

Fisher-Price®

Discovery Airport™

Model Number 77831



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

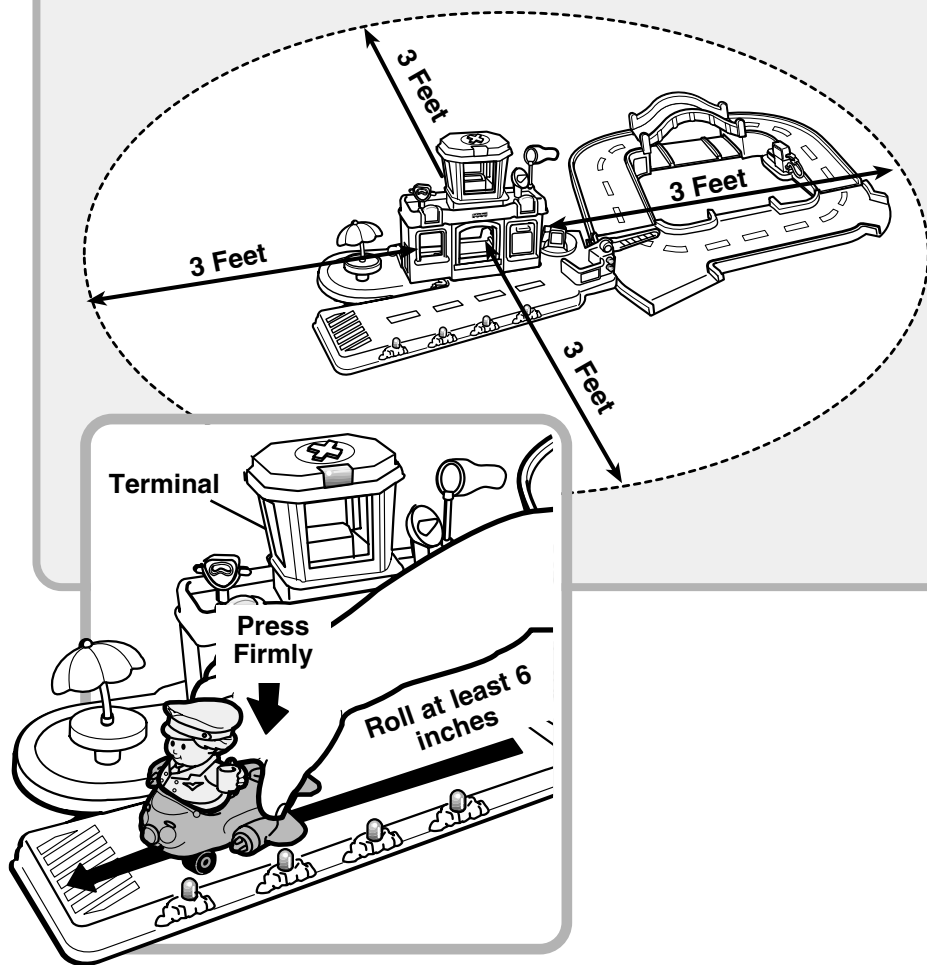
Adult assembly is required.

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

Requires four "AA" (LR6) alkaline batteries (not included).

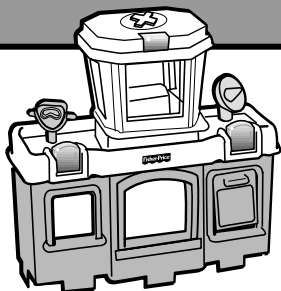
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For Best Results

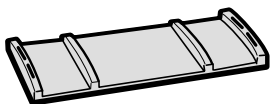


- **Roll vehicle in a straight line**, within 3 feet of the airport terminal.
- Roll the vehicle at least 6 inches.
- Be sure your child plays with the toy in a quiet room (free from background noise).
- **Press** firmly when rolling, so you can hear the “clicking” sound. (The clicking sound activates the sound effects).
- Roll the vehicle at a constant speed (not too slow or too fast).
- Turn the helicopter propeller at a constant speed (not too slow or too fast), within three feet of the terminal.

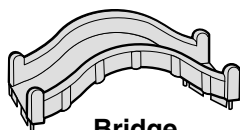
Parts



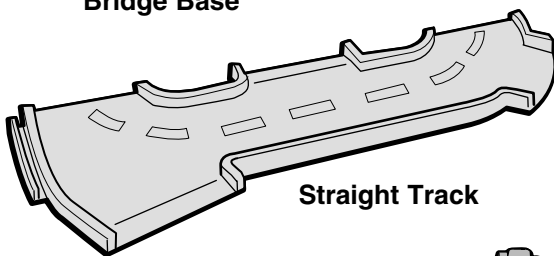
Terminal



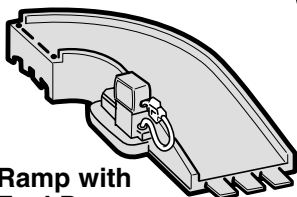
Bridge Base



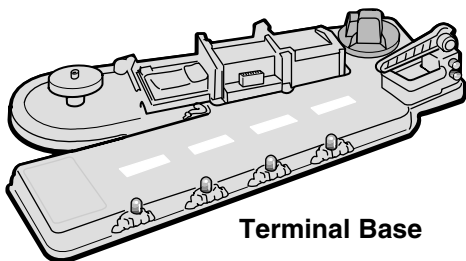
Bridge



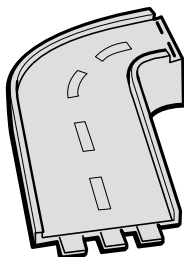
Straight Track



Ramp with Fuel Pump



Terminal Base



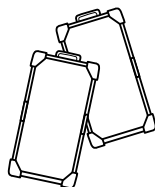
Ramp



Umbrella



Windsock



Luggage



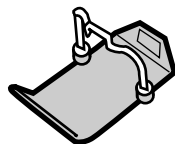
Binocular Viewer



Radar Dish



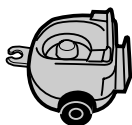
Helicopter



Helicopter Lift



Luggage Car



Luggage Trailer



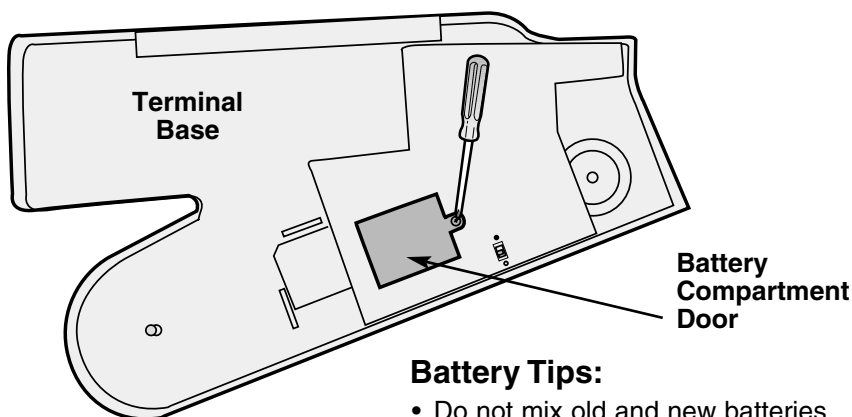
Taxi



Airplane

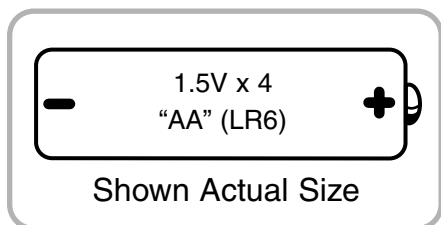
Parts not shown: 3 Figures.

Battery Installation



Battery Tips:

- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage this 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.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the "Battery Replacement" instructions are to be used.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.

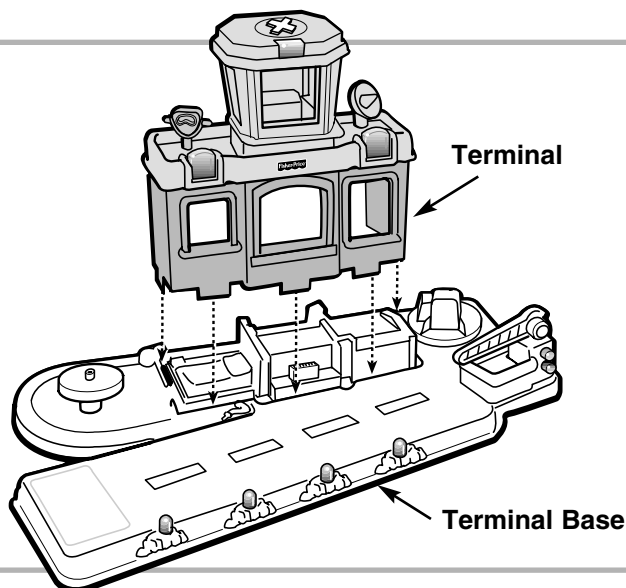


- Locate the battery compartment door on the bottom of the airport base.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert four, "AA" (LR6) **alkaline** batteries, as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds or lights from this toy become faint or stop, it's time for an adult to change the batteries!

Hint: We recommend using **alkaline** batteries for longer battery life.

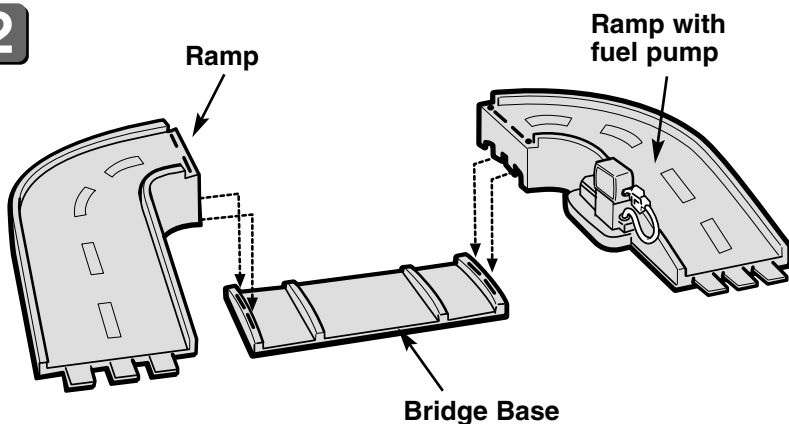
Assembly

1



- Position the terminal base on a flat surface. Insert and **"snap"** the tabs on the bottom of the terminal into the slots in the terminal base as shown. Press firmly on the building to make sure all five tabs have snapped in place.
- Pull up on the terminal to be sure it is secure.

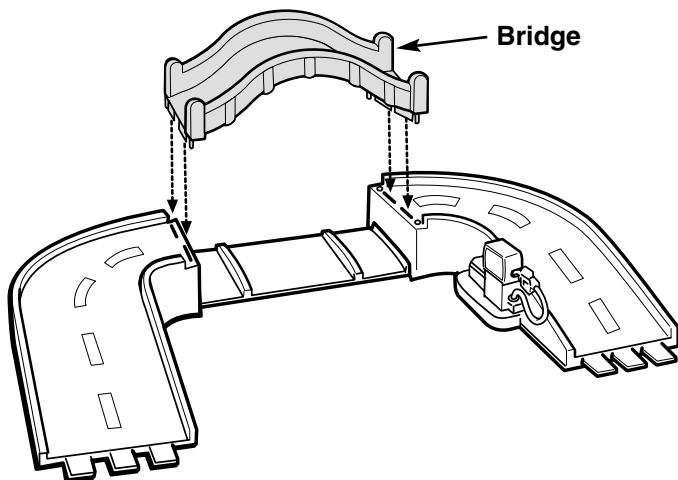
2



- Place the bridge base on a flat surface. Insert and **"snap"** the tabs on the ramp into the slots in the bridge base as shown.
- Insert and **"snap"** the tabs on the ramp with fuel pump into the slots in the bridge base as shown.

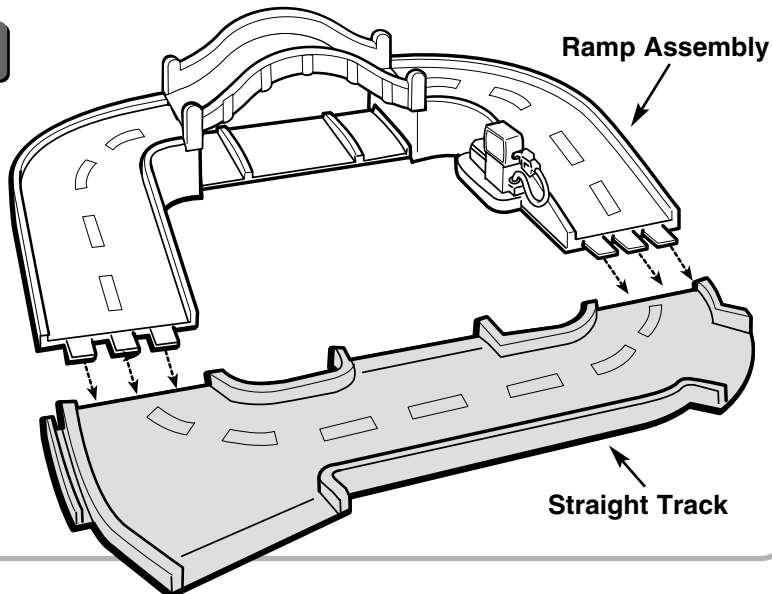
Assembly

3



- Insert and "**snap**" the tabs on the ends of the bridge into the slots in the ramps, as shown.

4



- Insert and "**snap**" the tabs on the end of each ramp into the slots in the straight track as shown.

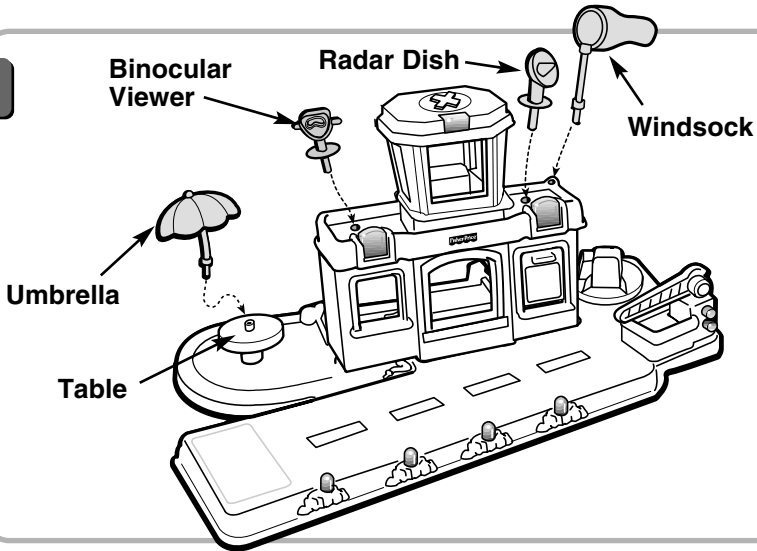
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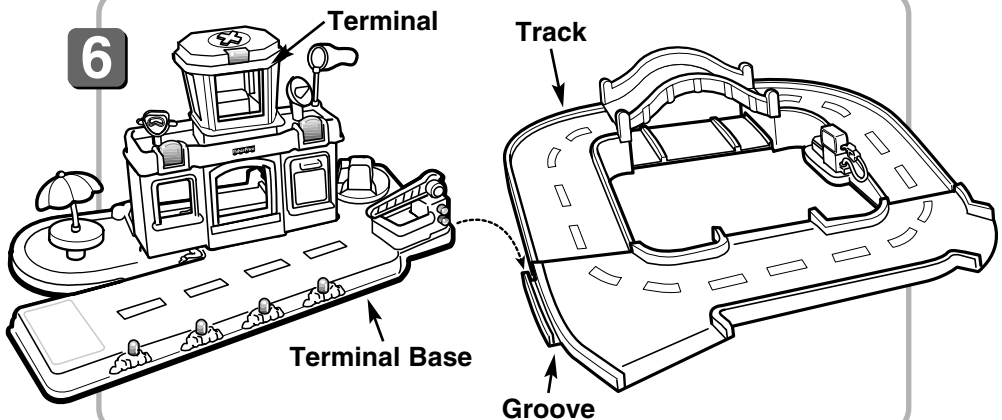
Assembly

5



- Insert and "snap" the peg on the bottom of the radar dish into one of the two large holes on the roof of the terminal.
- Insert and "snap" the peg on the bottom of the binocular viewer into the other large hole on the roof of the terminal.
- The windsock can be inserted and removed from any of the smaller holes on the roof of the terminal.
- The umbrella can be inserted and removed from the hole in the table on the terminal base.

6



- To attach the terminal to the track, place the ridge on the bottom of terminal base into the groove in the track.

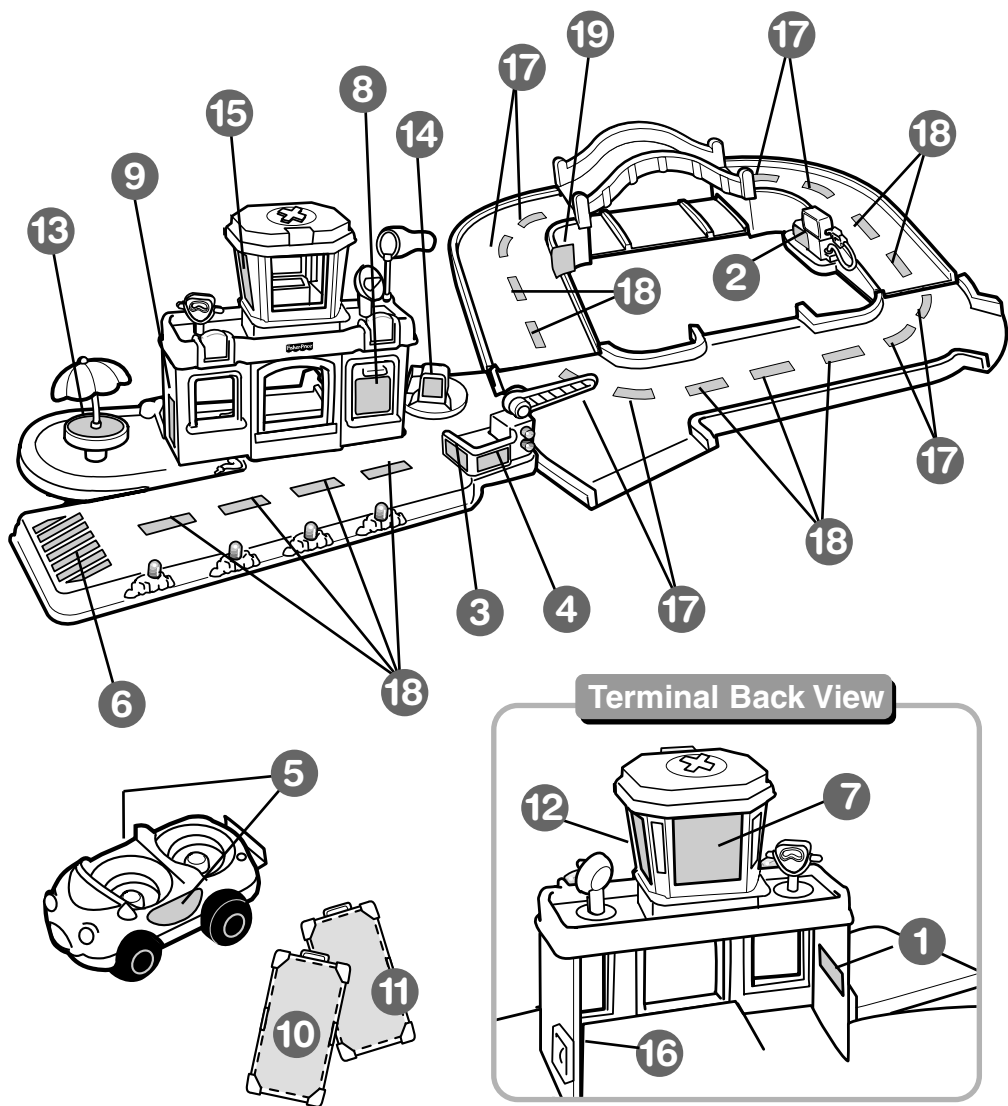
Hint: Lift the terminal base to separate from the track for easier storage.

7

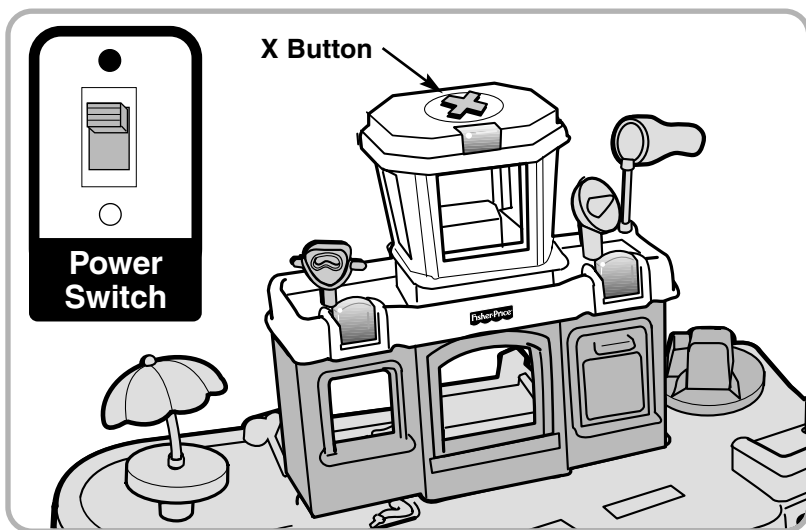
Label Application

Proper label application will help to keep the labels looking their best!

- Wash your hands before applying the labels.
- Make sure the areas where the labels will be applied are clean and dry. Wipe this product with a clean, soft, dry cloth to remove any dust or oils.
- For best results, do not attempt to apply a label more than once.
- Apply the labels as shown in the illustrations.



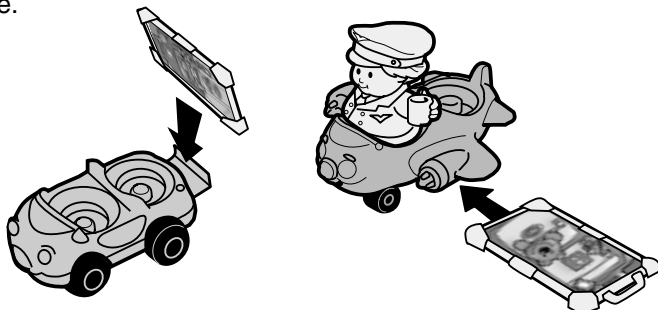
Airport Fun with Lights and Sound Effects!



- Locate the power switch on the bottom of the toy.
- Slide the switch to the on ● position. The lights flash and you'll hear a musical "fanfare". The toy is ready to recognize the vehicles when rolled.
- If your child does not actively play with this toy for a few minutes, the toy will play the same fanfare and go to sleep. Sound effects and lights will not work.
- To "wake up" the toy, press the "X" button on the top of the airport building.
- When your child is finished playing with the toy, slide the on/off switch to the off ○ position.

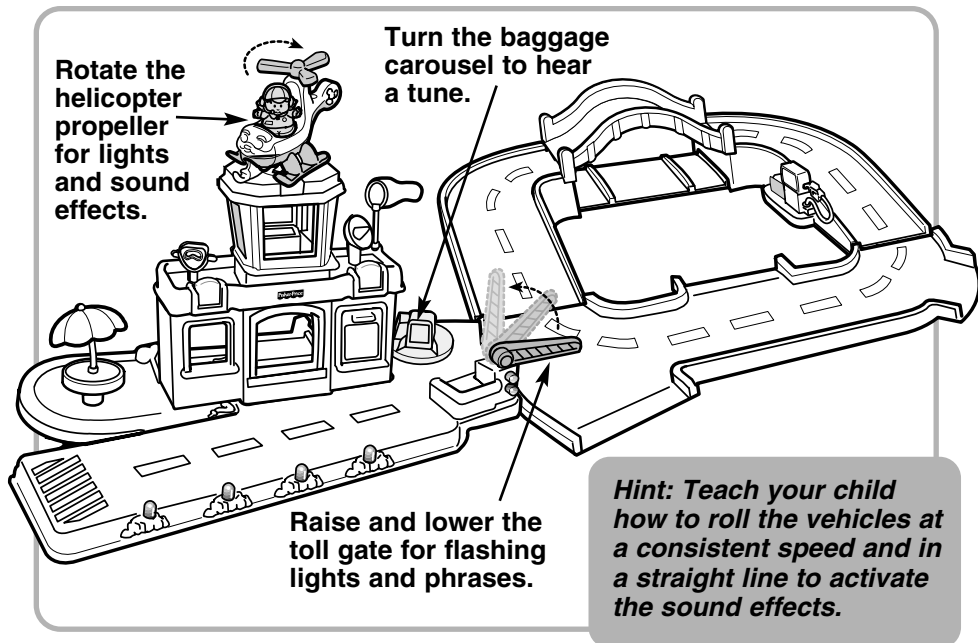
Luggage Storage

- Place luggage in the groove on the back bumper of the taxi or under the jet plane.



Roll 'n Recognize

Roll any vehicle within 3 feet of the airport. The airport recognizes the vehicle and responds with a sound effect and lights.



If Vehicle Sound Effects Are Not Playing

Check to see if:

- Vehicles are being rolled or helicopter propeller is being rotated outside the zone of about three feet from the airport terminal.
- Vehicle is not being rolled at least six inches.
- Your child is playing with the toy in a noisy room with clicking noises in the background. This toy recognizes the clicking sounds made by each vehicle. If there is another clicking or tapping noise in the background, the toy will not be able to identify the vehicle because of the interference. Make sure your child plays with this toy in a quiet room.
- Your child has rolled more than one vehicle at a time.
- The vehicle is not being rolled smoothly.
- The vehicle is being rolled back and forth (reversing direction).
- Vehicle is not being pressed when rolled, to make it click.
- Your child is rolling a vehicle while the toy is playing a sound effect. Wait until the sound effect is finished.

Care

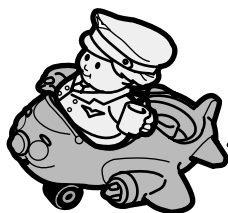
- Wipe the toy with a clean cloth dampened with a mild soap and water solution.
- Do not immerse the toy.

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.

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





Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 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.

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 500303. **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.