CAUTION - ELECTRIC TOY:

Not recommended for children under 10 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

INPUT: 120 Vac ～ 60 Hz 0.6 A
OUTPUT: 6 Vdc === 2000 mA

• The product should be examined periodically for potential hazards; any potentially hazardous components should be repaired or replaced.
• The toy must only be used with the recommended transformer.
• The transformer is not a toy.
• The transformer used with the toy is to be regularly examined for damage to the cord, plug, enclosure and other parts, and in the event of such damage, they must not be used until the damage has been repaired.
• Disconnect transformer before cleaning any components.

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

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

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

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

Do not put rods smaller than 2 inches in any openings of the motor; they will damage the motor, and cannot be removed. Use care where you use these models. They could damage furniture or walls, or injure people or pets.

K’NEX BUILDING BASICS

Start Building

To begin your model, find the 1 and follow the numbers. Each piece has its own shape and color. Just look at the pictures, find the pieces in your set that match and then connect them together. Try to face your model in the same direction as the instructions while you build. The arrows show you where the parts connect, but not all connections points have arrows. Faded colors show you this section is already built.

Connectors

There are blue and gray connectors with special long slots. They slide together as you see in the pictures. Push these parts together until you hear a “click.”

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.
**FCC Statements:**

⚠️ **WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for the compliance could void the users right to operate the equipment.

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 and
2. This device must accept any interference received, including interference that may cause undesired operation. This model is tested to comply with FCC standards - FOR HOME OR OFFICE USE. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: (1) Reorient or relocate the receiving antenna. (2) Increase the separation between the equipment and receiver. (3) Consult the dealer or an experienced radio/TV technician. (4) Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. This Class B digital apparatus complies with Canadian ICES-003.
Tabletop Car
Tabletop Car – CONTROL BOX

MOTOR 1 (Motor A)

MOTOR 2 (Motor B)

MOTOR 1 (Motor A)

MOTOR 2 (Motor B)
Other Building Options

Tabletop Car – LEDGE

Tabletop Car – BUMPER
Garage – CONTROL BOX

- Magnet
- Reed Switch 1 (Input 2)
- Reed Switch 2 (Input 3)
- Push Button (Input 1)
- Motor (Motor A)
- Buzzer (Output 1)
Toll Booth

1

1
Toll Booth – CONTROL BOX

- LED 1 (Output 1)
- LED 2 (Output 2)
- BUZZER (Output 3)
- REED SWITCH 1 (Input 2)
- REED SWITCH 2 (Input 3)
- PUSH BUTTON (Input 1)
- MOTOR (Motor A)
- BUZZER (Output 3)
- REED SWITCH 1 (Input 2)
- REED SWITCH 2 (Input 3)
Swing Bridge
IMPORTANT: Attach all the chain links in the same direction.
 Swing Bridge – CONTROL BOX

PUSH BUTTON 2
(Input 2)

REED SWITCH 2
(Input 4)

MAGNET

PUSH BUTTON 1
(Input 1)

REED SWITCH 1
(Input 3)

BUZZER
(Output 3)

MOTOR 1
(Motor A)

MOTOR 2
(Motor B)

PUSH BUTTON 1
(Input 1)

PUSH BUTTON 2
(Input 2)

REED SWITCH 1
(Input 3)

REED SWITCH 2
(Input 4)
Amusement Park Ride
IMPORTANT: Attach all the chain links in the same direction.
Amusement Park Ride – CONTROL BOX

- PUSH BUTTON (Input 1)
- BUZZER (Output 1)
- MOTOR 1 (Motor A)
- MOTOR 2 (Motor B)
- LED 1 (Output 2)
- LED 2 (Output 3)
Crane
IMPORTANT: Attach all the chain links in the same direction.
Other Building Options

Crane – CRANK

Crane – MAGNETS

Crane – CLAW
Programmable Safe
Programmable Safe – CONTROL BOX

- **BUZZER** (Output 1)
- **MOTOR** (Motor A)
- **PUSH BUTTON** (Input 1)
- **REED SWITCH 1** (Input 3)
- **PUSH BUTTON** (Input 2)
- **REED SWITCH 1** (Input 3)
- **REED SWITCH 2** (Input 4)
- **LED 1** (Output 2)
- **LED 2** (Output 3)
- **MAGNET**

- **MOTOR** (Motor A)
- **PUSH BUTTON** (Input 1)
- **PUSH BUTTON** (Input 2)
- **REED SWITCH 2** (Input 4)
- **LED 1** (Output 2)
- **LED 2** (Output 3)
- **REED SWITCH 1** (Input 3)
- **REED SWITCH 2** (Input 4)
Hockey Game
Hockey Game – CONTROL BOX

- LED 1 (Output 1)
- LED 2 (Output 2)
- BUZZER (Output 3)
- REED SWITCH 1 (Input 2)
- REED SWITCH 2 (Input 3)
- MOTOR (Motor A)
- PUSH BUTTON (Input 1)