

Fisher-Price

L7365

SMARTCYCLE™

PHYSICAL LEARNING ARCADE SYSTEM



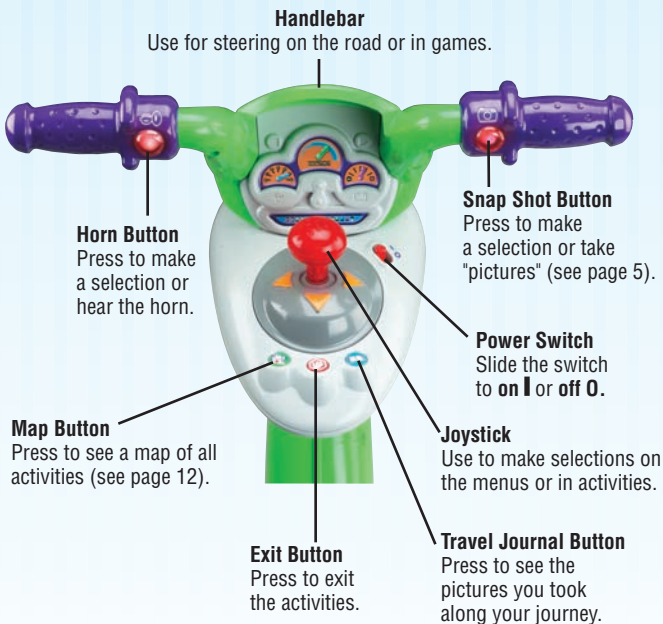
GETTING STARTED

- Please keep these instructions for future reference, as they contain important information.



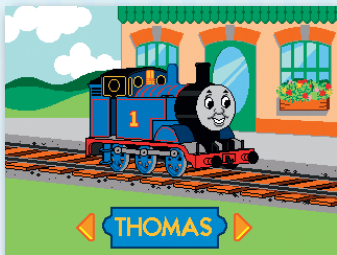
- Insert the game cartridge into the socket in the side of the cycle. Push to be sure it's fully inserted.
- Turn your TV or VCR power **on**.
- Slide the power switch on the cycle to **on** I.
- To find the picture on your TV screen, set your TV's or VCR's mode selector to INPUT or VIDEO IN.

CYCLE CONTROLS





THE DEPOT



Choose a Train!

- Use the joystick to scroll through train choices.
- Press either handlebar button to make your selection.



BACK ON TRACK



Find the objects.

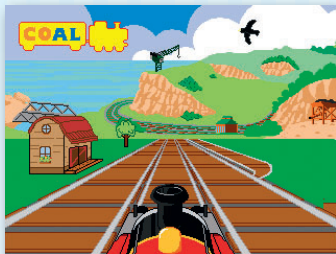
- Pedal the cycle to move down the train track. *The faster you pedal the faster you go!*
- Use the handlebar to steer.
- Collect all the objects shown in the upper left corner of the screen. Simply drive into them. Don't bump into the other objects.



Taking snap shots.

- Press the right handlebar button  to take snap shots.

Hint: You can only take snap shots in this (Back on Track) activity.



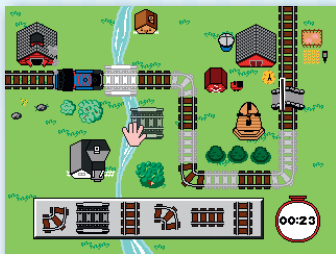
Off ramps

- Keep traveling down the track or head onto an off-ramp for other fun games and activities. Simply bear to the side of the tracks as you see one approaching.

Hint: If you miss your ramp, you can pedal in reverse to back up.



REALLY USEFUL ENGINE

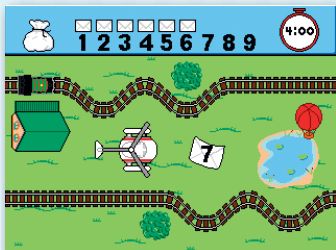


Help Thomas repair the broken train track.

- First, look at the type and position of the missing track piece. Then, use the joystick to scroll through matching train track pieces at the bottom of the screen.
- Press the handlebar button to select a track piece.
- Use the joystick to move the matching track piece.
- Replace all the missing track pieces and Thomas drives to the next stop.
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.



WHIRLYBIRD



Help collect Percy's mail.

- Use the joystick to steer the helicopter and collect floating letters. Try to catch the numbers in the order shown at the top of the screen.
- Watch the time at the top of the screen.
- Try to avoid the planes and hot air balloons -- they'll slow you down!



TIDMOUTH SHEDS

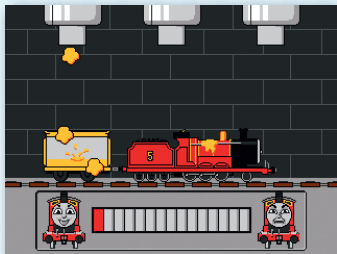
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.

***Learn how trains work!***

- Press either handlebar button to randomly select an object on the screen. Listen and learn how the object is used.
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.



JAMES' MESSY DAY

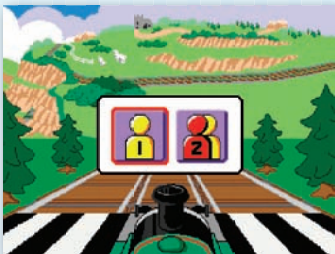


Help James load his car.

- Use the joystick to move James up and down the track to catch the falling paint in his train car.
- As more paint colors fall, make sure James is catching the correct color of paint. Match the paint color to the train car.
- Don't let James get too messy. If the bar at the bottom of the screen fills up, James won't be able to work!
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.



THOMAS' BIG RACE



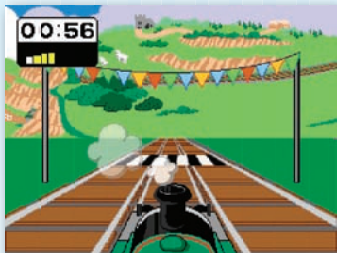
Pedal as fast as you can to the finish line!

- Use the joystick to choose 1 Player or 2 Player game. Press either handlebar button to select the game.



1 Player

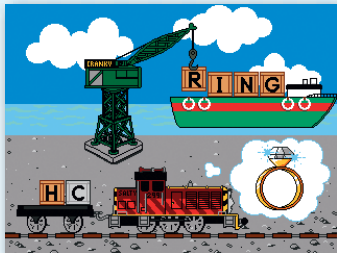
- Pedal down the track as fast as you can to the finish line. Try to speed past the other characters. Get to the finish line first and *you win!*



2 Player

- Each player takes a turn. Pedal down the track as fast as you can to the finish line. Look at your time.
- Now it's time for *Player 2* to beat your time.
- The player with the fastest time wins.
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.

DOWN AT BRENDHAM DOCKS



Help Cranky the Crane spell words.

- Use your joystick to find the correct letter.
- Press either handlebar button to select the letter Cranky the Crane needs to complete the word.
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.

KNAFFORD STATION

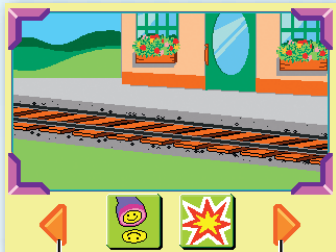


It's time for a party!

- Complete all the activities and you can return to the train station to celebrate with Sir Topham Hatt.
- When you're finished with this activity, press the exit button  to return to the track. Pedal to the next activity.



TRAVEL JOURNAL



See previous
snap shot

See next
snap shot

- Press the travel journal button . Then use the joystick and handlebar buttons to review and select a snap shot.

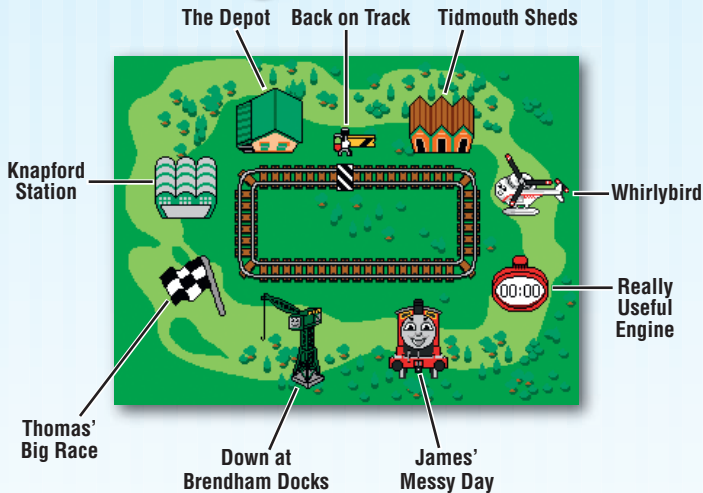


Stamp Tool Erase

- Next, use the joystick and handlebar buttons to select the stamp tool  to decorate your picture.
- Choose a stamp with the joystick and handlebar buttons and place it on the snap shot.
- Select the erase button  to clear the screen and decorate another picture.



THE MAP



- You can travel around the track and head onto an off-ramp to access activities or simply press the map button  to visit any of the activities around the course.

CARE

- Wipe with a clean cloth dampened with a mild soap and water solution. Do not immerse.
- This product has no consumer serviceable parts. Do not take this product apart.



- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

CONSUMER INFORMATION

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Call our Consumer Relations Department, toll-free at **1-800-432-5437**, 9 AM - 7 PM EST Monday through Friday and 11 AM - 5 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

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