



INFRA-RED REMOTE **POWER EXPRESS TRAINSET**



WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE AS THEY CONTAIN IMPORTANT INFORMATION.

TO ENJOY ALL FEATURES AVAILABLE IN THE TRAIN SET, FOLLOW THESE GUIDELINES CLOSELY:

- Connect the train as shown, Locomotive - Passenger Car - Vehicle Carrier.
- Set the train in the direction shown in the TRACK LAYOUT section, following the rules carefully and you will enjoy all featured functions of this train set.
- Train requires 3 x 1.5V "C" size (LR 14) or equivalent alkaline batteries (not included).
- Remote Control requires 2 x 1.5V "AA" size (LR 6) or equivalent alkaline batteries (not included).

NOTE:

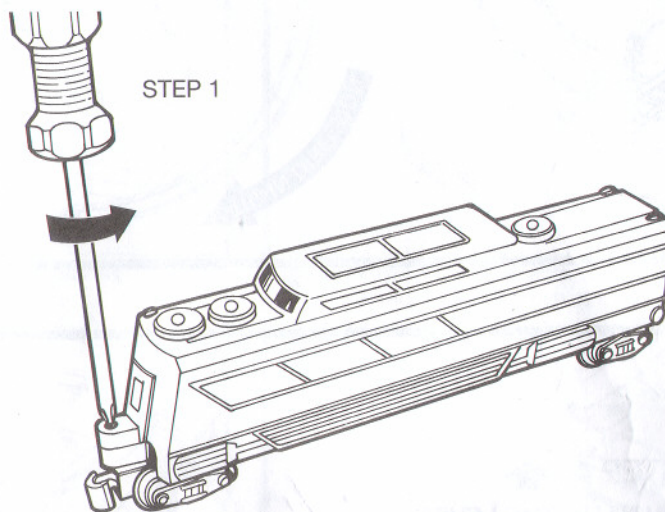
- Use alkaline batteries for longest life and best performance. Remember to take out all batteries from train and remote if it will not be used for a long period of time.
- Tool needed for battery installation : Phillips head screwdriver (not included).
- This product is not recommended for use on loose dirt or wet surfaces.
- Not for use with some Hot Wheels® Vehicles. Includes one Hot Wheels® vehicle.

HELPFUL HINTS:

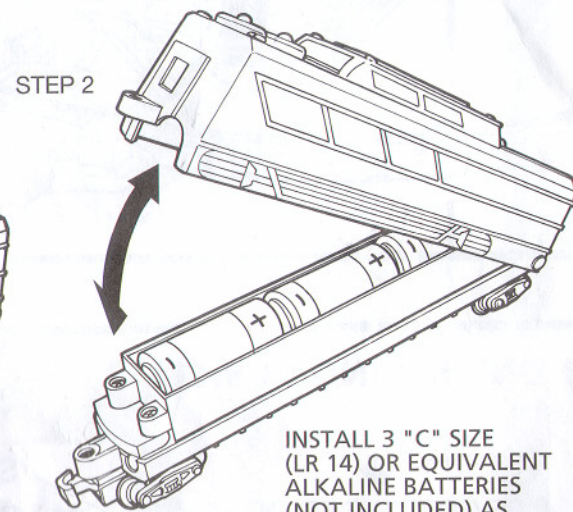
- Apply label before assembly

PLAYING TIPS:

- Train cars have best performance on supplied tracks.
- Do not play train cars on carpet since carpet does not provide suitable traction and lint from carpet may damage cars.
- This product is not recommended for use on loose dirt or wet surfaces.
- Do not immerse in water.
- When the product does not respond, slow down, or



STEP 1



STEP 2

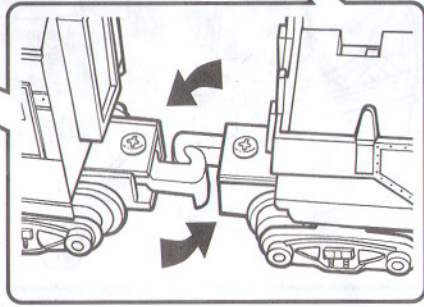
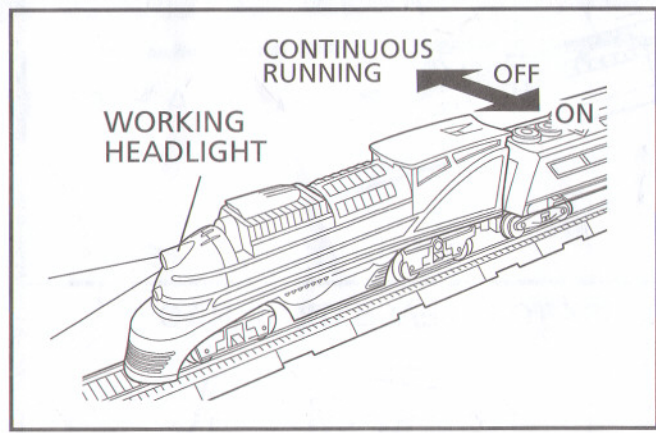
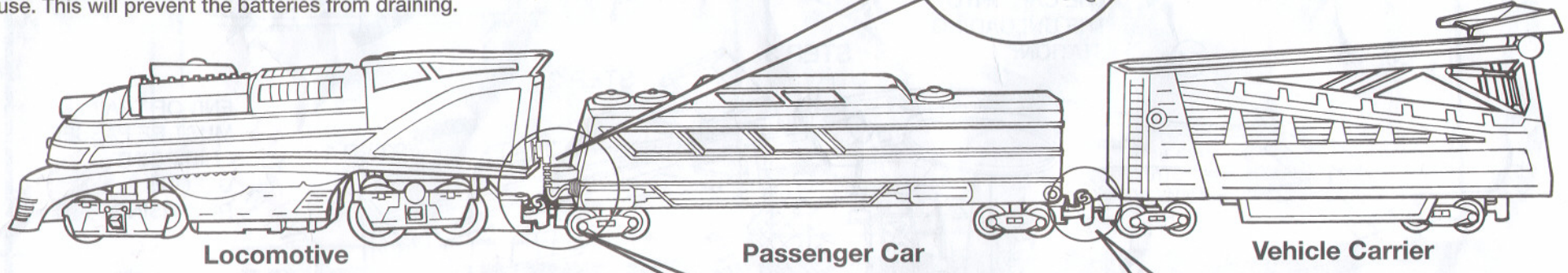
INSTALL 3 "C" SIZE (LR 14) OR EQUIVALENT ALKALINE BATTERIES (NOT INCLUDED) AS SHOWN. SLIDE IN THE NEGATIVE END OF BATTERY, DO NOT PRESS DOWN FROM TOP.

Do not immerse in water.

- When the product does not respond, slow down, or loose range, replace the batteries.
- Works best out of direct sunlight.
- Direct the controller emitting LED at the Locomotive receiver for best performance.

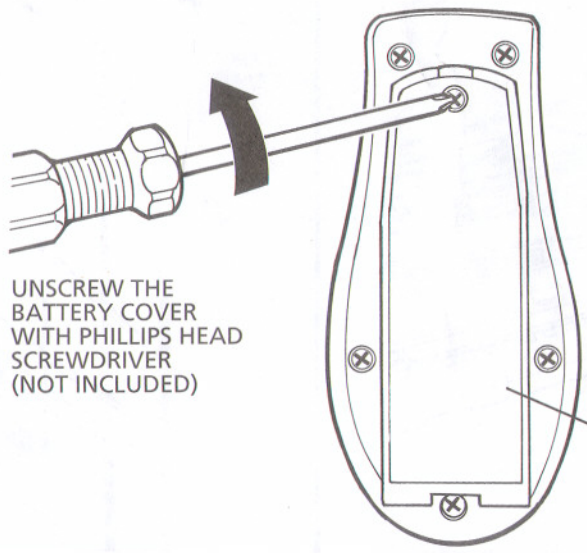
Adult note: Turn off the power button when toy is not in use. This will prevent the batteries from draining.

DOWN FROM TOP.



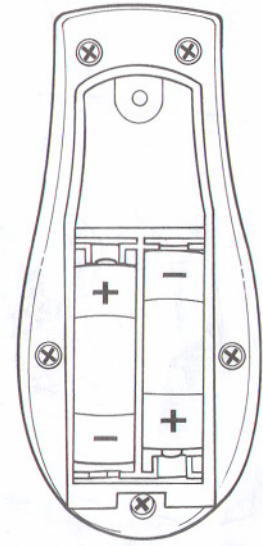
BATTERY SAFETY INFORMATION

1. Non-rechargeable batteries are not to be recharged.
2. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
3. Do not mix old and new batteries.
4. Only batteries of the same or equivalent type as recommended are to be used.
5. Batteries are to be inserted with the correct polarity.
6. Exhausted batteries are to be removed from the toy.
7. The supply terminals are not to be short-circuited.
8. Dispose of batteries safely.
9. Rechargeable batteries are to be removed from the toy before being charged.
10. Rechargeable batteries are only to be charged under adult supervision.

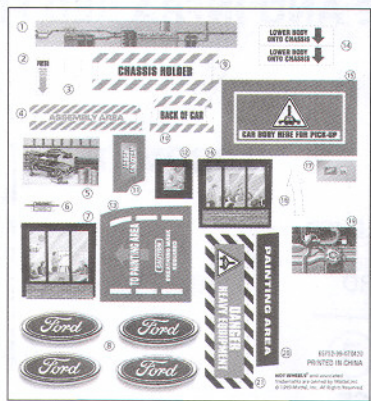
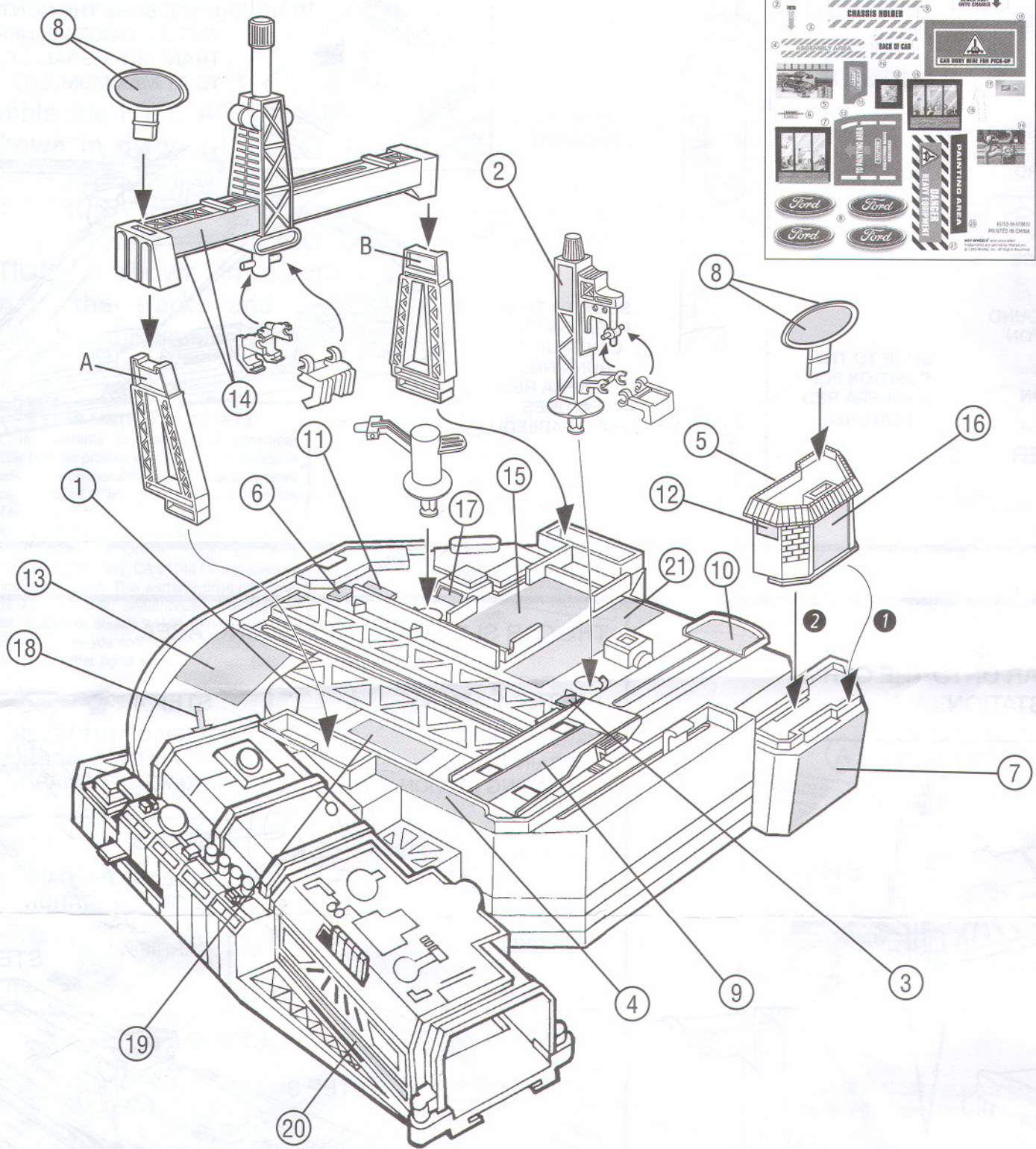


INSTALL 2 "AA" SIZE (LR 6) OR EQUIVALENT ALKALINE BATTERIES (NOT INCLUDED) AS SHOWN. SLIDE IN THE NEGATIVE END OF BATTERY, DO NOT PRESS DOWN FROM TOP.

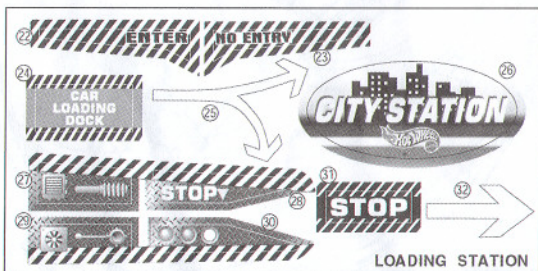
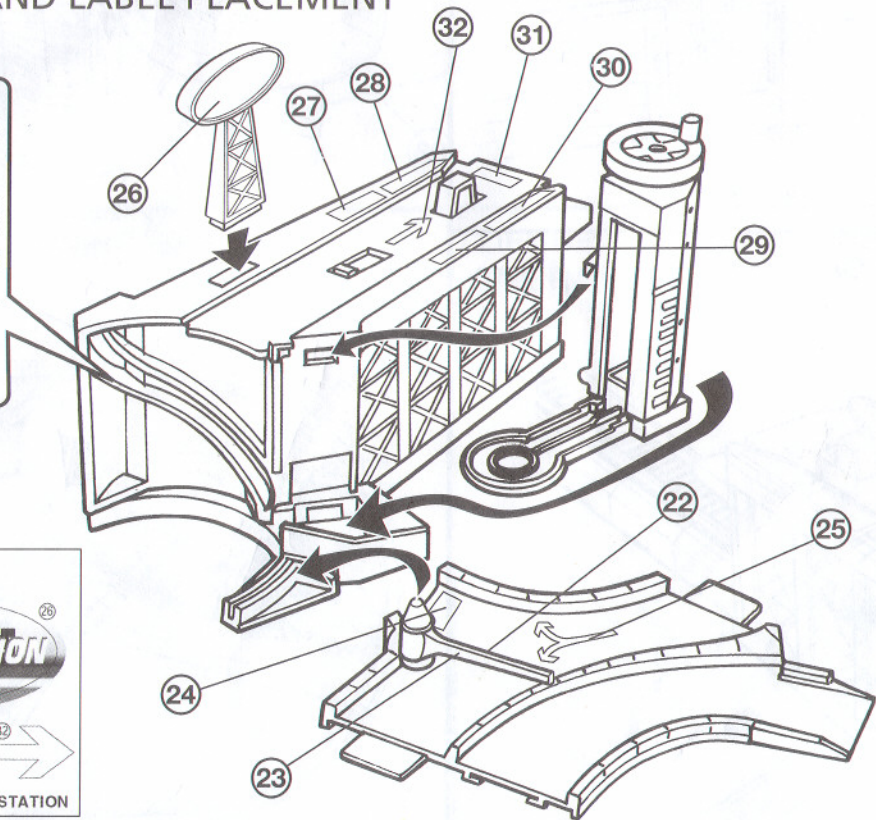
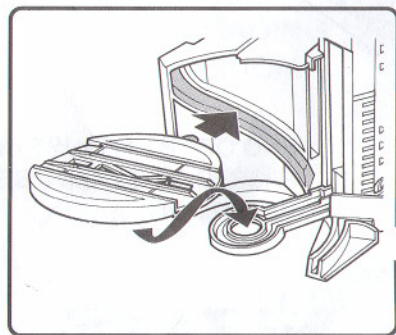
Remote Control



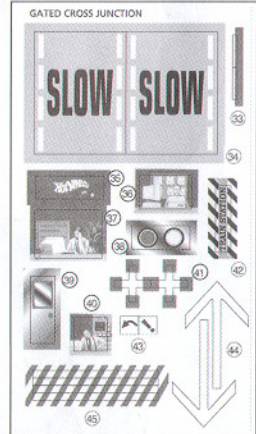
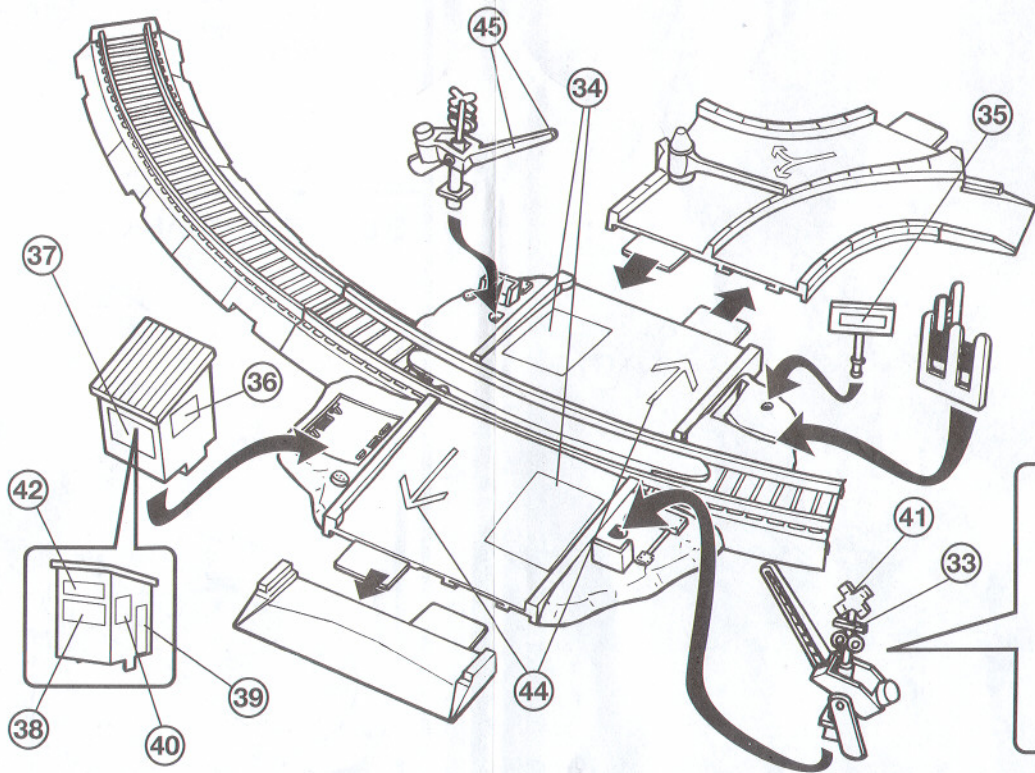
1 FORD AUTO ASSEMBLY AND LABEL PLACEMENT



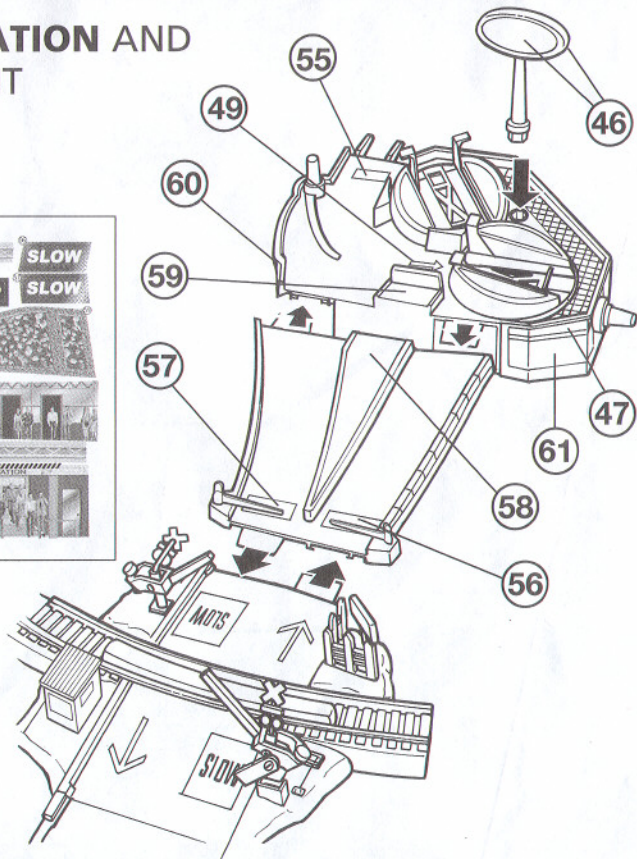
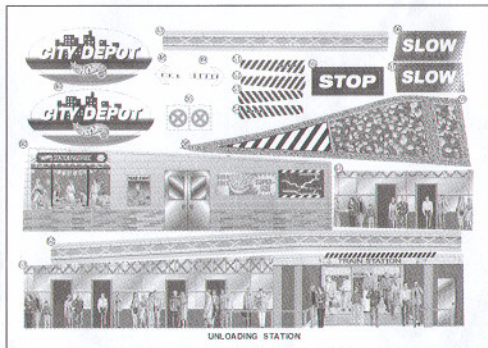
2 LOADING STATION AND LABEL PLACEMENT



3 GATED CROSS JUNCTION ASSEMBLY AND LABEL PLACEMENT

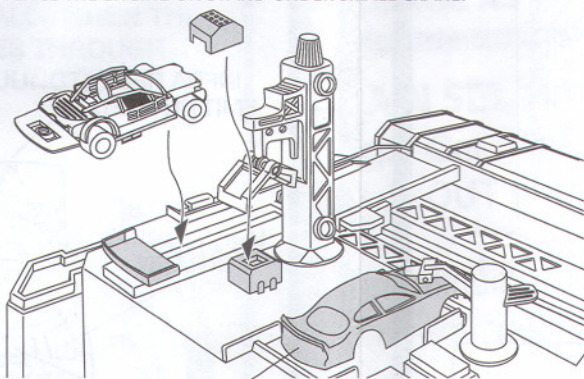


4 UNLOADING STATION AND LABEL PLACEMENT



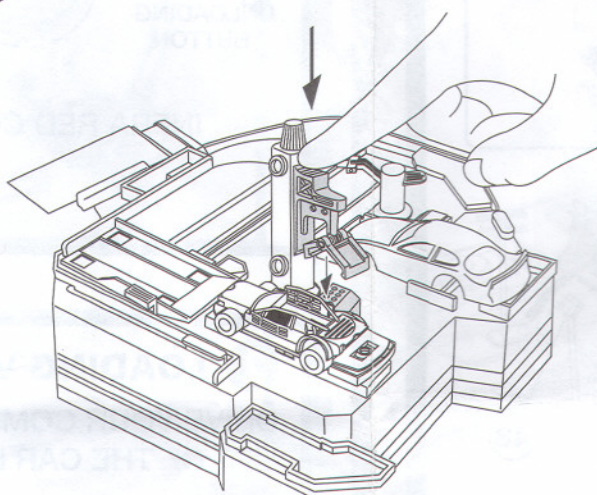
TO PLAY

- 1 PLACE CAR CHASSIS ON SLIDE (BACK OF CAR) NEXT TO SMALL CRANE. PLACE THE ENGINE ON STAND UNDER SMALL CRANE.

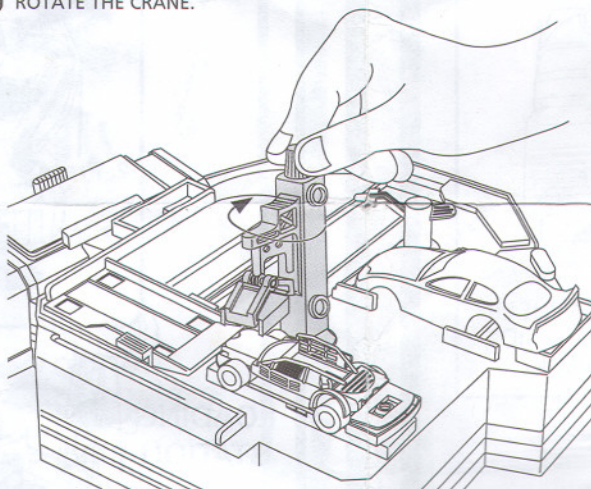


PLACE CAR BODY HERE.

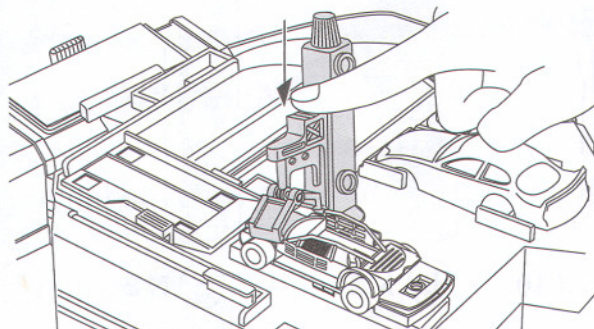
- 2 PUSH DOWN ON CRANE TO LIFT UP ENGINE.



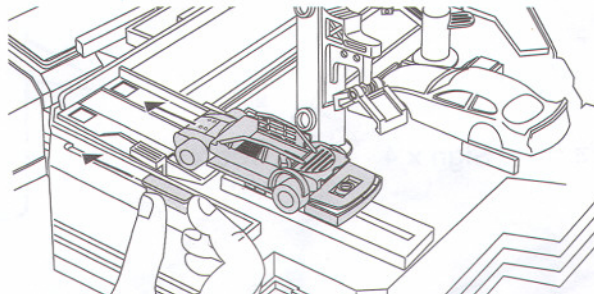
- 3 ROTATE THE CRANE.



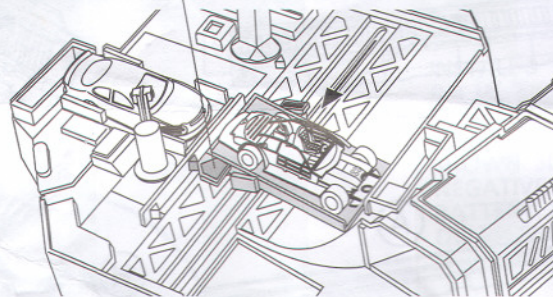
- 4 LOWER CRANE TO DROP ENGINE INTO CAR CHASSIS.



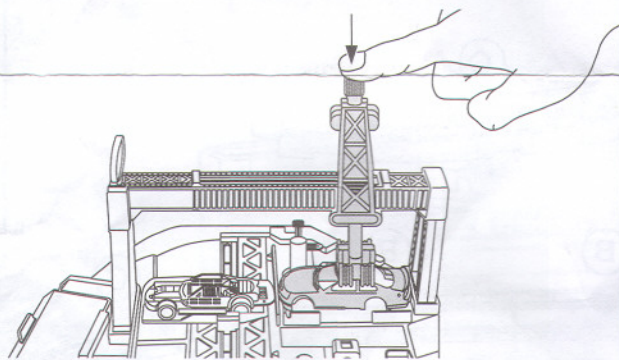
- 5 SLIDE CAR CHASSIS ONTO VEHICLE TRANSPORTER.



- 6 PUSH VEHICLE TRANSPORTER OVER FOR BODY ASSEMBLY AS INDICATED BY ARROW.



- 7 LOWER CRANE TO LIFT UP CAR BODY.

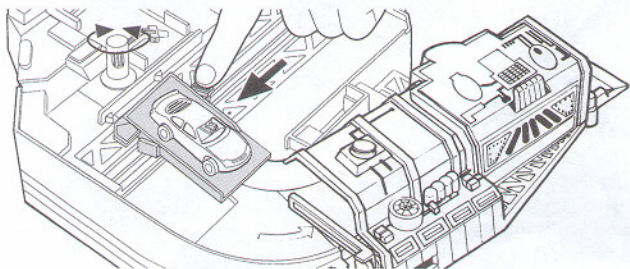


- 8** SLIDE CRANE OVER AND PRESS DOWN TO RELEASE THE CAR BODY ONTO CAR CHASSIS.

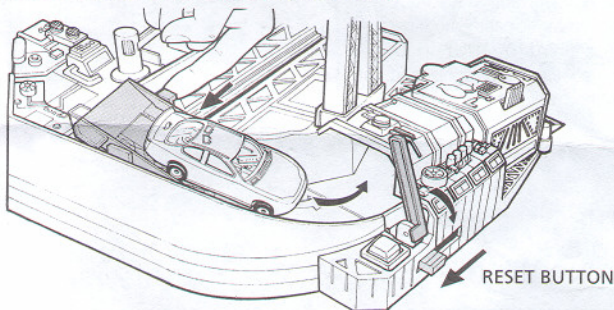


TO DISASSEMBLY THE VEHICLE BY PRESS THE SIDE WINDOWS.

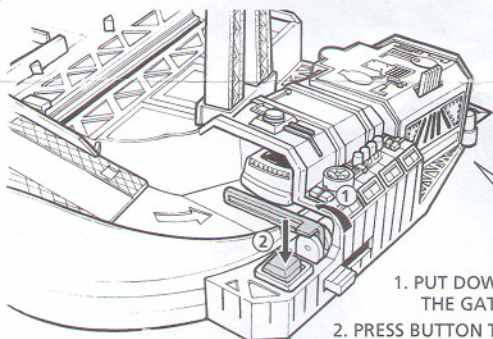
- 9** PUSH VEHICLE TRANSPORTER TO WELDING AREA AS INDICATED, ROTATE PRETEND WELDING MACHINE.



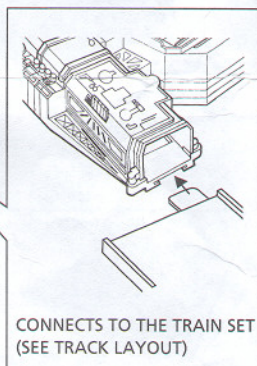
- 10** PUSH VEHICLE TRANSPORTER TO END OF TRACK TO LAUNCH VEHICLE INTO PRETEND PAINT SHOP. (GATE SHOULD BE IN UPWARD POSITION)



11



1. PUT DOWN THE GATE.
2. PRESS BUTTON TO LAUNCH THE VEHICLE.

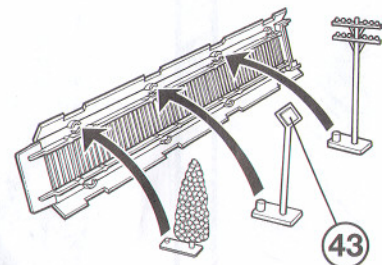
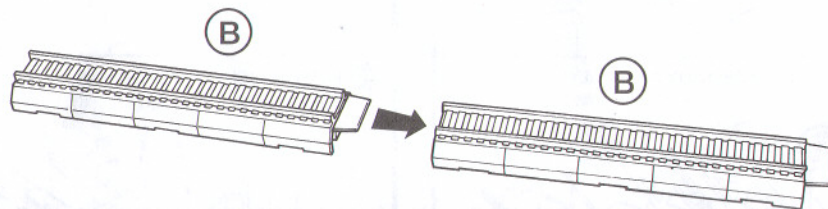
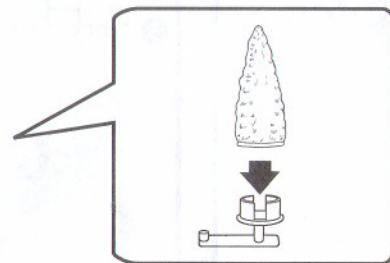
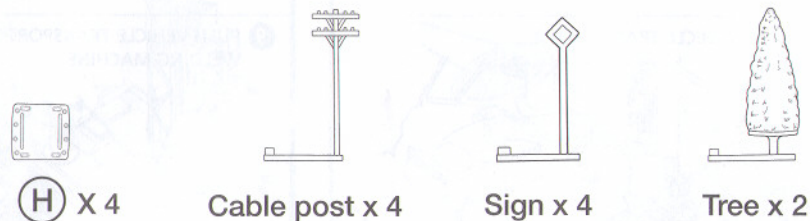
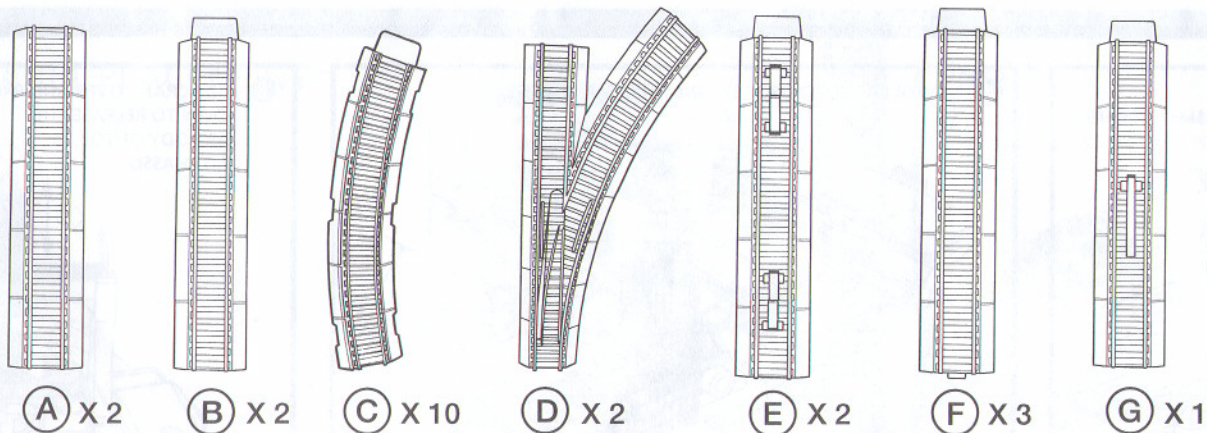


CONNECTS TO THE TRAIN SET (SEE TRACK LAYOUT)

TRACK LAYOUT

The track layout provided below is an elementary track layout. It is for easy assembly and quick enjoyment of this train set.

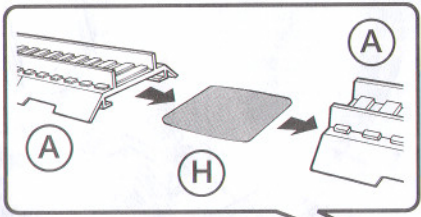
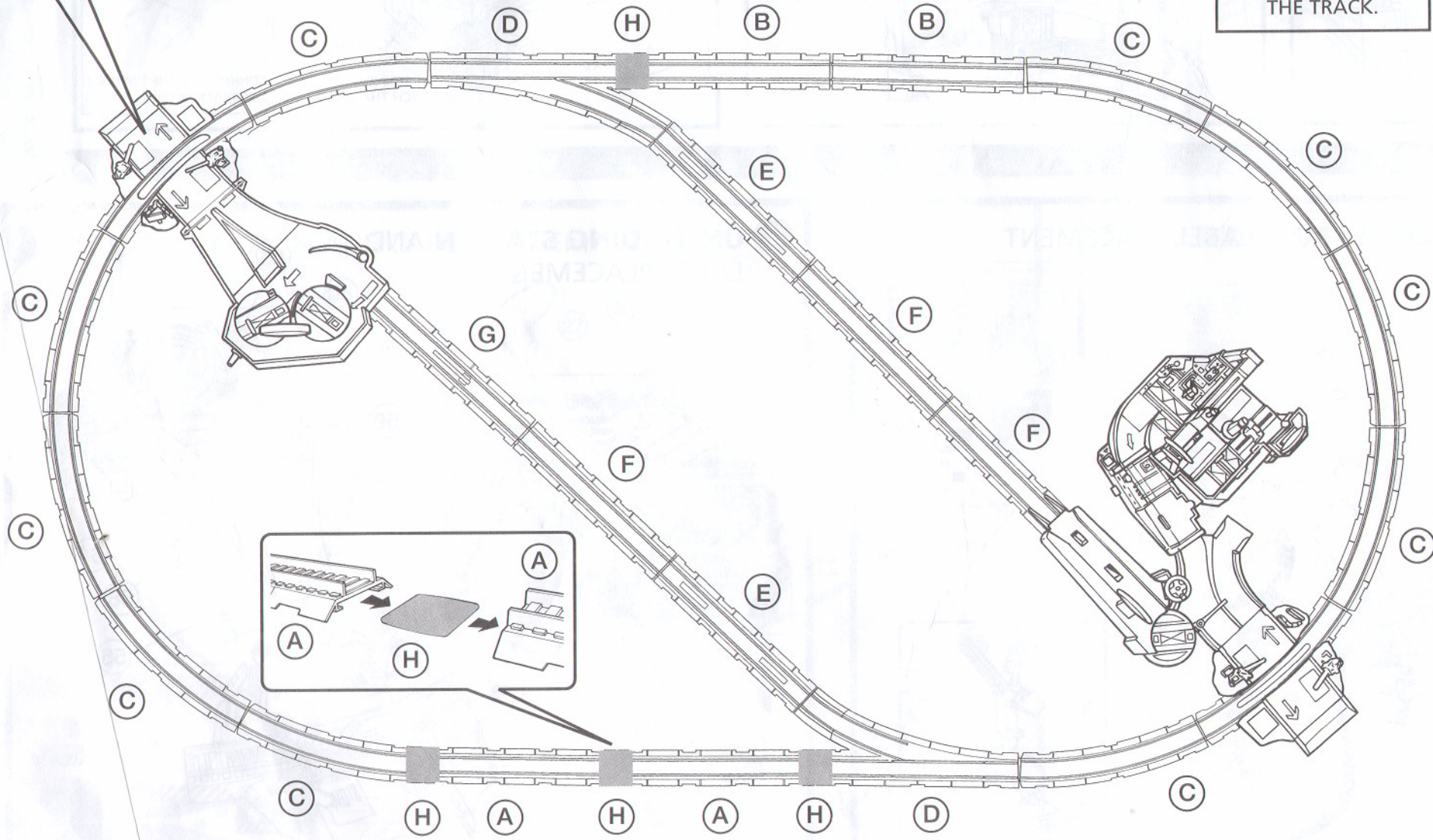
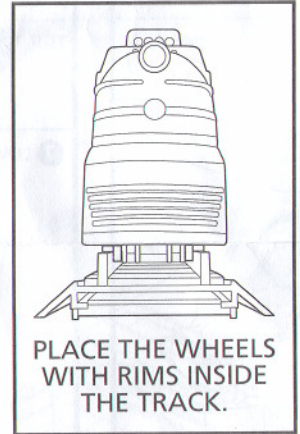
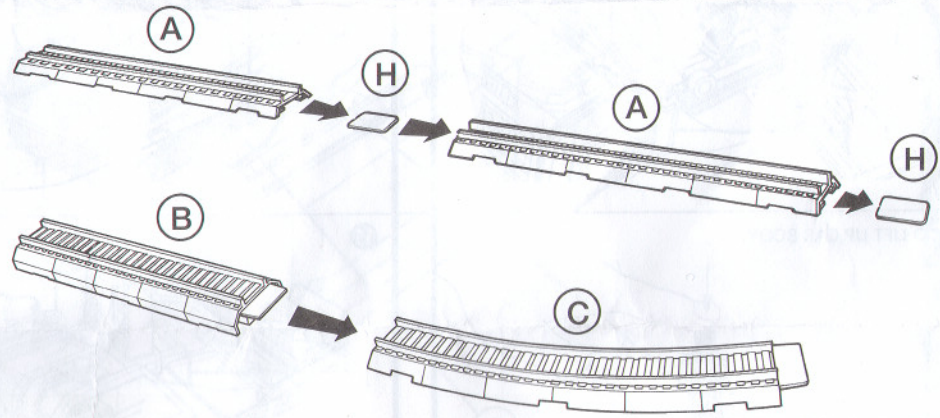
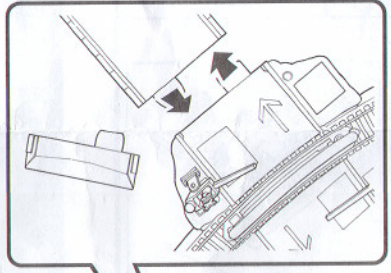
For the elementary track layout, assemble the FORD AUTO ASSEMBLY as shown in diagram 1, the LOADING STATION as shown in diagram 2, the GATED CROSS JUNCTION as shown in diagram 3 and the UNLOADING STATION as shown in diagram 4. Connect the tracks and parts as indicated in the layout below. Enjoy!

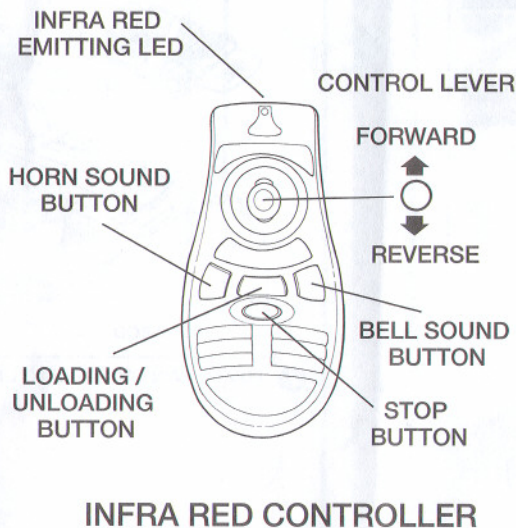
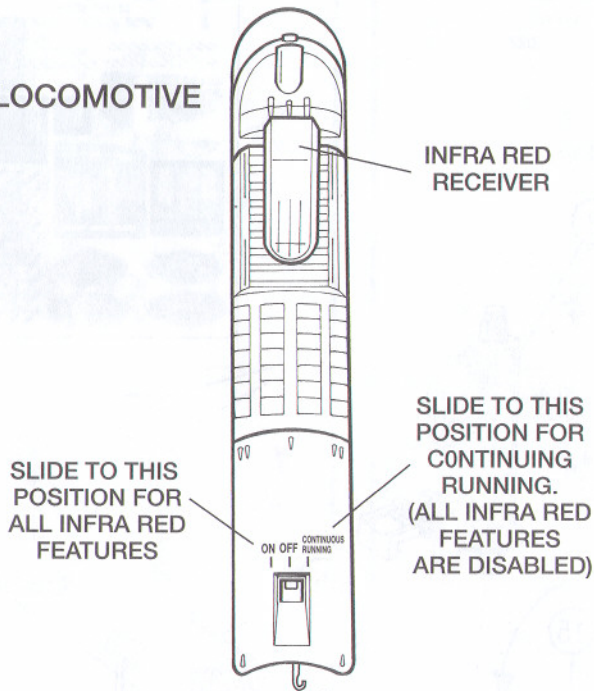


2 YEAR LIMITED WARRANTY
 Mattel, Inc. warrants to the original consumer purchaser that this product will be free from defects in materials or workmanship for 2 years (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

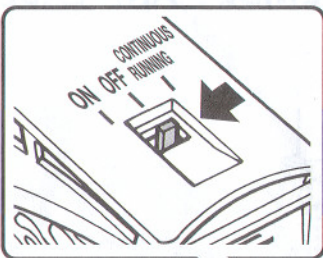
may also have other rights which vary from state to state.

CONNECTS TO THE HOT WHEELS® WORLD PLAYTRACK (NOT INCLUDED)



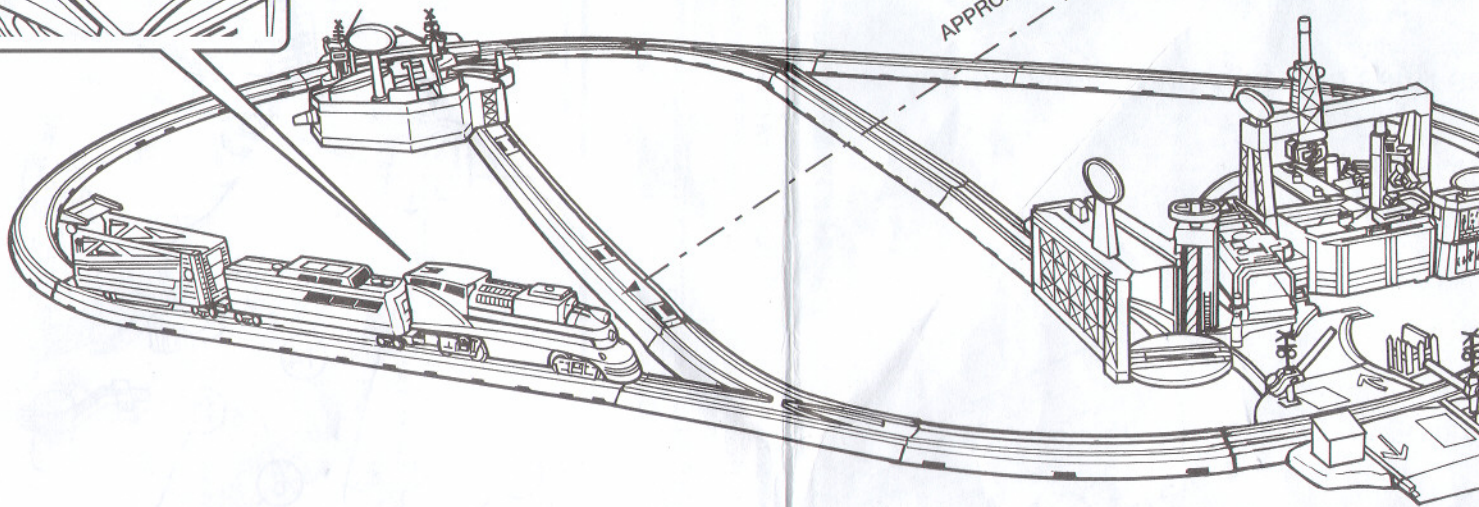
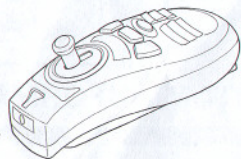
1 CONTINUOUS MODE AND INFRA RED FEATURES**LOCOMOTIVE**

IN THE TRAIN SET, FOLLOW GUIDELINES AS SHOWN BELOW:



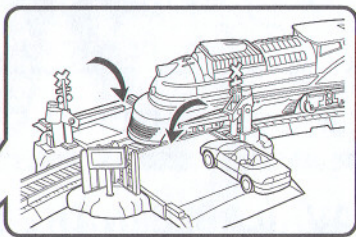
FOR INFRA RED CONTROL PLAY MODE (ON MODE), MAKE SURE THE CONTROLLER POINTED TOWARD THE LOCOMOTIVE INFRA RED RECEIVER WHEN TRANSMIT SIGNAL. CONTROL RANGE APPROX. 10 FT MAXIMUM.

APPROX. 10 FT MAXIMUM

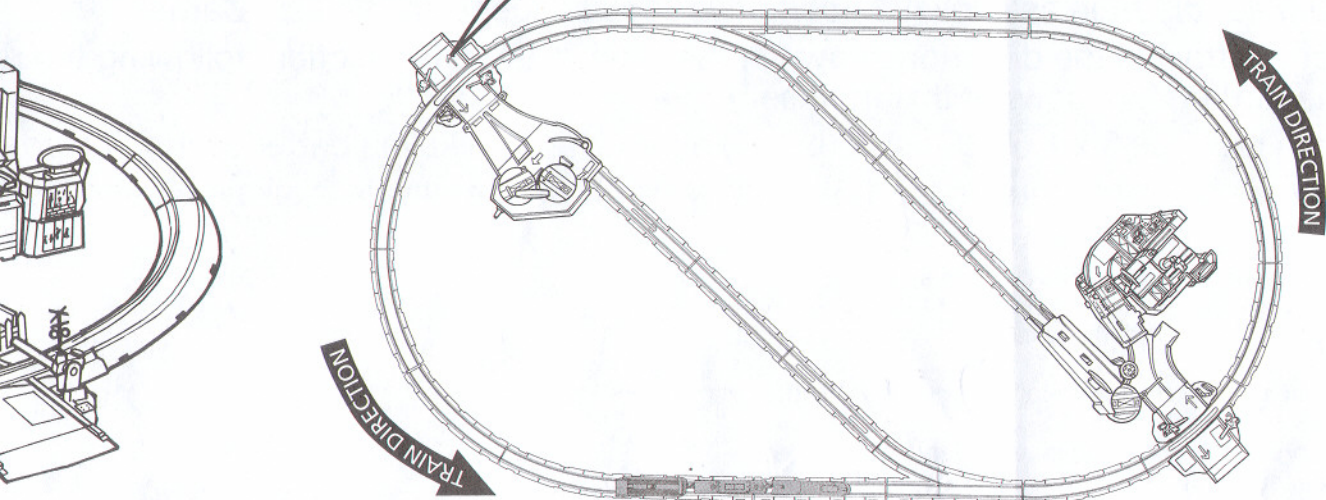


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FOR CONTINUOUS RUNNING MODE, THE TRAIN GOES AROUND THE OVAL LAYOUT OF TRACK ONLY. ALL INFRA RED FEATURES ARE DISABLED.

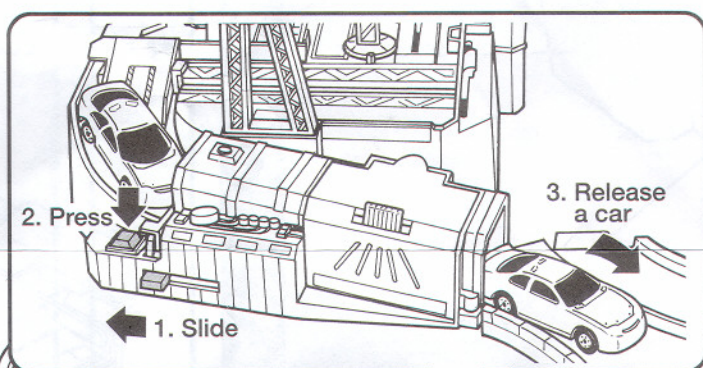


GATED CROSS JUNCTION
THE BARRIERS DROP DOWN AUTOMATICALLY WHEN THE TRAIN PASSES THROUGH THE CROSS JUNCTION.

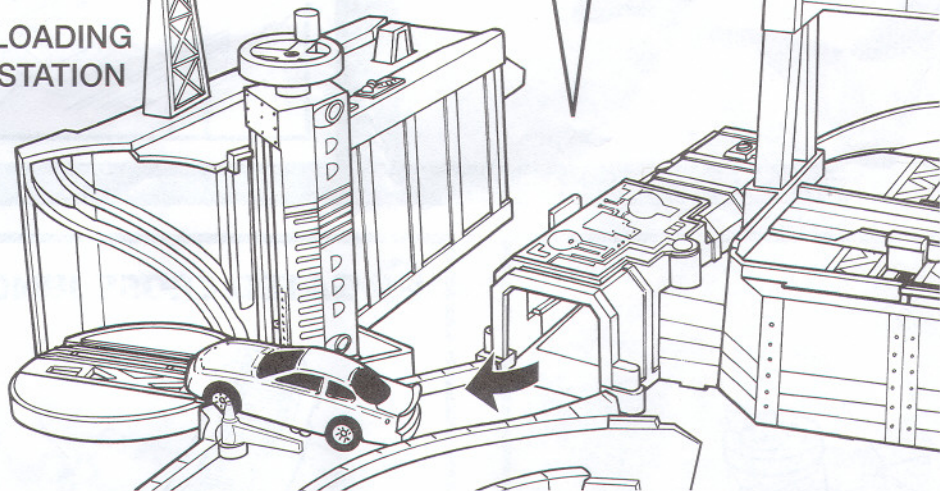


2 LOADING VEHICLE

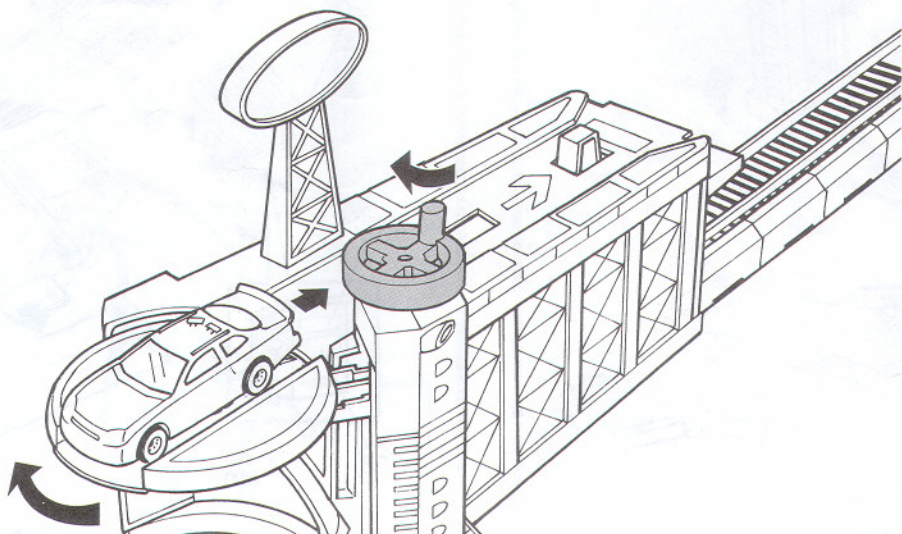
DRIVE YOUR COMPLETED CAR ONTO THE CAR LIFT OF THE CAR LOADING STATION.



LOADING STATION



TURN THE CRANK TO RAISE UP THE CAR LIFT.



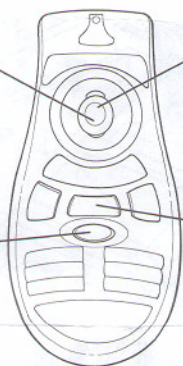
THE CAR SLIDES TO THE LOADING AREA.

STEP 1 ↓

REVERSE THE TRAIN TO THE LOADING STATION.

STEP 2

STOP THE TRAIN WHEN TRAIN PARKED.

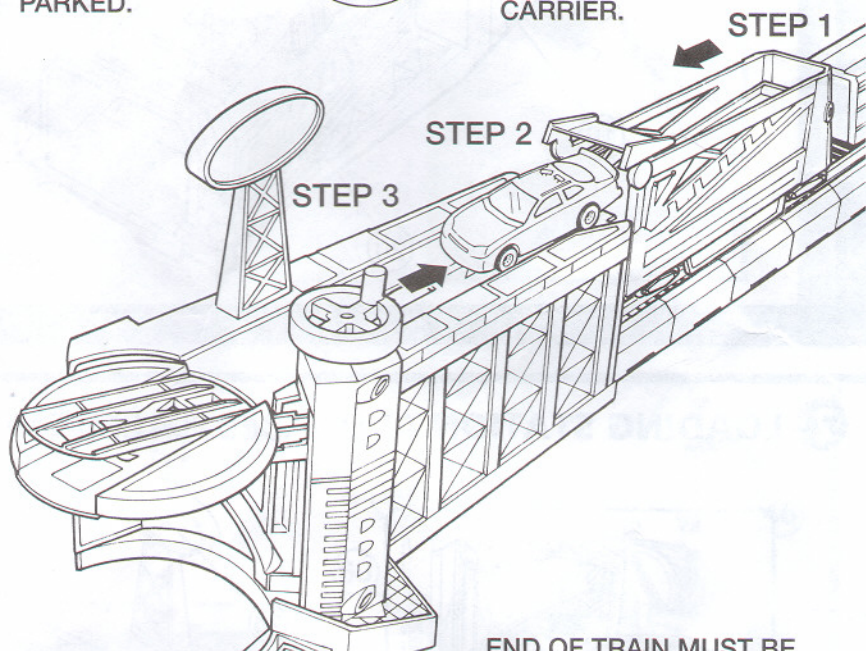


STEP 4 ↑

PUSH UP THE LEVER TO ALLOW TRAIN TRAVELS FORWARD.

STEP 3

RELEASE THE CAR FROM THE STATION TO THE CAR CARRIER.

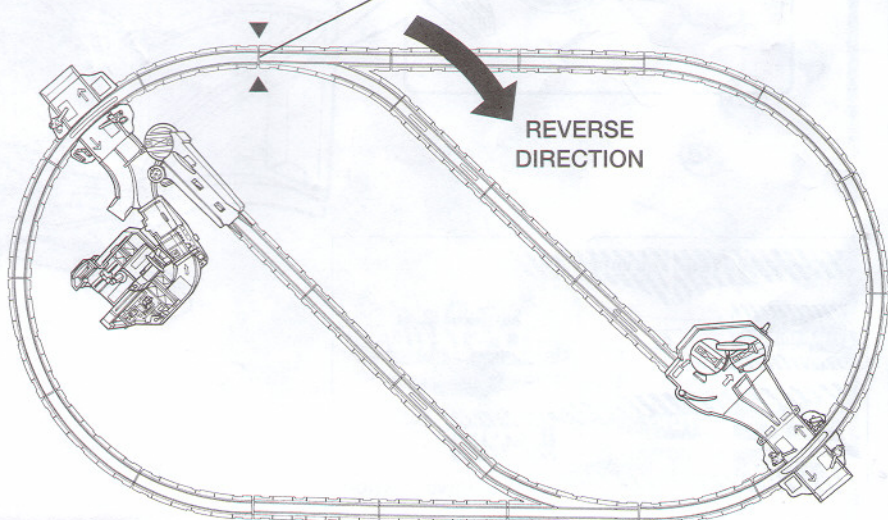


STEP 1

STEP 2

STEP 3

END OF TRAIN MUST BE PASSED THIS POINT BEFORE REVERSING.



REVERSE DIRECTION

3 UNLOADING VEHICLE

STEP 1 ↓

REVERSE THE TRAIN TO THE UNLOADING STATION.

STEP 2

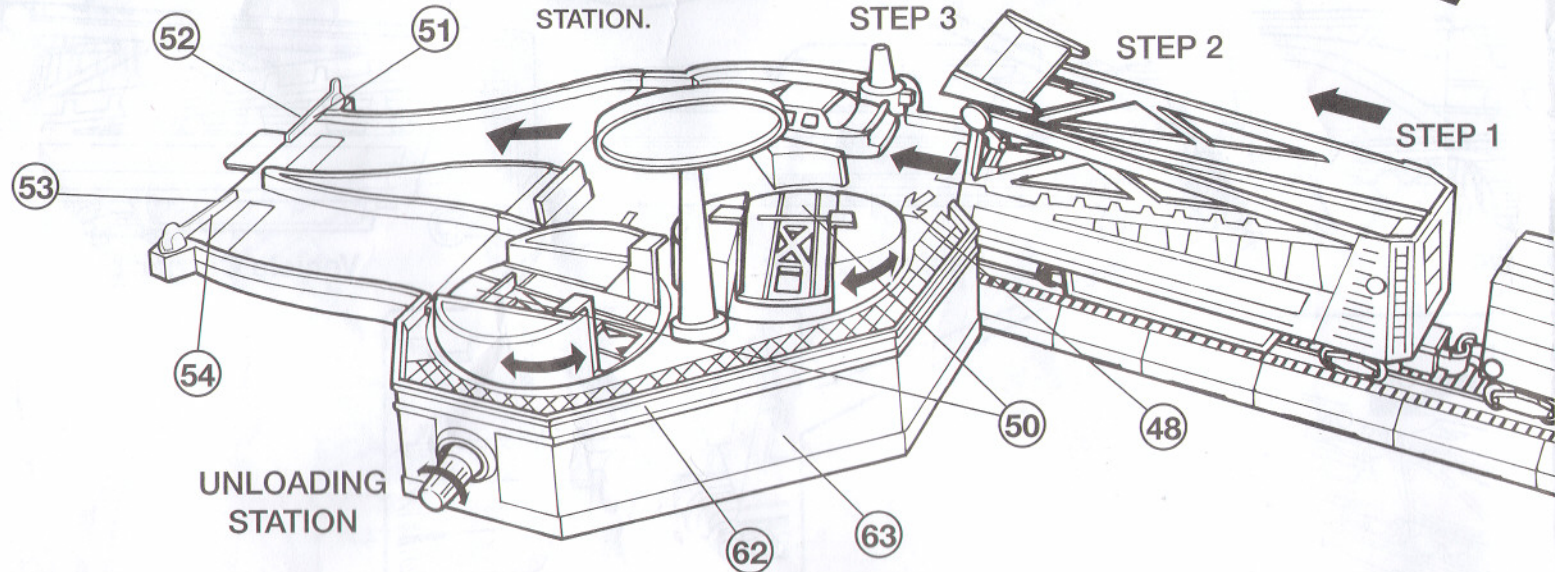
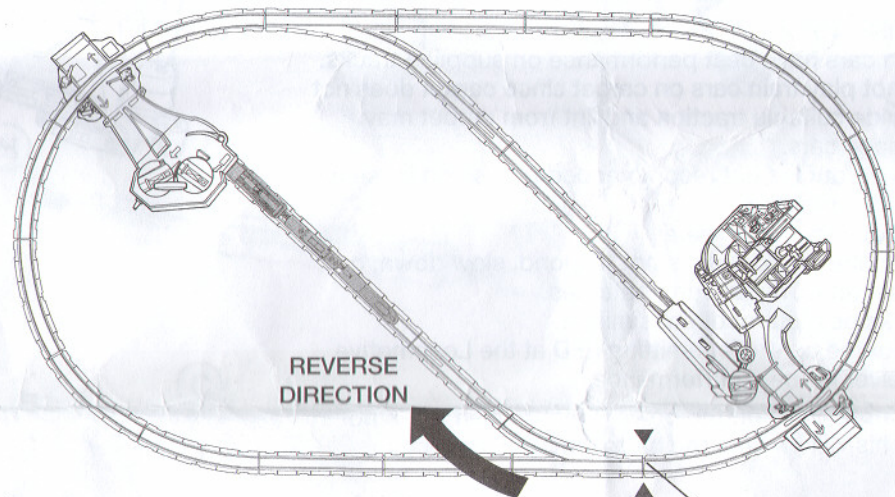
STOP THE TRAIN WHEN TRAIN PARKED.

STEP 4 ↑

PUSH UP THE LEVER TO ALLOW TRAIN TRAVELS FORWARD.

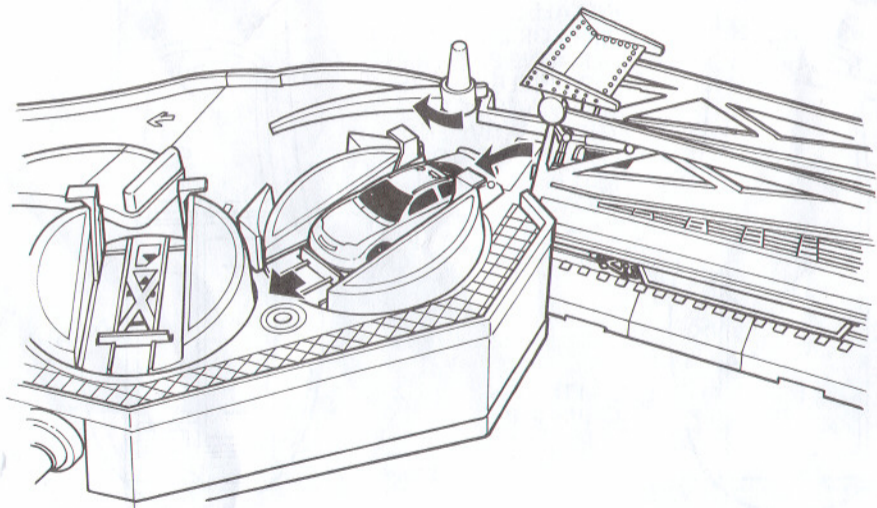
STEP 3

PRESS THE LOADING/UNLOADING BUTTON TO RELEASE THE CAR ONTO THE UNLOADING STATION.



END OF TRAIN MUST BE PASSED THIS POINT BEFORE REVERSING.

OR THE CAR CAN GO ONTO THE TURNING DISK



LIFT UP THE TURNING DISK TO RELEASE THE CAR TO THE RAMP

