18105

cyber K'Nex®

CYBOTS 2.0

⚠ **AVERTISSEMENT:**
DANGER D'ÉTOUFFEMENT – Pièces de petite taille.
Ne pas donner aux enfants de moins de 3 ans.

⚠ **WARNING:**
CHOKING HAZARD – Small Parts.
Not for children under 3 years.

⚠ **ATENCIÓN:**
PELIGRO DE ASFIXIA – Por contener piezas pequeñas,
no recomendable para niños menores de tres años.

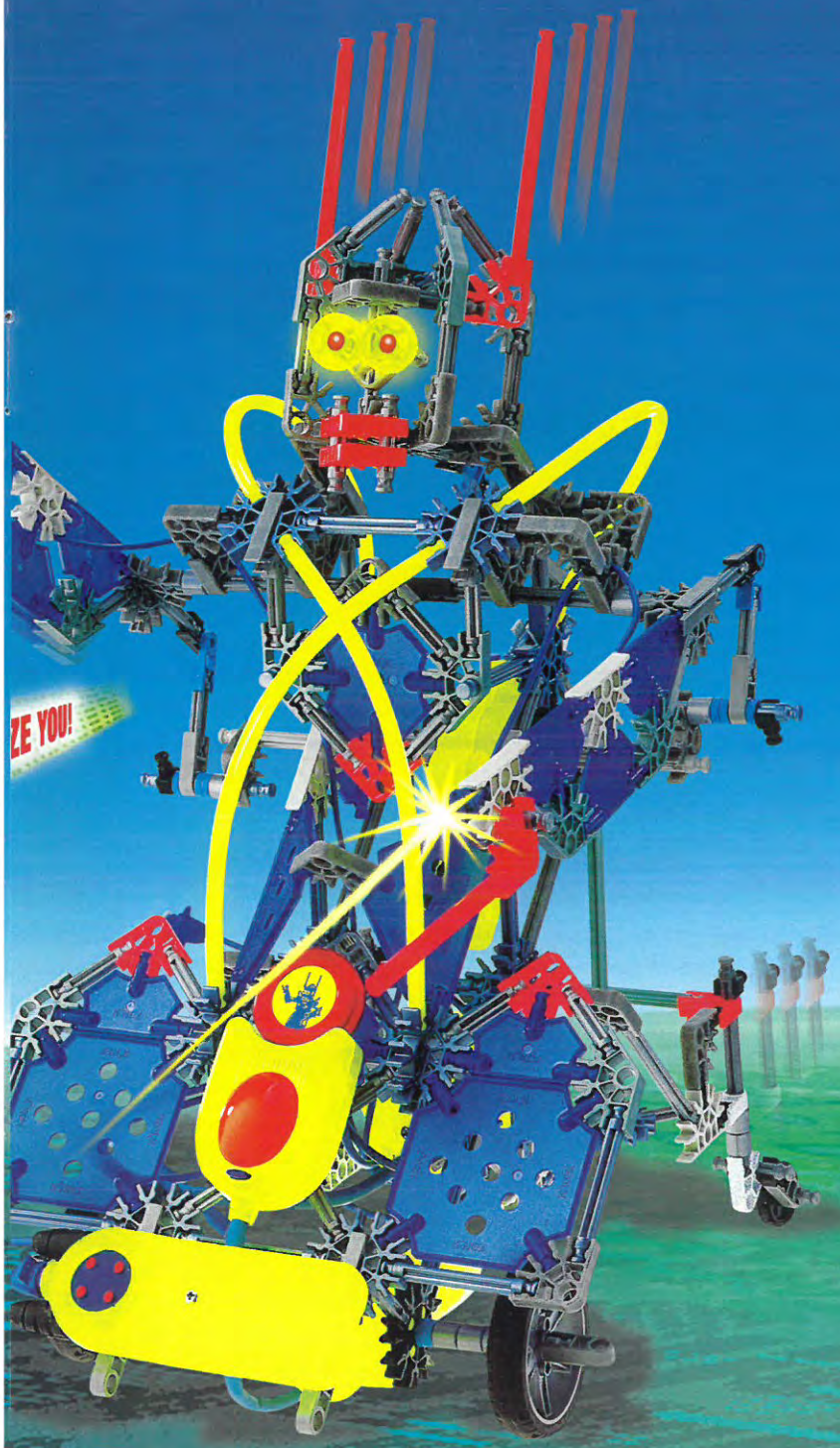
cyber K'NEX
CYBOTS 2.0

You Are In Control With CyberK'NEX!

You are now the owner of one of the most powerful building sets in the universe... CyberK'NEX CyBots 2.0. With everything you need to build, bring to life and control 4 awesome Cyber Robots. The only things missing are the batteries... and someone to take control.

Building with CyberK'NEX is like no other building system. Because what you build can speak, hear, and even feel. Built to react, your Cyber models are ready for your commands. It's up to you to bring out the best... and the worst in their behaviors.

So, are you ready to create the most awesome robots, complete with minds of their own? Then turn the page. Build and Cyberize!



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Important Stuff for Parents and Kids

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

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

FCC Statement:

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.

Caution:

Shielded cable must be used with Cyber Port to ensure compliance with the Class B FCC Limits.

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 - Contains Small Parts. Not for Children under 3 years of age.

Caution:

Keep hands, face, hair, clothing and power cords away from all moving parts.

Battery Requirements:

Cyber Processor: 3 AAA or LR03 batteries.
Battery Pack: 2 AA batteries or LR6 batteries

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.

General Operation and Storage:

Always store your model in a cool, dry place. If the model gets wet and stops running, let it dry overnight before trying to run it again.

If the problem persists, call our Consumer Services department at 1-800-KID-KNEX (USA and Canada only) between 8:30am and 5:00pm (EST), Monday through Friday.

Always operate your model on a dry level surface, away from motor vehicles.

Keep the motor free of dust.
Do not immerse in water.

Special CyberK'NEX Operating Tips:

The Cyber Key must be inserted into the Cyber Port in order for your model to receive sensory inputs.

The model will turn OFF when the Cyber Key is removed from the Cyber Port, when the blue "Flash" button is pushed, or when your model sits for more than 5 minutes without receiving your input.

Some steps include pieces that can require a strong "push" to snap together. Don't be afraid to ask for adult help!

FCC Statement:

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.

Cyber Components

Get to know these specialized state-of-the-art parts that will transform your K'NEX models into Cyber Life-Forms.

With these special new Cyber components, you will bring out the best - and the worst in your creations!

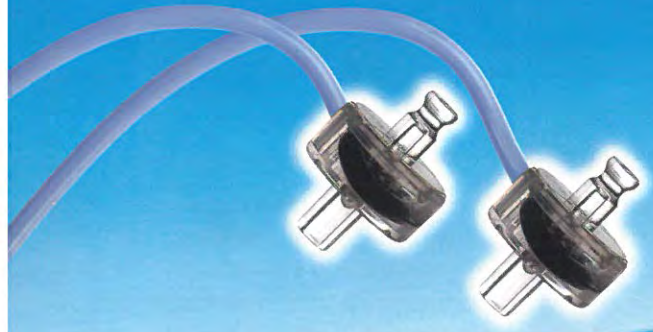
Cyber Processor

Here's the "Cyber Brain", or computer that interprets the Cyber data from the Cyber Keys. It also drives the sound speaker and impact sensor.

Motion Sensor

Cyber Port

This special unit reads the Cyber Keys. It also has sensors for detecting invisible infrared signals from any household remote, like for your TV or VCR. Pushing the blue Flash Button will instantly shut down or start up your Cyber model. Great if you are detected trying to Cyberize after bedtime.



Flash Button

2 LED Lights

These enable each CyberK'NEX model to communicate with light.

2 Cyber Motors

The power sources that drive your creations and power all the moving parts.

Motor Number

Stationary Pins

1 Battery Pack

The energy source for your models. Connected to the Cyber Motors to help drive your creations.

Test Buttons

4 Cyber Keys

These keys contain the data that brings the Cyber Life-Forms to life with lights, speech and sound. Each Cyber model has its own Cyber Key. Put the right key in a Cyber Life-Form, and you are in control. Use the wrong key, and who knows what will happen!

Cyber Tip: When not in use, you may want to put your Cyber Keys on a key ring or string. This will keep them together and prevent you from misplacing one.

K'NEX Building Basics

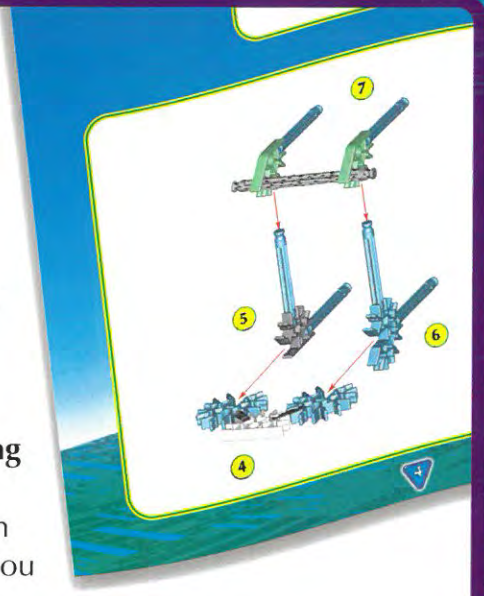
If you are new to the K'NEX Rod and Connector System, here are five basic tips that will have you building like a champ in a flash.

Cyber Guy will point out areas of difficulty.

1

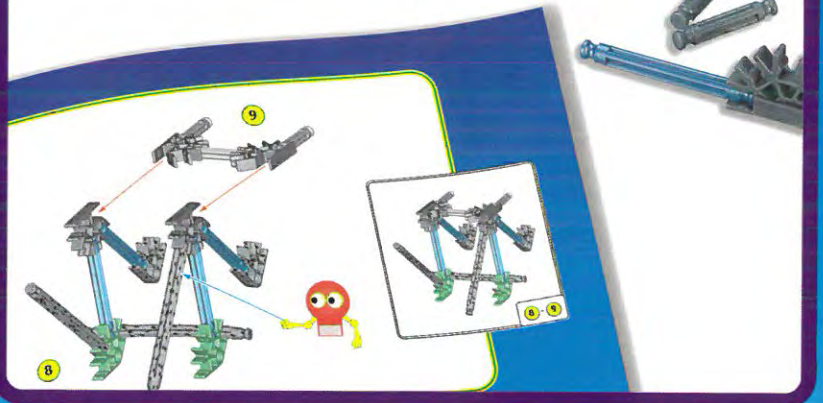
A picture is worth a gazillion words - Don't worry about reading any long instructions. Just look at the **diagrams** and make your **pieces** match what you see.

It's as easy as matching blue with blue - Each piece has its own **shape** and **color**. All you have to do is look at the diagram, find the pieces in your set that match what you see, and make the connection. It's a snap.



2

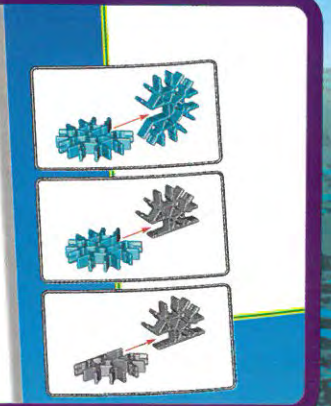
Click, click - Make sure you hear a click when making connections. And check the **angles** to see if they match the diagrams exactly.



(Note: We cannot always show each connection in every drawing... like when you connect one full section to another, when you make repeat sections, or when you build a "mirror" image. With a little practice, you'll become a K'nexpert at finding them!)

3

Connectors together - It's very important to position these blue and silver Connectors in a specific direction. Pay close attention to the instructions and position them exactly as shown. Push together tightly until you hear a "click".

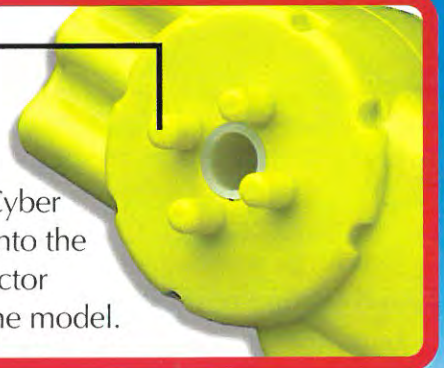


CyberK'NEX'ions

There are two new types of connections that will fit your Cyber components to the K'NEX pieces in your model.

1

Stationary Pins. These are set into a non-moving position on some of the CyberK'NEX components (such as the Cyber Motor). They press easily into the holes of the K'NEX Connector pieces that hold them to the model.



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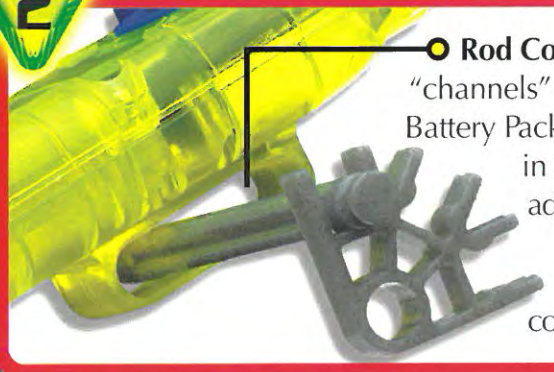
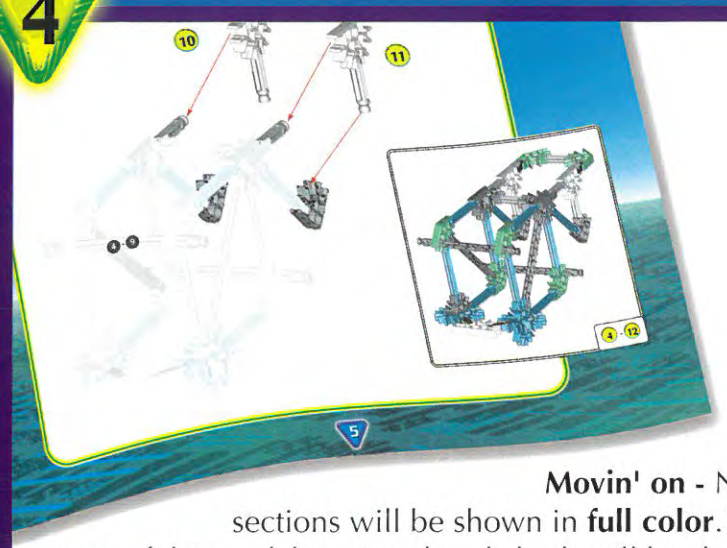


Rod Connections. These "channels" are on the Cyber Battery Pack. Rods fit loosely in the channels and adjust to the spacing in each model to hold the component in place.

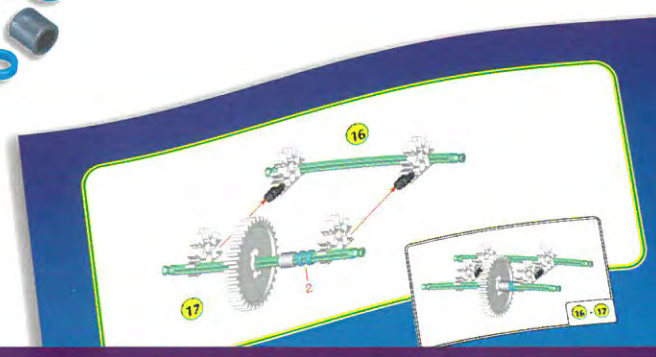
4



Movin' on - New sections will be shown in **full color**. The parts of the model you've already built will be shown in **faded color** with connecting points in **full color**.

5

Give them some space - There are places in your model where you need to add **Spacers**. It's important to use the right color and number of Spacers to give gears and wheels the room they need to turn freely.



Getting Started - Don't forget this step!

There are some things you need to take care of before you build and Cyberize your awesome models. And you'll want to keep this list handy.

1 Take inventory

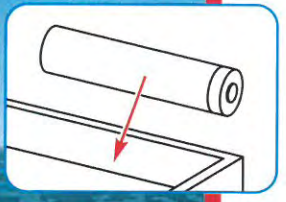
Nothing's worse than starting to build a cool model and finding out you're missing pieces. Check your building set against the **Cyber Components List** on pages 6 and 7 and the **Parts List** on page 77. If any pieces are missing, call 1-800-KID-KNEX for help (USA and Canada only).

2 Install the batteries - before you build

Give your models the juice they need to come alive.

Battery Pack - Unscrew the 1 screw using a Phillips head screwdriver. Use a K'NEX Rod to pry open the battery compartment. Insert 2 fresh AA batteries, (or LR6), matching the (+/-) diagram inside the compartment. Position the lid back over the compartment and press until you hear a click. Screw the lid back into place.

Remember to install all the batteries before you build!



Cyber Processor Batteries - Unscrew the 1 screw using a Phillips head screwdriver. Insert 3 fresh AAA batteries, (or LR03), matching the (+/-) diagram inside the compartment. Screw the lid back into place.

3 Test the Cyber Motors

First, carefully fit a long Rod through the hole in the Motor... as shown here.

(Note: Do not use small black or silver Rods in the motor shaft openings. They will damage the Motor and can't be removed.)

Press and hold down a Test Button on the Battery Pack, and you should see the Rod turn and hear the Motor run. Press the Test Button in the other direction, and the Motor will turn the Rod the other way. Carefully remove the Rod.

Note: Motors are labeled 2 and 3.

Make sure that you position the Motors correctly as you build, following the Cyber Guy in the instructions. If you don't, be prepared for your Cyber Life-Form to disobey orders!

Tip: Use the Cyber Key carefully.

When inserting or removing a Cyber Key be sure to hold the Cyber Port steady with one hand and move the Cyber Key straight in or out with the other. This is important once you have built your model, because you don't want to knock apart what you have worked so hard to build!

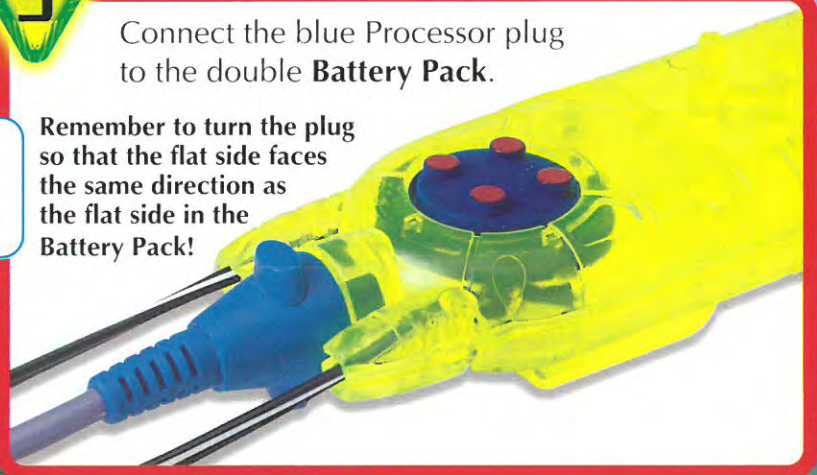
4 Test the Cyber Processor

Insert a **Cyber Key** into the **Cyber Port**. You will hear the CyberK'NEX greeting and see the lights come on. Then you will hear your Cyber model's Power-Up routine. This is just a peek at your model's personality.

5 Connecting the Cyber Processor to the Battery Pack

Connect the blue Processor plug to the double **Battery Pack**.

Remember to turn the plug so that the flat side faces the same direction as the flat side in the Battery Pack!



POINDEXTER - Friendly Challenge

Look out for this geek on wheels. Build and Cyberize, and you will see a real computer nerd spring to life. Where's his pocket protector?

SOME BRAINS... NO BRAWN!

BLINKING EYES

AUDIO

SWINGING ARMS

Final Check!

Before you Cyberize your model and bring it to life, take a minute to make sure everything is ready.

Check All Connections - Make sure all K'NEX components are assembled securely. Check the Troubleshooting Guide on pages 78-79 if you have any trouble.

Secure the Wires - You don't want your creation to stumble because a wire got in the way. Stow all wires neatly within model, away from gears and wheels.

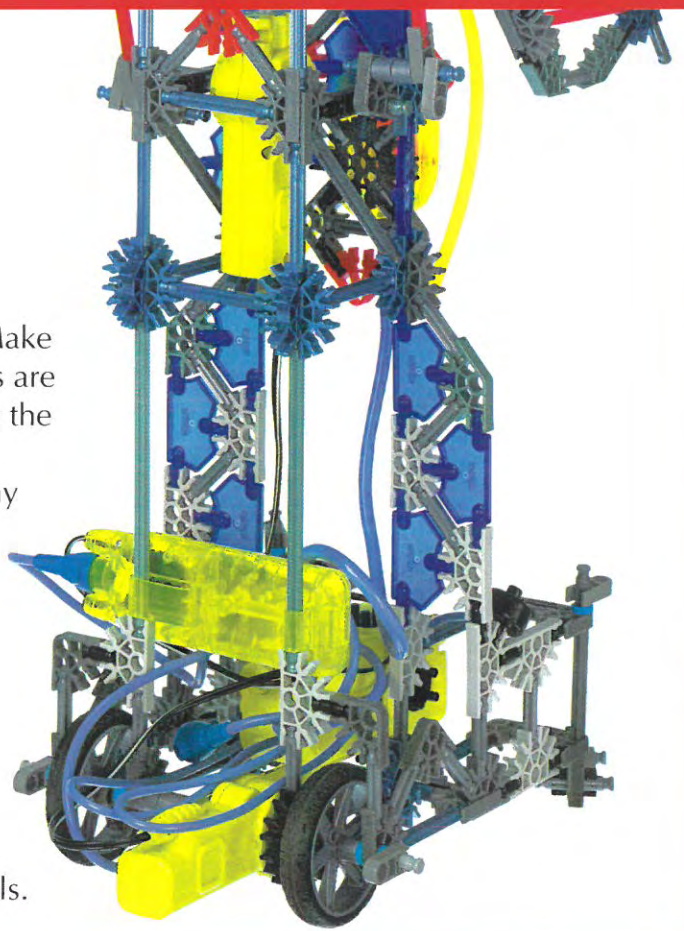
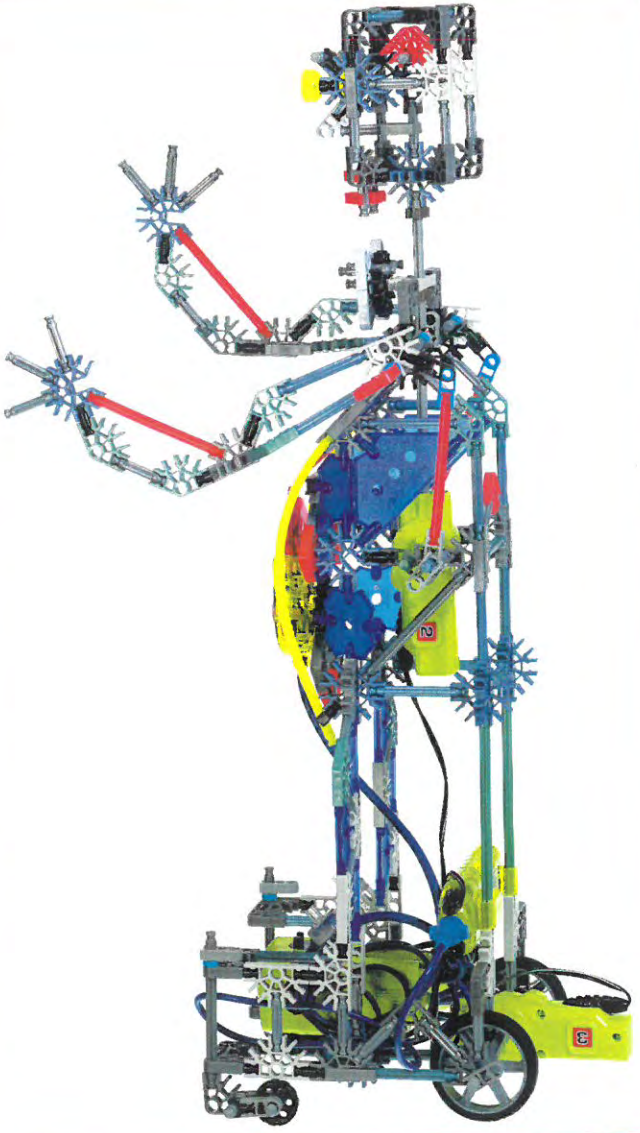
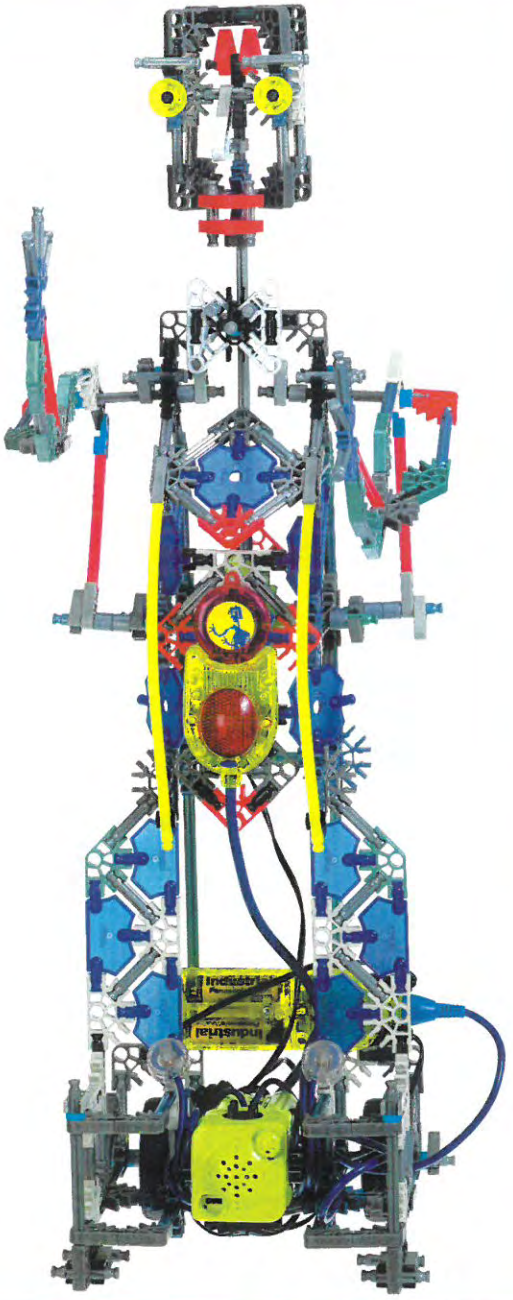


Photo Guides

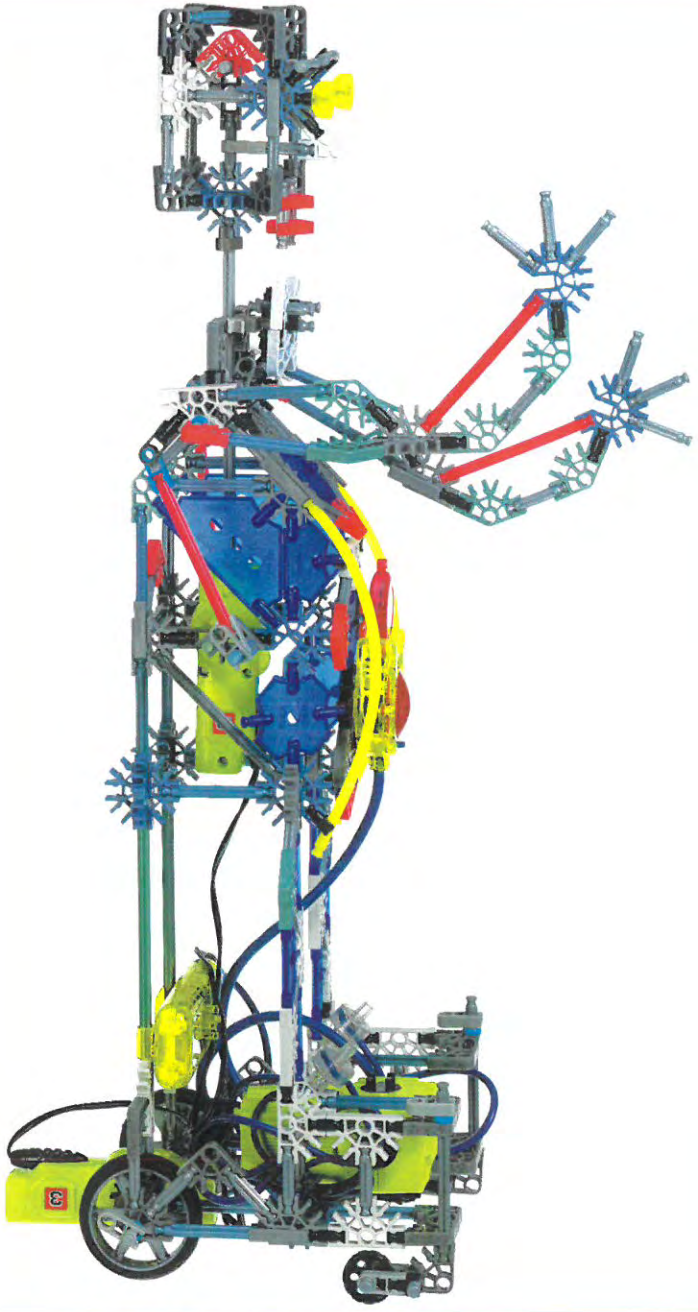
As you build your model these photos will help you to see how the K'NEX pieces all fit together.



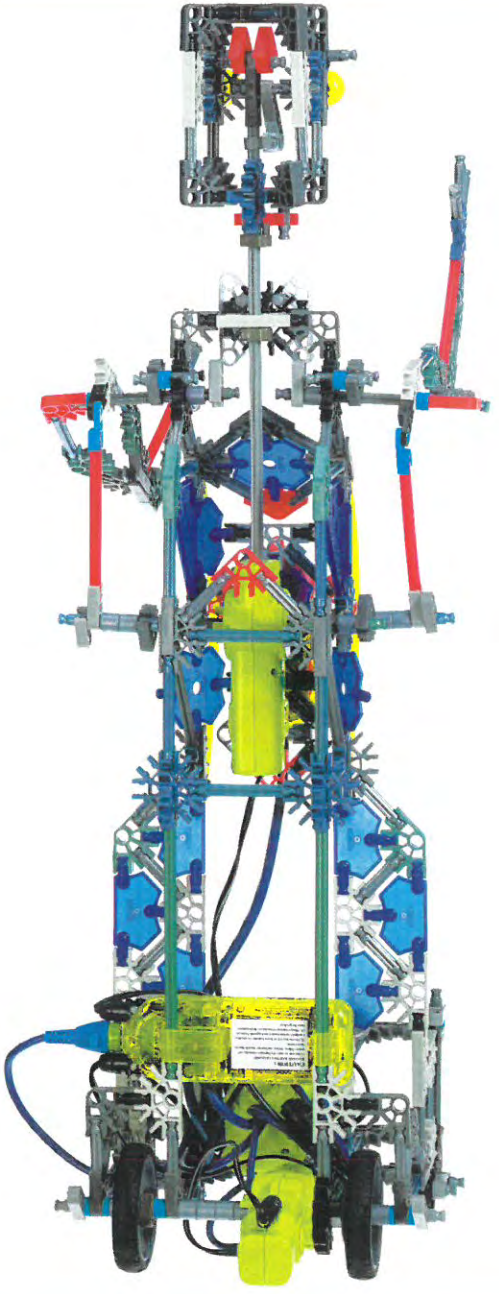
Left Side View



Front View



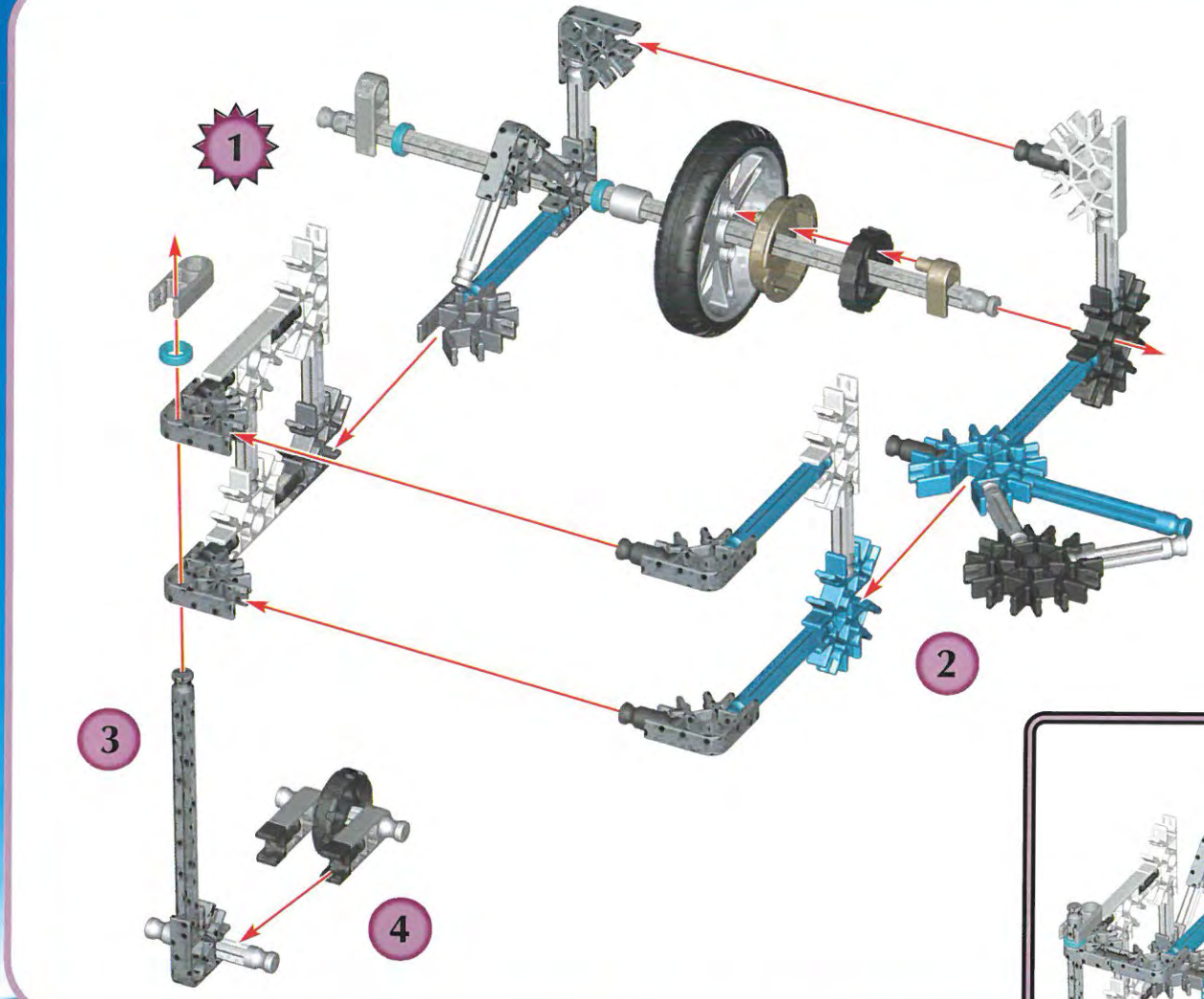
Right Side View

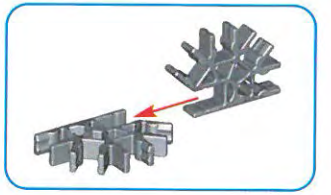


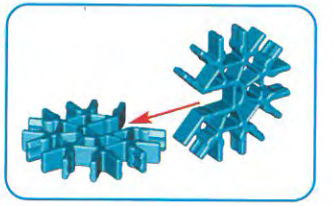
Back View

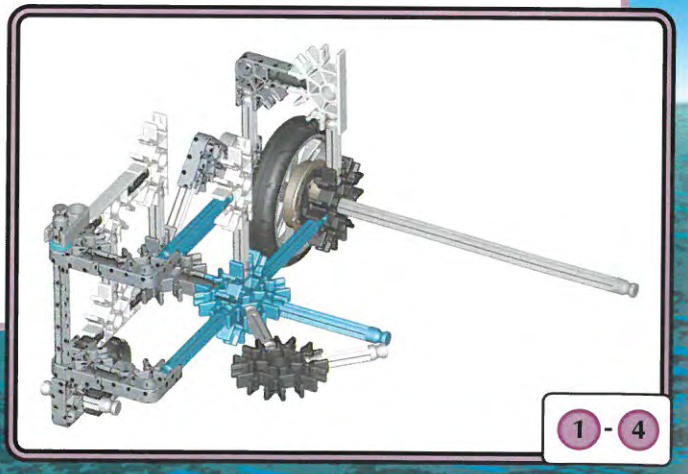
Start POINDEXTER

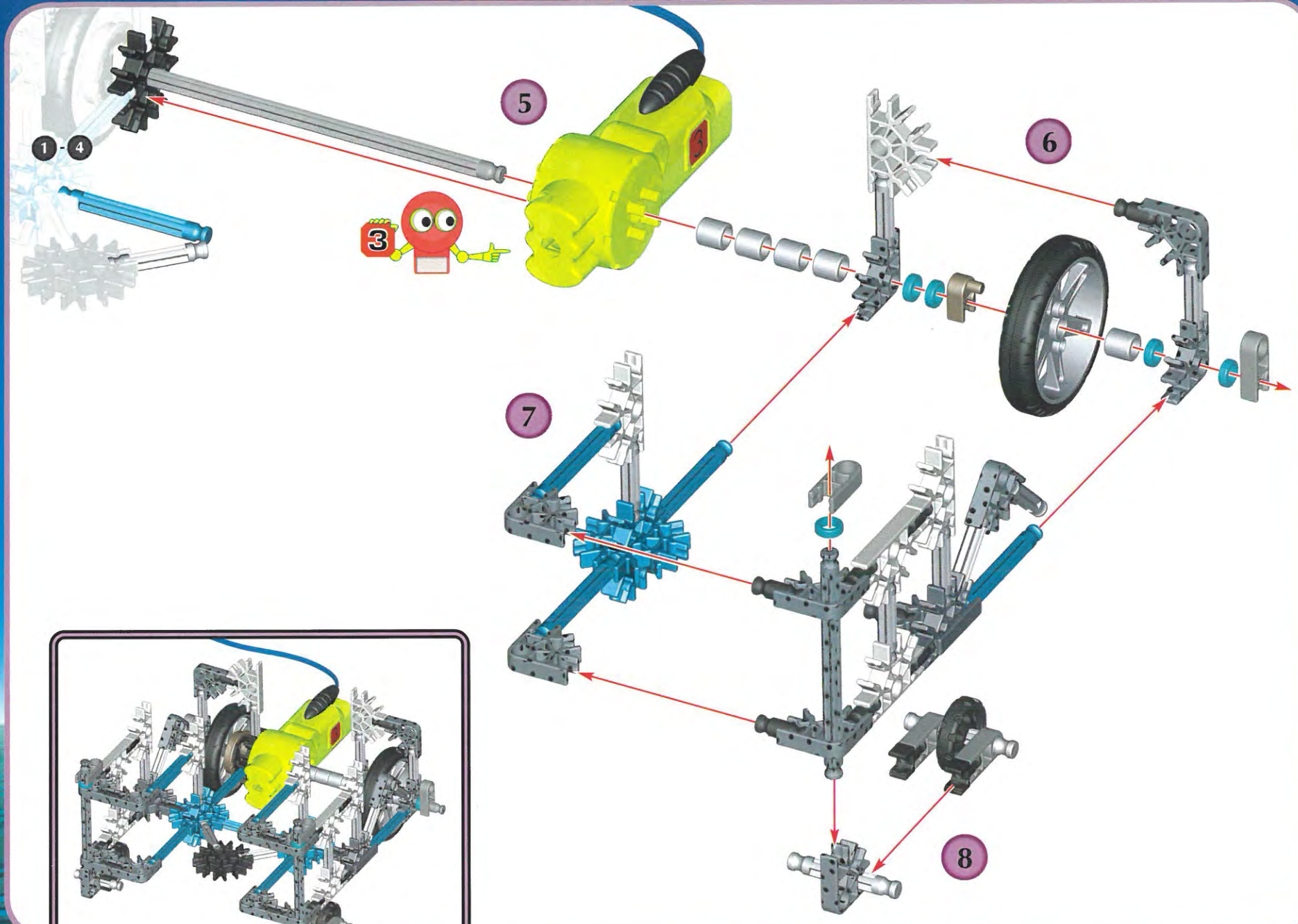
Some steps include pieces that can require a strong "push" to snap together. Don't be afraid to ask for adult help!







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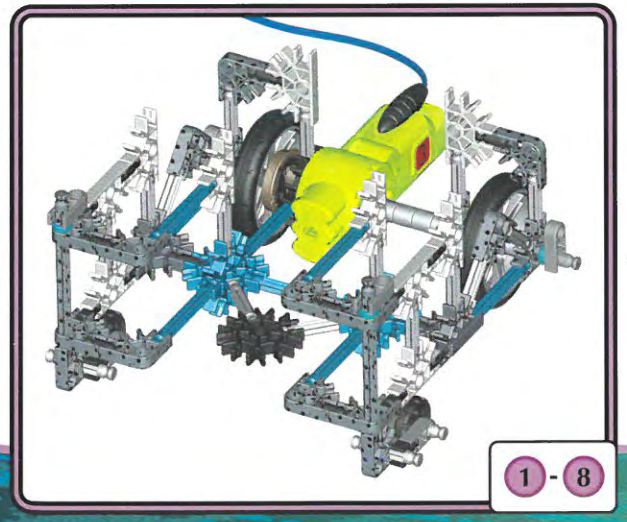
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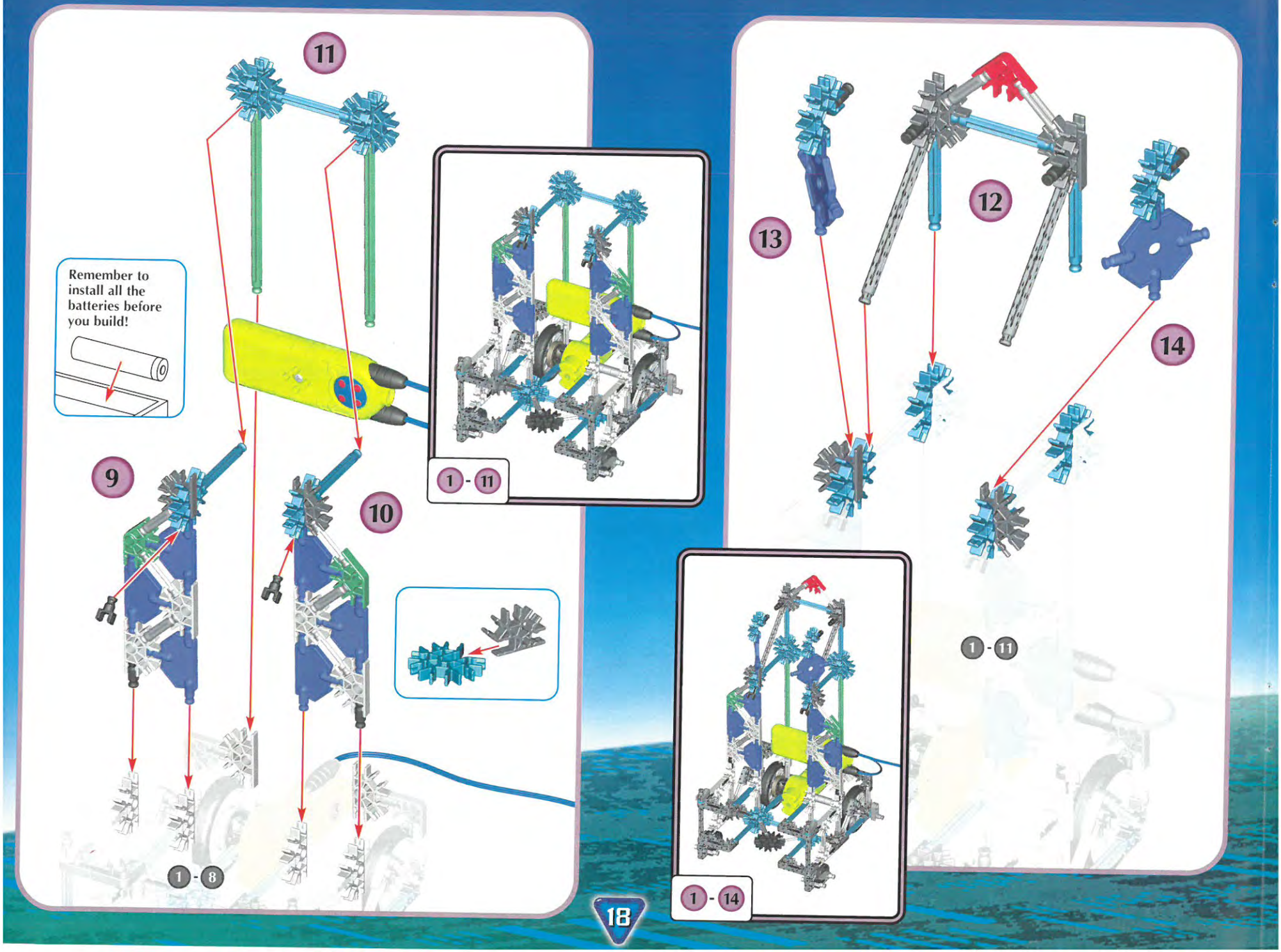
11
Remember to install all the batteries before you build!
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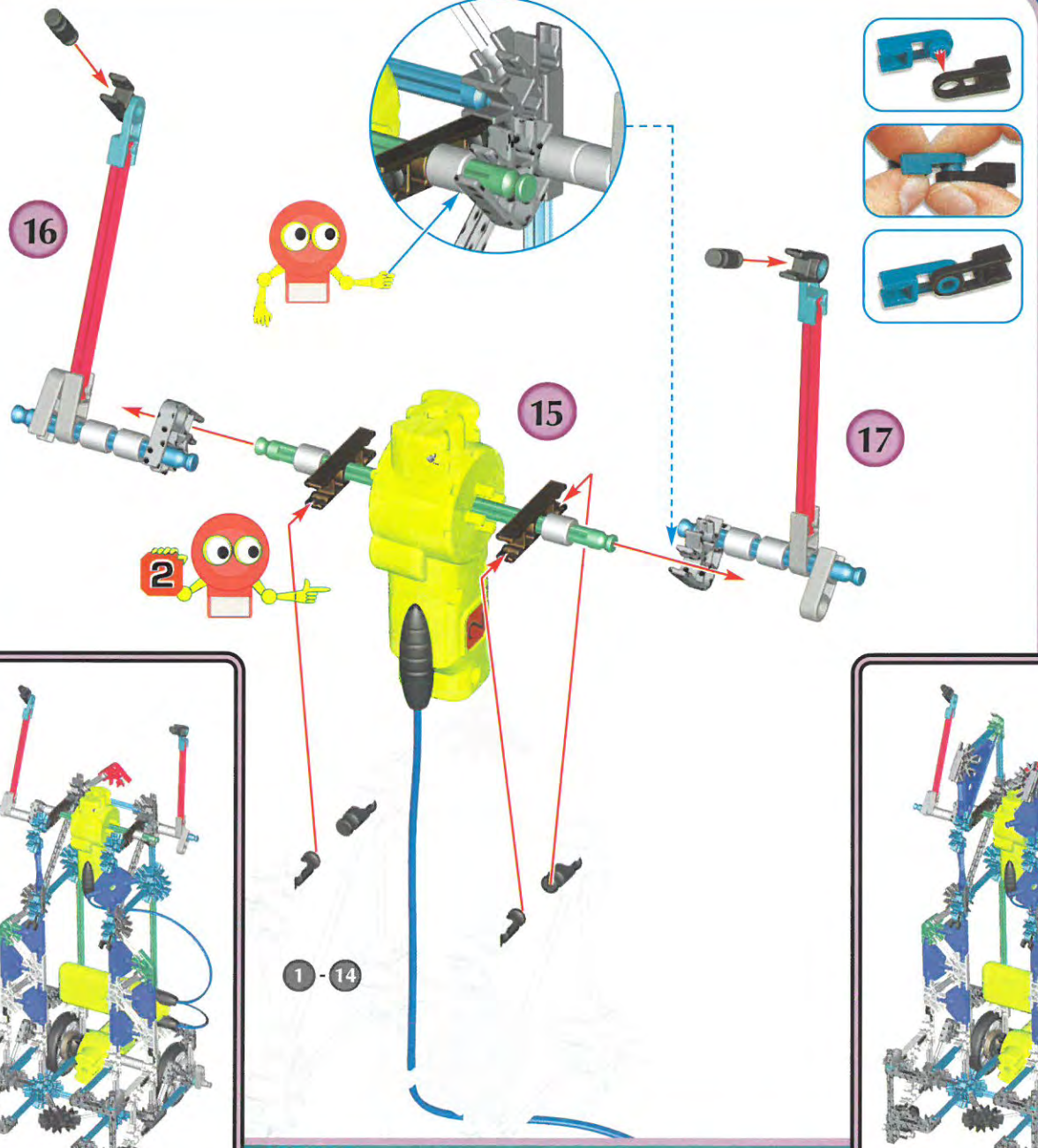
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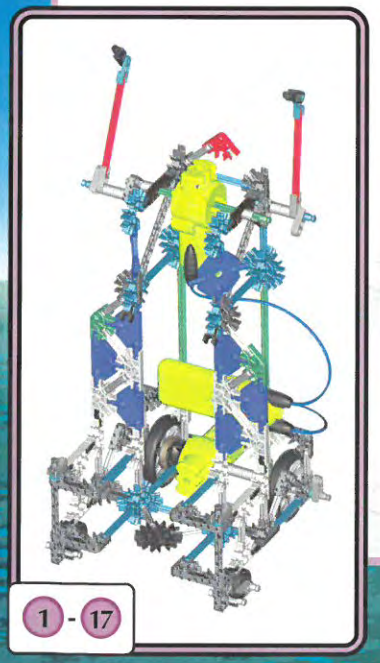
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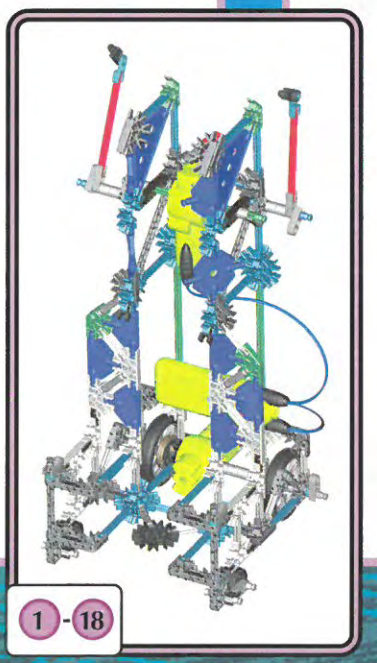
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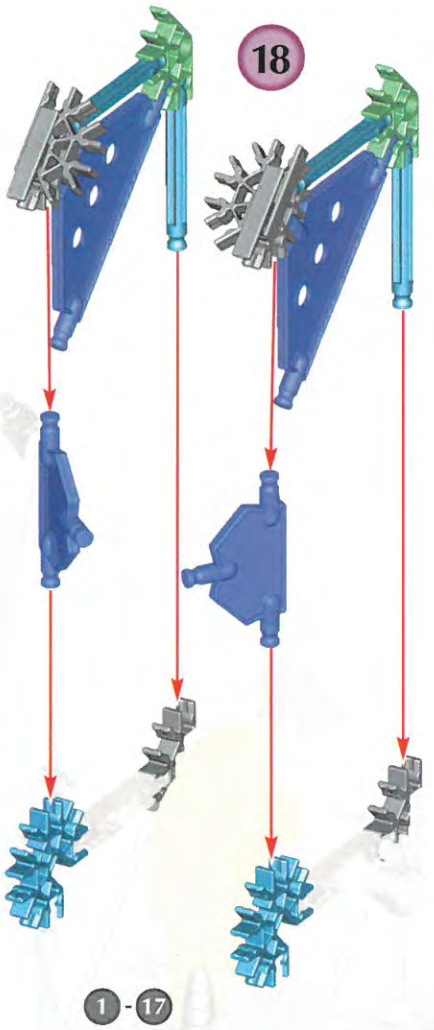
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Requires a strong push to attach.
Adult help may be needed!

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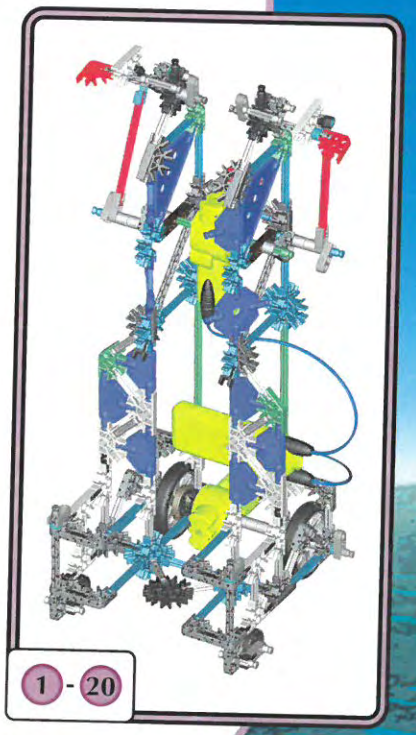

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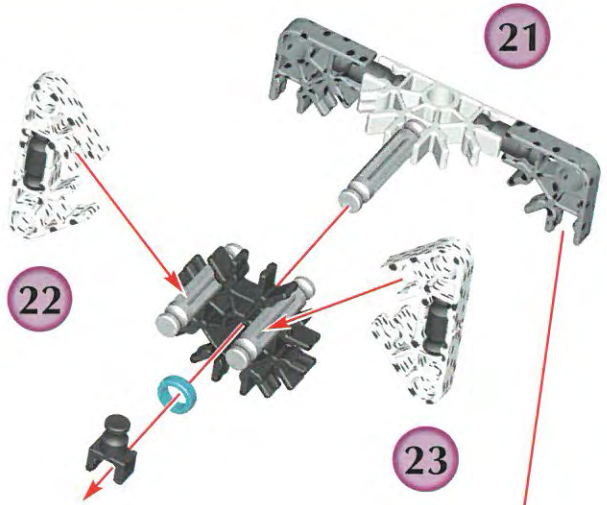

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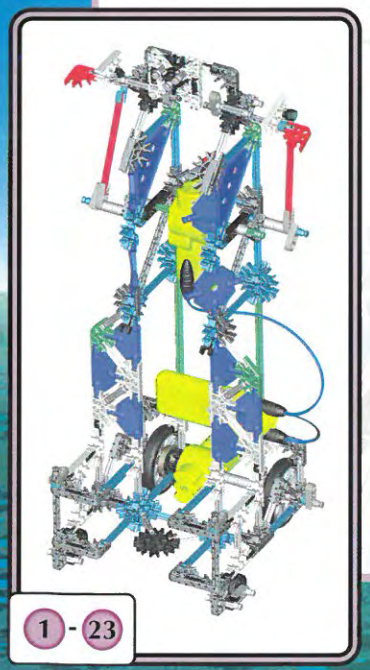

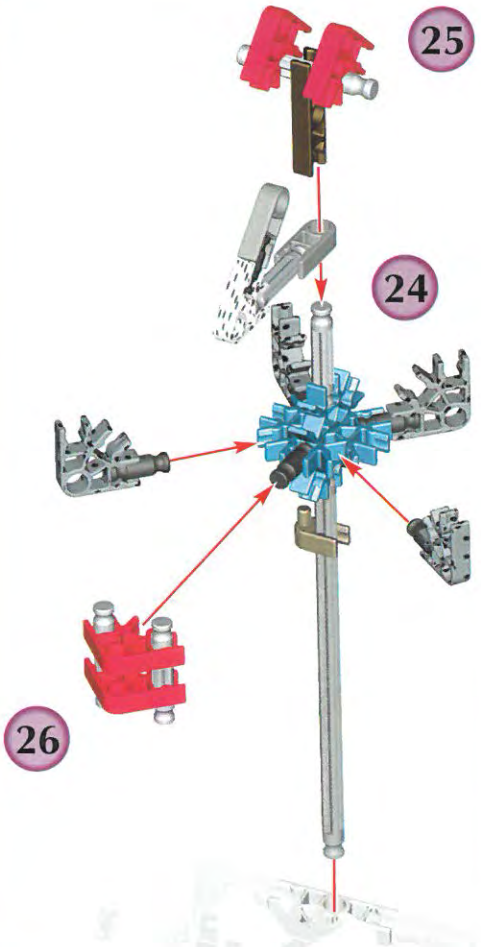

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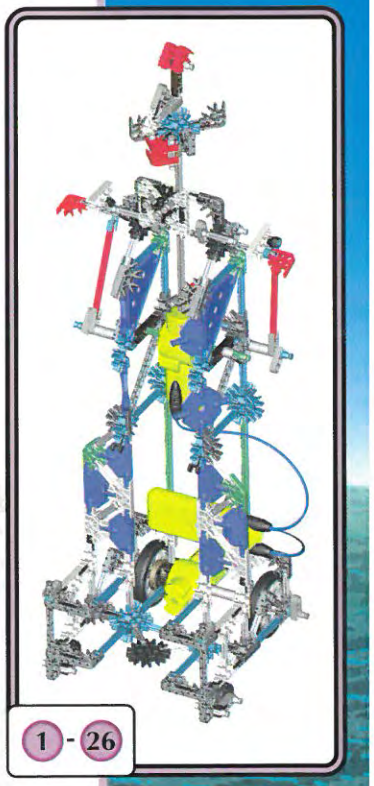

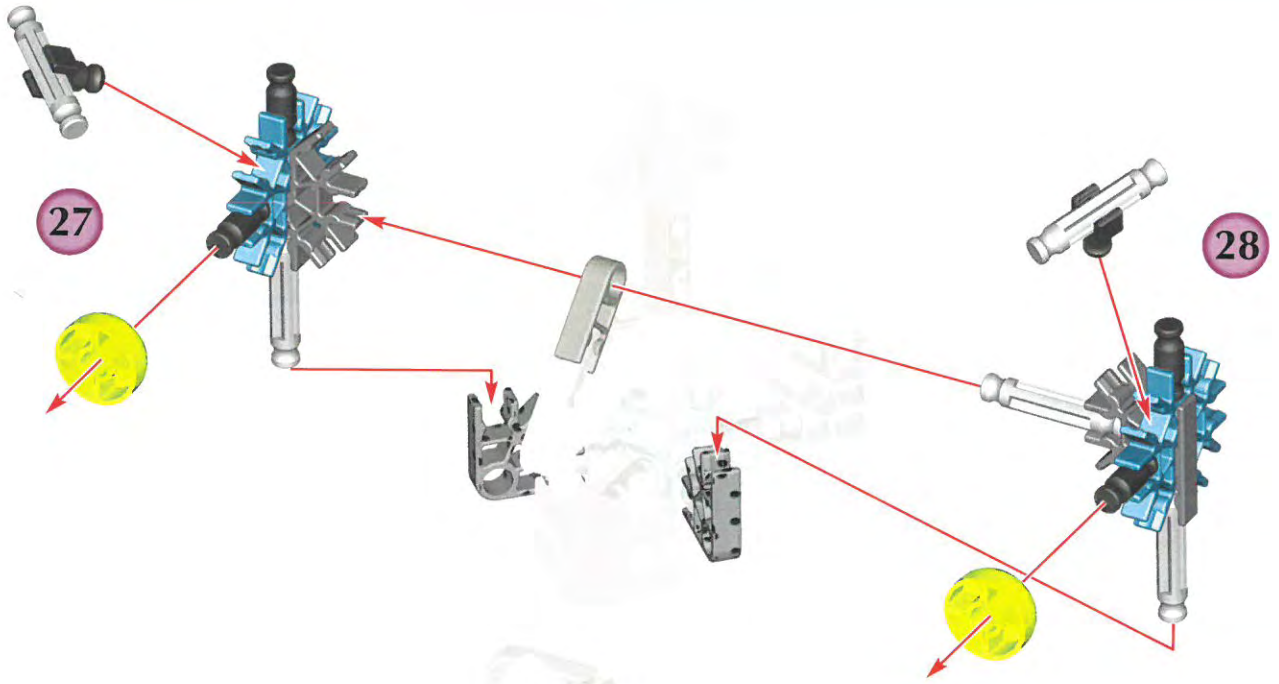

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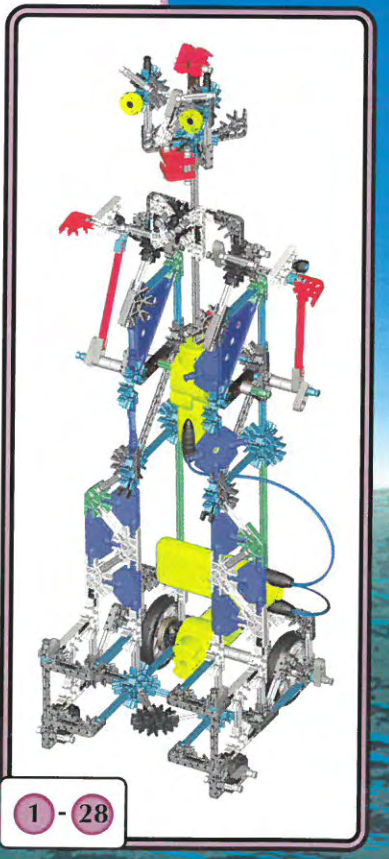

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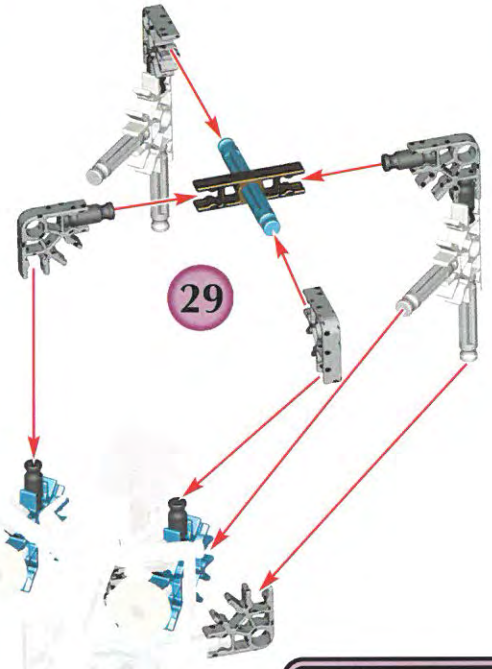

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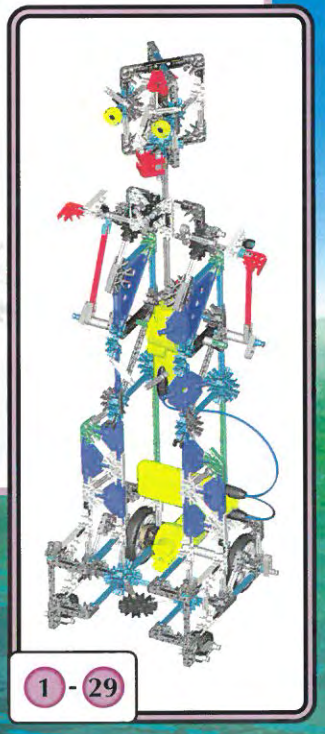

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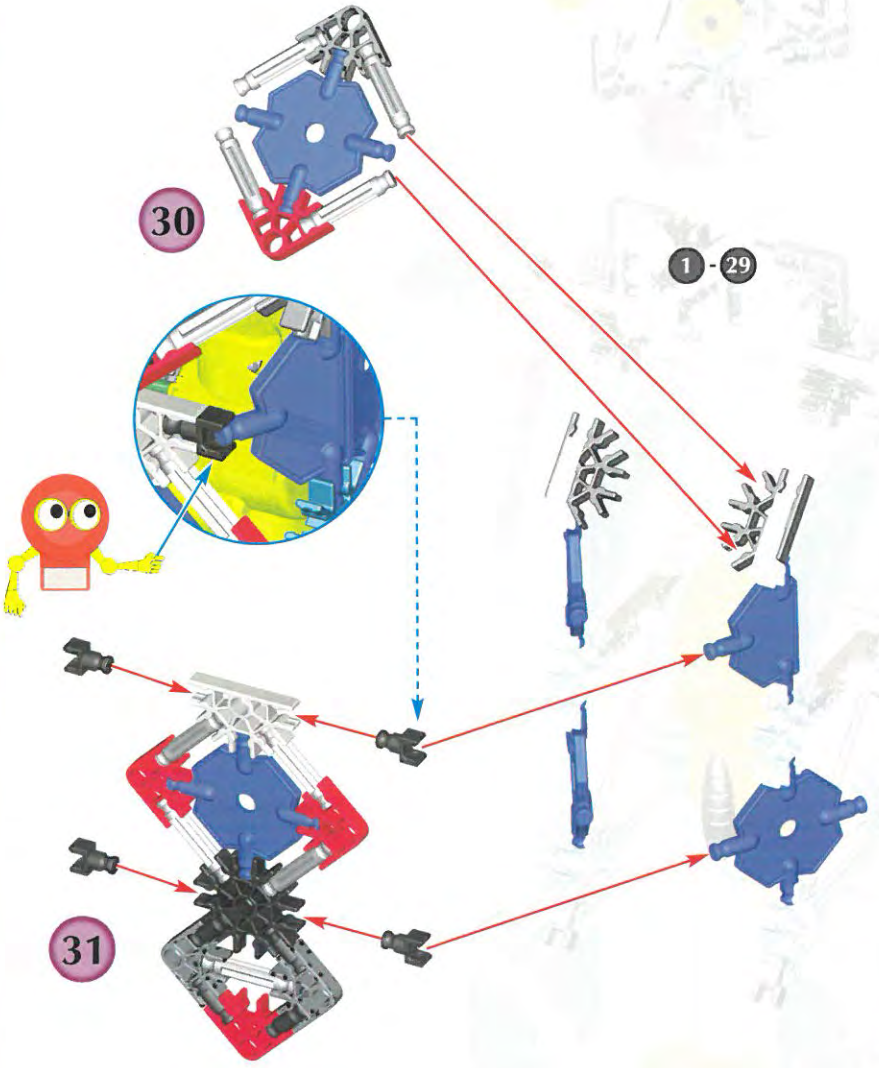

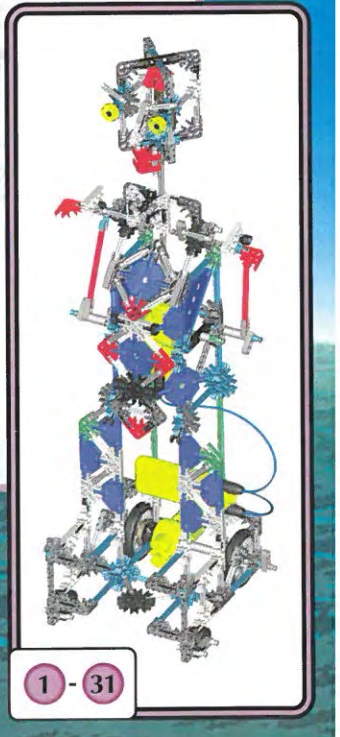

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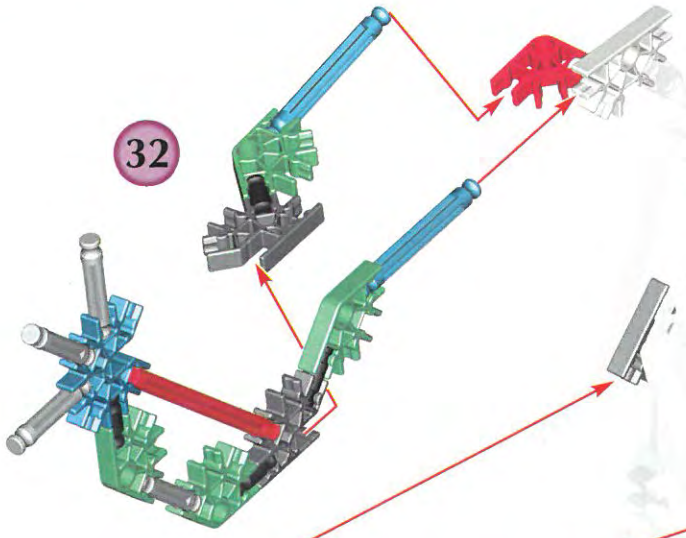
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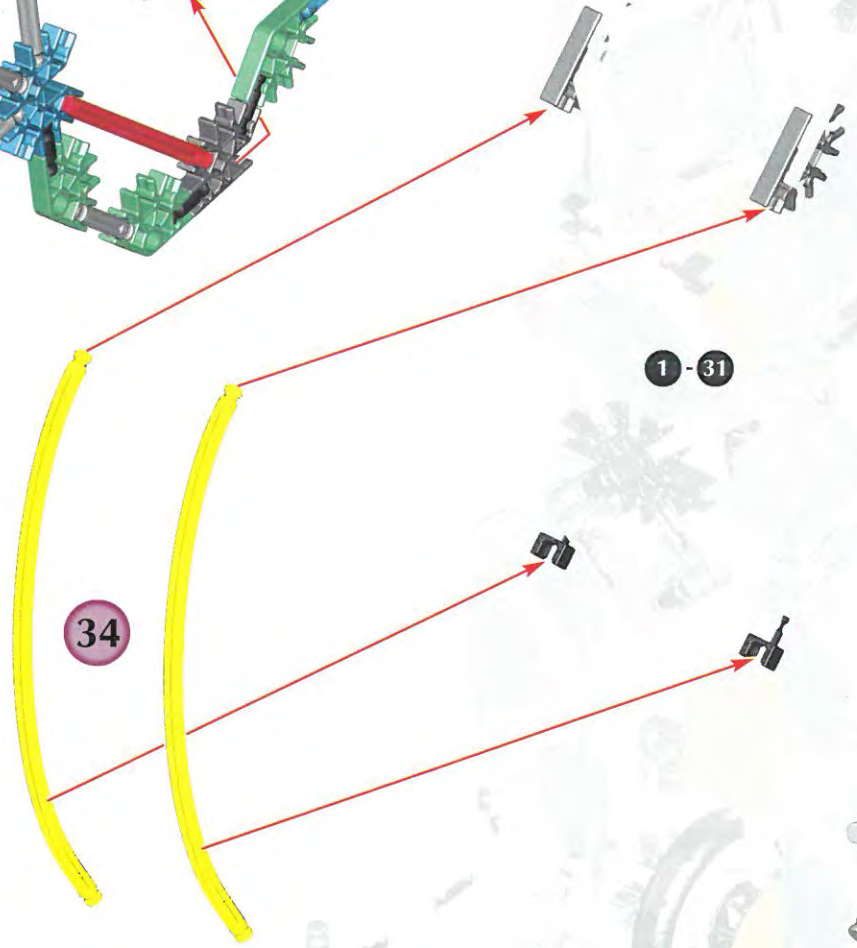
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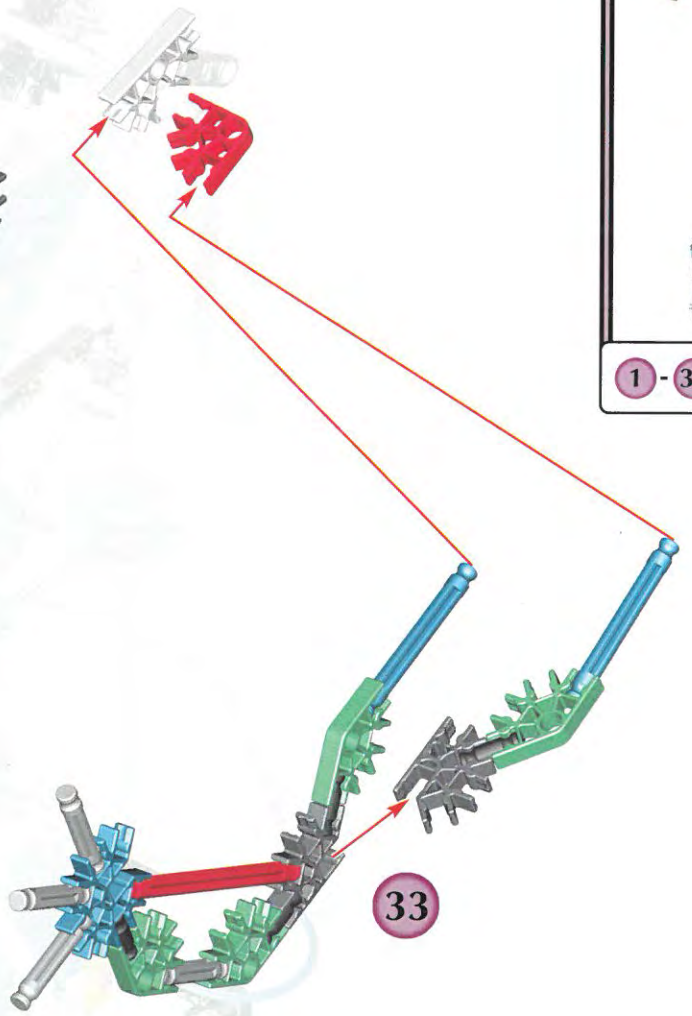
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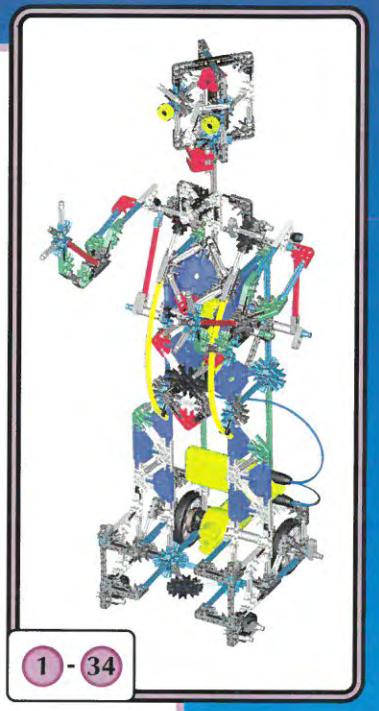
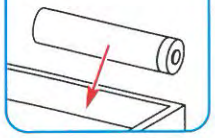

1 - 34

CONGRATULATIONS! You've built Poindexter!
Now turn to page 74 and get ready to Cyberize!

FÉLICITATIONS! Tu viens d'assembler et de construire le Poindexter !
Va maintenant à la page 74 et prépare-toi à Cybériser!

¡FELICITACIONES! ¡Has armado el Poindexter!
Ahora pasa a las páginas 74 y ¡prepárate para Cyberizar!

Remember to install all the batteries!



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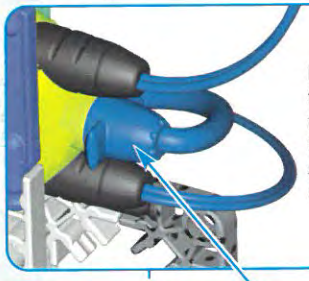


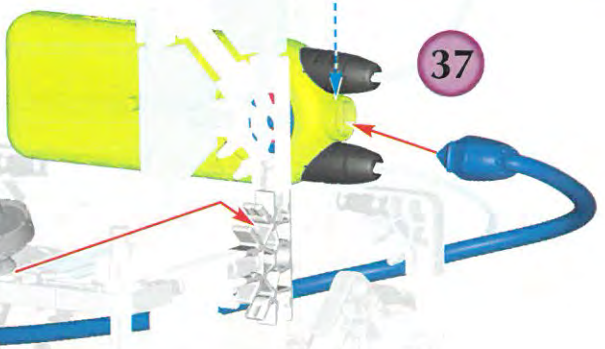
Remember to turn the plug so that the flat side faces the same direction as the flat side in the Battery Pack!

You won't be using the black plug. Curl it up and neatly tuck it inside your model.

Tu ne vas pas utiliser la fiche noire. Enroule et cache-la á l'intérieur de ton modèle.

No tendrás que usar el enchufe negro. Enróllalo bien y guárdalo dentro de tu modelo.

37



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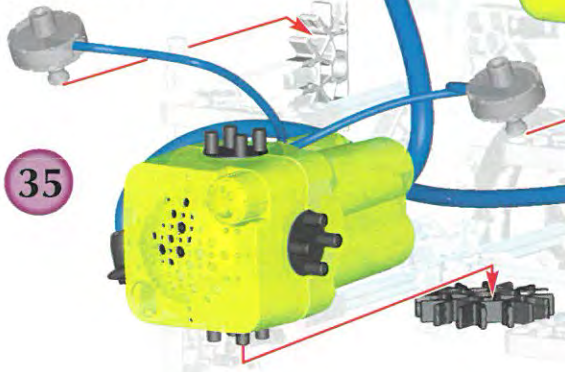
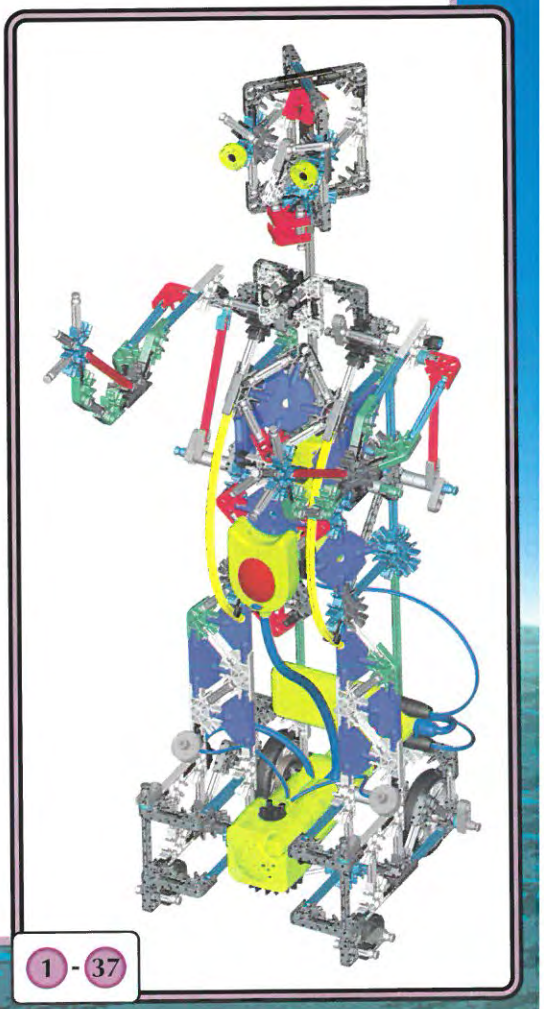




1 - 37

BRAT BOY - Moderate Challenge

Tough guy? No way. Try "Big Brat", armed with lasers to look cool. Cyberize, and watch this Cyper Guy act like a bully!

AUDIO

PITOO! PITOO!
I'LL VAPORIZE YOU!
NEH NEH NA NEH NEH!

BRATTY POUT

DADDY'S LASERS

Final Check!

Before you Cyberize your model and bring it to life, take a minute to make sure everything is ready.

Check All Connections - Make sure all K'NEX components are assembled securely. Check the Troubleshooting Guide on pages 78-79 if you have any trouble.

Secure the Wires - You don't want your creation to stumble because a wire got in the way. Stow all wires neatly within model, away from gears and wheels.

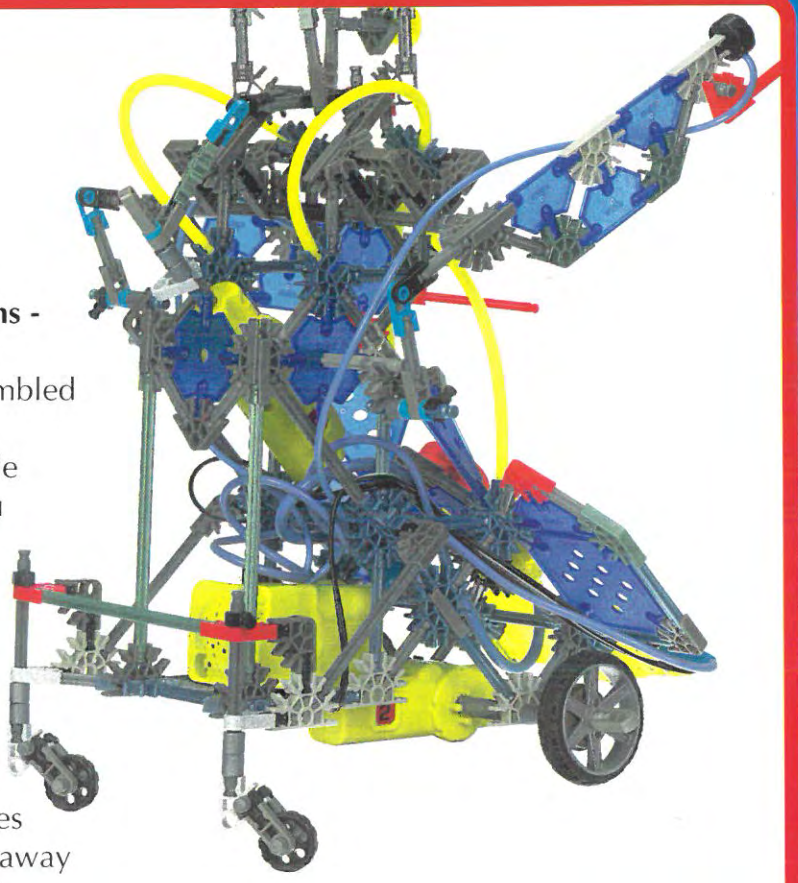
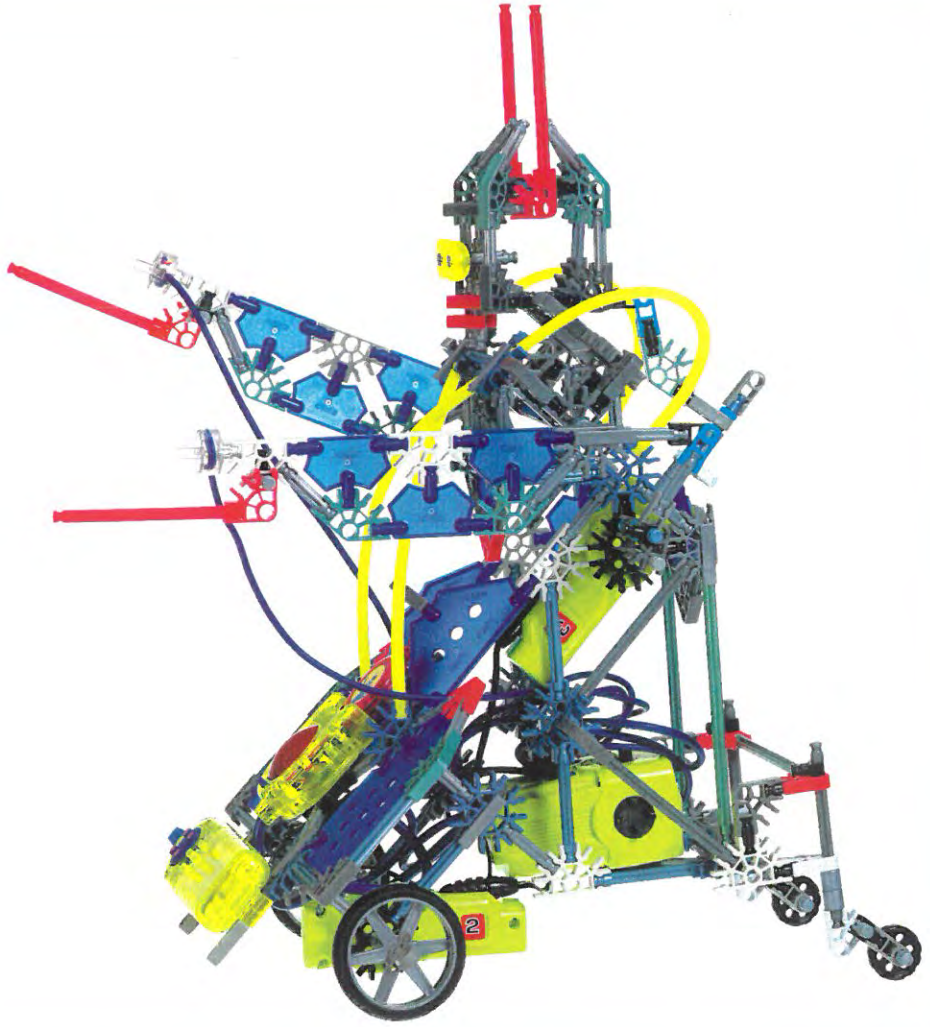
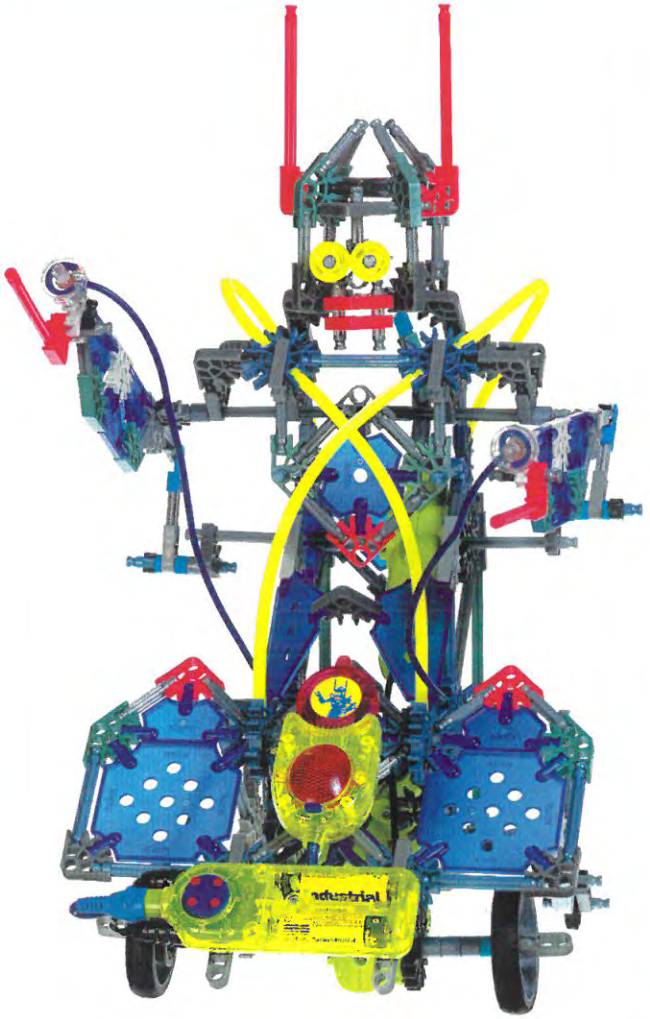


Photo Guides

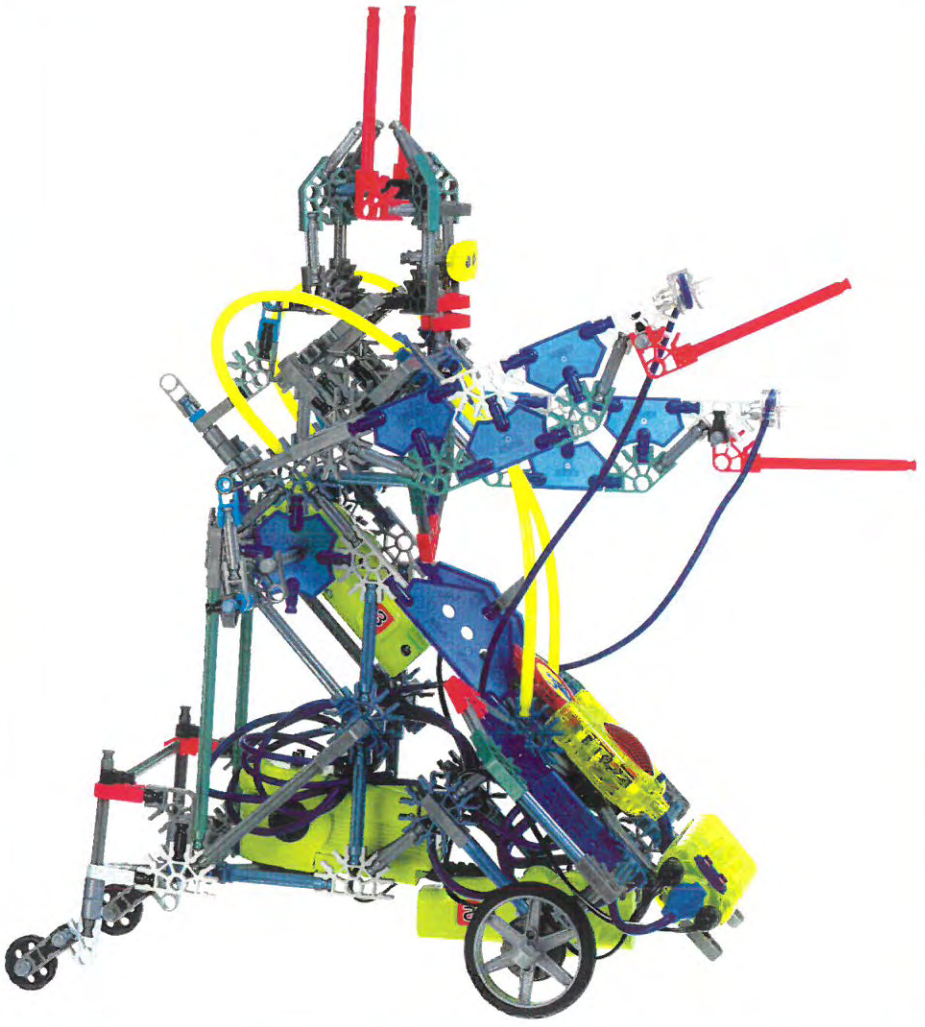
As you build your model these photos will help you to see how the K'NEX pieces all fit together.



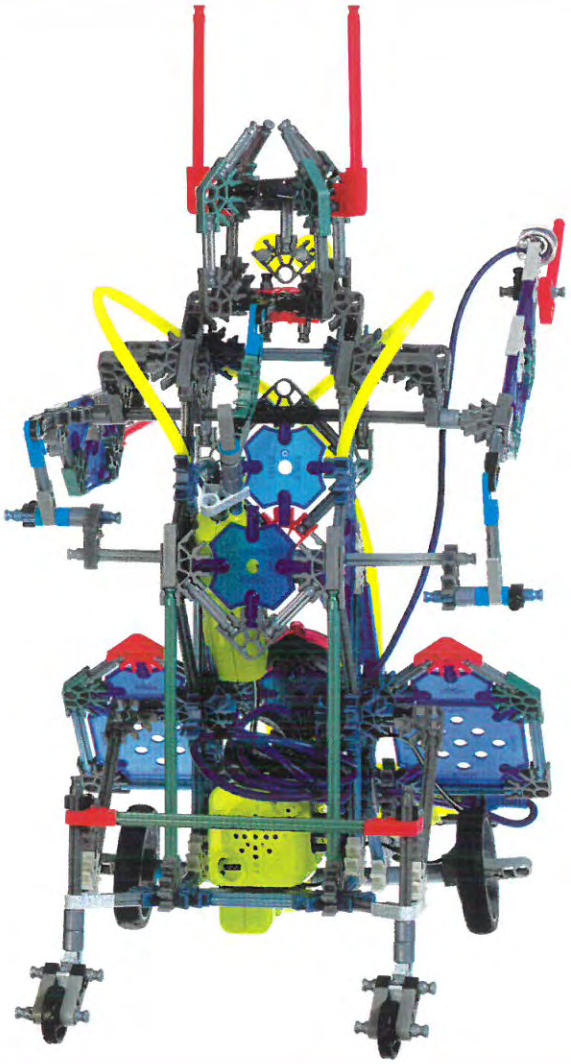
Left Side View



Front View



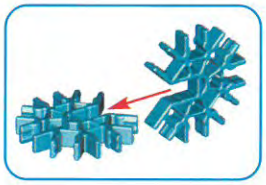
Right Side View

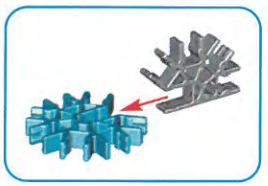


Back View

Start BRAT BOY

Some steps include pieces that can require a strong "push" to snap together. Don't be afraid to ask for adult help!





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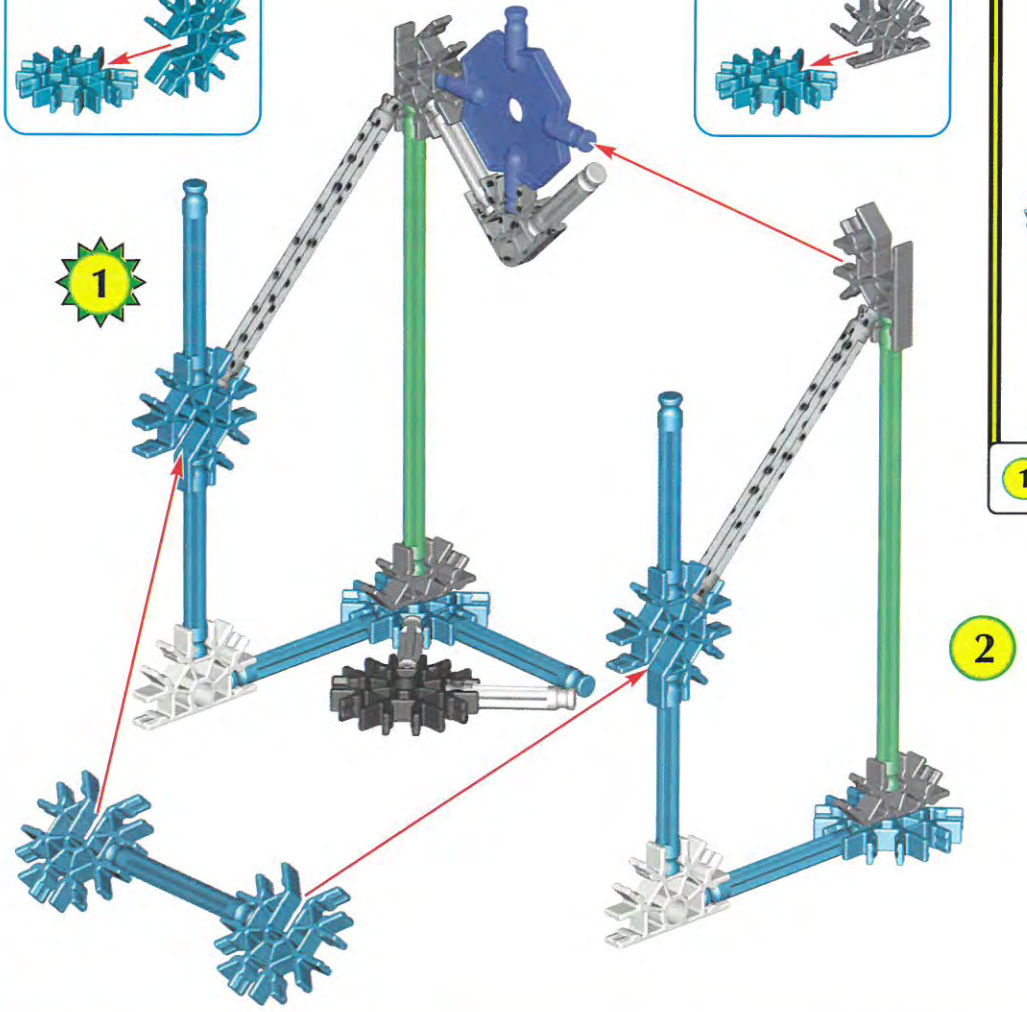

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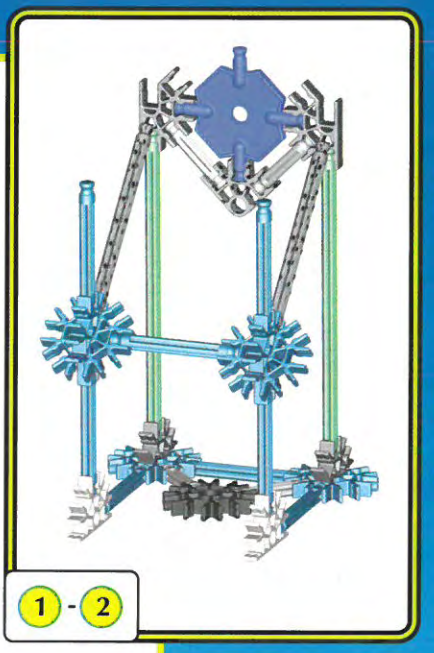

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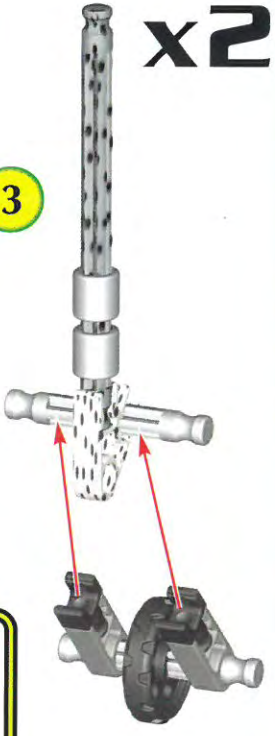

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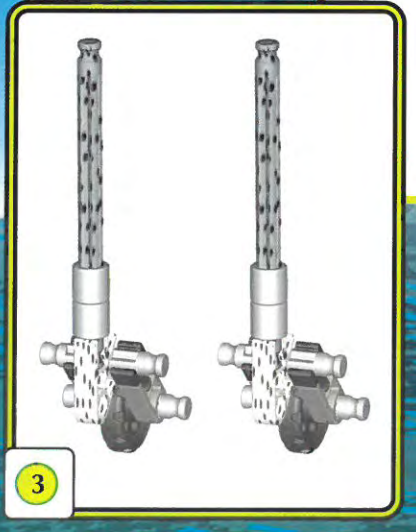

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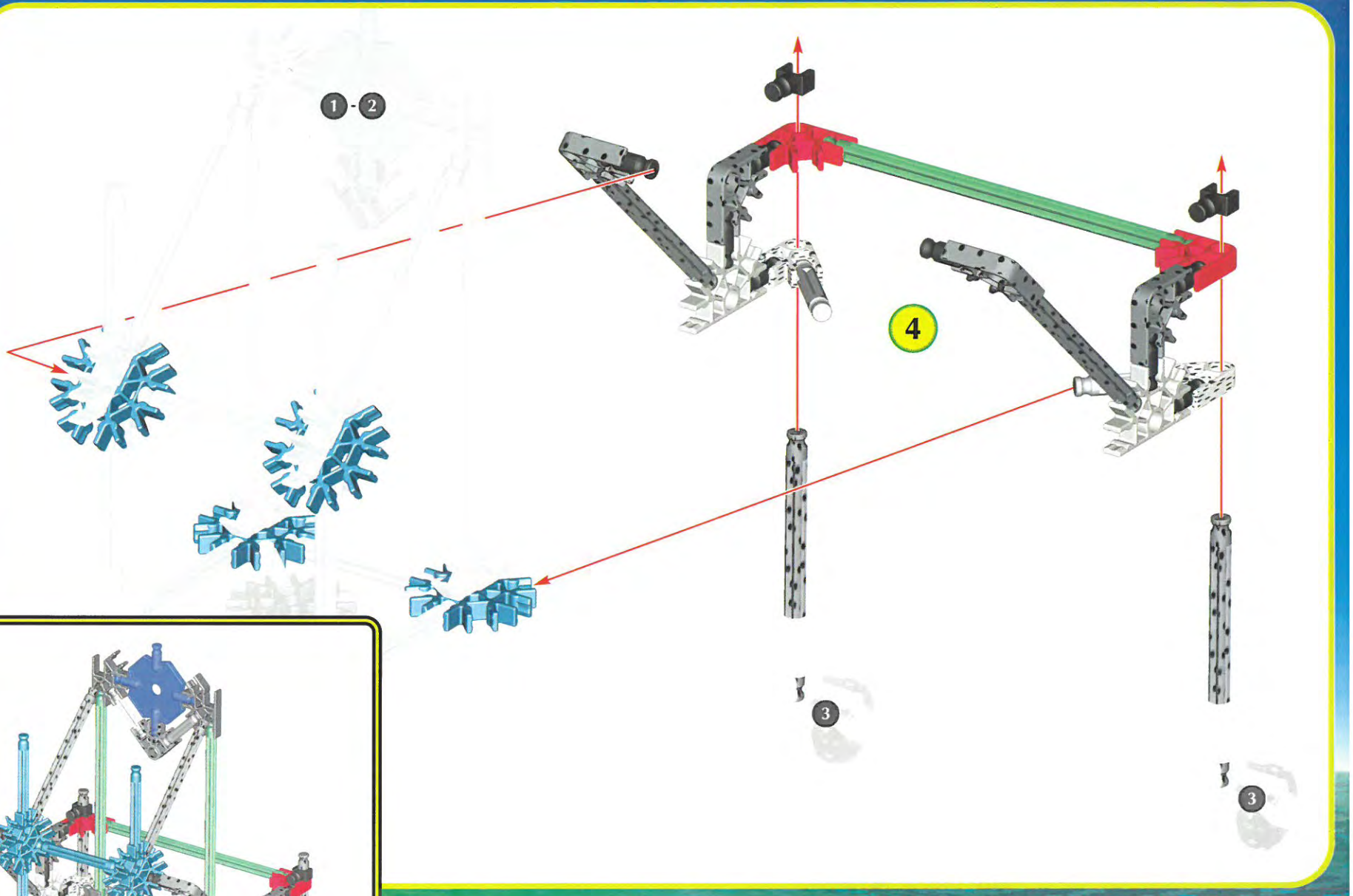
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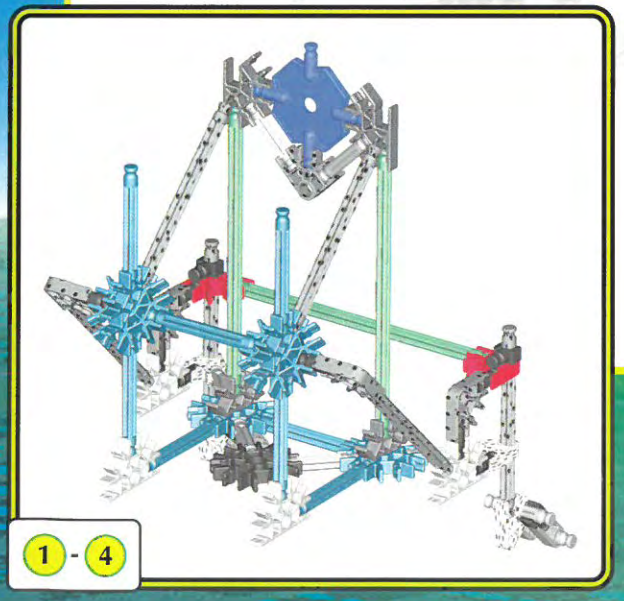
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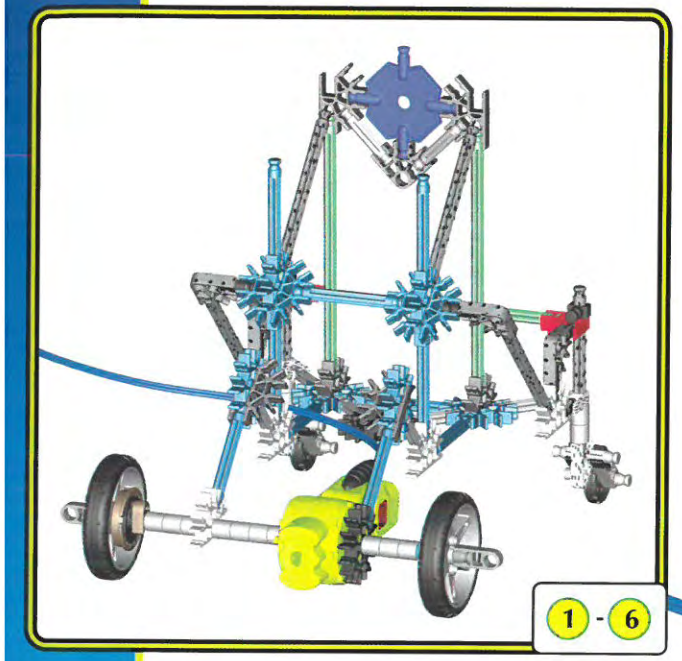
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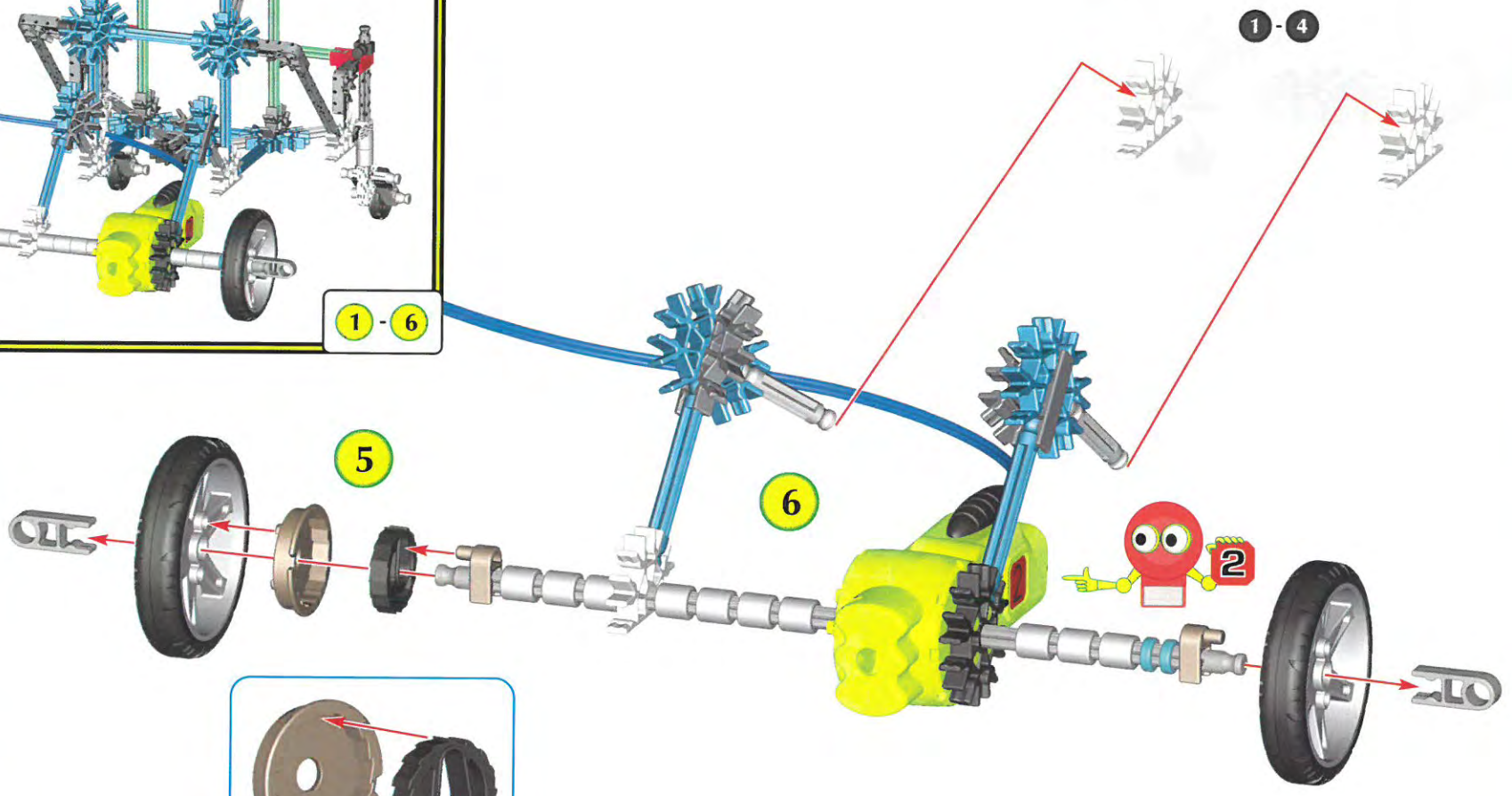
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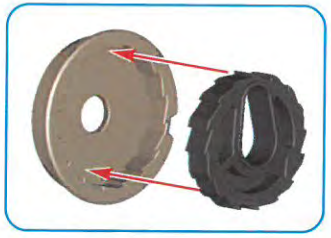

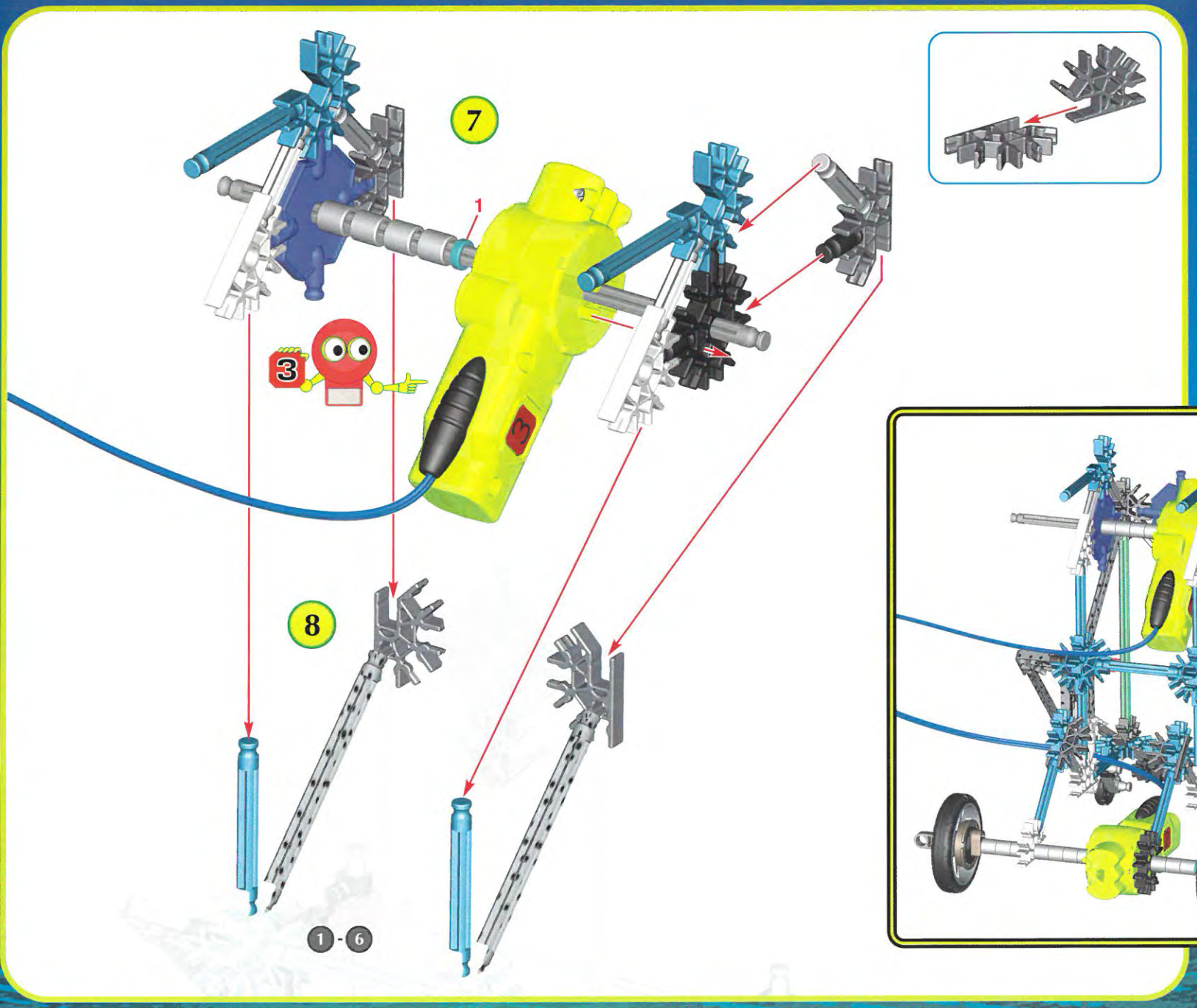
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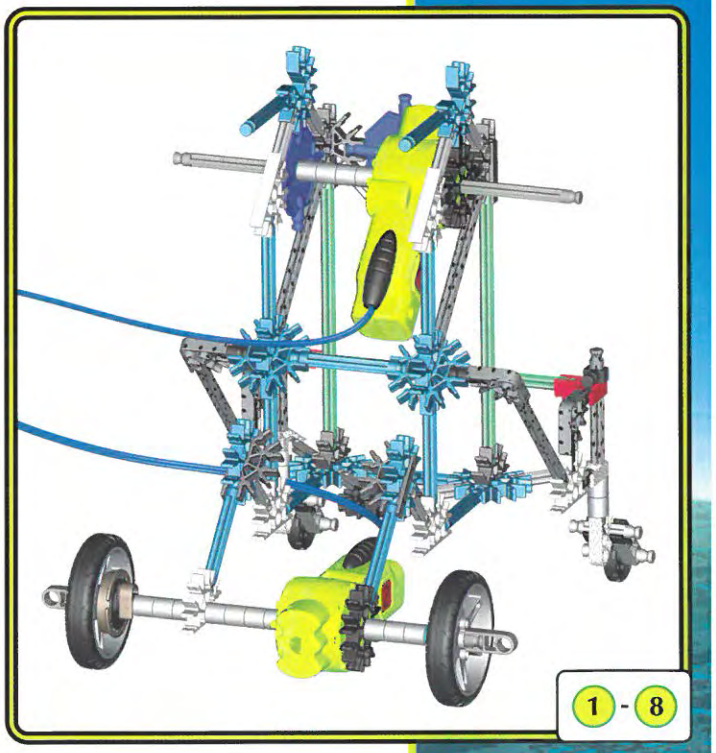
1 - 8

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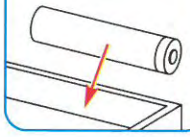
1 - 8

Remember to install all the batteries before you build!



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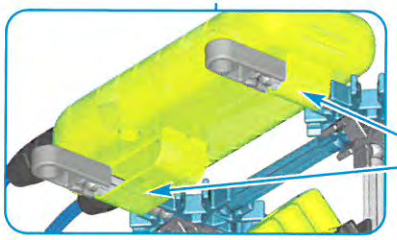

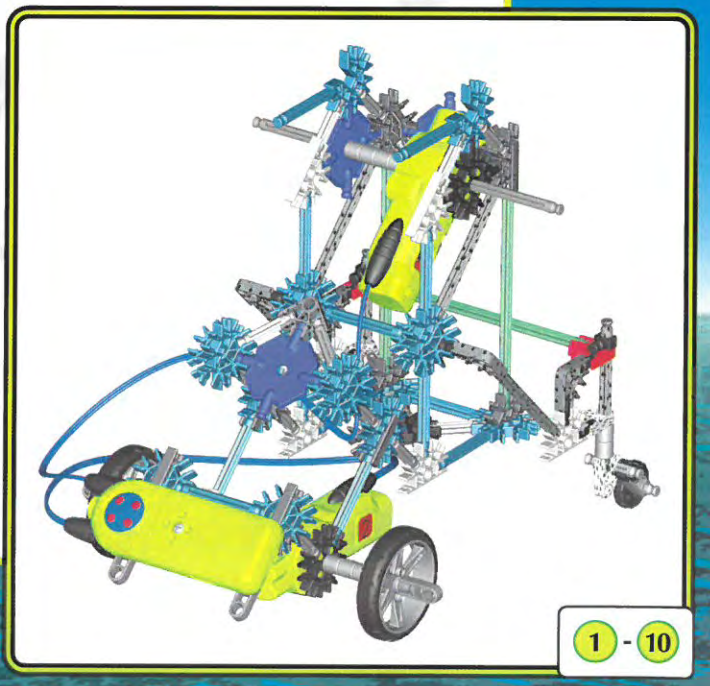

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