

# Fisher-Price®

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**X3413**



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

Requires seven "AAA" batteries (one battery included) for operation.

Adult assembly is required.

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

Vehicles shown in photographs and illustrations may be different  
than the vehicles included with your toy.

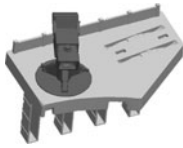
# GeoTrax™

Transportation System

# Assembled Parts



**Garage**



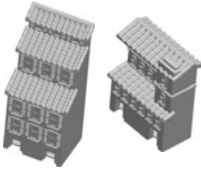
**Platform**



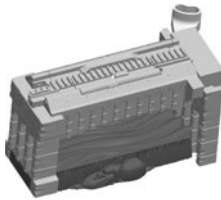
**Easy Rail Track**



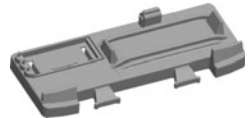
**Race Banner**



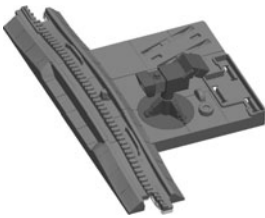
**2 Buildings**



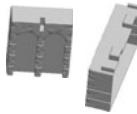
**Bridge Track**



**Track Base**



**Minion Base**



**2 Supports**



**Dumpster**



**2 Flags**



**4 Curved Tracks**



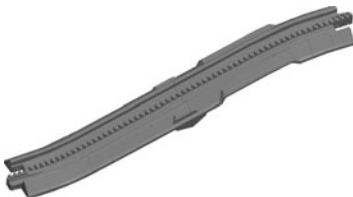
**Straight Track**



**Guardrail**



**Short Ramp Track**

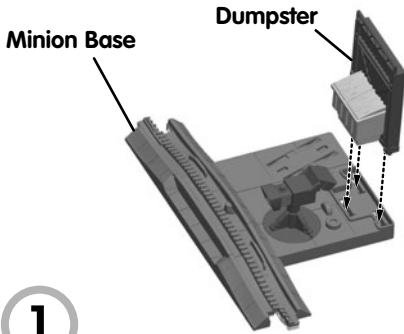


**Long Ramp Track**



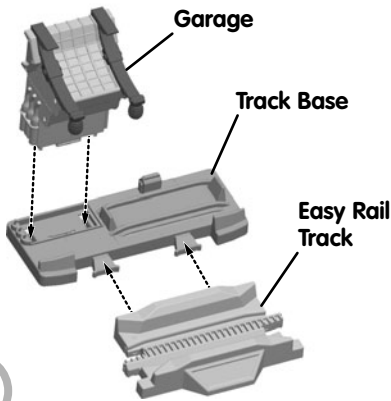
**C Track**

# Assembly



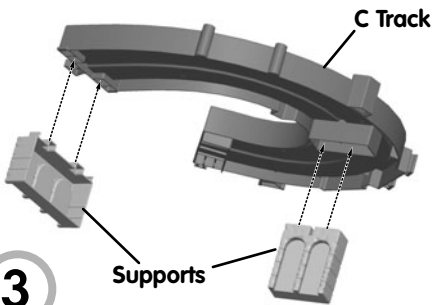
1

- Fit the tabs on the dumpster into the slots in the minion base. Push to **"snap"** in place.



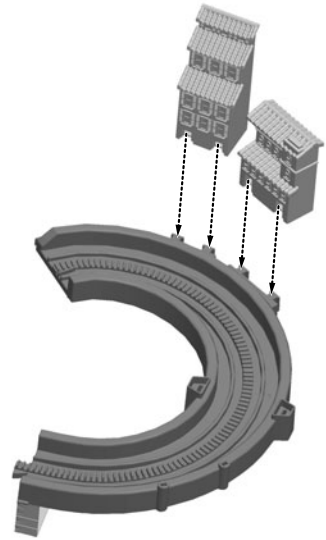
2

- Fit the the easy rail track onto the track base, as shown.
- Then, fit the tabs on the garage into the slots in the track base. Push to **"snap"** in place.



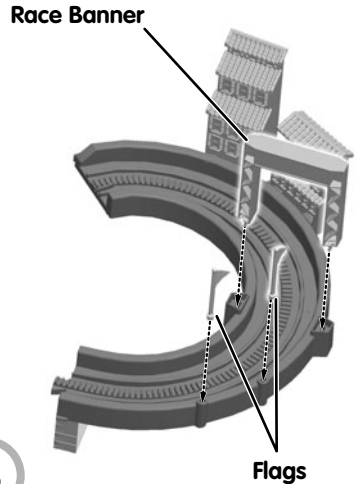
3

- Fit both supports onto the C track.
- Hint: The supports are designed to fit one way. If a support not seem to fit, try the other support!*



4

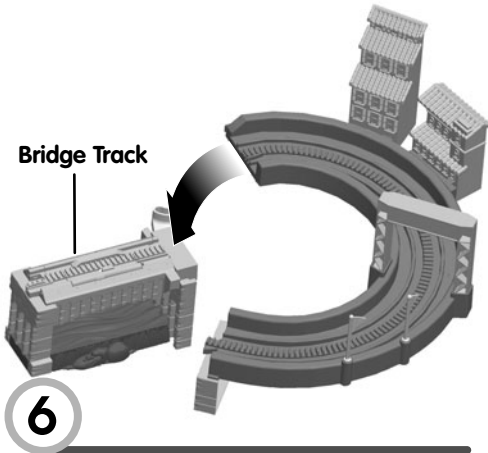
- Turn the C track upright.
- Fit the village buildings onto the posts on the track, as shown.



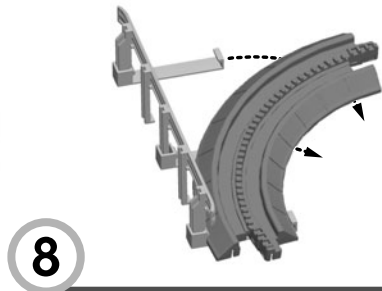
5

- Fit the pegs on the flags and race banner into the sockets on the C track.

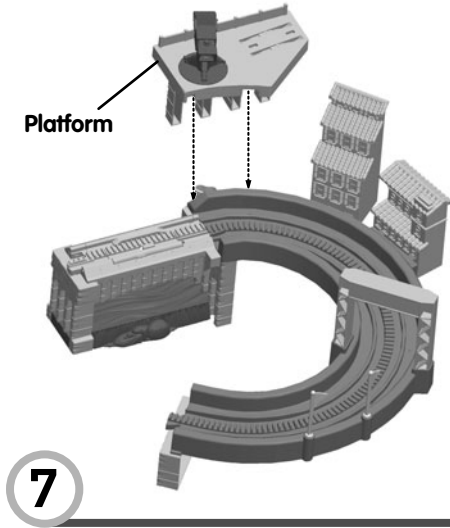
# Assembly



- Snap the bridge track onto the end of the C track, as shown.



- Fit the guardrail onto a curved track, as shown.

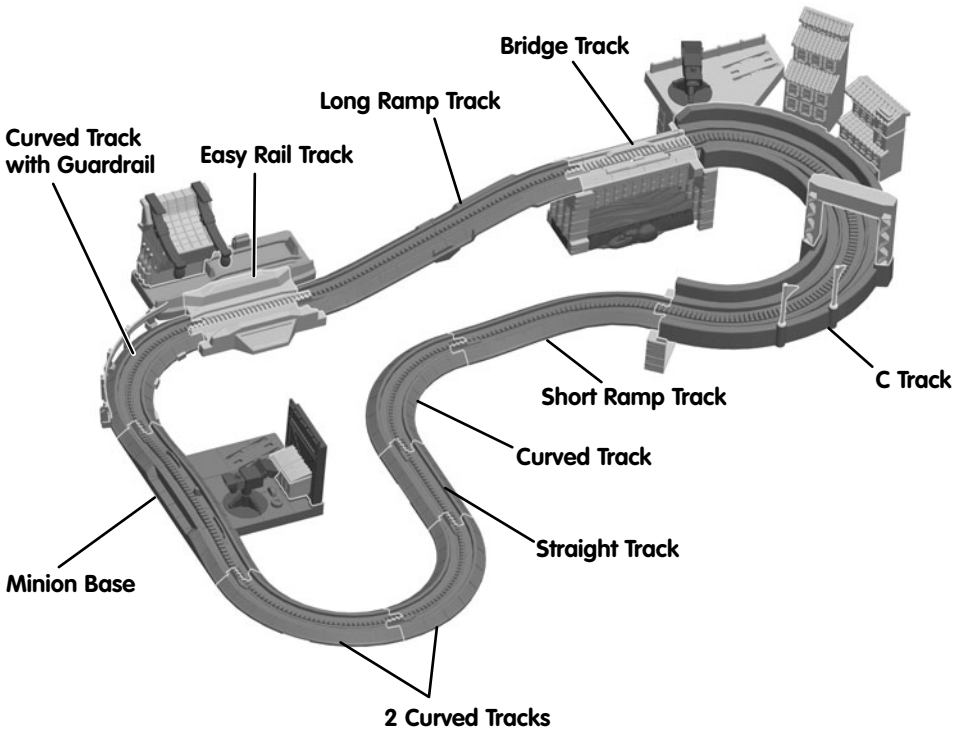


- Snap the platform onto the track assembly.



- Track pieces easily snap together.

# Track Layout



# Consumer Information

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## CONSUMER ASSISTANCE

1-800-432-5437 (US & Canada)  
1300 135 312 (Australia)

● **service.fisher-price.com**

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Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.  
Hearing-impaired consumers: 1-800-382-7470.

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303.  
[www.service.mattel.com/uk](http://www.service.mattel.com/uk)

Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Australia: Mattel Australia Pty. Ltd., 658 Church Street,  
Locked Bag #870, Richmond, Victoria 3121 Australia.

New Zealand: 16-18 William Pickering Drive,  
Albany 1331, Auckland.

## 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. 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.

## Care

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

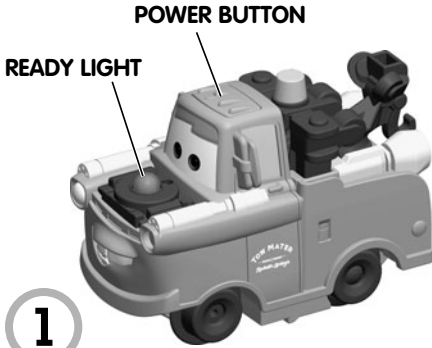
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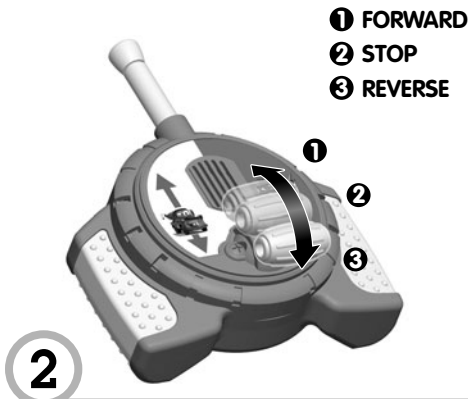
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# Let's Go!

**Hint:** We do not recommend using Mater on carpets. For best performance, use on hard, flat surfaces.



- 1**
- Press the power button on top of the vehicle. The ready light turns on.



- 2**
- Point the remote controller toward the vehicle and push the stick forward. The vehicle moves forward.
  - Pull the stick all the way back and the vehicle travels in reverse. Release the stick to stop.



- 3**
- Push down on Finn McMissile to hear fun phrases!



- 4**
- Turn the cameras to knock the vehicle off the track as it drives by!

# Battery Installation

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

## RC Vehicle

- Loosen the screws in the bottom of the vehicle with a Phillips screwdriver. Lift the top of the vehicle off of the chassis to access the battery compartment. Insert three "AAA" (LR03) **alkaline** batteries.
- Replace the top of the vehicle and tighten the screws with a Phillips screwdriver. Do not over-tighten.
- If the vehicle begins to operate erratically, you may need to reset the electronics. Remove the batteries and replace them in the vehicle.



**IMPORTANT!** Under normal use conditions, the batteries in the vehicle will require replacement more often than the batteries in the remote controller. For additional information, refer to the troubleshooting section.

## Remote Controller

- Locate the battery compartment on the back 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.
- If the remote controller begins to operate erratically, you may need to reset the electronics. Remove the batteries and replace them in the remote controller.



## Talking Vehicle

- Loosen the screws in the bottom of the vehicle.
- Remove the exhausted battery and throw it away.
- Insert a new "AAA" (LR03) **alkaline** battery.
- Replace the bottom of the vehicle and tighten the screws. Do not over-tighten.
- If this toy begins to operate erratically, you may need to reset the electronics. Remove the battery and reinstall.
- When sounds from this toy become faint or stop, it's time for an adult to change the battery.



# 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 this 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.

## ICES-003

- This Class B digital apparatus complies with Canadian ICES-003.
- 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.

## NMB-003

- Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.
- L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

# Troubleshooting

PROBLEM	SOLUTION
<b>Mater drives slowly</b>	<p>Battery power in the vehicle may be weak. Replace all three batteries in the vehicle with new, <b>alkaline</b> batteries.</p> <p>The wheels on the vehicle may be dirty. Wipe them with a clean cloth.</p>
<b>Mater does not respond to the remote controller</b>	<p>Battery power in the remote controller may be weak. Replace all three batteries in the remote controller with new, <b>alkaline</b> batteries.</p> <p>You may be beyond the maximum range of the remote controller which is about 12 feet (3,7m).</p> <p>You may not have a clear path between the remote controller and the vehicle. This toy works best when there are no obstructions between the vehicle 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 vehicle may have shut off. If you do not operate the remote controller for a few minutes, the vehicle shuts off automatically and the ready light turns off. Press the power button on the vehicle, and operate the remote controller to restart.</p>
<b>Sounds from Finn McMissle become faint or stop</b>	<p>Battery power in the vehicle may be weak. Replace battery in the vehicle with a new, <b>alkaline</b> battery.</p>