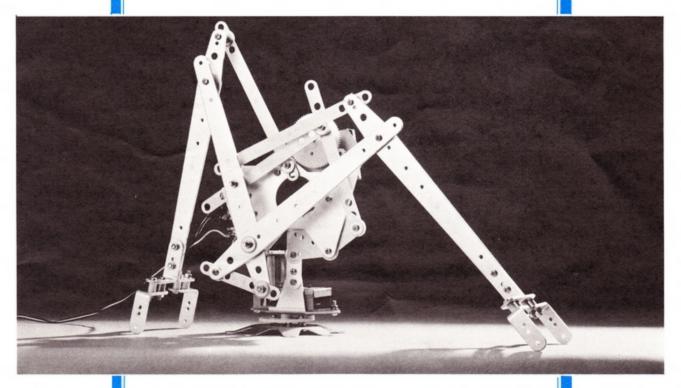
THE INCHWORM



The Mechanimal 3 can be assembled into three animals; the Snake, the Spider and the Inchworm. To assemble an animal carefully follow the instructions as directed below:

Part numbers shown in blue indicate "special" hardware.

Color Code

- · Parts to be attached are shaded blue in each step
- · Assembled parts they attach to are shaded gray
- Heavy blue line shows where parts attach and order in which hardware is assembled

NOTE: Be very careful to assemble hardware correctly and use designated holes only.

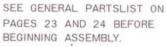
Tighten hardware securely to insure precise movement of parts. Always note starred sections before assembling. NEVER FORCE A CONNECTION. Go back over the directions to find an assembly error.

DO NOT TOUCH MOVING CONNECTIONS WHILE OPERATING MECHANIMAL.

Recommended for children ten years and over.

For assembly of the Mechanical inchworm the following parts are necessary:

piece 1	parts 2M	piece 27
1		27
	ON	
	2N	49
1	2S	46
4	3A	13
2	3B	5
4	3H	2
1	3.J	11
2	3K	2
1	3M	4
1	3R	1
8	4A	2
2	4B	2
2	4K	1
. 5	4L	1
13	4M	1
18	4N	1
22	4F	1
15	4S	1
3		
5		
	2 4 1 2 1 1 8 2 2 2 5 13 18 22 15 3	2 3B 4 3H 1 3J 2 3K 1 3M 1 3R 8 4A 2 4B 2 4K 5 4L 13 4M 18 4N 22 4F 15 4S



2M-

2M

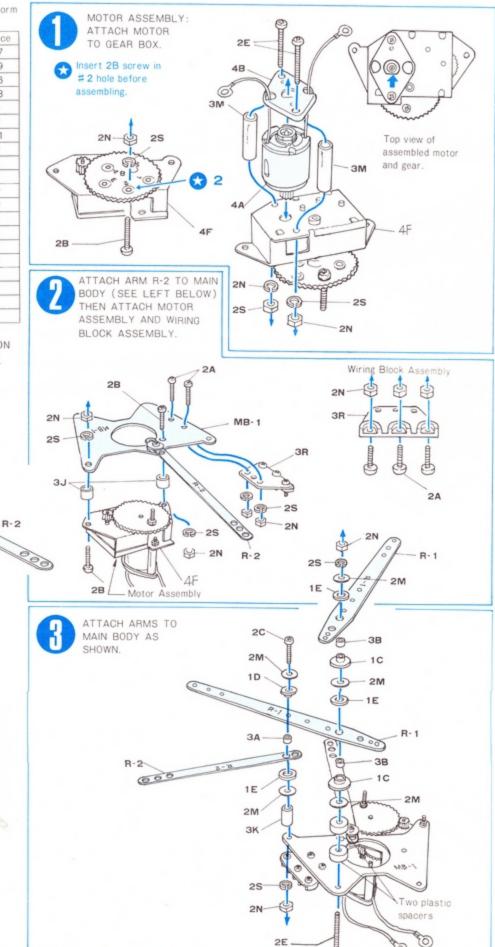
MB-1

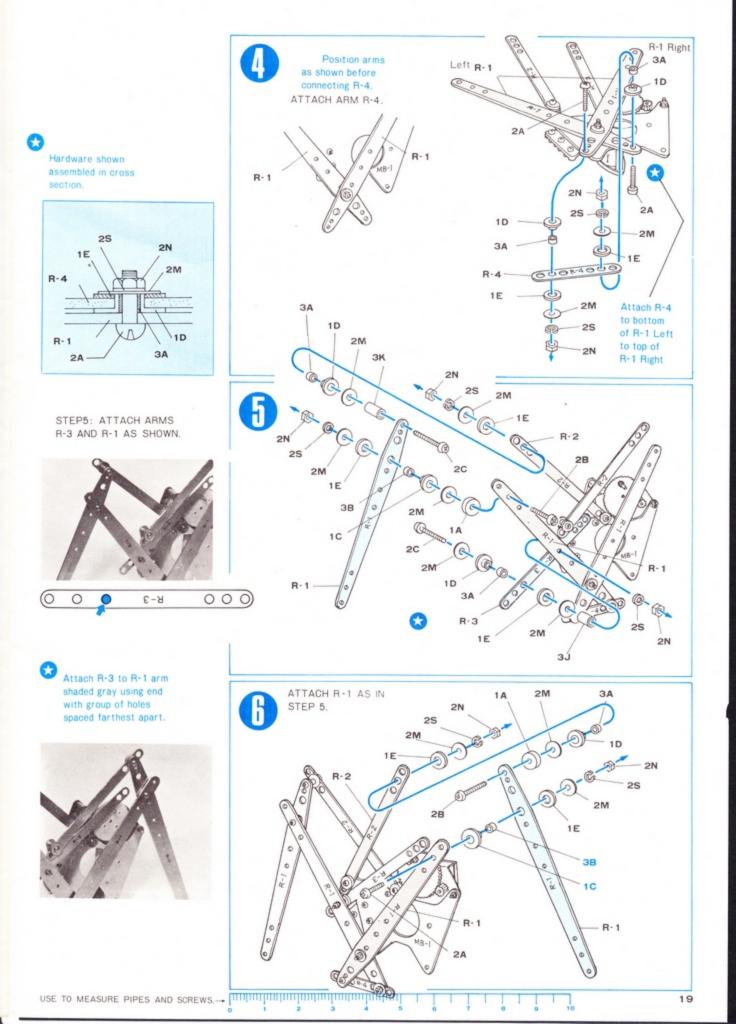
2N

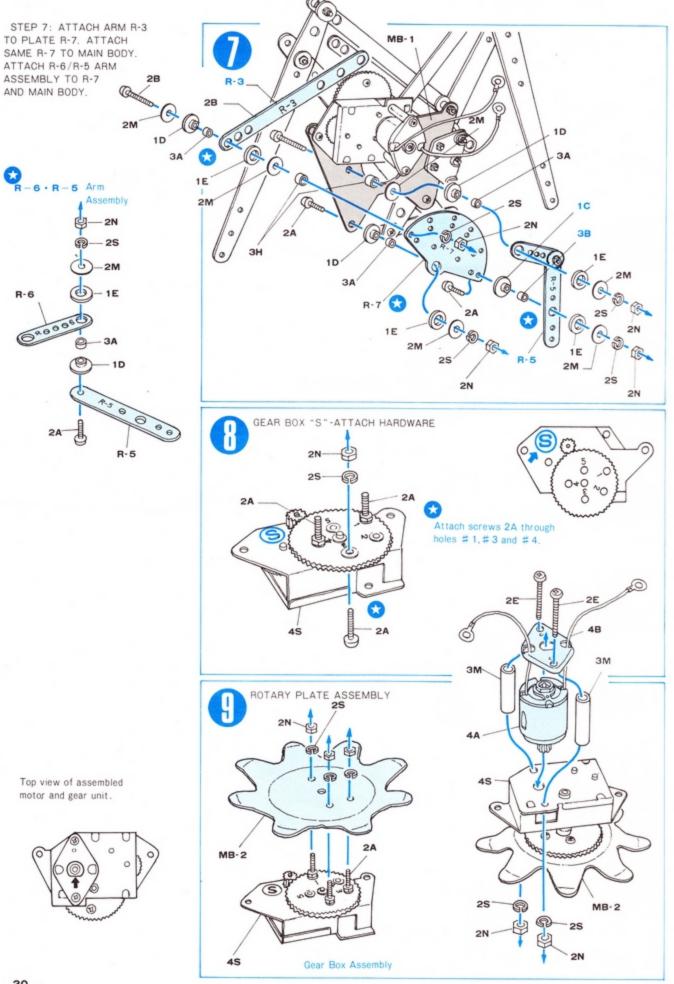
2A

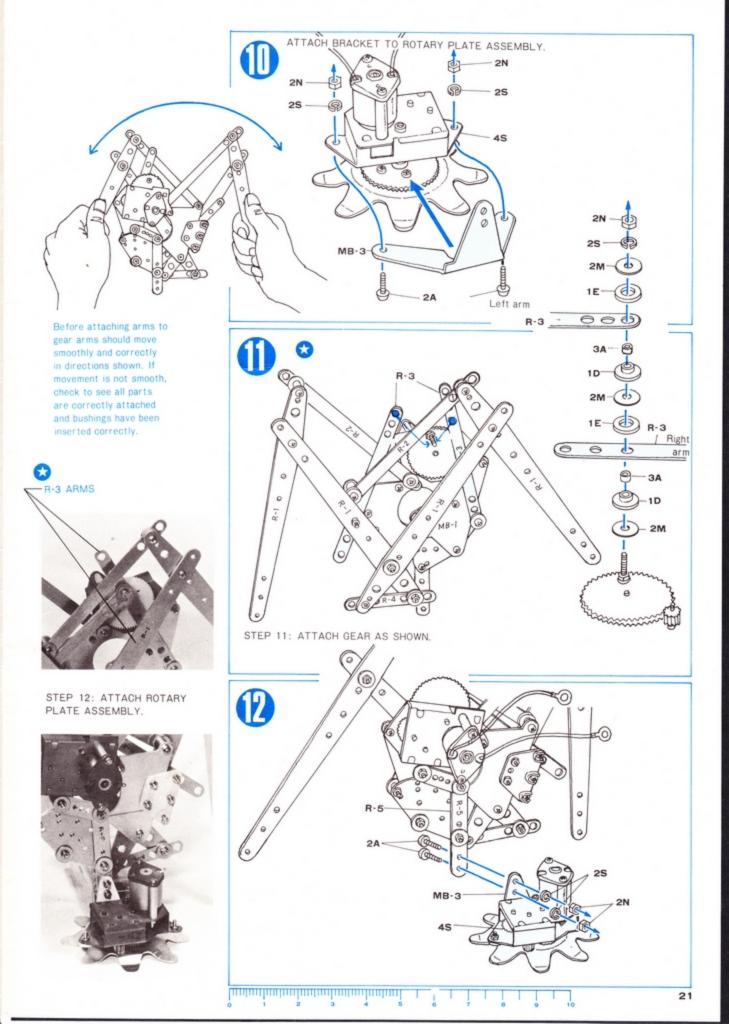
3A

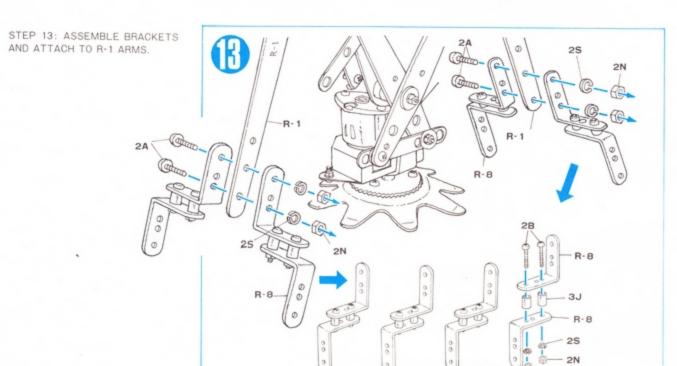
25











STEP 14: WIRE INCHWORM TO BATTERY BOX.

Lubricate moving connections using silicon or machine oil.

KEEP FINGERS AWAY FROM MOVING PARTS WHEN IN OPERATION.

NOTE: If gears do not turn after lead wires are securely connected,

- Check position of each wire.
- Check wiring box to make sure it is secure.

