Lionel Plug-Expand-Play® Classic Automatic Gateman Owner's Manual

Thank You!

Thank you for your purchase of this Plug-Expand-Play Automatic Gateman accessory! The Lionel automatic gateman has been warning of approaching trains since 1935. As a speeding train nears, the shanty door opens, and the vigilant gatemen rushes out, swinging his red lantern.

After the train passes, the gateman returns to his shed. Locate this accessory wherever pedestrians or cars cross the tracks on your railroad.

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Assembling your Gateman (6-81063 Gateman Only)

Assemble your crossing sign to the base with the two screws provided. Note that you may orient the sign in either direction. Using a Phillips screwdriver, insert each screw into the holes on the crossing sign. Tighten the screws so that the sign is securely attached to the base.
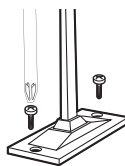
Figure 1. Attaching the crossing sign

Replacing the LED

Your Automatic Gateman is illuminated an LED that is expected to last for the life of the accessory. The LED is not user serviceable. If service is required, we recommend that you have your accessory serviced at a Lionel Factory Trained Authorized Service Station or Lionel Service.

The following Lionel marks are used throughout this Owner's Manual and are protected under law. All rights reserved.

Lionel®, FasTrack®, LEGACY®, LEGACY® Control System, Lockon®, TMCC®, CAB-1® Remote Controller, Plug-Expand-Play®, ASC®, Accessory Switch Controller®

Automatic Gateman basics

Connecting your Gateman using Plug-Expand-Play

Your automatic gateman comes with a remote control box. This allows you to turn the interior lamp ON or OFF and activate the animation in either the ON or OFF positions by pressing the control button down. Connect your gateman to the remote control box by plugging in the 3-pin male connector into the 3-pin female slot on the back of the remote control box. Next, plug in the 3-pin male connector on the remote control box into either a Plug-Expand-Play lock-on (6-81313) or a Plug-Expand-Play power block lock-on (6-81314). See figure 2 for wiring.

Follow these instructions to illuminate your gateman accessory and activate figure movement.

- Push the knob down in the "OFF" position; the gateman will appear from the building.

- Slide the knob forward to turn on the lamp in the building.

- With the knob in the forward position, push down to make the gateman appear. Notice that the building will stay illuminated.

- Slide the knob back to the "OFF" position to turn off the lamp in the building.

Note If you plug in your automatic gateman directly into either the lock-on or power block lock-on, it will be constantly illuminated. The gateman will not appear from the inside of the building.
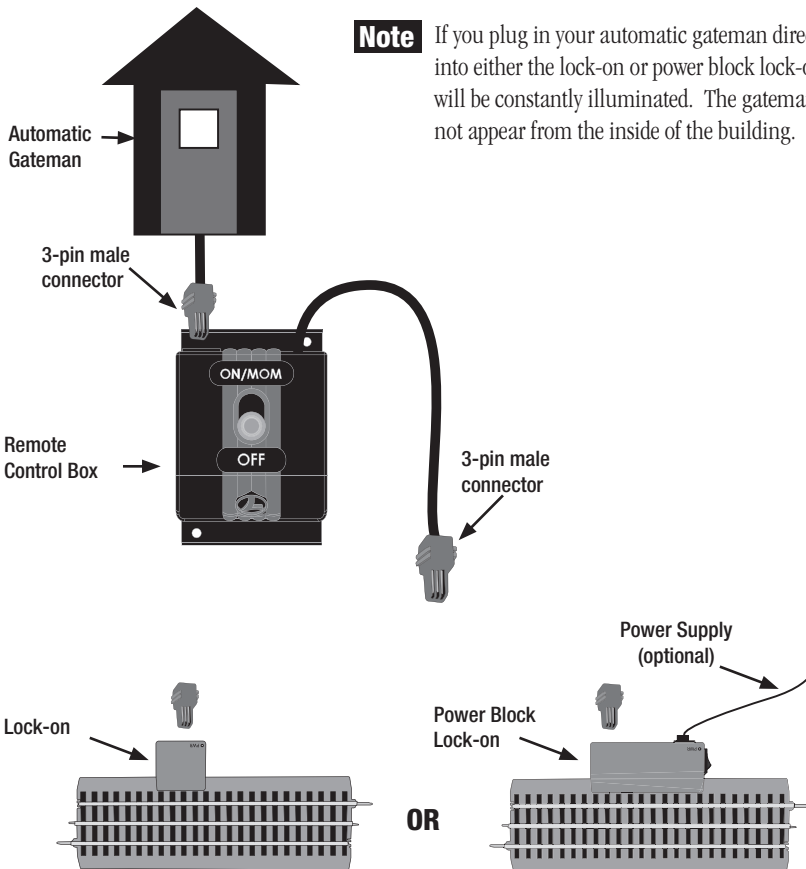

Figure 2. Connecting your accessory to a lock-on

Automatic Gateman basics

Connecting your Gateman using Plug-Expand-Play continued

Note! In order for your Automatic Gateman accessory to operate automatically, you will need either of the following:

- Plug-Expand-Play Activator Track Pack (6-81317)
- Plug-Expand-Play Lock-on (6-81313 or 6-81314)
- FasTrack Accessory Activator Pack (6-12029)

Using the Plug-Expand-Play Activator Track

Your Automatic Gateman requires the use of a Plug-Expand-Play Activator Track Pack (6-81317) in order for the animation to take place.

When your Automatic Gateman is connected to the lock-on section of the track pack, power will be constantly supplied (the light in the building will be on constantly). Once your train passes into the insulated section of track (crossing the break in the 5" piece of track), the gateman will appear from the door (the light will remain ON). Once the train leaves the insulated section (crossing the next break in the other 5" piece of track), the gateman will return to the inside of the building (the light will remain ON). See figure 3 on page 5.

Note! Do **NOT** forcefully connect your accessory's 3-pin male connector into the 3-pin female connector on the lock-on. Doing so will damage the pins on the accessory and/or the lock-on. Make sure that you are also inserting the connectors with the proper orientation. Lionel's Limited Warranty does NOT cover this type of damage to your products.

Note! Please be aware that adding additional accessories will take power away from the track, thus resulting in less available power for running trains. If your power supply shorts out (turns off) when using this accessory it is most likely caused by overdrawing the available power the transformer can provide. Should this occur you will be required to increase the size of the transformer powering the track. Go to www.lionelstore.com for power supply options.

Automatic Gateman basics

Connecting your Gateman using Plug-Expand-Play continued

As the Automatic Gateman is connected to the lock-on, power is supplied through the track to the accessory and the light is ON.

Automatic Gateman → Accessory

3-pin male connector

Lock-on

FasTrack

5" track with break

10" track

5" track with break

FasTrack

As the train passes over the 5" track section, the door opens and the gateman comes out of the building to greet the train as it passes by. The light remains ON.

Automatic Gateman → Accessory

Train

As the train leaves the other 5" track section, the gateman returns to his post in the building and the door closes. The light remains ON.
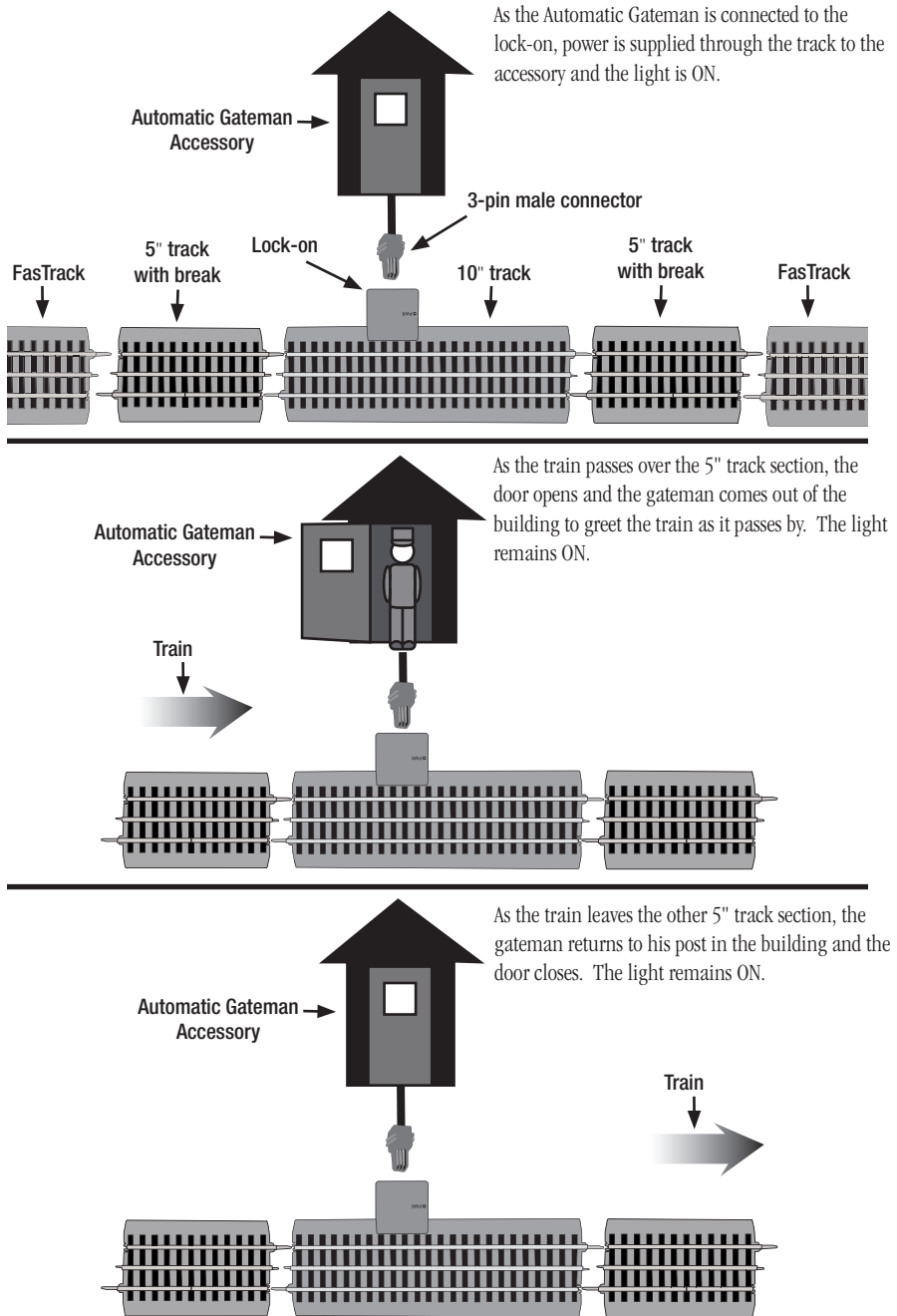
Automatic Gateman → Accessory

Train

Figure 3. Connecting the Gateman to the lock-on

Wiring options

Connecting your Gateman using FasTrack

You also are able to connect your automatic gateman to FasTrack using the 8" 3-pin female pig-tail (6-82038 - SOLD SEPARATELY).   Plug in the 3-pin male connector from the accessory into the 3-pin female slot on the back of the remote control box. Next plug in the 3-pin male connector from the box into the 3-pin female pigtail. Then attach the red wire to the inside rail and the black wire to the outside rail. See figure 4.

Follow these instructions to illuminate your gateman accessory and make the gateman appear from the building.

- Push the knob down in the "OFF" position; the gateman will appear from the building.

- Slide the knob forward to turn on the lamp in the building.

- With the knob in the forward position, push down to make the gateman appear. Notice that the building will stay illuminated.

- Slide the knob back to the "OFF" position to turn off the lamp in the building.

Note   *The white wire is not used when connecting your automatic gateman to FasTrack.*
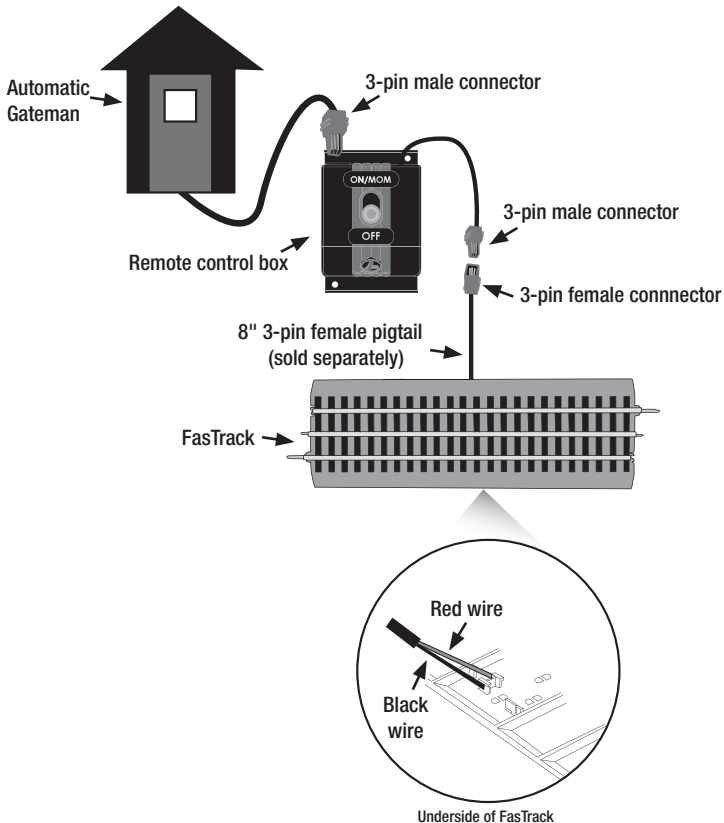

Figure 4. Connecting your gateman to FasTrack

Wiring options

Wiring and operating your accessory using FasTrack Accessory Activator Pack

See figure 5 below for wiring your accessory using the FasTrack Accessory Activator Pack (6-12029 SOLD SEPARATELY) and the 8" 3-pin female pigtal (6-82038 SOLD SEPARATELY). Power is supplied through the track to the accessory and the light will stay illuminated.
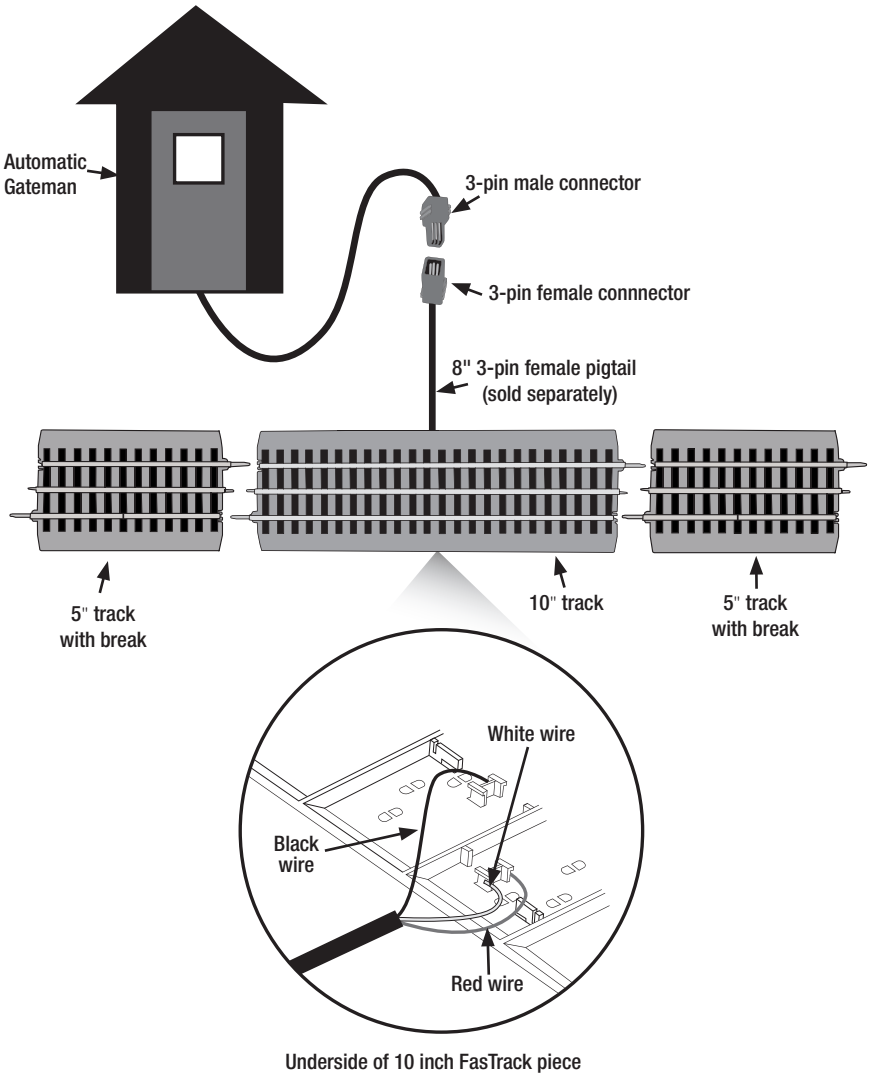

Figure 5. Connecting your gateman to the FasTrack Accessory Activator Pack

Wiring options

Connecting your Gateman to Tubular Track

You can also connect your automatic gateman to tubular track using the remote control box and the 8" 3-pin female pigtail (6-82038 - SOLD SEPARATELY). Plug in the 3-pin male connector of the gateman into the 3-pin female slot on the back of the remote control box. Next plug in the 3-pin male connector from the box into the 3-pin female pigtail. Then attach the red wire to the inside rail position of the universal lock-on (6-24213) and the black wire to the outside rail position. See figure 6.

Follow these instructions to illuminate your gateman accessory and make the gateman appear from the building.

- Push the knob down in the "OFF" position; the gateman will appear from the building.

- Slide the knob forward to turn on the lamp in the building.

- With the knob in the forward position, push down to make the gateman appear. Notice that the building will stay illuminated.

- Slide the knob back to the "OFF" position to turn off the lamp in the building.

Note *The white wire is not used when connecting your automatic gateman to tubular track.*
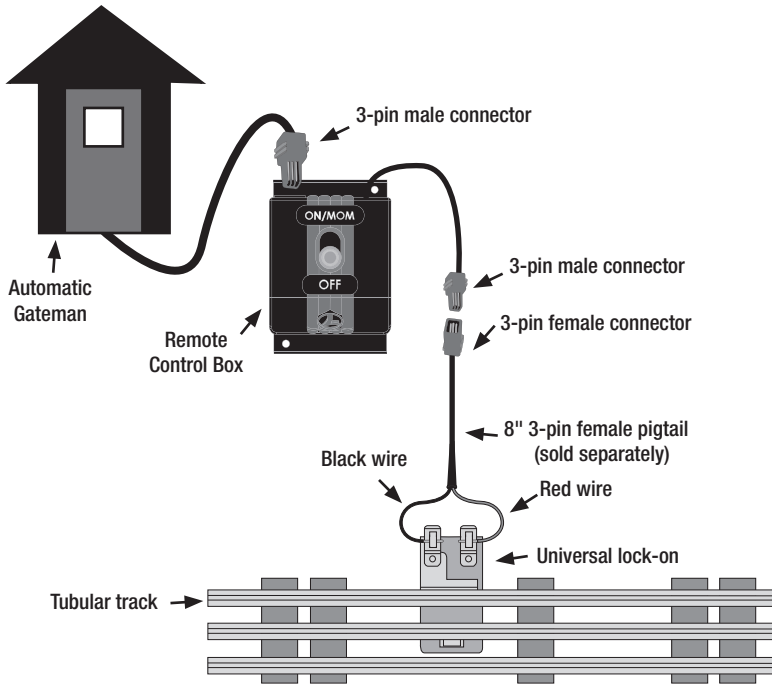

Figure 6. Connecting your gateman to tubular track.

Wiring options

Connecting your Gateman to a Transformer

To power your automatic gateman with a CW-80 Transformer (6-14198), you will need the 8" 3-pin female pigtail (6-82038 - SOLD SEPARATELY) and the included remote control box to connect to the transformer terminals. Make sure that all connections are secure. Loose connections can produce extremely high temperatures. For this reason, do not touch the terminals or track connections during use. Also, do not locate scenery materials such as lichen or ground foam near the terminals.

1. **Plug in the 3-pin male connector on the gateman to the 3-pin female slot on the remote control box.**

2. **Plug in the 3-pin male connector on the remote control box to the 3-pin female slot on the pigtail.**

3. **Loosen the red TRACK thumbscrew terminal, then place the red wire on the metal terminal bar. Still holding the wire end, tighten the red thumbscrew until secure.** Be sure that the wire is touching the metal post.

4. **Loosen the black TRACK thumbscrew terminal, then place the black wire on the metal terminal bar. Still holding the wire end, tighten the black thumbscrew until secure.** Be sure that the wire is touching the metal post.

5. **Plug the CW-80 Transformer into your wall outlet (120 volts).**

6. **Apply 12-14 volts of power by raising the orange throttle on the transformer.**

   Follow these instructions to illuminate your control tower and activate figure movement.

   - Push the knob down in the "OFF" position; the gateman will appear from the building.

   - Slide the knob forward to turn on the lamp in the building.

   - With the knob in the forward position, push down to make the gateman appear. Notice that the building will stay illuminated.

   - Slide the knob back to the "OFF" position to turn off the lamp in the building.
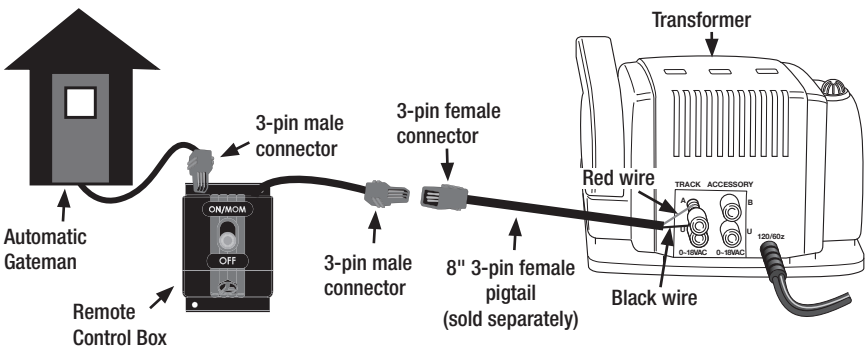

Figure 7. Connecting your gateman to a transformer.

Wiring for TMCC or LEGACY

To power your automatic gateman in the Command Control and LEGACY environments, you will need an SC-2 (6-22980), an ASC (6-14182), or an ASC2 (6-81639). You will also need the 8" 3-pin female pigtail (6-82038 - SOLD SEPARATELY) and a transformer (6-14198). See figures 8 and 9 for wiring.

Note *Refer to your CAB-1, CAB-1L, or LEGACY manual for remote instructions.*

SC-2 wiring and operation

Four wires are needed to connect your accessory to the SC-2 and a separate accessory transformer. Refer to Figure 8.

1. Attach a wire to the transformer Common/Ground/U terminal and connect it to the COMM (common) position on the SC-2.

2. Connect the white wire of the pigtail to the AUX1 terminal on the SC-2.

2. Connect the black wire of the pigtail to the AUX2 terminal on the SC-2.

3. Finally, connect the red wire of the pigtail to the transformer Power/A terminal.

AUX2 will turn the lamp in the building ON. Pressing AUX2 again will turn the lamp OFF. Pressing AUX1 will make the gateman appear from the building. The gateman will return to the inside of the building when AUX1 is released.
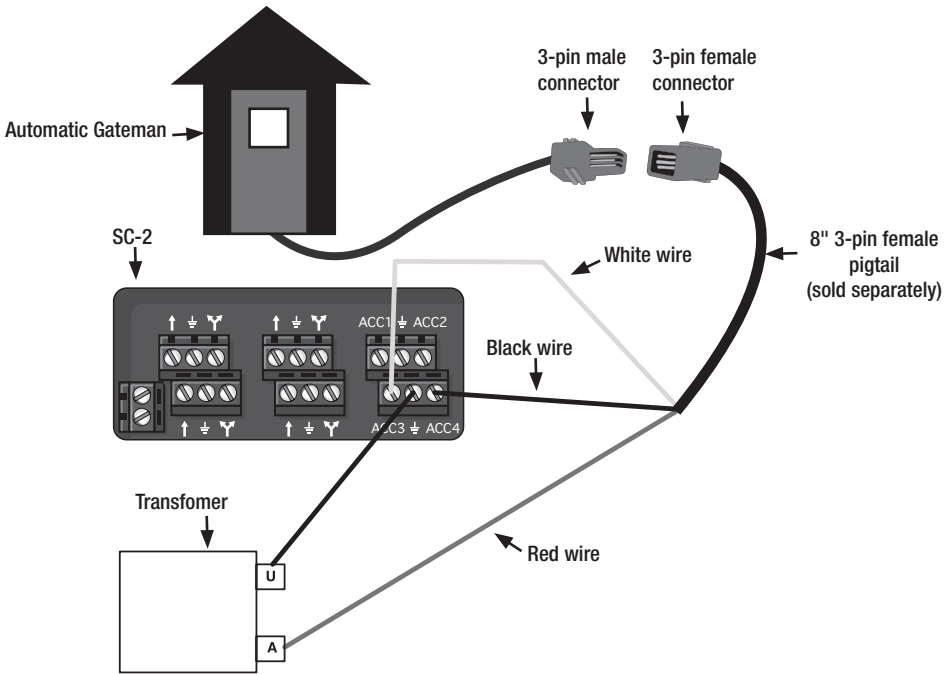

Figure 8. Wiring an SC-2.

Wiring for TMCC or LEGACY
ASC wiring and operation

Four wires are needed to connect your accessory to the ASC and a separate accessory transformer. Refer to Figure 9.

1. Attach a wire to the transformer Common/Ground/U terminal and connect it to the COMM (common) position on the ASC.

2. Connect the white wire of the pigtail to the Accessory 1 terminal on the ASC.

2. Connect the black wire of the pigtail to the Accessory 2 terminal on the ASC.

3. Finally, connect the red wire of the pigtail to the transformer Power/A terminal.

AUX2 will turn the lamp in the building ON. Pressing AUX2 again will turn the lamp OFF. Pressing AUX1 will make the gateman appear from the building. The gateman will return to the inside of the building when AUX1 is released.
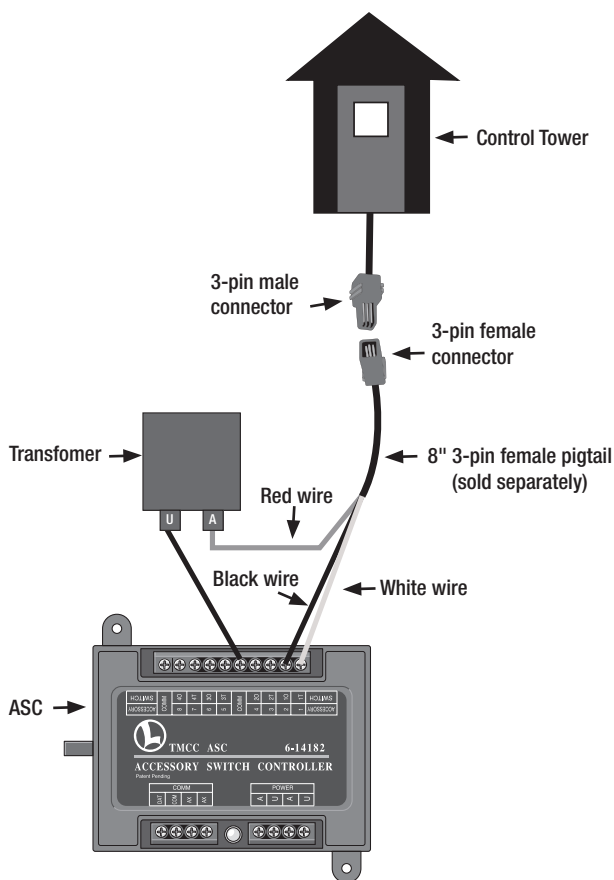

Figure 9. Wiring an ASC.

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 an 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 _____