

# GRANDSTAND<sup>®</sup>

## THOMAS THE TANK ENGINE & FRIENDS

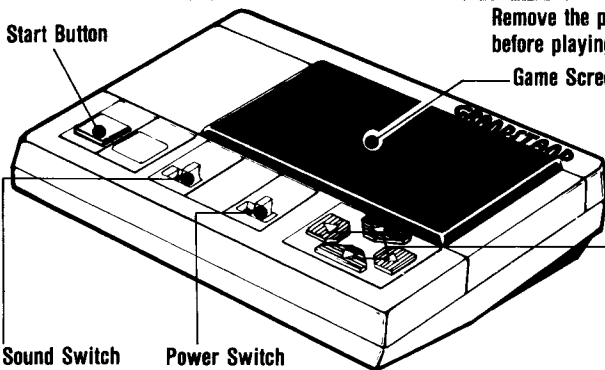


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# INSTRUCTION BOOK

PLEASE READ CAREFULLY BEFORE USE

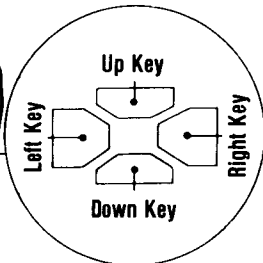
## THE PARTS AND HOW TO WORK THEM



Remove the protective sheet from the screen before playing the game.

Game Screen

Control Keys



Sound Switch

Power Switch

# THOMAS THE TANK GAME



This game is based on the "Thomas the Tank Engine and Friends" books written by the Reverend W Audry.

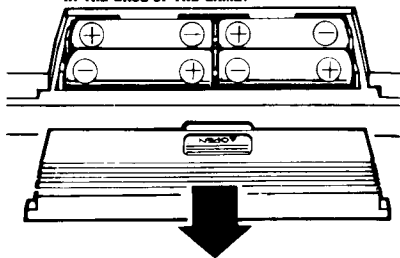
The game features Thomas the Tank Engine and some of his friends -- Bertie the Bus, Terence the Bulldozer and James the Red Engine.

In the game, Thomas has to collect all the parts to build James, the Red Engine.

Points are awarded when Thomas has collected all James' parts. Other ways in which Thomas is awarded points, are described in the instructions. PLEASE READ THE FOLLOWING INSTRUCTIONS CAREFULLY BEFORE PLAYING THE GAME.

## HOW TO FIT THE BATTERIES

THE BATTERIES ARE FITTED IN THE COMPARTMENT IN THE BASE OF THE GAME.



BEFORE FITTING OR REMOVING THE BATTERIES, MAKE SURE THAT THE POWER SWITCH IS IN THE OFF POSITION.

Open the battery compartment by sliding the cover as illustrated. Fit 4 x DURACELL MN1500 ALKALINE BATTERIES (not included).

Please ensure that the batteries are fitted in accordance with the negative — and positive + markings in the compartment.

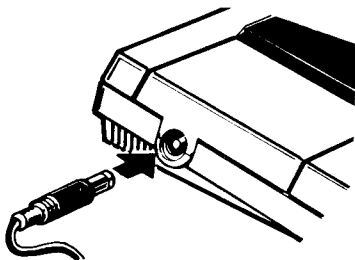
## ADAPTER SOCKET

This game can also be operated from the mains power supply with a GRANDSTAND UNIVERSAL MAINS ADAPTOR. Select the appropriate plug on the Universal 4-way jack plug fitted to the adaptor cable and insert it into the adaptor socket on the game. See illustration.

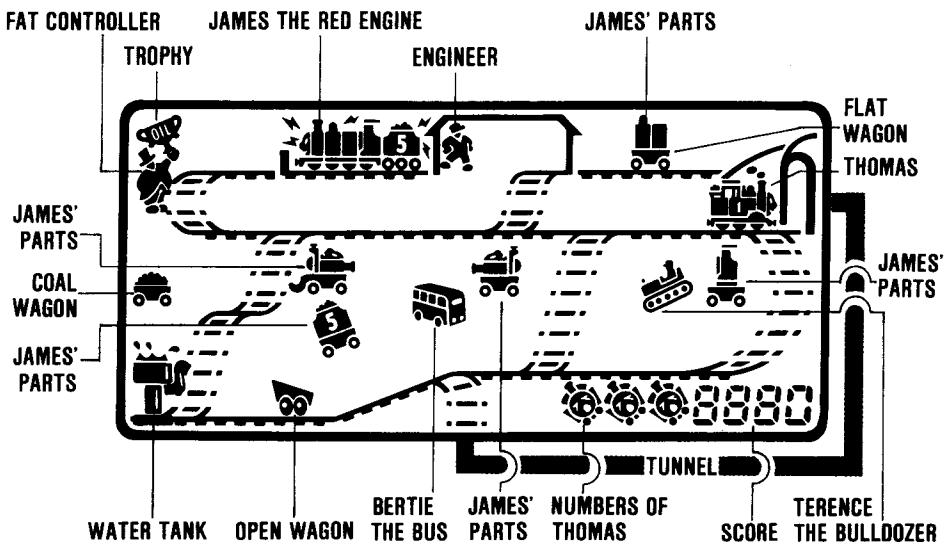
Select negative — polarity on the adaptor polarity switch.

Please read the instructions supplied with the adaptor carefully before use.

Always disconnect the adaptor from the mains when it is not in use.



# THE CHARACTERS ON THE DISPLAY



# BUTTON FUNCTIONS

## POWER SWITCH

This switch turns the power ON or OFF.

When first switched ON, the display will automatically demonstrate the movement of the different characters.

Whilst the power switch is in the ON position, the game will keep a record of the highest score. When the power is switched off, the highest record score will be lost.

## SOUND SWITCH

With this switch in the ON position, different sound effects will accompany the game.

In the OFF position, the game can be played in silence.

## START BUTTON

Press this button to start the game.

The start button is used to display the previous highest score.

It is also used to stop the runaway box car from crashing into Thomas.

## FOUR CONTROL BUTTONS

The UP and DOWN buttons are used to select the game level.

When the UP button is pressed P-1 is displayed on the bottom right.

This is the easiest game.

When the DOWN button is pressed P-2 is displayed; this game is more difficult.

Thomas is moved UP and DOWN, BACKWARDS and FORWARDS using these control buttons.

These buttons are also used during the game to enable Thomas to - collect James' parts - have his chimney cleaned - obtain a supply of water - load a supply of coal from the truck - and collect a trophy from the Fat Controller.

## EXPLANATION OF EACH CHARACTER

### **THOMAS**

Thomas can be moved up and down, backwards and forwards by pressing the four control buttons. Thomas can also be moved from the bottom of the screen up to the top right or from the top right down again to the bottom via the tunnel by pressing the UP or DOWN buttons.

### **THE FLAT WAGON**

The components of James the Red Engine are on 5 flat wagons. Thomas has to reach each of these 5 wagons to collect the parts. Press the control button in the direction you want Thomas to go. Each time Thomas links up to one of the 5 open wagons, the part of James that it contained will appear at the top of the display.

When all of the parts of James have been collected, the completed display will flash and 500 bonus points will be awarded.

### **OPEN WAGON**

Avoid the runaway open wagon! Thomas must not collide with this otherwise a penalty will be incurred. This is indicated by Thomas' face appearing at the bottom right of the display next to the score. When three of these penalties have been displayed, the game is over and you must start again.

To avoid a collision between Thomas and the runaway open wagon, press the start button. A successful stop is indicated by a zigzag yellow line around the wagon.

The start button can only be pressed 3 times in any one game. After this, Thomas has to take on extra coal from the coal wagon before he can again stop the open truck from colliding with him.

### **COAL WAGON**

Thomas must reach this to collect extra coal. When the coal wagon is full, an arrow points to it and Thomas can take on coal. To load up, press the left control button when Thomas is next to the coal wagon.

### **BERTIE THE BUS**

Bertie the Bus sometimes has to cross the railway track. If Thomas collides with Bertie, a penalty is collected.

### **WATER TANK**

When the water tank is displayed, Thomas can move next to it and collect extra water supply. Thomas can only collect extra water if the left control button is pressed when he is next to the tank.

### **ENGINEER**

When the Engineer is displayed at the top by the engine shed, Thomas can go to have his chimney cleaned. Move Thomas to the engine shed by pressing the UP control button and then the LEFT control button. The wheels and chassis will remain on the track while the engine is taken into the shed.

### **TERENCE THE BULLDOZER**

Terence the Bulldozer sometimes has to cross the railway track. Thomas must not collide with Terence or a penalty will be given.

### **FAT CONTROLLER**

The Fat Controller is the boss of the railway. Sometimes he has a trophy for Thomas to collect. Move Thomas to the Fat Controller then press the LEFT control button.

### **JAMES THE RED ENGINE**

When Thomas has collected all the parts of James, 500 points are scored and Thomas returns to the starting position.

## SCORING

The game is over when either James has been built or 3 penalties have been collected. When the score exceeds 5,000 one of the penalties will be removed.

How the points are awarded: —



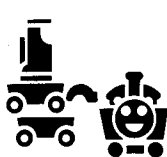
Avoiding a collision  
with an open wagon

10  
POINT



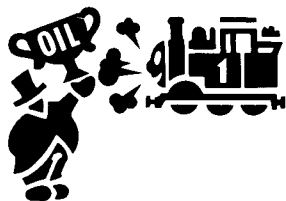
Cleaning Thomas'  
chimney

100  
POINT



Collecting each part of  
James from the flat  
wagon

10  
POINT



Collecting a trophy

100  
POINT



Taking an extra supply  
of water

50  
POINT



Collecting all the parts  
of James

500  
POINT

The maximum score displayed is 9990. When the score reaches this number the display will revert to 0 but the game can be continued.

# OPERATIONAL PRECAUTIONS

## IMPORTANT

This is a precision electronic game containing advanced components. Always keep the following precautions in mind:

- 1) To operate the game from the mains use a GRANDSTAND UNIVERSAL MAINS ADAPTOR. Using the wrong adaptor could damage the game.
- 2) Replace all the batteries with new ones whenever any of the following occurs.  
DISPLAY FAILS TO OPERATE PROPERLY IF THE ILLUMINATION BECOMES DIM OR UNEVEN
- 3) DO NOT place the game where static electricity is generated eg on top of a television set or a microwave oven etc.
- 4) DO NOT allow the game to get wet; be careful not to spill drinks or any other liquids on it.
- 5) ONLY clean the game with a clean cloth; some cleaning liquids may cause damage.
- 6) DO NOT leave the game in direct sunlight or expose to extreme temperatures.
- 7) The built-in illumination may cause the game to feel slightly warm, this is quite normal.
- 8) THIS ELECTRONIC GAME DOES NOT CONTAIN ANY USER SERVICEABLE PARTS. PLEASE DO NOT DISMANTLE THE GAME.

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