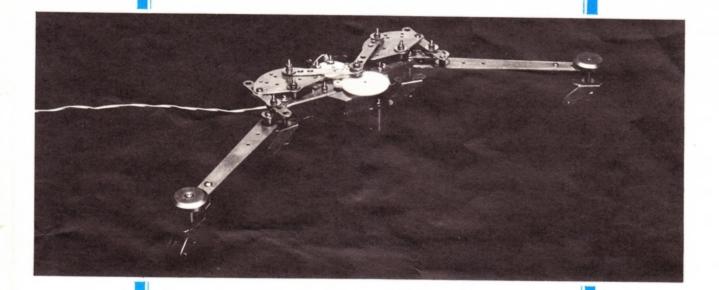
THE SNAKE



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.

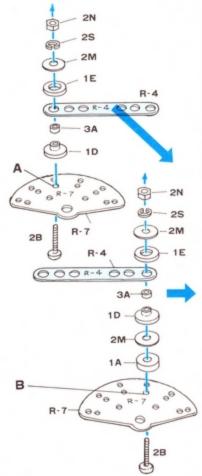
Recommended for children ten years and over.

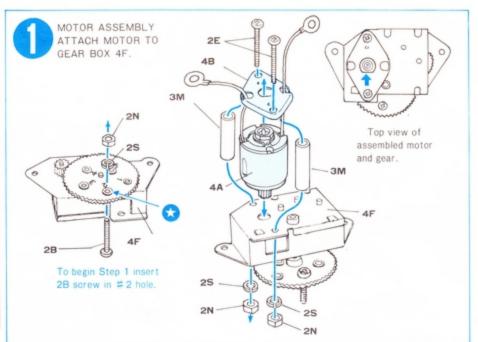
For assembly of the Mechanical Snake the following parts are necessary:

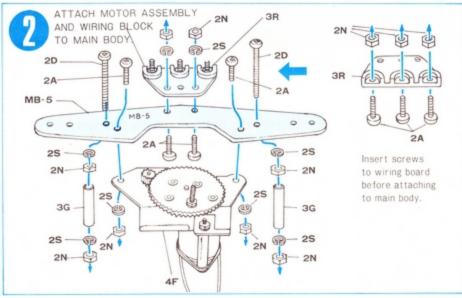
	g p		,
parts	piece	parts	piece
MB-5	1	3C	2
R-1	2	3F	3
R-4	4	3G	6
R-6	2	3 J	4
R-7	2	3L	4
1A	3	3M	2
1C	4	3R	1
1D	12	4A	1
1E	14	4B	1
2A	9	4C	4
2B	7	4D	4
2C	2	4E	4
2D	2	4K	1
2E	• 2	4L	1
2F	3	4M	1
2M	36	4N	1
2N	34	4F	1
2S	31		
3A .	12		
3B	2		

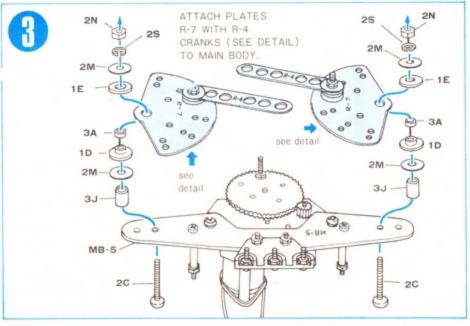
SEE GENERAL PARTSLIST ON PAGES 23 AND 24 BEFORE BEGINNING ASSEMBLY.

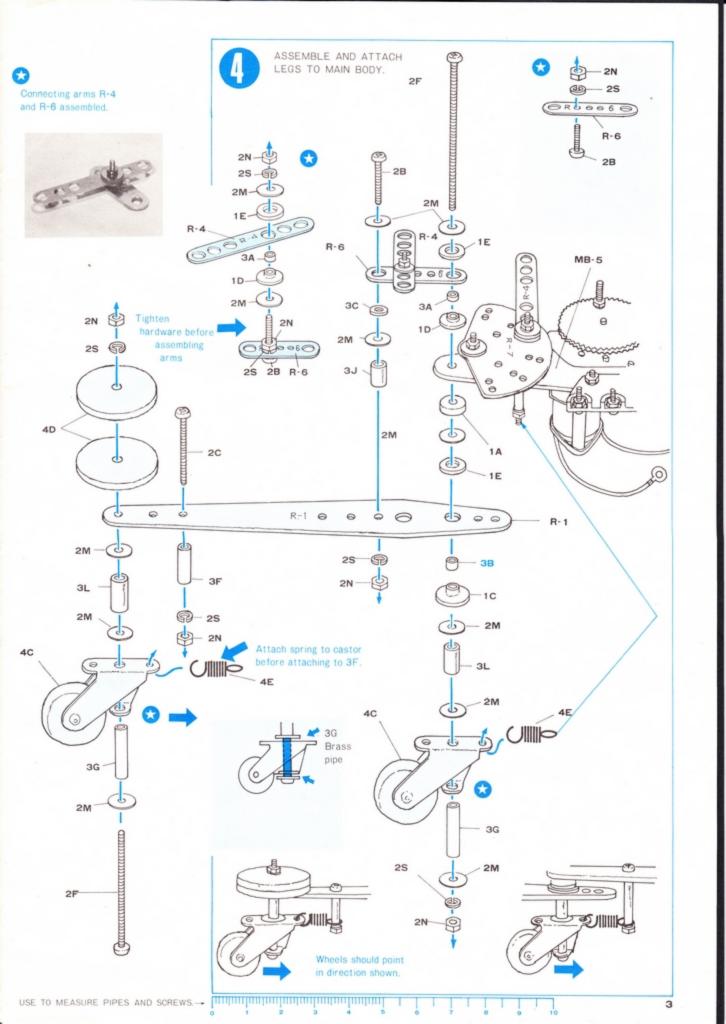
DETAIL A&B

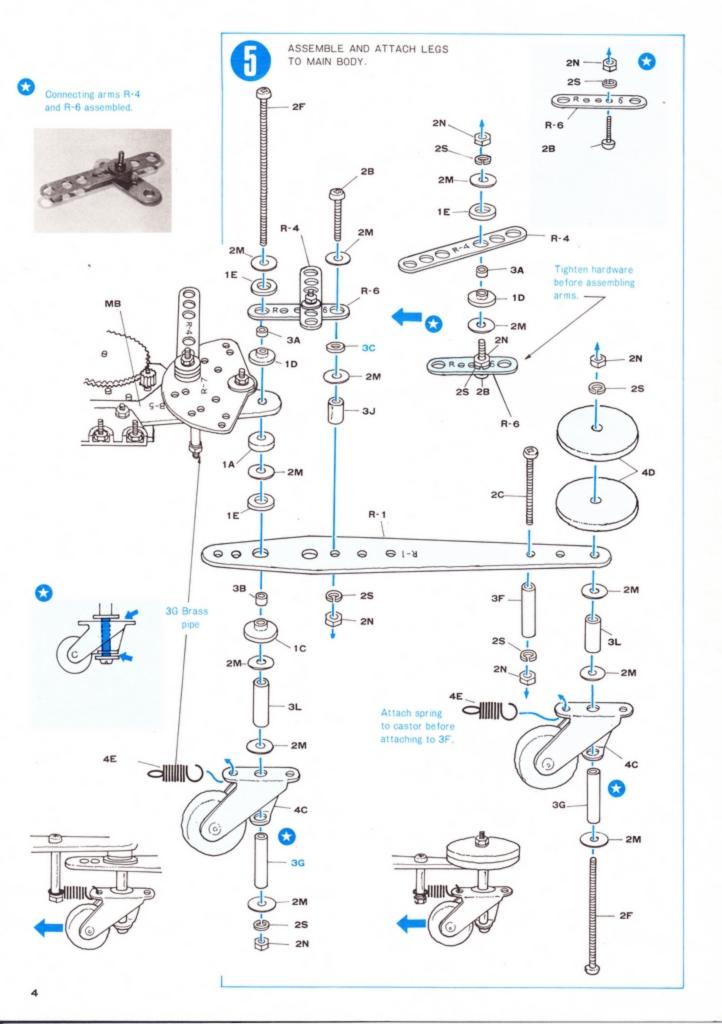


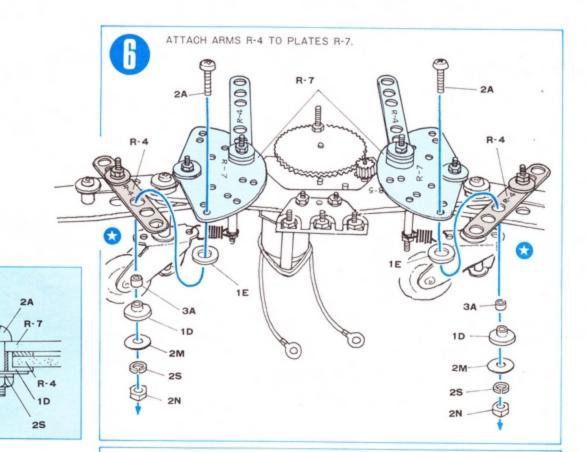












NOTE: If gears do not turn after lead wires are connected securely,

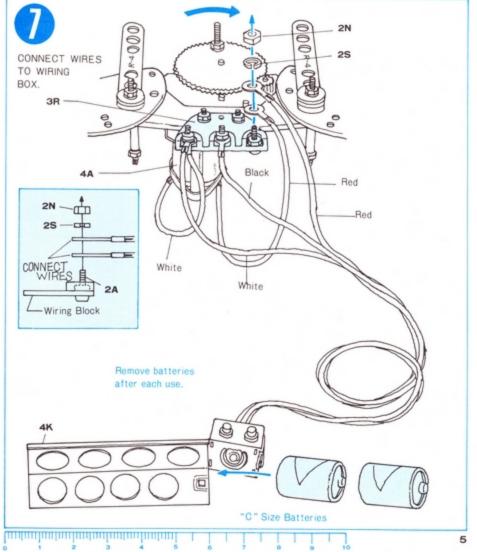
Cross section of hardware properly assembled.

3A

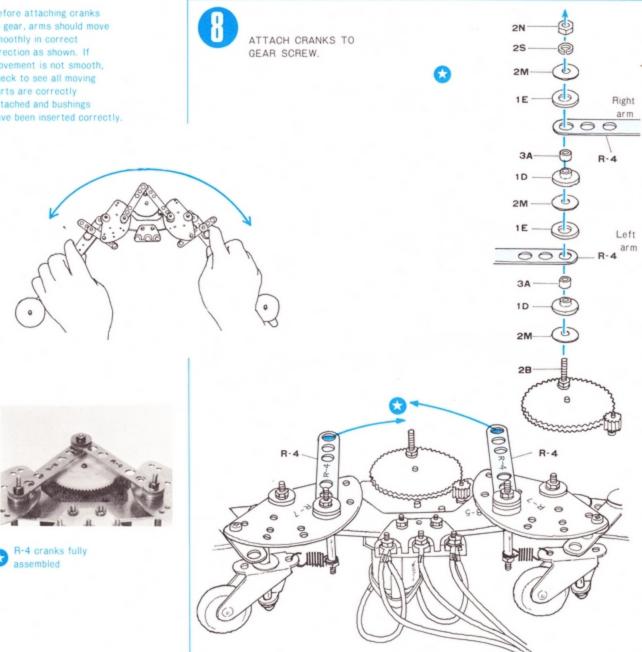
2N

1E

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



Before attaching cranks to gear, arms should move smoothly in correct direction as shown. If movement is not smooth, check to see all moving parts are correctly attached and bushings have been inserted correctly.



STEP9: LUBRICATE MOVING CONNECTIONS USING SILICON OR MACHINE OIL.

KEEP FINGERS AWAY FROM MOVING PARTS WHEN IN OPERATION.

