

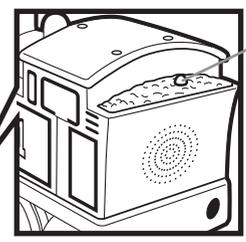
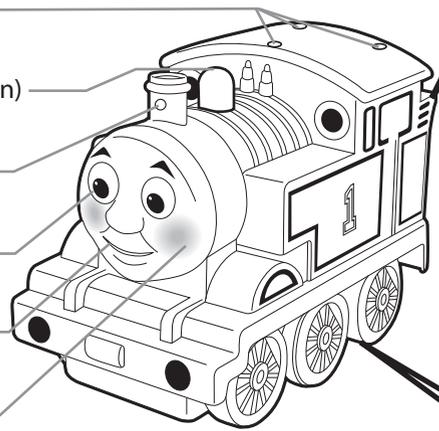


Let's Go Thomas!

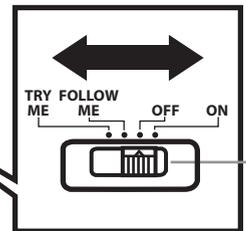
Item # 63092
AGE: 18 months +

INSTRUCTIONS

- H** Audio detect sensor
- C** Blue Dome (Start button)
- D** Light sensor
- E** Blinking eyes
- F** Talking mouth
- G** Cheeks



B Power Indicator



A Power Switch

Battery installation

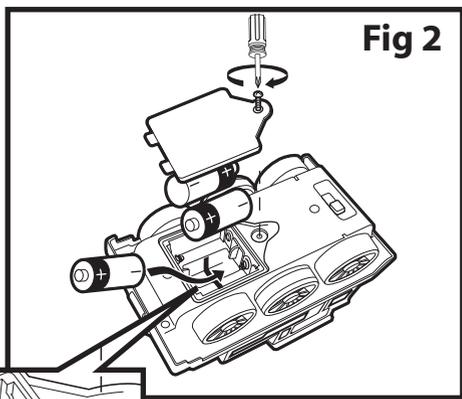
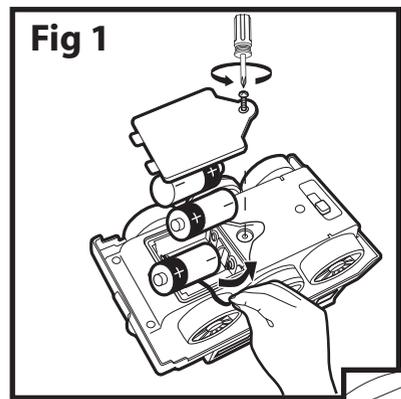
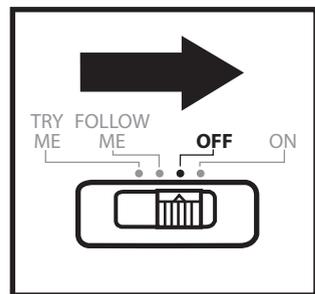
Please note:

- Batteries should always be inserted and changed by an adult!
- We recommend the use of alkaline batteries for longer battery life.

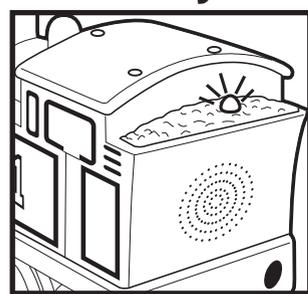
1) Thomas' power switch is pre-set to TRY ME mode during shipment. This is for demonstration purposes. Once at home, move the power switch to the OFF position.

2) Batteries included with Thomas are for demonstration purposes. For best performance, replace these batteries with a new set. Open the lid of the battery compartment on the bottom of Thomas using a Phillips screw driver (Fig. 1) and remove old batteries.

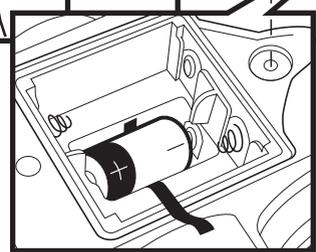
3) Before inserting new batteries, be sure the ribbon is positioned under the batteries as illustrated in (Fig. 2). This will allow for easy battery removal in the future.



Low Battery Indication



Replace batteries when the power indicator is blinking.

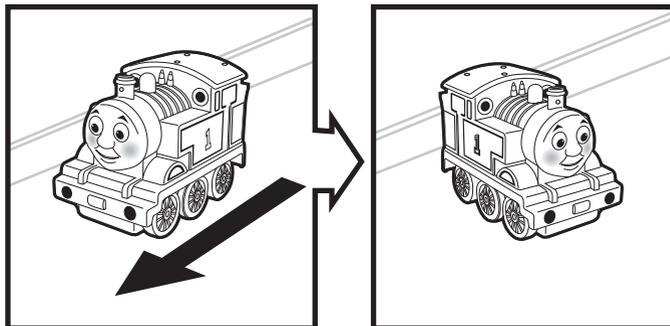
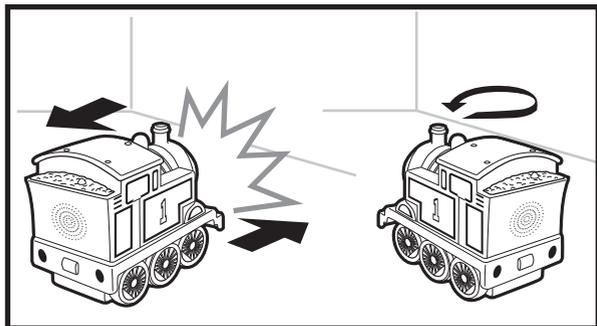


Make sure the ribbon is not trapped in between the battery and the contact plates.

5) Collision Detection – If Thomas bumps into something while he is traveling, he will stop, then reverse direction, to avoid the obstacle. You might hear the sound of his gears clicking when he is unable to move. This is normal. After a few moments, Thomas will reverse direction and continue on his way.

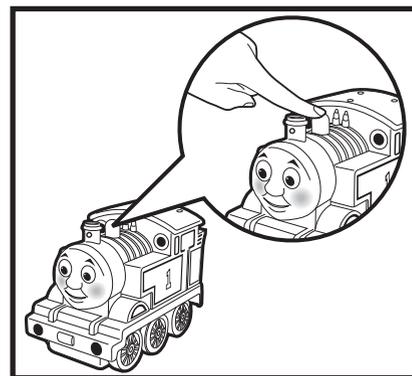
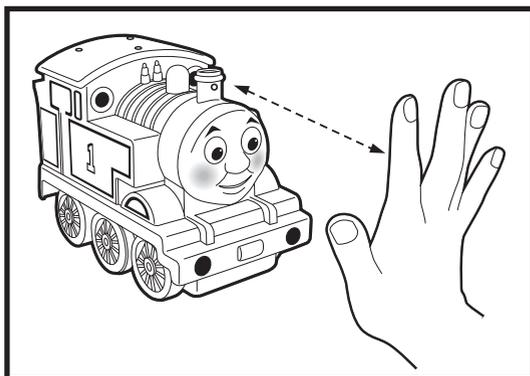
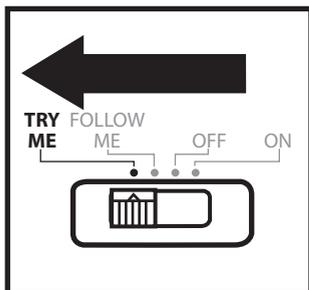
Please note:

- If Thomas gets stuck traveling parallel to a wall (or similar obstacle), you need to help him to escape by changing his direction manually.



Start to play - Try-me Mode

“Try-me” mode is for demonstration purposes only. In this mode, Thomas will do three short routines when you walk by him (within 2 feet) or when you press his **Blue Dome**.



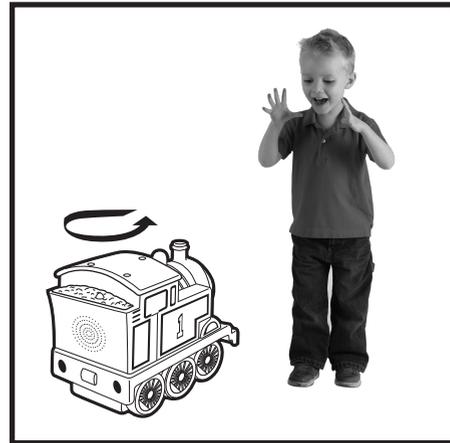
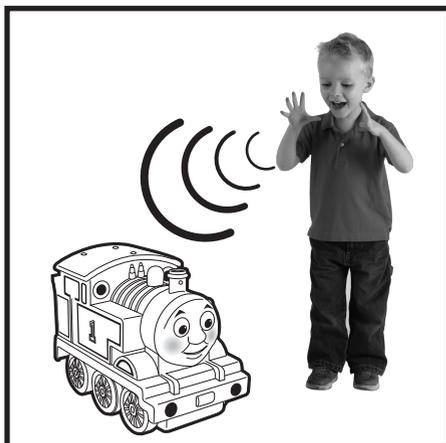
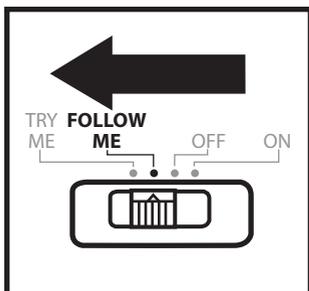
Start to play - Follow-me Mode

Please note: In this mode, Thomas does not speak or play music. He listens for sounds & moves in that direction.

1) Slide the power switch to “Follow-me” position.

2) Thomas will stop all his motion and listen for a sound.

3) When Thomas hears a sound, he will turn toward it and move in that direction.



Please note:

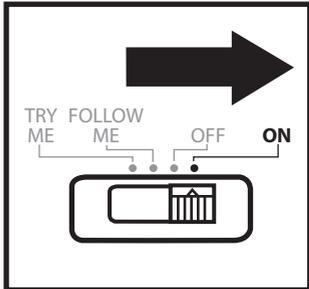
Thomas will go into **SLEEP** mode (power indicator light goes off) if you do not speak to him for 2 minutes. Press the **BLUE dome** to wake him up.

Start to Play – Adventure Mode

Thomas will perform best in quiet areas where noise interference from TV, radio, Hi Fi, etc., are not present.

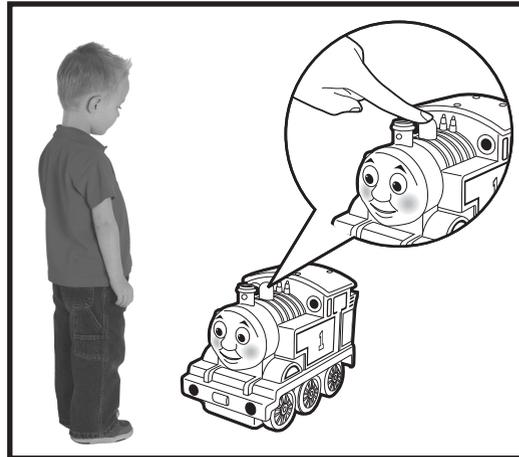
Thomas can respond to only one child at a time. Thomas will be confused if two or more children call him at the same time.

1) Slide power switch to ON position.



► **Please Note:** This is a voice command product. Thomas listens to sounds to operate. In the Adventure Mode, the blue dome button's only function is to start the program.

2) Make sure Thomas is facing child. Press the **Blue Dome** to start play.



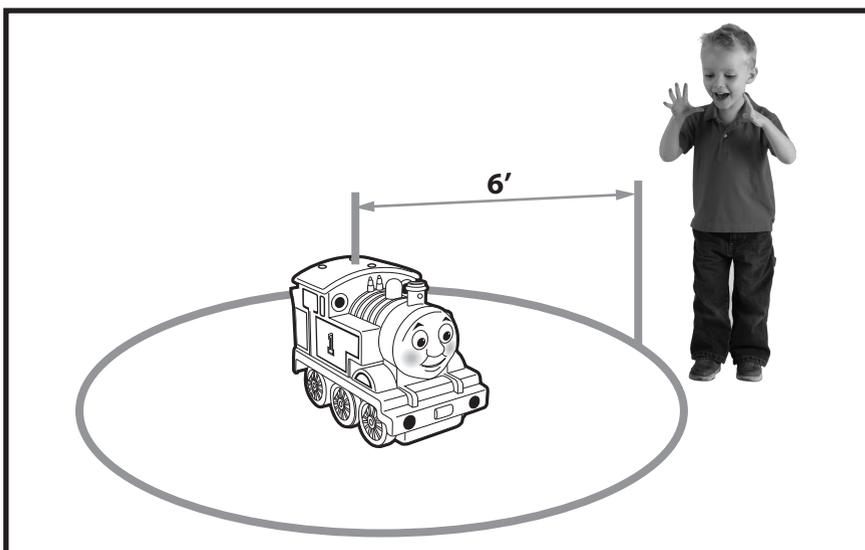
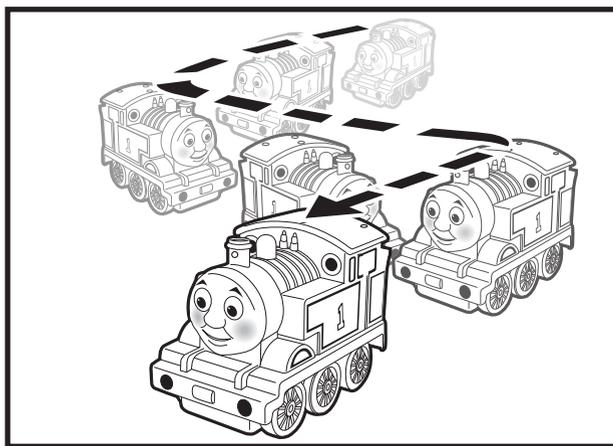
3) Thomas will start to move & then stop to prompt child to say "Let's go, Thomas!"



4) Thomas will spin around.



5) Then, Thomas will begin his adventure with a programmed play routine. During his adventure, Thomas will sometimes stop & prompt child to say "Let's go, Thomas" to continue his journey.

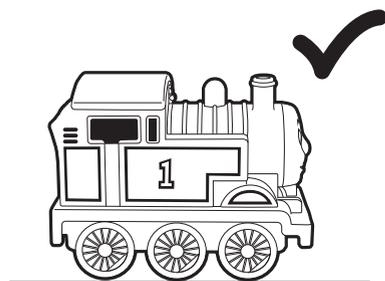


Please note:

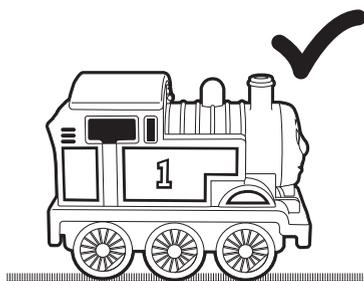
- Thomas hears your voice best when he is within a **SIX FOOT RANGE**.
- Wait until Thomas has completely stopped moving before talking to him; otherwise he is not able to hear your voice.
- Thomas will go into "**SLEEP**" mode (power indicator goes off) if you do not respond to him after he has prompted you for 2 minutes. Press the **Blue Dome** to wake him up.

Floor Surface

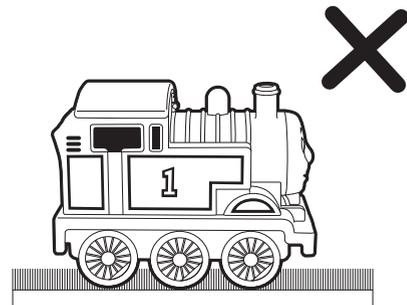
Different floor surfaces will influence the performance of Thomas, long pile carpet is **not recommended**. High pile carpets might cause entanglement of the wheels in the yarns. For best performance, use on hard flat surface or short pile (1/8 inches) carpets.



Vinyl tile, sheet flooring or wood floors



Smooth surface carpeting



Does not work on high pile or sculpted carpets

Troubleshooting	
Symptom	Solution
Thomas does not react as described.	Since Thomas' play pattern is random, he may do different things each time he is played with. Check Thomas' Power Switch to see if he is in the correct mode. Make sure the switch is in the correct position for TRY ME, FOLLOW ME or normal play. Thomas performs best in a quiet area with little noise interference. Try moving him to a quieter area.
Thomas stops working	Battery power may be weak. Replace all three batteries with fresh, alkaline batteries. If you do not interact with Thomas for 2 minutes he will fall asleep. Press his Blue Dome to wake him up.
Thomas fails to turn in the direction of voice	Check the floor surface. Thomas functions best on hard floor surfaces or low pile carpet. Long pile carpet can become entangled in his wheels and prevent him from moving. Thomas can not hear your voice if he is moving or speaking, wait until Thomas has stopped moving or speaking before talking to him. Thomas can respond to only one voice at a time. He will become confused if more than one voice talks to him at once. Thomas hears your voice best when he is within a 6-foot range. Try getting a little closer to Thomas or speaking louder.
Thomas keeps hitting the wall or other obstacle	Thomas functions best when he has a 6x6 foot area to play in. If he keeps running into obstacles, try moving him to an area where he has more room.
Thomas' voice sounds strange	Thomas' voice may sound deep or scratchy when his battery is low. Check the battery light. If it is blinking, replace batteries. PLEASE NOTE: When Thomas runs into an obstacle, his voice may also sound scratchy for a very brief moment. This is not due to low batteries. Thomas will correct himself and continue on his way in a normal fashion.

FCC 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.

STANDARD BATTERY PRECAUTION:

- Take special care to ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product, always follow the battery manufacturer's instructions.
- Removal and replacement of batteries should be carried out by an adult or under adult supervision.
- Avoid short-circuiting the contacts in the battery compartment or the battery terminals.
Do not mix old & new batteries. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Remove exhausted batteries from product.
- Dispose of exhausted batteries safely and never dispose of batteries in a fire.
- Remove batteries from product after use if storing for long periods.
- Periodically examine product for signs of damage to electrical parts and do not play with until damage has been properly addressed.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- As with all small batteries, the batteries used with this toy should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Non-rechargeable batteries are not to be recharged.
- Adult supervision is required when charging rechargeable batteries.
- Please retain the above information for future reference.

HIT TOY COMPANY DOES NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES FOR THIS PRODUCT.



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 Conforms to the safety requirements of ASTM F963.

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