

K'NEX®

MECH WARRIOR®

MAD 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.

FIRES FOAM MISSILES!



ALSO BUILDS AVATAR!

COLOR CODED BUILDING SYSTEMS



MECHWARRIOR



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Welcome 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.



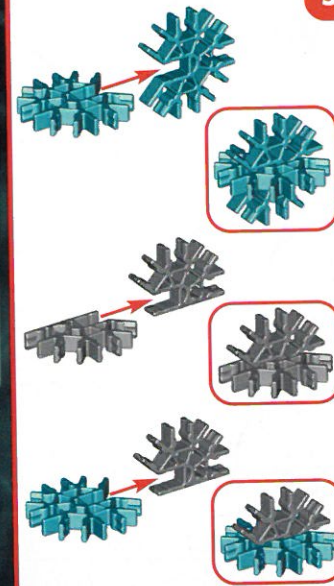
1

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.




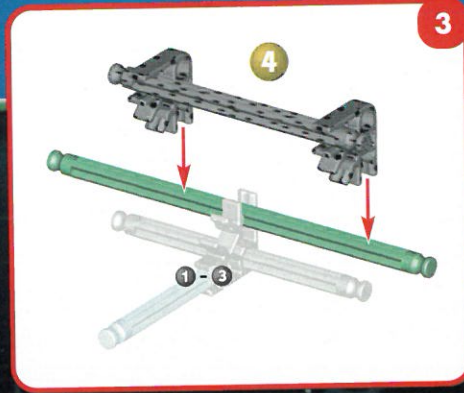
5

Connectors

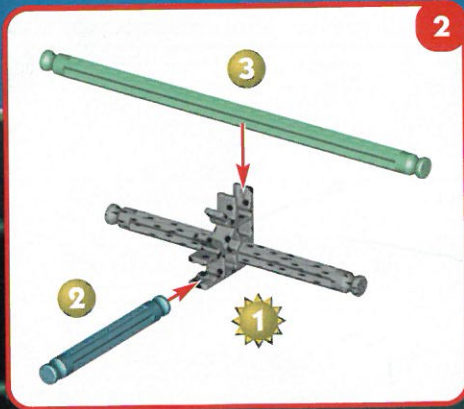
There are blue and silver Connectors with special long slots. They slide together as you see in the pictures. Push the parts together until you hear a "click".

Ready, Set, Build

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



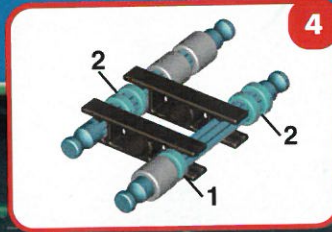
3



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.



4

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.



6

MAD CAT



MECHWARRIOR

The **MAD CAT** (also known as the **TIMBER WOLF**), the first Clan OmniMech to appear in the Inner Sphere, is one of the most respected... and feared 'Mechs on the battlefield. It's capable of laying down a devastating barrage of weapons fire at any range, and has become synonymous with the Clan and their assault against the Inner Sphere.

MAD CAT specifications

Clan:	Wolf
Classification:	Heavy OmniMech
Tonnage:	75
Primary Configuration	
Chassis:	Endo Steel
Power Plant:	375XL
Cruising Speed:	54 KPH
Maximum Speed:	86.4 KPH
Torso Twist:	Yes
Arm Swing:	Yes
Weaponry:	2 Machine Guns + Ammunition 2 ER Medium Lasers Medium Pulse Laser 2 ER Large Lasers 2 LRM (Long Range Missile) zos + Ammunition

MISSILE POD

MISSILES

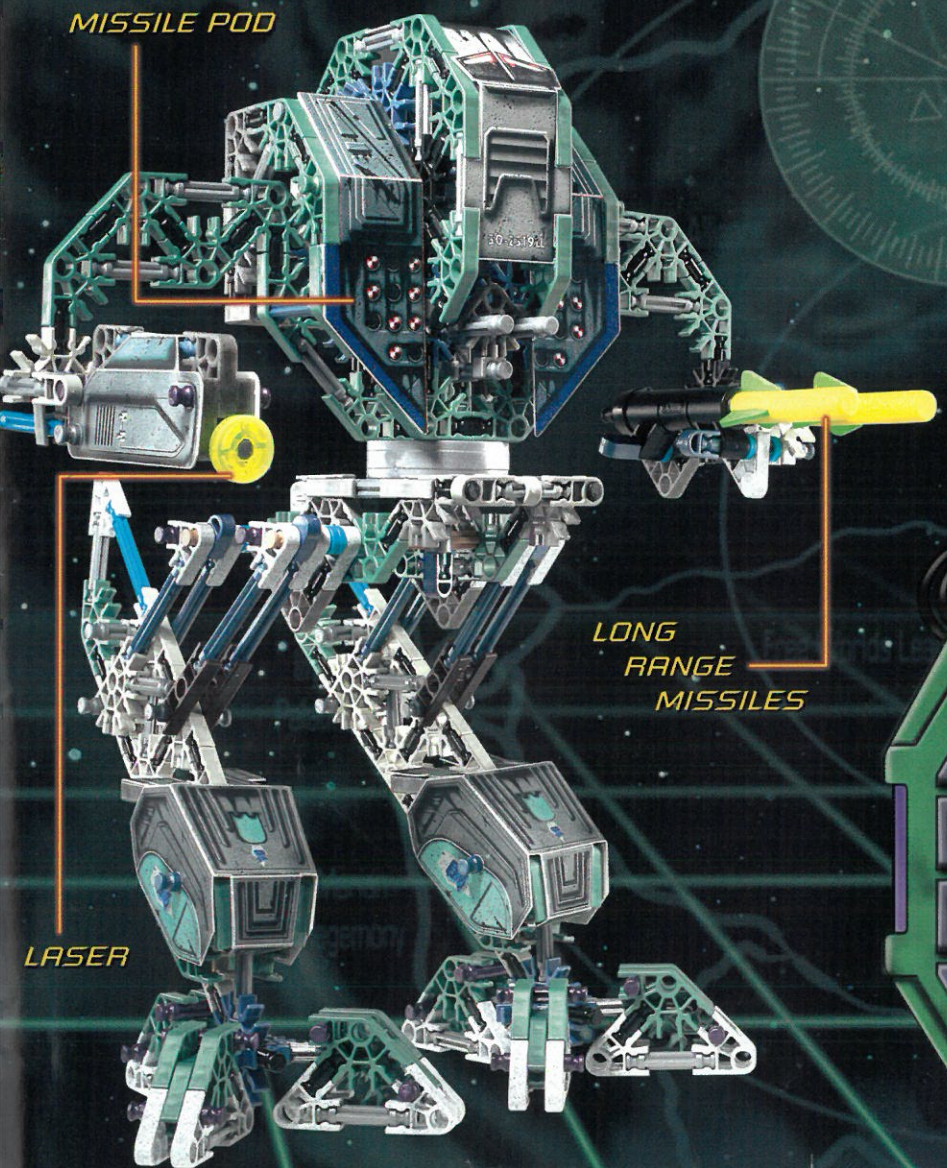
LASER

AVATAR



MECHWARRIOR

The **AVATAR**, one of the first Inner Sphere OmniMechs, was created using captured Clan technology and is based on their Vulture design. The Avatar is armed to the teeth, and in the hands of a well-trained MechWarrior pilot, it can effectively engage a Clan 'Mech of similar size.



MISSILE POD

LONG RANGE MISSILES

LASER

AVATAR specifications

Inner Sphere:	Lyran Alliance
Classification:	Heavy OmniMech
Tonnage:	70
Primary Configuration	
Chassis:	Standard
Power Plant:	280XL
Cruising Speed:	43 KPH
Maximum Speed:	65 KPH
Torso Twist:	Yes
Arm Swing:	Yes
Weaponry:	2 Medium Lasers 2 Machine Guns + Ammunition 2 Medium Pulse Lasers LB 10-X AC (Auto Cannon) + Ammunition 2 LRM (Long Range Missile) 10s + Ammunition

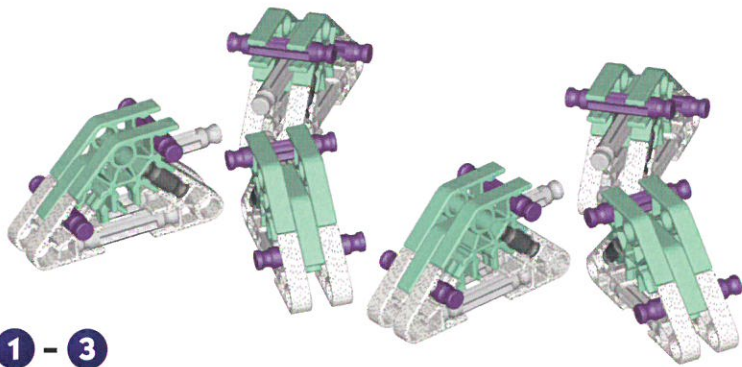
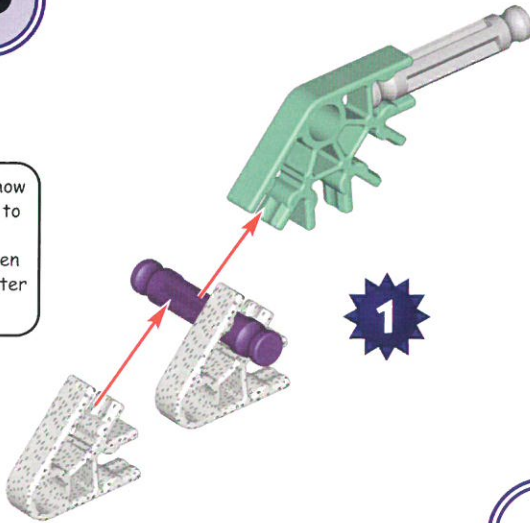




This is Mad Cat!
Let's start by
building the legs!

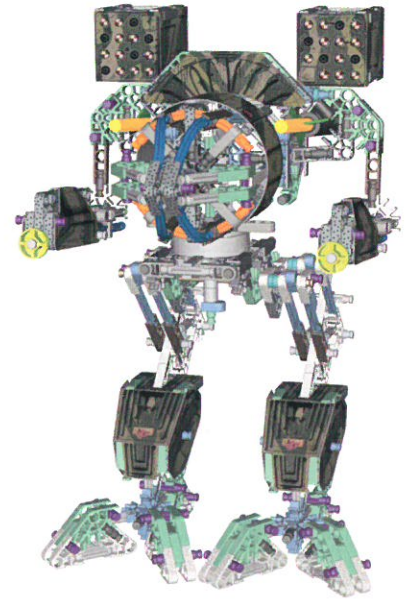
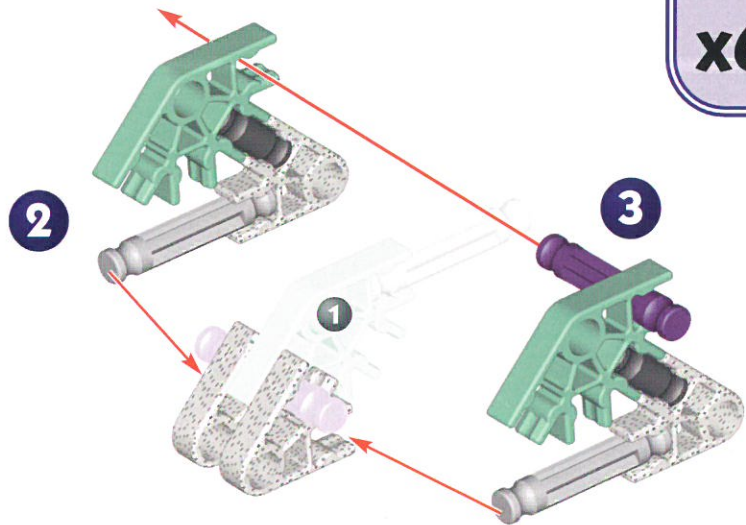
x6

This number shows you how many times (x) you need to build the same step.
Ce chiffre indique combien de fois (x) tu dois exécuter la même étape.



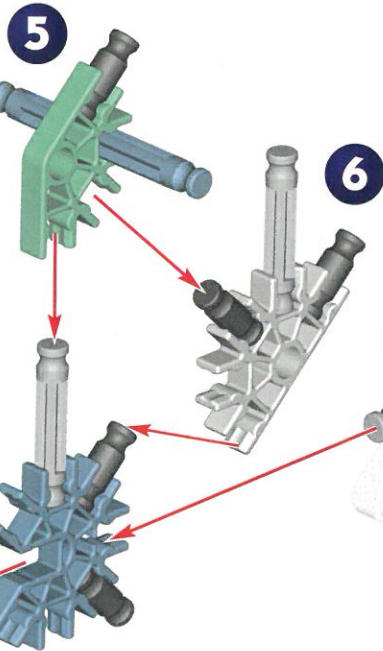
1 - 3

x6

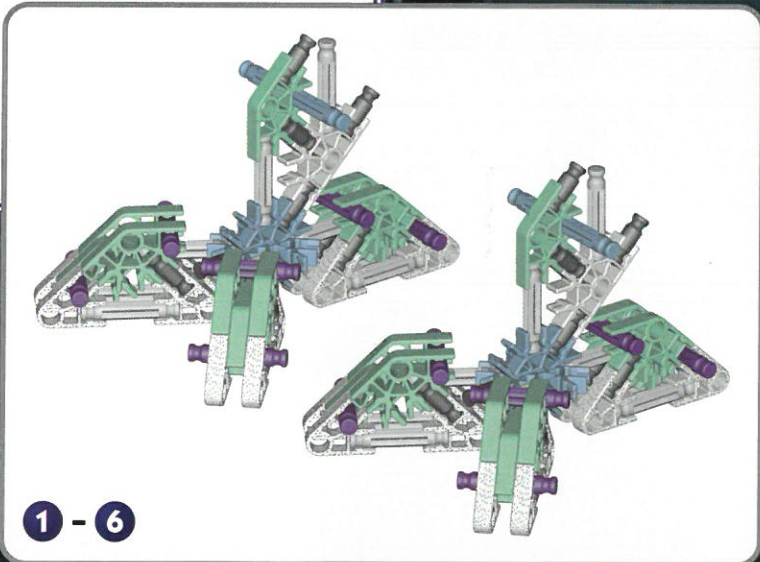
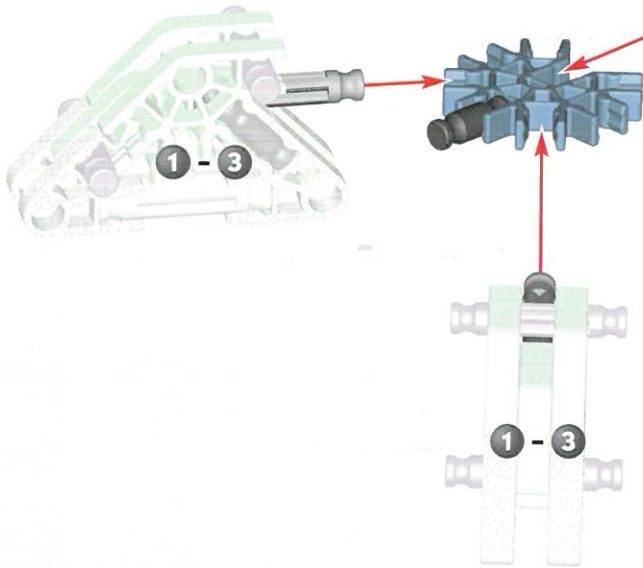


Mad Cat

x2



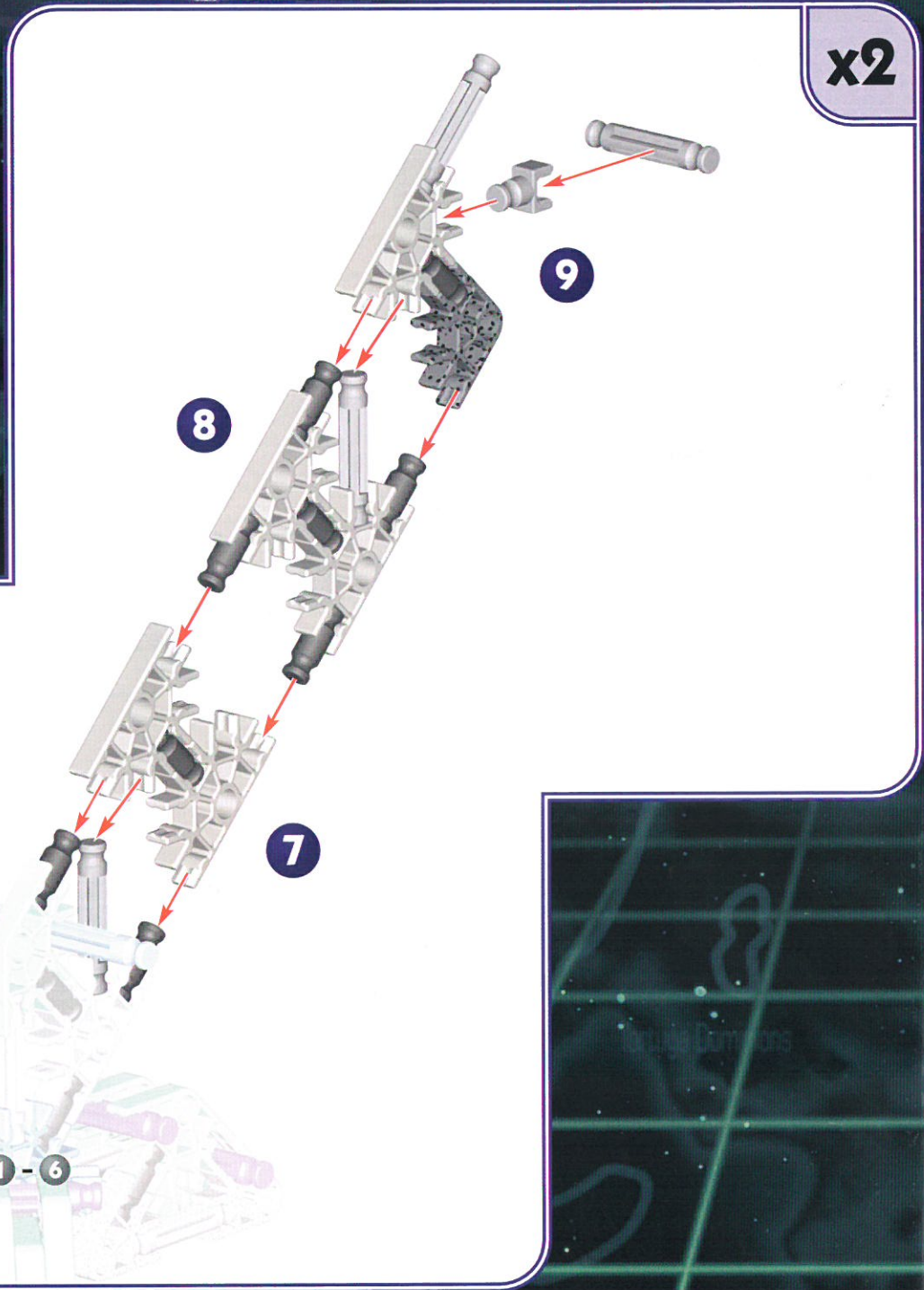
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1 - 6

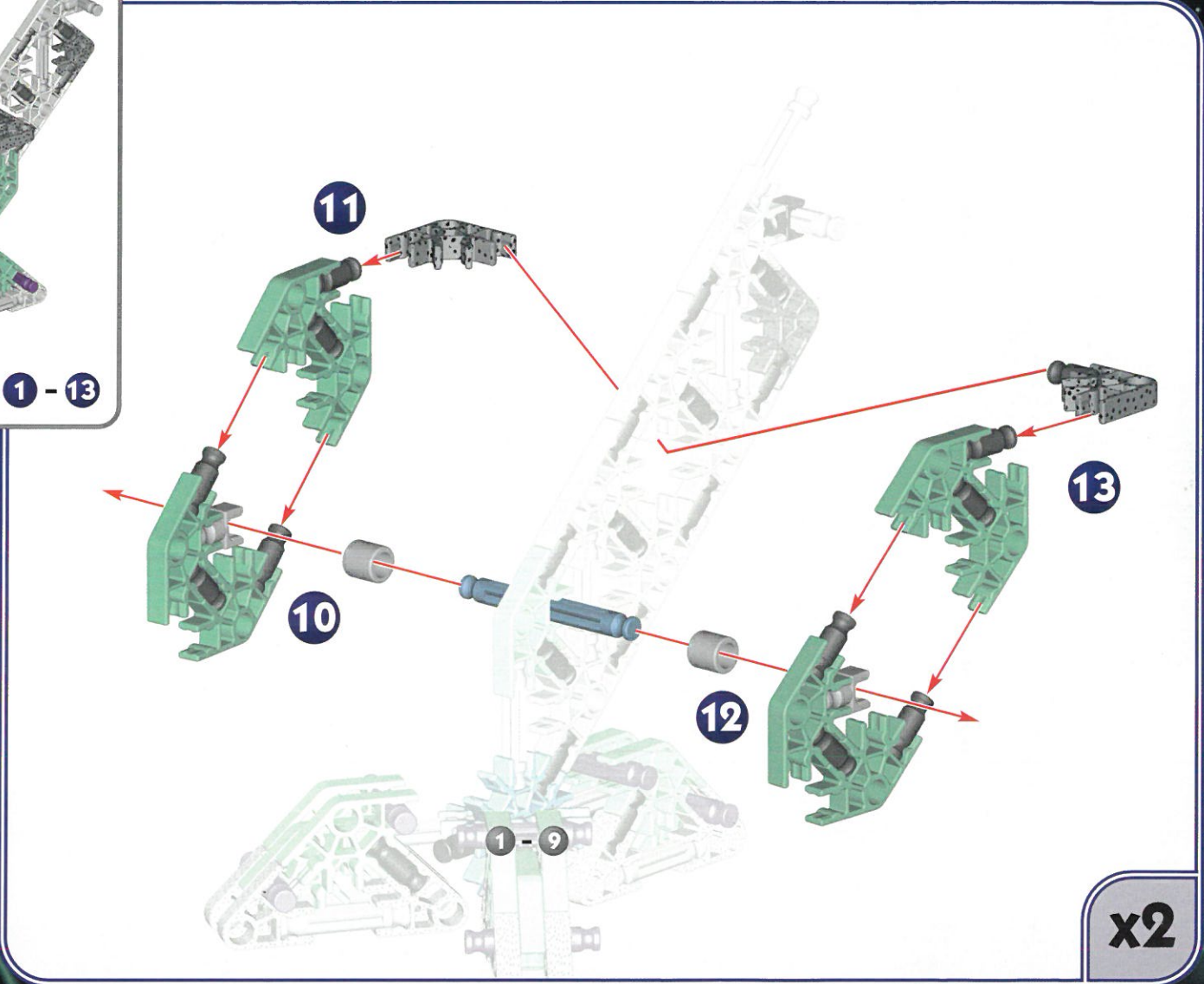


1 - 9



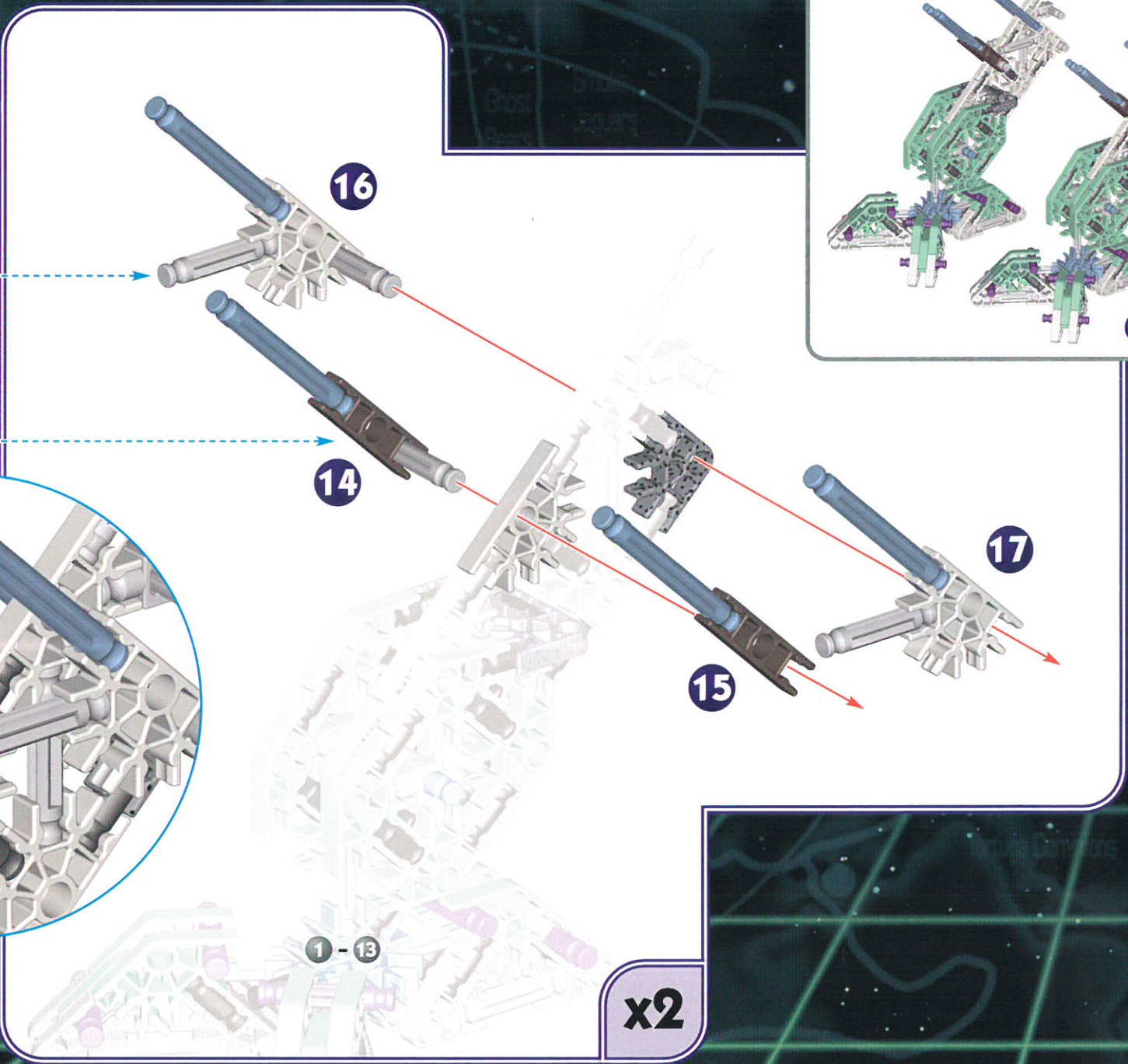
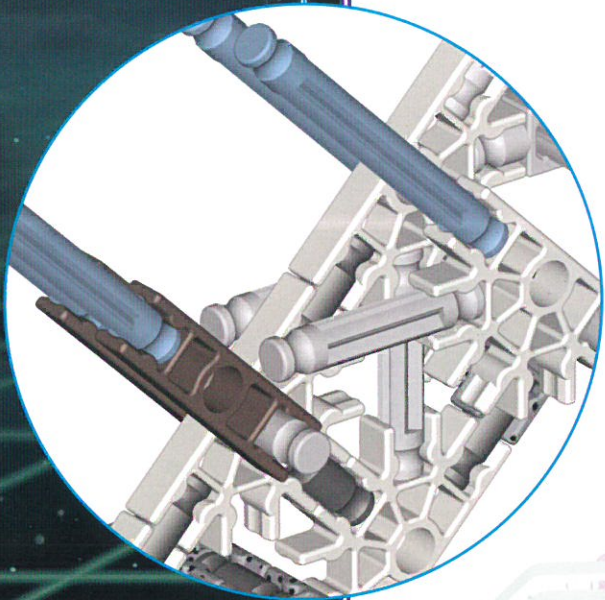
x2

1 - 6



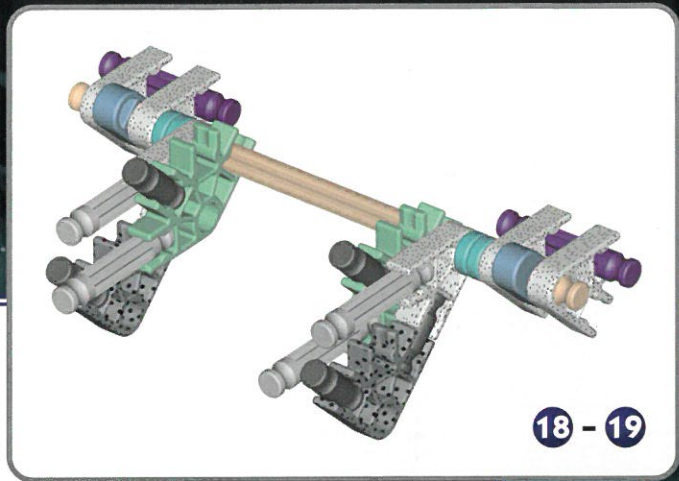
Upper Coordinator

Film Collector

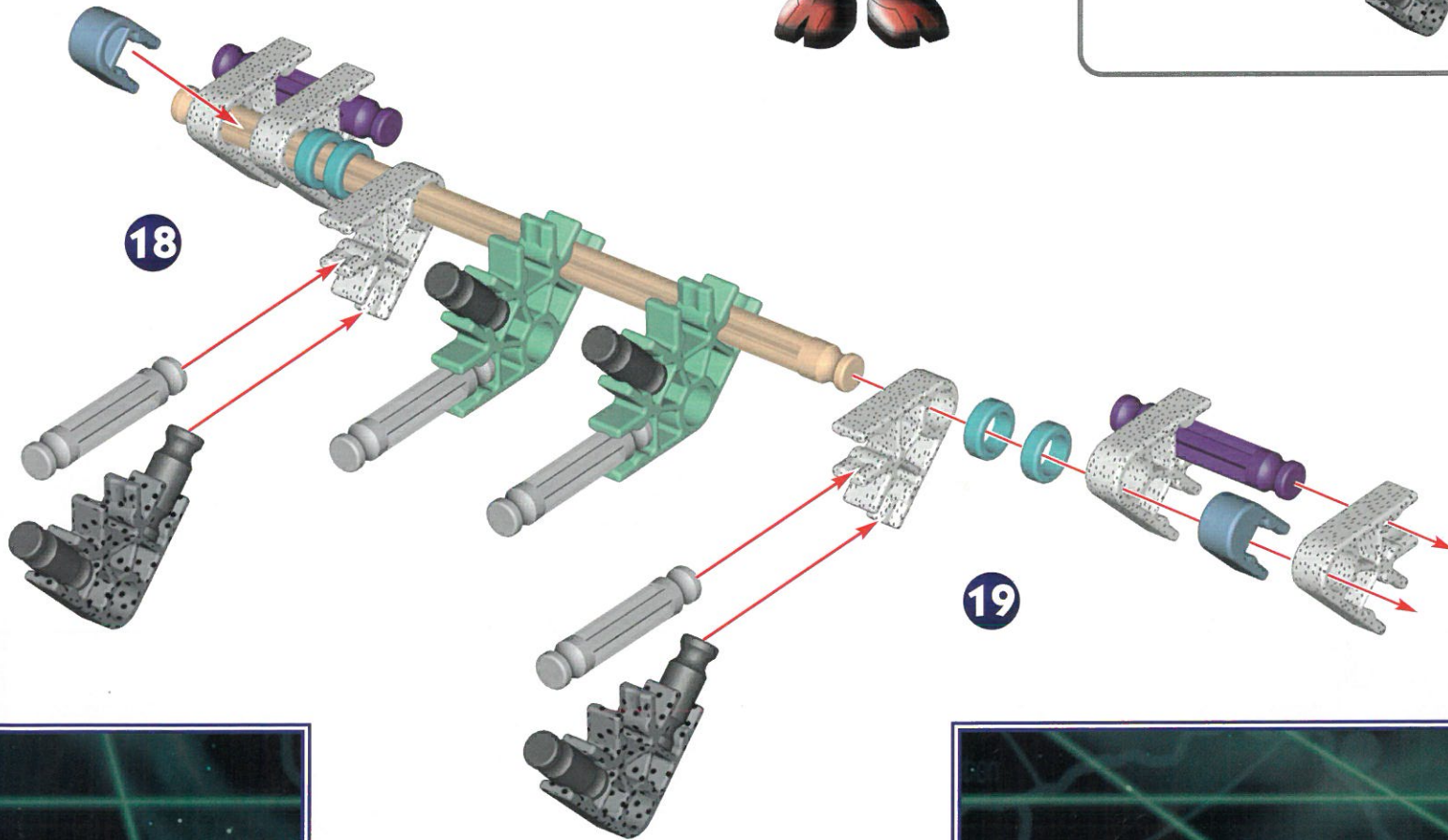


x2

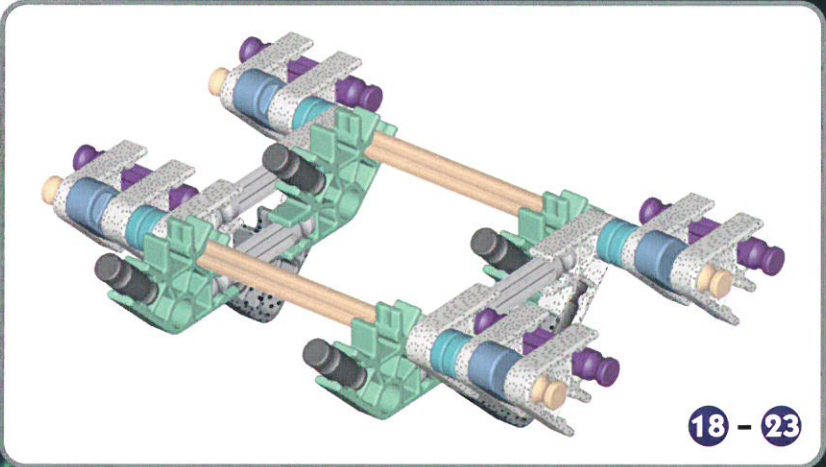
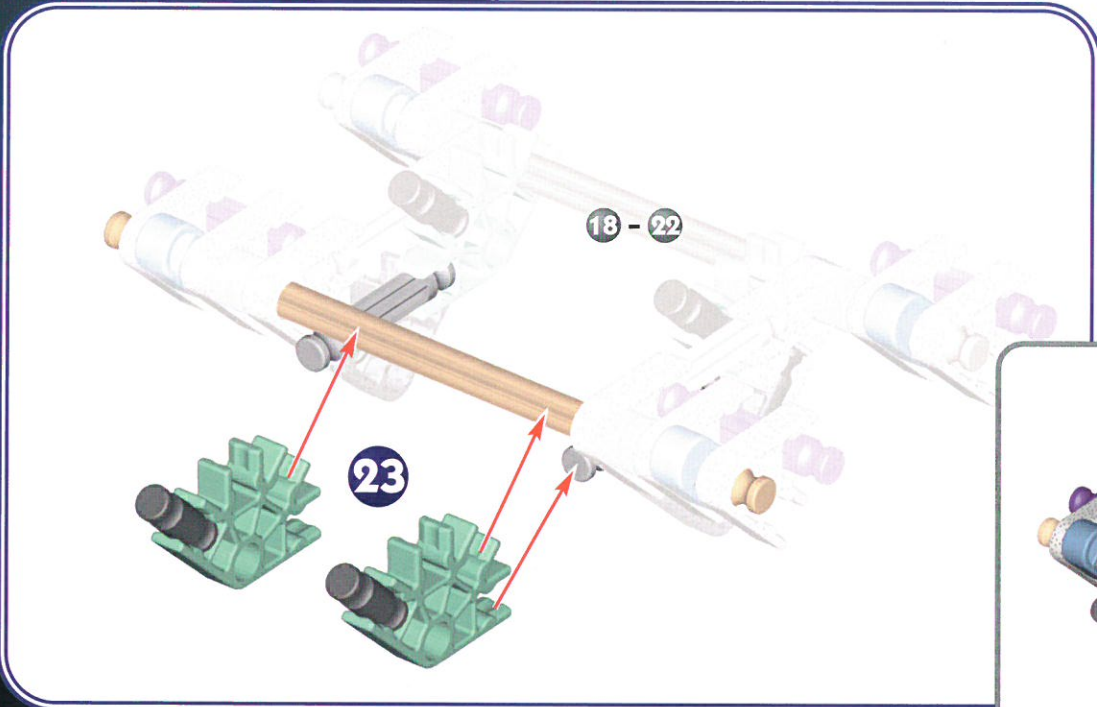
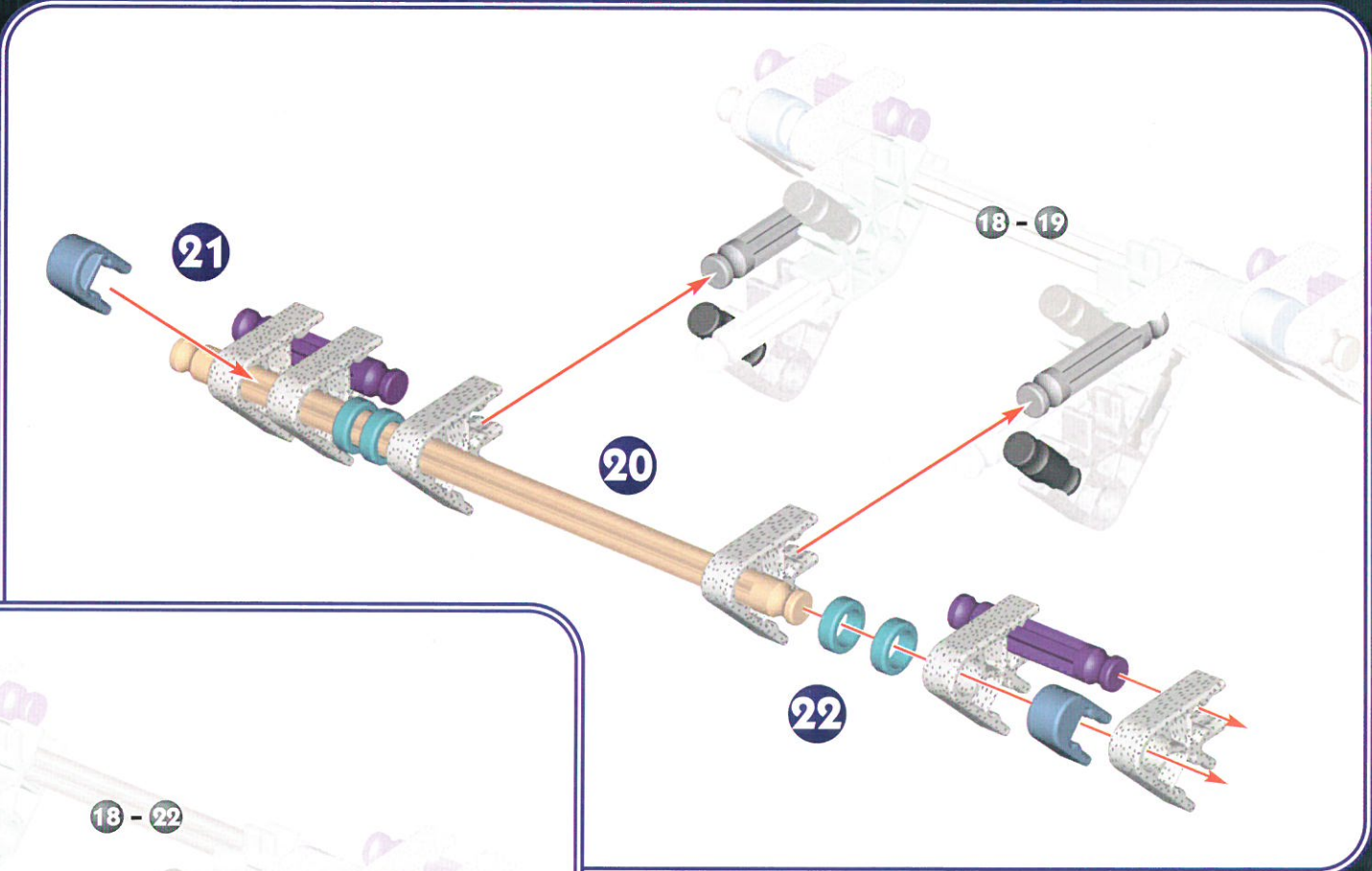
Now that you've finished the legs, let's start the base of the body!

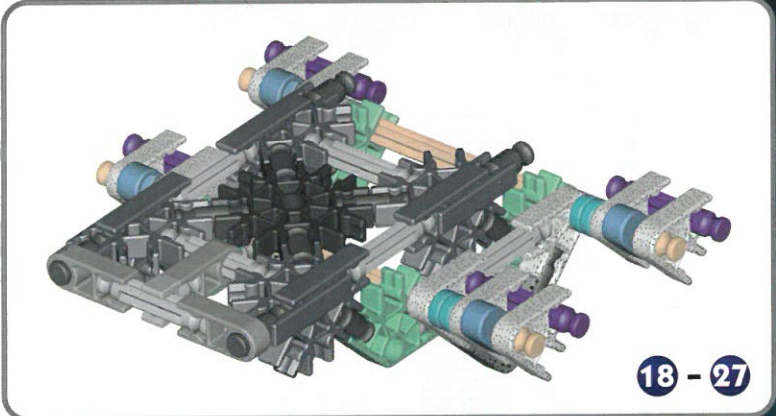
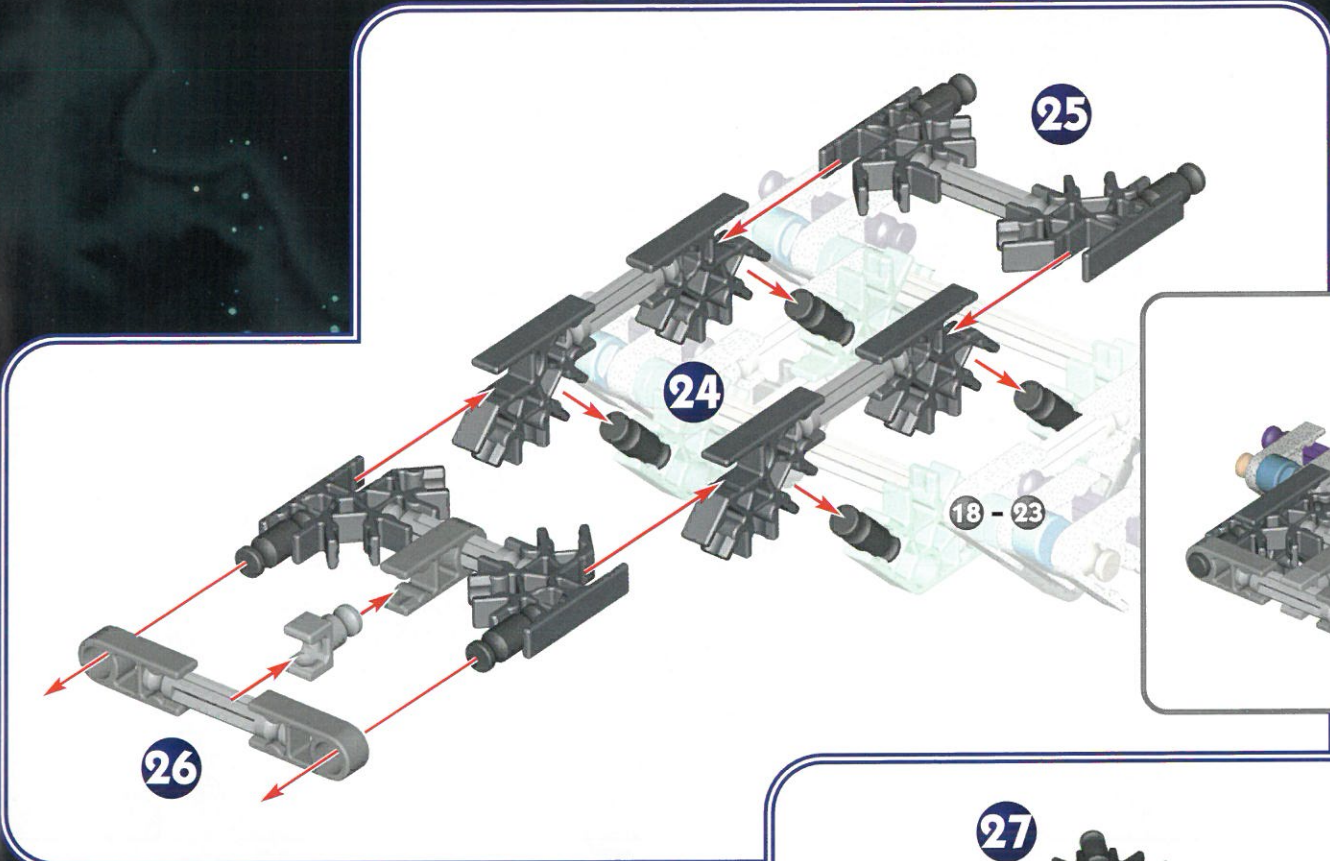


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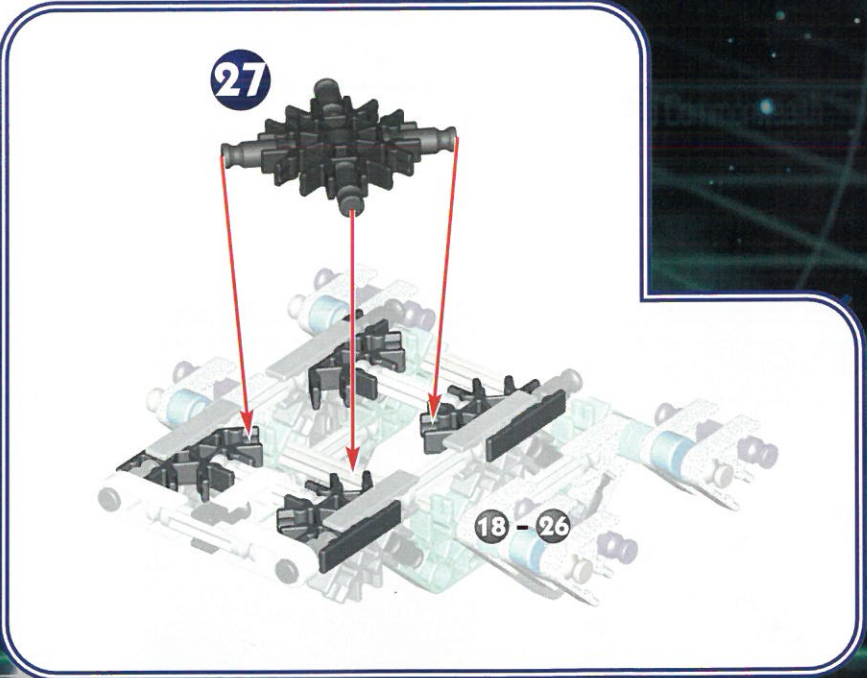


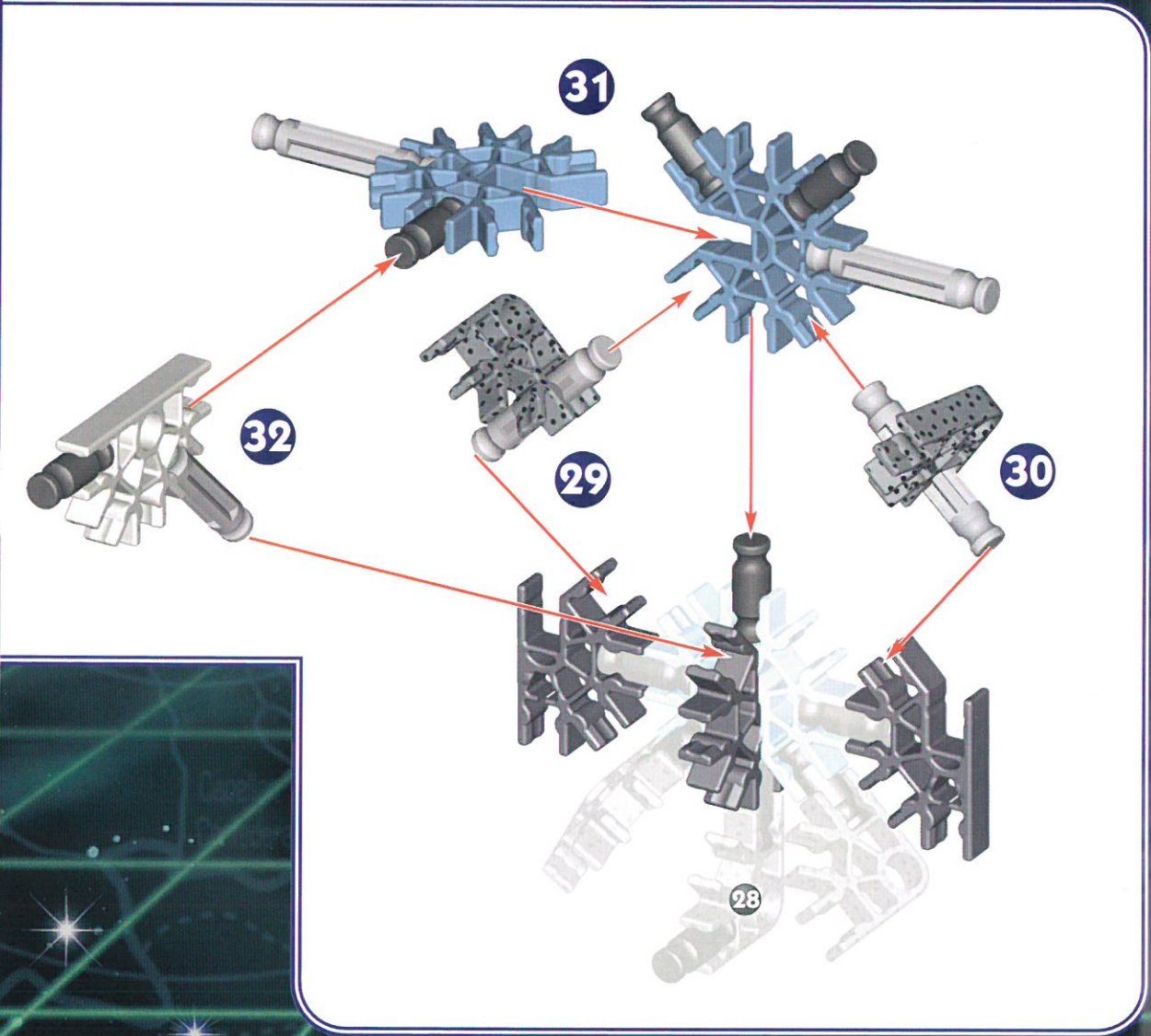
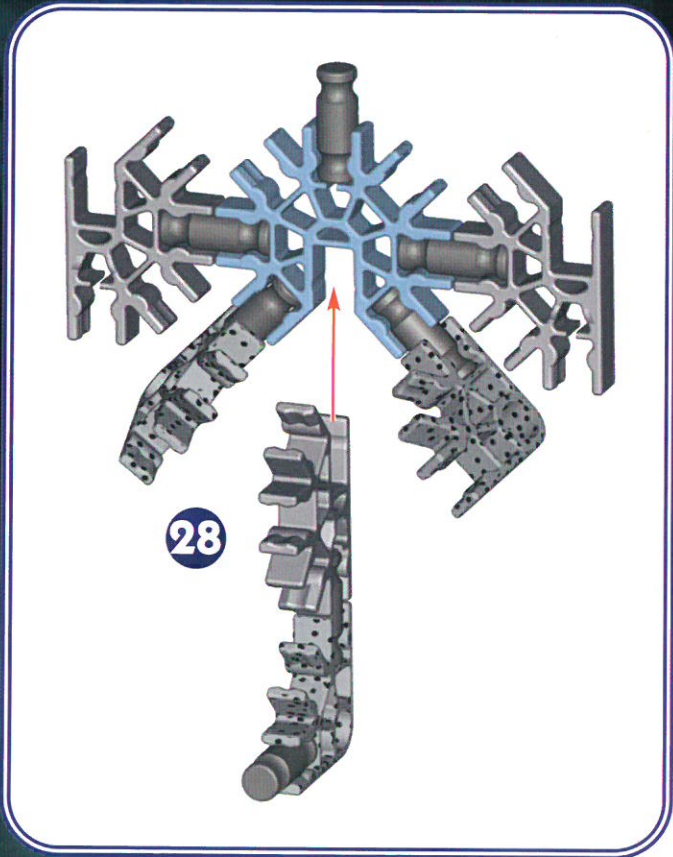
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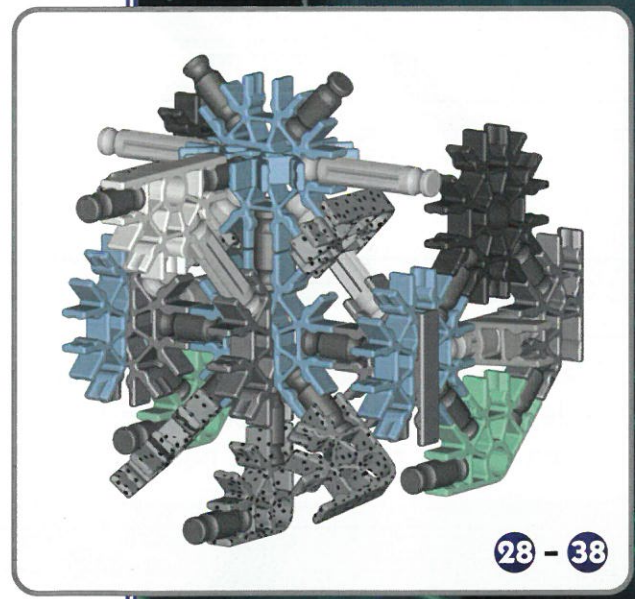
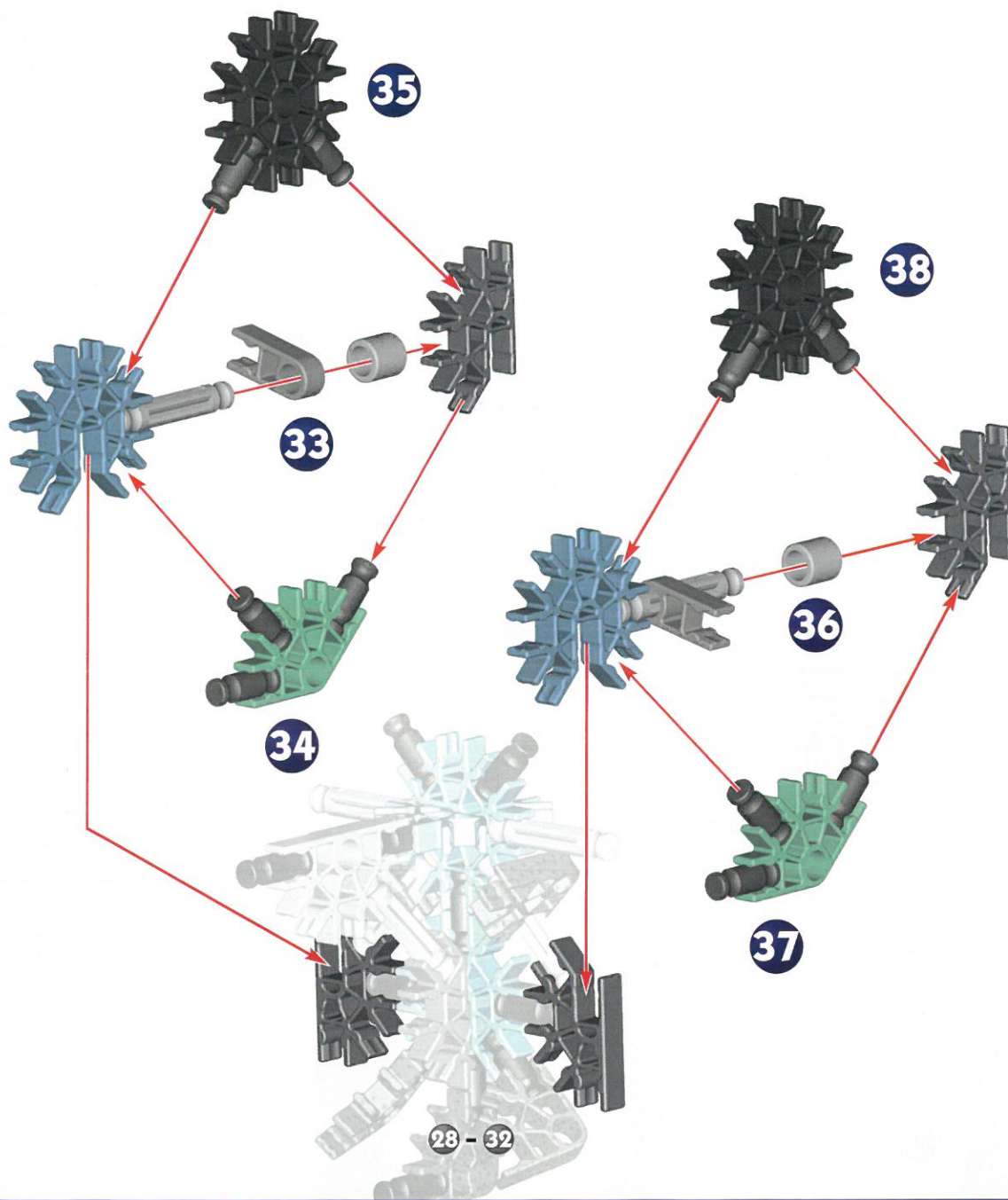




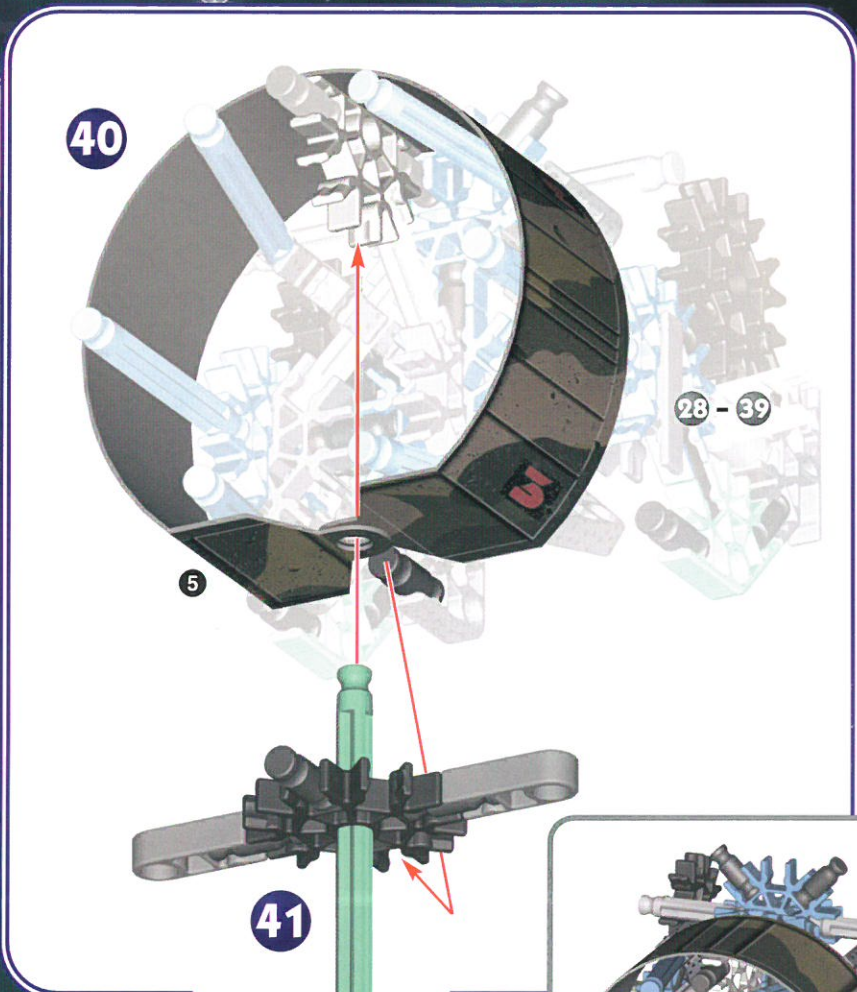
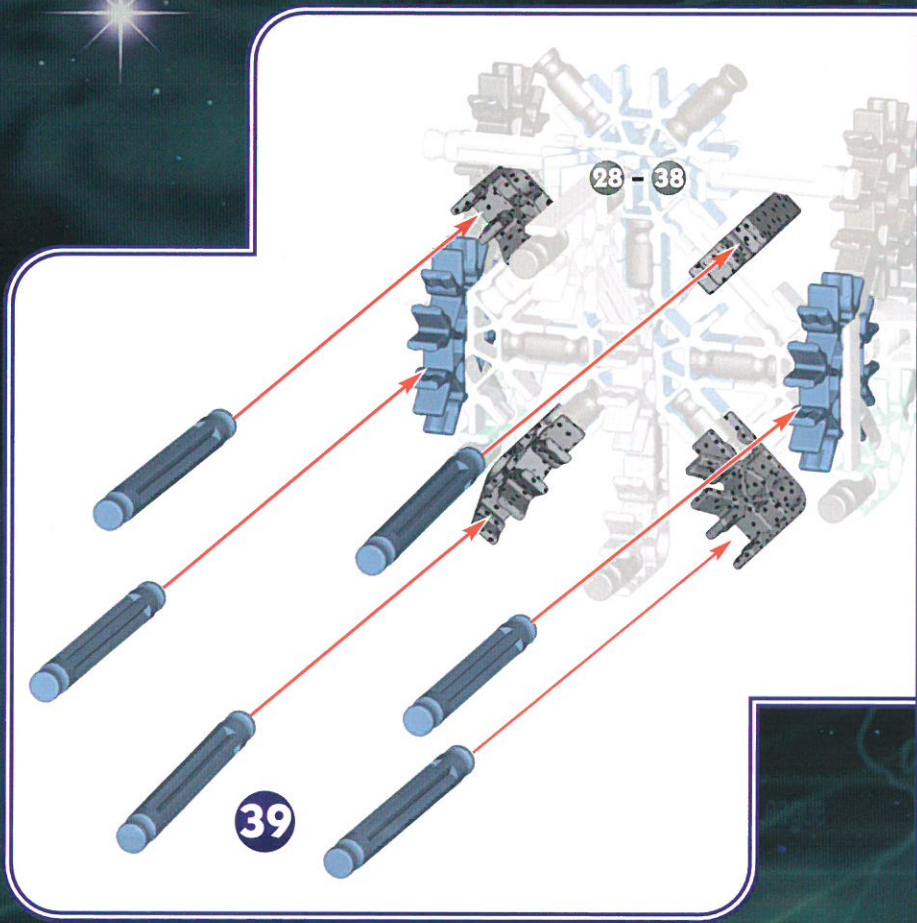
Great job! Now that you've completed building the base, let's start the body.



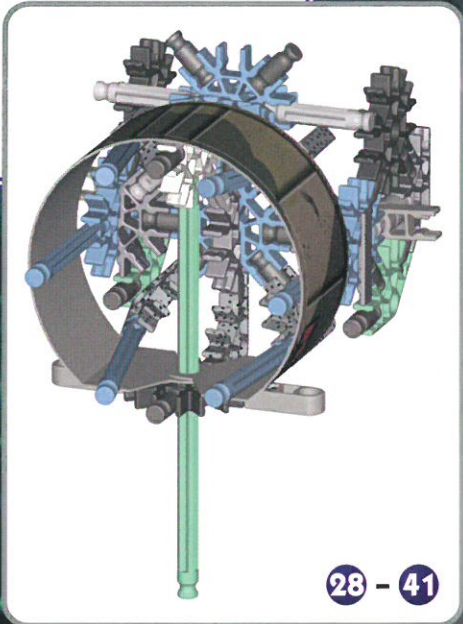
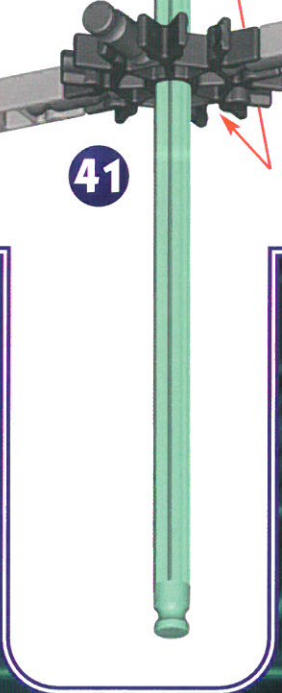
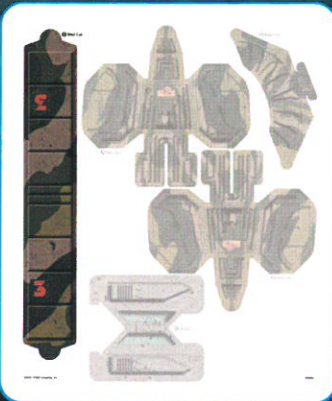


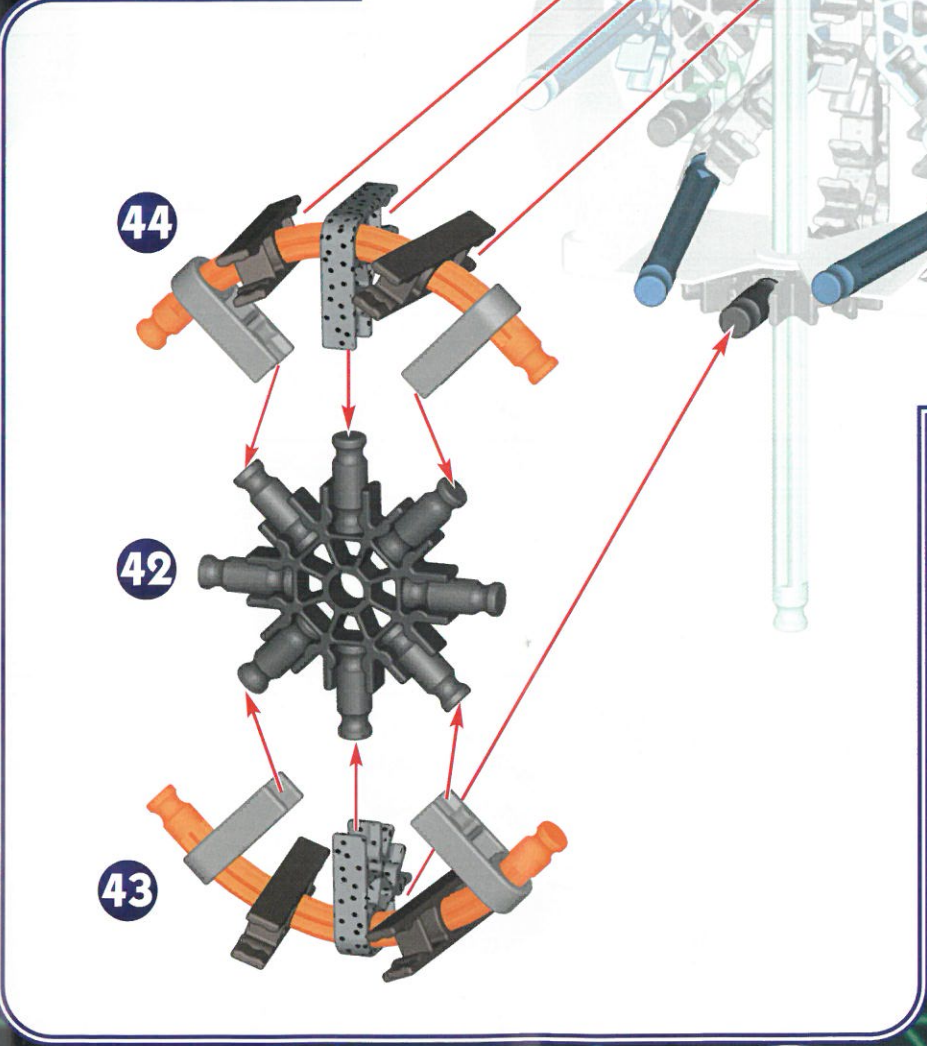
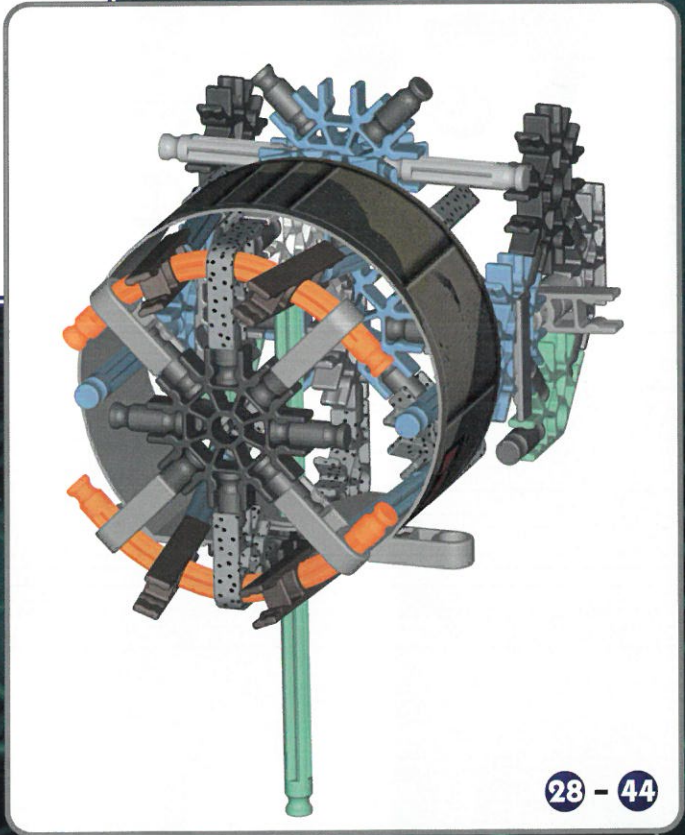
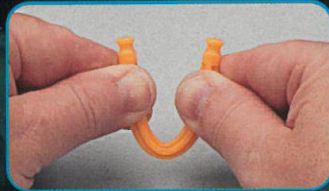
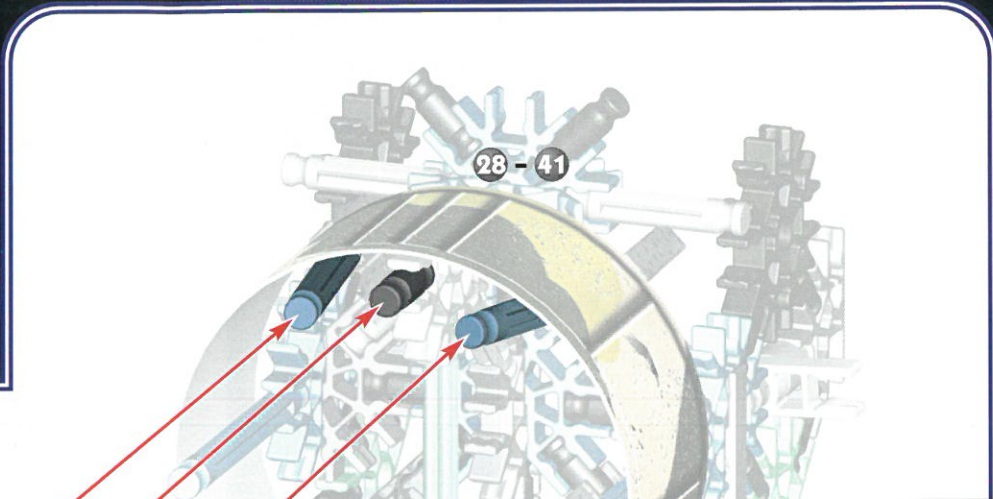


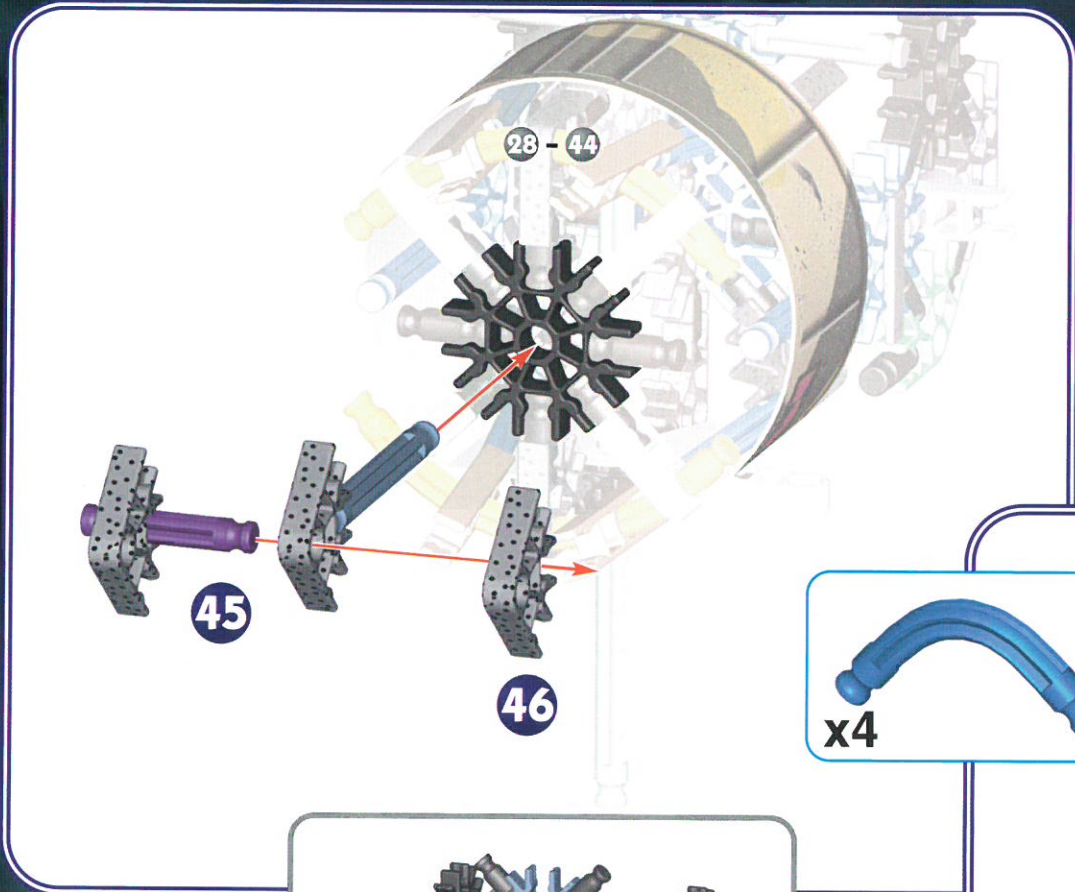
28 - 38



Now this part can be very tricky. Slide the wrap over blue rods, and then hold the ends together until you can slide the green rod up through the hole provided.



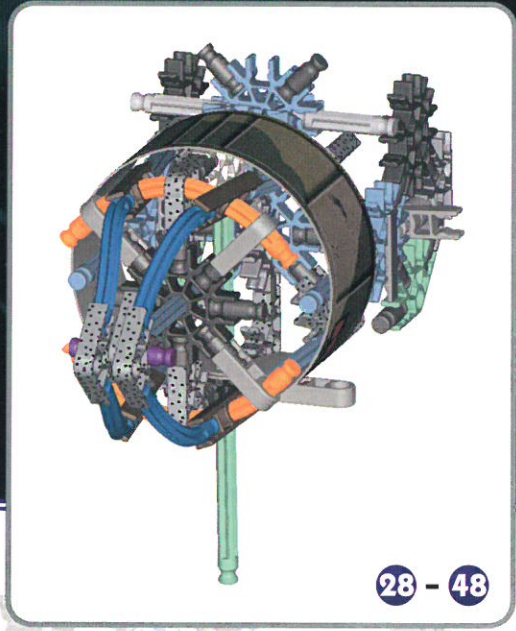




45

46

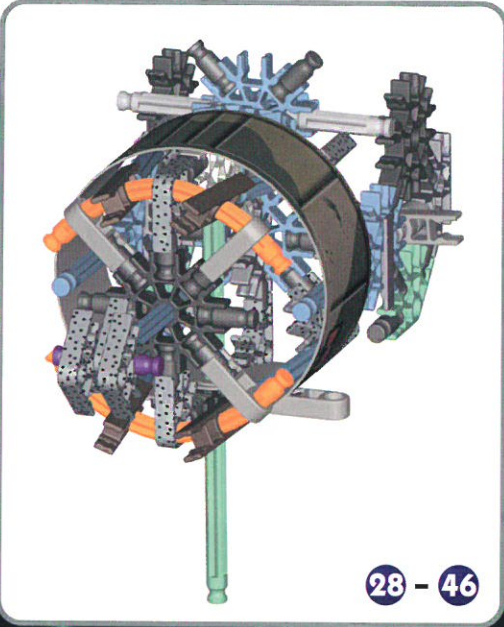
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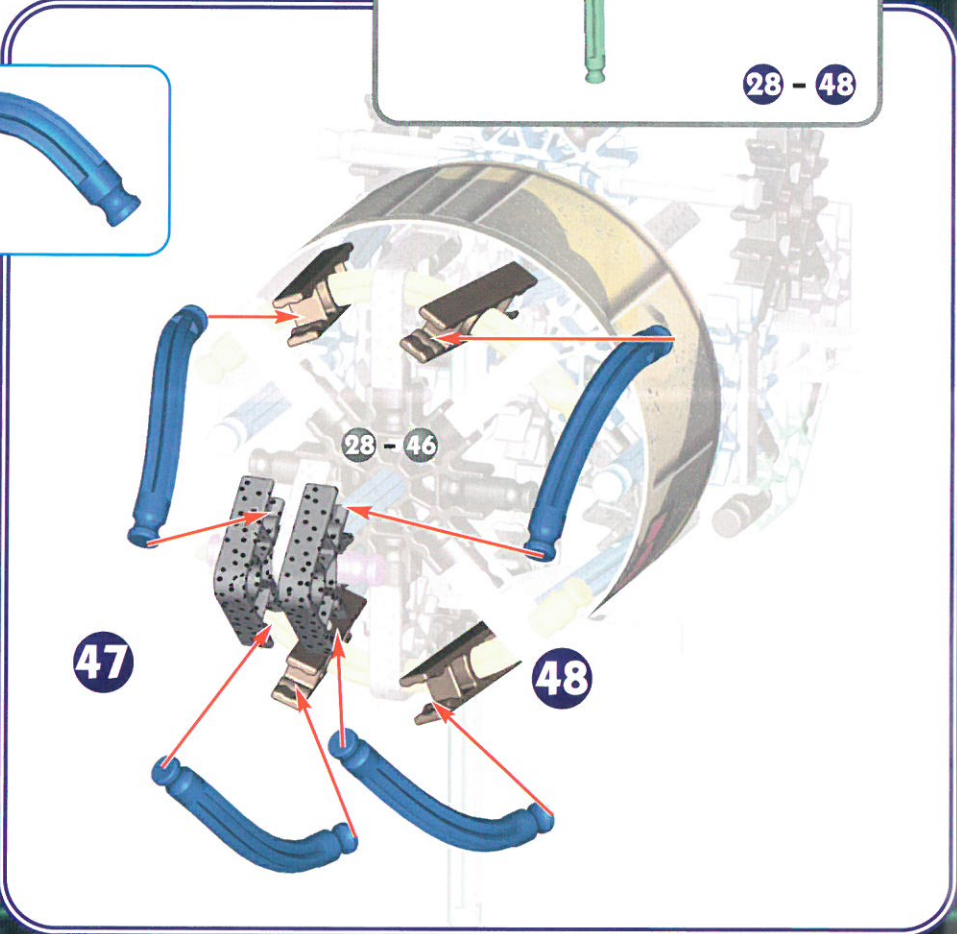
28 - 48



x4



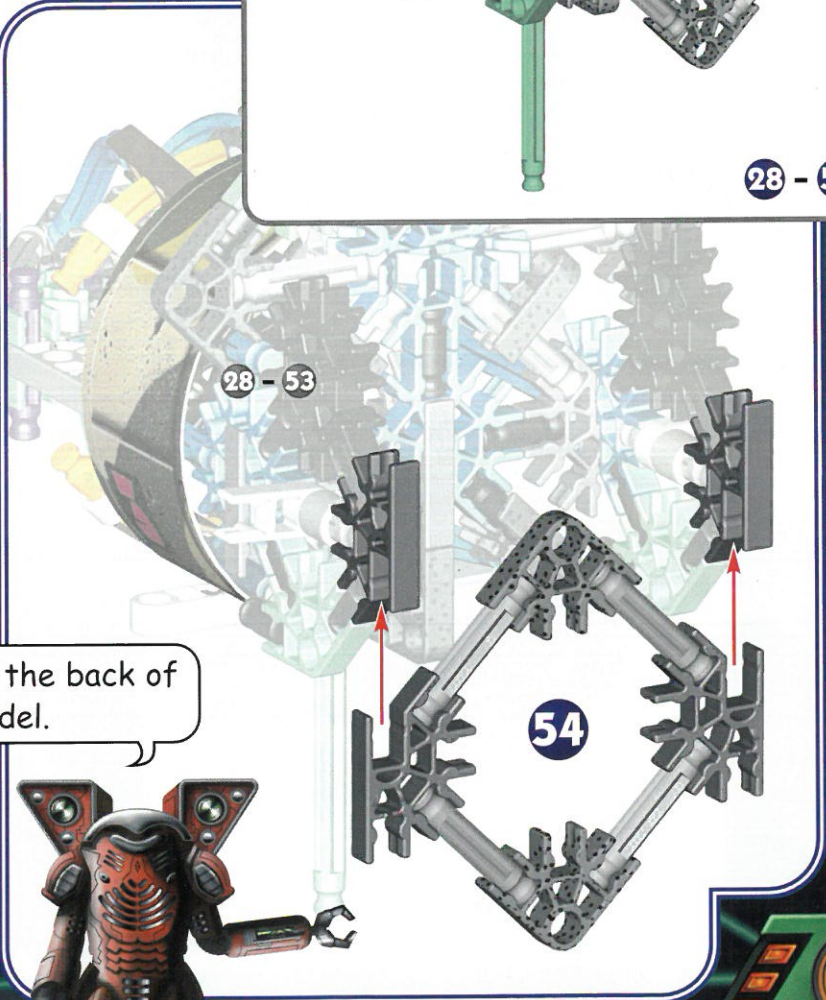
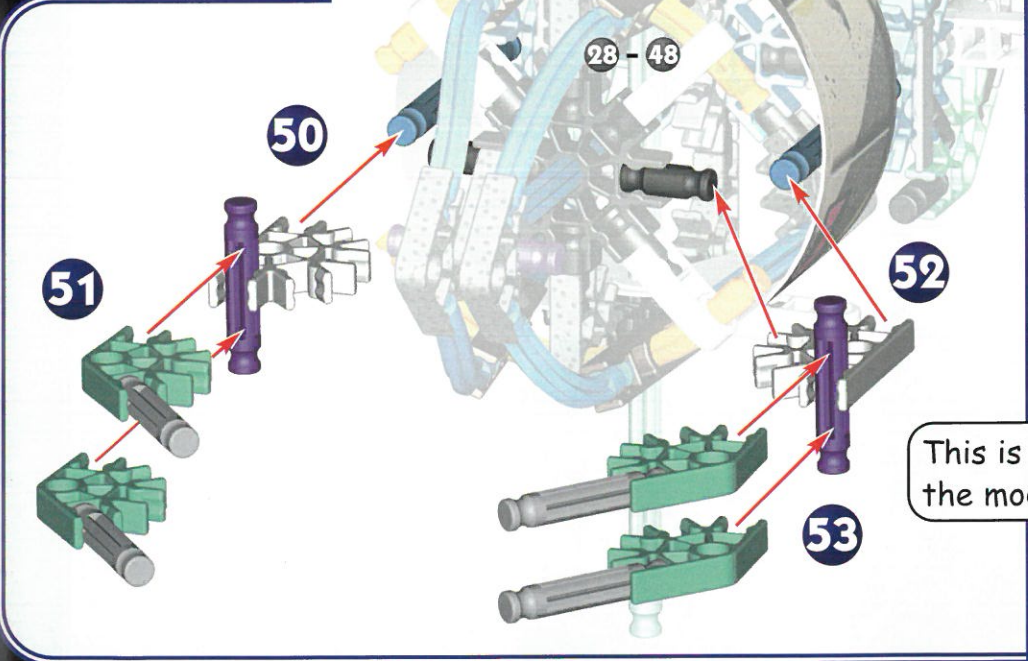
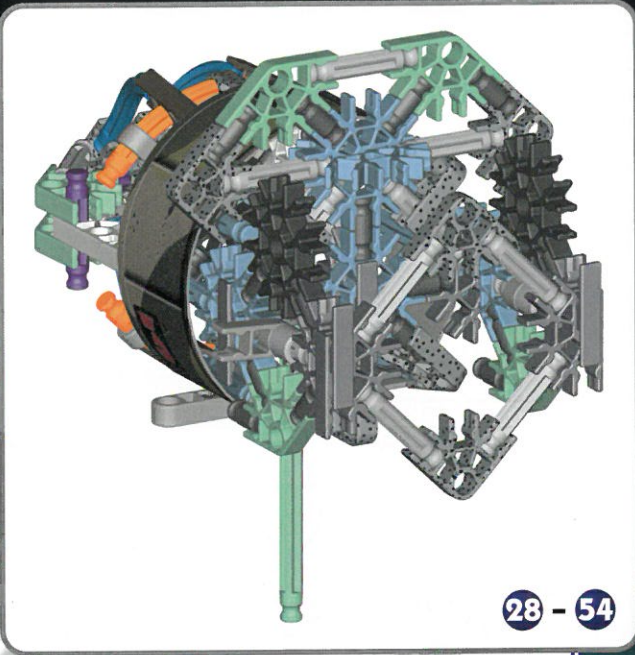
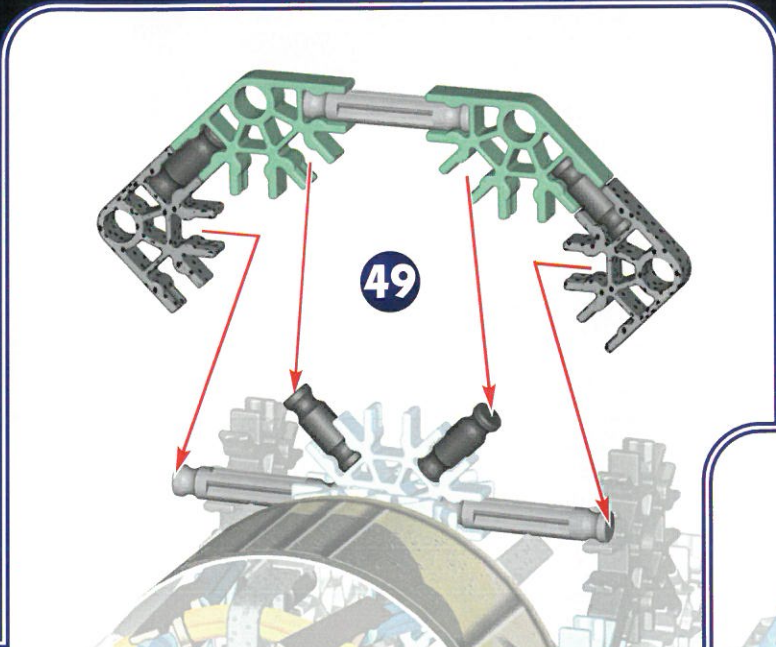
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47

48

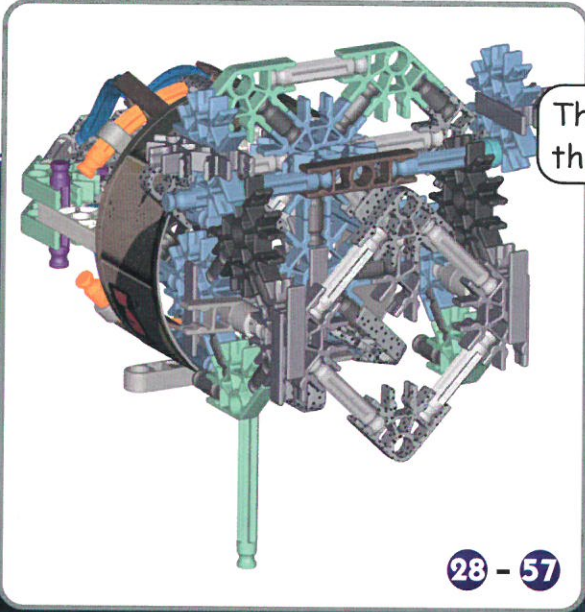
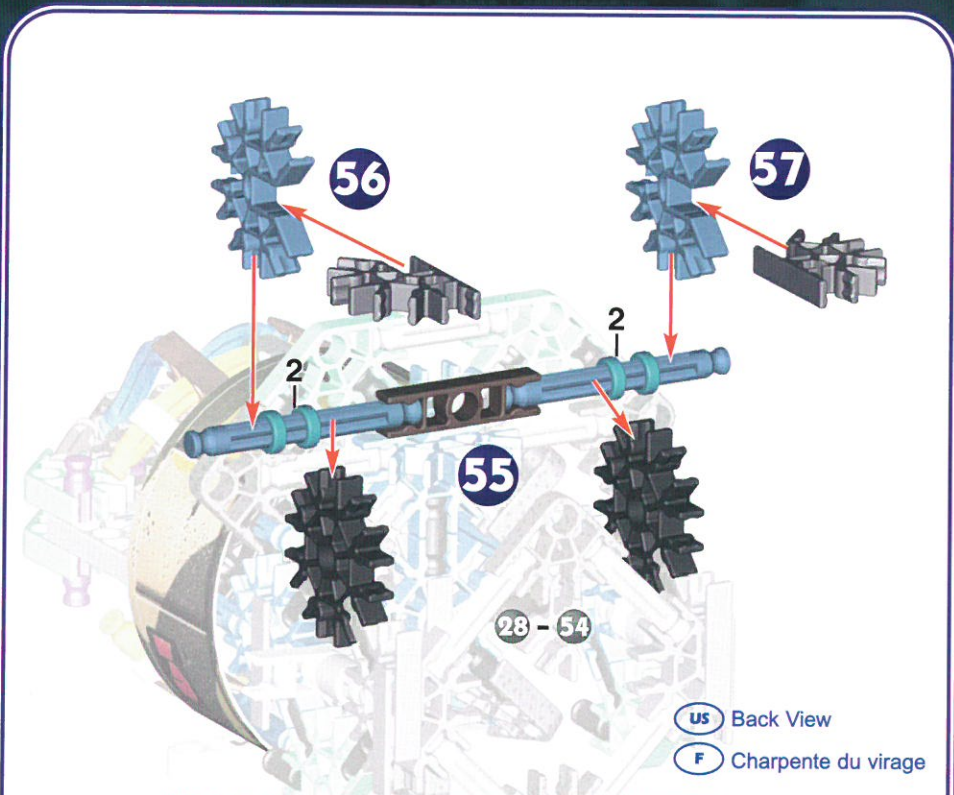
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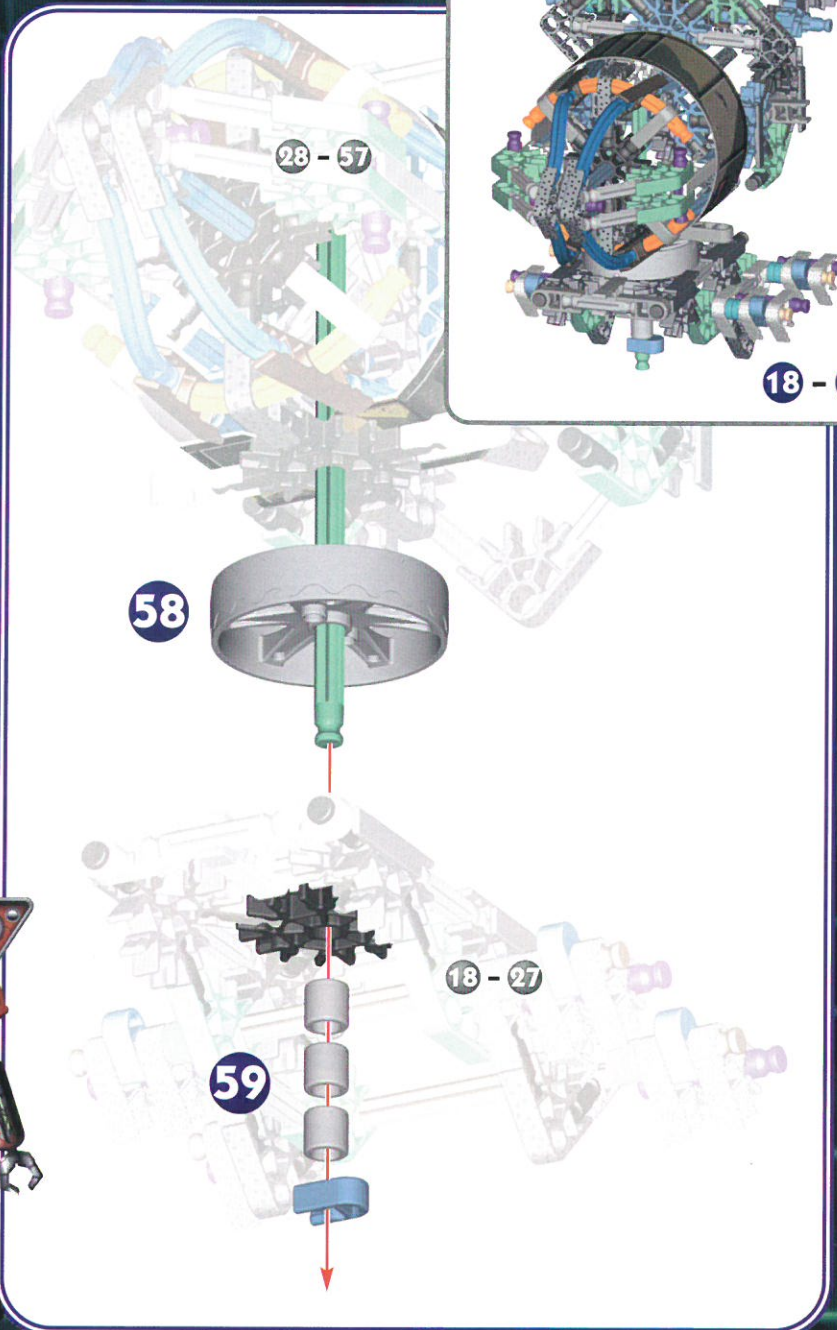
This is the back of the model.

US Back View
 F Charpente du virage

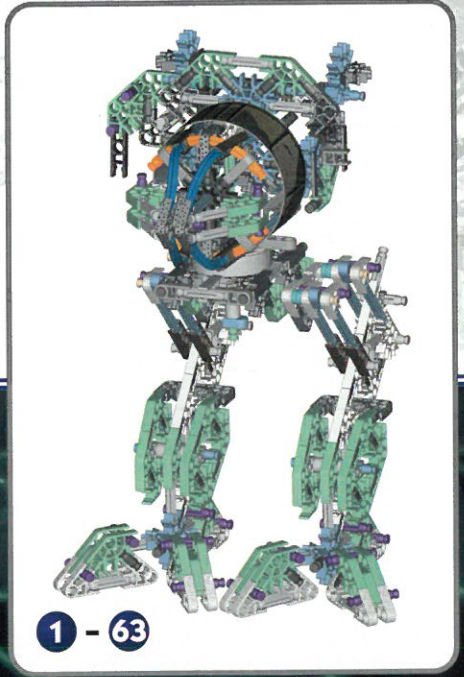
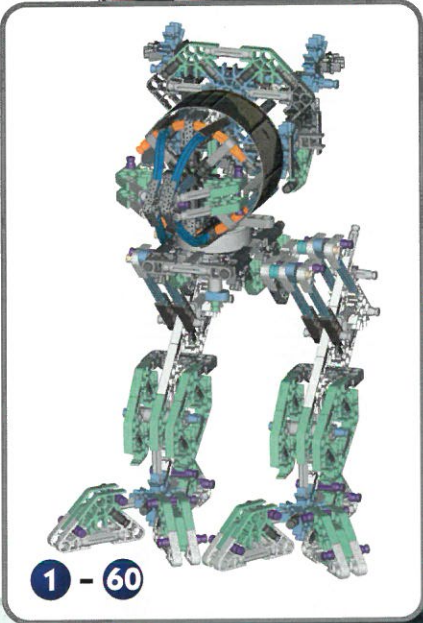
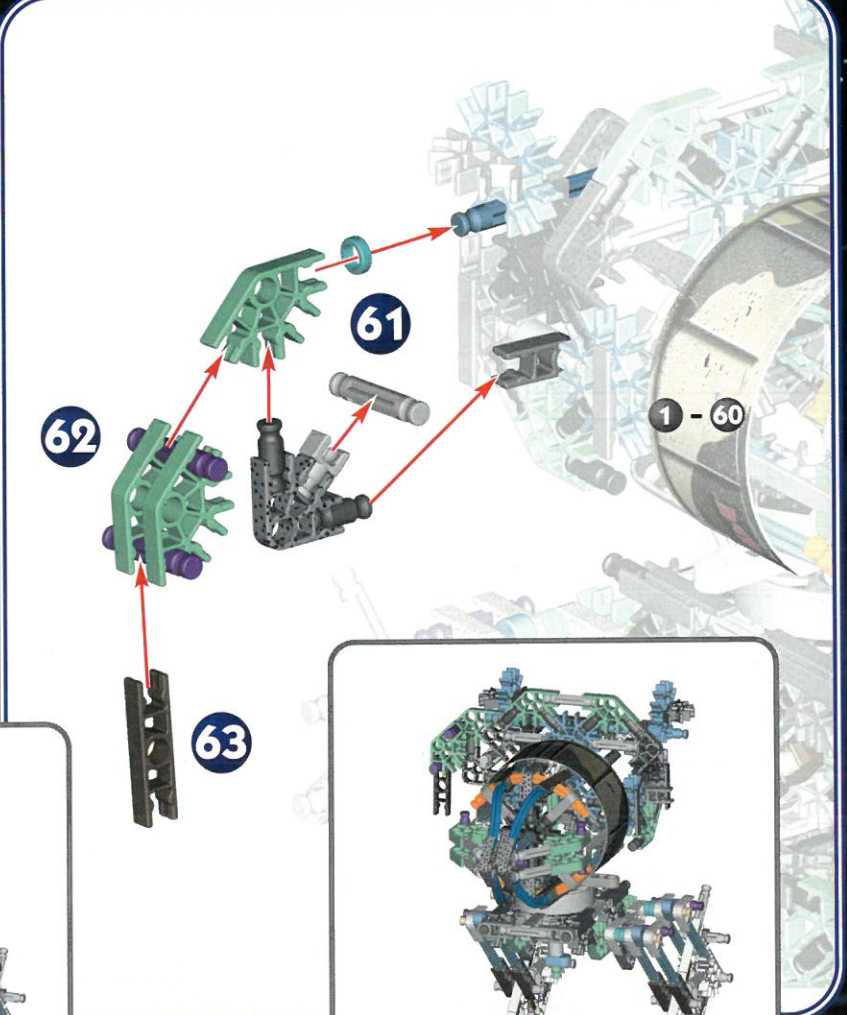
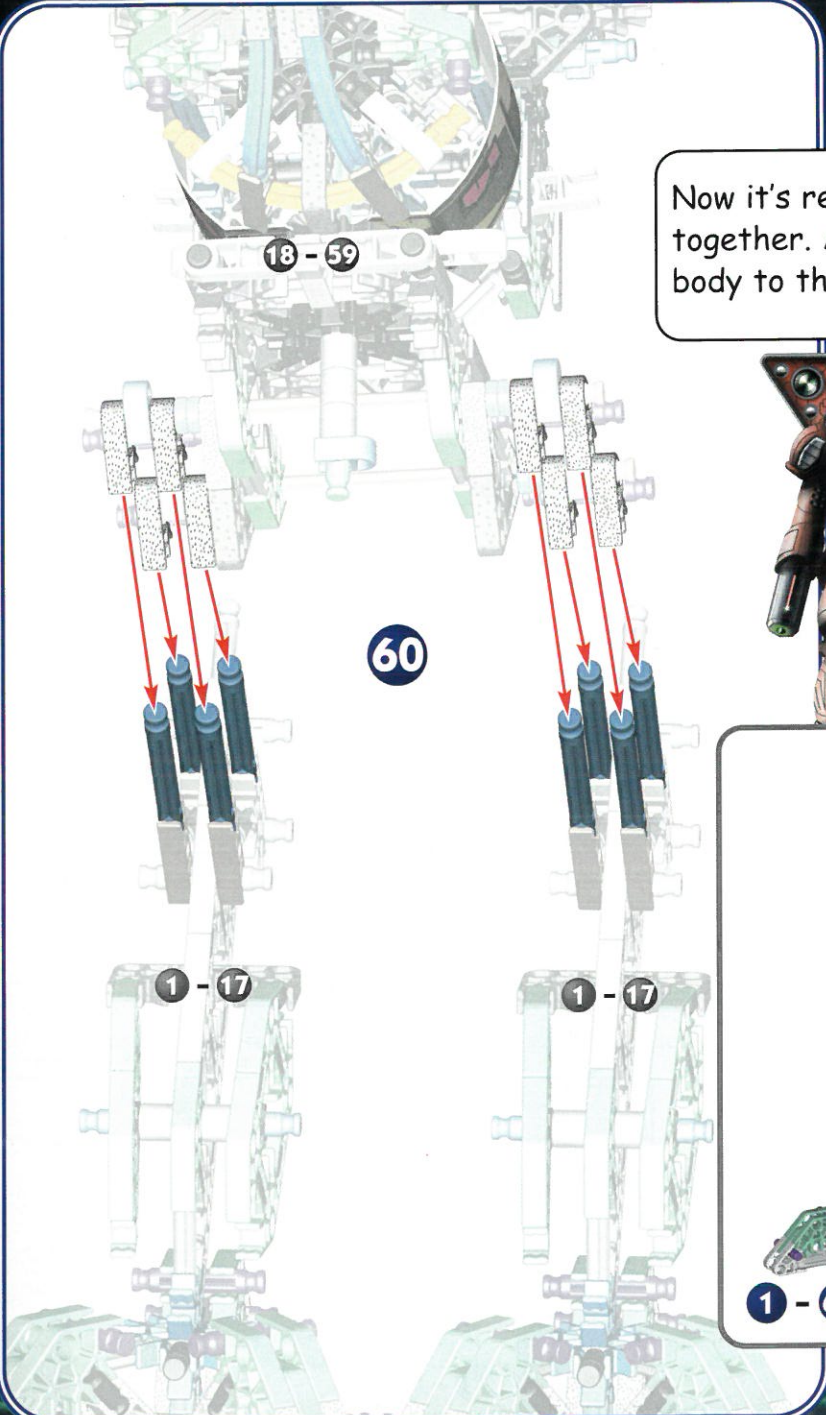


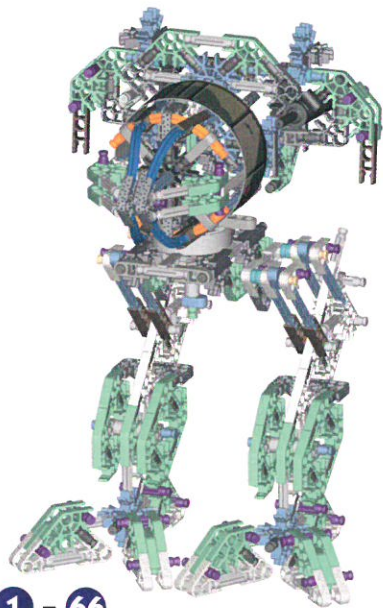


This is the back of the model.

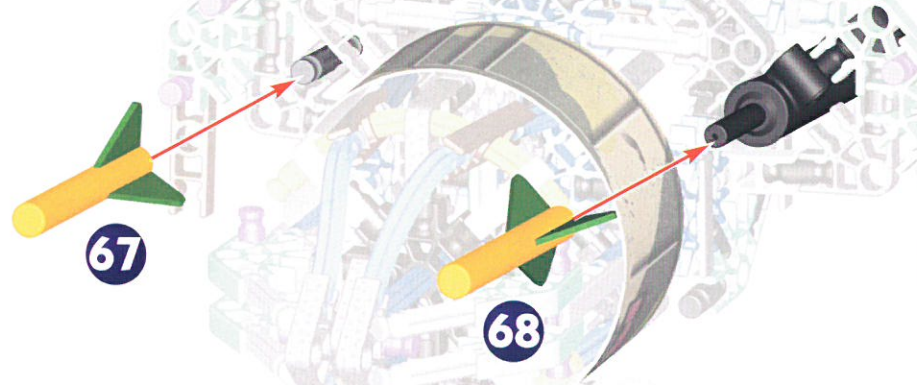


Now it's really coming together. Attach the body to the legs.





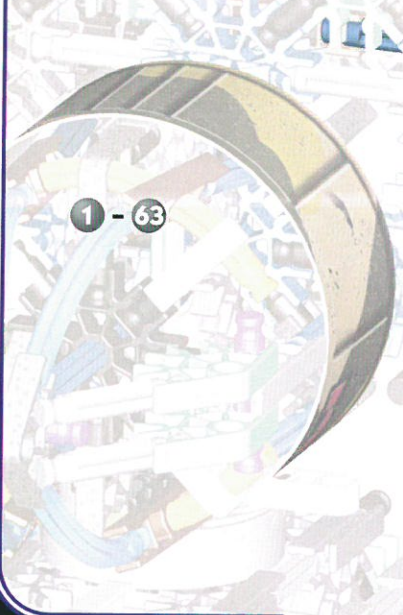
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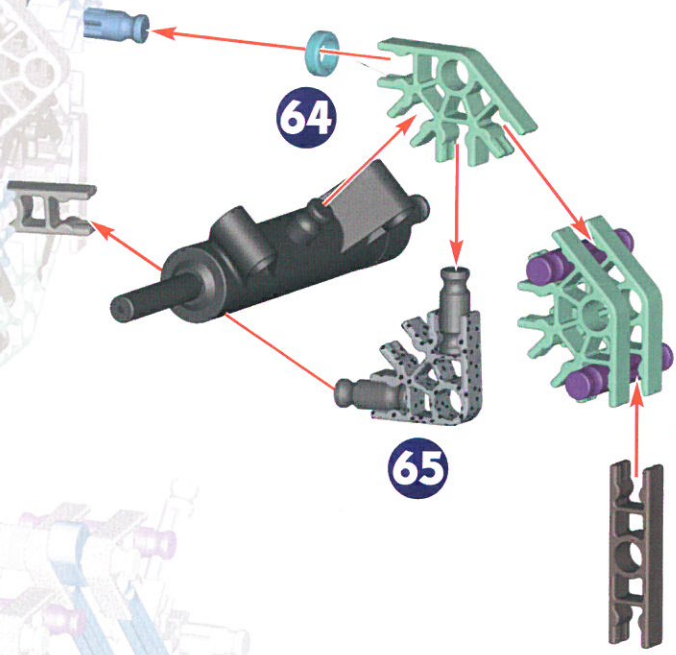
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68

1 - 66



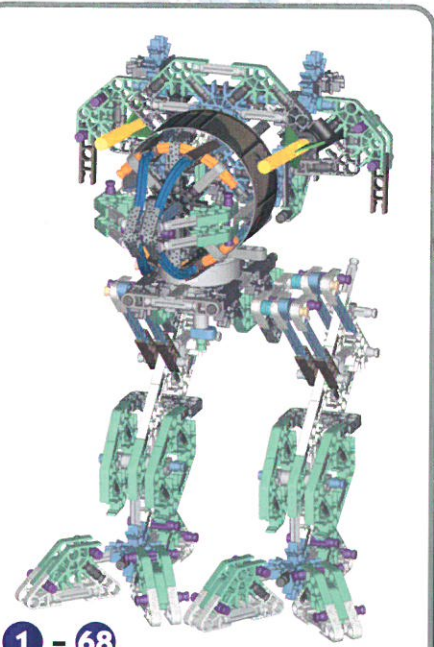
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64

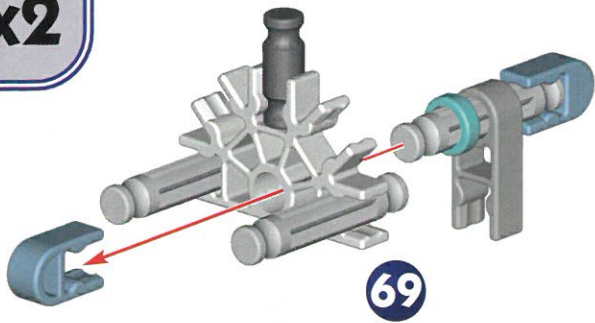
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66

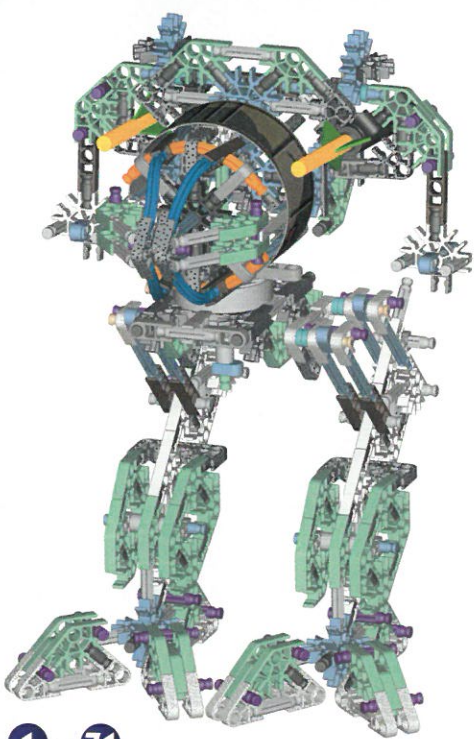


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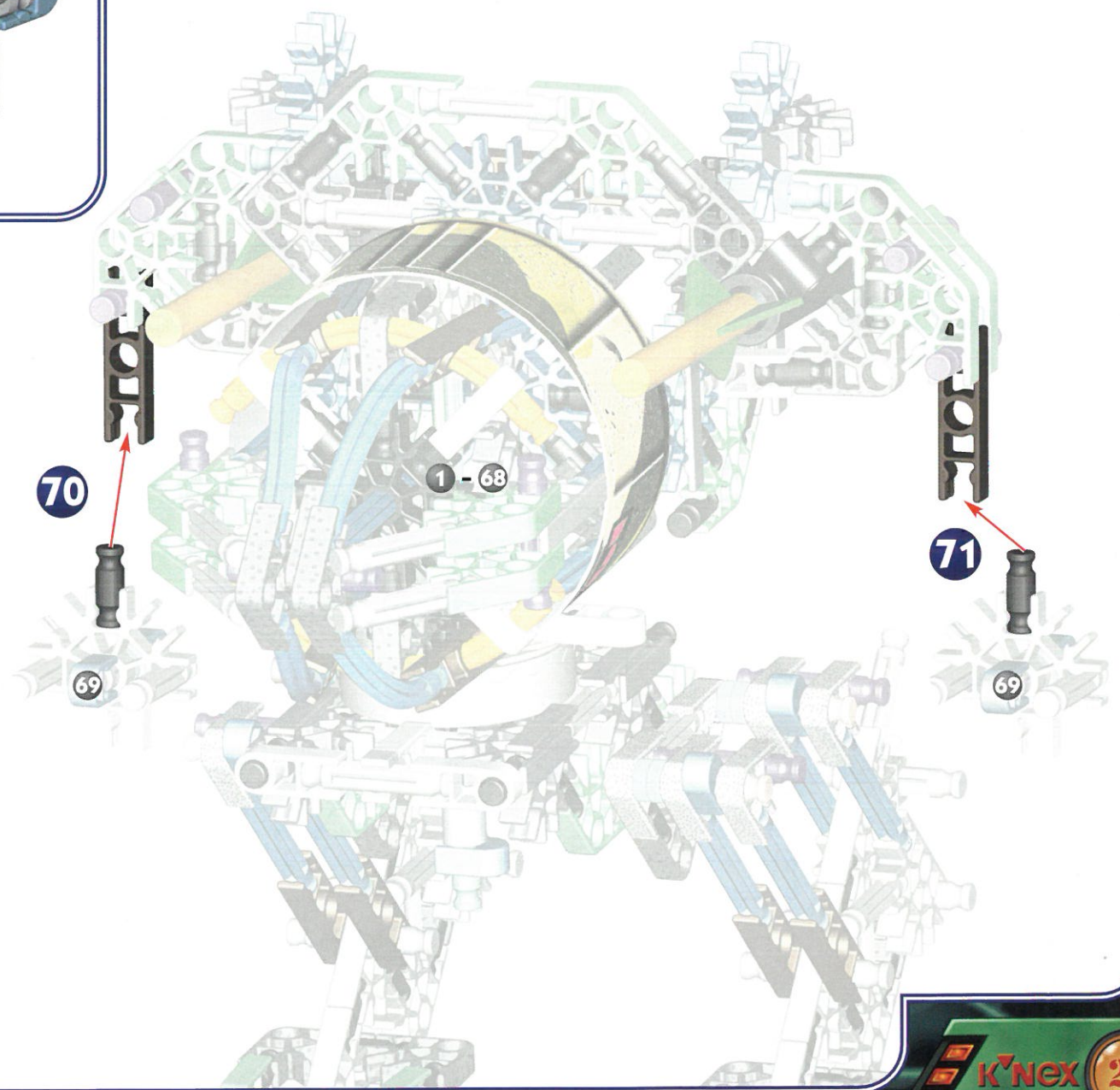
x2



69



1 - 71



70

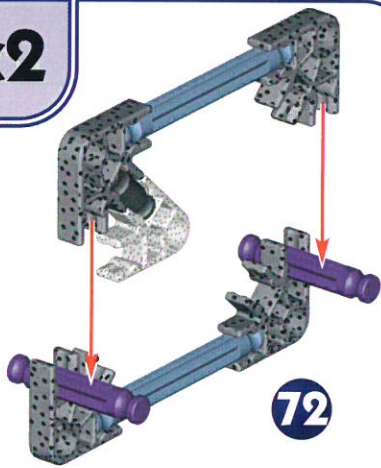
1 - 68

71

69

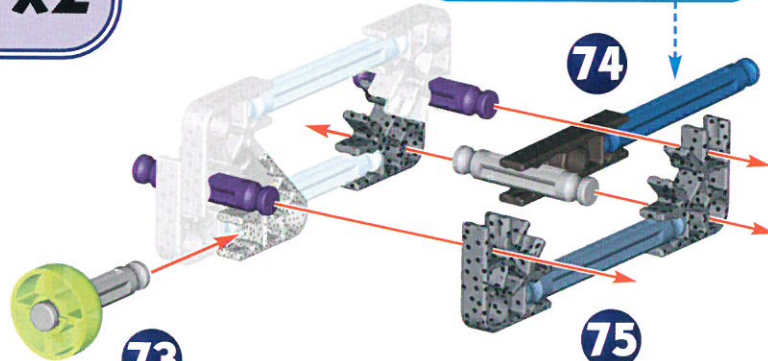
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x2



72

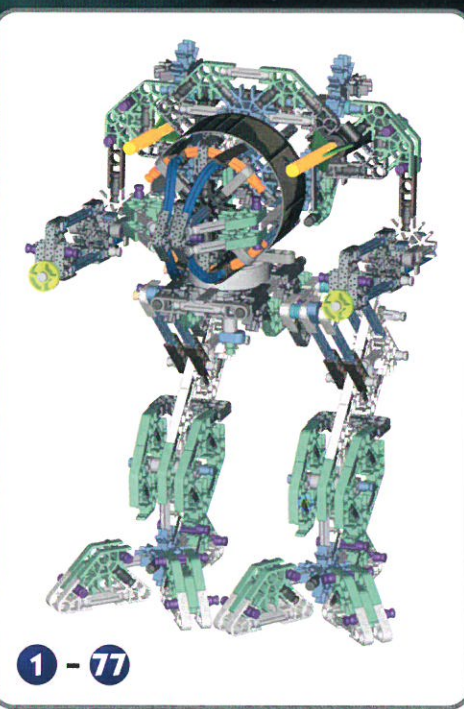
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73

74

75



1 - 77

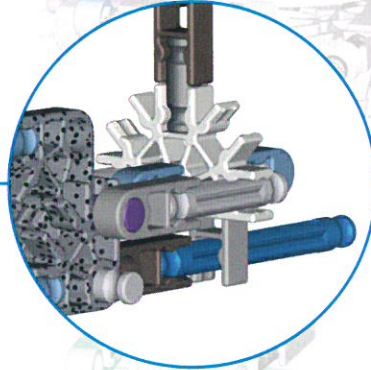
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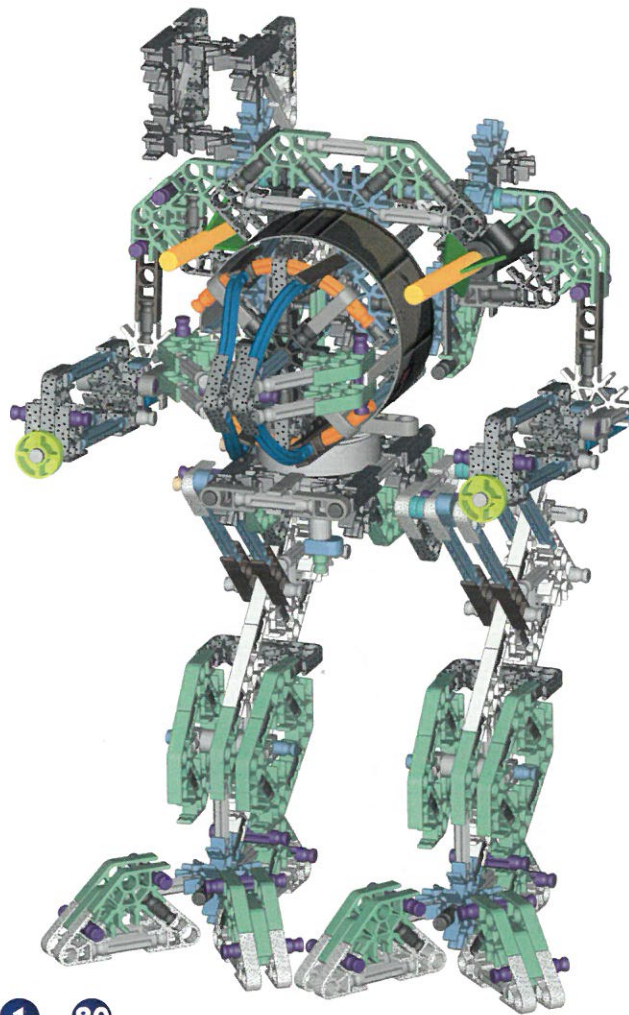
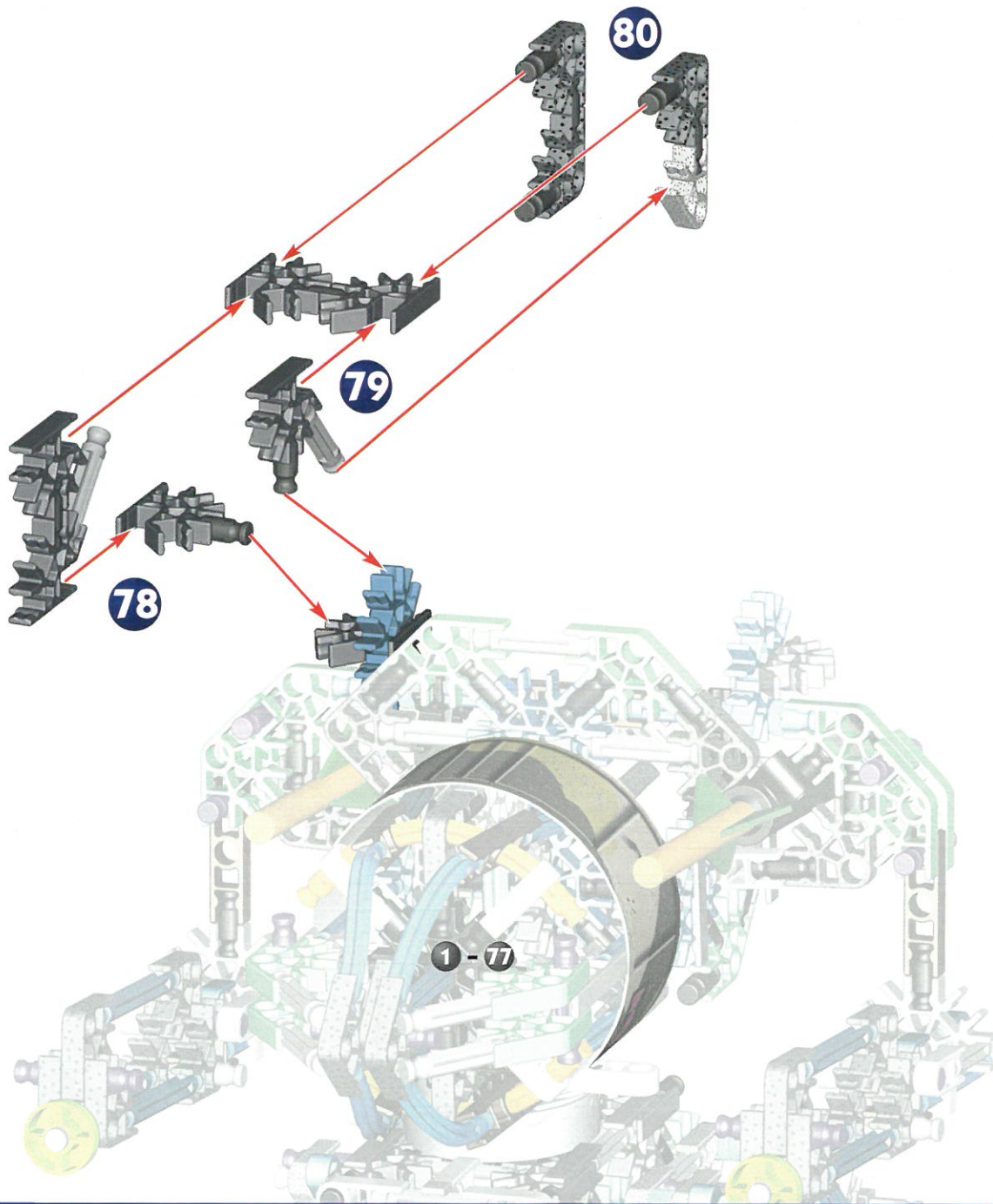
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72 - 75

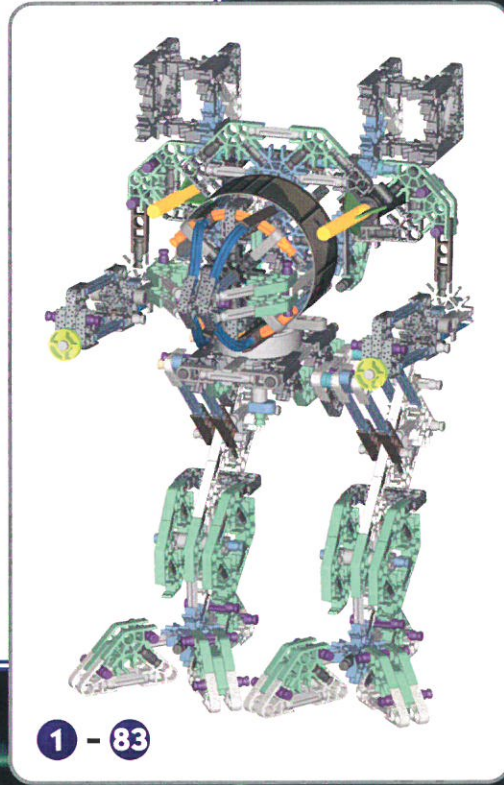
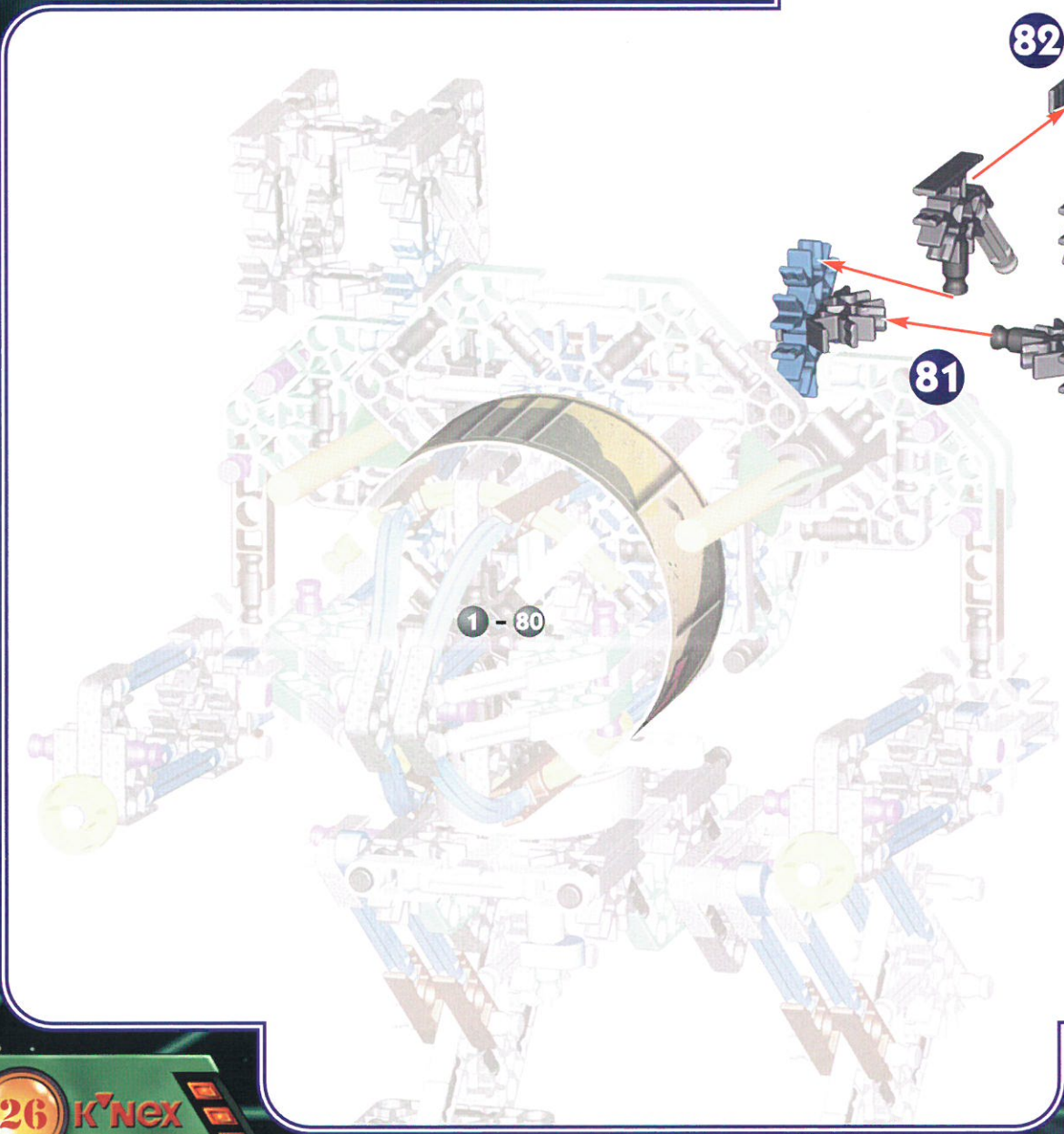
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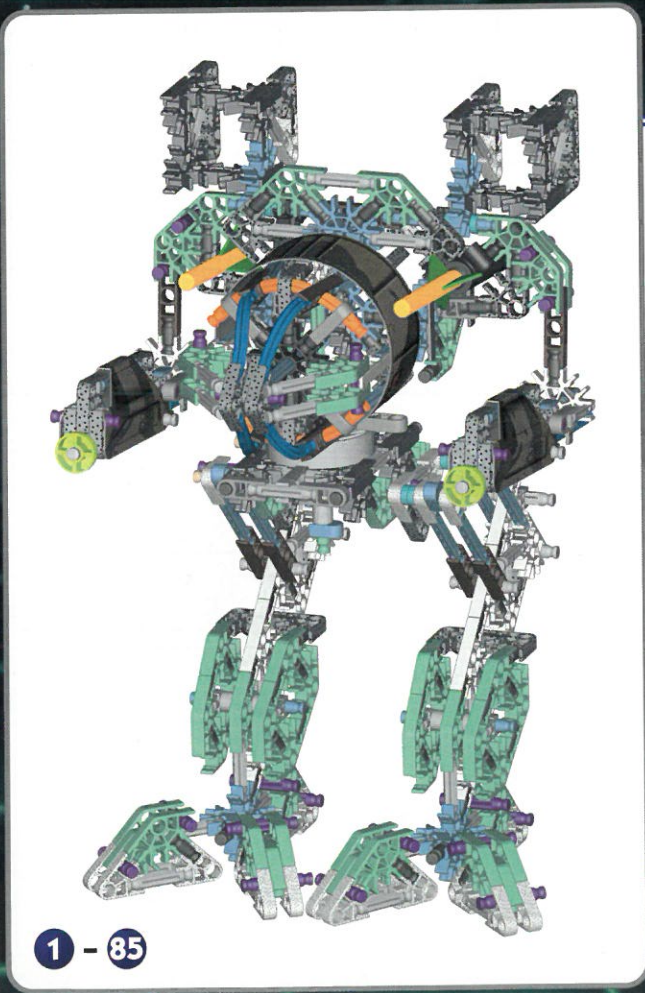
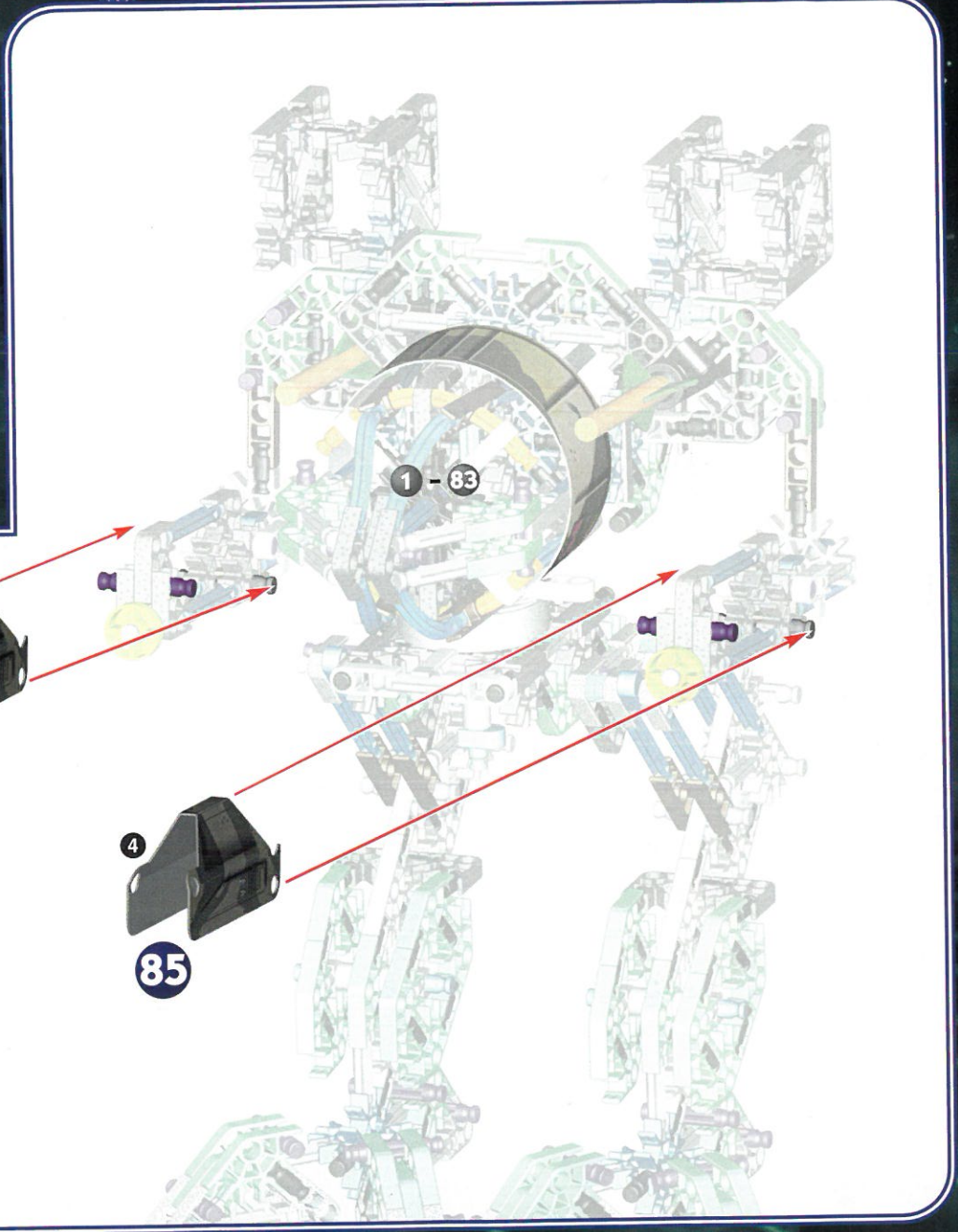
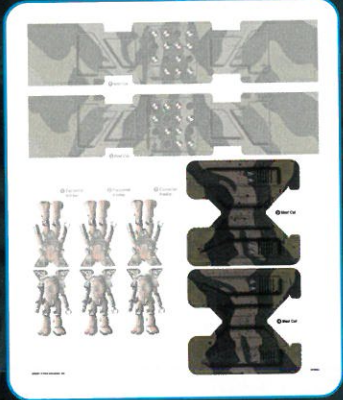
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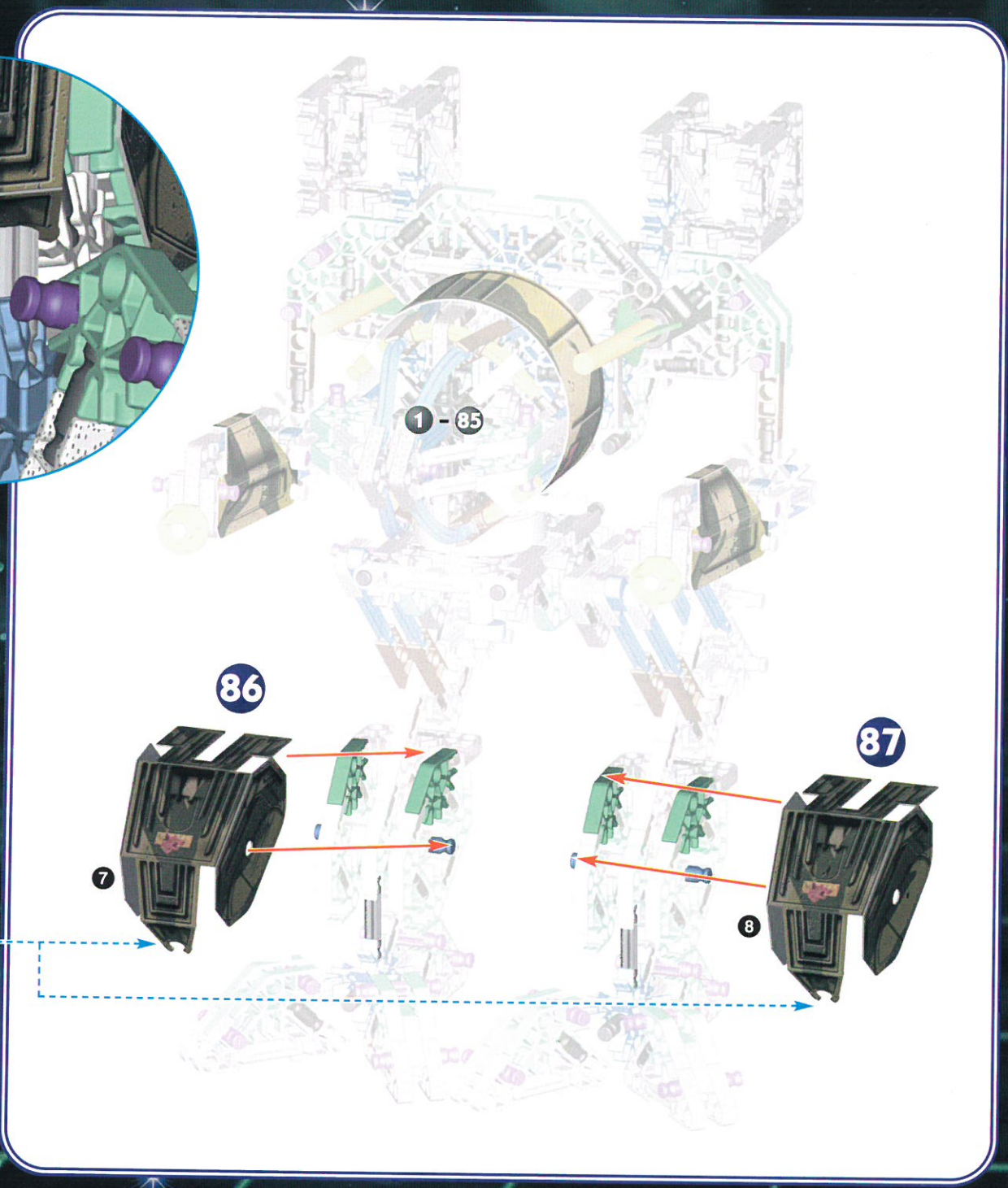
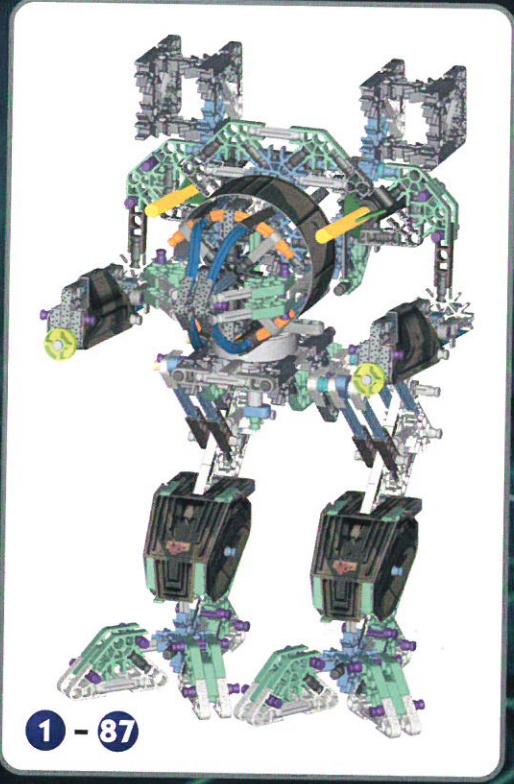
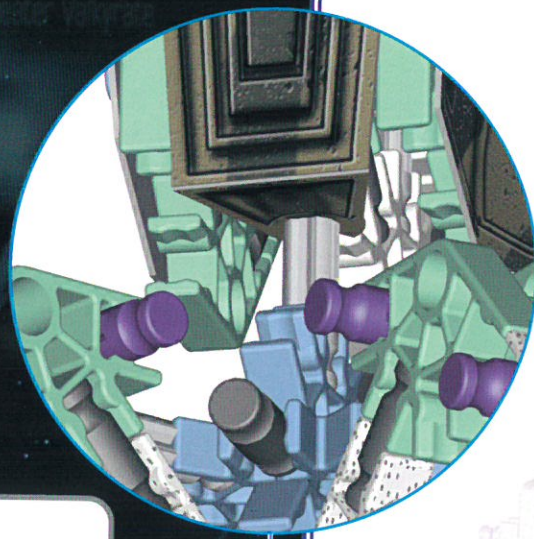
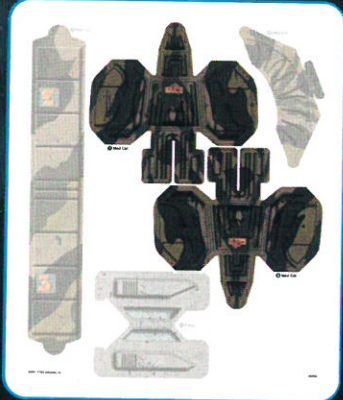


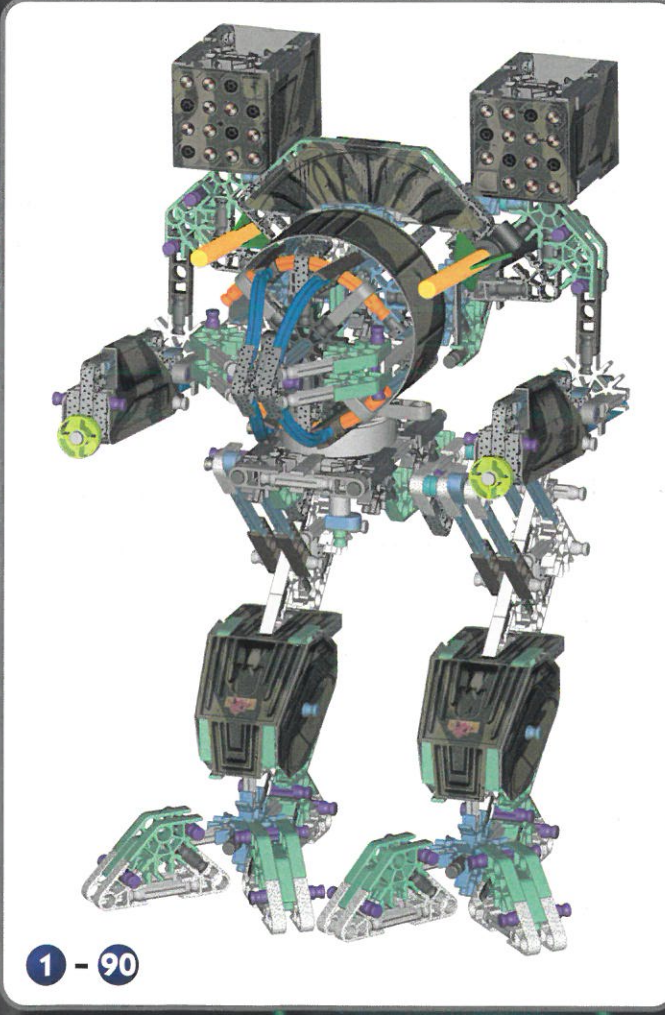
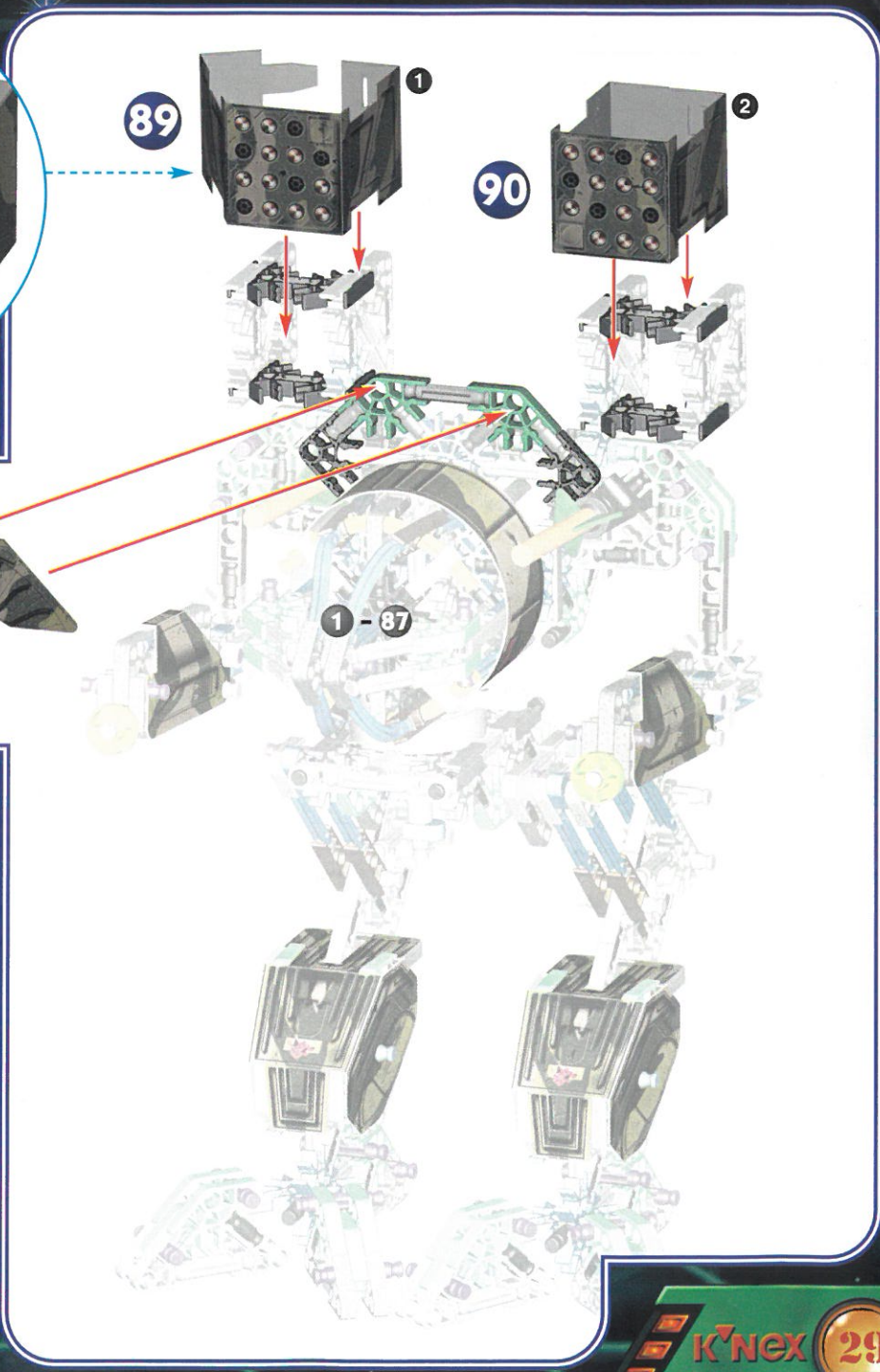
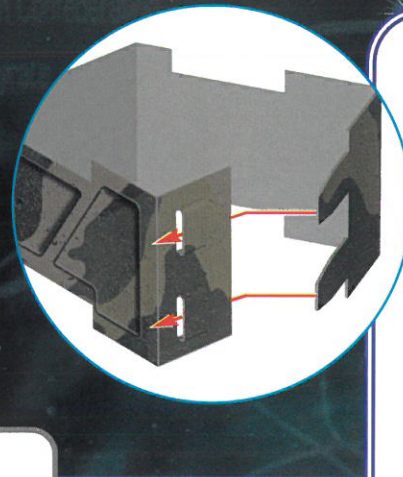
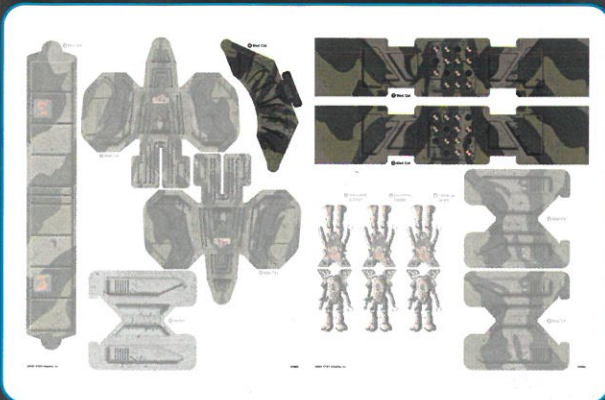


1 - 80







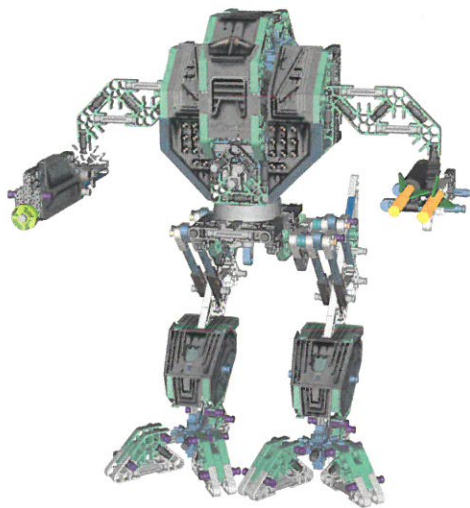


1 - 90



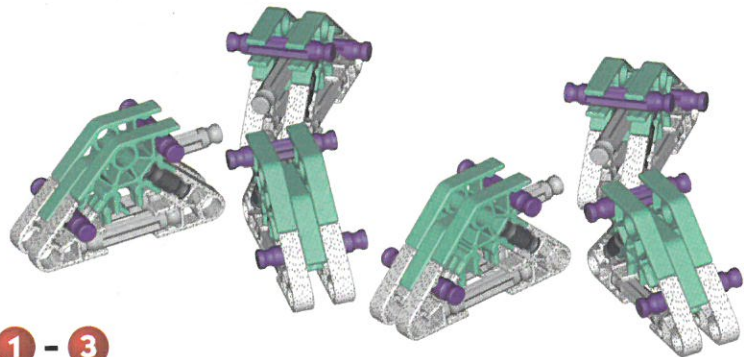
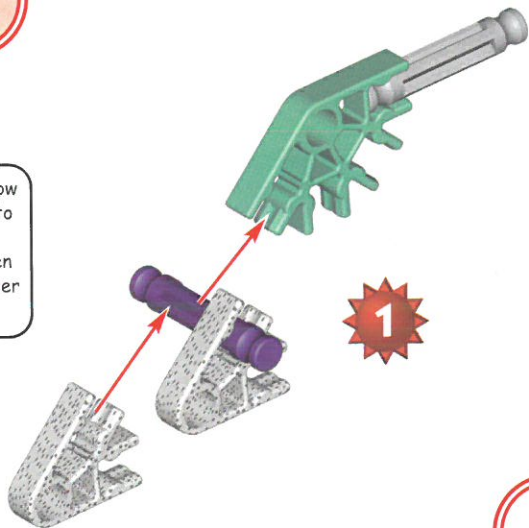
This is the Avatar!
Let's start by
building the legs!

Avatar



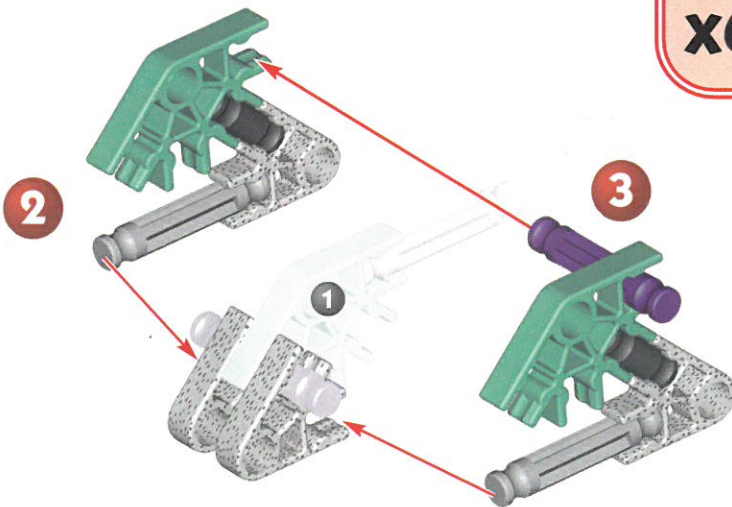
x6

This number shows you how many times (x) you need to build the same step.
Ce chiffre indique combien de fois (x) tu dois exécuter la même étape.

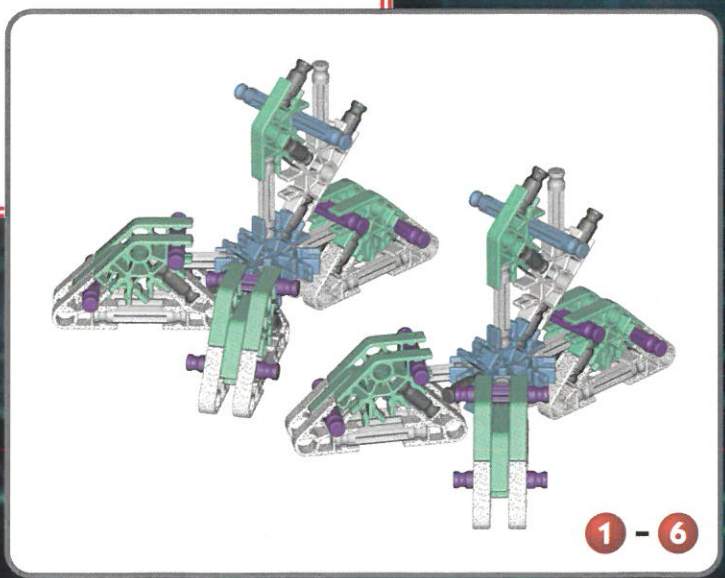
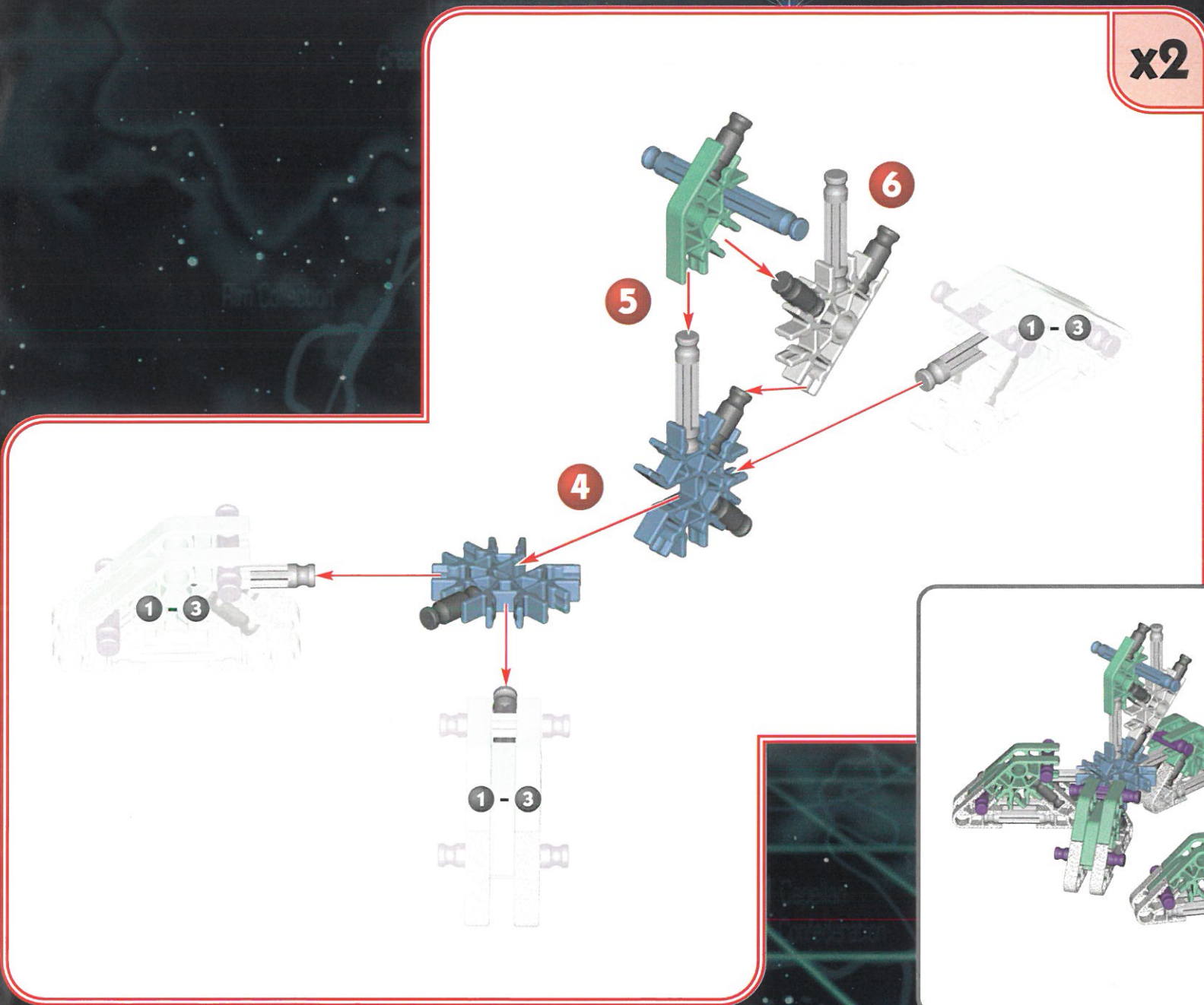


1 - 3

x6

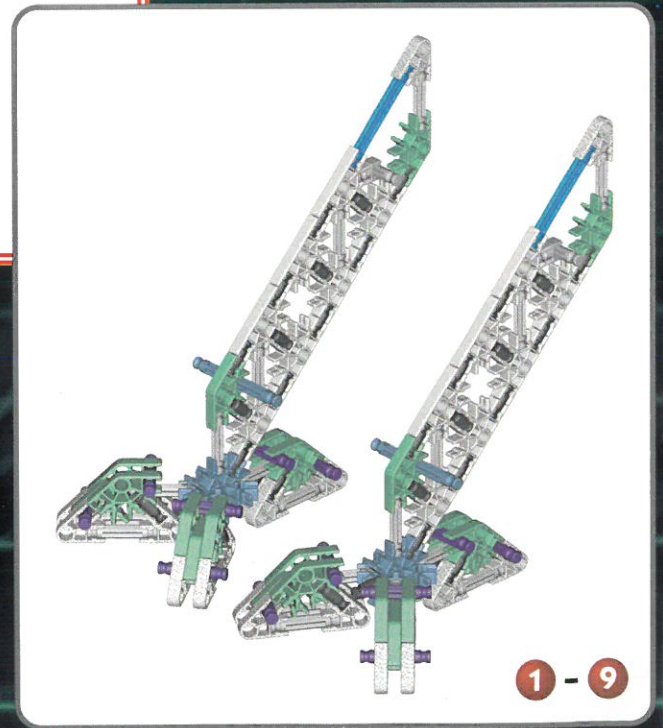
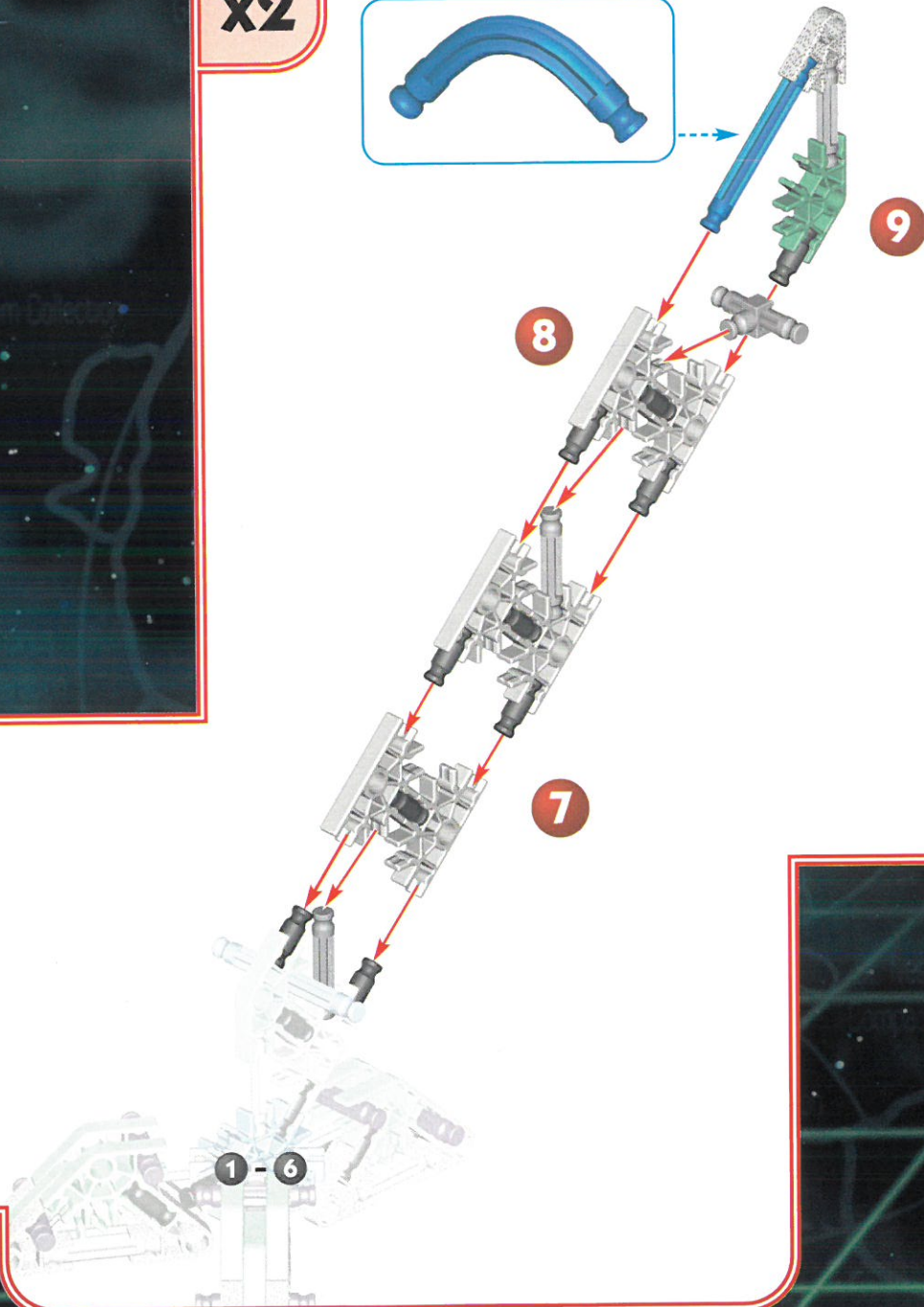
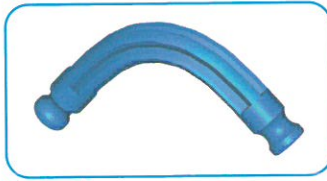


x2

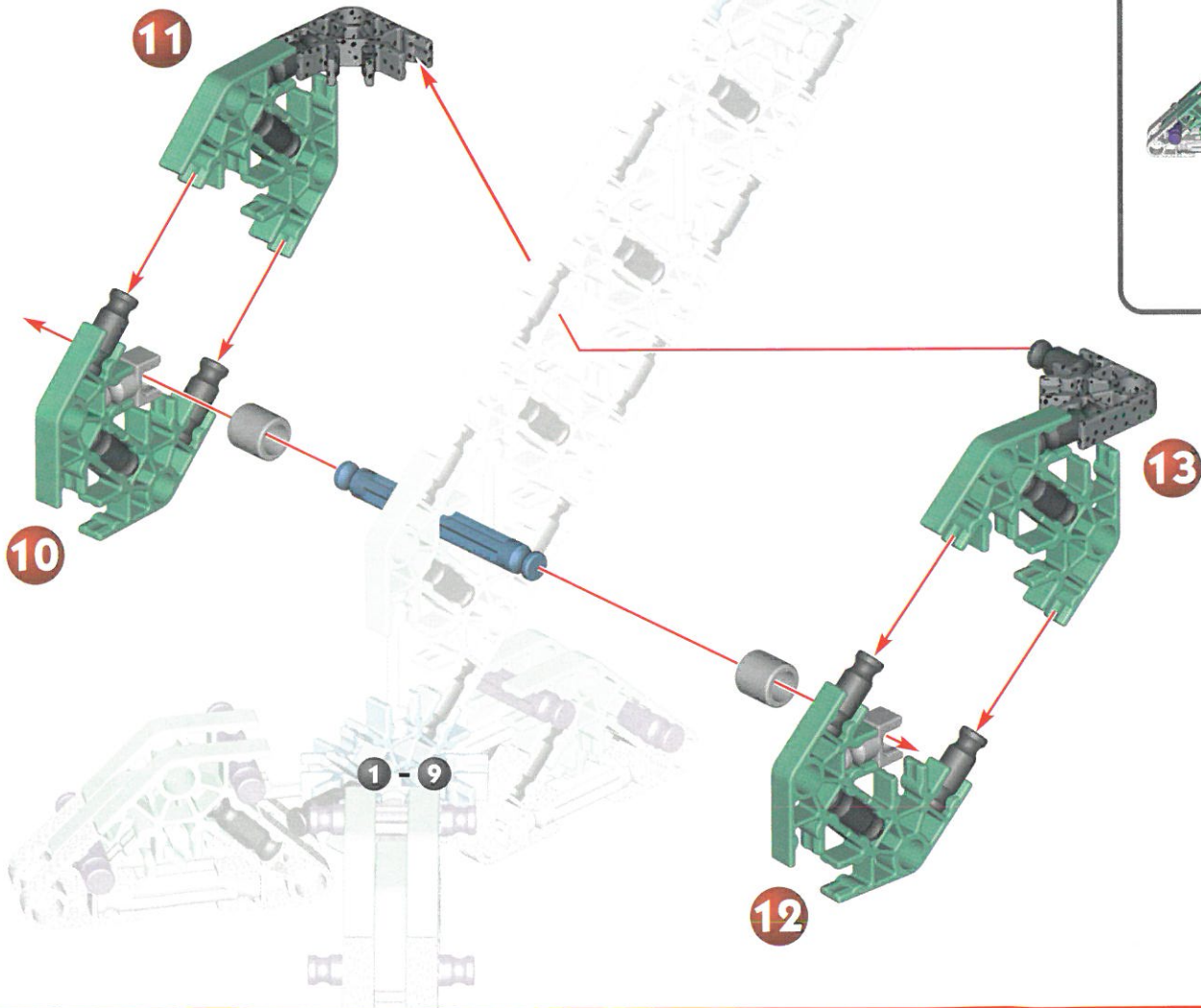


1 - 6

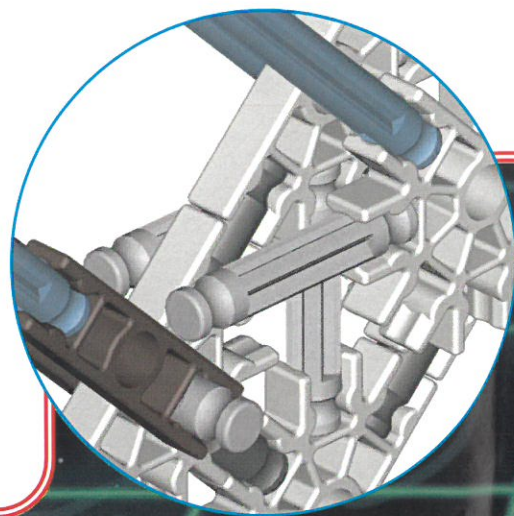
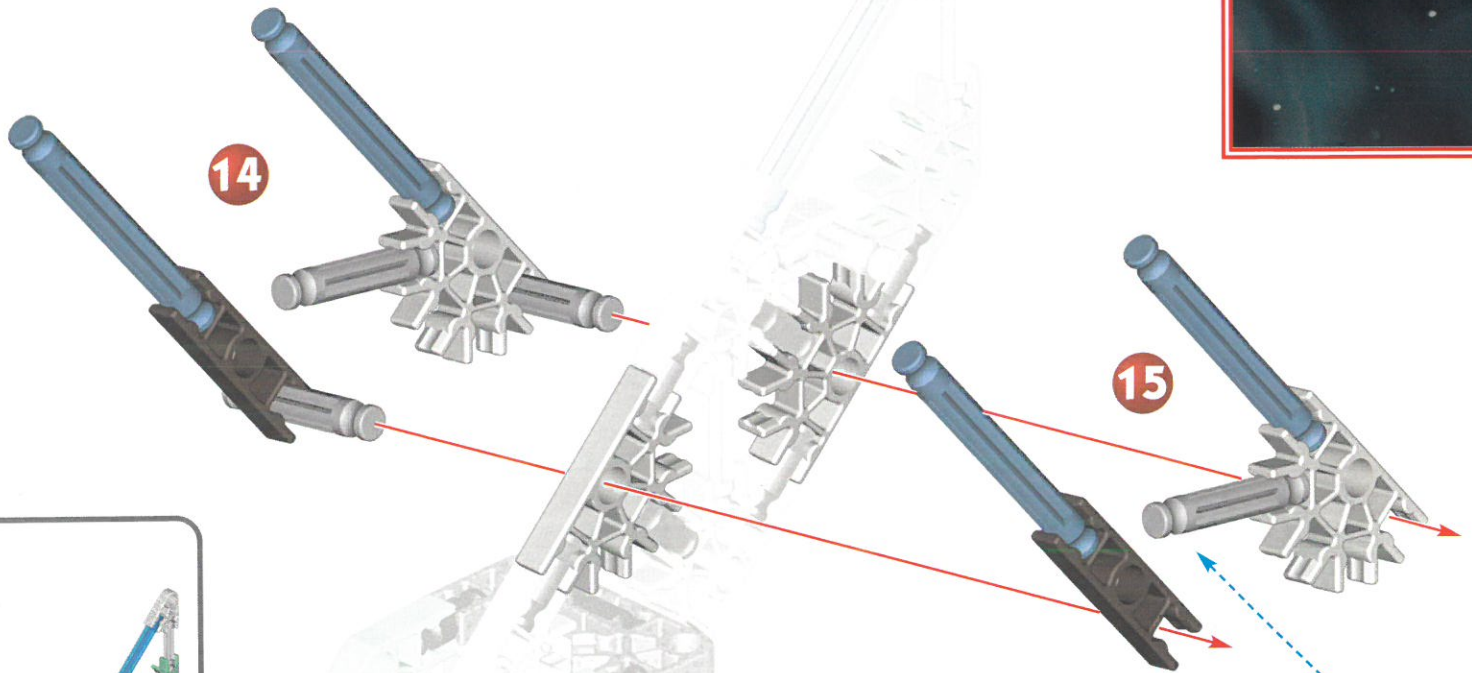
x2



x2



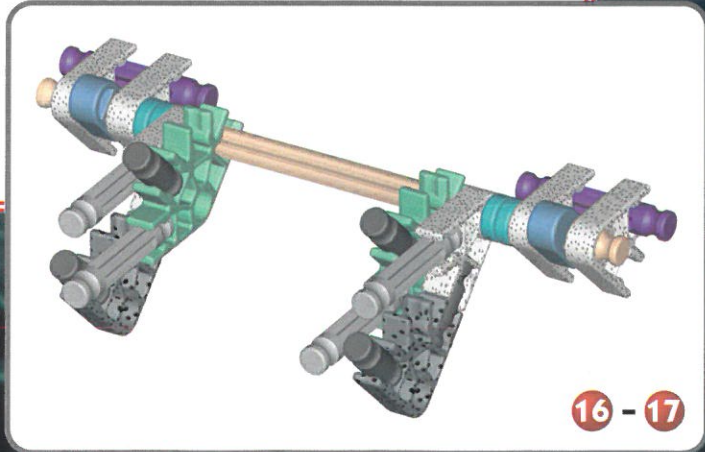
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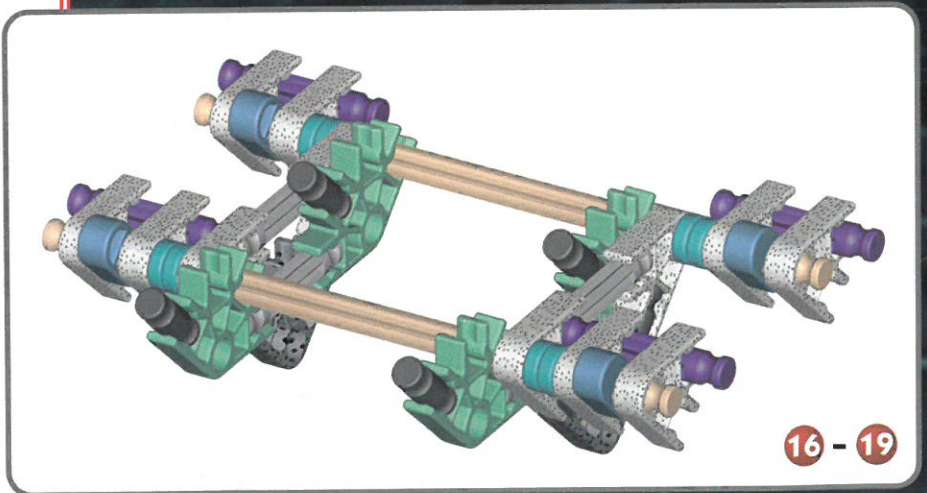
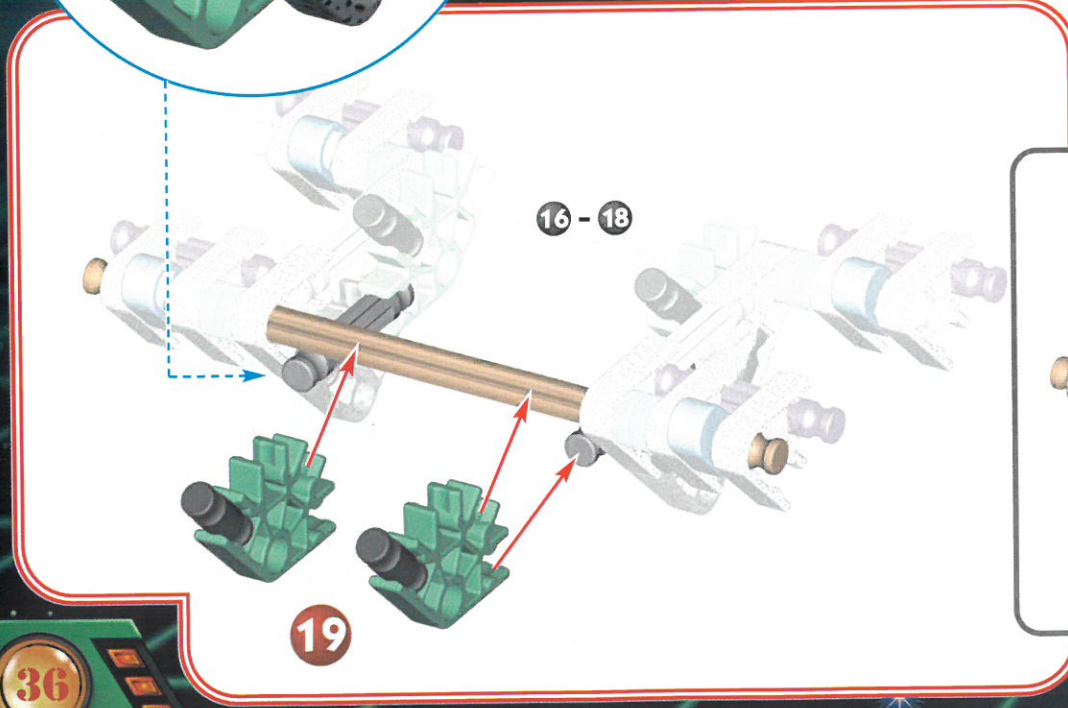
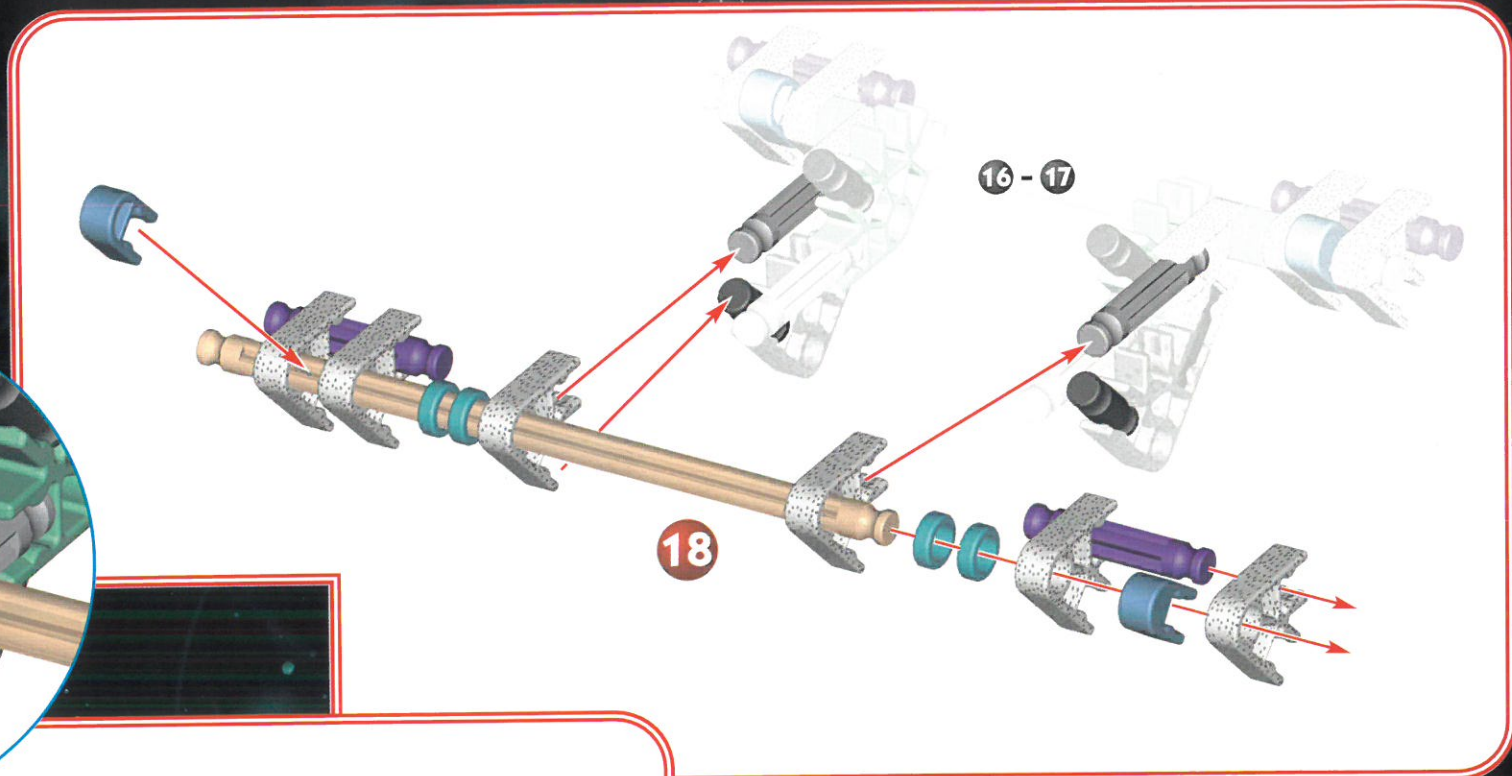
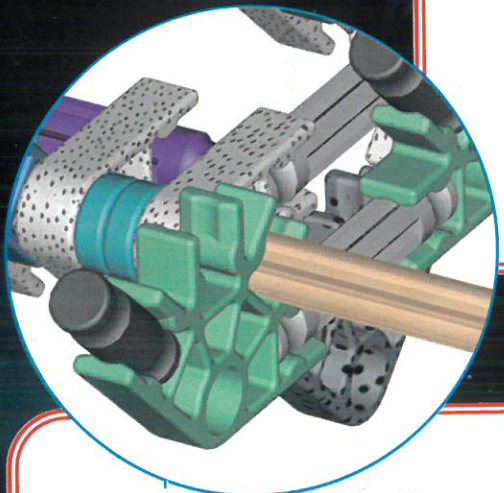
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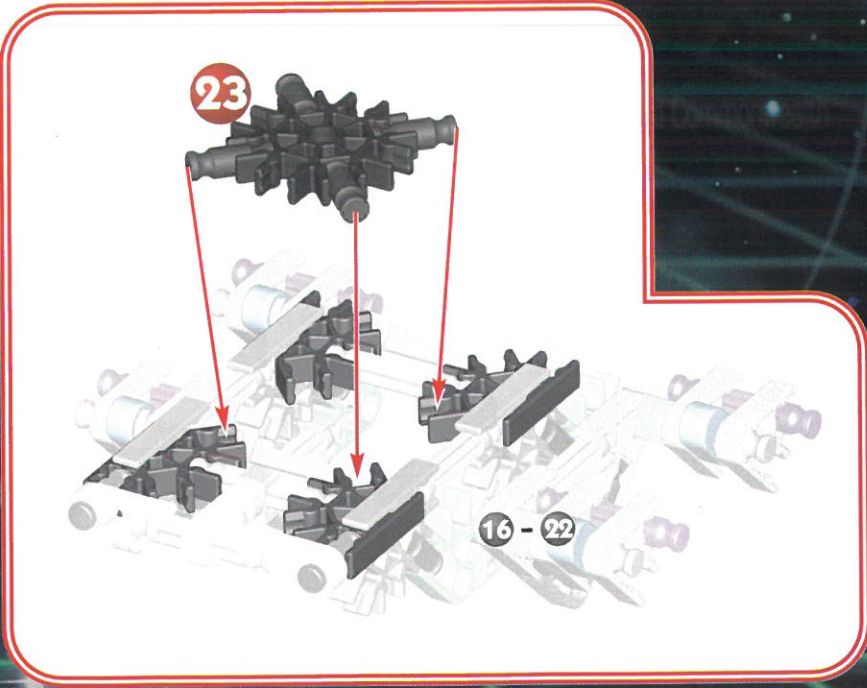
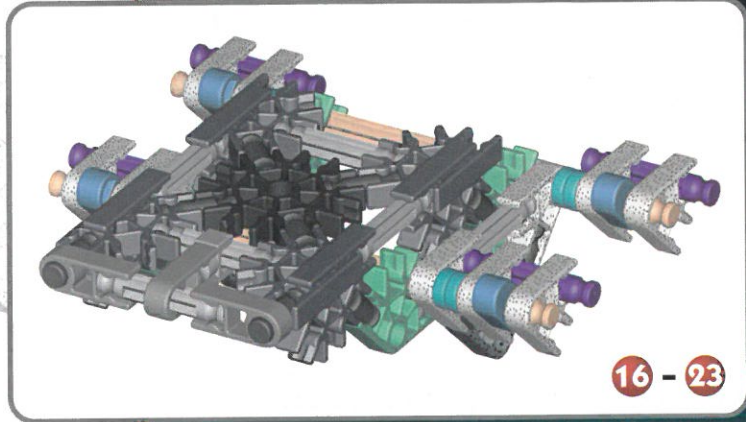
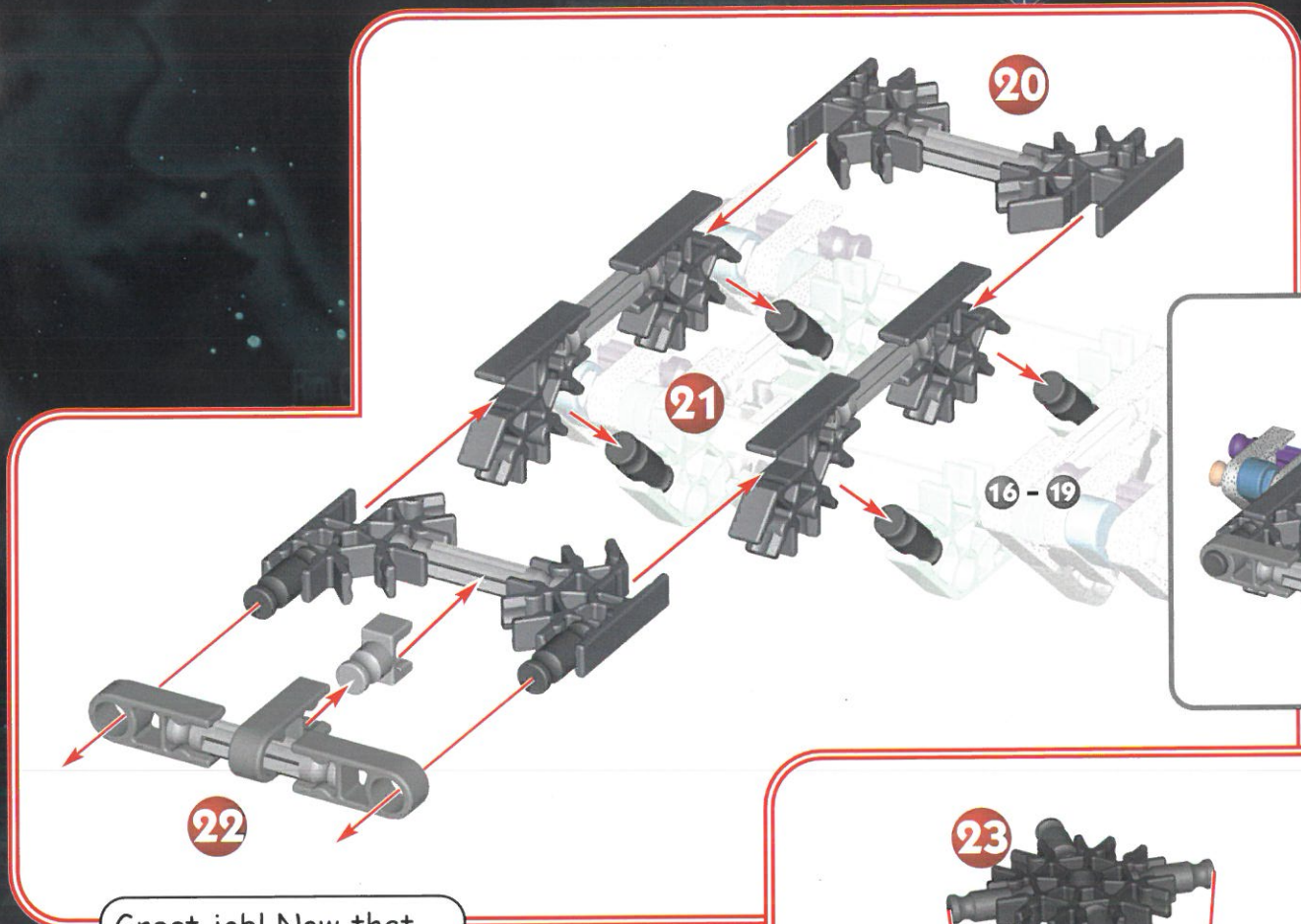
17

Great Job!
Now let's build the
base of the body!



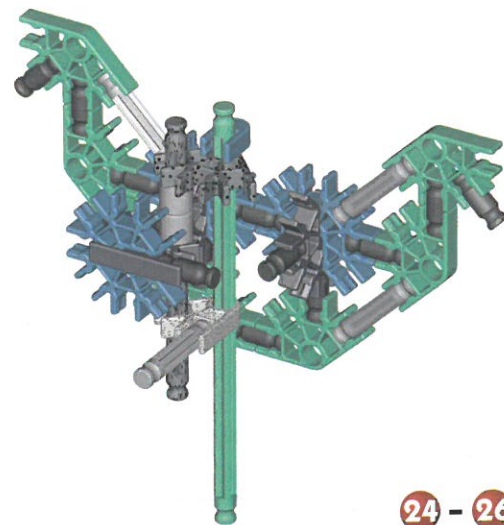
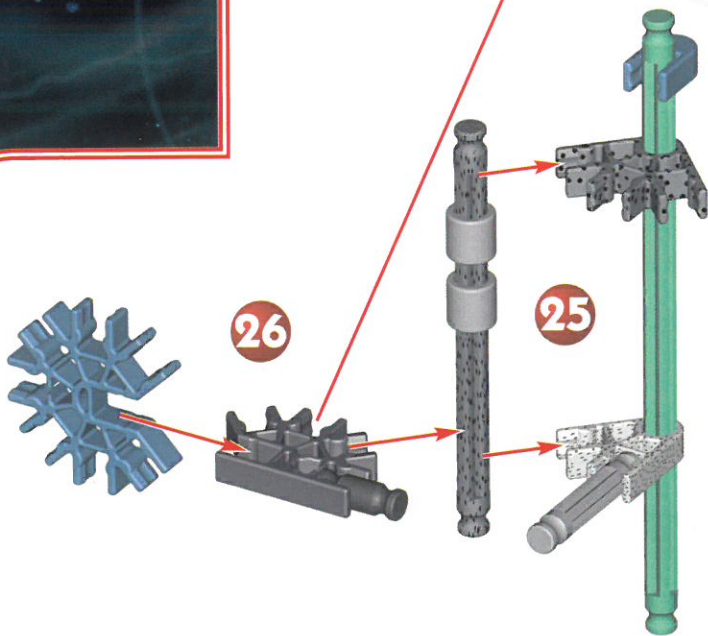
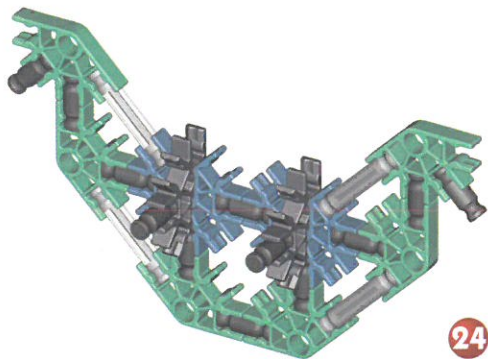
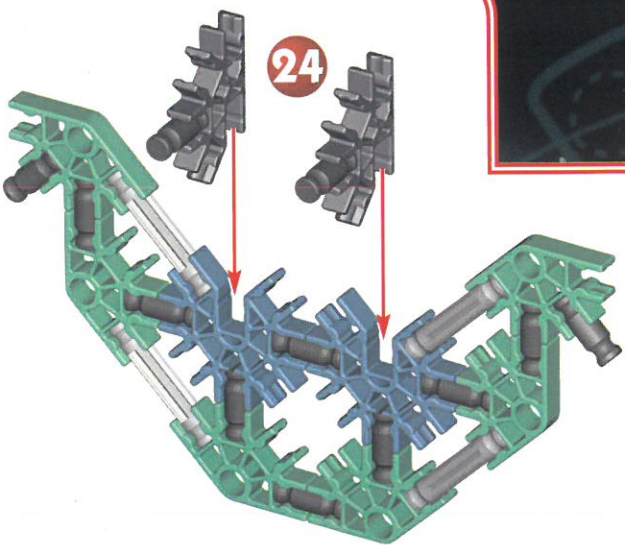
16 - 17

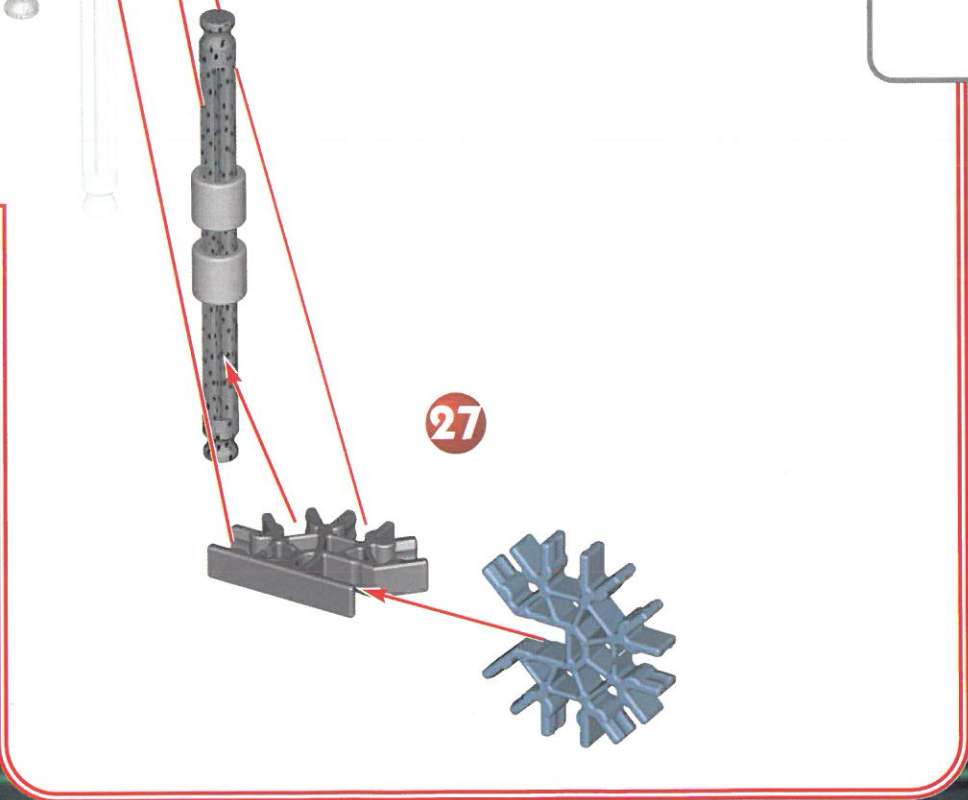
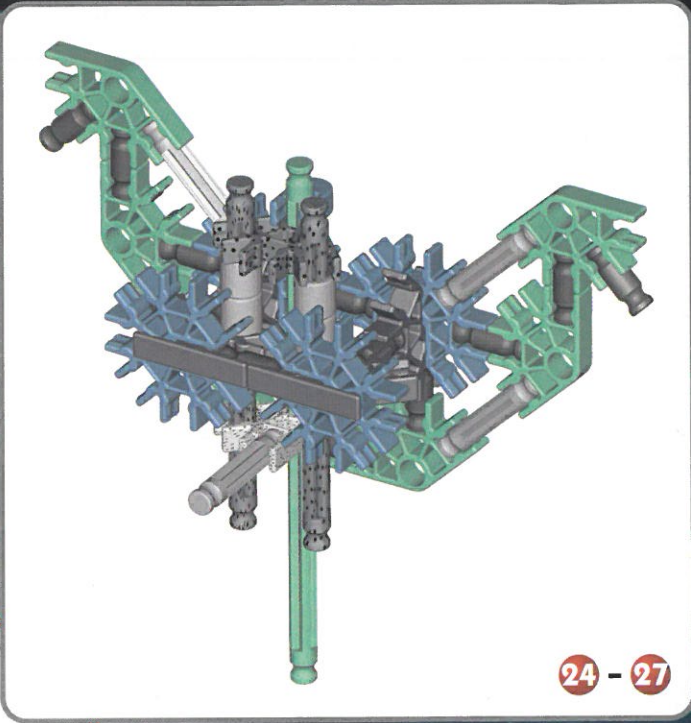
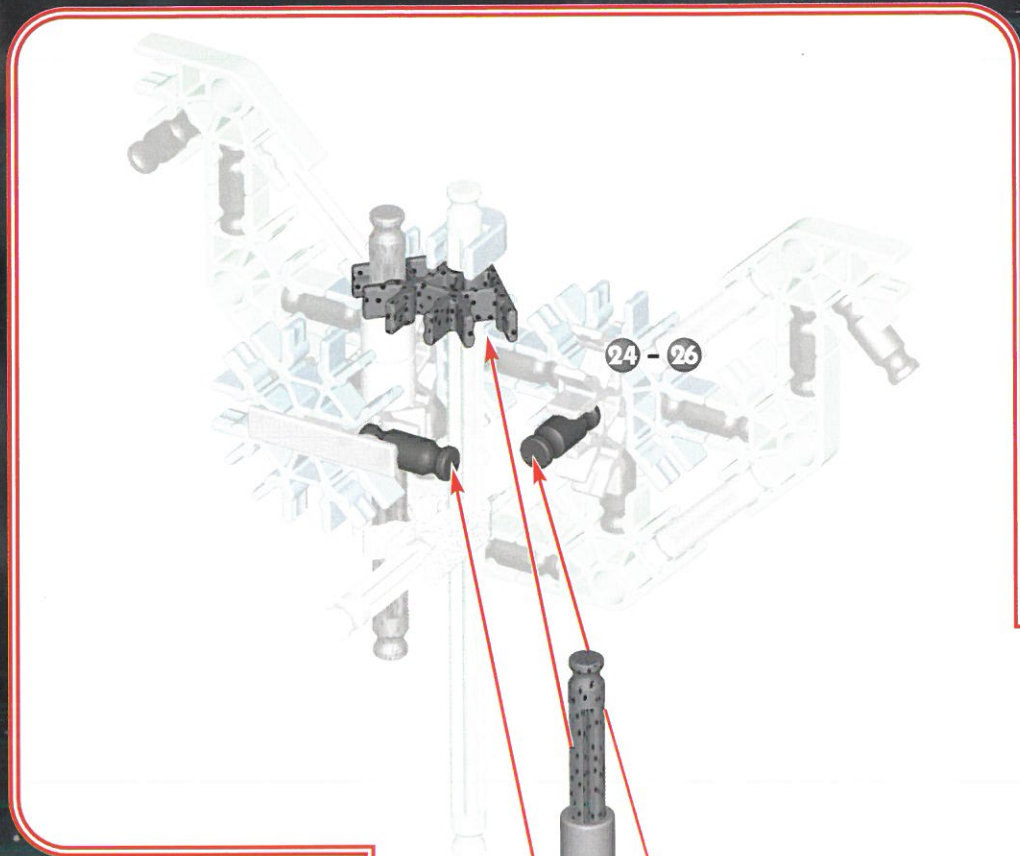


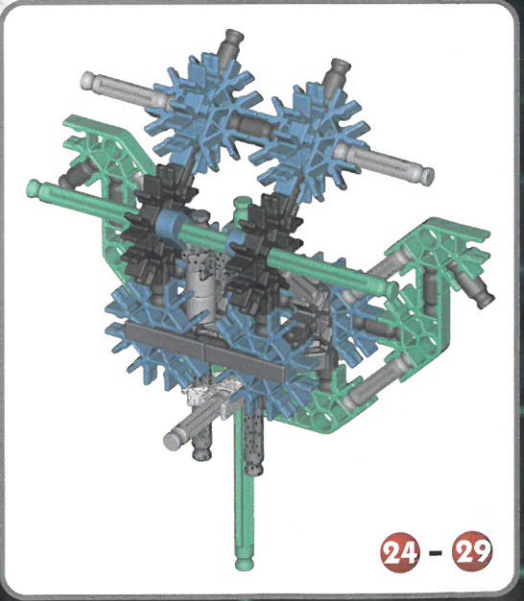
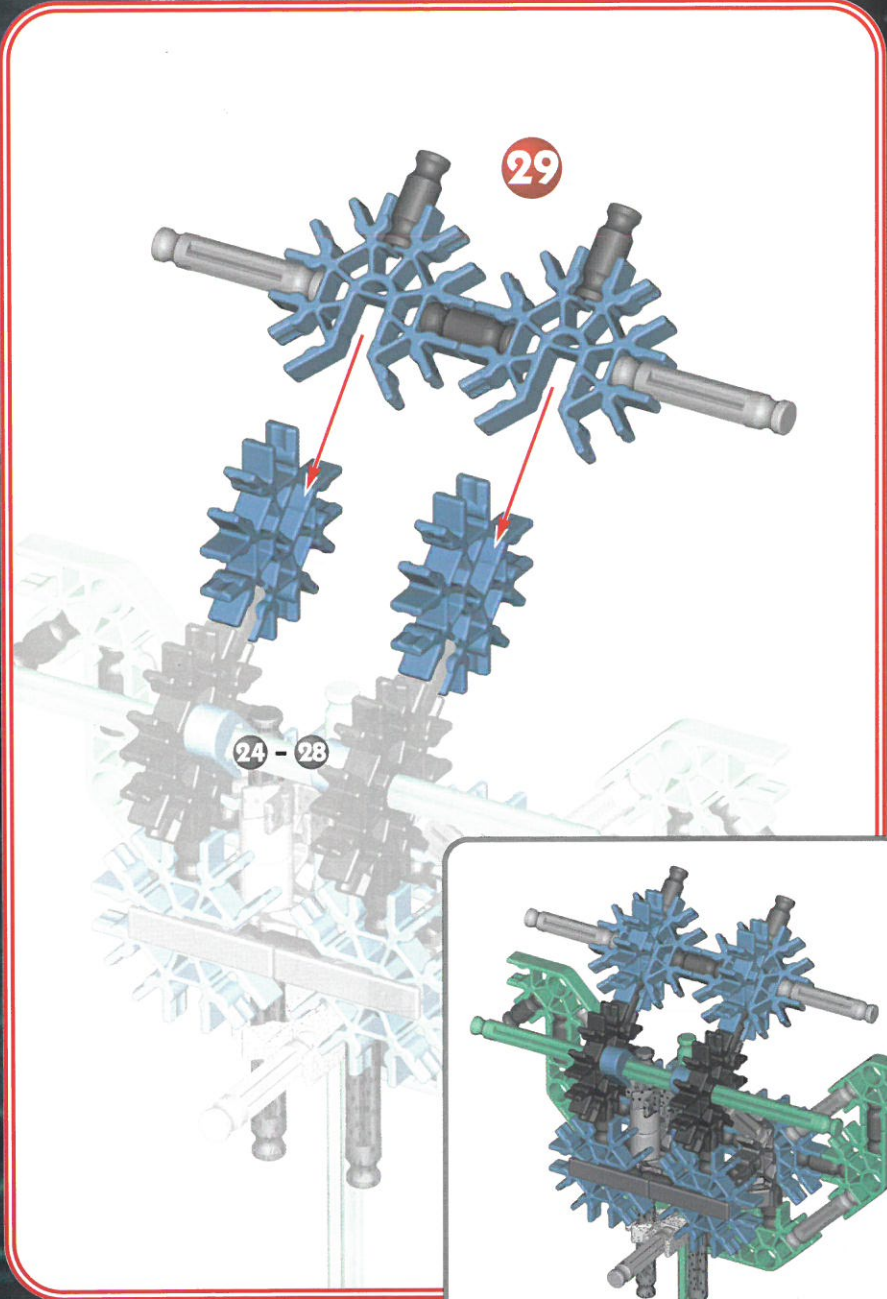
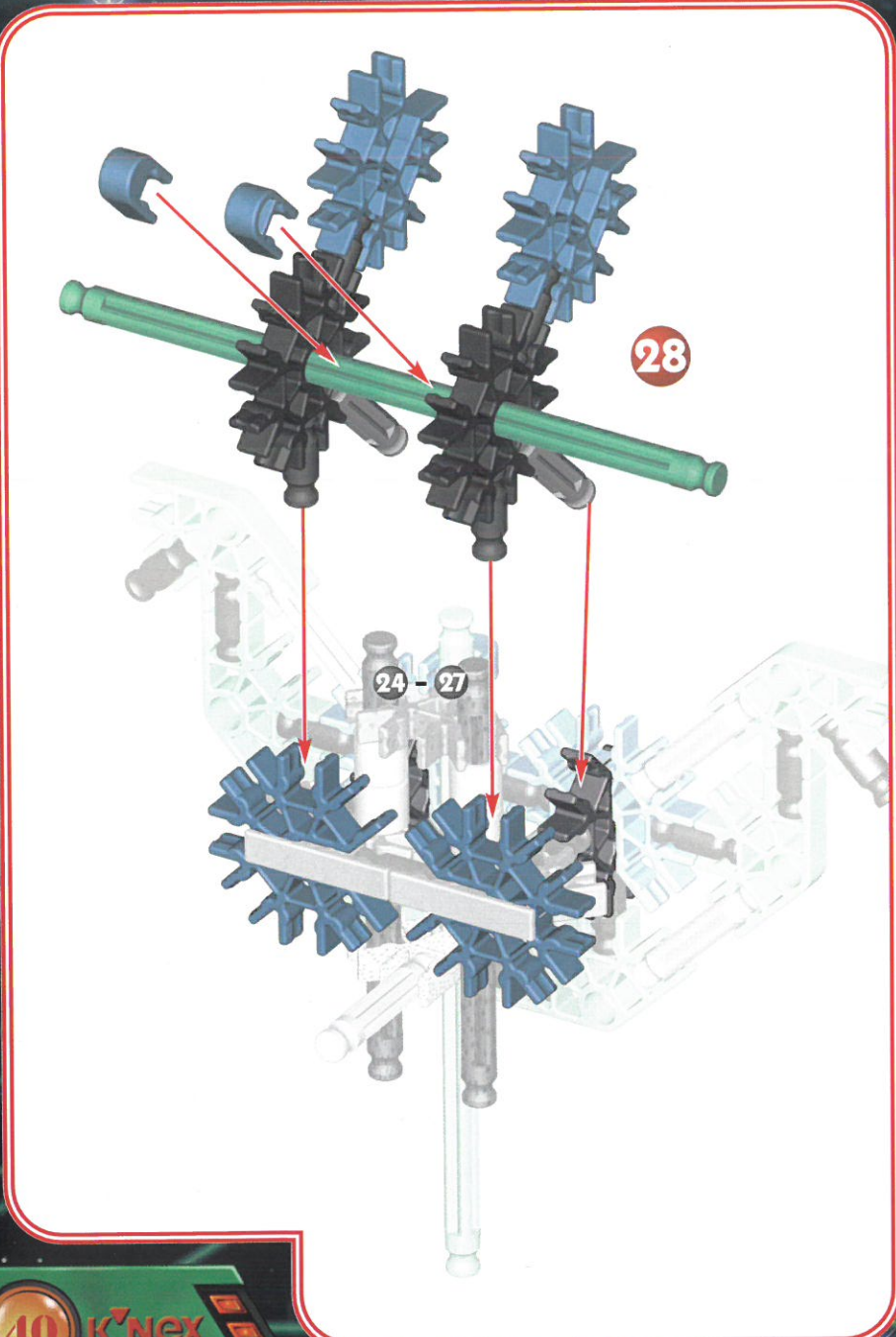


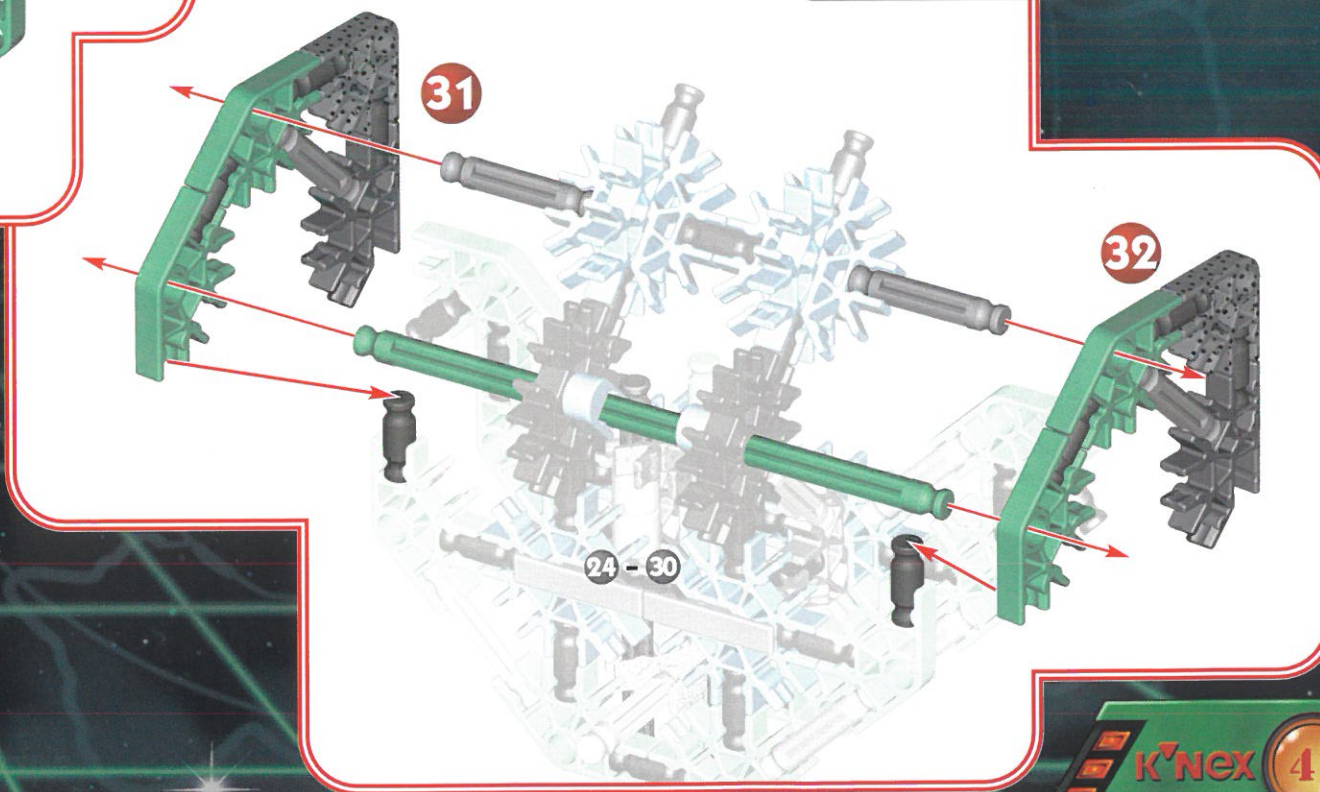
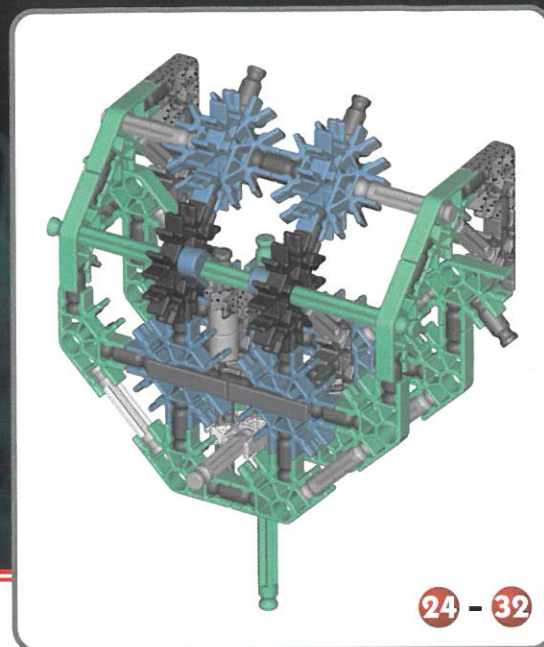
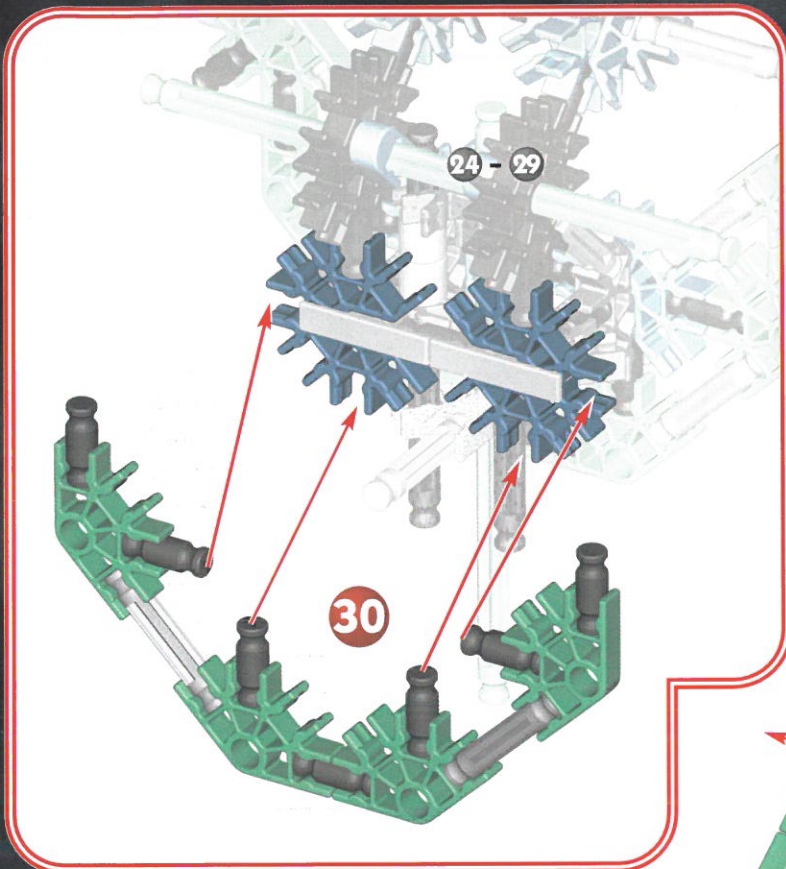
Great job! Now that you've completed building the base, let's start the body.

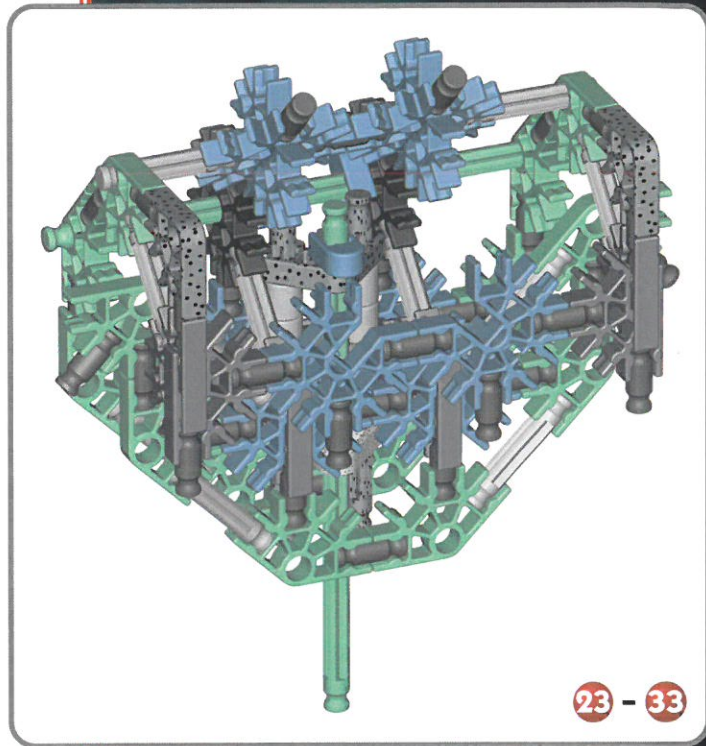
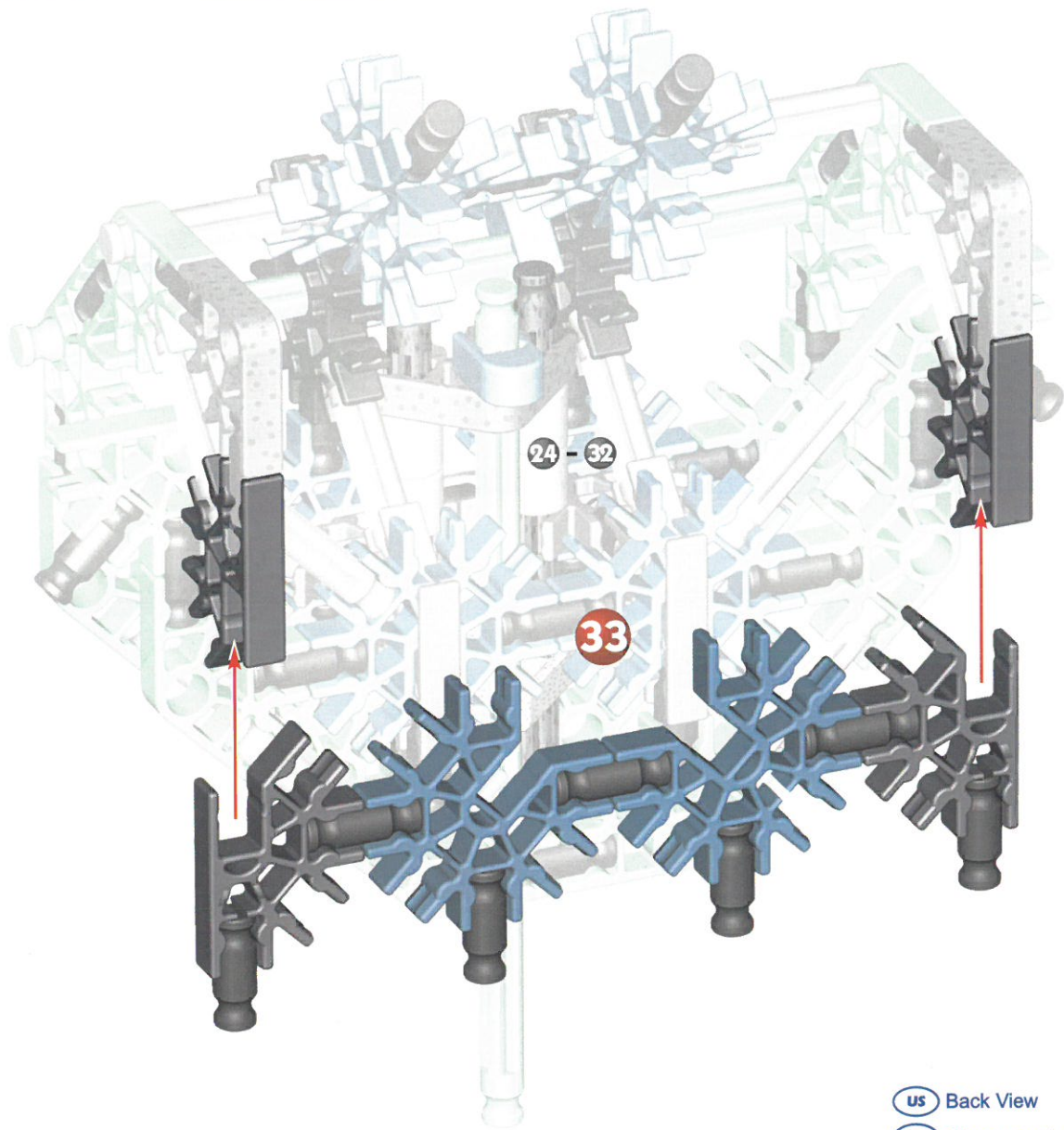








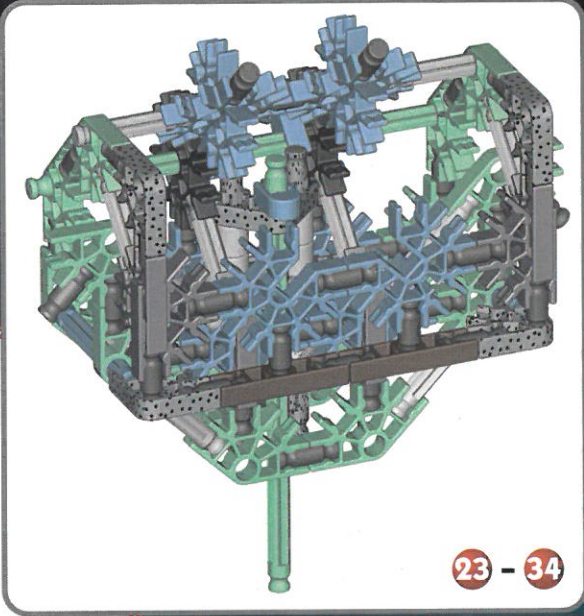
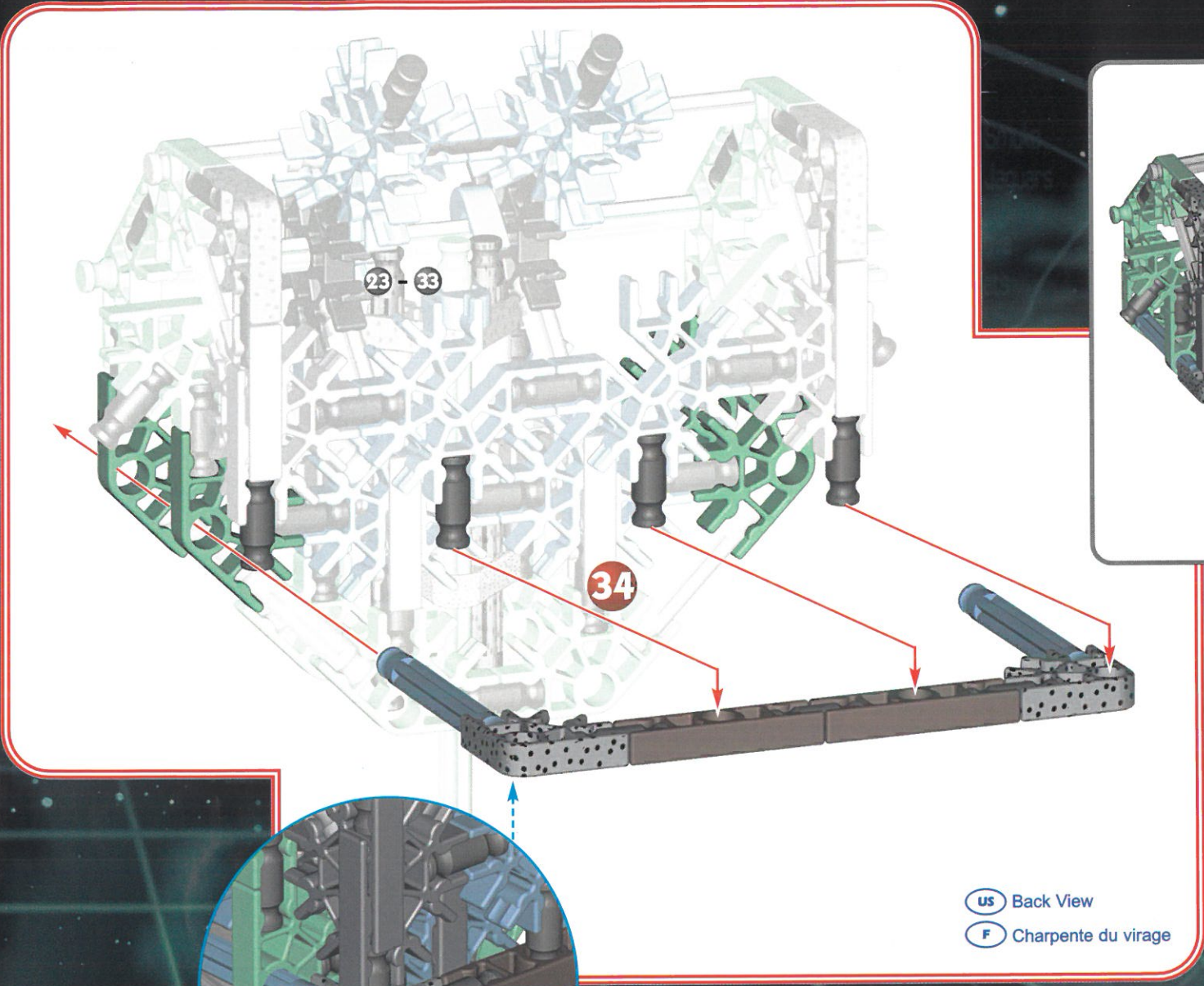




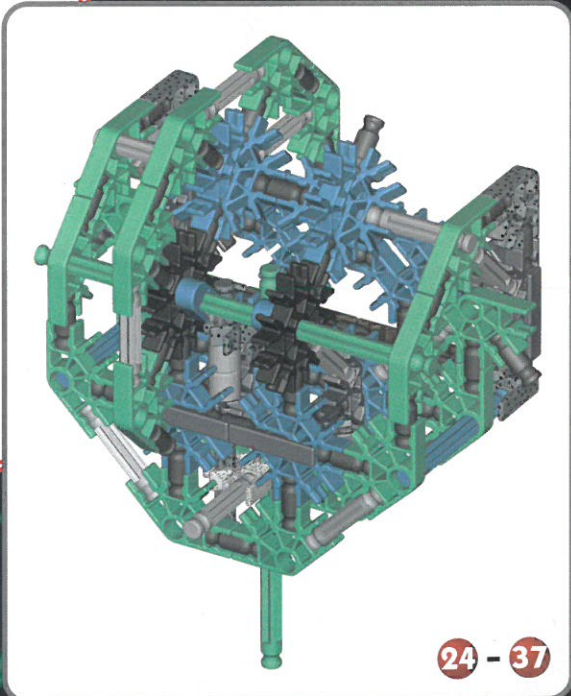
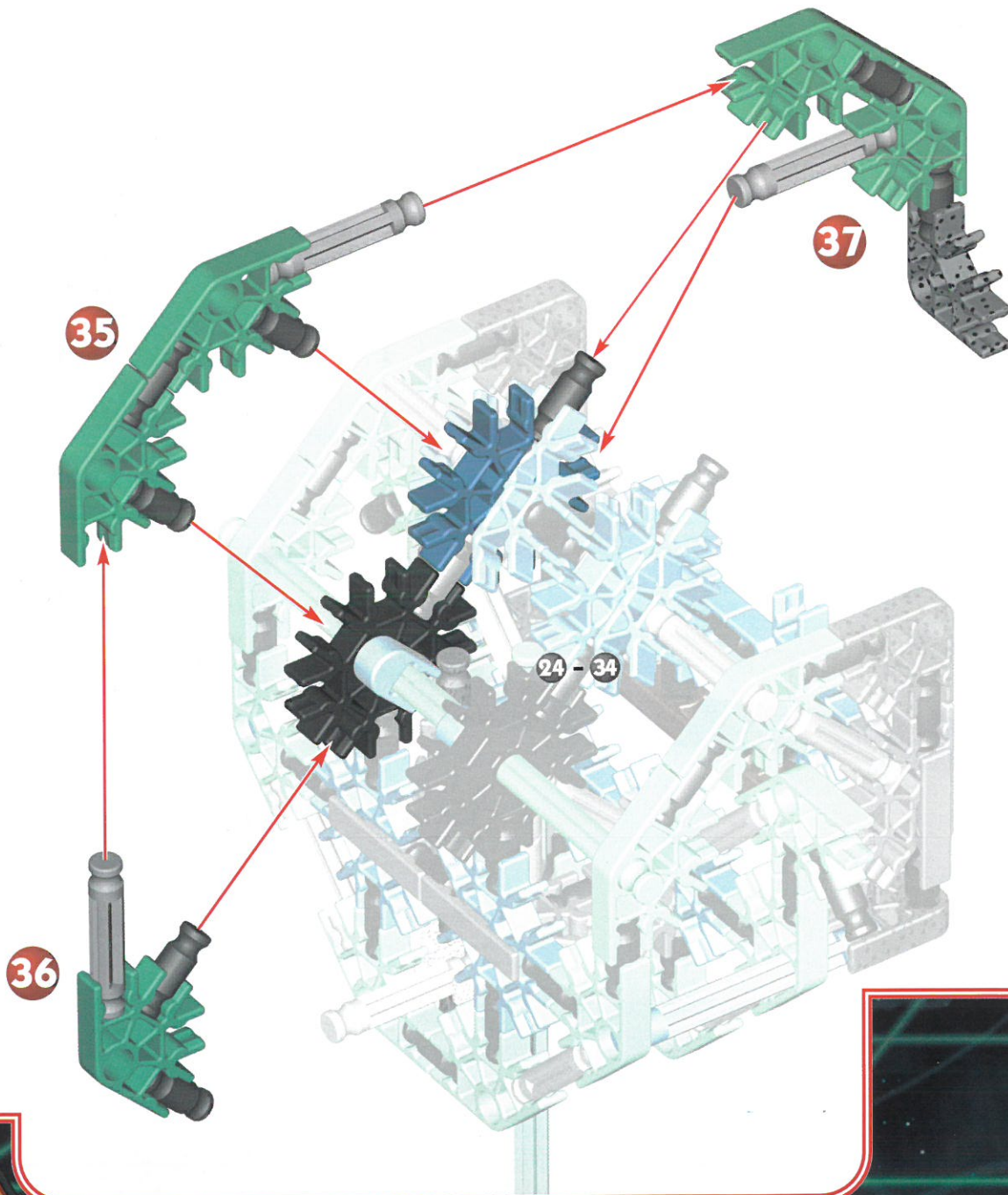
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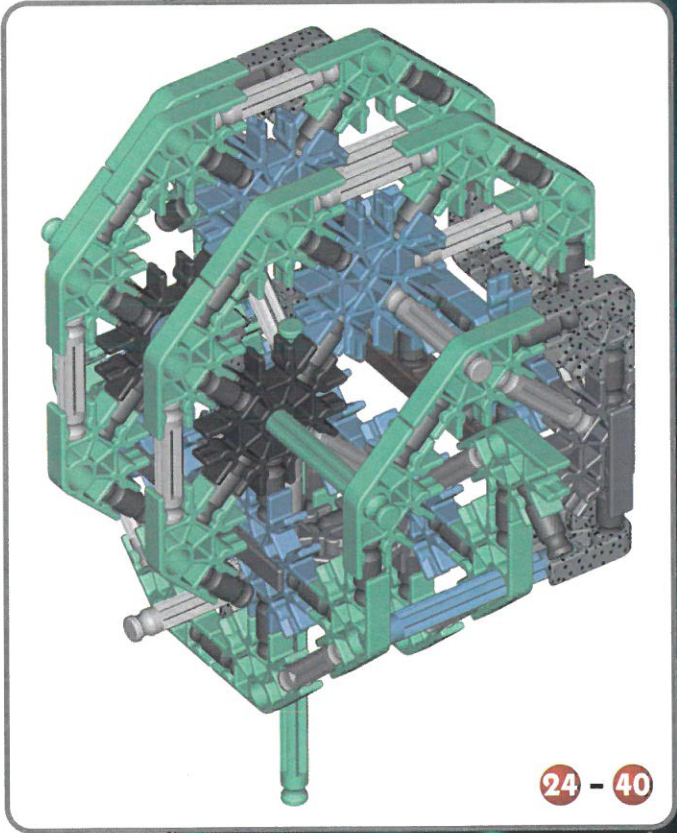
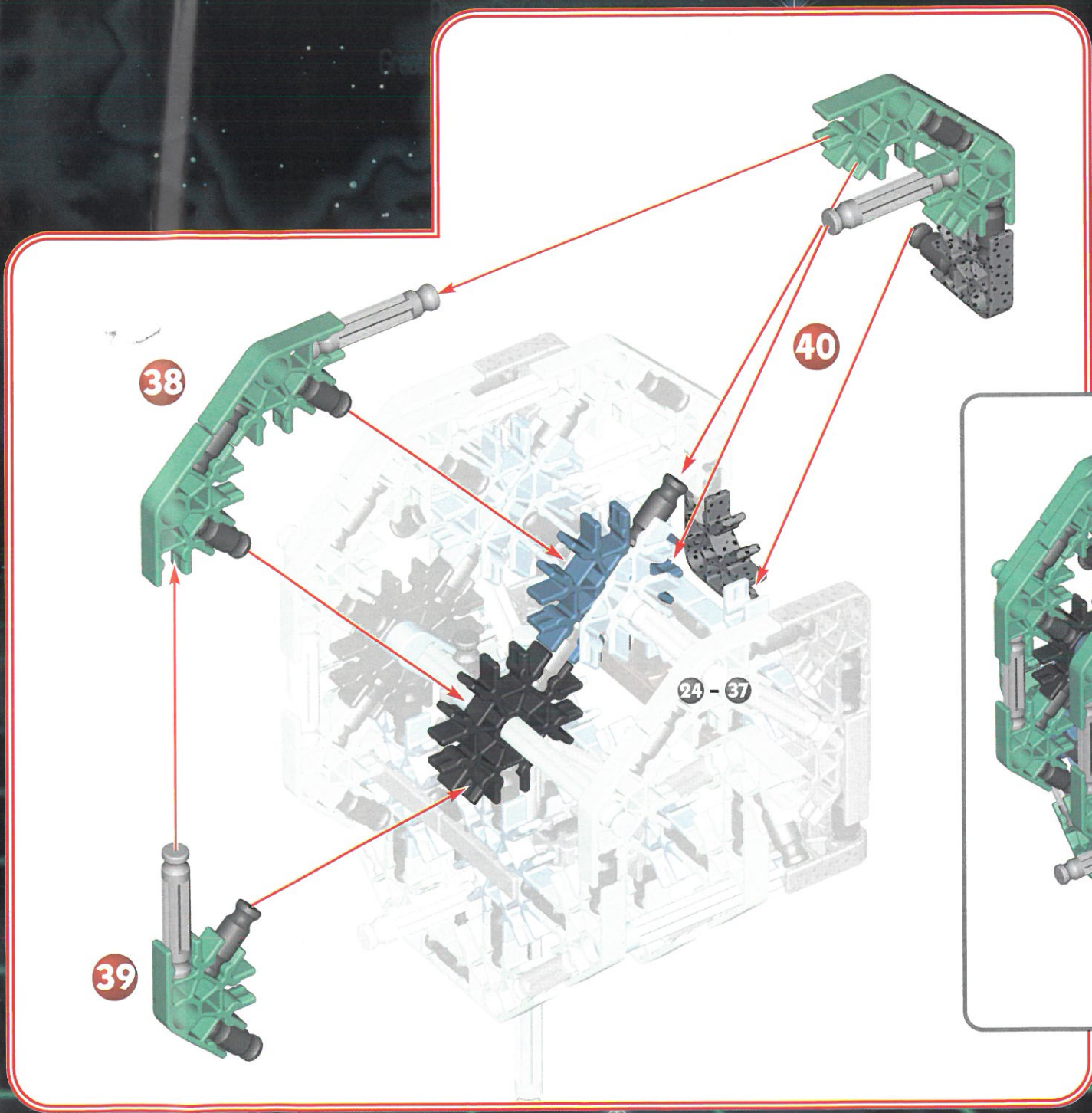


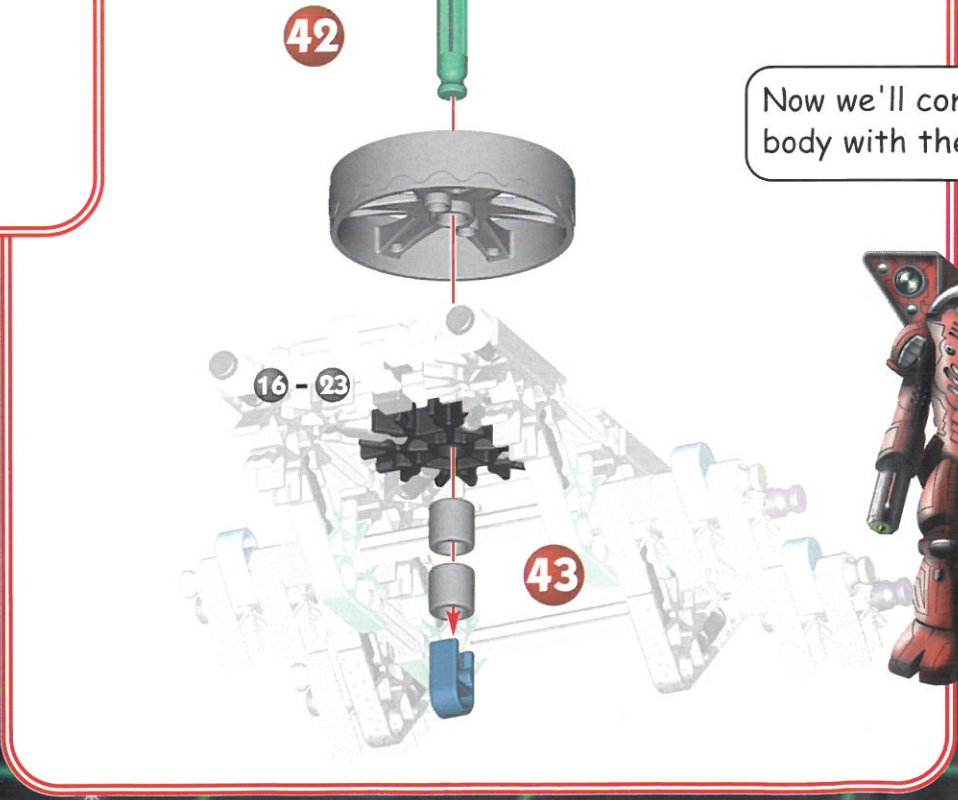
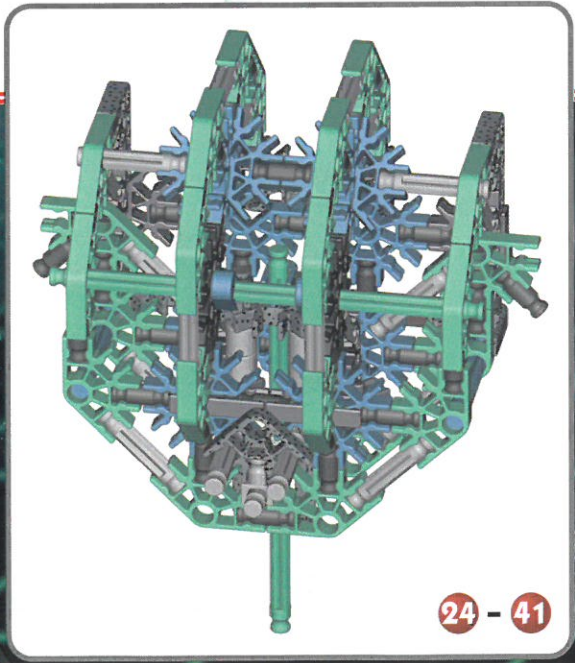
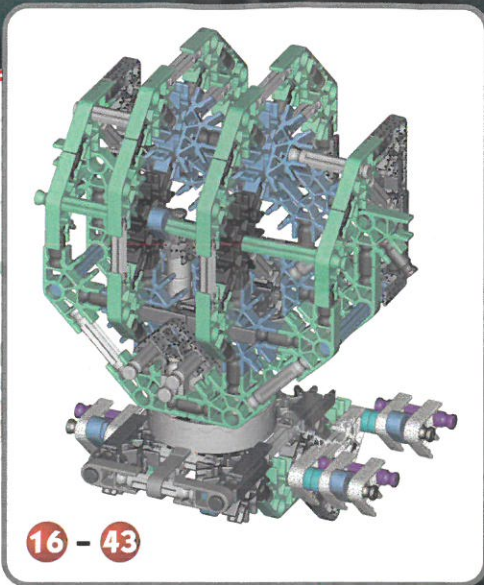
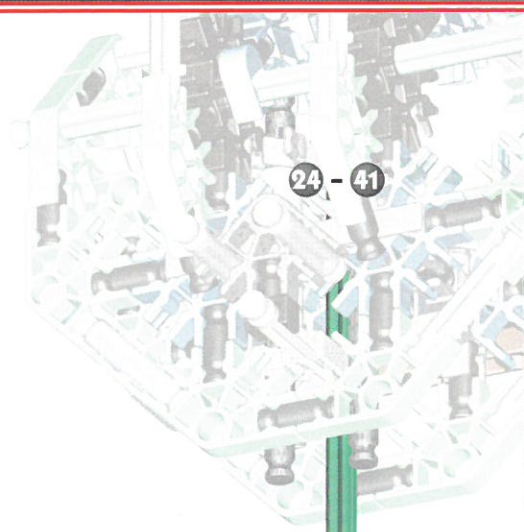
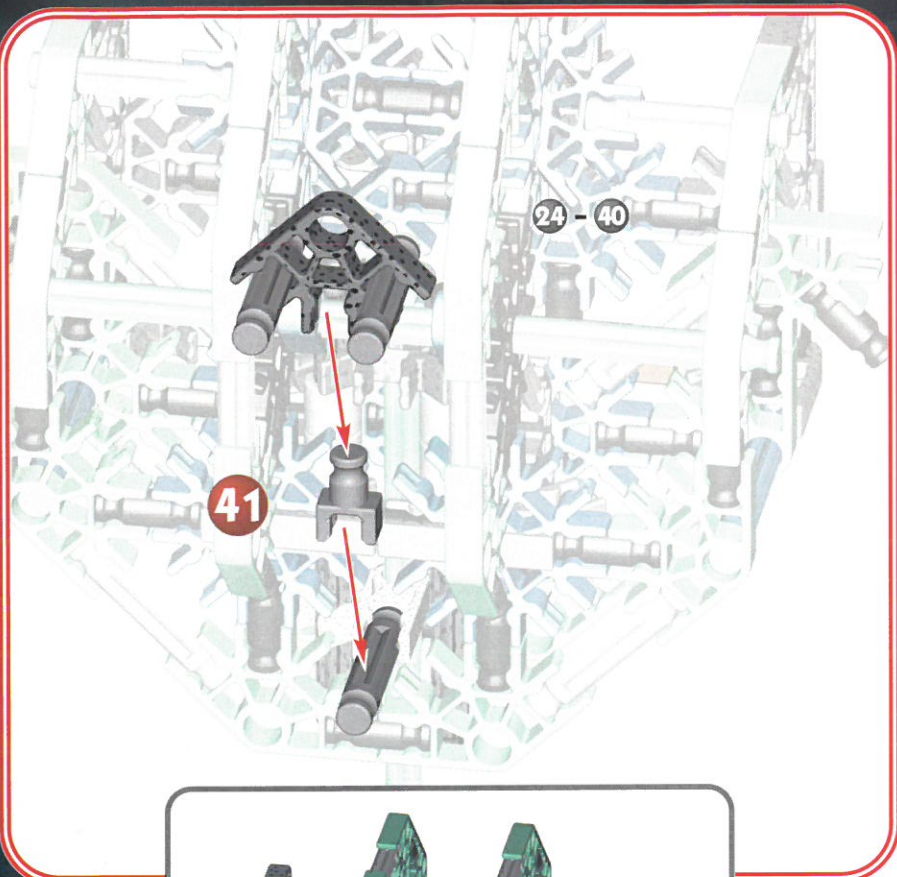
- US Back View
- BF Charpente du virage



This is the front of Avatar.

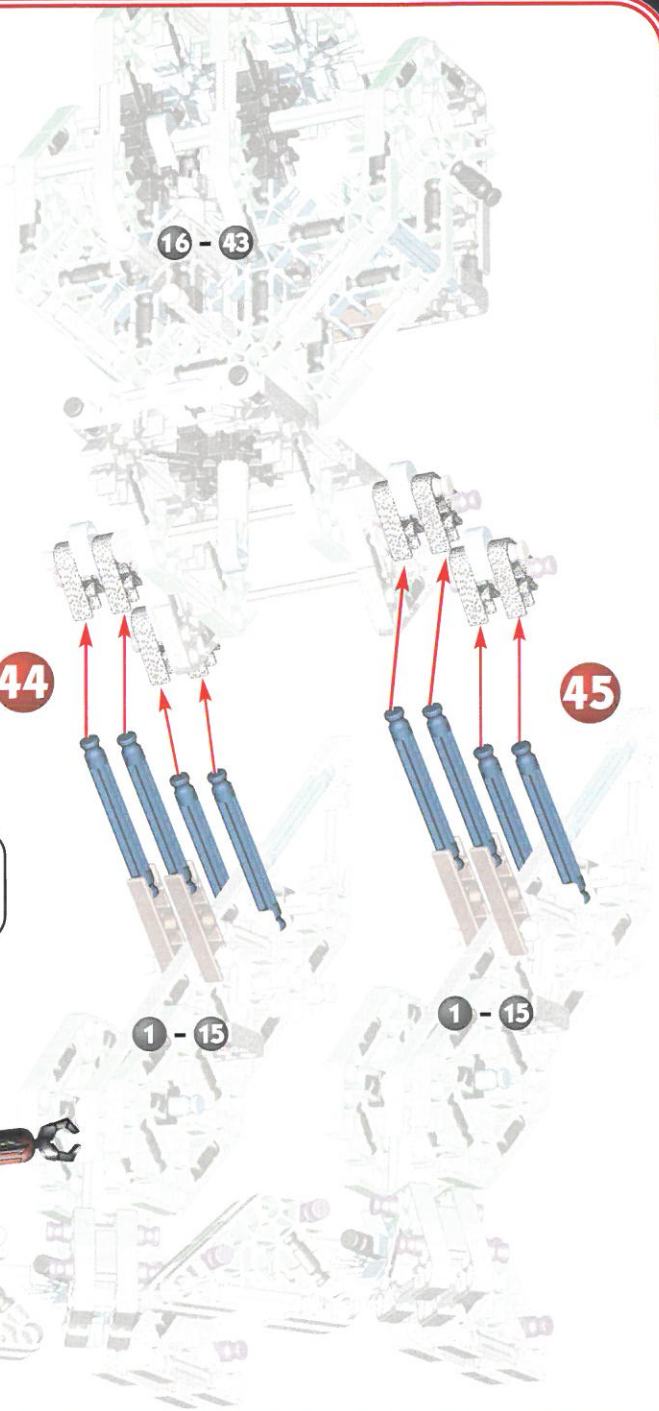




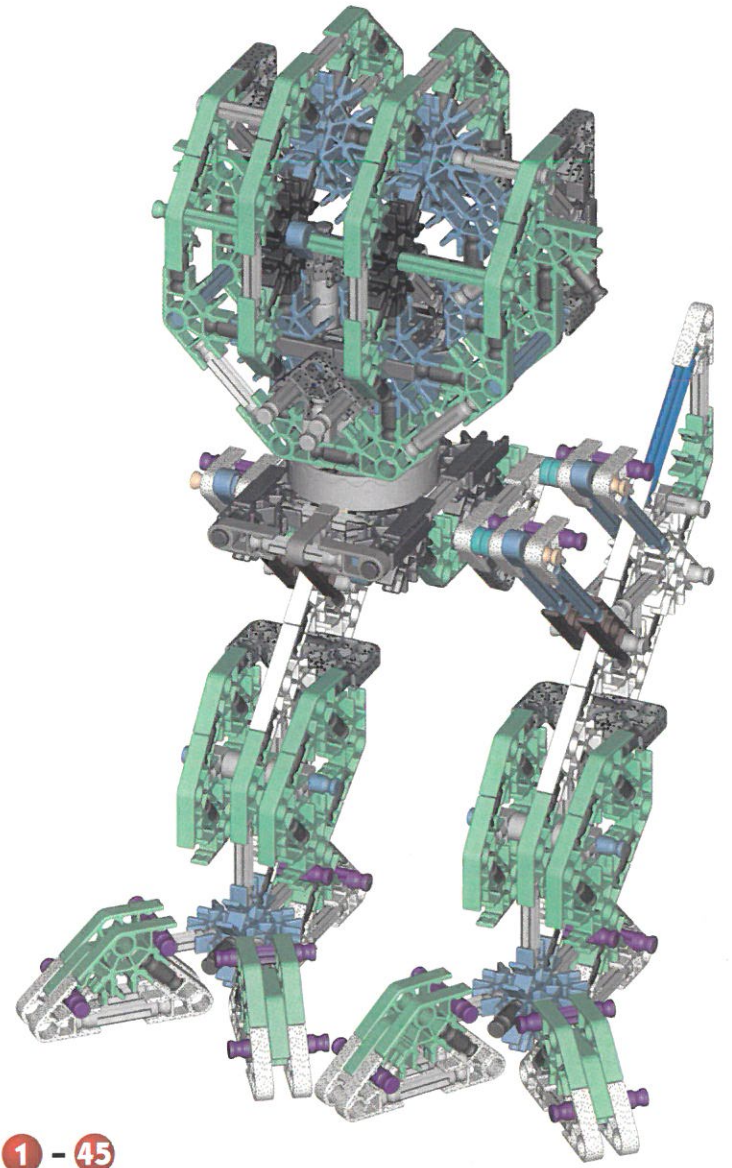


Now we'll combine the body with the base.





Now put the legs on the base.



1 - 45

46

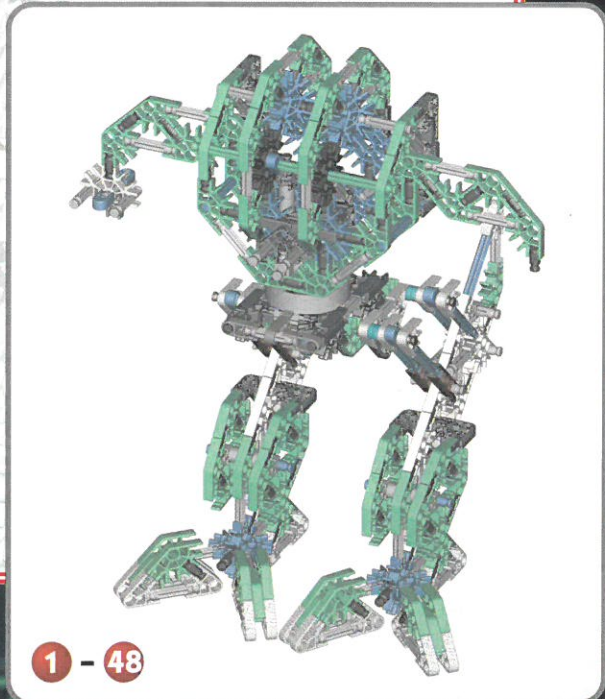
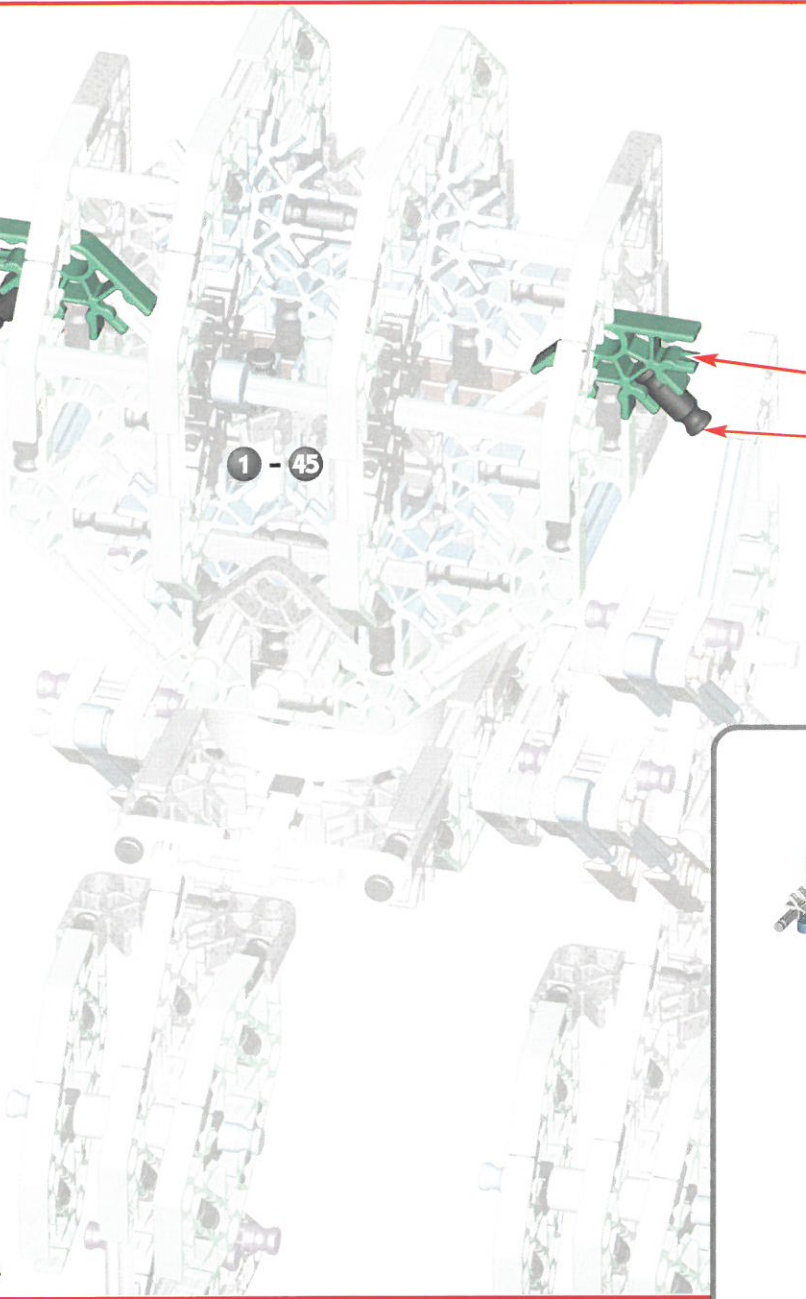
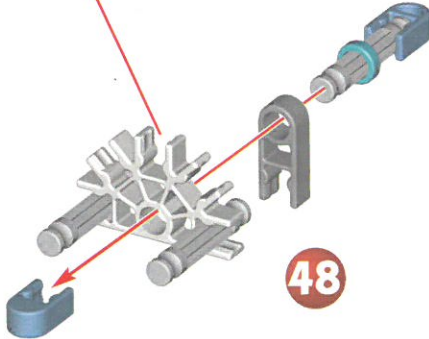
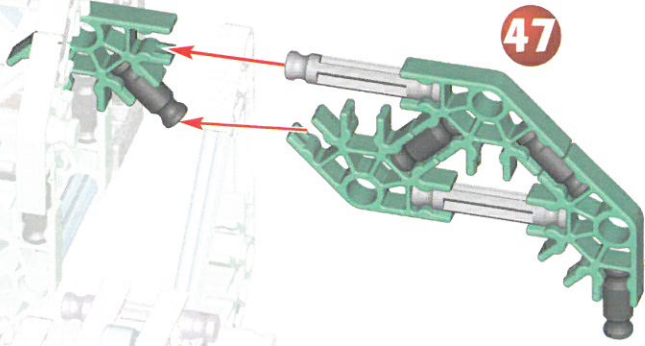
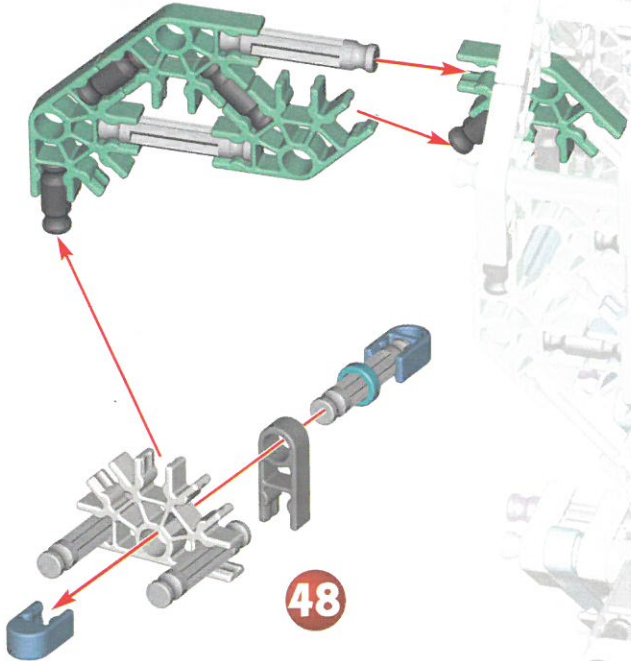
47

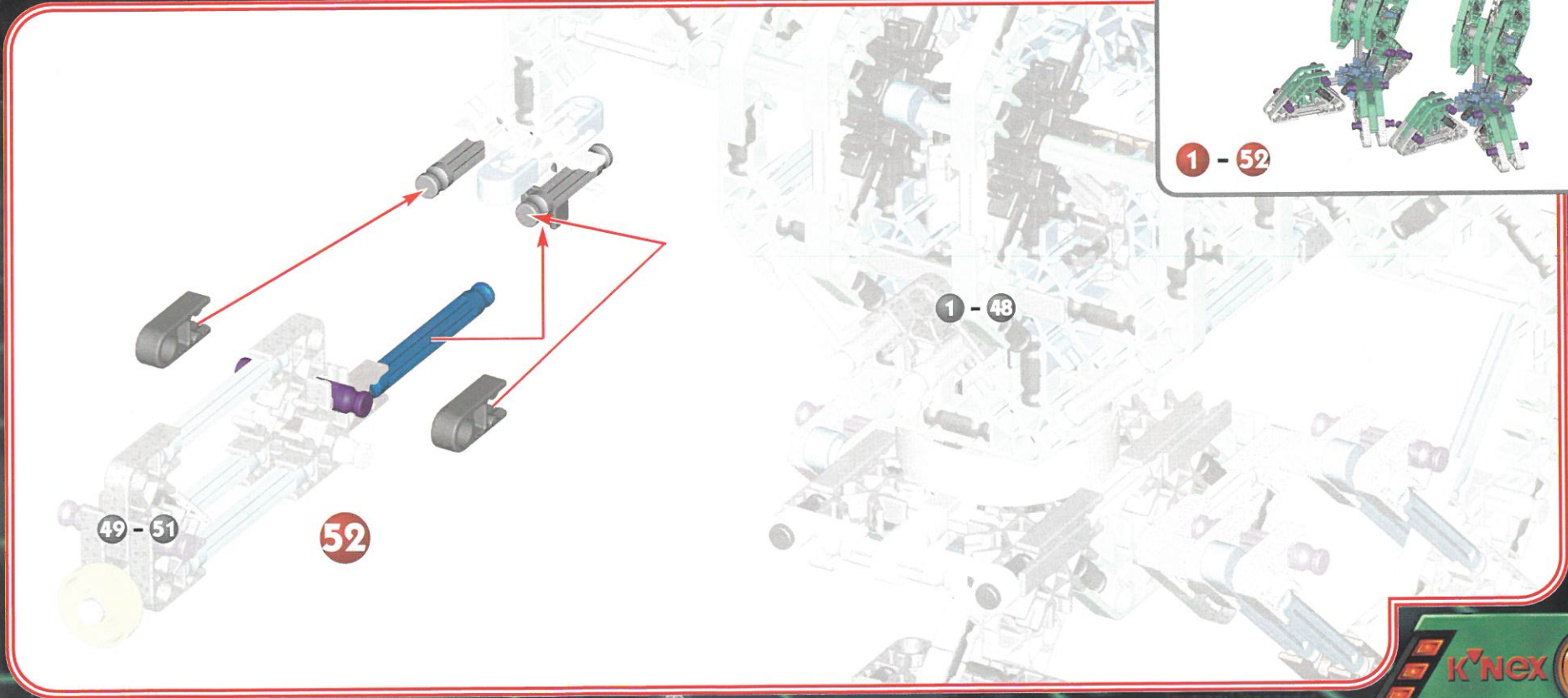
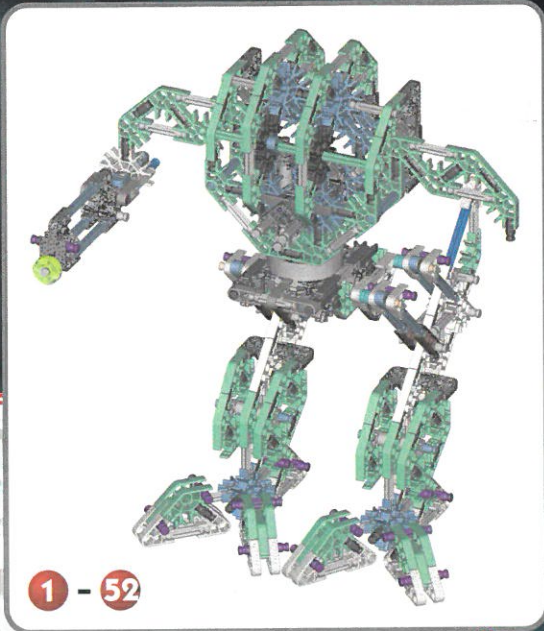
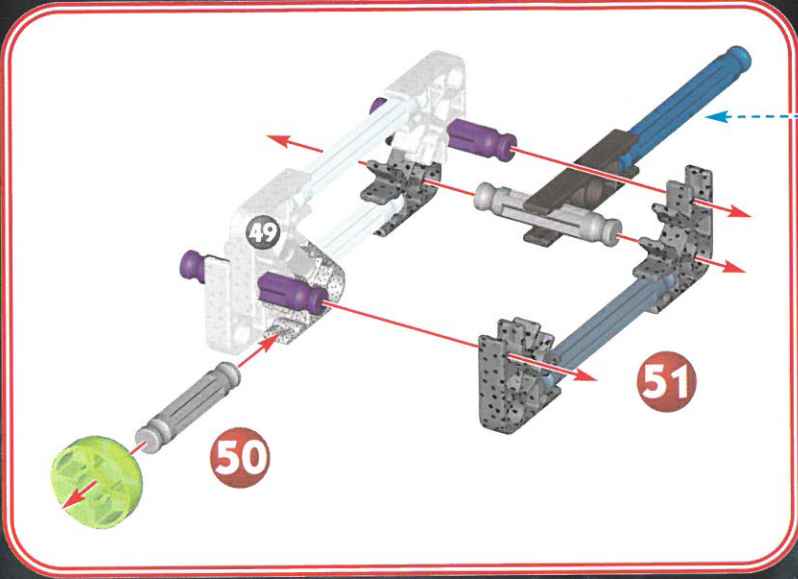
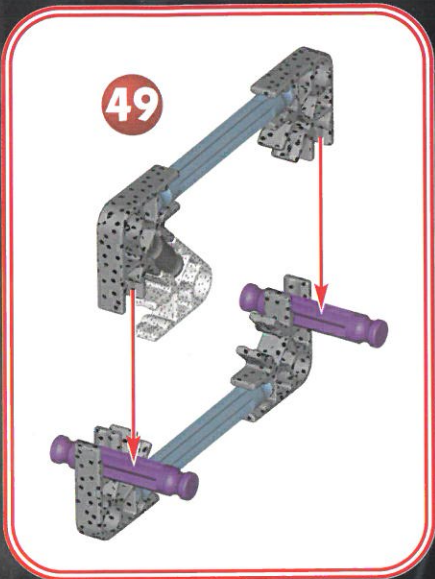
1 - 45

48

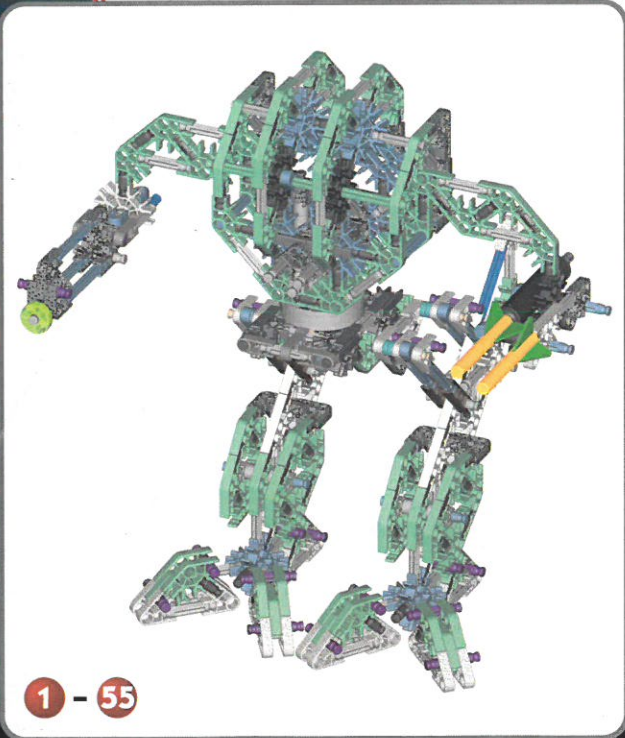
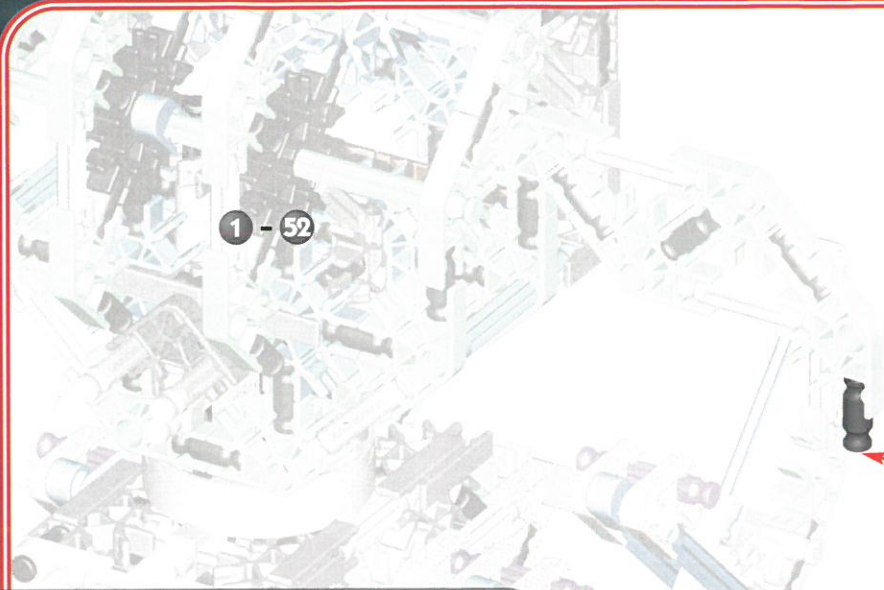
1 - 48

You're almost done!





1 - 52

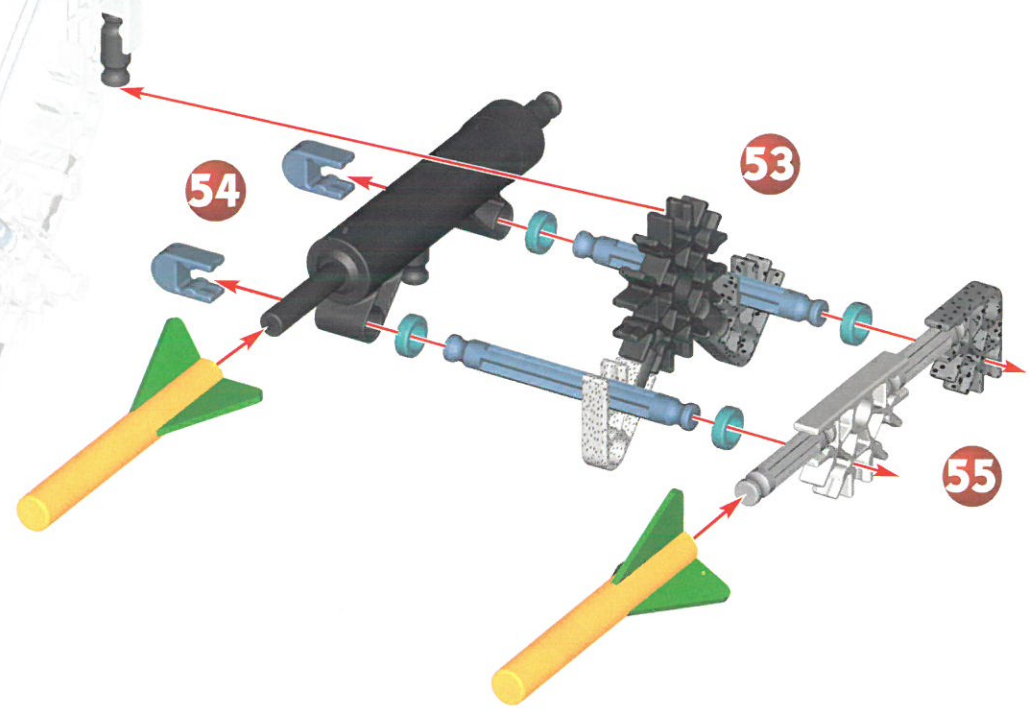


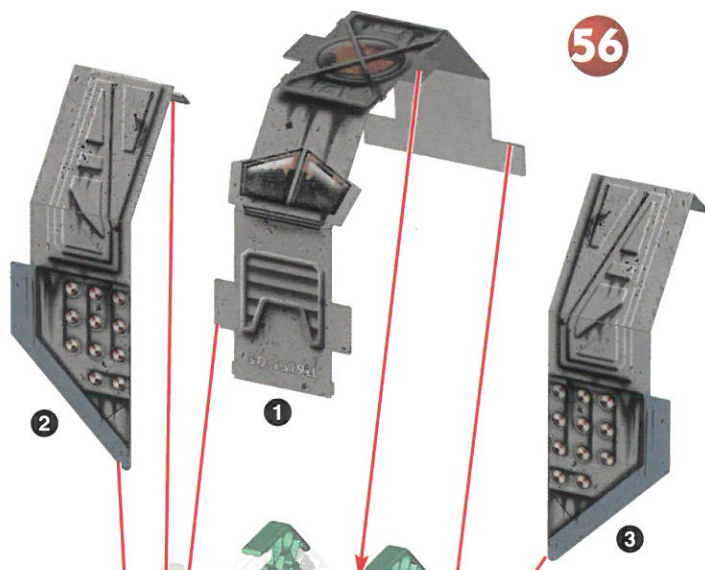
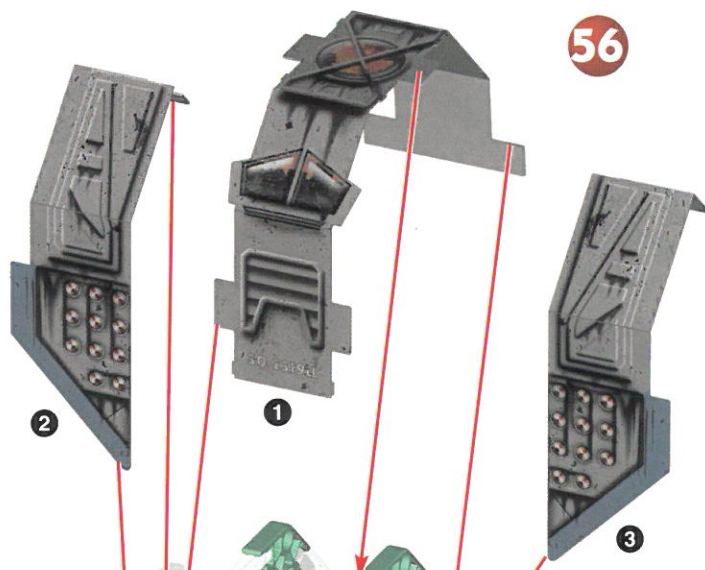
1 - 55

54

53

55





56

2

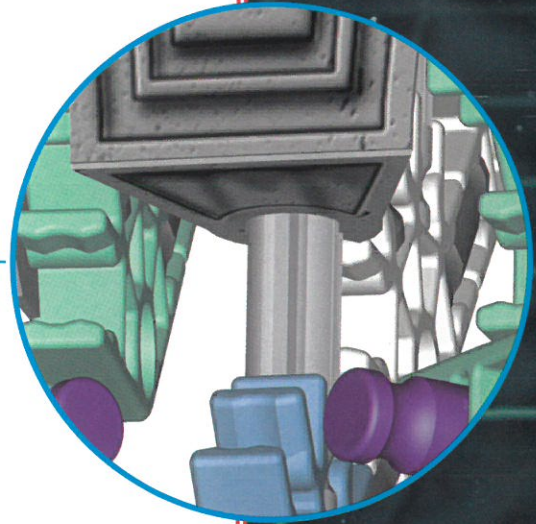
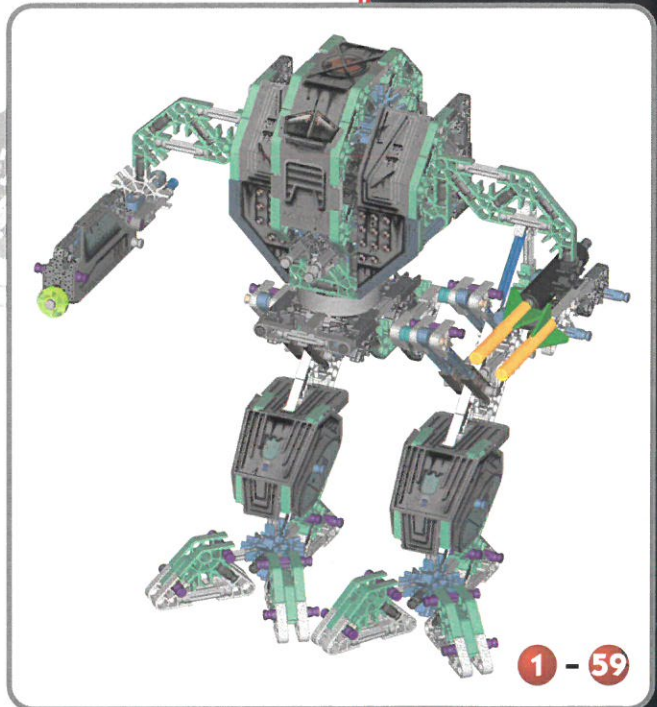
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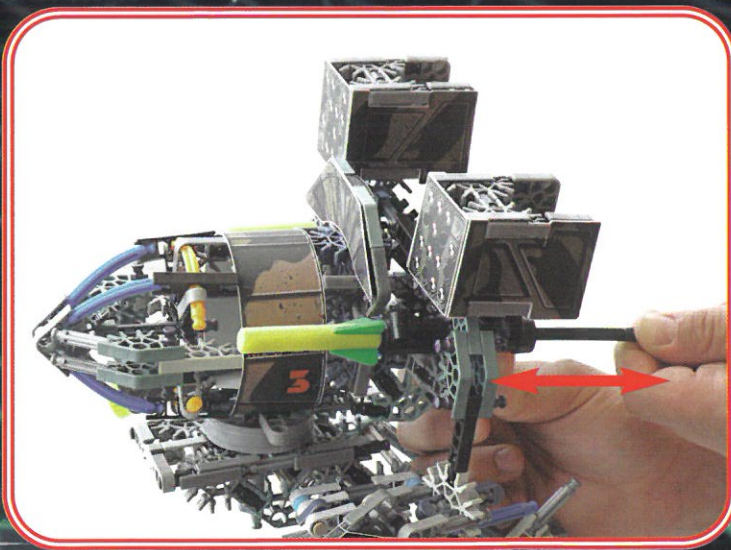
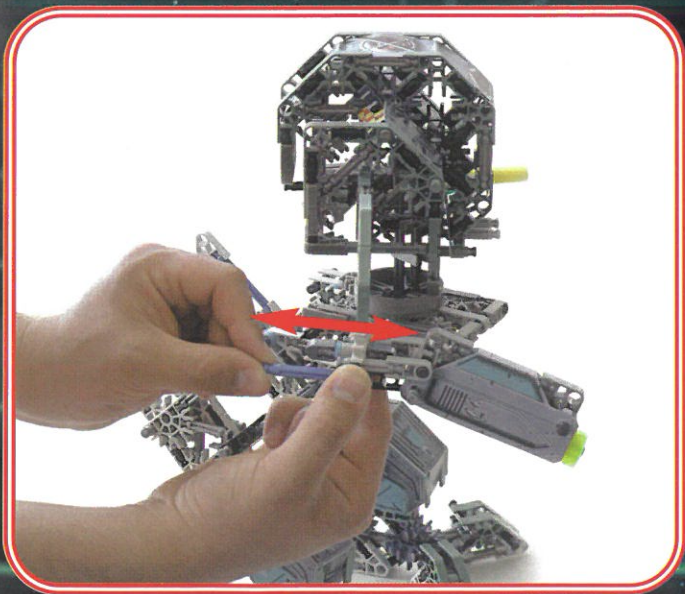
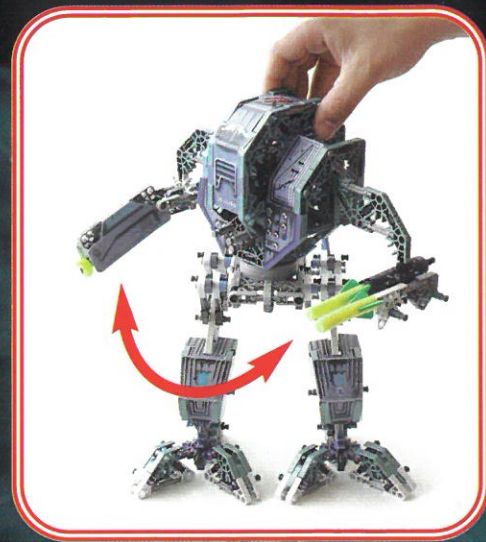
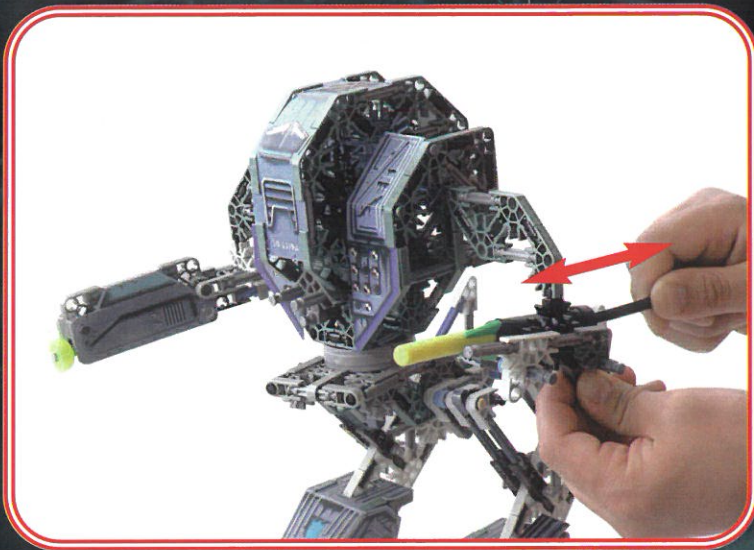
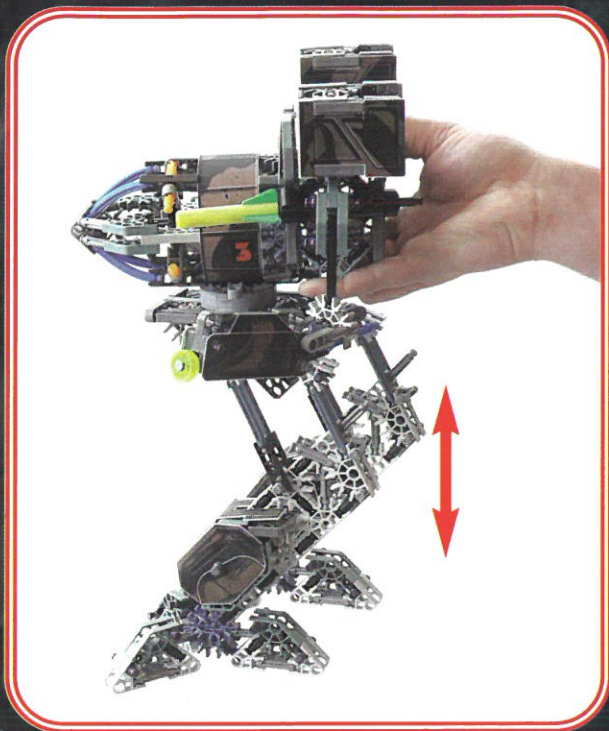
3

1 - 55














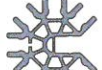














1 - 57





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!

- | | | | |
|-----|-------------------------------------------------------------------------------------|----|-------------------------------------------------------------------------------------|
| 10 |  | 41 |  |
| 16 |  | 42 |  |
| 2 |  | 72 |  |
| 12 |  | 29 |  |
| 8 |  | 21 |  |
| 17 |  | 14 |  |
| 13 |  | 5 |  |
| 143 |  | 3 |  |
| 77 |  | 1 |  |
| 27 |  | |  |
| 25 |  | | |
| 2 |  | | |
| 6 |  | | |
| 2 |  | | |
| 2 |  | | |
| 2 |  | | |

Bienvenue au 31^{ème} 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.

MAD CAT

Le **MAD CAT** (également connu sous le nom de **TIMBER WOLF**), le premier Clan OmniMech à faire son apparition dans la Sphère interne, est un des Mechs les plus respectés ... et les plus redoutés sur le champ de bataille. Il est capable de produire un barrage destructeur de feu d'armes sûr n'importe quelle distance, et il est devenu synonyme du Clan et de son assaut contre la Sphère interne.

AVATAR


L'AVATAR, un des premiers OmniMechs de la Sphère interne, fut créé à l'aide de la technologie capturée du Clan et il se base sur la conception du vautour. L'AVATAR est armé jusqu'aux dents et entre les mains d'un pilote MechWarrior bien qualifié, il est capable de se défendre avec efficacité contre un Mech du Clan de taille semblable.

Comment construire et monter avec K'NEX

1. Bonjour

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  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 "déclit".

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 text-

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.

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[®]

MECHWARRIOR[®]

The 31st century battlefield is dominated by giant war machines called BattleMechs[®]! Piloted by MECHWARRIORS, these weapons of destruction are the future of warfare!

Questions? Call the K'NEX Consumer Hotline at 1-800-KID-KNEX (USA/Canada only) between 8:30am and 5:00pm (EST), Monday through Friday.

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

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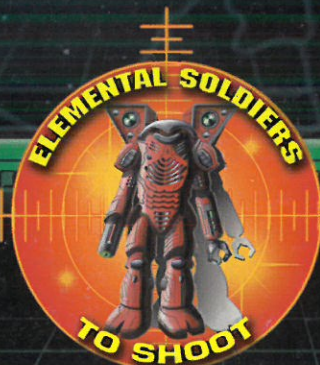
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Models can be built one at a time.
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Conforme aux spécifications de sécurité du consommateur sur la sécurité des jouets de la norme ASTM F963-96a.

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