

# K'NEX®

# MECH WARRIOR®

## SHADOW CAT



**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.

**COLOR CODED BUILDING SYSTEMS**

# MECH WARRIOR

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**W**elcome to the war-ravaged 31st century where giant **BattleMechs** - walking war machines with devastating firepower - rule the battlefield. You pilot one of these awesome weapons of war on any of a thousand planets across as many light years. You are a **MechWarrior**.

On one side are five star empires known as the **Inner Sphere**. Struggling for power, the five Houses of the Inner Sphere had been at war for nearly 300 years in a great campaign called the Succession Wars. However, they recently united against a threat by a group of outsiders known as the **Clans**.

On the other side are the Clans, colonists that left the Inner Sphere at the onset of the Succession Wars in order to escape the war and corruption. In the harsh worlds beyond explored space, they developed a rigid caste system that was designed to produce the ultimate warriors. The Clans have now returned home to conquer the Inner Sphere and develop a new society in their own image.

The Inner Sphere just halted the first Clan invasion. But the Clans, born and bred as warriors, haven't given up that easily. As for the Inner Sphere, with the Clan threat lessened, old hatreds have begun to re-emerge. MechWarrior... Choose your side wisely because this is but the eye of the storm.



1

### Building with K'NEX

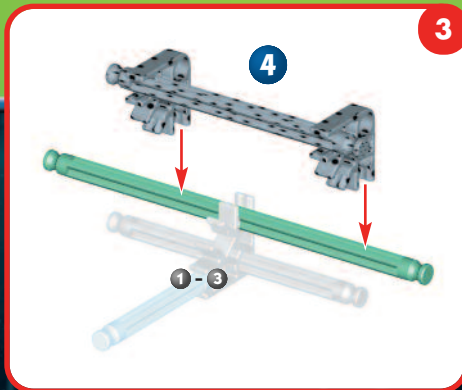
Hi! I'm your K'NEX soldier. When you see me in the instructions, you'll want to pay close attention to the details being pointed out.

### Movin' On

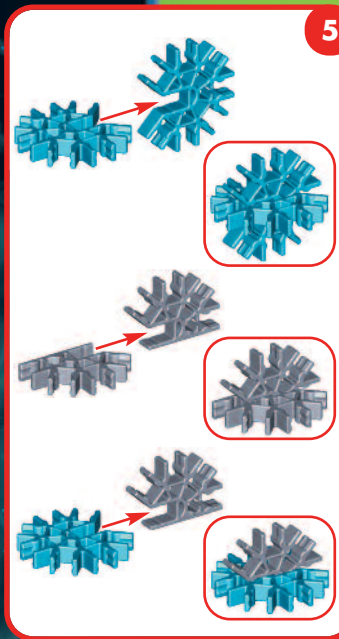
The faded colors tell you this section is already built. You'll want to connect the new section to the place where the arrows are pointing. This piece will be in full color.

### 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 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.



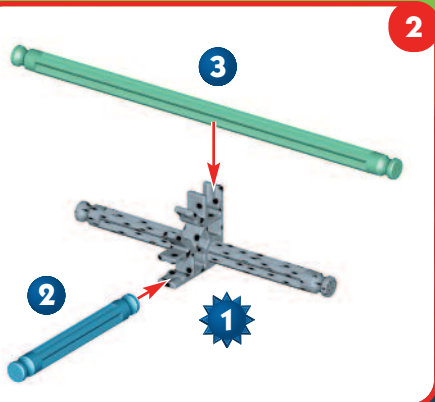
3



5

### Connectors

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

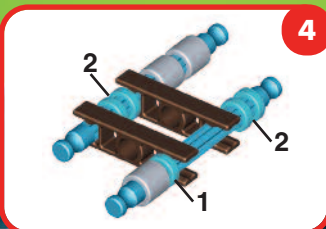


2

### 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.

**CAUTION:** Do not launch in the direction of people, animals, or walls; you could cause injury or damage. Never attempt to launch any projectiles other than K'NEX foam missiles.



4



6

# SHADOW CAT



# MECH WARRIOR



MISSILES

LASER

GAUSS RIFLE

The **SHADOW CAT** is an advanced OmniMech that is outfitted with speed boosting technology and jump jets, making it one of the most maneuverable designs out there. Mounting an extensive array of armor and advanced weaponry, it is fully capable of destroying 'Mechs twice its size.

## SHADOW CAT specifications

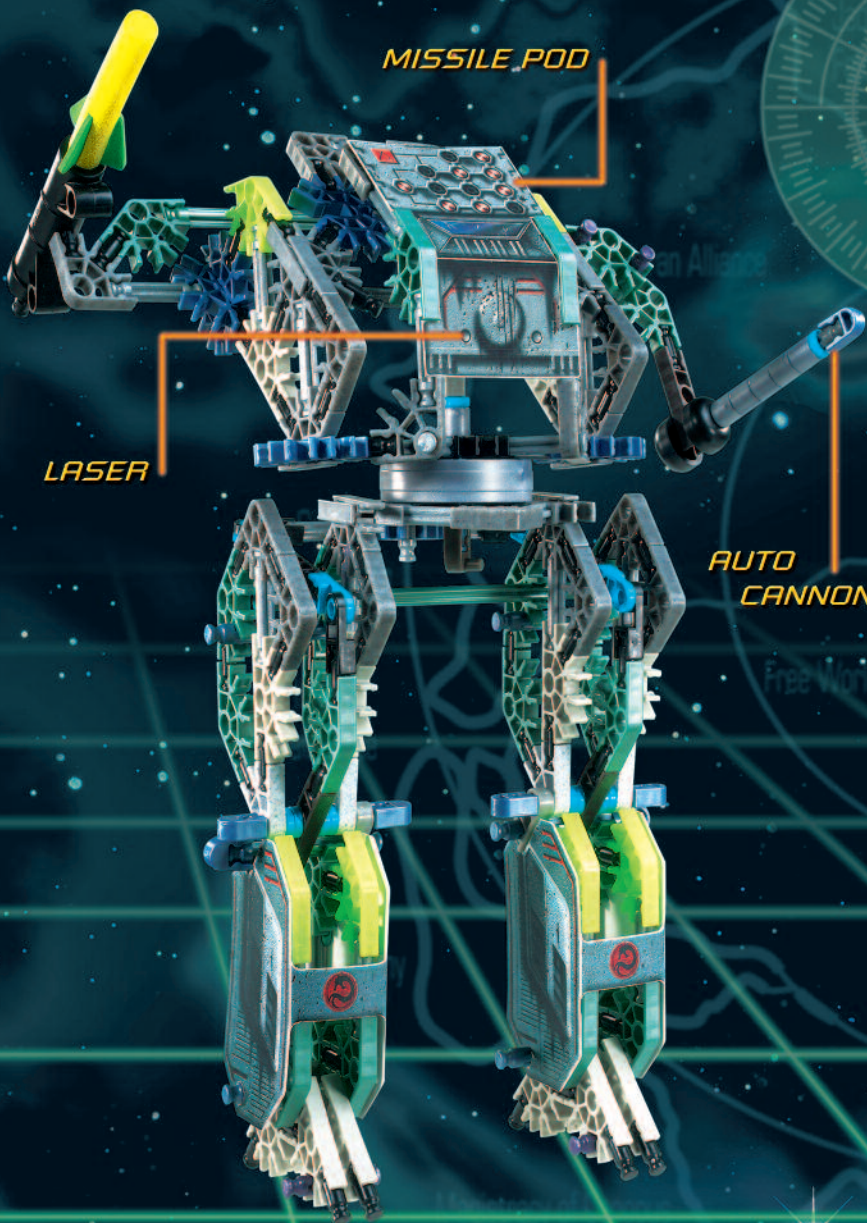
Clan:	Jade Falcon
Classification:	Medium OmniMech
Tonnage:	45
Primary Configuration	
Chassis:	Endo Steel
Power Plant:	270XL
Cruising Speed:	65 KPH
Maximum Speed:	97 KPH, w/MASC 130 KPH
Jump Jets:	Yes (180 Meters)
Torso Twist:	Yes
Arm Swing:	Yes
Weaponry:	Gauss Rifle + Ammunition 2 ER Medium Lasers Active Probe

# SUNDER



# MECH WARRIOR

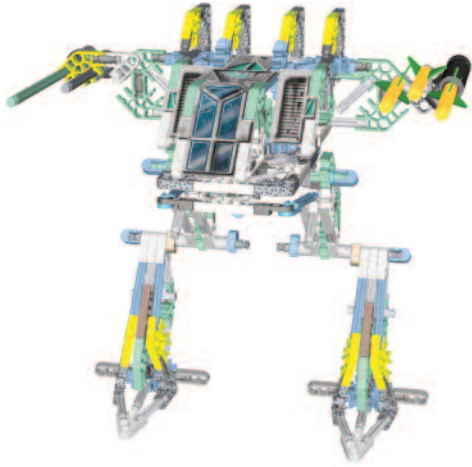
The **SUNDER** is the largest of the new Inner Sphere OmniMechs. Although it experienced its share of development setbacks, it compared favorably to most Inner Sphere assault 'Mechs once it entered service. Although a solid design, the Sunder's inferior Inner Sphere weaponry is its one true weakness.



## SUNDER specifications

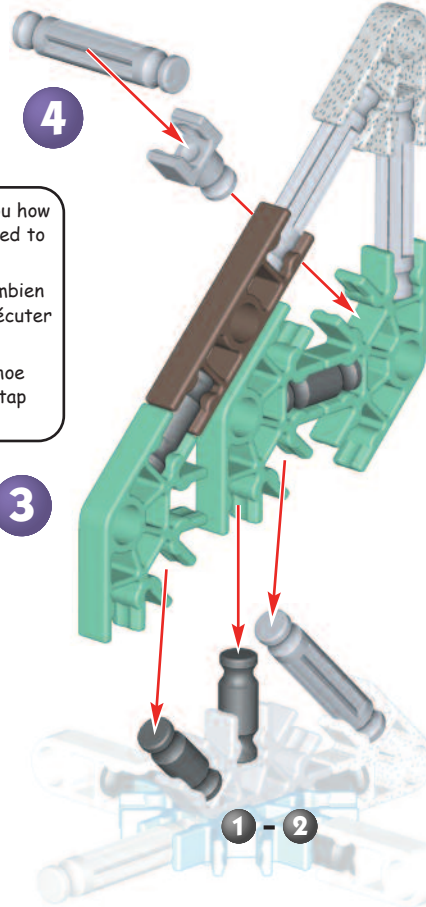
Inner Sphere:	Draconis Combine
Classification:	Assault OmniMech
Tonnage:	90
<b>Primary Configuration</b>	
Chassis:	Standard
Power Plant:	360XL
Cruising Speed:	43 KPH
Maximum Speed:	65 KPH
Torso Twist:	Yes
Arm Swing:	Yes
Weaponry:	AC/zo (Auto Cannon) + Ammunition 2 Medium Lasers 2 Large Lasers 3 SRM (Short Range Missile) 4s + Ammunition

# Shadow Cat



x2

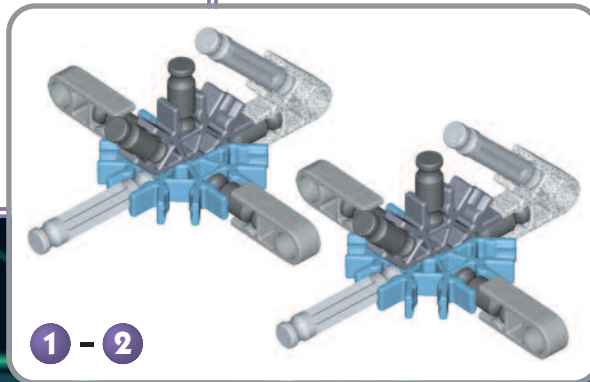
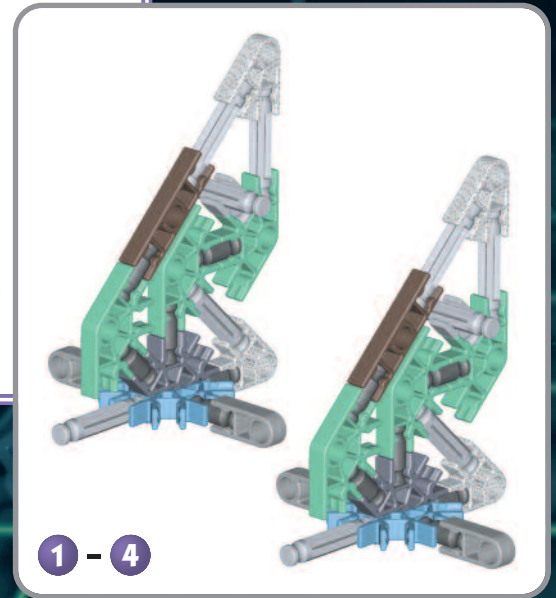
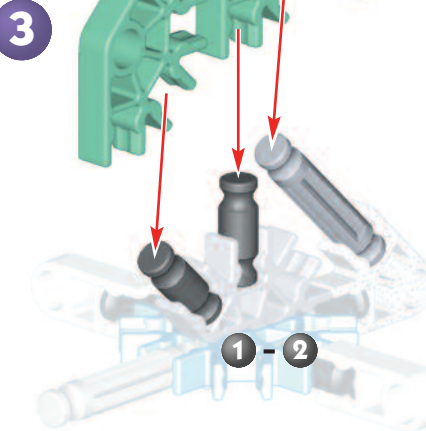
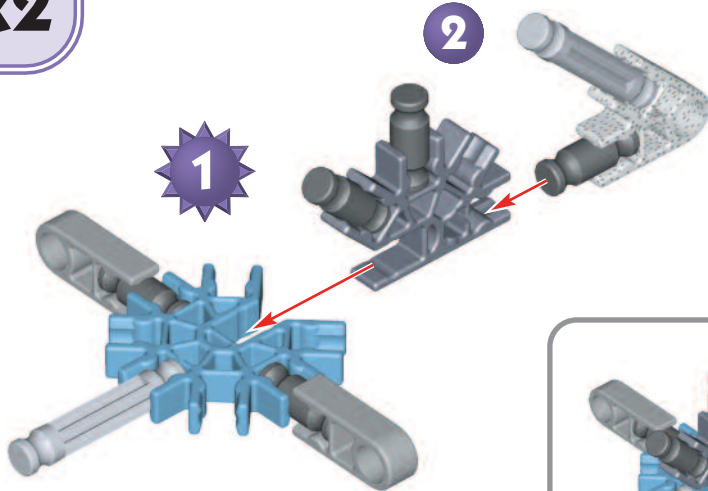
- US** This number shows you how many times (x) you need to build the same step.
- F** Ce chiffre indique combien de fois (x) tu dois exécuter la même étape.
- NL** Dit nummer toont je hoe dikwijls je dezelfde stap moet opbouwen.



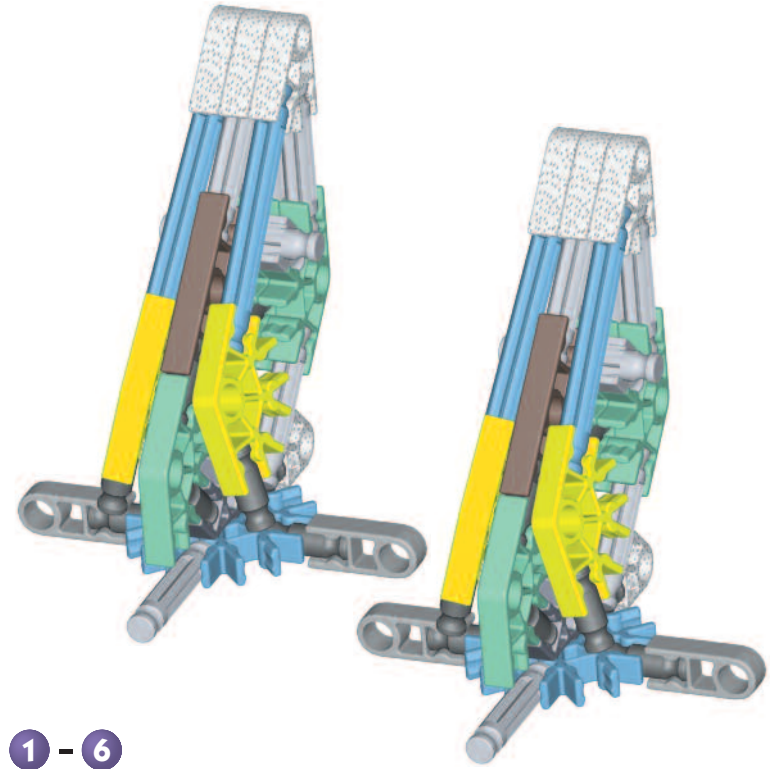
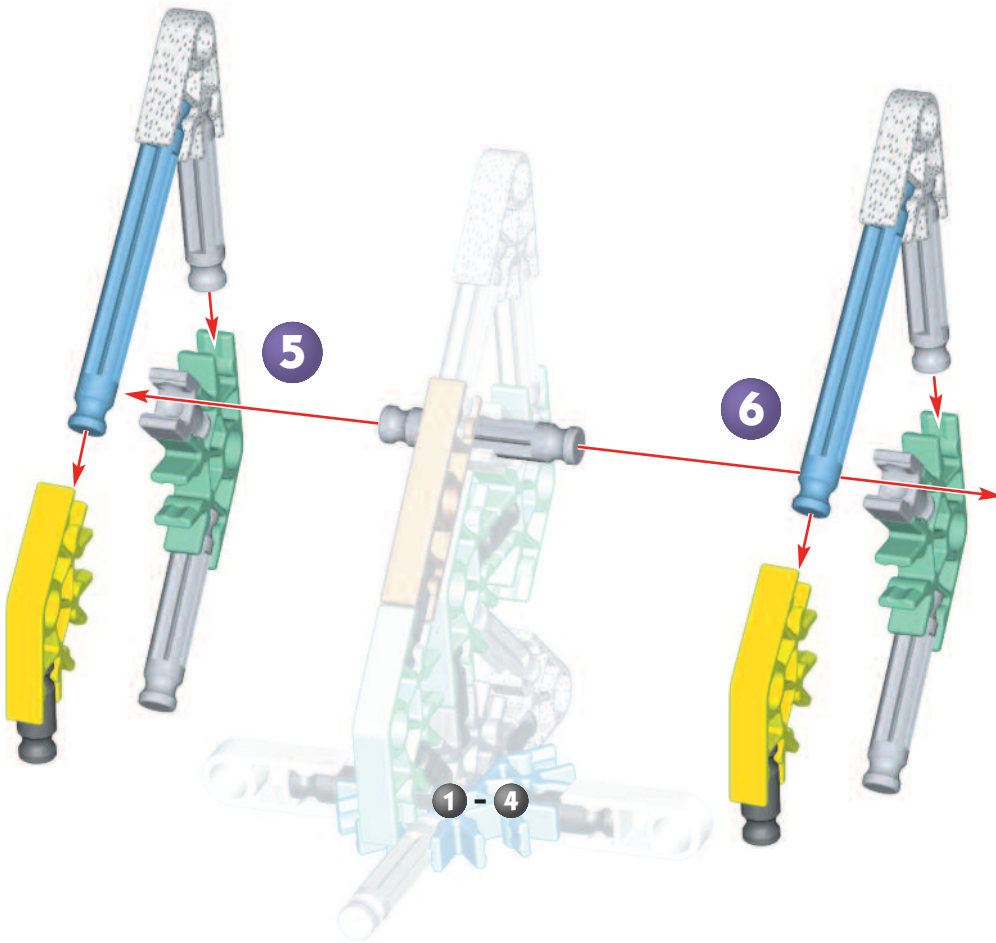
Let's build Shadow Cat's legs!



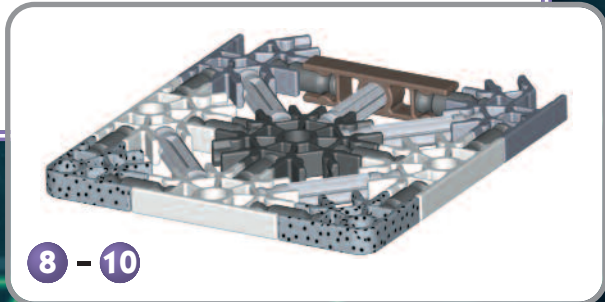
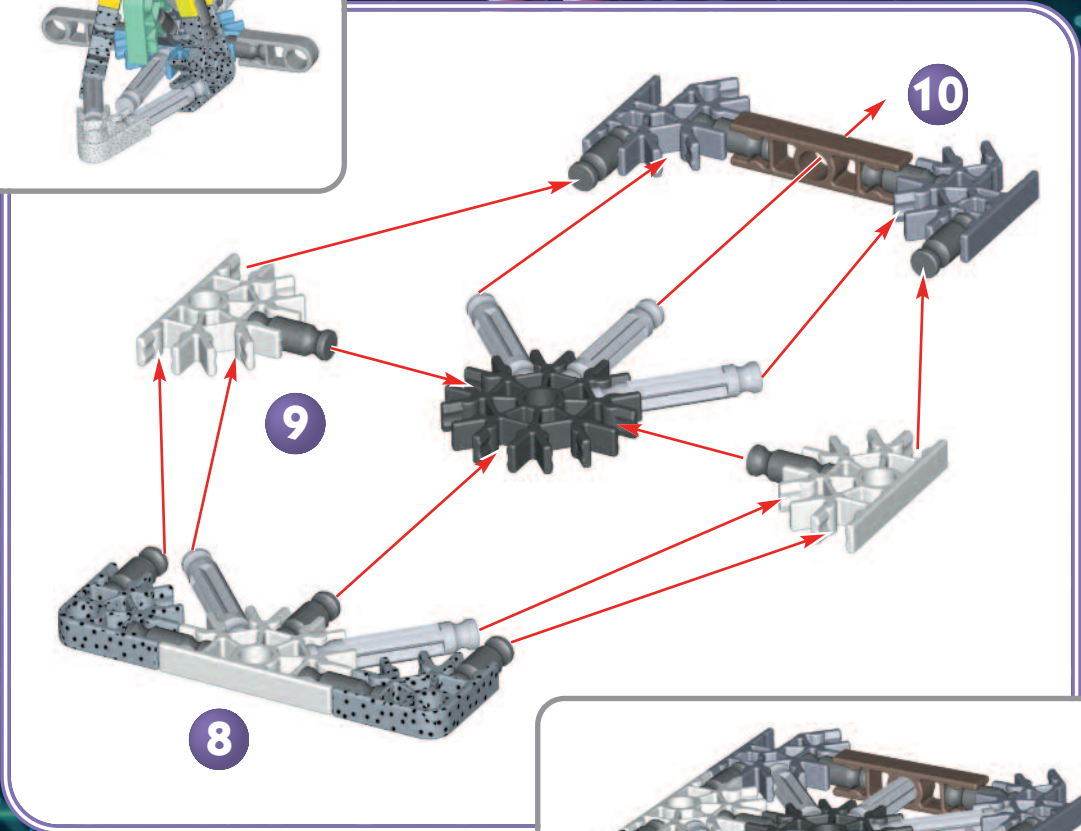
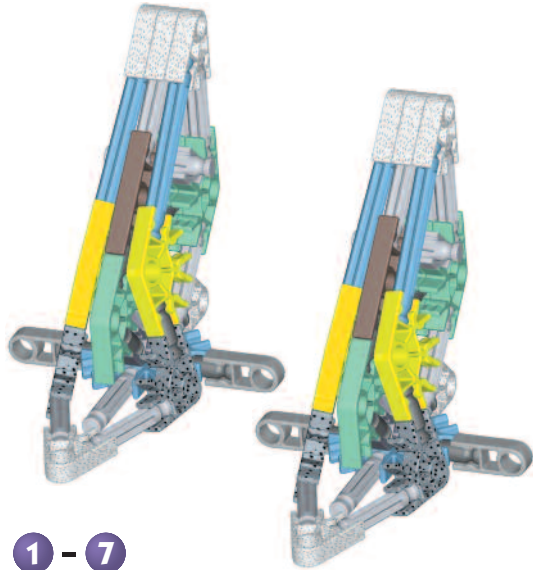
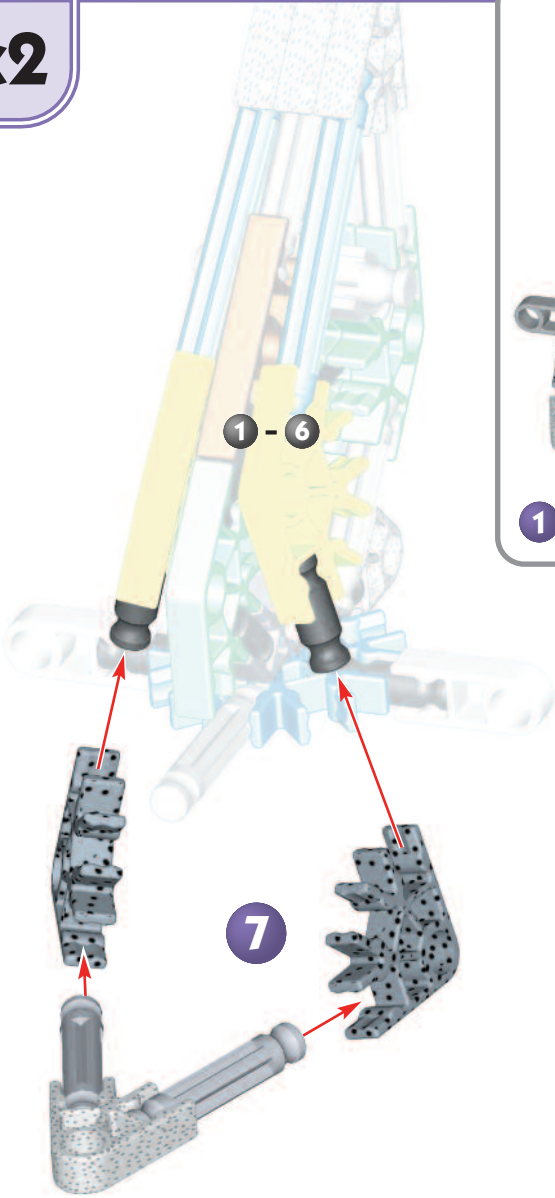
x2

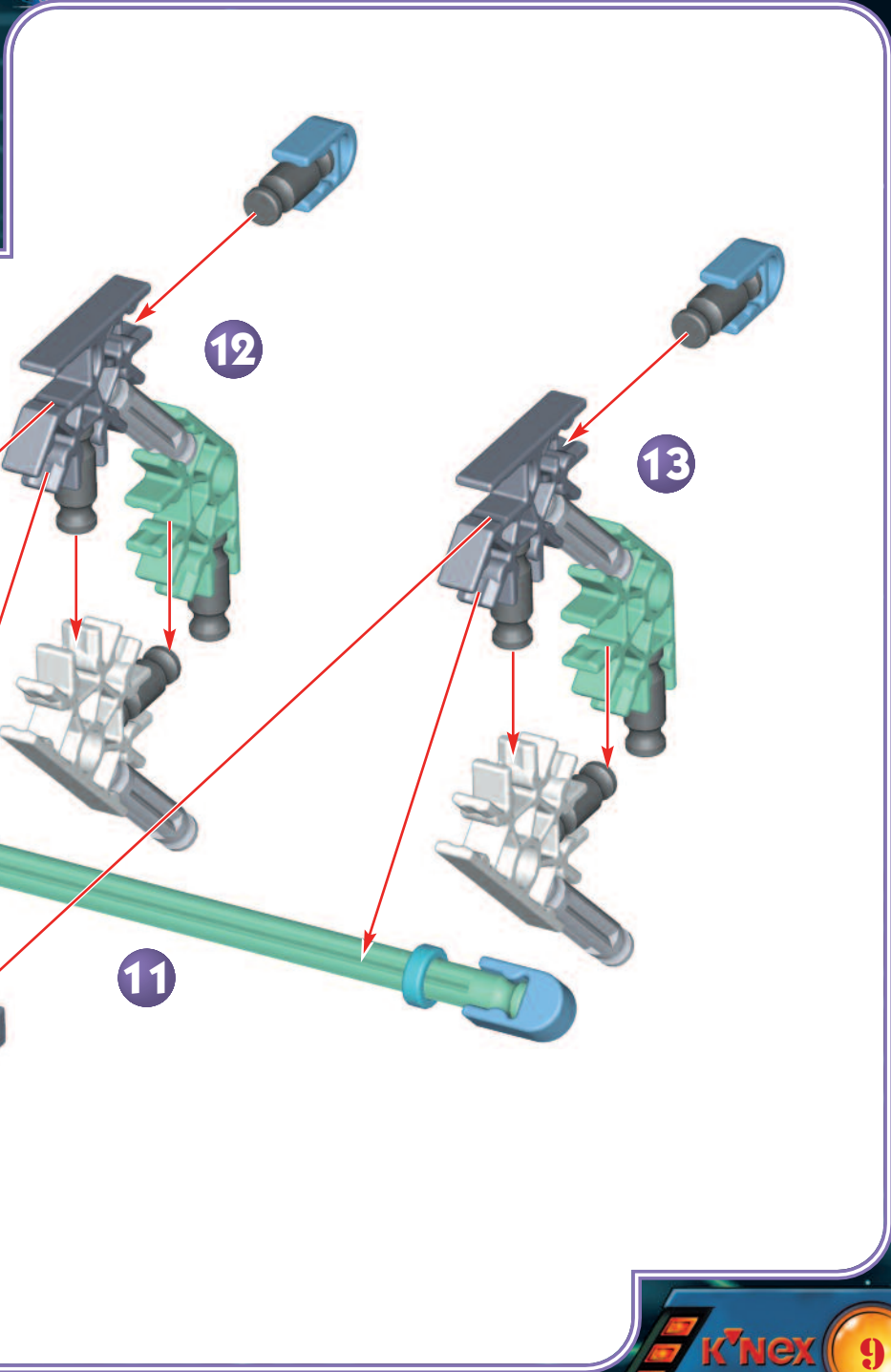
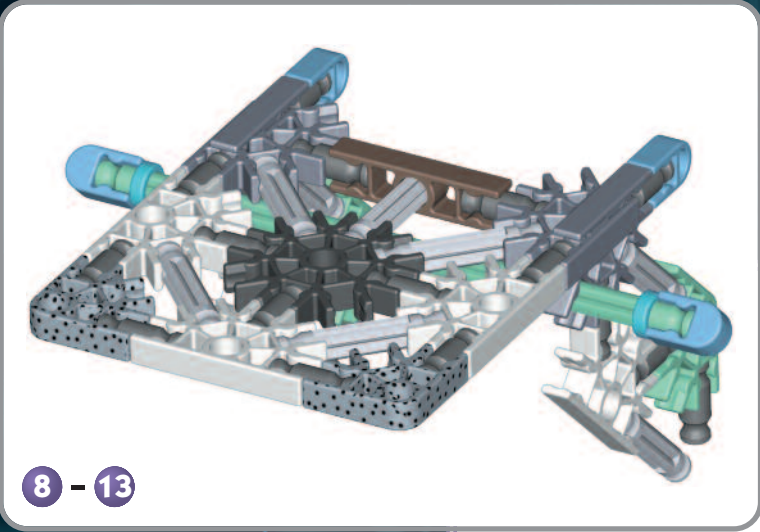


x2

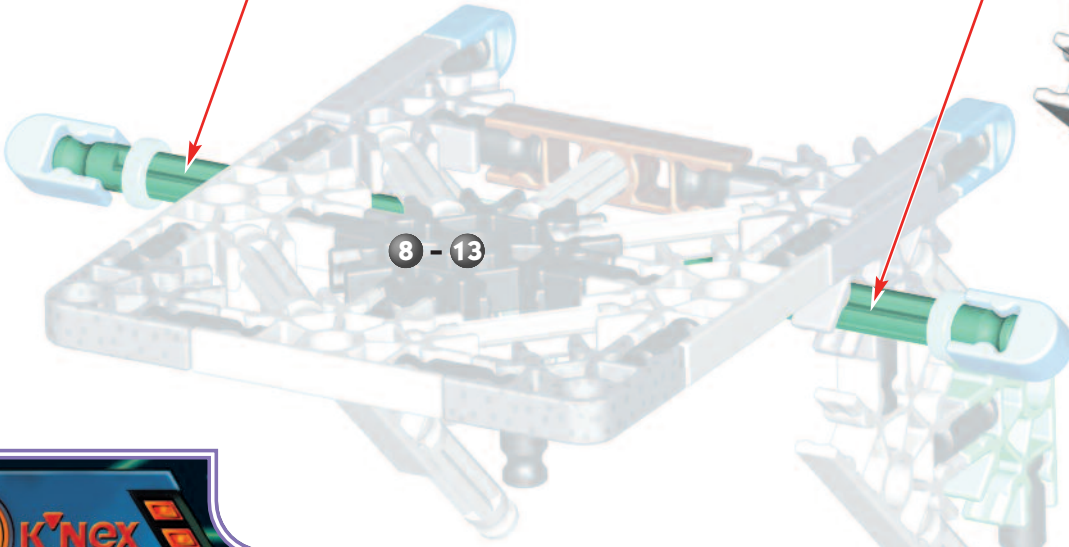
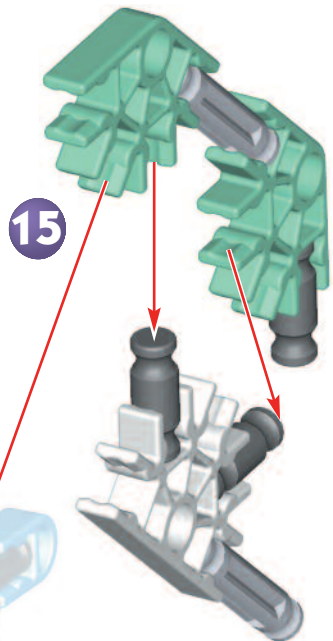
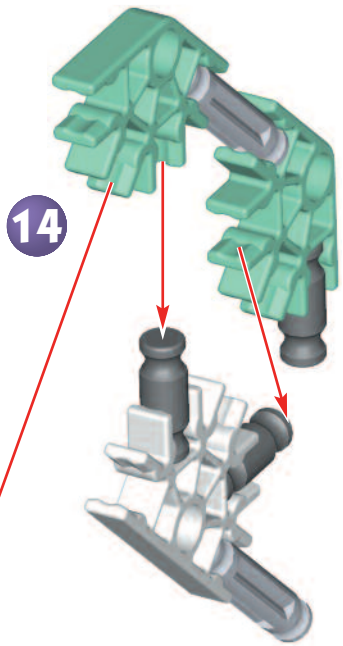
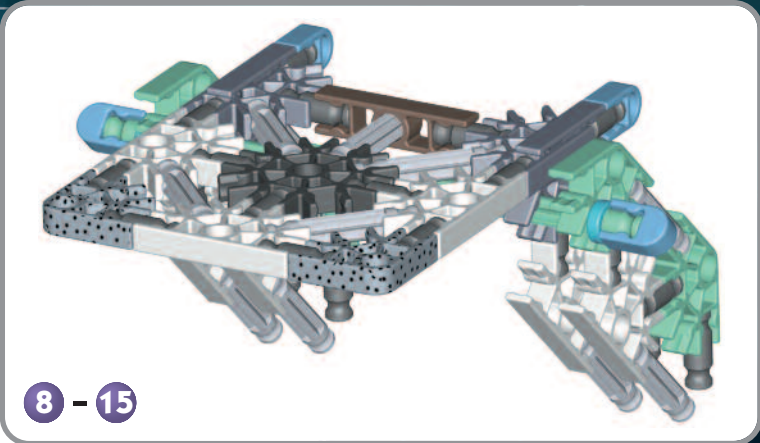


x2





Oberon Confederation  
Greater Valkyrate



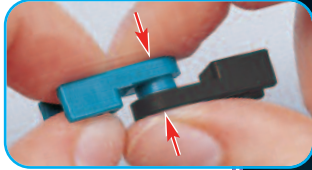
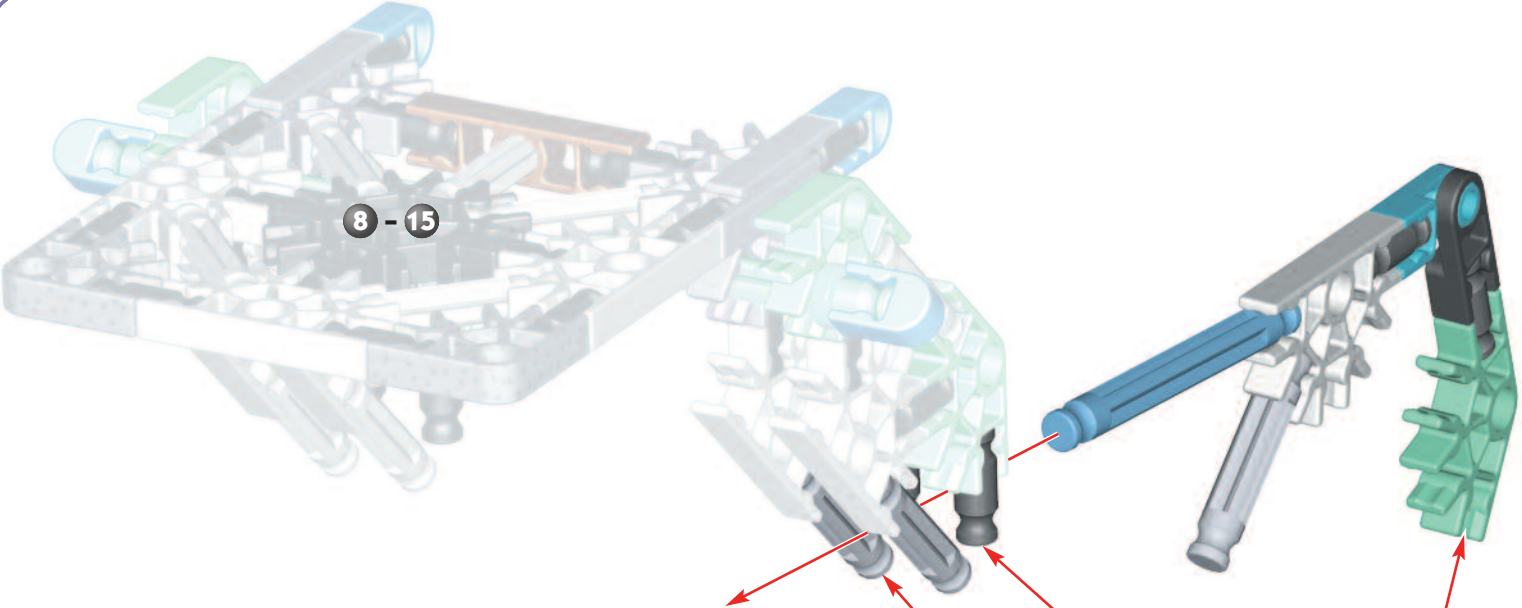
Outworlds Alliance

Intergalactic Dimensions

New Galaxy Region

Galaxy Concordat

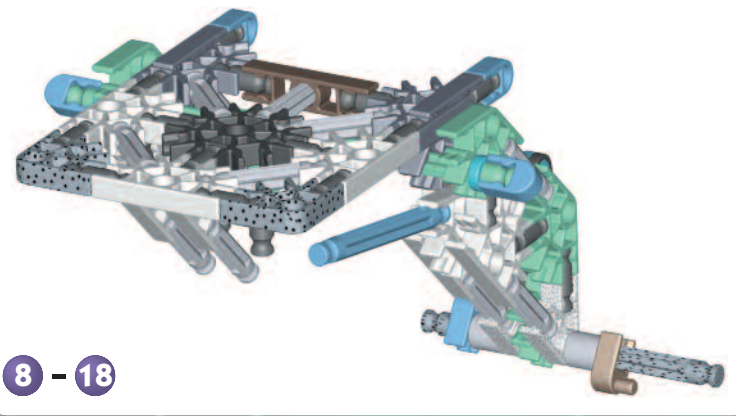
8 - 15



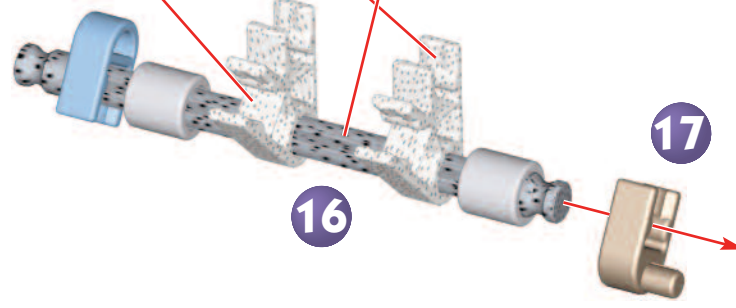
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Cygnus Federation

Human Resistance



8 - 18



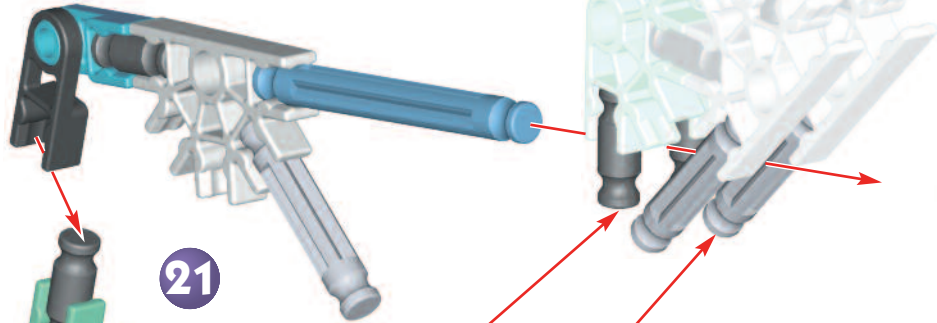
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17

Oberon Confederation  
Greater Valkyrate

Rim Collector

8 - 18

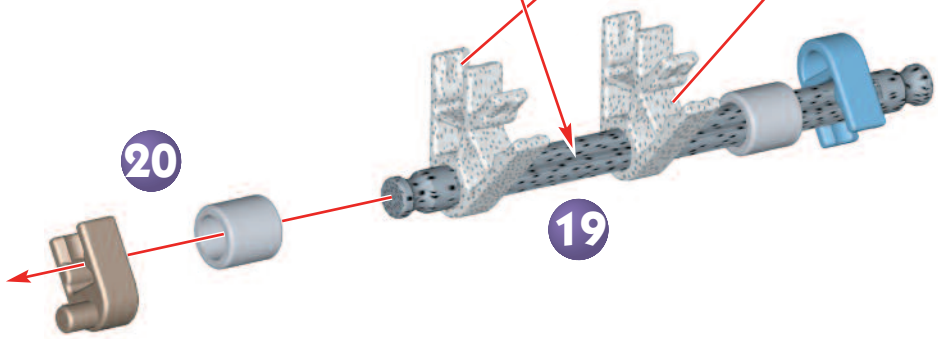


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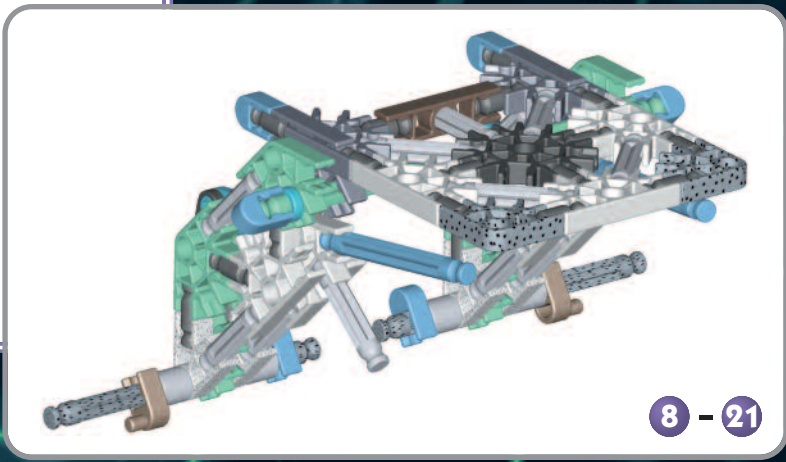


Commonwealth

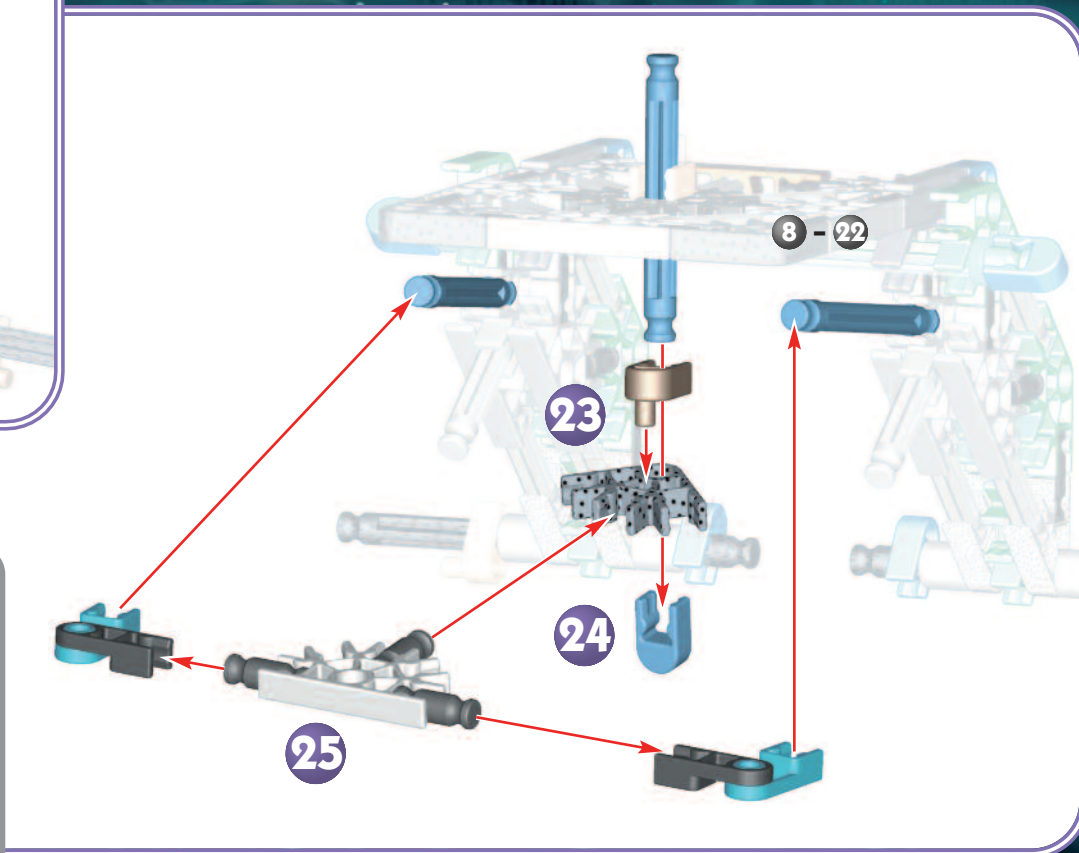
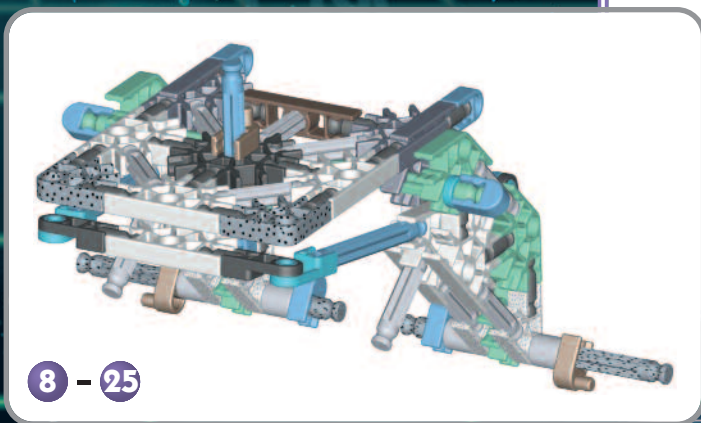
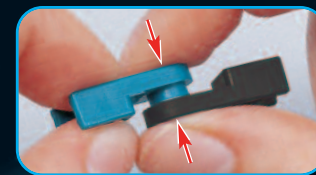
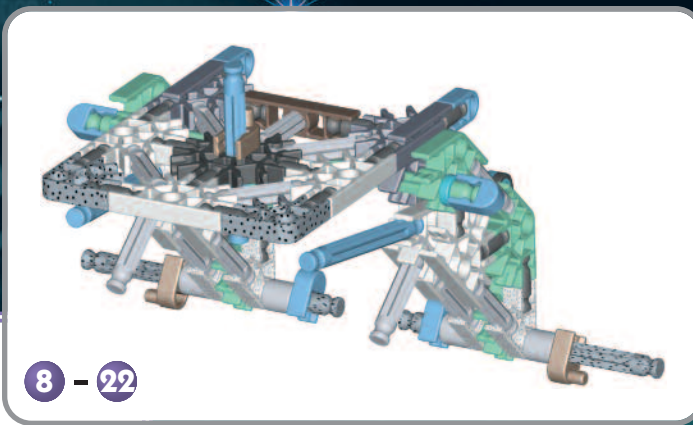
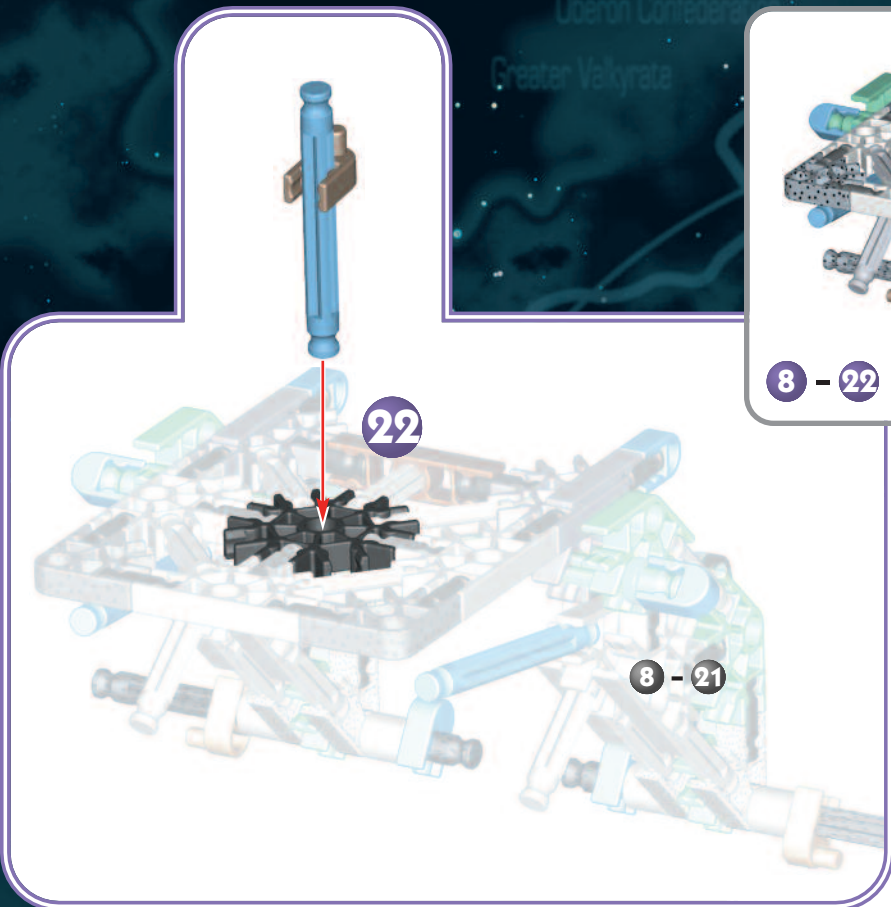
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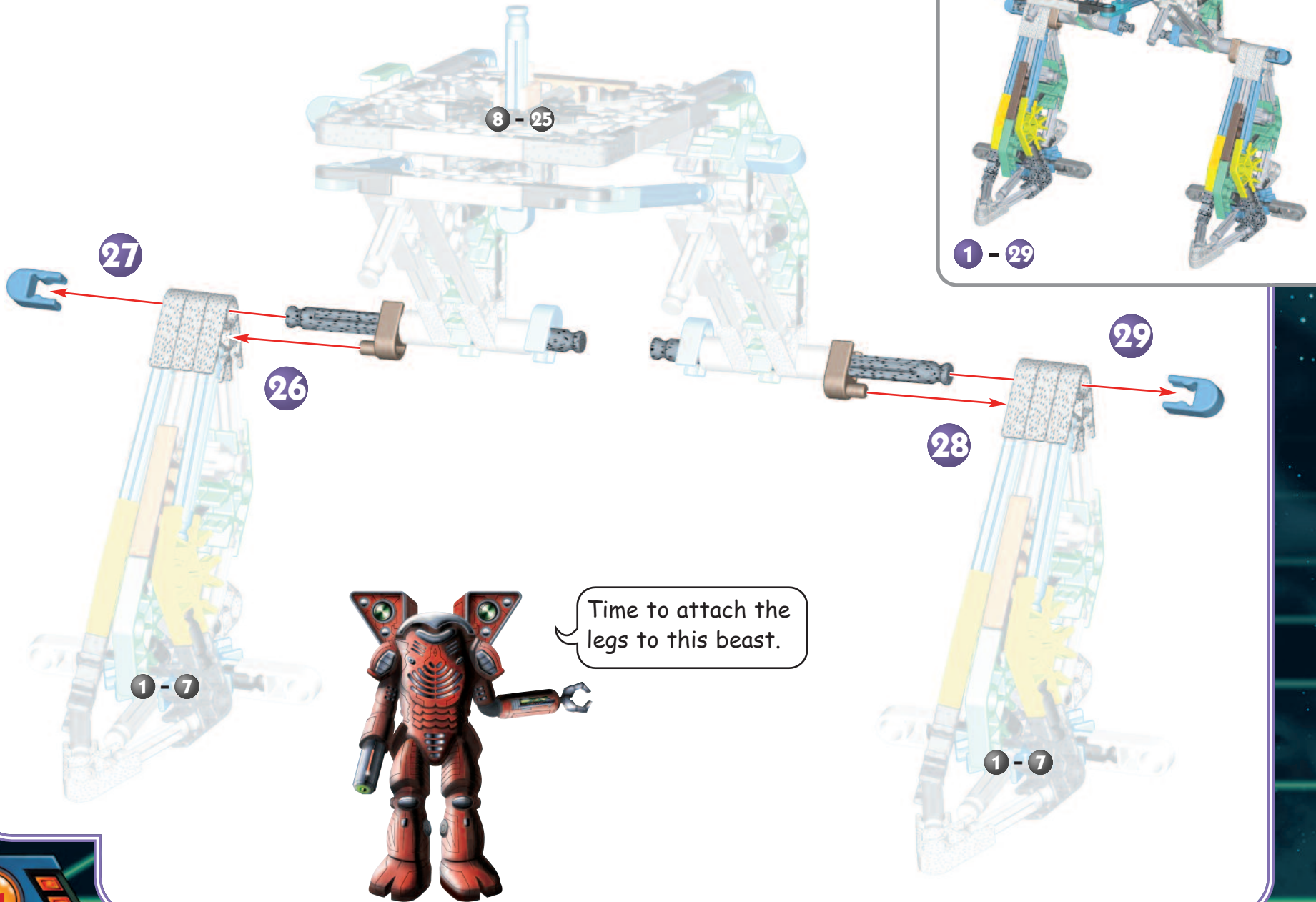


19



8 - 21



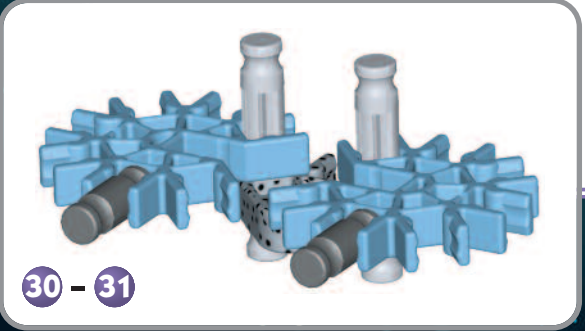
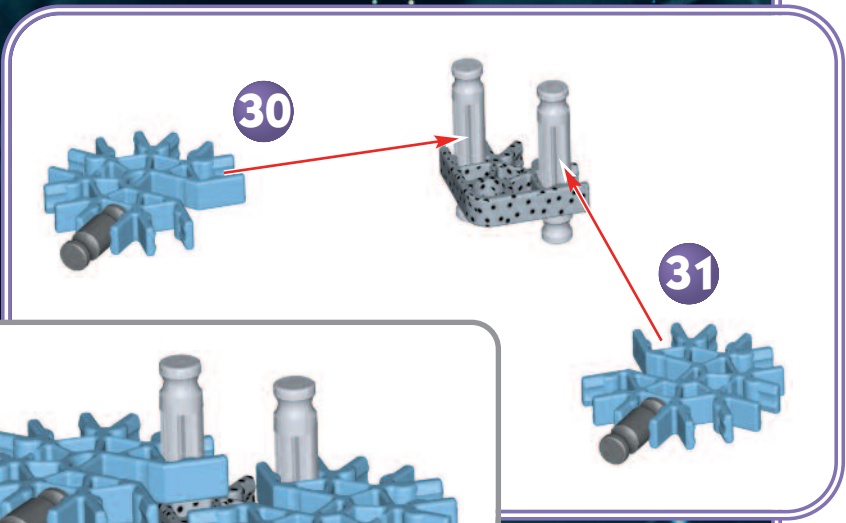


Oberon Confederation  
Greater Valkyrate

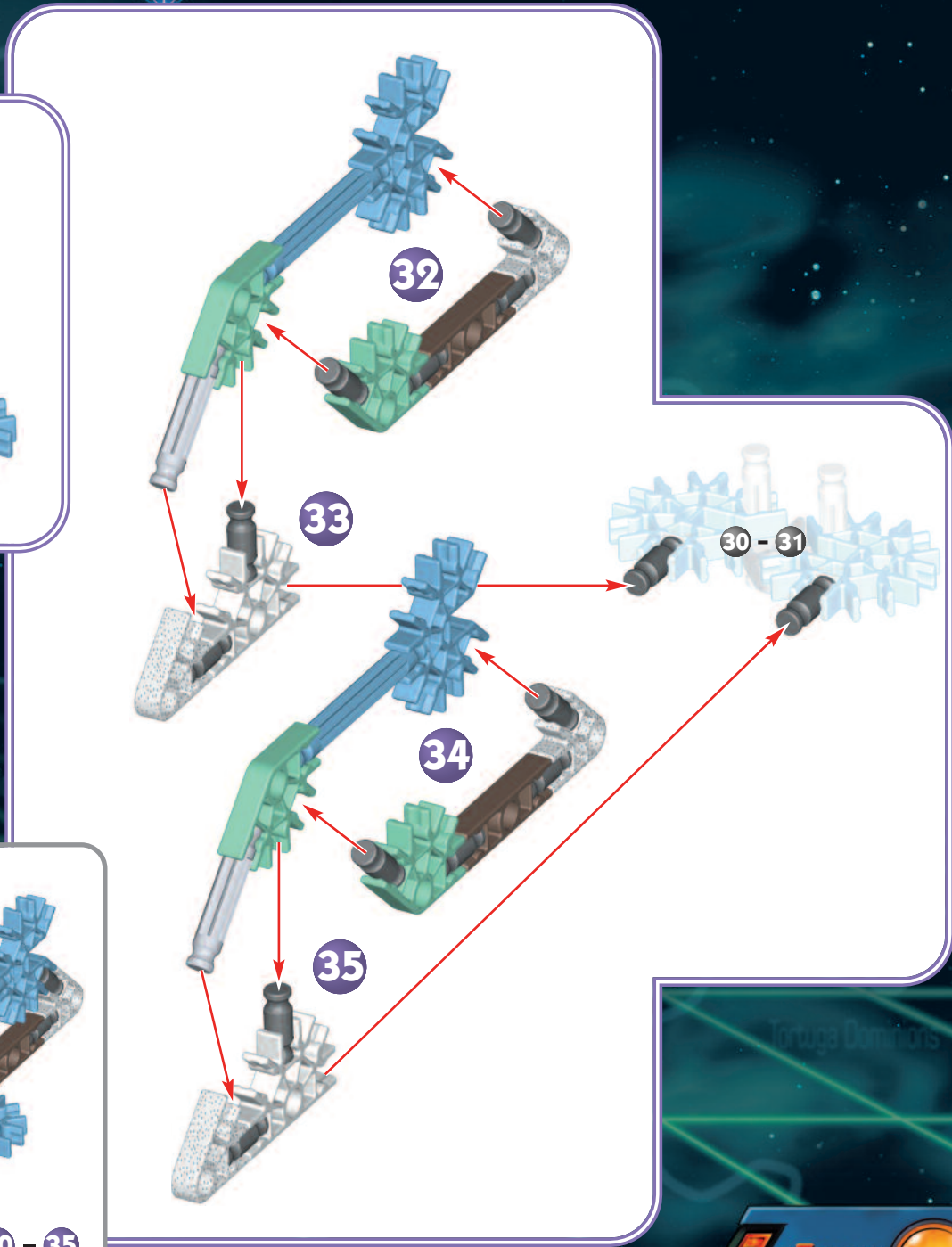
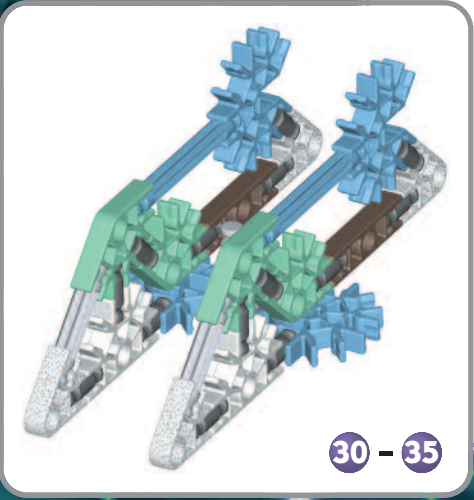
Eisen Fields

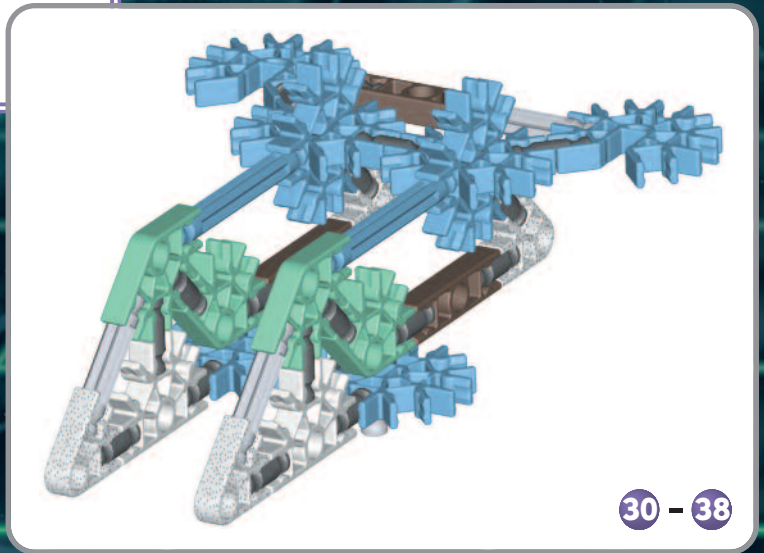
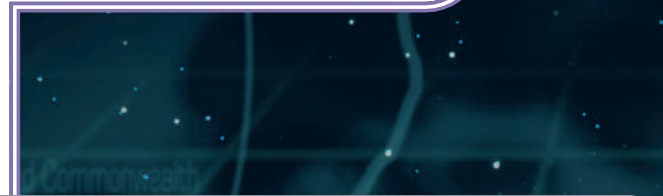
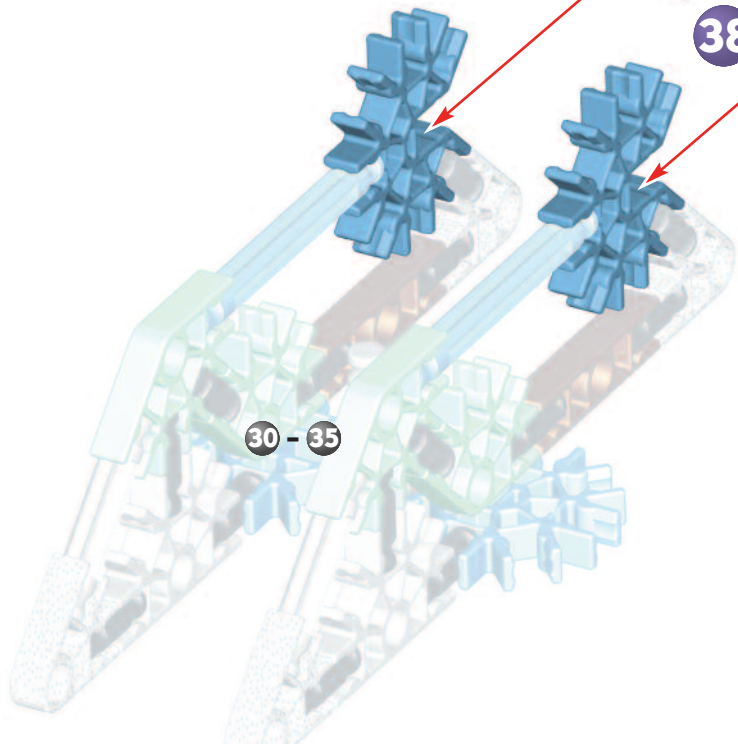
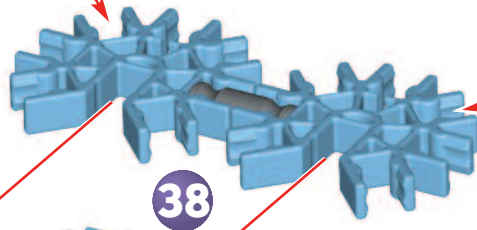
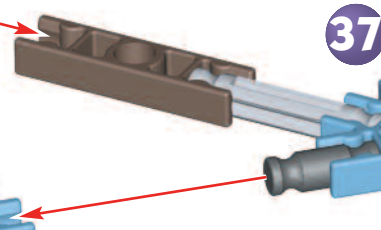
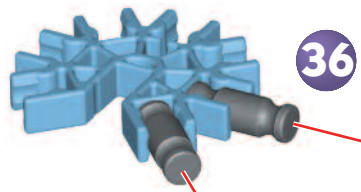
Turuga Demons

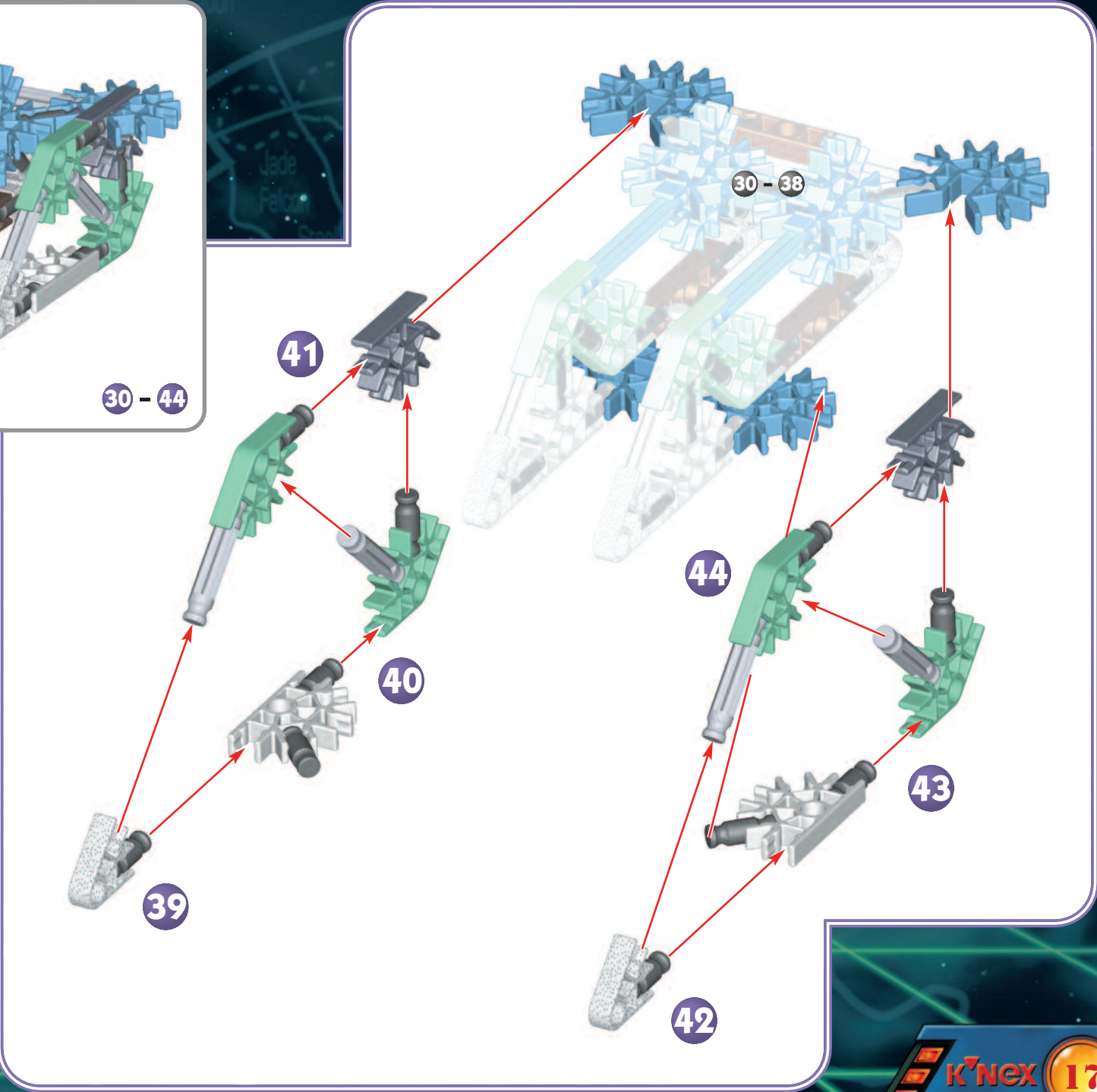
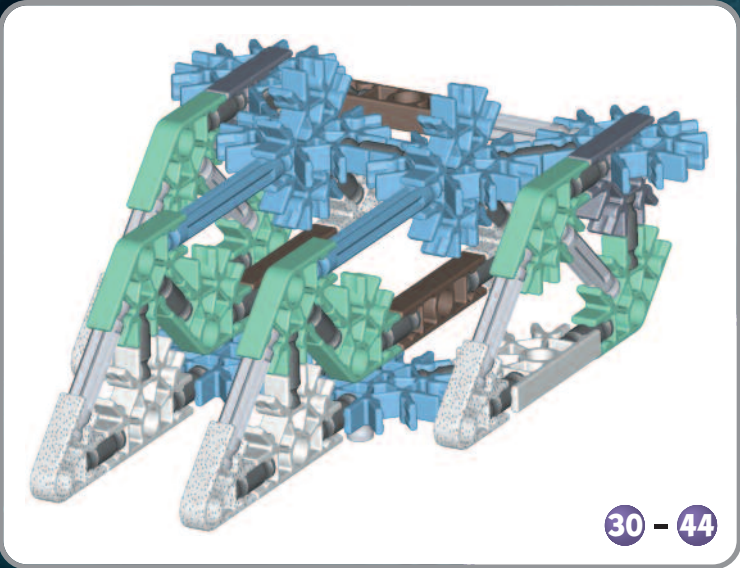
Tauran Concordat

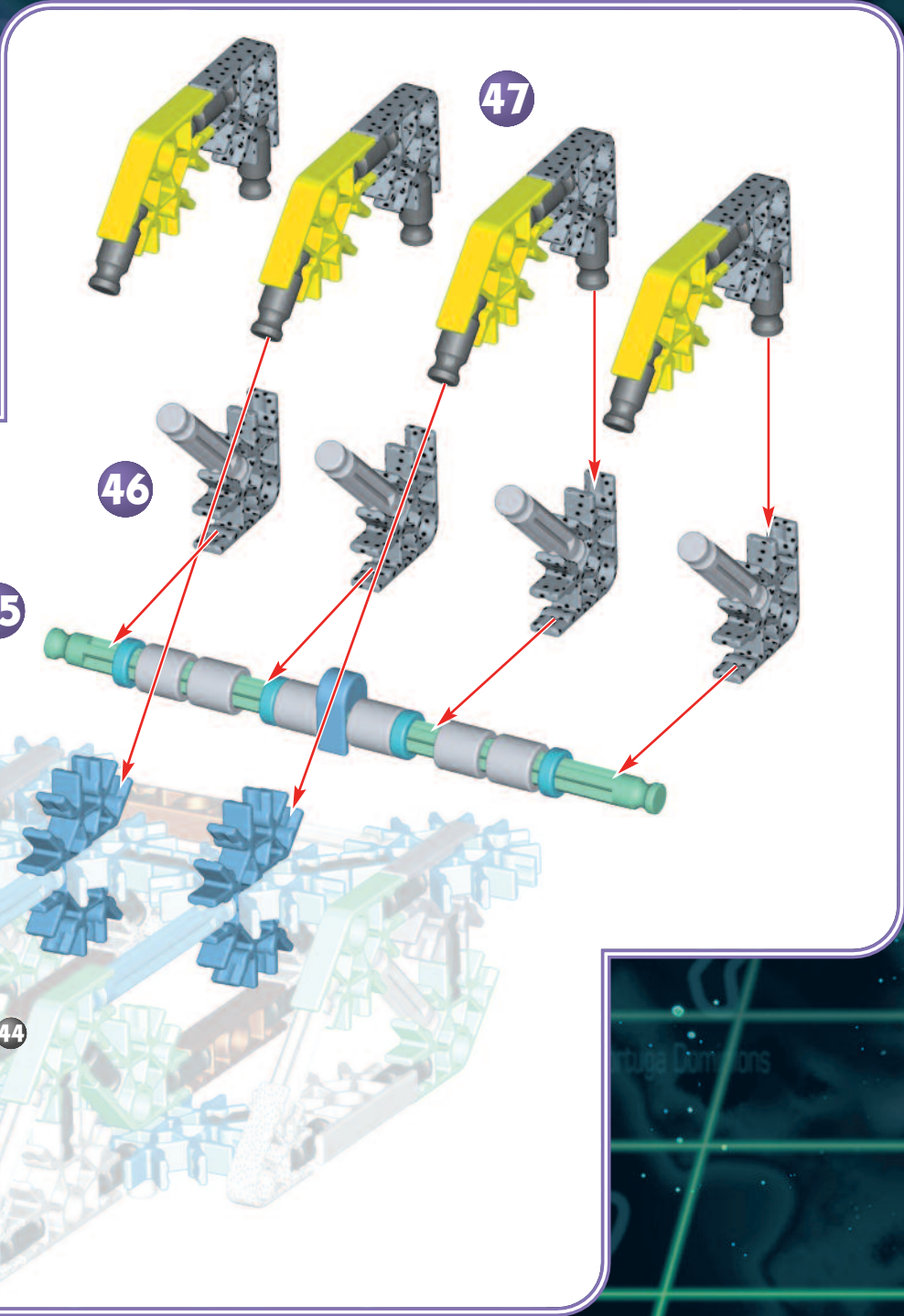
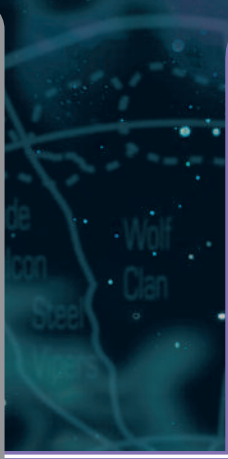
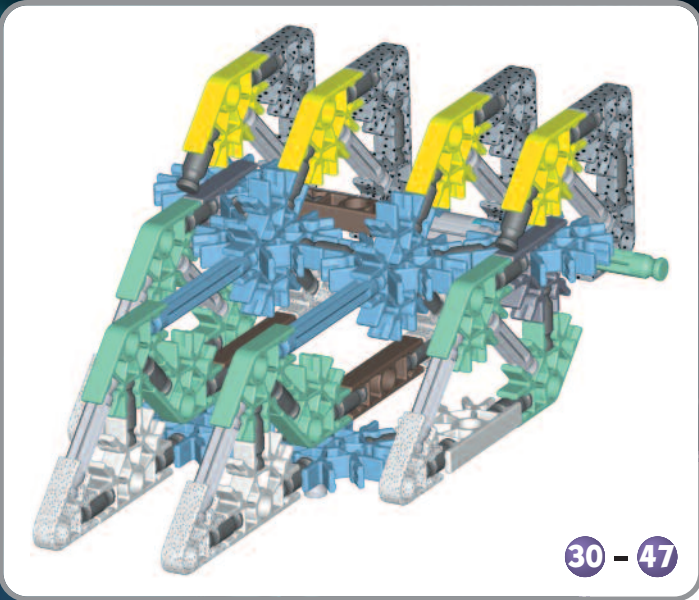


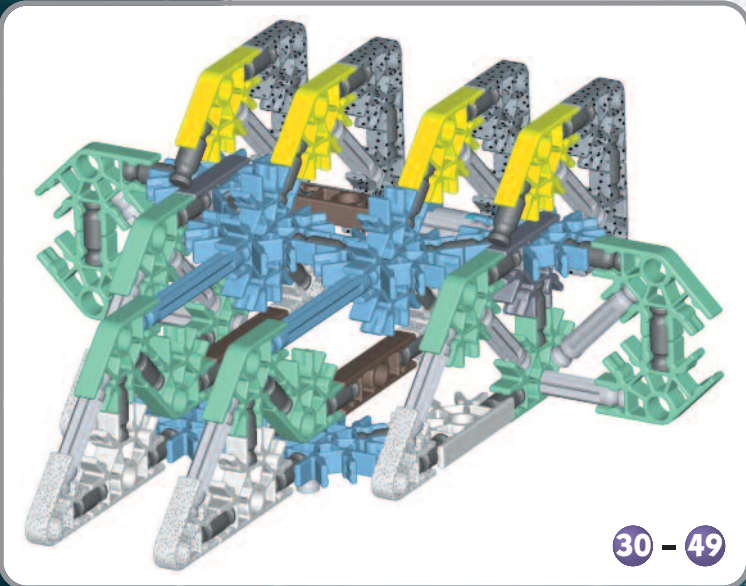
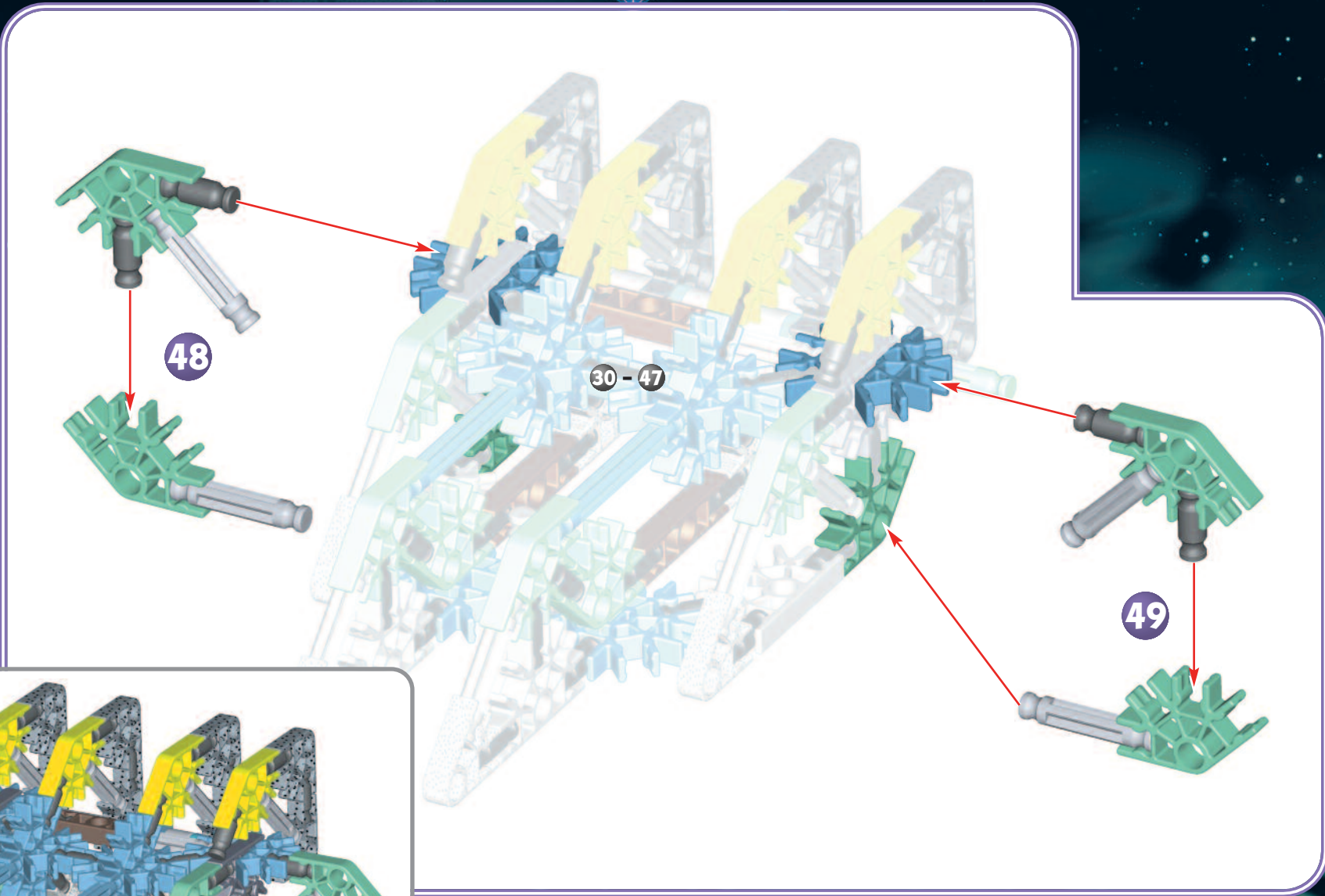
Now let's build  
the second part  
of the body.



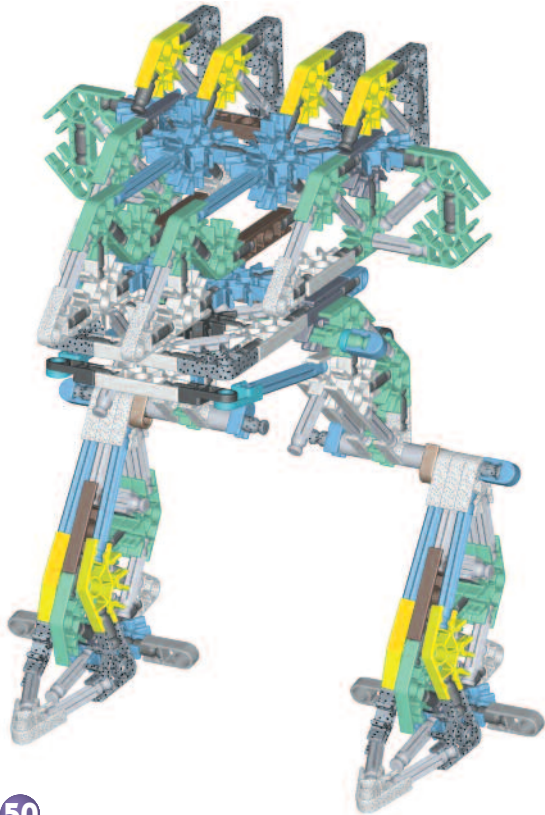
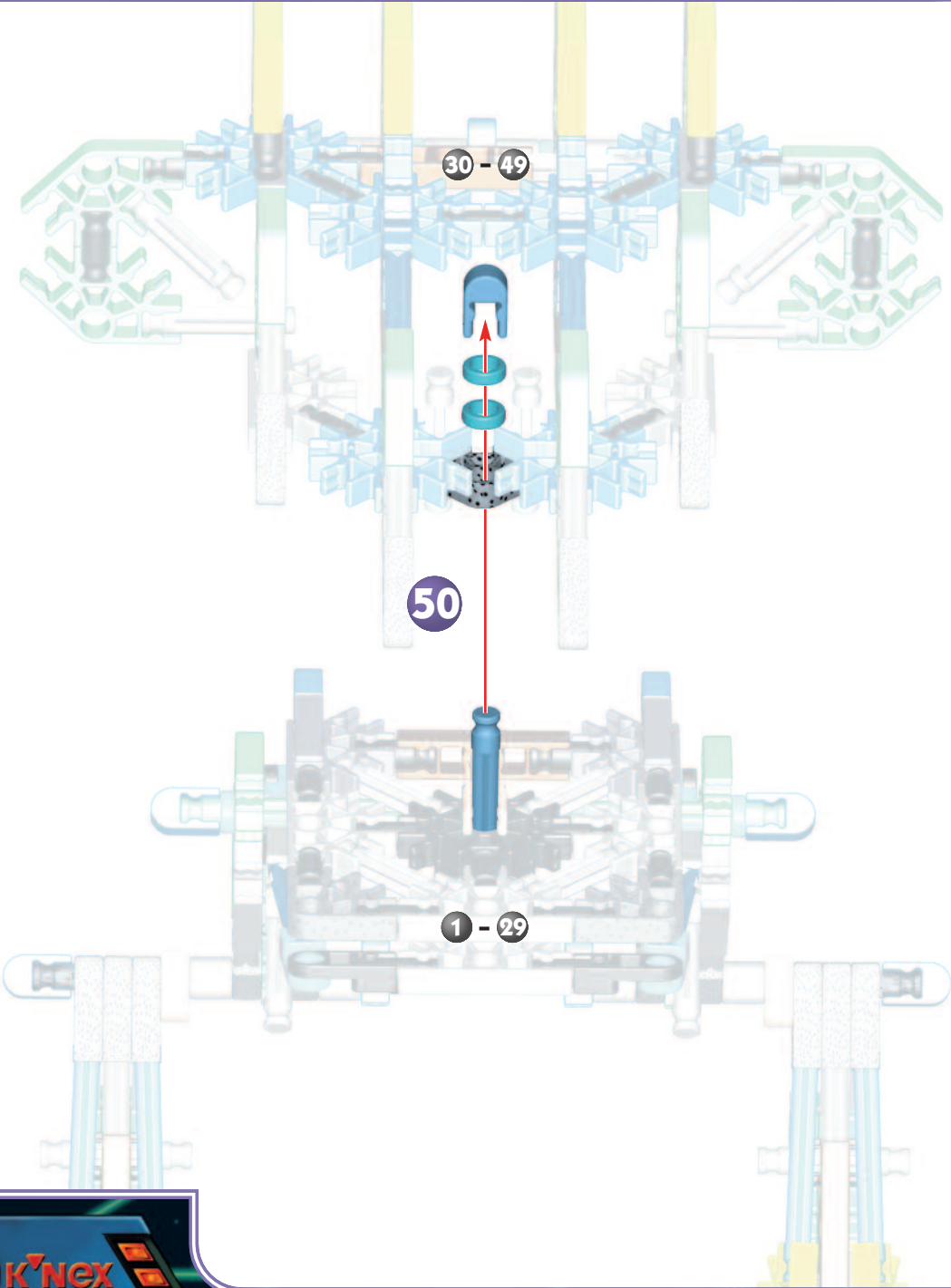




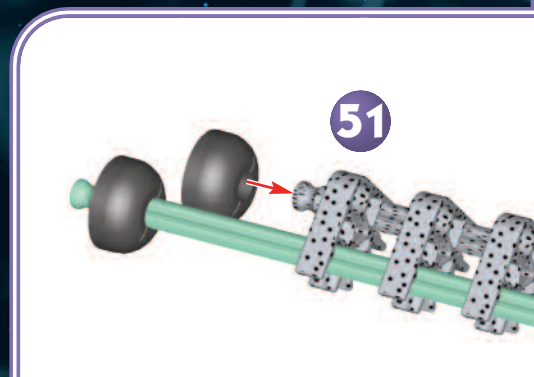
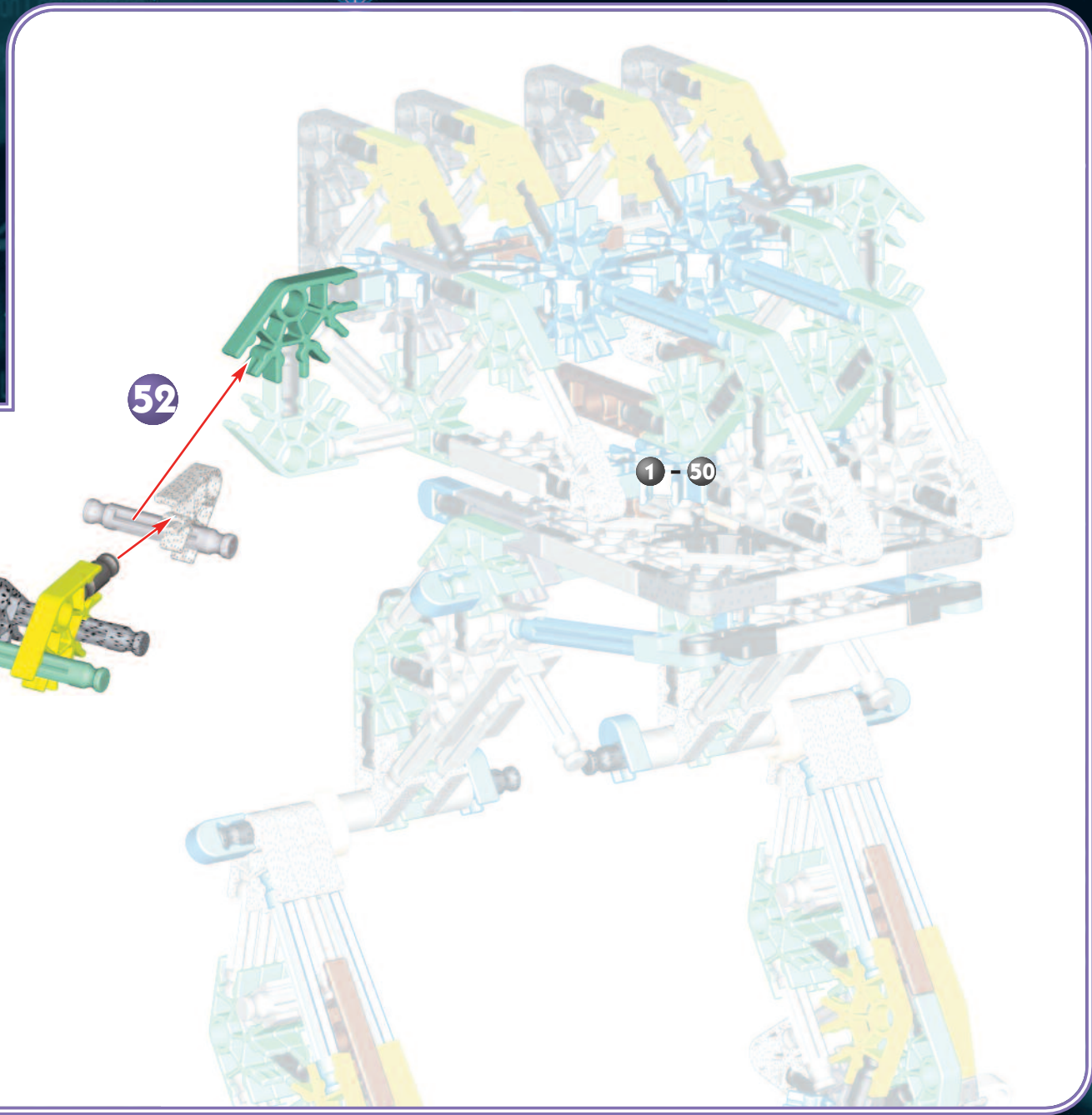




Join the top and bottom and you're almost finished.



1 - 50



1 - 52

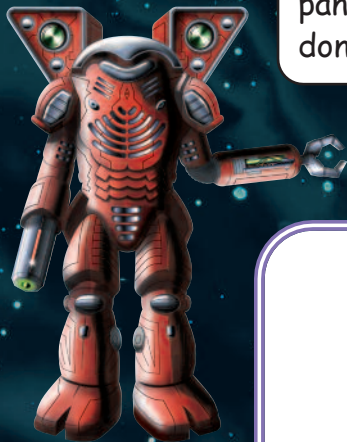
55

54

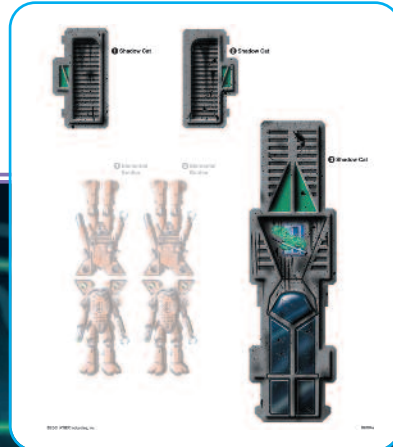
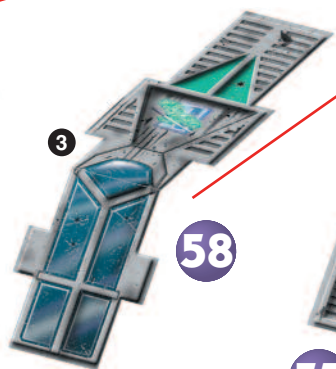
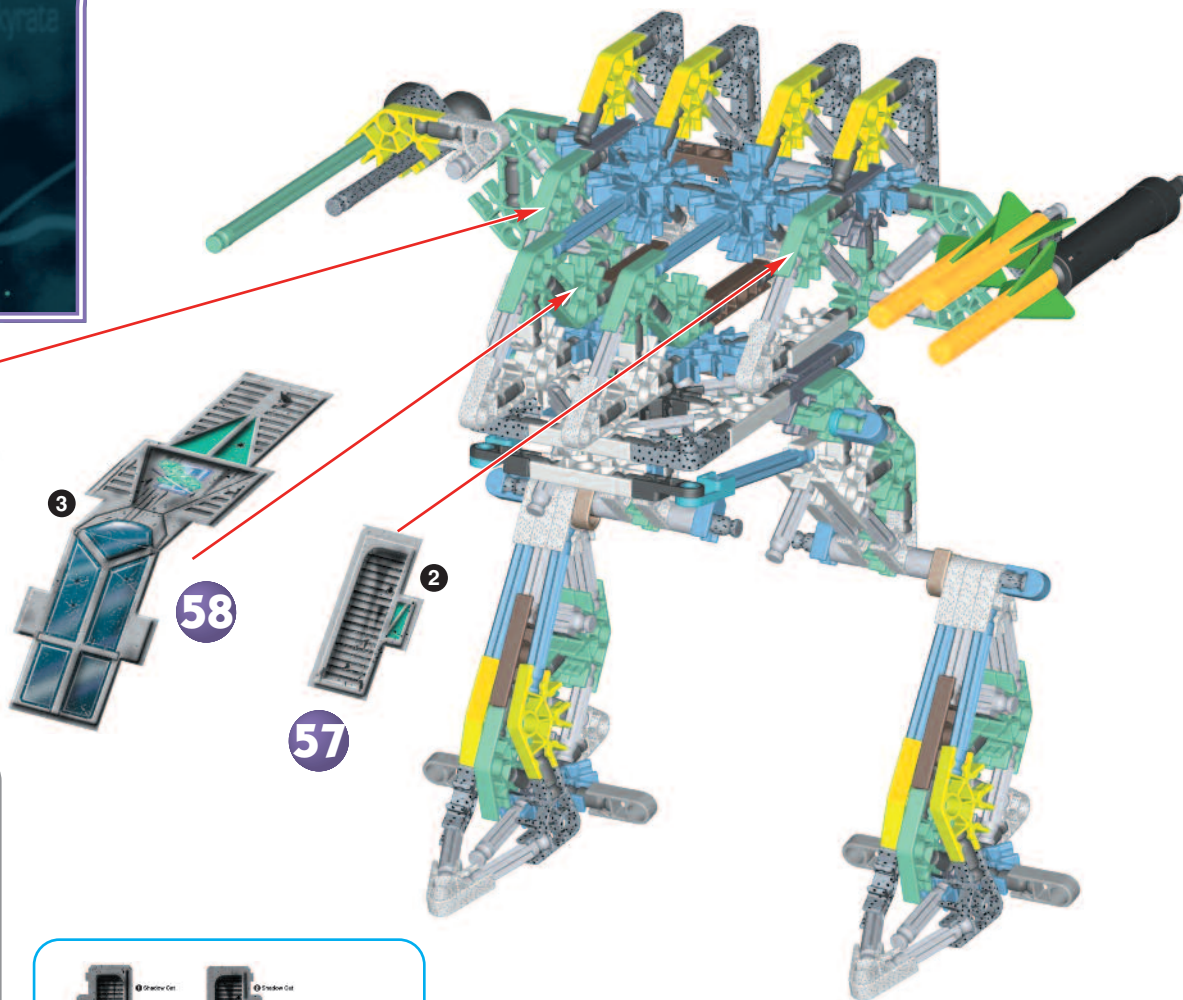
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1 - 55

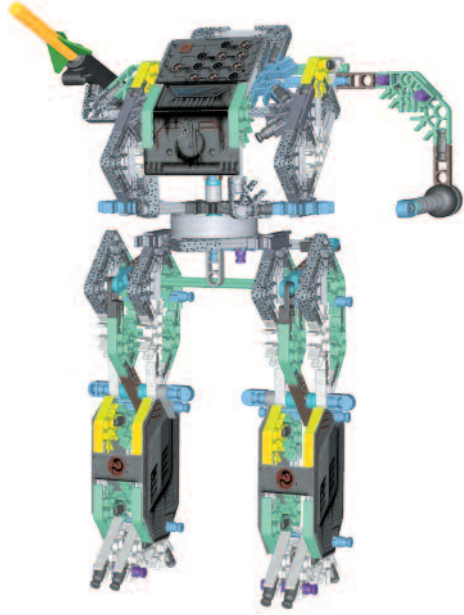




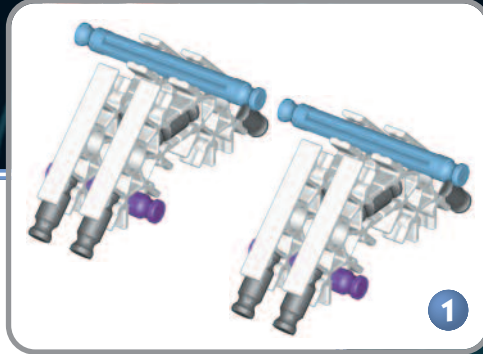
After adding the panels, you're done. Great job!



# Sunder

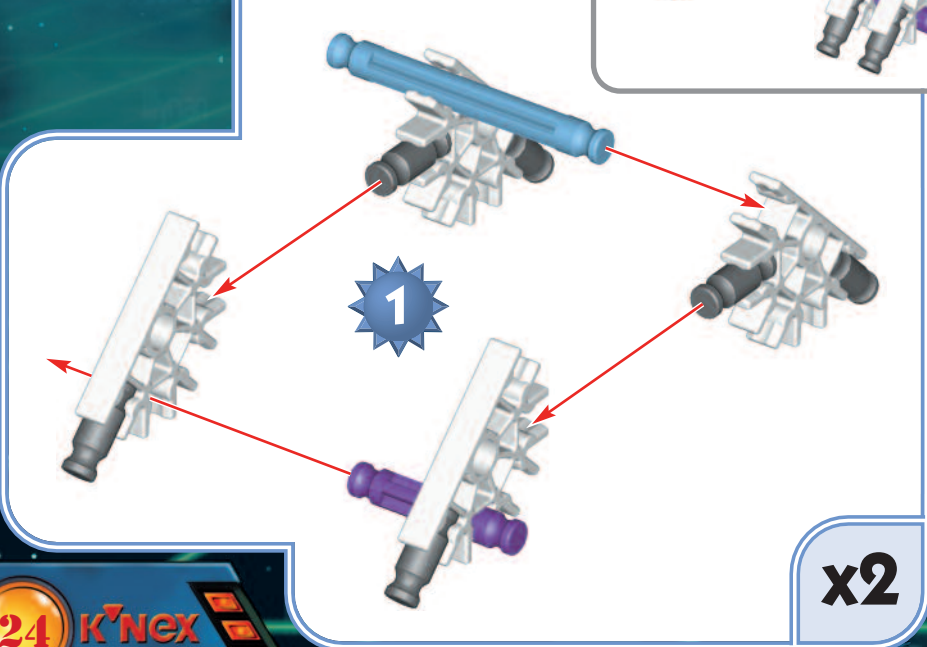


First, let's build Sunder's legs!

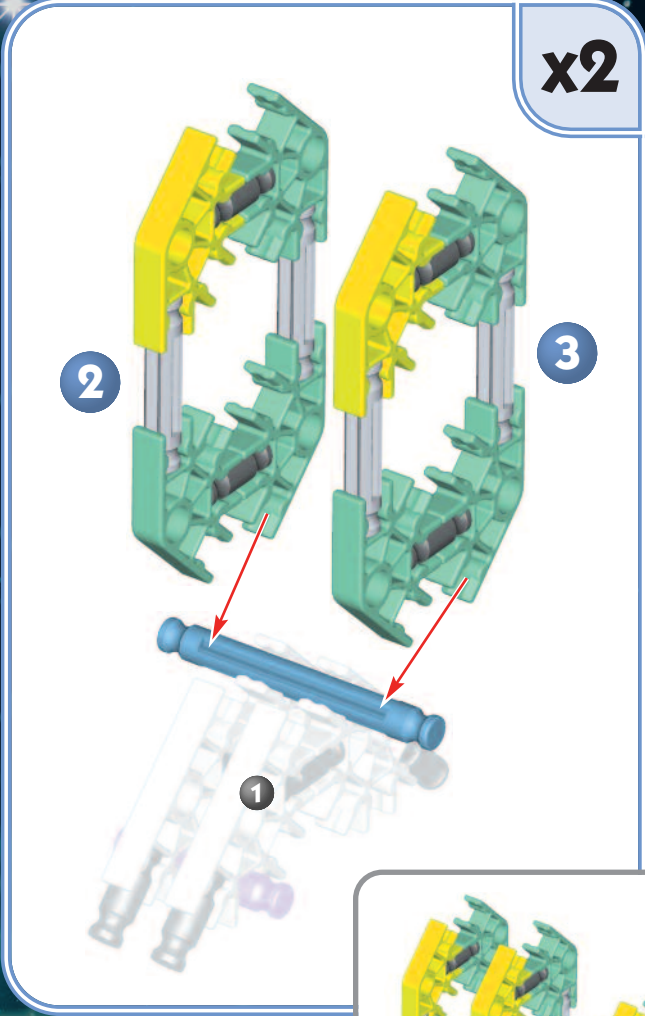


1

x2



1



2

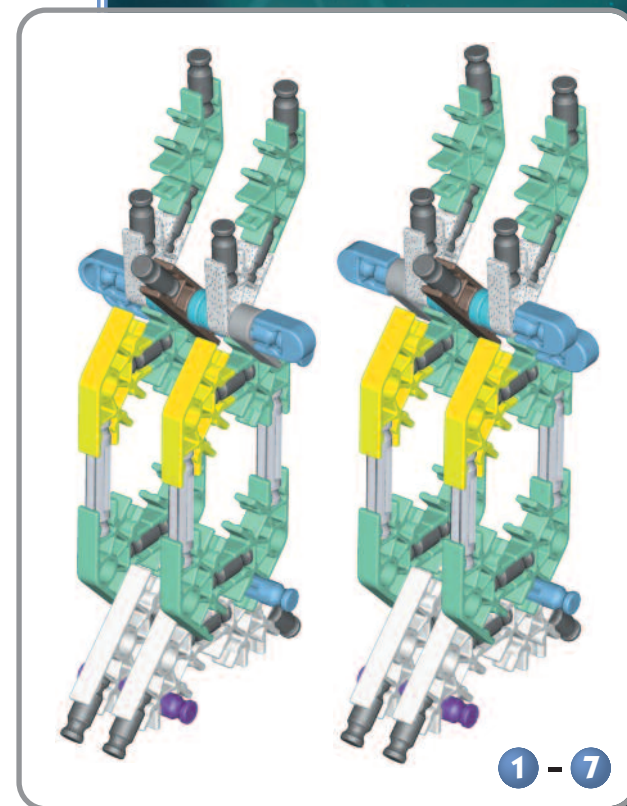
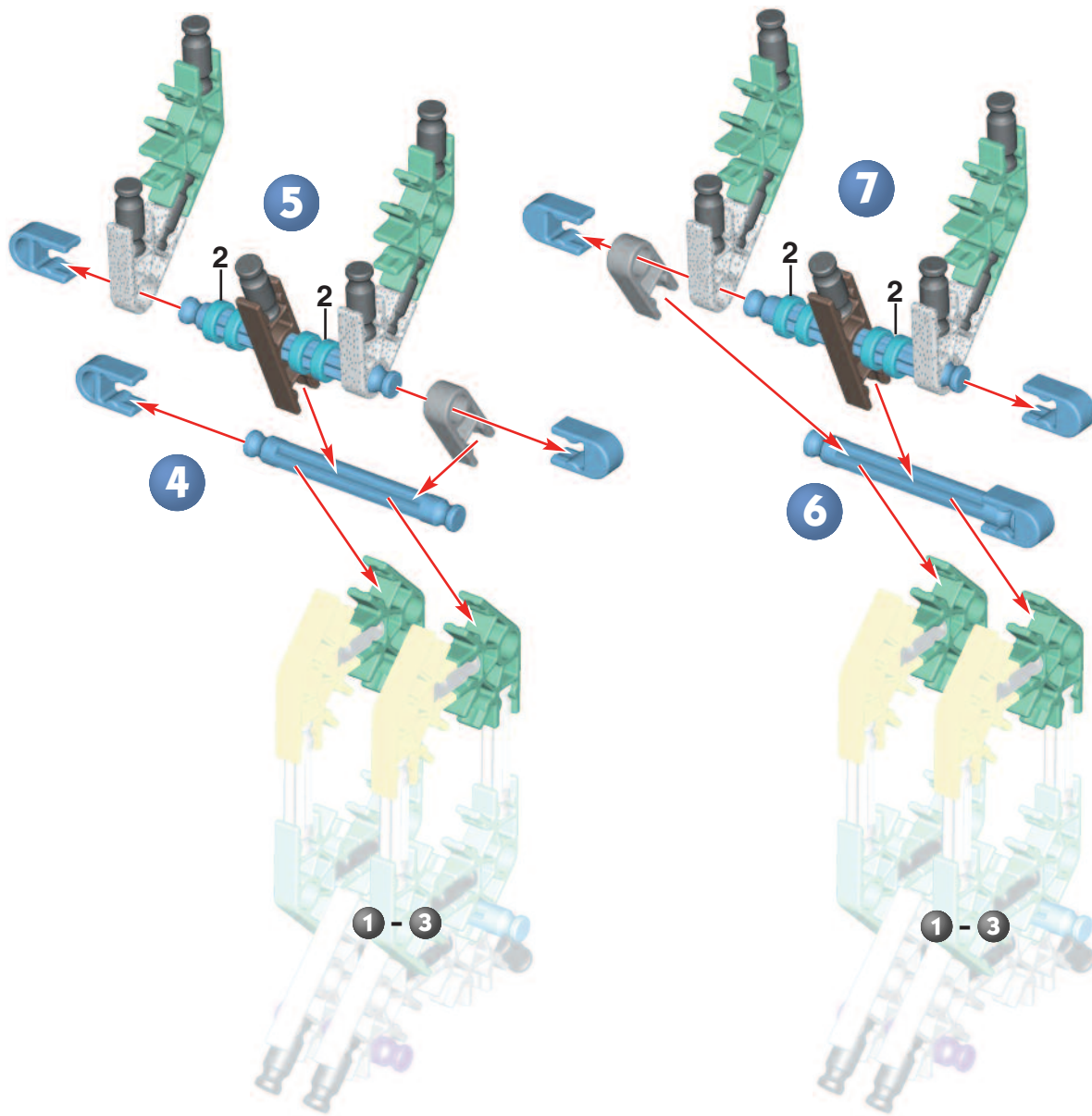
3

x2

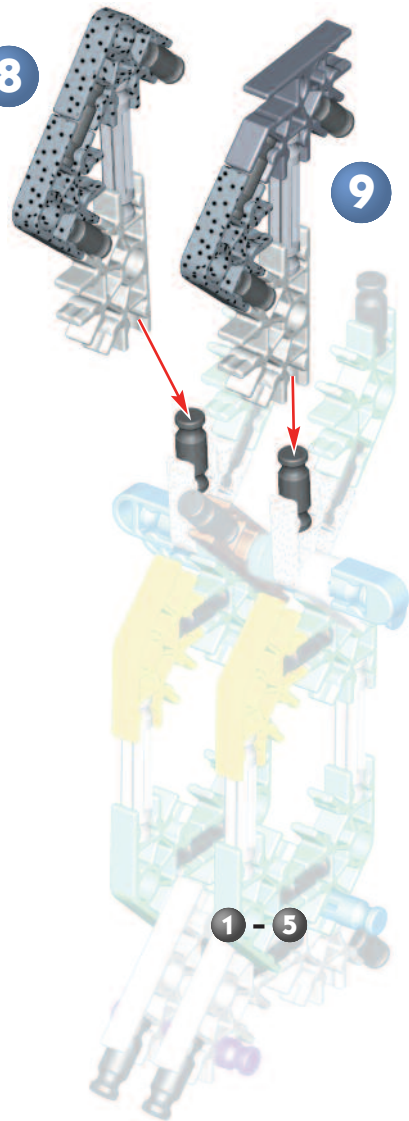


1 - 3

- US** This number shows you how many times (x) you need to build the same step.
- F** Ce chiffre indique combien de fois (x) tu dois exécuter la même étape.
- NL** Dit nummer toont je hoe dikwijls je dezelfde stap moet opbouwen.

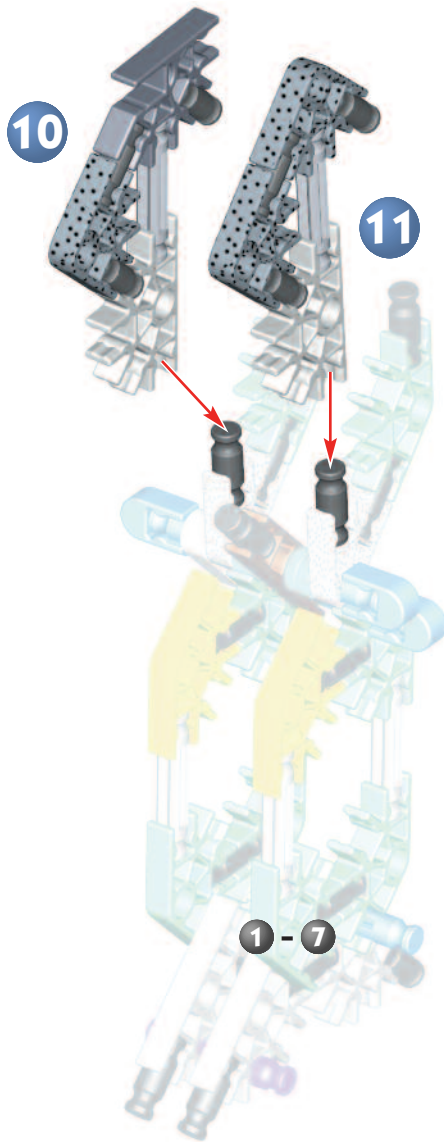


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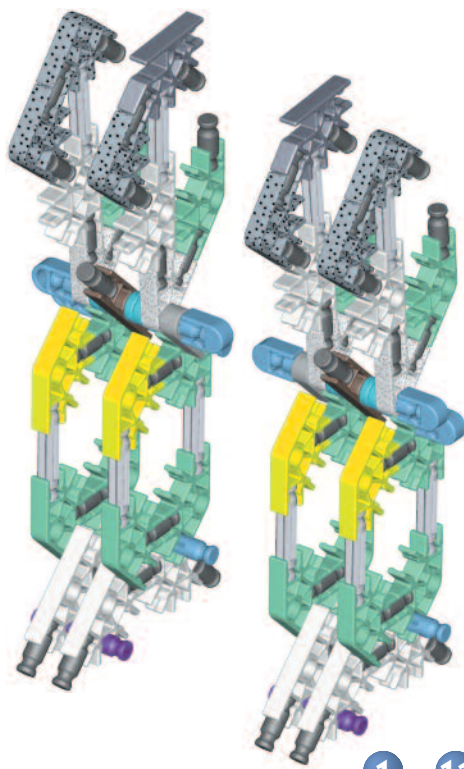


9

10



11

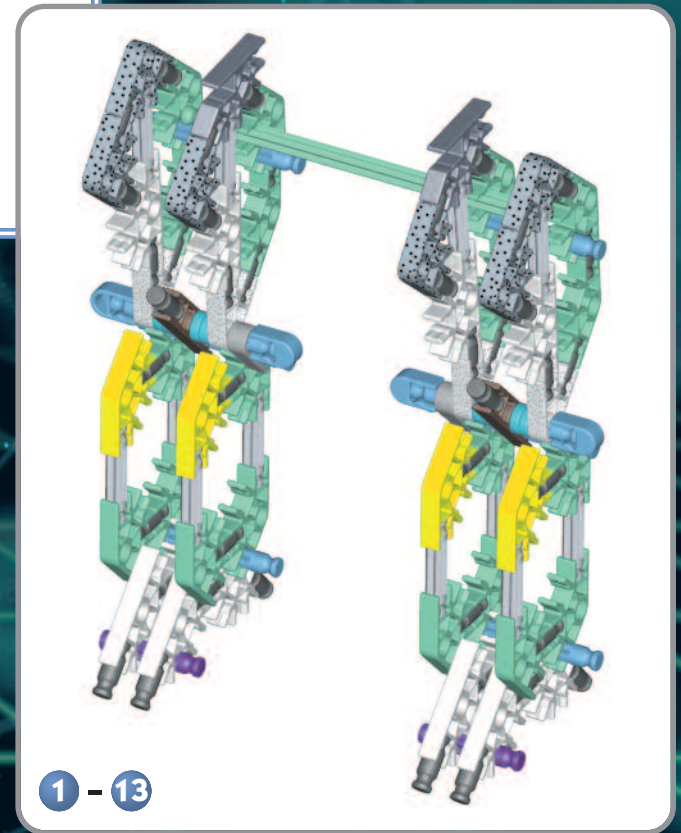
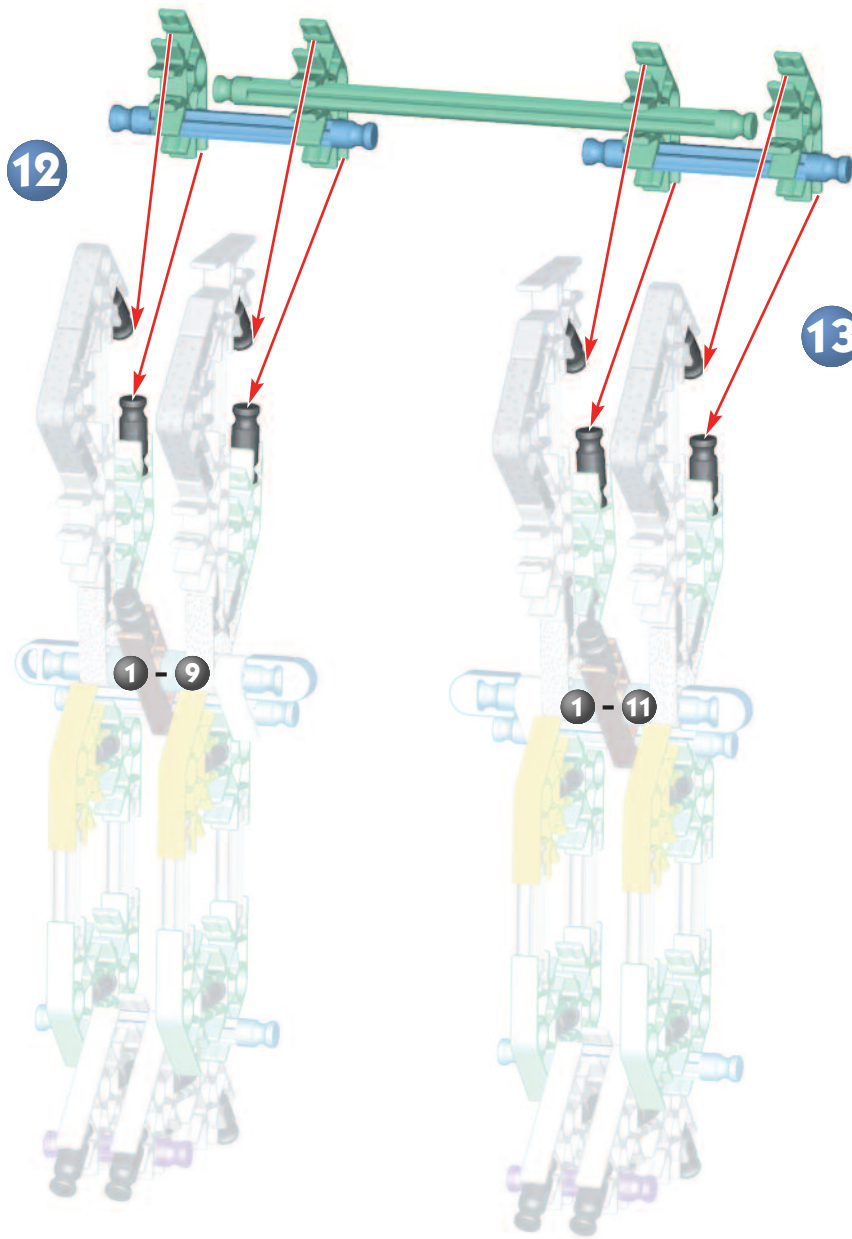


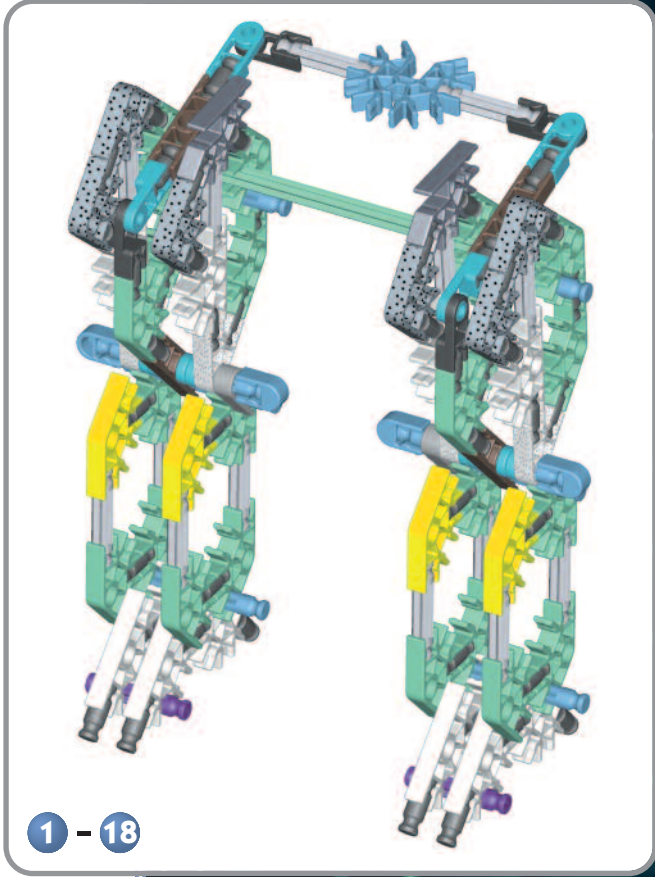
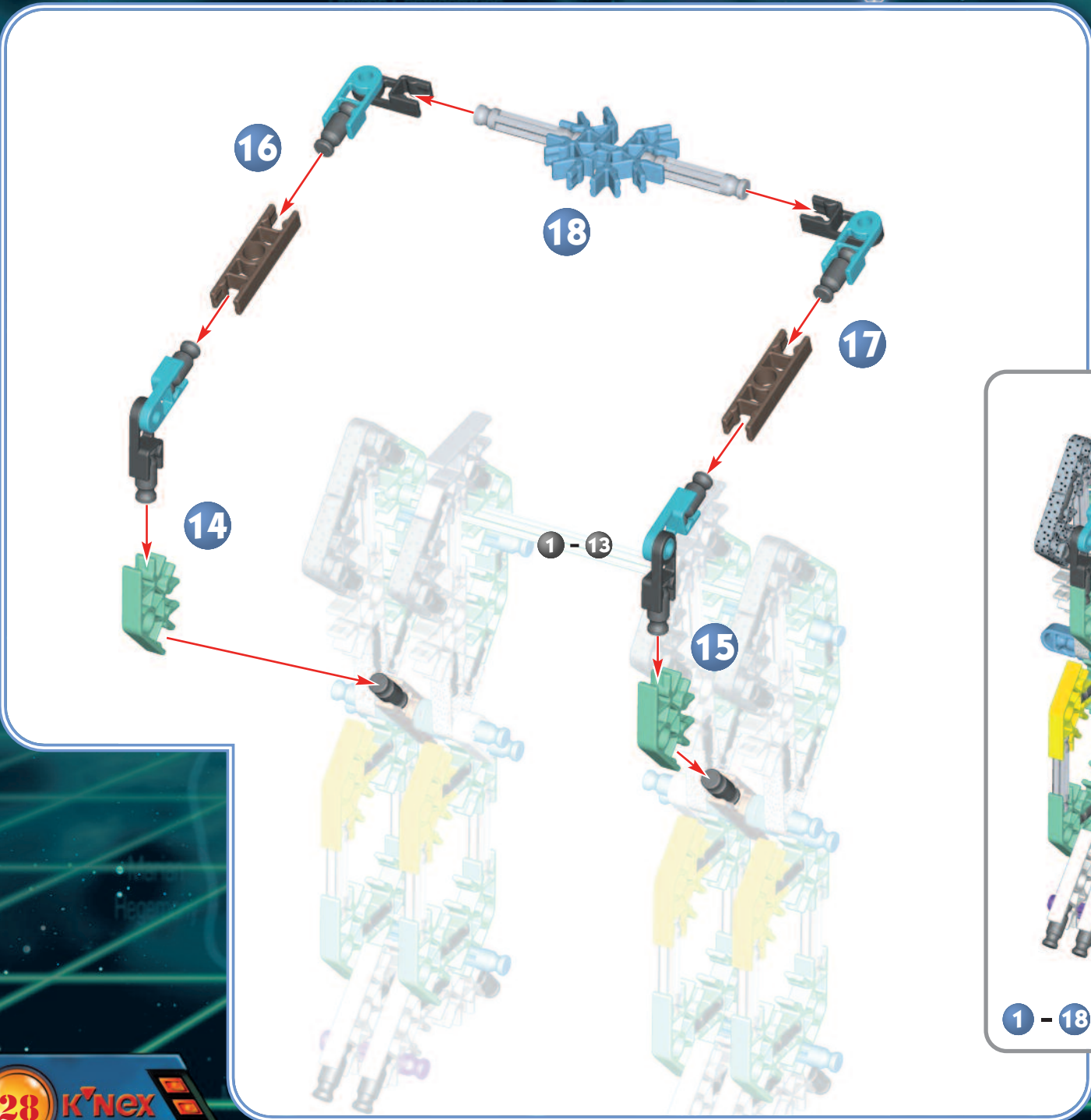
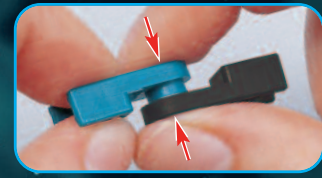
1 - 11

Outworlds Alliance

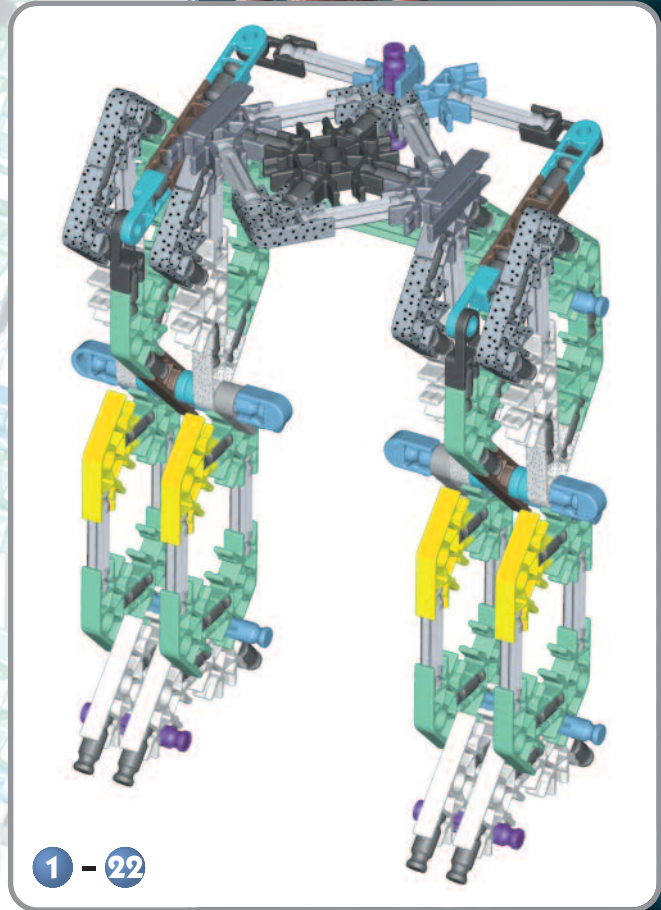
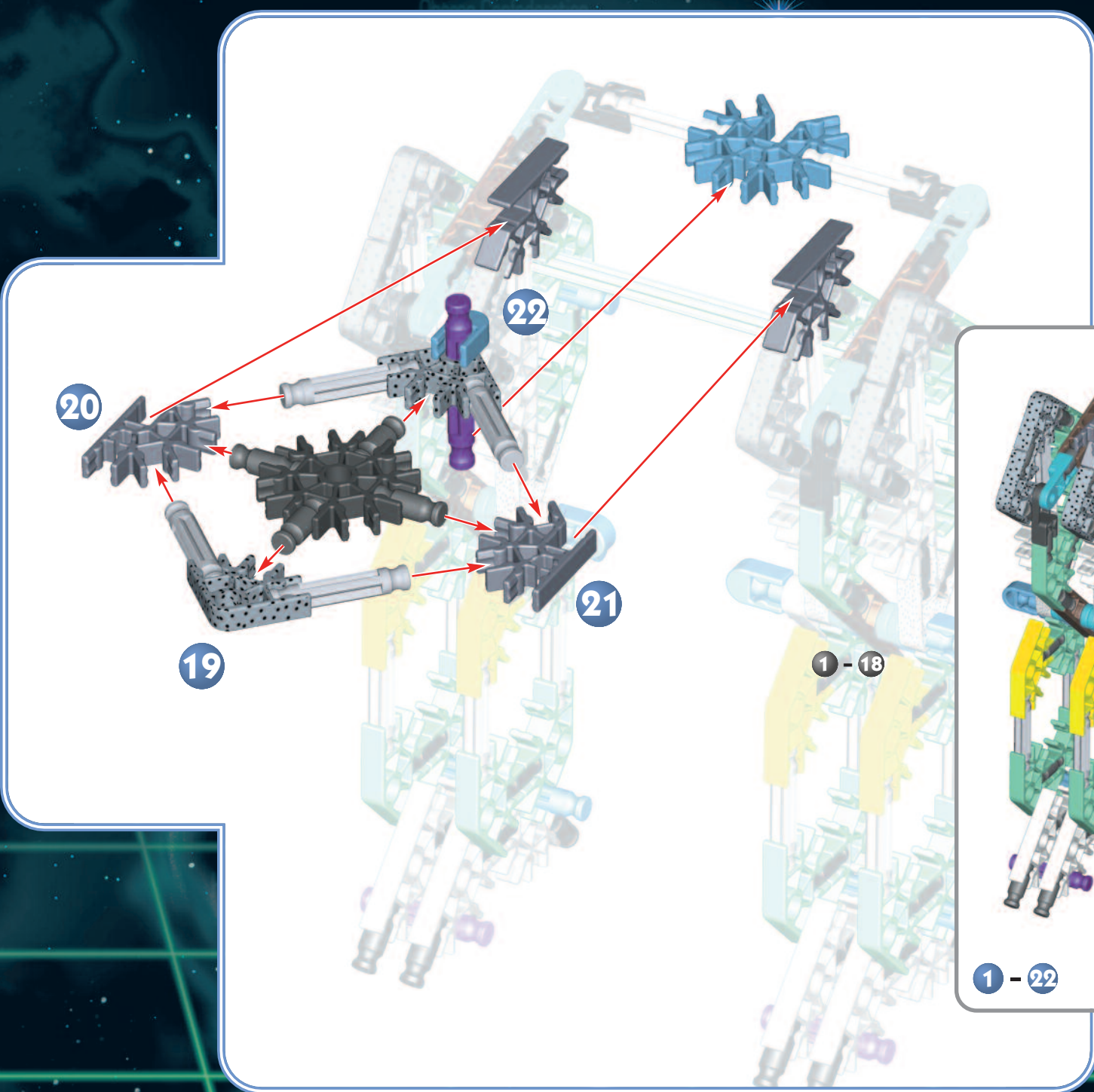
New York Region

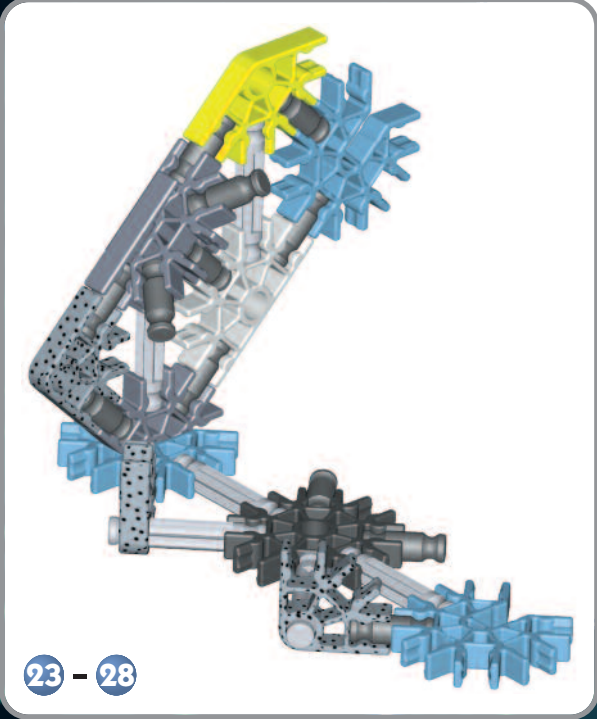
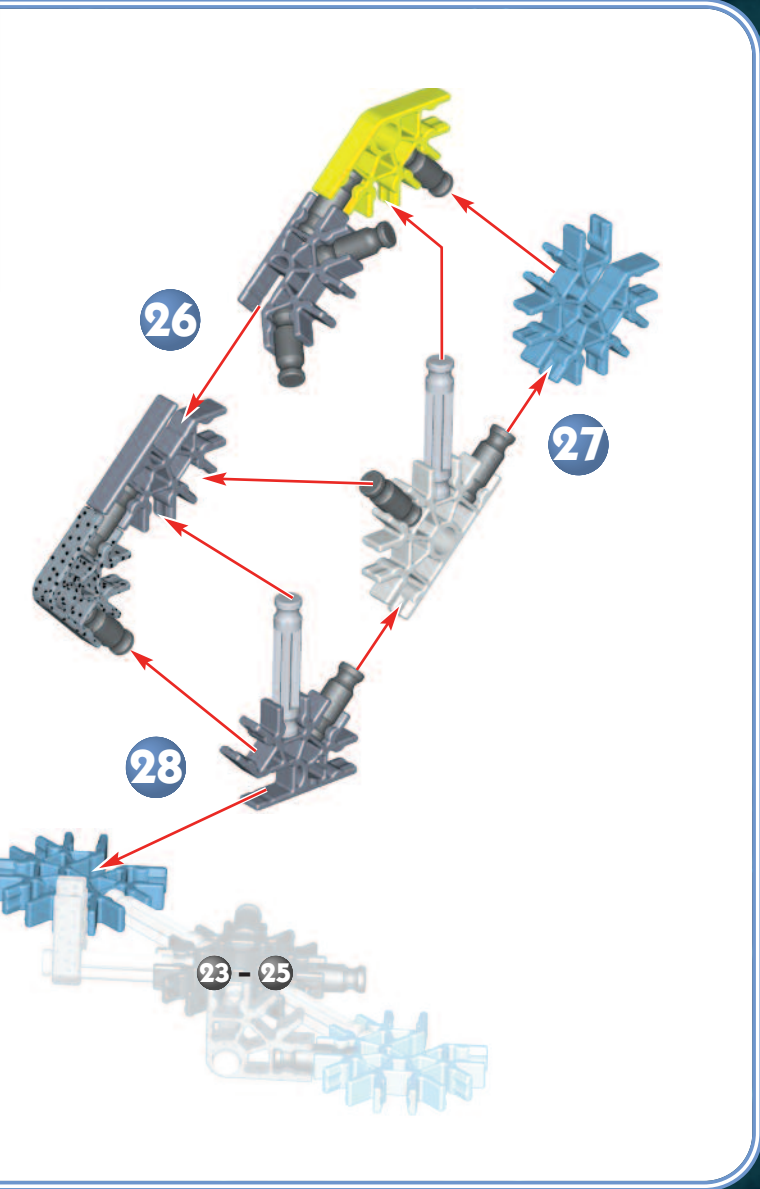
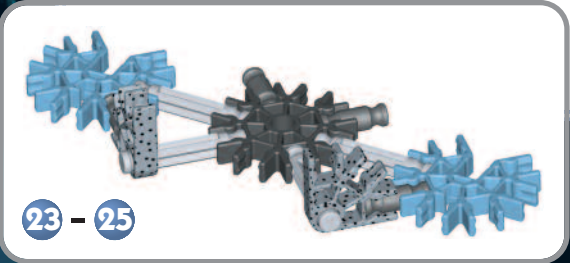
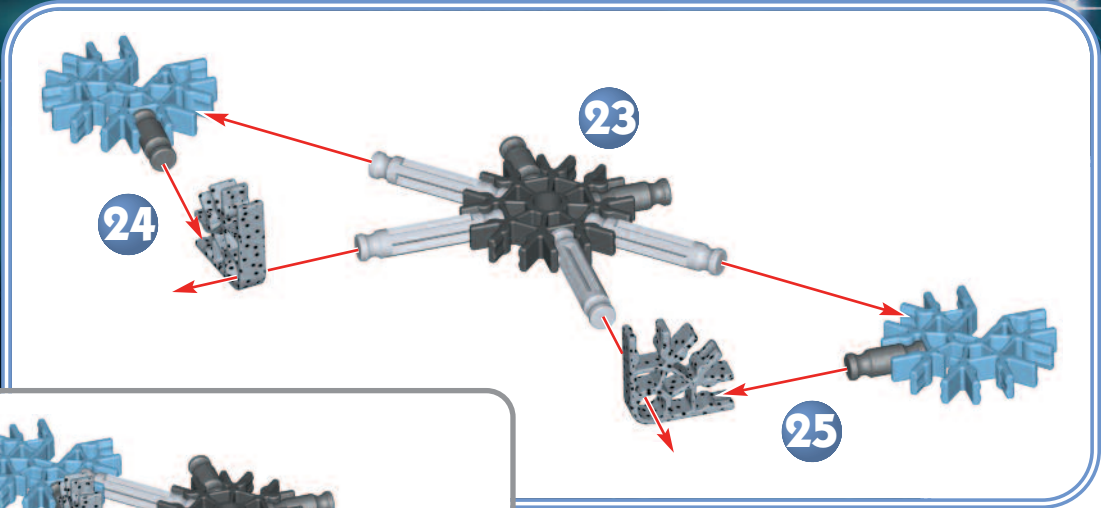
Latin America





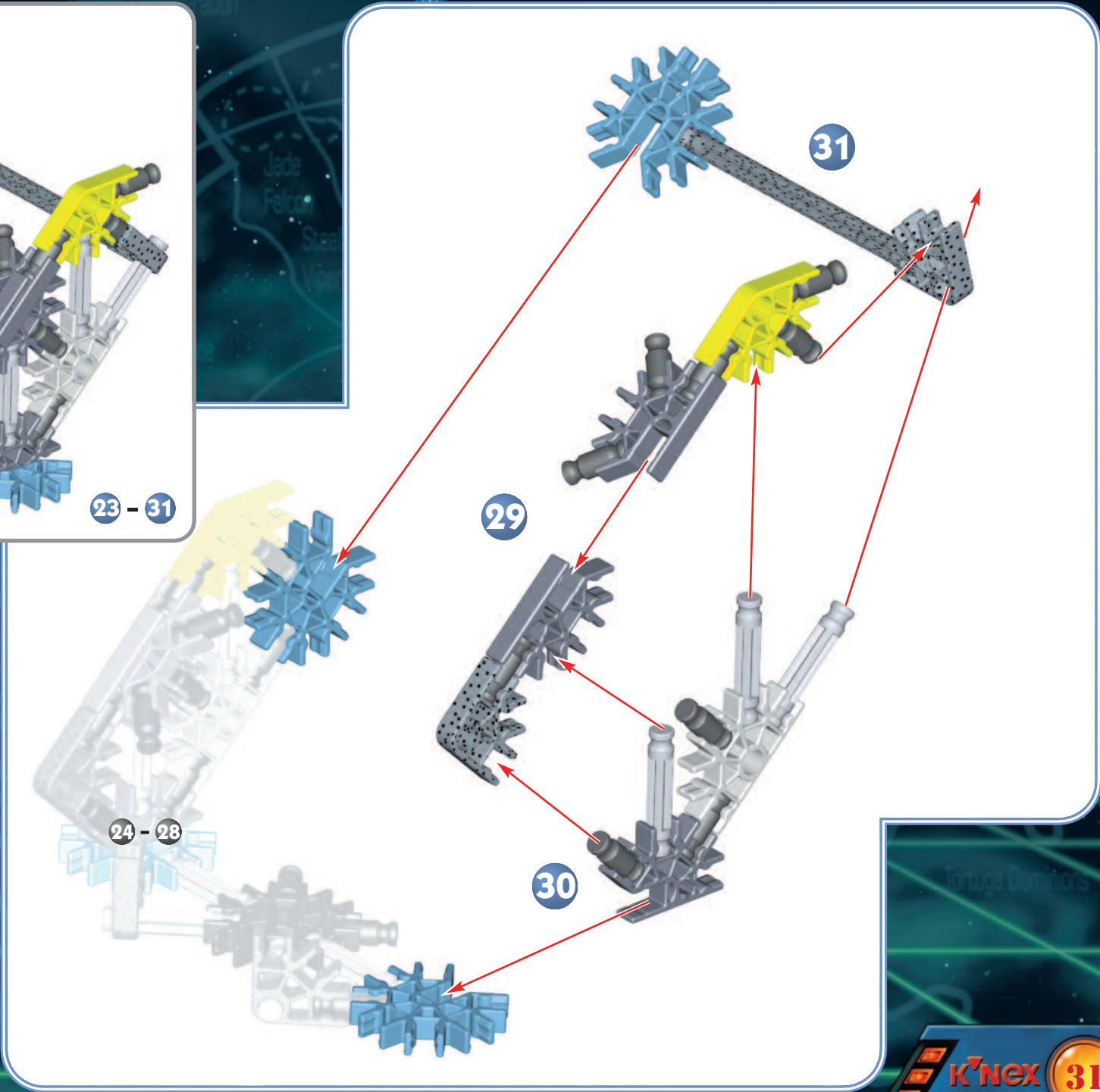
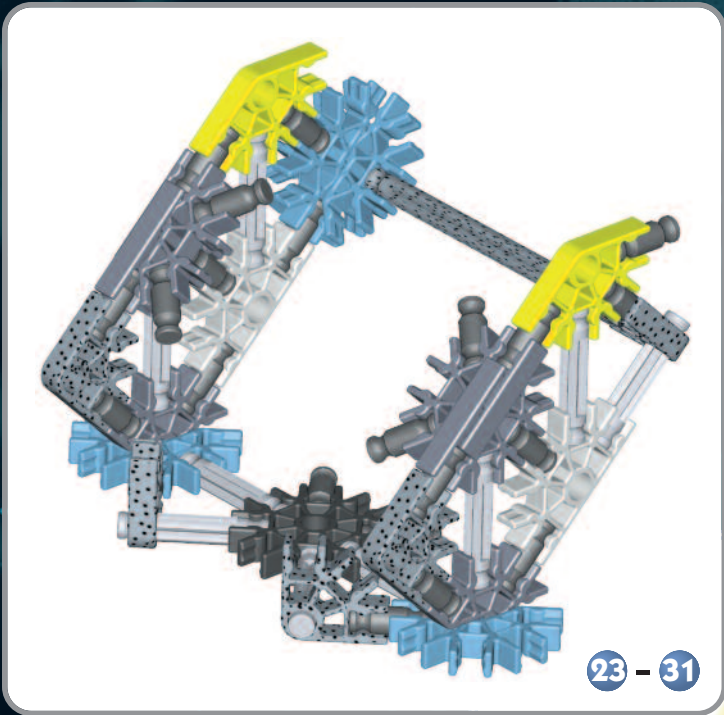
Cool, you're finished building the legs! Put them aside for now and let's keep going!

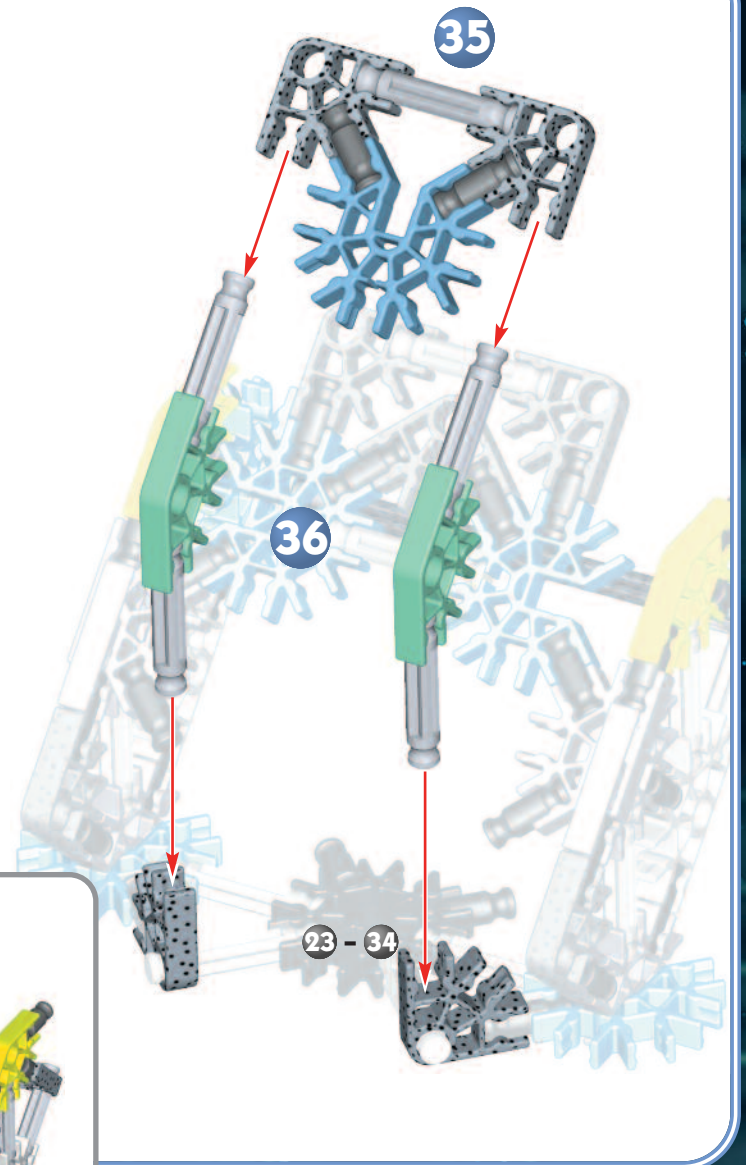
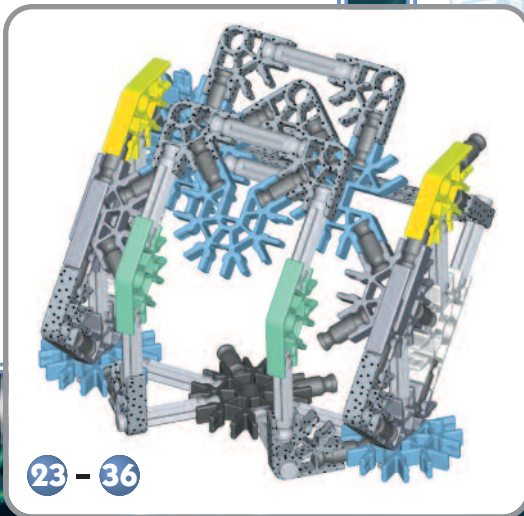
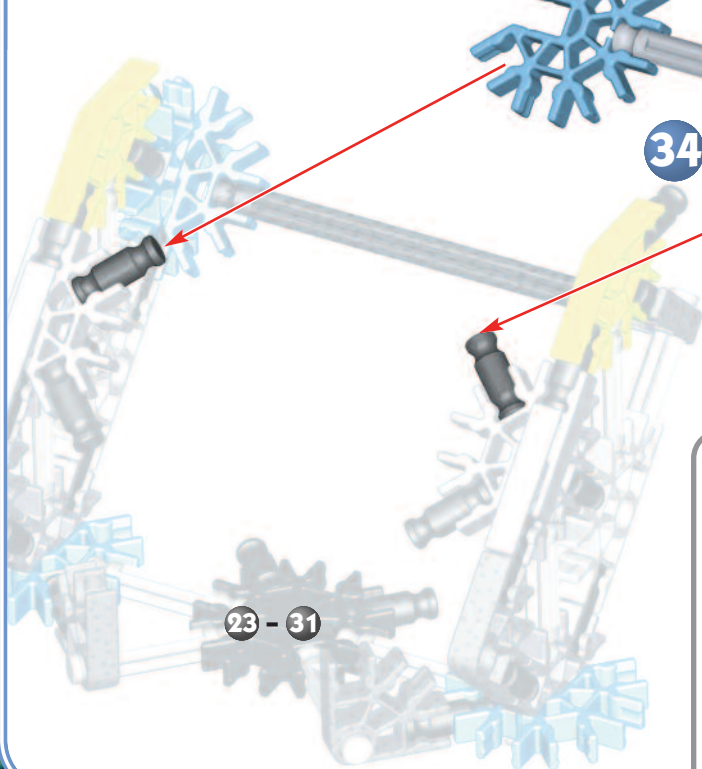
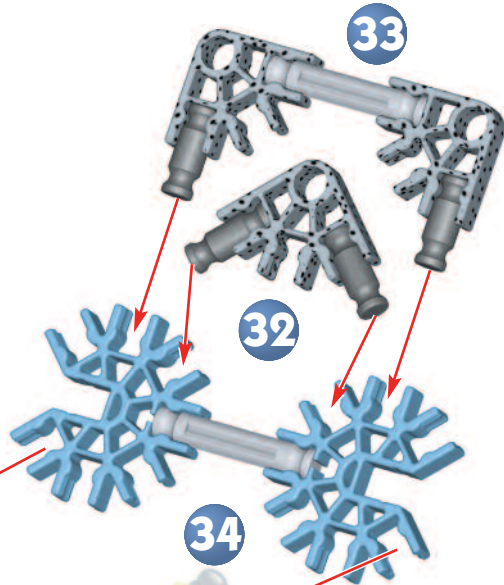


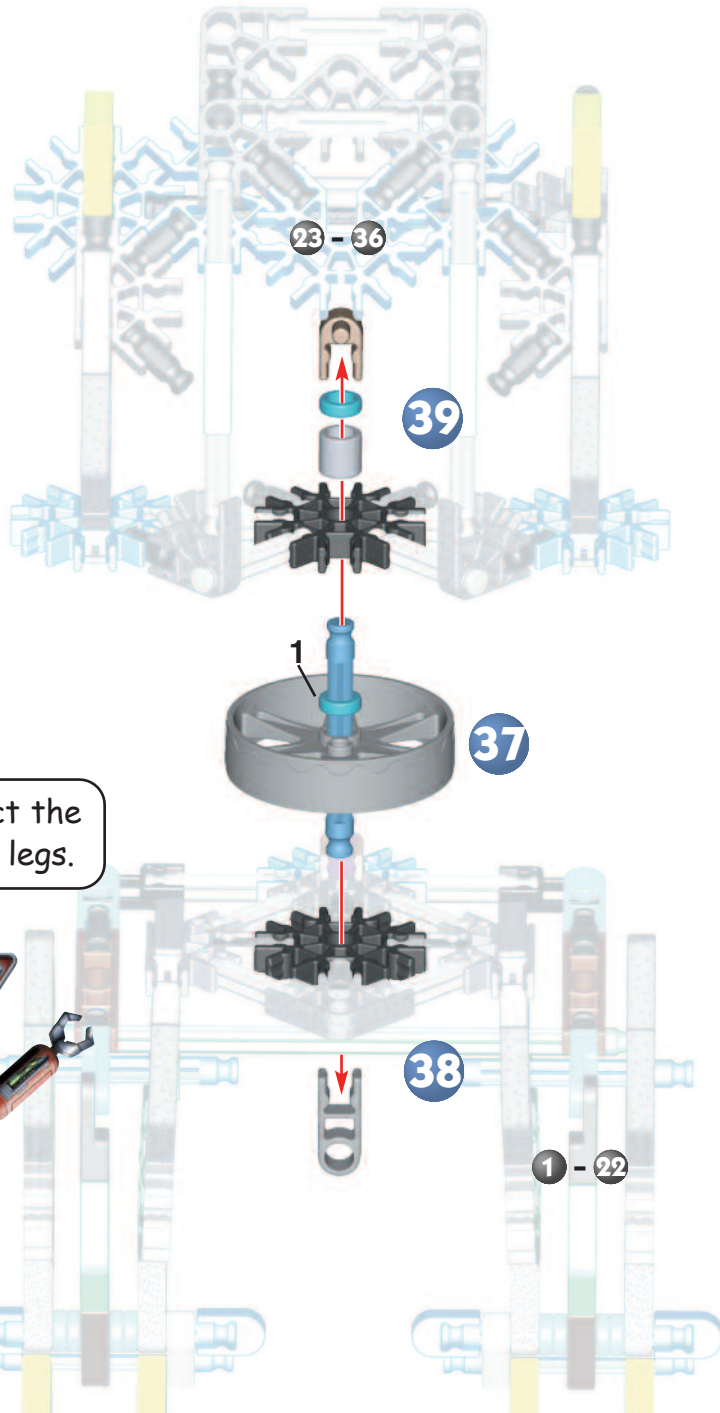


Let's build the body now!

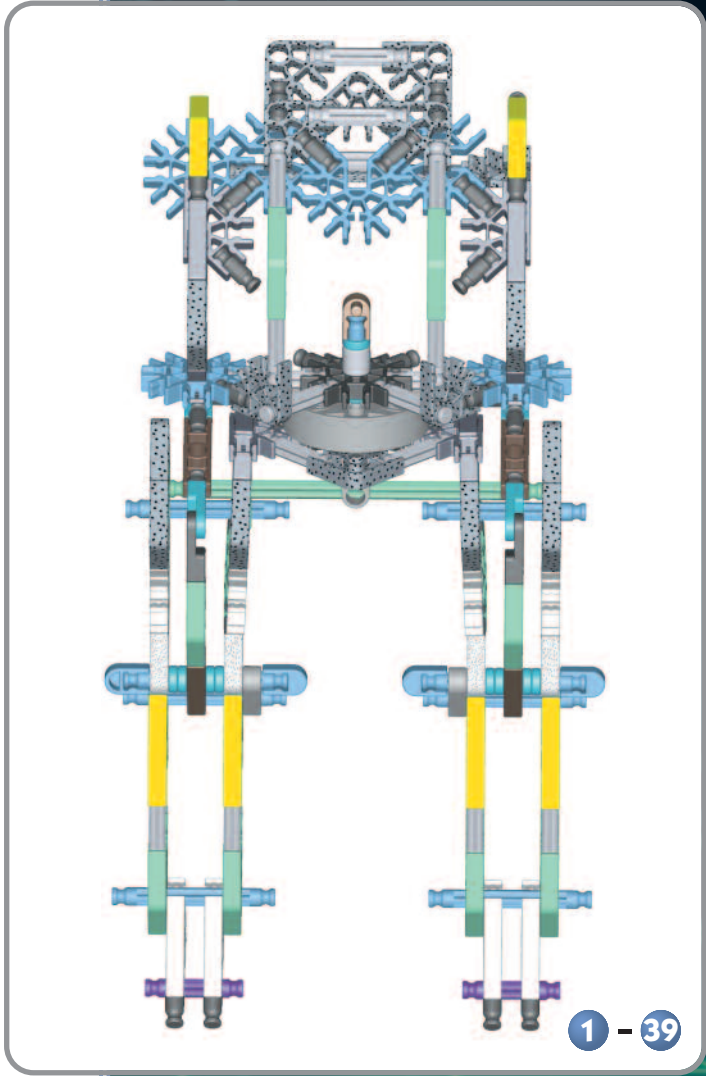


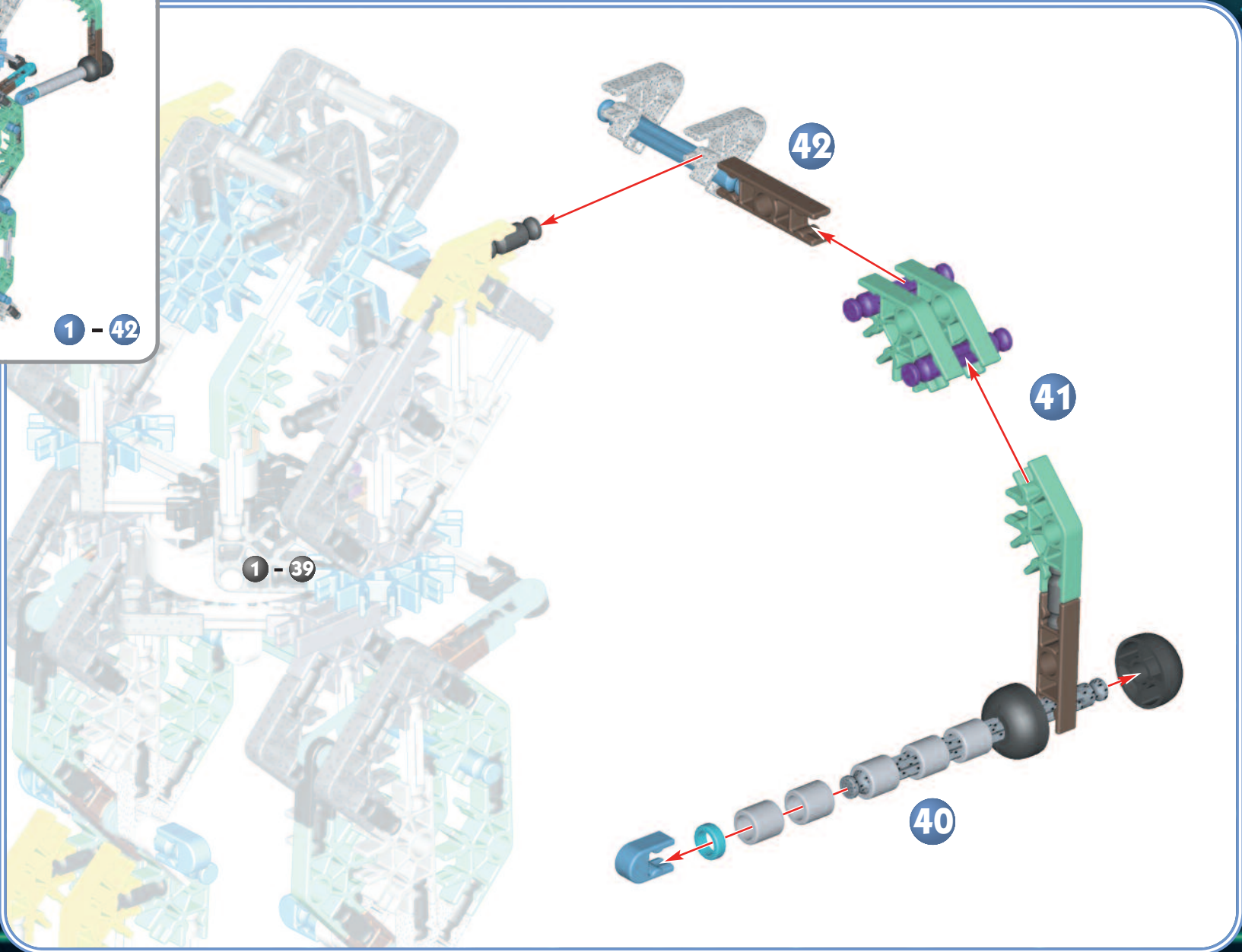
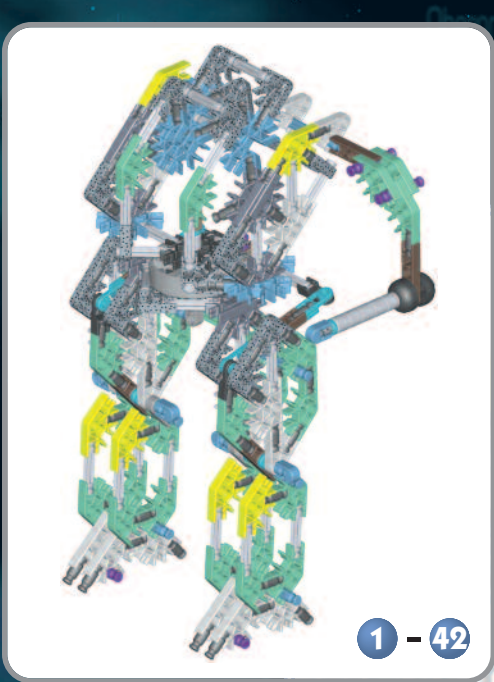






Let's connect the body to the legs.

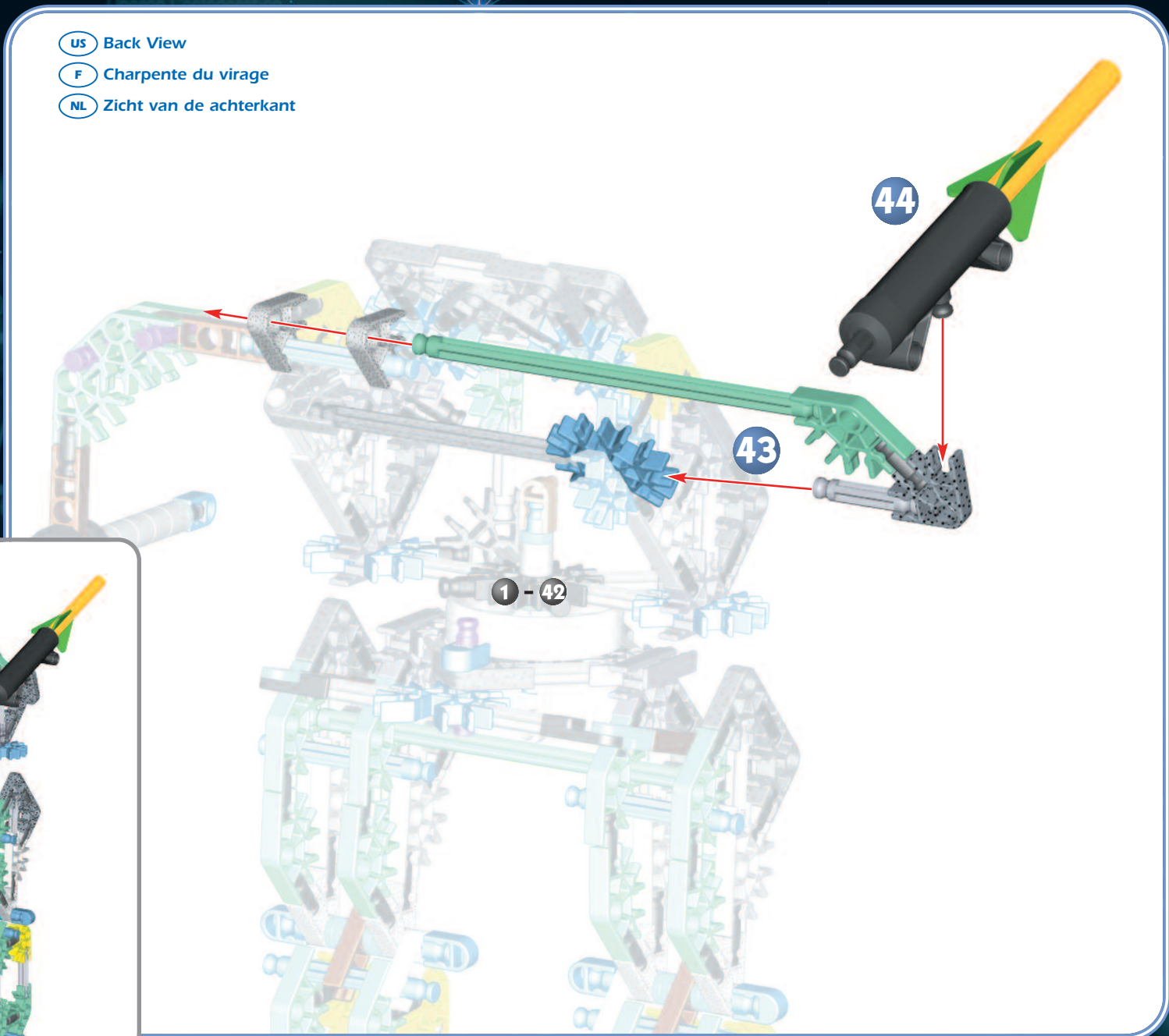
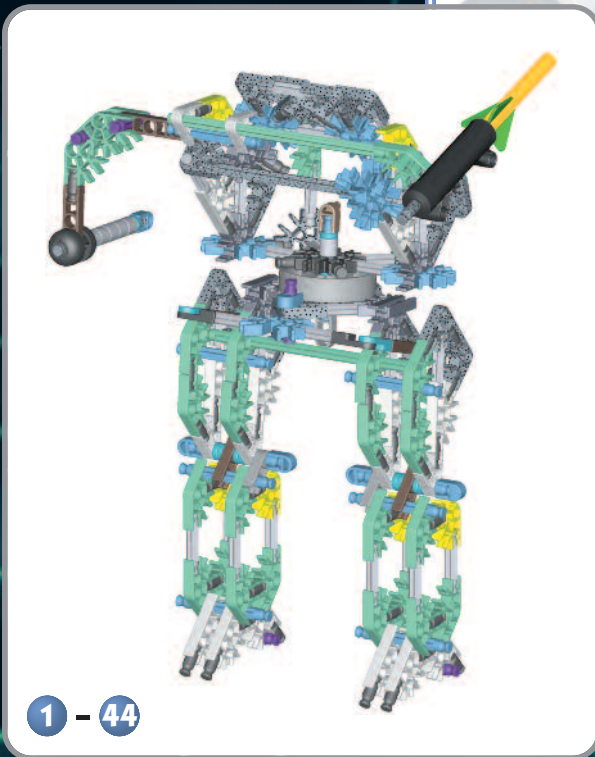


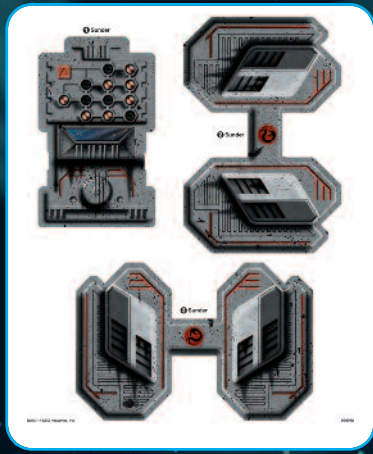


This is the back of Sunder.

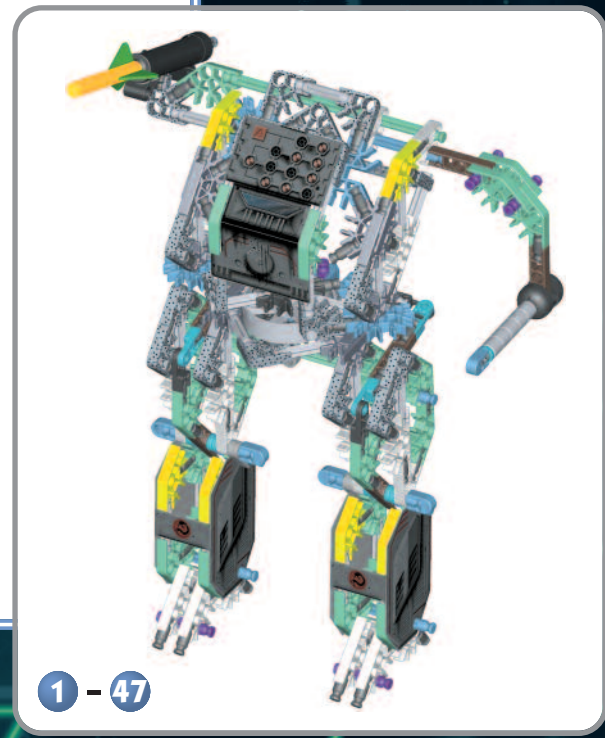
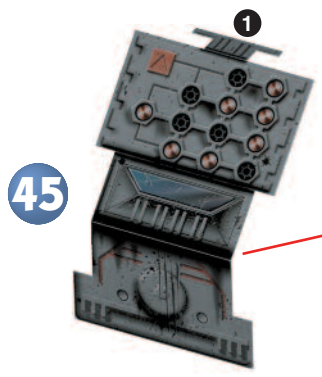
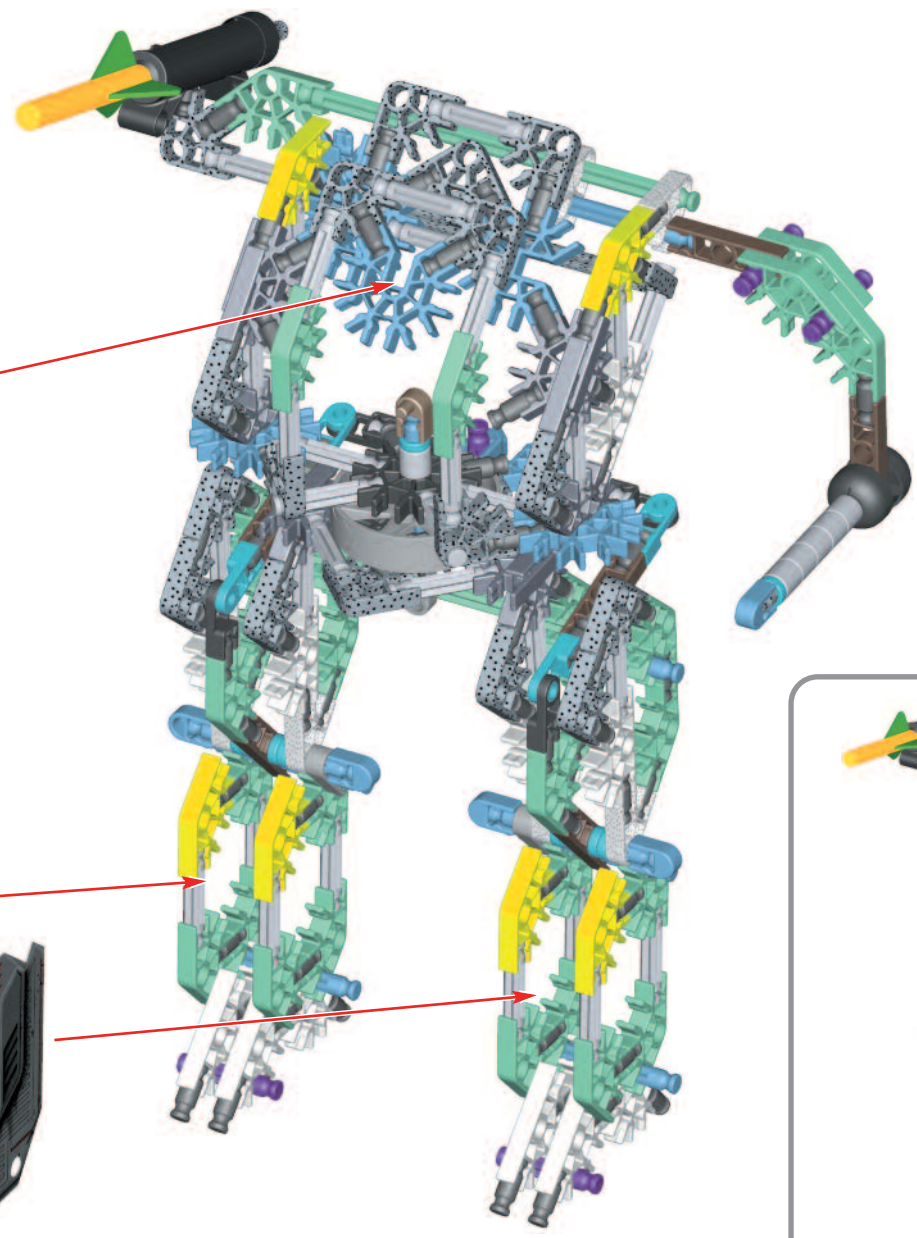


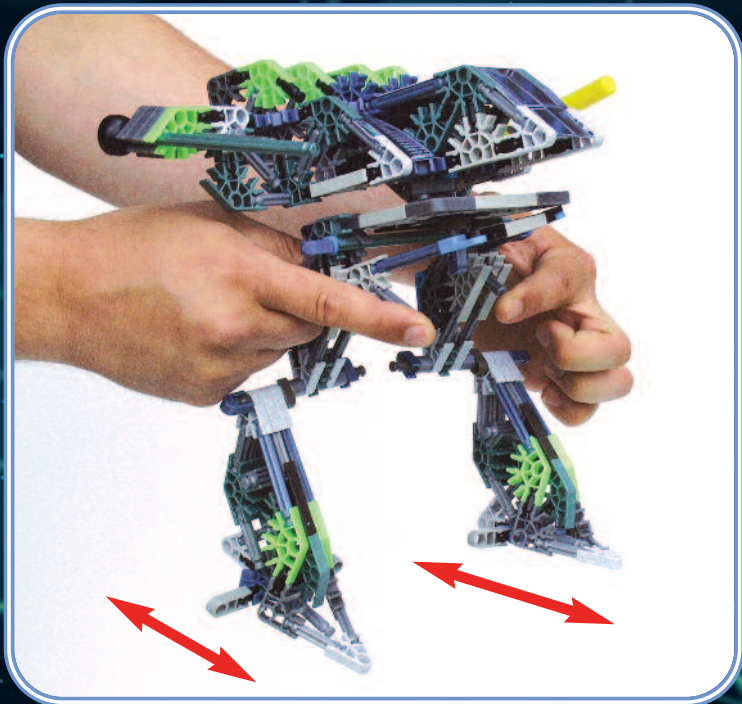
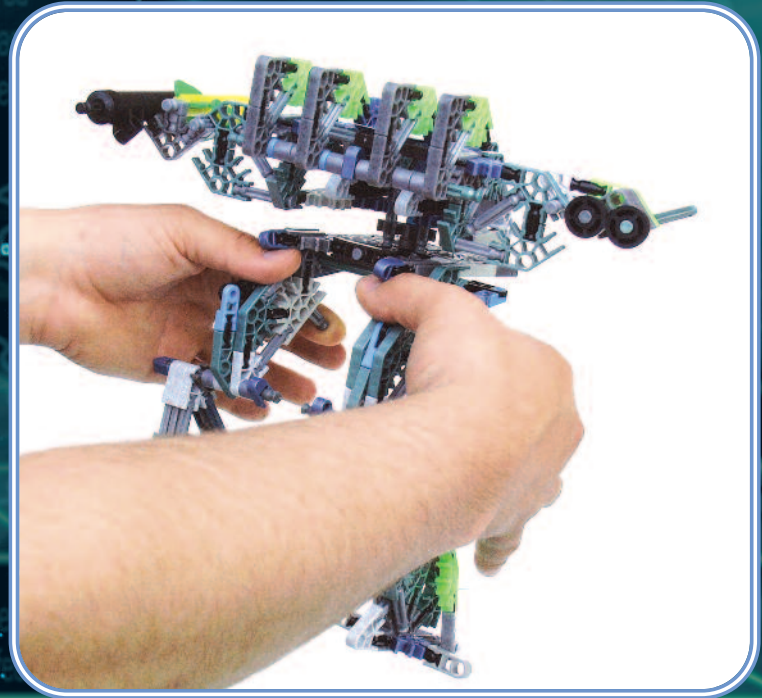
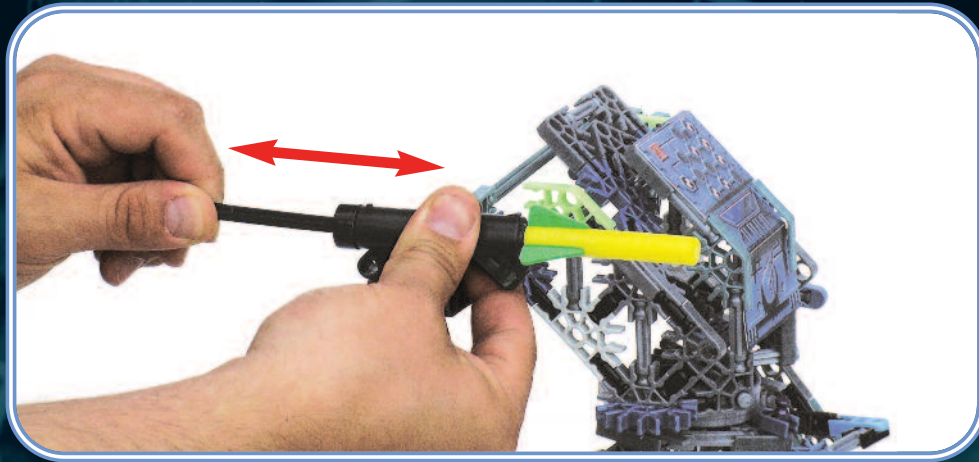
- US Back View
- F Charpente du virage
- NL Zicht van de achterkant





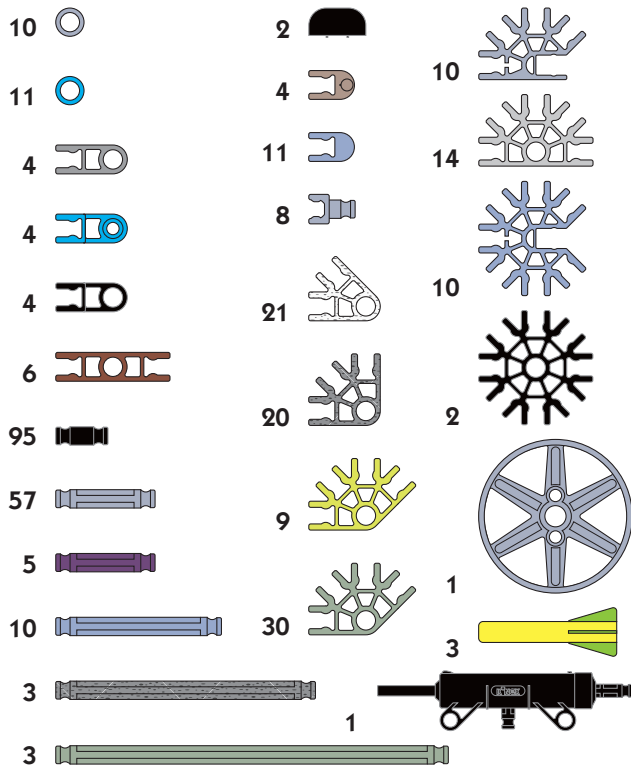
Duowords Alliance





# PARTS CHECKLIST

Before you start building, be sure to compare the parts in your set with the parts listed below. If anything is missing, call our Kid K'NEX hotline. Additional Foam Missiles are available for purchase. Call 1-800-KID-KNEX (US and Canada only) from 8:30 am to 5:00 pm EST, Monday through Friday. Call us, we're here to help!



**NL Welkom** tot de oorlog-verwoeste 31ste eeuw wanneer gigantische **BattleMechs** – stappende oorlogsmachines met een buitengewone vernietigende vuurkracht – meester zijn van het slagveld. Jij bent de piloot van een van deze ontzagwekkende oorlogswapens op een van duizend planeten doorheen evenvele lichtjaren. Jij bent een **MechWarrior**.

Aan de ene kant heb je vijf-sterren rijken die gekend zijn als de **Inner Sphere**. Vechtend om de macht te bereiken, hebben de vijf Huizen van de Inner Sphere met mekaar gedurende bijna 300 jaar oorlog gevoerd in een grote campagne die de Successie Oorlogen wordt genoemd. Maar onlangs hebben ze een onderlinge overeenkomst gesloten tegen een gevaar bestaande uit een groep outsiders die gekend staan als de **Clans**.

Aan de andere kant staan de Clans, kolonisten die de Inner Sphere hebben verlaten tijdens het begin van de Successie Oorlogen om aan de oorlog en de corruptie te ontsnappen. In de uiterste moeilijke wereld buiten de geëxploreerde ruimte, ontwikkelden ze een strict kastesysteem dat ontworpen was om de ultieme strijders te produceren. Nu zijn de Clans teruggekeerd om de Inner Sphere te veroveren en om een nieuwe gemeenschap te ontwikkelen volgens hun eigen opvattingen.

De Inner Sphere heeft zojuist een eerste Clan invasie gestopt. Maar de Clans, geboren en opgebracht als strijders, hebben niet gemakkelijk opgegeven. Wat de Inner Sphere nu betreft, met het Clan gevaar nu verminderd, zijn oude vijandschappen terug beginnen op de voorgrond te komen. MechWarrior ... Kies je kant op een deskundige wijze want dit is juist maar het begin van de strijd.

## 1. Bouwen met K'NEX

Hello, ik ben je K'NEX soldaat. Wanneer je me in de aanwijzingen ziet, zal je goed aandacht willen schenken aan de details die worden aangeduid.

## 2. Klaar om te bouwen

Om met je model te beginnen, vind eerst het nummer  en volg de nummers. Elk stuk heeft zijn eigen vorm en kleur. Kijk gewoonweg naar de afbeeldingen, vind de overeenstemmende stukken terug in je geheel en maak ze aan mekaar vast. Tracht je model in dezelfde richting te plaatsen als de aanwijzingen terwijl je bouwt en monteert.

## 3. Verder nog ...

De vervaagde kleuren duiden aan dat dit deel reeds is opgebouwd. Gelieve het nieuwe deel vast te koppelen op de plaats aangeduid door de pijlen. De nieuwe delen die je toevoegt verschijnen in volle kleur.

## 4. Tussenstukken

In je model zijn er plaatsen waar blauwe en zilveren tussenstukken moeten toegevoegd worden. Verzeker je ervan de juiste kleur te gebruiken en tel ze zorgvuldig.

## 5. Koppelstukken

Er zijn blauwe en zilveren 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.

## 6. OPGEPAST:

Vuur het projectiel niet af in de richting van mensen, dieren of muren; blessures of schade zou kunnen veroorzaakt worden. Tracht nooit andere projectielen dan K'NEX projectielen af te vuren.

**F** **Bienvenue** au 31ème siècle ravagé par la guerre où des **BattleMechs** géants - des machines de guerre possédant une terrible puissance de tir destructrice - dictent la loi sur le champ de bataille. Tu pilotes une de ces armes de guerre épouvantables sur une des milliers de planètes dans autant d'années-lumière. Tu es un **MechWarrior**.

D'un côté, il y a cinq empires des étoiles connus par le terme global **d'Inner Sphere**. Se battant sans arrêt pour avoir le pouvoir, les cinq Maisons de l'Inner Sphere se sont battues pendant près de 300 ans dans une grande campagne intitulée les Guerres de Succession. Toutefois, récemment ils se sont unis pour faire face à la menace d'un groupe d'étrangers connus sous le nom de **Clans**:

De l'autre côté, il y a les Clans, des colons qui ont abandonné l'Inner Sphere au début des Guerres de Succession afin d'échapper à la guerre et la corruption. Dans les mondes durs au-delà de l'espace exploré, ils ont développé un système de castes rigide qui a été conçu pour produire les ultimes guerriers. Maintenant les Clans sont revenus dans leur monde d'origine pour conquérir l'Inner Sphere et pour créer une nouvelle société selon leur propre modèle et image.

L'Inner Sphere vient juste d'arrêter la première invasion des Clans. Mais ces derniers, nés et élevés comme des guerriers, n'ont pas facilement abandonné la lutte. En ce qui concerne l'Inner Sphere, la menace des Clans étant réduite, de vieilles haines ont réapparu. MechWarrior ... Choisis ton côté soigneusement car ceci n'est que l'œil de la tempête.

### **SHADOW CAT**

Le **SHADOW CAT** est un OmniMech avancé muni d'une technologie de survitesse et des jets de saut, produisant ainsi une des conceptions plus manoeuvrables actuellement en existence. Si l'on y monte un grand nombre d'armes avancées et des blindages, il est très capable de détruire des Mechs deux fois sa taille.

### **SUNDER**

Le **SUNDER** est le plus grand des nouveaux OmniMechs de la Sphère interne. En dépit d'avoir connu sa part des problèmes de développement, il peut être comparé favorablement à la majorité des Mechs d'assaut de la Sphère interne une fois qu'il est mis en service. En dépit de sa conception solide, les armes peu puissantes de la Sphère interne du SUNDER représentent sa seule et véritable faiblesse.

## **1. Comment construire et monter avec K'NEX**

Bonjour, je suis ton soldat K'NEX. Lorsque tu me vois dans les consignes, fais bien attention aux détails indiqués.

### **2. Prépare-toi à construire**

Pour commencer le modèle, trouve le numéro **1** et suis les chiffres. Chaque pièce a sa propre forme et couleur. Il suffit de regarder l'illustration, de trouver les pièces dans ton jeu qui correspondent à ce que tu vois et de les enclencher. Essaie de tenir le modèle dans le même sens que dans l'illustration. Ainsi, tes pièces seront attachées correctement.

### **3. Continuation**

Les couleurs affaiblies indiquent que cette partie est déjà montée. Tu dois raccorder la nouvelle partie à l'endroit indiqué par les flèches. Ces pièces seront en pleine couleur.

### **4. Pièces d'écartement**

Il y a des endroits dans ton modèle où tu dois ajouter des pièces d'écartement bleues et argentées. Assure-toi d'utiliser la couleur exacte et de compter les pièces avec soin.

### **5. Connecteurs**

Tu trouveras des connecteurs bleus et argents 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".

### **6. Avertissement:**

**ATTENTION:** Ne pas lancer en direction de personnes, d'animaux ou de murs au risque de causer des blessures et des dommages. N'essayez de lancer des projectiles autres que des missiles en mousse K'NEX.

## **PARTS CHECKLIST**

Le plaisir ne s'arrête pas si tu as perdu une pièce. Tu peux acquérir des pièces de remplacement pour le jeu K'NEX en appelant 1-800-KID-KNEX (États-Unis et Canada seulement) entre 8.30 et 17 heures (heure de l'est des États-Unis), de lundi à vendredi. Visite le site [www.knex.com](http://www.knex.com). Des Missiles en Mousse supplémentaires peuvent être achetés séparément en appelant gratuitement le 1-800-KID-KNEX du Lundi au Vendredi 8.30 et 17 heures (Heure de la Côte EST).

# K'NEX®

Questions? Call the K'NEX  
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Monday through Friday.

Questions ? Téléphonez à la ligne  
d'assistance K'NEX au 1-800-KID-KNEX  
(États-Unis/Canada uniquement) between entre 8h30 et  
17h00 (Heure normale de l'Est), du lundi au vendredi.



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V2-9/01

# MECH WARRIOR®

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Piloted by MECHWARRIORS, these weapons of  
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It's fully capable of destroying  
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Models can be built one at a time.  
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