

BATTERY SAVE MODE

If Cranky is not played with for more than 20 minutes, he will automatically shut-off to preserve battery life. To resume play, set the ON/OFF switch on Cranky's cab to OFF and then ON again to resume play.

BATTERY INSTALLATION

Unscrew and lift cover away from products. Install battery as indicated inside the battery compartment. For longer life use only alkaline batteries. Requires 6 "AA" (LR6), 1" C" (LR14) and 5 "AAA" (LR03) batteries. If this toy begins to operate erratically, you may need to reset the electronics. Remove the batteries from the toy and replace it. Do not connect to more than the recommended number of power supplies.

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 toy (product). To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are not to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) 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 battery(ies) safely.
- Do not dispose of this product in a fire.

The batteries inside may explode or leak.

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. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. 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.

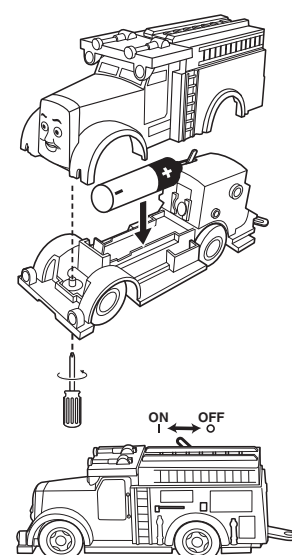
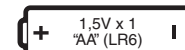
• This Category II radio communication device complies with Industry Canada Standard RSS-310.

• Ce dispositif de radiocommunication de catégorie II respecte la norme CNR-310 d'Industrie Canada.

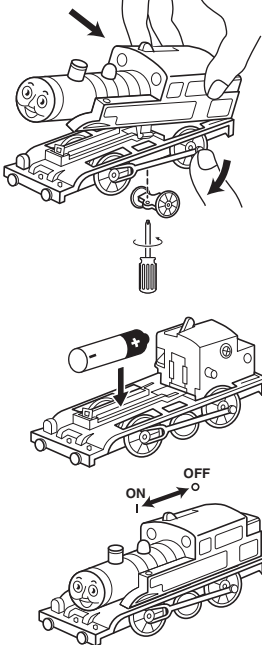
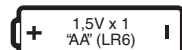
• Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

• Utilisation de ce produit est sujette aux conditions suivantes: (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

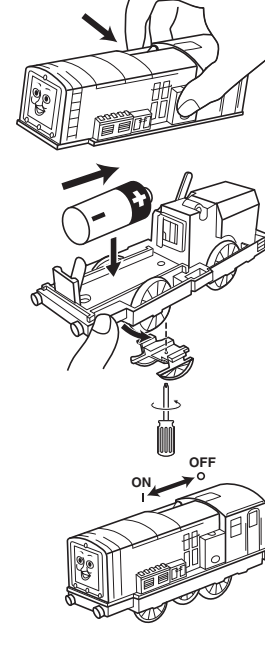
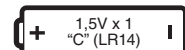
Flynn



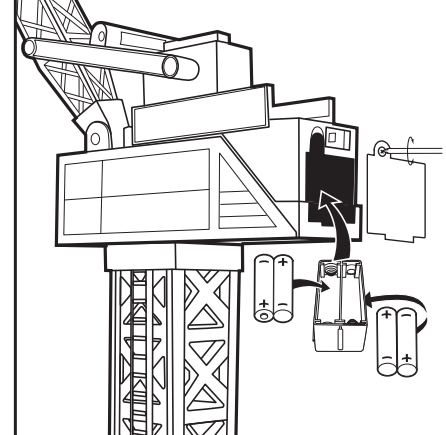
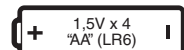
Thomas



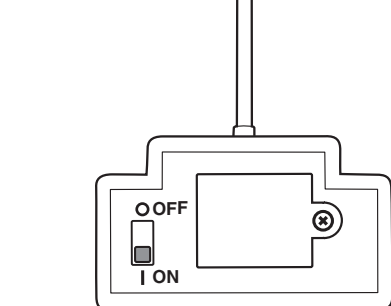
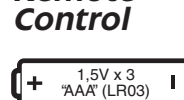
Diesel



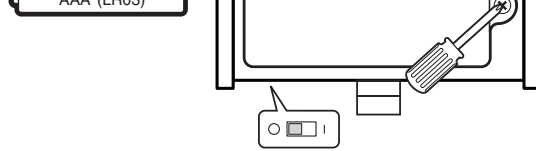
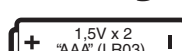
Cranky



Remote Control



Searchlight



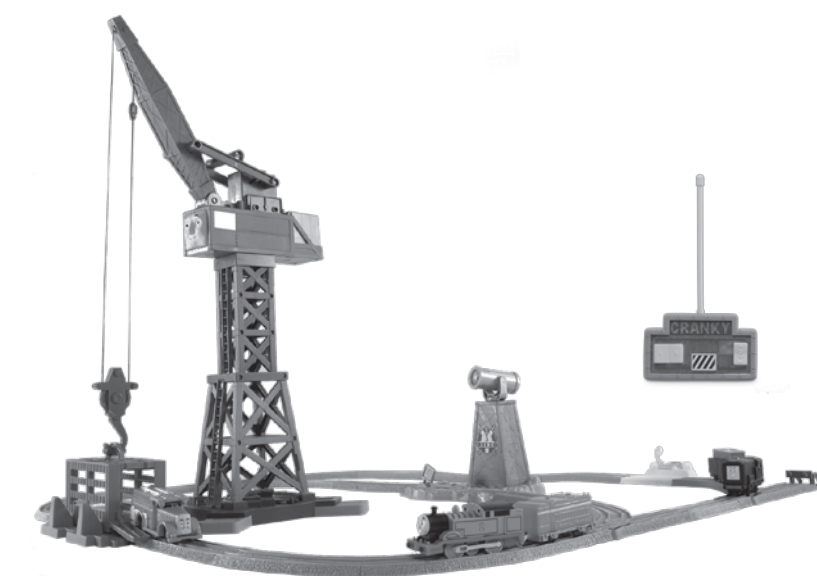
CAUTION:
To prevent entanglement,
keep hair away from wheels.

ID.V7026-0920

CRANKY & FLYNN SAVE THE DAY! DELUXE SET

INSTRUCTIONS

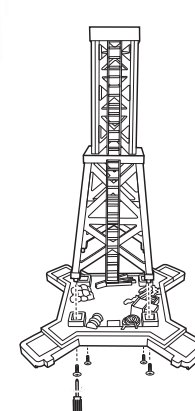
Please keep these instructions for future reference as they contain important information.



Assembly

Cranky

1. Assemble the tower to the base using the (4) screws (included).

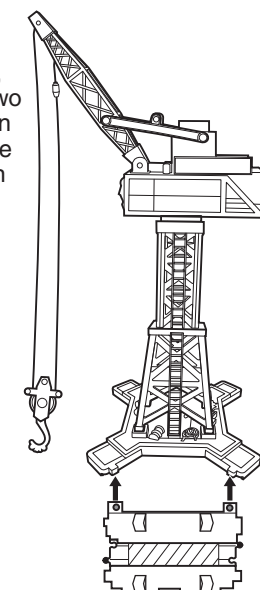


2. Snap the cab onto the tower.



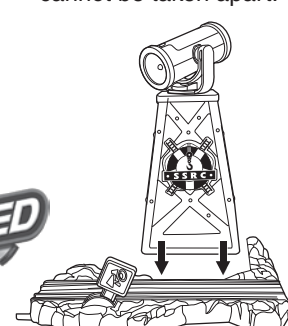
NOTE:
This is a one time snap. Once the cab is assembled to the tower, it cannot be taken apart.

3. Assemble the base to the Loading Area, aligning the two plugs found on the track to the pegs found on the base.

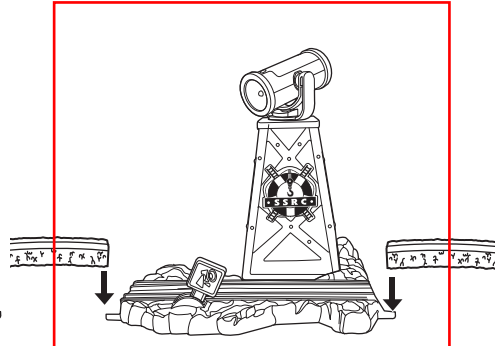


Searchlight

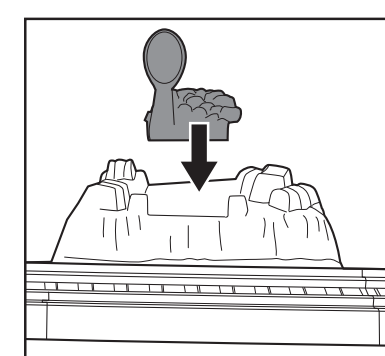
1. Attach the searchlight to the base, as shown. Once these pieces are snapped together, they cannot be taken apart.



2. Attach the base to the track, as shown in the track layout.



Fire Area



ADULT ASSEMBLY REQUIRED. Phillips screwdriver required (not included).

V7026

Fisher-Price



CONSUMER ASSISTANCE

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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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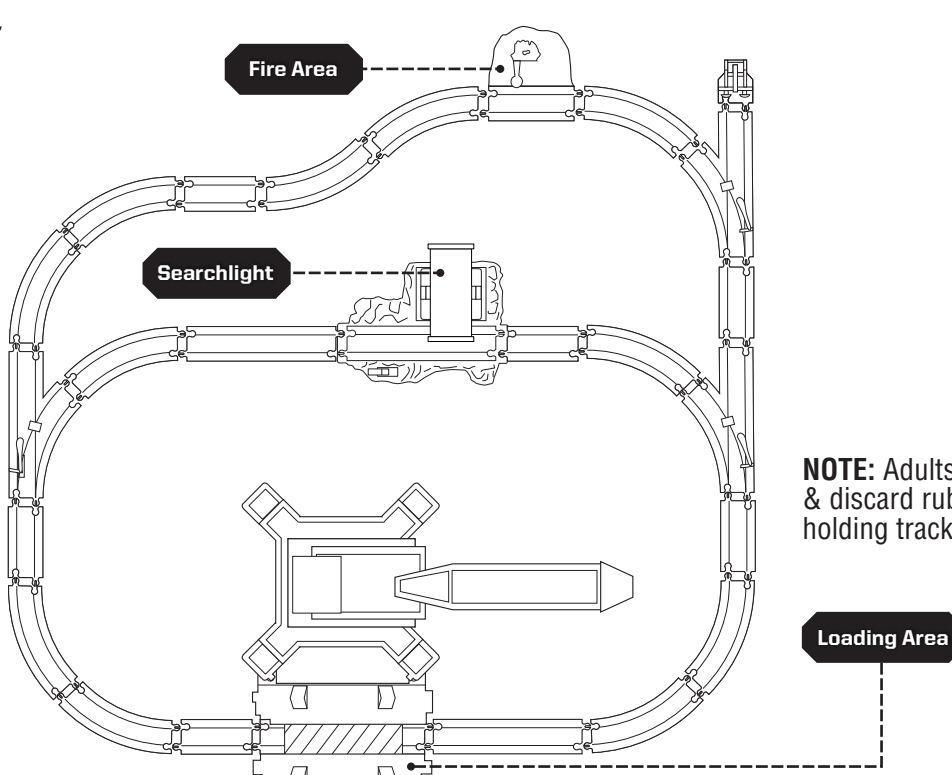
Harbour City, Tsimshatsui, HK, China.



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

Item No : V7026-9020
Version : EL
Size : 16.54" x 11.69" (A3)
Paper : Woodfree paper 80 gsm
Color : Black
Date : April 11, 2011 (lv)

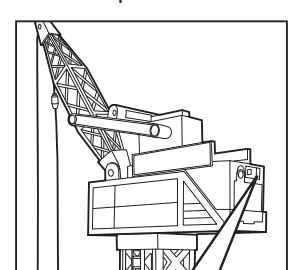
Track Layout



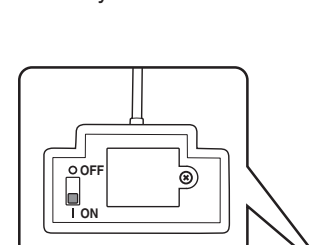
NOTE: Adults should remove
& discard rubber bands
holding tracks together.

How To Play Cranky

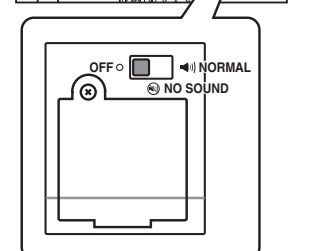
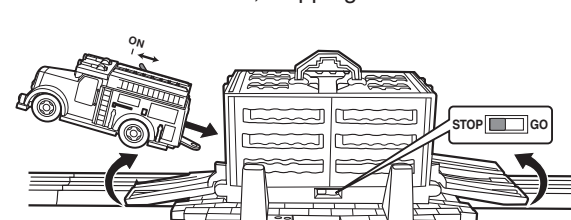
1. Be sure the ON/OFF switch on the crane is in the ON position.



2. Be sure the ON/OFF switch on the remote is in the ON position. Now you control Cranky with the remote!



3. Place the crate on the Loading Area with the cargo doors OPEN. Set the switch on the crate to the STOP position. Place "Flynn" on the track and set his switch to the ON position. Flynn drives into the rear end of the crate, stopping inside the crate.

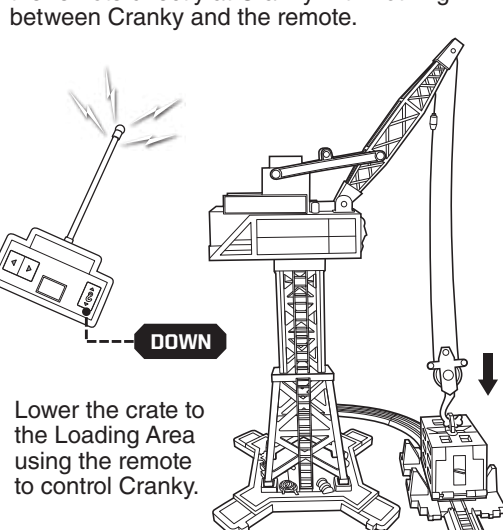
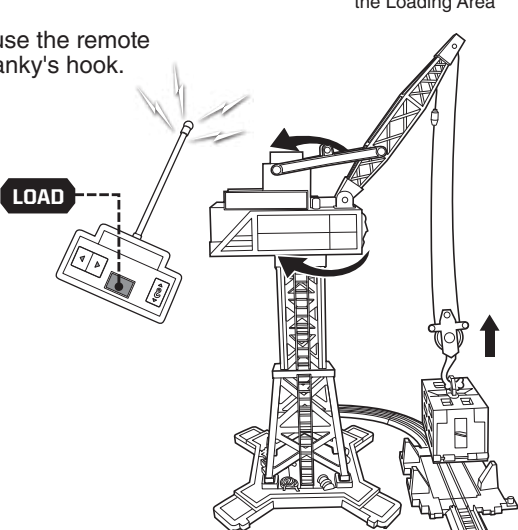


NOTE: If you wish to play with Cranky without sound, set the switch to NO SOUND.

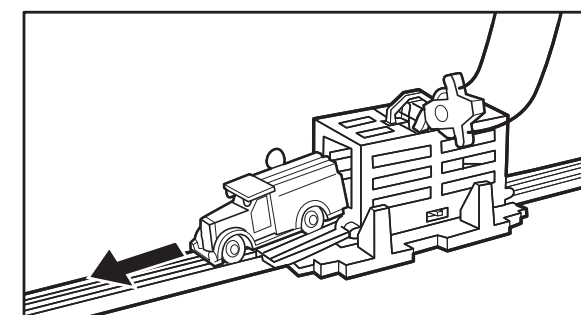
4. Close the crate doors and use the remote to pick up the crate with Cranky's hook.

Once the crate is raised, use the remote control to turn Cranky Left and Right. When you want to load Flynn onto the tracks, line the crate up with the loading area and lower it onto the loading surface.

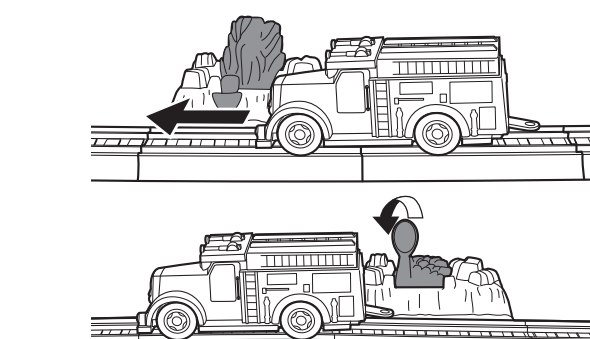
NOTE: At any time you can press the LOAD button on the remote to automatically align Cranky with the Loading Area.



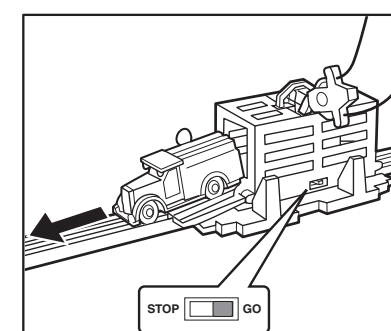
5. When the crate is lowered onto the base, the doors will open and Flynn will drive out of the crate and onto the tracks.



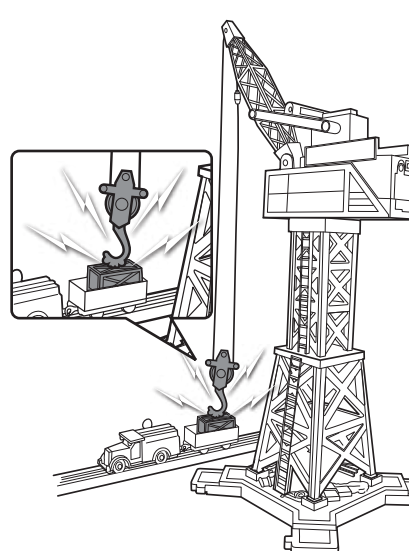
6. As Flynn races by the fire he will knock over the flame tab and "put out the fire"!



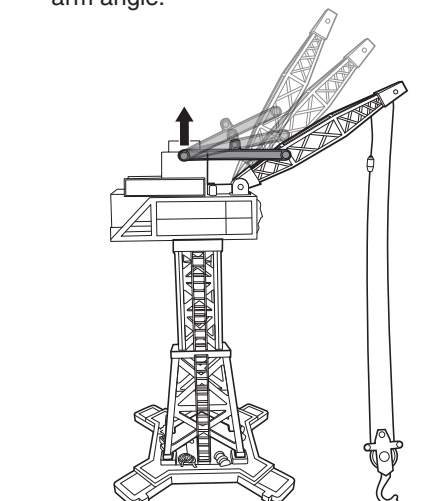
7. As Flynn continues on the track he can either drive through the crate if the switch is set to GO or re-load into the crate if the switch is set to STOP.



8. You can also load and unload the small cargo crate using the magnet found at the end of Cranky's hook.



9. Manually raise and lower the angle of the crane arm using the tabs on the side of Cranky's cab. For your safety, always remove the crate from the hook before adjusting the crane arm angle.



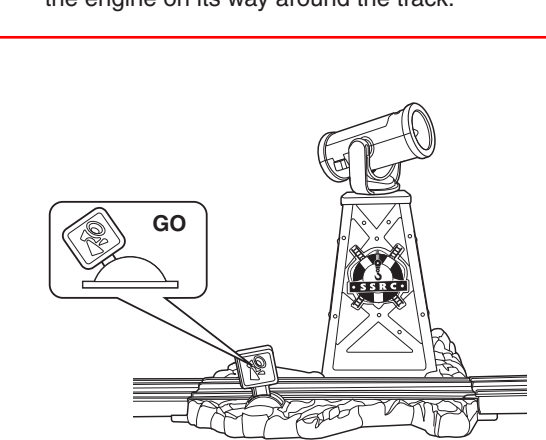
Searchlight

1. Set the switch on top of the searchlight to the ON position to turn on the light.

2. Set the brake lever to the STOP position. As the engine approaches, the brake switch will cause it to stop in front of the searchlight.

3. While the engine is stopped in front of the searchlight, the wheels of the engine will power the searchlight to spin around.

4. Set the brake lever to the GO position to send the engine on its way around the track.



5. You can point and shine the searchlight manually when the engine is not powering it. Set the switch to the GO position. Do not touch the spinning searchlight while the engine is powering it.

