

Fisher-Price®

K8378

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GeoTrax
Rail & Road System™

Parts

- A. Clock Tower Cross Track
- B. Clock Tower Base
- C. 2 Arched Overhangs
- D. 2 Plain Overhangs
- E. Chimney
- F. Tower
- G. Span
- H. Arch
- I. Cable Structures
- J. 4 Bridge Supports
- K. Boat
- L. Sports Car
- M. Gas Station Building
- N. Gas Station Base
- O. Base Extension
- P. Gas Station Roof
- Q. Pump
- R. Gas Station Sign
- S. Main Assembly
- T. Building Top
- U. City Arch
- V. Crane
- W. T-Track
- X. City Keyed Track
- Y. Curb
- Z. 4 Building Pieces

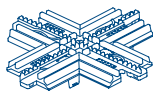
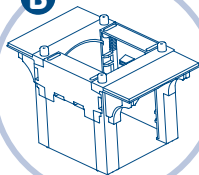
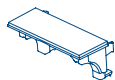
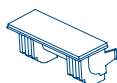
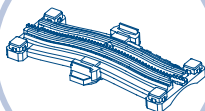
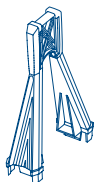
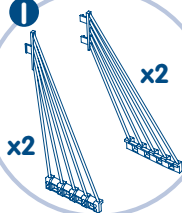
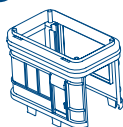
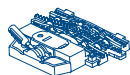
- AA. Brick Stack
- BB. Newspaper Stack
- CC. Bus
- DD. RC Train Engine
- EE. 2 Train Cars
- FF. Remote Controller
- GG. 2 Ramp Assemblies
- HH. 4 Signs
- II. Crossing Gate
- JJ. Billboard
- KK. 4 Curved Tracks
- LL. 2 Elevated Curved Tracks
- MM. 4 Straight Tracks
- NN. 1 Elevated Straight Track
- OO. 2 Short Ramps
- PP. 2 Small Tracks
- QQ. 1 Elevated Short Track
- RR. Cross Track
- SS. Double Curve Track
- TT. 1 Turn Off Track
- UU. 2 Guard Rails
- VV. 2 Support Tops
- WW. 4 Support Columns
- XX. Ambulance
- YY. Crate

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

Requires 14 "AAA" (LR03) **alkaline** and 3 "AA" (LR6) **alkaline** batteries (not included).

Adult assembly is required.

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

A**B****C****x2****D****x2****E****F****G****H****I****x2****x2****J****x4****K****L****M****N****O**

P



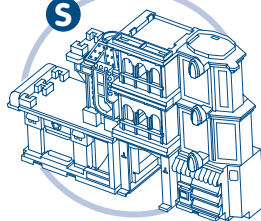
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R



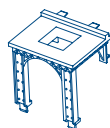
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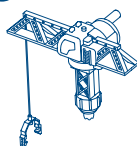
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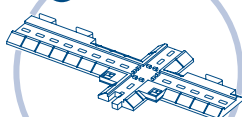
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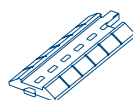
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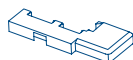
W



X



Y



Z



x4

AA



BB



CC



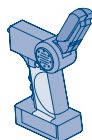
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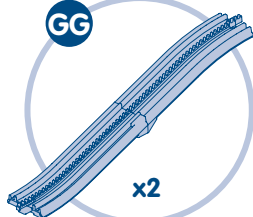
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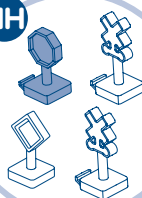
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GG



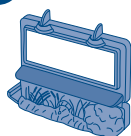
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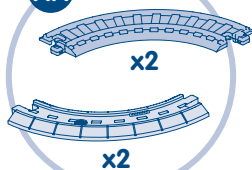
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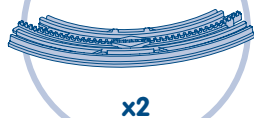
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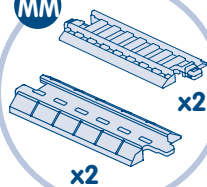
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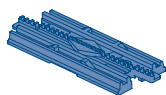
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MM



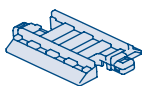
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OO

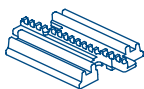


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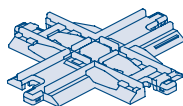


x2

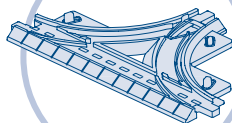
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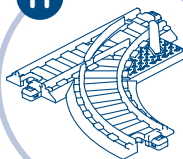
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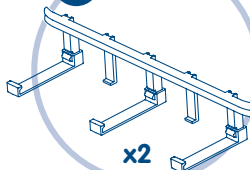
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TT



UU



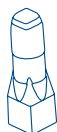
x2

VV



x2

WW



x4

XX



YY



Battery Information



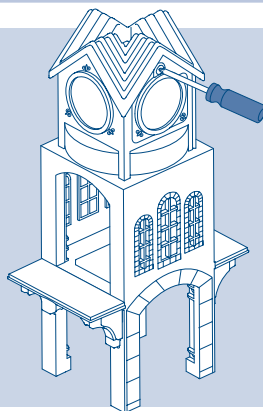
SHOWN ACTUAL SIZE

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

Battery Installation

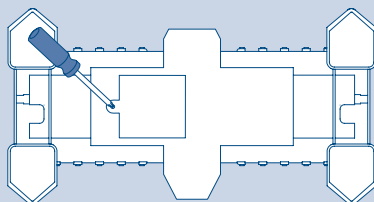
Clock Tower

- Locate the battery compartment on the clock tower.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert three "AAA" (LR03) alkaline batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds from this toy become faint or stop, it's time for an adult to change the batteries.



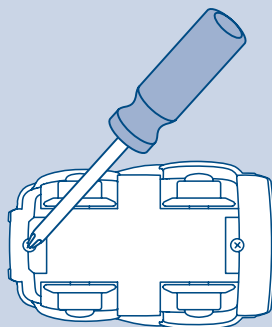
Bridge

- Locate the battery compartment on the underside of the span.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert four "AAA" (LR03) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver.



Ambulance

- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door. Remove the exhausted battery and throw it away.
 - Insert a "AAA" (LR03) **alkaline** battery.
- Hint:** We recommend using an **alkaline** battery for longer battery life.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
 - When sounds or lights become faint or stop, it's time for an adult to change the batteries!

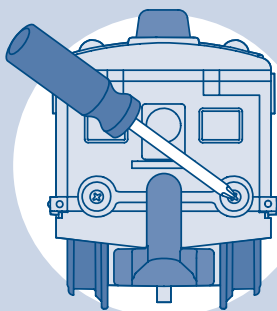


Battery Installation

Train Engine

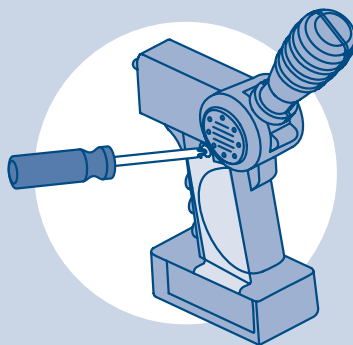
- Locate the battery compartment on the back of the train engine.
- Loosen the screws in the battery compartment door with a Phillips screwdriver. Lift the battery compartment door and insert three "AAA" (LR03) **alkaline** batteries.
- Close the battery compartment door and tighten the screws with a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

IMPORTANT! Under normal 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.



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.
- When the train does not respond to the remote controller, it's time for an adult to change the batteries in the remote controller.



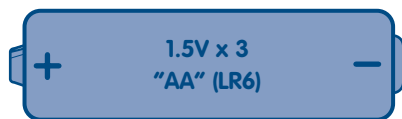
Battery Installation

City

- Locate the battery compartment on the back of the main assembly.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert three "AA" (LR6) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds or lights become faint or stop, it's time for an adult to change the batteries.

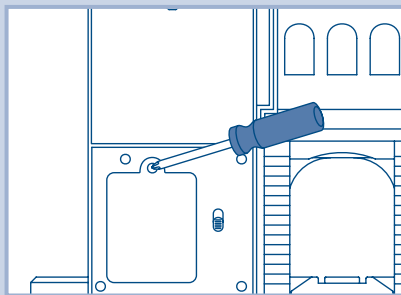


- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).



SHOWN ACTUAL SIZE

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

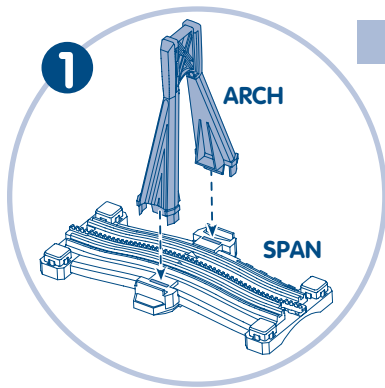


Battery Safety Information

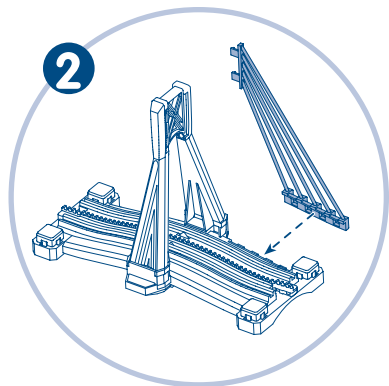
In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- 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 the product in a fire. The batteries inside 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.

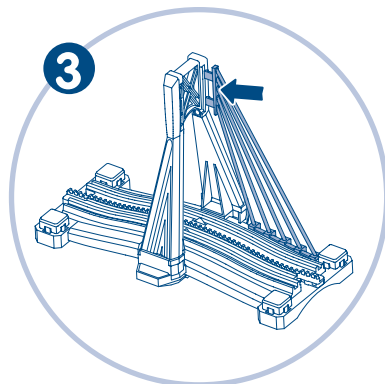
Assembly - Bridge



"Snap" the arch onto the span.

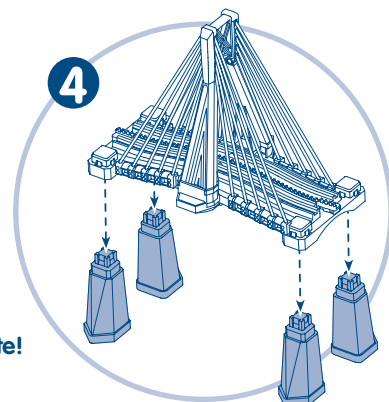


"Snap" a cable structure to the side of the span.



- "Snap" the top of the cable structure to the top of the arch.
- Repeat this procedure to attach the other three cable structures to the span.

Note: Each cable structure assembles to the span one way!

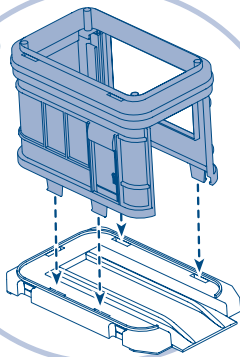


"Snap" the four bridge supports to the underside of the span.

Bridge assembly is now complete!

Assembly - Gas Station

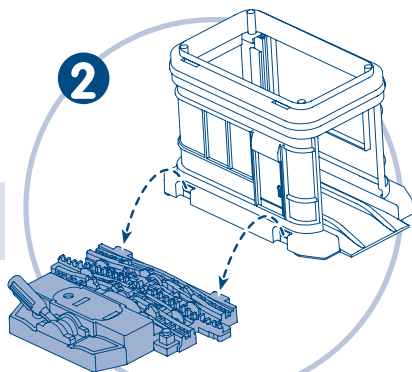
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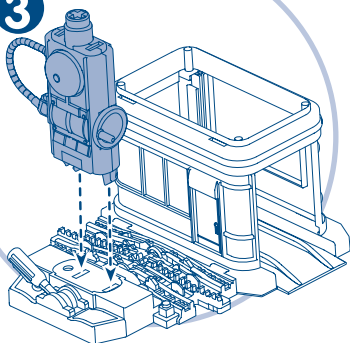
- **"Snap"** the gas station building to the gas station base.

- **"Snap"** the gas station base on to the base extension.

2



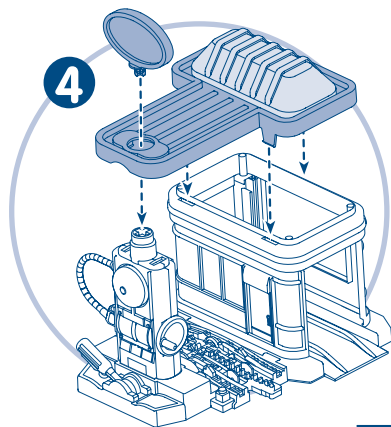
3



- **"Snap"** the pump into the base extension.

- **"Snap"** the gas station roof onto the top of the gas station building and pump.
- **"Snap"** the gas station sign onto the top of the pump.

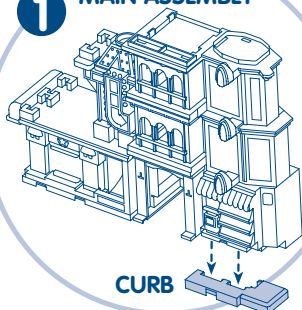
4



Gas Station assembly is now complete!

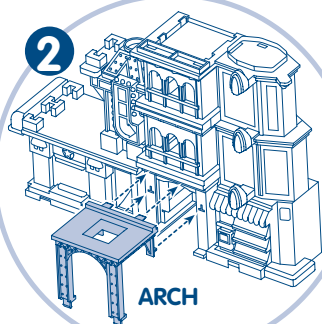
Assembly - City

1 MAIN ASSEMBLY



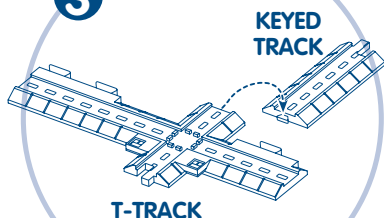
"Snap" the main assembly onto the curb.

2



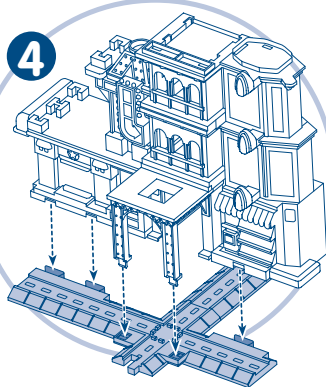
"Snap" the arch to the main assembly.

3



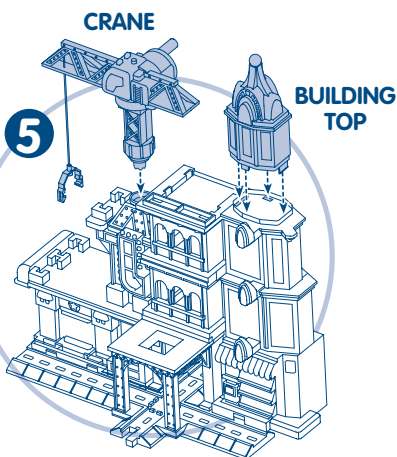
Fit the T-track onto the keyed track, as shown.

4



"Snap" the main assembly onto the track assembly.

5



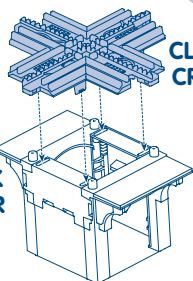
"Snap" the building top and the crane onto the main assembly.

City assembly is now complete!

Assembly - Clock Tower

1

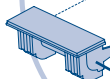
CLOCK
TOWER
BASE



CLOCK TOWER
CROSS TRACK

"Snap" the clock tower cross track into the clock tower base.

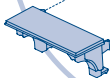
2



PLAIN
OVERHANG

"Snap" the plain overhangs into the clock tower base, as shown.

3

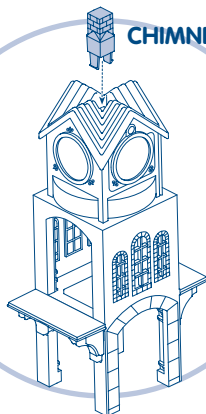


ARCHED
OVERHANG

"Snap" the arched overhangs into the tower, as shown.

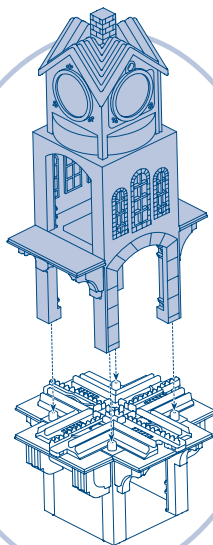
4

CHIMNEY



"Snap" the chimney into the top of the tower.

5

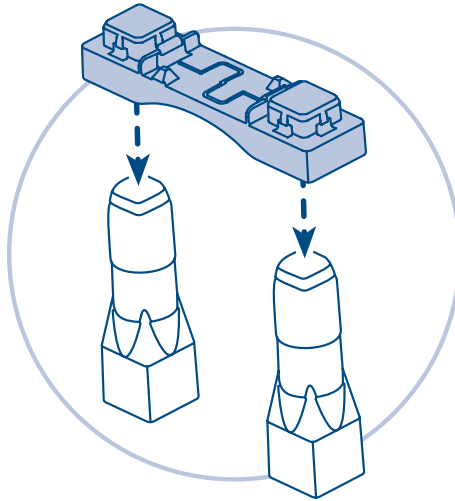


Place the tower onto the base assembly.

Clock Tower assembly is now complete!

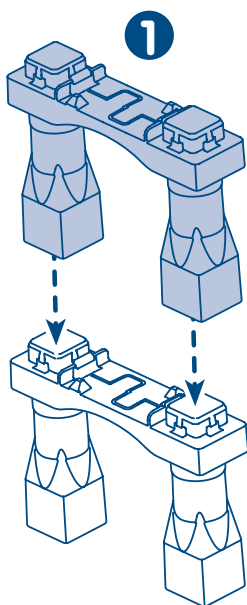
Assembly - Support Columns

SUPPORT TOP

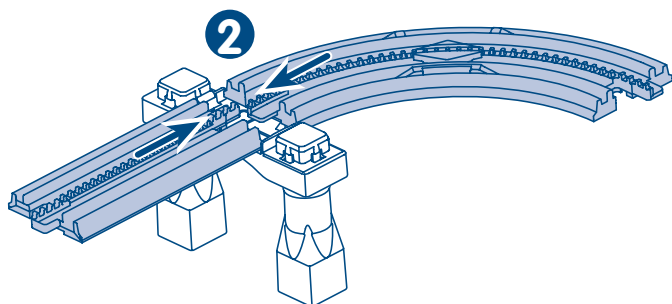


"Snap" a support top onto two support columns.

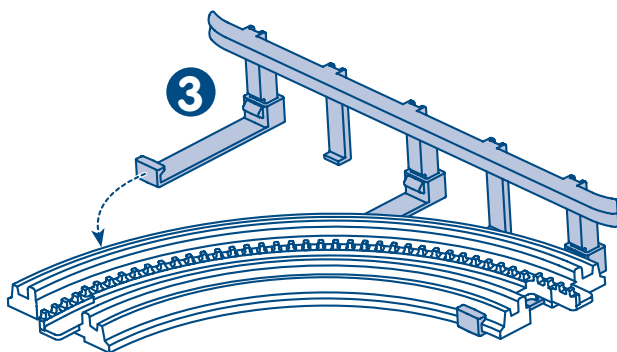
Elevation Track Tips



You can stack up support column assemblies to make a higher track layout.

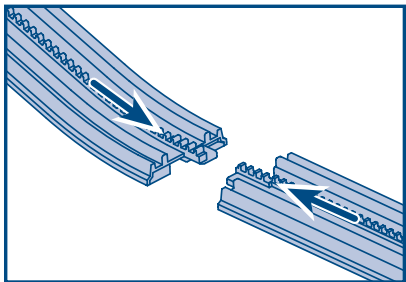


To properly support elevated tracks, always make sure you have support columns under track connections.

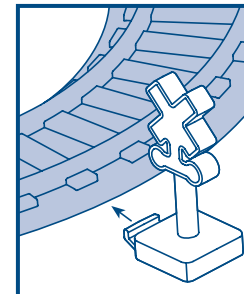


- When you have a curved track at the bottom of a ramp assembly, be sure to use a guardrail on the curve. This keeps the fast moving train on the track!
- To attach the guardrail, fit a tab on one end of the guardrail under the curved track, as shown.
- Bend the guardrail slightly to fit the other two tabs to the curved track.

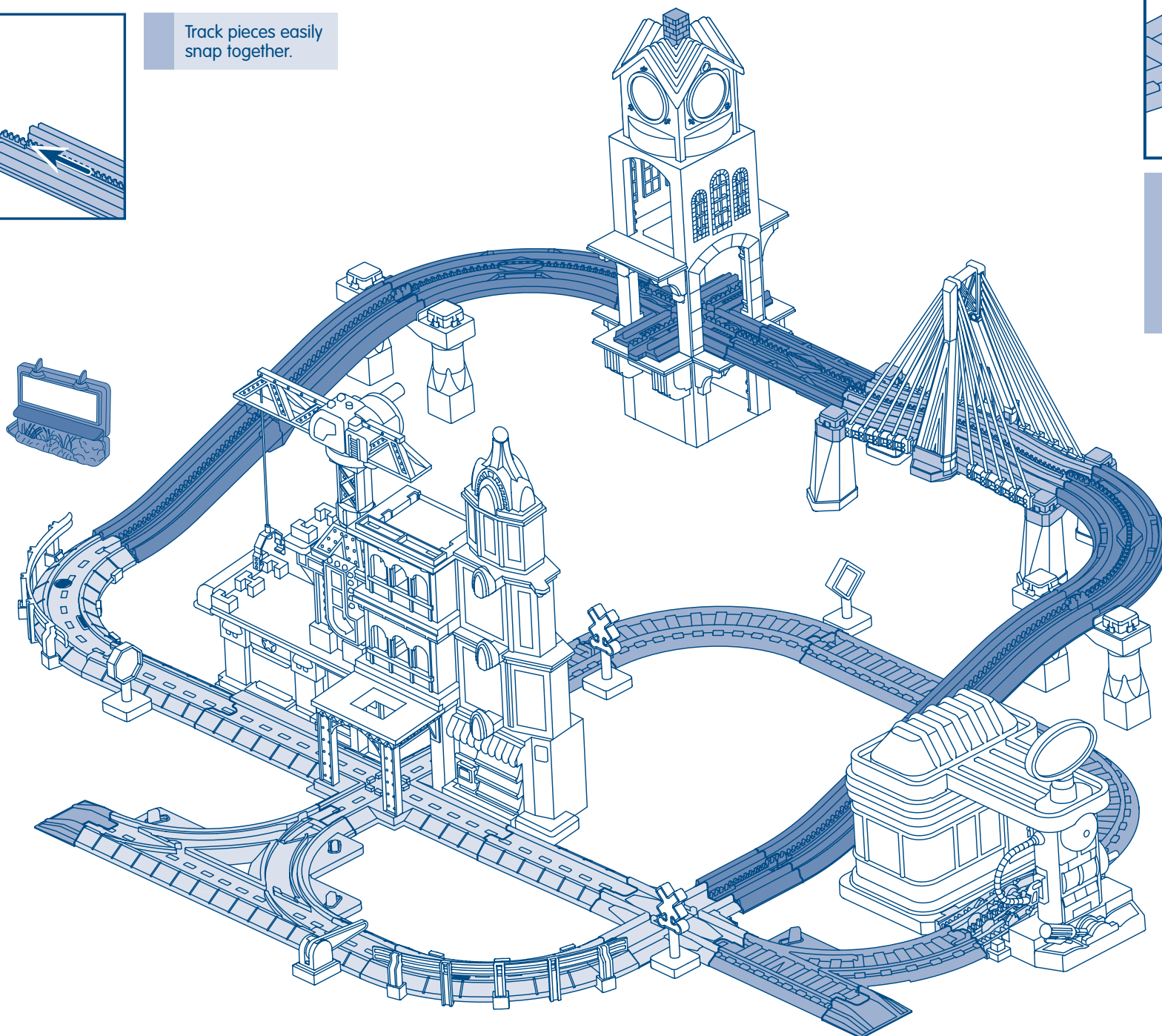
Track Layout



Track pieces easily snap together.



GeoTrax® signs have a small tab that fits into a matching slot on any track piece. Place the signs around the track.



Three Levels of Fun with the Clock Tower!

LEVEL

1

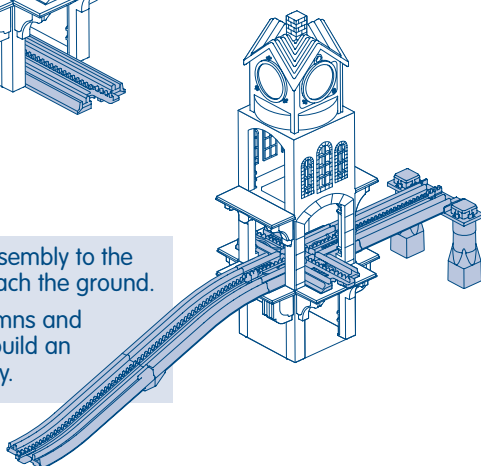


- To build a layout on the bottom level, just place a straight track through the bottom arch of the tower.

LEVEL

2

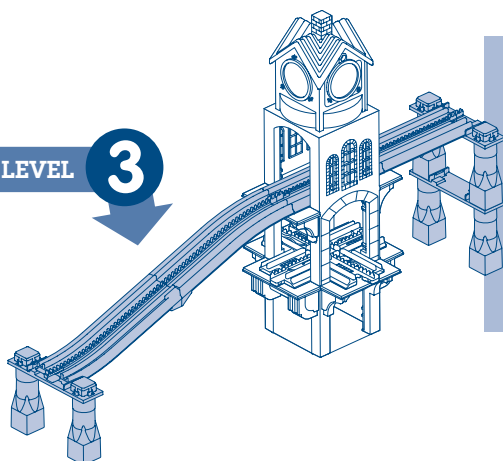
- Attach a ramp assembly to the middle level to reach the ground.
- Use support columns and straighttracks to build an elevated assembly.



LEVEL

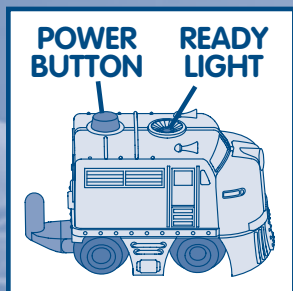
3

- Additional support columns (sold separately with Elevation Track Packs™) are required to access the third level of the tower.
- Attach a ramp assembly to a support column to reach the third level.
- Use two support columns stacked up and straight tracks to build an elevated assembly.



All Aboard!

Your child is bound for a world of adventure!

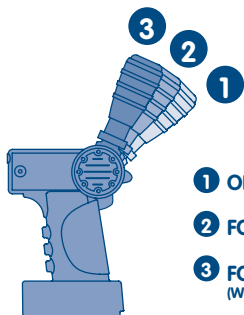


- Hook the cars together and place them on the track. Make sure the engine is in front.

Hint: We do not recommend using the 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 engine moves forward around the track.
- To stop the engine, pull the stick backwards to the stop position.

3-Position Remote Controller



- 1 OFF
- 2 FORWARD
- 3 FORWARD
(With Sound Effects)

Hints:

- If you do not operate the remote controller for a few minutes, the 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.

Drive Through for a Rainbow of Lights!



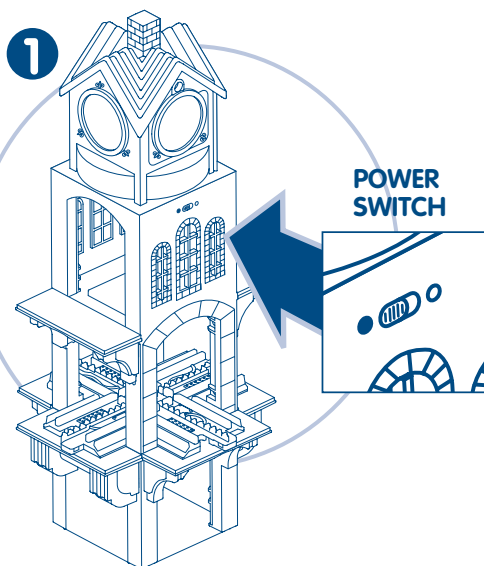
- Locate the power switch on the underside of the bridge. Slide the switch to ● to turn the toy on.
- Push the car over the bridge or drive a train engine (sold separately) over to see colorful lights. You can also press the button on the bridge to see the lights.
- When you are finished playing with this toy, slide the power switch off ○.



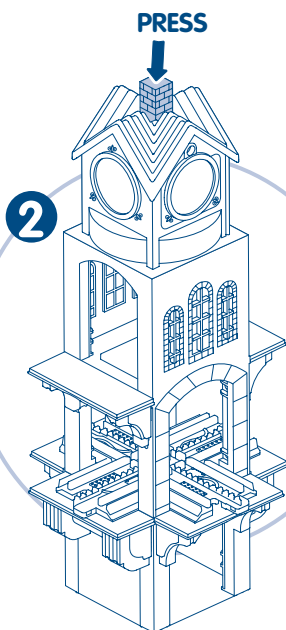
- Remove the supports to use the bridge at ground level.

Chimes & Music!

When a train travels through the middle or top level of the tower, you'll hear chimes and music.



- Locate the power switch near the top of the tower.
- Slide the switch to the ● position to turn the toy on and the ○ position to turn the toy off.



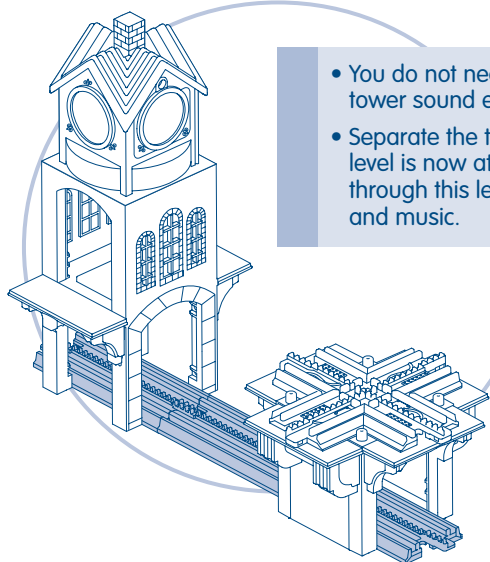
- Press the chimney to activate the tower.



- When the train goes through either the middle level or top level of the tower, you'll hear chimes and music.

Hint: If the a train does not pass through the clock tower in a few minutes, the tower turns off automatically and plays a chime. Press the chimney again to turn the tower back on. **Important:** The clock tower sound effect feature is activated by contrast in lighting. This feature may not work if the toy is in very bright light or direct sunlight. Please keep the clock tower out of bright light or direct sunlight.

Chimes & Music!



- You do not need an elevated set up to utilize the tower sound effect feature.
- Separate the tower into two parts, so the middle level is now at ground level. When a train goes through this level, you'll also hear chimes and music.

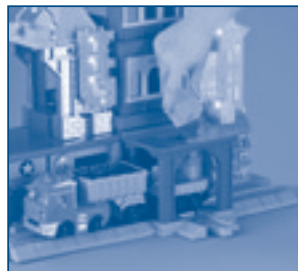
- Rotate the spinner on the tower to play a song.



Bright Lights and City Sounds



- Locate the power switch on the back of the toy.
- Slide the switch to ● to turn the toy on.
- When you are finished playing with this toy, slide the switch off ○.



- Press the button for brilliant lights and sounds of the city.
- Turn the crank on the crane and lift or lower the “bricks.”
- Rotate the crane for more sounds and lights.
- Load the “bricks” or “newspapers” into a train car (sold separately).

Exciting Lights and Sounds



- Press the button on top of the vehicle for exciting lights and sounds.

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.

So Many Ways to Play!



Turn the crank. The sign rotates, the pump dial spins and the bell rings.



Slide your vehicle into the garage bay for repairs.

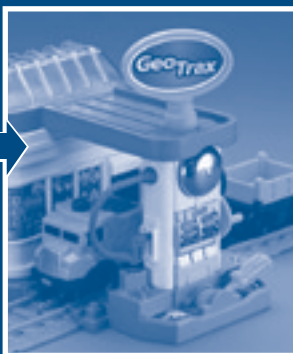


Use the hose to "fill up" your vehicle.

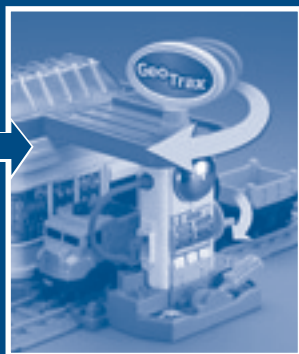
The Magic of GeoMotion™!



Flip the GeoMotion™ switch in front of the gas station.



Use your remote controller to drive your RC engine in front of the gas station.



GeoMotion™ rotates the sign and pump dial and rings the bell. Flip the GeoMotion™ switch back to drive on.

GeoTrax® RC vehicle and additional track and play pieces sold separately and subject to availability.

The more you collect, the more fun it gets!



Playsets and accessories sold separately and subject to availability.

Troubleshooting

SYMPTOM	SOLUTION
Engine drives slowly	<p>Battery power in the engine may be weak. Replace all three batteries in the engine with fresh, alkaline 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, alkaline 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>



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