

BATTERY INSTALLATION

Unscrew and lift cover away from top of product.
Install battery as indicated inside the battery compartment.
For longer life use only alkaline batteries.
Requires 3 "AA" (LR6) batteries.
If this toy begins to operate erratically, you may need to reset the electronics.
Remove the batteries from the toy and replace it.

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 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.
- 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 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.

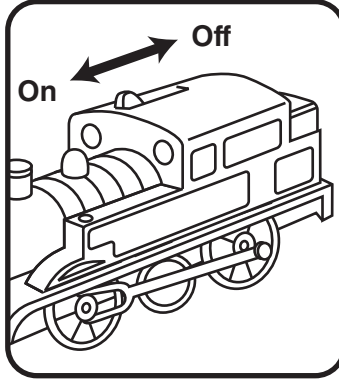
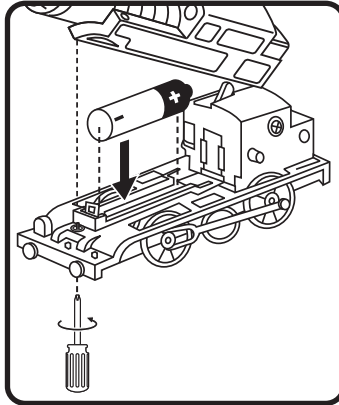
• THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.
• CET APPAREIL NUMERIQUE DE LA CLASSE B EST CONFORME A LA NORME NMB-003 DU CANADA.

• 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.

• L'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.

1.5V x 3
"AA" (LR6)

Required tool:
Phillips screwdriver (not included)



May not work with all engines.
The following engines are not compatible:
Harvey, Emily, Molly, Hank, Murdoch, and Mighty Mac.



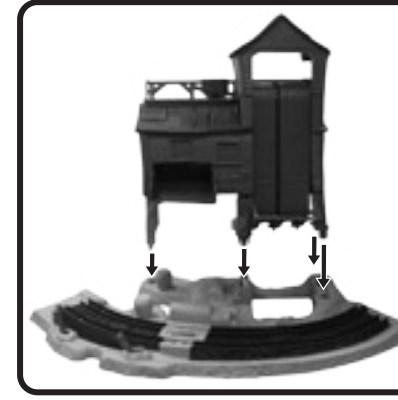
MISTY ISLAND DELUXE SET

INSTRUCTIONS

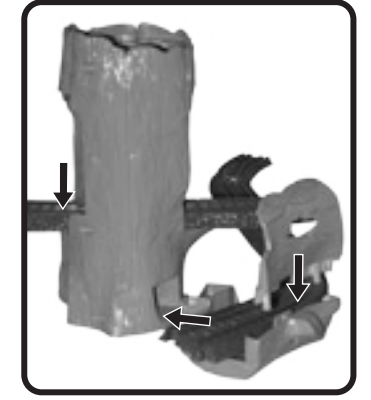
Please keep these instructions for future reference as they contain important information.



Logging Mill Assembly



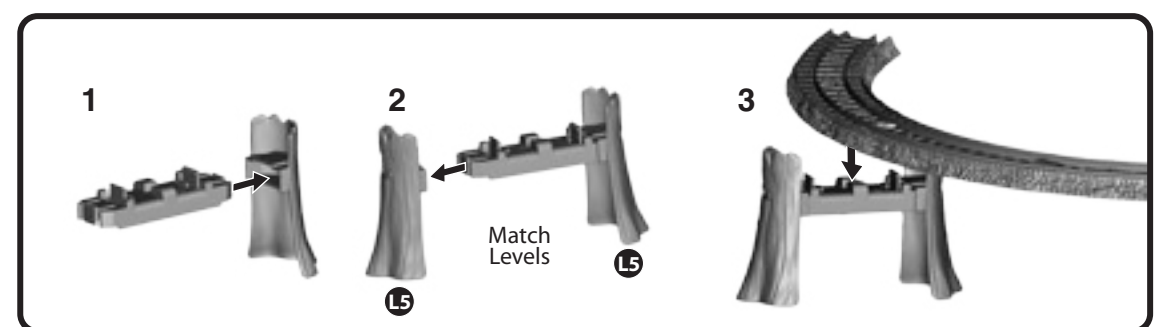
Tree Trunk Tunnel and Tree Trunk Supports Assembly



Zip Line Assembly



Tall Risers Assembly



ADULT ASSEMBLY REQUIRED. No tools required for track assembly.



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

Thomas the Tank Engine & Friends™
CREATED BY BRITAIN ALLCROFT

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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).



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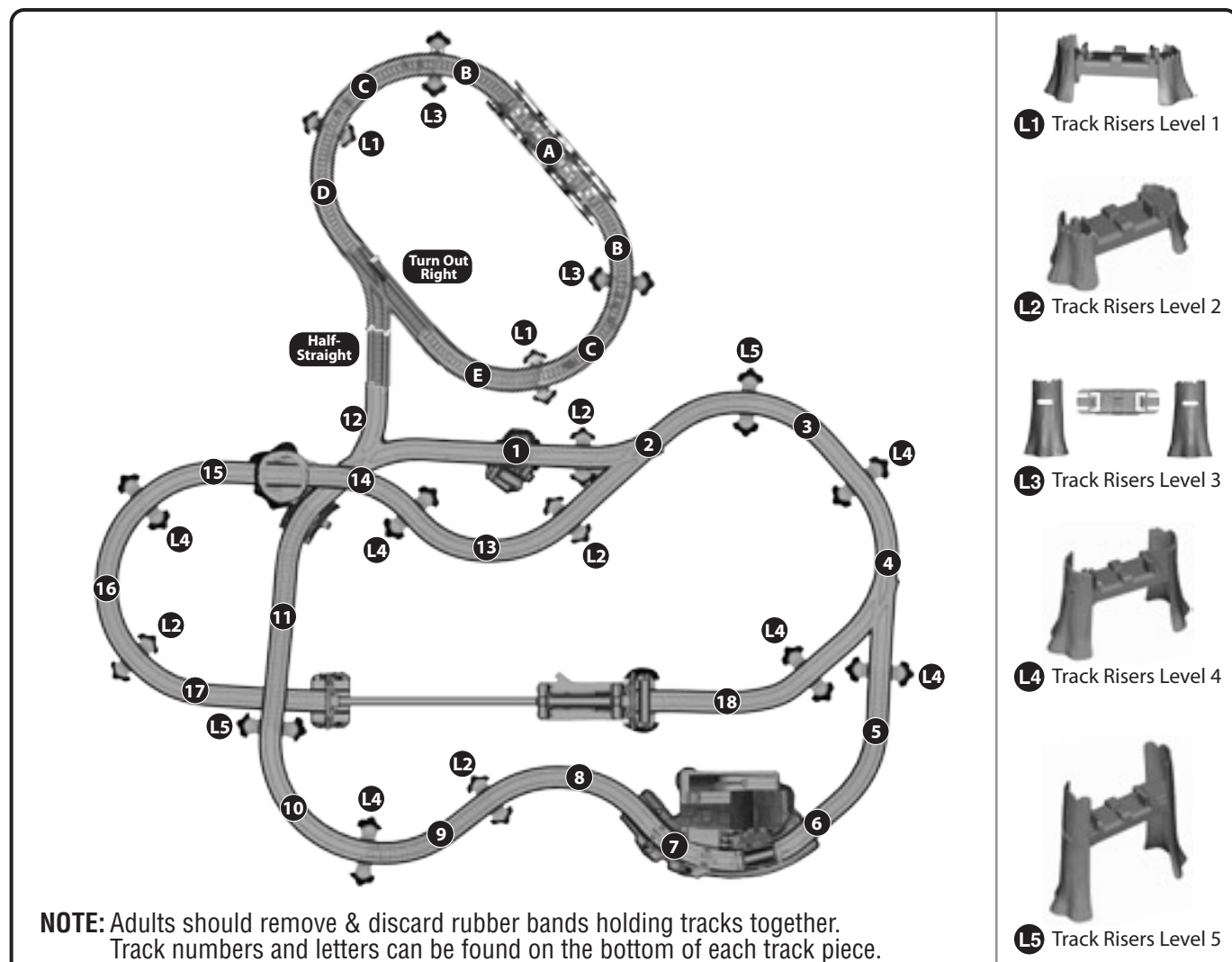
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Track Layout

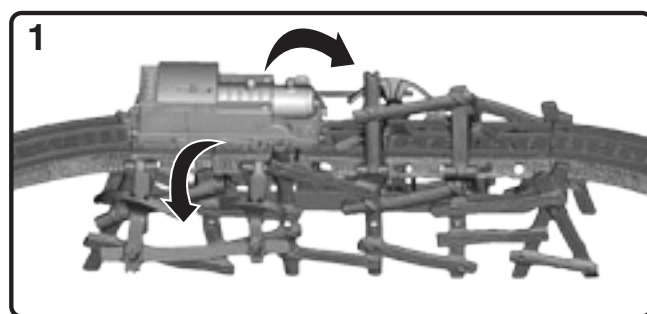


NOTE: Adults should remove & discard rubber bands holding tracks together. Track numbers and letters can be found on the bottom of each track piece.

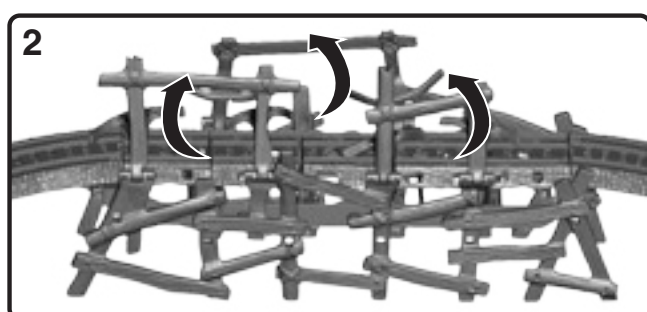
How To Play

Shake-Shake Bridge:

• As Thomas crosses the bridge, he bounces up, down, and side-to-side, and makes the three hinged guard rails swing down!

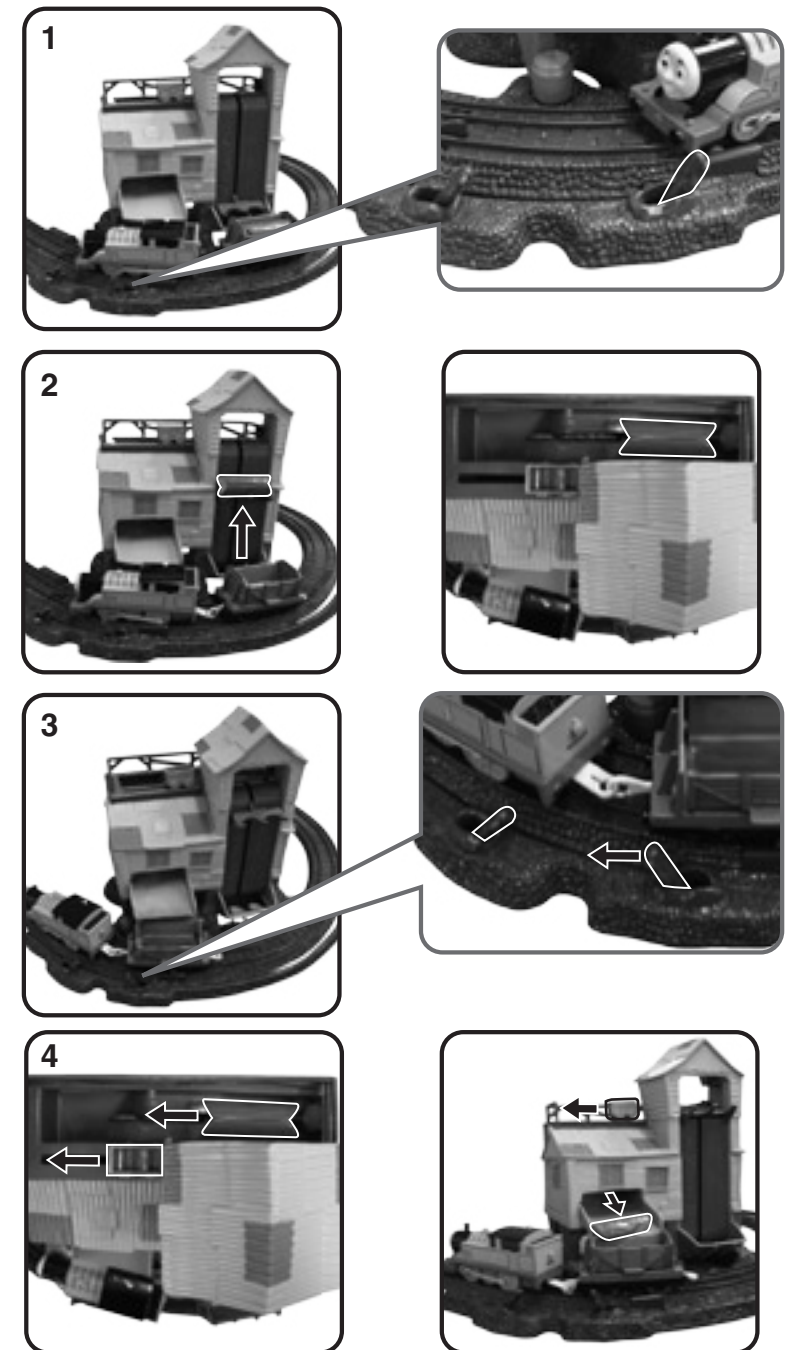


• Reset the guard rails by placing them back in the upright position.



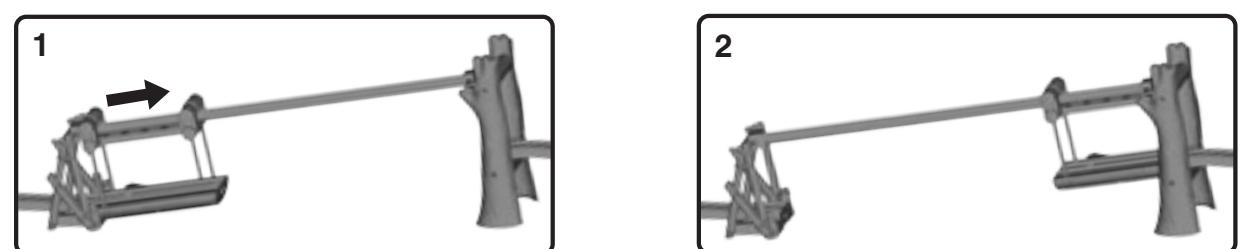
Log Mill:

- Set both switches to the STOP position to stop Thomas at the Log Mill. Thomas' motor will power the conveyor belt.
- Unload the log into the conveyor. The conveyor will lift the log to the top of the log mill and into the cutter.
- Lower the first switch – Thomas will move forward, ready to receive the "split" log.
- Slide the switch found at the top of the log mill forward, sending the log into the cutter. After the log is split, it will fall down the chute, into Thomas' cargo car.



Zip Line:

- Set the log carriage to the top of the zip line until it clicks into place.
- Be sure to reset the carriage after Thomas zips across!



NOTE:
Engines can only carry one car over the zip line at a time, not two.
The log car will not work on the zip line when attached to an engine.