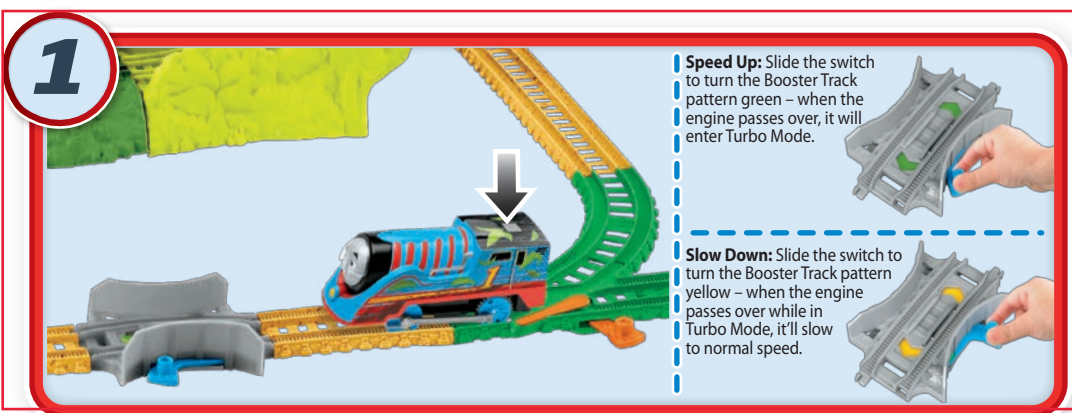


How To Play

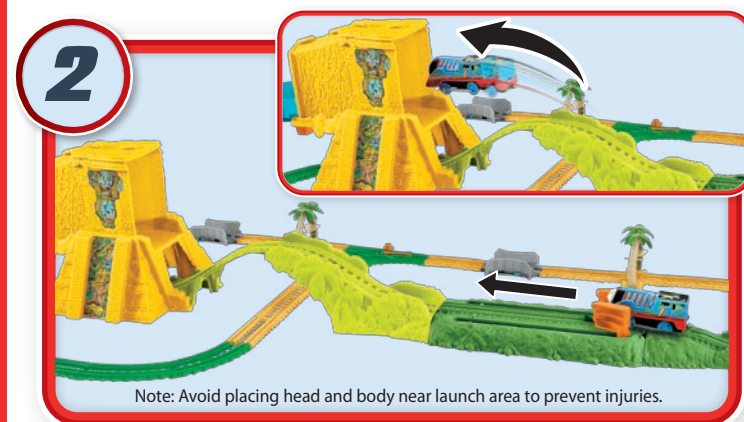
Note: The engine's default speed is normal (non-Turbo) speed. The engine will not enter Turbo Mode until it crosses a Booster Track switched to green.

The engine will turn off after 5 minutes to preserve battery life and the button will need to be pressed again to start.

The engine will automatically shut off when picked up to prevent hair entanglement. It must be restarted by returning the engine to the track and pressing the button again.



Place the engine on the track and press the button once to start the engine. Press the button again to stop the engine.



Note: Avoid placing head and body near launch area to prevent injuries.

The turbo launcher shoots the engine into the upper tunnel of the temple.



If you do not reset the launcher, the engine will travel down the bridge and complete the loop.

FCC STATEMENT (UNITED STATES ONLY)

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.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CANICES-3 (B)/NMB-3 (B)

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes: (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

CONSUMER ASSISTANCE
1-800-432-5437 (US & Canada)
1-800-382-7470 (Australia)

service.fisher-price.com

Fisher-Price, Inc., 426 Grand Avenue, East Aurora, NY 14052, Hearing-impaired consumers: 1-800-382-7470.
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Mattel Europe B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.
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Thomas the Tank Engine & Friends™

CREATED BY BRIT ALLCROFT

Based on the Railway Series by The Reverend W Awdry.

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FKJ50-0970-1101778419-DM



Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.



Fisher-Price

THOMAS & FRIENDS
TRACK MASTER™



TURBO JUNGLE SET

INSTRUCTIONS

Keep these instructions for future reference as they contain important information.

What's Included



Helpful Hints

Track marking codes are found on the bottom of tracks and riser.

★ ONE-TIME SNAP: Assembly step that is marked with a star is a "one-time snap." Once this part is put together, it cannot be taken apart.

Note: Some engines may not work on this track set.

Adult Assembly Required. No Tools Needed.

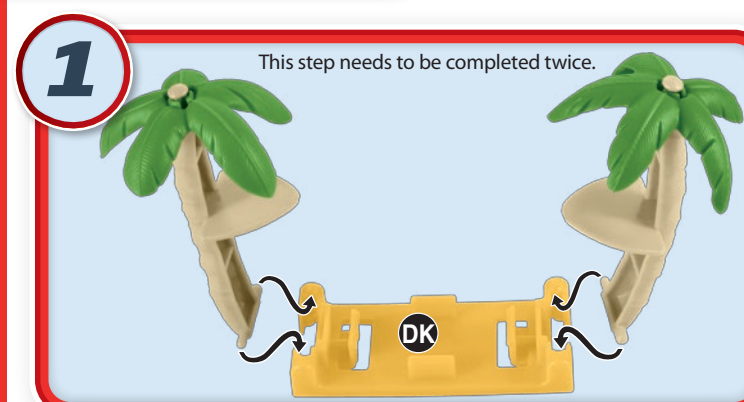
Label Placement



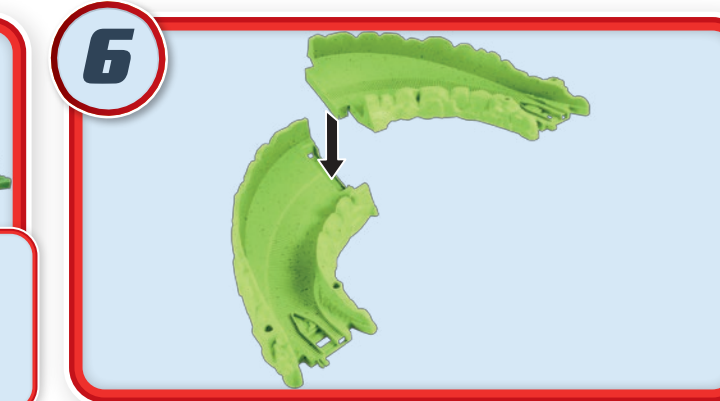
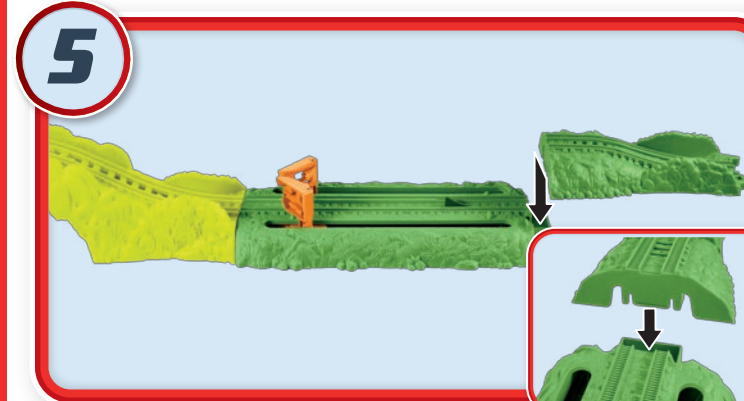
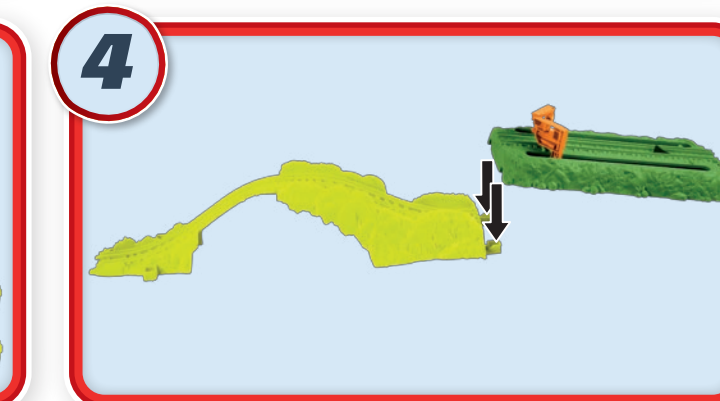
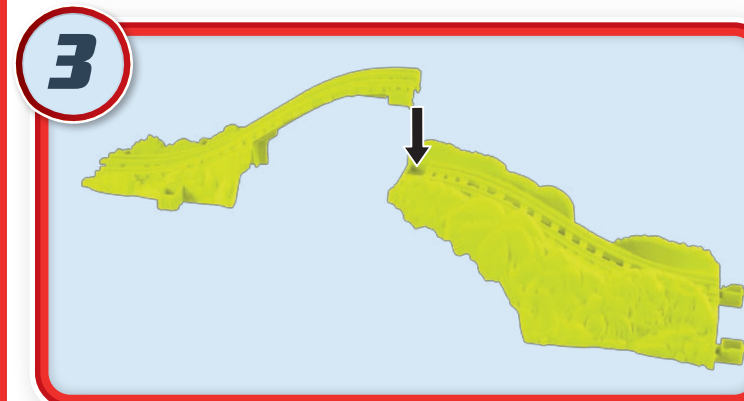
Sheet Size Open: A3
Sheet Size Folded: A4

Item No.: FKJ50-0970
1101778419-DM
Size: 16.54" x 11.69" (A3)
Paper: Woodfree paper 70 gsm
Color: 4C
Date: 1/30/2018 (Emma Wel)

Assembly



This step needs to be completed twice.

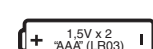


Battery Information

BATTERY INSTALLATION

Access the battery compartment by unscrewing and separating the top half of the engine from the bottom half of the engine. Install the batteries as indicated inside the battery compartment. Re-assemble the two halves of the engine, re-insert the screw and tighten. If the product begins to malfunction, check the battery installation. You may need to reset the electronics by removing the batteries and reinstalling them. If the product continues to malfunction or no longer operates, remove the batteries from the toy and replace them with fresh batteries. Requires 2 "AAA" (LR03) batteries. For longer life use only alkaline batteries.

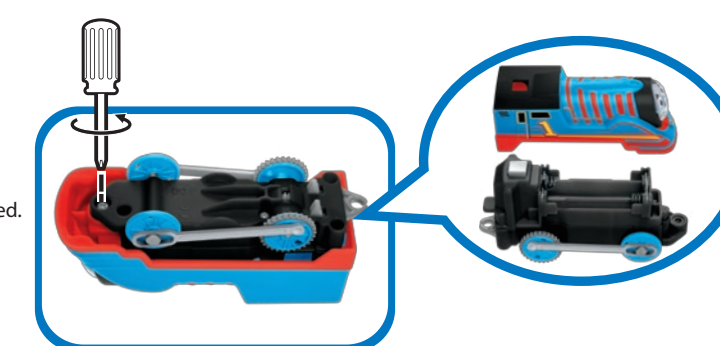
Required tool: Phillips screwdriver (not included)



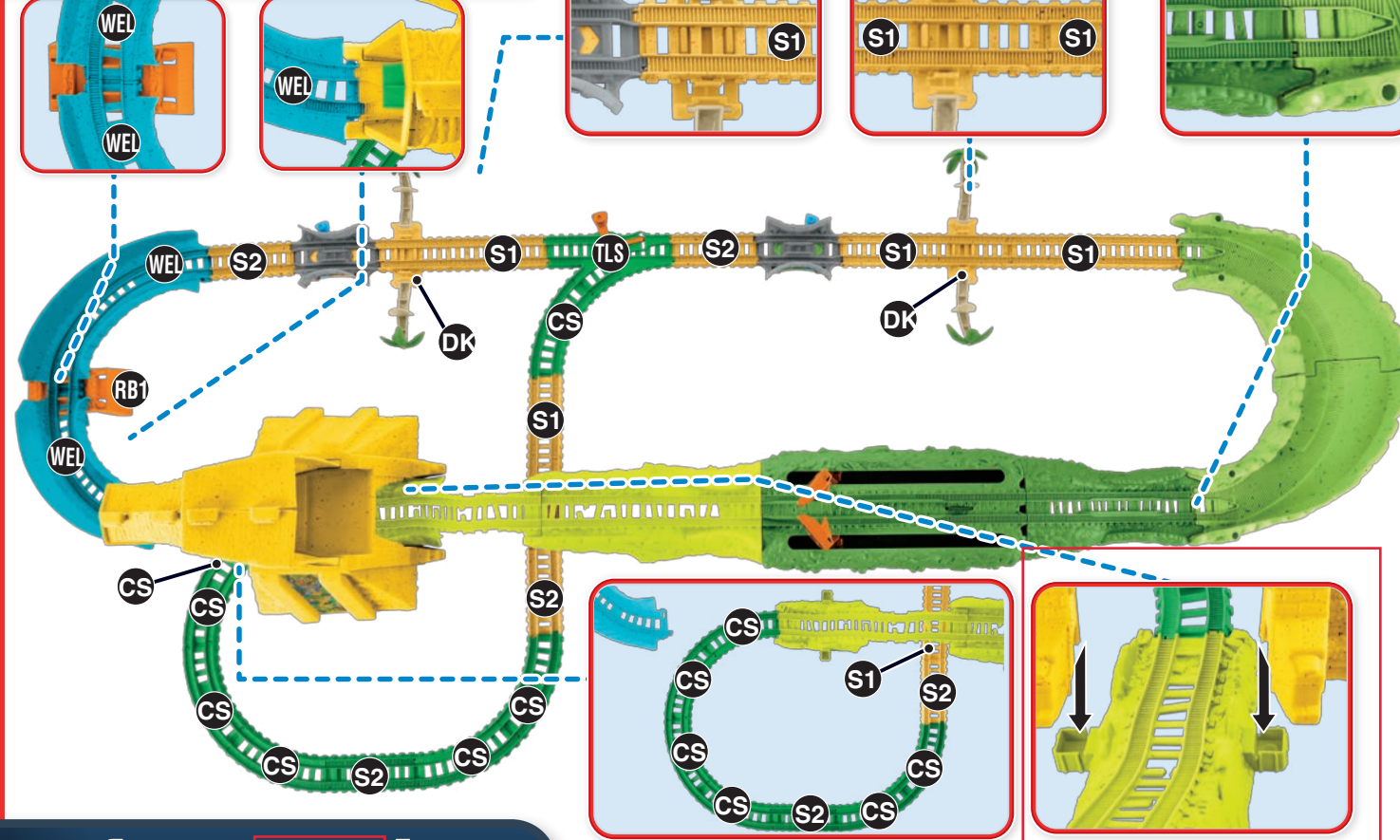
BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

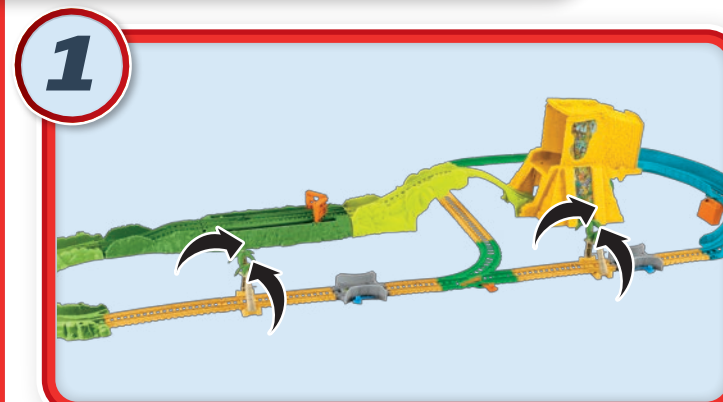
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.



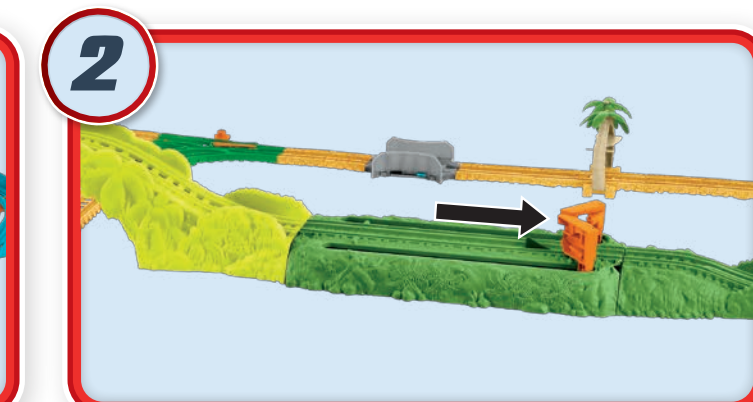
Track Layout



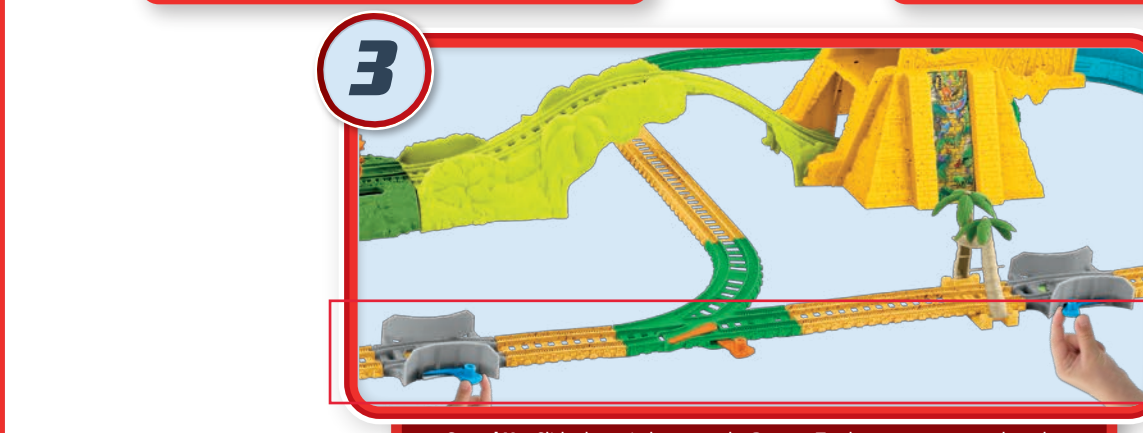
Before You Play



Set the palm trees to the upright position.



Set the turbo launcher as shown.



Speed Up: Slide the switch to turn the Booster Track pattern green – when the engine passes over, it will enter Turbo Mode.
Slow Down: Slide the switch to turn the Booster Track pattern yellow – when the engine passes over while in Turbo Mode, it'll slow to normal speed.