

K'NEX®

12533

MECH WARRIOR®

CAULDRON -BORN



⚠ 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

**ALSO BUILDS
OWENS!**

MECH WARRIOR



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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.




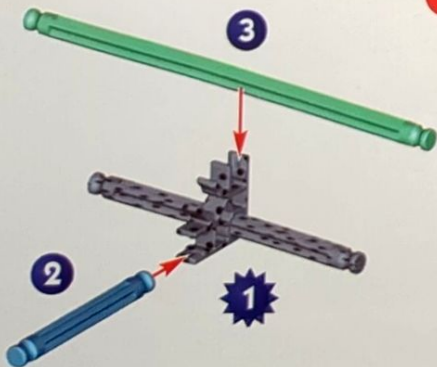
1

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.

Ready, Set, Build

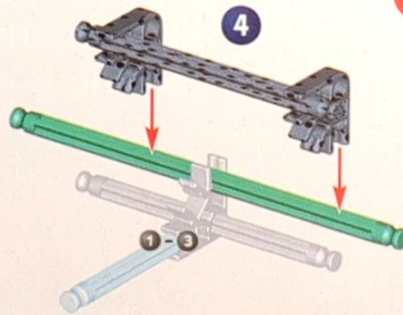
To begin your model, find the  and follow the numbers. Each piece has its own shape and color. Just look at the picture, find the pieces in your set that match what you see, and snap them together. Try to hold your model in the same direction as in the picture so you'll attach your pieces to the right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



2

Movin' On

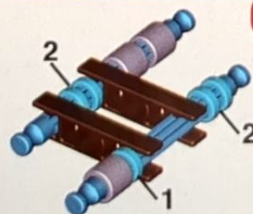
The faded colors tell you this section is already built. You'll want to connect the new section to the place where the arrows are pointing. This piece will be in full color.



3

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.

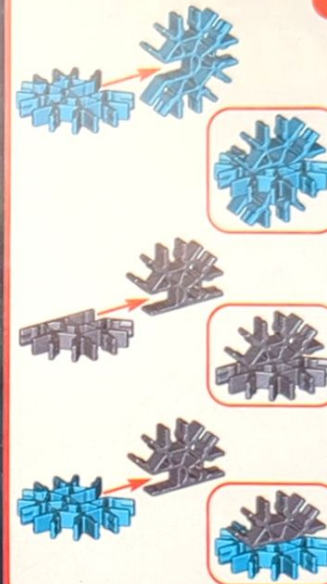


4

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".



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

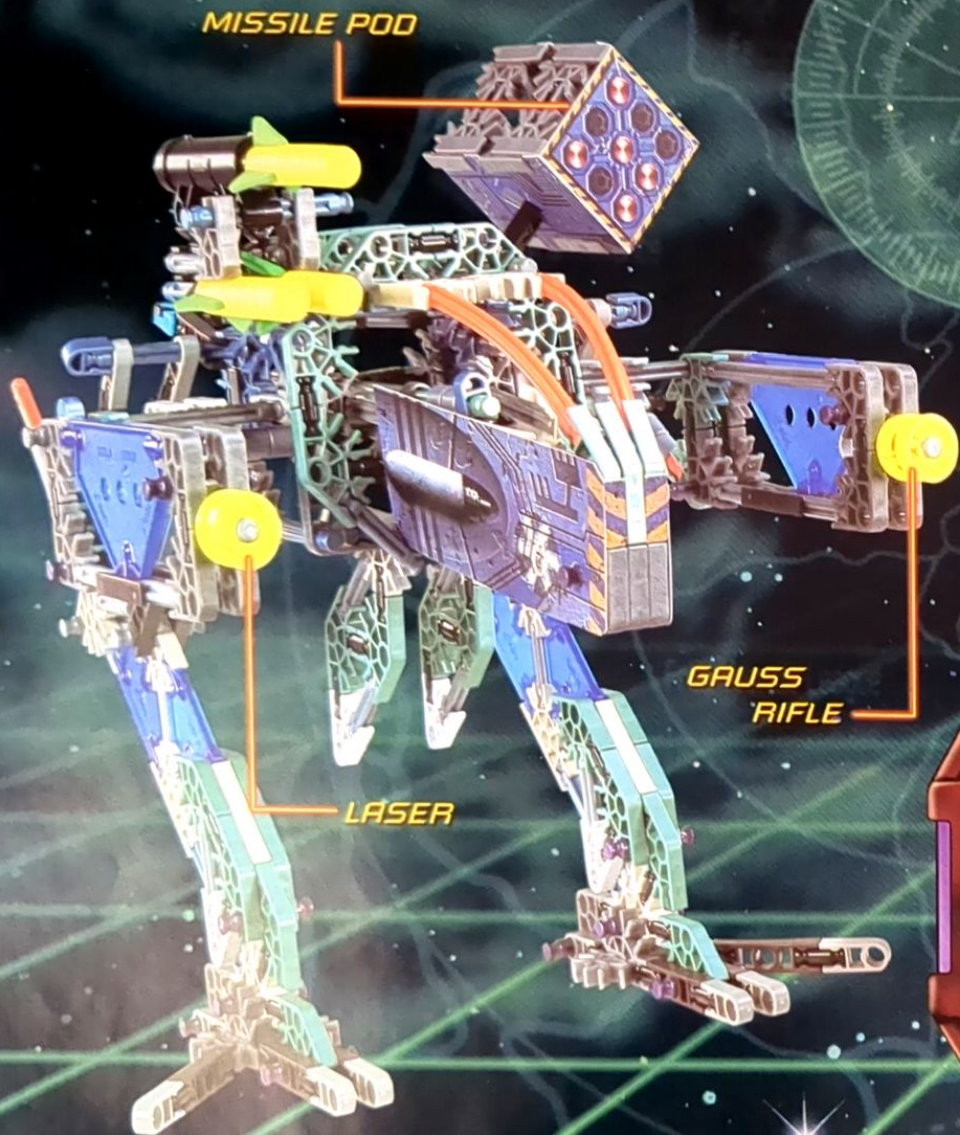


CAULDRON-BORN



MECH WARRIOR

The **CAULDRON-BORN** is named after the unstoppable zombies of Irish myth due to its ability to sustain massive damage and still remain operational. This new design can also mount a veritable array of weapons making it very versatile on the battlefield.



MISSILE POD

GAUSS RIFLE

LASER

CAULDRON-BORN specifications

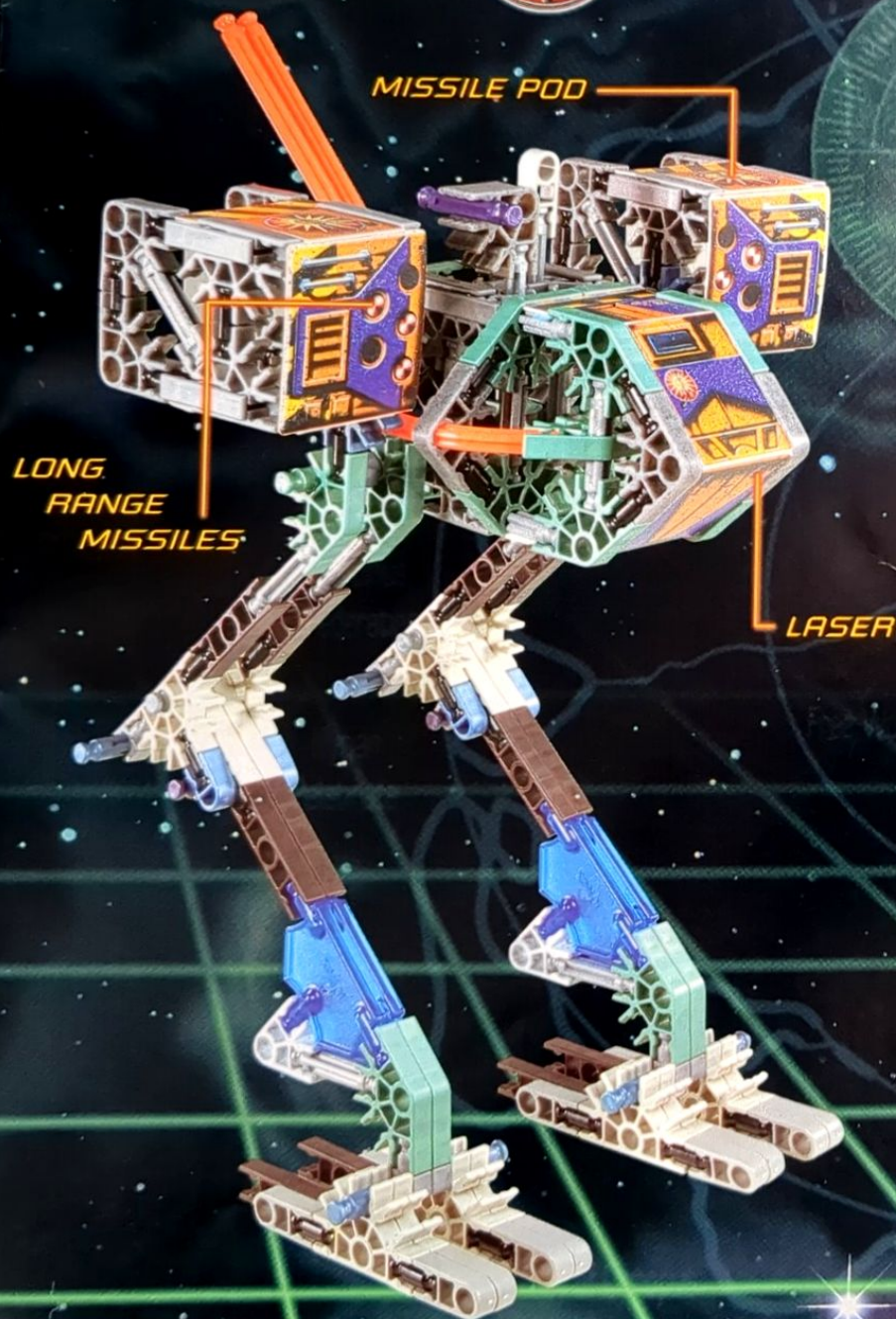
Clan:	Ghost Bear
Classification:	Heavy OmniMech
Tonnage:	65
Primary Configuration	
Chassis:	Endo Steel
Power Plant:	325XL
Cruising Speed:	54 KPH
Maximum Speed:	86 KPH
Arm Swing:	Yes
Weaponry:	ER Medium Laser Gauss Rifle + Ammunition LB-5X (Auto Cannon) + Ammunition LRM (Long Range Missile) 10 + Ammunition SRM (Short Range Missile) 2 + Ammunition

OWENS



MECH WARRIOR

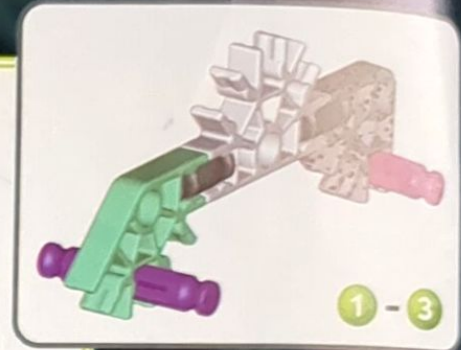
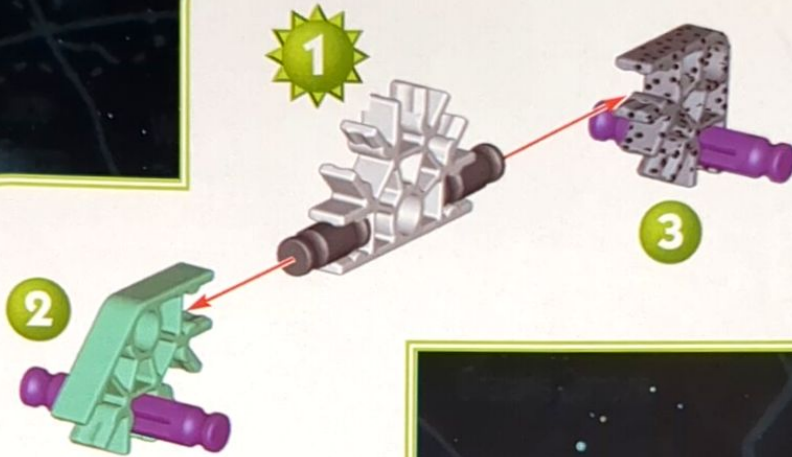
The **OWENS** combines an old BattleMech design (the Jenner) with new OmniMech technology. The result is a very effective recon unit with blistering speed. However, the addition of this new technology leaves little space for weaponry or armor.



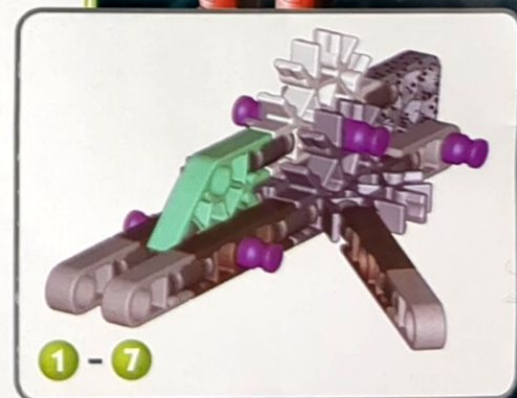
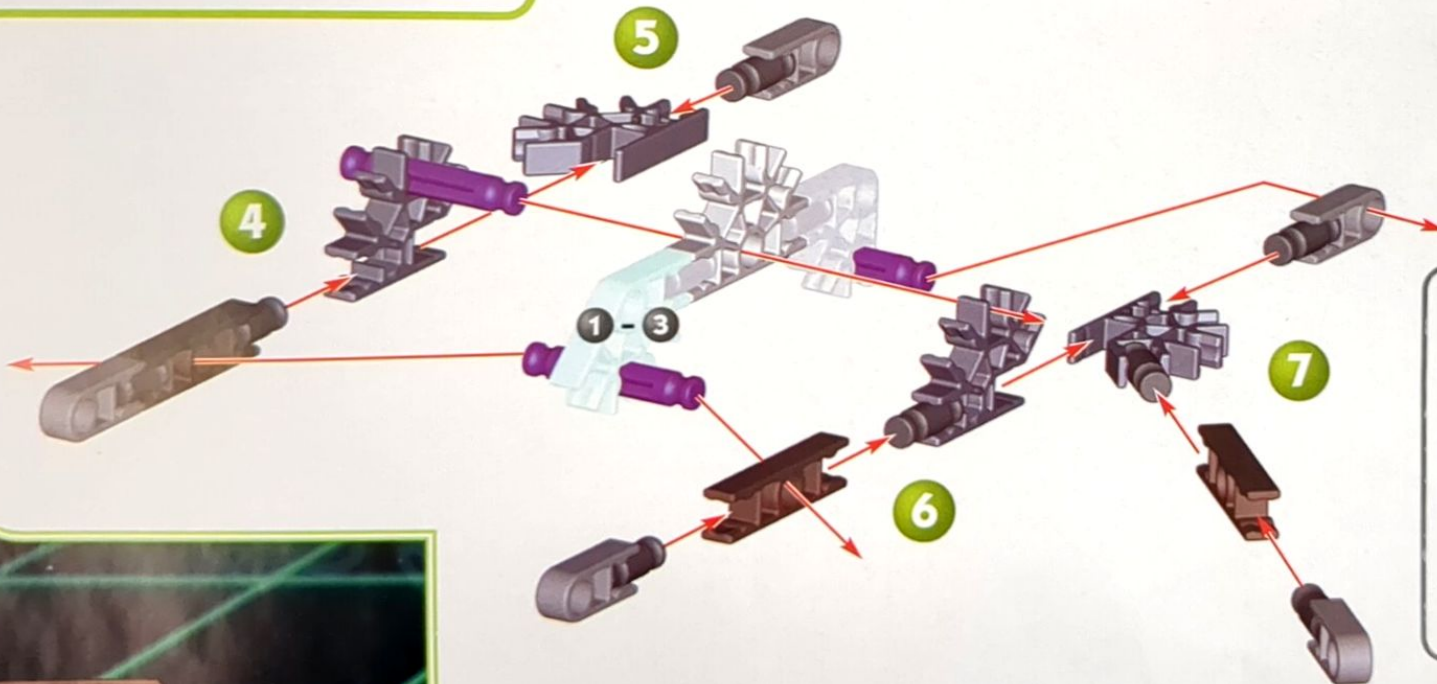
OWENS specifications

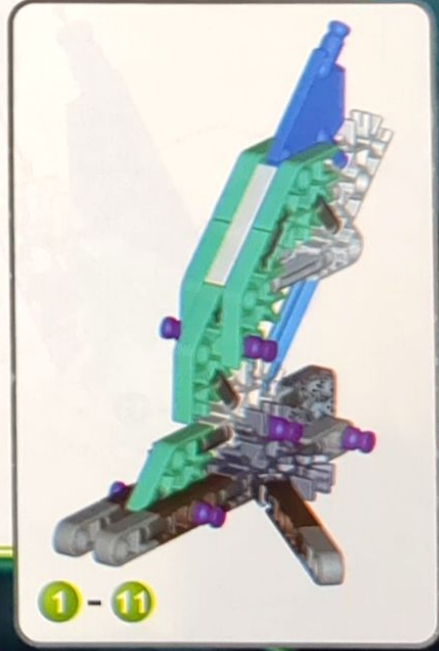
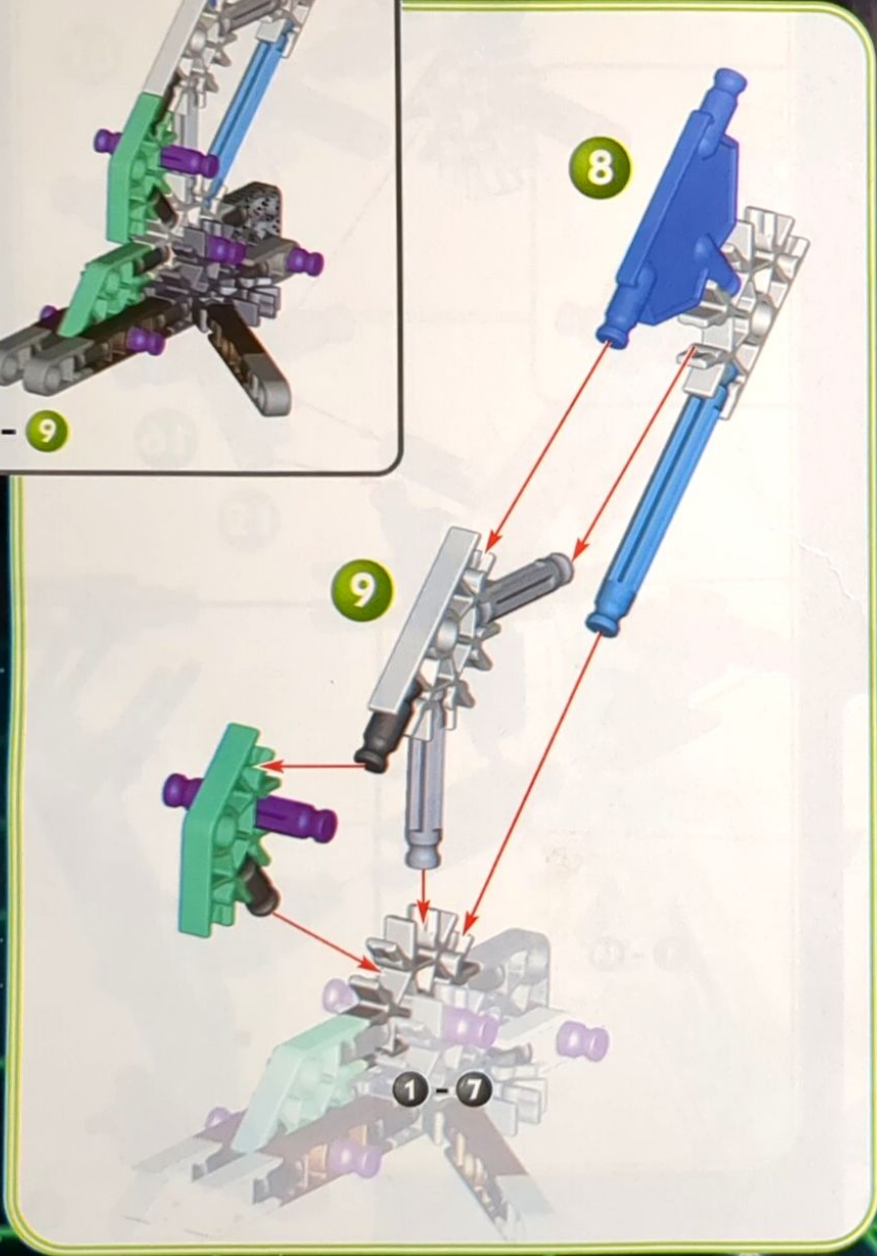
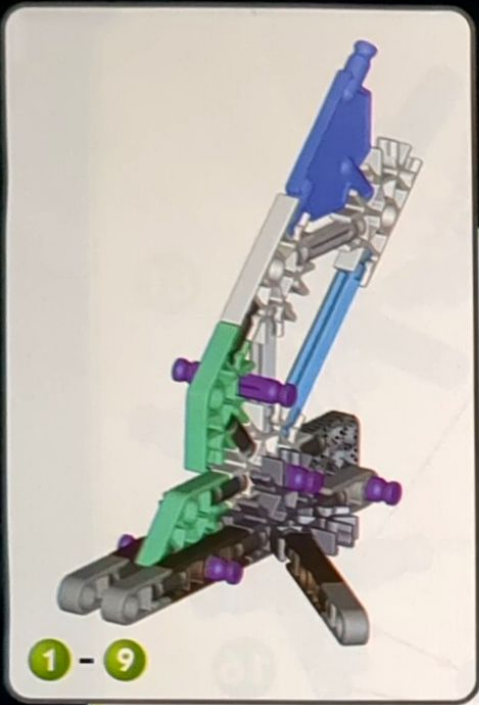
Inner Sphere:	Federated Suns
Classification:	Light OmniMech
Tonnage:	35
Primary Configuration	
Chassis:	Standard
Power Plant:	280XL
Cruising Speed:	86 KPH
Maximum Speed:	130 KPH
Arm Swing:	Yes
Weaponry:	Medium Laser
	2 Small Lasers
	2 LRM (Long Range Missile) 55 + Ammunition
	TAC (Target Acquisition Gear)
	C3 (Command/Control Communications) Slave
	Beagle Active Probe

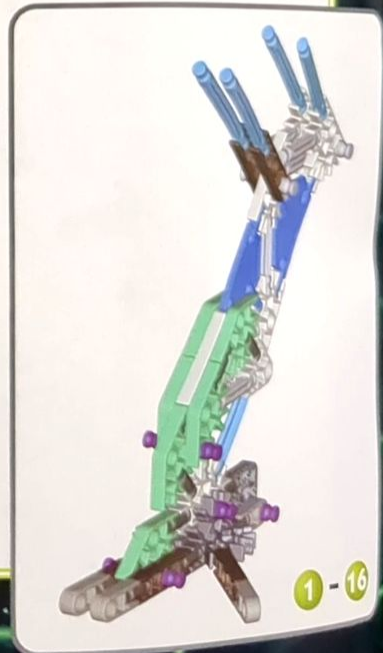
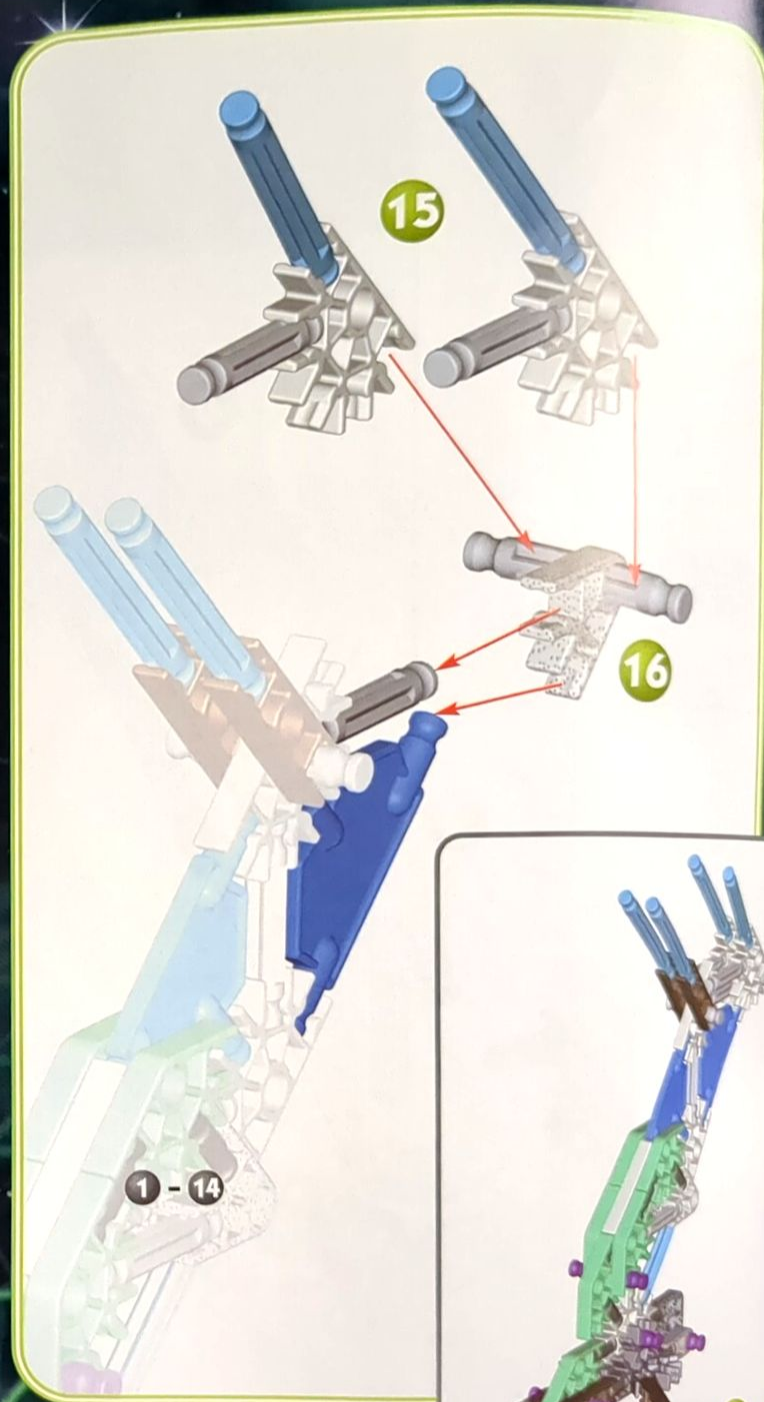
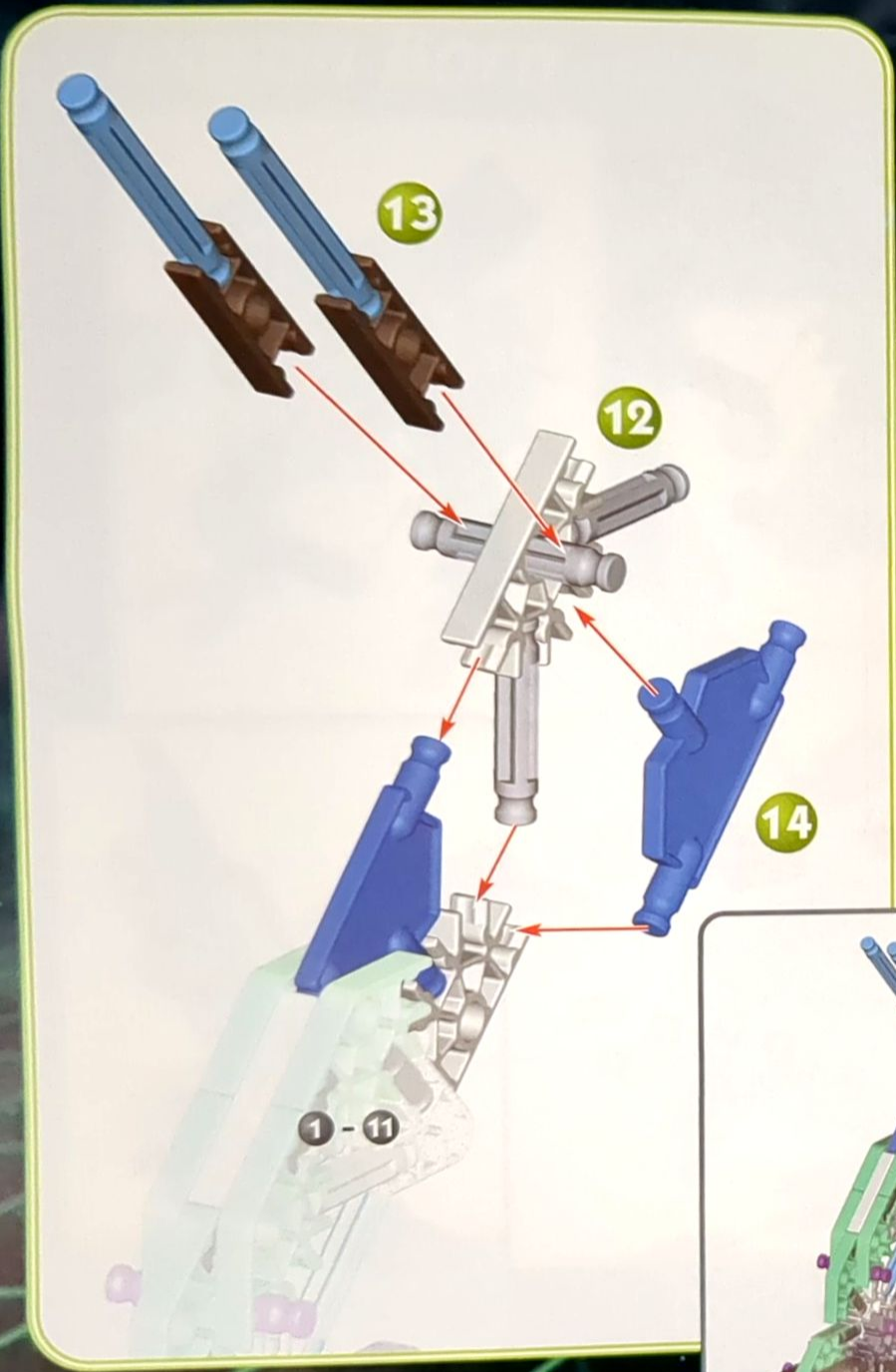
Cauldron Born



This is Cauldron Born! Let's start by building the legs!







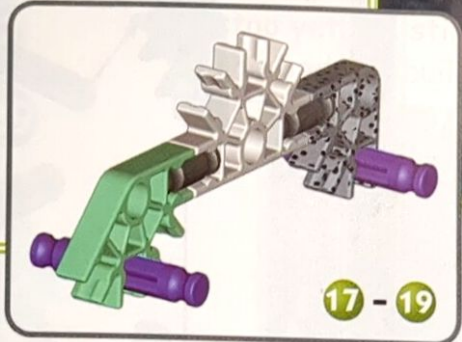
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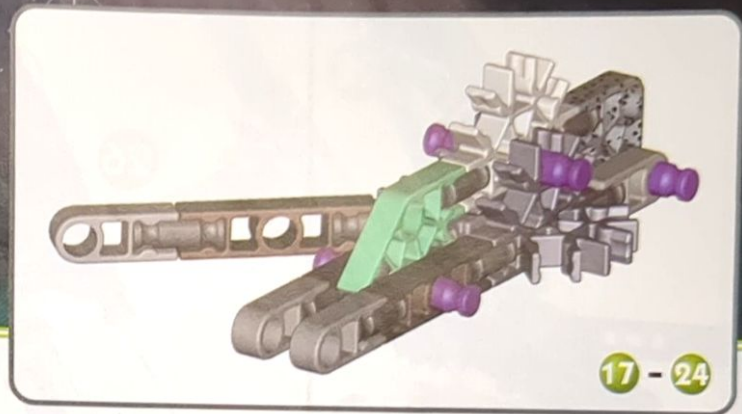
17



19



17 - 19

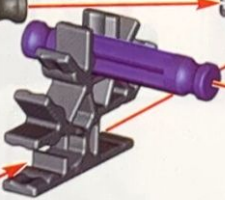


17 - 24

21



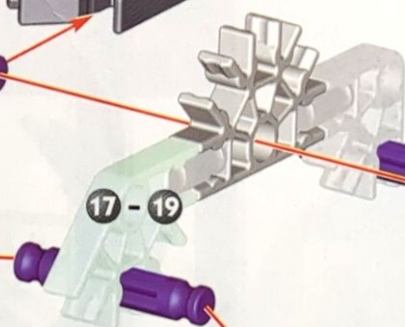
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22



17 - 19

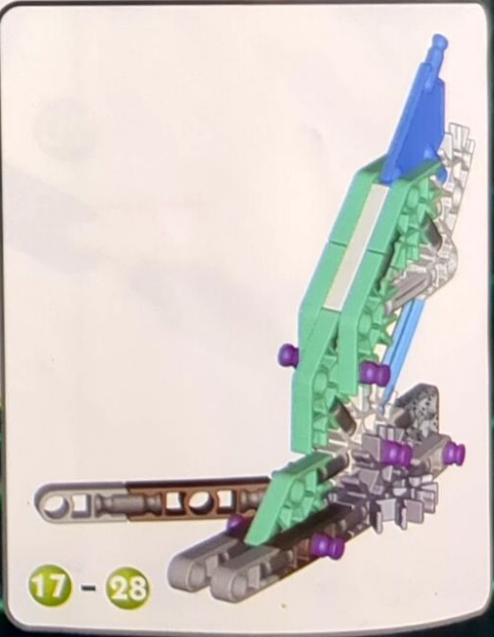
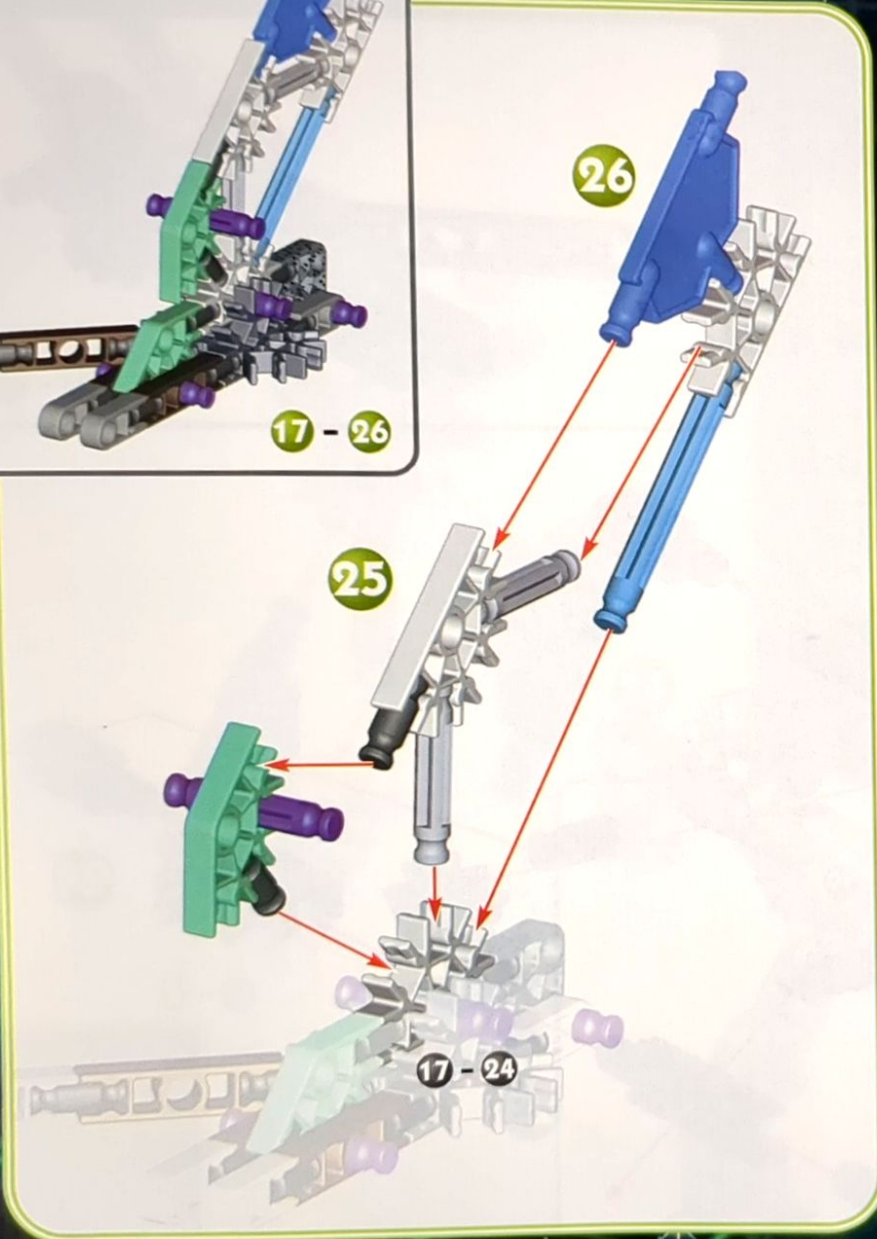


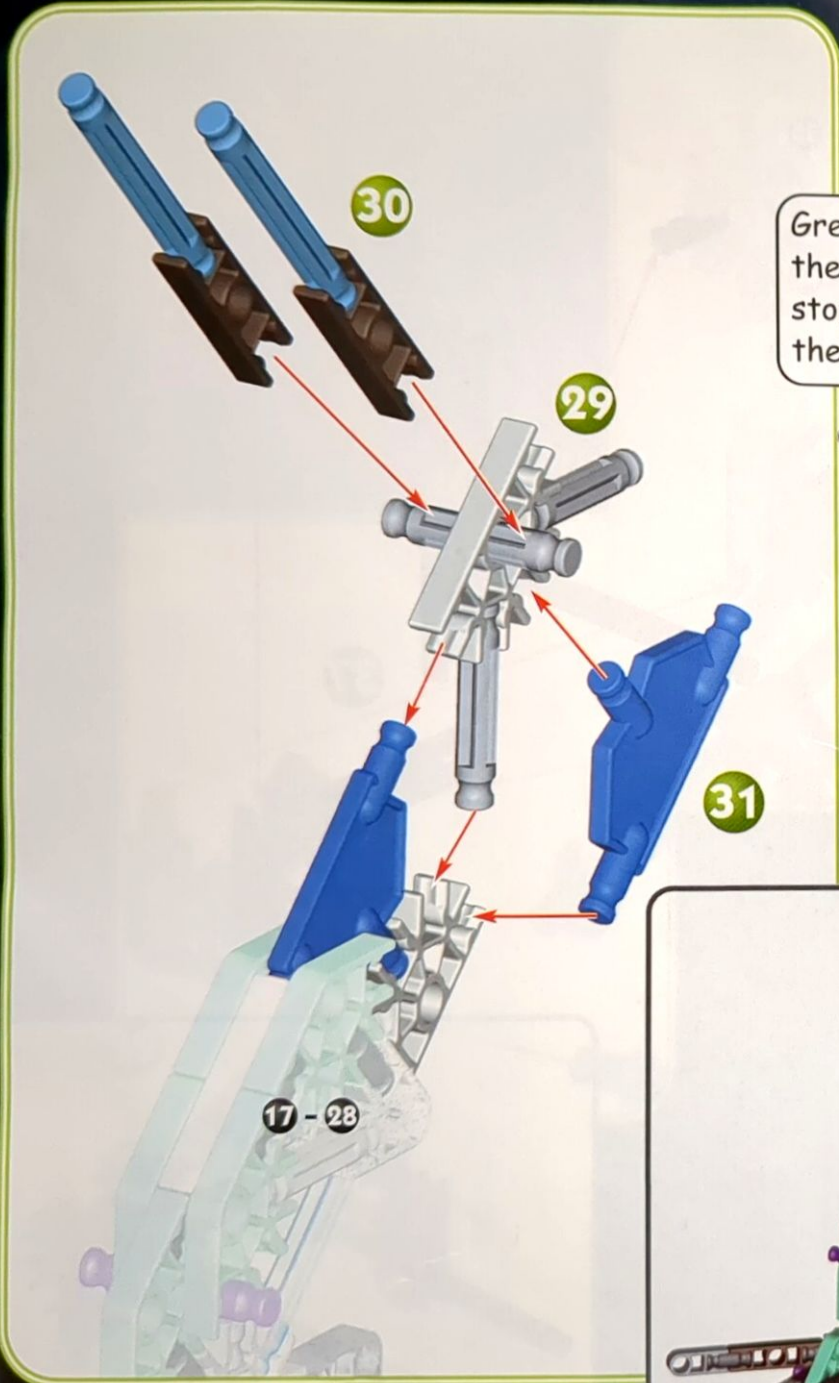
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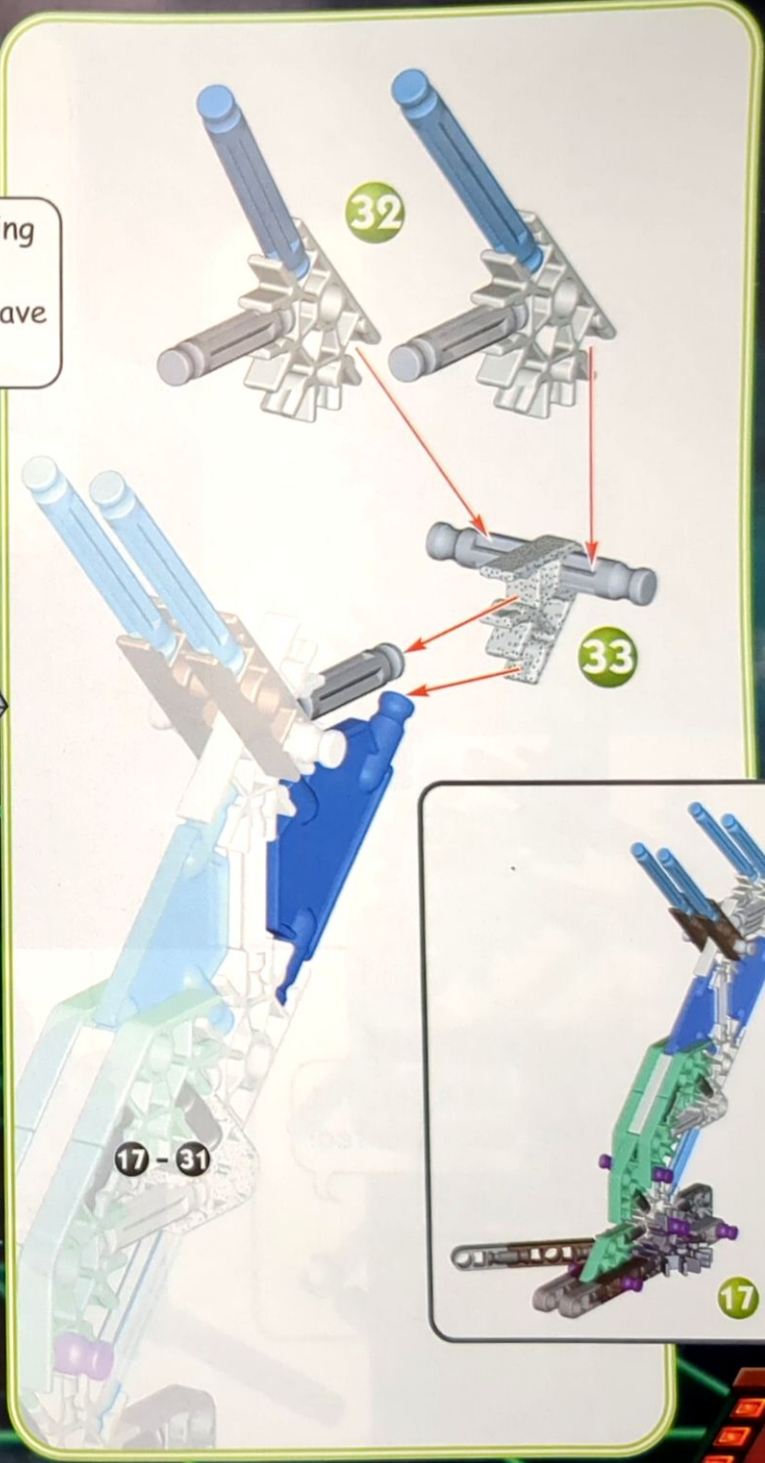
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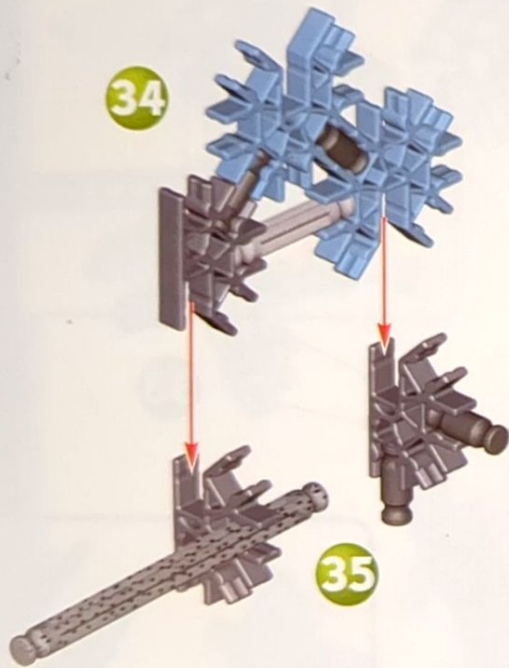




Great job on finishing the legs. But don't stop yet, we still have the body to build!

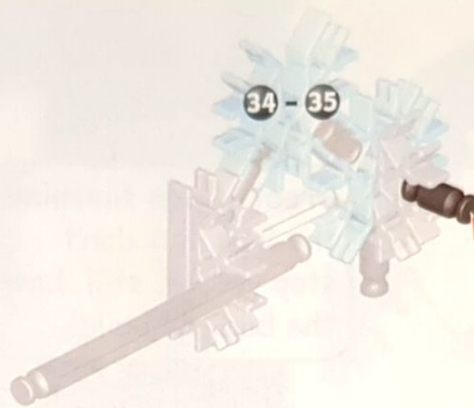


34



35

34 - 35



36

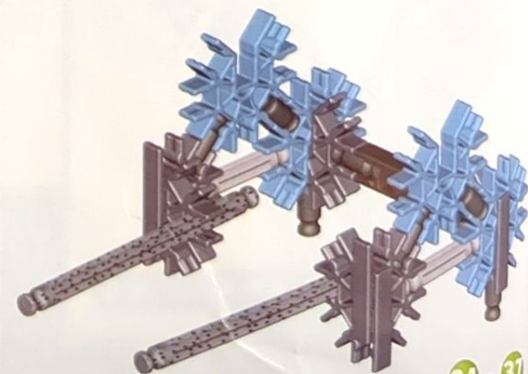


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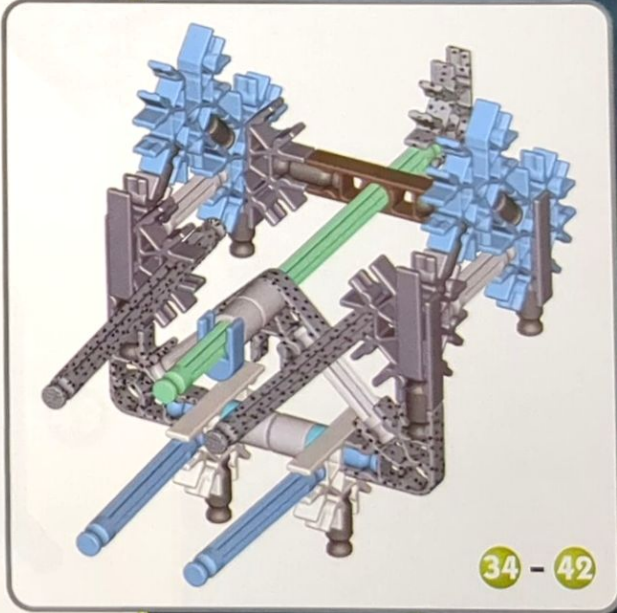
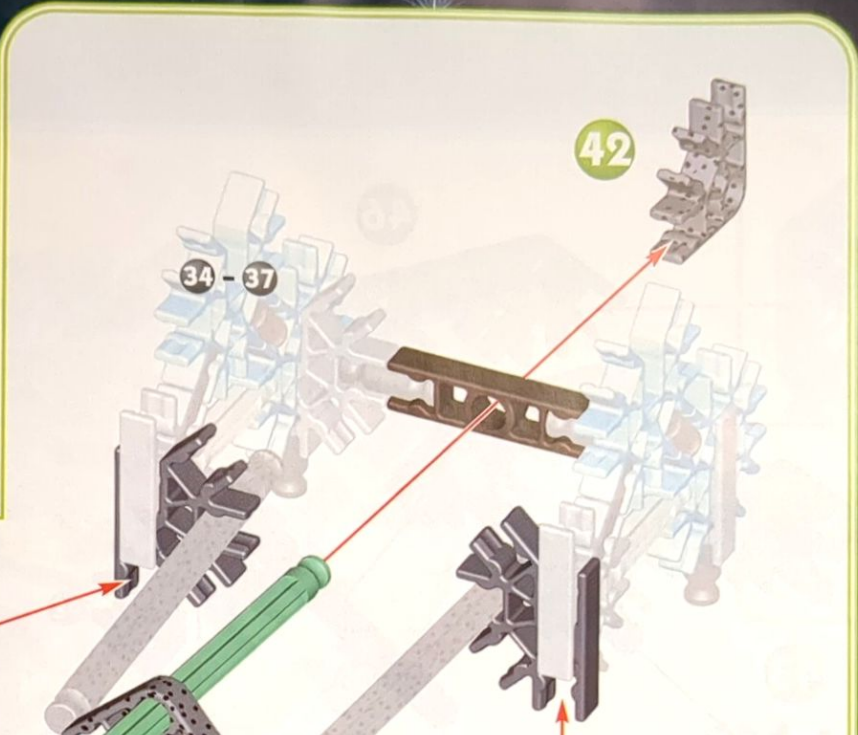
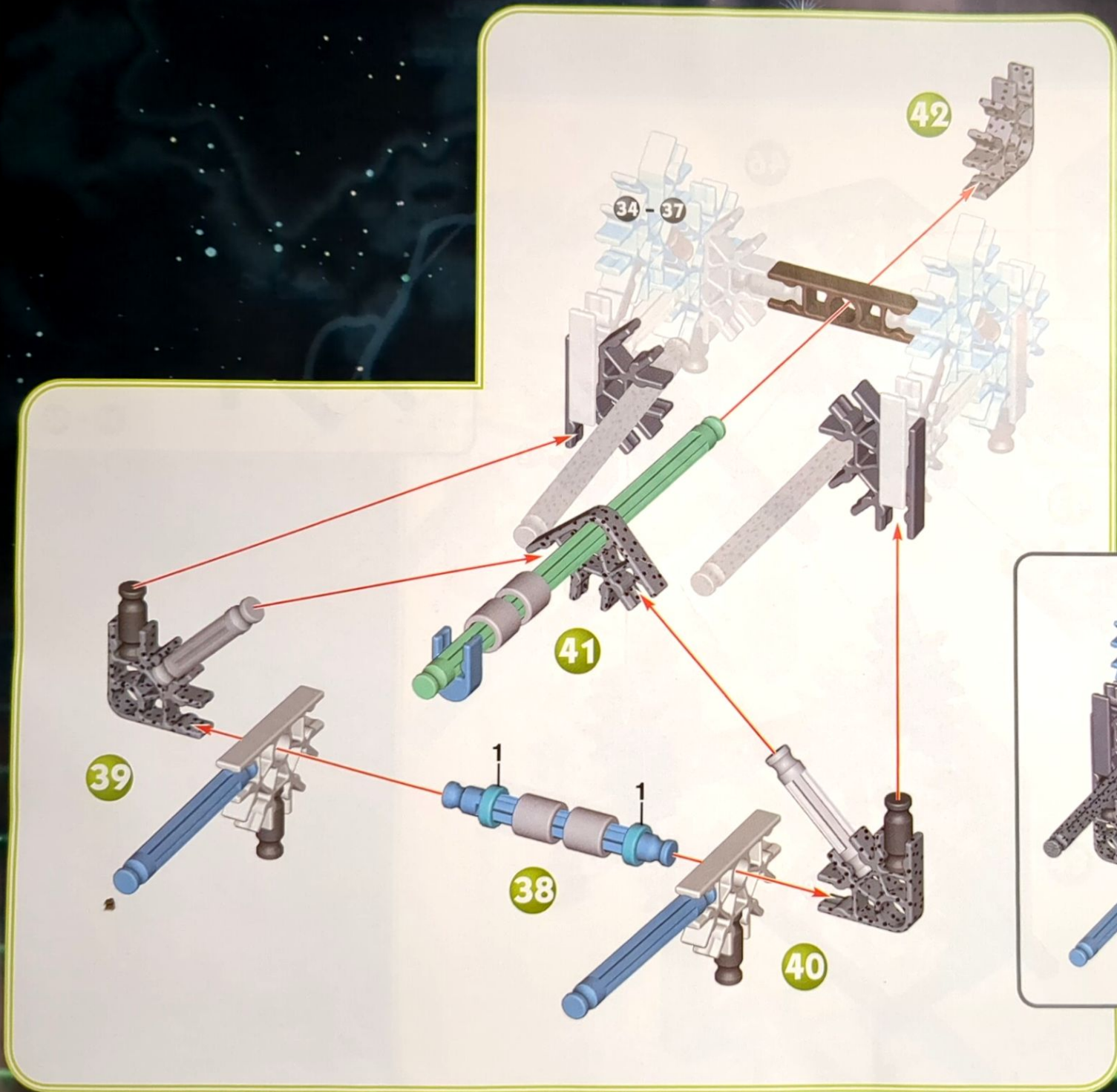
Let's get this body started!

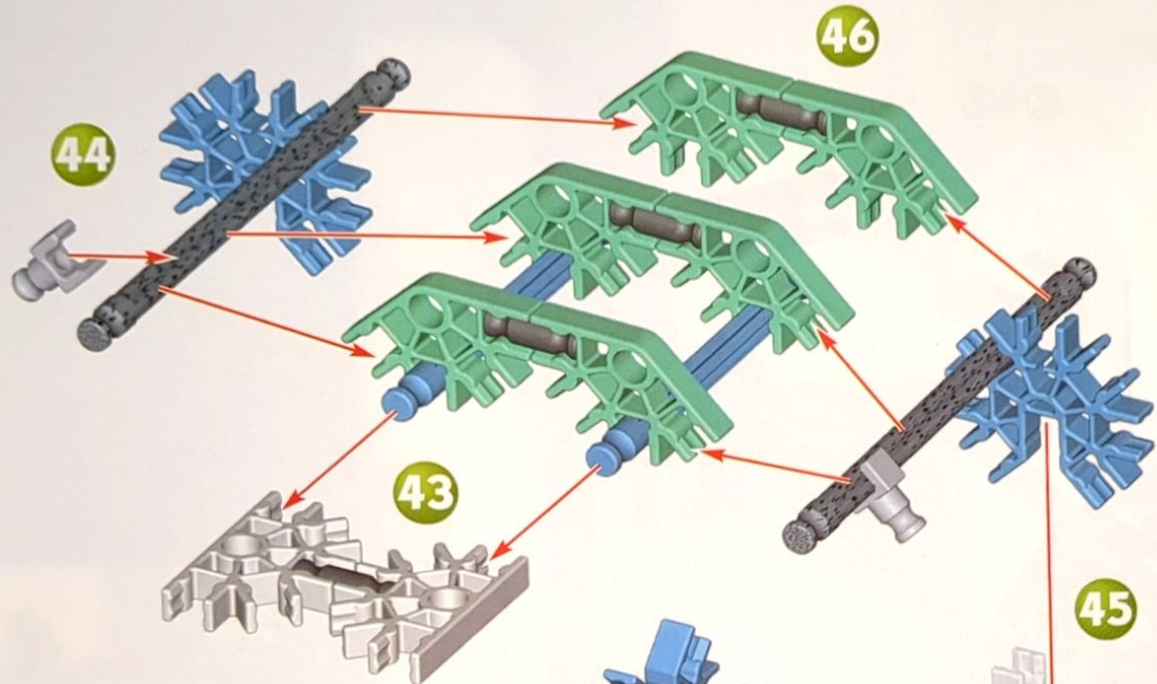


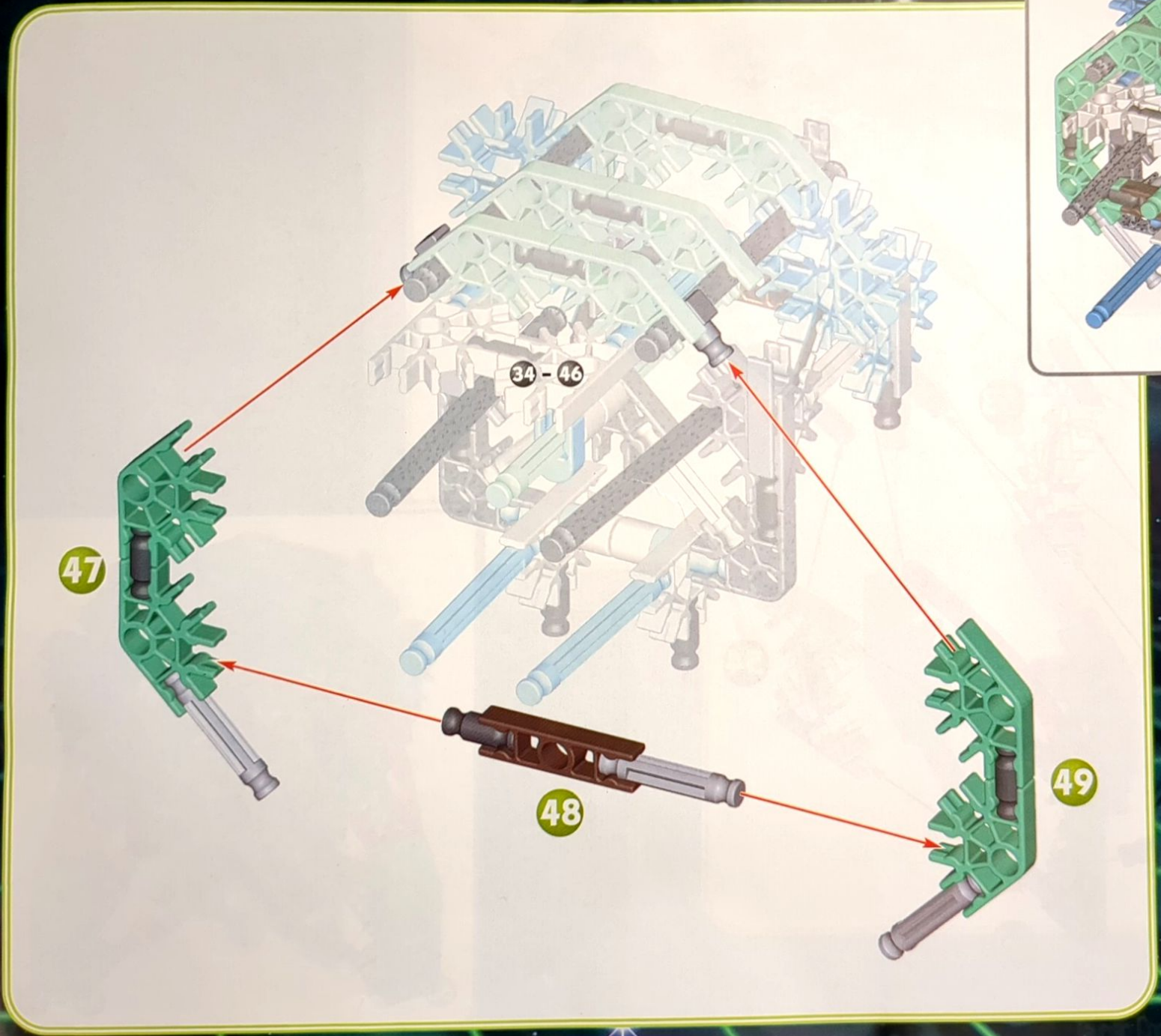
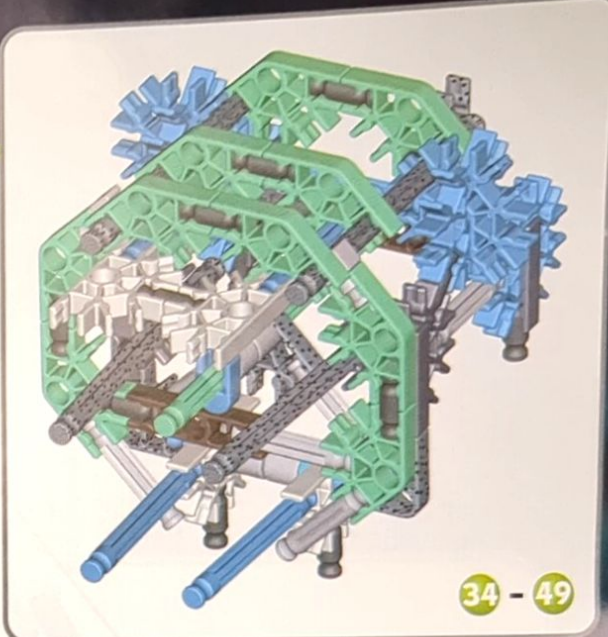
34 - 35



34 - 37







34 - 49

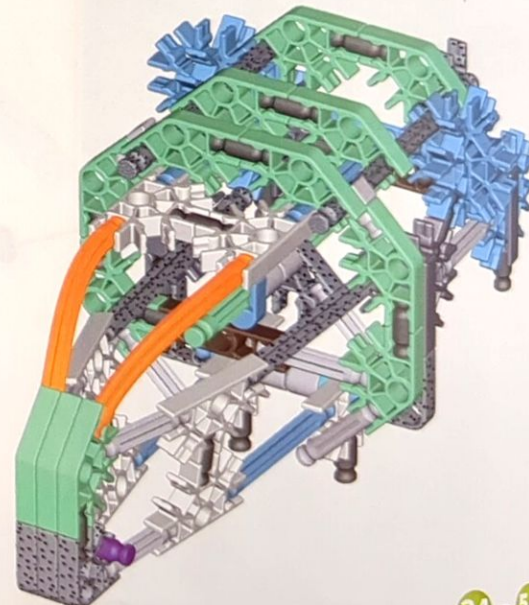
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54

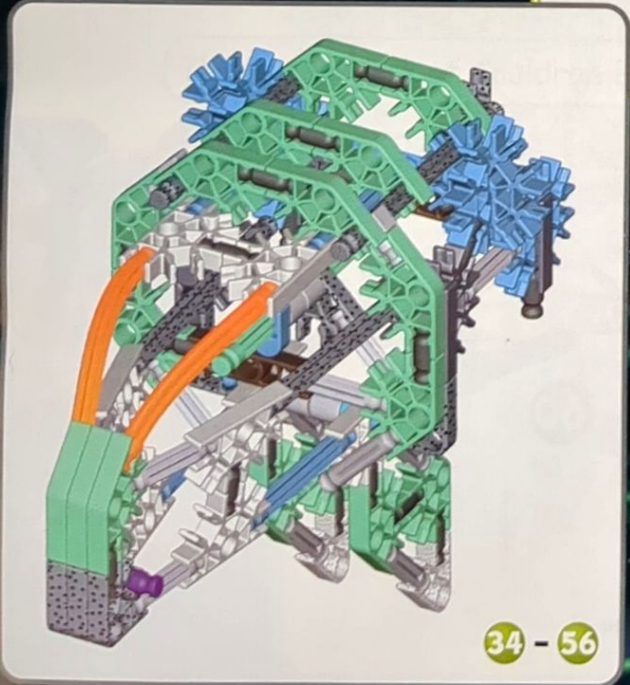
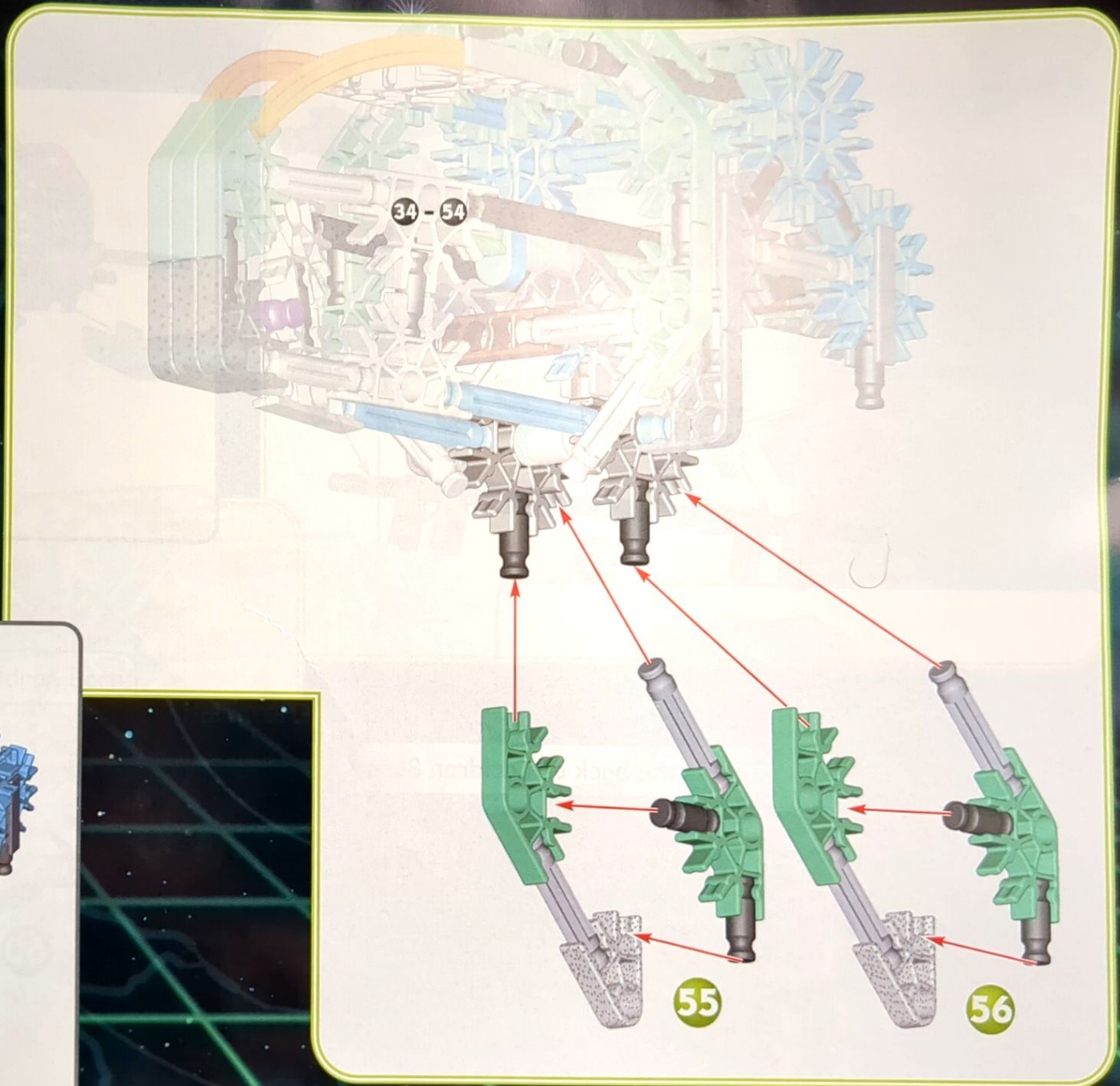
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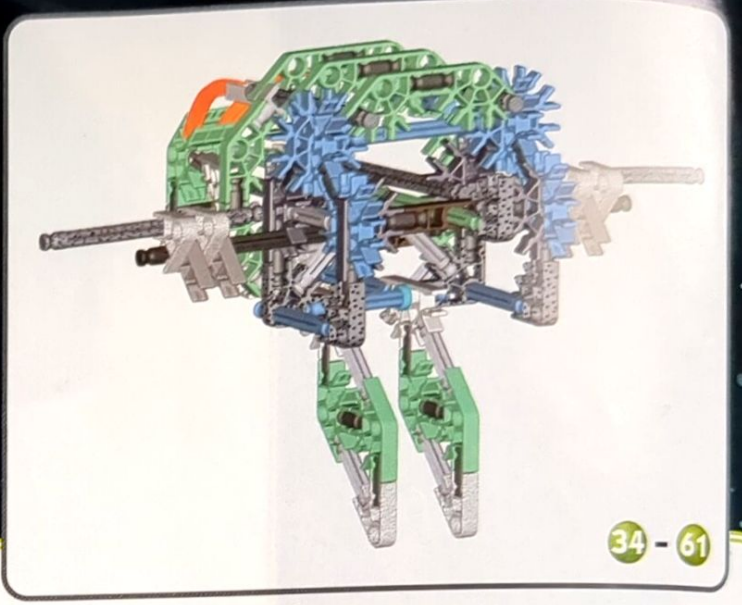
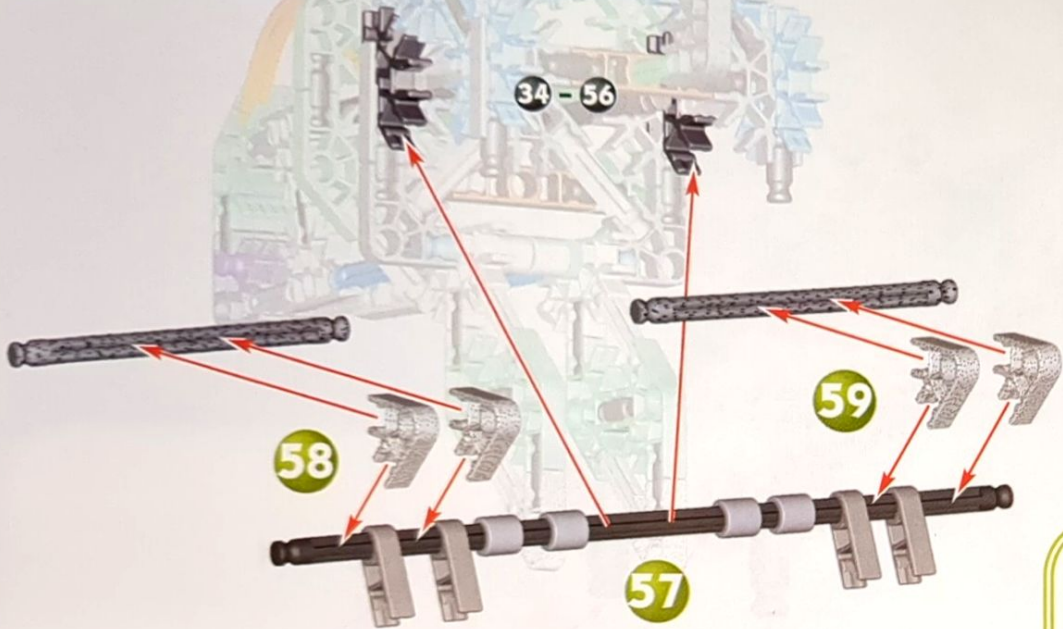
52



34 - 54



US Back View
F Charpente du virage



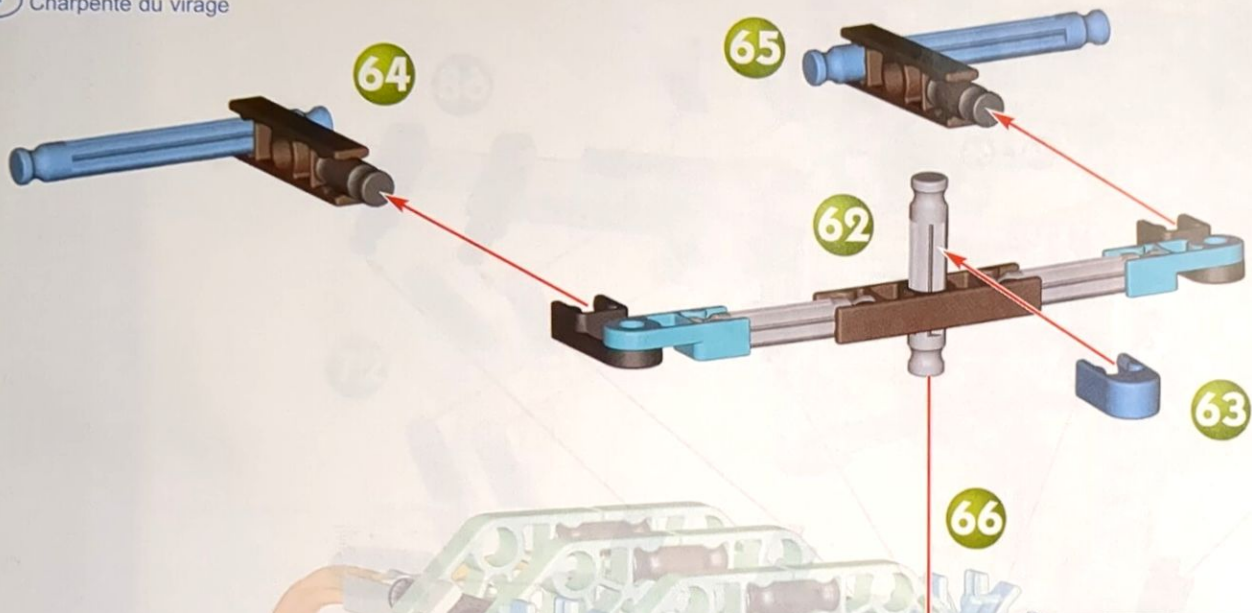
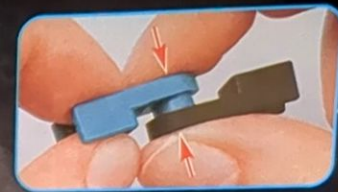
This is the back of Cauldron Born.



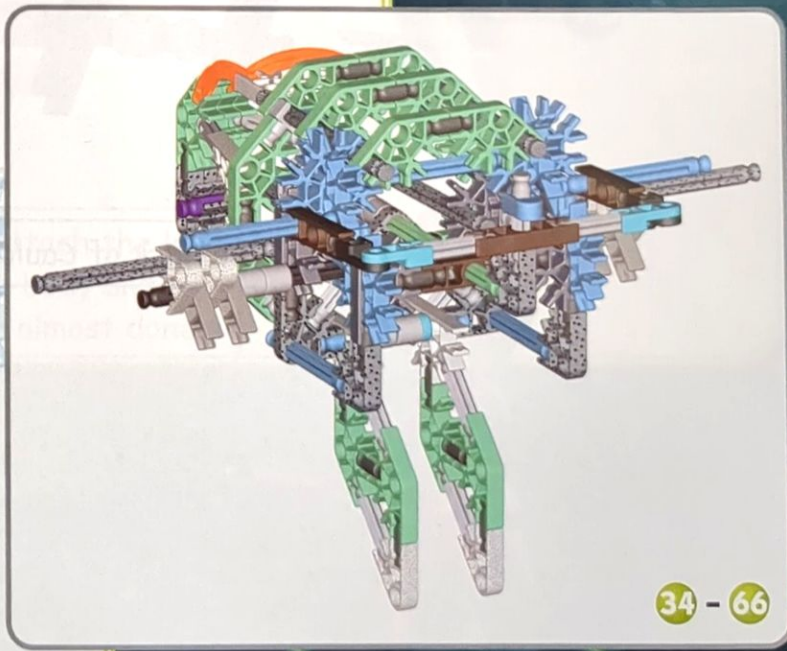
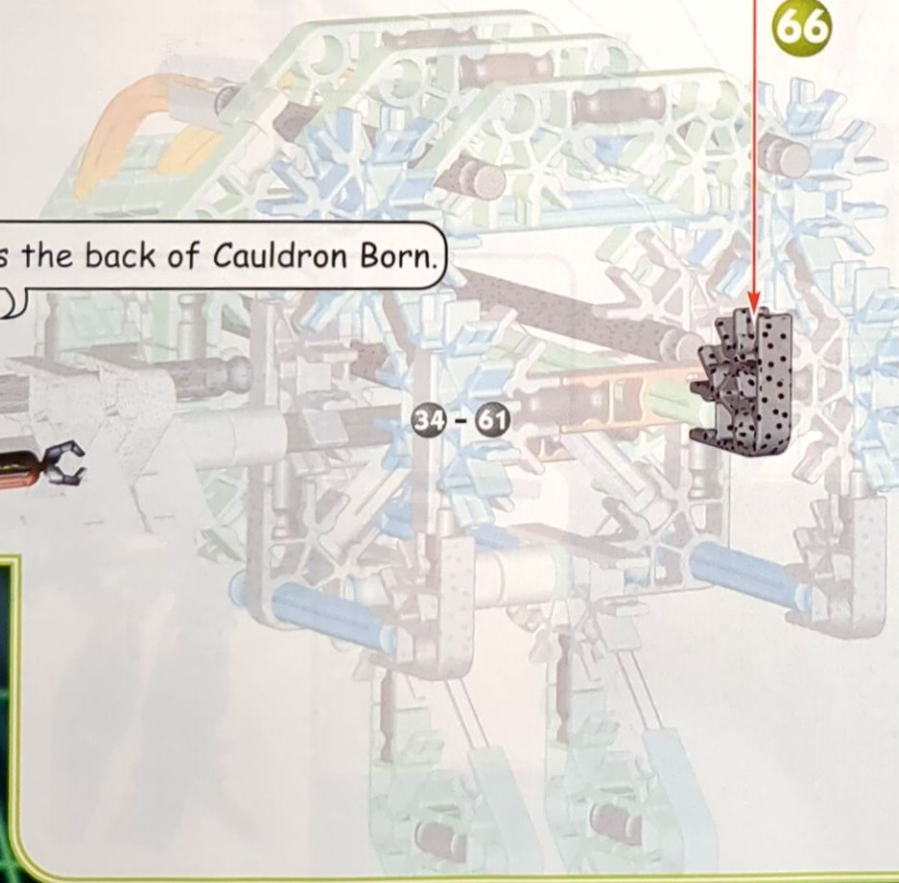
US Back View
F Charpente du virage

US Back View

F Charpente du virage



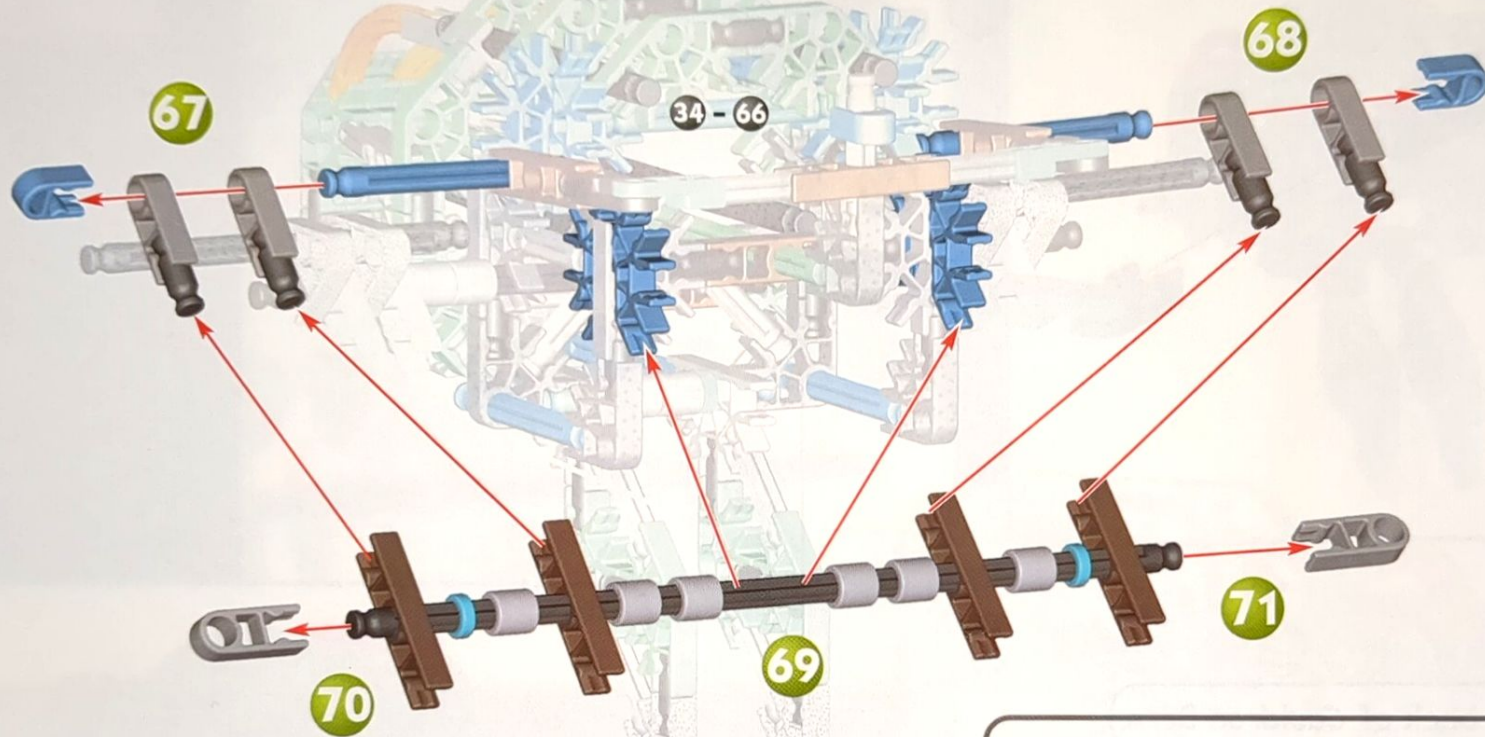
This is the back of Cauldron Born.



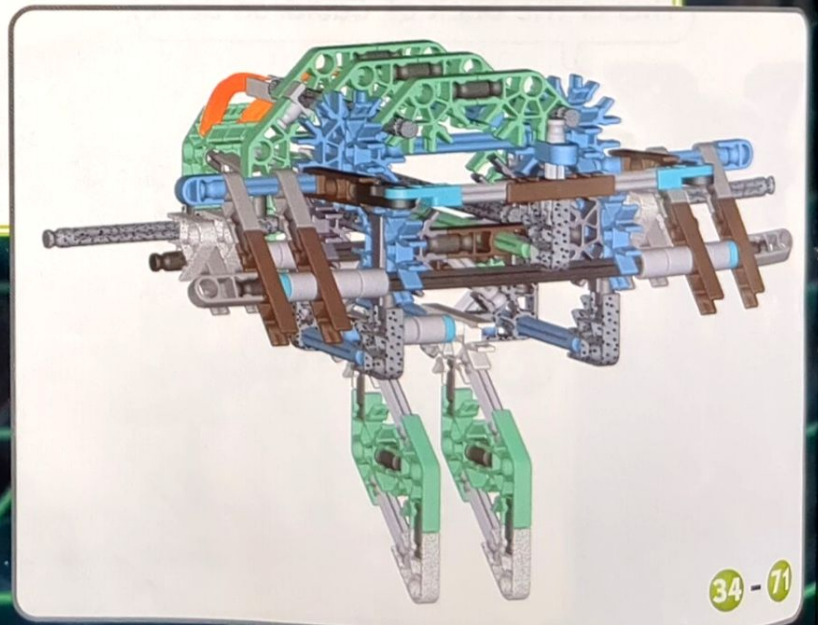
34 - 66

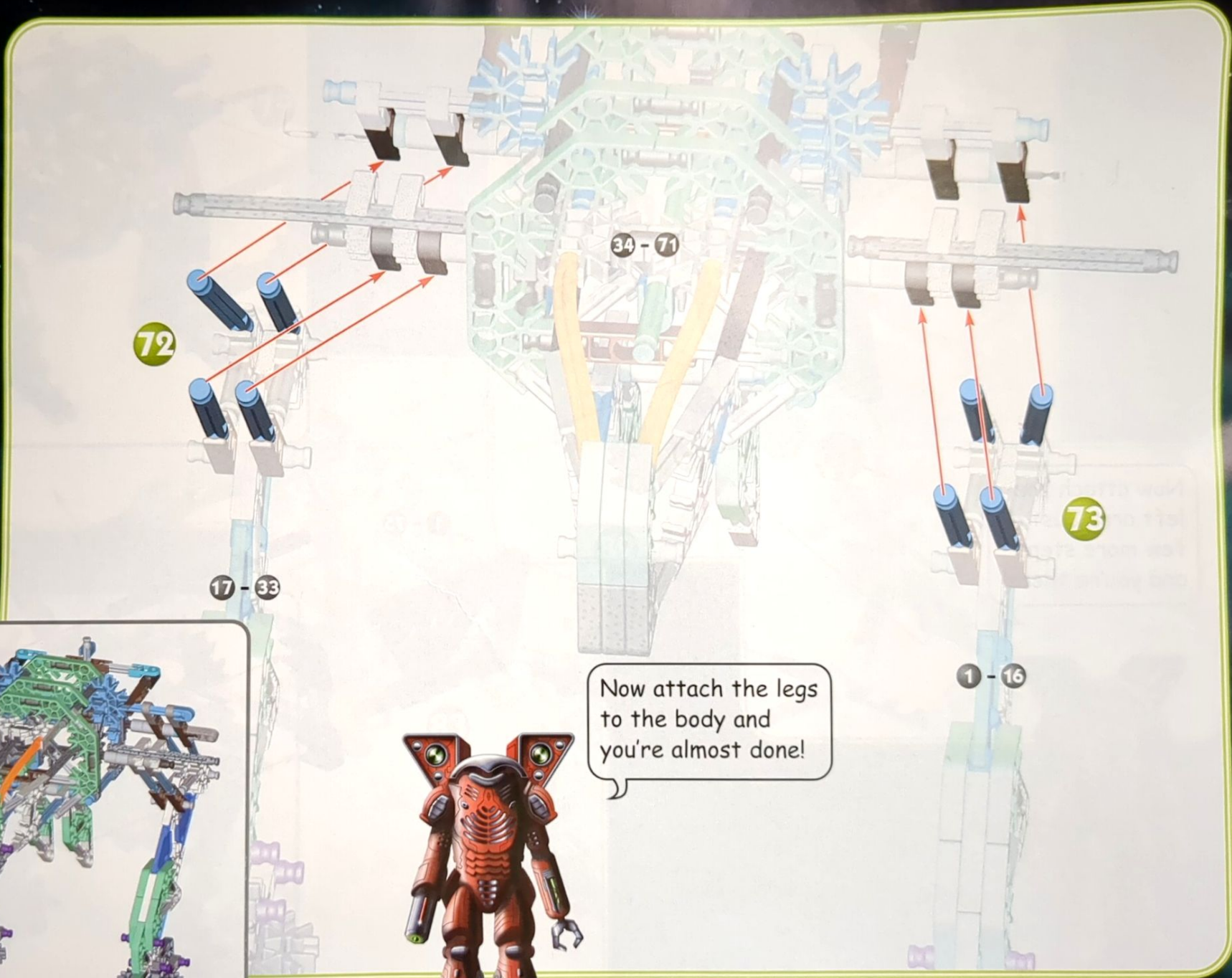
US Back View

F Charpente du virage



This is the back of Cauldron Born.

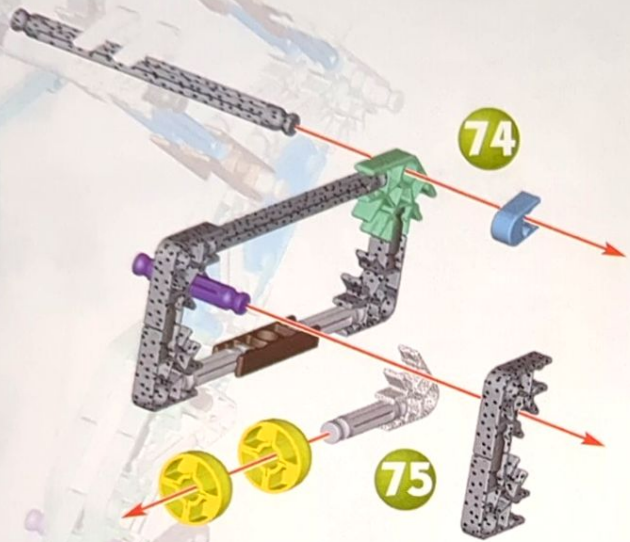




Now attach the legs to the body and you're almost done!



1 - 73



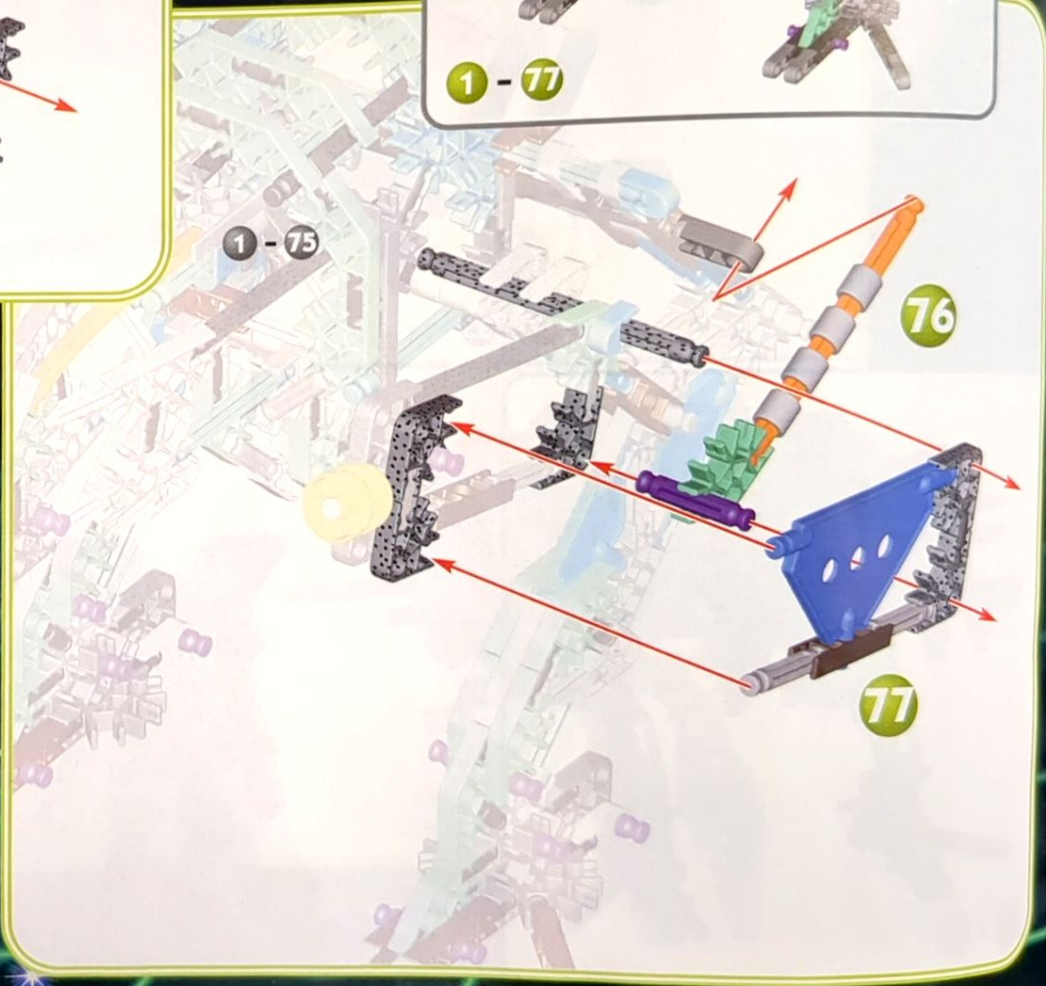
74

75

Now attach the left arm. Just a few more steps and you're there!



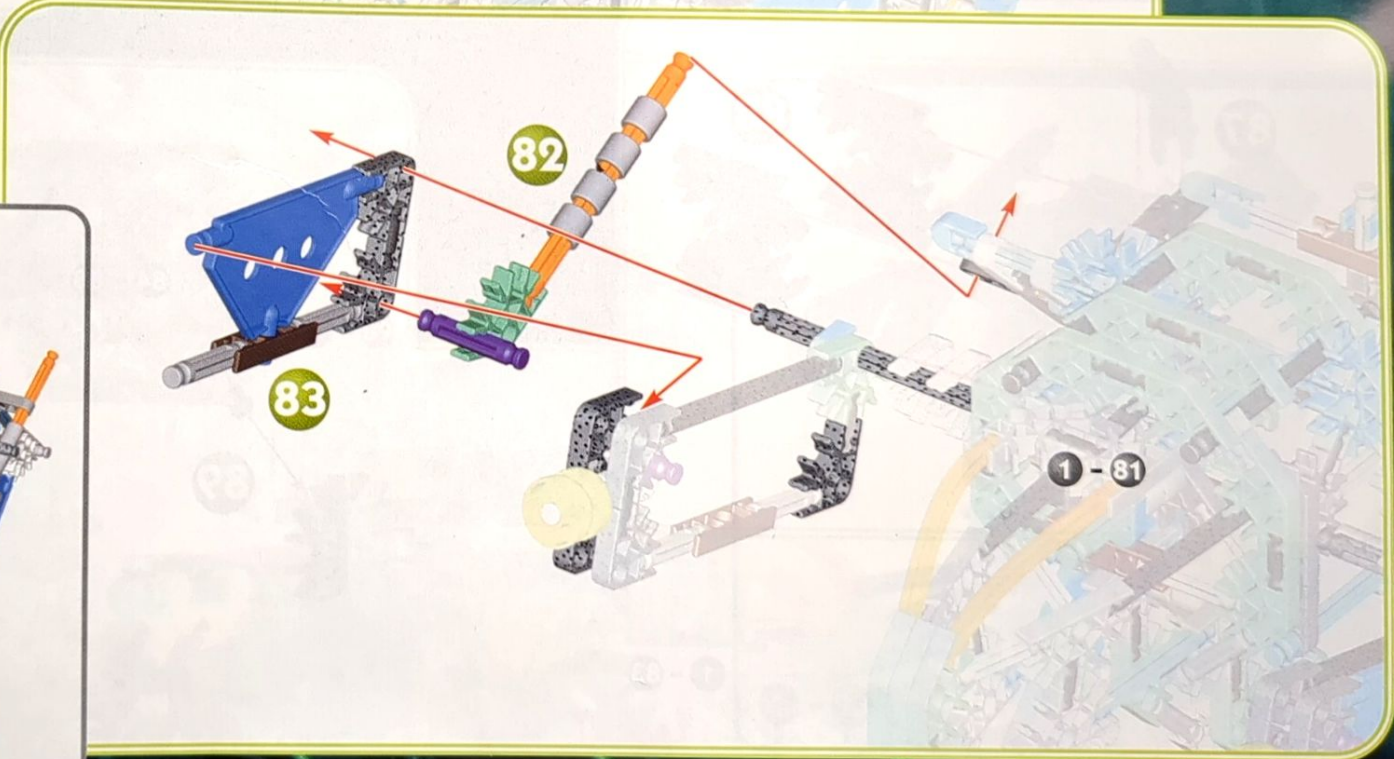
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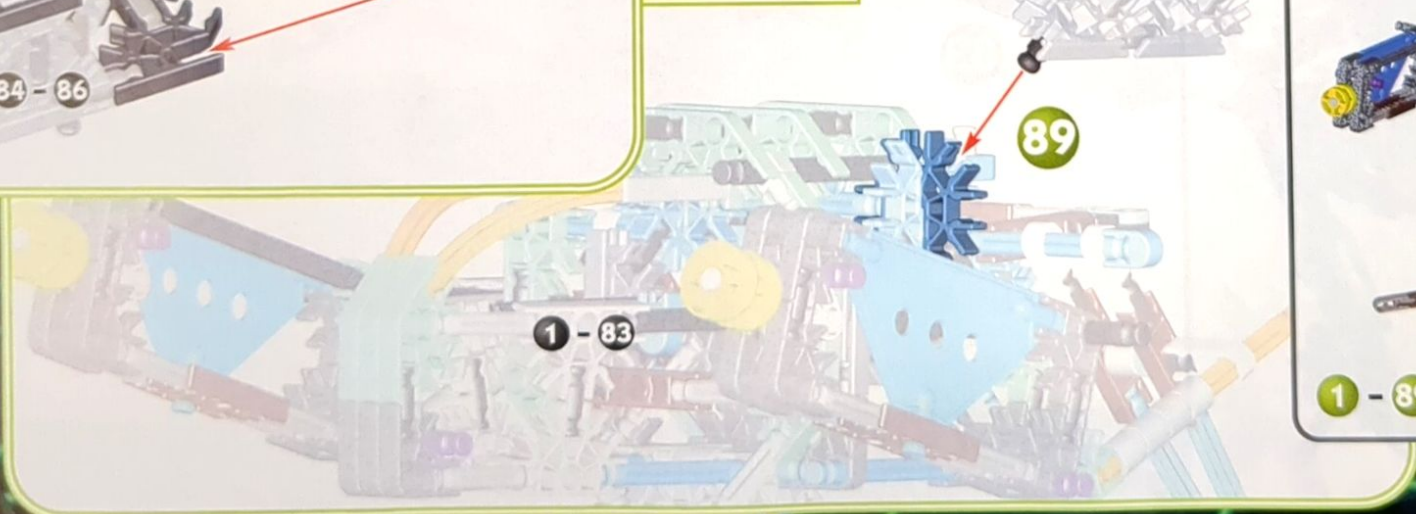
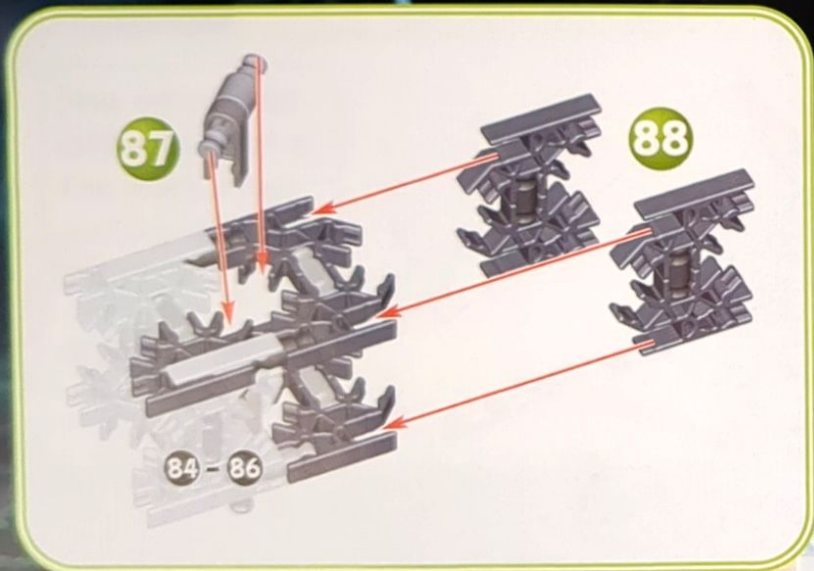


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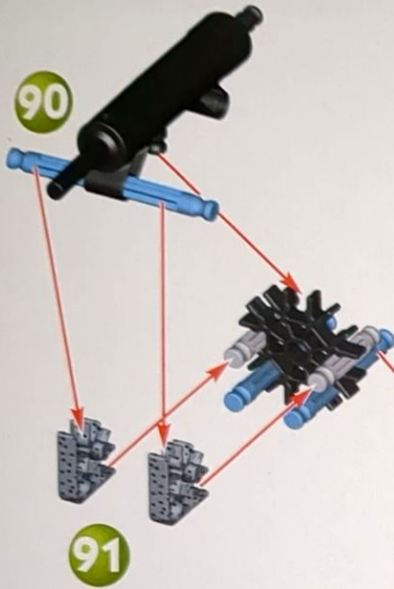
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77

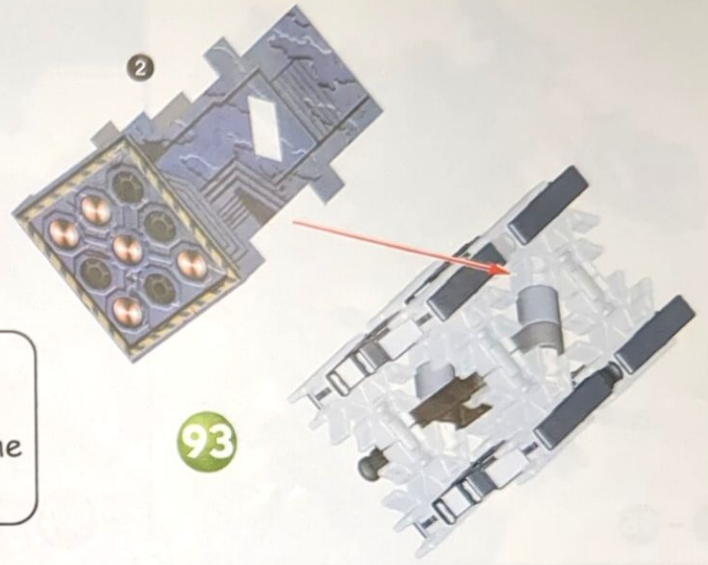


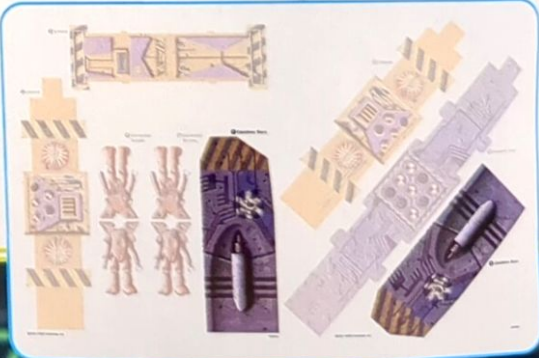


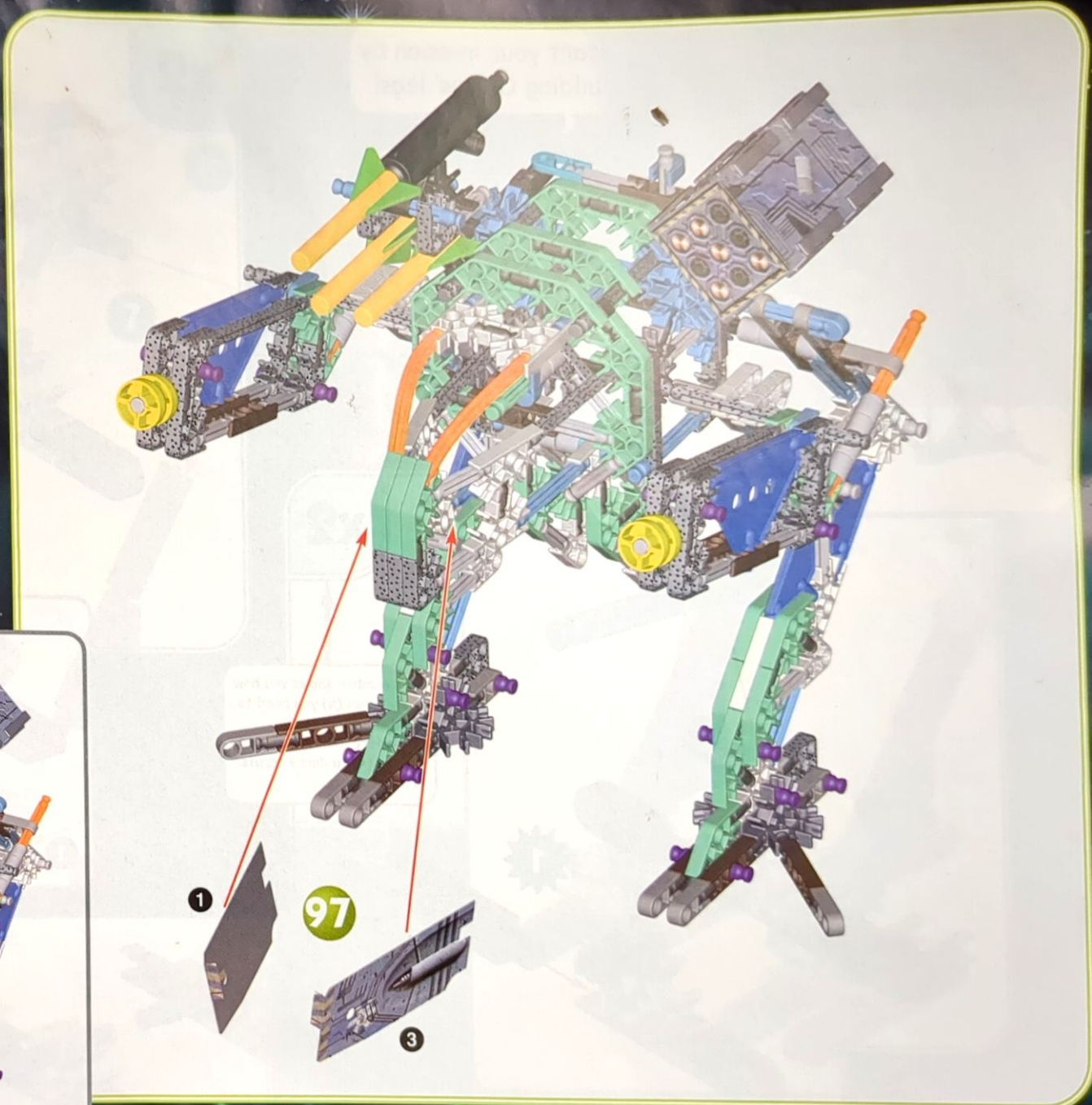
Time for the missile launcher!



You're going to have to remove the box to add the panel here!

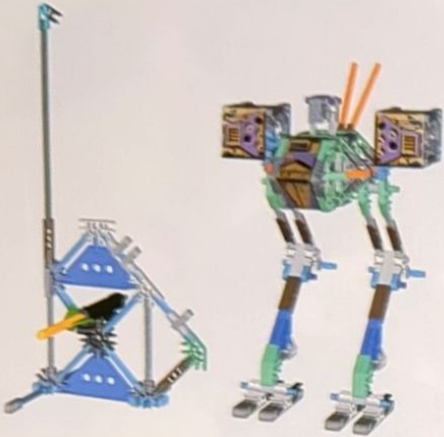




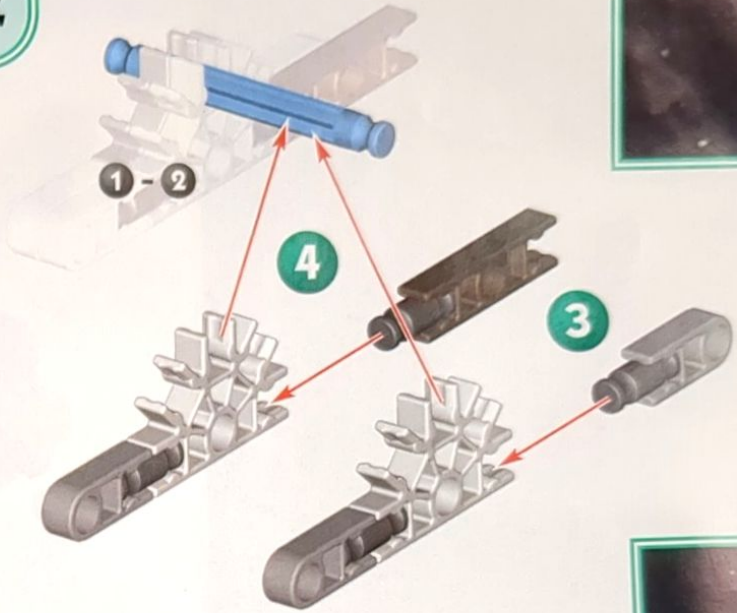


Owens

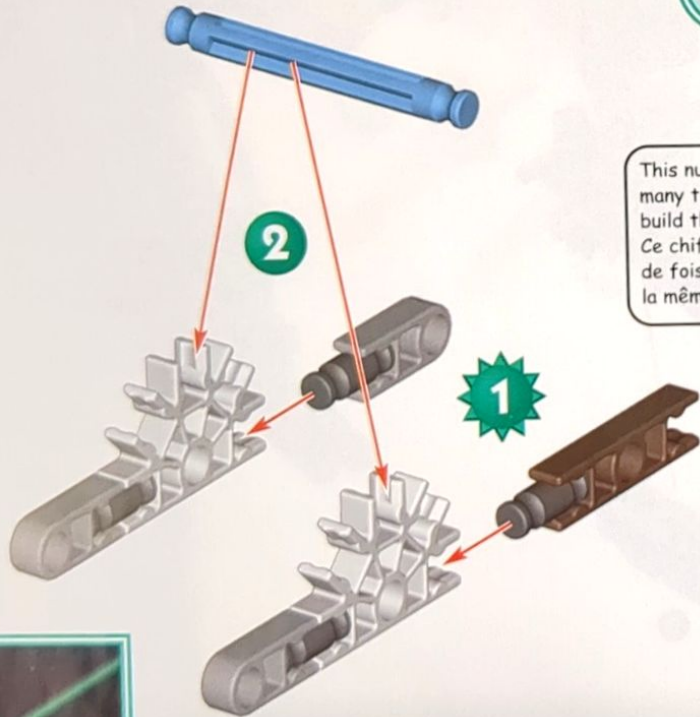
Start your mission by building Owens' legs!



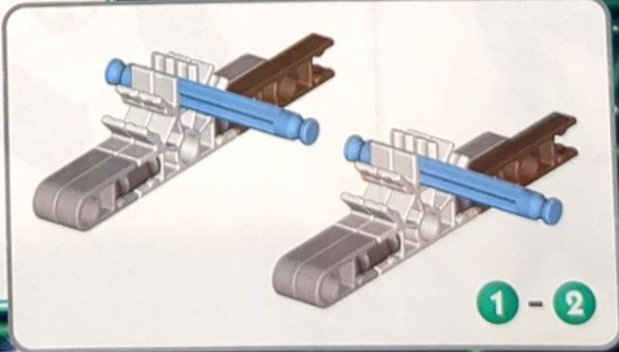
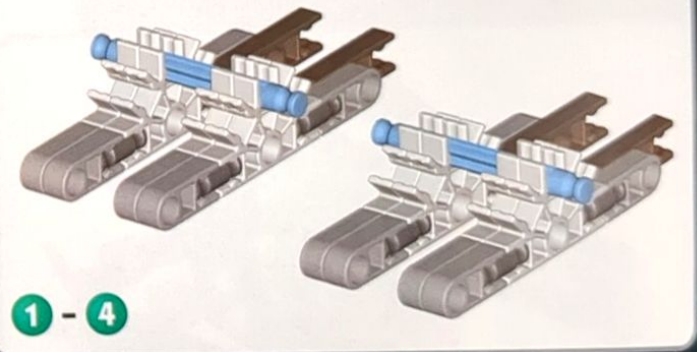
x2



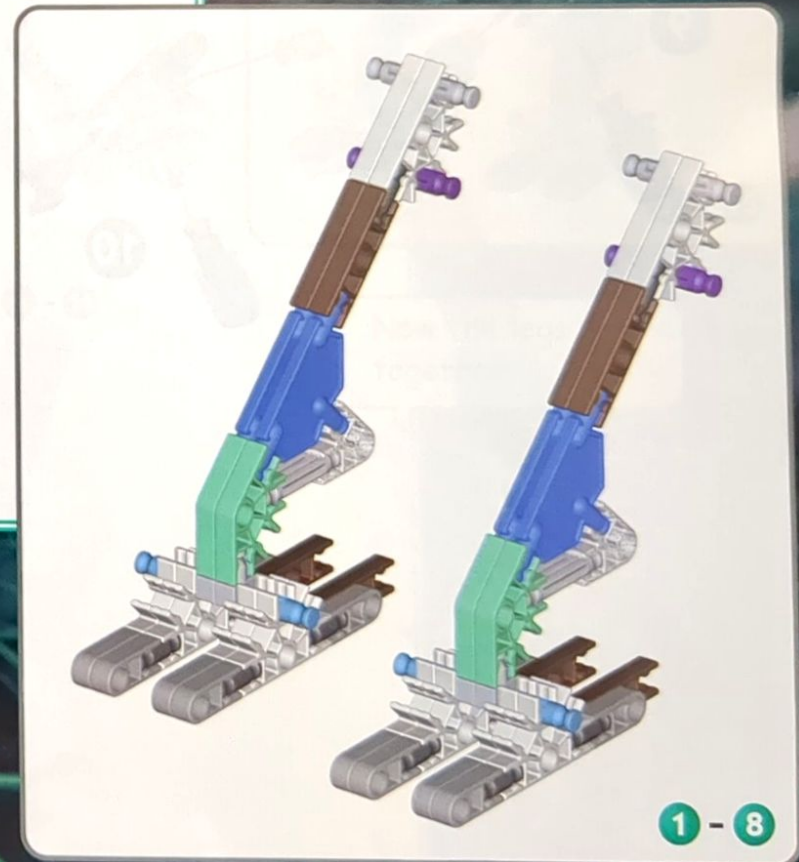
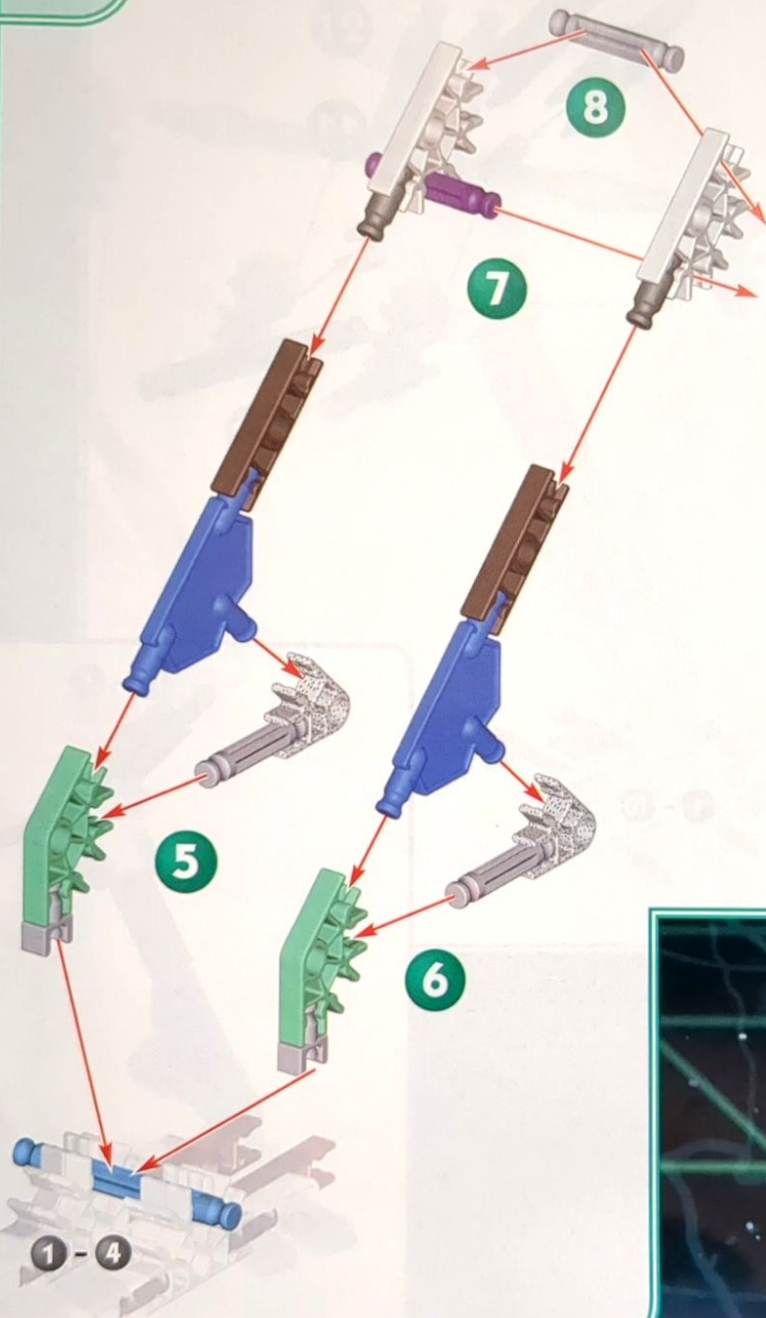
x2



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.

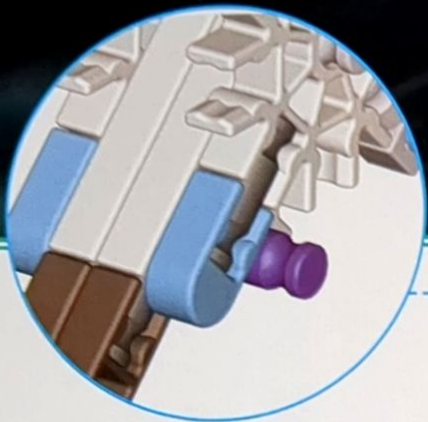
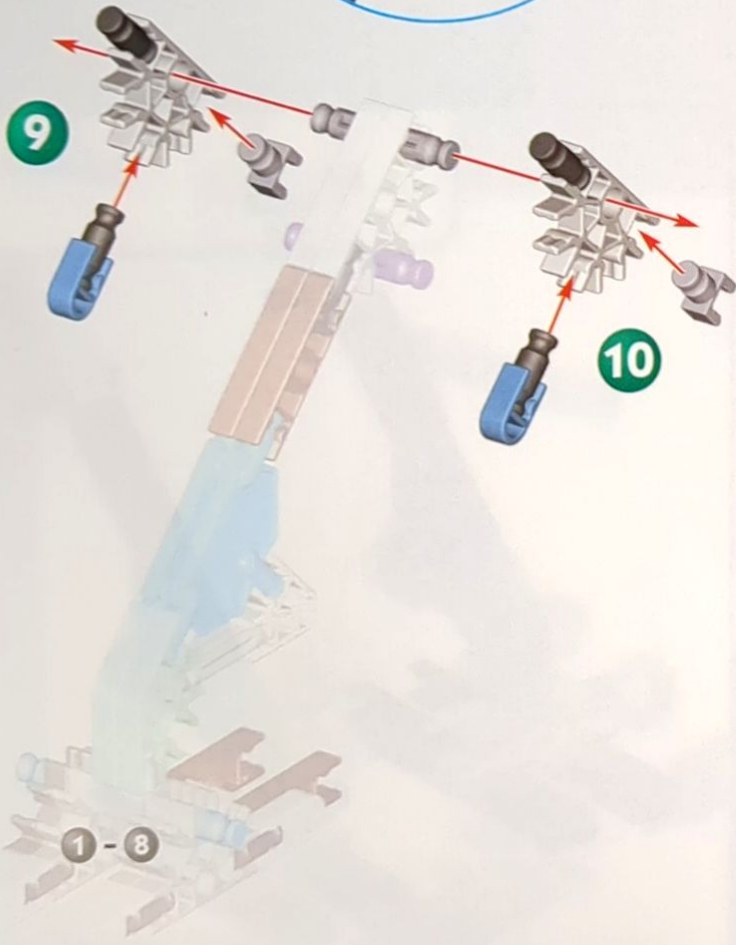


x2

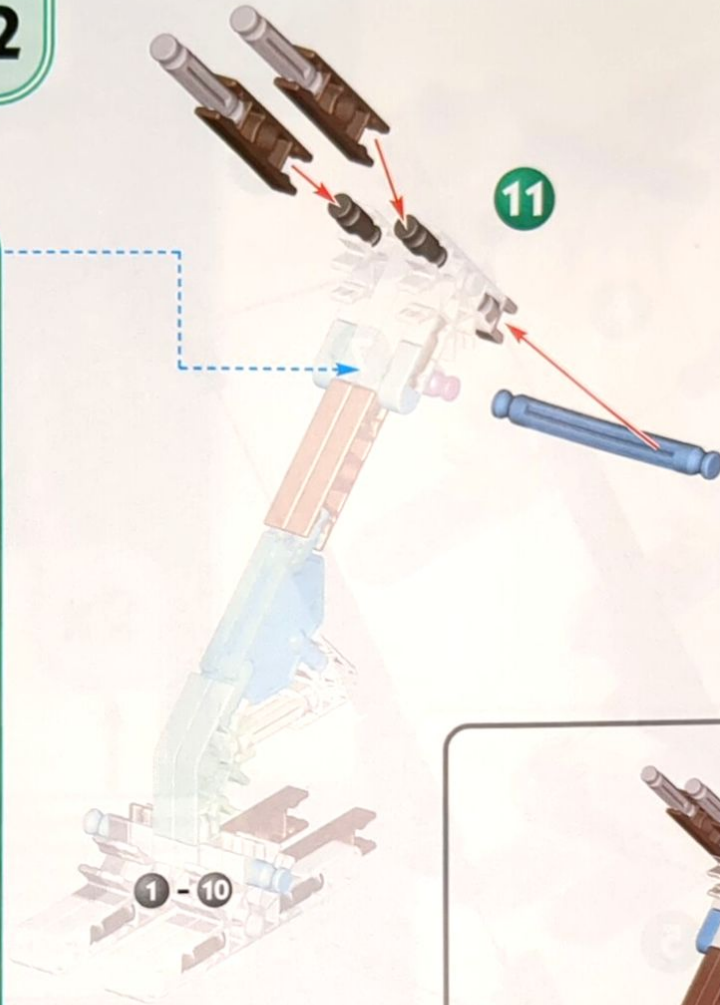


1 - 8

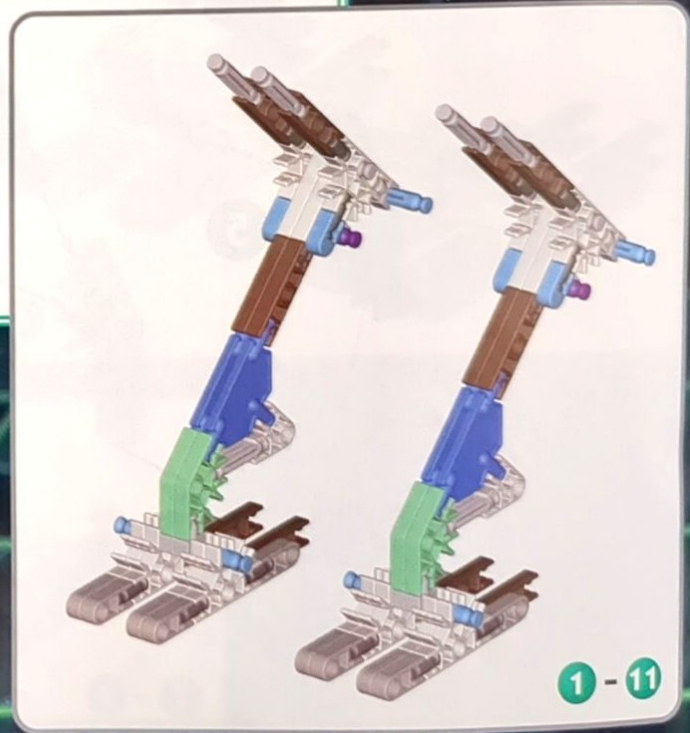
x2



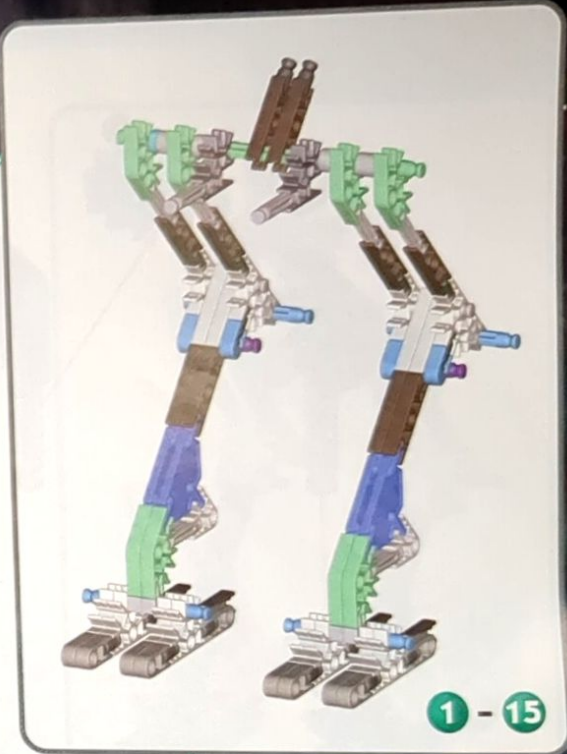
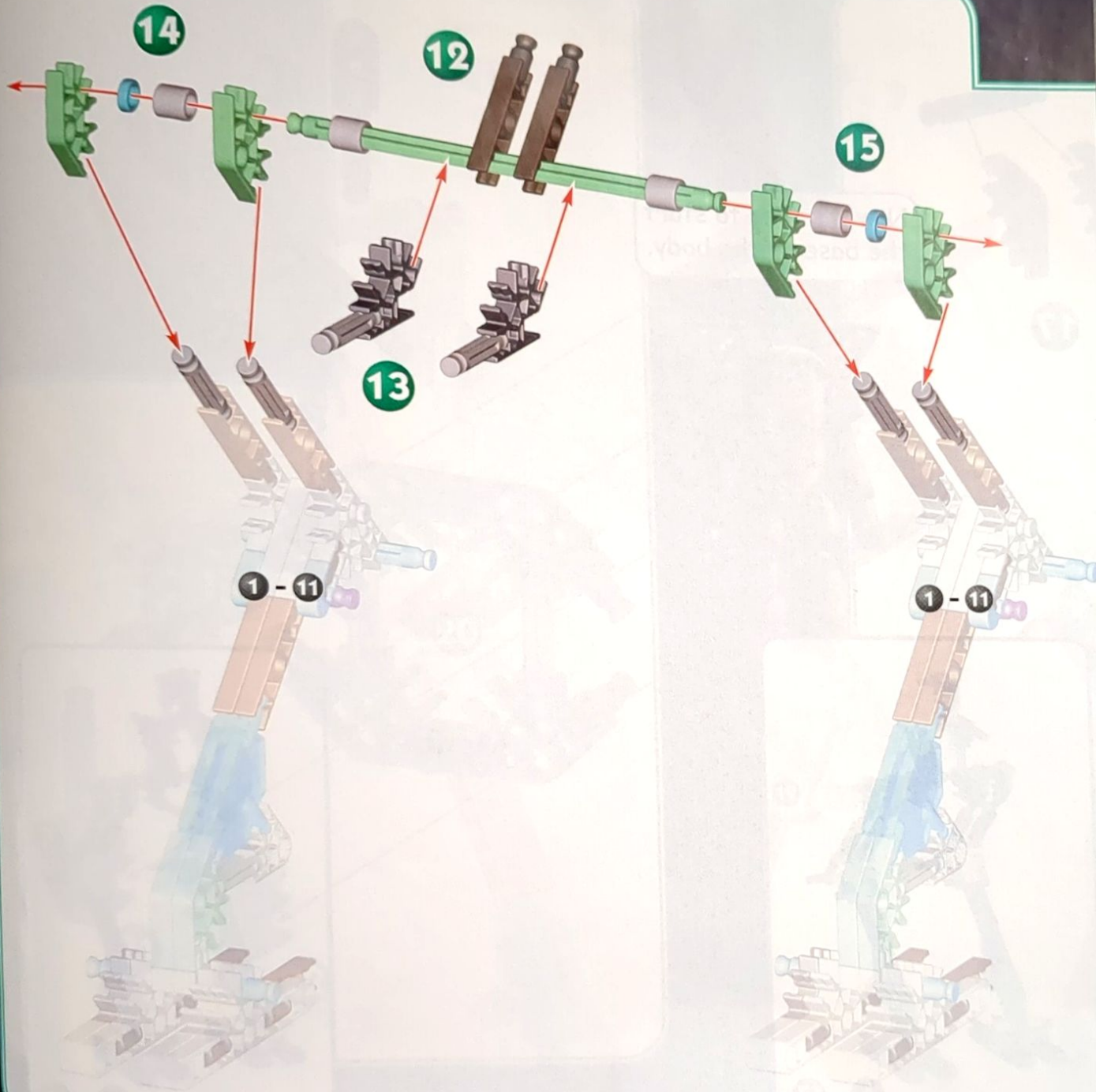
x2



11



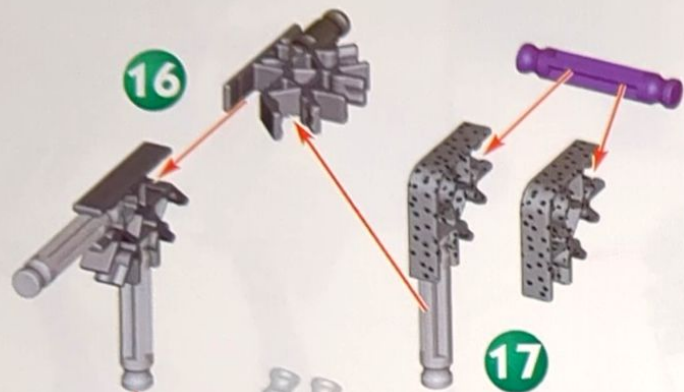
1 - 11



Now the legs are together.



16

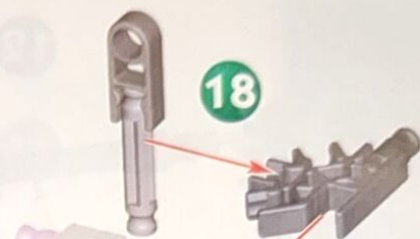


Now it's time to start the base of the body.

17

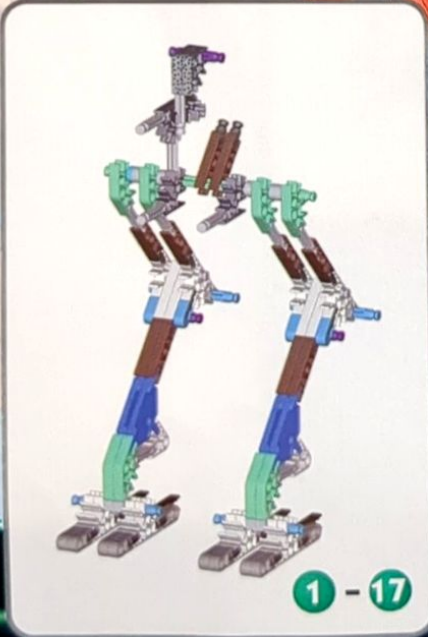


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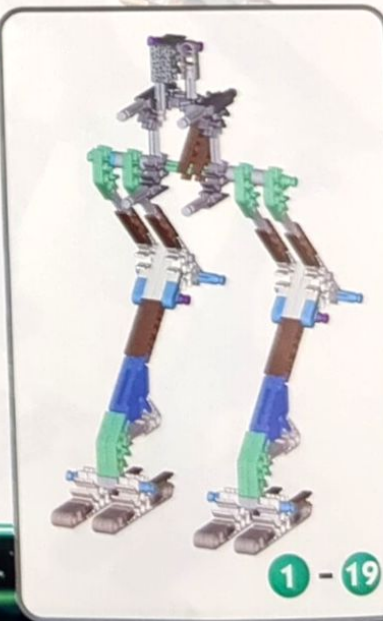
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1 - 15

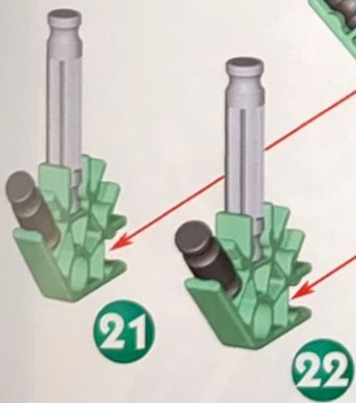
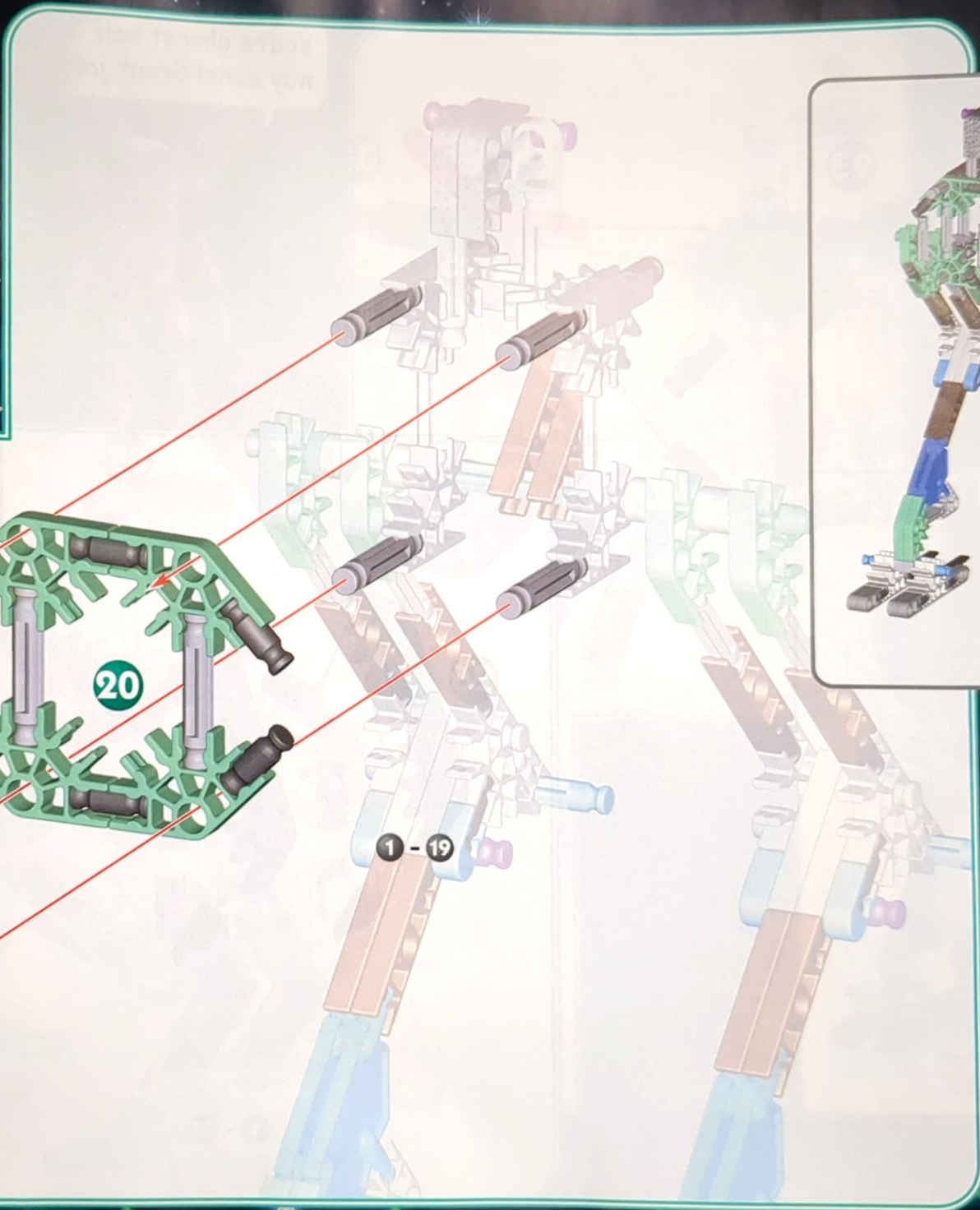


1 - 17

1 - 17

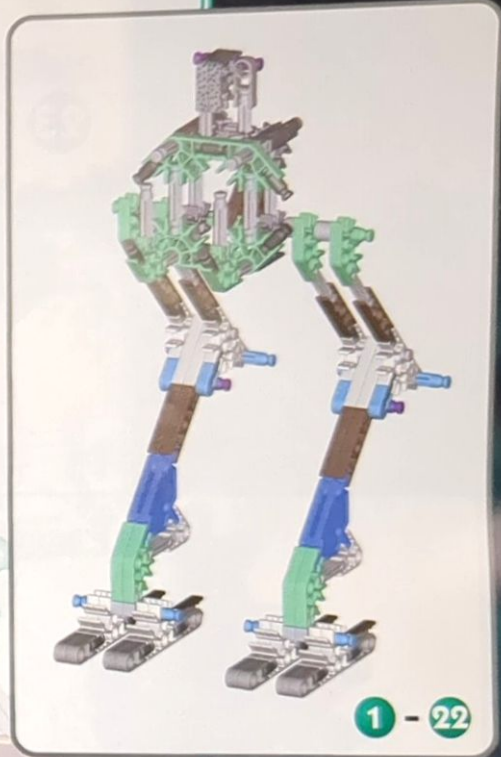


1 - 19



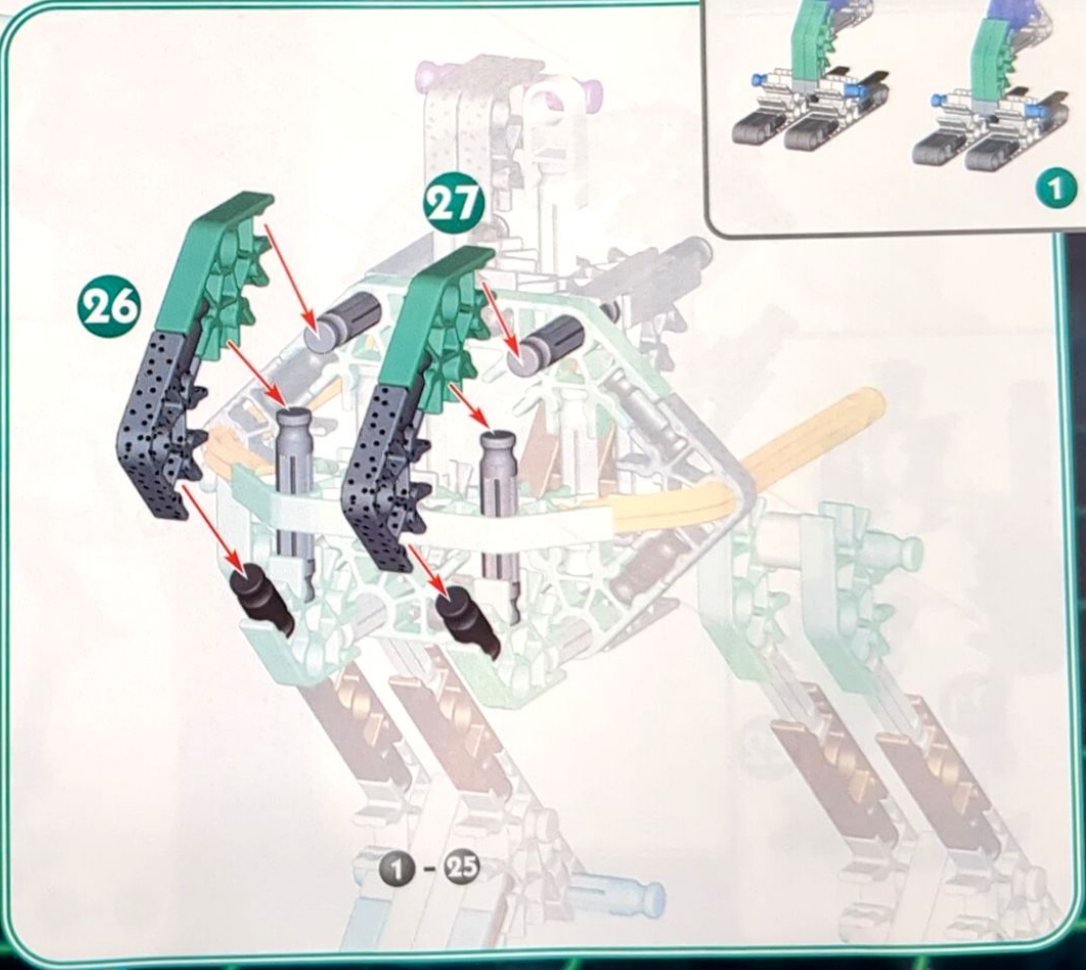
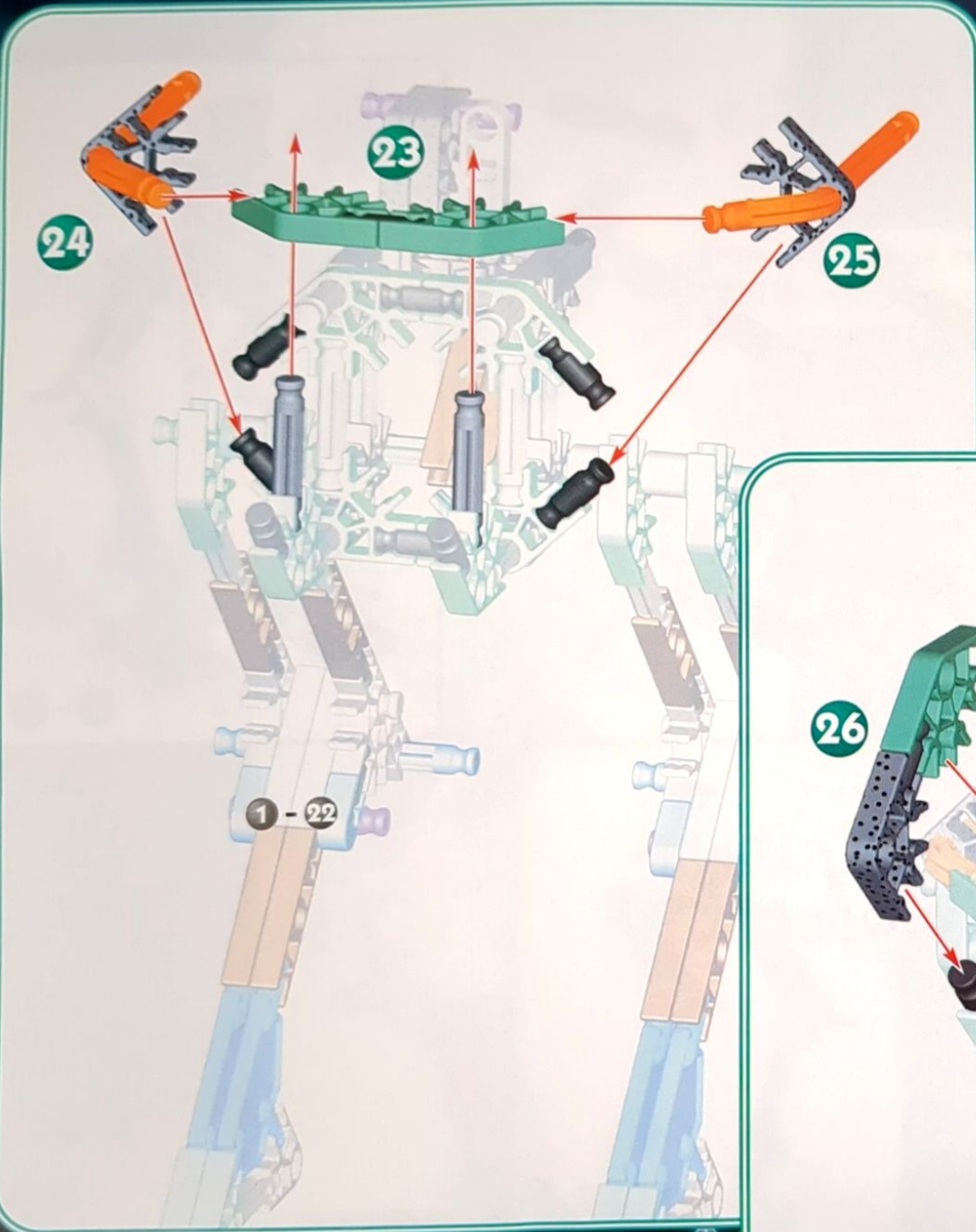
21

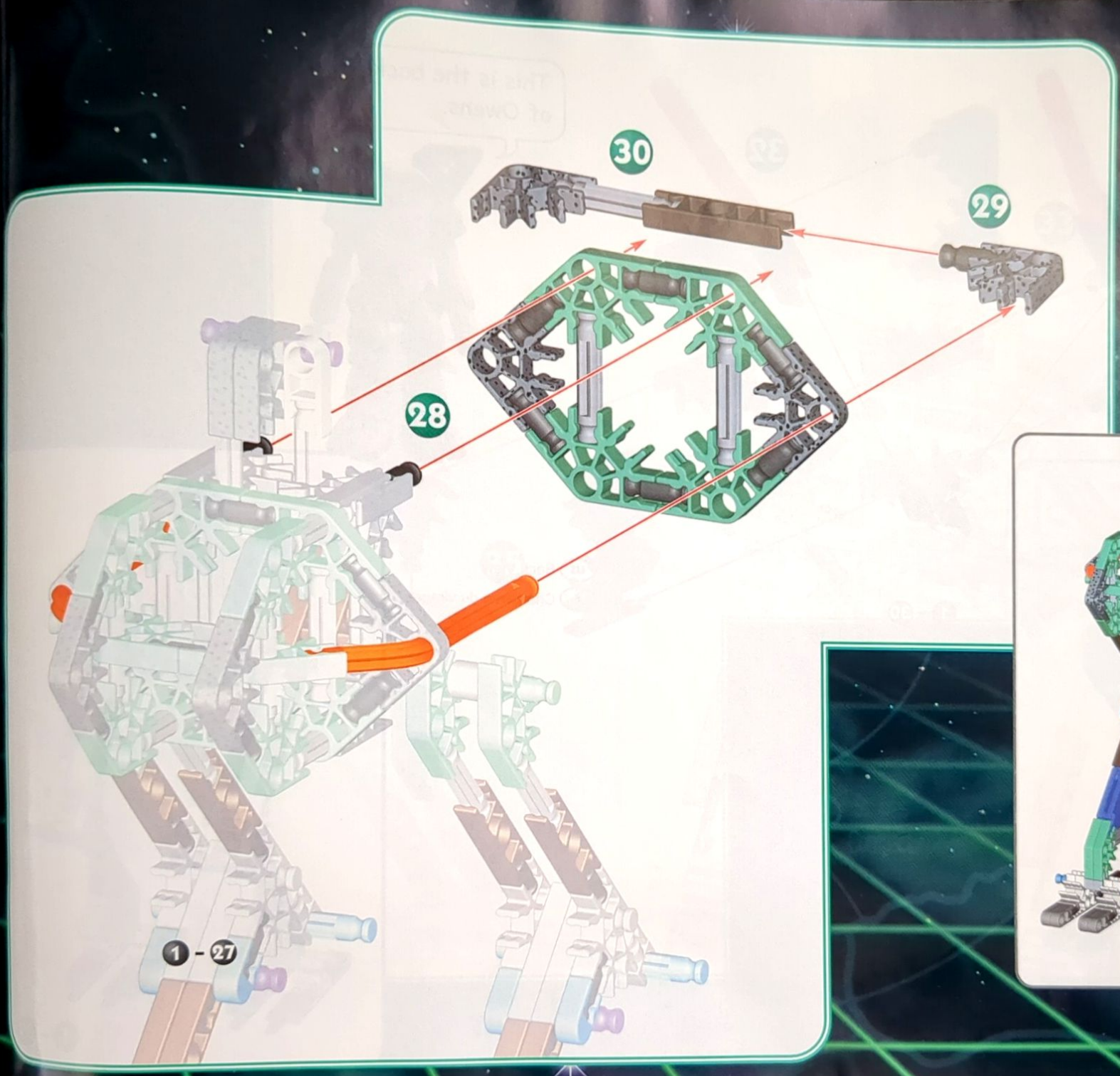
22



1 - 22

You're almost half way done! Great job!

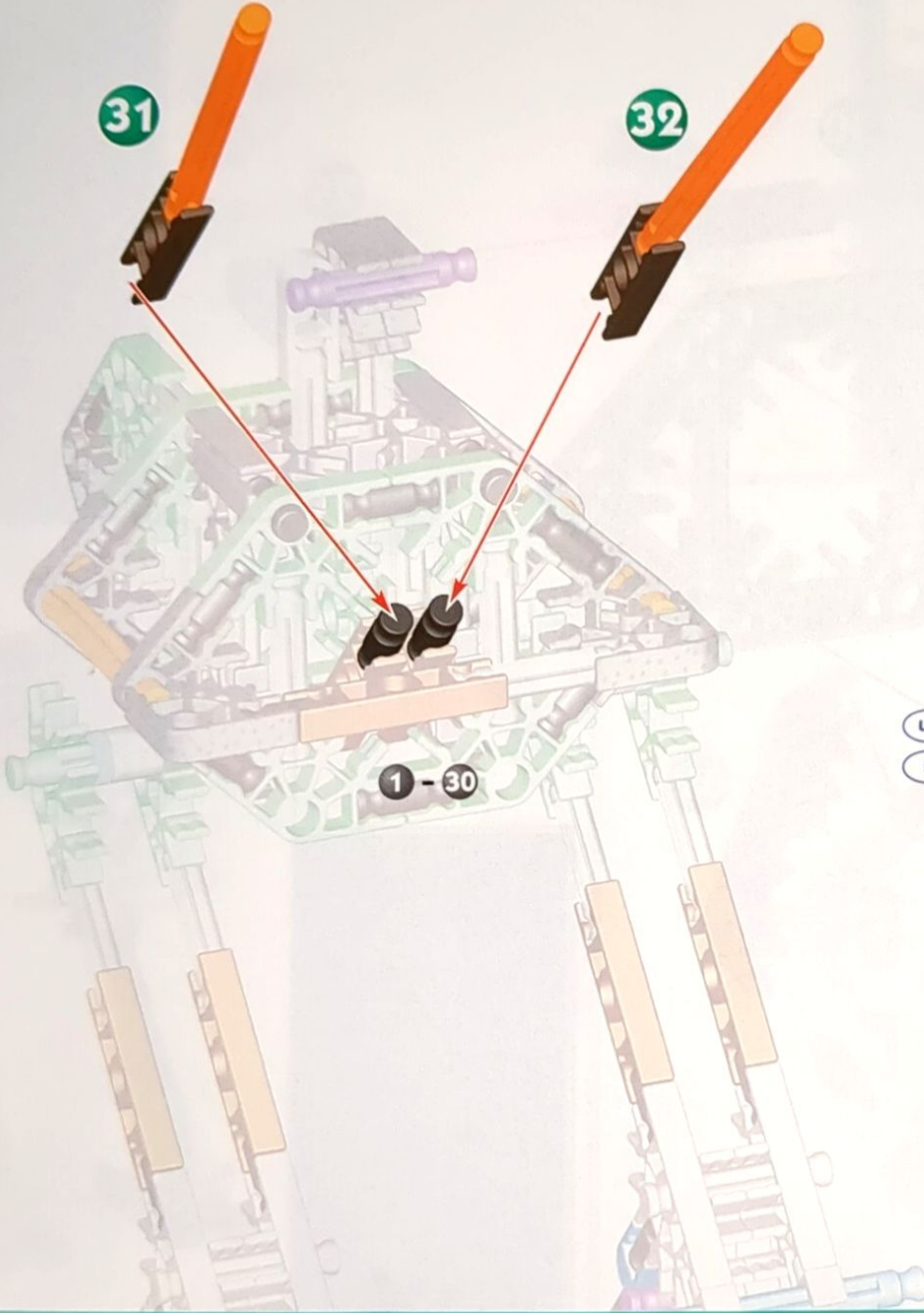




31

32

This is the back view of Owens.



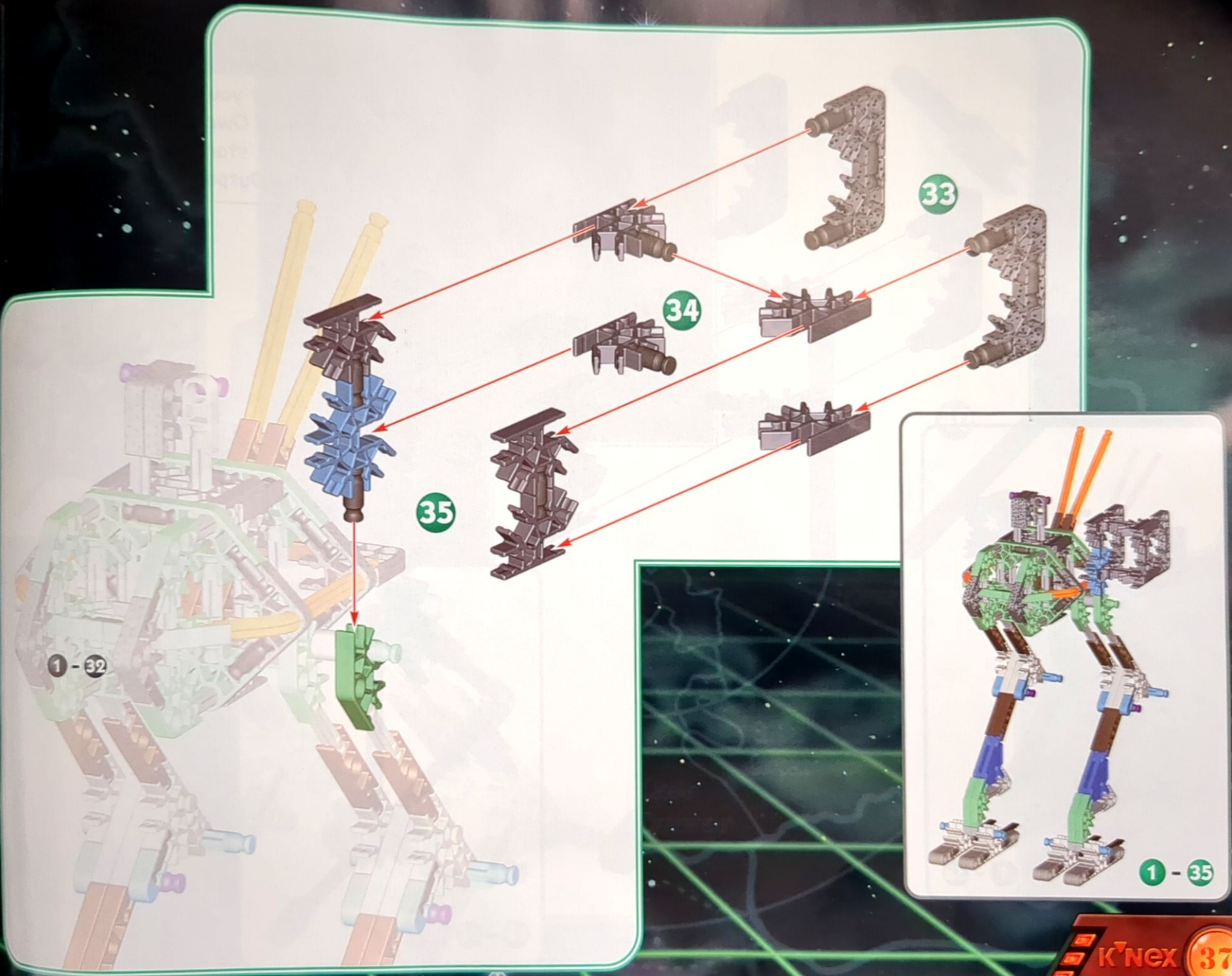
1 - 30

US Back View

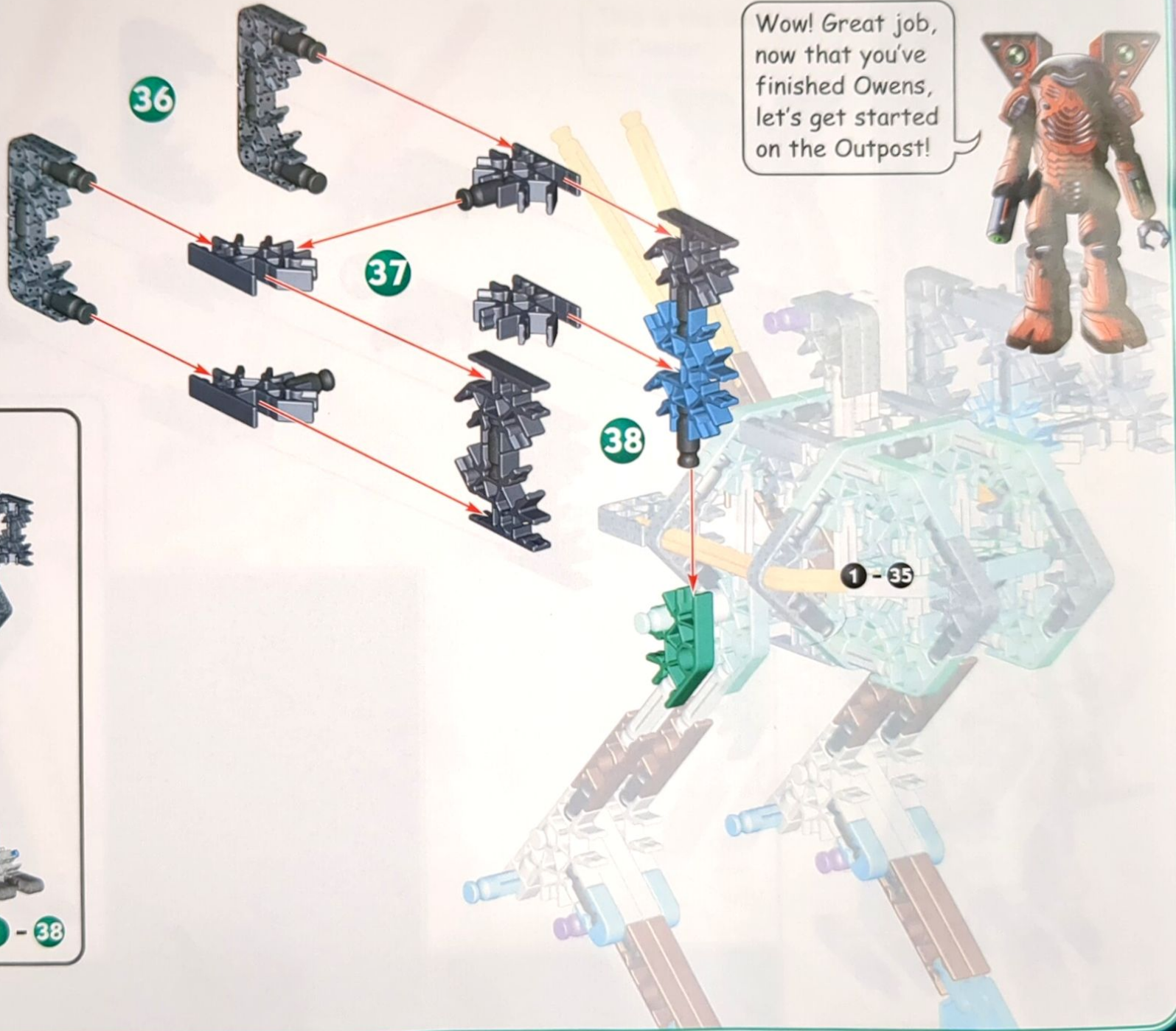
F Charpente du virage



1 - 32



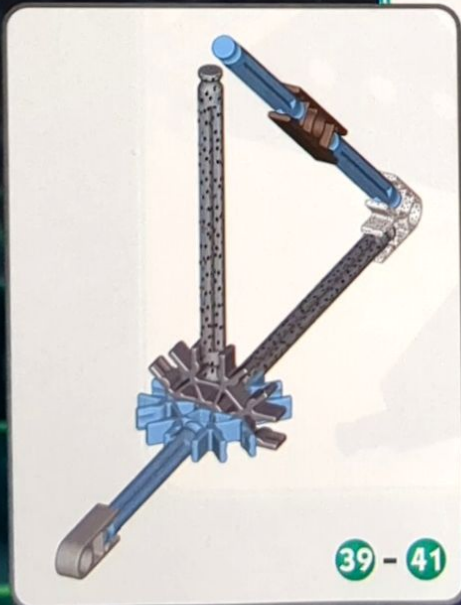
Wow! Great job,
now that you've
finished Owens,
let's get started
on the Outpost!



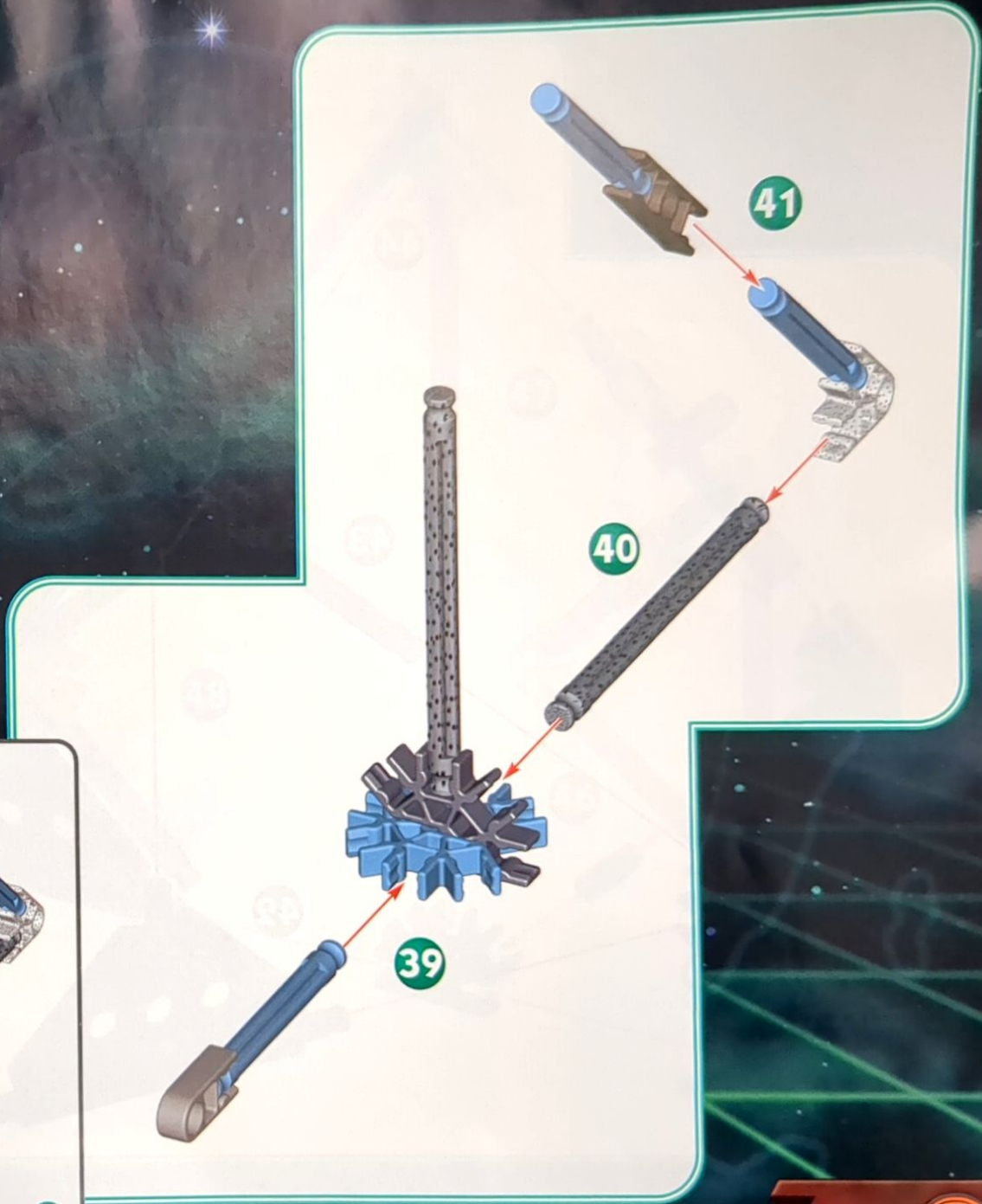
Outpost



This is the Outpost!



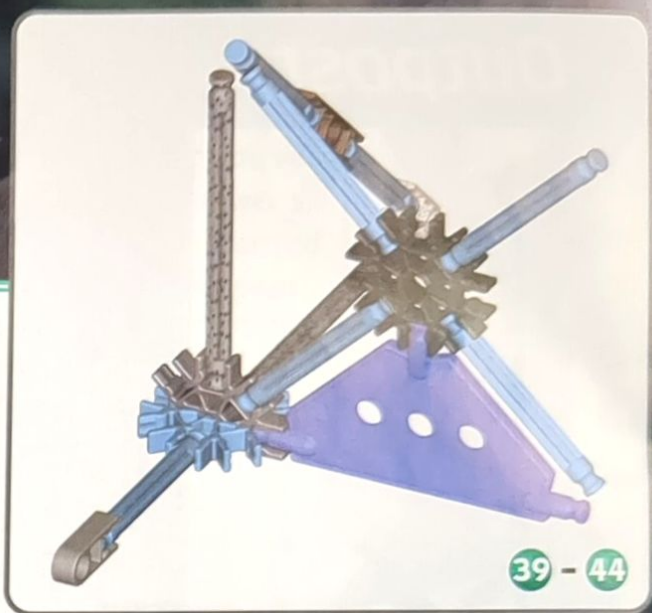
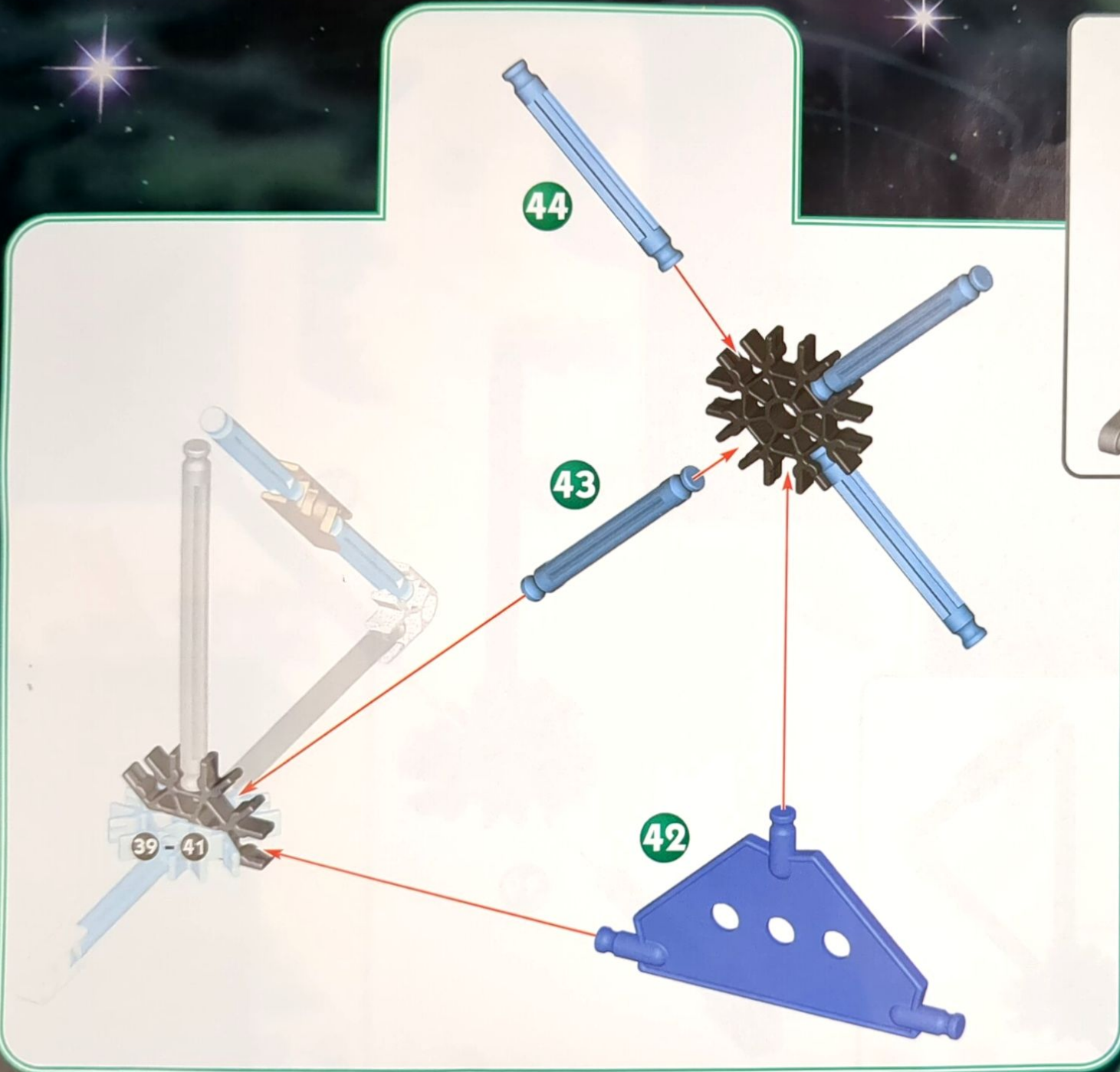
39 - 41

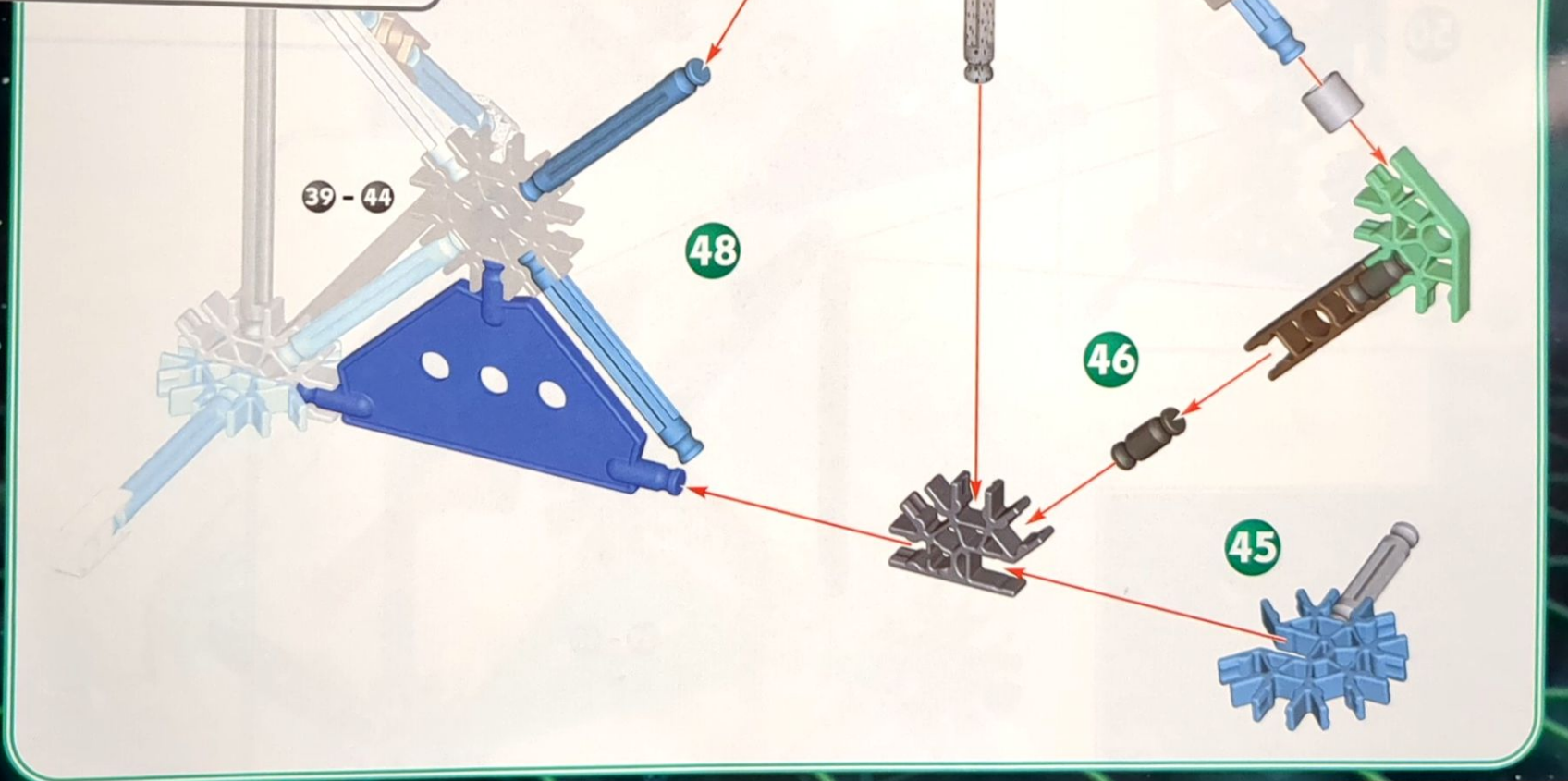
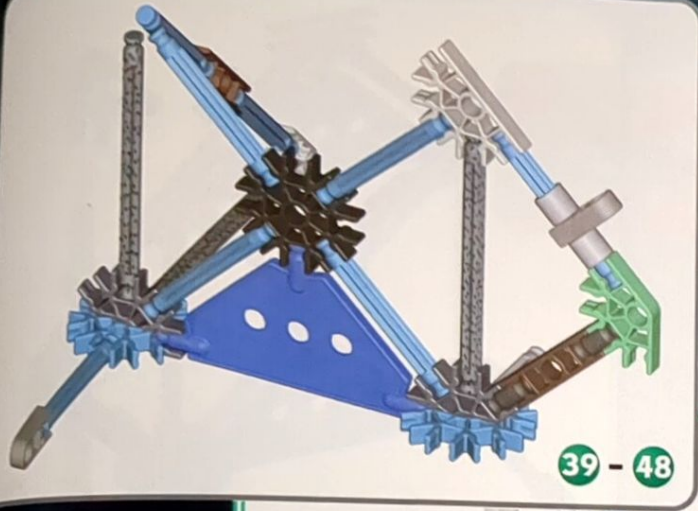


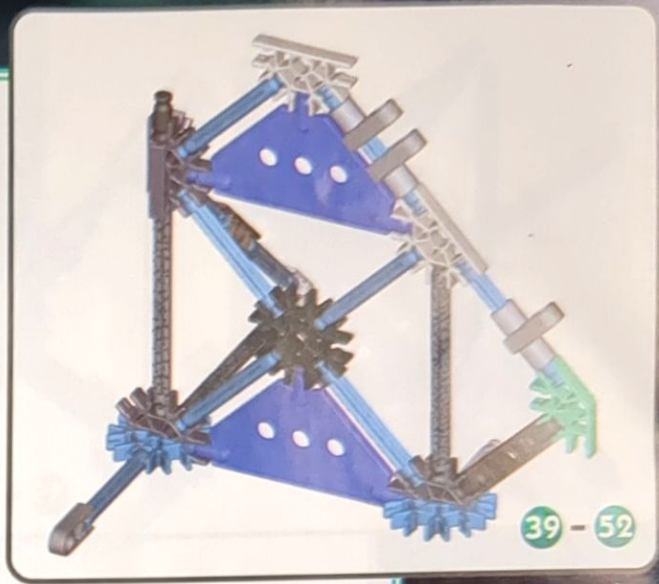
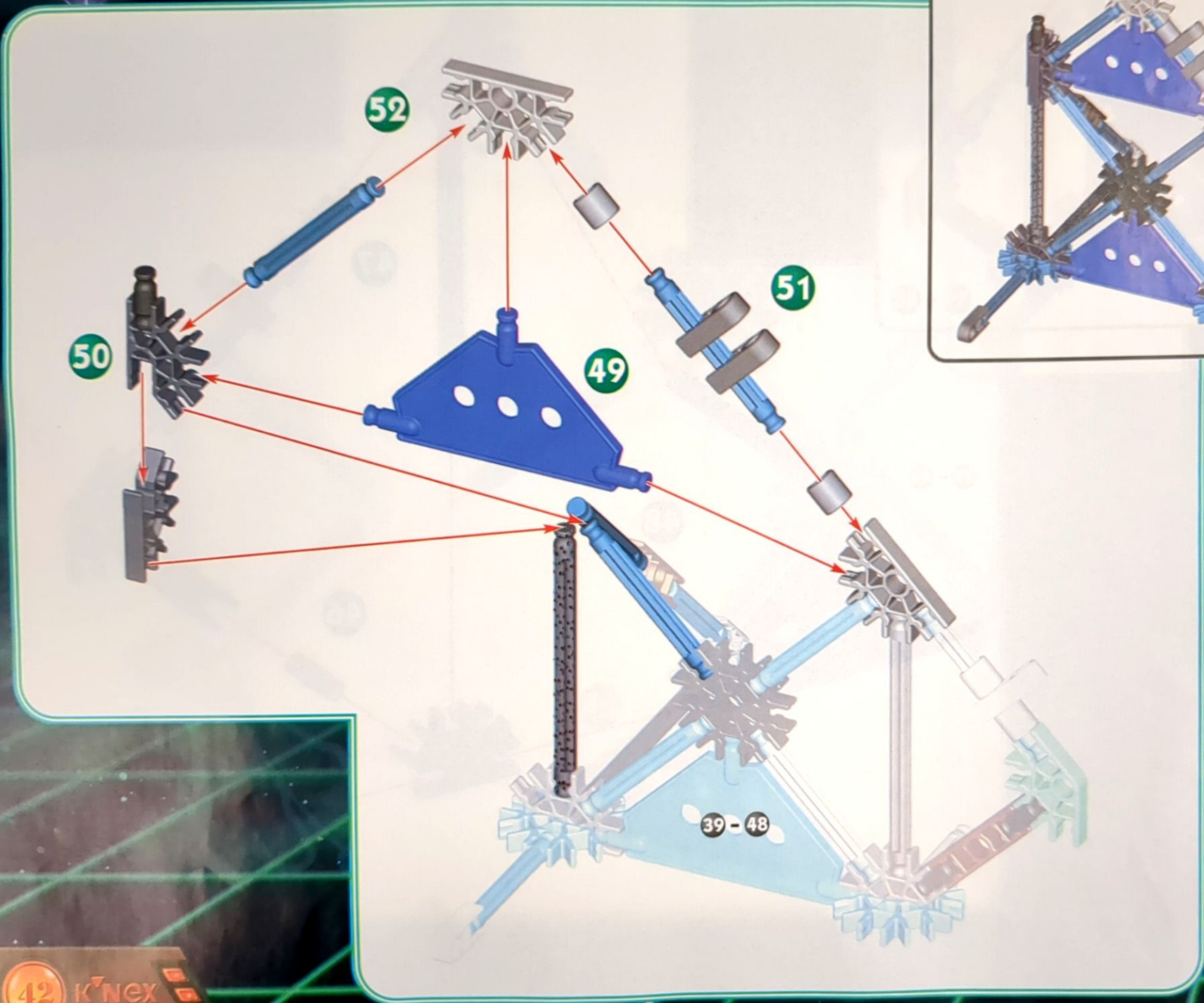
41

40

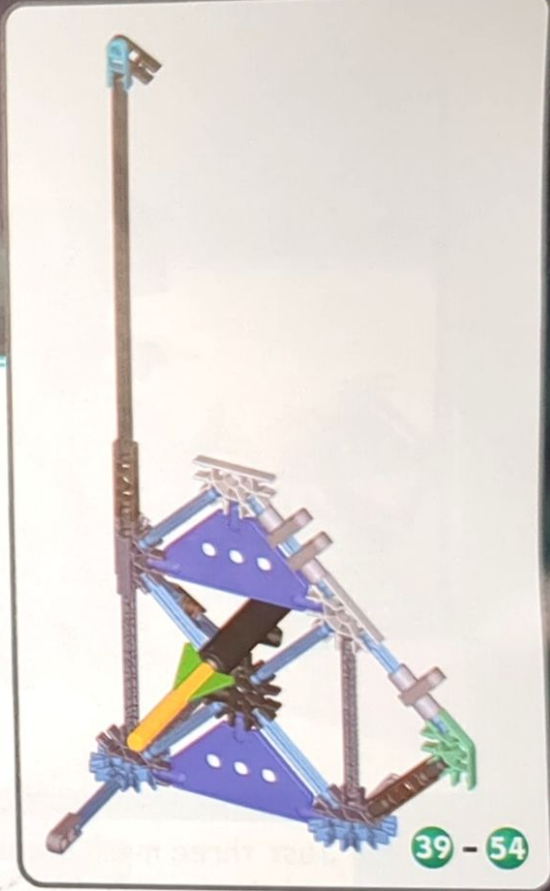
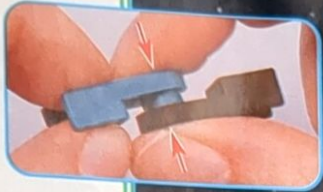
39







Now you're done with the Outpost!



53

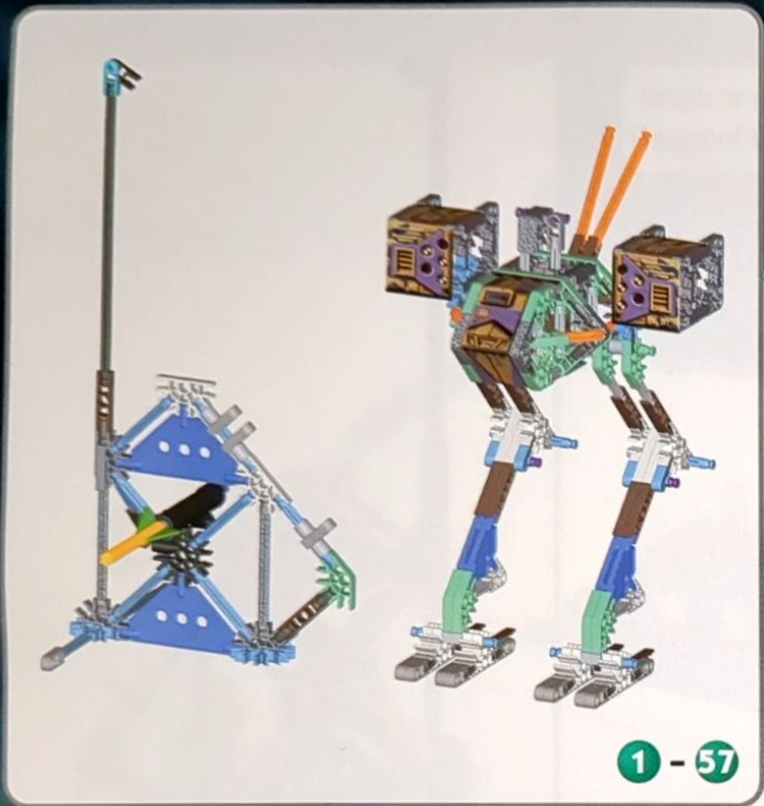
54



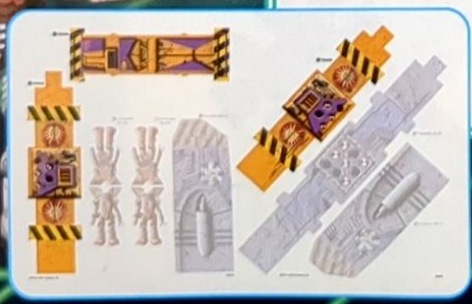
39 - 52

39 - 53

39 - 54



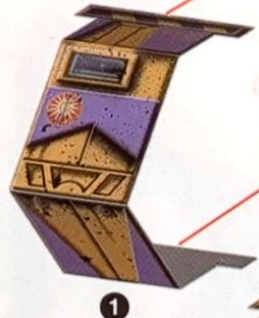
Just three more steps and then you're done with this BattleMech.



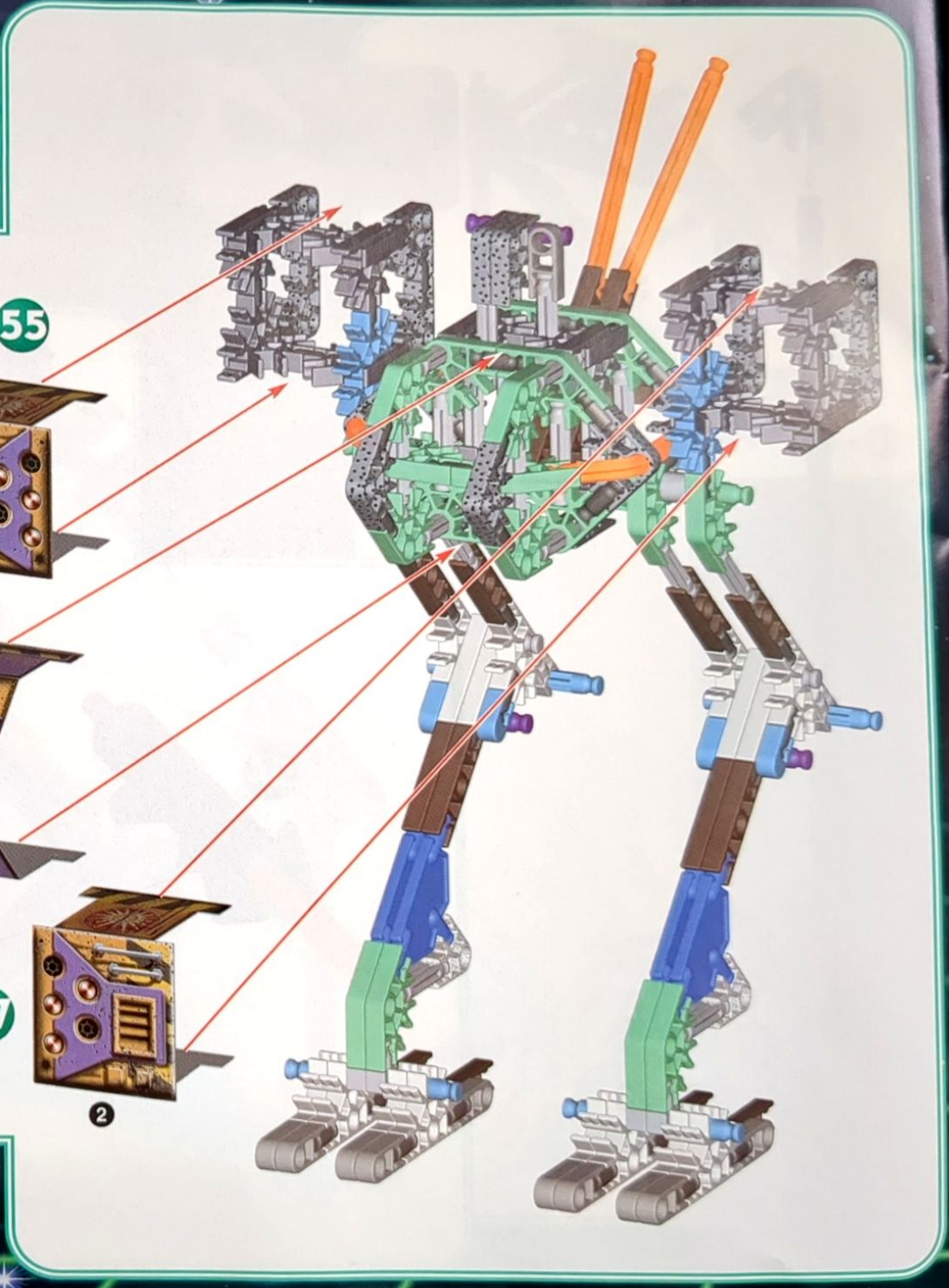
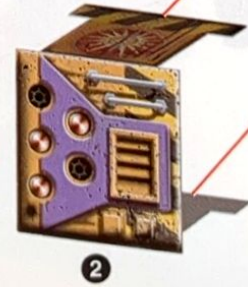
55

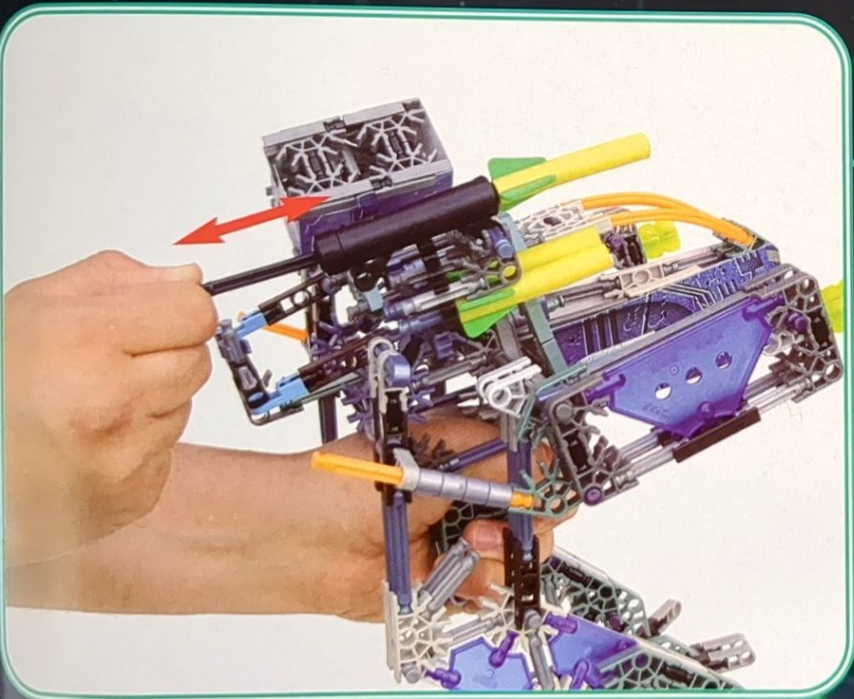
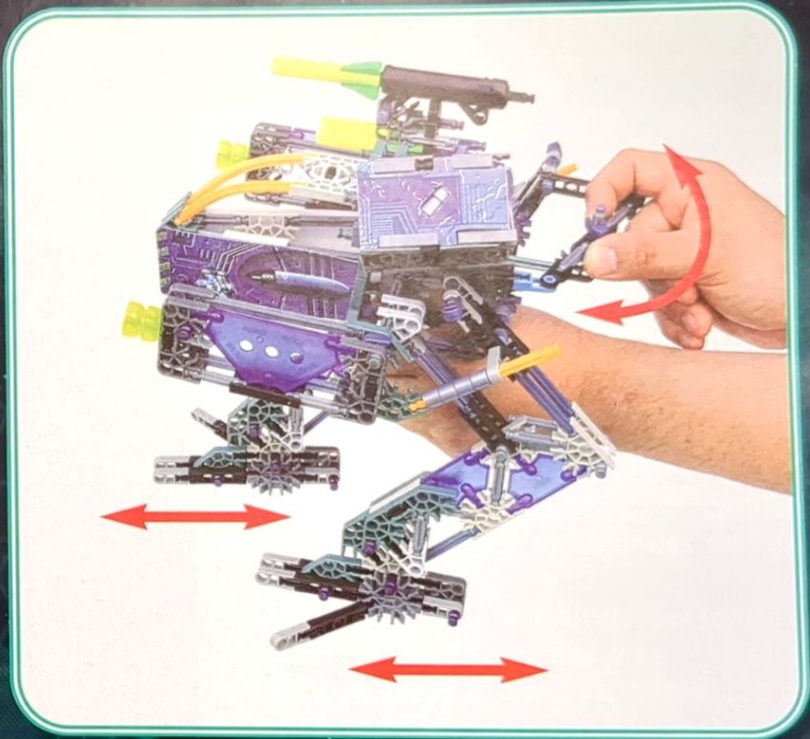
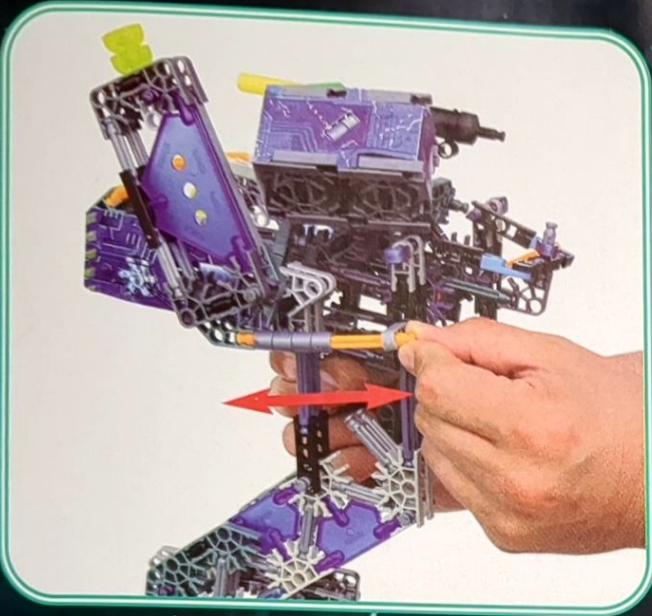


56



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 8:30am to 5:00pm EST, Monday through Friday. Call us, we're here to help!

- | | | | |
|----|---|----|---|
| 24 |  | 33 |  |
| 4 |  | 30 |  |
| 4 |  | 20 |  |
| 6 |  | 6 |  |
| 8 |  | 1 |  |
| 21 |  | 3 |  |
| 2 |  | 1 |  |
| 2 |  | 4 |  |
| 24 |  | 2 |  |
| 14 |  | 8 |  |
| 14 |  | 4 |  |
| 27 |  | 1 |  |
| 88 |  | 2 |  |
| 52 |  | | |
| 13 |  | | |
| 22 |  | | |

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 es un pilote 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.

CAULDRON-BORN

Le **CAULDRON-BORN** est nommé d'après les zombis de la mythologie irlandaise que personne ne peut arrêter en raison de leur pouvoir de supporter des dommages massifs tout en pouvant toutefois rester en état de fonctionnement. Cette nouvelle conception peut également incorporer un véritable arsenal d'armes ce qui le rend très versatile sur le champ de bataille.

OWENS


L'**OWENS** combine une ancienne conception BattleMech (le Jenner) avec la nouvelle technologie OmniMech. Il en résulte un appareil de reconnaissance très efficace et très rapide. Toutefois, l'addition de cette nouvelle technologie laisse peu de place aux armes ou au blindage.

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 "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 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®

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) between entre 8h30 et
17h00 (Heure normale de l'Est), du lundi au vendredi.

COLLECT THE ENTIRE 'MECH® SERIES!



Mad Cat



Shadow Cat

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FASA
CORPORATION

93173-V1-5/01

MECH WARRIOR®

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

*Build a replica of the CAULDRON-BORN
BattleMech® from **Clan Ghost Bear!**
It's named after the unstoppable
zombies of Irish myth!*



Models can be built one at a time.
Product and colors may vary.
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Les modèles peuvent être construits un à la fois.
Les modèles peuvent être construits un à la fois.
K'NEX est une marque déposée de K'NEX Industries, Inc.

Manufactured under U.S. Patents/Fabriqués sous brevets américains 5,061,219;
5,137,486; 5,199,919; 5,238,438; 5,346,420; 5,350,331; 5,368,514; 5,421,769;
5,423,707; 5,427,559; 5,518,435; D383,509; D388,475; D389,203; D391,843;
D391,921; D392,555. Other U.S. and foreign patents pending./Autres brevets
américains et étrangers en instance.

Conforms to the Requirements of ASTM Standard Consumer Safety
Specification on Toy Safety, F963-96a.

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

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