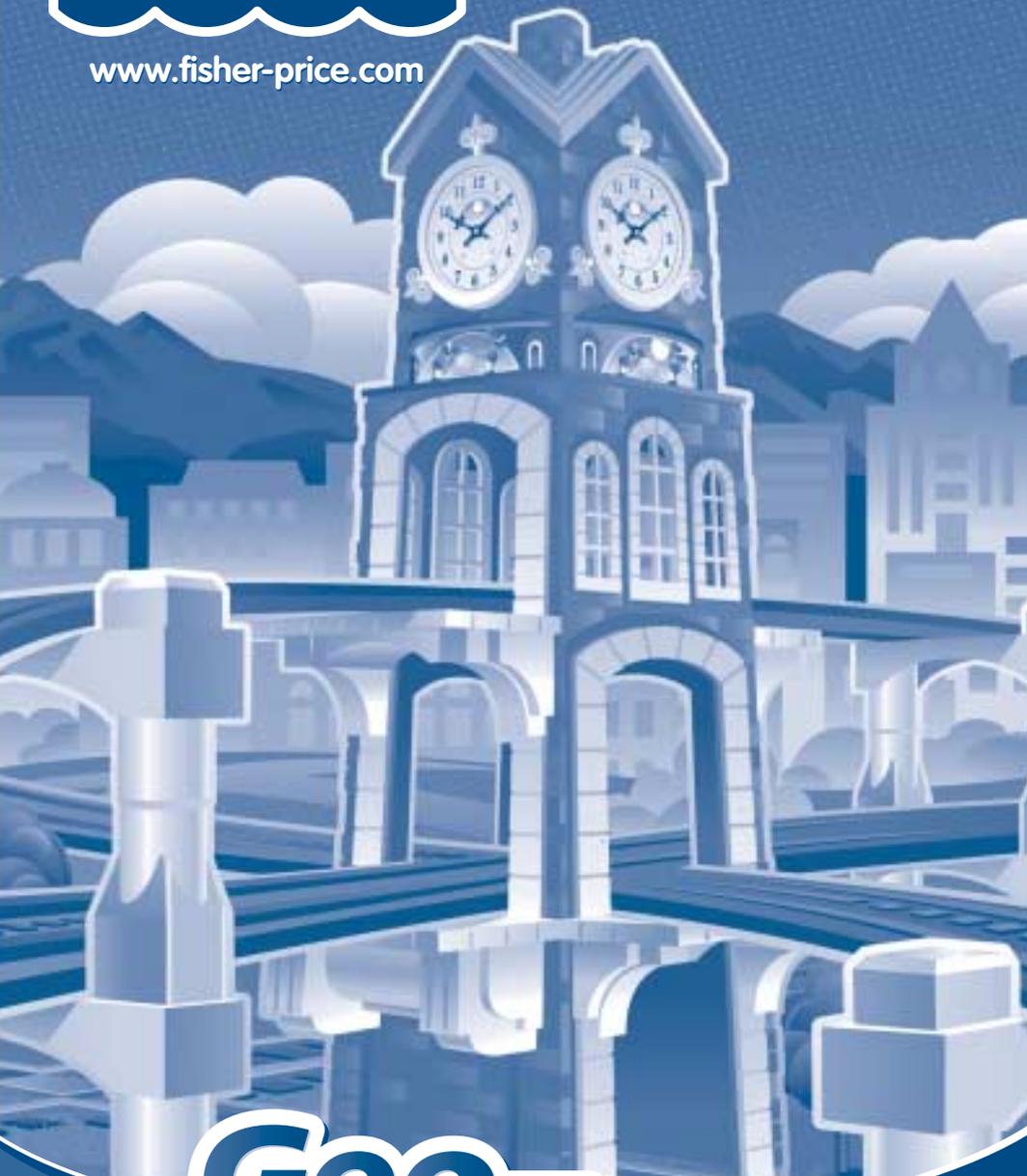


Fisher-Price®

www.fisher-price.com



GeoTrax™
Rail & Road System

High Chimes Clock™ Tower

Parts

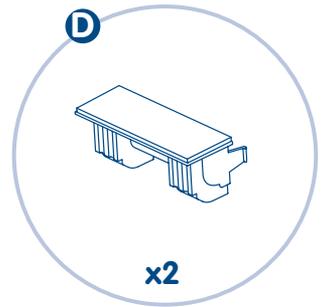
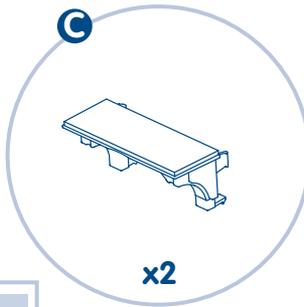
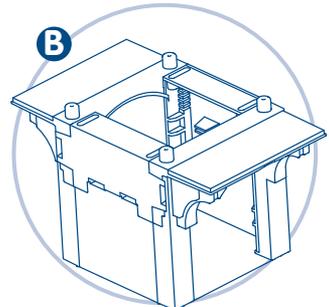
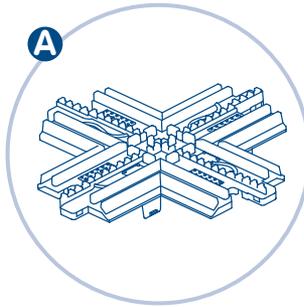
- A. Cross Track
- B. Base
- C. 2 Arched Overhangs
- D. 2 Plain Overhangs
- E. Chimney
- F. Tower

Please keep this instruction sheet for future reference, as it contains important information.

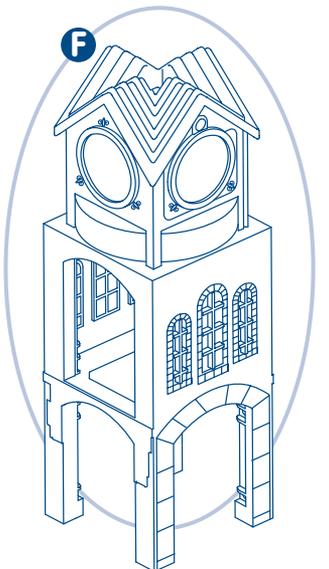
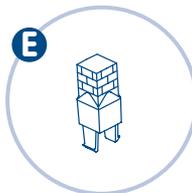
Requires three "AAA" (LR03) alkaline batteries (not included).

Adult assembly is required.

Tool required for battery installation: Phillips screwdriver (not included).



Younger children may need parental assistance building elevated GeoTrax™ layouts. The more your child plays with these toys, and development and skill increases, the less assistance your child will need!



Battery Information



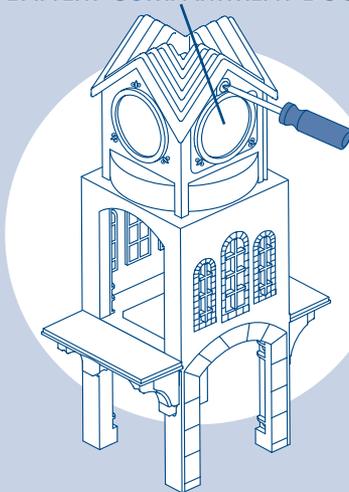
SHOWN ACTUAL SIZE

We recommend the use of alkaline batteries for longer battery life.

Battery Installation

- Locate the battery compartment on the clock tower.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert three "AAA" (LR03) alkaline batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds from this toy become faint or stop, it's time for an adult to change the batteries.

BATTERY COMPARTMENT DOOR



Battery Safety Information

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of batteries in a fire. The batteries may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.



For layout ideas visit the
GeoTrax™ section of
www.fisher-price.com

Care

Wipe the toy with a clean cloth dampened with a mild soap and water solution. Do not immerse the toy.

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS (5437)s**,

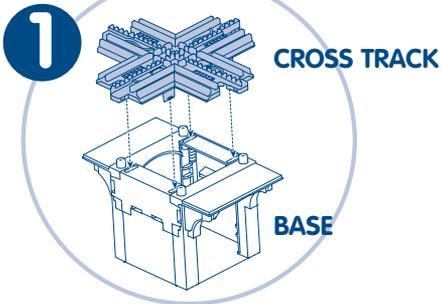
8 AM - 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Or, write to: Fisher-Price® Consumer Relations, 636 Girard Avenue
East Aurora, New York 14052, U.S.A.

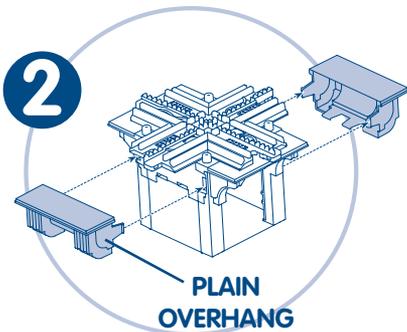
For other countries outside the United States:

Canada: call 1-800-567-7724, or write to: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2. **Great Britain:** telephone 01628 500302. **Australia:** Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312. **New Zealand:** 16-18 William Pickering Drive, Albany 1331, Auckland. **Asia:** Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

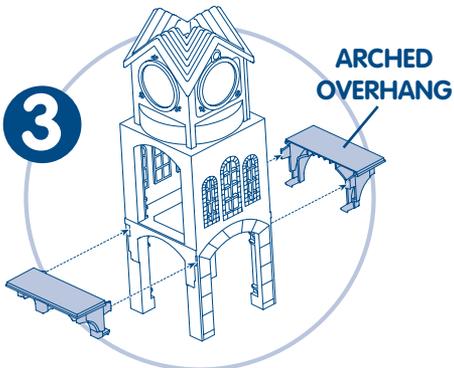
Assembly



"Snap" the cross track into the base.



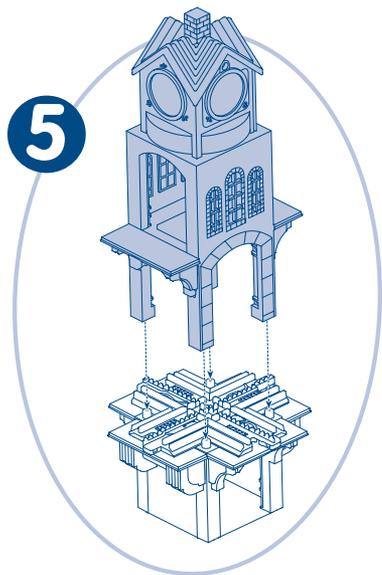
"Snap" the plain overhangs into the base, as shown.



"Snap" the arched overhangs into the tower, as shown.



"Snap" the chimney into the top of the tower.

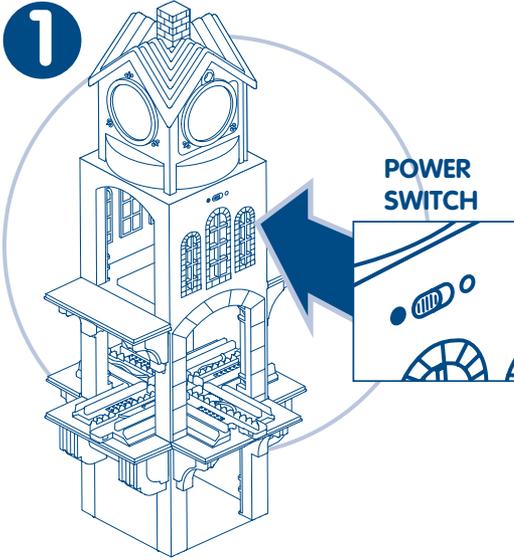


Place the tower onto the base assembly.

Assembly is now complete!

Chimes & Music!

When a train travels through the middle or top level of the tower, you'll hear chimes and music.



- Locate the power switch near the top of the tower.
- Slide the switch to the ● position to turn the toy on and the ○ position to turn the toy off.



- Press the chimney to activate the tower.



- When the train goes through either the middle level or top level of the tower, you'll hear chimes and music.

Hint: If the a train does not pass through the clock tower in a few minutes, the tower turns off automatically and plays a chime. Press the chimney again to turn the tower back on.

Important: The clock tower sound effect feature is activated by contrast in lighting. This feature may not work if the toy is in very bright light or direct sunlight. Please keep the clock tower out of bright light or direct sunlight.

Three Levels of Track Layouts!

TRACK NOT INCLUDED

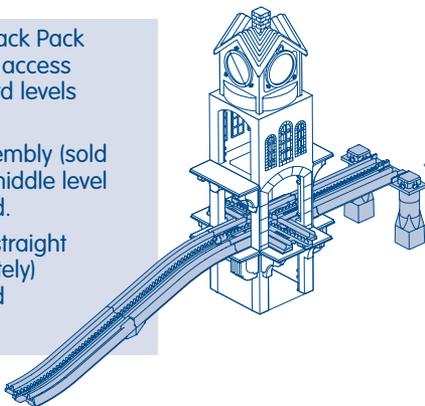
LEVEL

1



- To build a layout on the bottom level, just place a straight track (not included) through the bottom arch of the tower.

- Use an Elevation Track Pack (sold separately) to access the second and third levels of the tower.
- Attach a ramp assembly (sold separately) to the middle level to reach the ground.
- Use supports and straight tracks (sold separately) to build an elevated assembly.

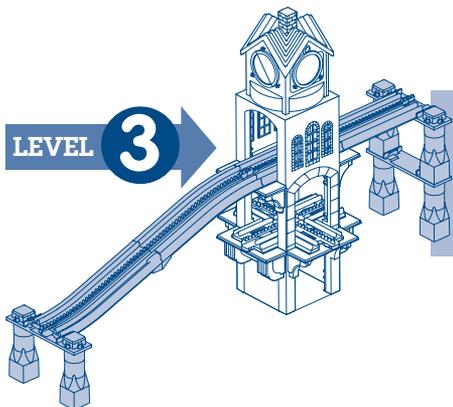


LEVEL

2

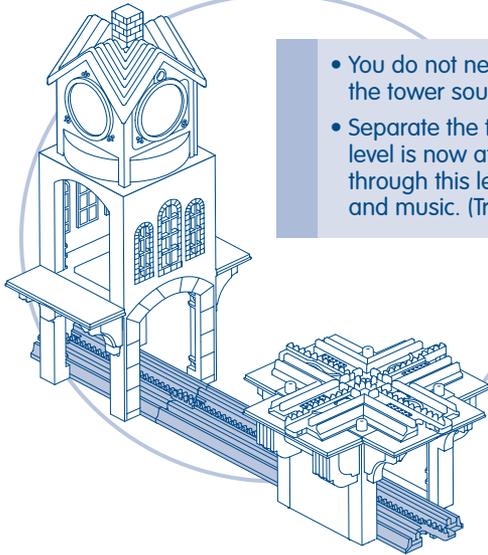
LEVEL

3



- Attach a ramp assembly to a support (each sold separately) to reach the third level.
- Use two supports stacked up and straight tracks (each sold separately) to build an elevated assembly.

Chimes & Music!



- You do not need an Elevation Track Pack to utilize the tower sound effect feature.
- Separate the tower into two parts, so the middle level is now at ground level. When a train goes through this level, you'll also hear chimes and music. (Track sold separately.)

- Rotate the spinner on the tower to play a song.



**The more
you collect,
the more
fun it gets!**



Playsets and accessories sold separately and subject to availability.
Two of each Elevation Track Packs used to make this configuration.