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**GeoTrax™**  
*Rail & Road System*

**Tracktown Railway™**

# Parts

- A. 2 Small Ramps
- B. Bridge
- C. 6 Curved Tracks
- D. 5 Straight Tracks
- E. 2 Cross Tracks
- F. 2 Bridge Ramps
- G. 2 Turn Off Tracks
- H. Gantry
- I. Depot
- J. Depot Base
- K. Coal Chute
- L. Coal Chute Frame
- M. Coal Mine Building
- N. Coal Mine Arch
- O. 2 Boulders
- P. Pipe Works
- Q. Pipe Works Base
- R. Remote Controller
- S. 6 Signs
- T. 2 Crossing Gates
- U. 2 Crates
- V. 3 Pipes
- W. Train Engine
- X. Coal Car
- Y. Pipe Car
- Z. Caboose

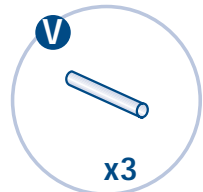
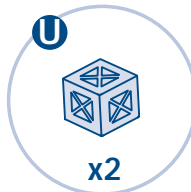
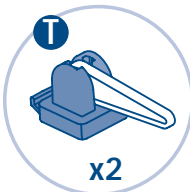
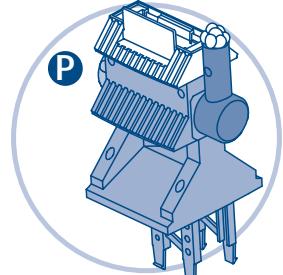
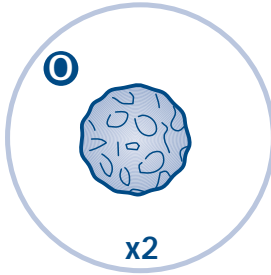
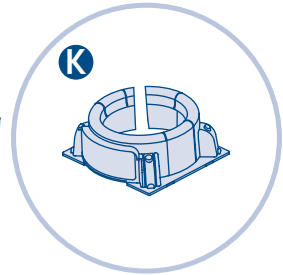
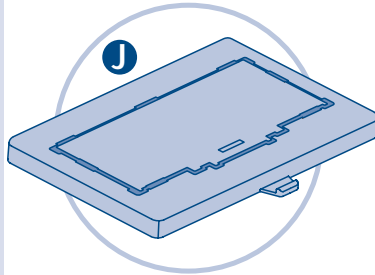
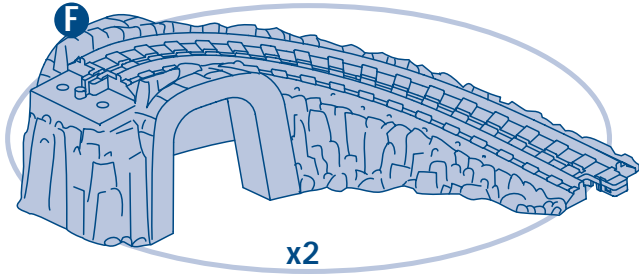
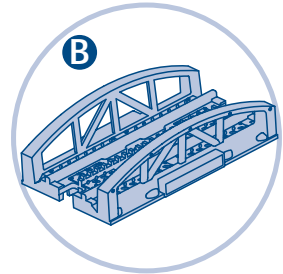
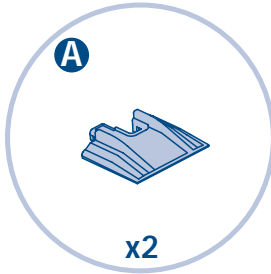
**Not shown:** Label sheet

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

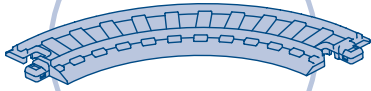
Requires six "AAA" (LR03) alkaline batteries (not included).

Adult assembly is required.

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

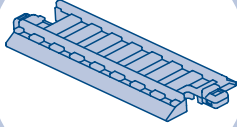


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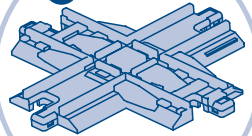
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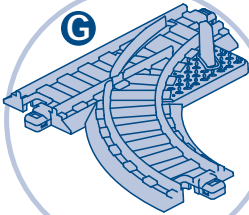
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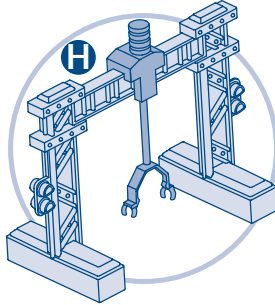
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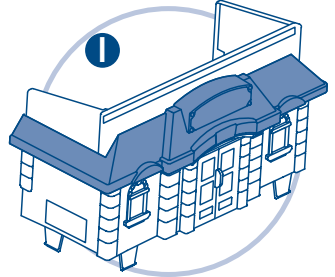


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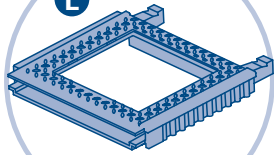
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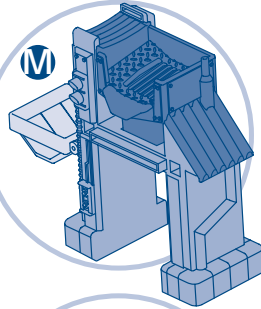
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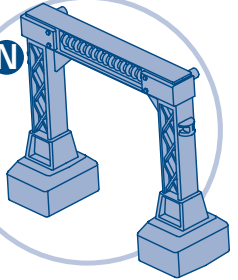
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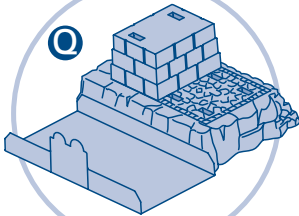
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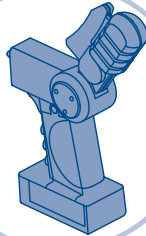
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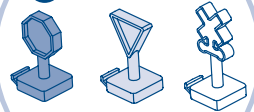
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R

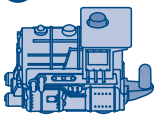


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x2

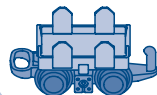
W



X



Y



Z



# Battery Information



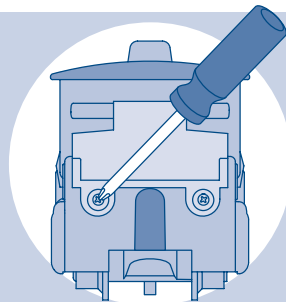
## SHOWN ACTUAL SIZE

We recommend the use of alkaline batteries for longer battery life.

## Battery Installation

### Train Engine

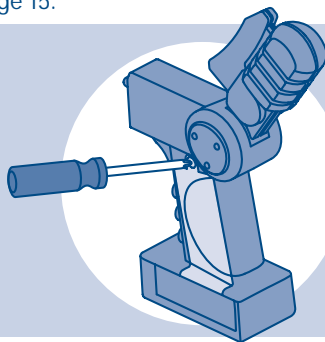
- Locate the battery compartment on the back of the train engine
- Loosen the screws in the battery compartment door with a Phillips screwdriver. Lift the battery compartment door and insert three "AAA" (LR03) alkaline batteries.
- Close the battery compartment door and tighten the screws with a Phillips screwdriver. Do not over-tighten.



**IMPORTANT!** Under normal use conditions, the batteries in the engine will require replacement more often than the batteries in the remote controller. For additional information, see the troubleshooting section on page 15.

### Remote Controller

- Locate the battery compartment on the side of the remote controller.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door and insert three "AAA" (LR03) alkaline batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.



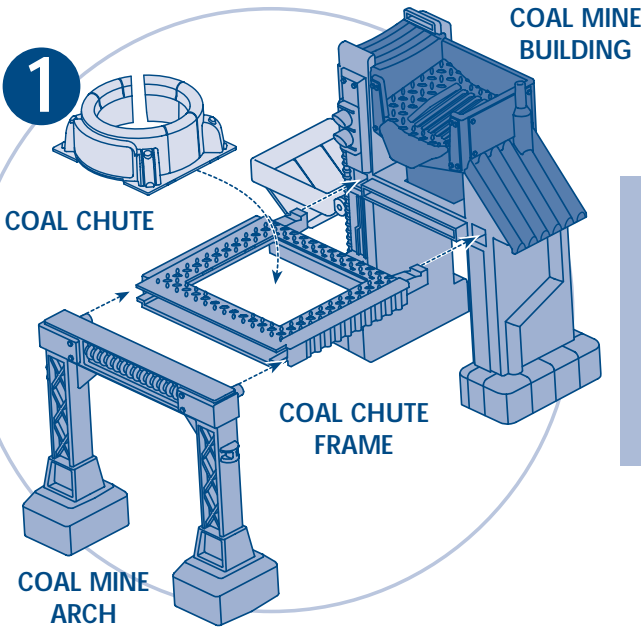
## Battery Safety Information

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the 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.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

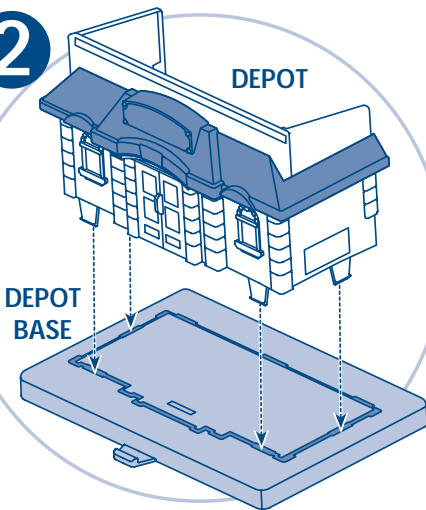
# Assembly

1



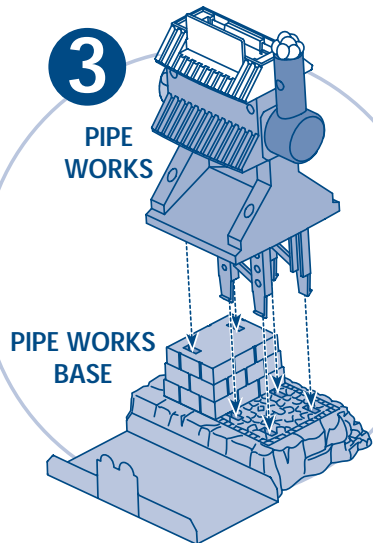
- “Snap” the posts on the coal chute frame into the holes in the coal mine building.
- “Snap” the pegs on the coal mine arch onto the coal chute frame.
- Fit the coal chute into the coal chute frame.

2



“Snap” the tabs on the depot into the slots in the depot base.

3



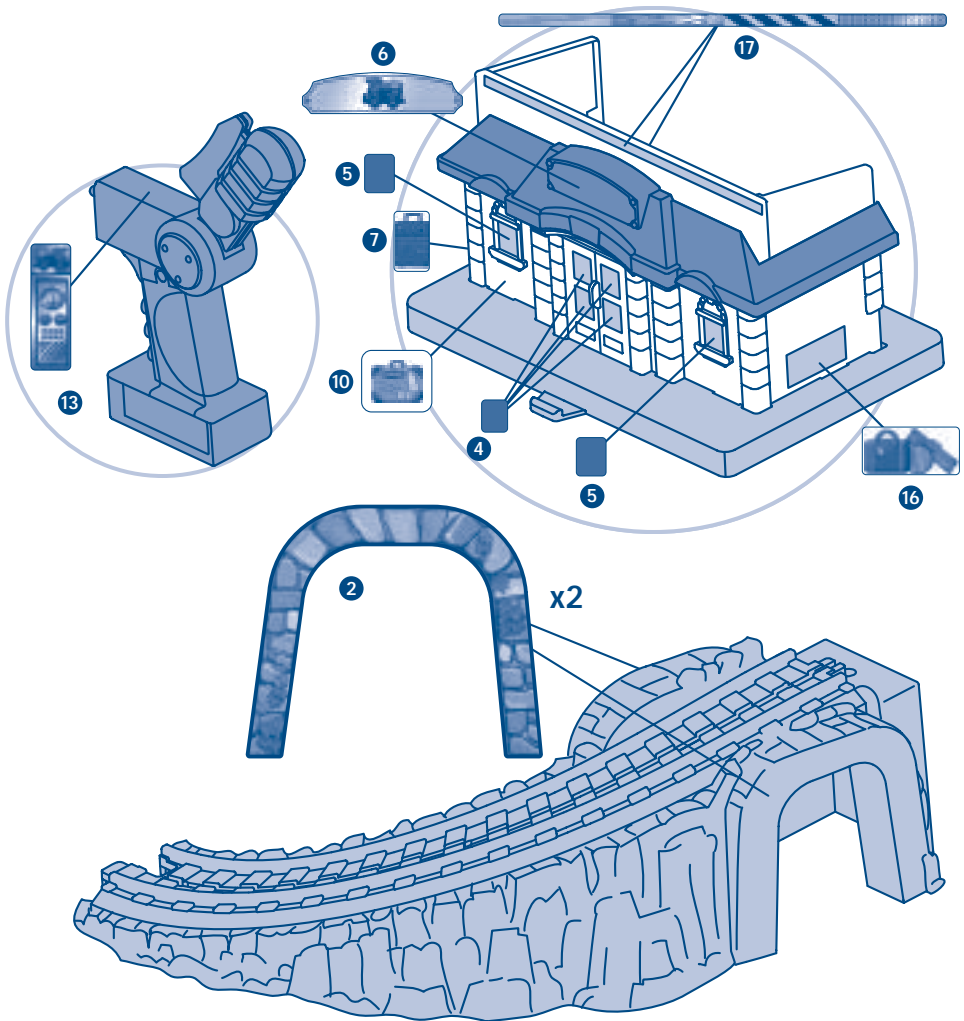
“Snap” the tabs on the pipe works into the slots in the pipe works base.

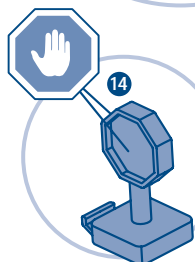
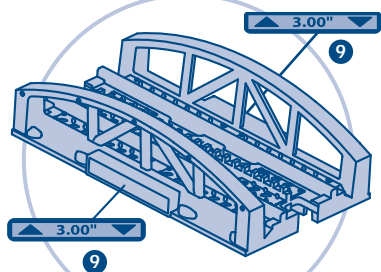
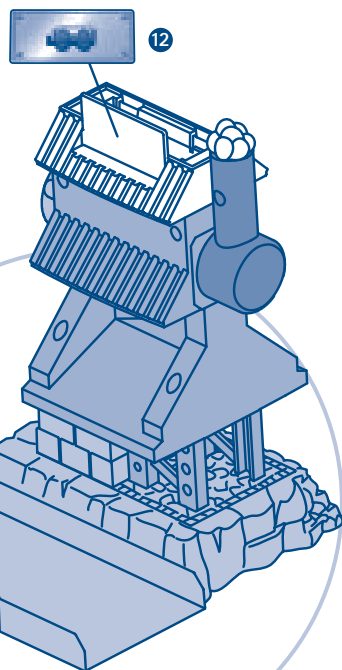
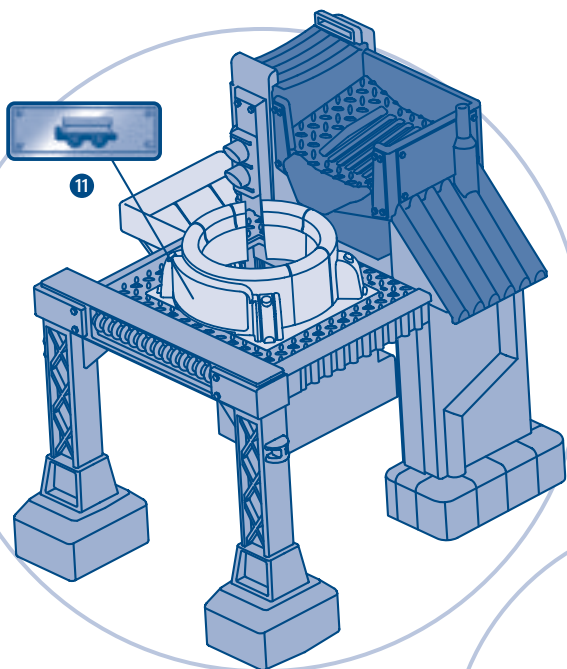


# Decoration

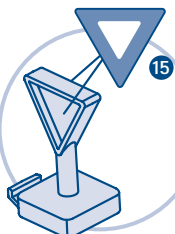
Proper label application will help keep labels looking their best!  
When applying labels, keep the following guidelines in mind:

- Wash hands before applying labels.
- Before applying labels, wipe the surface of the toy with a clean, dry cloth to remove dust or oils.
- For best results, avoid repositioning a label once it has been applied.
- Apply labels as shown in the illustration.

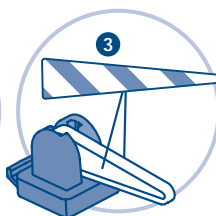




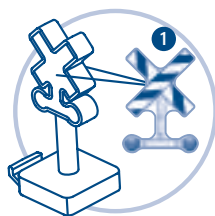
x2



x2



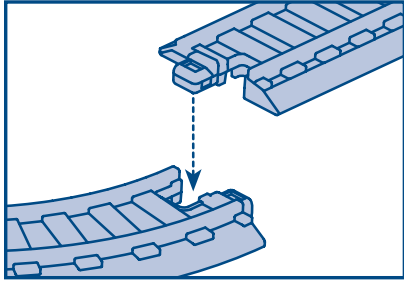
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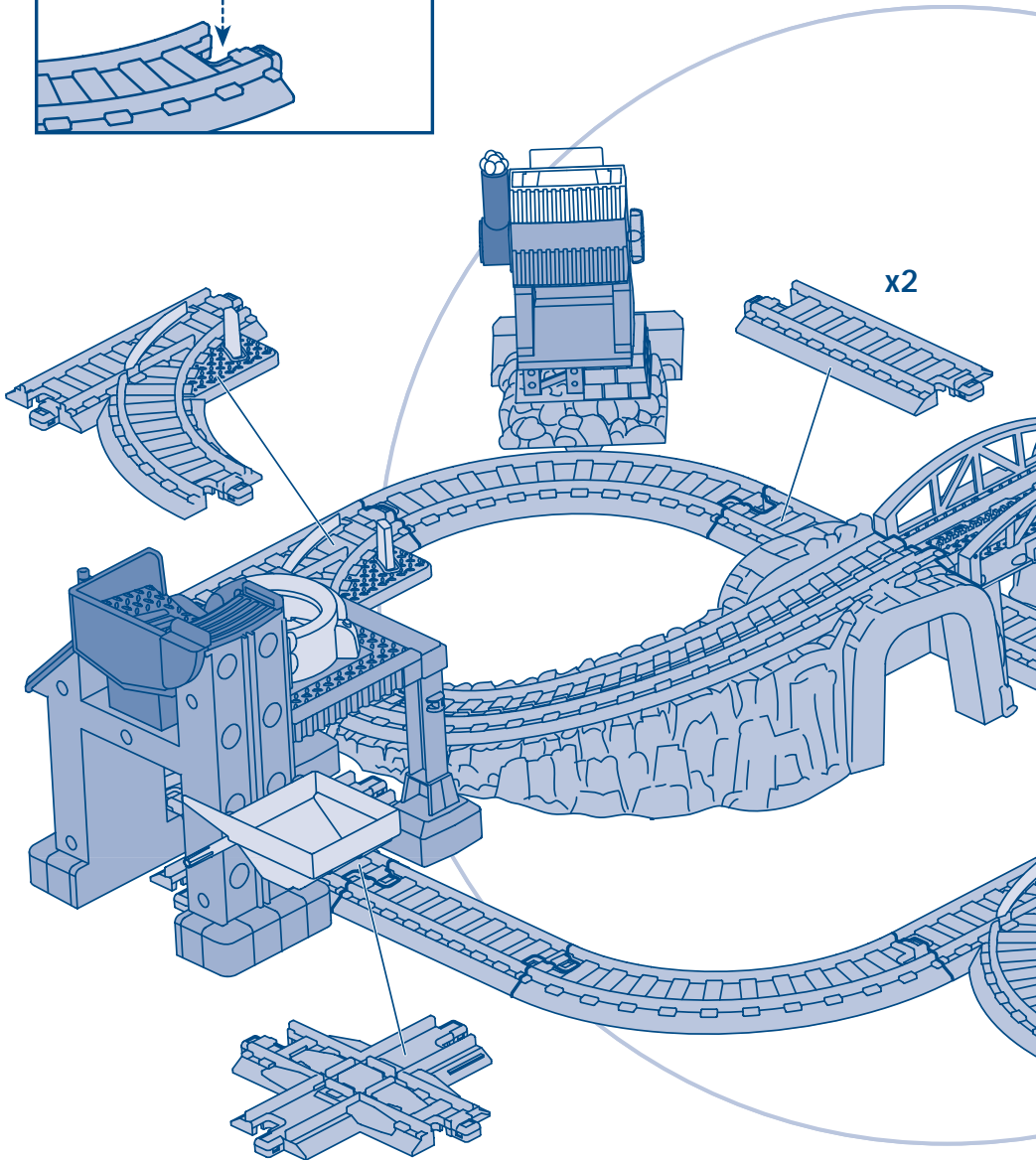
x2

Assembly is now complete!

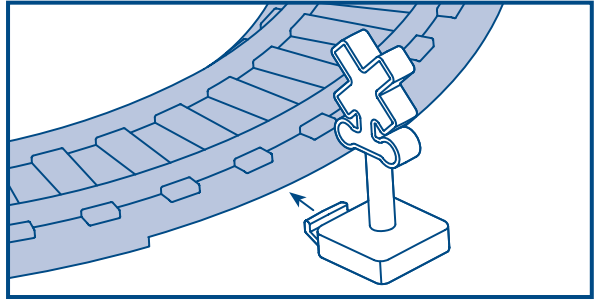
# Track Layout



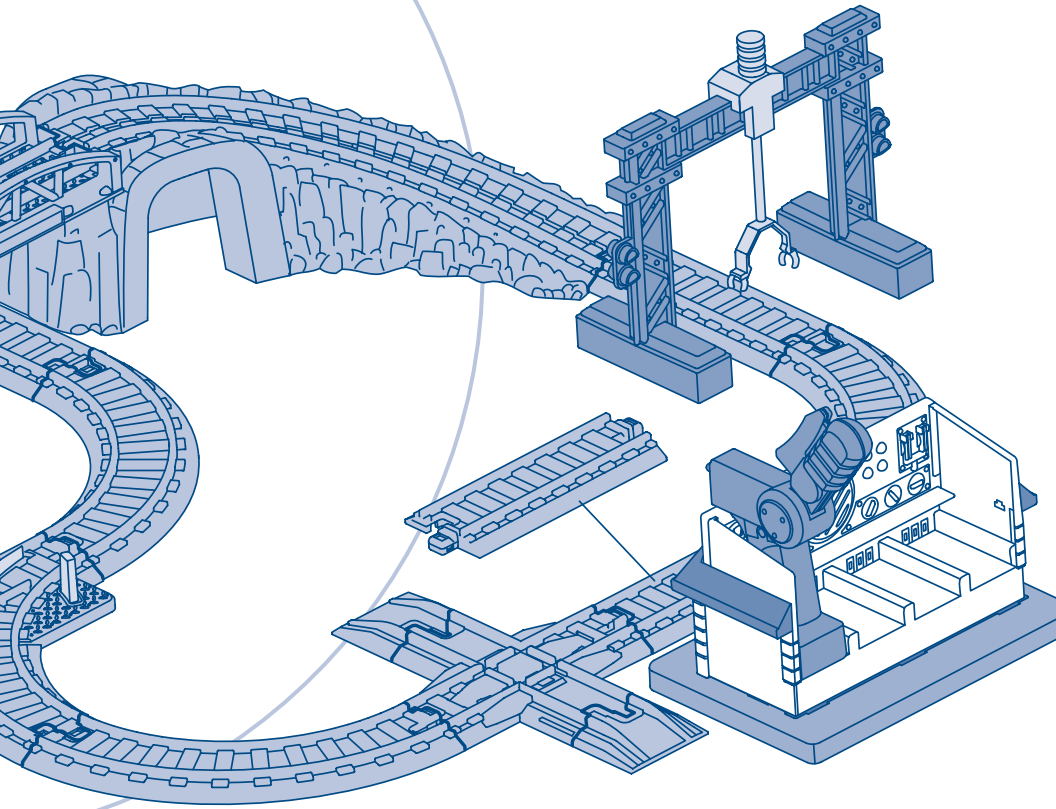
Track pieces easily snap together.



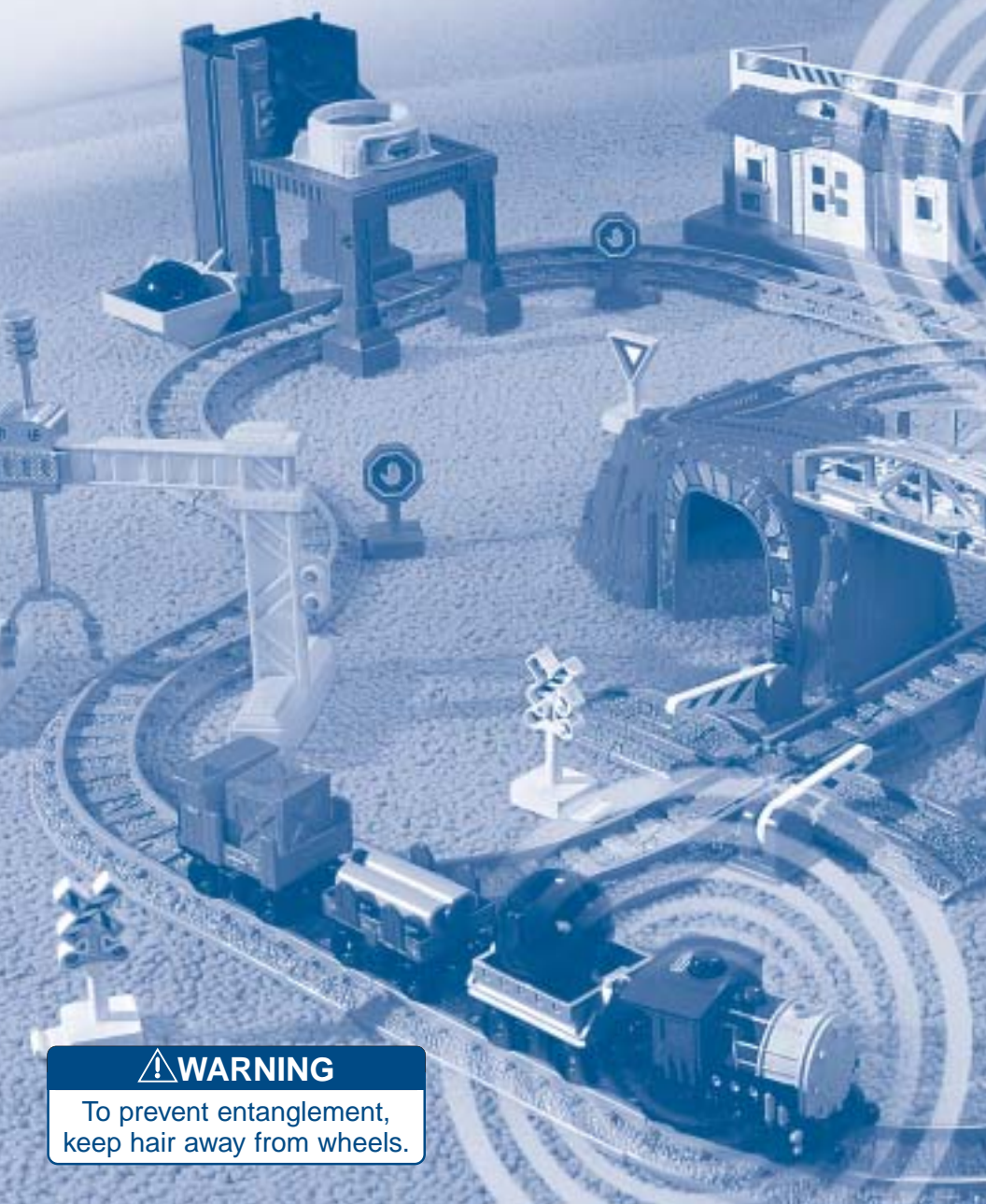




Each GeoTrax™ building, sign and crossing gate has a small tab that fits into matching a notch in any track piece. Place the buildings, signs and crossing gates around the track.



# ■ All Aboard!

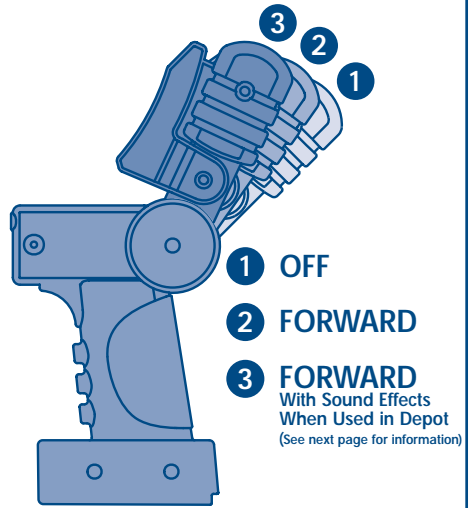


**⚠ WARNING**

To prevent entanglement,  
keep hair away from wheels.



## 3-Position Remote Controller



- Hook the cars together and place them on the track. Make sure the engine is in front.

**Hint:** We do not recommend using the train engine on carpets. For best performance, use on the track provided or hard, flat surfaces.

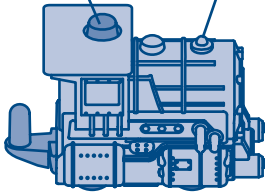
- Press the power button on top of the engine. The ready light turns on.
- Hold the remote controller with the stick facing you. Point the remote controller toward the engine and push the stick forward. The train moves forward around the track.
- To stop the train, pull the stick backwards to the stop position.

### Hints:

- If you do not operate the remote controller for a few minutes, the train engine shuts off and the ready light turns off. Press the engine power button, and operate the remote controller to restart.
- This toy works best if you have a clear path between the remote controller and the engine. Point the remote controller at the engine. The maximum range of the remote controller is about 12 feet.

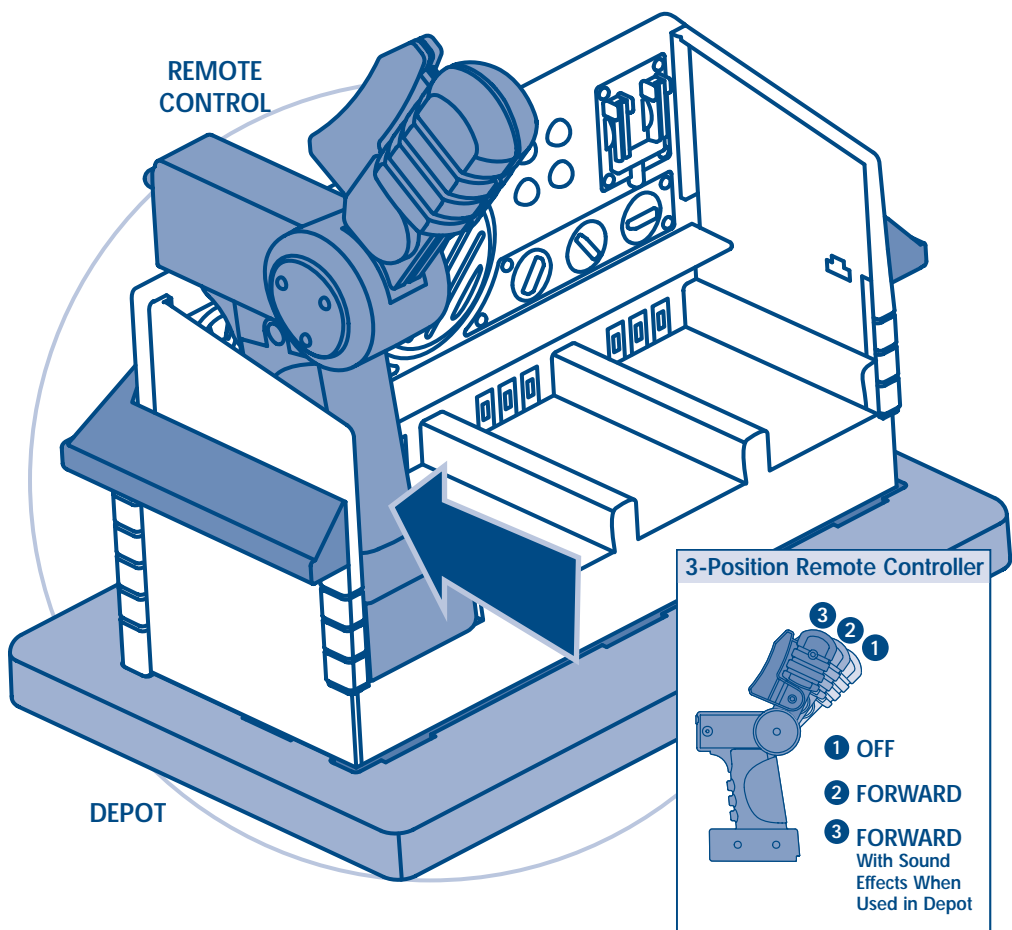
**POWER  
BUTTON**

**READY  
LIGHT**



# Fun Train Sounds!

Sound effects can only be heard when remote controller is in the depot.



**Hint:** For best performance, be sure to place the depot in one of the corners of your track layout.

- Place the remote controller into any of the four grooves in the depot.
- Press the power button on top of the engine. The ready light turns on.
- Push and hold the stick on the remote controller all the way forward.
- You'll hear fun train sound effects as the engine heads around the track.
- To stop the train, pull the stick back to the stop position.



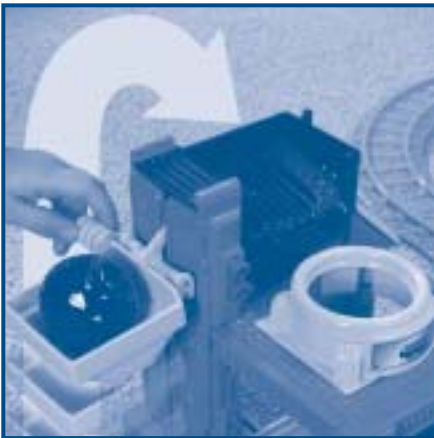
# Many Ways to Play!



Use the gantry crane to remove or load crates or pipes.



Load the pipes in the top of the pipe works. Turn the wheel to load pipes onto the pipe car



Drop a bolder into the coal chute and load coal into the coal car.



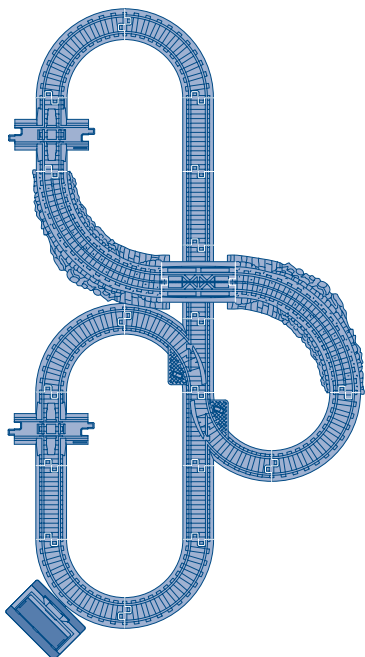
Use the railroad crossing gates anywhere on your layout.



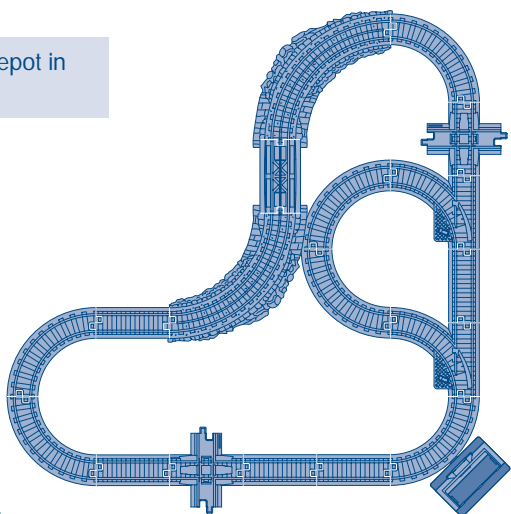


# Try These Fun Layouts!

Note the suggested location of the depot in each layout.

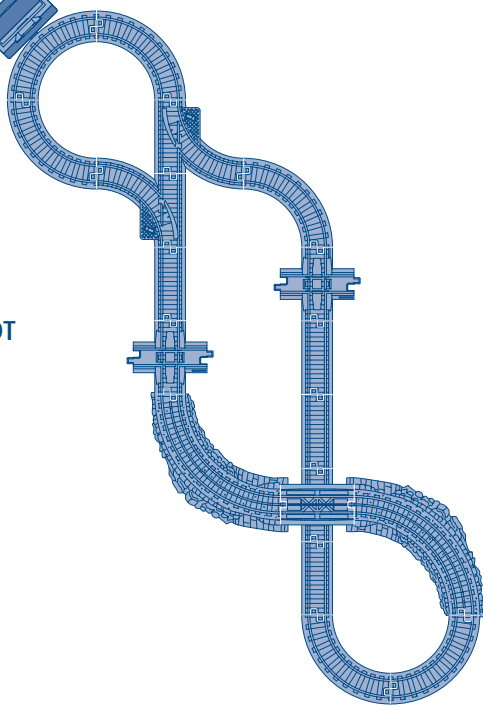


DEPOT



DEPOT

DEPOT



DEPOT



# Troubleshooting

SYMPTOM	SOLUTION
Engine drives slowly	<p>Battery power in the engine may be weak. Replace all three batteries in the engine with fresh, <b>alkaline</b> batteries.</p> <p>The wheels on the engine or attached cars may be dirty. Wipe them with a clean cloth.</p>
Engine does not respond to the remote controller	<p>Battery power in the remote controller may be weak. Replace all three batteries in the remote controller with fresh, <b>alkaline</b> batteries.</p> <p>You may be beyond the maximum range of the remote controller which is about 12 feet.</p> <p>You may not have a clear path between the remote controller and the engine. This toy works best when there are no obstructions between the engine and the remote controller.</p> <p>Bright sunlight or fluorescent lights may affect the range of the remote controller. Try dimming the room you are playing in.</p> <p>The engine may have shut off. If you do not operate the remote controller for a few minutes, the engine shuts off automatically and the ready light turns off. Press the power button on the engine, and operate the remote controller to restart.</p>

## 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.

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

**(ENG) ICES-003 (FR) NMB-003**

(ENG) This Class B digital apparatus complies with Canadian ICES-003

(FR) Cet appareil numérique de la classe B est conforme à norme NMB-003 du Canada



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Or, write to: Fisher-Price® Consumer Relations, 636 Girard Avenue,  
East Aurora, New York 14052, U.S.A.

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**Canada:** call 1-800-567-7724, or write to: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2. **Great Britain:** telephone 01628 500302. **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. **Asia:** Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.