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***StationSounds  
Aluminum Coach  
Owner's Manual***

featuring

***TRAINmaster***  
C·O·M·M·A·N·D

and

***RailSounds***<sup>TM</sup>

## ***Congratulations!***

**C**ongratulations on your purchase of the Lionel StationSounds Aluminum Coach! Aluminum cars have been favorites for many years. Now, they come equipped with realistic StationSounds and authentic interiors with figures.

The Lionel StationSounds coach is designed for use on conventional or Command layouts. It will negotiate most O-31 layouts, but O-42 or wider is recommended for optimum performance. The RailSounds effects include:

- **Brake Sounds:** Triggered by the brake command (Command mode only—the car must be in motion).
- **Brake Let-Off Sounds:** Triggered by motion and stops in both Command and conventional modes, or by direction changes in Command mode.
- **Rail Clatter:** This feature accurately recreates the sound of car wheels passing over rail segments, timed to the speed of the car. It is triggered by motion in Command and conventional modes.
- **StationSounds:** Unique departure, arrival and other announcements activated from your CAB-1 in Command mode and triggered by short horn/whistle blasts in conventional mode.

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# Transformer operations

## Conventional operation of StationSounds

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In conventional mode, short horn blasts (under 1 second) are used to activate the StationSounds announcements. StationSounds will only activate while the

car is stopped. Table 1 below describes how StationSounds responds in conventional mode.

Trigger	Car Speed	Timing	Effect
Short Horn Blast	Stop	Within 15 seconds of Stopping	Station Arrival Announcement, Conductor Exit Announcement ("Watch your step.")
Short Horn Blast	Stop	Over 15 seconds Since Stop (or on 1st power-up)	Station Departure Announcement, Conductor Boarding Announcement ("All Aboard!")

Table 1. StationSounds responses

Use the volume control at the bottom of the car (see Figure 2 on page 11) to set the volume to your desired level.

**Note!** Some announcements contain random phrases and pauses, you will note some variation during operation.

# ***TrainMaster Command operations***

## **Command Control operation of StationSounds**

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**T**o operate in the Command Control environment, you need a Command Base and a CAB-1 Remote Controller. You can find them both at your authorized Lionel retailer.

**1**

### ***Place your StationSounds car on Lionel or Lionel-compatible O gauge track.***

- Make sure that the track power is OFF before placing the StationSounds Diner on the track.
- Make sure your Lionel Command Base is plugged in and its communications wire is connected to the COMMON post on your Lionel transformer or the U on any of your installed PowerMasters.
- Once positioned on the track, increase track voltage to FULL (on PowerMasters, slide the CMD/CONV switch to CMD).

**2**

### ***Address your StationSounds Car using CAB-1***

- Turn power on, then press  . You are now ready to activate the Command Control RailSounds features. Your StationSounds Car announcements will respond according to Table 2 on page 6.
- All Lionel command-equipped products come factory-programmed with an ID# of 1. (To change the ID #, see page 11.) Even though your StationSounds car is not an “engine”, it is still addressed using  on the CAB-1 Remote Controller. Use the volume control at the bottom of the car (see Figure 2 on page 11) to set the volume to your desired level.

# TrainMaster Command operations

## StationSounds command table

Trigger	Car Speed	Effect
 	STOP	Station Arrival Announcement
	STOP	Conductor: "Watch Your Step." <i>(First Trigger After Station Arrival Announcement.)</i>
 	STOP	Conductor: "Watch Your Step." <i>(Trigger Any Time While Stopped.)</i>
	STOP	Conductor: "All Aboard!"
	STOP	Station Departure Announcement
	MOVING	Conductor: "Tickets Please." <i>(First Trigger After Motion Start.)</i>
 (In motion for less than 1.5 Minutes)	MOVING	Steward Dining Announcement(1) (Alternating with Lounge Service)
 (In motion for more than 1.5 Minutes)	MOVING	Steward Dining Announcement(2) (Alternating with Lounge Service)
 (In motion for more than 3 Minutes)	MOVING	Steward Lounge Service Announcement
 	MOVING	Conductor: "Next Stop!"

Table 2. StationSounds Command table

Some functions described above require you to press two keys in sequence, using the  key as a "prefix" before the numeric key (e.g.,  ). Pressing the same numeric key without the "prefix" will produce a different function. If you have pressed the  key for other reasons (e.g., to "open" the keypad on your CAB-1), you can still trigger a "non-prefixed" function by pressing the number  (the unassigned numeric key) before triggering your desired function.

Also note that pressing the  key by itself immediately after you have played a station arrival announcement will make the conductor say "Watch your step"; subsequent  key presses will make the conductor say "All Aboard!" This permits you to step through an entire arrival/ departure script with single key presses. Additional "Watch your step" announcements may be triggered at any time while the car is stopped by pressing the  and  keys, if desired.

# TrainMaster Command operations

## Sample scripts

Example 1 below shows you how to perform a complete arrival/departure script to and from an imaginary train station with a PA announcer.

**Note!** Announcements using  are “station” announcements, and those using  are conductor/steward announcements. Refer to Figure 1 on the following page to see how StationSounds operates on a round trip.

Train pulls into the station and stops: ←

Press   \* Station PA announces train arrival

Press   \*\* Conductor assists arriving passengers

Press  \* Station PA announces train departure

Press  \* Conductor calls “All Aboard!”

Train pulls out of station and starts trip:

Press  Conductor collects tickets

Press  Steward announces first seating in dining car or lounge car service

Press  After 1.5 minutes, steward announces second seating in dining car or lounge car service

Press  After 3 minutes, steward announces lounge service

Train approaches station:

Press   Conductor informs passengers of next stop

Train pulls into station and stops.

Note how the pattern can be repeated for multiple stops.

\*Note that these functions may be repeated, if desired, by pressing the same key(s) again.

\*\*Note that this function may be repeated, if desired, by pressing  .

Example 1. Arrival/departure script

# TrainMaster Command operations

## Sample scripts (continued)

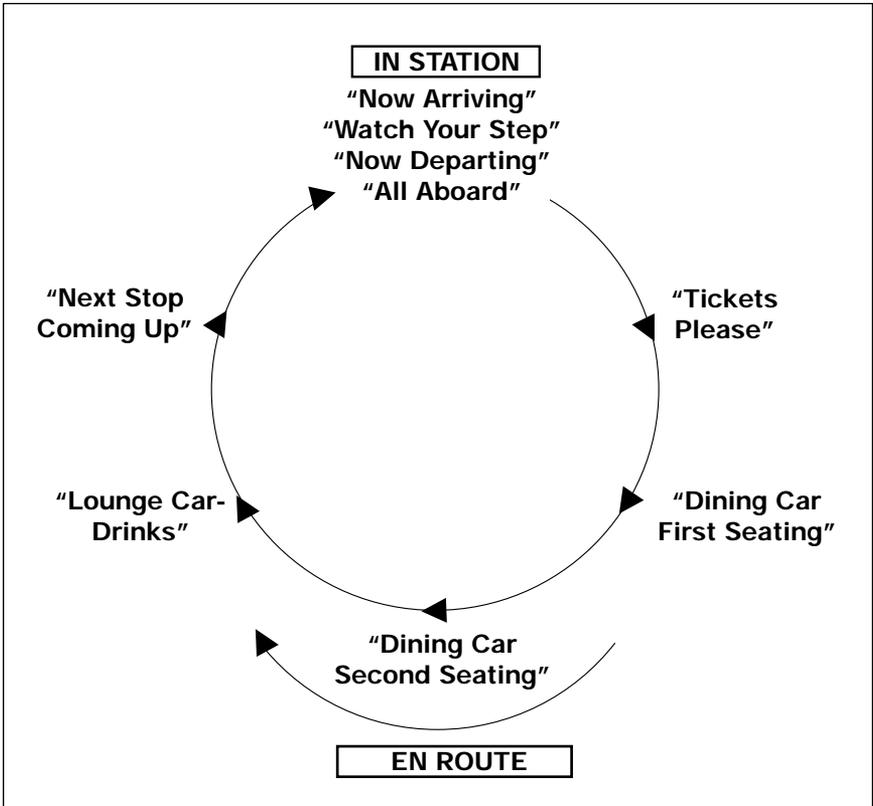


Figure 1. StationSounds on a round trip

The next example shows how to perform a short arrival/departure script to and from a small station without a PA announcer.

Train pulls into station and stops: ←

Press   Conductor assists arriving passengers

Press  Conductor calls "All Aboard!"

Train pulls out of station and starts trip: →

NOTE: The script sequence for the train in motion is the same as on the previous page.

Note how pattern can be repeated for multiple stops.

Example 2. Short arrival/departure script

# *TrainMaster Command operations*

## **Sample scripts (continued)**

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To make operation easier, program your StationSounds Car with the same number as your engine (see page 11). Your engine will respond to the same commands if equipped with CrewTalk and TowerCom, and brake sounds will come from both units. If you wish

to program your StationSounds Car into a lash-up, you must assign it as a “front” engine to enable the announcements. (It will operate the same as if given the same engine ID#.)

As you experiment with your StationSounds Car, you will note that it is possible to have multiple announcements running simultaneously. For example, with your StationSounds car stopped, press the first two announcements on page 7 in quick succession. You will hear them overlap with almost as much commotion as a real train station. If your engine has CrewTalk and TowerCom, these announcements will also “overlap” with your StationSounds car, unless your engine is equipped with a seven second delay on TowerCom. (Recent production F-3 locomotives have this feature, for example. They are also equipped with two-part TowerCom corresponding to the arrival and departure announcements in your StationSounds Car.)

# TrainMaster Command operations

## CAB-1 numeric keypad commands for your StationSounds Car

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**W**hen you press AUX1 on CAB-1, you turn the numeric keypad into ten command buttons. The keypad lets you control extra command features (until you press any top-row button like SW, ACC, RTE, TR, or ENG).

**AUX1**



***RailSounds sounds in bold italics.***

**1** Raises the volume of RailSounds.  
***Sound volume increases.***

**4** Lowers the volume of RailSounds.  
***Sound volume decreases.***

**2** ***StationSounds announcement.***  
See table on page 6.

**5** ***Turns off RailSounds.***

**3** ***Starts up RailSounds.***

**7** ***StationSounds announcement.***  
See the table on page 6.

# TrainMaster Command operations

## Assigning your StationSounds Car a new ID#

### Assign new ID# to your Command-equipped StationSounds Car

Plug in your Command Base

Place the StationSounds Car on track

PowerMasters set to CMD or traditional power supplies ON FULL

Set the StationSounds Car control switch to PGM

Turn track power on (PowerMasters):



Press BOOST

Program the StationSounds Car with a new ID#:



Press ENG



Press a number you choose (the ID#)



Press SET

Set the PGM/RUN switch back to RUN

Your StationSounds Car remembers its ID# forever; change it any time with these steps

As your fleet of Command-equipped equipment grows, you'll want to give your StationSounds Car a more individualized number. Choose from any between 1 and 99.

Plug in the Command Base and place the StationSounds Car on track. Power up the track, then set the StationSounds Car control switch to PGM. Using CAB-1, press **ENG**, the ID# (you select the number), then press the **SET** button located under CAB-1's removable panel. Set the PGM/RUN switch to RUN. Your StationSounds Car is ready for operations with its all-new ID#. Example 3 illustrates this process.

Set the StationSounds Car's control switch to PGM. When you've finished programming the ID#, set the switch to RUN.

Example 3. Assigning a new ID#

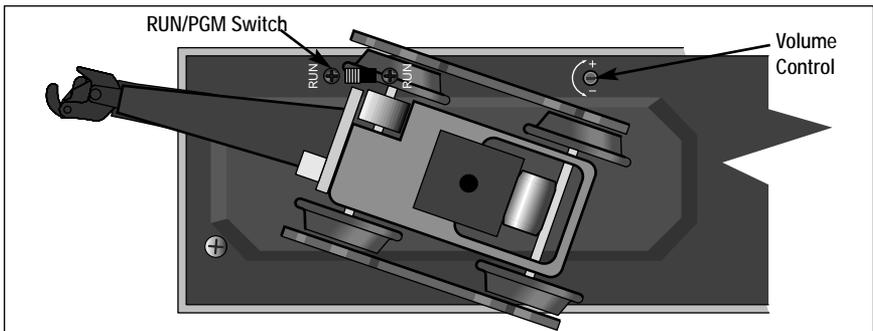


Figure 2. Switch and volume locations

# ***TrainMaster Command operations***

## **Reprogramming the circuit boards to restore features**

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**D**ue to the inevitable derailments, static, and the nature of electricity, it is possible that your Command reverse unit could someday lose its setup program. The symptom of this condition is unresponsiveness in Command mode. This can be easily remedied by “reprogramming” the circuit boards using the following steps.

**STEP 1:** Move the switch on the StationSounds Car from RUN to PGM. Refer to Figure 2 on page 11 for the switch location.

**STEP 2:** Plug in your Command Base.

**STEP 3:** Place on the StationSounds car on the track, then turn on power to the track.

**STEP 4:** Press **ENG**, then enter the StationSounds Car’s ID#. Press **SET**

**STEP 5:** Press **ENG**, ID#, **AUX1**, then press **6** for your StationSounds Car.

**STEP 6:** Turn off power to the track, then wait ten seconds.

**STEP 7:** Remove the StationSounds Car from the track, then move the switch from PGM to RUN.

**STEP 8:** Place the StationSounds Car back on the track and turn on track power.

**STEP 9:** Press **ENG**, ID#, then operate as normal.

# Maintaining and servicing your StationSounds Car

## Replacing your StationSounds Car lamps

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**D**uring normal operation, it may become necessary to replace the light bulbs on the interior of your StationSounds Diner. Follow the instructions below to gain access to the light panel. Owners of this car who are not experienced with servicing Lionel products may wish to seek non-warranty service at an authorized Lionel Service Center.

1. Remove the screw and pull the end tab out of the frame. Refer to Figure 3
2. Remove the truck and channel, being careful not to pull out the connecting wires.
3. Gently push the bulb down and turn it counter-clockwise. Remove the bulb by pulling it straight up.

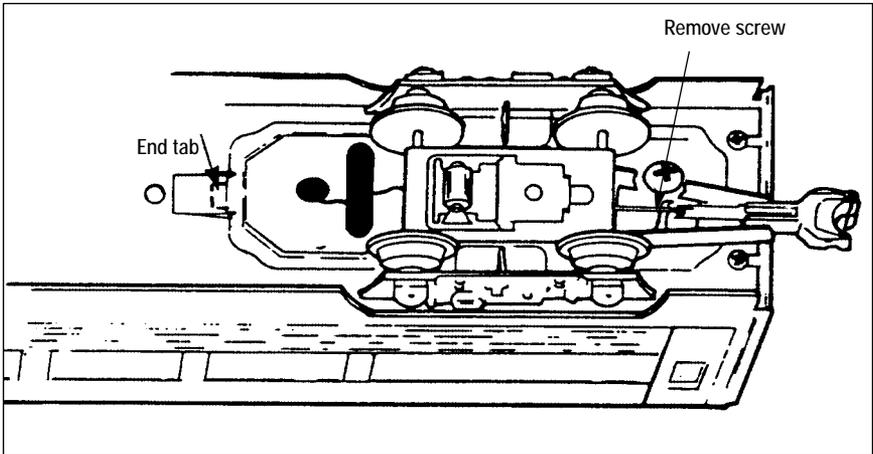


Figure 3. Truck removal

# Maintaining and servicing your StationSounds Car

## Replacing your StationSounds Car lamps (continued)

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4. As illustrated in Figure 4, replace the bulb with Lionel part no. 610-9165-300, available at your local Lionel Service Center or Lionel Service.
5. To reassemble, reverse the procedure.

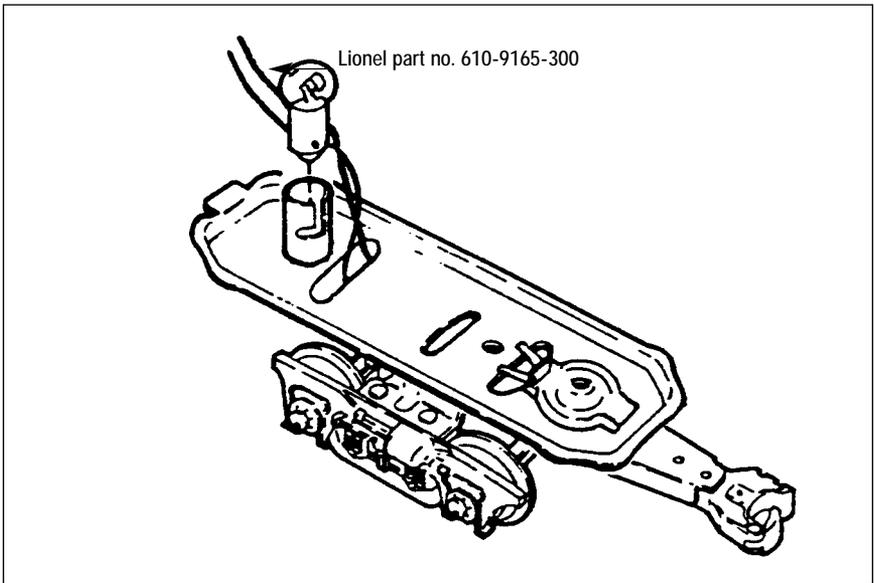


Figure 4. Lamp replacement

# ***Notes***

## Limited Warranty/Lionel Service

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**T**his Lionel product, including all mechanical and electrical components, moving parts, motors and structural components, except for light bulbs, is warranted to the original consumer-purchaser, for **one year** against original defects in materials or workmanship when purchased through an authorized Lionel merchant.

This warranty does NOT cover normal wear and tear, light bulbs, defects appearing in the course of commercial use, or damage resulting from abuse or misuse of the product by the purchaser. Transfer of this product by the original consumer-purchaser to another person voids this warranty. Modification of this product voids this warranty.

Any warranted product which is defective in original materials or workmanship and is delivered by the original consumer-purchaser to Lionel L.L.C. or an authorized Lionel L.L.C. Service Center, together with proof of original purchase will, at the option of Lionel L.L.C., be repaired or replaced, without charge for parts or labor. In the event the defective product cannot be repaired, and a replacement is not available, a refund of the original purchase price will be granted. Any products on which warranty service is sought must be sent freight or postage prepaid, as transportation and shipping charges are not covered by the warranty.

### In no event shall Lionel L.L.C. be 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 limited 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 L.L.C. product is required, bring the item, along with your dated sales receipt and completed warranty information

to the nearest Authorized Lionel Service Center. Your nearest Lionel Service Center can be found by calling 1-800-4-Lionel, or by accessing our Website at [www.lionel.com](http://www.lionel.com).

If you prefer to send your product back to Lionel L.L.C. for repair in Michigan, you must first call 586-949-4100 or FAX 586-949-5429, or write to Customer Service, P.O. Box 748, New Baltimore, MI 48047-0748, stating what the item is, when it was purchased and what seems to be the problem. You will be sent a return authorization letter and label to ensure your merchandise will be properly handled upon receipt.

Once you have received your return authorization and label, make sure that the item is packed to prevent damage during shipping and handling. We suggest that you use the product's original packaging. This shipment must be prepaid and we recommend that it be insured.

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 our Authorized Lionel Service Centers after its warranty has expired. A reasonable service fee will be charged.

### Warranty Information

Please complete the information below and keep it, along with your dated sales receipt. You must present this and your dated sales receipt when requesting warranty service.

Name \_\_\_\_\_

Address \_\_\_\_\_

Place of Purchase \_\_\_\_\_

Date of Purchase \_\_\_\_\_

Product Number \_\_\_\_\_

Product Description \_\_\_\_\_

