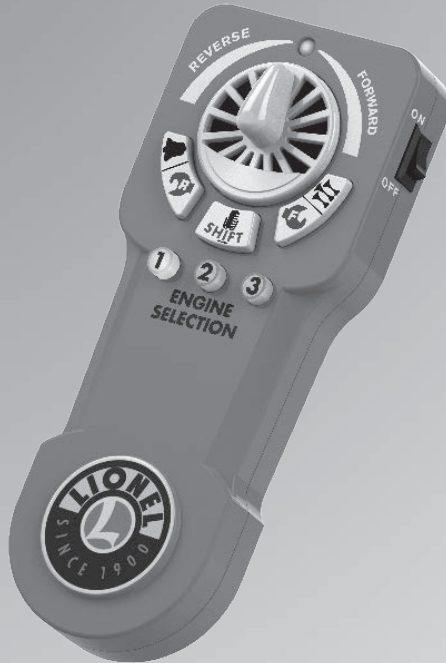




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9/16



***Lionel
LionChief™
Universal Remote
Owner's Manual***



Congratulations!

Congratulations on the purchase of your LionChief Universal Remote! This remote is designed to allow you to control up to 3 separate LionChief and/or LionChief Plus locomotives under one remote. This Universal Remote is equipped with both RF as well as Bluetooth[®], which makes it compatible with most all existing LionChief and LionChief Plus locomotives released up to 2016 as well as all LionChief and LionChief Plus locomotives released in 2017 and beyond!



LionChief™ Remote control

The LionChief remote control is used to operate the locomotive. Easy to use, and with many enhanced features including a wider range of realistic sounds, such as chuff sounds and three buttons on the control to activate user-controllable announcements and engine sounds. Long-distance control and multi-engine operation on one layout are in your grasp with the LionChief remote control system.



LionChief™ Plus Remote Control

Using the same remote system of the basic LionChief, LionChief Plus locomotives feature everything described in basic LionChief, PLUS many additional hi-tech features that increase the realism of your operations. Additional features include fan-driven smoke, ElectroCouplers, flickering firebox on steam engines, RailSounds RC, speed control, higher detail, and the ability to operate with either a remote controller or a traditional transformer at the flip of a switch on your locomotive.



FlyerChief™ Remote Control

The FlyerChief™ engines offer enhanced sound, long-distance control, AC/DC compatibility, and allow you to run multiple engines at one time.

With the flip of a switch you can dictate whether the engine is controlled via transformer control or remote. Easy to use, with many features including chuff sounds that are in sync with your engine, and a three-buttoned remote to activate user-controlled announcements and engine sounds.

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Installing Batteries in the Universal Remote

For safety purposes, you must use a Phillips screwdriver to access the battery compartment. Use a Phillips screwdriver to remove the screw that secures the battery compartment hatch and lift the hatch to access the battery compartment (as shown in Figure 1). Insert three AAA alkaline batteries orienting the +/- as shown in the bottom of the battery compartment. Replace the battery door and tighten the Philips head screw. Be careful to avoid overtightening the screw.

Important! Use only Alkaline AAA batteries. Use only new batteries. Never mix new and used batteries or use different types together.

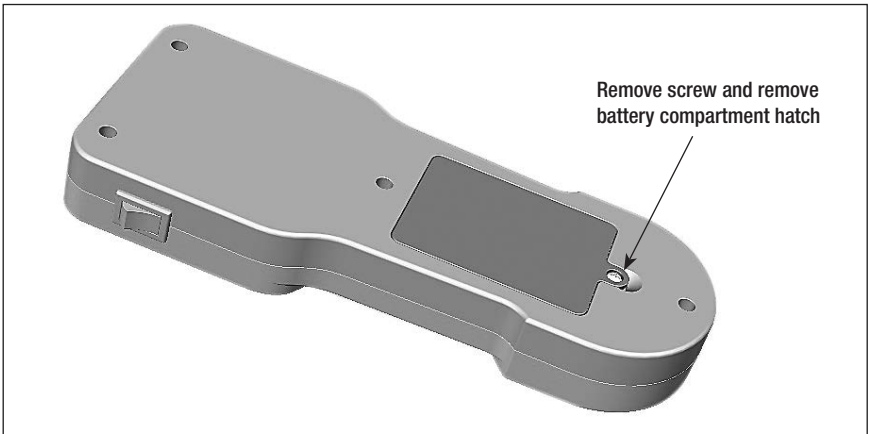


Figure 1. Opening and closing the battery compartment

Important! REMOVE ALL BATTERIES WHEN THE TRAIN WILL NOT BE USED FOR AN EXTENDED PERIOD OF TIME. LIONEL'S LIMITED WARRANTY DOES NOT COVER DAMAGE TO YOUR REMOTE CAUSED FROM LEAKING BATTERIES.

Important! When you are not operating the train, flip the On/Off switch to the Off position to conserve the batteries.

IMPORTANT : BATTERY INFORMATION

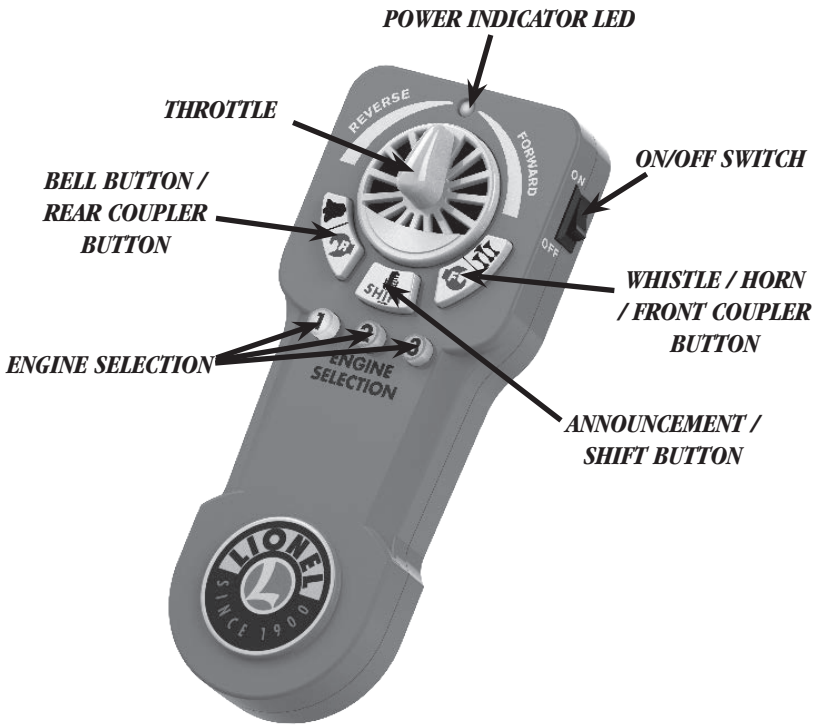
**Please retain this information for future reference.
Batteries should be replaced by an adult.**



CAUTION:

- **Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickle-cadmium) batteries.**
- **Different types of batteries or new and used batteries are not to be mixed.**
- **Only batteries of the same or equivalent type as recommended are to be used.**
- **Batteries are to be inserted with correct polarity.**
- **Exhausted batteries are to be removed from the toy.**
- **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.**
- **Non-rechargeable batteries are not to be recharged.**
- **Rechargeable batteries are to be removed from the toy before being charged.**
- **Rechargeable batteries are only to be used under adult supervision.**

Familiarize yourself with the Universal Remote



POWER INDICATOR LED

This red LED indicates when the remote has connected with a locomotive. The LED will begin to blink if the remote does not pair with a locomotive. Once the remote pairs with a locomotive it will visually reflect the speed on the locomotive; solidly illuminated for idle, slow to fast blink, based on the speed of the locomotive. If the LED does not illuminate when the remote is powered up the batteries need to be replaced.

ANNOUNCEMENT / SHIFT BUTTON

Press and release the announcement button to activate the locomotive's announcements. Press and hold the Announcement button for it to function as a "shift key".

ON/OFF SWITCH

Use this switch to turn the Universal Remote on and off. We recommend you turn the remote off when not in use to conserve battery life.

Familiarize yourself with the Universal Remote (continued)

WHISTLE / HORN / FRONT COUPLER BUTTON

Press the Whistle / Horn button to activate the horn / whistle. To activate the front coil coupler on the locomotive press and hold the Announcement button down and, using another finger, press and release the Whistle/Horn button to activate the front coupler. Then release the Announcement/Shift button.

BELL BUTTON / REAR COUPLER BUTTON

To turn the bell on, press the bell button one time. To turn the bell off press the button again. To activate the rear coil coupler on the locomotive press and hold the Announcement button and, using another finger, press and release the Bell button to activate the rear coupler. Then release the Announcement/Shift button.

ENGINE SELECTION

1, 2, 3

Each number represents a channel for controlling one LionChief / LionChief Plus locomotive. In instances where there is a matching powered B unit and / or non-powered A unit that shares the same remote as it's powered A unit, all locomotives (powered A, powered B, non-powered A) will reside under a single channel. For instance, a D&RGW FT ABA, all sharing the same frequency would all be controlled under channel 1.

THROTTLE

Turn the throttle clockwise slowly to increase speed in the forward direction. Returning the throttle to the top dead center position will bring the locomotive to a stop. Moving the throttle counterclockwise will increase the speed of the locomotive in reverse. The Throttle also functions as the volume control for LionChief Plus locomotives. Refer to "Adjusting the locomotive volume" section in this manual for more detailed information.

Adjusting the Locomotive Volume with the Universal Remote

This feature, is only available for LionChief Plus locomotives. To adjust the overall volume of the locomotive's sound system begin by placing the throttle in the top dead center position (so the red LED is solidly illuminated and the locomotive is stopped). Press and hold the Announcement button then turn the throttle to the left and / or right, this will increase and decrease the overall locomotive volume. Continue holding the Announcement button when turning the throttle, you can stay in this mode until the volume is at the level you desire. Once the volume level is set to the level you want release the Announcement button and return the locomotive throttle to the top dead center position again. (The new volume level will remain until you change it in the future, even after power has been cycled.) If, after running the locomotive, you decide to change the volume, simply follow the steps above to do so.

Note!

If the throttle is not in the top dead center position before or after the volume adjustment process undesired operation will occur. Always start and finish the volume adjustment process with the throttle in the top dead center position!

Remote Sleep Function

To conserve battery life the Universal Remote will enter a "sleep mode" when the power switch is in the on position but there hasn't been any activity (commands sent) to a locomotive after a period of 10 minutes. When this "sleep mode" occurs the red LED at the top of the remote will dim. To wake up from "sleep mode" simply cycle the power on the remote or press and hold any button until the LED gets bright again.

Engine Selection Button Functionality

The Universal Remote allows you to pair to virtually any LionChief / LionChief Plus locomotive of your choosing at any time. The functionality of each Engine Selection button is the same as outlined below.

1

Press any one of the 3 Engine Selection buttons (1, 2 or 3). If that channel has a locomotive ID stored in it the button will be solidly illuminated.

2

To clear the stored ID simply press and hold the Engine Selection button (1, 2 or 3) until it begins to blink. This indicates the previously stored locomotive has been deleted and the remote is ready to pair with a new locomotive.

3

Release the Engine Selection button and the remote will automatically search and pair with whatever locomotive is powered up and looking for a remote signal. (LionChief Plus locomotives will beep or chirp when they are powered up and searching for a remote signal. LionChief locomotives will sit idle with the sounds playing.)

4

Once the remote pairs with the locomotive the Engine Selection button will be solidly illuminated. That locomotive ID will remain stored in the remote, for that specific channel until it is deleted by repeating these steps in the future.

Pairing 3 locomotives to the Universal Remote for the first time

To connect your locomotives to the Universal Remote for the first time and in an orderly fashion which will help you understand how to organize locomotives within the remote we suggest that you follow these steps;

1

Clearing all Engine Selection buttons

Before powering up any locomotives on the layout we suggest you clear any stored locomotives in the Universal Remote. Follow the steps below to do this (this is only required when using the Universal Remote for the first time).

1. Turn the Universal Remote on using the power switch on the side of the case.
2. Press and hold Engine Selection button number 1 until the button begins to blink rapidly.
3. Now press and hold the Engine Selection button number 2 until the button begins to blink rapidly.
4. Finally press and hold Engine Selection button number 3 until it begins to blink rapidly.
5. Turn the Universal Remote off using the power switch on the side of the case.

2

Connecting (pairing) locomotives (for the first time)

Note!

It is imperative that the matched remote that was included with each LionChief / LionChief Plus locomotive be turned off. If one or more of these remotes are powered up the Universal Remote will be unable to connect to those locomotives.

Connecting a locomotive to Engine Selection 1

1. Select the locomotive you wish to place into the Engine Selection number 1 position.
2. Place that locomotive on the track and power that locomotive up (only power up the locomotive you wish to place in the number 1 position).
3. Turn on the Universal Remote (at power up the Universal Remote defaults to Engine Selection number 1) and it will automatically pair with the locomotive on the track. (This will cause the Engine Selection button number 1 to illuminate solidly, confirming it has paired with that locomotive.)

Pairing 3 locomotives to the Universal Remote for the first time continued

Connecting a locomotive to Engine Selection 2

1. Select the locomotive you wish to place in the Engine Selection number 2 position.
2. Place that locomotive on the track and power that locomotive up (only power up the locomotive you wish to place in the number 2 position, its okay if the locomotive placed in the Engine Selection 1 position is on the track, as it is already connected to the remote in position 1).
3. Press the Engine Selection number 2 button on the remote. The remote will automatically connect to that locomotive and the Engine Selection number 2 button will be solidly illuminated.

Connecting a locomotive to Engine Selection 3

1. Select the locomotive you wish to place in the Engine Selection number 3 position.
2. Place that locomotive on the track and power that locomotive up (only power up the locomotive you wish to place in the number 3 position, its okay if the locomotive placed in the Engine Selection 1 and 2 positions are on the track, as they are already connected to the remote in position 1 and 2).
3. Press the Engine Selection number 3 button on the remote. The remote will automatically connect to that locomotive and the Engine Selection number 3 button will be solidly illuminated.

The Universal Remote is now connected to a locomotive in each of its 3 Engine Selection positions.

At this point in time the Universal Remote will remember these three unique locomotive addresses every time it is powered up and automatically connect to its respective locomotive. In the event one or more of the locomotives it is paired with is not powered up on the layout in the future the Universal Remote will not be able to pair with it. Subsequently, when you select that Engine Selection button, the red LED at the top of the remote will blink to notify you it has not connected to a locomotive.

You can erase any stored locomotive address at any time by simply pressing and holding the Engine Selection button for a period of 5-7 seconds or until the button begins blinking. Simply release the button and the Universal Remote will pair with any other locomotive active on the track.

Note!

Never press and hold more than 1 Engine Selection Button at any time or undesired operation will occur.

Pairing 3 locomotives to the Universal Remote for the first time continued

The Wild Card method of connection locomotives

If you're feeling lucky and want to have some fun with the Universal remote there is an alternative method that can be used to connect the Universal Remote to your LionChief / LionChief Plus locomotives. Begin by clearing all channels on the remote (as described on page 10).

Turn the universal remote off using the power switch on the side of the remote case. Place three or more LionChief and / or LionChief Plus locomotives on the track and power them all up at one time.

Now turn on the Universal Remote using the power switch on the side. The Universal remote will randomly connect to the first locomotive it sees (at power up the Engine Selection 1 button is illuminated and consequently the first locomotive it connects to will be in the 1 position).

Now press the Engine Selection 2 button, the remote will automatically pair with the next locomotive it sees first.

Finally, press the Engine Selection 3 button and the remote will pair with the locomotive it sees.

To determine which locomotive has paired with each channel simply press the Engine Selection button and press the whistle button. The locomotive will sound its whistle / horn, telling you which engine it is paired with.

Now each time you power up the remote it will automatically connect to those three engines! This approach is a little less organized, but will create some fun operation if there are more than one Universal Remotes in play at one time!

Operating Locomotives with the Universal Remote

Now that you have paired locomotives with the Universal Remote its time to run trains! Operation with the Universal Remote is very similar to using the paired remote you have used to operate the locomotive up to this point.

Select which engine you want to control using the Engine Selection button of your choice. Get the locomotive running at the speed and direction you want, activate the sounds, etc. To switch to another locomotive simply press the Engine Selection button you want. After a short period the newly selected locomotive will respond to the throttle position of the last locomotive, simply adjust the throttle to the position you want the locomotive to respond to. (The locomotive you last adjusted will continue operating based on the last command it received, so if it was running in forward, at medium speed, it will continue running at medium speed until you press its Engine Selection button and send it a different command.)

Once you select a locomotive using the Engine Selection button there is a grace period of 1 second, where you have the opportunity to make an adjustment to the throttle before the locomotive responds to the throttle setting. For instance, you command the locomotive in the 2 position to move at medium speed in forward. Then tell the locomotive in 3 position to move in reverse at slow speed. You press the 2 button again, if you don't make any adjustments the locomotive in the 2 position it will begin to slow down (responding to the reverse throttle direction used last for the 3 position). However, you have 1 second after pressing the 2 button to move the throttle to the position you feel is closest to the speed that 2 locomotive is moving (and direction). After this one second grace period the locomotive becomes immediately responsive to any commands you send it once you have selected its channel on the remote.

Use of multiple Universal Remotes

You can use as many Universal Remotes as you choose on any one layout. You will be able to connect any three LionChief / LionChief Plus locomotives using the instructions above. Any time you power up the Universal Remote (after connecting to 3 specific locomotives) it will automatically connect to those three locomotives and you're ready to run trains.

Connecting the Universal Remote to more than one device per channel

There are instances where more than one locomotive or device can be connected to an Engine Selection channel. This includes instances such as AA and ABA sets. For instance, let's use a D&RGW FT AA set along with the matching D&RGW powered FT B unit. When the matched set of units (ABA) are placed on the track and powered up and the Universal Remote pairs with the powered A unit it will automatically connect to the powered B unit and the non-powered A unit, just the same as it did with the dedicated remote the AA set of FT's came with.

Another example of this multiple device pairing would be using the LionChief Polar Express Announcement coach (6-83437). If you have any LionChief Polar Express locomotive on the track in addition to the LionChief Polar Express Announcement coach and pair the Universal Remote with the locomotive the announcement coach will automatically pair to the same channel as the Polar Express locomotive. This functionality is done on purpose, as the announcements of the locomotive and announcement coach are designed to work in conjunction with each other.

Note!

It is possible to connect up to 3 of the same exact LionChief / LionChief Plus products to one channel on the Universal Remote. To do this the locomotives must be the exact same product number. For instance, if you have three 6-38819 D&RGW LionChief Plus RS-3's on the same track, coupled to one another the Universal remote will pair with all 3 of the same locomotives automatically. (This automatic pairing only occurs when the remote is searching for the locomotive signal during the pairing operation; holding the Engine Selection button down, waiting for it to blink, then releasing and subsequently connecting to all 3 of the same products under one channel.)

FCC and RSS Statements

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user authority to operate the equipment.
.....

Notes: 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.

This device complies with part 15 of the FCC Rules. 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.

This device complies with Industry Canada license-exempt RSS standard(s). 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.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Lionel Limited Warranty Policy & Service

This Lionel product, including all mechanical and electrical components, moving parts, motors and structural components, with the exception of **LIGHT BULBS, LED's & TRACTION TIRES** are warranted to the original owner-purchaser for a period of **one year from the original date of purchase** against original defects in materials or workmanship when purchased through a **Lionel Authorized Retailer***.

This warranty does **NOT** cover the following:

- Normal wear and tear
- Light bulbs or LED's
- Defects appearing in the course of commercial use
- Damage resulting from abuse/misuse of the product

Transfer of this product by the original owner-purchaser to another person voids this warranty in its entirety. Modification of this product in any way; visually, mechanically or electronically, voids the warranty in its entirety.

Any warranted product which is defective in original materials or workmanship and is delivered by the **original owner-purchaser** (this warranty is non-transferrable) to Lionel LLC or any Lionel Authorized Service Station **MUST** be accompanied by the original receipt for purchase (or copy) from an **Authorized Lionel Retailer***, will at the discretion of Lionel LLC, be repaired or replaced, without charge for parts or labor. In the event the defective product cannot be repaired, and a suitable replacement is not available, Lionel will offer to replace the product with a comparable model (**determined by Lionel LLC**), if available. In the event a comparable model is not available the customer will be refunded the original purchase price (requires proof of purchase from the **Authorized Lionel Retailer*** it was originally purchased). Any products on which warranty service is sought must be sent freight or postage prepaid (Lionel will refuse any package when postage is due). **Transportation and shipping charges are not covered as part of this warranty.**

NOTE: Products that require service that do not have a receipt from a LIONEL AUTHORIZED RETAILER* will be required to pay for all parts required to repair the product (labor will not incur a charge) providing the product is not older than 3 years from date of manufacture and is within 1 year from date of purchase. A copy of the original sales receipt is required.

In no event shall Lionel LLC be held liable for incidental or consequential damages.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above exclusion may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Instructions for Obtaining Service

If service for this Lionel LLC product is required, bring the item, along with your DATED sales receipt and completed warranty information (at the bottom of this page) to the nearest Lionel Authorized Service Station. Your nearest Lionel Service Station can be found by calling 1-800-4-LIONEL or by accessing the website at www.lionel.com.

If you prefer to send your Lionel product directly to Lionel, for repair you must FIRST call 586-949-4100 extension 2 or write to Lionel Customer Service, 6000 Victory Lane, Concord, NC 28027. Please have the 6-digit Lionel product number, the date of original purchase, the dealer where the item was purchased and what seems to be the problem. You will receive a return authorization (RA) number to ensure your merchandise will be properly tracked and handled upon receipt at Lionel LLC.

Once you have your Return Authorization (RA) number, make sure the item is packed in its original Styrofoam inner container which is placed inside the original outer display box (this will help prevent damage during shipping and handling). This shipment **MUST** be prepaid and we recommend that it be insured with the carrier of your choice.

Please make sure you have followed all of the above instructions carefully before returning any merchandise for service. You may choose to have your product repaired by one of Lionel LLC's Authorized Service Stations after its warranty has expired. A reasonable service fee should be expected once the product warranty has expired.

Warranty Information

Please complete the information below and keep it, along with your **DATED ORIGINAL SALES RECEIPT**. You **MUST** present this form **AND** your **DATED SALES RECEIPT** when requesting warranty service.

*A complete listing of Lionel Authorized retailers can be found by calling 1-800-4-LIONEL or by visiting our website at www.lionel.com.

Products that are more than 3 years old, from date of manufacture, are not applicable for warranty coverage, even if they have never been sold prior to this date. (Under no circumstance shall any components or labor be provided free of charge.)

Name _____

Address _____

Place of Purchase _____

Date of Purchase _____

Product Number _____



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