

K'NEX

ELECTRONIC ARCADE



 **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 3 ans.



10+

Building System
Système De Construction

Important Stuff for Parents & Kids

Read all warnings and instructions before you start to build and operate the model.

Keep these instructions in a handy location. They contain important safety information.

FCC Statements:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.

This model is tested to comply with FCC standards - FOR HOME OR OFFICE USE.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: (1) Reorient or relocate the receiving antenna. (2) Increase the separation between the equipment and receiver. (3) Consult the dealer or an experienced radio/TV technician. (4) Connect the equipment into an outlet on a circuit different from that to which the receiver is needed.

WARNING: This is a Class 1 LED product.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for the compliance could void the user's right to operate the equipment.

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

WARNING: Use only on protected surfaces, or on game-room type tables.

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

CAUTION: This set contains Rubber Bands, which require care when using.

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 over stretch. 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: Do not place ear next to the Scoreboard speaker. Misuse may cause damage to hearing.

Battery Safety Instructions: Remove rechargeable batteries from your model before charging. Charge batteries under adult supervision only. Do not attempt to recharge non-rechargeable batteries. Do not mix different types of batteries such as alkaline, standard and rechargeable batteries. Do not mix old and new batteries. Only batteries of the same type should be used together. Insert batteries with the correct polarity (+/-). Remove exhausted batteries from your model. The supply terminals are not to be short-circuited.

Battery Requirements: Game Board: 4 C batteries (LR14), (or an optional plug-in AC to DC power adapter, 6 Volt DC, 1000 mA).

IMPORTANT: Do not put small black Rods in any of the holes on the Game Board, including the hole on the side for the motor; they may get stuck and cannot be removed.

While building or playing, do not lean your weight on the Game Board.

- Share the K'NEX experience with your child and make building with K'NEX a family fun adventure.
- Take your time to enjoy the building process. Don't rush! Follow the instructions step-by-step.
- Your completed model will perform best when placed on a level surface. It can be played either on the floor or on a tabletop.

K'NEX Building Basics

Building with K'NEX

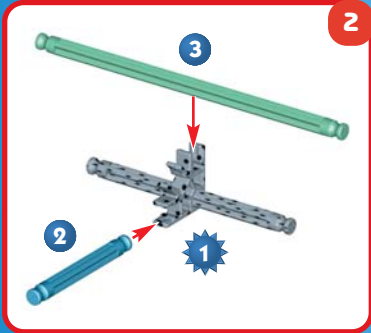


1 Hi, I'm the ARCADE KID! If you're new to the K'NEX Rod and Connector building system, here are some tips that'll have you building like a K'NEXpert in no time. When you see me in the instructions, pay close attention to the details being pointed out!

Ready, Set, Build

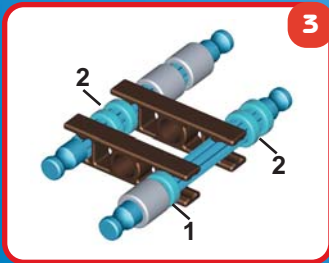
To begin your model, find the **1** and follow the numbers. Each piece has its own shape and color. Just look at the pictures, find the

pieces in your set that match and then connect them together. Try to face your model in the same direction as the instructions while you build.



Spacers

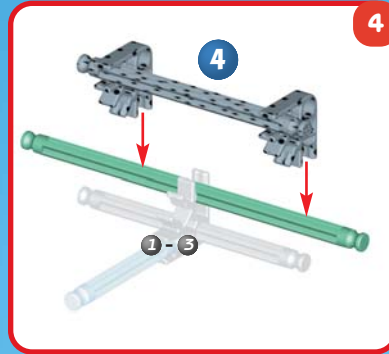
There are places in your model where you need to add blue and silver Spacers. Be sure to use the right color and count them carefully.



Movin' On

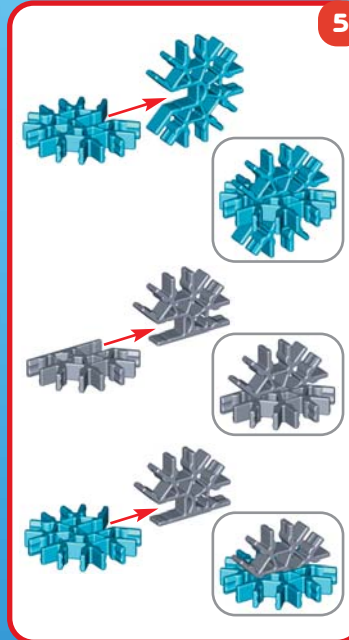
Faded colors show you this section is already built. You'll want to connect the new section to the place where the arrows are pointing.

The new pieces you add and the place where they connect will be in full color.



Connectors

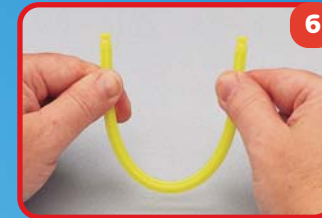
There are blue and silver Connectors with special long slots. They slide together as you see in the pictures. Push these parts together until you hear a "click".



Flexi-Rods

A Flexi-Rod is a Rod that you can bend to make curves. It will be easier to attach to your model if you bend it back and forth first.

Note: The long florescent orange Rods are NOT meant to bend like the Flexi-Rods.



Stationary Pins

These Pins are located on the sides of the Game Board. You can easily press a K'NEX Connector onto these Pins and it will stay in place.

There are a total of 12 groups of Pins (6 per side) to build on.



Rod Connections

There are 13 holes on the Game Board that allow you to build and customize your model. Carefully insert a K'NEX Rod into the hole until you hear a "snap".

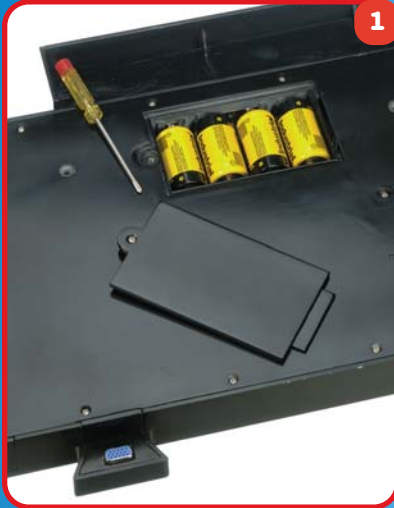
DO NOT PUT ANY SHORT BLACK RODS INTO THESE HOLES BECAUSE THEY MIGHT GET STUCK.



Special Components

GAME BOARD:

A 3-piece "Game Board" is included and acts as the play surface for your model.



1. Use a small Phillips head screwdriver to open the back cover on one of the Game Board pieces. Insert 4 fresh "C" (or LR14) batteries inside the compartment with the correct polarity (+/-) and then screw the cover shut.
2. Once the batteries are installed, carefully connect the 3 Game Board pieces together.
3. The Game Board will not work until the Scoreboard is plugged into it. The Power Switch is located on the side of the Scoreboard.

SCOREBOARD:



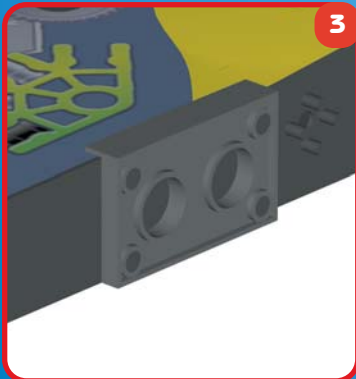
A "Scoreboard" is included and keeps track of scoring in all 3 game modes (1-Player PINBALL, 2-Player PINBALL or SPEEDBALL). The Scoreboard can be plugged into one of two locations on the Game Board.



Power Option (not required): There is a plug on the back of the Scoreboard that accepts a plug-in AC to DC power adapter, 6 Volt DC, 1000 mA that can be used in place of the 4 batteries in the Game Board. This optional adapter can be purchased separately from any electronics store. Be sure to use an adapter with this polarity. $\oplus \rightarrow \ominus$ Outside of jack is negative (-), inside is positive (+).

CLAMPS:

Four "Clamps" are used to hold the Game Board together and secure the graphic sheet onto the play surface.

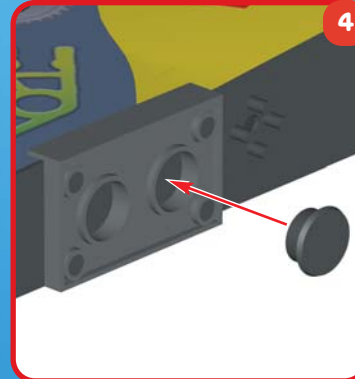


Once you assemble the Game Board and lay the graphic sheet onto the play surface, secure the 4 Clamps onto the sides of your Game Board.

Important: Clamps are numbered either 1 or 2.

PLUGS:

Eight "Plugs" are included to cover up Bumper holes that are not being used. These Plugs can be stored on the Clamps if they're not needed.



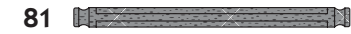
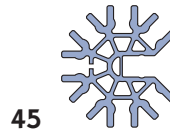
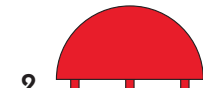
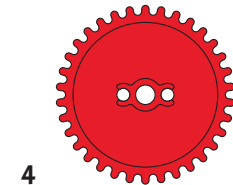
SCORING BUMPERS:

Four "Scoring Bumpers" are included and can be plugged into 8 different locations on the Game Board. In PINBALL, they are used to register points when hit by the Ball (They are inactive in SPEEDBALL). Be careful when attaching or removing these Bumpers from the Game Board.



Parts Count

Before you start building, be sure to compare the parts in your set with the K'NEX parts list.



TIPS and TROUBLESHOOTING:

I can't turn my model on:

- Make sure the batteries are fresh and inserted into the battery compartment with the correct polarity.
- Make sure the Scoreboard is completely plugged into the Game Board.
- Make sure the Power Switch is in the "on" position and then press the Start/Reset Button.
- Make sure the 3 Game Board pieces are completely plugged together and the Clamps are securely fastened.

When I hit the Flipper Buttons, the Flippers don't move:

- Make sure this section of your model has been built correctly.
- Make sure no connections have come loose.
- Make sure the Rubber Bands haven't broke or lost their elasticity and that they are connected correctly.

When playing PINBALL, I can't score any points when I hit the Bumpers:

- Make sure the Scoreboard is completely plugged into the location at the top of the Game Board.
- Make sure the game is in the 1-Player or 2-Player PINBALL mode.
- Make sure the Scoring Bumpers are completely plugged into the Game Board.

When playing SPEEDBALL, the game does not keep track of your score:

- Make sure the Scoreboard is completely plugged into the location along the side of the Game Board.
- Make sure nothing is blocking the Sensors located behind each set of Flippers.
- Make sure the game is in 2-Player SPEEDBALL mode.

When playing SPEEDBALL, my game turns off in the middle of the game:

- The game will turn off if no goals are scored over a 2 minute span. You can avoid this by plugging in 1 or more Bumpers. The Ball hitting one of these Bumpers will ensure the game stays turned on.

Our Warranty (US and Canada)

K'NEX Industries warrants the **K'NEX ELECTRONIC ARCADE Multi-Game Building Set** to be free of manufacturing defects in material and workmanship for a period of 90 days from the date of purchase. If, within the period of warranty, any part proves to have such defect, it will be replaced or repaired at our option at no charge.

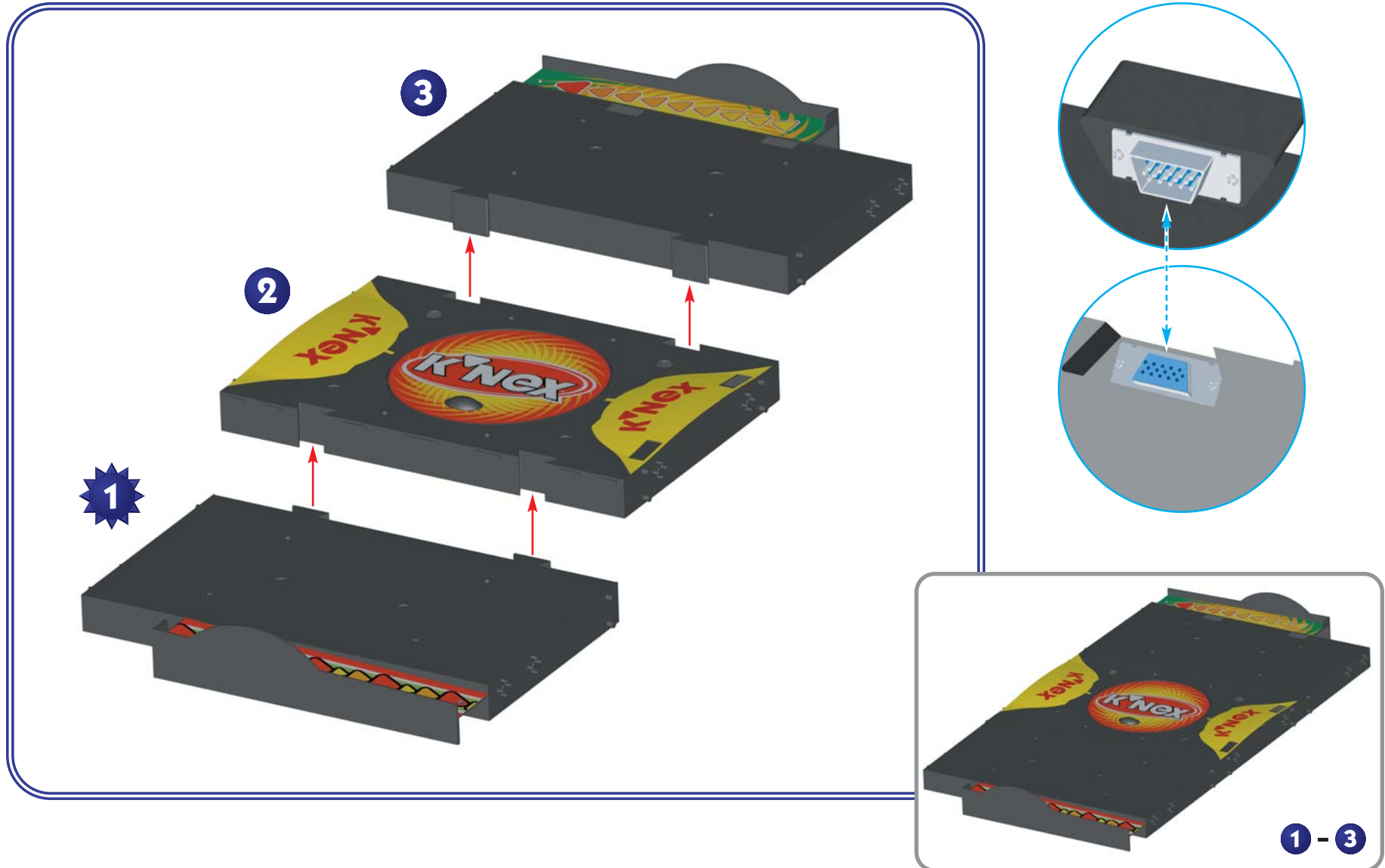
K'NEX will not be responsible for damage and/or abuse to your **K'NEX ELECTRONIC ARCADE Multi-Game Building Set**, and such will not be covered by this warranty. Also, K'NEX will not be responsible for damage caused by defective or old batteries. Old or damaged batteries can leak and corrode metals.

K'NEX's sole and exclusive liability for defects in materials and workmanship shall be limited to repair or replacement by our Consumer Services Department, and K'NEX shall not be liable of incidental, consequential, contingent damages, except in those states that do not allow this exclusion or limitation.

This warranty gives you specific legal rights. You may have other rights, which vary from state to state.

- US GB Assemble the Game Board before you build.
- F Assemble le tableau de jeu avant de te mettre à construire.
- E Arma el Tablero de Juego antes de construir.
- D Baue das Spielbrett zusammen, bevor du weiter baust.
- NL Monteer het spelbord vóór je bouwt.

- US GB Did you install 4 C (or LR14) batteries?
- F As-ti installé 4 piles C (ou LR14) ?
- E ¿ Instalaste 4 pilas C (o LR14)?
- D Hast de 4 Batterien der Baugröße C (oder LR14) eingelegt?
- NL Heb je er 4 C (of LR14) batterijen ingestoken?



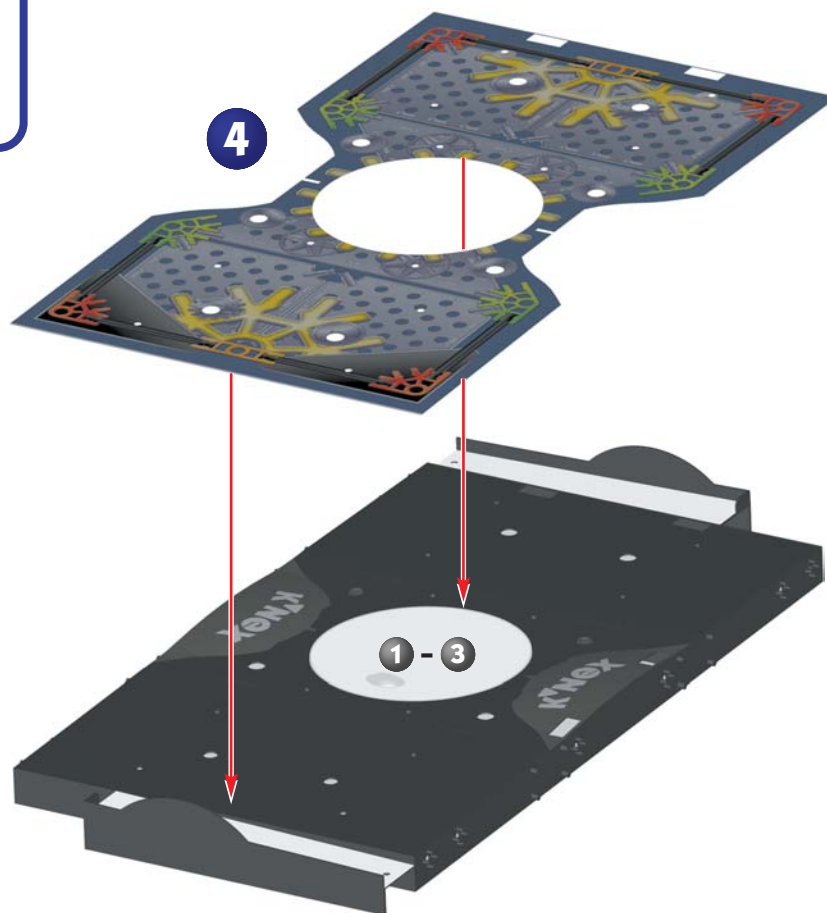
Pinball



- (US) (GB) Now attach the PINBALL graphics.
- (F) Fixe maintenant les auto-collants PINBALL.
- (E) Ahora sujeta los gráficos del Pinball.
- (D) Bringe nun die Bilder (PINBALL) an dem Flipperautomaten an.
- (NL) Maak nu de PINBALL afbeeldingen vast.



1 - 4

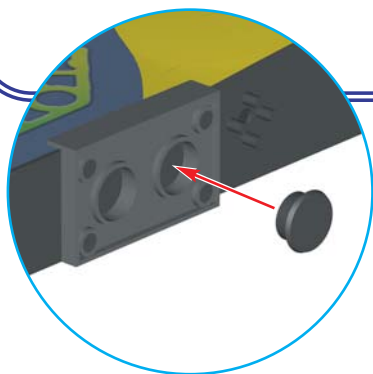


- (US) (GB) This set is all about building the way YOU want! Follow these easy instructions to build the basic PINBALL model, and then you get to take over and customize it any way you want!
- (F) Cette boîte doit te servir de base pour construire ce que tu souhaites TOI ! Suis ces instructions simples pour construire le modèle PINBALL de base, puis prends les choses en main, et personnalise le jeu selon ton bon plaisir !
- (E) ¡Lo mejor de este juego es que con él puedes construir cómo más te guste! Sigue estas fáciles instrucciones para construir el modelo básico de PINBALL y luego tómallo por tu cuenta y personaliza tu modelo, ¡de cualquier modo que quieras!
- (D) Bei diesem Set geht es darum, dir ein Spiel zur Verfügung zu stellen, das es dir erlaubt, es so zu bauen, wie DU es willst. Die einfachen Anweisungen zeigen dir, wie das grundlegende PINBALL Modell zu bauen ist. Danach bist du dein eigener Spielmeister! Du passt es deinen Anforderungen und deinem eigenen Geschmack an!
- (NL) Dit geheel kan worden opgebouwd op de manier die JIJ maar wenst ! Volg deze gemakkelijke aanwijzingen om het gewone PINBALL model op te bouwen. Vervolgens neem jij de leiding over en kan je het opbouwen naar je zin !

- (US) (GB) Clamp 1
 - (F) Crampon 1
 - (E) Abrazadera 1
 - (D) Klemme 1
 - (NL) Klem 1
- (US) (GB) Clamp 2
 - (F) Crampon 2
 - (E) Abrazadera 2
 - (D) Klemme 2
 - (NL) Klem 2



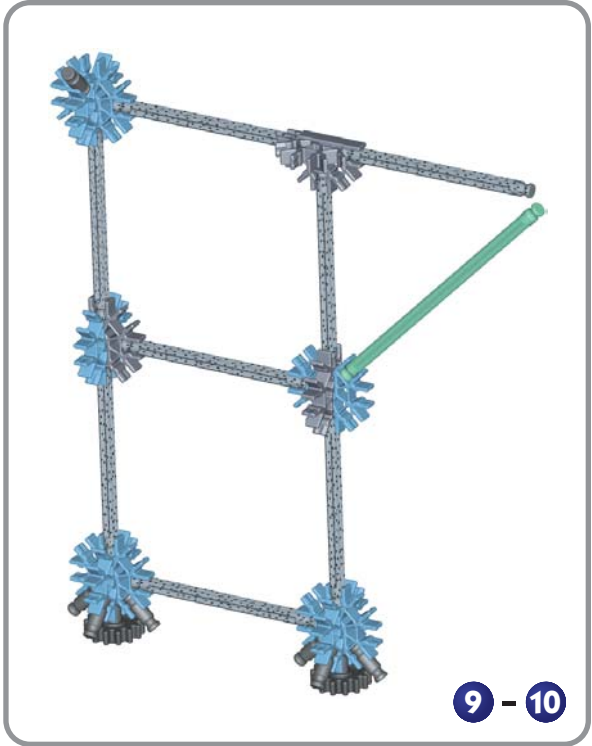
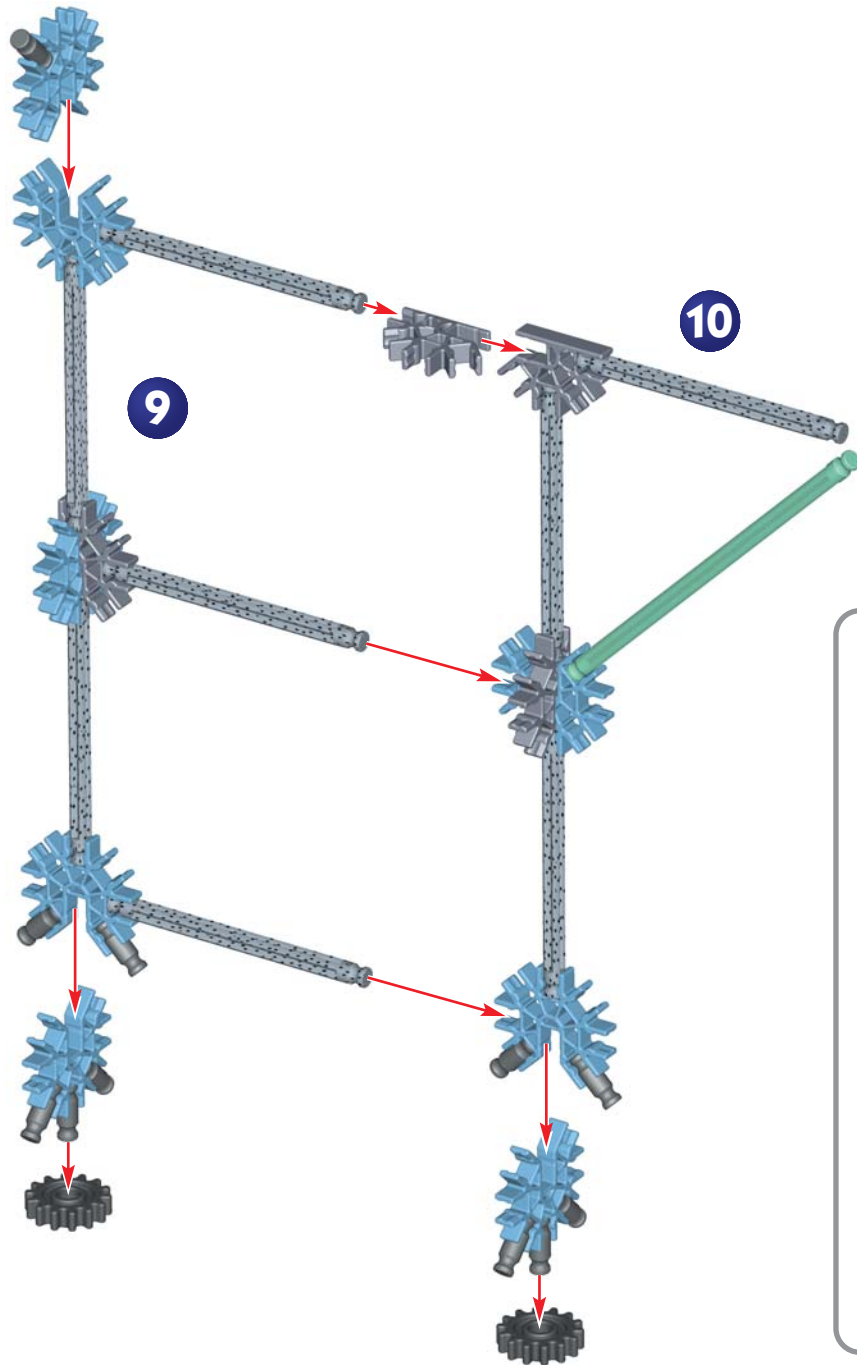
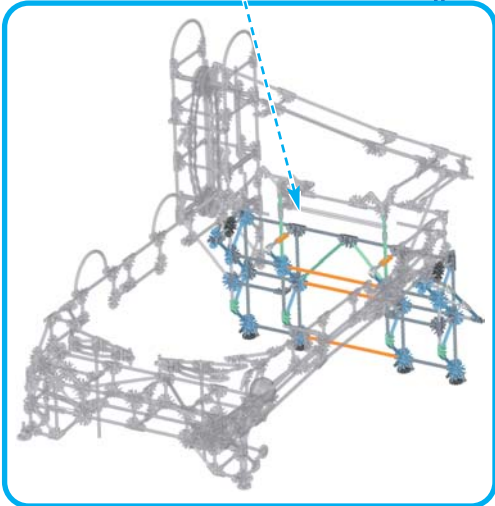
- (US) (GB) Clamp 2
 - (F) Crampon 2
 - (E) Abrazadera 2
 - (D) Klemme 2
 - (NL) Klem 2
- (US) (GB) Clamp 1
 - (F) Crampon 1
 - (E) Abrazadera 1
 - (D) Klemme 1
 - (NL) Klem 1



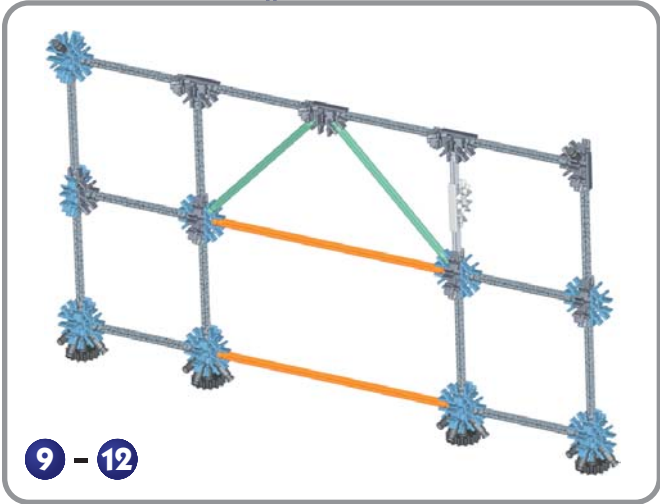
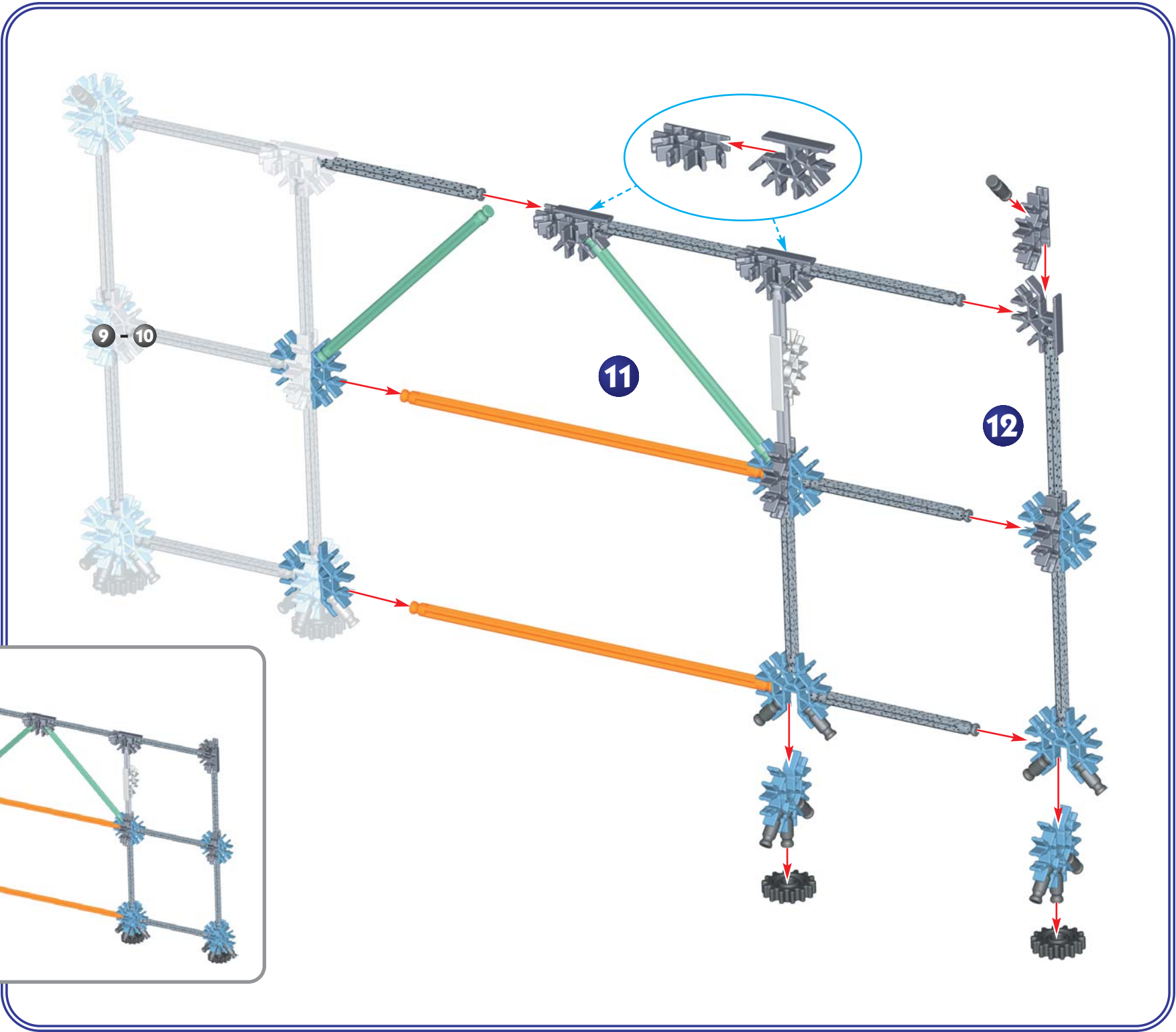
- (US) (GB) Use the Plugs to cover the unused Bumper holes. Store the unused Plugs in the Clamps as shown.
- (F) Utilisez les fiches pour recouvrir les trous du senseur qui ne sont pas utilisés.
- (E) Usa los tapones para cubrir los agujeros de los Sensores que no sean usados.
- (D) Die nicht benutzen Sensoröffnungen kannst du mit den Steckern abdecken.
- (NL) Gebruik de plugs om de ongebruikte sensoropeningen af te dekken.



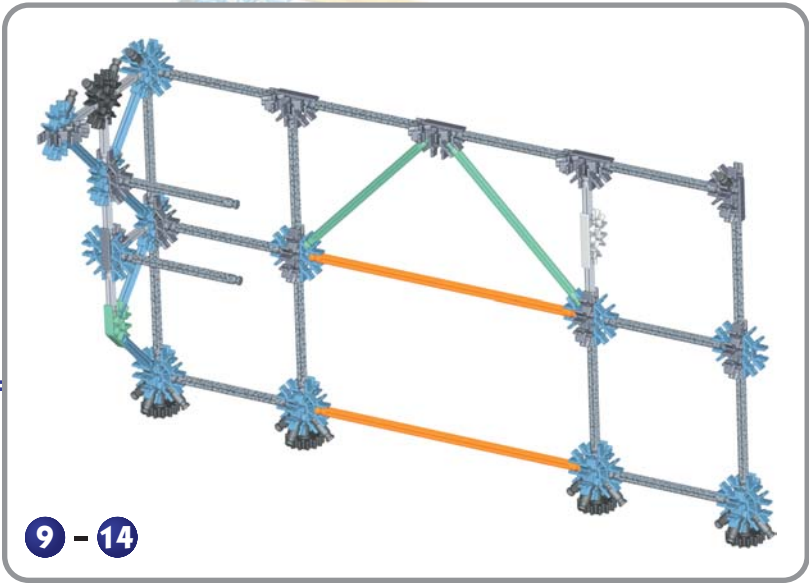
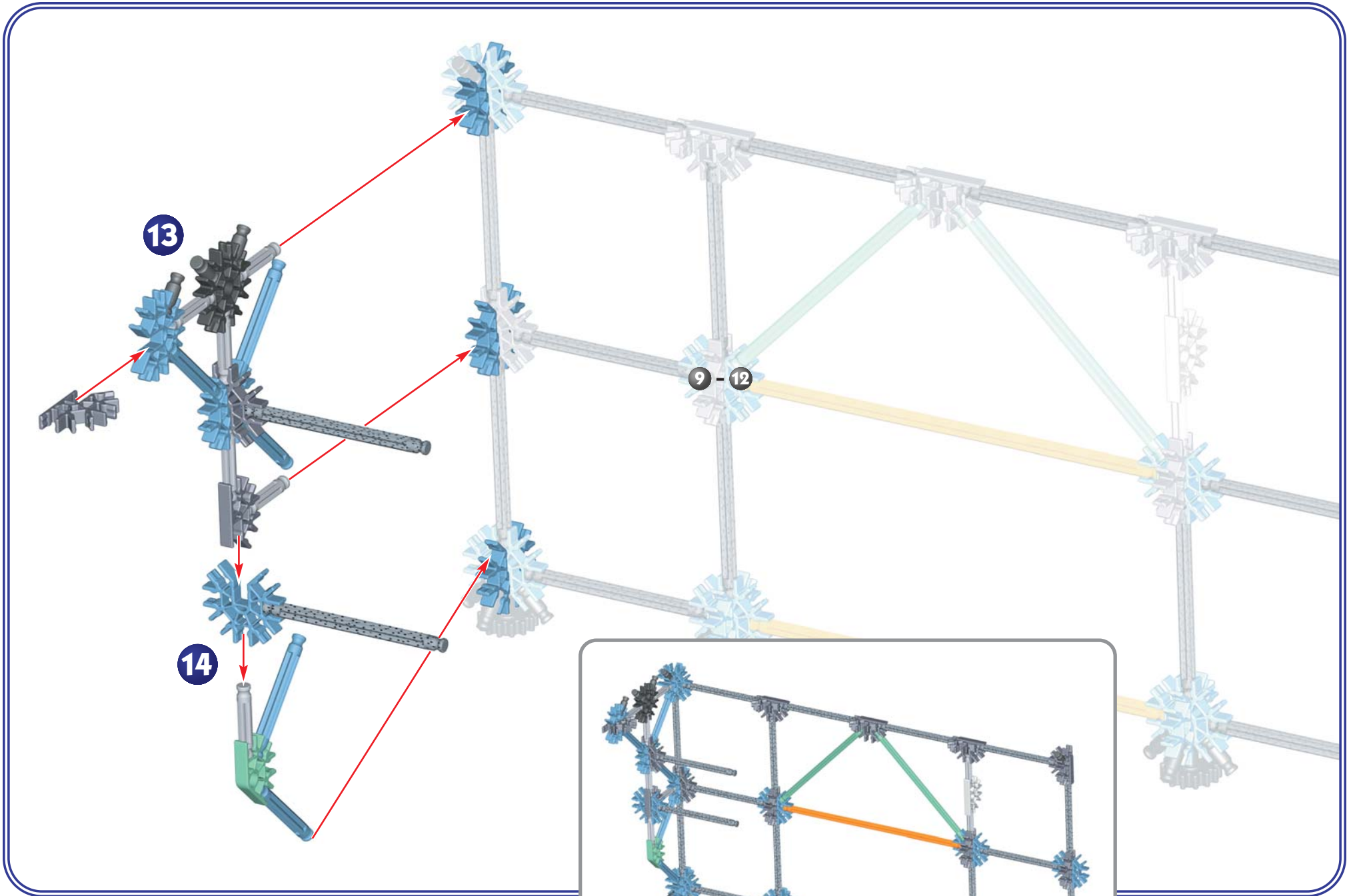
- US** **GB** Let's start building the back legs!
- F** Commence la construction des pieds arrières !
- E** Empieza a construir las patas traseras.
- D** Beginne mit dem Bauen der Hinterbeine.
- NL** Begin de achterste poten te bouwen.

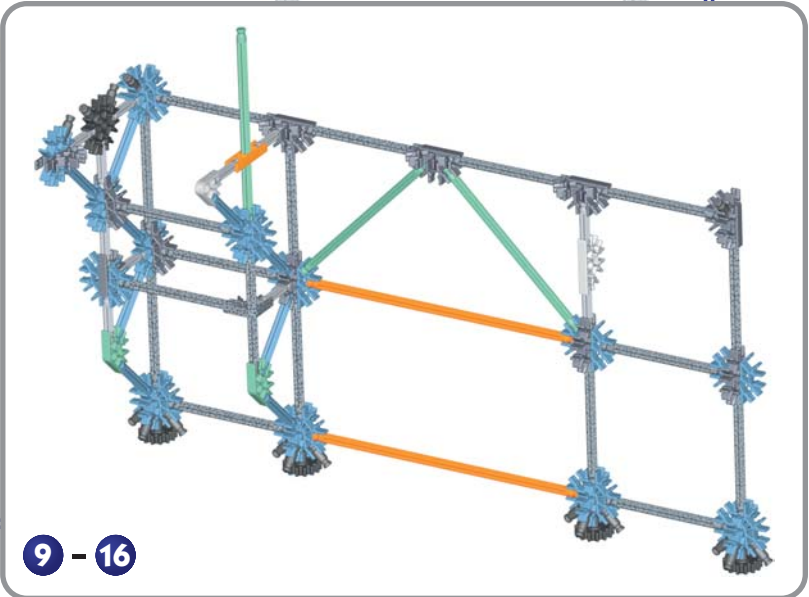
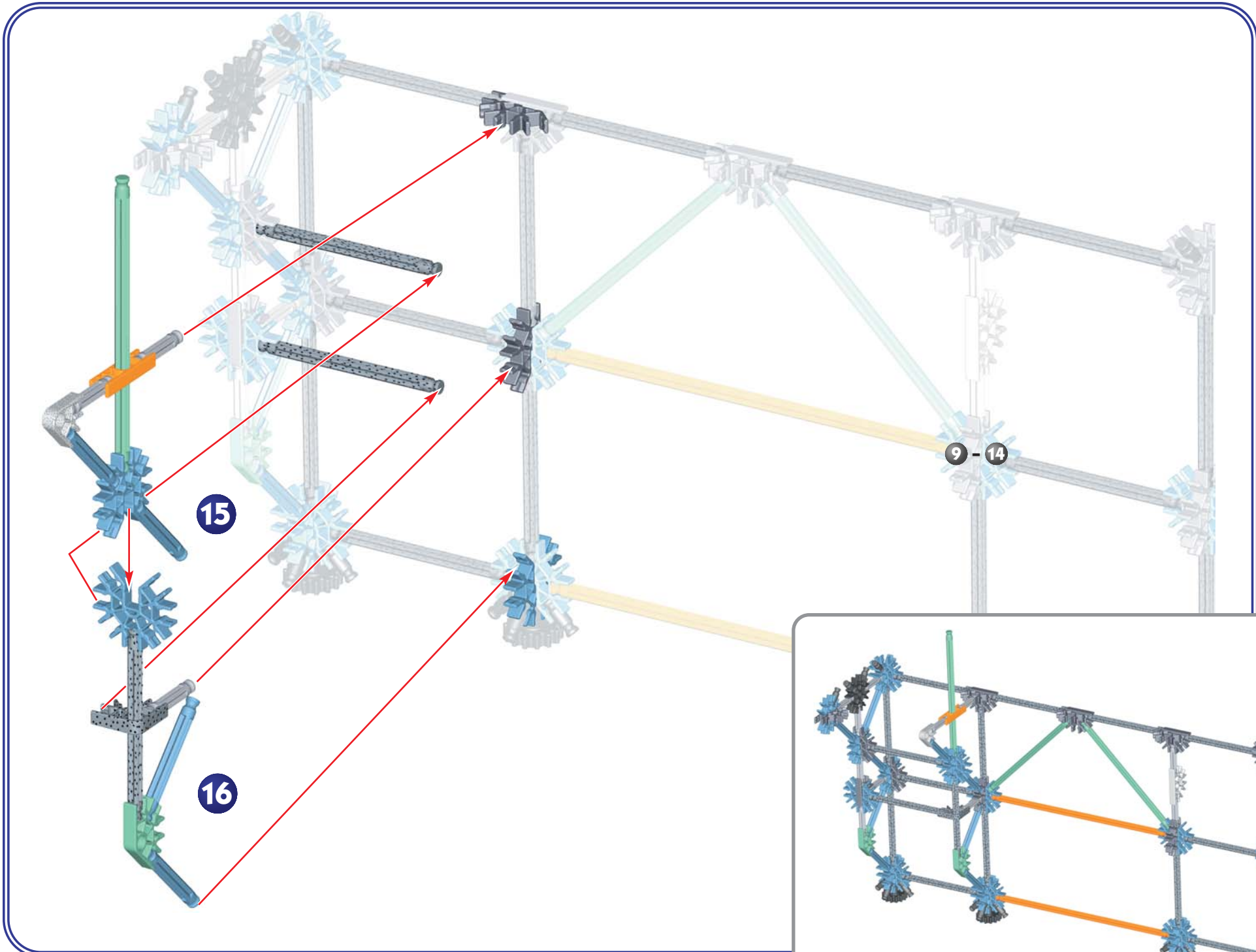


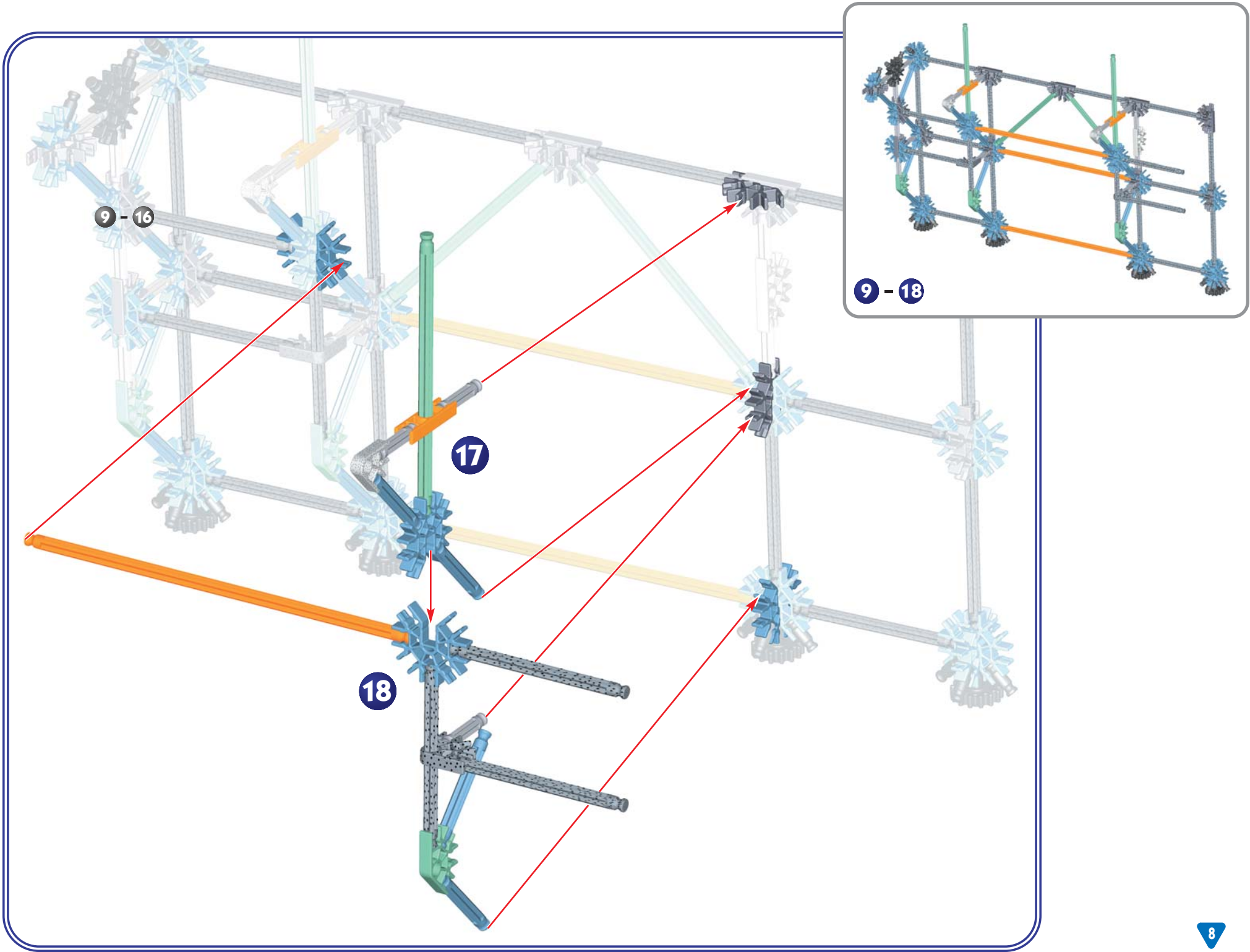
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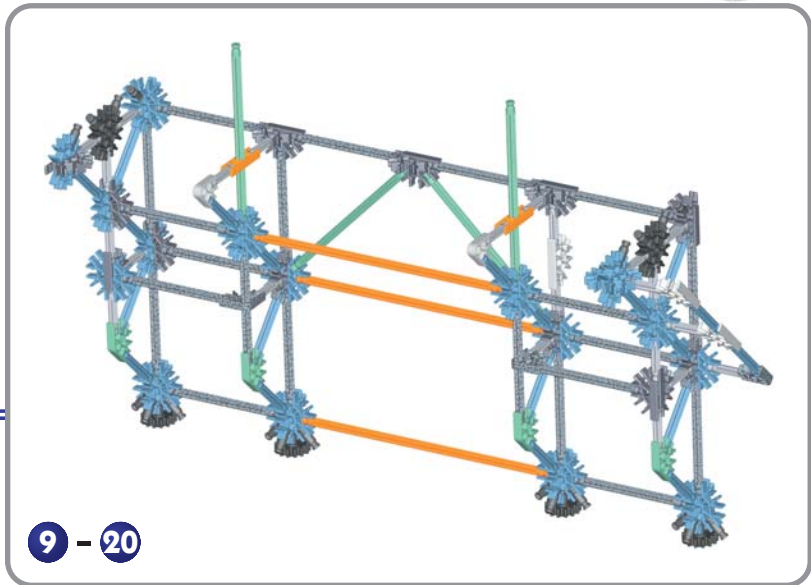
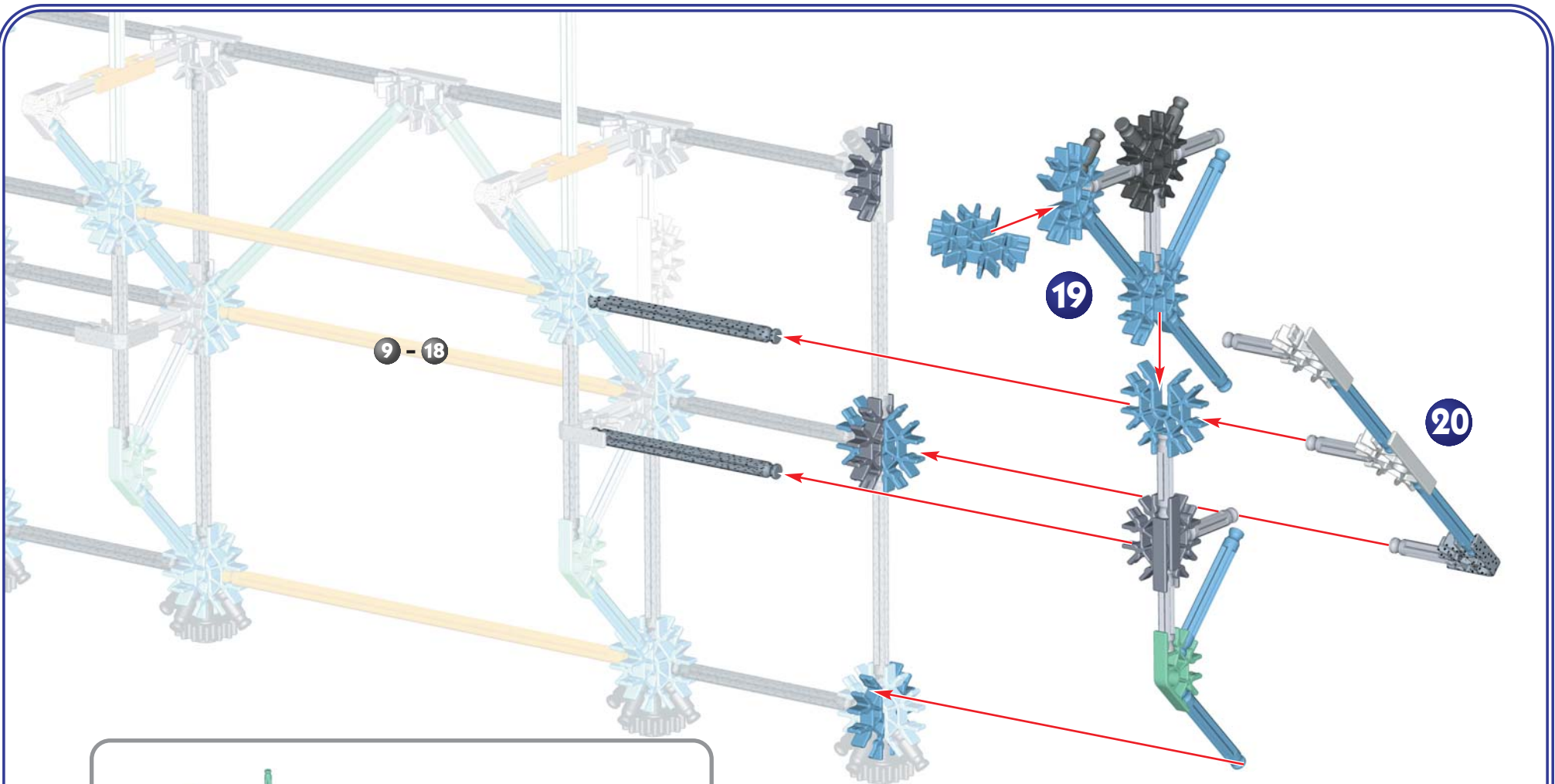


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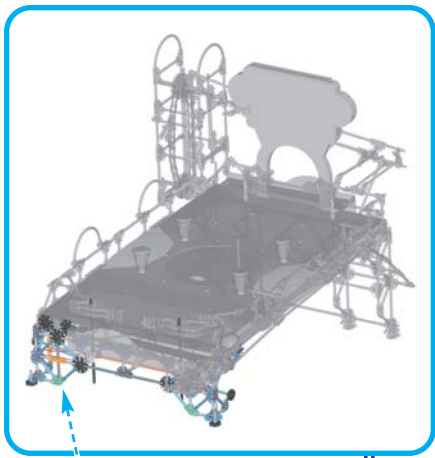




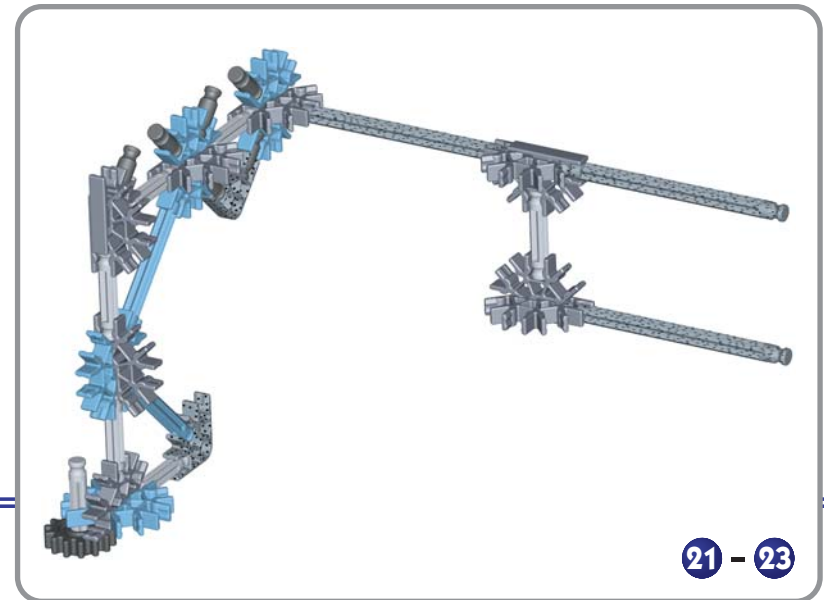
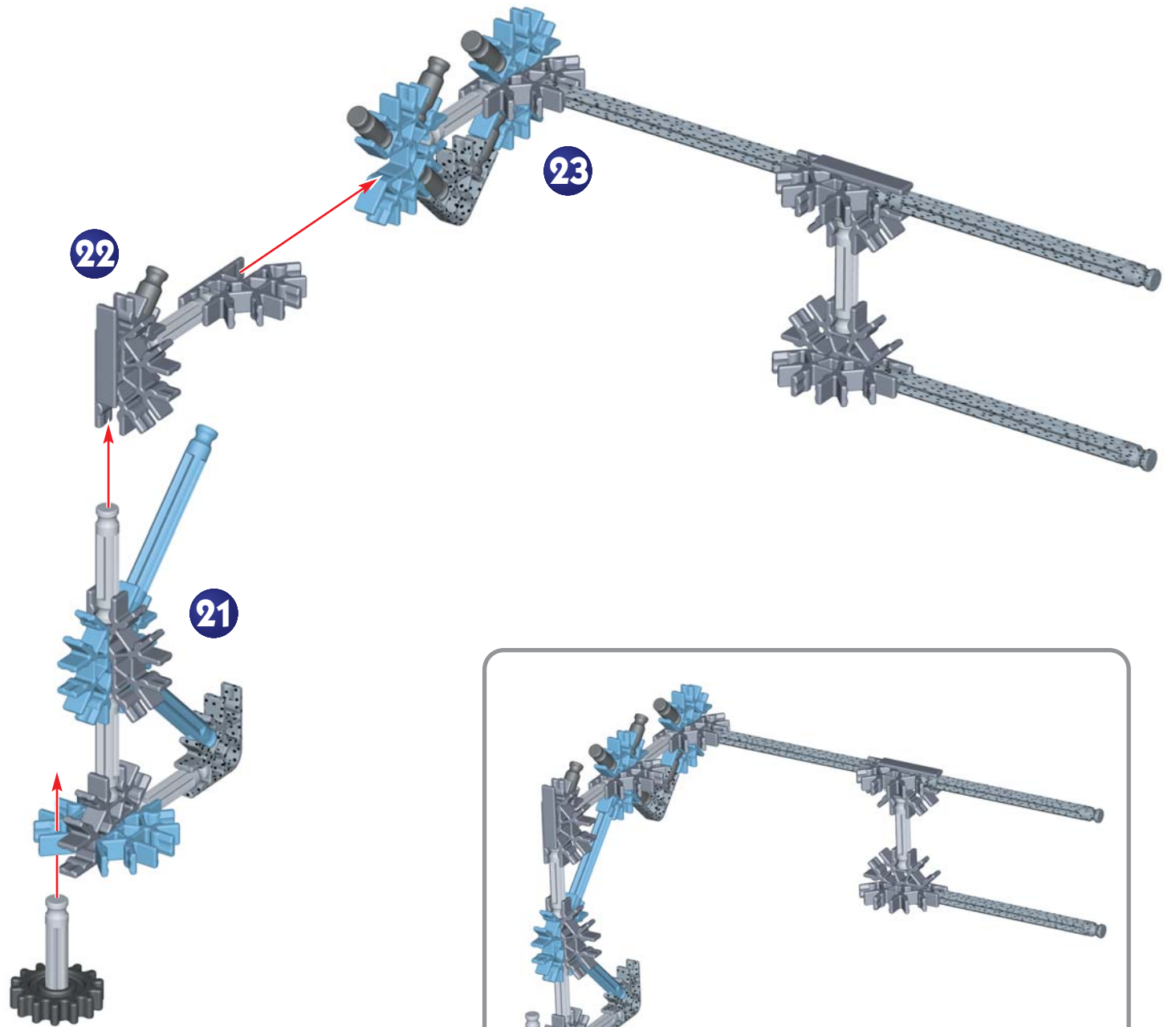




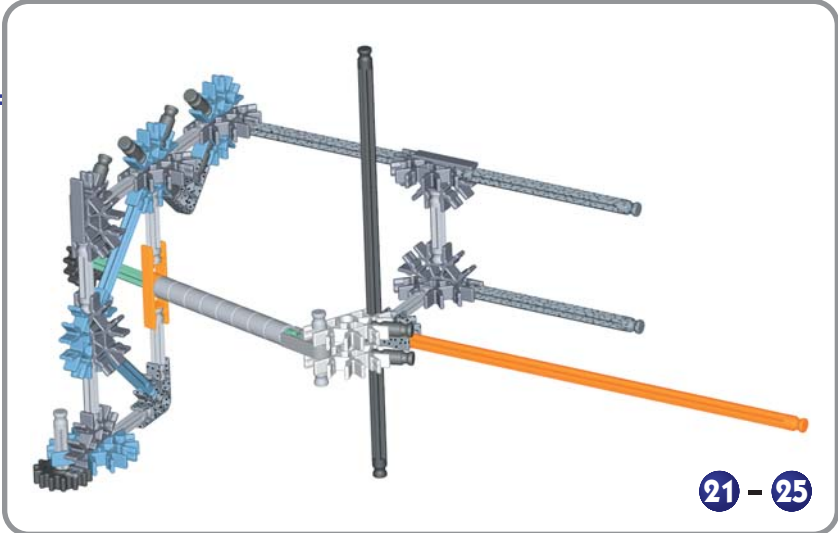
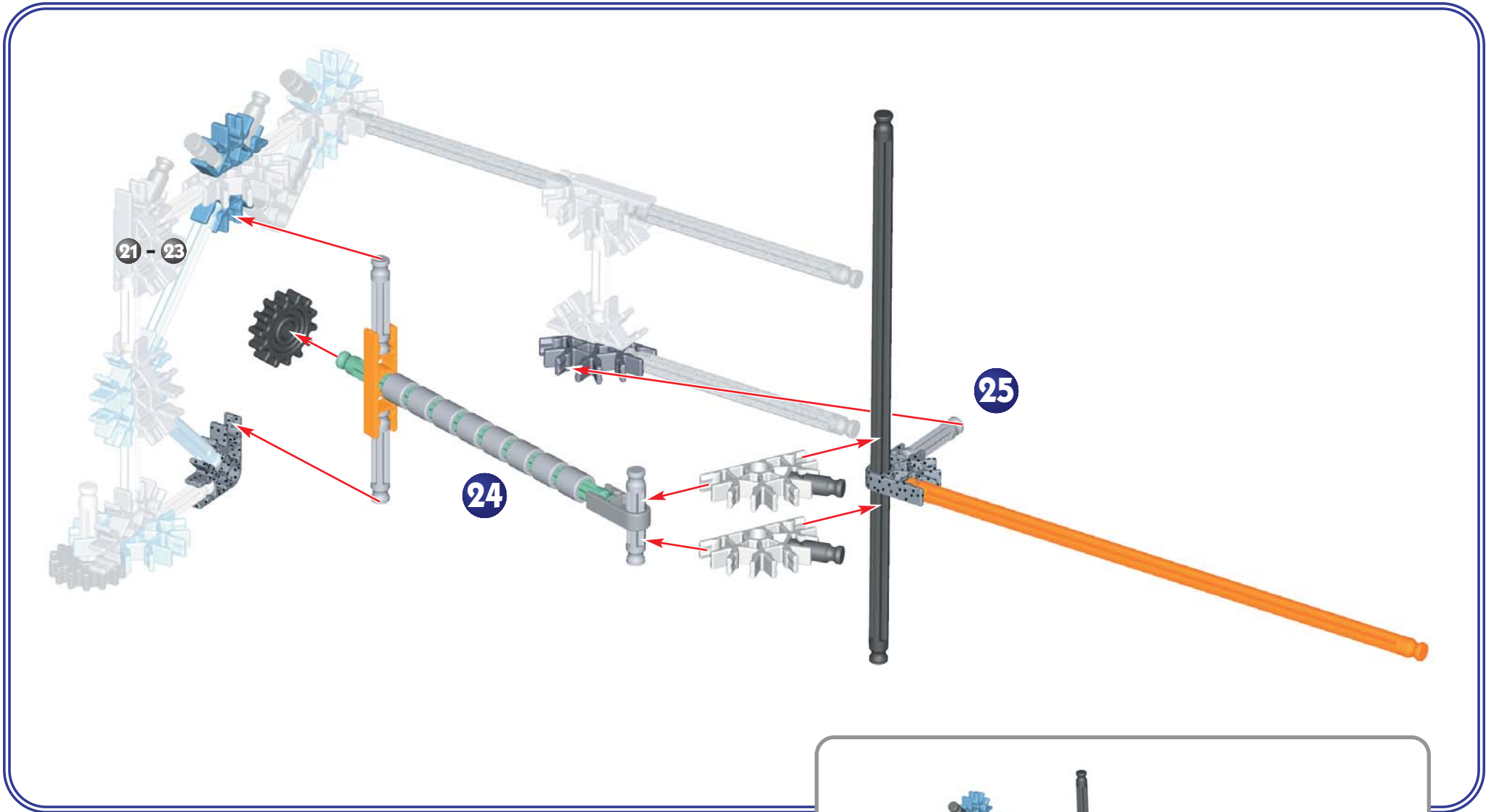
- (US) (GB) Great job! Now you're finished with the back legs!
- (F) Bravo ! Tu as terminé l'assemblage des pieds arrières.
- (E) ¡Buen trabajo! Terminaste las patas traseras.
- (D) Gut gemacht! Nun hast du die Hinterbeine fertig gebaut.
- (NL) Goed werk, zeg. De achterste poten zijn afgewerkt.

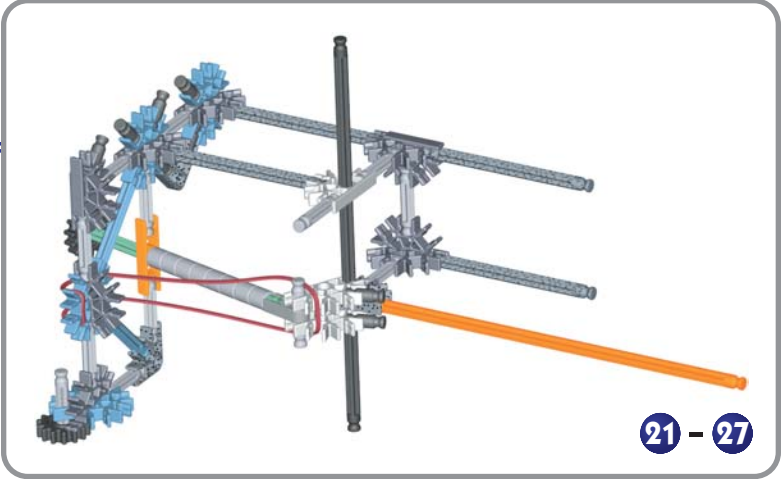
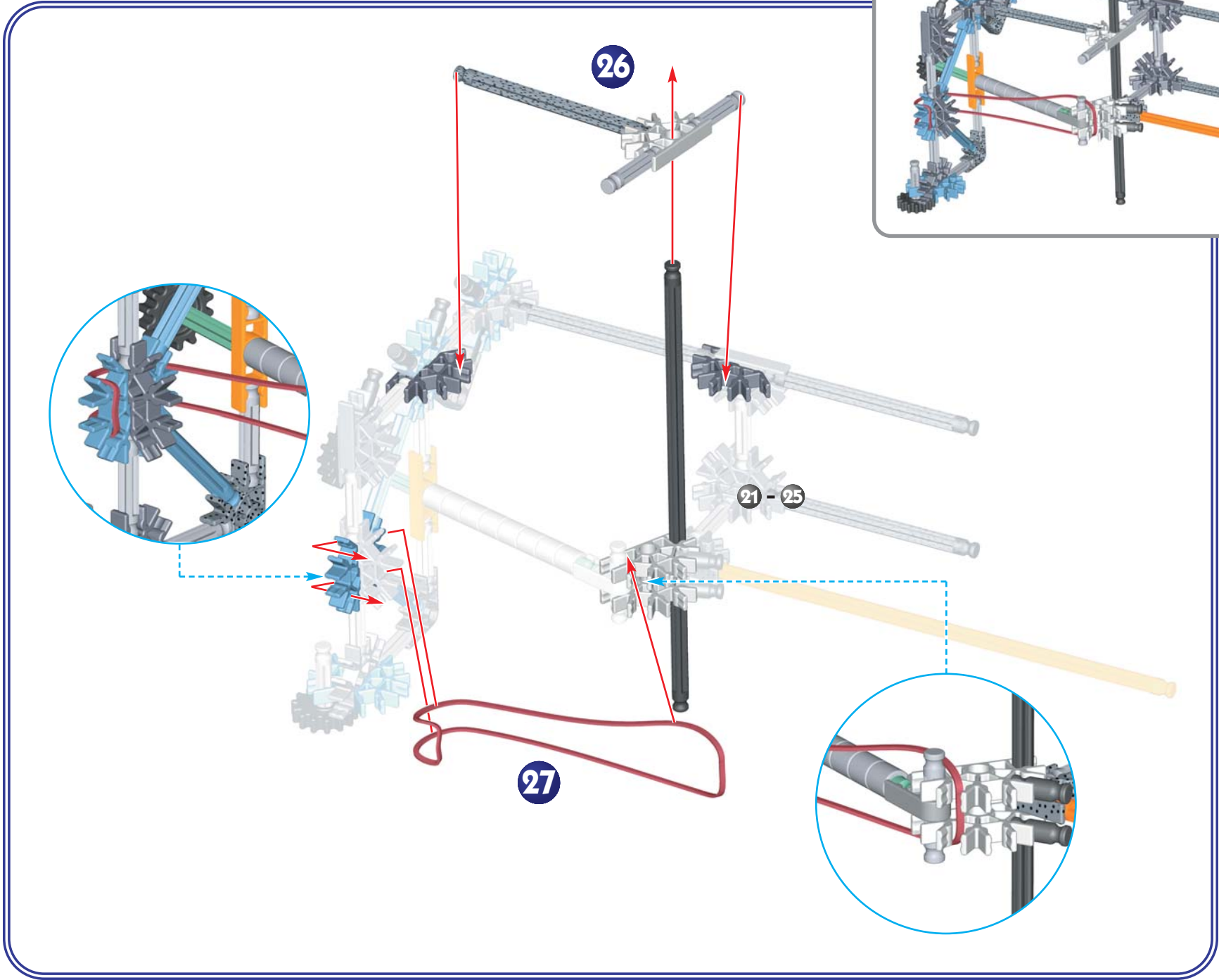


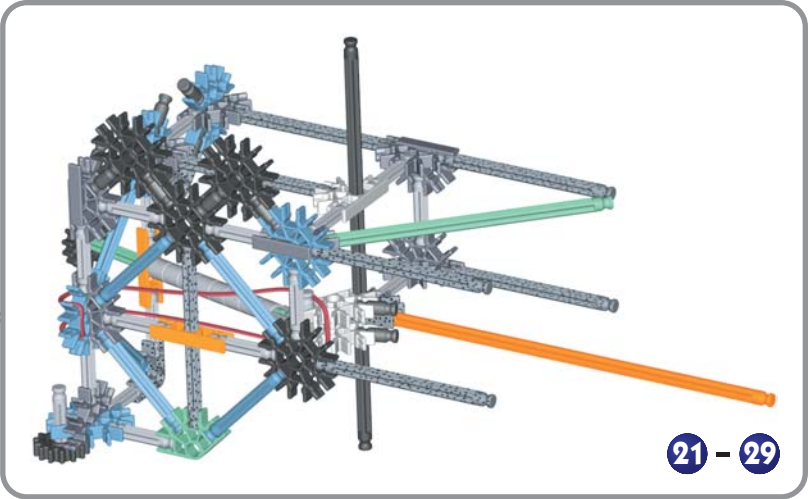
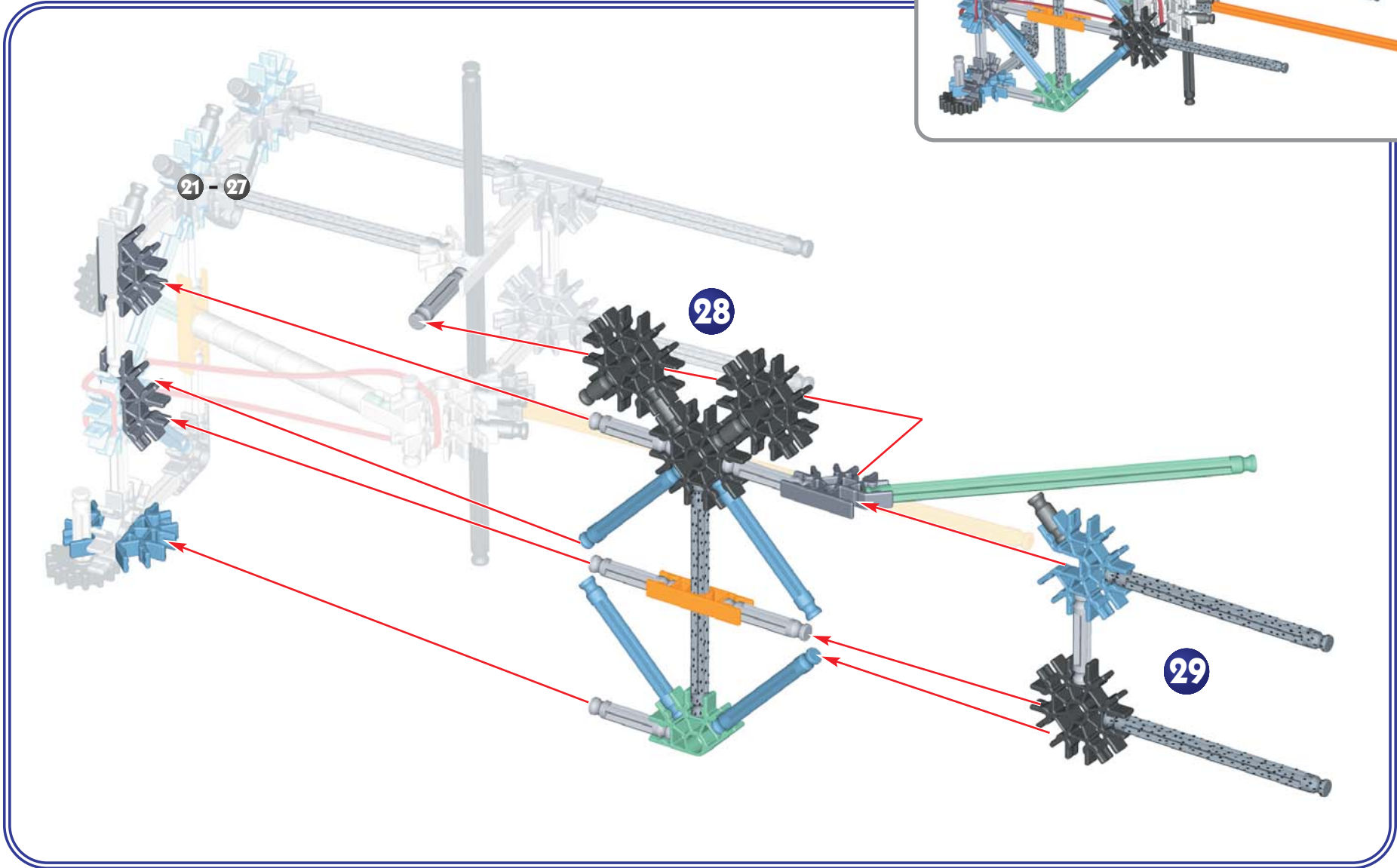
- US** **GB** Let's start building the front legs!
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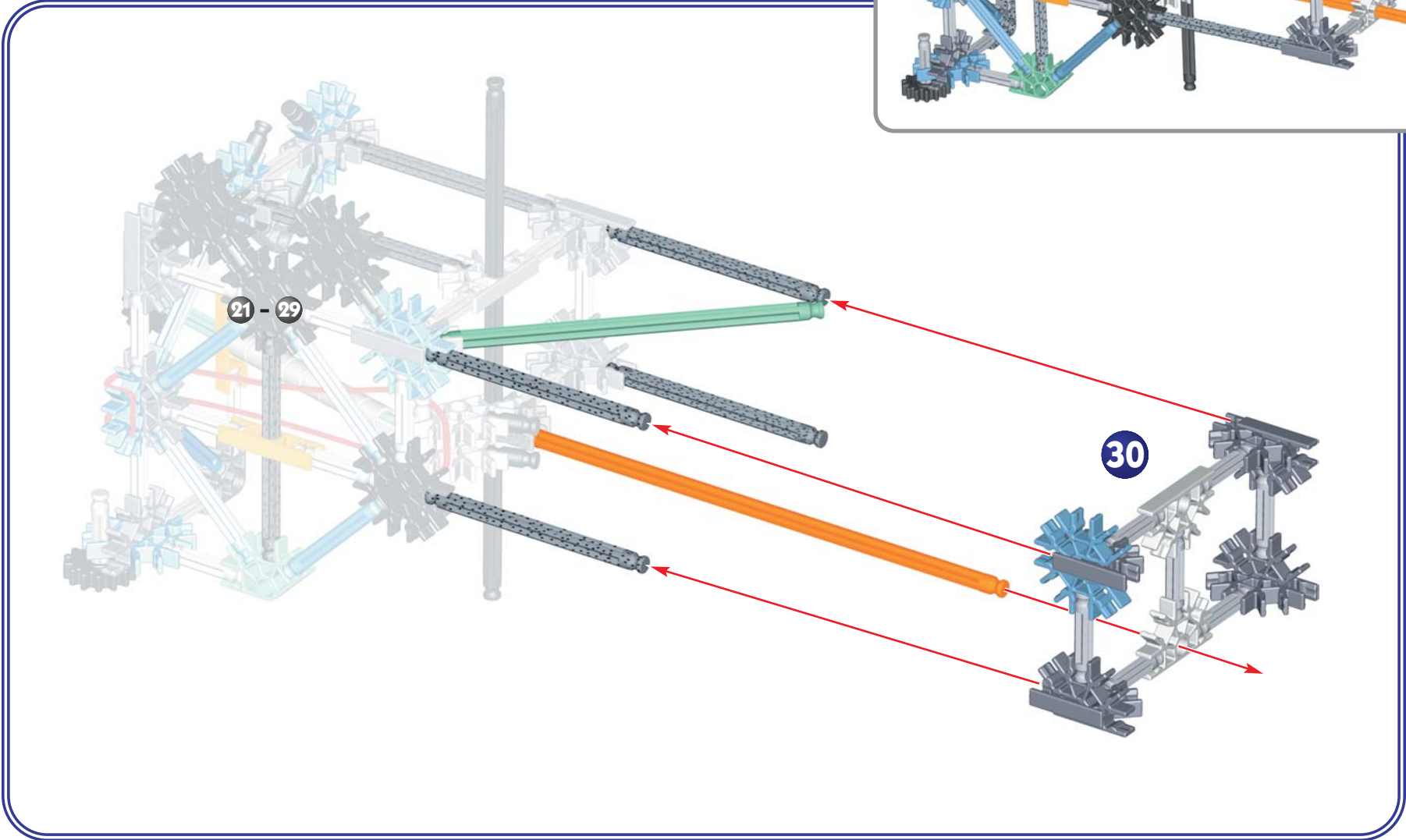
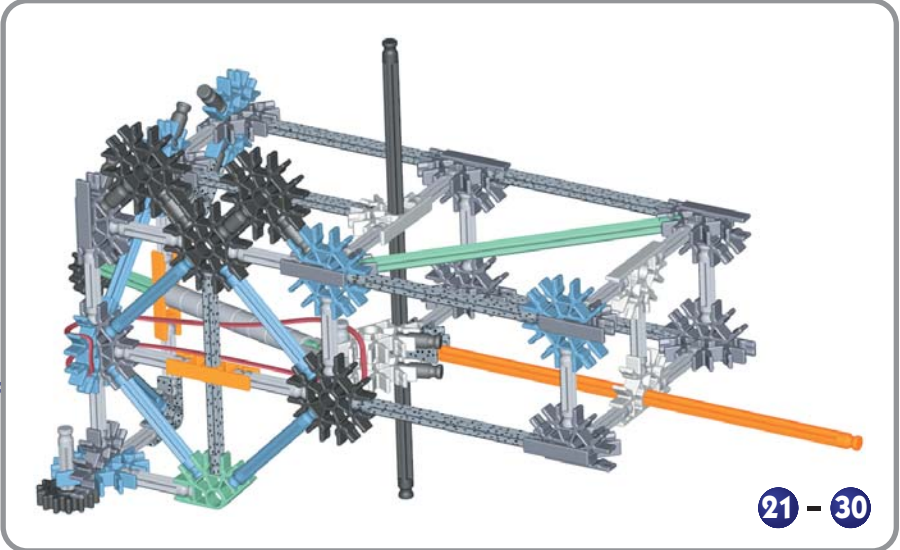


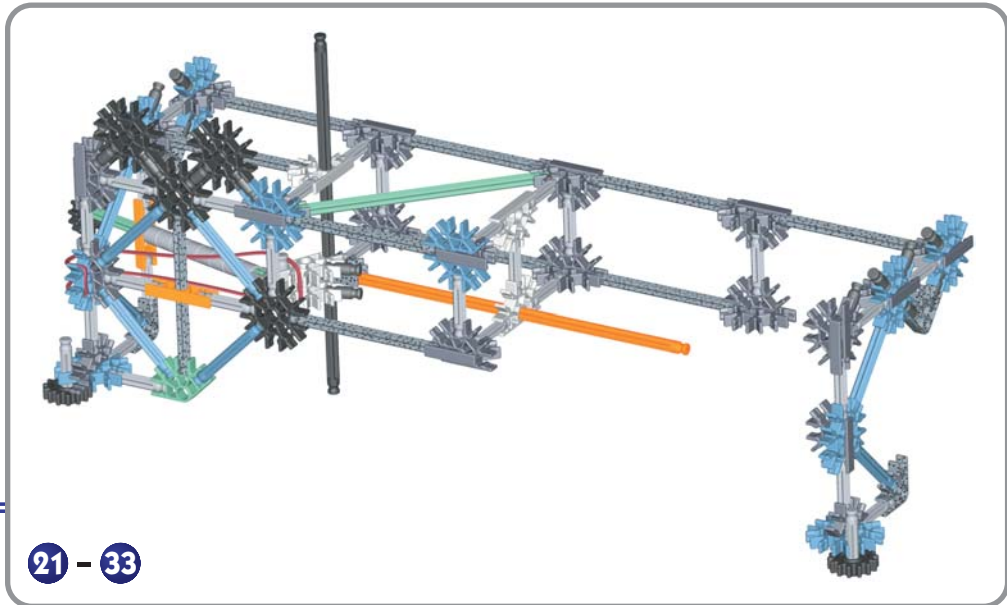
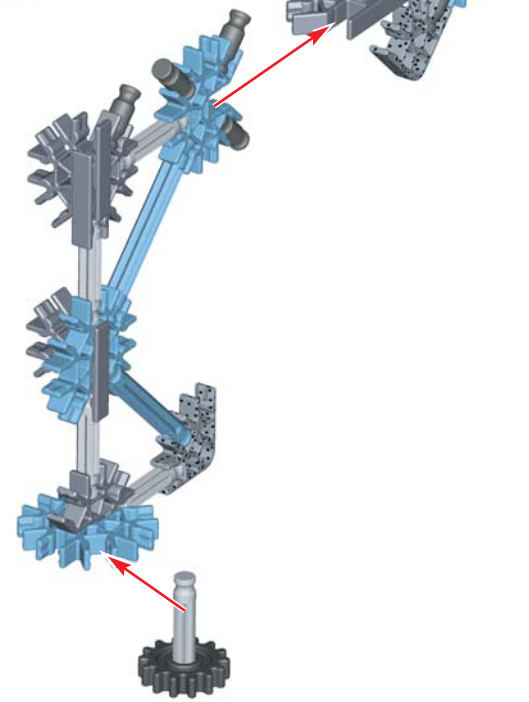
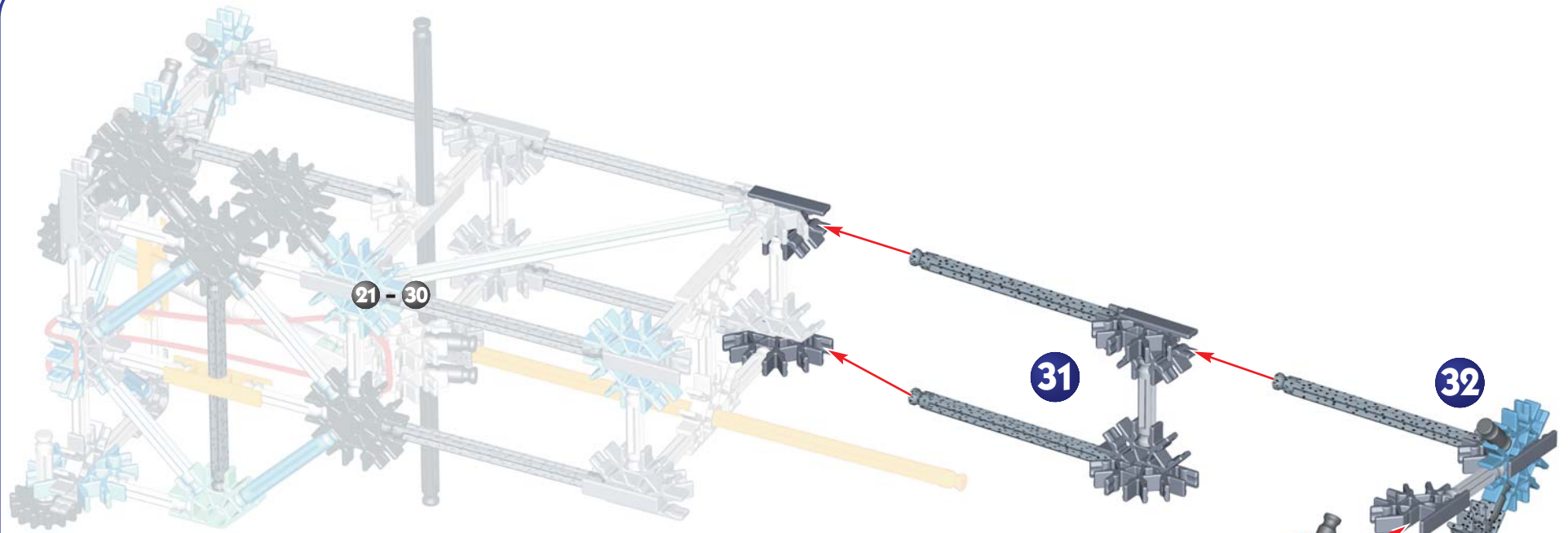
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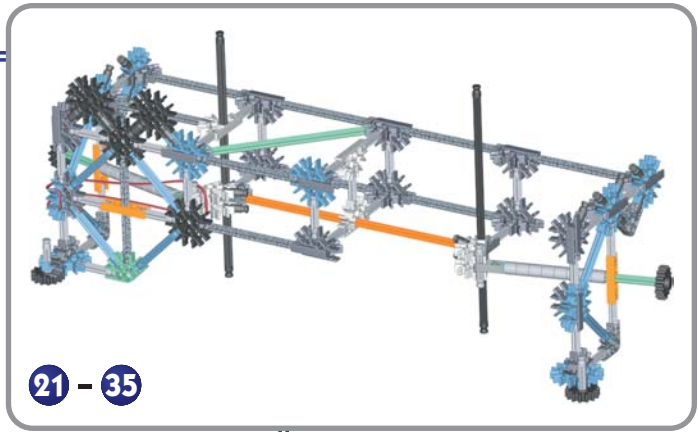
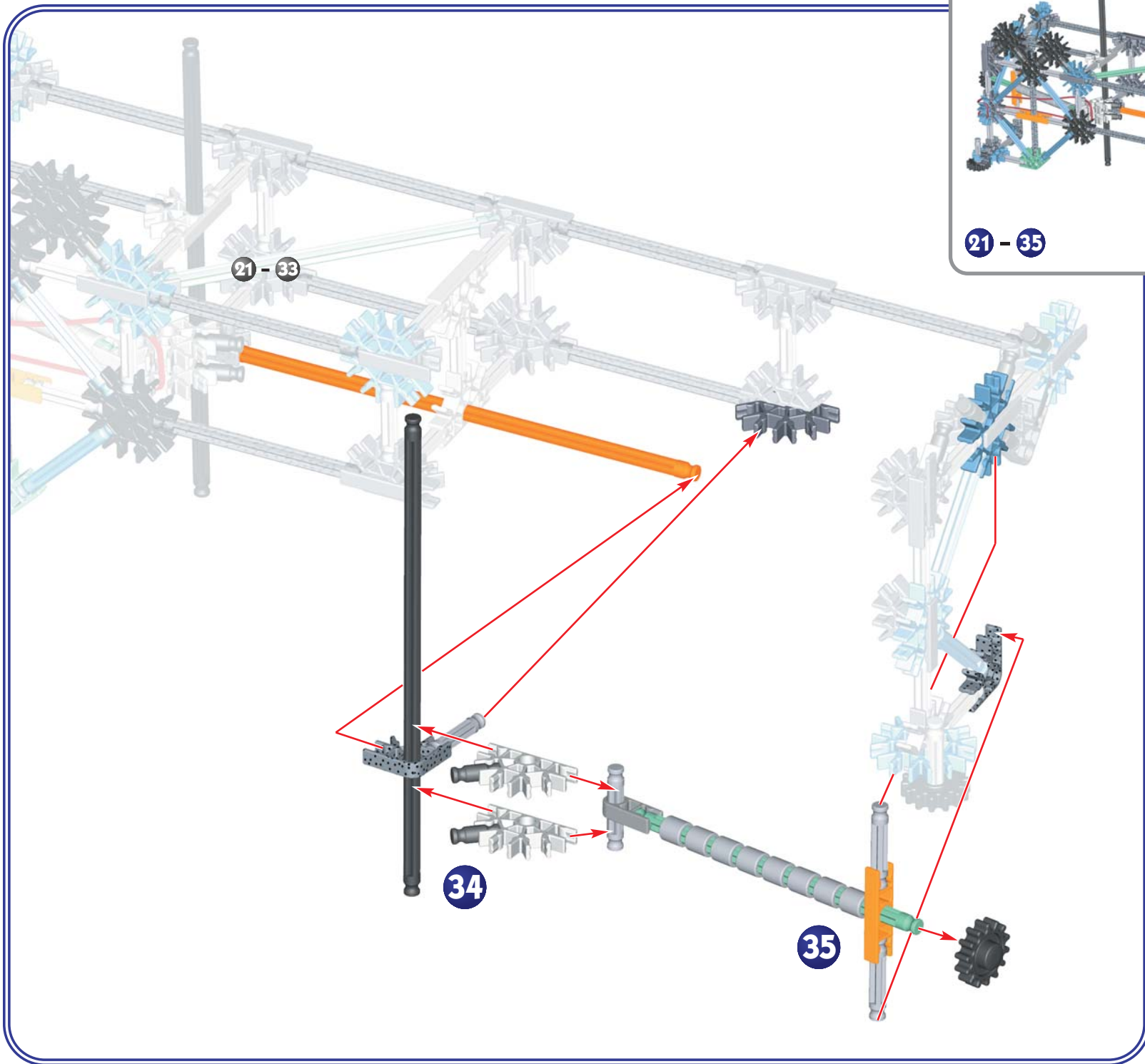


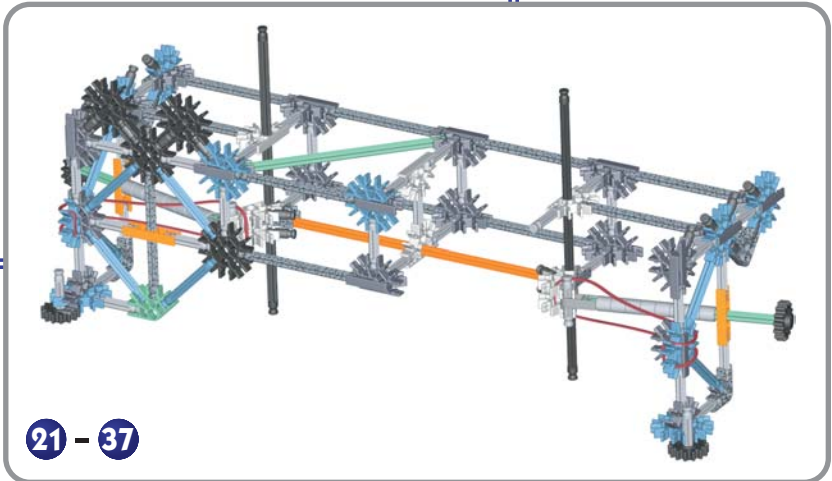
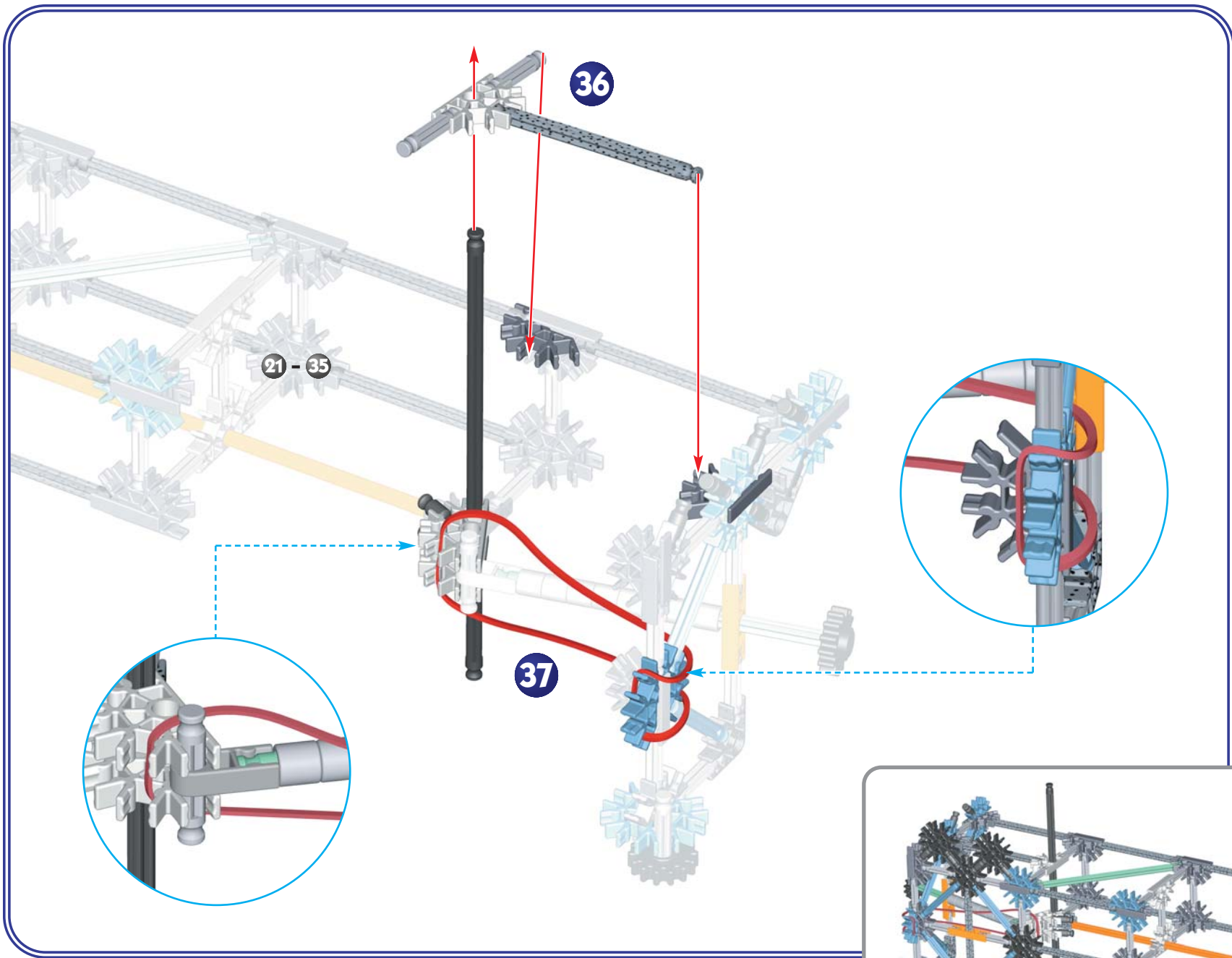


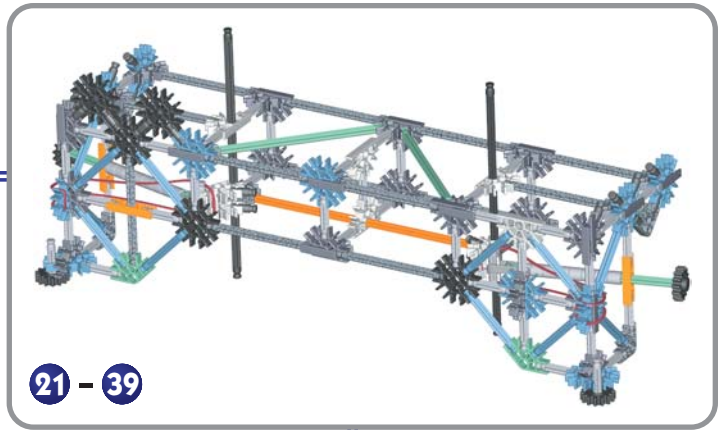
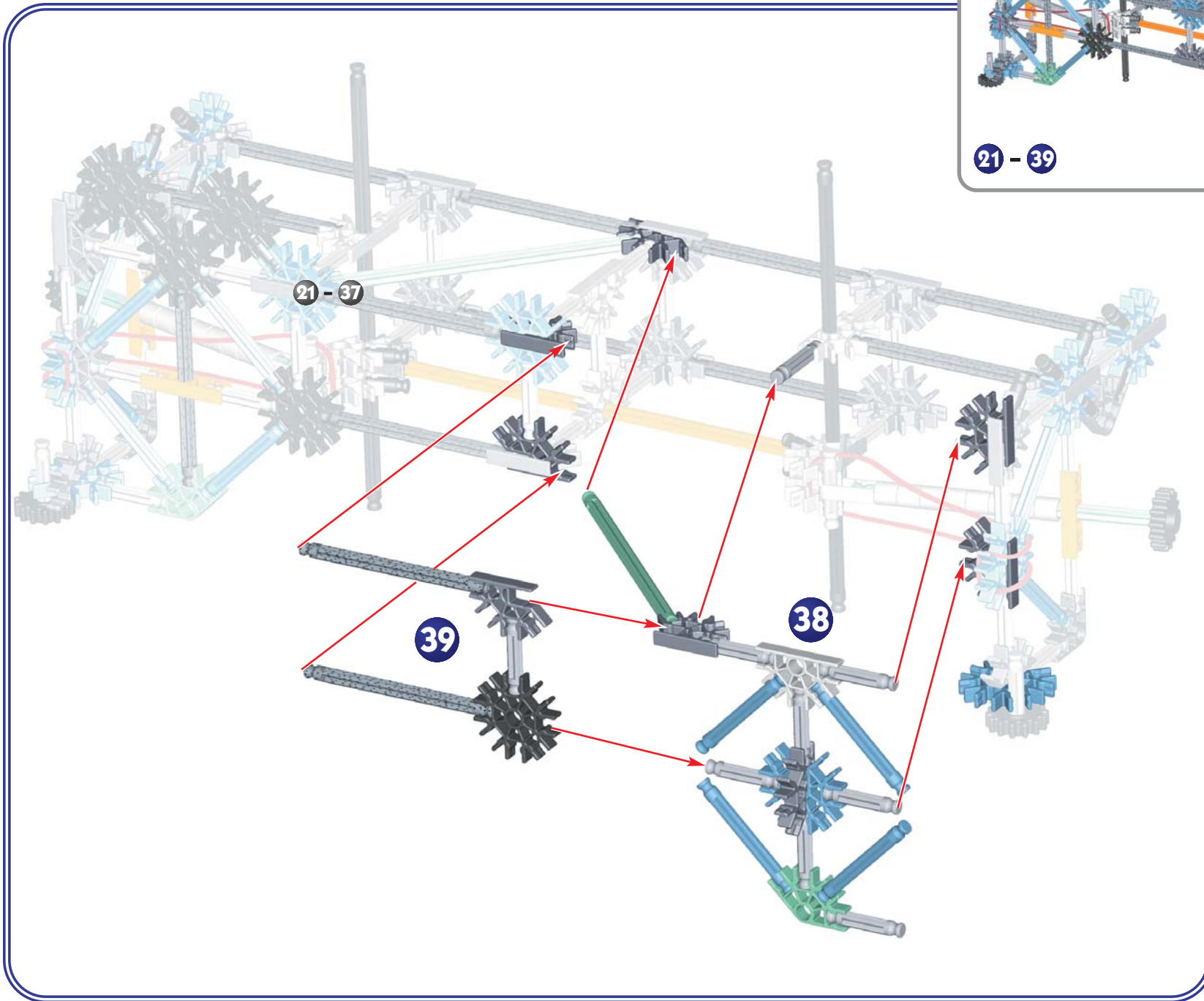












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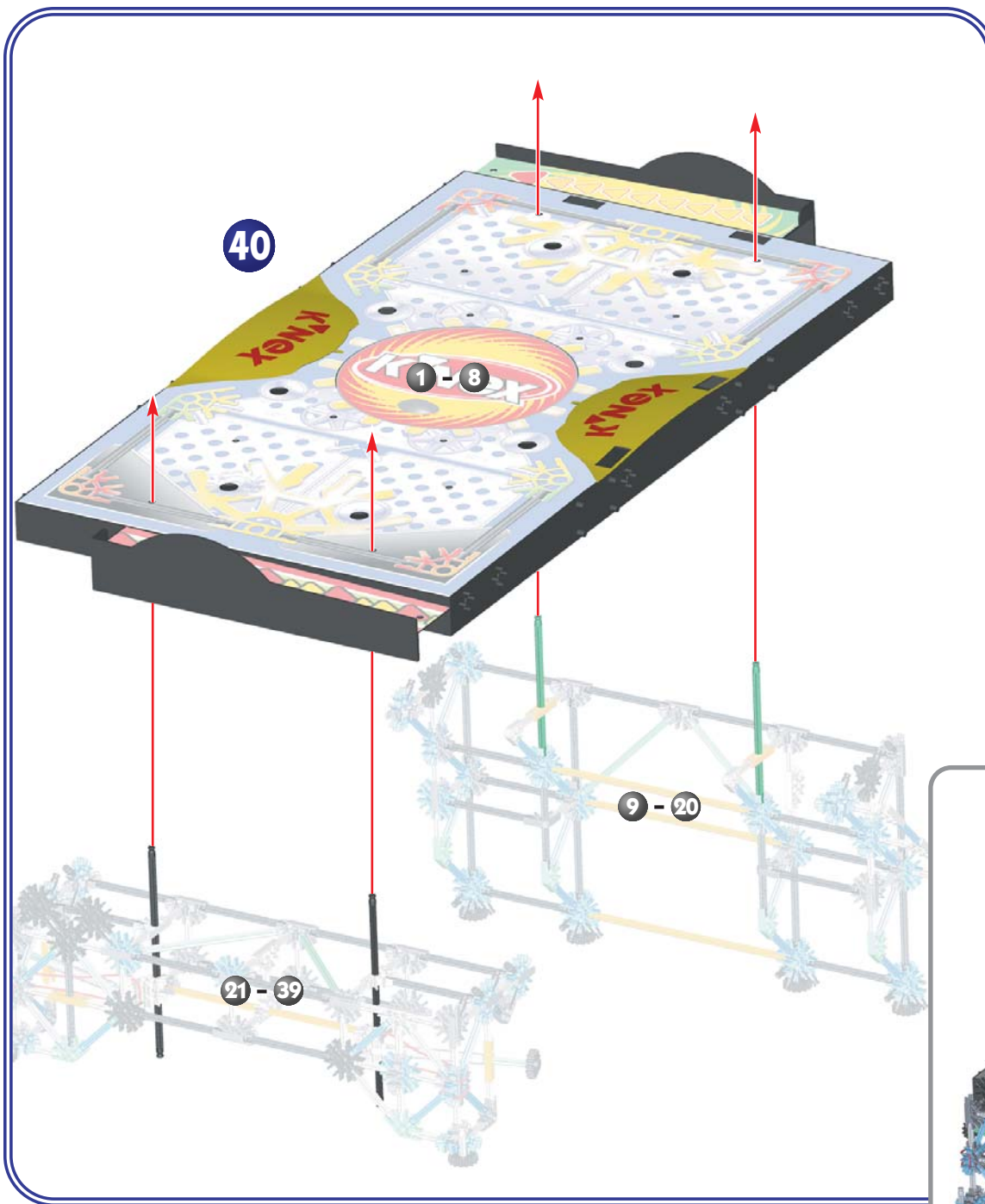
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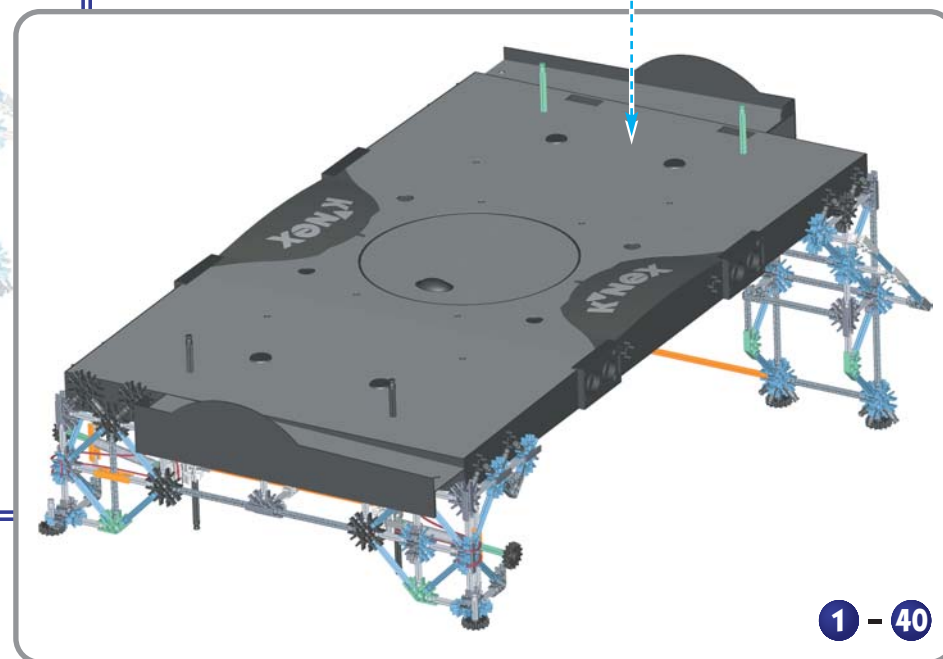


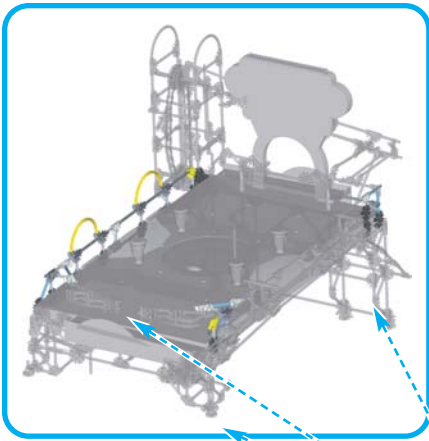
- US GB Now you're done with the front legs!
- F Tu as fini les pieds de devant.
- E Terminaste las patas delanteras.
- D Nun hast du die Vorderbeine fertig gebaut.
- NL De voorste poten zijn afgewerkt.



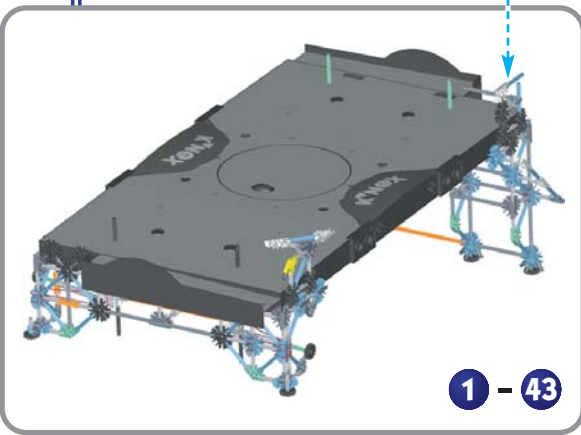
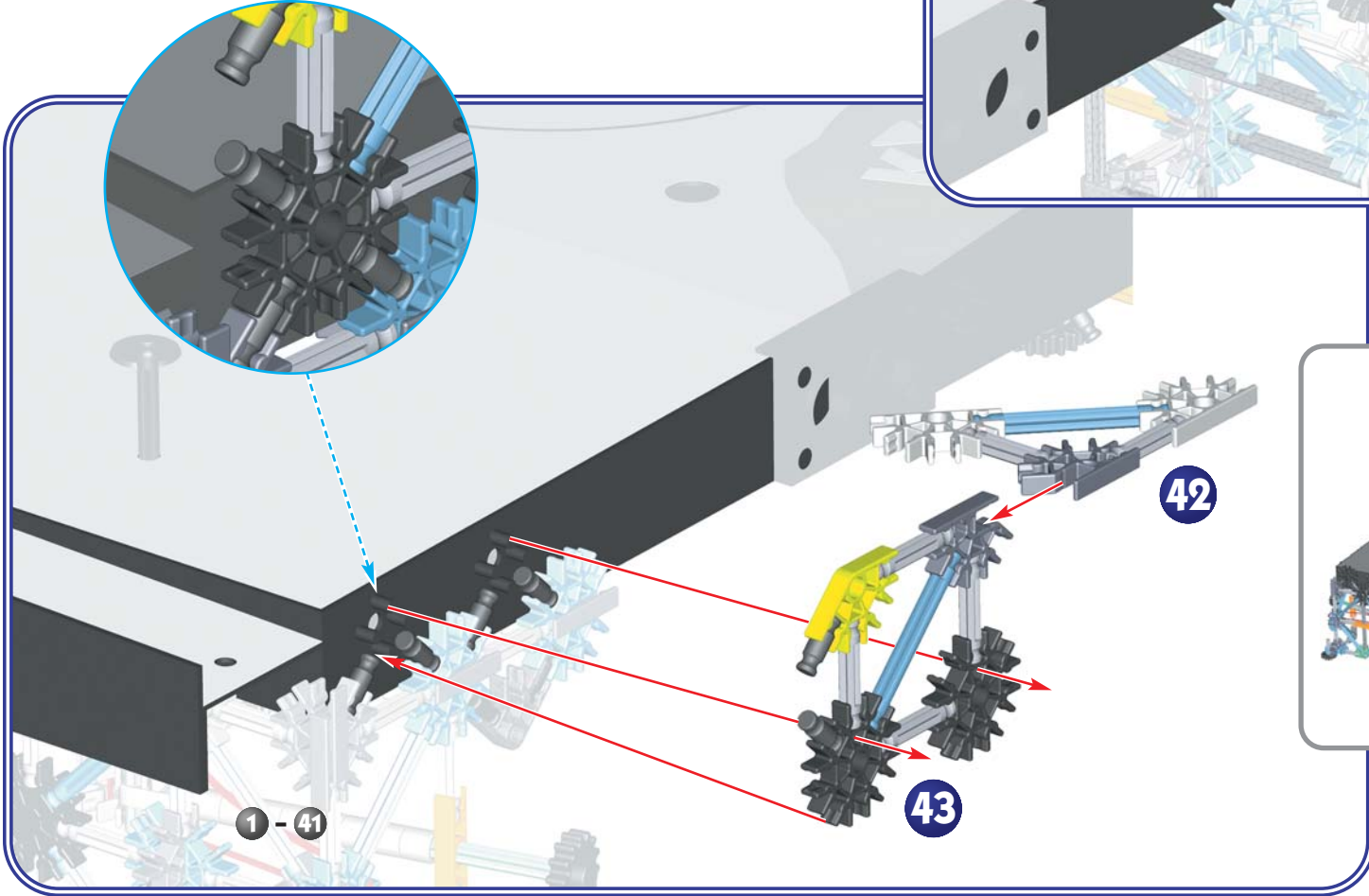
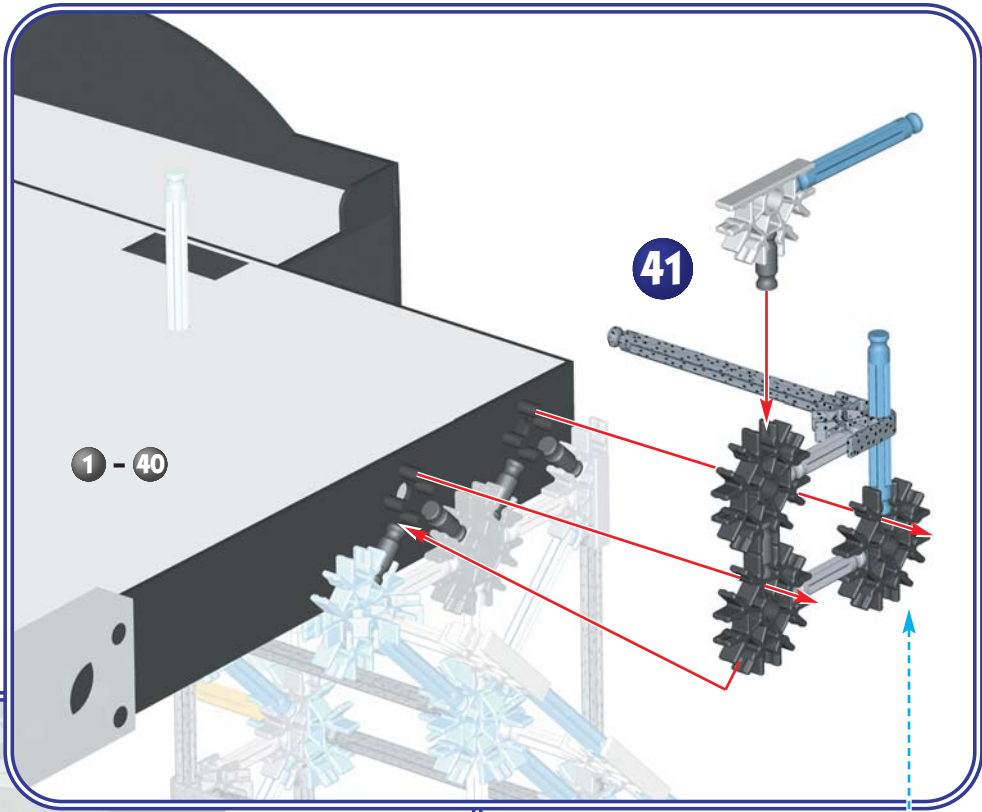
- US GB Now the model can stand by itself. Great job!
- F Le modèle peut maintenant tenir debout tout seul. Bravo !
- E Ahora el modelo puede quedarse de pie, por sí solo. ¡Buen trabajo!
- D Das Modell steht nun von selbst. Gut gemacht!
- NL Nu kan het model op zijn eigen poten blijven staan. Goed werk, zeg.

- US GB Pictures are shown in gray to make it easier to assemble the K'NEX parts.
- F Les dessins sont en gris afin de faciliter l'assemblage des pièces K'NEX.
- E Las figuras se muestran en color gris, para que sea más fácil armar las partes de K'NEX.
- D Damit das Zusammenbauen der K'NEX-Teile leichter verständlich ist, sind die Bilder in grau gedruckt.
- NL Afbeeldingen zijn in het grijs vertoond om het monteren van de K'NEX stukken te vergemakkelijken.

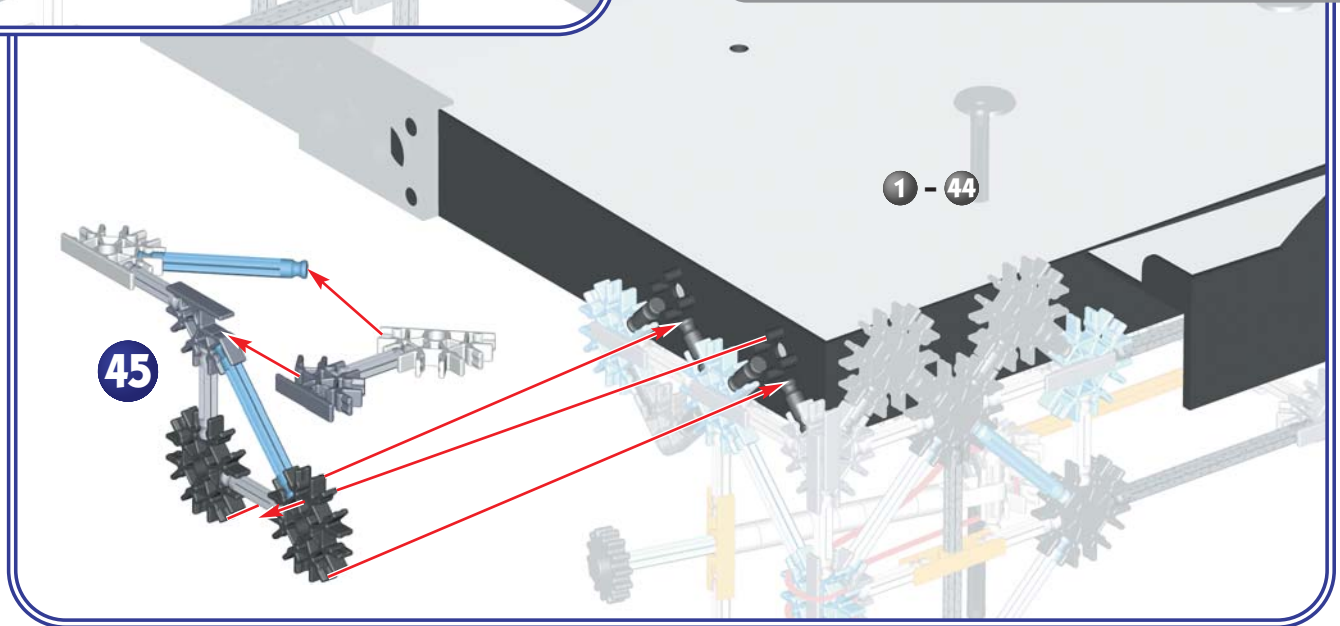
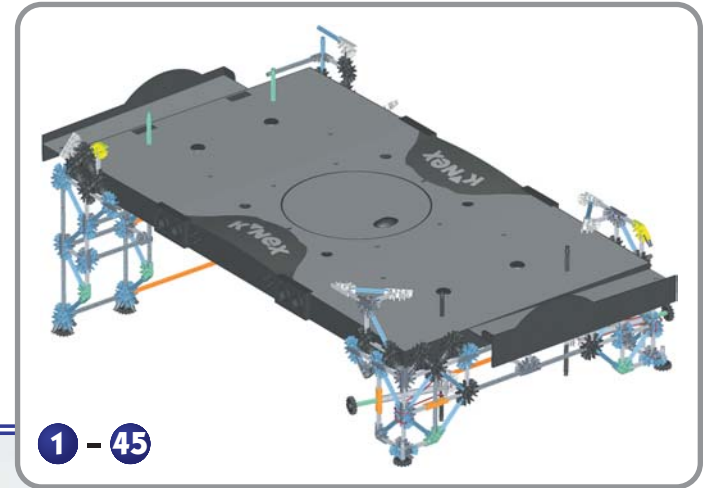
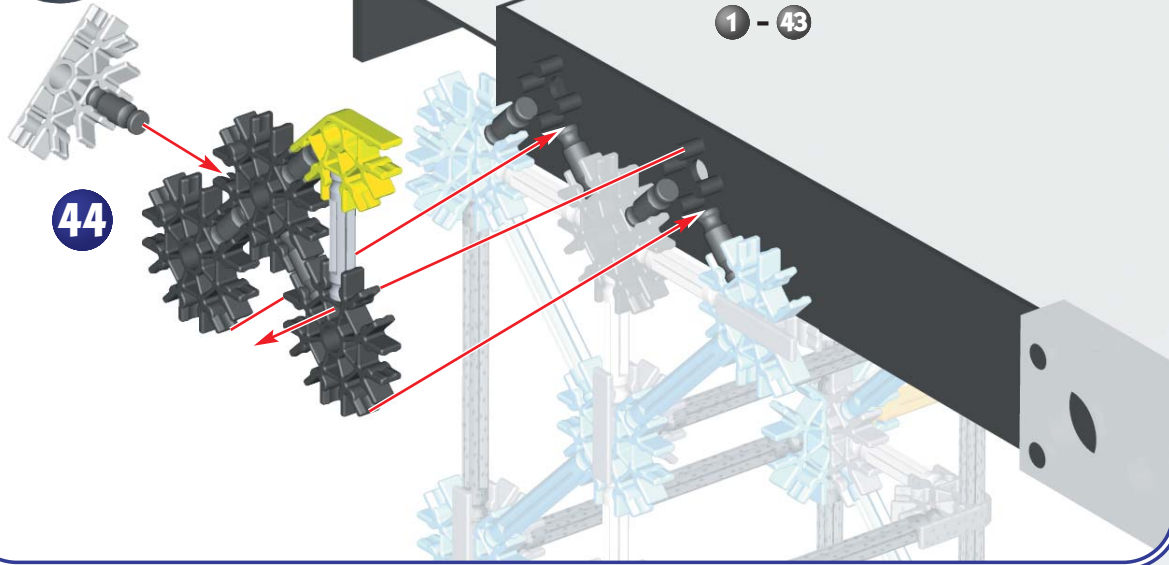


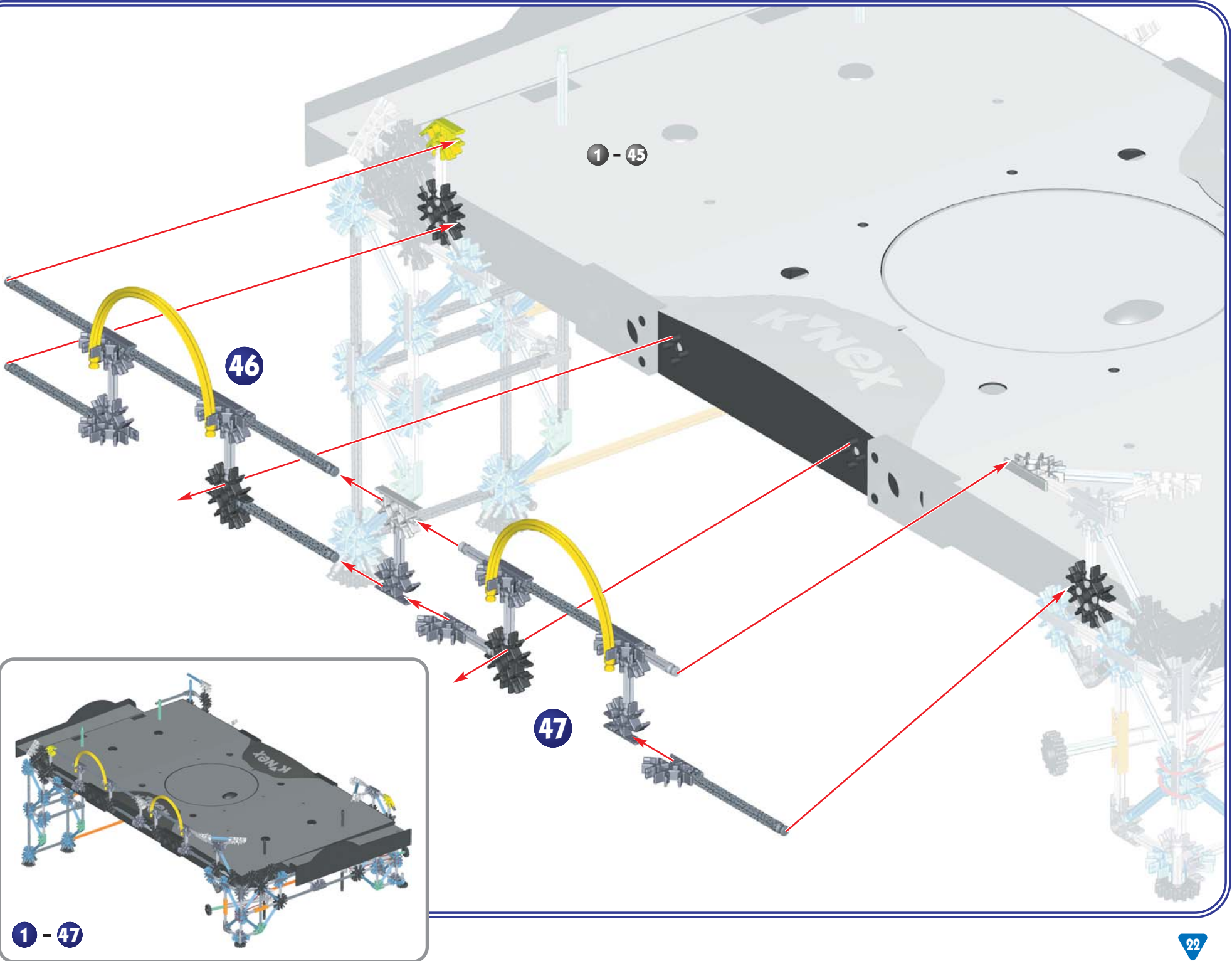


- US** **GB** Nice job! Now let's get started on the sides.
- F** Bravo ! Il est temps de commencer à construire les côtés.
- E** ¡Buen trabajo! Es tiempo de empezar con los lados.
- D** Gut gemacht! Jetzt wird's Zeit, an den Seitenteilen zu bauen.
- NL** Prachtig werk, zeg ! Nu gaan we starten met de kanten.



- US** **GB** Turn the model this way.
- F** Tourne le modèle de ce côté.
- E** Da vuelta el modelo de esta manera.
- D** Drehe das Modell in diese Richtung.
- NL** Draai het model naar deze kant toe.



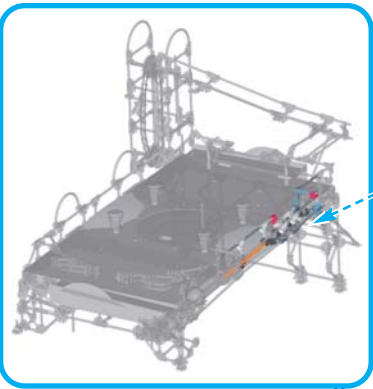


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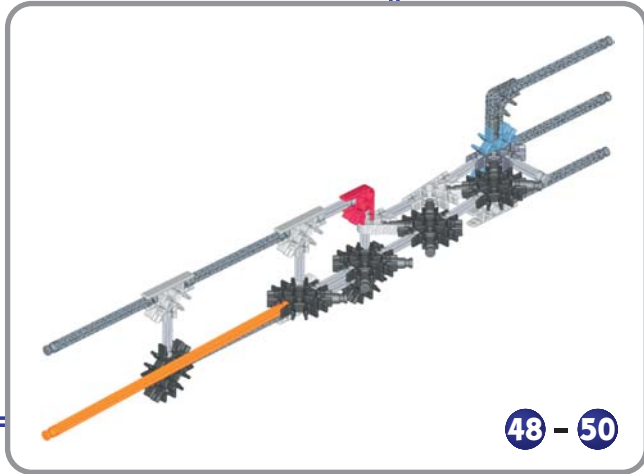
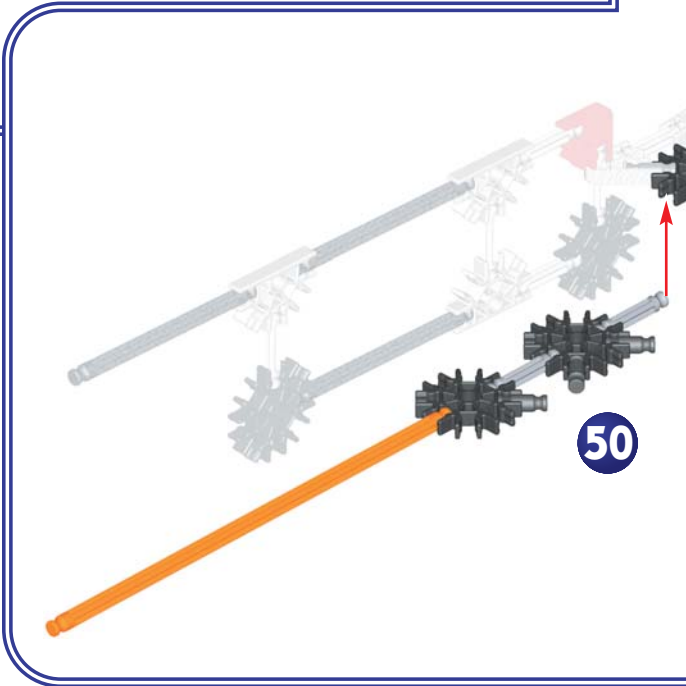
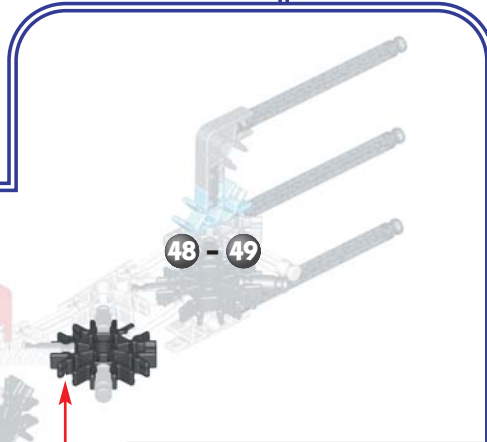
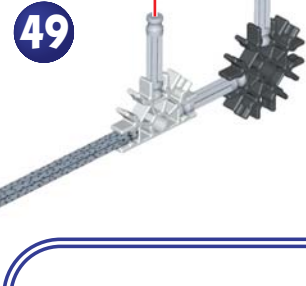
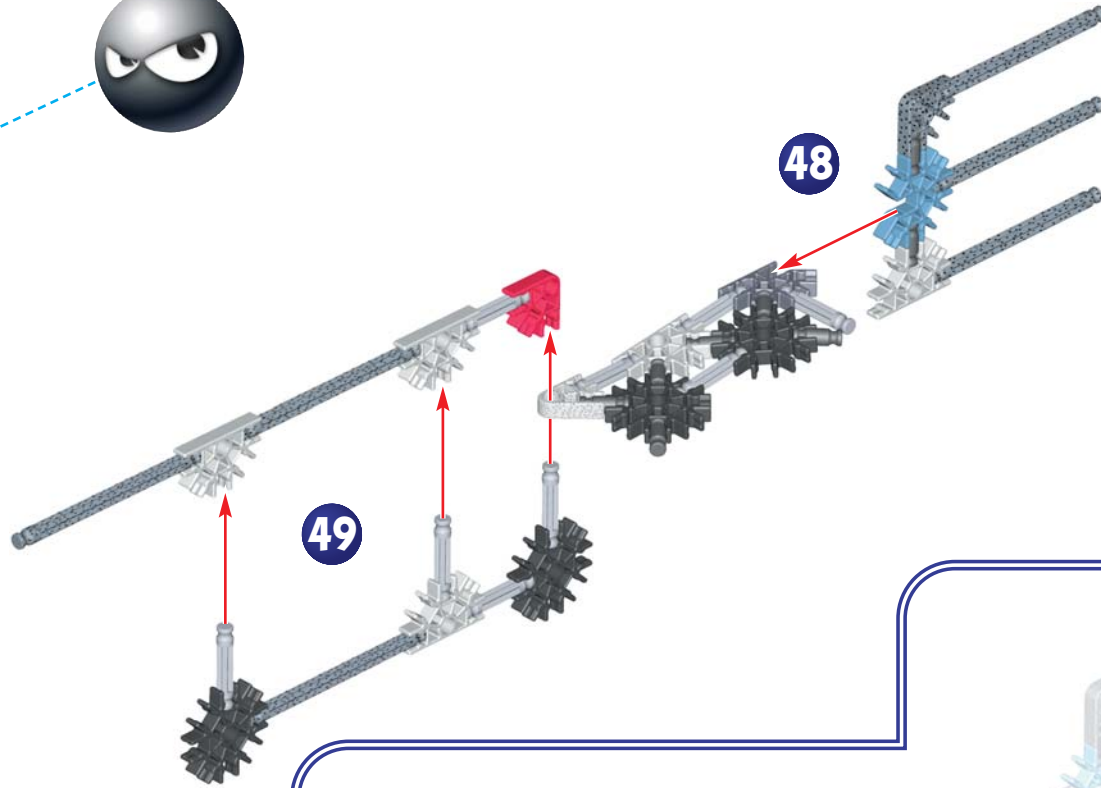
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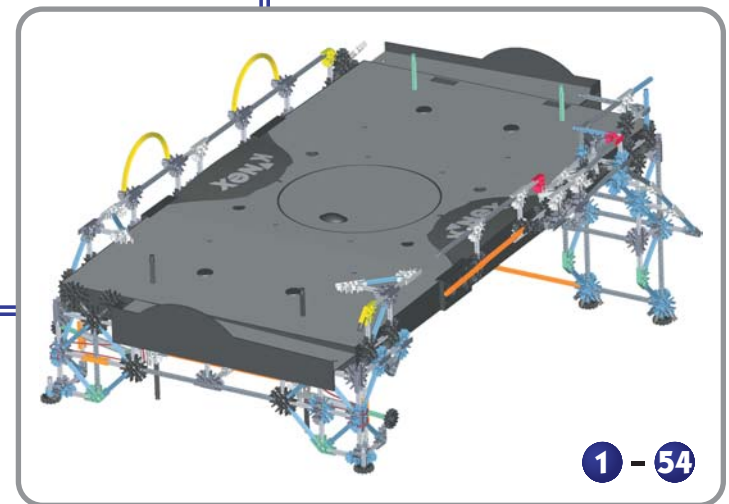
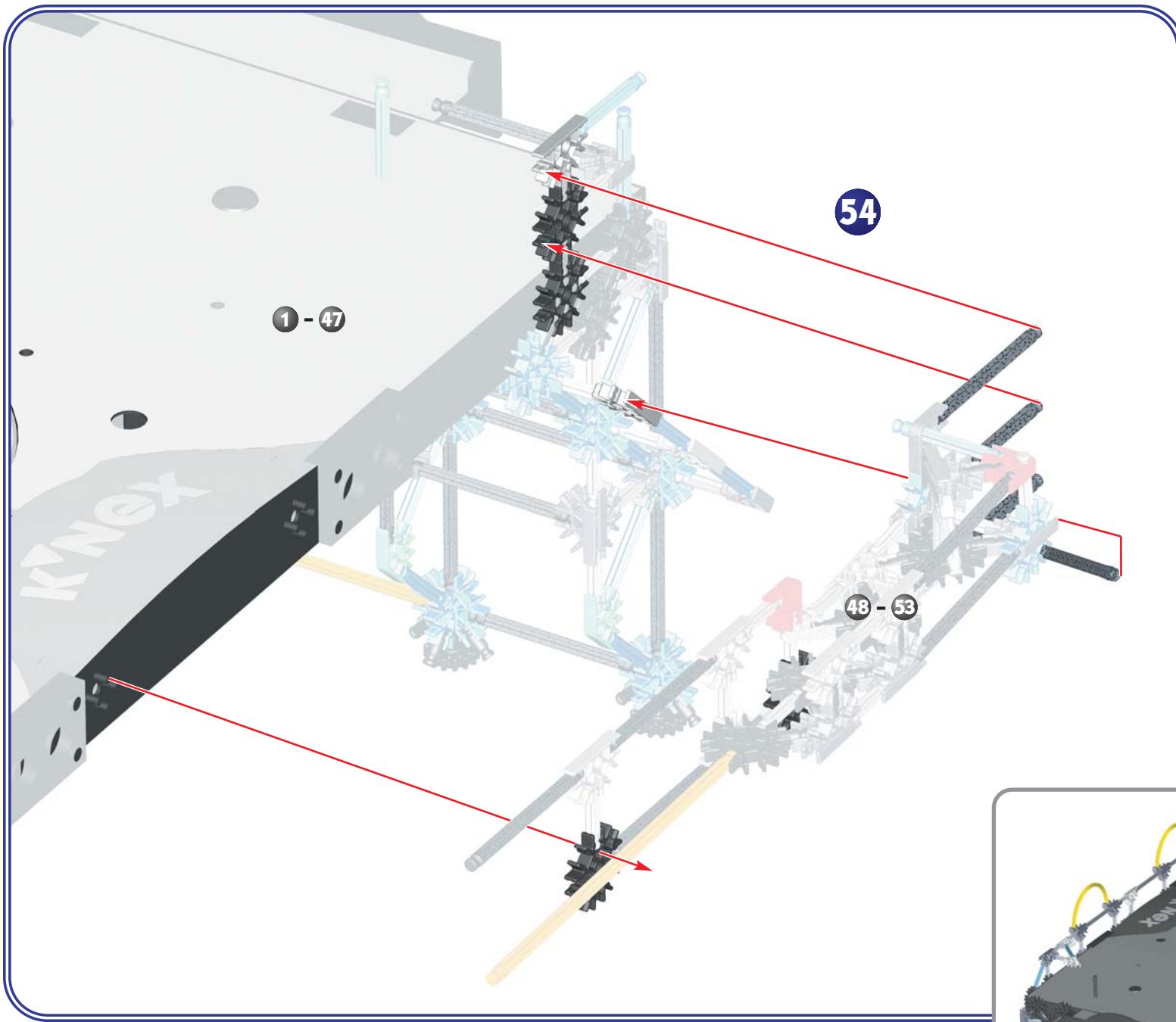
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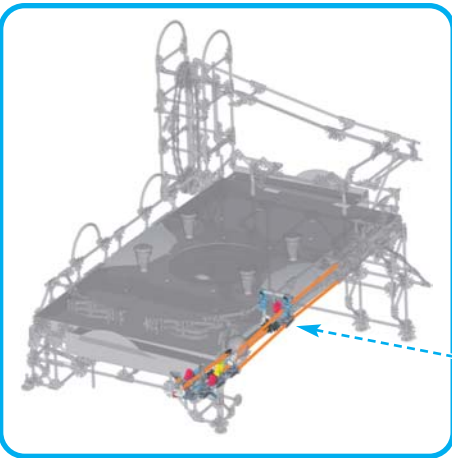
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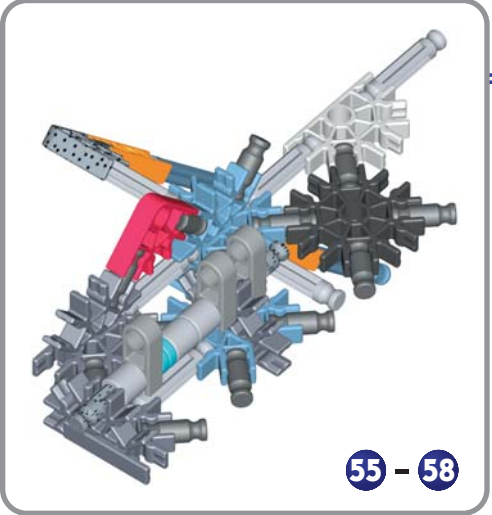
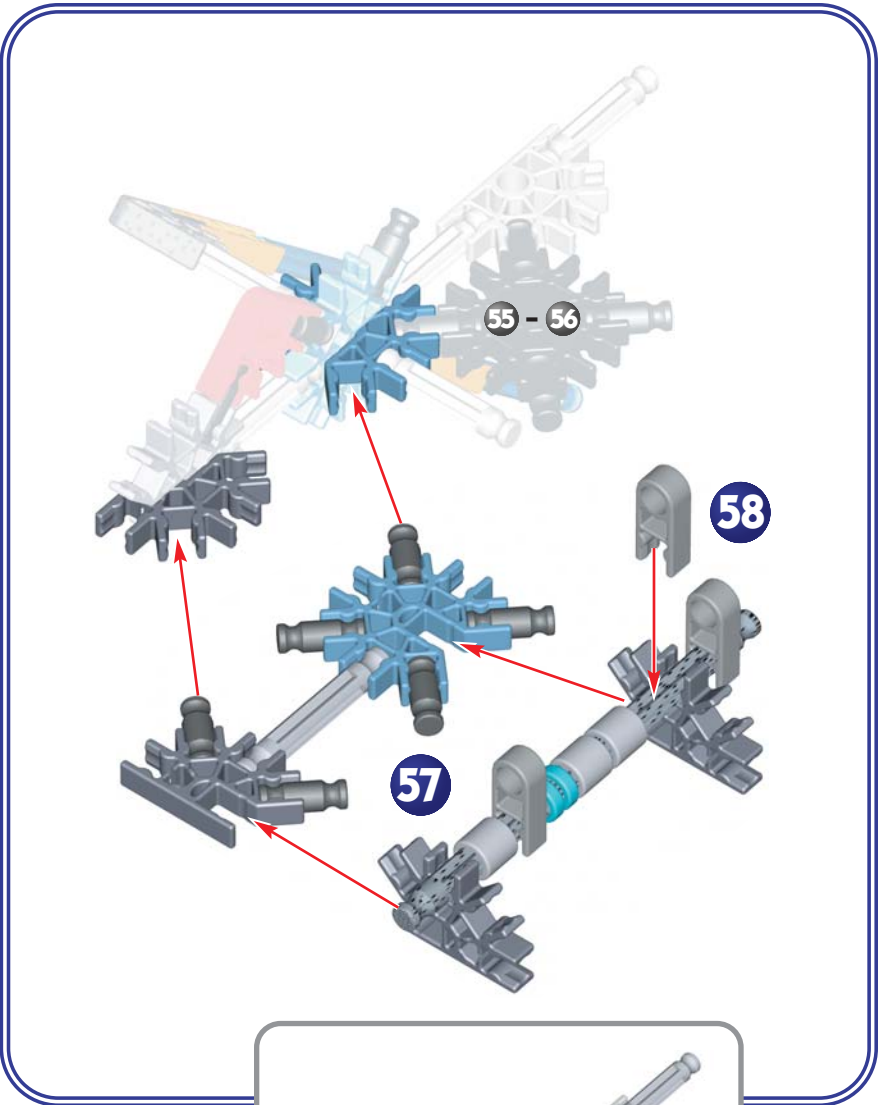
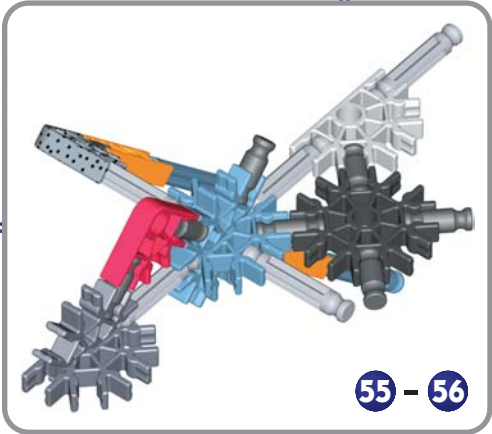
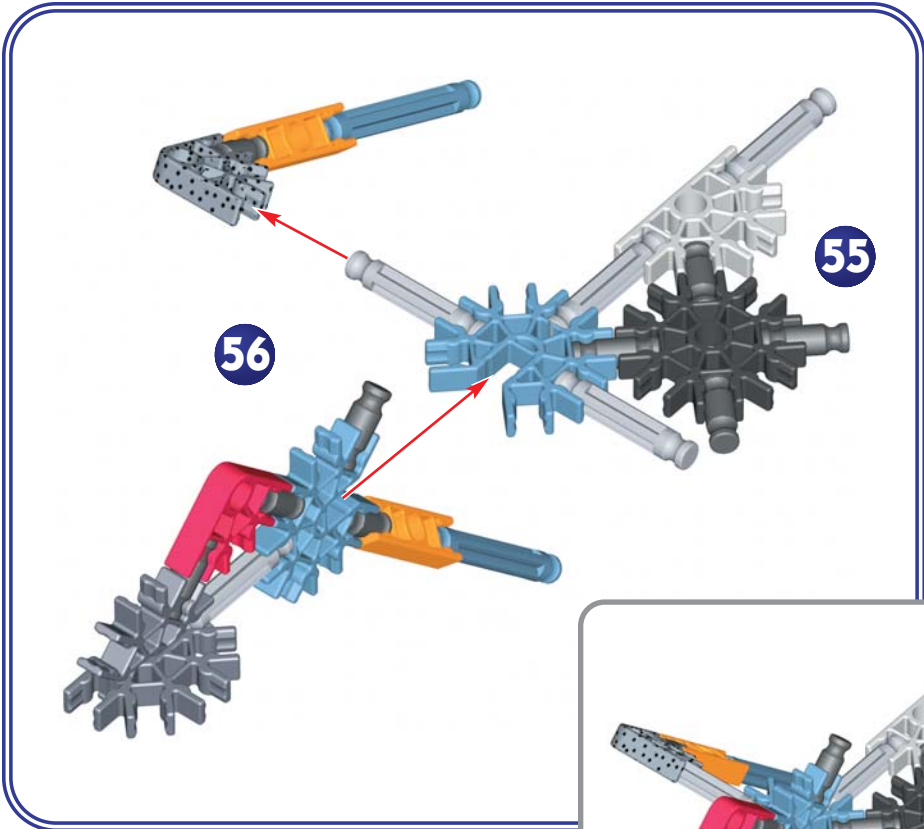
- US** **GB** Now let's build the Ball Chute! Begin with the top part.
- F** Construis le couloir des billes ! Commence par assembler la partie supérieure.
- E** Construye el Deslizador de la Bola. Empieza con la parte más alta.
- D** Baue die Kugel-Startrampe! Fange mit dem oberen Teil an.
- NL** Bouw nu de afvoerbaan voor het balletje. Begin met het bovenste gedeelte.

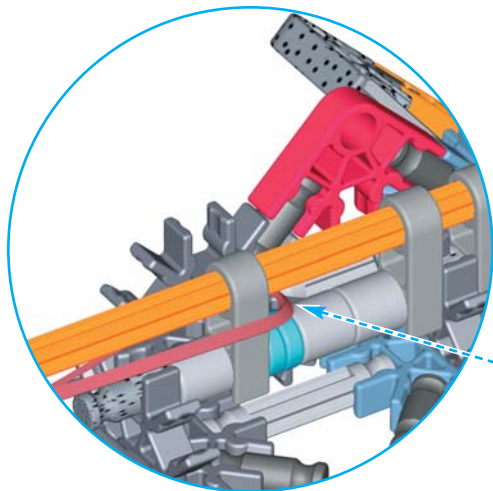
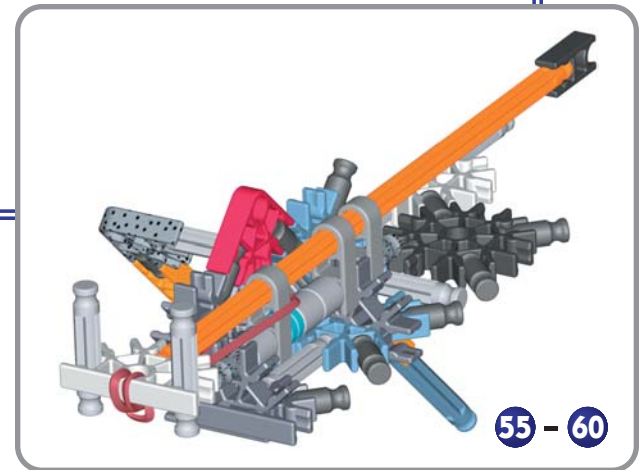
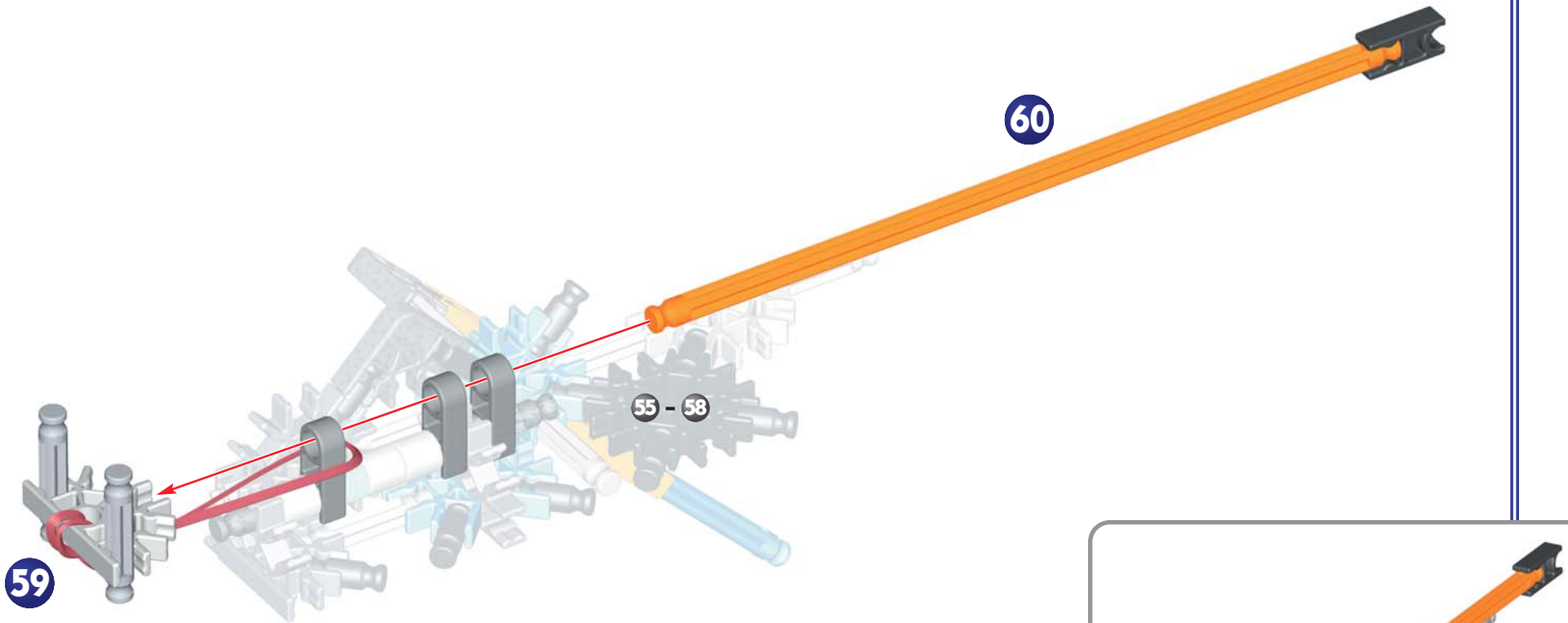




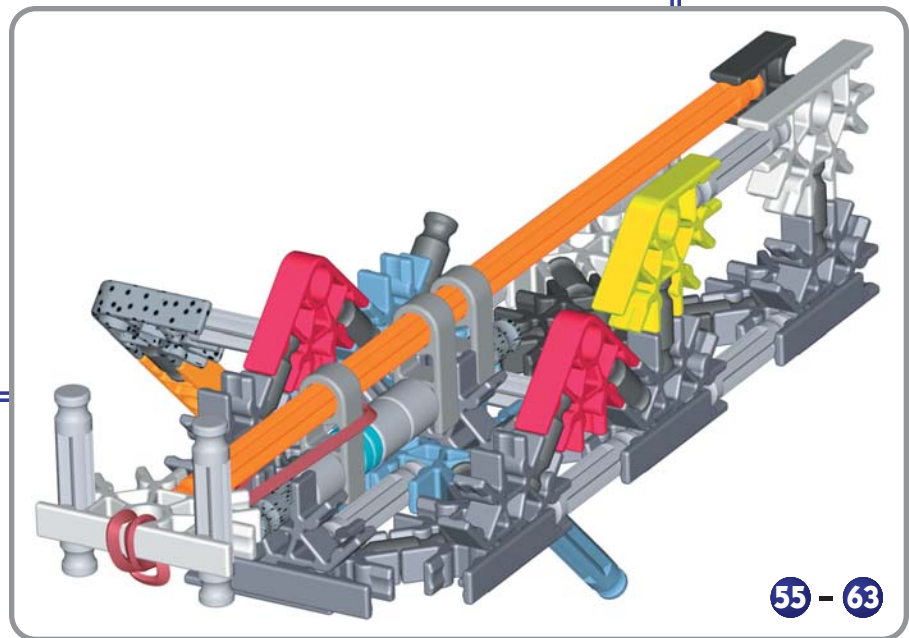
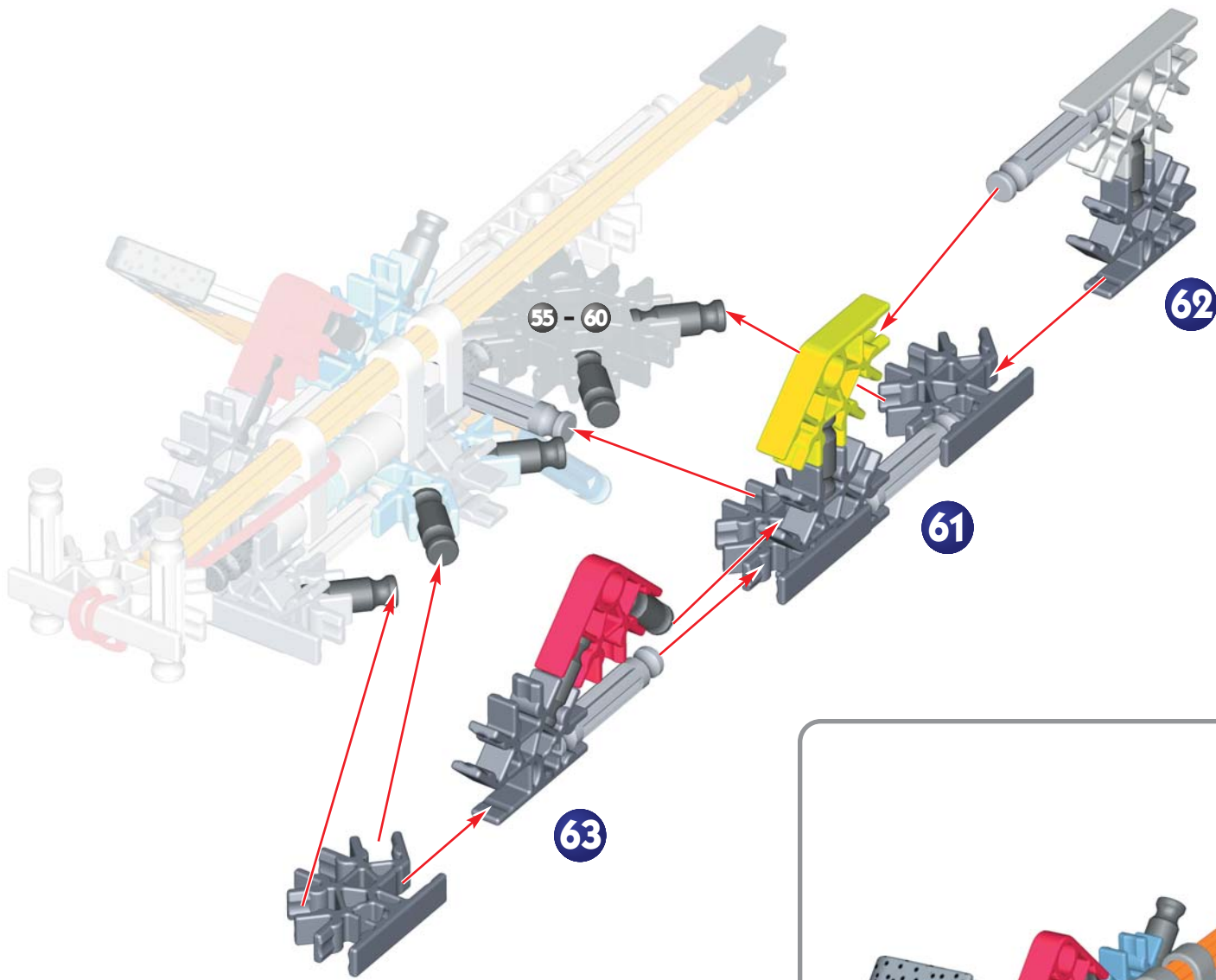


- (US) (GB) Now build the bottom part.
- (F) Assemble la partie inférieure.
- (E) Construye la parte baja.
- (D) Baue dann den unteren Teil.
- (NL) Bouw het onderste gedeelte.

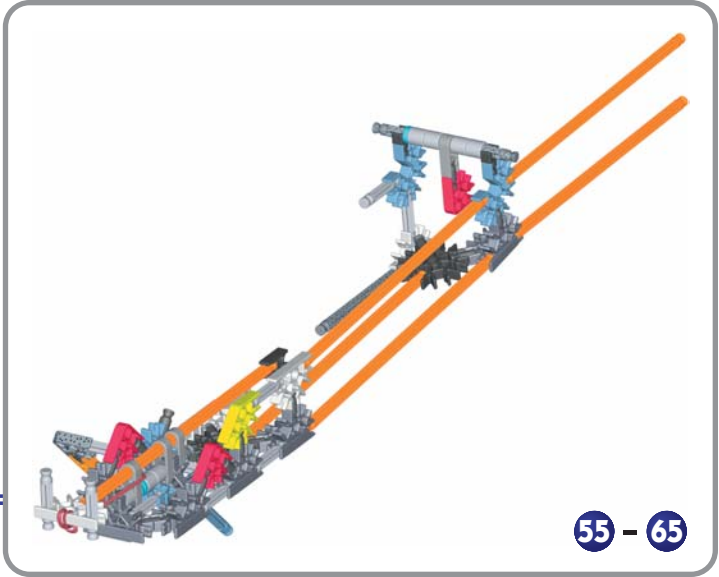
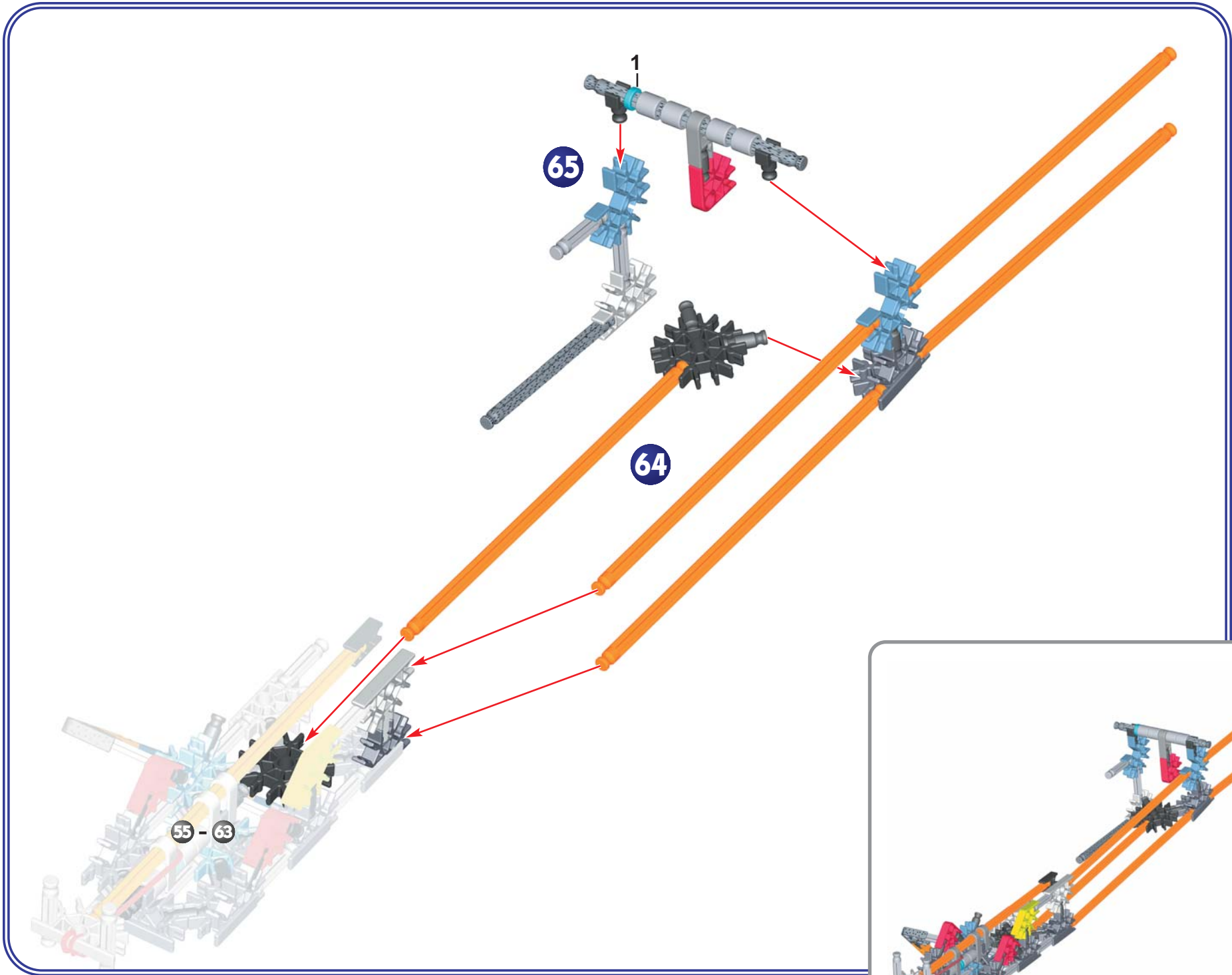


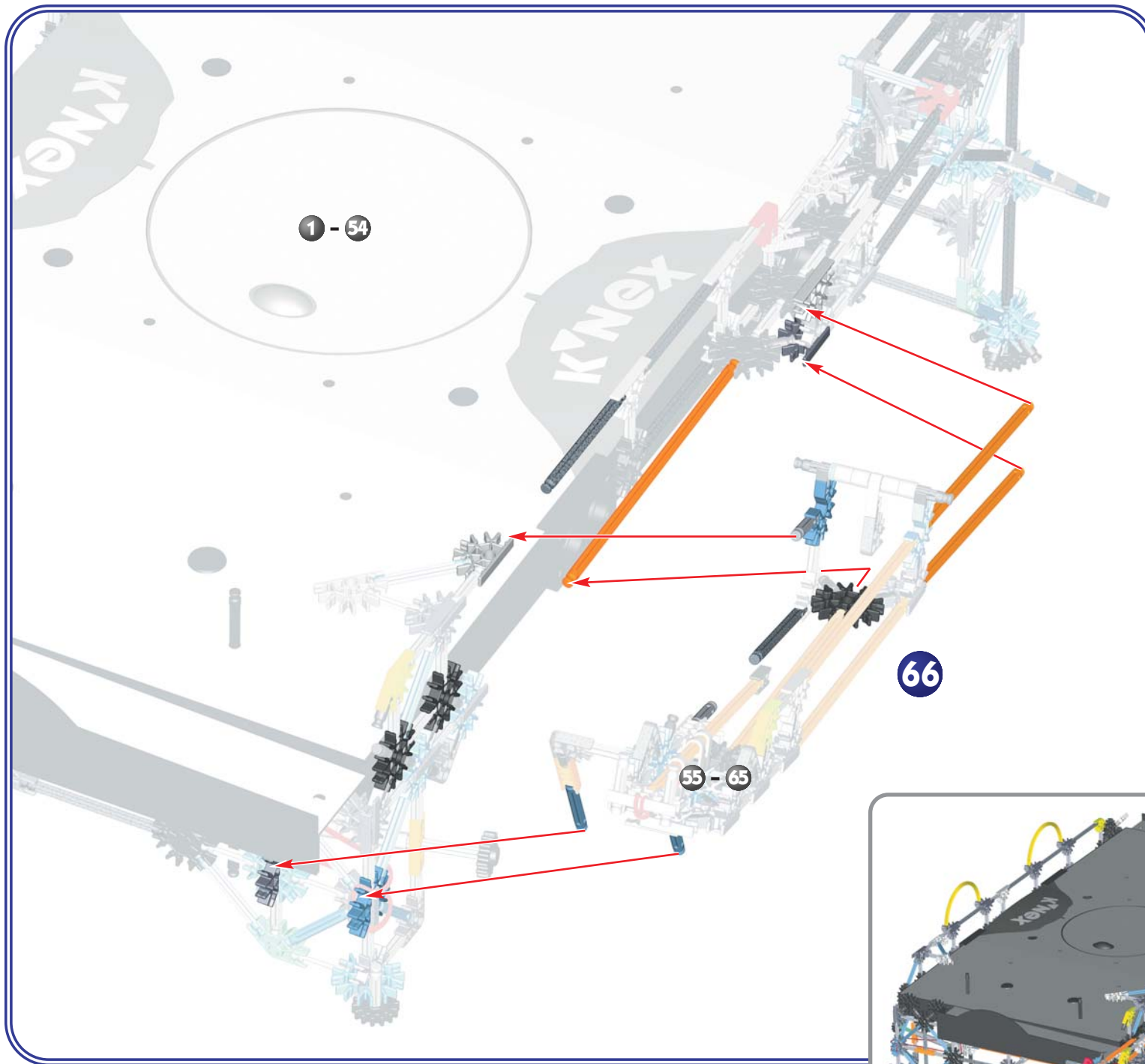


- US (GB) Pay close attention: the orange Rod must go over the Rubber Band.
- F Fais bien attention, il faut que la tige orange passe par-dessus l'élastique.
- E Presta mucha atención. La varilla anaranjada debe ir sobre la Goma Elástica.
- D Hier musst du darauf achten, dass der orangefarbene Stab über dem Gummiband liegt.
- NL Pas nu goed op: De oranje stang moet over het elastiekje heen lopen.

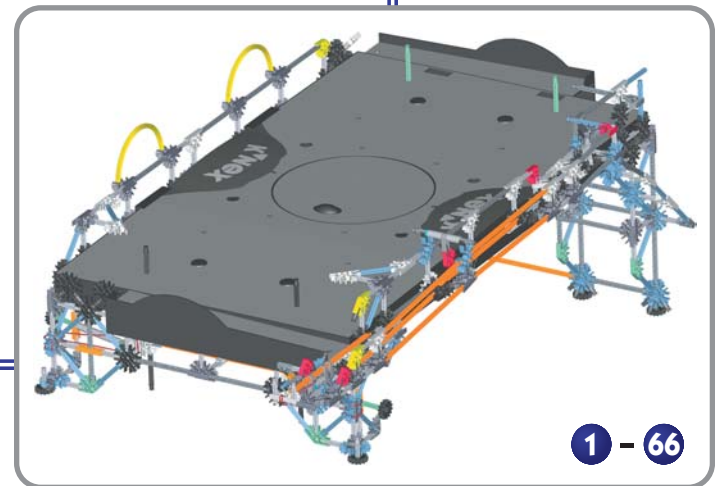


55 - 63





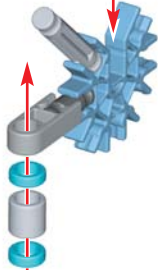
- US
GB
 Nice work! The sides and the Ball Chute are done!
- F
 Bravo ! Les côtés et le couloir pour les billes sont finis !
- E
 ¡Buen trabajo! Los lados y el Deslizador de la Bola están hechos.
- D
 Gut gemacht! Die Seitenteile und die Kugelstartrampe sind fertig.
- NL
 Prachtig werk, zeg ! De kanten en de afvoerbaan voor het balletje zijn klaar !



- US GB Let's start the back bumper.
- F Commence à assembler le tamponneur arrière.
- E Empieza a construir el Parachoques Trasero.
- D Beginne mit dem hinteren Bumper
- NL Start de achterbumper.



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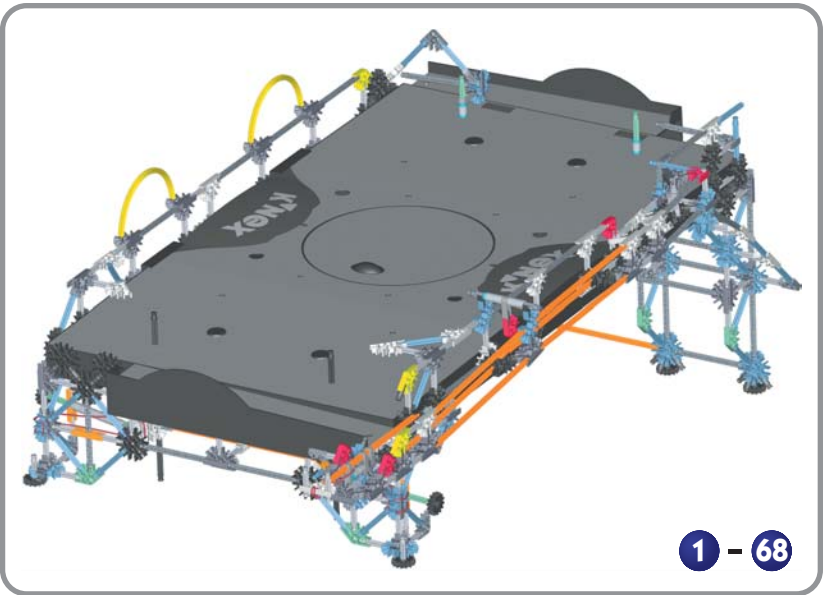


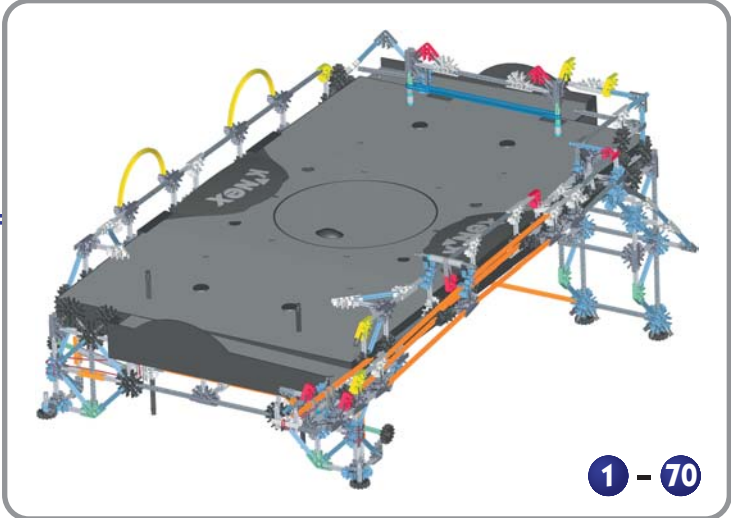
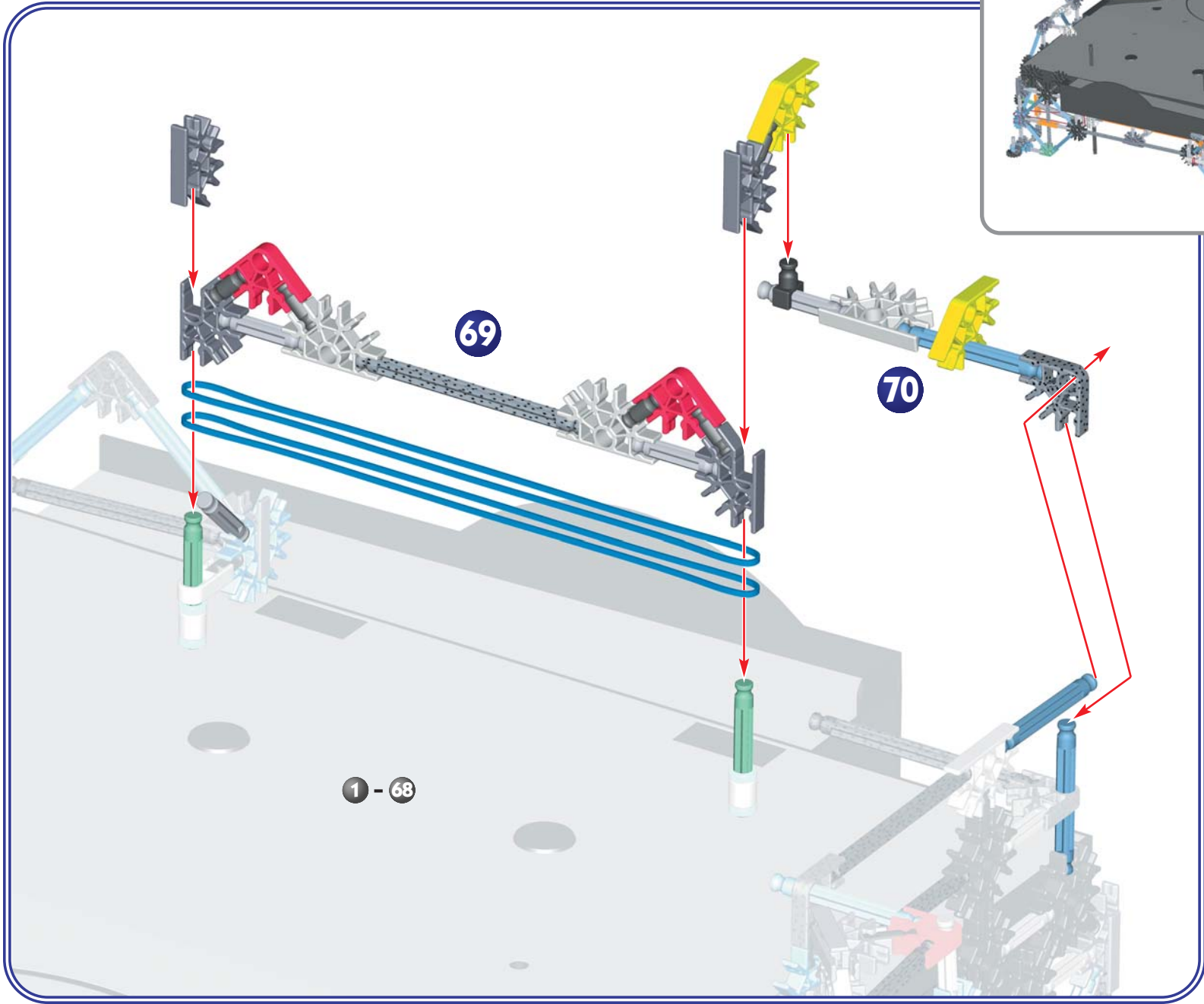
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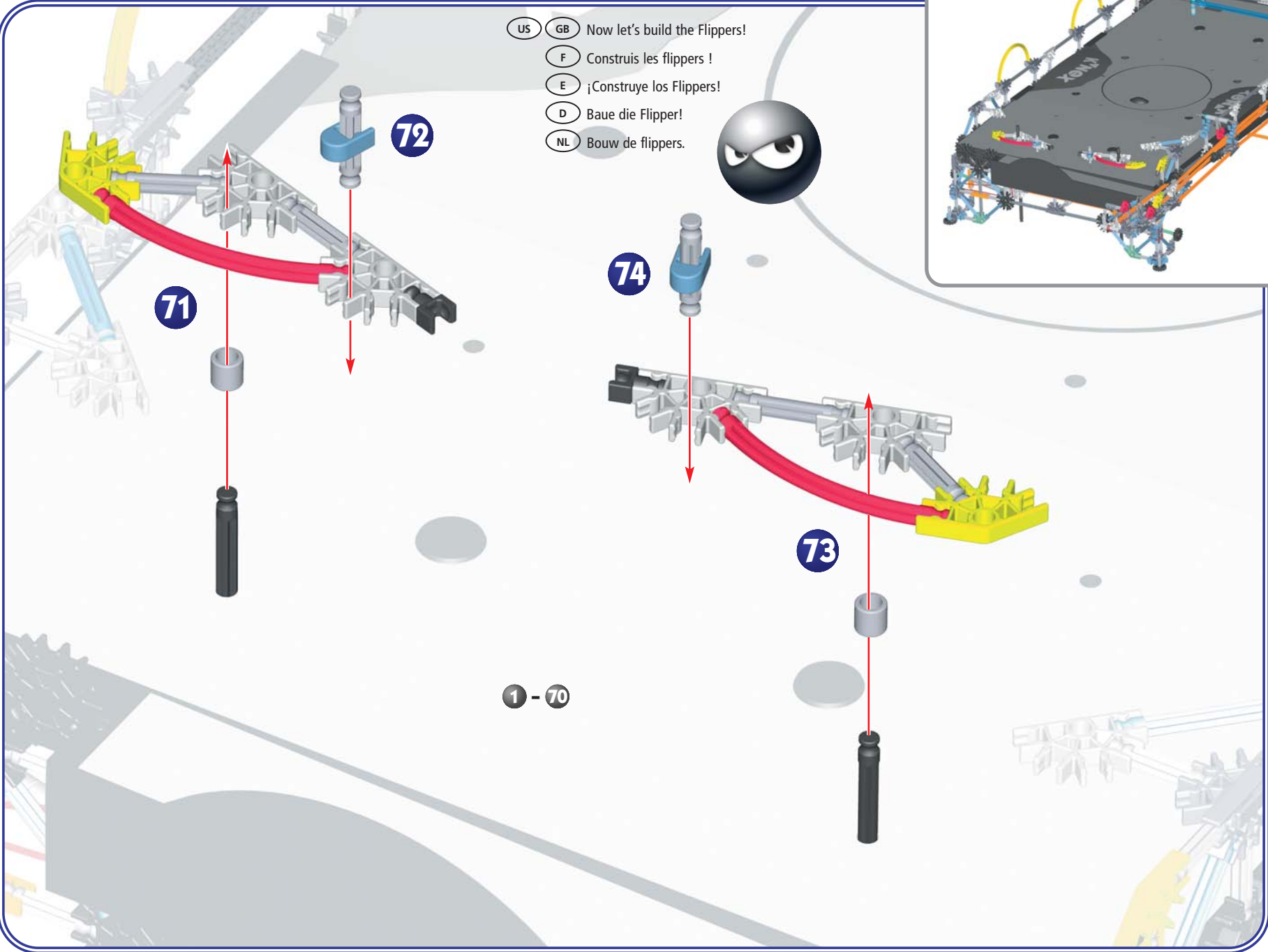
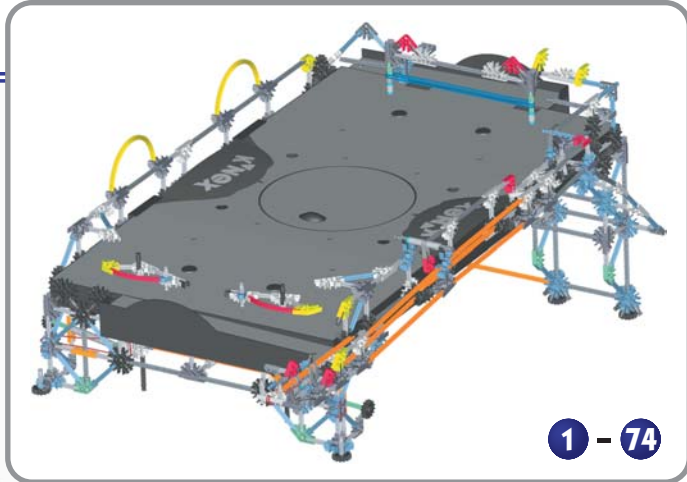
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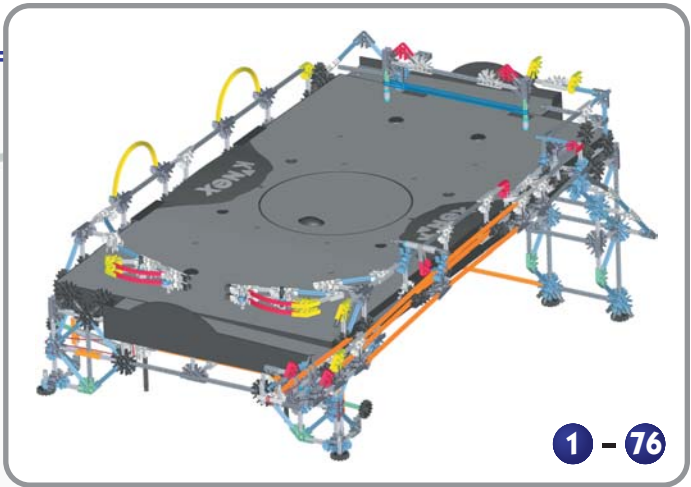
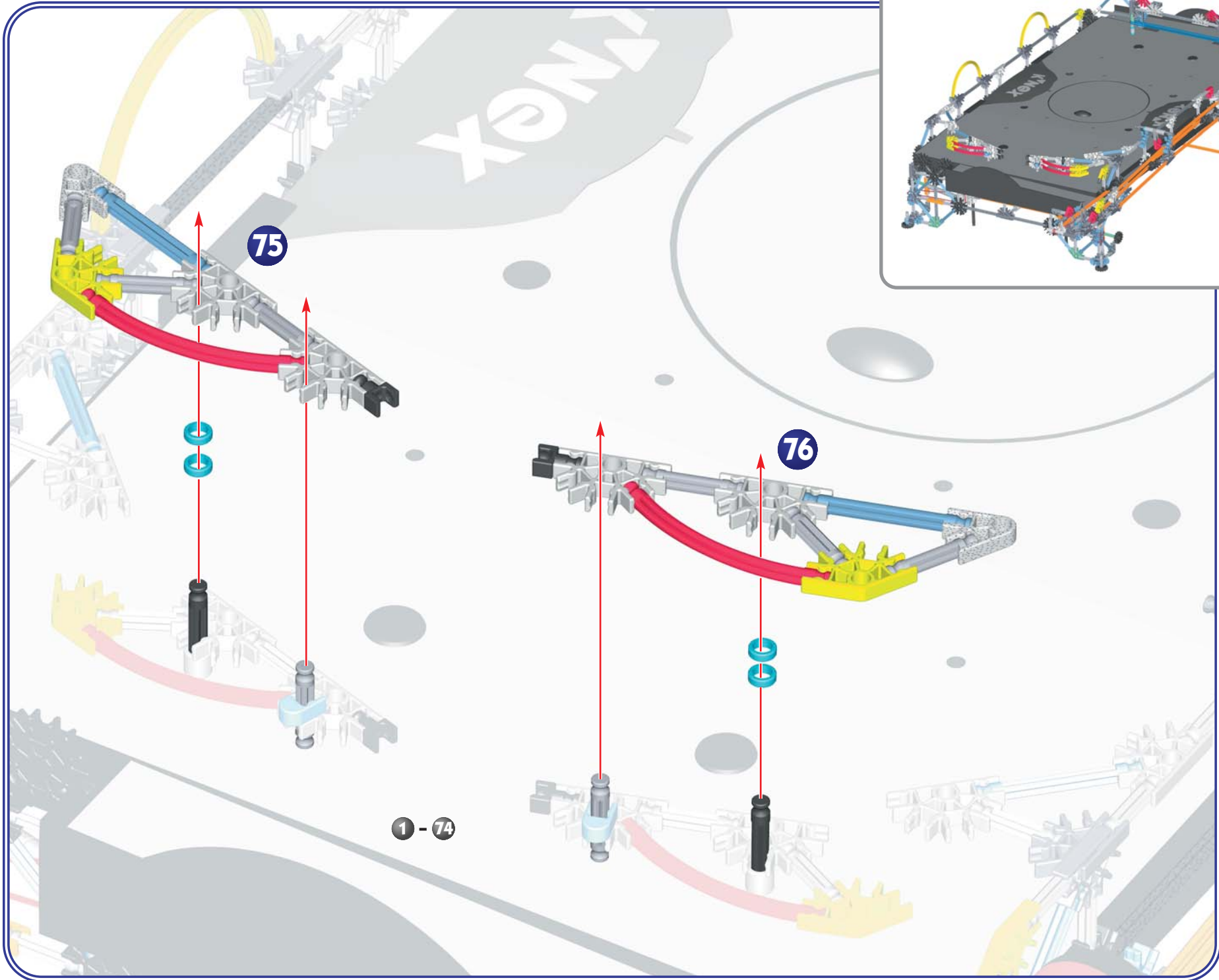
1 - 68

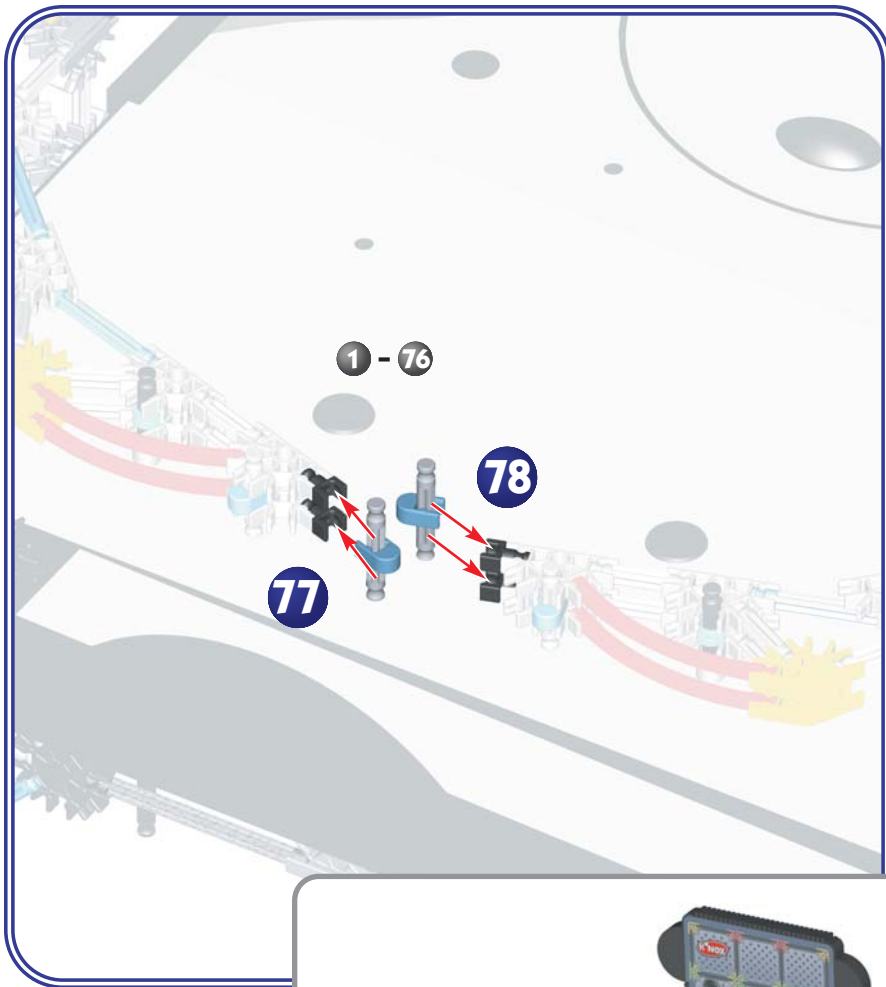




(US) (GB) Now let's build the Flippers!
 (F) Construis les flippers !
 (E) ¡Construye los Flippers!
 (D) Baue die Flipper!
 (NL) Bouw de flippers.



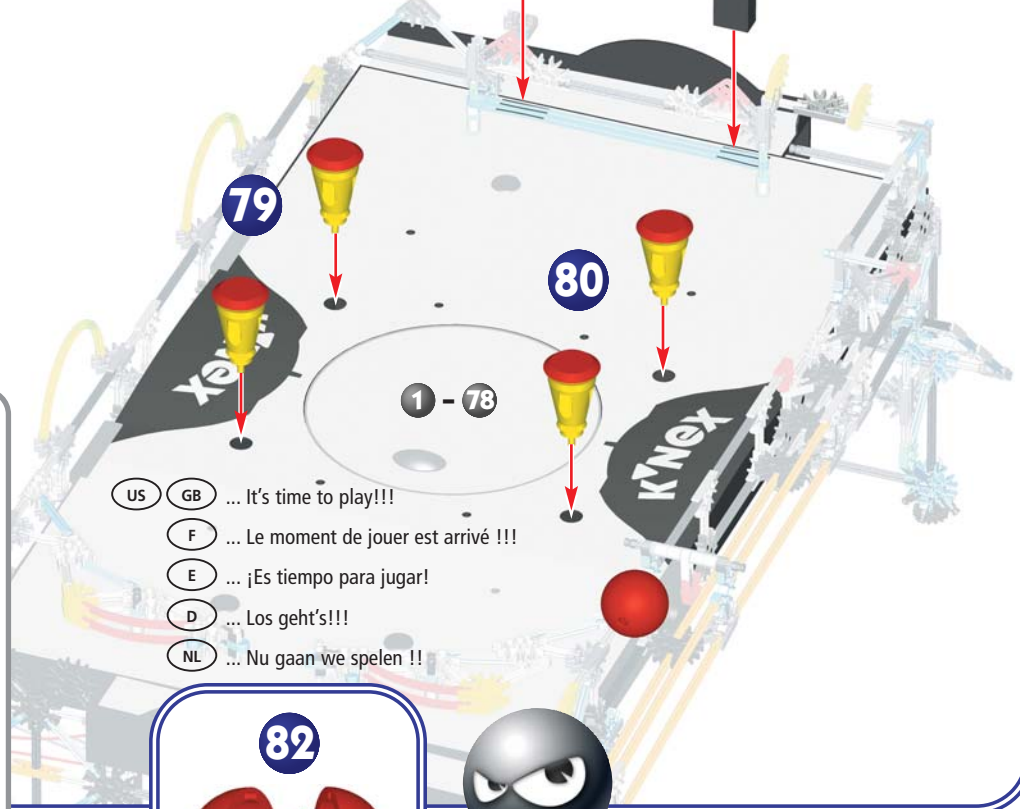




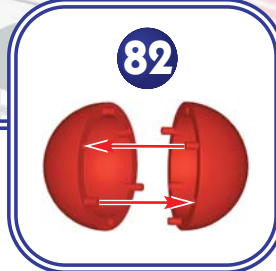
1 - 82



- (US) (GB) Put the Scoring Bumpers and the Scoreboard in and...
- (F) Installe les senseurs et le tableau de comptage des points...
- (E) Pon los Sensores y el Tablero Marcador...
- (D) Setze die Sensoren und die Spielstandsanzeige ein....
- (NL) Steek de sensoren en het scorebord erin....

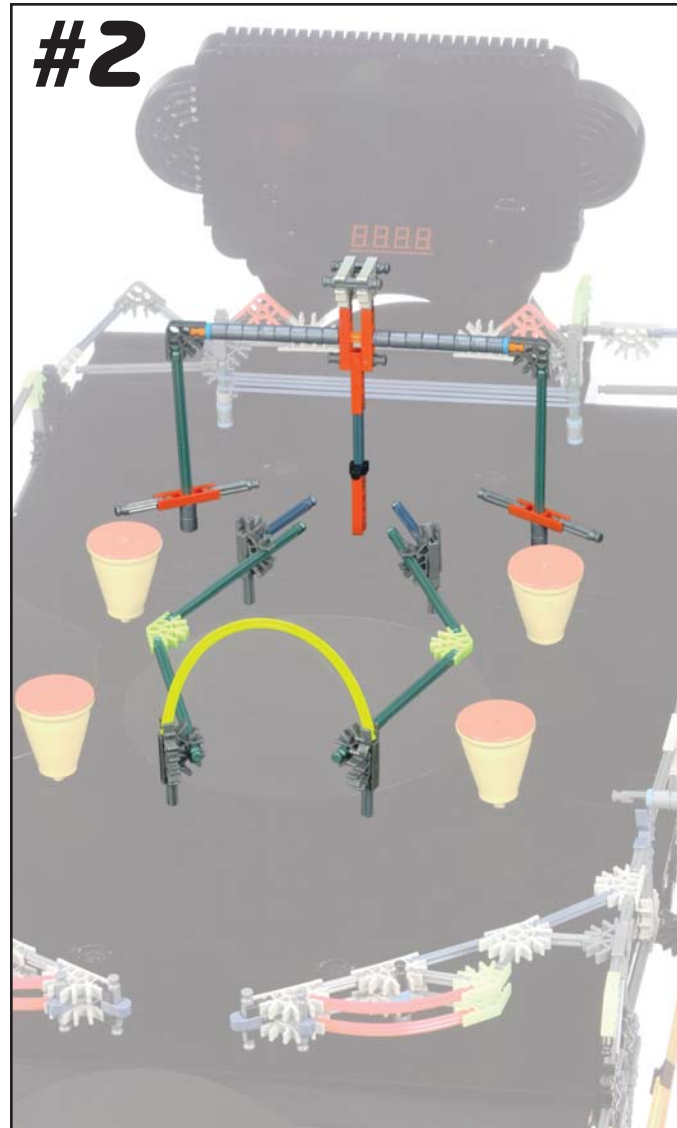
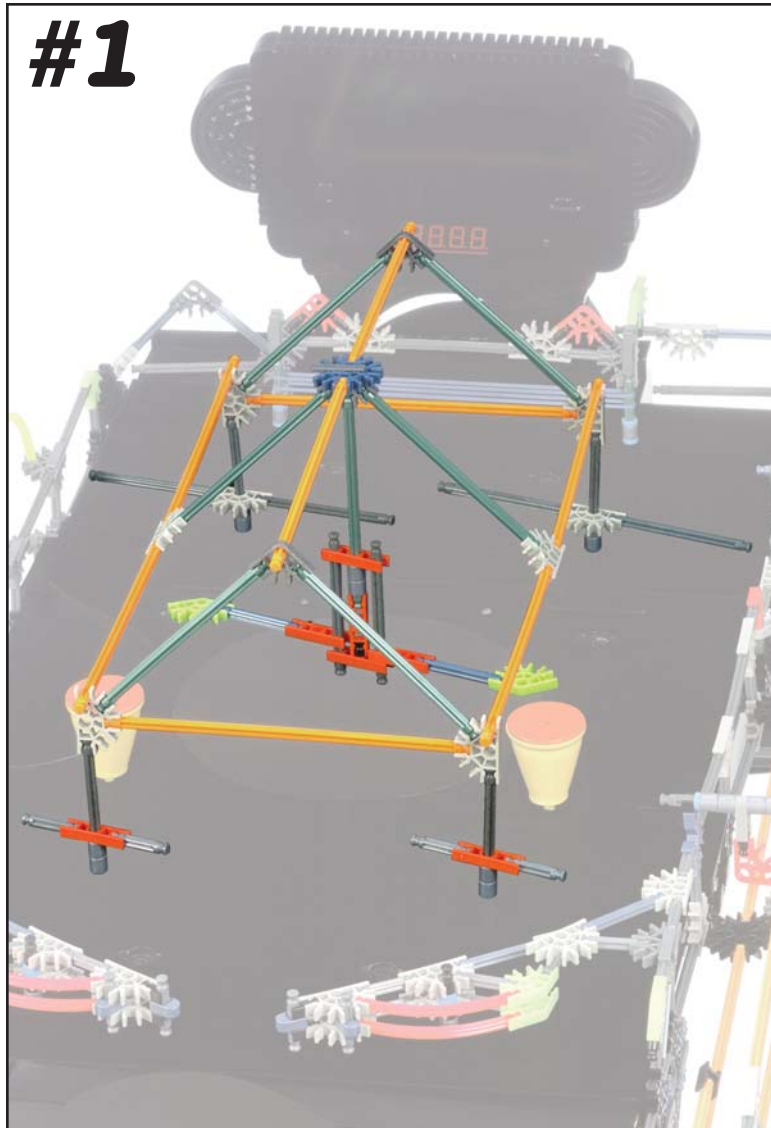
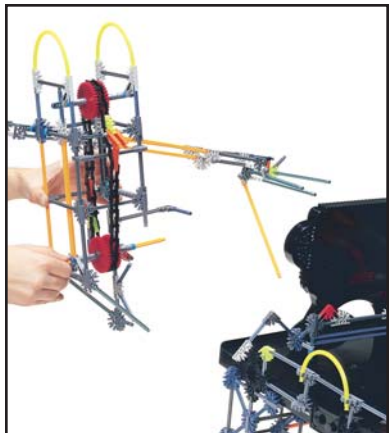


- (US) (GB) ... It's time to play!!!
- (F) ... Le moment de jouer est arrivé !!!
- (E) ... ¡Es tiempo para jugar!
- (D) ... Los geht's!!!
- (NL) ... Nu gaan we spelen !!

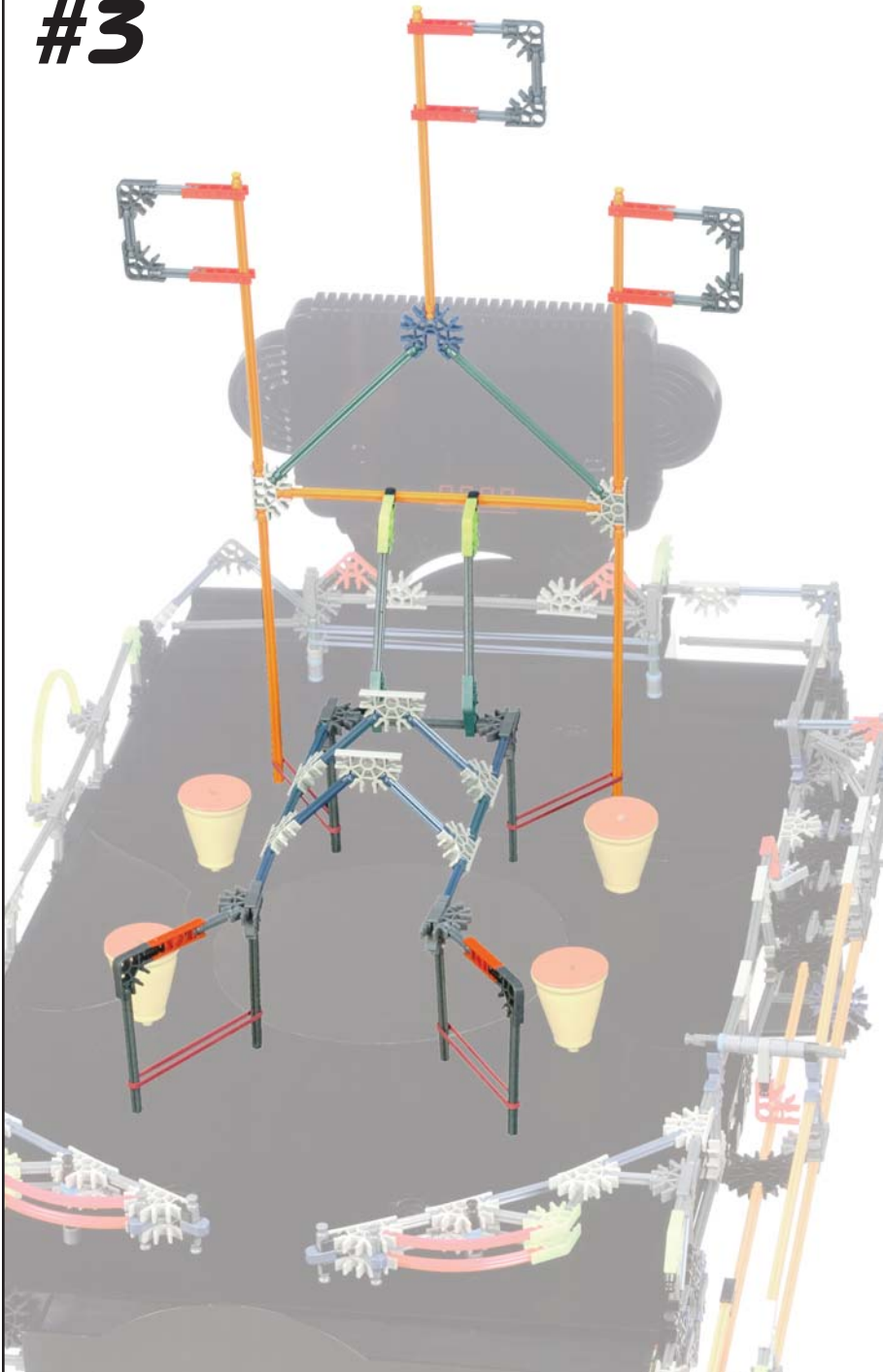


- US** **GB** CONGRATULATIONS! Now it's time to customize your model. Finish off your model with one of these building challenges! The graphics have been removed to make it easier to see the K'NEX parts.
- F** FÉLICITATIONS ! Le moment est maintenant venu de personnaliser ton modèle. Apporte la dernière touche à ton modèle grâce à l'une de ces idées d'assemblage stimulantes !
- E** ¡FELICITACIONES! Ahora es el momento de personalizar tu modelo. ¡Termina tu modelo con uno de estos desafíos de la construcción!
- D** HERZLICHEN GLÜCKWUNSCH! Jetzt bist du dran! Jetzt liegt es an dir, das Modell deinen Vorstellungen entsprechend zu modifizieren. Fast fertig? Wie wäre es mit einer dieser baulichen Herausforderungen, um das Modell fertigzubauen?
- NL** GEFELICITEERD! Nu is het ogenblik aangebroken om het model naar je zin aan te passen. Werk je model af met een van de volgende bouwuitdagingen !

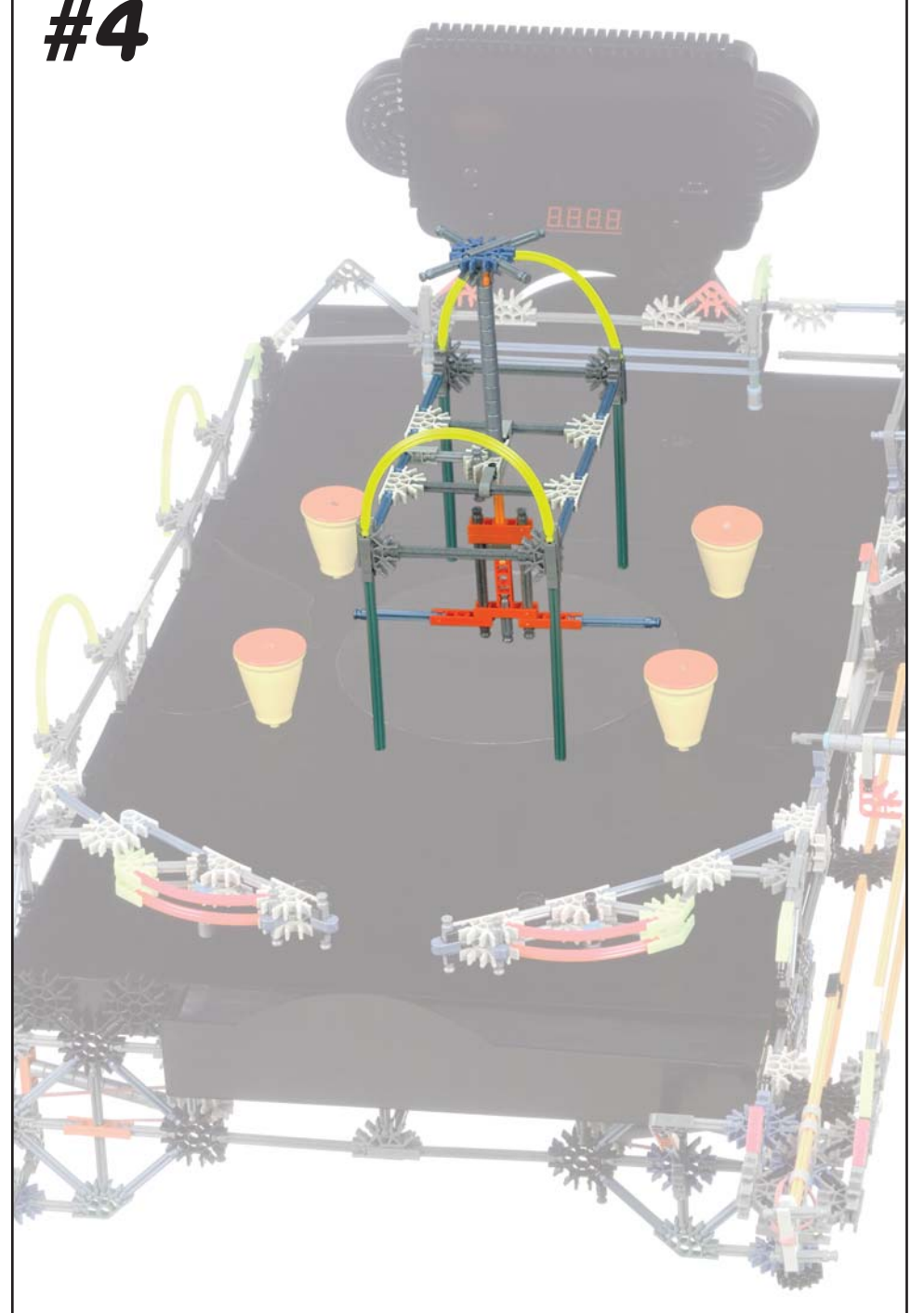
- US** **GB** You will need to remove the Motorized Ball lift-- #5, (if you built it) and use some of the parts to customize your game table.
- F** En vue de personnaliser ta table de jeu, il te faudra retirer l'élévateur motorisé de bille -- #5, (si tu l'as déjà construit) et utiliser une partie de celui-ci pour personnaliser ton tableau de jeu.
- E** Necesitarás sacar el Elevador de la Bola -- #5, (si lo construiste) y usar una parte de la pieza para que el modelo quede más a tu gusto.
- D** Dazu musst du die motorbetriebene Kugel-Hebebühne -- #5, (falls du sie gebaut hast) entfernen und einige ihrer Teile zur Individualisierung deines Spielbretts verwenden.
- NL** De gemotoriseerde lift voor het balletje moet verwijderd worden -- #5, (indien eventueel gebouwd) and sommige van de onderdelen moeten gebruikt worden om de speltafel naar je zin aan te passen.



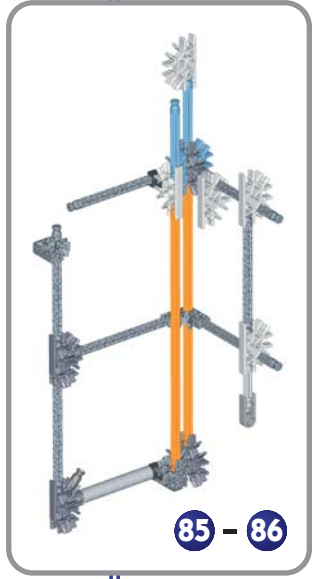
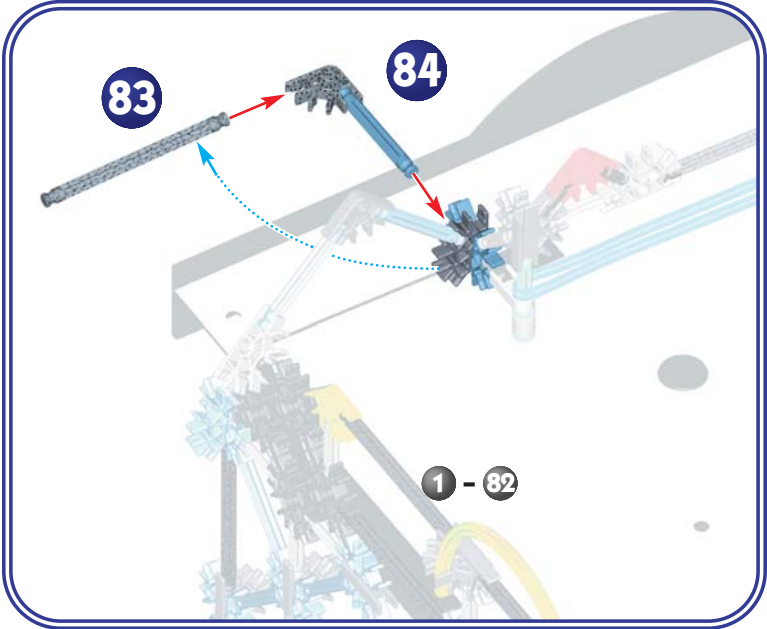
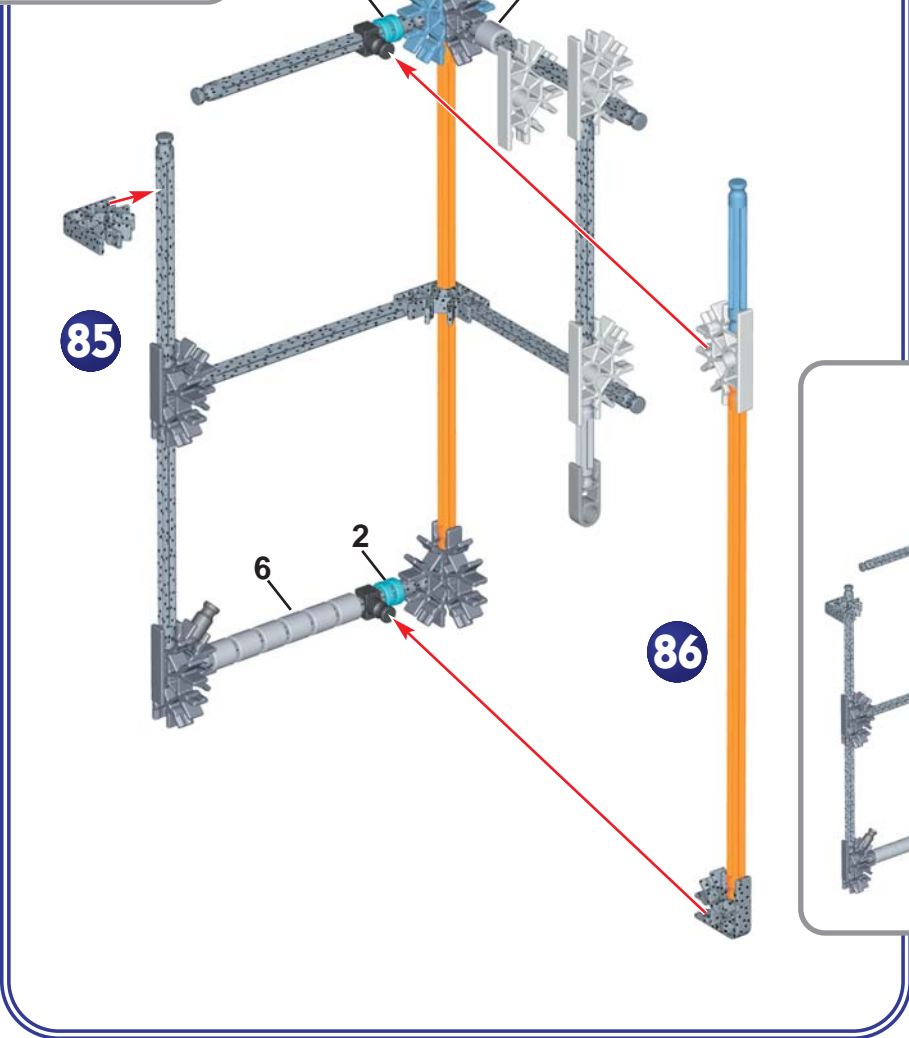
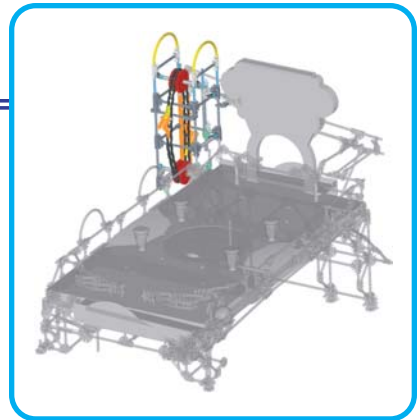
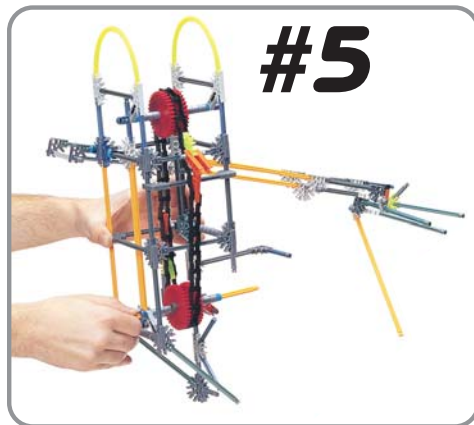
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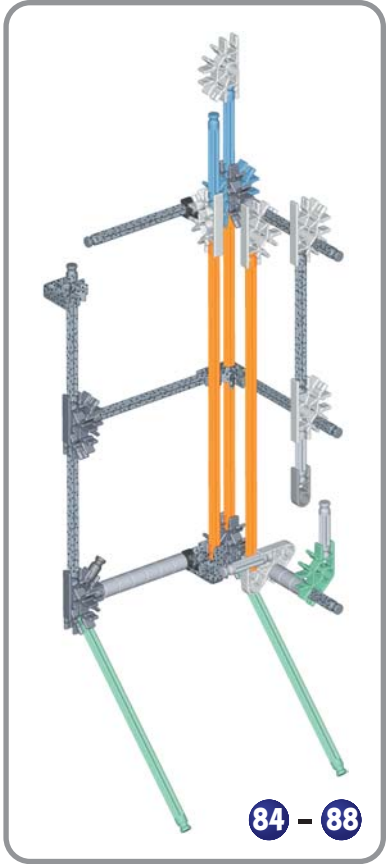
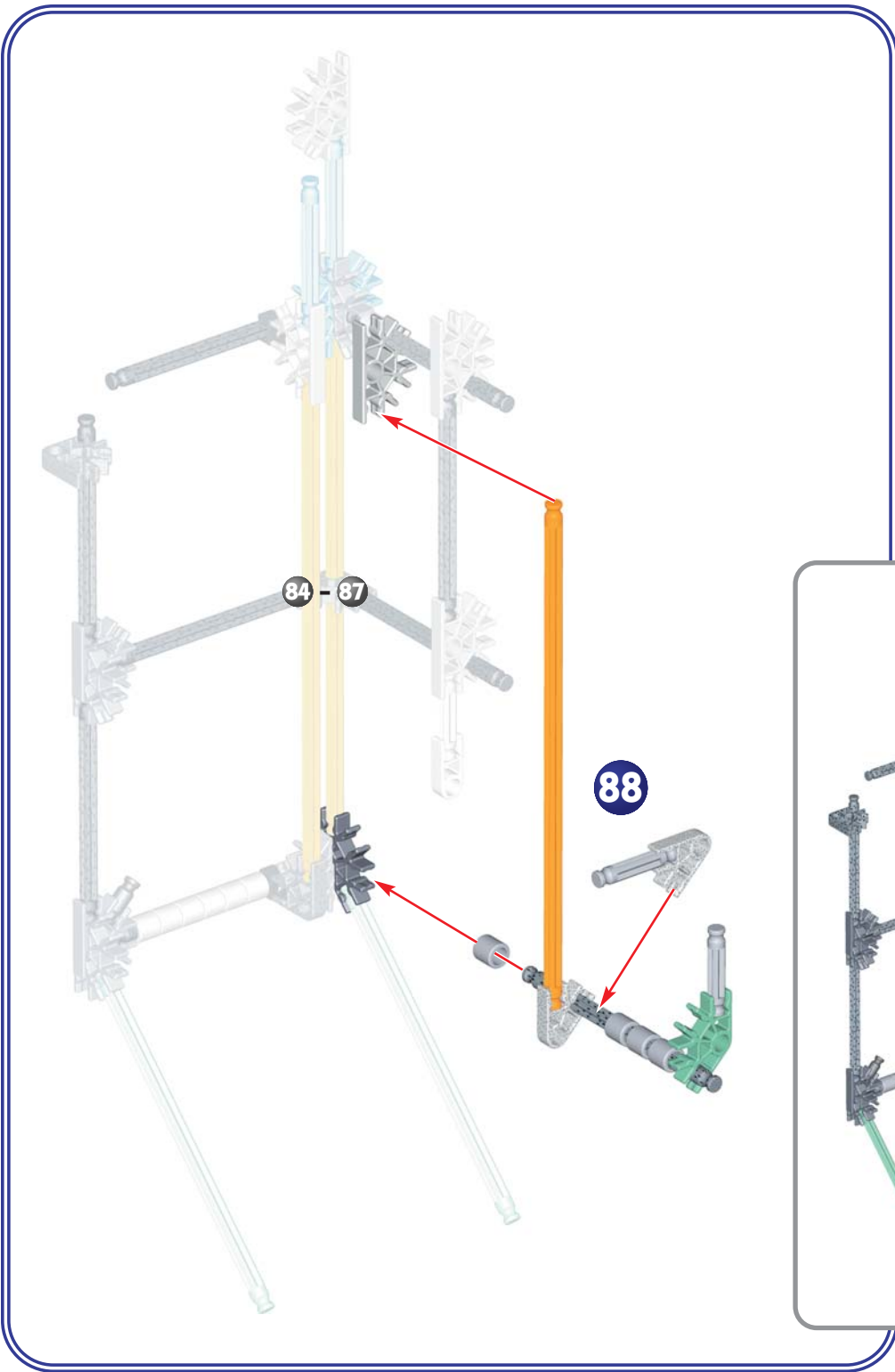
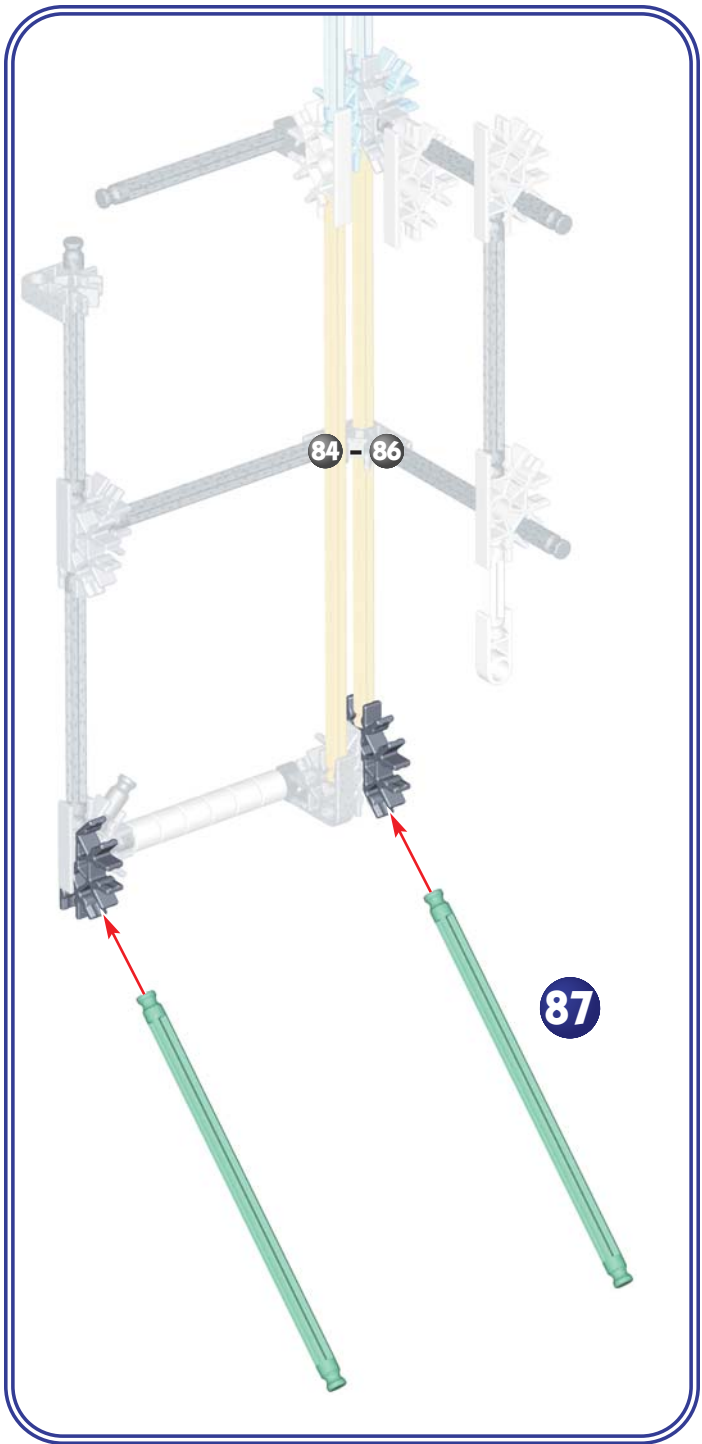


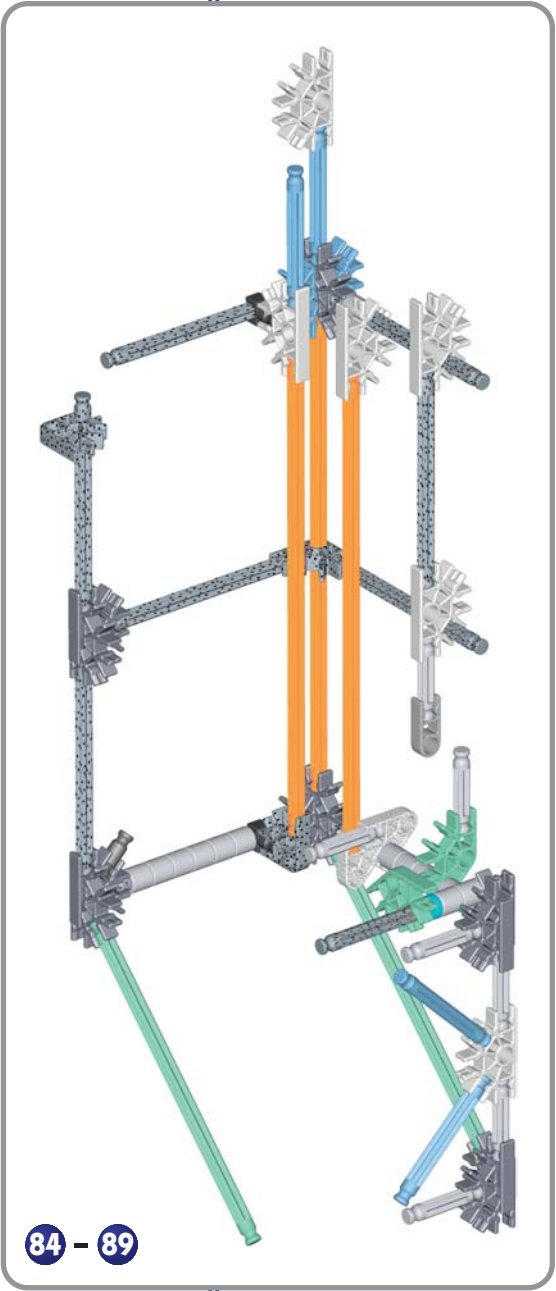
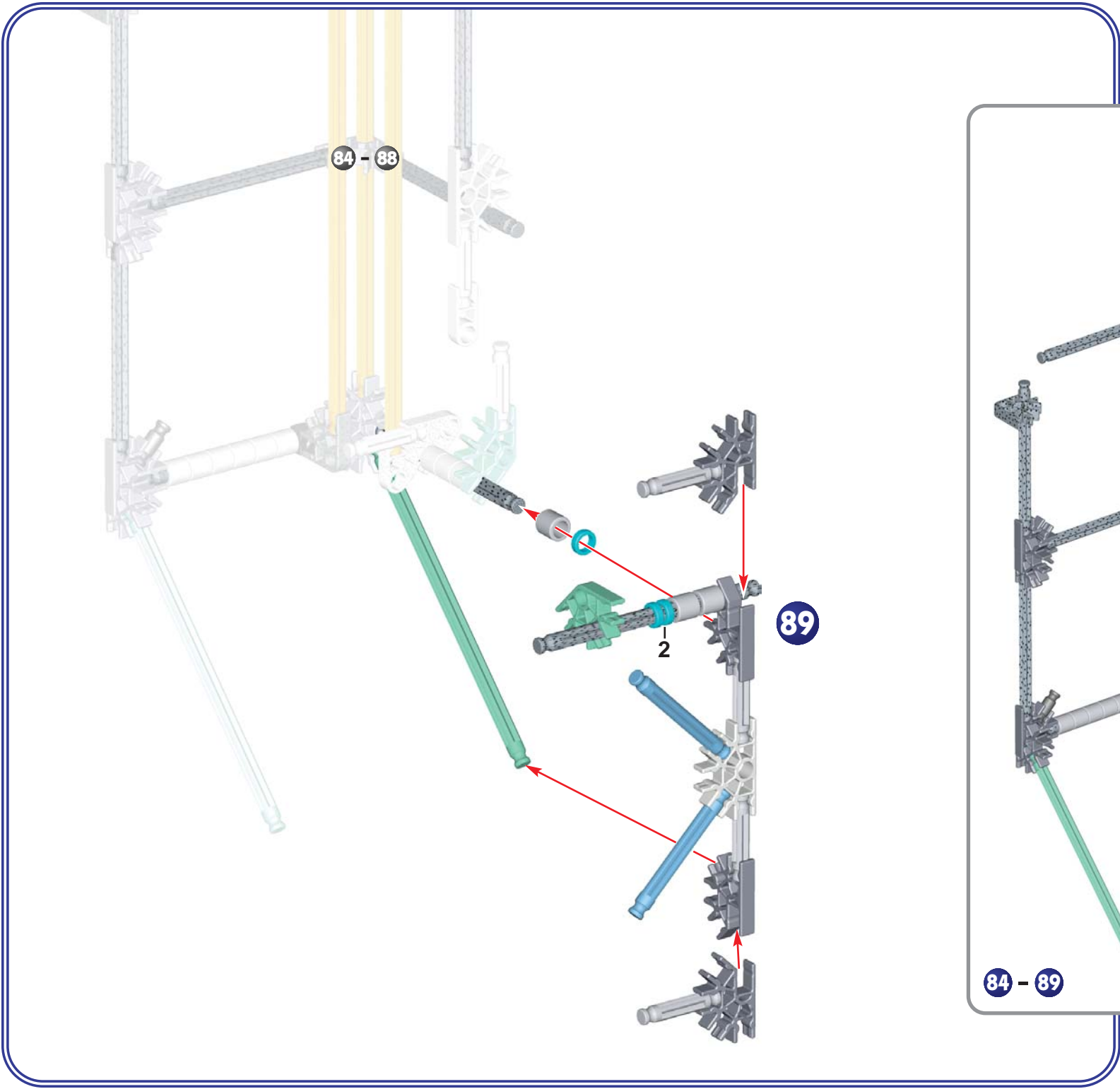
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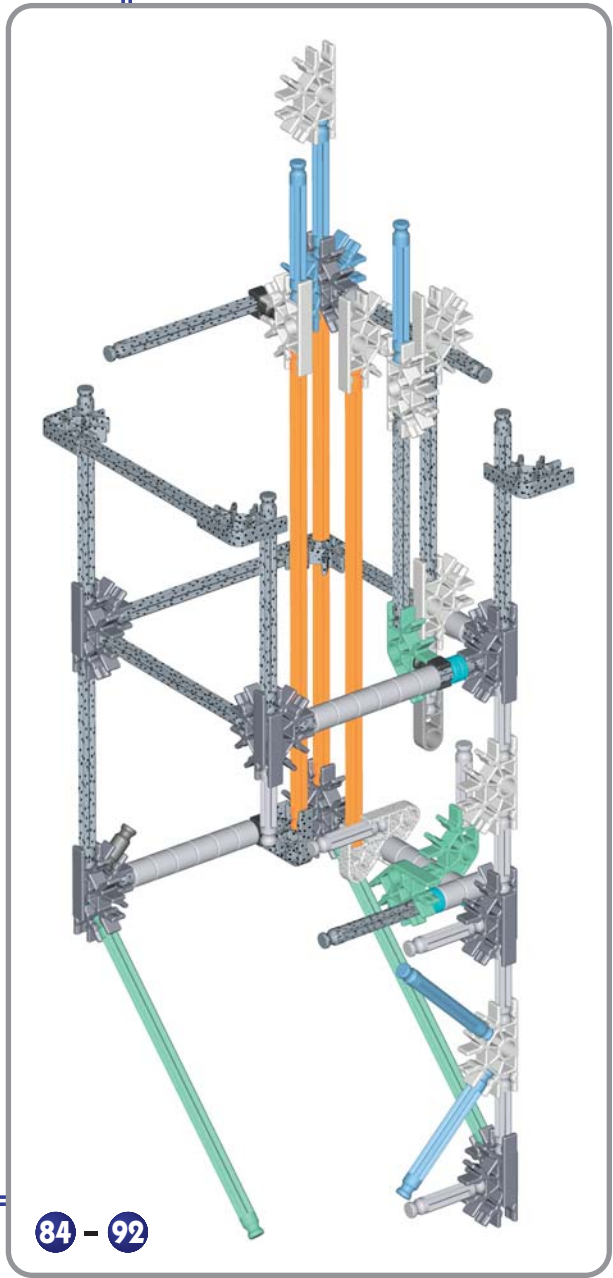
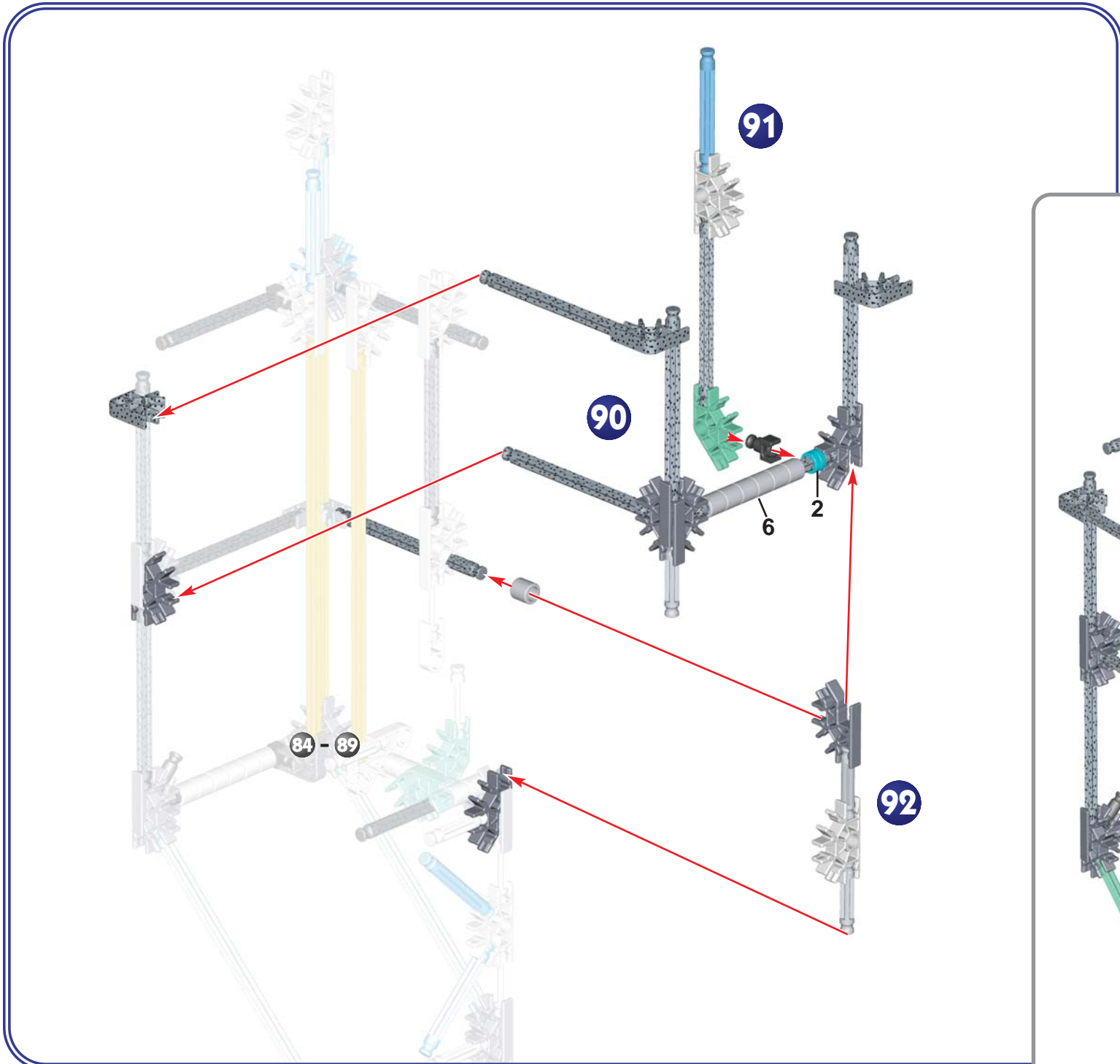


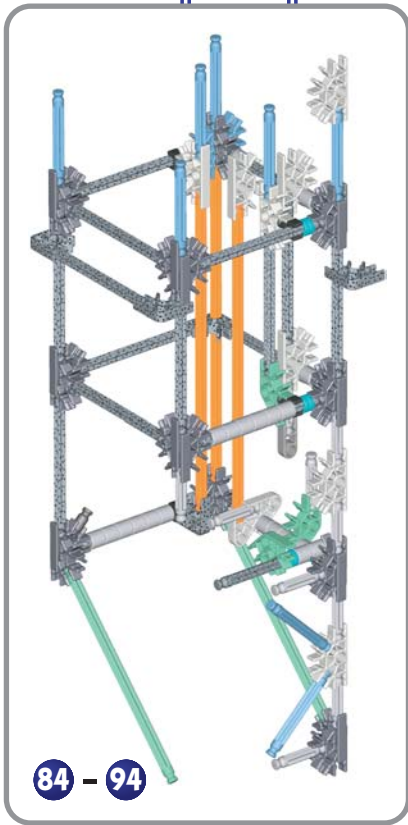
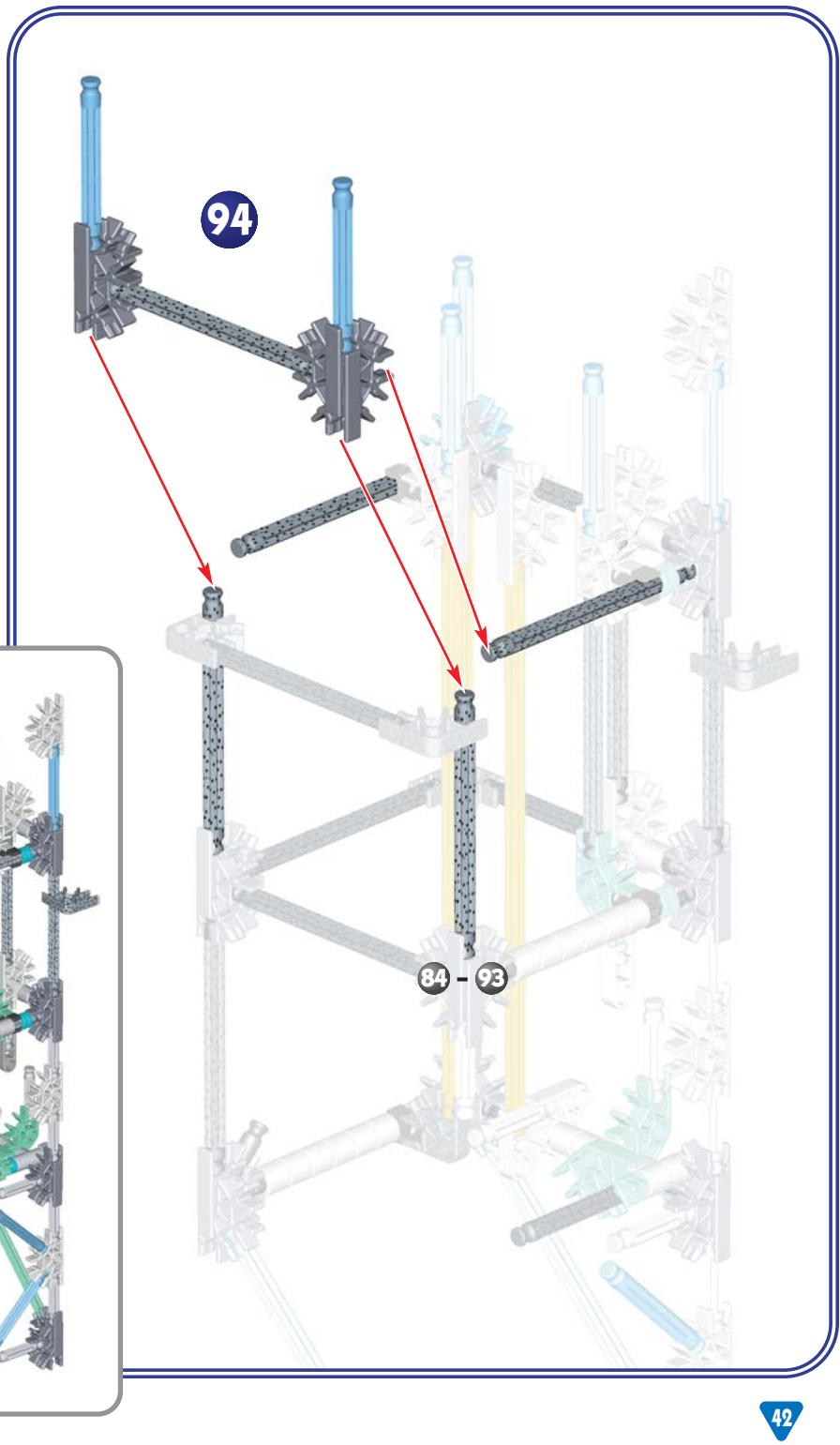
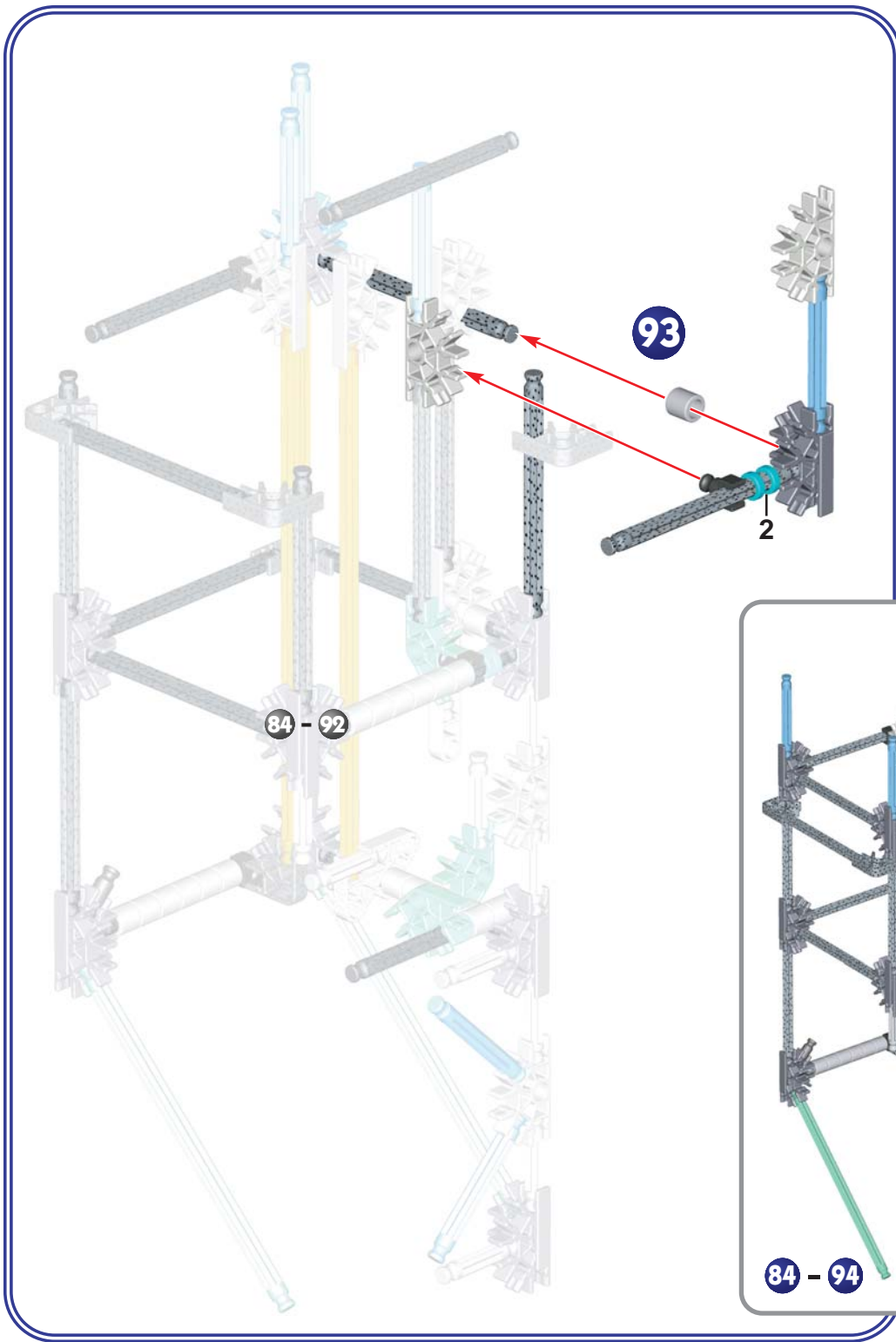
- US** **GB** Most Challenging! Now you can build this Motorized Ball Lift. First, you need to move the Rod that is blocking the entrance to the Ball Lift to a different spot.
- F** Le plus difficile ! Tu peux désormais construire cet élévateur motorisé de bille. Il te faudra d'abord déplacer la tige qui bloque l'entrée de l'élévateur de billes, et la mettre ailleurs.
- E** ¡El más desafiante! Ahora puedes construir este Elevador de la Bola, Motorizado. Primero necesitas mover hacia otro lugar la Varilla que está bloqueando la entrada del Elevador de la Bola.
- D** Super-Herausforderung! Nun kannst du entweder die Kugel-Hebebühne bauen. Dazu musst du zuerst die Lasche, die den Eingang zur Kugel-Hebebühne blockiert, an eine andere Stelle bringen.
- NL** Uitermate uitdagend ! Nu kan je deze gemotoriseerde lift voor het balletje bouwen. Eerst moet je de stang die de toegang tot de lift voor het balletje verspert, verplaatsen.

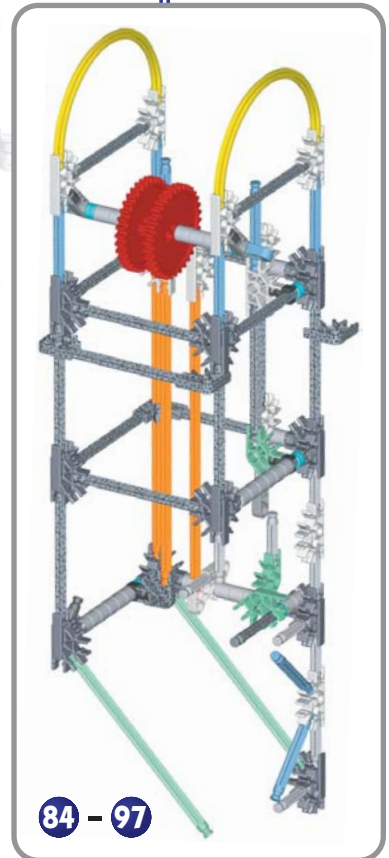
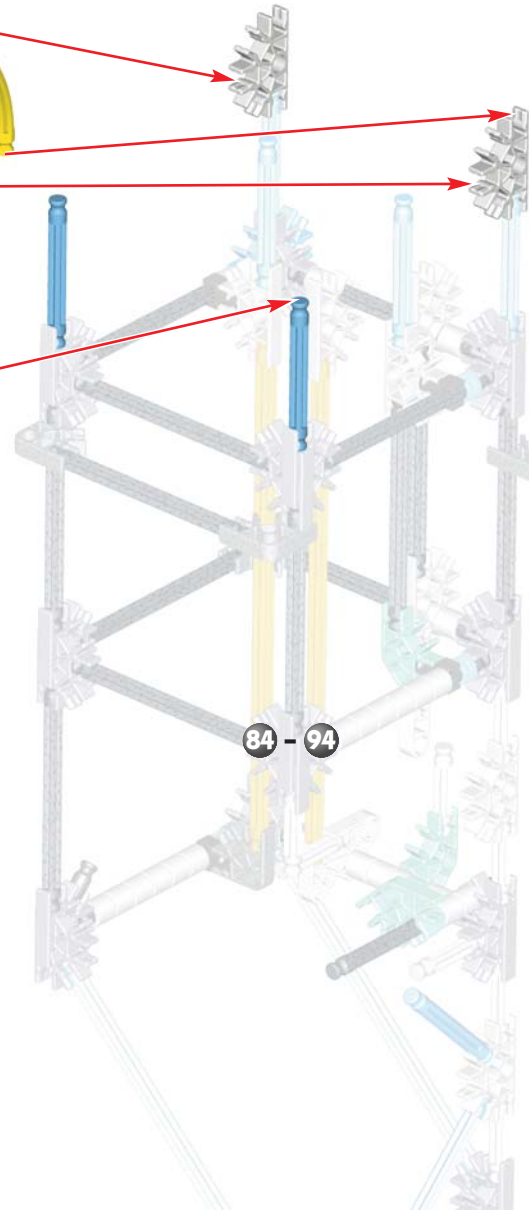
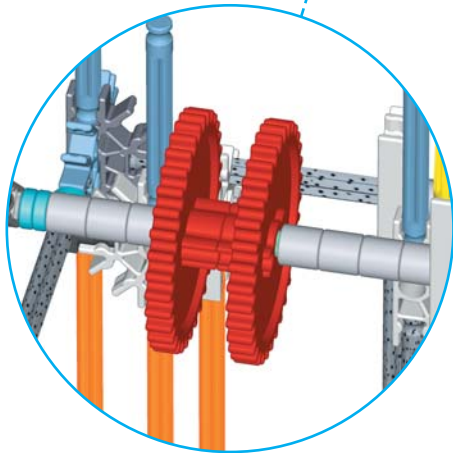
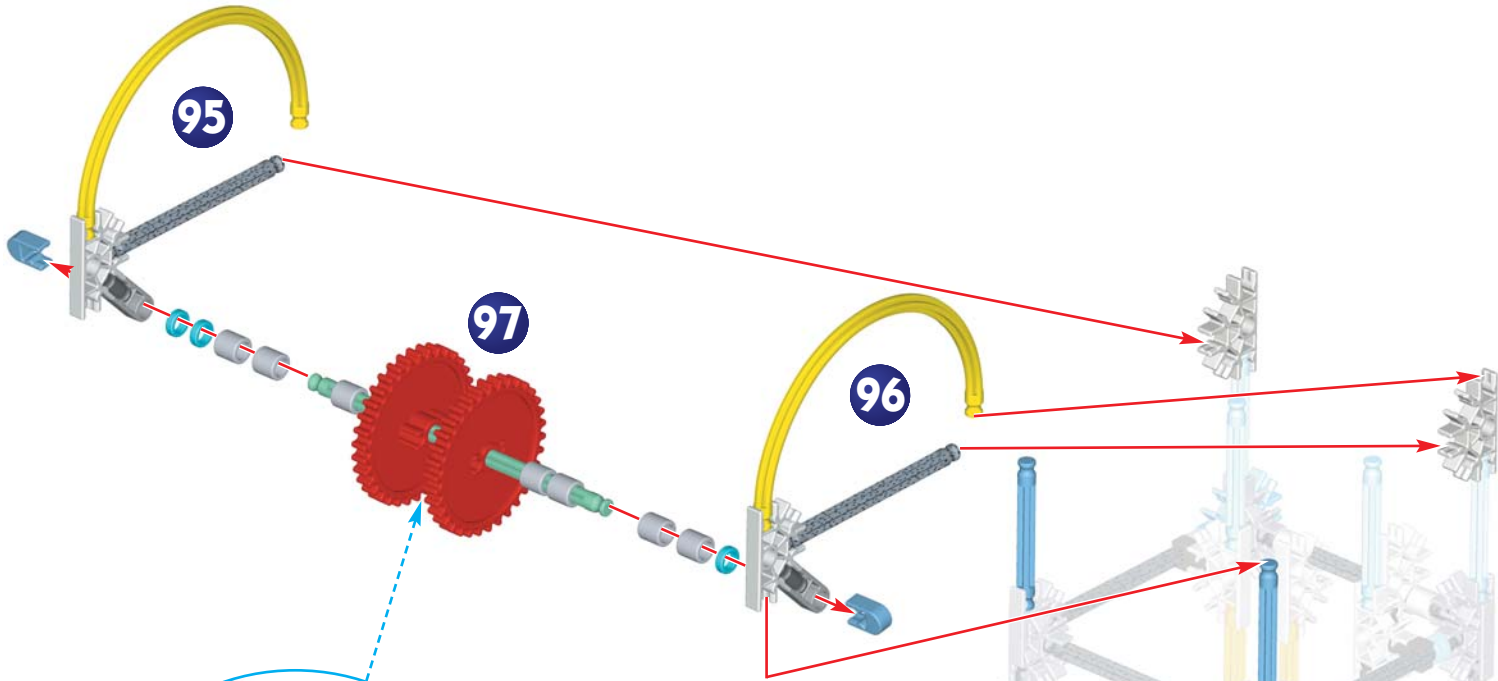




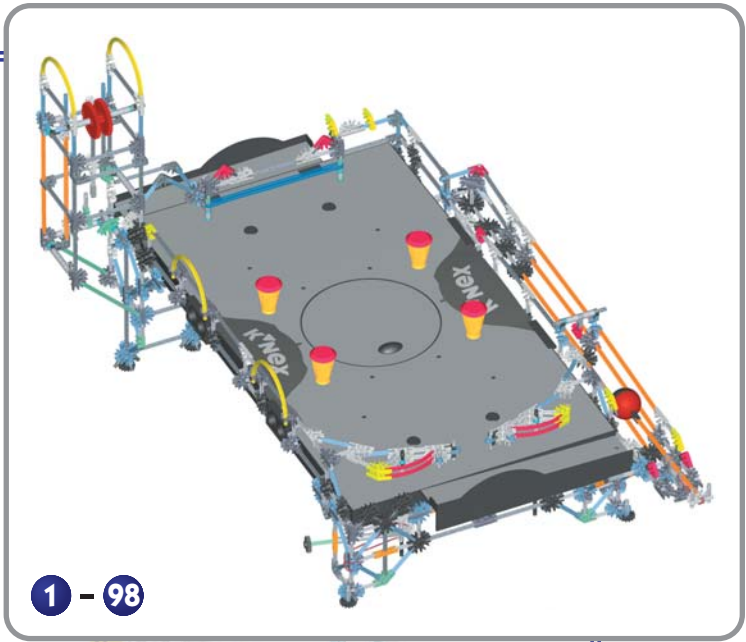
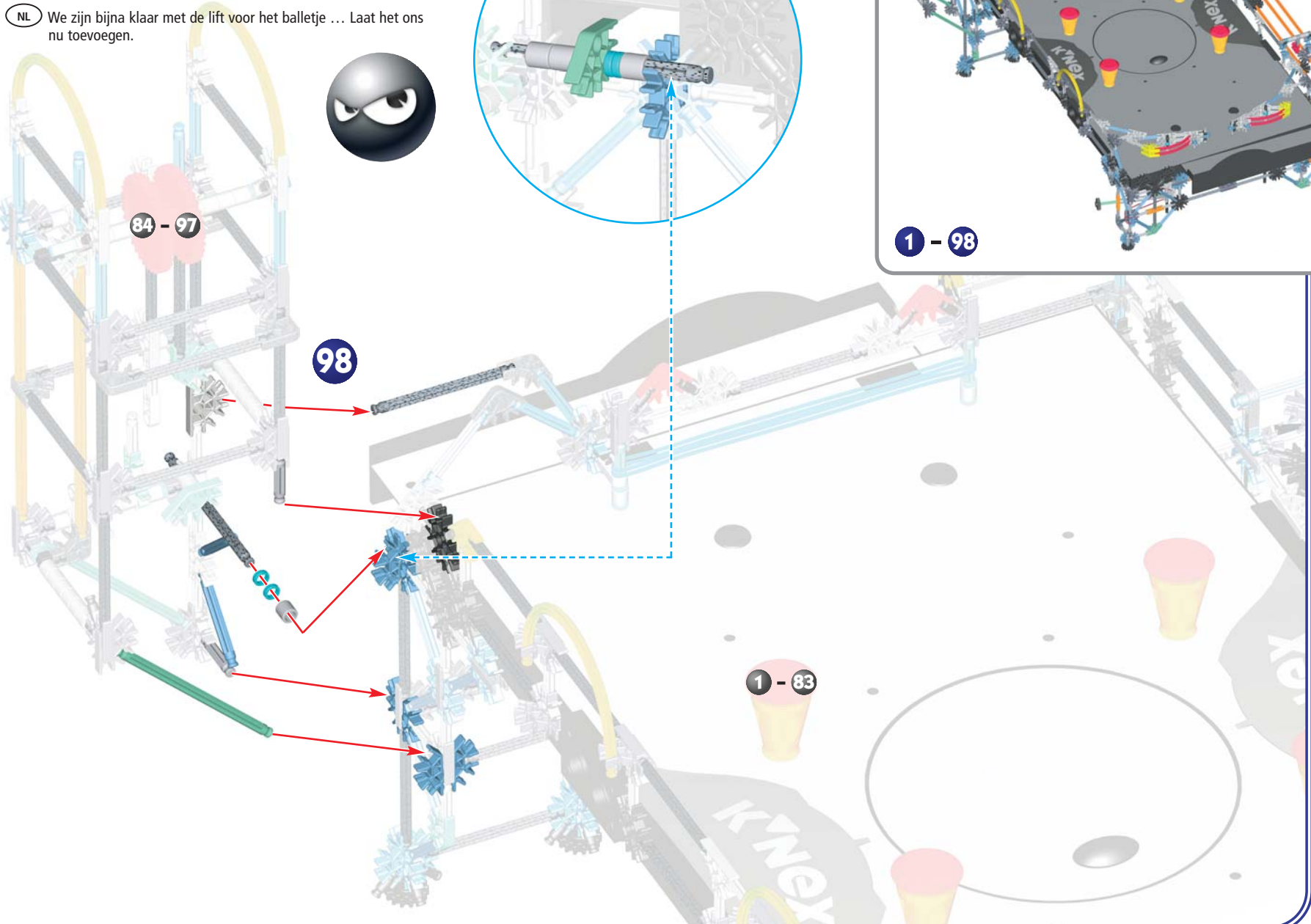
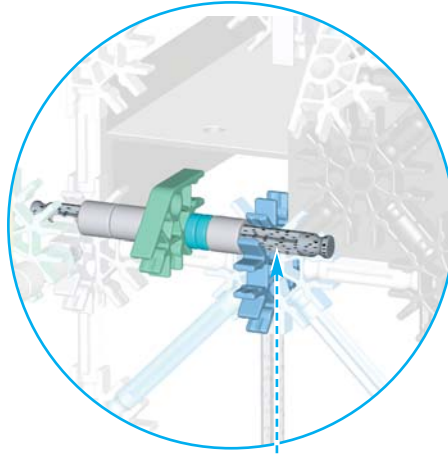








- US** **GB** Almost done with the Motorized Ball Lift- let's put it on!
- F** La construction de l'élévateur est presque terminée - ajoutons-le !
- E** Casi has terminado con el Elevador de la Bola - ¡Vamos a tratar de colocarlo!
- D** Die Kugel-Hebebühne ist fast fertig - Setzen wir sie ein!
- NL** We zijn bijna klaar met de lift voor het balletje ... Laat het ons nu toevoegen.



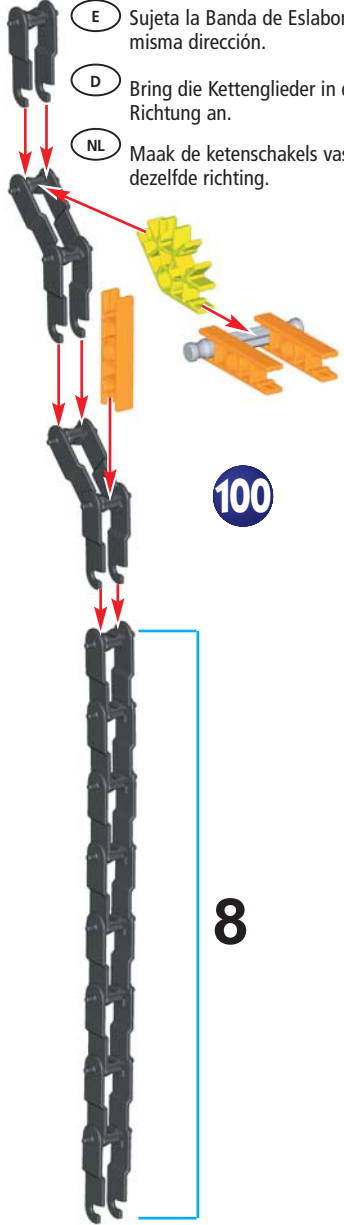
US GB Attach Chain Links in the same direction.

F Fixe les maillons de la chaîne dans la même direction.

E Sujeta la Banda de Eslabones en la misma dirección.

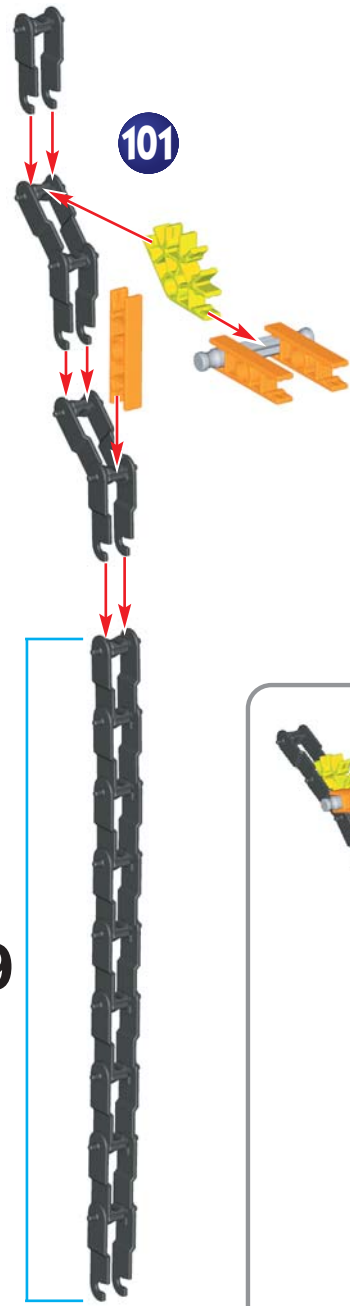
D Bring die Kettenglieder in der gleichen Richtung an.

NL Maak de ketenschakels vast in dezelfde richting.



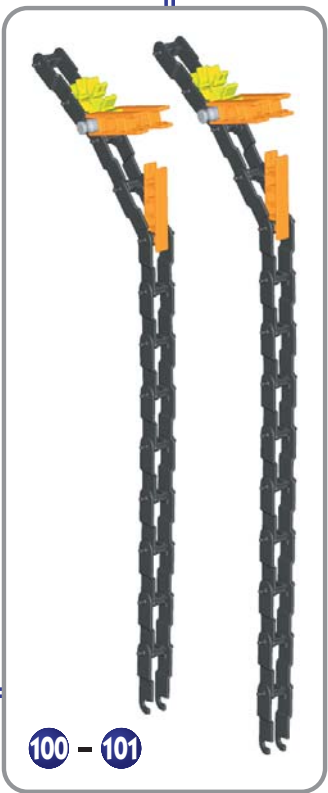
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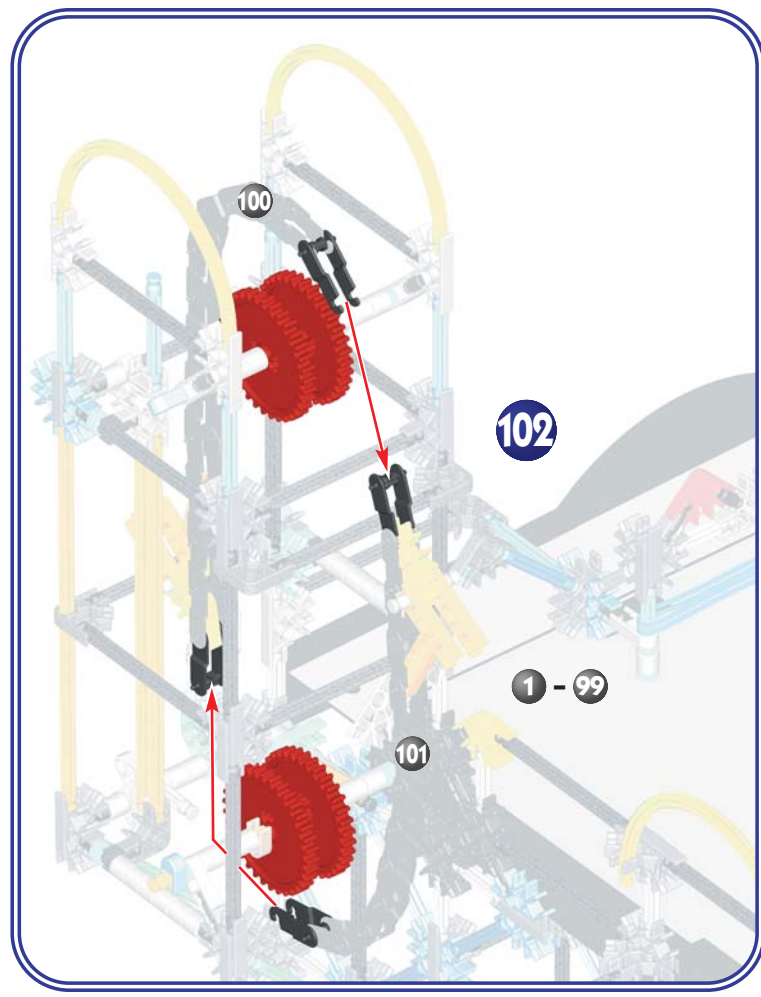


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100 - 101

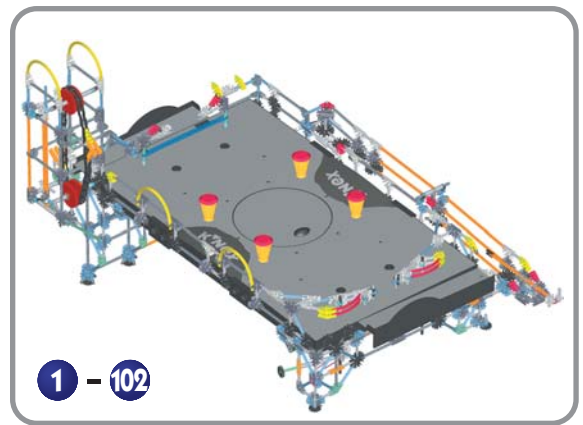


102

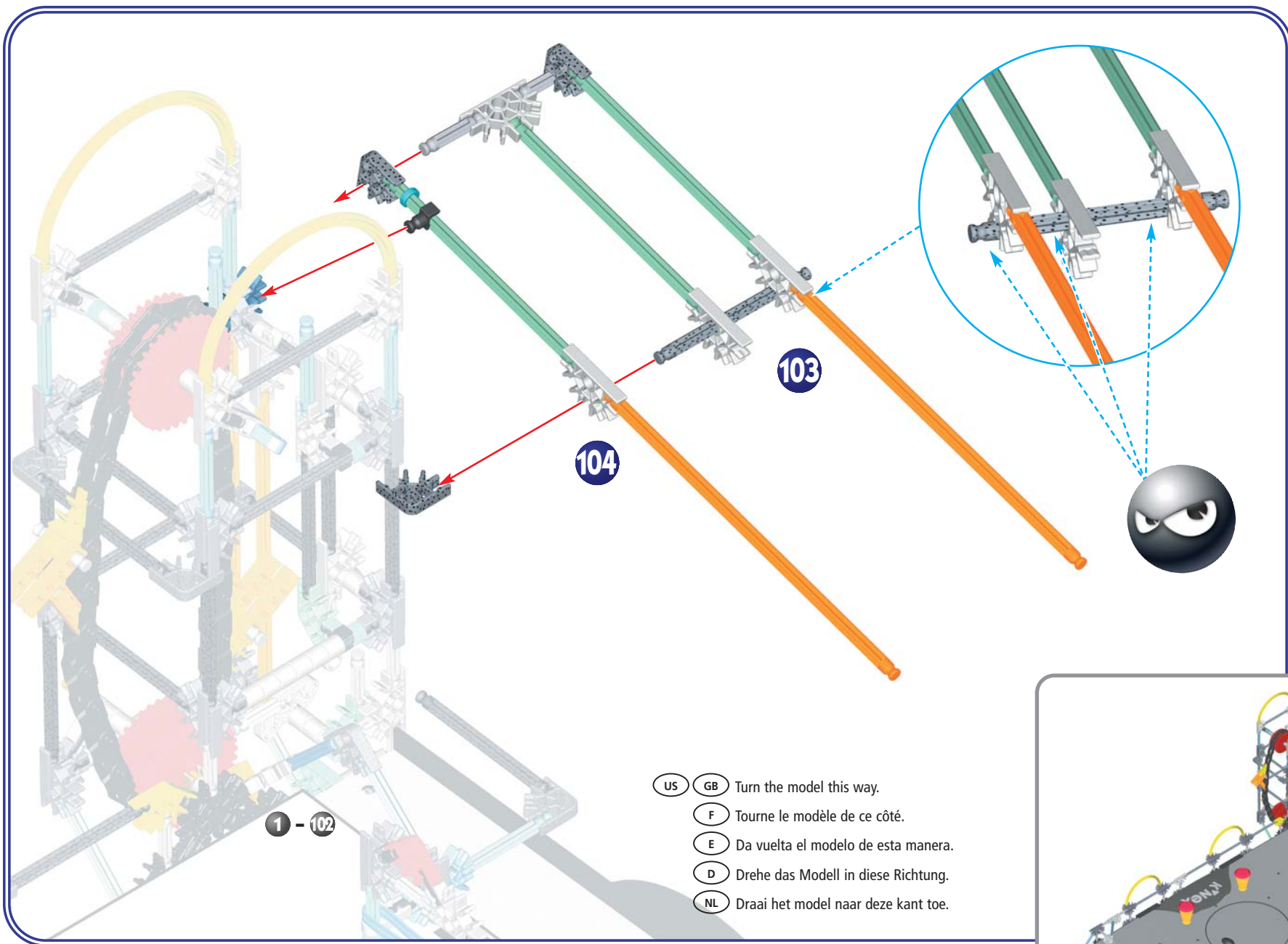
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1 - 99

101

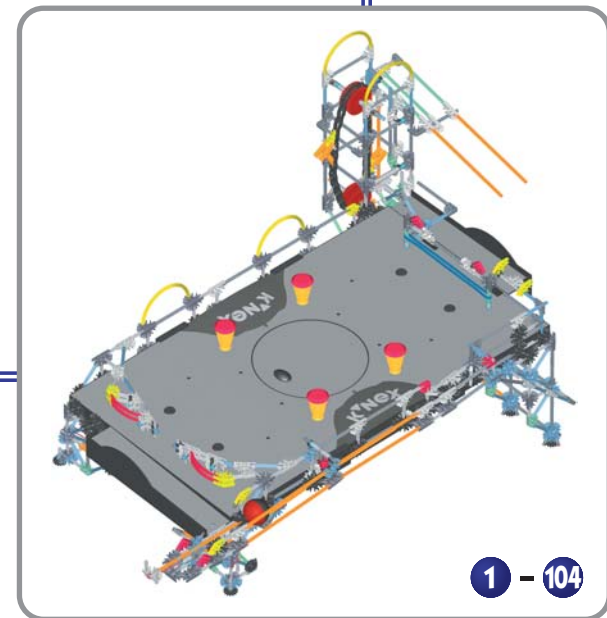


1 - 102

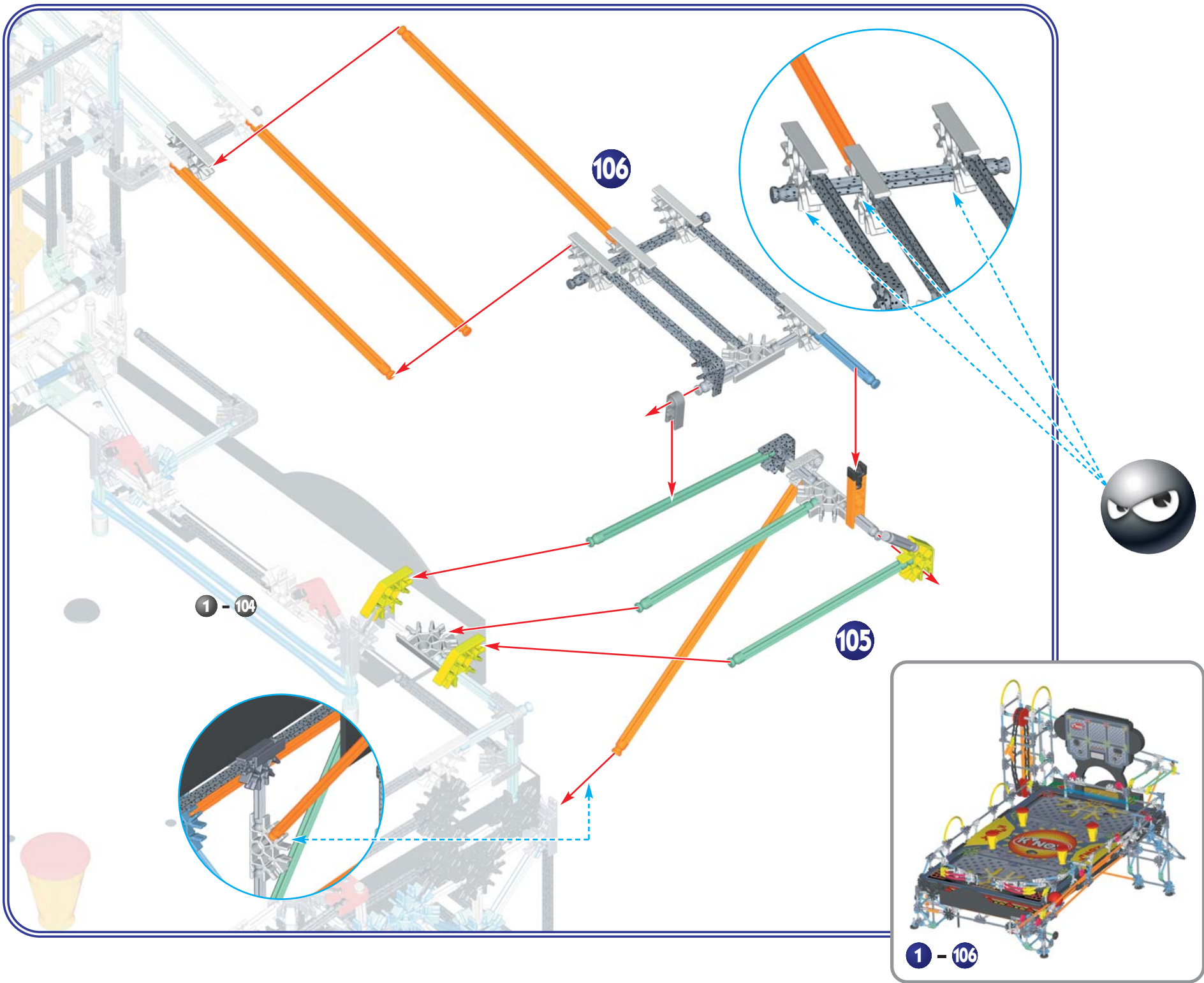


1 - 102

- (US) (GB) Turn the model this way.
- (F) Tourne le modèle de ce côté.
- (E) Da vuelta el modelo de esta manera.
- (D) Drehe das Modell in diese Richtung.
- (NL) Draai het model naar deze kant toe.



1 - 104



HOW TO PLAY PINBALL!



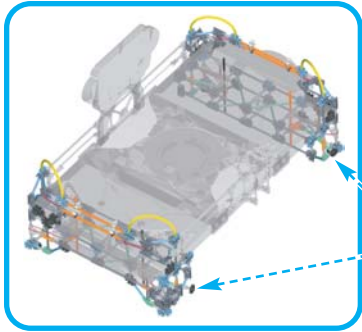
Rules for Pinball

You can play PINBALL by yourself or with a friend! In a solo game, a player attempts to break the high score and in a 2-Player game, the person with the highest score wins!

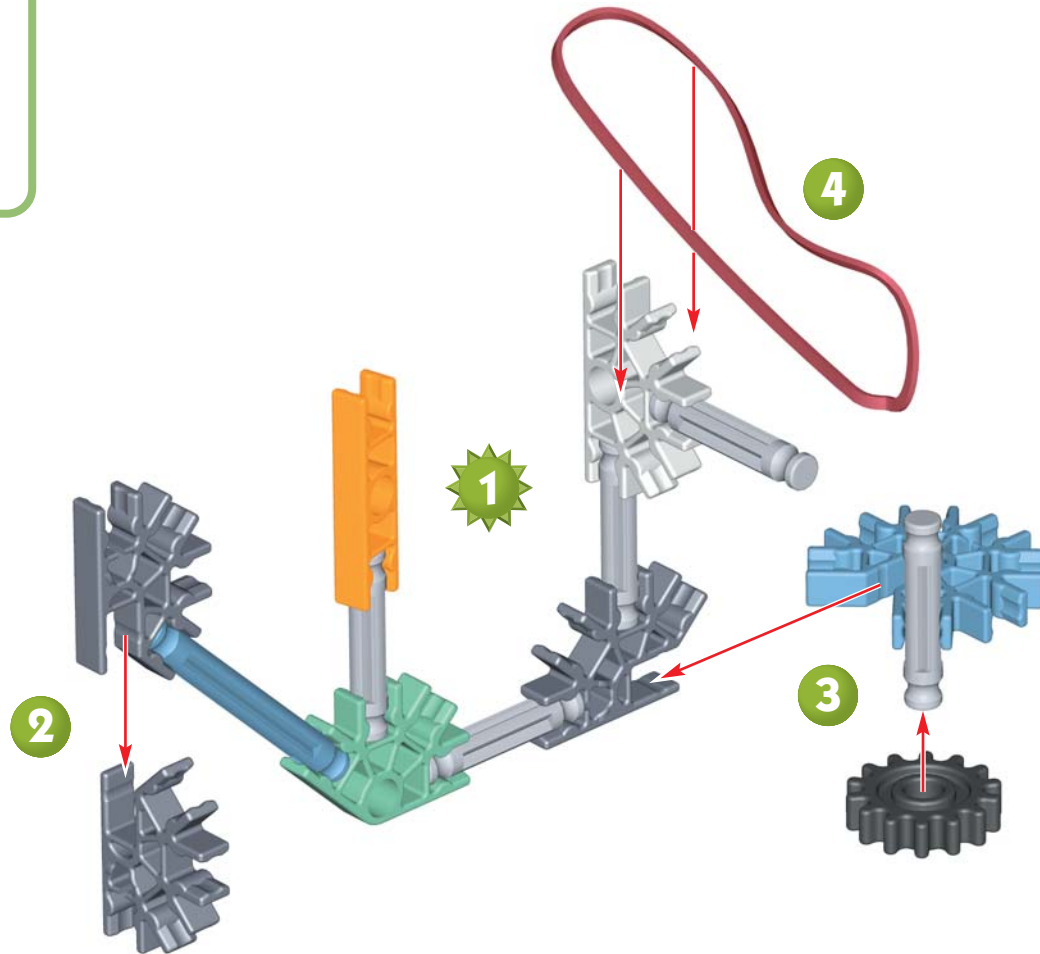
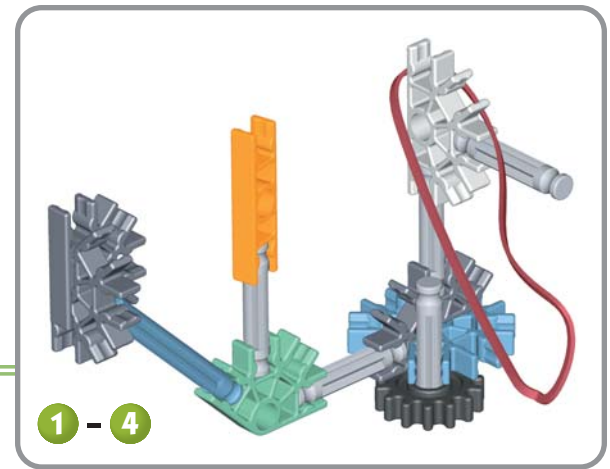
RULES for PINBALL:

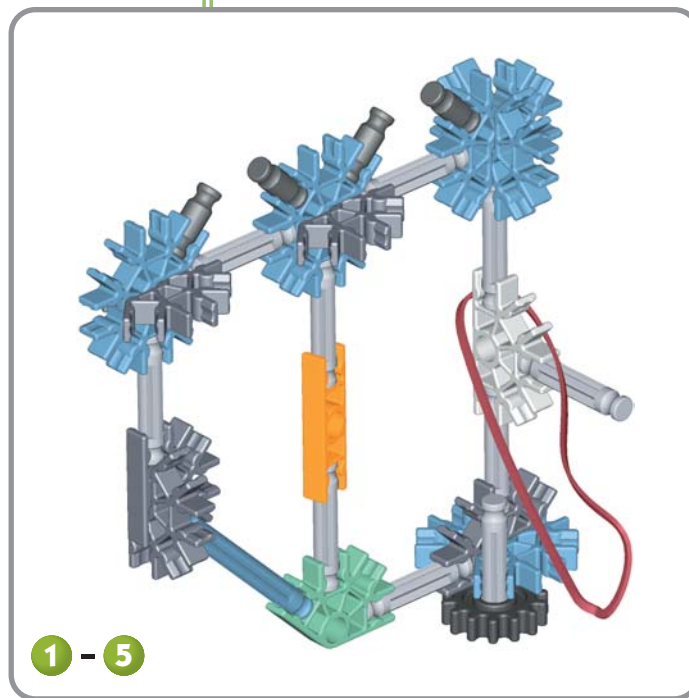
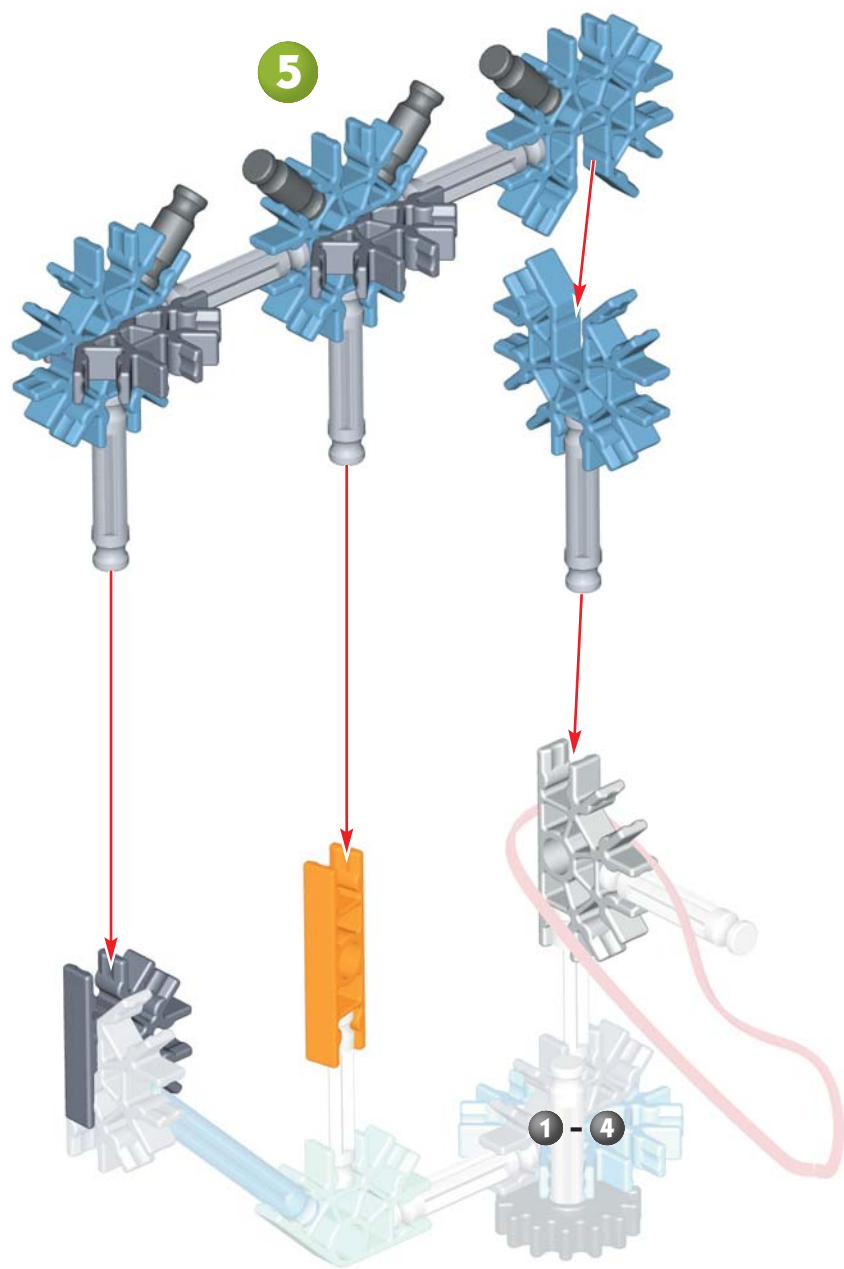
1. Begin by selecting a 1-Player or 2-Player PINBALL game. Do this by sliding the Game Mode Switch to the 1-Player (left) or 2-Player position (middle).
2. Turn the game on by rolling the Power Switch up with your finger. This switch also controls the sound volume of the game.
3. Press the Start/Reset Button to begin the game (you'll hear a musical beat when the game has successfully been started).
4. Place one Ball in the Ball Chute.
5. To put the Ball into play, pull the Plunger all the way back and release.
6. Use the Flippers to keep the Ball in play. The Flippers are operated by pushing the Flipper Buttons on the side of the Game Board.
7. Each time the Ball hits one of the Scoring Bumpers, 5 points are scored. Try hitting the Bonus Sensor all the way in the back for 25 points!
8. The Psycho Spinner will reverse directions each time you hit the Bonus Sensor.
9. In a 1-Player game, the game is over when 3 Balls are lost.
10. In a 2-Player game, each person receives 3 Balls in alternating order. It is Player 1's turn when the Player 1 Light (Green) is on. It is Player 2's turn when the Player 2 Light (Red) is on.
11. When all 6 Balls have been played, the game is over. The Scoreboard will show the ending scores of both players. Player 1's score is showing when the Player 1 Light (Green) is on. Player 2's score is showing when the Player 2 Light (Red) is on.
12. Press the Start/Reset Button to start a new game!
13. The game can be turned off by either waiting 2 minutes or rolling the Power Switch down with your finger until you hear a "click".
14. For an even greater challenge, try changing up the layout of the Game Board.

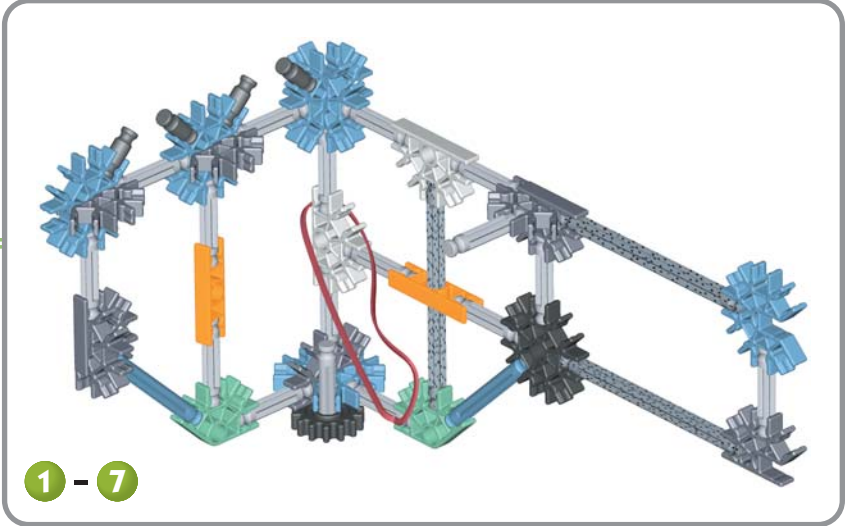
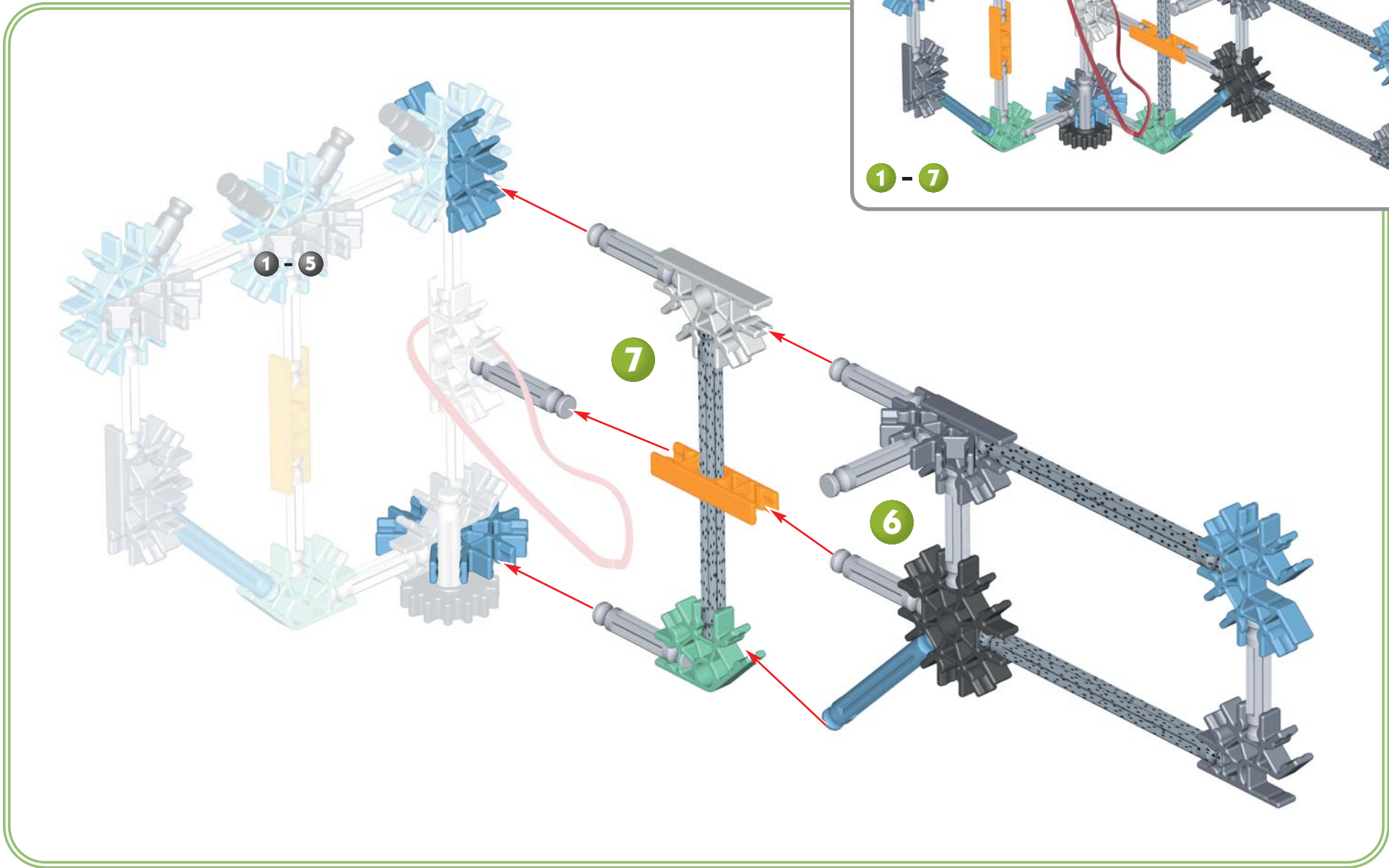
Speedball

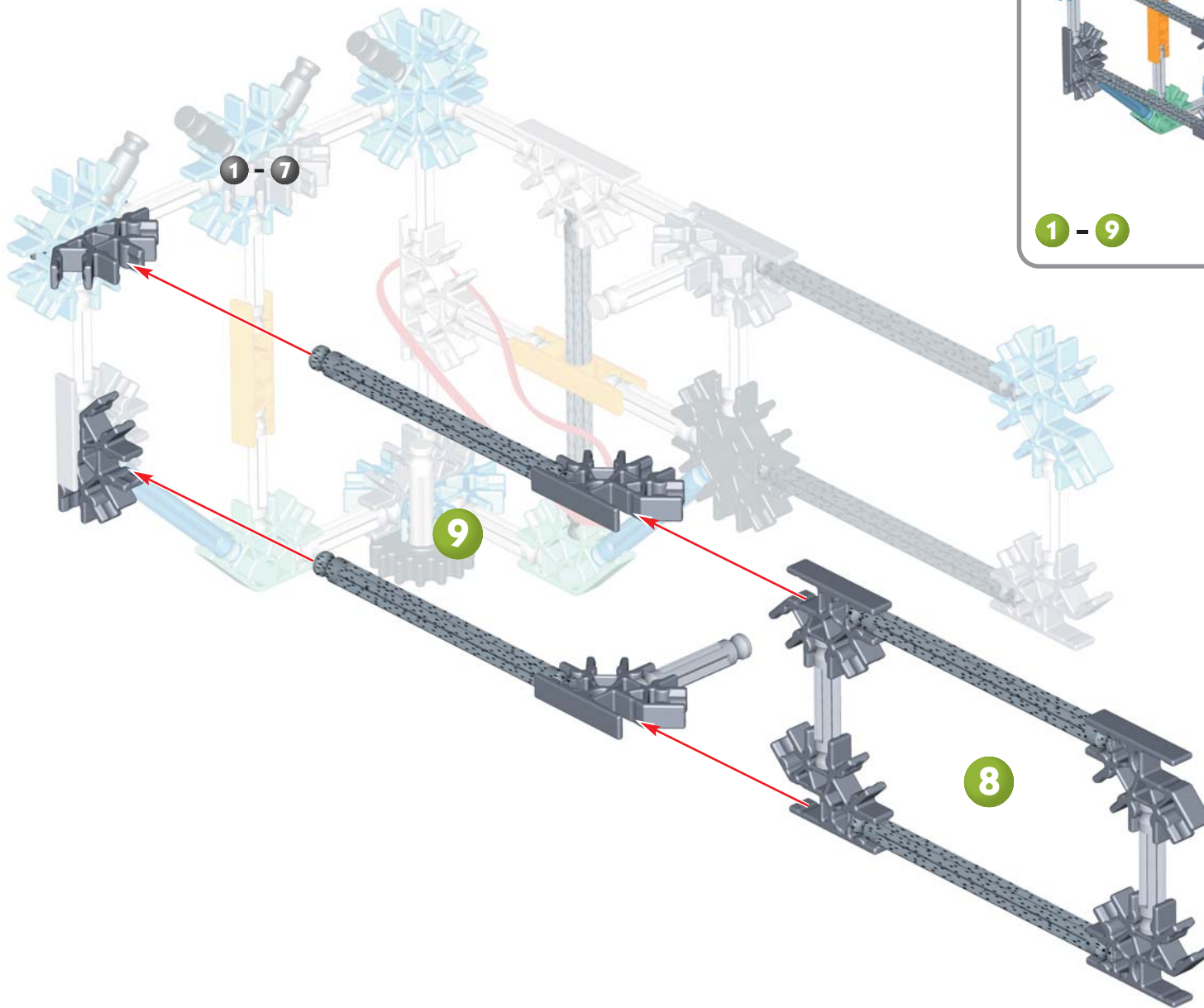


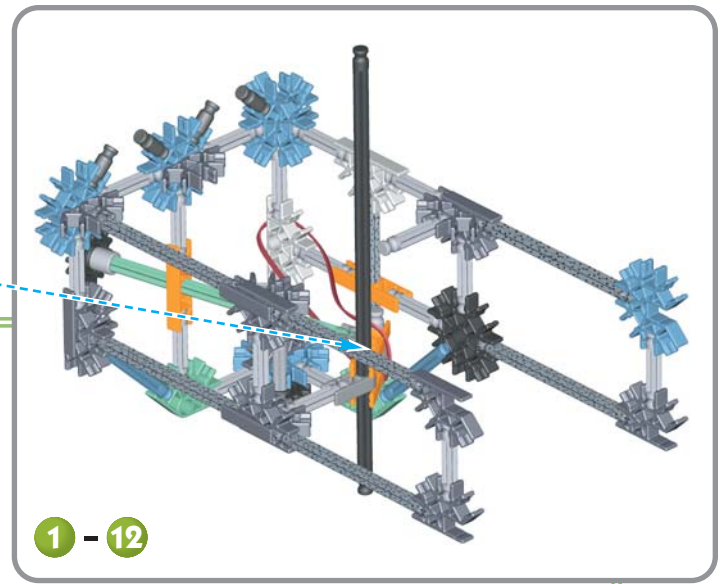
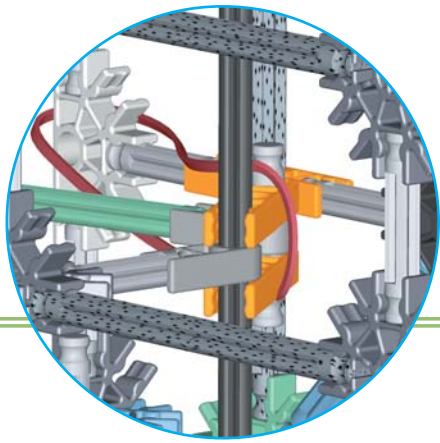
- US** **GB** Let's get started by building the legs!
- F** Commence l'assemblage des pieds.
- E** Empieza a construir las patas.
- D** Beginne mit dem Bauen der Beine.
- NL** Begin met de poten op te bouwen.



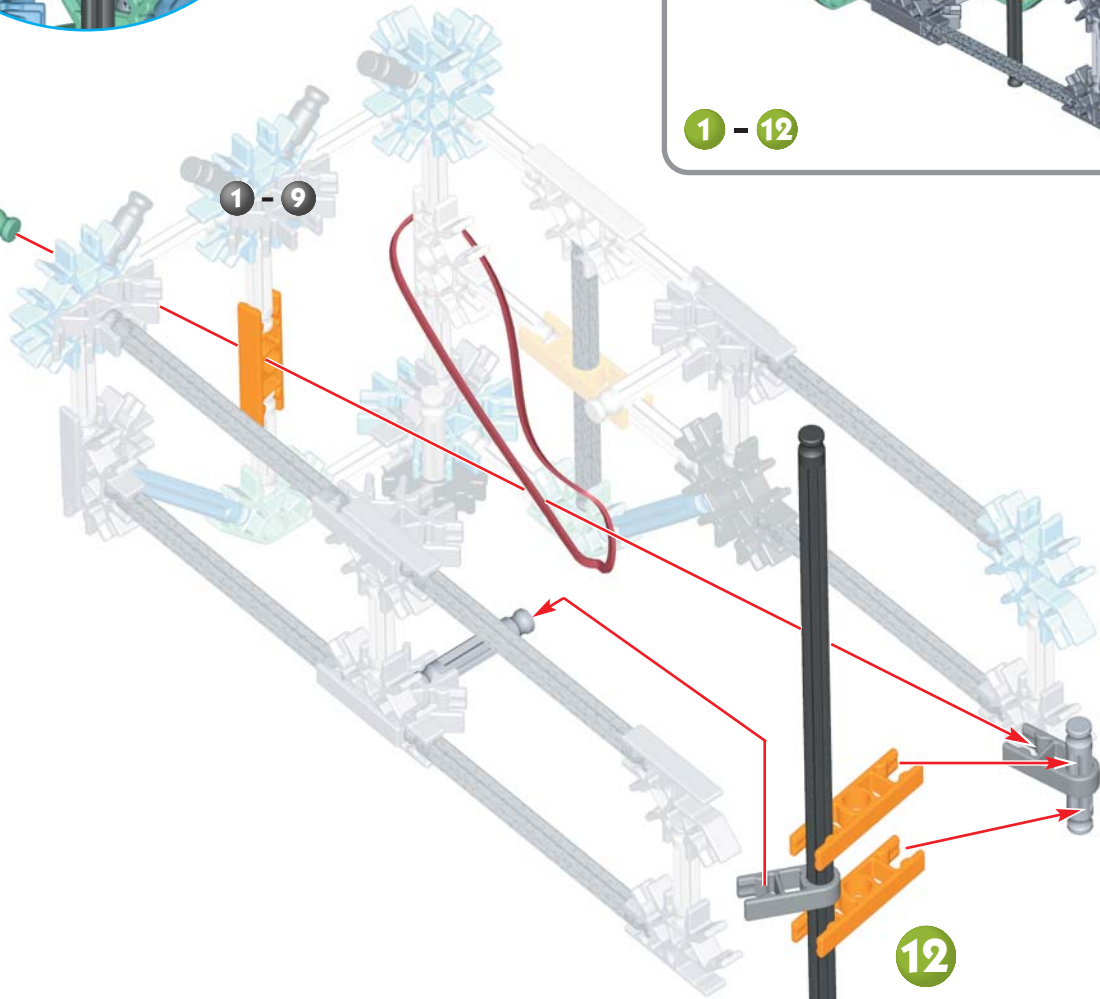








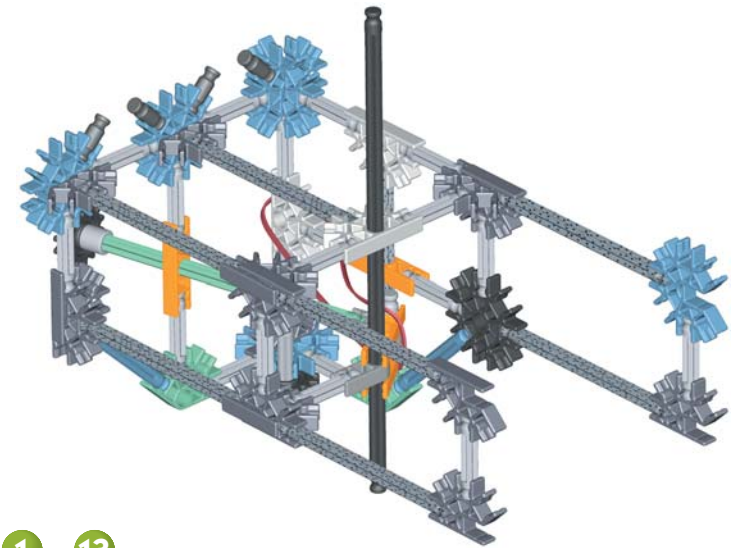
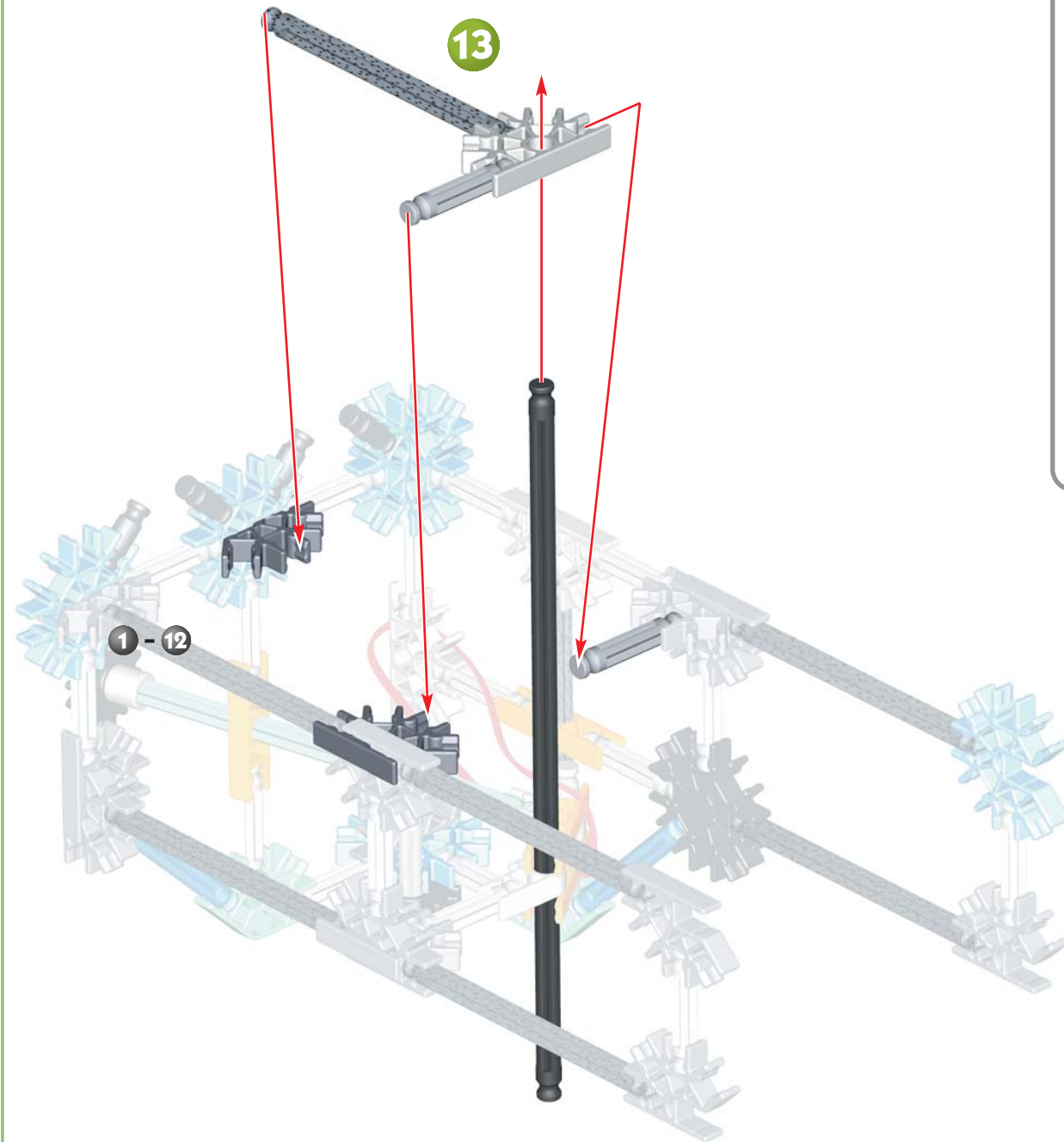
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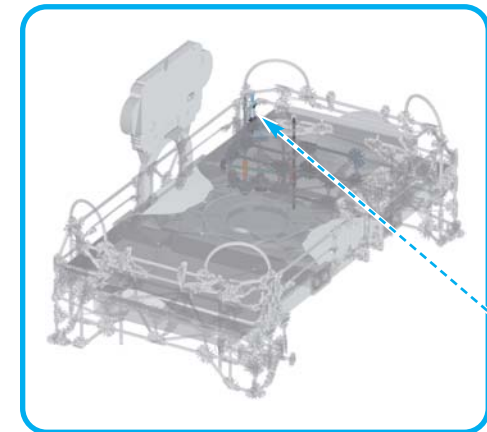
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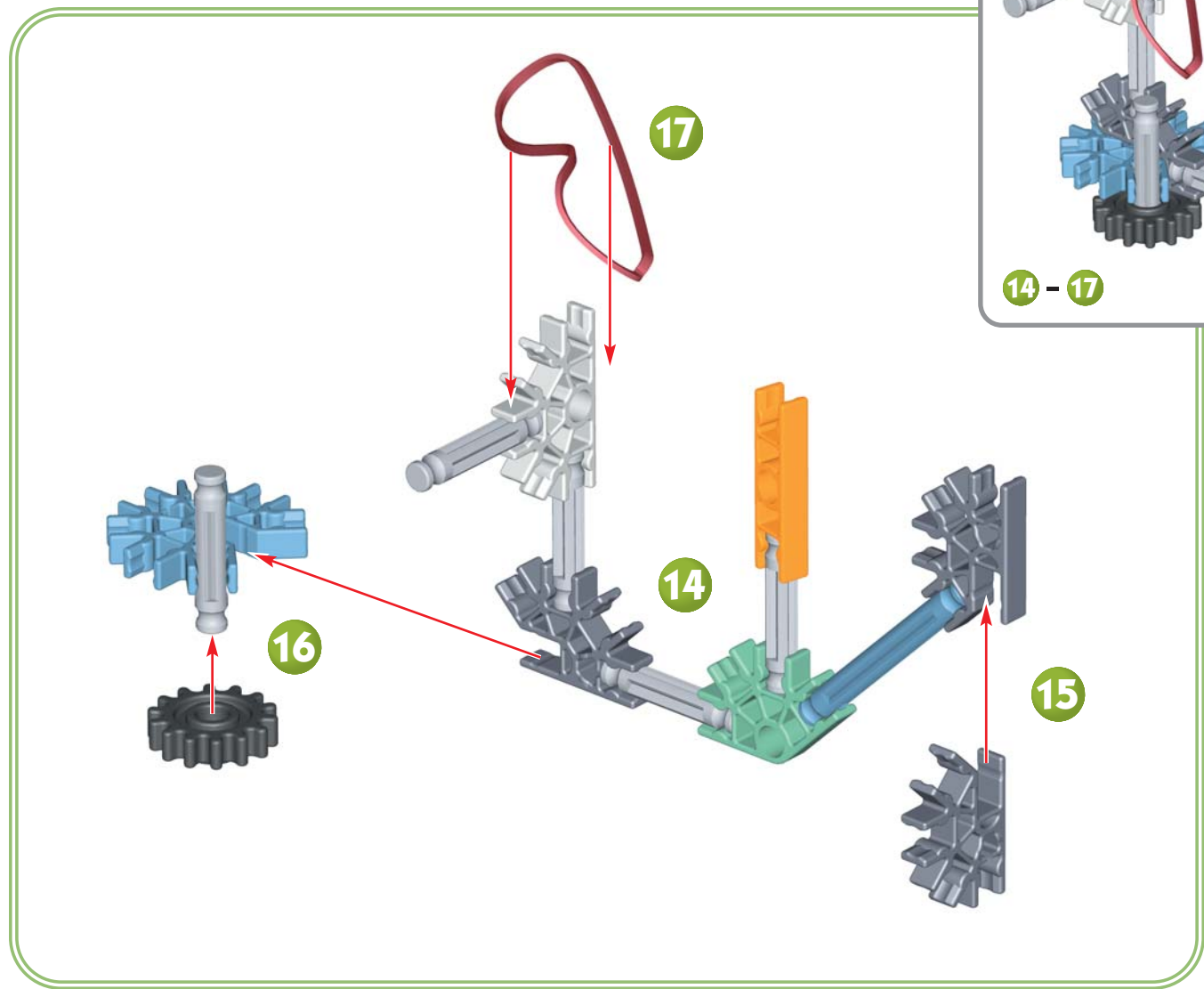
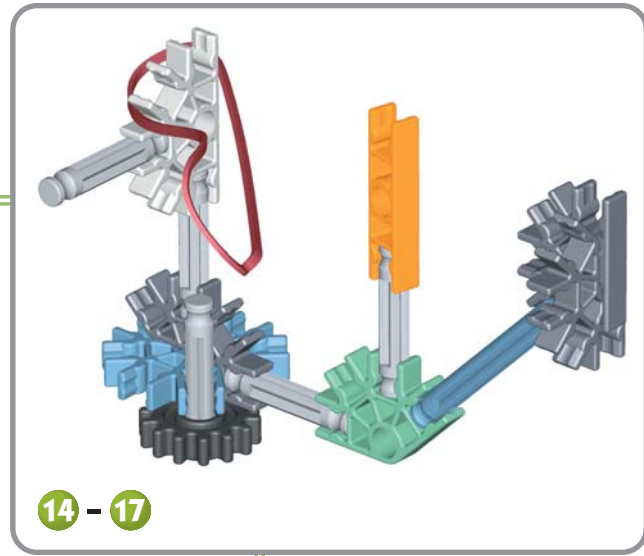
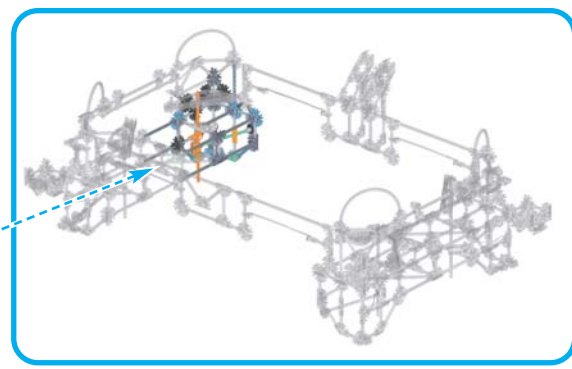
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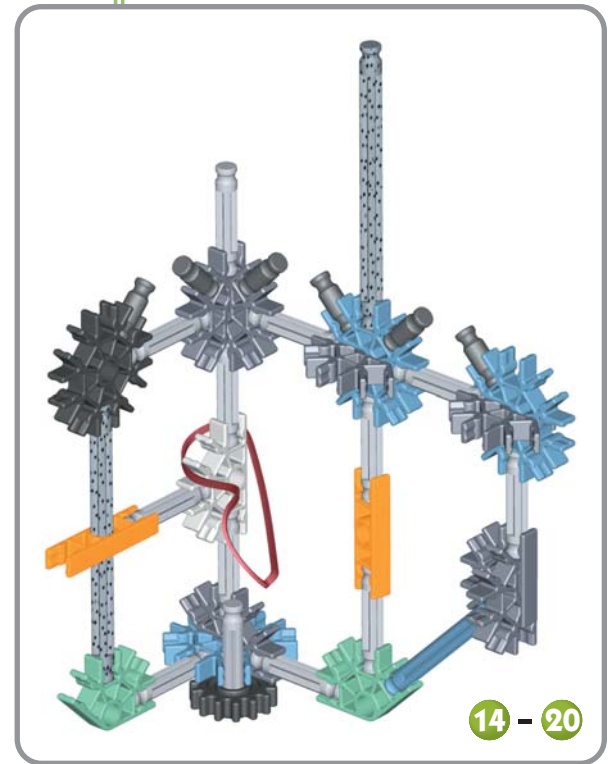
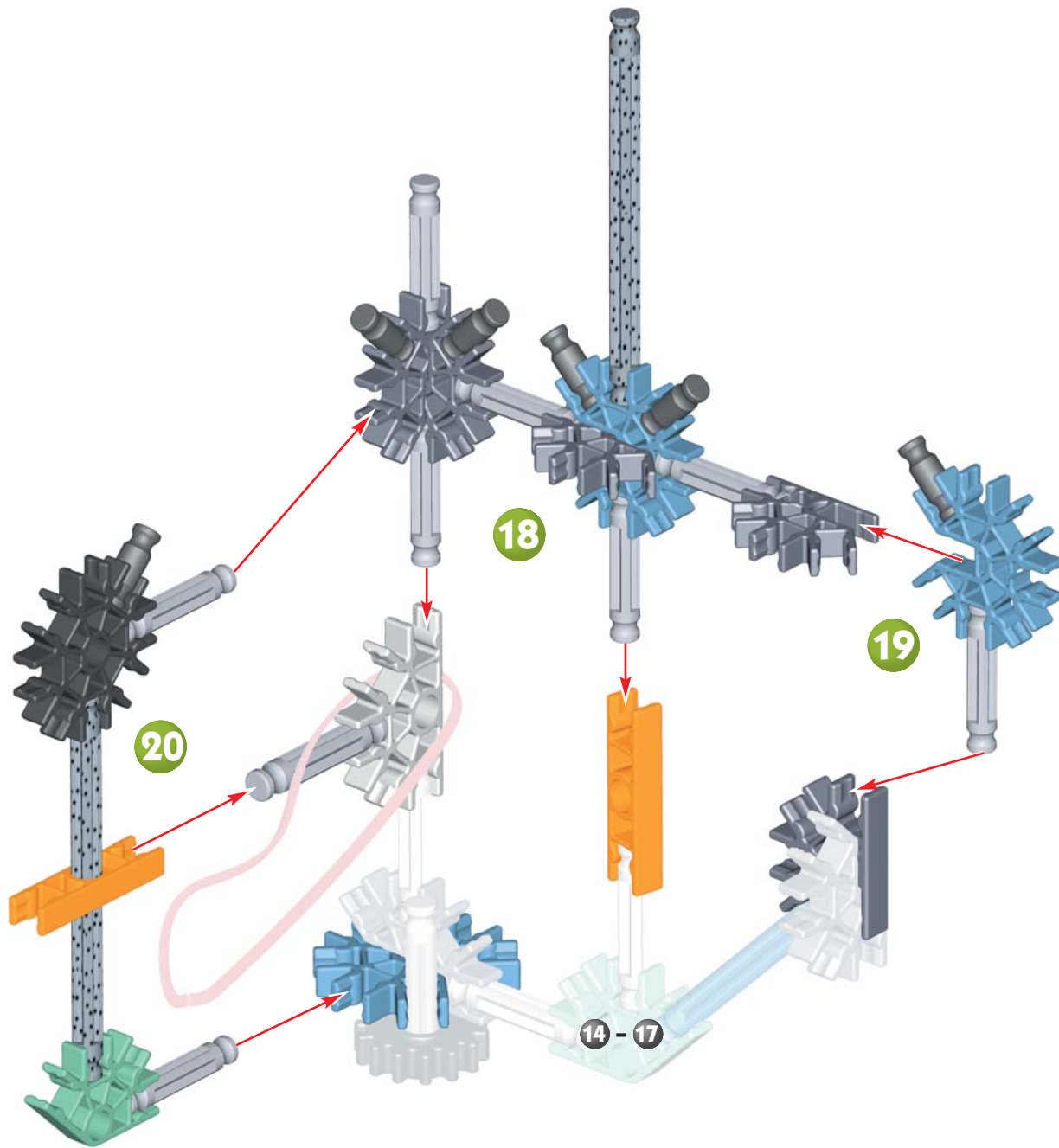


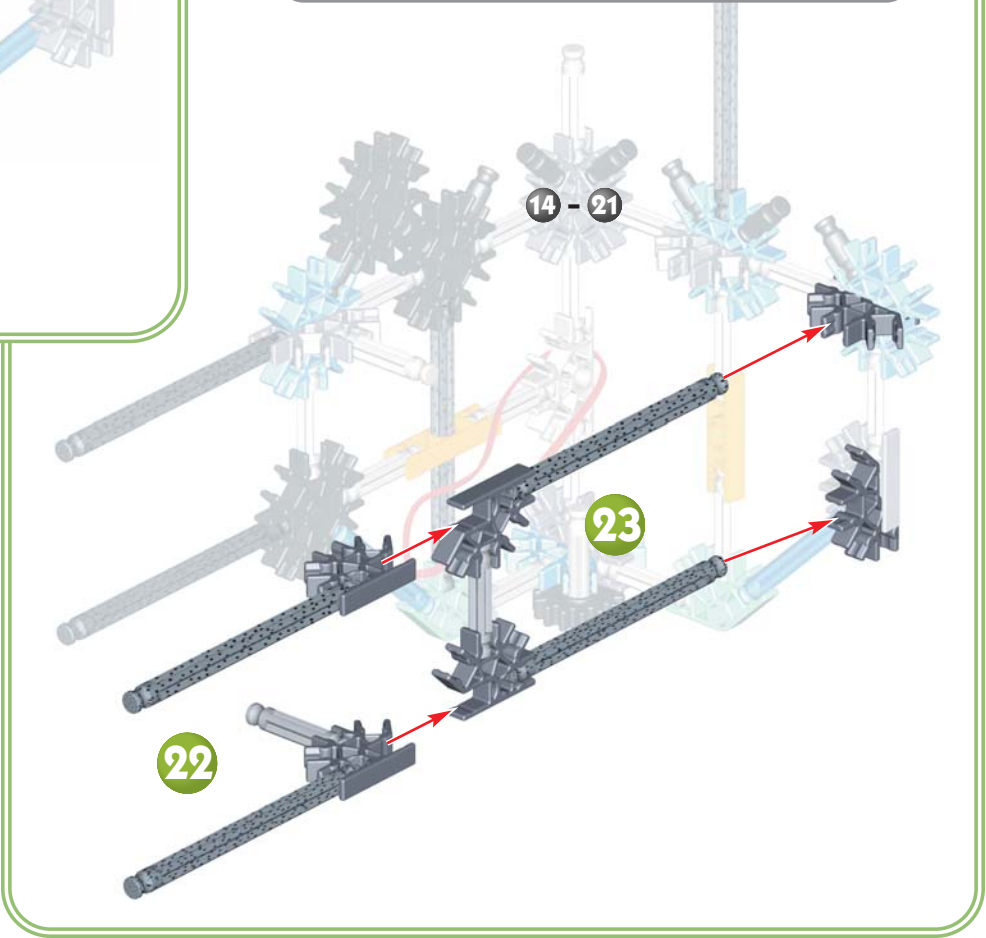
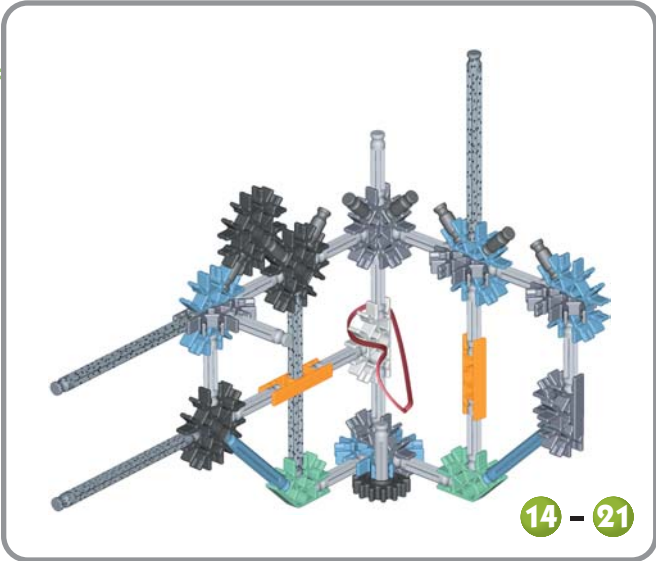
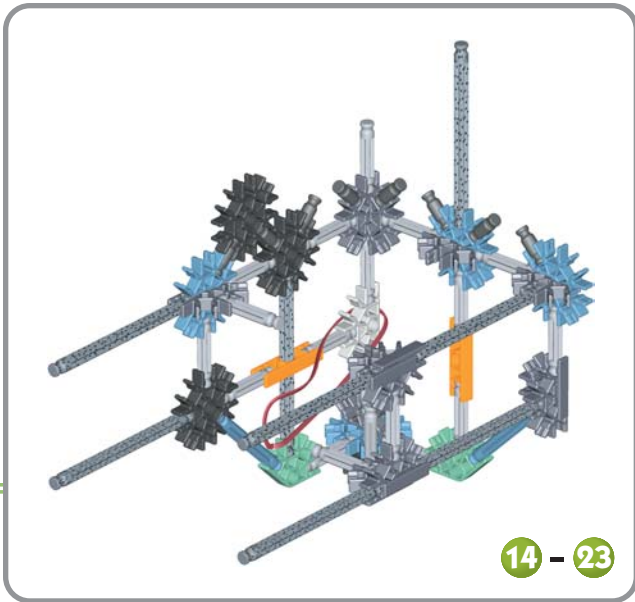
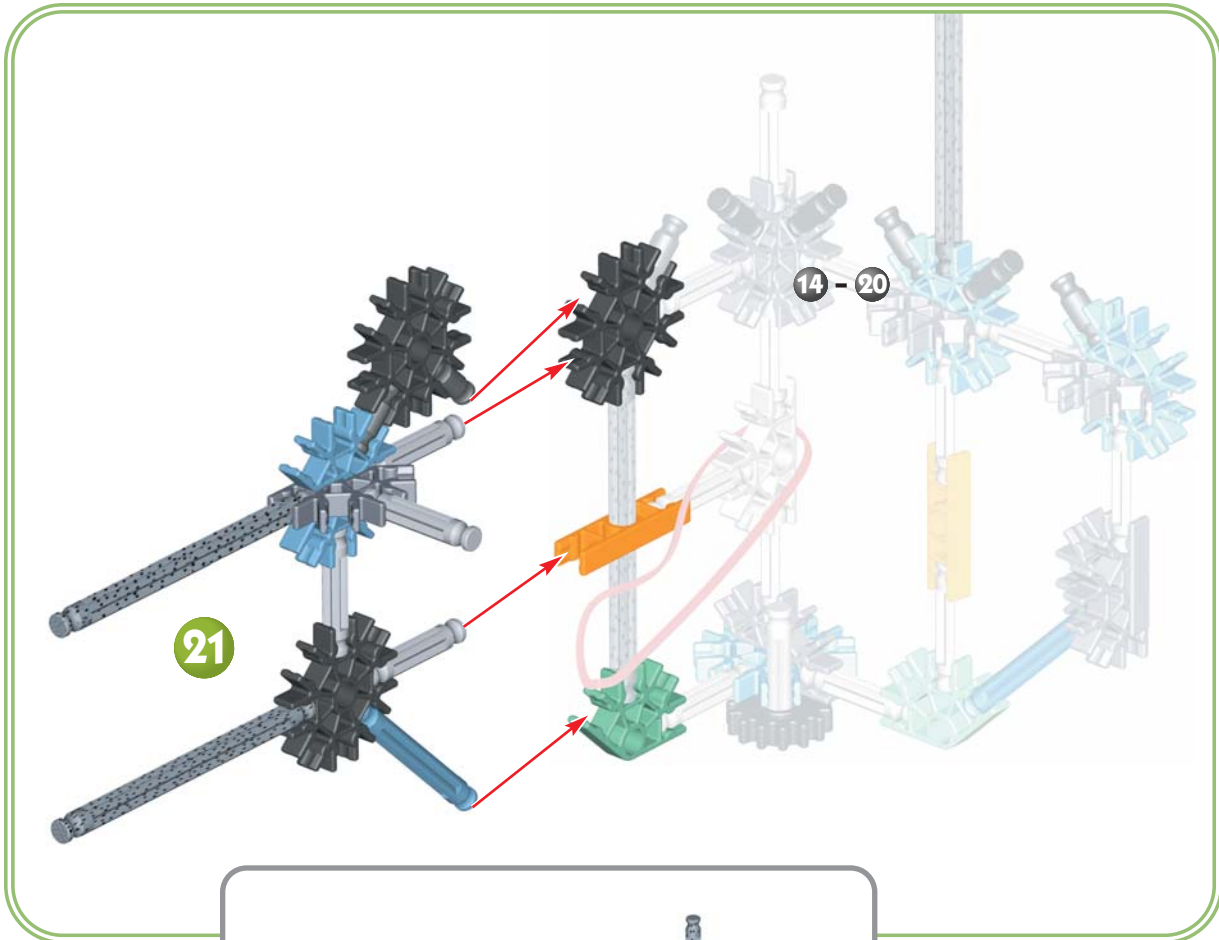
- (US) (GB) Great! You finished the first half of the leg. Set it aside.
- (F) Super ! Tu as terminé la première moitié du pied. Mets-le de côté.
- (E) ¡Muy bien! Terminaste la primera mitad de la pata. Ponla aparte.
- (D) Gut gemacht! Die erste Hälfte des Beines hast du bereits fertig gebaut. Lege es zur Seite.
- (NL) Fantastisch ! De eerste helft van de poot is afgewerkt. Zet het op kant.

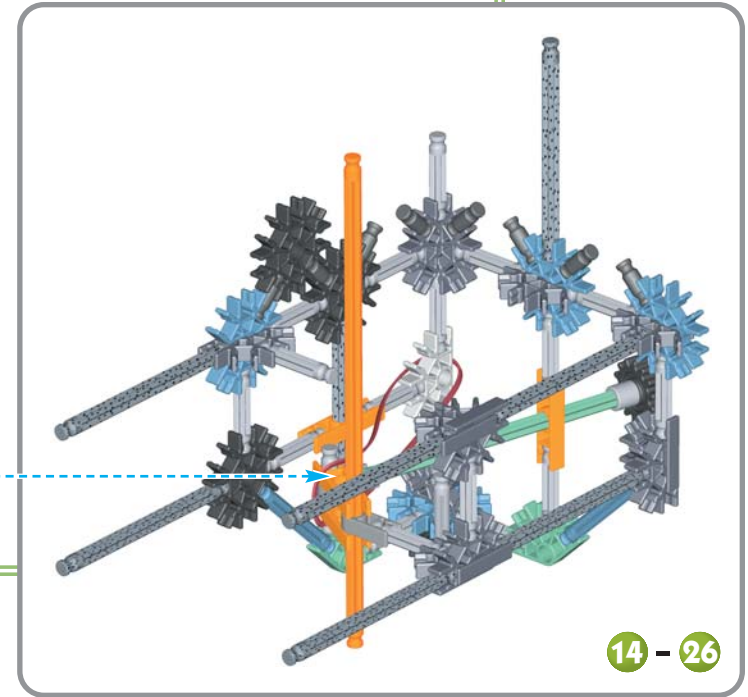
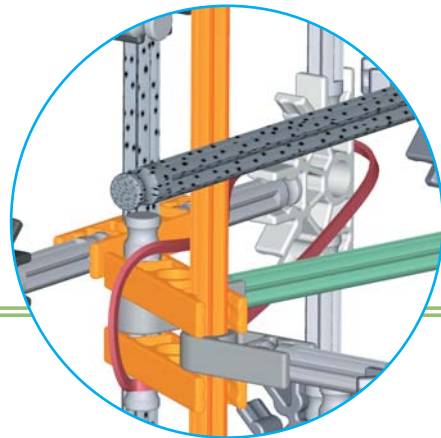
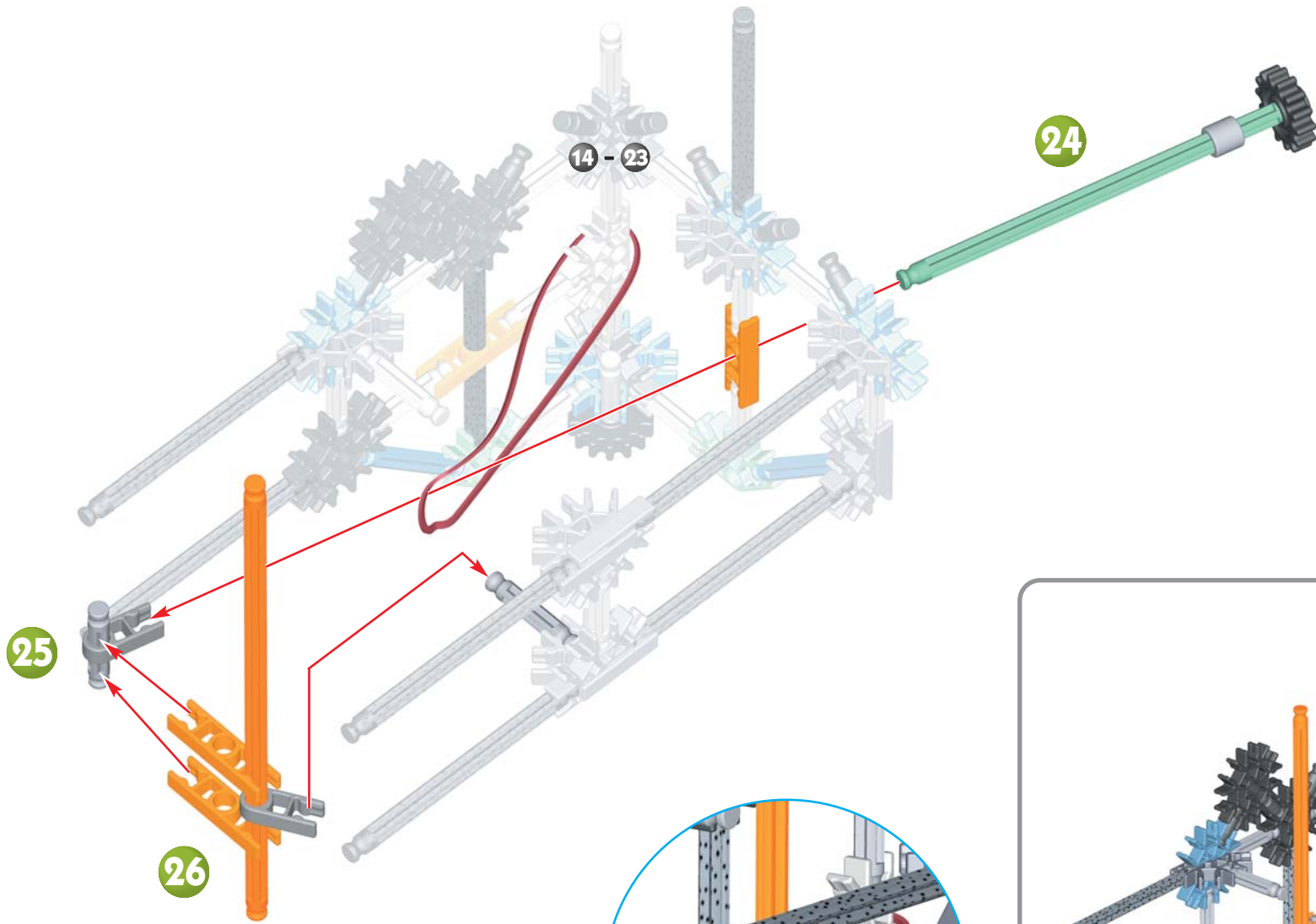


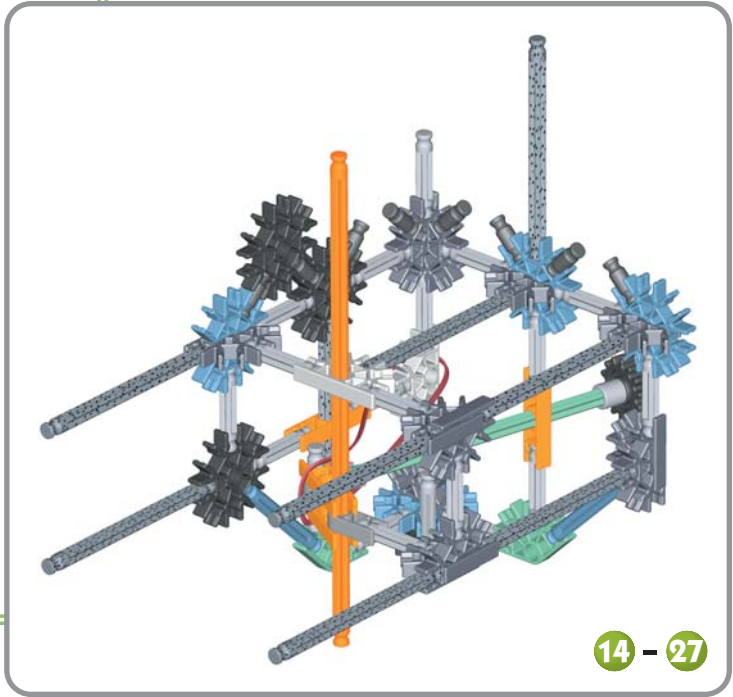
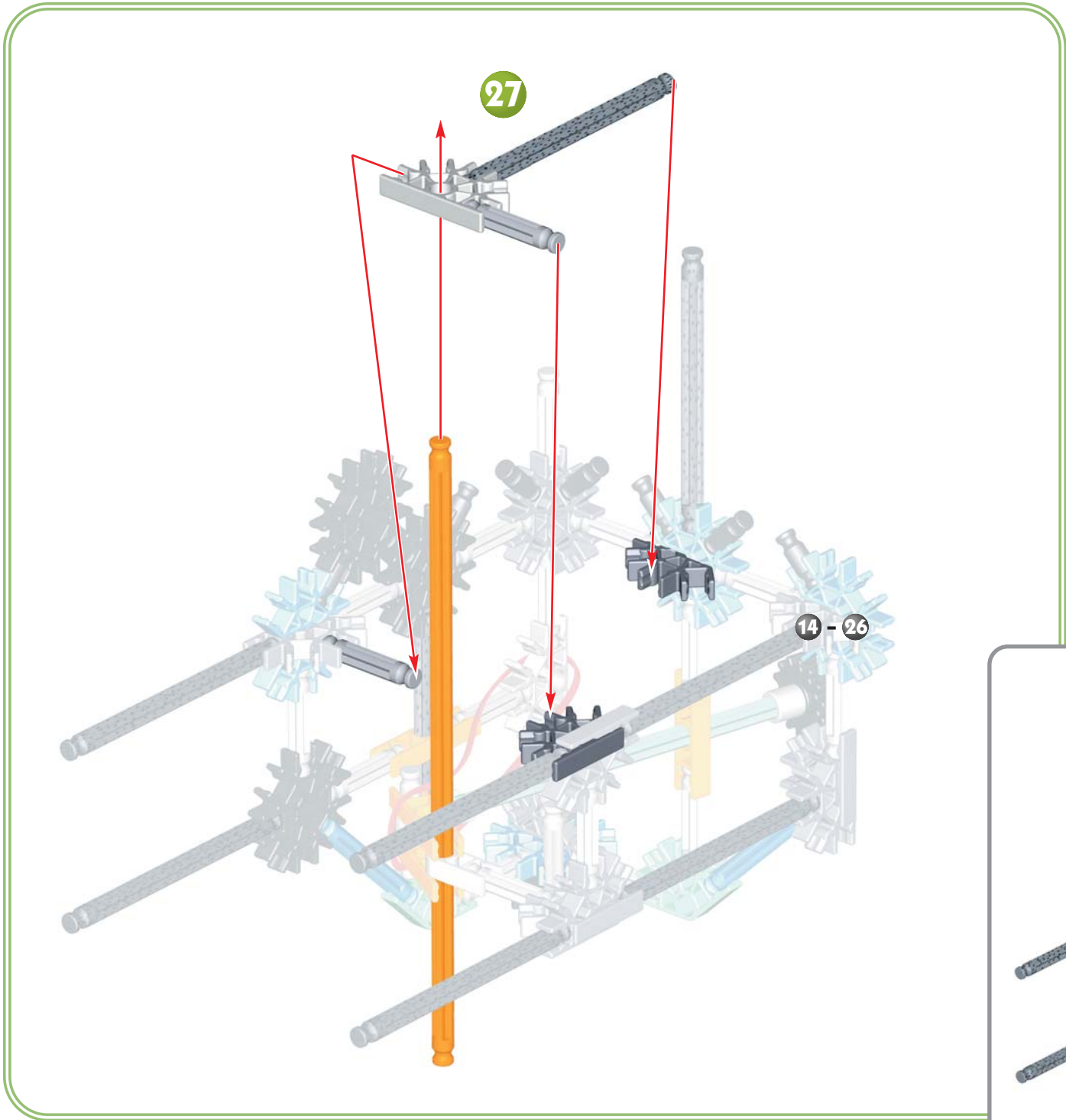
- US** **GB** Now we'll build the other half.
- F** Nous allons maintenant assembler la deuxième moitié.
- E** Ahora vamos a construir la otra mitad.
- D** Nun bauen wir die andere Hälfte.
- NL** Nu gaan we de andere helft opbouwen.

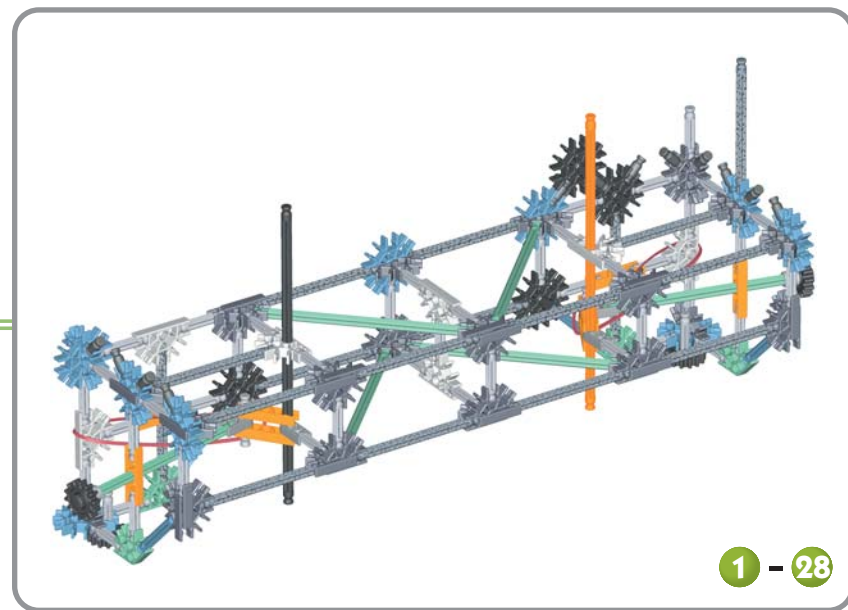
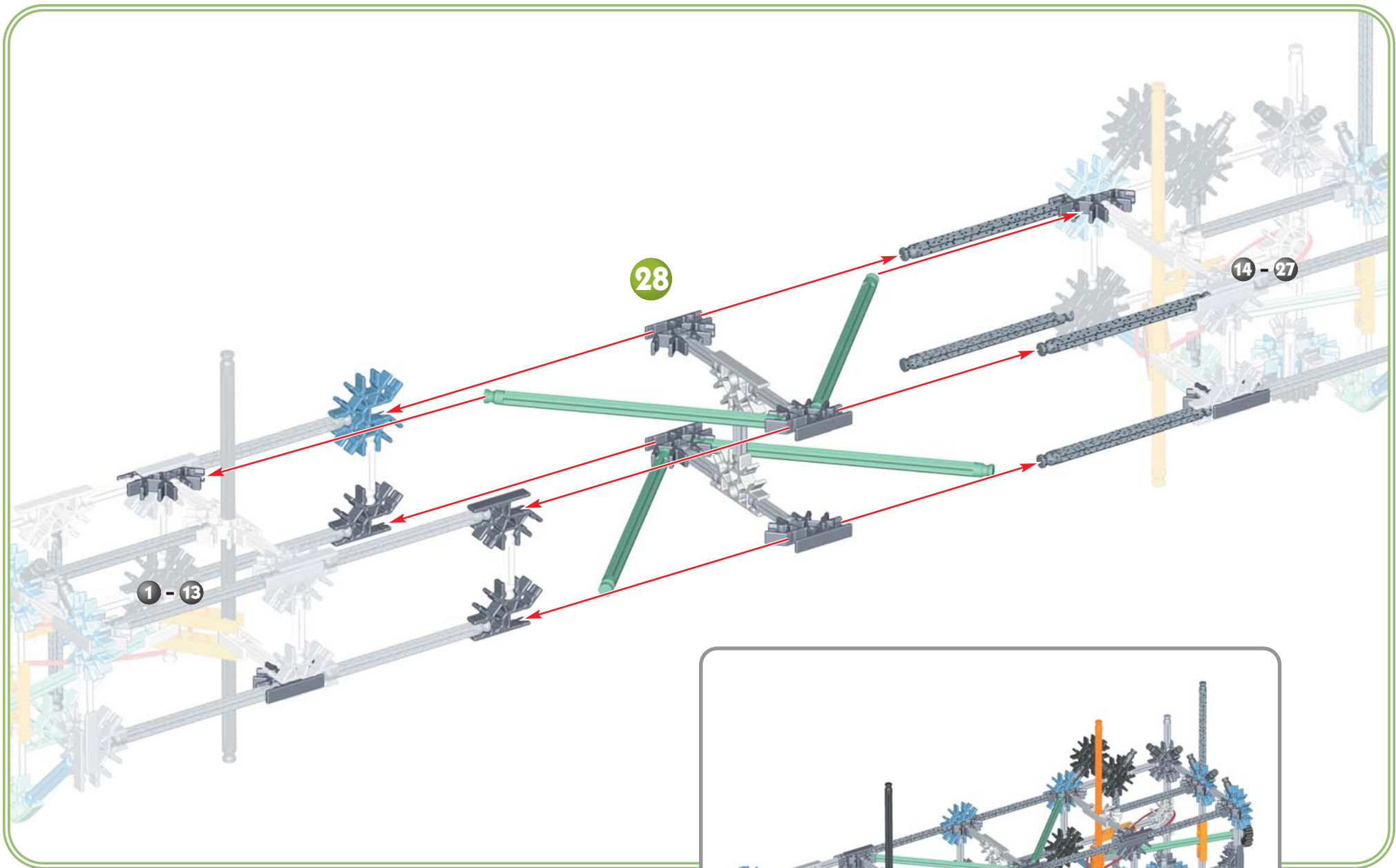


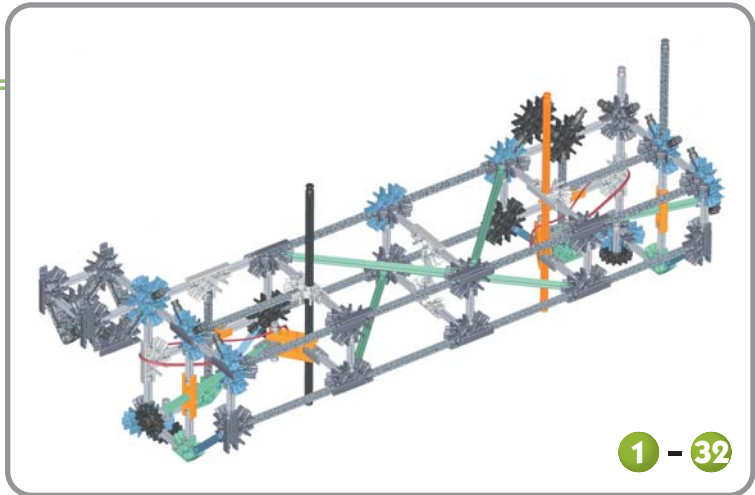
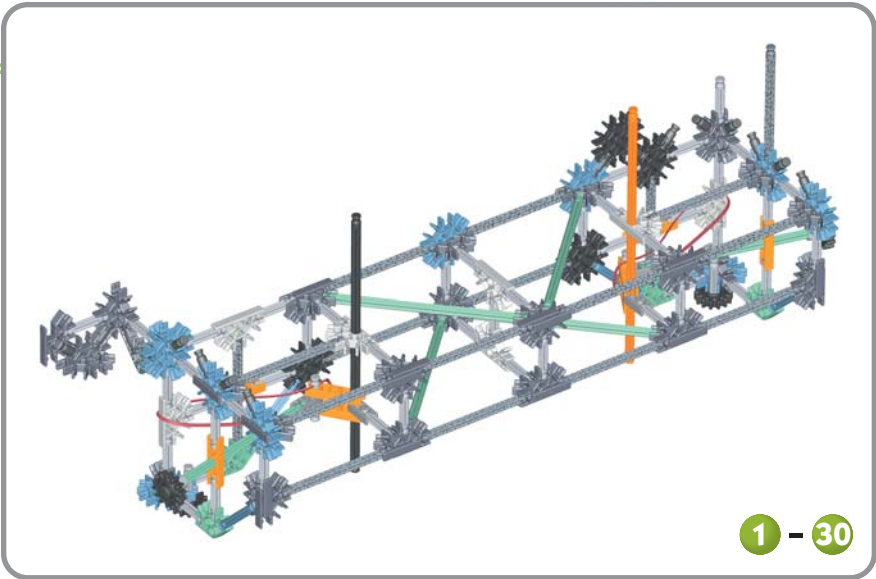
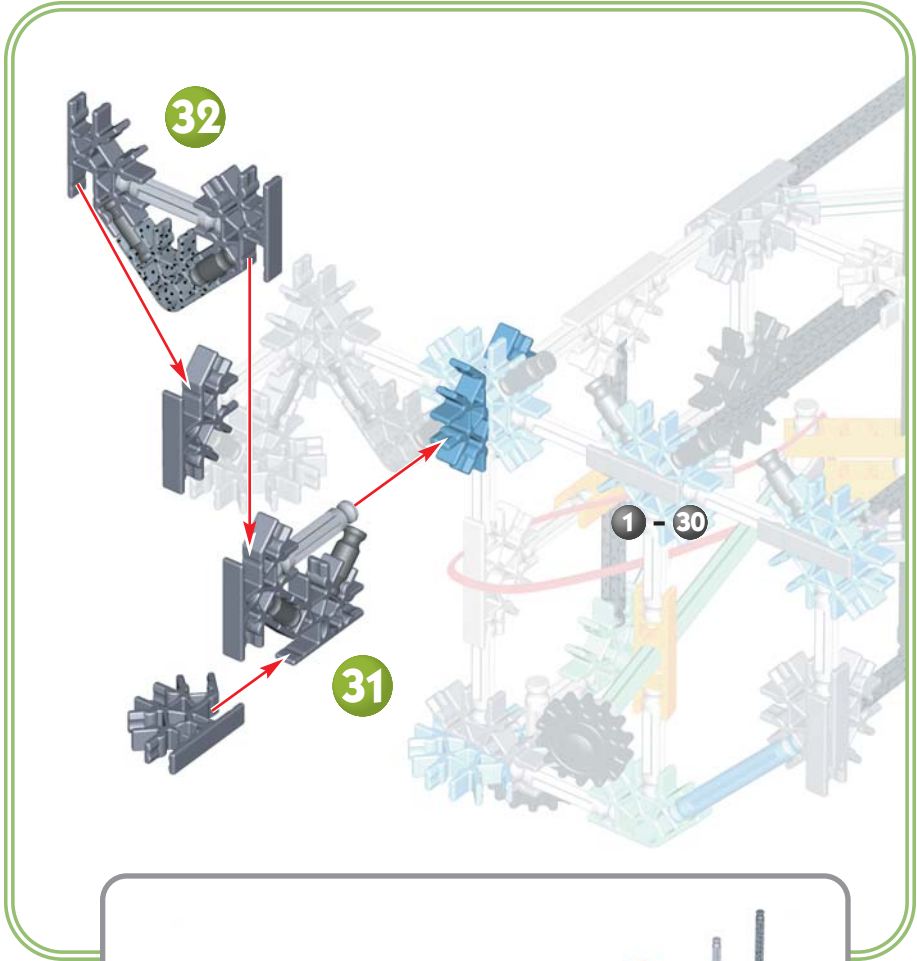
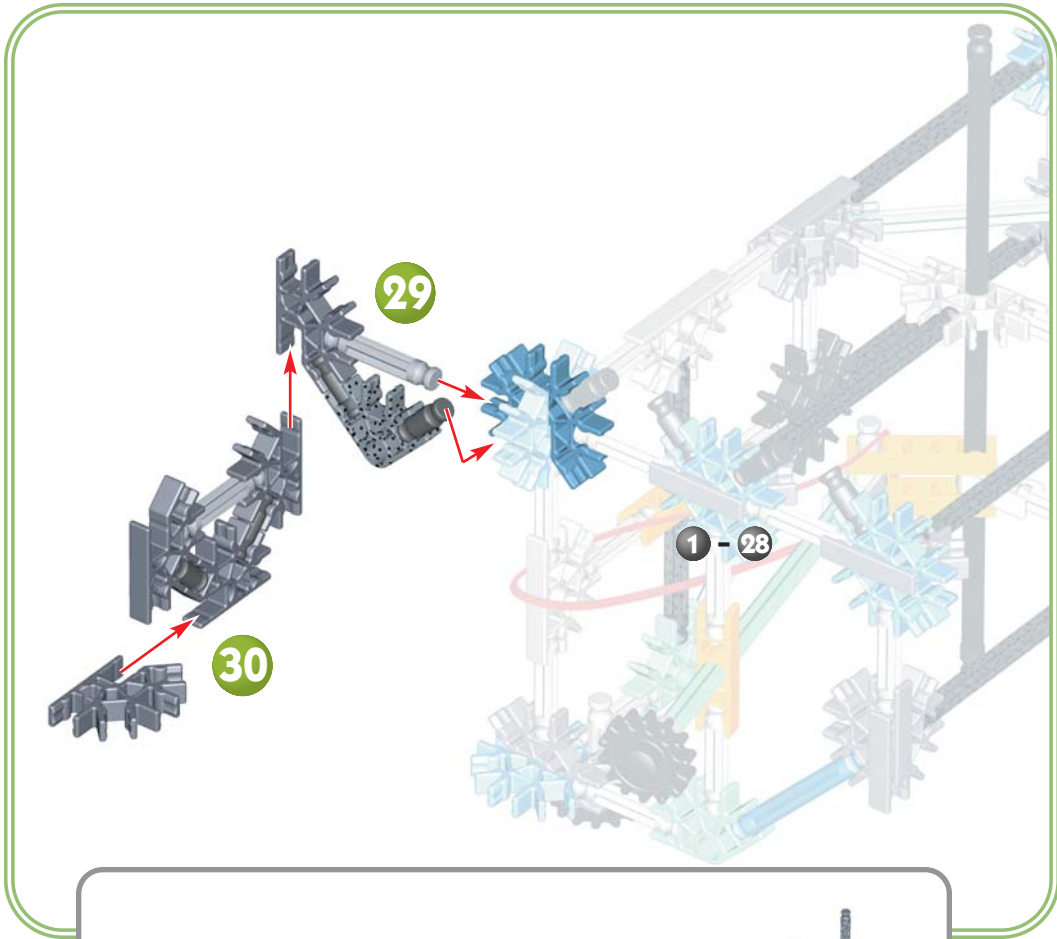


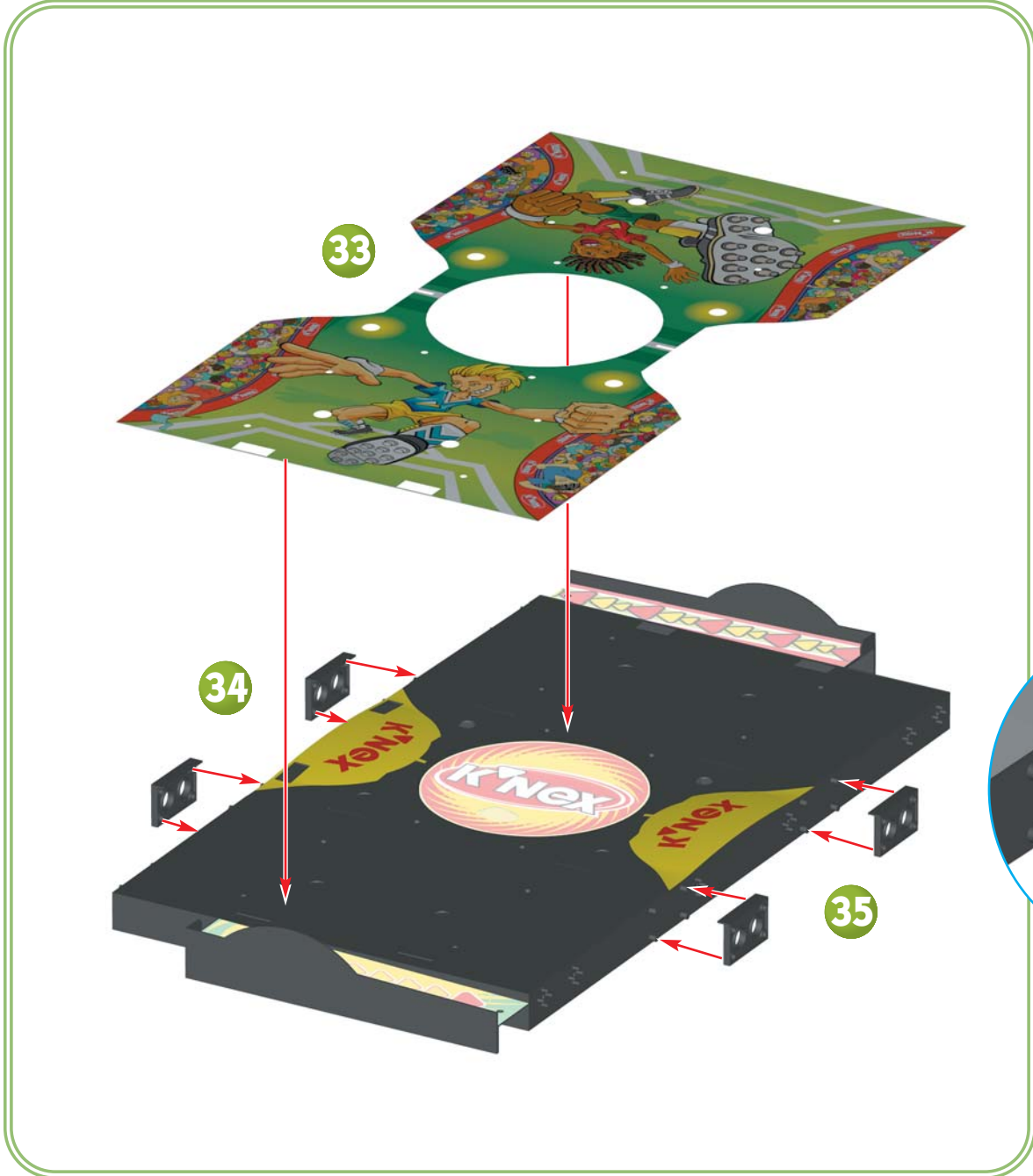




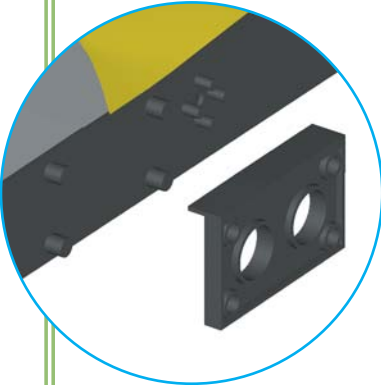






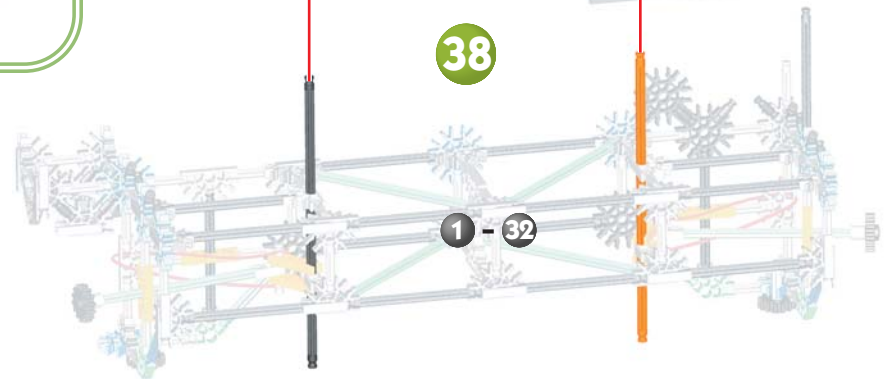
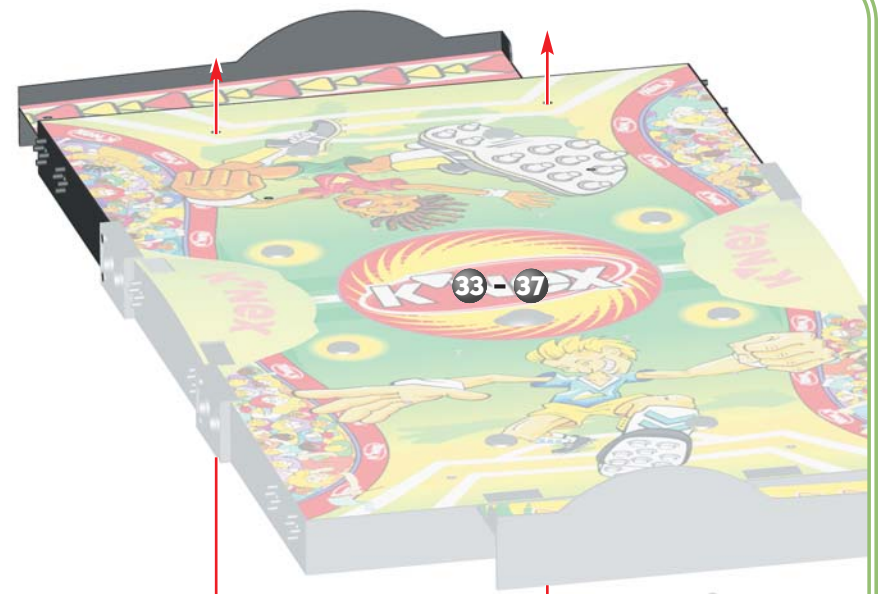


- US GB** If your Game Board is already assembled for PINBALL, you need to remove the Clamps, flip the picture over, then put the Clamps back on.
- F** Si ton tableau de jeu est déjà assemblé pour le PINBALL, il faut que tu retires les crampons, retournes l'illustration, puis remettes les crampons.
- E** Si el Tablero de Juego ya está preparado para Pinball, necesitas sacar las abrazaderas, dar vuelta la figura y luego volver a poner las abrazaderas.
- D** Falls dein Spielbrett für den Flipperautomaten bereits zusammengebaut ist, musst du die Klemmen entfernen, das Bild umdrehen und dann die Klemmen wieder befestigen.
- NL** Indien je spelbord reeds opgebouwd is voor PINBALL (FLIPPER), moeten de klemmen verwijderd worden, de afbeelding omgedraaid worden en de klemmen dan weer vastgezet worden.

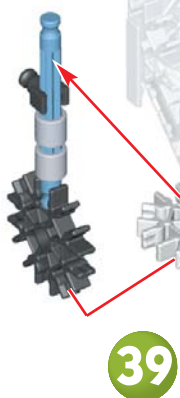
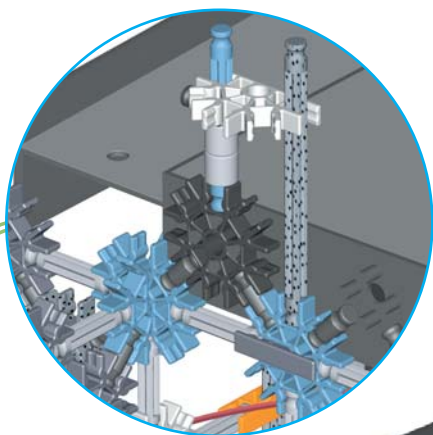




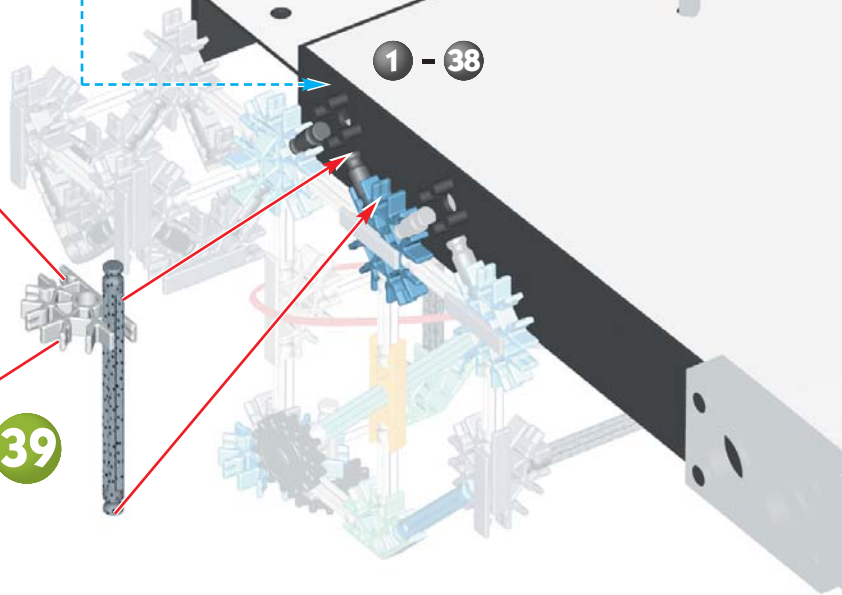
- US GB Use the Plugs to cover the unused Bumper holes.
- F Utilise les fiches pour recouvrir les trous du senseur qui ne sont pas utilisés.
- E Usa los tapones para cubrir los agujeros de los Sensores que no sean usados.
- D Die nicht benutzen Sensoröffnungen kannst du mit den Steckern abdecken.
- NL Gebruik de plugs om de ongebruikte sensoropeningen af te dekken.



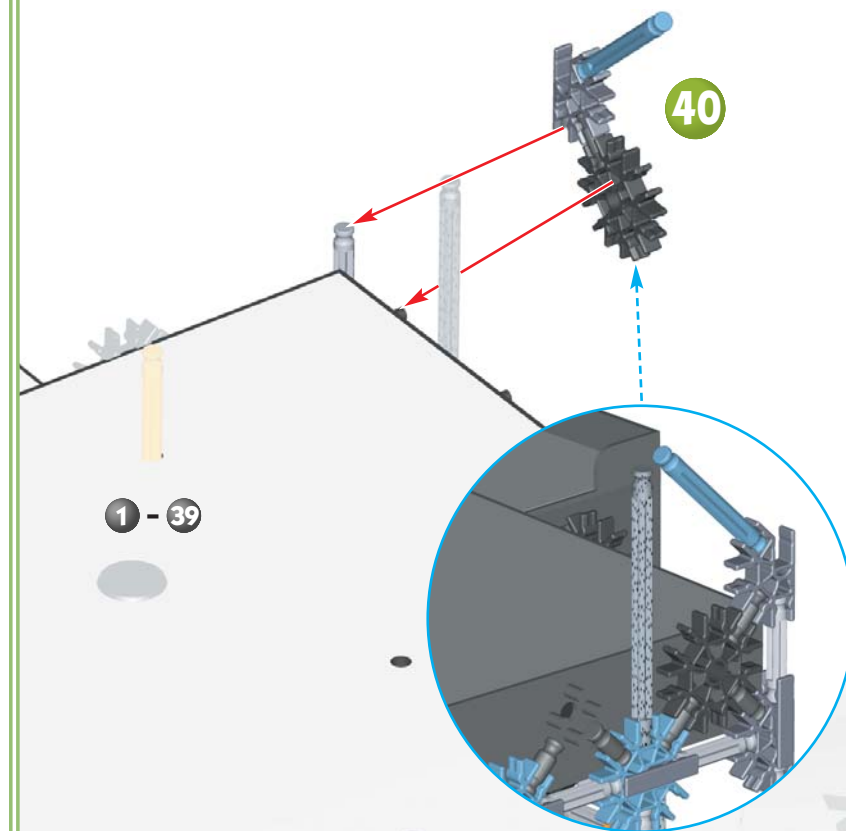
- US** **GB** Pictures are shown in gray to make it easier to assemble the K'NEX parts.
- F** Les dessins sont en gris afin de faciliter l'assemblage des pièces K'NEX
- E** Las figuras se muestran en color gris, para que sea más fácil armar las partes de K'NEX.
- D** Damit das Zusammenbauen der K'NEX-Teile leichter verständlich ist, sind die Bilder in grau gedruckt.
- NL** Afbeeldingen zijn in het grijs vertoond om het monteren van de K'NEX stukken te vergemakkelijken.



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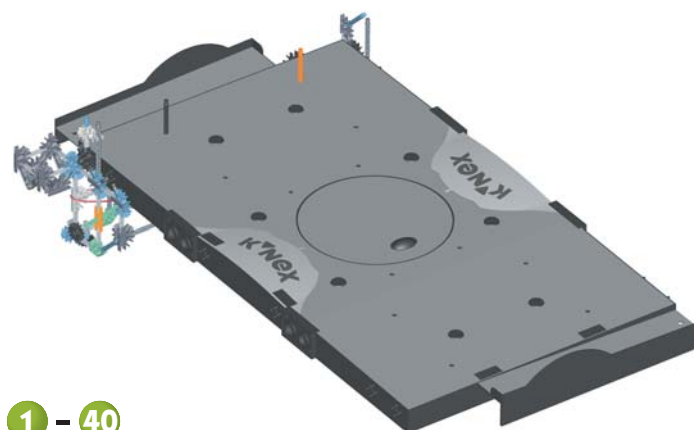


1 - 38

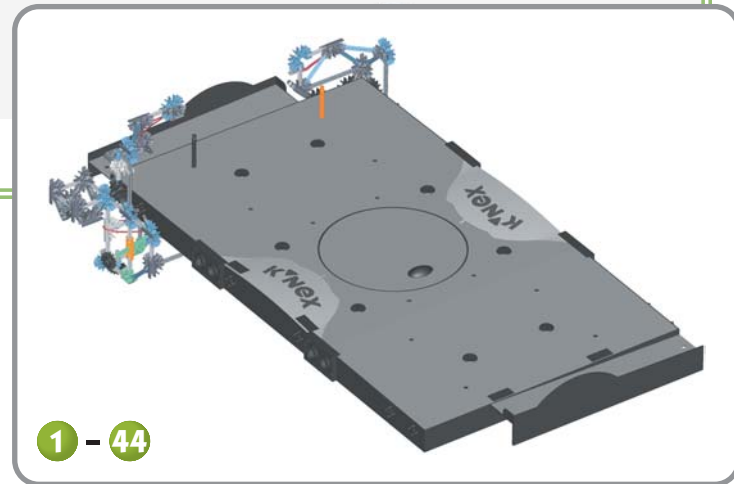
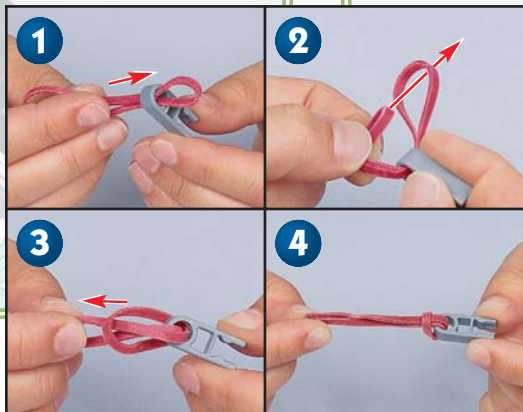
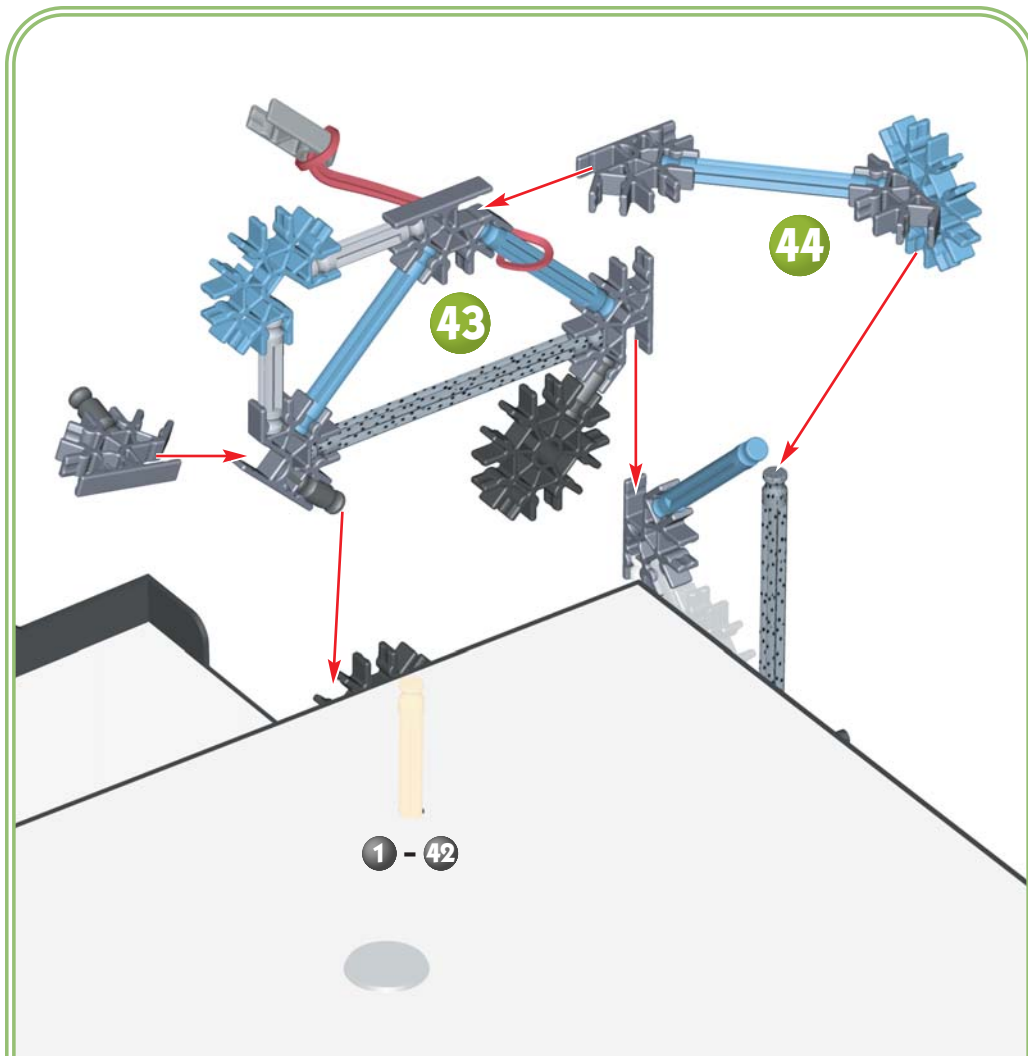
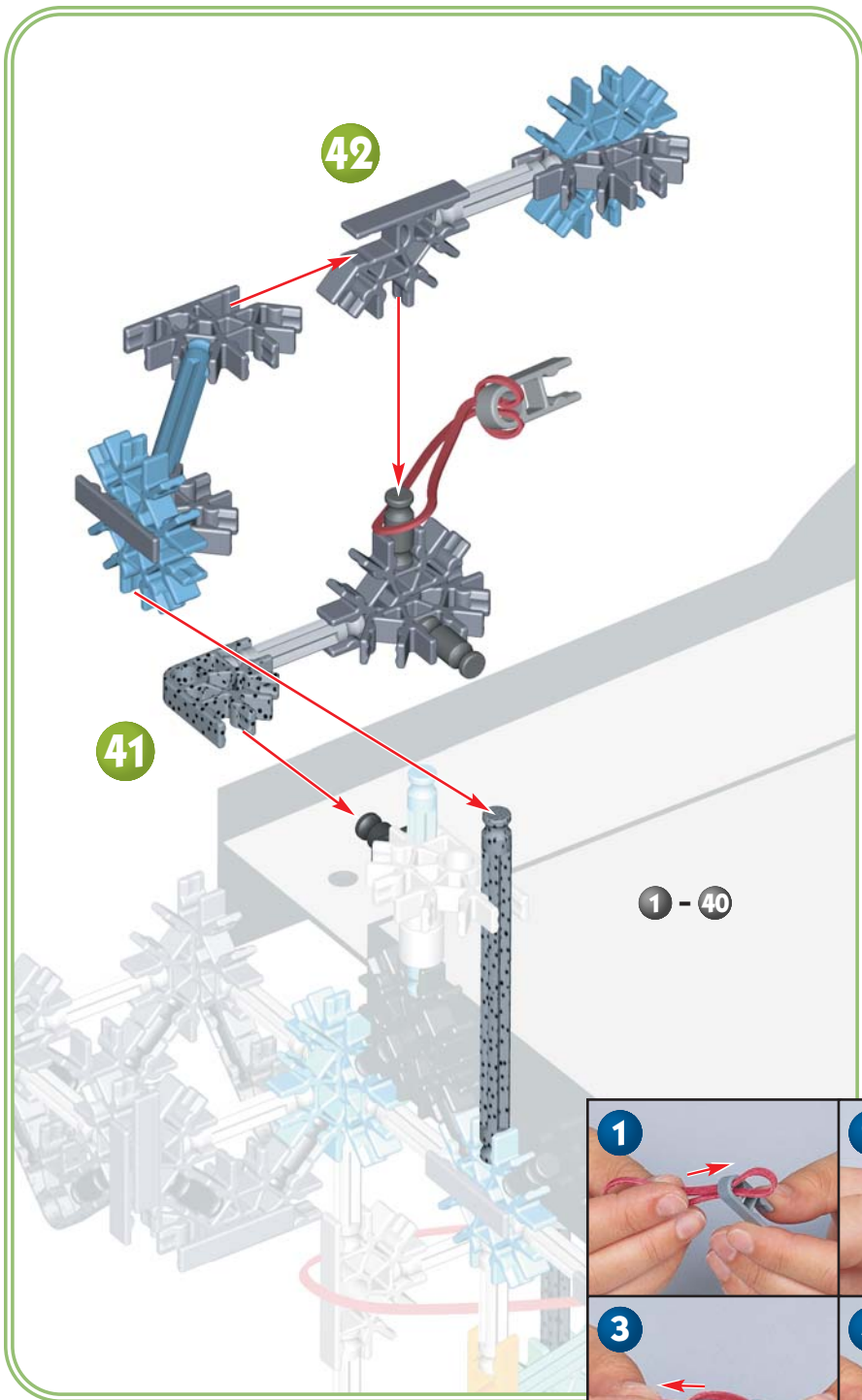


1 - 39

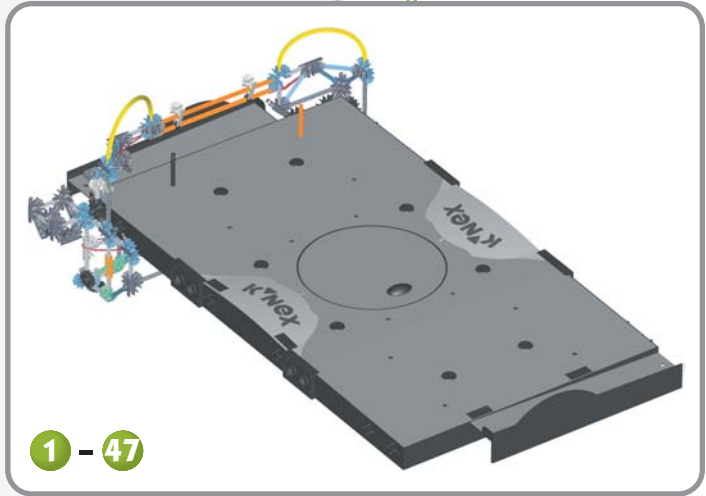
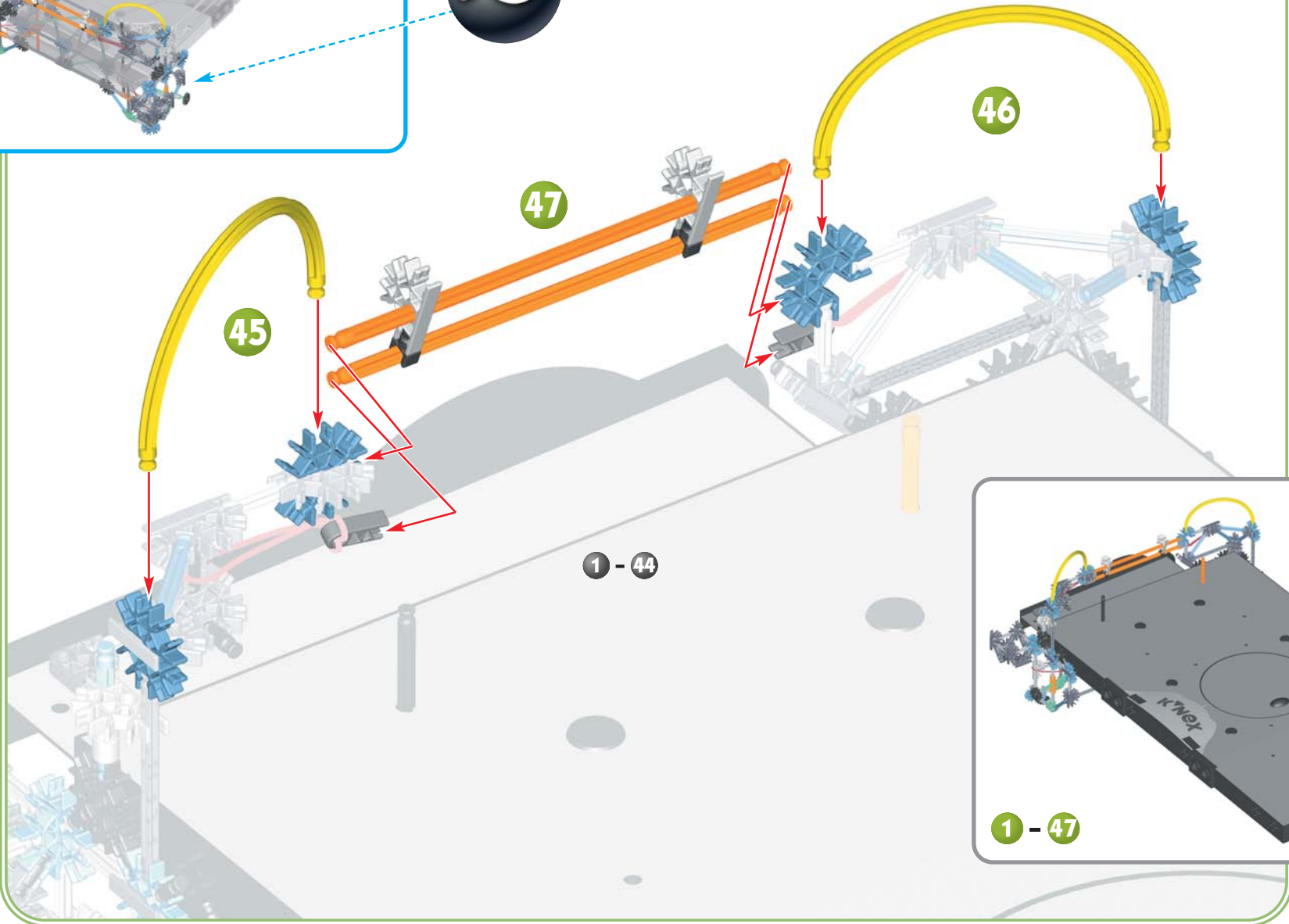
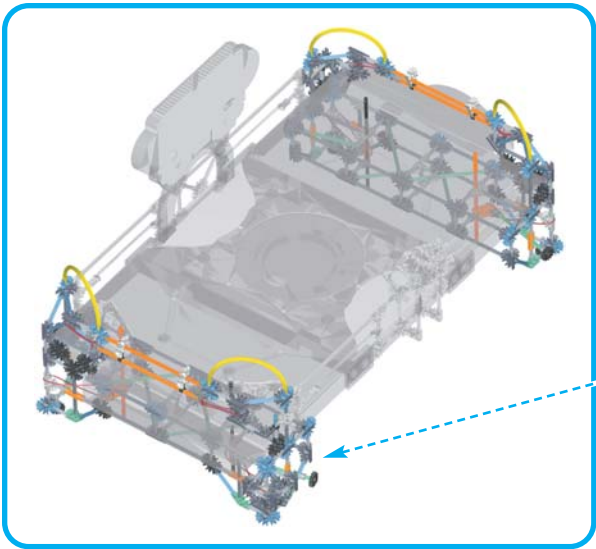
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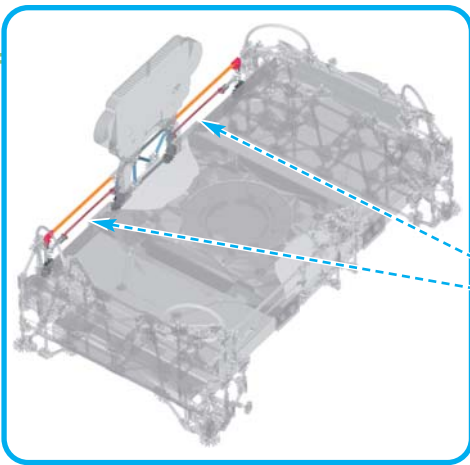


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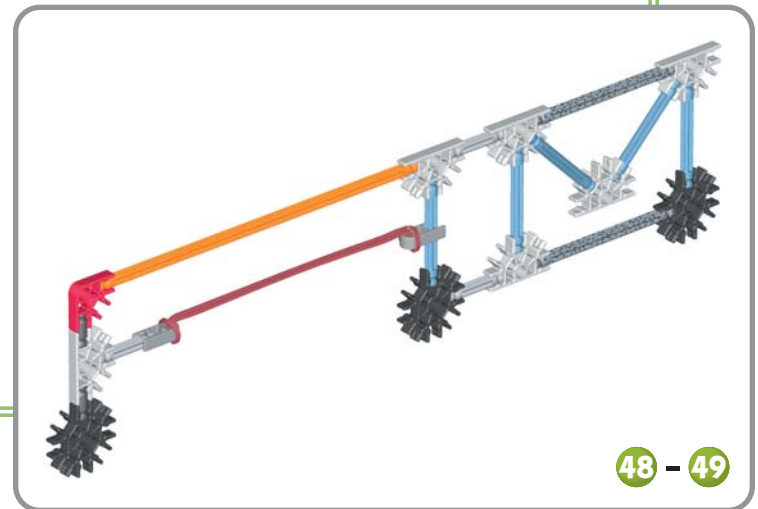
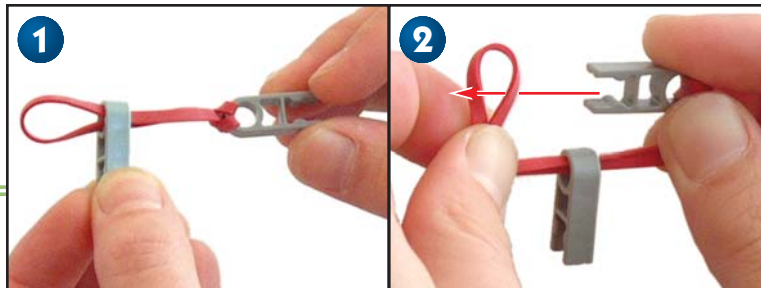
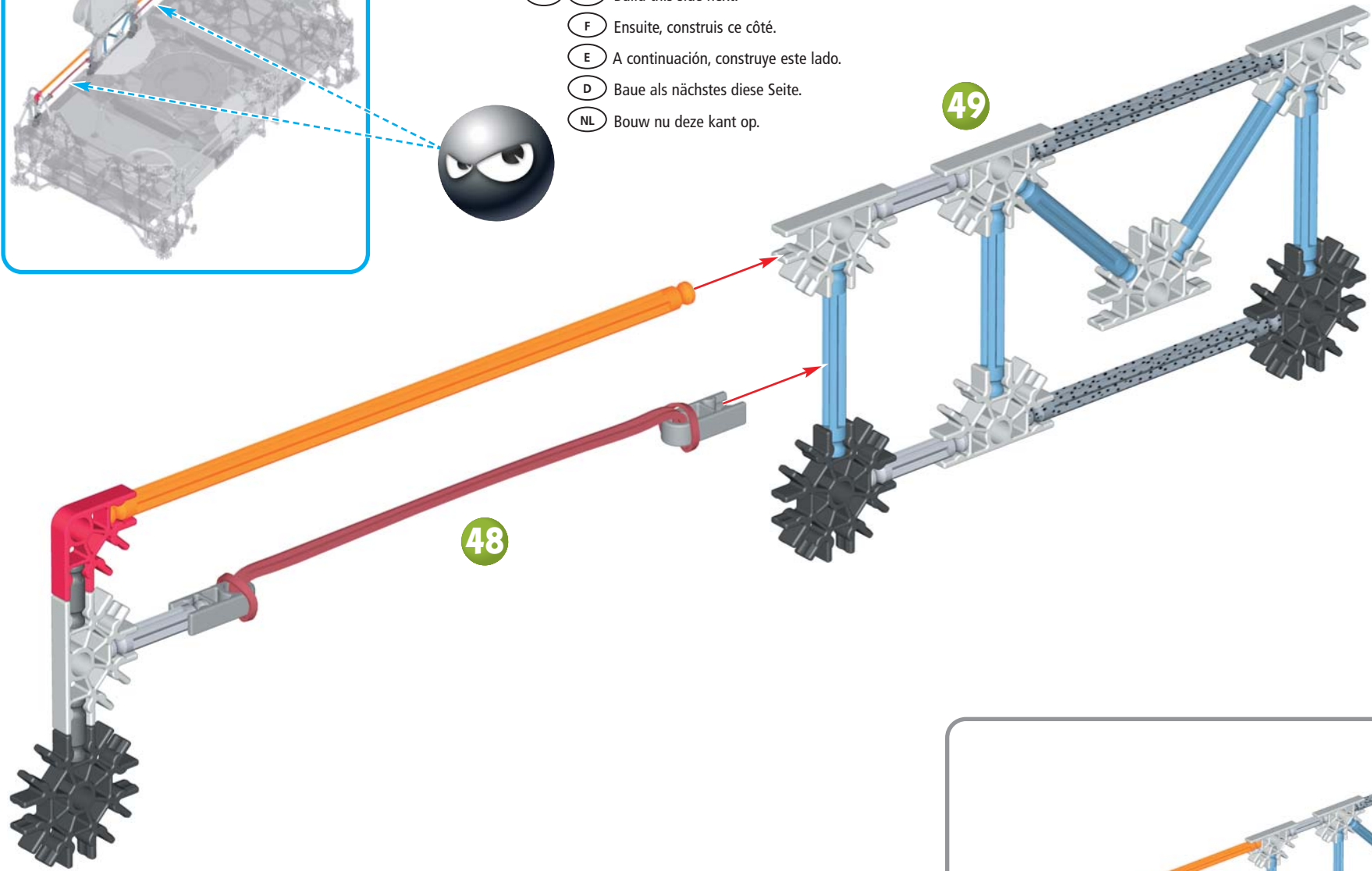


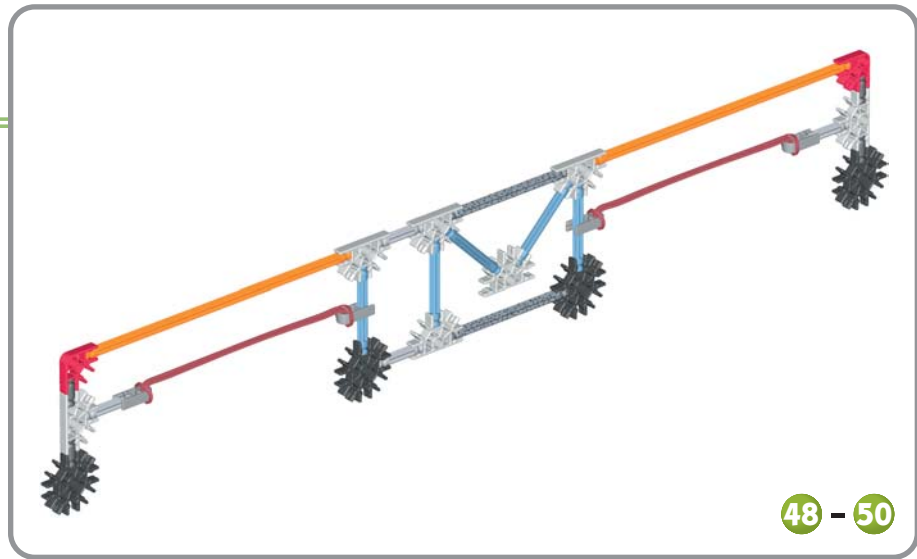
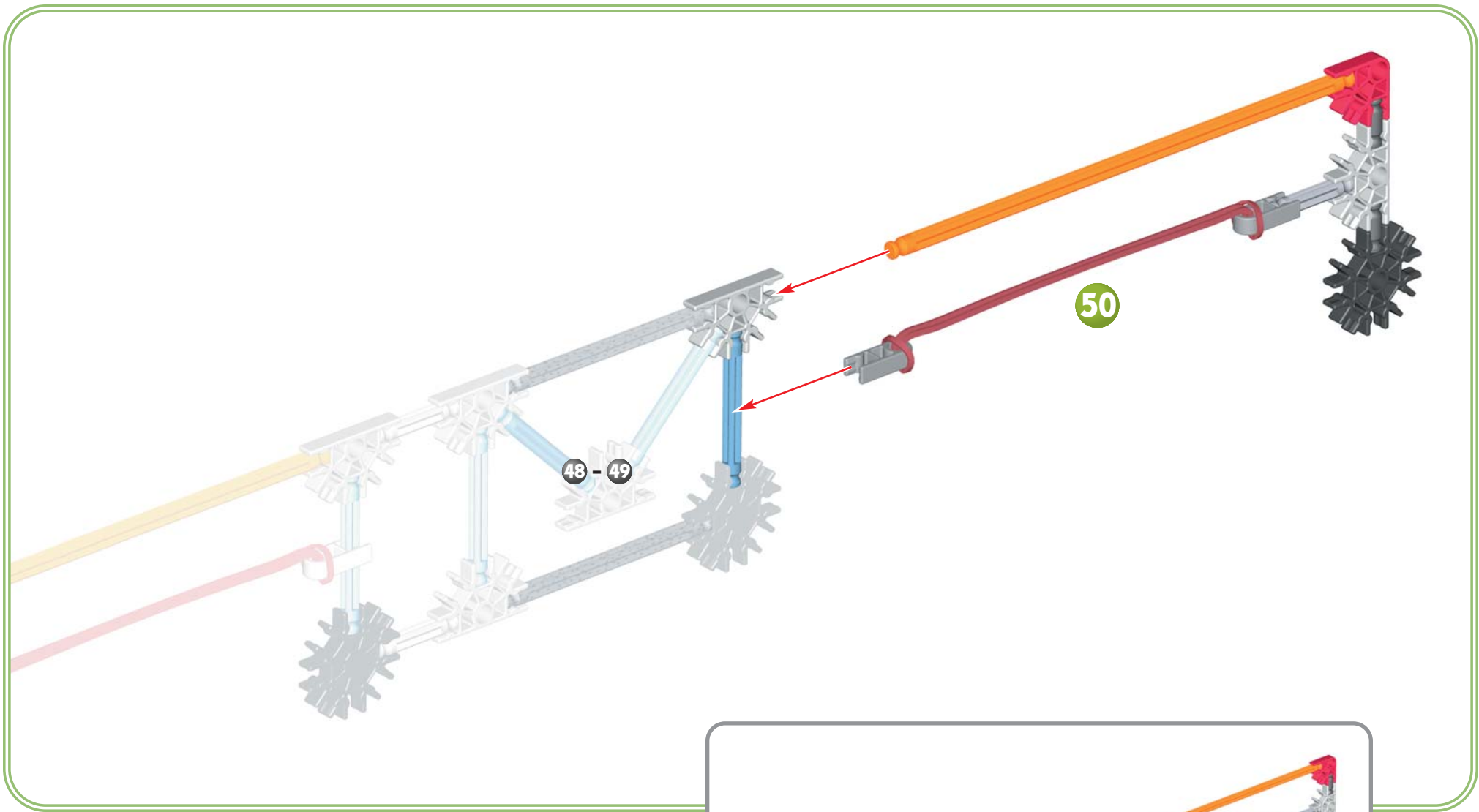
- US GB Now repeat steps 1-47 to build the legs on the other side!
- F Répète maintenant les étapes 1-47 pour construire l'autre côté !
- E Ahora repite los pasos 1-47 para construir el otro lado.
- D Wiederhole die Schritte 1-47 für den Bau der anderen Seite!
- NL Herhaal nu stappen 1-47 om de andere kant op te bouwen !

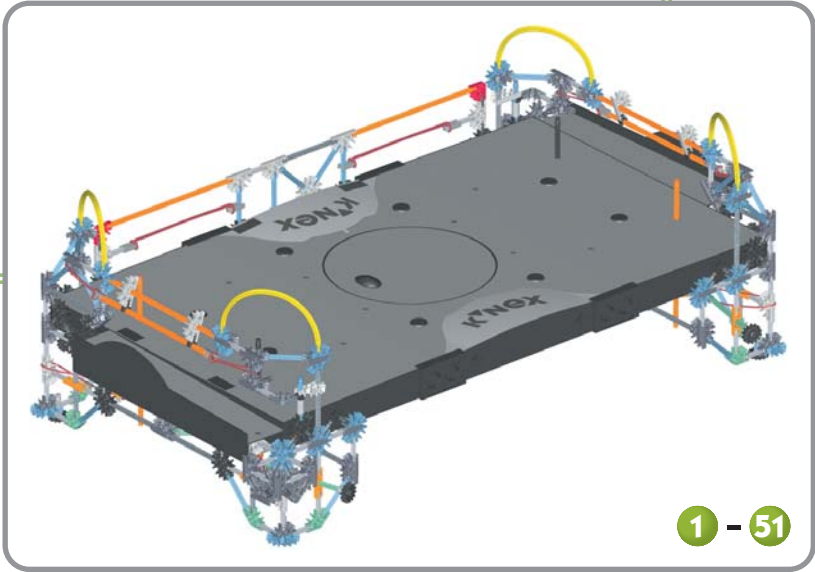
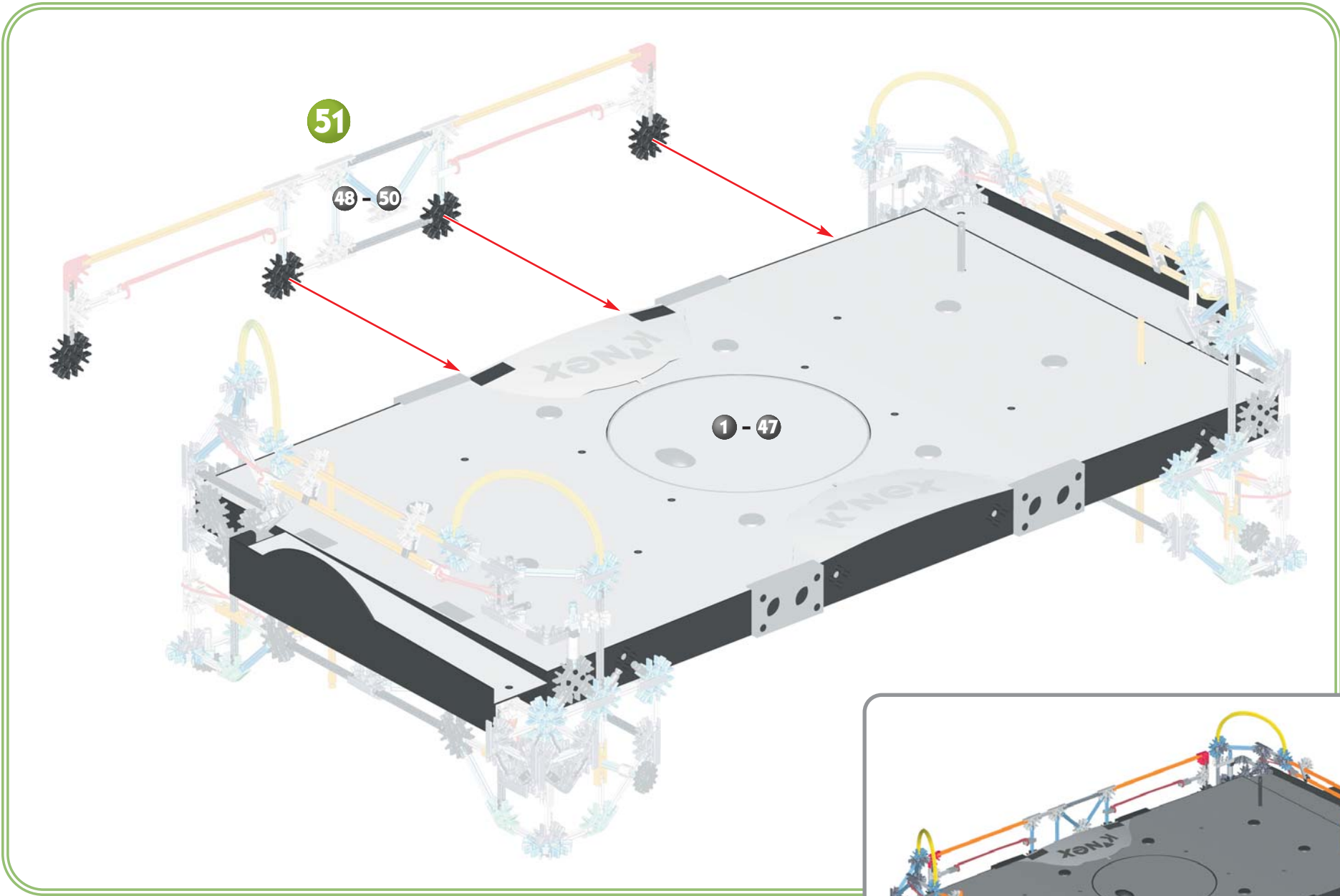


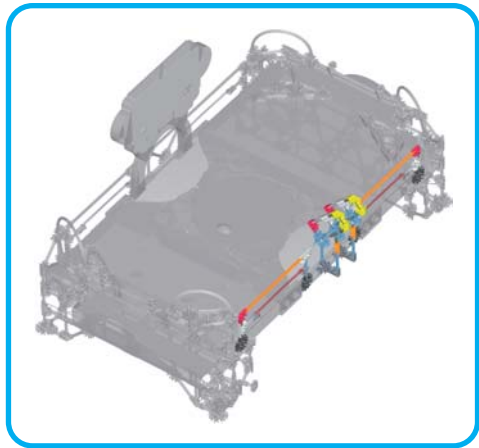
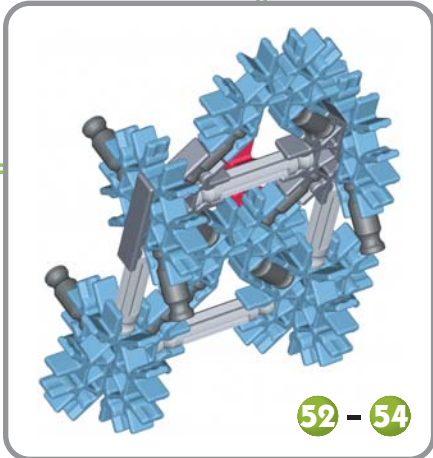
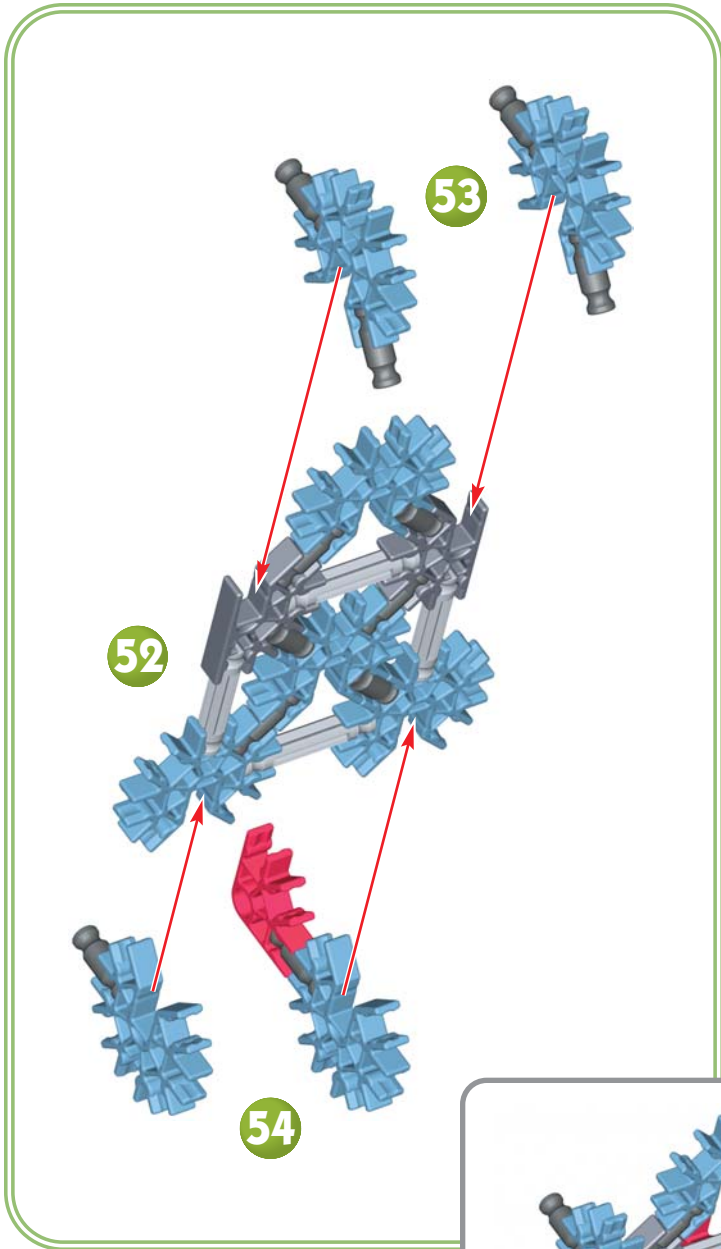


- (US) (GB) Build this side next.
- (F) Ensuite, construis ce côté.
- (E) A continuación, construye este lado.
- (D) Baue als nächstes diese Seite.
- (NL) Bouw nu deze kant op.

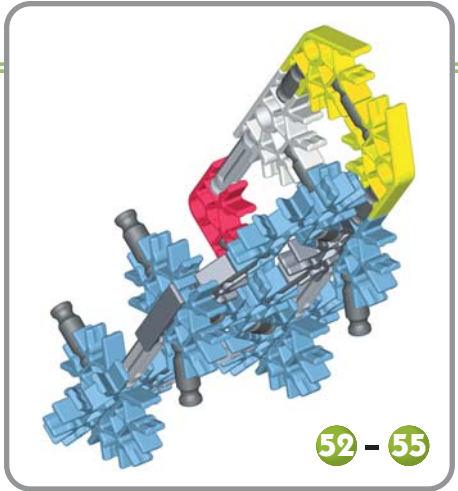
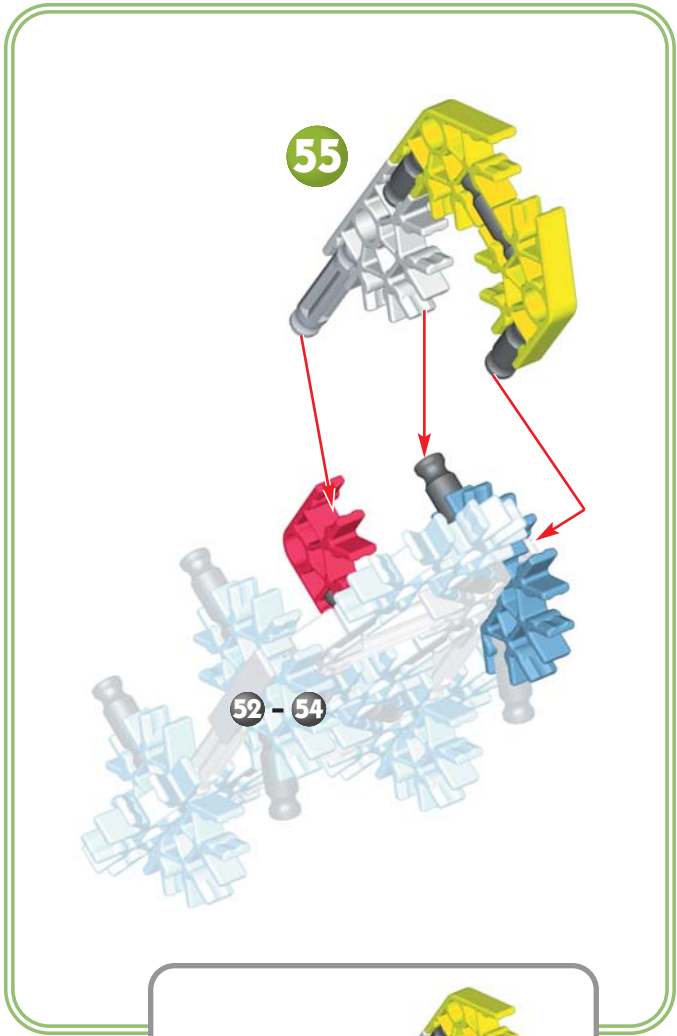


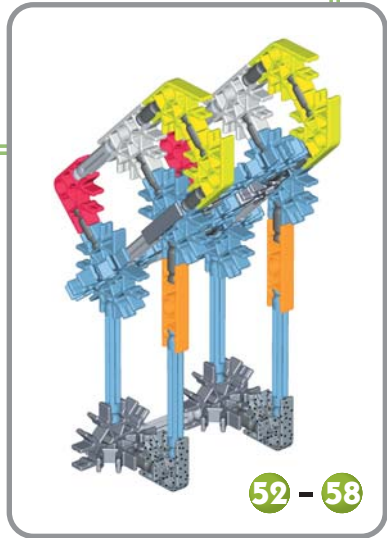
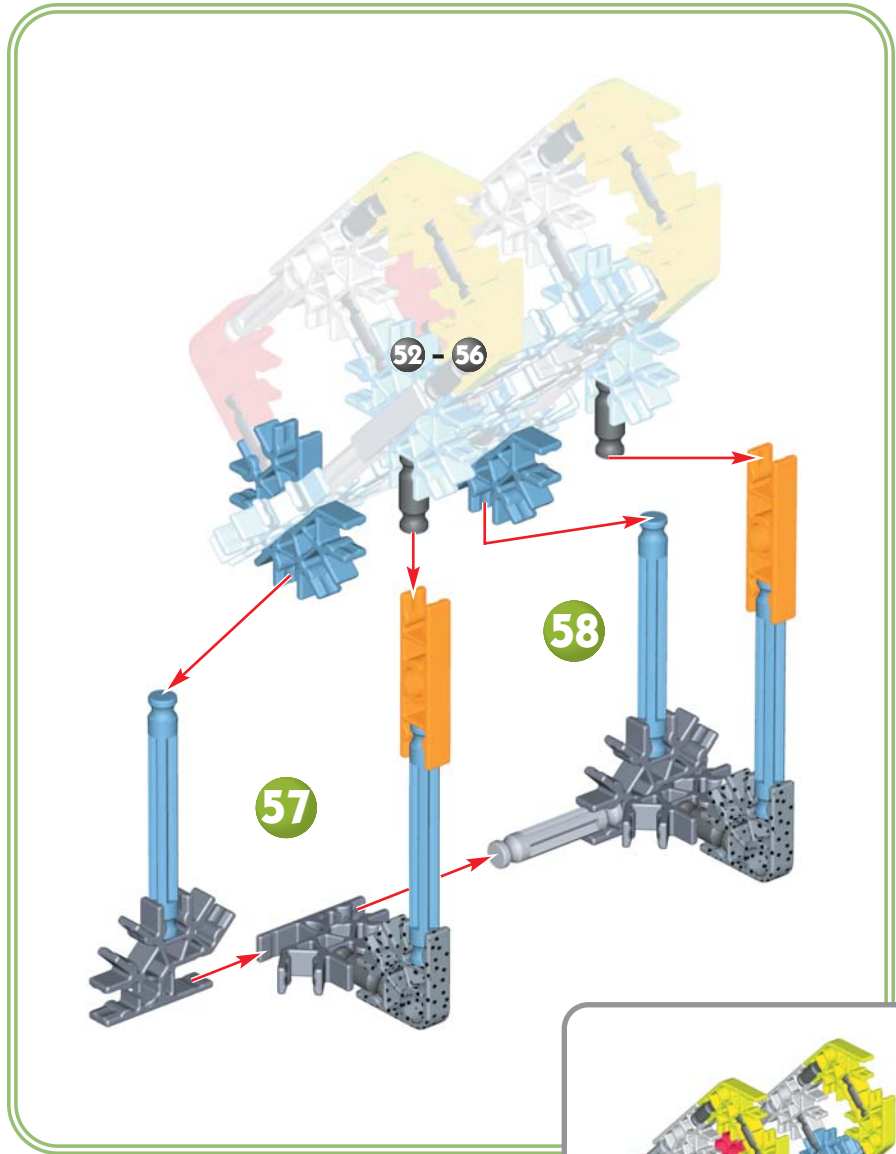
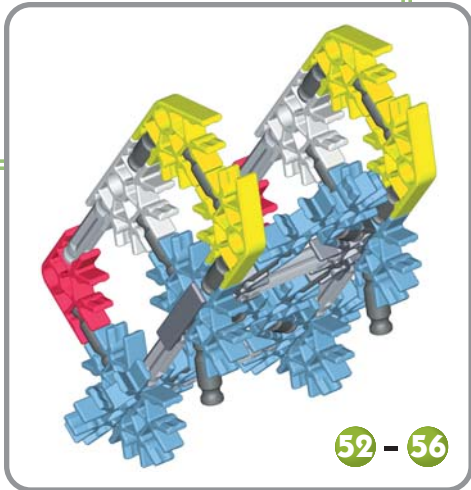
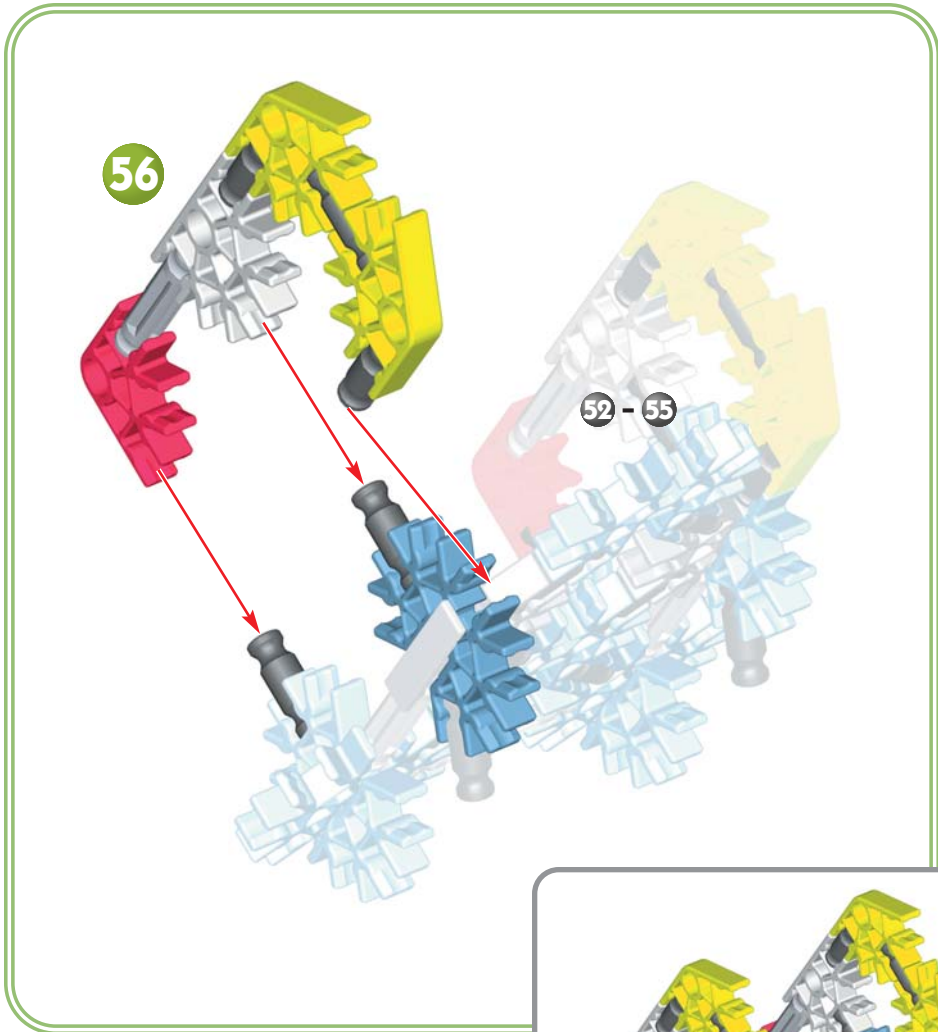


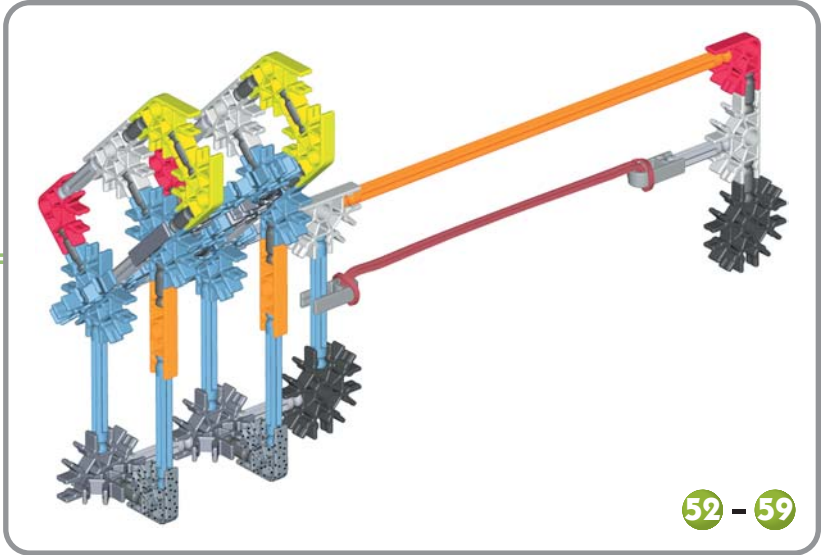


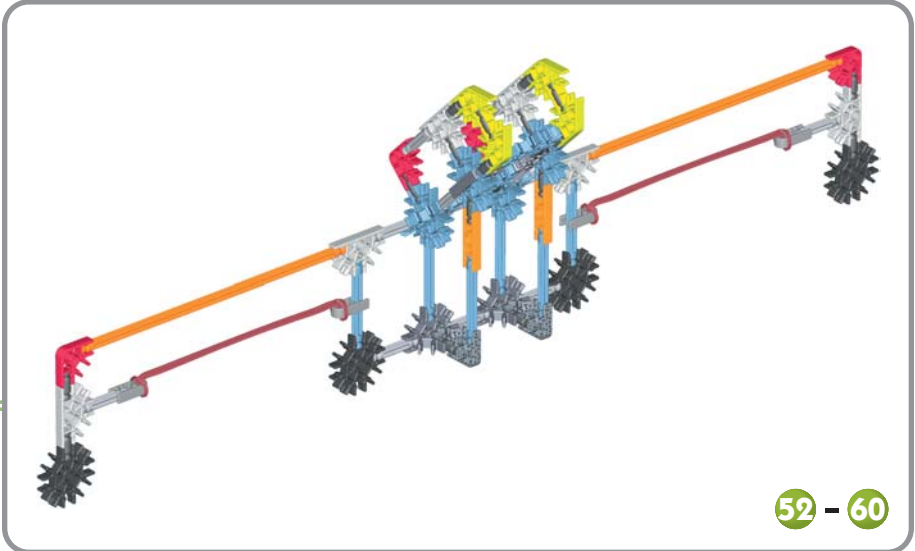
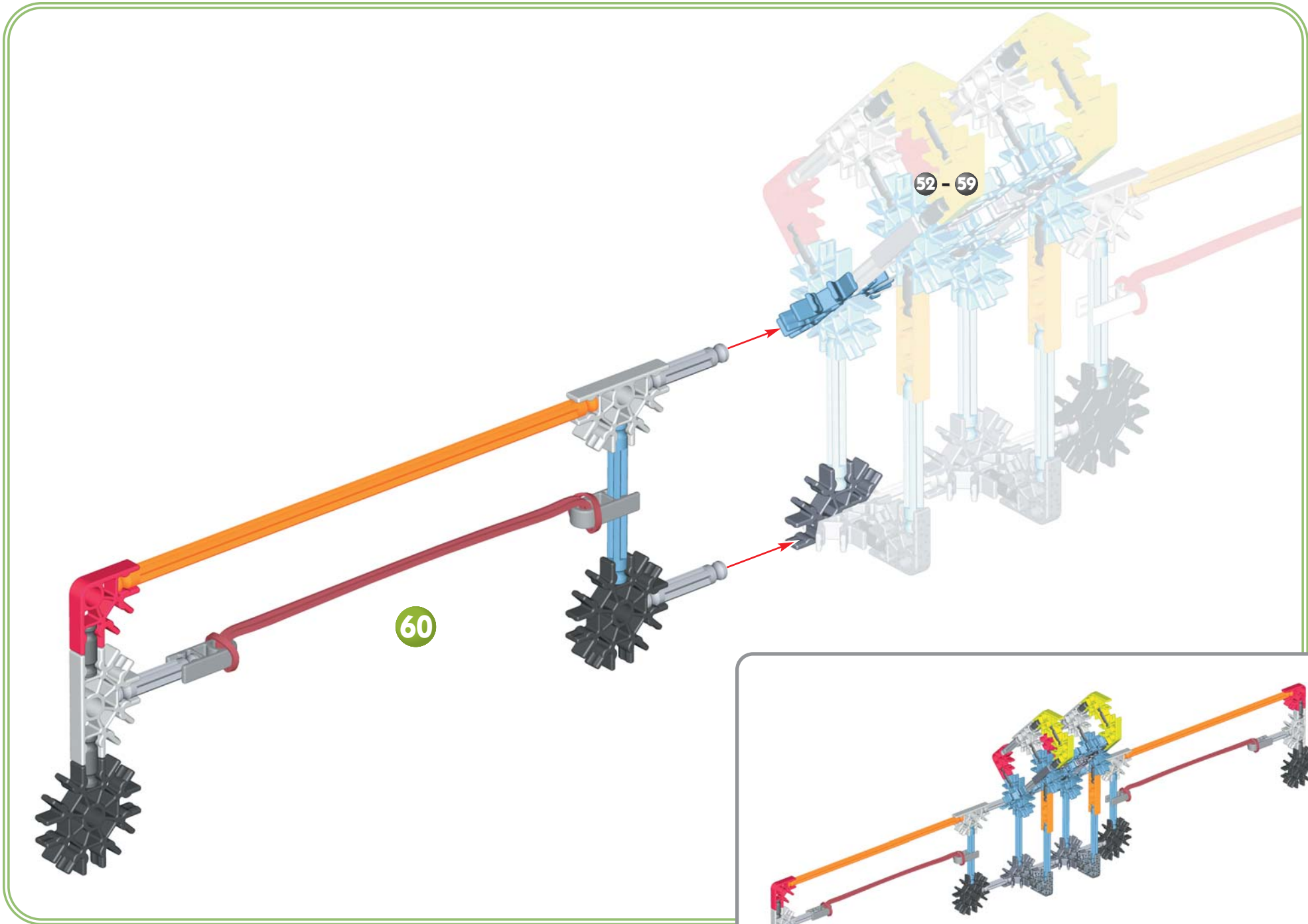


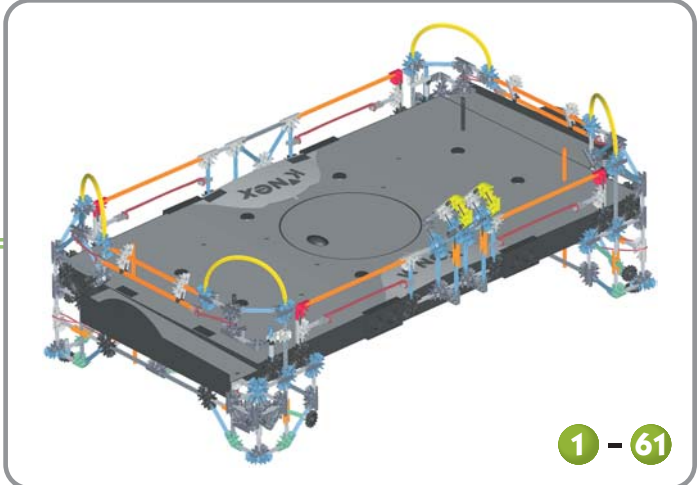
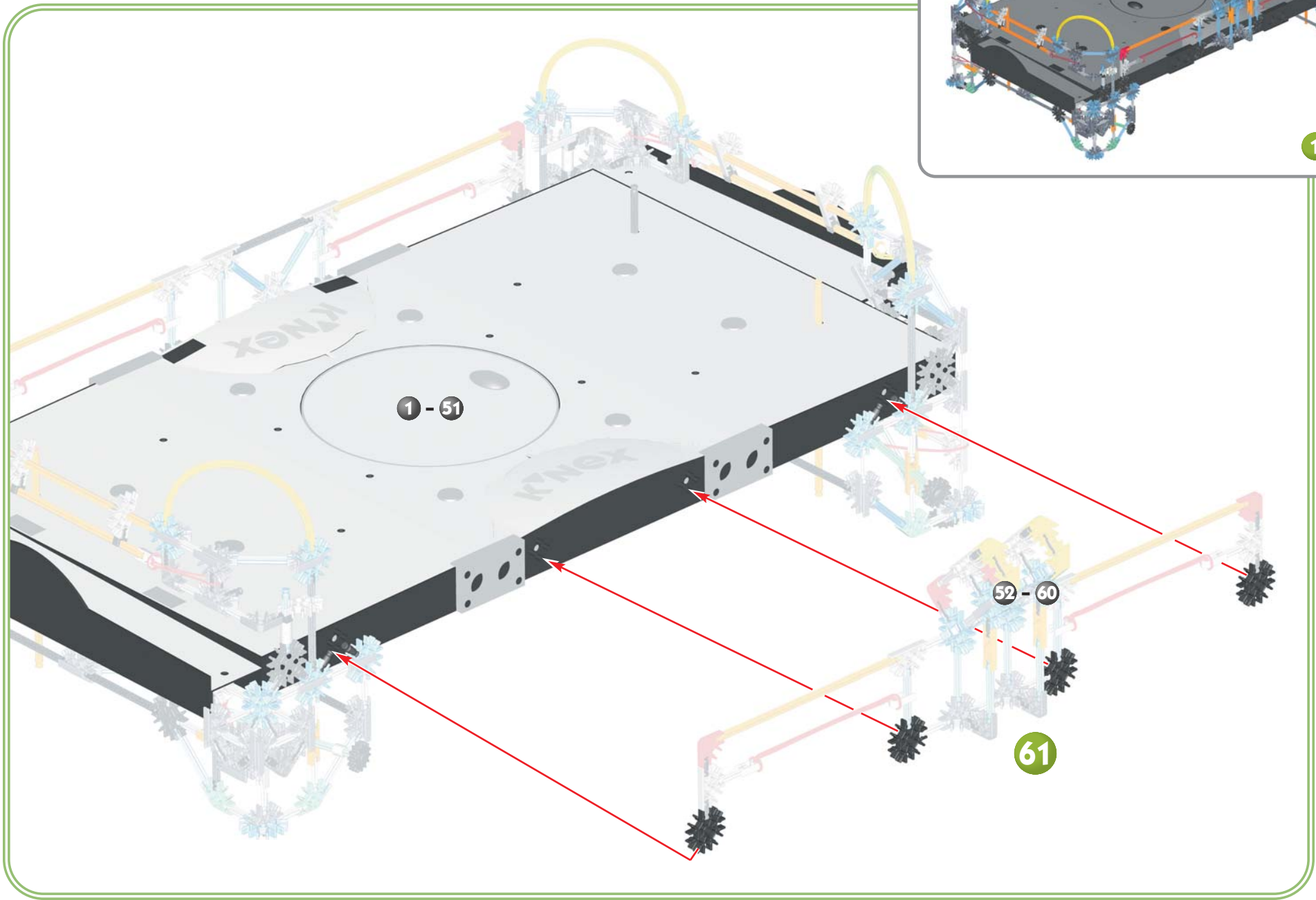
- (US) (GB) Now we'll build the Ball Drop and the other side of the model.
- (F) Nous allons maintenant construire la chute des billes, et l'autre côté du modèle.
- (E) Ahora vamos a construir el Lanzador de la Bola y el otro lado del modelo.
- (D) Nun bauen wir den Kugelauswurf und die andere Seite des Modells.
- (NL) Nu bouwen we de val voor het balletje en de andere kant van het model.





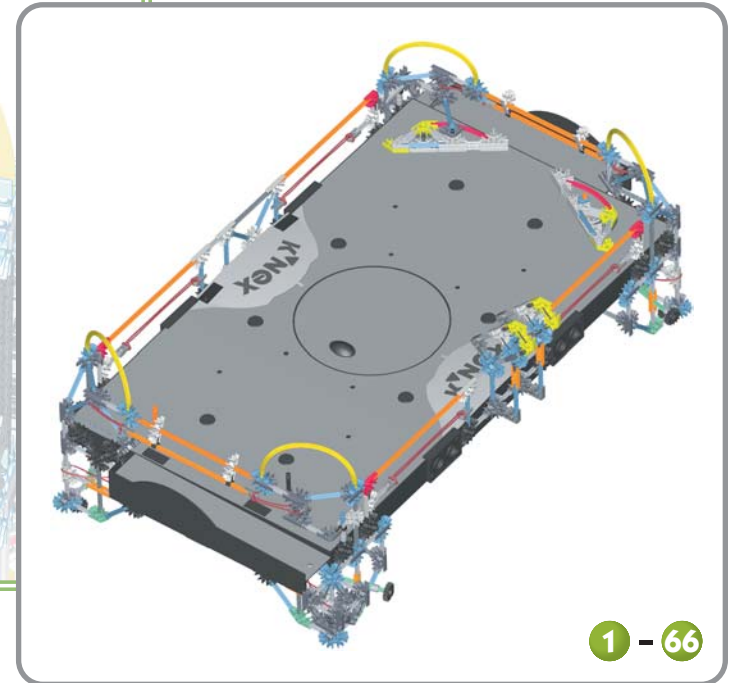
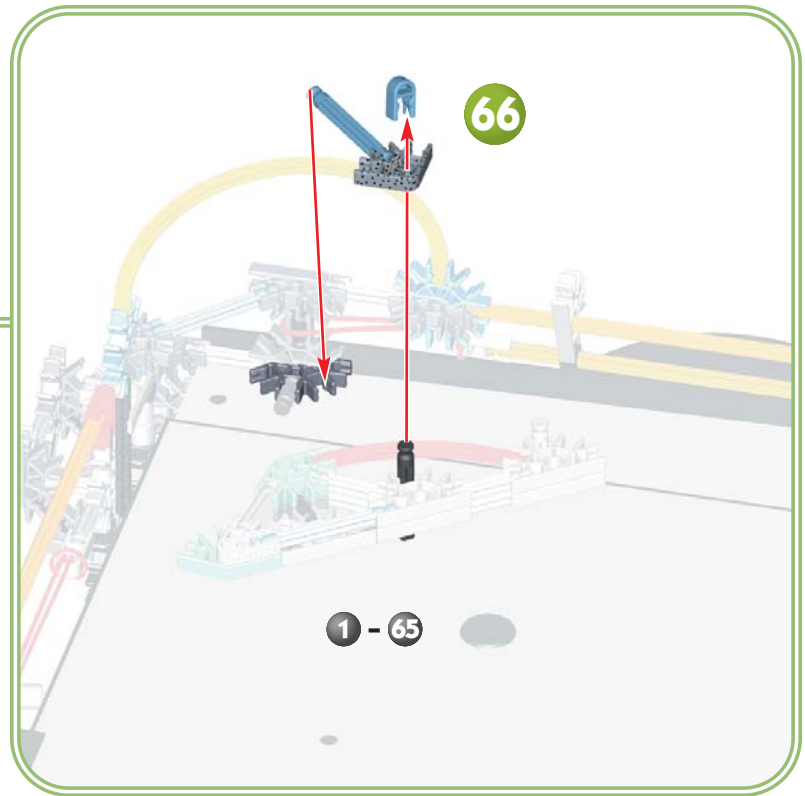
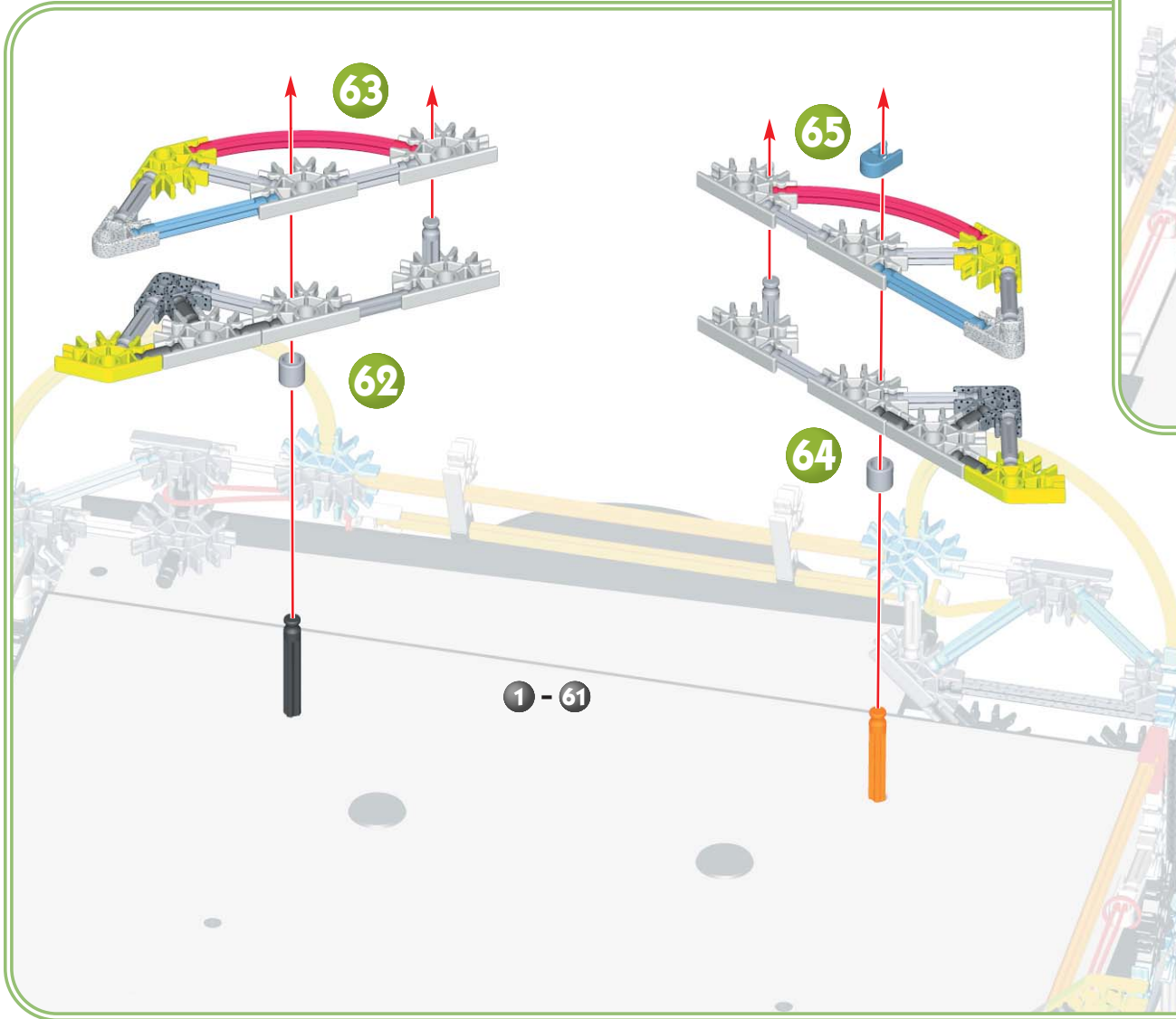








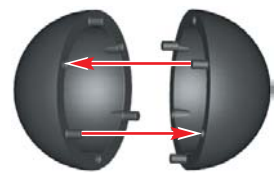
- US GB Now let's build the flippers!
- F Construis les flippers !
- E ¡Construye los Flippers!
- D Baue die Flipper!
- NL Bouw de flippers.



- US** **GB** Now turn the Game Board around and repeat steps 62-66.
- F** Retourne maintenant le tableau de jeu et répète les étapes 62-66.
- E** Ahora, para construir el otro lado del Tablero de Juego, repite los pasos 62 a 66.
- D** Drehe nun das Spielbrett um und wiederhole die Schritte 62-66.
- NL** Draai nu het spelbord om en herhaal stappen 62-66.



67



68



69



US

GB

NOW CUSTOMIZE IT! Finish off your model with one of these building challenges!

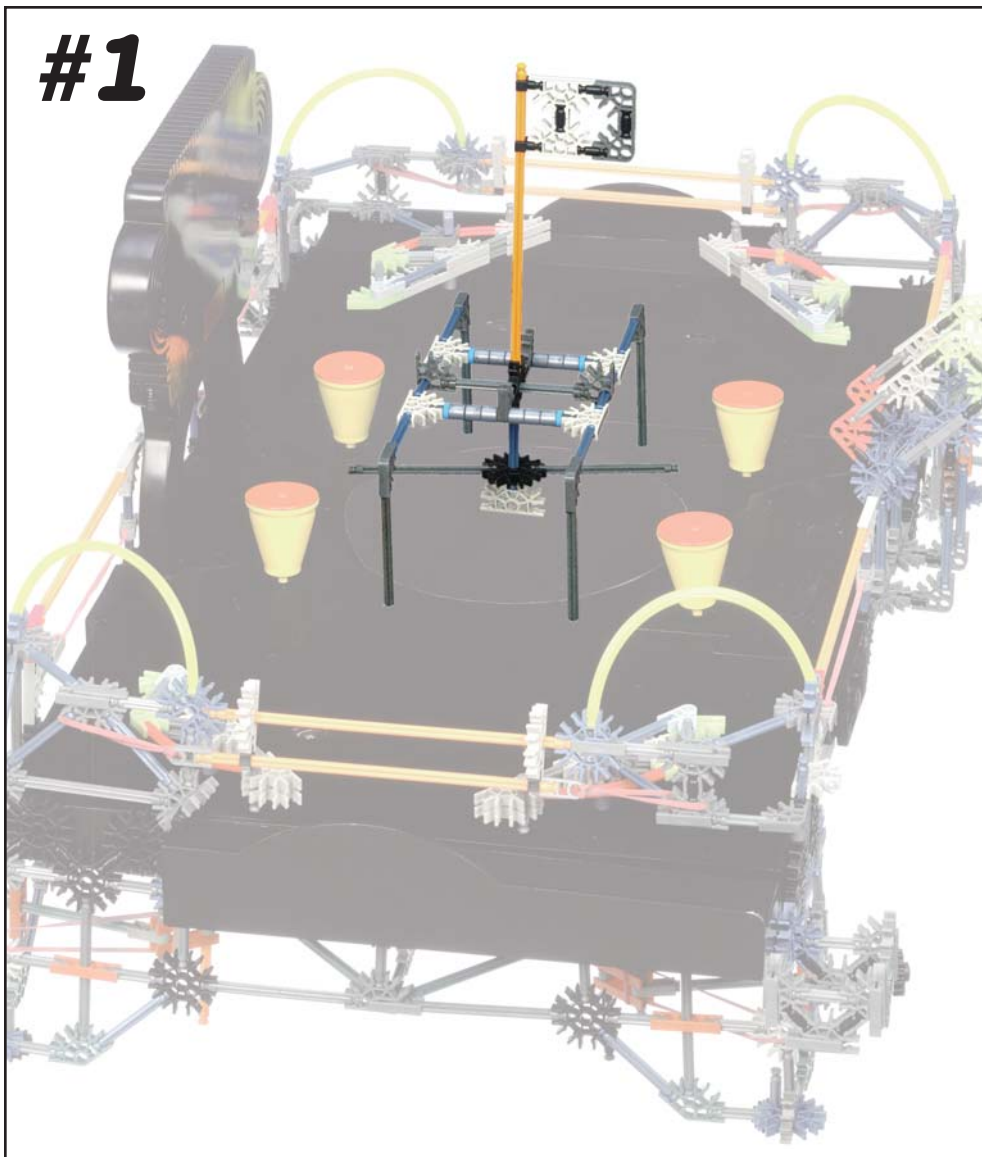
F MAINTENANT, PERSONNALISE LE MODÈLE ! Apporte la dernière touche à ton modèle grâce à l'une de ces idées d'assemblage stimulantes !

E AHORA, ¡PERSONALIZA TU MODELO! ¡Termina tu modelo con uno de estos desafíos de la construcción!

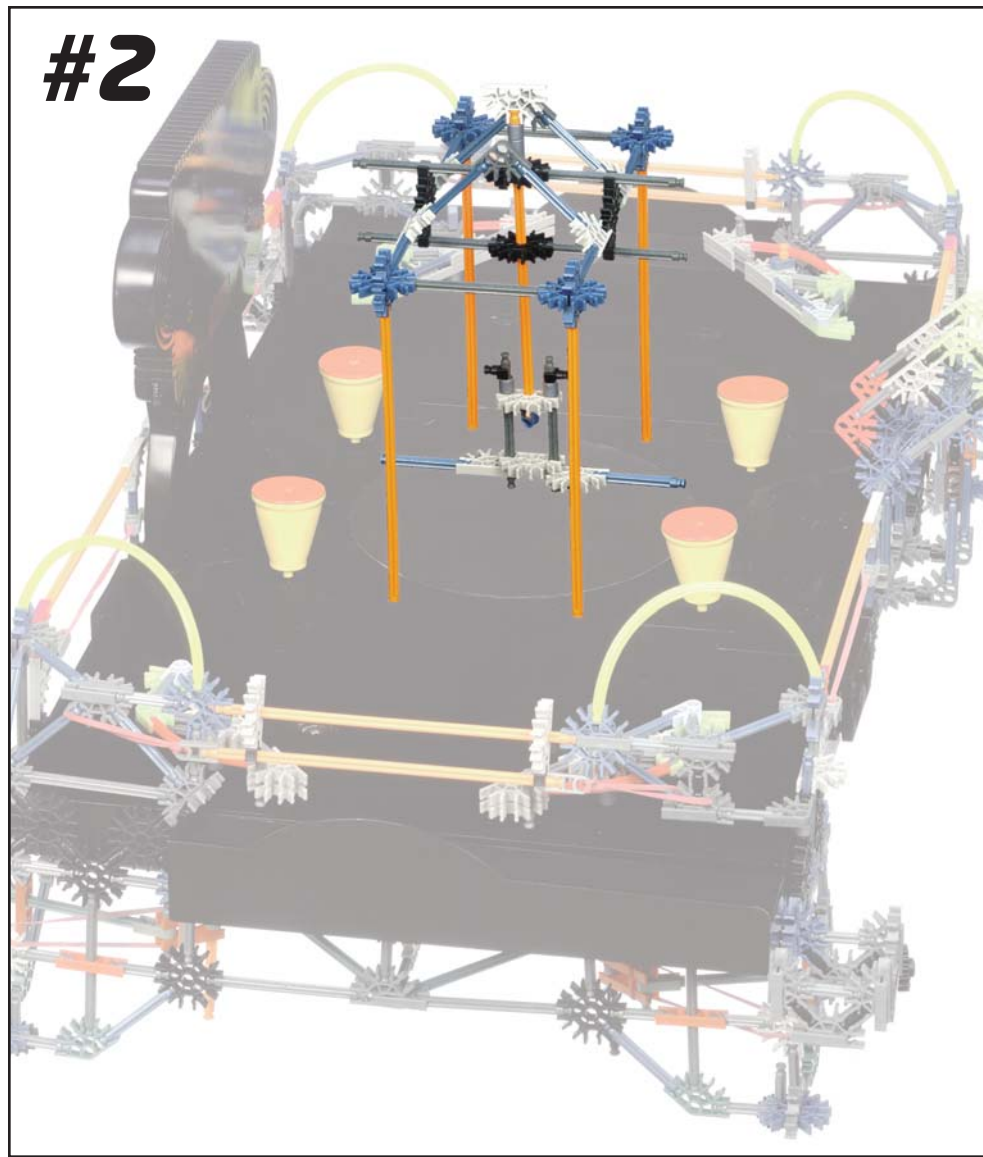
D JETZT BIST DU DRAN! Fast fertig? Wie wäre es mit einer dieser baulichen Herausforderungen, um das Modell fertigzubauen?

NL PAS HET NU AAN NAAR JE ZIN! Werk je model af met een van de volgende bouwuitdagingen !

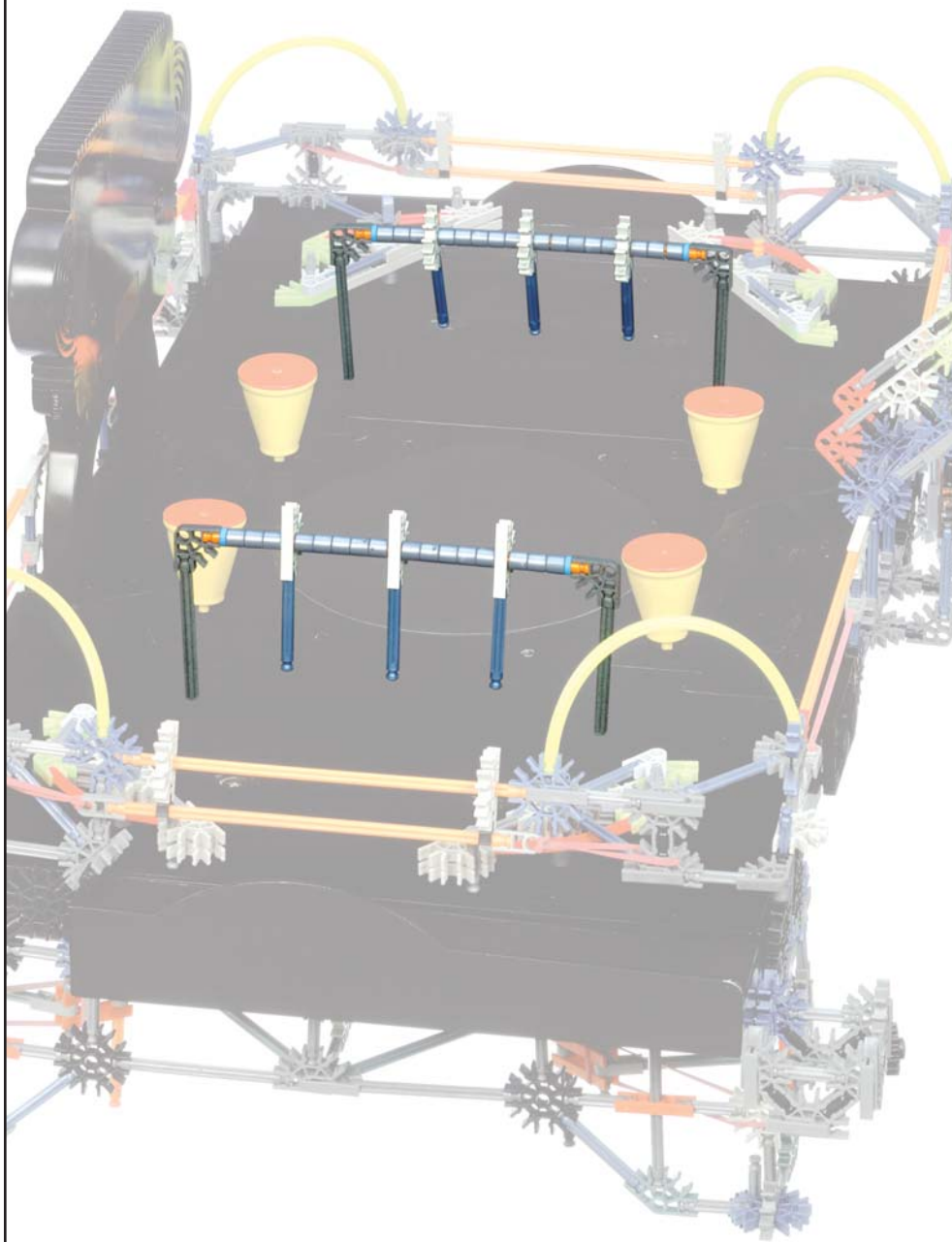
#1



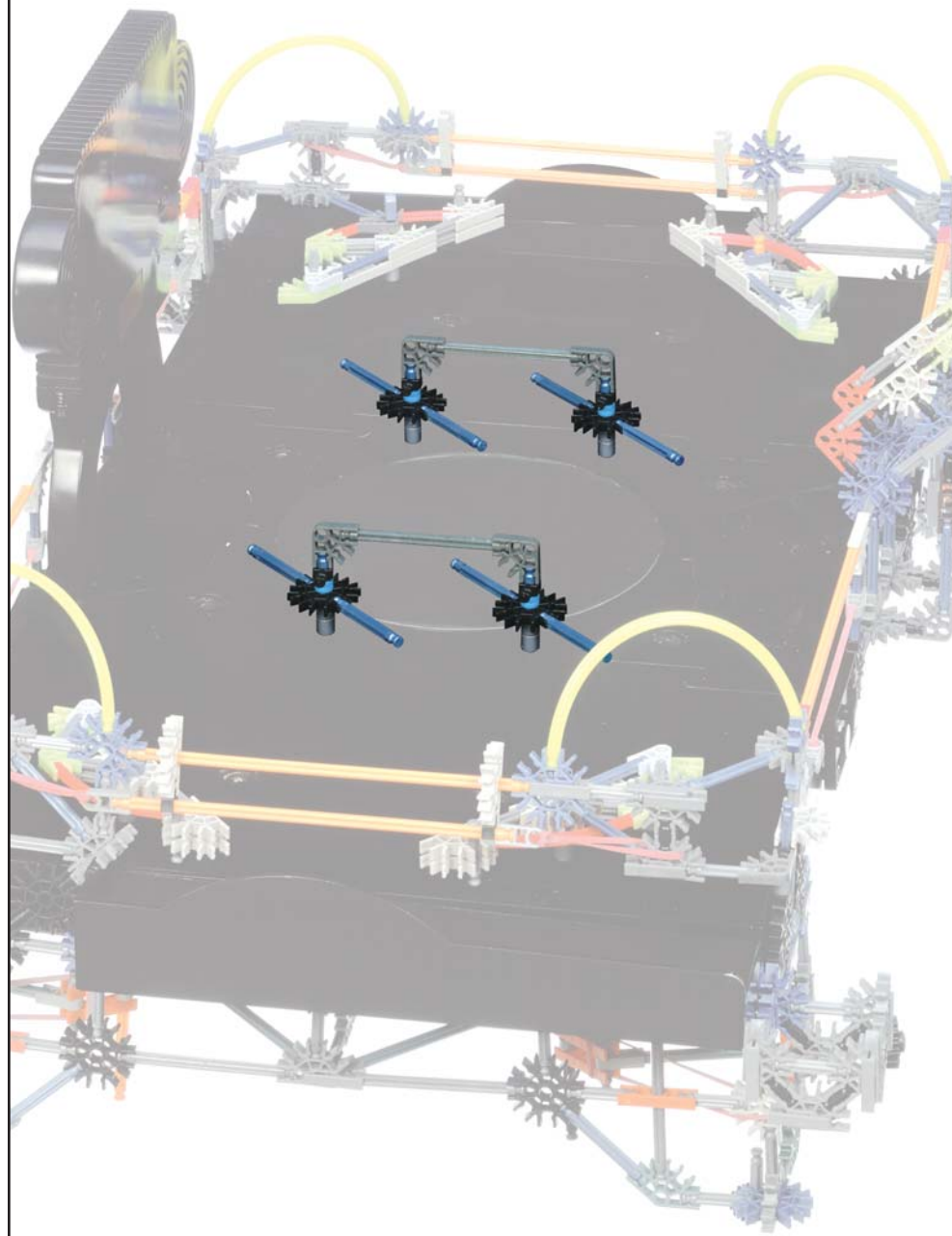
#2



#3



#4



HOW TO PLAY SPEEDBALL!



It's me again! Remember – this set is all about building the way YOU want!

Follow these easy instructions to build the basic SPEEDBALL model so you can

play head-to-head with your friends. Then YOU get to take over, and customize it any way you want!



3. Game Mode Switch
Two Player SPEEDBALL

2. Start/Reset Button

5. Player 2 Goal Light (Red)

4. Player 1 Goal Light (Green)

1. Power Switch

8. Flippers

8. Flippers

6. Bumpers (inactive)

10. Ball Feed

9. Flipper Buttons

11. Ball

7. Psycho Spinner

9. Flipper Buttons

Rules for Speedball

SPEEDBALL plays with two people for head-to-head action! In this fast-paced game, the first competitor to score 10 goals wins!

RULES for SPEEDBALL:

1. Begin by selecting the SPEEDBALL game. Do this by sliding the Game Mode Switch all the way to the right.
2. Turn the game on by rolling the Power Switch up with your finger. This switch also controls the sound volume of your game.
3. Press the Start/Reset Button to begin the game (you'll hear a musical beat when the game has successfully been started).
4. Put the Ball into play by dropping it into the Ball Feed.
5. The Ball will hit the Psycho Spinner and fire in a random direction.
6. Players use their Flippers to hit the Ball into their opponent's goal. The Flippers are operated by pushing the Flipper Buttons on the side of the Game Board.
7. When Player 1 scores a goal, a point will be added on the left side of the Scoreboard. When Player 2 scores a goal, a point will be added to right side of the Scoreboard. The first person to score 10 points wins!
8. Press the Start/Reset Button to start a new game!
9. The game can be turned off by either waiting 2 minutes or rolling the Power Switch down with your finger until you hear a "click". NOTE: The game will turn off if no goals are scored over a two minute span. You can avoid this by plugging in 1 or more Bumpers. The Ball hitting one of these Bumpers will ensure the game stays on.
10. For an even greater challenge, try changing up the layout of the Game Board.