



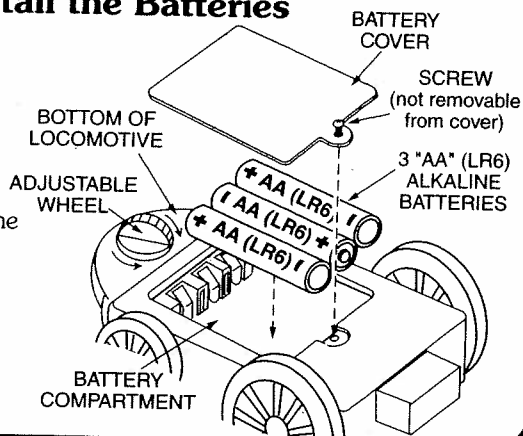
Teach & Go Train

INSTRUCTION SHEET

For best performance we suggest playing with your Teach & Go Train set on a hard, smooth surface or a flat pile rug. Before starting carefully read the following instructions.

Step 1 How to install the Batteries

- Take the Locomotive and turn it upside down.
- Unscrew the Battery Cover using a Phillips screwdriver and remove.
- Insert 3 "AA" (LR6) size alkaline type batteries into the Battery Compartment as shown, carefully noting the direction of the (+) and (-) symbols.
- Replace the cover and tighten the screw.

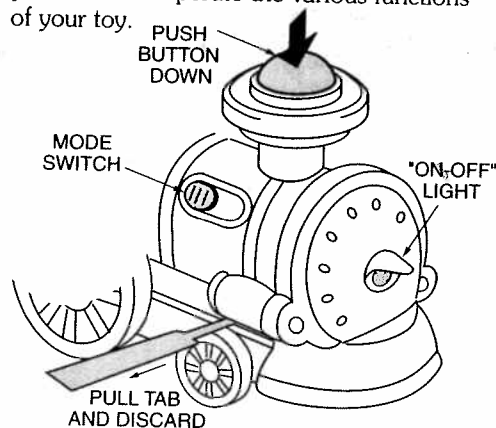


Step 2 How to turn Train on

- To turn the Teach & Go Locomotive "ON", push down the Button on the Locomotive's smoke stack as shown.
 - The light on the front of the engine will light up to indicate it's on.
- Note:** This button is not an "ON-OFF" switch. The Locomotive will automatically turn itself off after 20 seconds of not being used.

Mode Switch

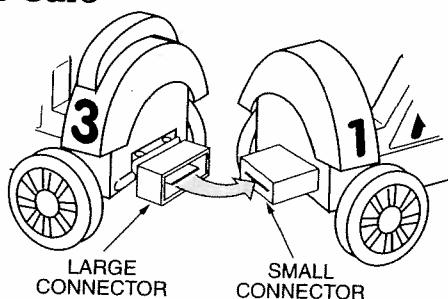
The Mode Switch, located on the Left side of the Locomotive, will select the 3 Mode positions that operate the various functions of your toy.



Note: Remove and discard pull tab (shown in the figure) to switch the toy into normal play mode.

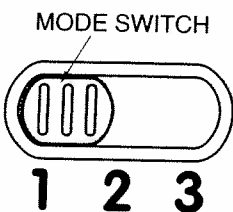
Step 3 How to Attach Cars

- To attach two cars together, be sure a Large Connector and a Small Connector face each other.
 - Push both cars firmly together until they are securely attached.
- Note:** In order to make the train go in a circle, turn the adjustable wheel on the bottom of the locomotive (shown in the figure in Step 1), to the left or to the right. If the wheel is left in a center position, the train will travel in a straight line.

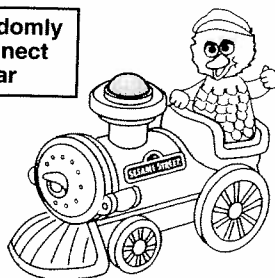


Mode 1 Identify Mode

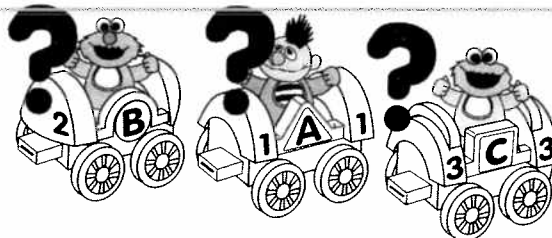
Slide Mode Switch on Locomotive to Mode 1 position



Big Bird will randomly ask you to connect a specific car



- Slide Mode Switch on Locomotive to number 1 position and press down on the Smokestack to turn it "ON".
- Big Bird will introduce himself and randomly ask you to connect a specific car to the engine; this could be by letter, number, color, shape, Sesame Street character or animal shown on the cars.



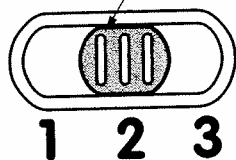
- When you connect the correct car, Big Bird will say a reward phrase like "Great, Terrific," etc.
- If you connect the wrong car, Big Bird will ask the child to try again. He will keep repeating the phrase until the correct car is connected.
- When all three cars are connected in the proper order, Big Bird will call out each car, the cars will light up and the train will move forward in a circle.

Note: When the train stops, Big Bird will ask you to play again. If you do not respond in 20 seconds, Big Bird will say a "good bye" message and the train turns off automatically.

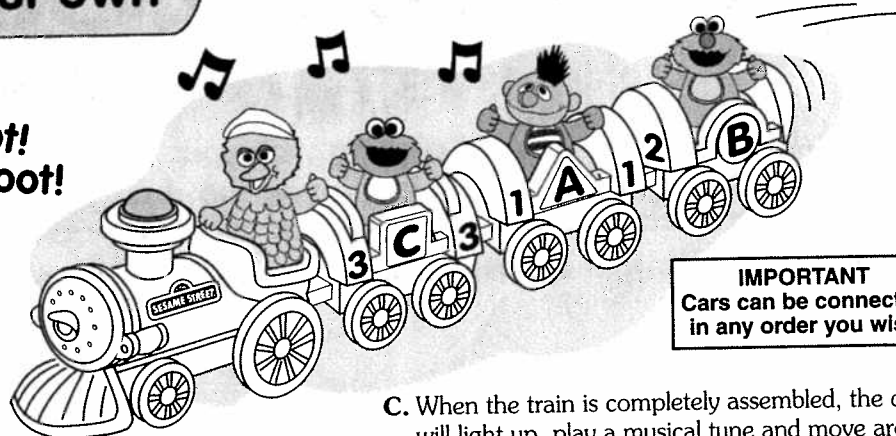
Mode 2 Build your own

Slide Mode Switch on Locomotive to Mode 2 position

MODE SWITCH



Toot!
Toot!



IMPORTANT
Cars can be connected
in any order you wish

- A. Slide Mode Switch on Locomotive to number 2 position and press down on the Smokestack to turn it "ON".
B. Big Bird will ask you to help connect the cars to the train in no particular order.

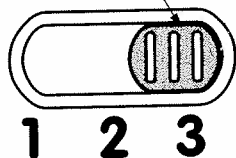
C. When the train is completely assembled, the cars will light up, play a musical tune and move around in a large circle.

Note: When the train stops, Big Bird will ask you to play again. If you do not respond in 20 seconds, Big Bird will say a "good bye" message and the train turns off automatically.

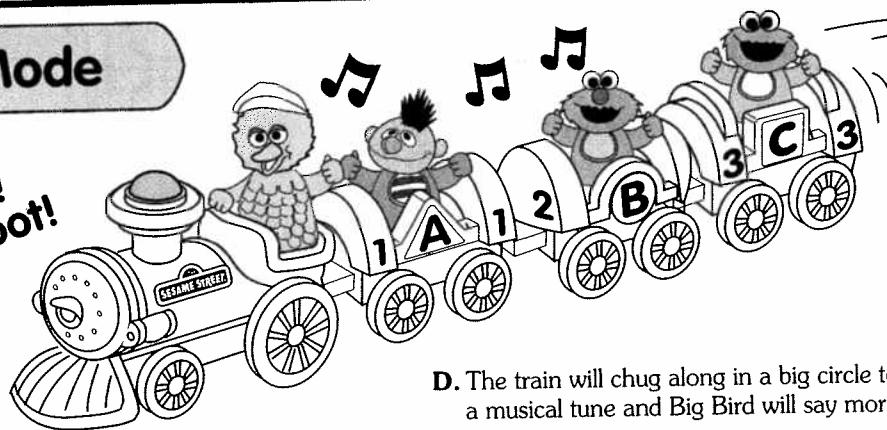
Mode 3 Music Mode

Slide Mode Switch on Locomotive to Mode 3 position

MODE SWITCH



Toot!
Toot!



- A. Attach all the cars of the train together as explained in Step 3 in the order shown above.
B. Slide Mode Switch to number 3 and press down on the Smokestack to turn the train "ON".
C. Big Bird will call out a hello message and say "Let's go for a ride on the Teach & Go Train".

D. The train will chug along in a big circle to a musical tune and Big Bird will say more messages.

E. When the train stops, Big Bird will say "Let's go for another ride". Press the Smokestack and the train will continue to move.

Note: If you do not press the Smokestack in 20 seconds, Big Bird will say a "good bye" message and the train turns off automatically.

CAUTION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before they are charged.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.

- Only batteries of the same or equivalent type as recommended are to be used.
- Be sure to insert batteries with the correct polarities and always follow the toy and battery manufacturers' instructions.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.

Should this product cause local electrical interference we recommend moving it away from other equipment.

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