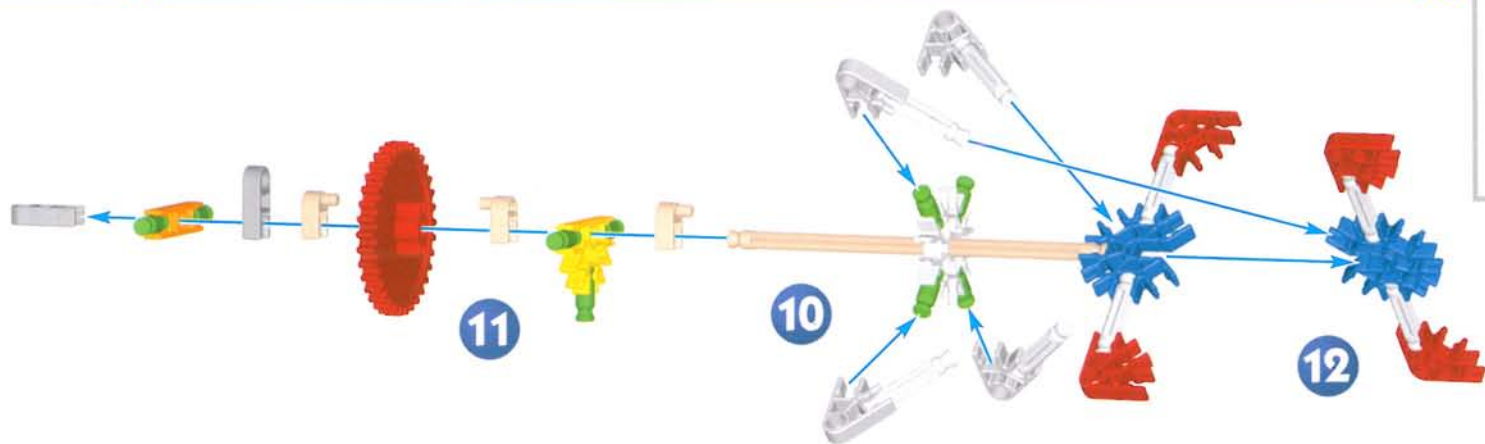




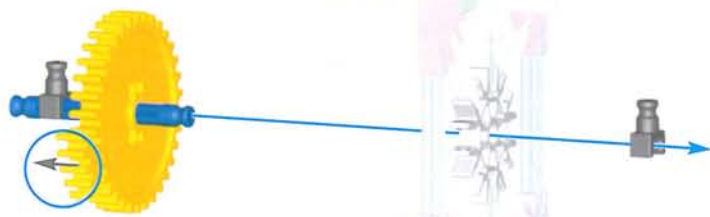
Double Ferris Wheel



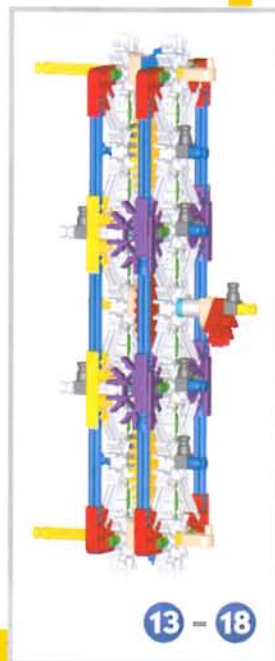
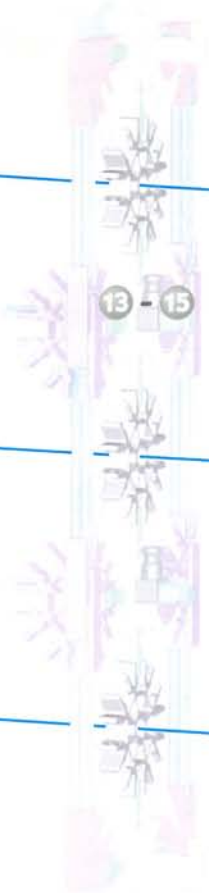




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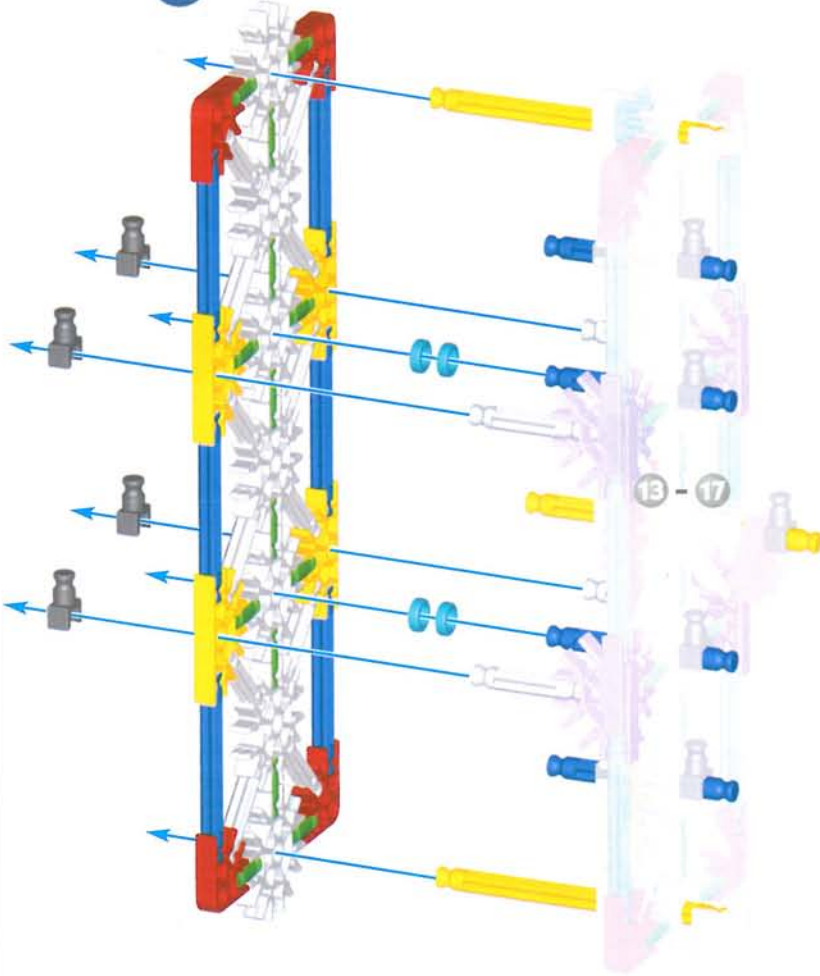


17



13 - 18

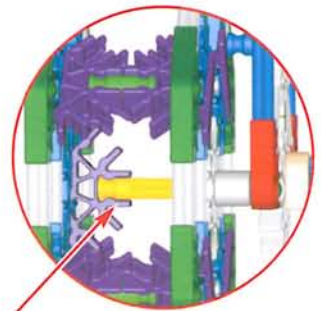
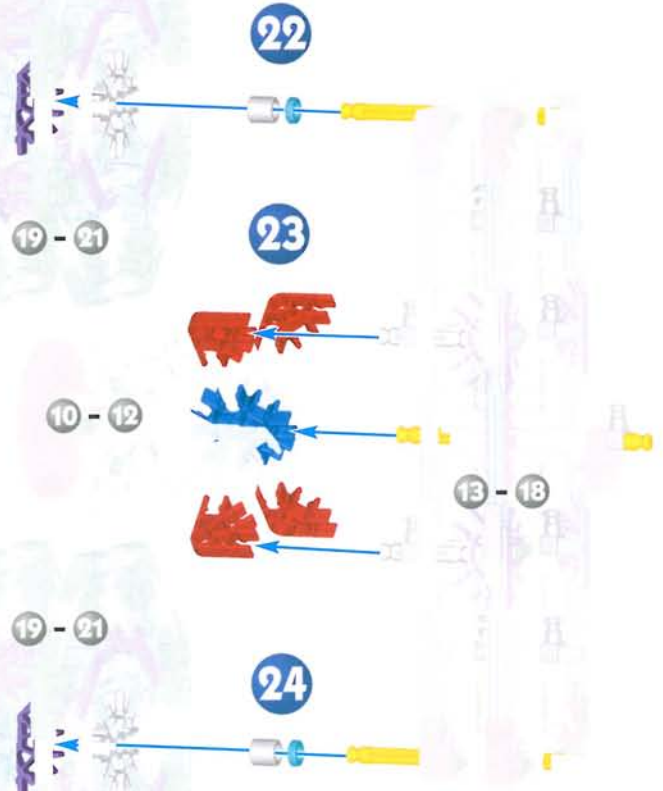
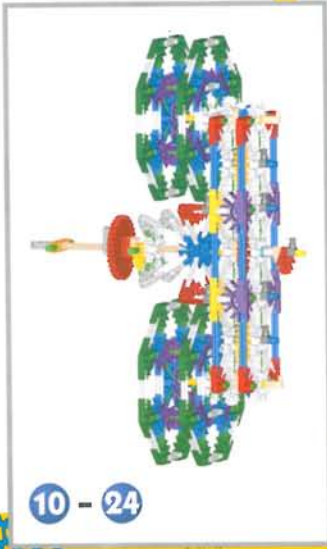
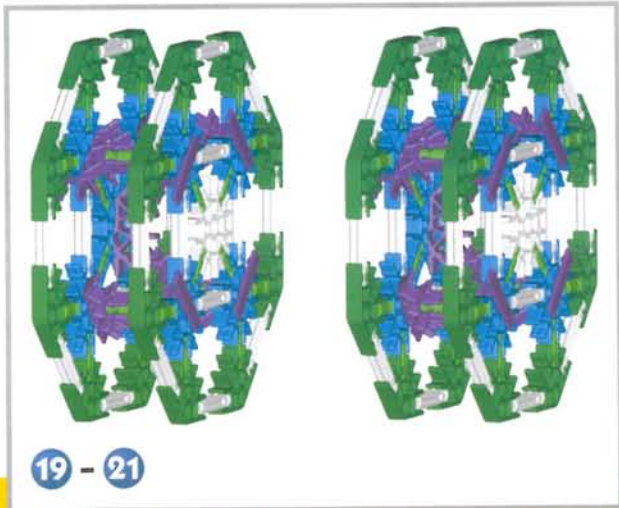
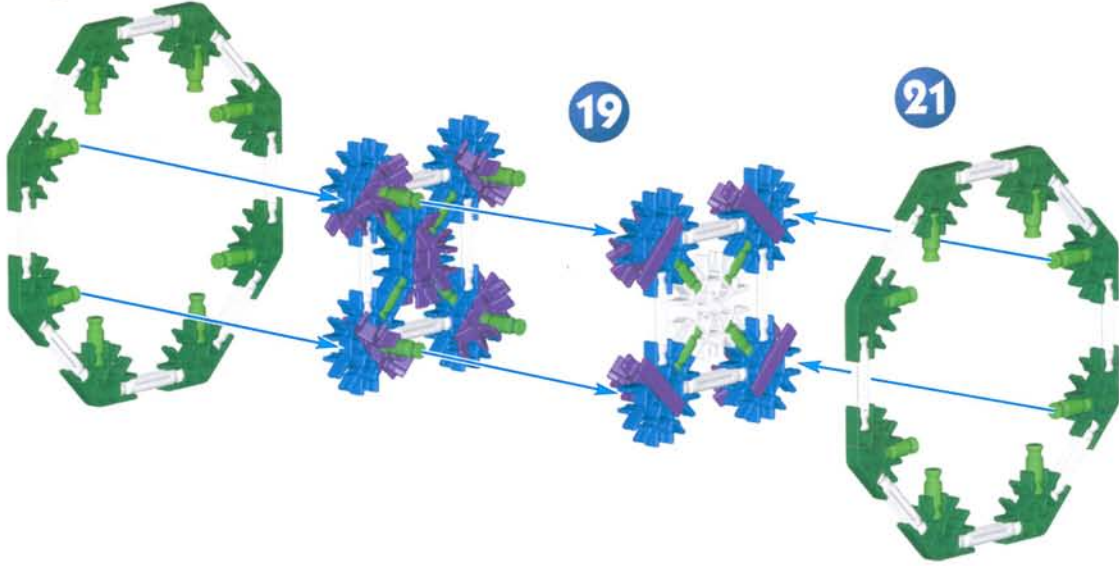
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13 - 17

x2

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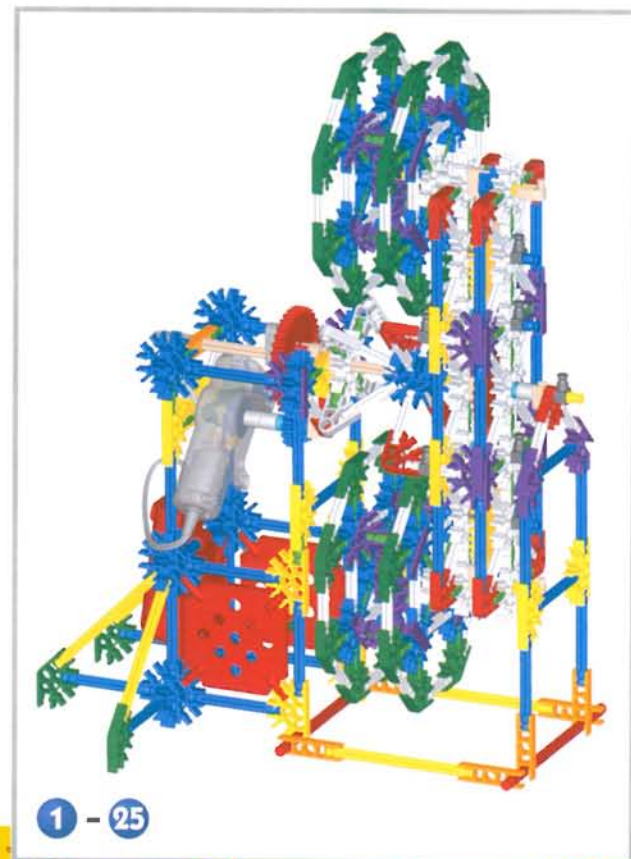


1 - 9

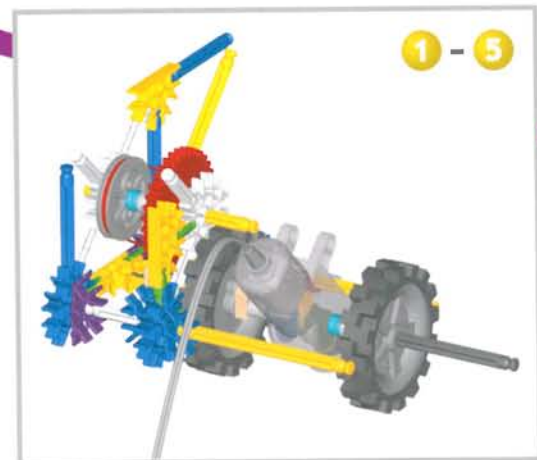
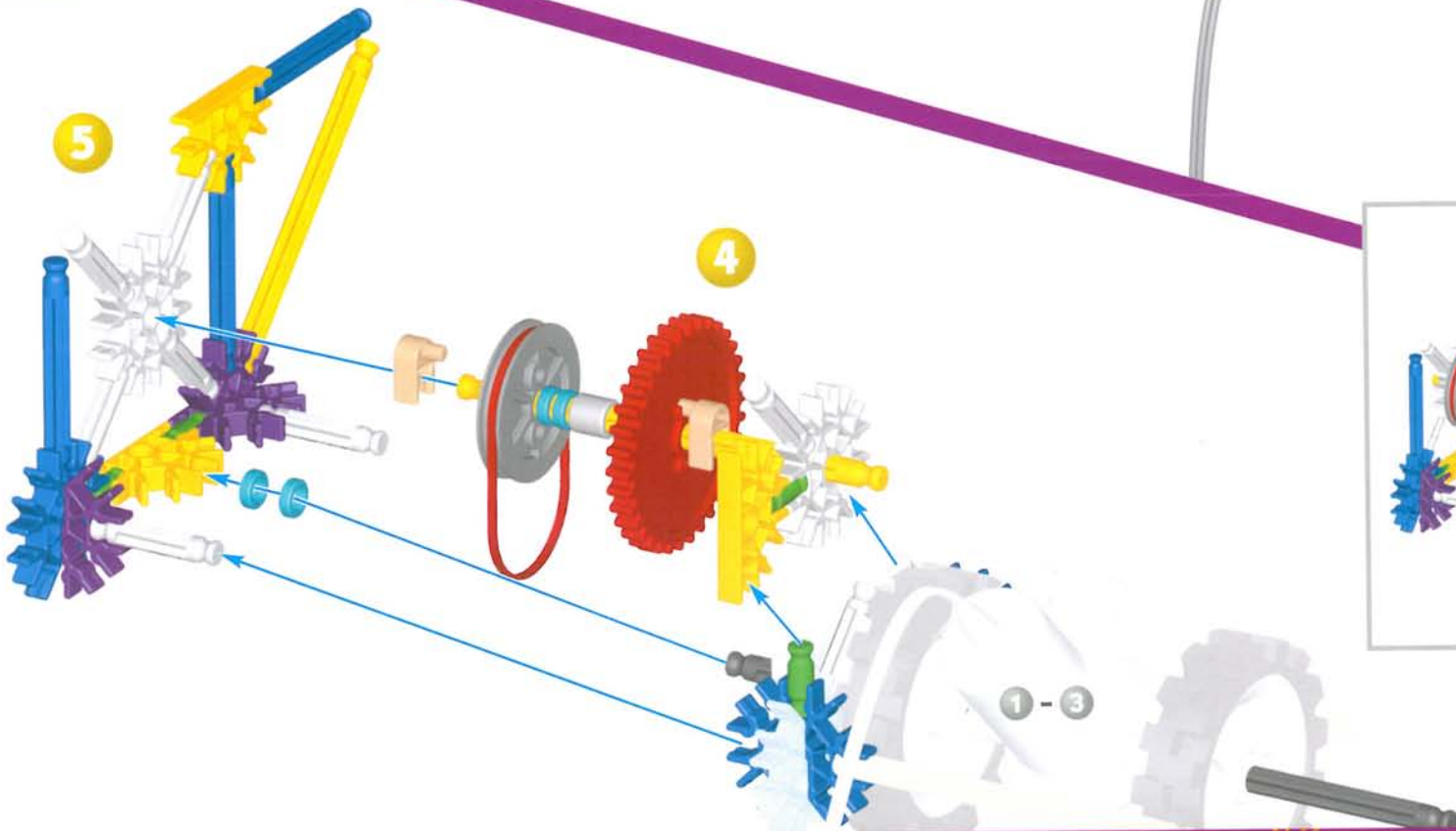
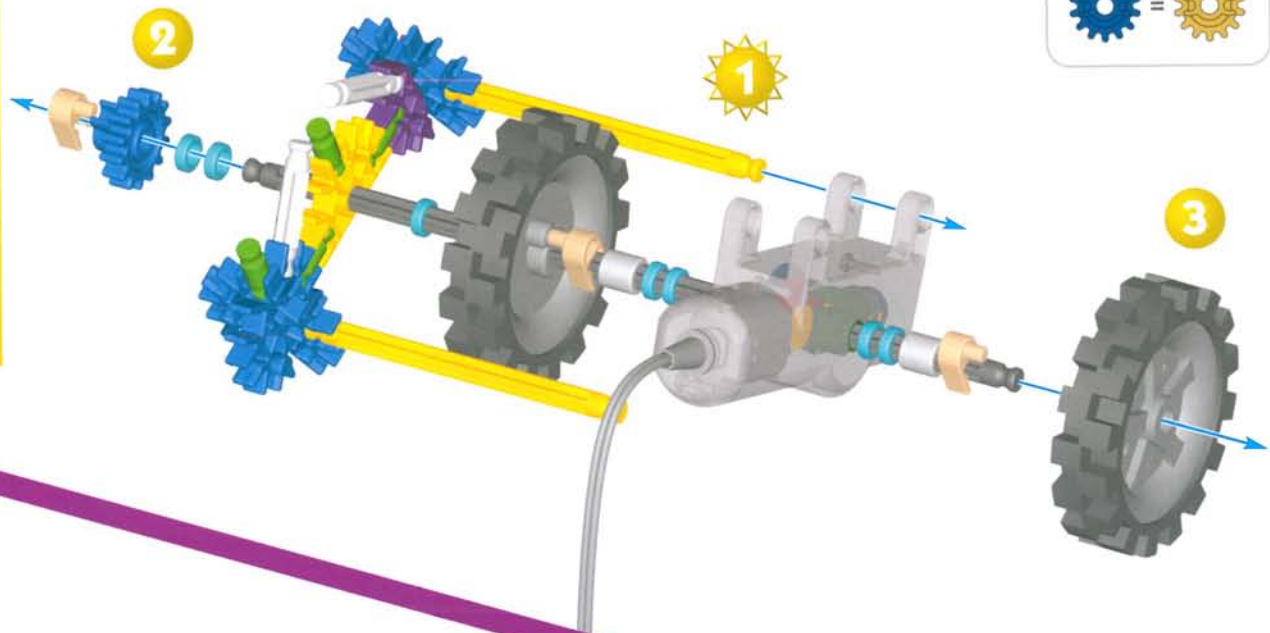
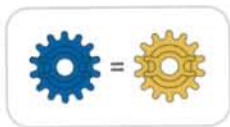
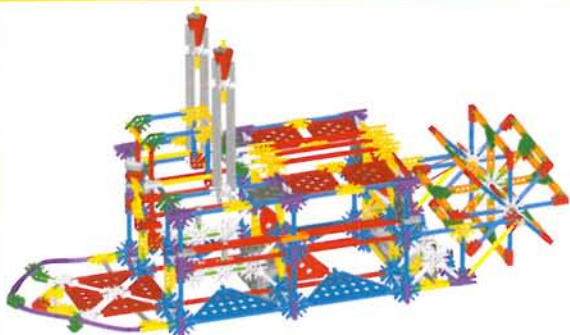
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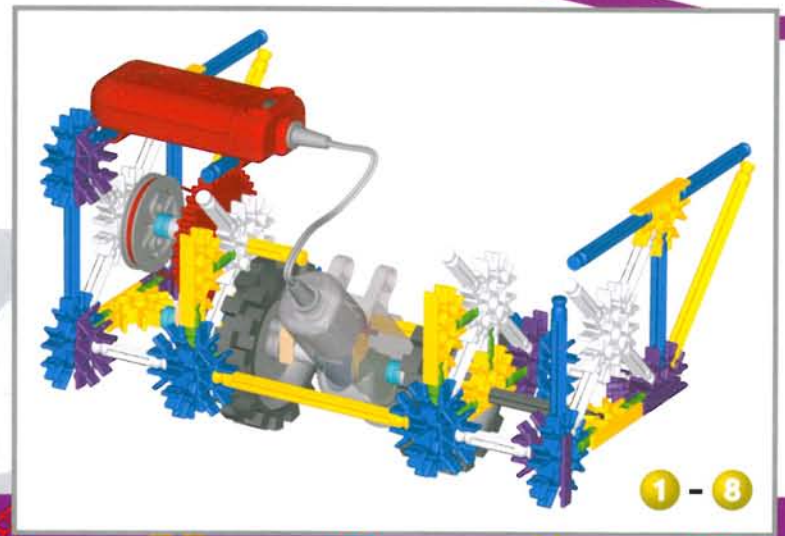
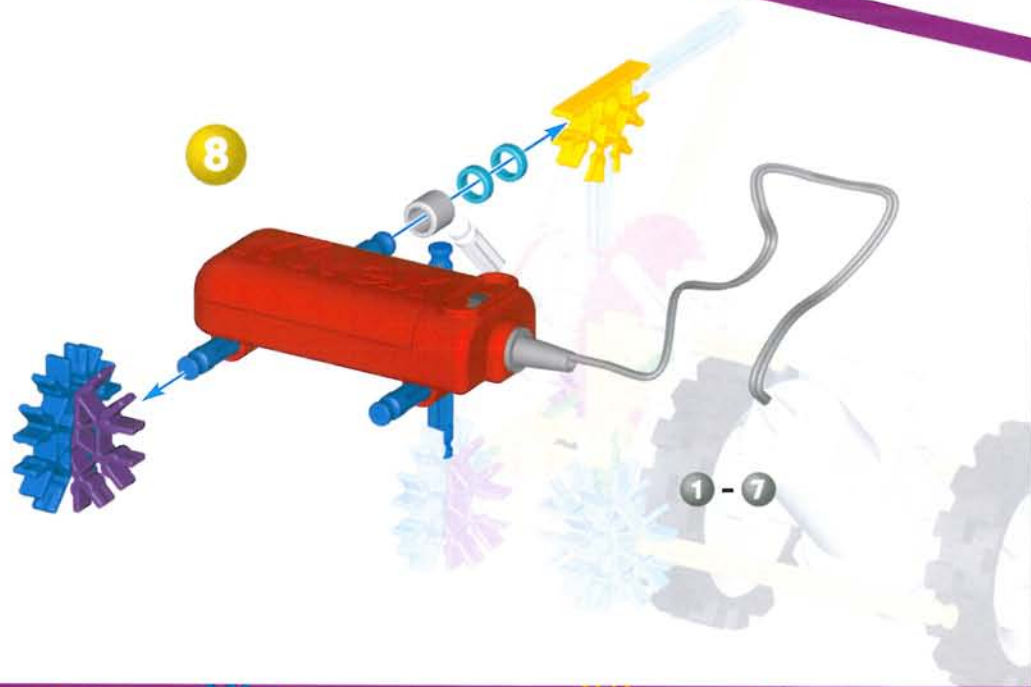
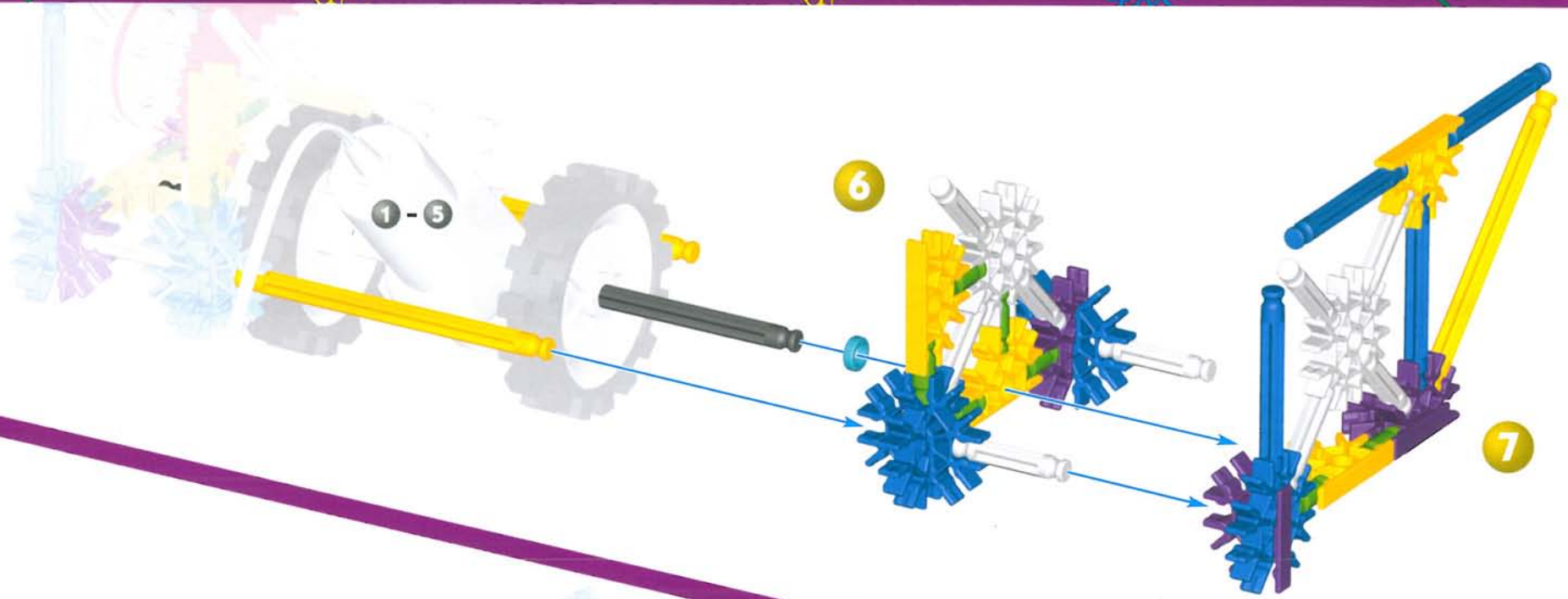
10 - 24

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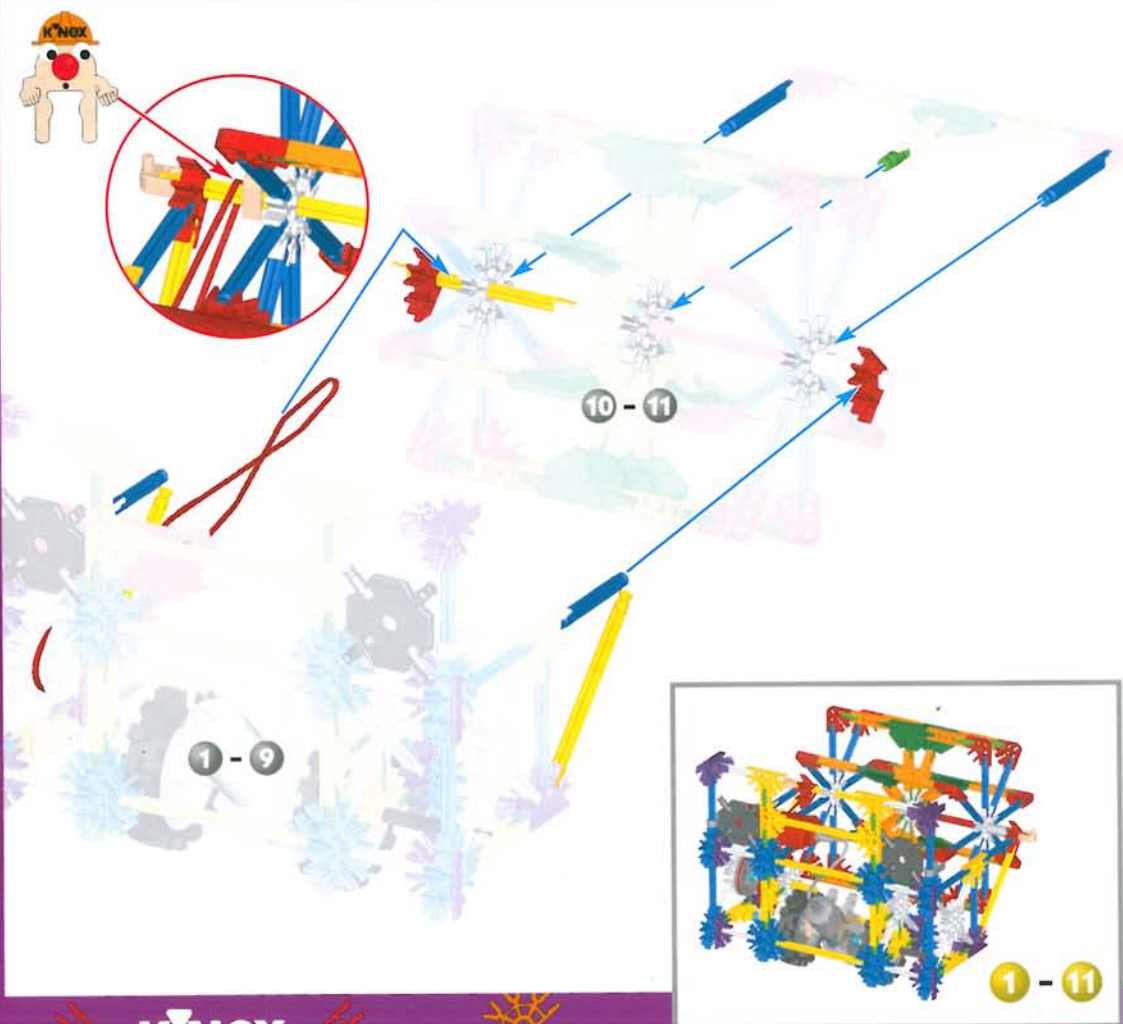
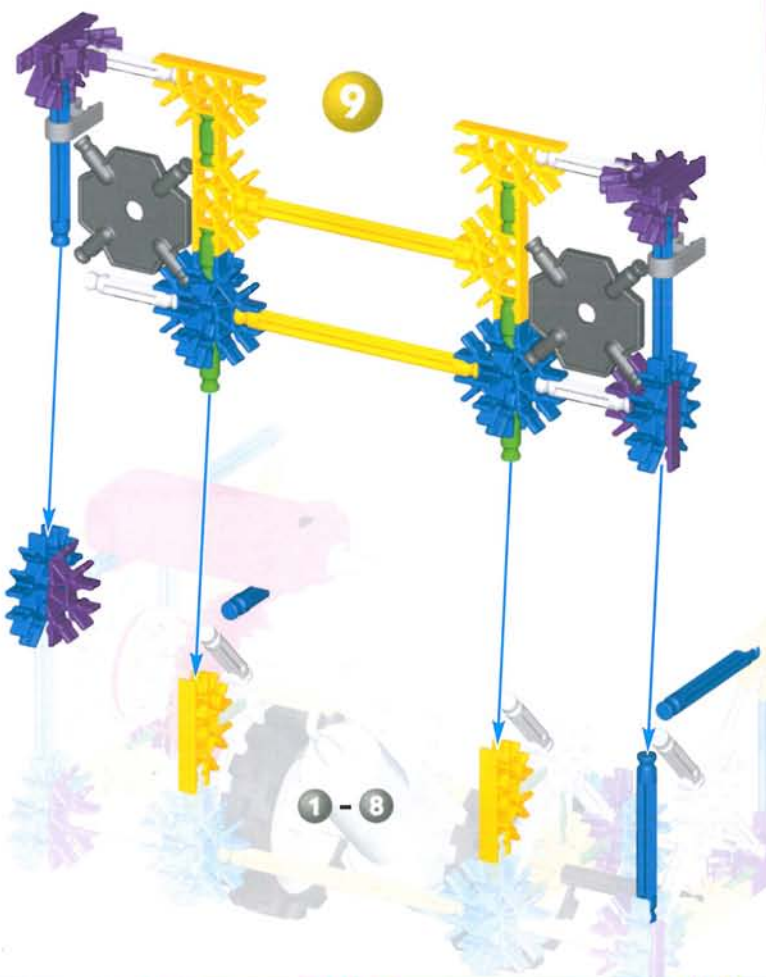
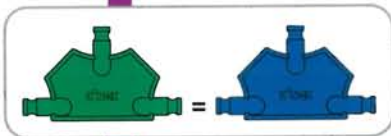
Big Paddle Boat

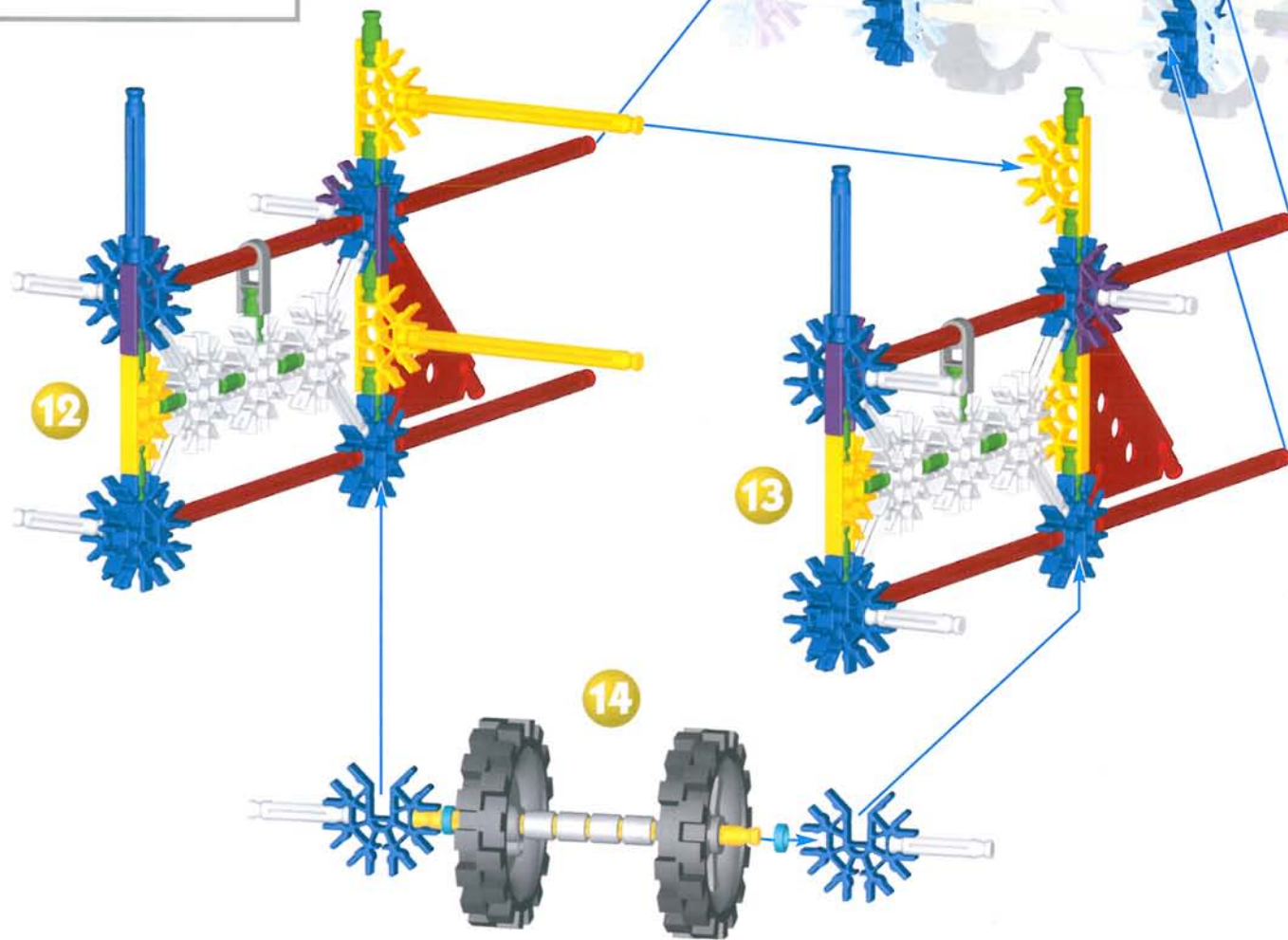


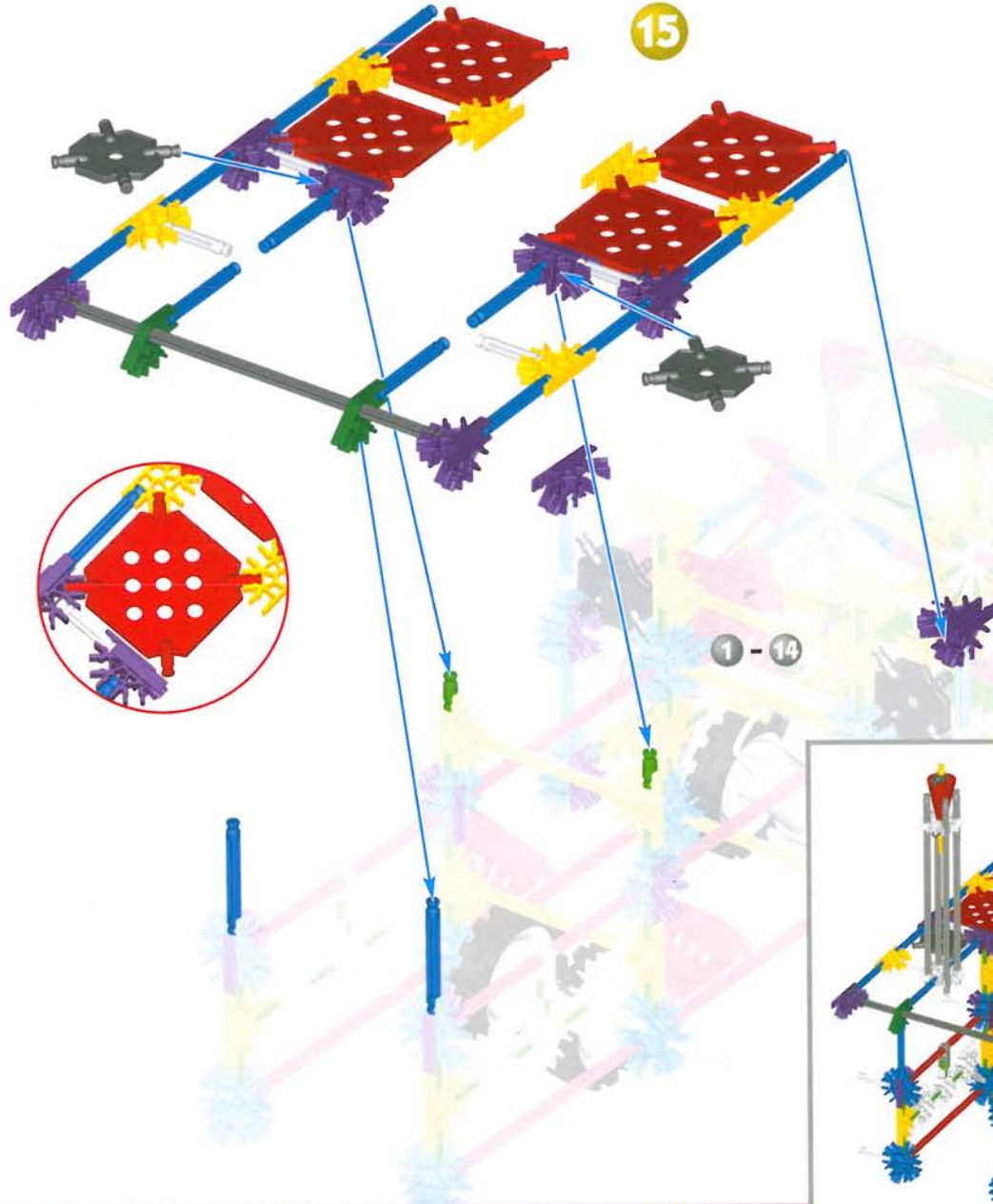


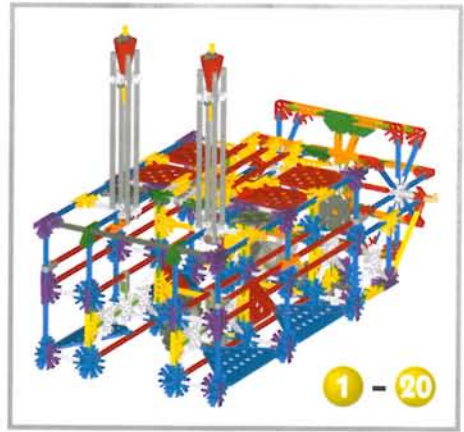
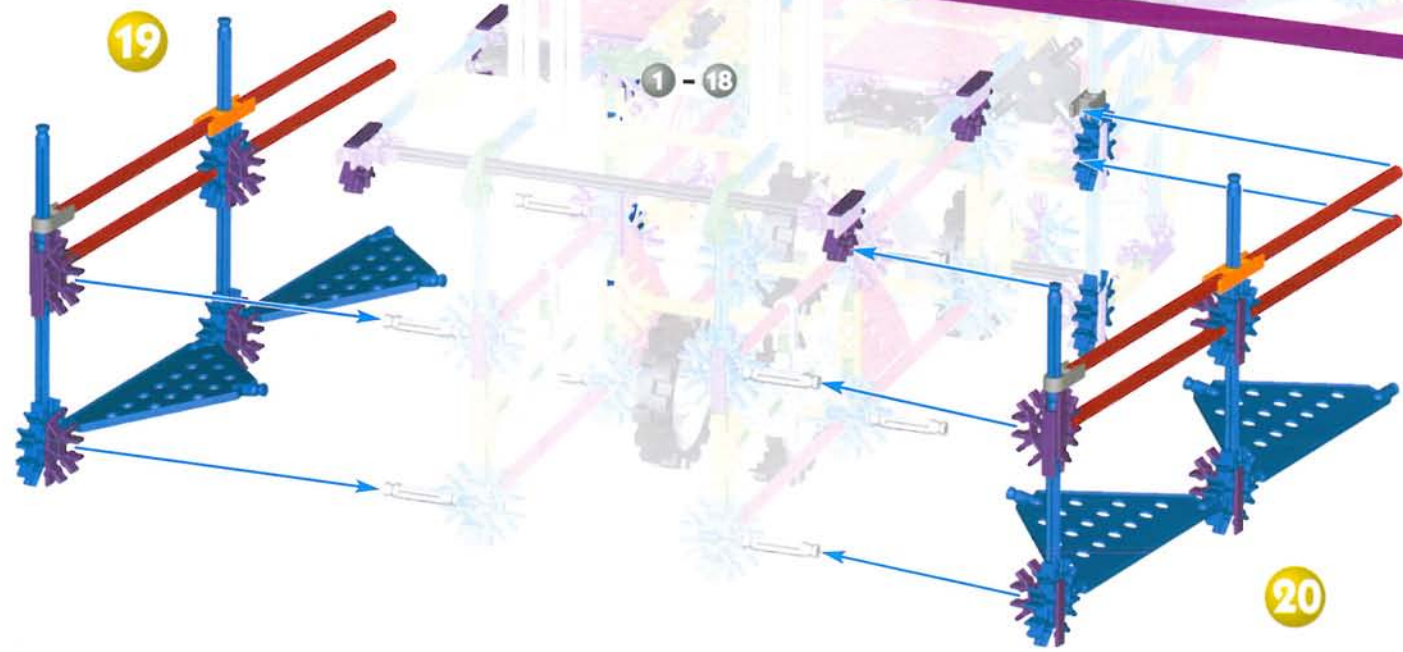
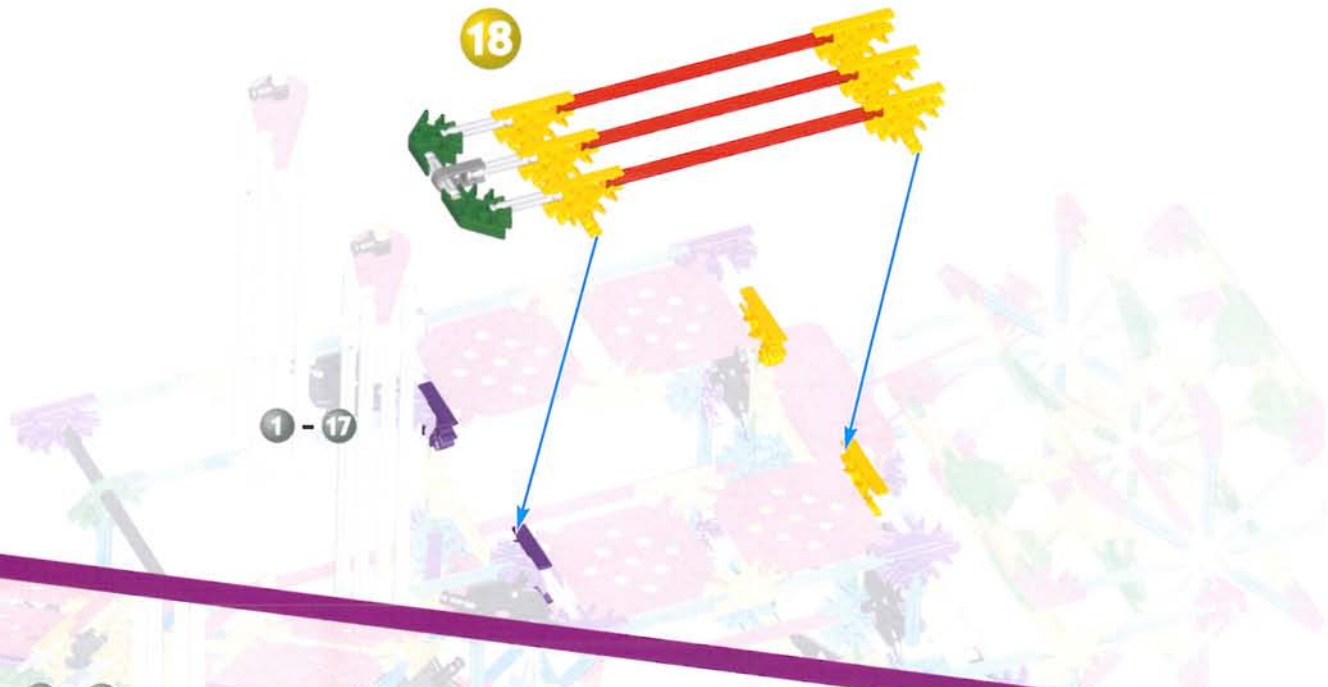
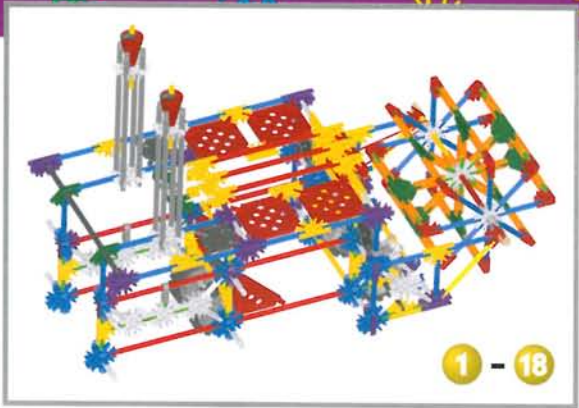


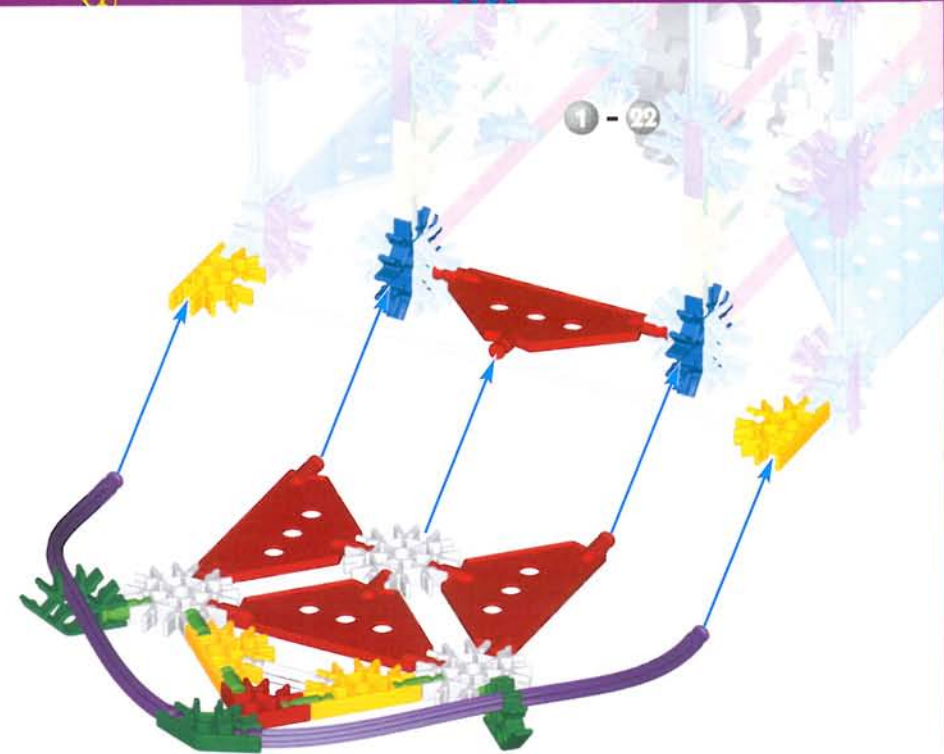
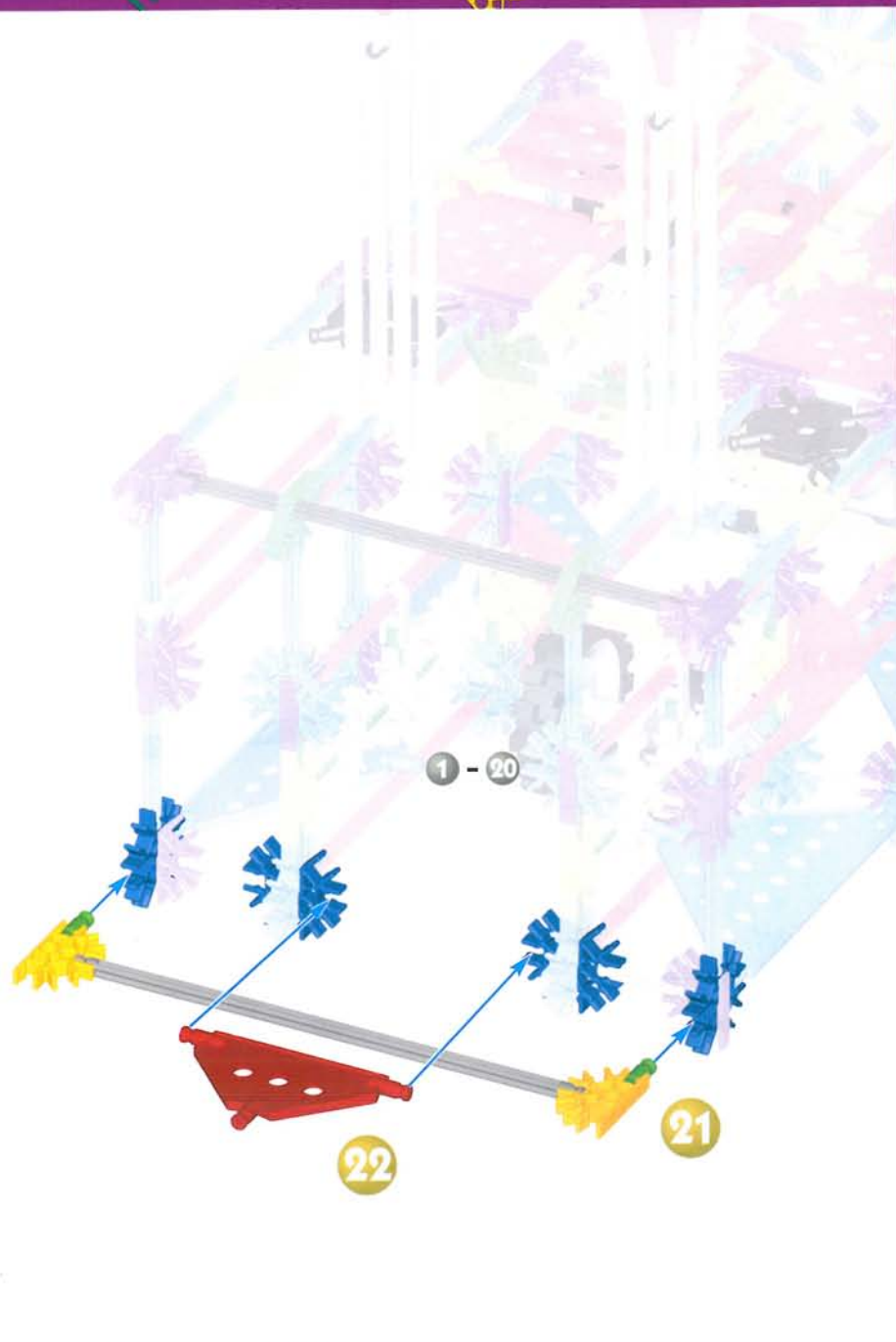
x8



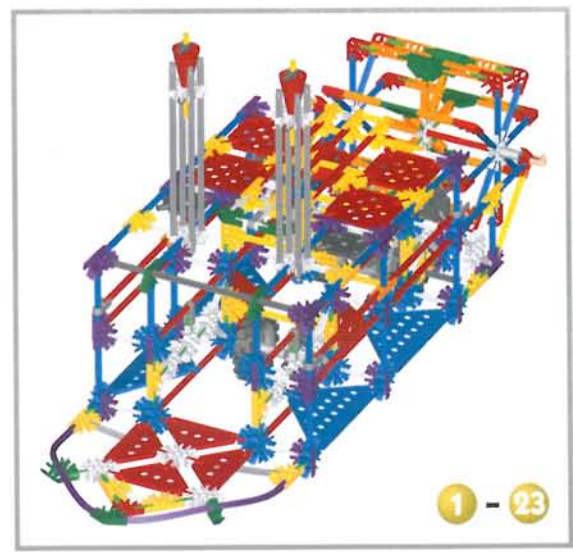
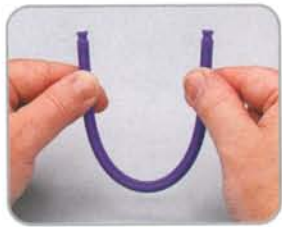




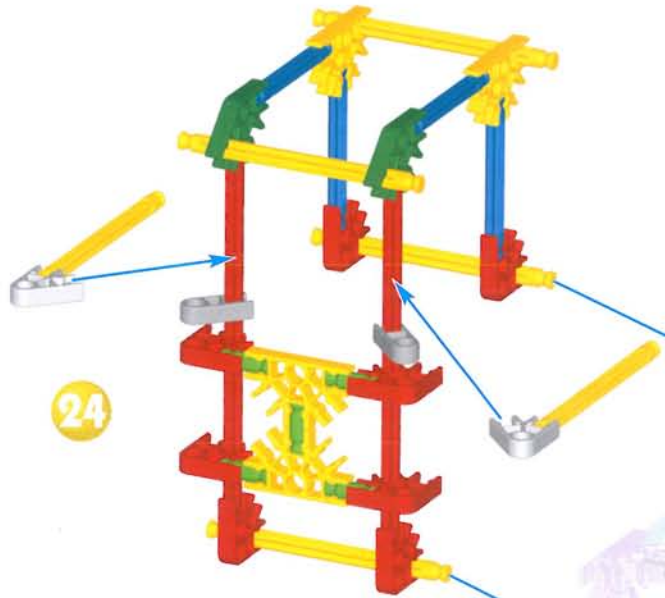




23



1 - 23



24



1 - 24

1 - 23

ENG How to Insert and Remove Batteries:

F Comment mettre et retirer des piles :

E Cómo insertar y quitar las pilas:

D Anweisungen zum Einlegen und Entfernen der Batterien:

NL Insteken en verwijderen van batterijen:



ENG Battery Information:

Caution: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. Only batteries of the same or equivalent type recommended should be used.
- Always remove weak or dead batteries from the product; do not short-circuit supply terminals.
- Insert batteries with correct polarity (+/-) as shown.

Important Tips

- Alkaline batteries AA (LR6) are recommended.
- Rechargeable batteries are not recommended.
- Remove rechargeable batteries from toy before charging; they must be charged only under adult supervision.
- Non-rechargeable batteries must not be recharged.
- Keep components free of dust; do not immerse or use in water.
- Do not dispose of batteries in a fire; they could leak or explode and cause injury.
- Remove all batteries if the toy will not be used for a long period of time.
- Do not put Rods smaller than 2 inches in any openings of the motor; they will damage the motor, and cannot be removed.

F Information de Pile :

Attention : Pour éviter la fuite des piles

- S'assurer d'installer les piles correctement et de suivre toujours les directives des fabricants du jouet et des piles.
- Ne pas mélanger des piles neuves avec des piles usées. Ne pas mélanger des piles alcalines avec des piles standard (Leclanché), ou des piles rechargeables (au nickel-cadmium). Il convient d'utiliser uniquement des piles du type recommandé ou d'un type équivalent.
- Retirer toujours les piles faibles ou mortes du produit ; ne pas faire court-circuiter les terminaux.
- Installer les piles en respectant la polarité (+/-) comme l'indique le schéma.

Conseils importants :

- Les piles alcalines AA (LR6) sont recommandées.
- Il est déconseillé d'utiliser des piles rechargeables.
- Retirer les piles rechargeables du jouet avant de les recharger; elles doivent être chargées exclusivement en présence d'un adulte.
- Les piles qui ne sont pas rechargeables ne doivent pas être rechargées.
- Veiller à ce que les éléments restent à l'abri de la poussière ; ne pas les plonger dans l'eau ; ne pas utiliser dans l'eau.
- Ne pas jeter les piles dans le feu ; elles risqueraient de fuir ou d'exploser et d'entraîner des blessures.
- Retirer toutes les piles si le jouet restera inutilisé pendant longtemps.
- Ne mettez pas les petites tiges dans les trous du moteur, elles endommageraient le moteur et il n'est pas possible de les enlever.

E Información acerca de las pilas:

Precaución: Para evitar fugas en las pilas

- Asegúrese de insertar las pilas correctamente y de siempre seguir las instrucciones del fabricante del juguete y de las pilas.
- No mezcle pilas viejas con nuevas, ni pilas alcalinas, estándar (carbón-cinc) o recargables (níquel-cadmio). Se debe usar solamente pilas del mismo tipo, o las que se recomienden como equivalentes.
- Siempre retire las pilas débiles o gastadas del producto; no forme cortocircuito en los puntos de intercambio.
- Inserte las pilas de acuerdo con los esquemas de polaridad (+/-).

Consejos importantes

- Se recomiendan las pilas alcalinas AA (LR6).
- No se recomiendan las pilas recargables.
- Retire las pilas recargables del juguete antes de cargarlas; éstas deben ser cargadas solamente bajo la supervisión de un adulto.
- No se debe recargar las pilas que no son recargables.
- Mantenga los componentes sin polvo; no sumerja ni use en agua.
- No deseche las pilas en el fuego ya que pueden tener fugas, explotar y causar lesiones personales.
- Retire todas las pilas si el juguete no se usará por mucho tiempo.
- Ne mettez pas les petites tiges dans les trous du moteur, elles endommageraient le moteur et il n'est pas possible de les enlever.

D Informationen zu den Batterien:

Vorsicht: Um ein Auslaufen der Batterien zu vermeiden:

- Achte darauf dass die Batterien korrekt eingelegt werden und folge den Anweisungen der Spielzeug- und Batteriefabrikanten.
- Mische keine alten und neuen Batterien oder alkaline Batterien, Standardbatterien (Kohle-Zink) oder wiederaufladbare Batterien (Nickel-Cadmium). Verwende nur Batterien des gleichen Typs oder des empfohlenen äquivalenten Typs.
- Leere oder verbrauchte Batterien aus dem Spielzeug entfernen; darauf achten, dass die Pole der Batterie nicht kurzgeschlossen werden.
- Beim Einlegen der Batterien auf die korrekte Polarität (+/-), wie dargestellt, achten.

Wichtige Tipps

- Alkaline Batterien AA (LR6) werden empfohlen.
- Wiederaufladbare Batterien sind nicht empfohlen.
- Bei Verwendung von wiederaufladbaren Batterien müssen diese aus dem Spielzeug entfernt werden, bevor sie wieder aufgeladen werden; das Wiederaufladen darf nur unter Aufsicht eines Erwachsenen stattfinden.
- Nichtwiederaufladbare Batterien dürfen nicht wieder aufgeladen werden.
- Die Komponenten von Staub freihalten; nicht in Wasser tauchen.
- Zu entsorgende Batterien nicht ins Feuer werfen; sie können auslaufen oder explodieren und Körperverletzungen verursachen.
- Wenn das Spielzeug längere Zeit nicht verwendet werden soll, alle Batterien entfernen.
- In keine der Öffnungen des Motor kleine Stangen einsetzen; sie beschädigen den Motor un können nicht entfernt werden.

NL Batterijgegevens

Opgepast: Om batterijlekkage te vermijden

- Verzeker je ervan dat de batterijen er op de juiste manier in te steken en volg steeds de aanduidingen van de speelgoed- en batterijenfabrikanten.
- Meng geen oude en nieuwe batterijen of alkalische, gewone (koolstof-zink) of herlaadbaar (nikkel-cadmium) batterijen met mekaar. Uitsluitend batterijen van dezelfde of van een aanbevolen equivalente soort dienen gebruikt te worden.
- Verwijder steeds uitgeputte of ontladen batterijen uit het product; veroorzaak geen kortsluiting van de voedingspolen.
- Steek de batterijen erin volgens de juiste polariteit (+/-) zoals afgebeeld.

Belangrijke tips

- Alkalische batterijen AA (LR6) worden aanbevolen.
- Herlaadbare batterijen worden niet aanbevolen.
- Verwijder herlaadbare batterijen uit het speelgoed alvorens ze te herladen; ze moeten slechts herladen worden onder het toezicht van een volwassene.
- Niet-herlaadbare batterijen mogen niet herladen worden.
- Bescherm onderdelen tegen stof; dompel ze niet of gebruik ze niet in water.
- Werp de batterijen niet in het vuur; ze zouden kunnen lekken of ontploffen en verwondingen veroorzaken.
- Verwijder alle batterijen wanneer het speelgoed gedurende lange tijd niet gebruikt zal worden.
- Plaats staafjes in de openingen van het motor, zij zouden de motor beschadigen en kunnen niet worden verwijderd.

F Français

Bonjour! Je suis ton camarade de montage K'NEX. Lorsque tu me vois dans les instructions, fais très attention aux détails indiqués.

Prêt à monter

1. Pour commencer ton modèle, trouve le **1** et suis les chiffres. Chaque pièce a sa propre forme et sa propre couleur. Il suffit de regarder les illustrations pour retrouver les pièces correspondantes dans le jeu et de les connecter ensemble. Essaie de situer ton modèle dans le même sens que les instructions durant le montage.

Suite...

2. Les couleurs dégradées indiquent que cette section est déjà montée. Tu dois connecter la section suivante à l'endroit indiqué par les flèches. Les nouvelles pièces ajoutées auront une couleur vive.

Entretoises

3. Dans ton modèle, il y a des endroits où il faudra ajouter des entretoises bleues et argentées. Assure-toi d'utiliser la couleur correcte et compte-les soigneusement.

Connecteurs

4. Tu trouveras des connecteurs bleus et violets comportant des fentes extra-longues. Ils se glissent l'un dans l'autre tel qu'illustré. Pousse les pièces ensemble jusqu'à ce que tu entendes un "clic".

AVERTISSEMENT : DANGER D'ÉTOUFFEMENT - Petites pièces. Ne convient pas aux enfants de moins de 3 ans

AVERTISSEMENT : Le jouet comporte une ficelle mesurant plus de 12 pouces (300 mm). Garder hors de la portée des enfants de moins de 3 ans.

ATTENTION : Les élastiques peuvent claquer, se casser, ou passer hors de ton contrôle, et de ce fait blesser. Lorsque tu assembleras les modèles indiqués dans les instructions, tiens bien l'élastique, et ne tire pas trop dessus. N'utilise des élastiques que comme l'indiquent ces instructions. N'UTILISE PAS D'ÉLASTIQUES QUI S'EFFILOCHENT OU QUI SONT DÉCHIRÉS. Tiens les élastiques à l'écart du visage et des yeux.

ATTENTION : Tenir les mains, le visage, les cheveux, les vêtements et les fils électriques à l'écart de toutes les pièces mobiles.

E Español

¡Hola! Soy tu compañero en la construcción. Cuando me veas en las instrucciones, presta mucha atención a los detalles que se señalan.

Todo listo, comienza a construir

1. Para comenzar tu modelo, busca el **1** y sigue los números. Cada pieza tiene su propia forma y color. Simplemente mira los dibujos, busca las piezas correspondientes en tu juego y después conéctalas. Mientras construyes, trata de colocar tu modelo en la misma dirección que se muestra en las instrucciones.

Continúa

2. Los colores desteñidos muestran que esta sección ya está construida. Conecta las nuevas secciones en los lugares señalados por las flechas. Las nuevas piezas que agregues estarán en colores vivos.

Espaciadores

3. Hay lugares en tu modelo donde tendrás que agregar Espaciadores azules y plateados. Cerciórate de usar el color correcto y cuéntalos con cuidado.

Conectores

4. Hay conectores azules y púrpura con ranuras largas especiales. Se enganchan deslizándose como ves en los dibujos. Conecta estas piezas empujándolas hasta que oigas "clic".

ADVERTENCIA: PELIGRO DE ASFIXIA - Piezas pequeñas. No es para niños menores de 3 años.

ADVERTENCIA: El juguete contiene una cuerda de un largo mayor de 12 pulgadas (300 mm). Mantener fuera del alcance de niños menores de tres años.

PRECAUCIÓN: Las gomas elásticas pueden causar heridas si se estiran y luego se sueltan bruscamente, si se quiebran o se usan sin control. Cuando armes los modelos que se ven en las instrucciones, sujeta fuertemente la goma elástica, y no la estires demasiado. Usa las gomas elásticas solamente como se muestra en estas instrucciones. NO SE DEBEN USAR GOMAS ELÁSTICAS QUE SE VEN DESGASTADAS O ROTAS. Las gomas elásticas no deben usarse cerca de la cara o los ojos.

PRECAUCIÓN: Mantener las manos, la cara, el cabello, la ropa y los cordones eléctricos alejados de todas las partes en movimiento.

D Deutsch

Hallo, ich bin dein K'NEX-Bauhelfer. Also aufgepasst, wenn ich in den Anleitungen aufkreuzel! Denn dann heisst es, dass alle Anweisungen genauestens zu befolgen sind.

Auf die Plätze, fertig, los! Das Bauen beginnt

1. Um mit dem Bauen deines Modells zu beginnen, suche die Nummer **1** und folge den laufenden Nummern. Jedes Teil hat seine eigene Form und Farbe. Schau dir einfach die Abbildungen an, such die Teile in deinem Bausatz, die so aussehen wie das, was du auf der Abbildung siehst und steck sie ineinander. Versuche, dein Modell beim Zusammenbauen so zu orientieren, dass es in die gleiche Richtung weist, wie es in den Anleitungen beschrieben und gezeigt wird.

Und weiter geht's

2. Blasser Farben weisen darauf hin, dass dieser Streckenabschnitt bereits zusammengebaut ist. Der neue Streckenabschnitt wird dort befestigt, worauf die Pfeile deuten. Die neuen Teile, die du anbaust, sind knallbunt angezeigt.

Abstand halten

3. An bestimmten Stellen in deinem Modell musst du Abstandshalter, sogenannte Spacer, einbauen. Diese Abstandshalter sind blau und silberfarben. Achte darauf, dass du die richtige Farbe wählst und dass du die richtige Anzahl davon verwendest.

Steckanschlüsse

4. Blaue und purpurne Steckanschlüsse haben besonders lange Schlitze. Wie du auf der Abbildung sehen kannst, lassen sie sich ineinander schieben. Achte beim Aneinanderfügen dieser Teile darauf, dass du ein Klickgeräusch hörst. Erst dann sind die Teile fest miteinander verbunden.

WARNHINWEIS: ERSTICKUNGSGEFAHR - Vorsicht Kleinteile! Nicht für Kinder unter 3 Jahren geeignet.

WARNHINWEIS: Das Spielzeug enthält eine Schnur die länger als 300 mm ist. Von Kindern unter 3 Jahren entfernt halten.

VORSICHT: Gummibänder können Verletzungen verursachen. Sie können zurückschnellen, brechen oder außer Kontrolle geraten. Während des Zusammenbaus der Modelle anhand der Abbildungen sollte das Gummiband immer festgehalten, aber nicht überdehnt werden. Behandle die Gummibänder immer so wie in dieser Anleitung gezeigt. KEINE AUSGEFRANSTE ODER GERISSENE GUMMIBÄNDER VERWENDEN. Halte die Gummibänder entfernt vom Gesicht und von den Augen.

VORSICHT: Haare, Finger, Gesicht und Kleidungsstücke nicht mit beweglichen Teilen in Berührung kommen lassen.

NL Nederlands

Hoi! Ik ben je K'NEX bouwvriend. Wanneer je me in de aanwijzingen ziet, gelieve volledige aandacht te geven aan de details die worden aangeduid.

Prêt à monter

1. Pour commencer ton modèle, trouve le **1** et suis les chiffres. Chaque pièce a sa propre forme et sa propre couleur. Il suffit de regarder les illustrations pour retrouver les pièces correspondantes dans le jeu et de les connecter ensemble. Essaie de situer ton modèle dans le même sens que les instructions durant le montage.

Suite...

2. Les couleurs dégradées indiquent que cette section est déjà montée. Tu dois connecter la section suivante à l'endroit indiqué par les flèches. Les nouvelles pièces ajoutées auront une couleur vive.

Entretoises

3. Dans ton modèle, il y a des endroits où il faudra ajouter des entretoises bleues et argentées. Assure-toi d'utiliser la couleur correcte et compte-les soigneusement.

Connecteurs

4. Er zijn blauwe en purper koppelstukken met speciale lange gleuven. Ze schuiven in mekaar zoals je kunt zien op de afbeeldingen. Duw deze onderdelen in mekaar tot je een "klik" hoort.

WAARSCHUWING: VERSTIKKINGSGEVAAR - Kleine onderdelen. Niet geschikt voor kinderen onder 3 jaar.

WAARSCHUWING: Het speelgoed bevat een touw van meer dan 300 mm. Hou het speelgoed buiten het bereik van kinderen onder 3.

OPGEPAST: Elastiekjes kunnen pijn of blessures veroorzaken wanneer ze terugspringen of breken of wanneer ze niet goed beheerst worden. Wanneer de in de aanwijzingen afgebeelde modellen worden in mekaar gestoken, moet het elastiekje strak gehouden worden en niet overmatig uitgerekt worden. Gebruik elastiekjes uitsluitend zoals afgebeeld in deze aanwijzingen. GEBRUIK GEEN GERAFELDE OF GESCHEURDE ELASTIEKJES. Hou elastiekjes verwijderd van het gezicht en de ogen.

OPGEPAST: Hou handen, gezicht, haar, kleding en elektriciteits snoeren verwijderd van alle draaiende onderdelen.

80 MODEL BUILDING SET



Product and colors may vary.

Models can be built one at a time.

K'NEX is a registered trademark of K'NEX Industries, Inc.

Printed in China

Manufactured under U.S. Patents 5,061,219; 5,137,486; 5,199,919; 5,238,438; 5,346,420; 5,350,331; 5,368,514; 5,421,762; 5,423,707; 5,427,559; 5,518,435; D383,509; D388,475; D389,203; D391,843; D391,921; D392,555; D403,722; 5,913,706; 6,089,941.

Other U.S. and foreign patents pending. Conforms to the Requirements of ASTM Standard Consumer Safety Specification on Toy Safety, F963-96a.

Le produit et les couleurs peuvent varier.

La plupart des modèles peuvent être construits un à la fois.

K'NEX est une marque déposée de K'NEX Industries, Inc.

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Autres brevets américains et étrangers en instance.

Conforme aux spécifications de sécurité du consommateur sur la sécurité des jouets de la norme ASTM F963-96a.



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