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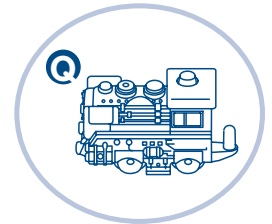
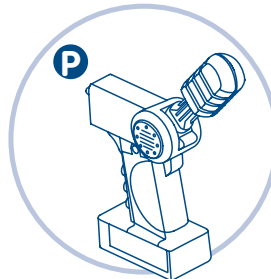
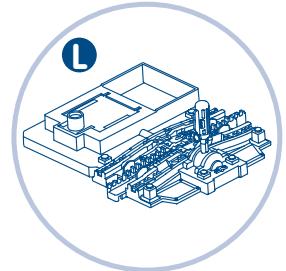
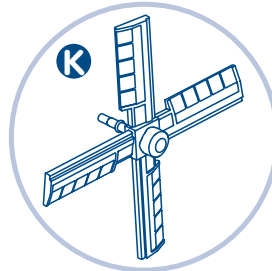
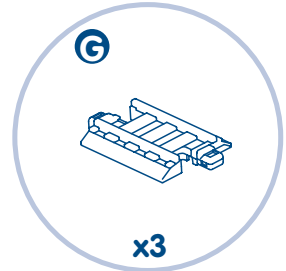
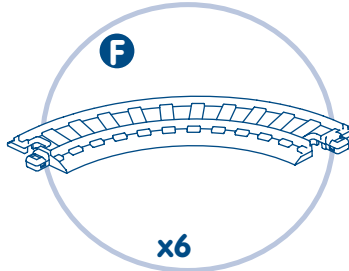
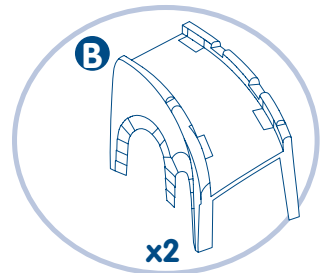
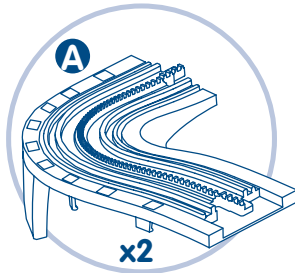


GeoTrax
Rail & Road System

Workin' Town™ Railway

Parts

- A. 2 Ramps
- B. 2 Arched Supports
- C. 2 Small Ramp Supports
- D. 2 Guardrails
- E. 2 Y-Tracks
- F. 6 Curved Tracks
- G. 3 Short Tracks
- H. 4 Straight Tracks
- I. Bridge
- J. Windmill
- K. Windmill Blades
- L. Windmill Base
- M. Factory
- N. Factory Base
- O. 2 Signs
- P. Remote Controller
- Q. Engine
- R. Pallet Car
- S. Loader Car
- T. Grain Sack
- U. 3 Pallets



Not shown: Label sheet
 Please keep this instruction sheet for future reference, as it contains important information.
 Requires six "AAA" (LR03) alkaline batteries (not included).
 Adult assembly is required.
 Tool required for battery installation: Phillips screwdriver (not included).

C



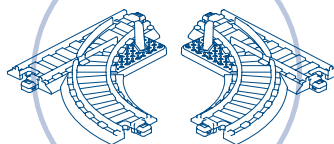
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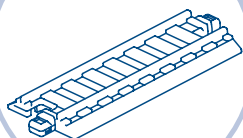


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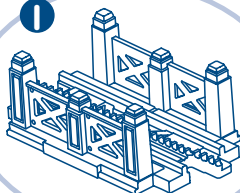


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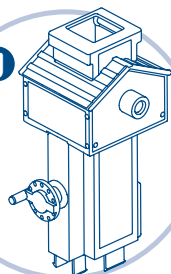


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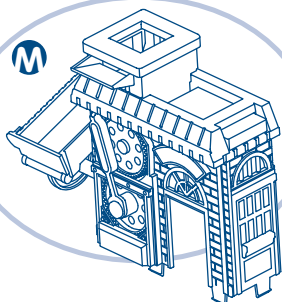
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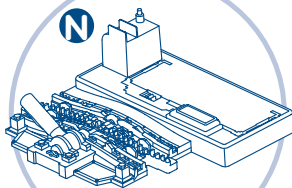
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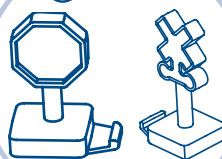
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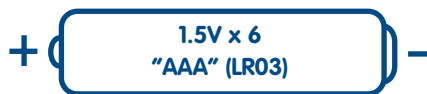


U



x3

Battery Information



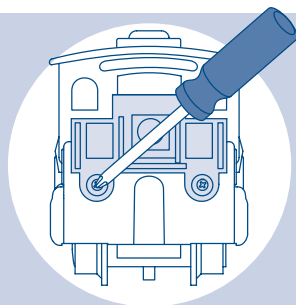
SHOWN ACTUAL SIZE

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

Battery Installation

Train Engine

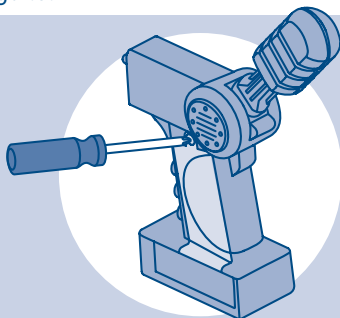
- Locate the battery compartment on the back of the train engine
- Loosen the screws in the battery compartment door with a Phillips screwdriver. Lift the battery compartment door and insert three "AAA" (LR03) alkaline batteries.
- Close the battery compartment door and tighten the screws with a Phillips screwdriver. Do not over-tighten.



IMPORTANT! Under normal use conditions, the batteries in the engine will require replacement more often than the batteries in the remote controller. For additional information, see the troubleshooting section on page 15.

Remote Controller

- Locate the battery compartment on the side of the remote controller.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door and insert three "AAA" (LR03) alkaline batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

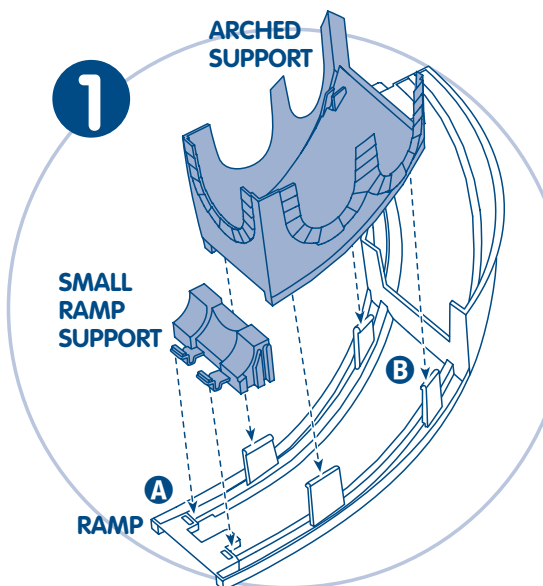


Battery Safety Information

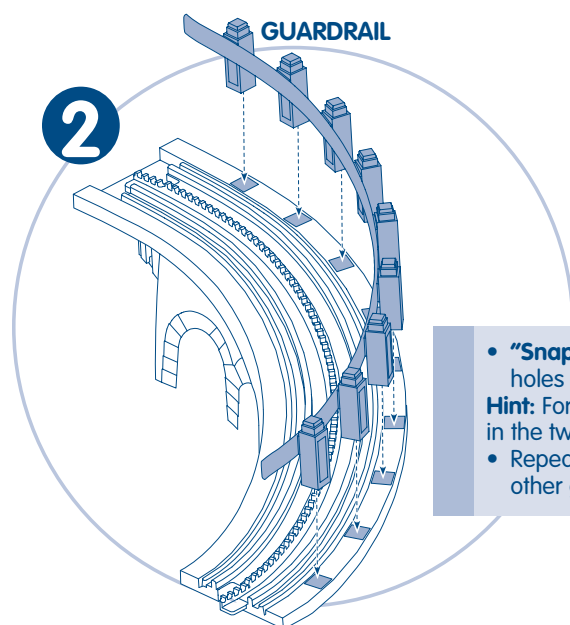
Batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- 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.

Assembly



- Position the ramp so the bottom is facing you.
- Fit the hooked tabs on the small ramp support into the slots in the ramp, as shown **A**.
- "Snap" an arched support onto the ramp, as shown **B**.
- Repeat this procedure to assemble the other ramp.



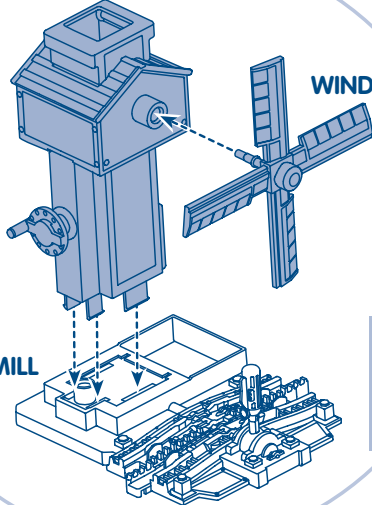
- **"Snap"** the guardrail into the square holes in the ramp assembly.
- Hint:** For easier assembly, insert and "snap" in the two end posts first, "snap" in the rest.
- Repeat this procedure to attach the other guardrail.

3

WINDMILL

WINDMILL BLADES

**WINDMILL
BASE**

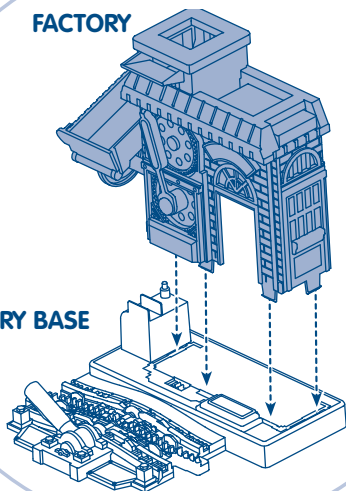


- "Snap" the windmill blades into the windmill.
- "Snap" the windmill into the windmill base.

4

FACTORY

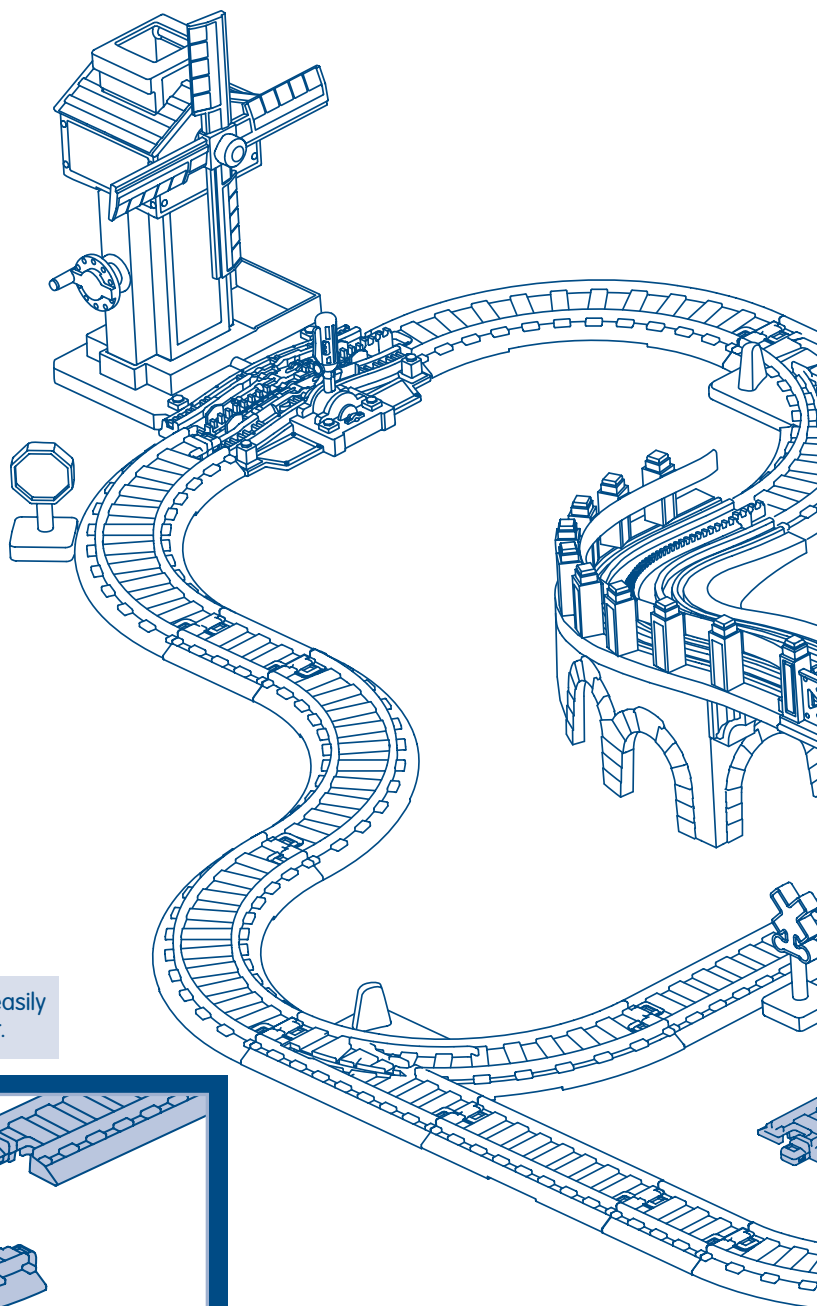
FACTORY BASE



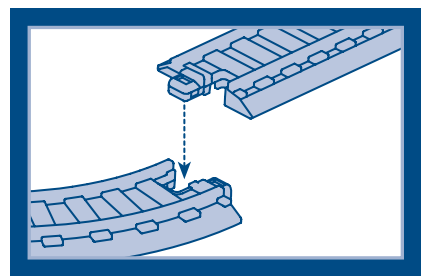
- "Snap" the factory into the factory base.

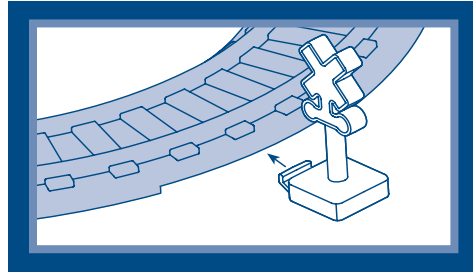
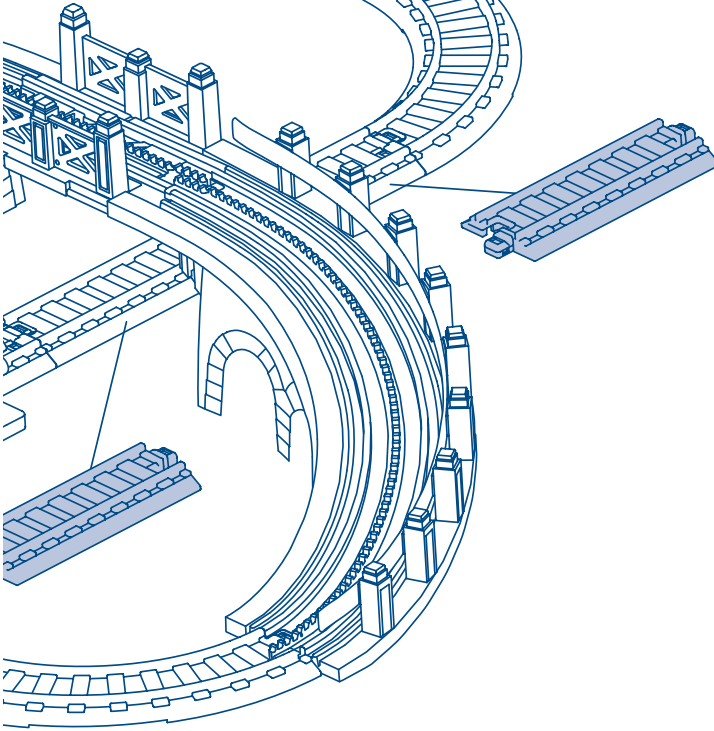
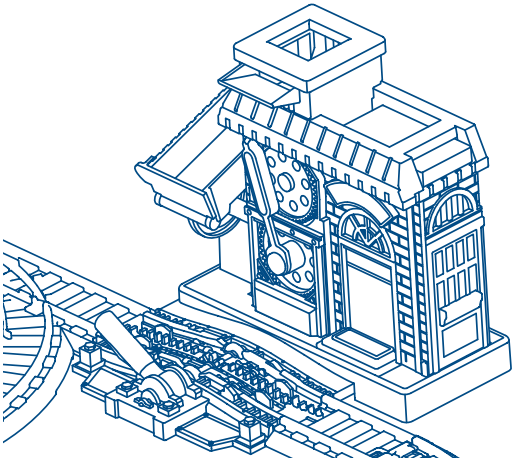
ASSEMBLY IS NOW COMPLETE.

Track Layout



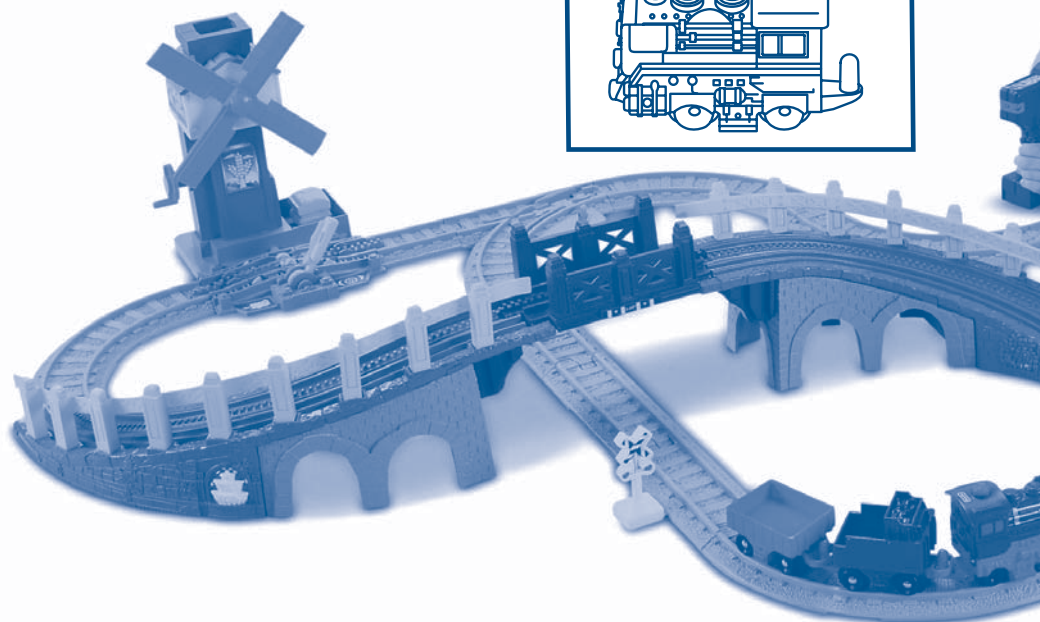
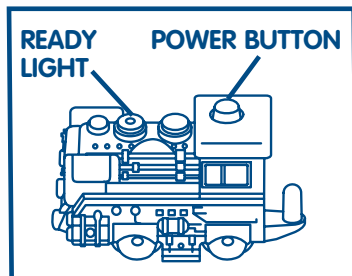
Track pieces easily snap together.



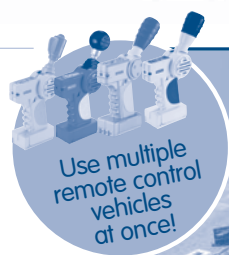


The signs have a small tab that fits into a matching notch in any track piece. Place the signs, tree around the track.

Your child is bound for a world of adventure!



The more you collect, the more fun it gets!



Woo-
Wooooo!

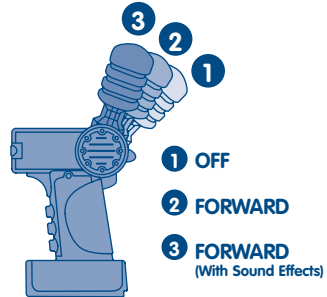
Multiple track packs used to create this configuration.
Each sold separately & subject to availability.

All Aboard!

- Hook the cars together and place them on the track. Make sure the engine is in front.

Hint: We do not recommend using the engine on carpets. For best performance, use on the track provided or hard, flat surfaces.

3-Position Remote Controller



- Press the power button on top of the engine. The ready light turns on.
- Hold the remote controller with the stick facing you. Point the remote controller toward the engine and push the stick forward. The engine moves forward around the track.
- To stop the engine, pull the stick backwards to the stop position.

Hints:

- If you do not operate the remote controller for a few minutes, the engine shuts off and the ready light turns off. Press the engine power button, and operate the remote controller to restart.
- This toy works best if you have a clear path between the remote controller and the engine. Point the remote controller at the engine. The maximum range of the remote controller is about 12 feet.

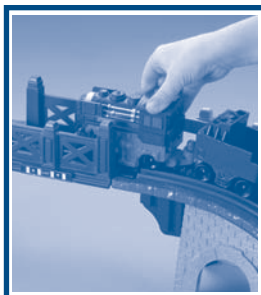


WARNING

To prevent entanglement, keep hair away from wheels.



So Many Ways to Play!



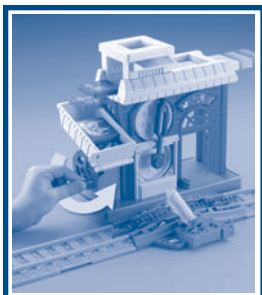
You can push the train along for fun.



Or use the remote controller from anywhere around the track.



Turn the crank to spin the windmill blades.



Turn the crank on the factory and pallets load onto the chute.

The



Flip the GeoMotion™ switch in front of the windmill.



Flip the GeoMotion™ in front of the factory.

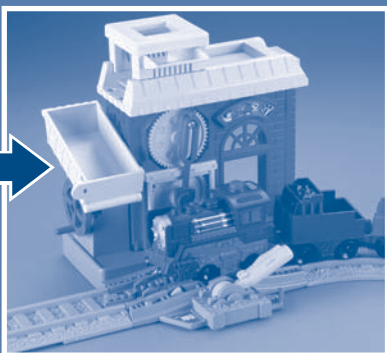
Magic of GeoMotion™ !



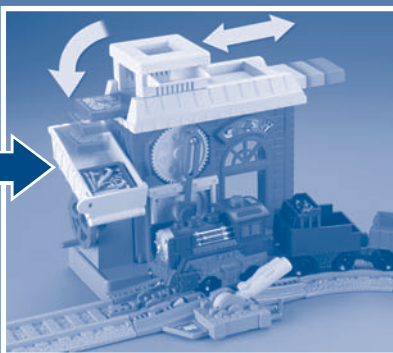
Use your remote controller to drive your RC engine in front of the windmill.



GeoMotion™ rotates the windmill blades. Flip the GeoMotion™ switch back to drive on.

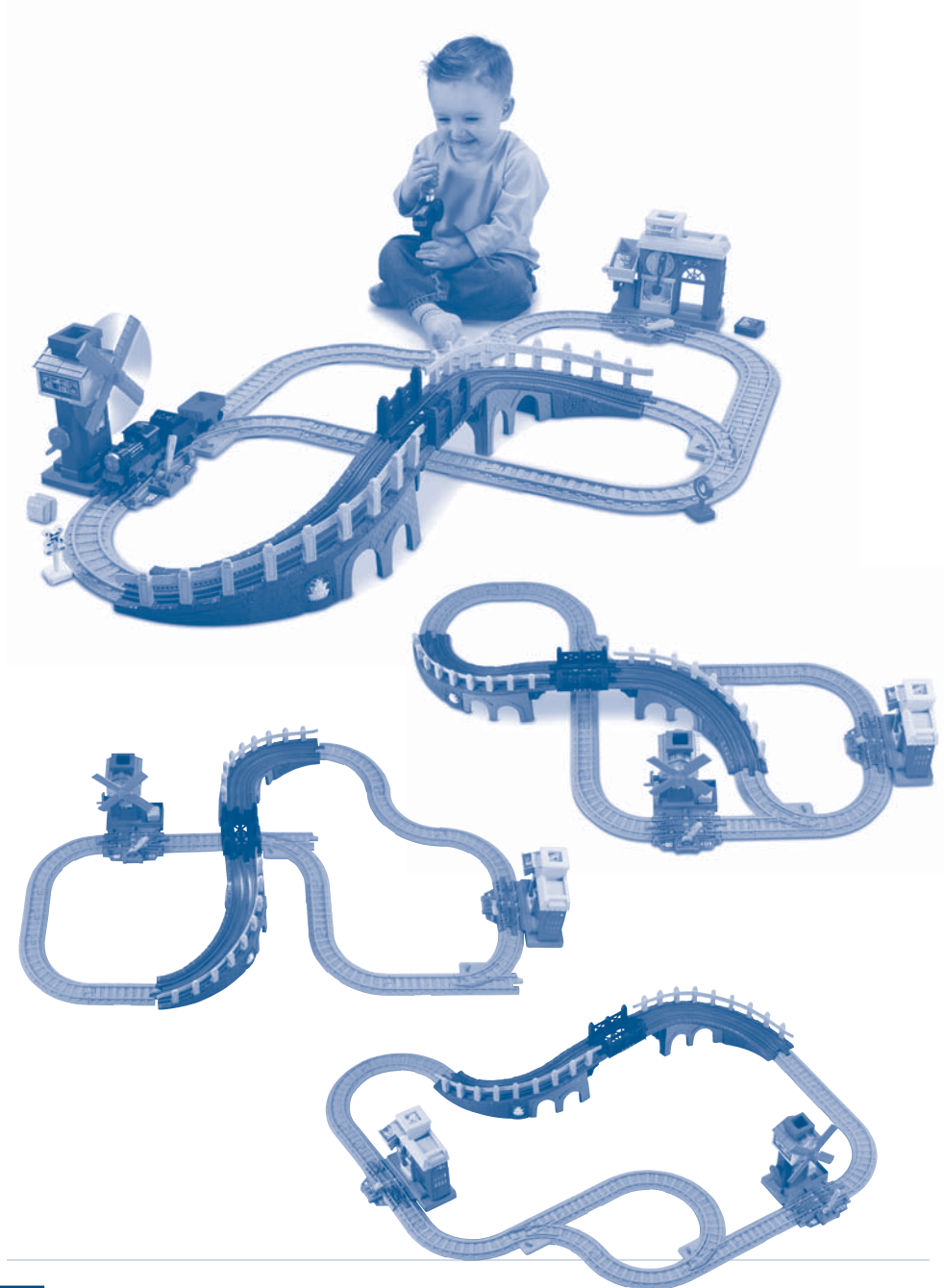


Use your remote controller to drive your RC engine in front of the factory.



GeoMotion™ “starts up” the factory and pallets load onto the chute. Flip the GeoMotion™ switch back to drive on.

Try These Fun Layouts!



Troubleshooting

SYMPTOM	SOLUTION
Engine drives slowly	<p>Battery power in the engine may be weak. Replace all three batteries in the engine with fresh, alkaline batteries.</p> <p>The wheels on the engine or attached cars may be dirty. Wipe them with a clean cloth.</p>
Engine does not respond to the remote controller	<p>Battery power in the remote controller may be weak. Replace all three batteries in the remote controller with fresh, alkaline batteries.</p> <p>You may be beyond the maximum range of the remote controller which is about 12 feet.</p> <p>You may not have a clear path between the remote controller and the engine. This toy works best when there are no obstructions between the engine and the remote controller.</p> <p>Bright sunlight or fluorescent lights may affect the range of the remote controller. Try dimming the room you are playing in.</p> <p>The engine may have shut off. If you do not operate the remote controller for a few minutes, the engine shuts off automatically and the ready light turns off. Press the power button on the engine, and operate the remote controller to restart.</p>

FCC Note (United States Only)

Note: 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:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



Visit www.fisher-price.com
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GeoTrax™ accessories!

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**,
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consumers using TTY/TDD equipment, please call 1-800-382-7470.
Or, visit us on line at www.service.fisher-price.com.

Write to us at:

Fisher-Price® Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

For countries outside the United States:

CANADA: Questions? **1-800-432-5437**. Mattel Canada Inc., 6155 Freemont Blvd.,
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GREAT BRITAIN: [Mattel UK Ltd](http://MattelUKLtd), [Vanwall Business Park](http://VanwallBusinessPark), [Maidenhead SL6 4UB](http://MaidenheadSL64UB). Helpline: 01628 500302.

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Consumer Advisory Service 1300 135 312.

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ASIA: Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.