


vtech[®]

User's Manual



Healthy Friends Check-Up Clinic™



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Dear Parent,

Welcome to the world of **Go! Go! Smart Friends**®! We're excited you've decided to go on an adventure with us and explore all that **Go! Go! Smart Friends**® has to offer. These toys have been designed to give your child a thrilling learning experience with hours of fun.

Go! Go! Smart Friends® features a collection of characters and playsets (each sold separately) that interact with your child by lighting up and playing fun responses. They introduce themselves, talk about their favorite things and more while encouraging first words and early vocabulary. But that's only the beginning of the learning excitement!

When your child interacts with our innovative **MagicPoint**™ technology, they will love watching the characters and playsets come to life with motion, lights, music, and sounds as they play!

Additionally, our **Go! Go! Smart Friends**® playsets feature buttons, gears and other manipulative elements to encourage the development of your child's fine motor skills. Some playsets also have walkway track pieces that can be connected to other **Go! Go! Smart Friends**® playsets with walkway track pieces as well as **Go! Go! Smart Wheels**® and **Go! Go! Smart Animals**® playsets (each sold separately) to encourage creativity.

With **Go! Go! Smart Friends**®, it's playtime where friendship leads to learning™!

Sincerely,

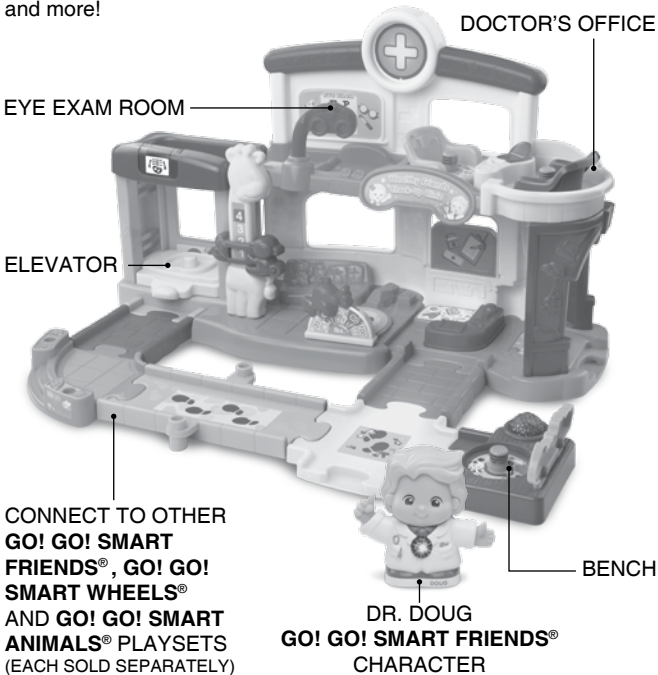
Your friends at **VTech**®

To learn more about **VTech**® toys, visit vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Friends® Healthy Friends Check-Up Clinic™!**

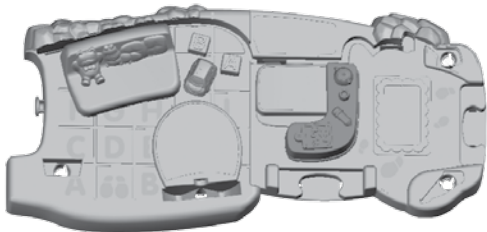
Welcome to the **Go! Go! Smart Friends® Healthy Friends Check-Up Clinic™** by **VTech®**. Friends and the clinic come to life with 3 **MagicPoint™** locations as you explore each room in this two-story interactive clinic. Take a rest on the bench, visit the doctor's office and more!



INCLUDED IN THIS PACKAGE

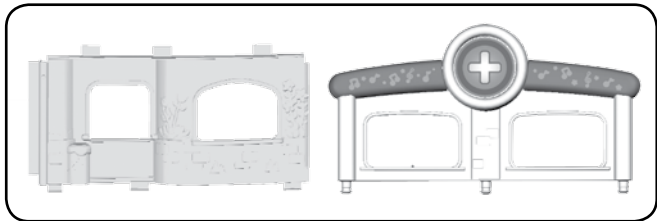
NOTE: This toy is not intended for teething.

- One VTech® Go! Go! Smart Friends® character
- One crocodile bench with MagicPoint™ location
- One 1st floor base
- One 2nd floor base with 2 MagicPoint™ locations



INCLUDED IN THIS PACKAGE

- One 1st floor wall
- One 2nd floor wall



- One entrance archway
- One elevator
- One height measurer

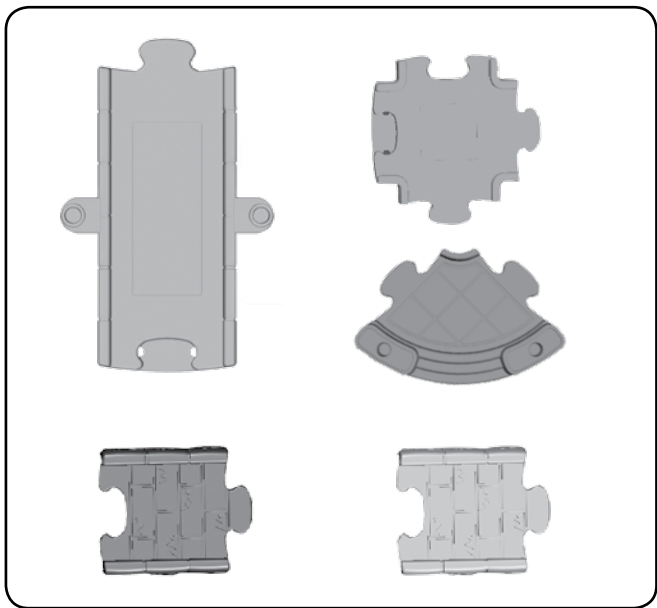


- One scale
- One eye exam machine
- One pharmacy counter piece



INCLUDED IN THIS PACKAGE

- One long walkway track
- One cross walkway track
- One 90-degree walkway track, male
- Two short walkway tracks



INCLUDED IN THIS PACKAGE

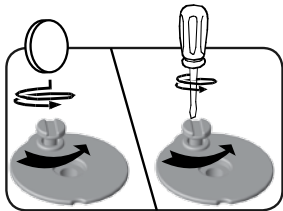
- One label sheet



- One user's manual

Unlock the packaging lock:

There is one packaging lock located on the character.



- ① Use a coin or a screwdriver to loosen the screw.
- ② Pull out and discard the screw and packaging lock.

WARNING:

All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

ATTENTION:

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

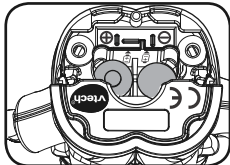
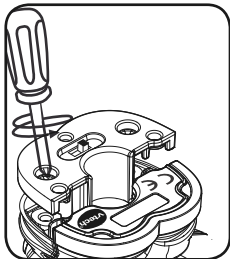
NOTE:

Please keep the user's manual as it contains important information.

GETTING STARTED

BATTERY INSTALLATION

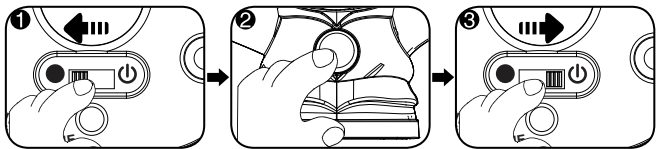
1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screws.
3. Install 2 new "AAA" size (LR03/AM-4) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screws to secure.



ACTIVATE NORMAL PLAY MODE

This product is in a try-me mode in the packaging. To activate normal play mode, please complete the following steps:

1. Slide the **ON/OFF SWITCH** to the **OFF** (●) position.
2. Press and hold the **LIGHT-UP BUTTON** for 2 seconds.
3. Slide the **ON/OFF SWITCH** to the **ON** (⏻) position to activate normal play mode.



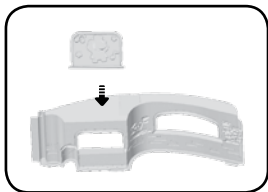
BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

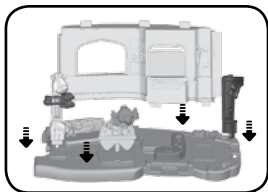
ASSEMBLY INSTRUCTIONS

With the **VTech® Go! Go! Smart Friends® Healthy Friends Check-Up Clinic™**, safety comes first. To ensure your child's safety, adult assembly is required.

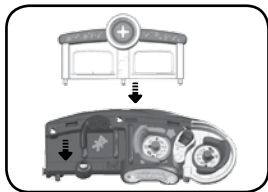
1. Attach the pharmacy counter piece to the 1st floor wall as shown in the picture.



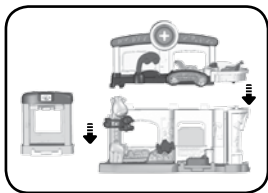
2. Attach the 1st floor wall, entrance archway, height measurer and scale to the 1st floor base as shown in the picture. You will hear a click sound indicating the pieces are secure.



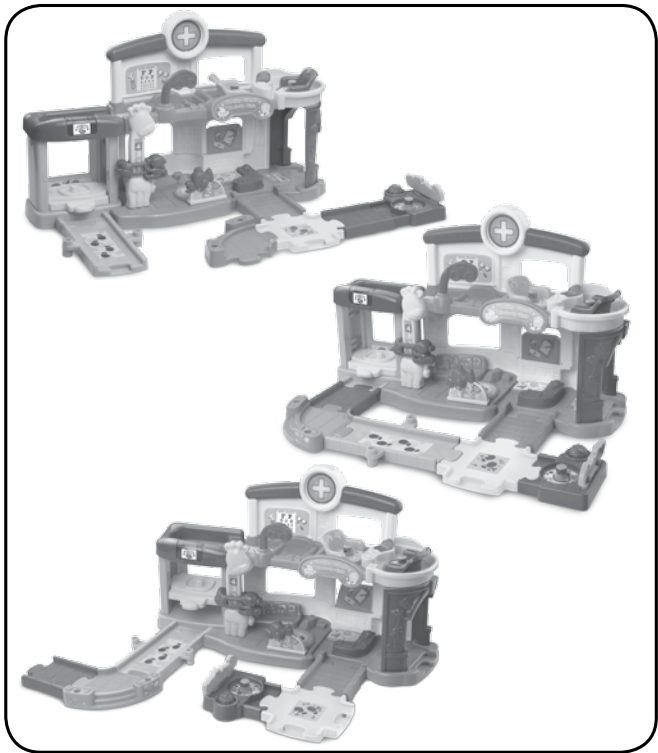
3. Attach the 2nd floor wall to the 2nd floor base as shown in the picture. You will hear a click sound indicating the pieces are secure.



4. Attach the 2nd floor and the elevator to the 1st floor as shown in the picture. You will hear a click sound indicating the pieces are secure.



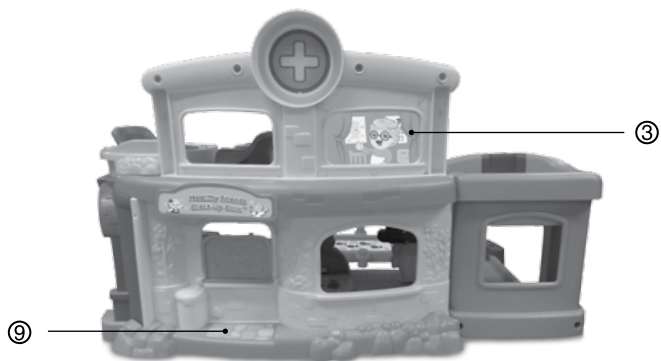
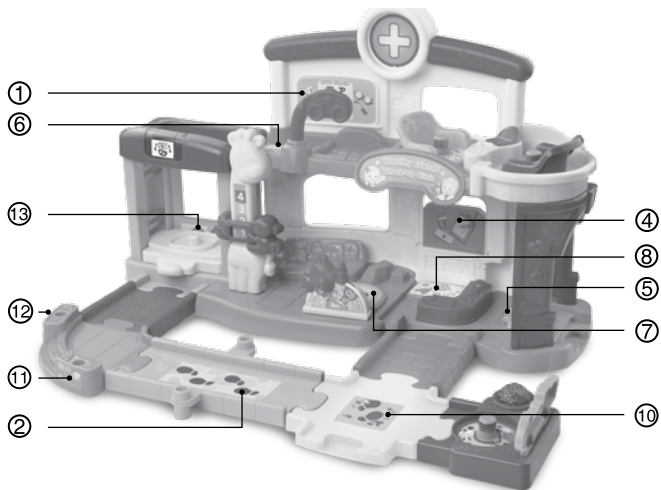
5. After the above steps, you can connect the assembled clinic and the bench to the included walkway track pieces. You can configure them into different arrangements.



LABEL APPLICATION

Please adhere the labels to the playset securely as indicated below.



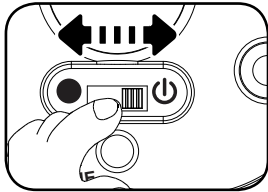


PRODUCT FEATURES

1. ON/OFF SWITCH

The **ON/OFF SWITCH** is located on the bottom of the character.

To turn the unit on, slide the **ON/OFF SWITCH** to the **ON** (⏻) position. To turn the unit off, slide the **ON/OFF SWITCH** to the **OFF** (●) position.

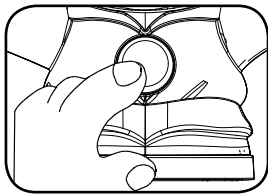


2. AUTOMATIC SHUT-OFF

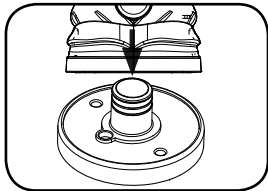
To preserve battery life, the **VTech® Go! Go! Smart Friends®** character will automatically power down after several minutes of no input. The unit can only be turned on again by pressing the **LIGHT-UP BUTTON** or placing it on a **MagicPoint™** location.

ACTIVITIES – CHARACTER

1. Slide the **ON/OFF SWITCH** to turn the unit **ON**. Then press the **LIGHT-UP BUTTON** to hear voices, songs, melodies and fun sounds.



2. Place the character on one of the playset's three **MagicPoint™** locations to hear phrases, fun sounds, short tunes, and sing-along songs. Some of the **MagicPoint™** locations can even turn on the playset's lights. The character can also interact with other **Go! Go! Smart Friends®** playsets (each sold separately).



ACTIVITIES - HEALTHY FRIENDS CHECK-UP CLINIC™

1. Place the character on the **BENCH**'s **MagicPoint™** location to help him take a rest and to turn on the bench's light.



2. Place the character on the **DOCTOR'S CHAIR** **MagicPoint™** to light up the computer and to hear him talk and sing.



3. Place the character on the **PATIENT'S CHAIR** **MagicPoint™** to pretend he is visiting a doctor.



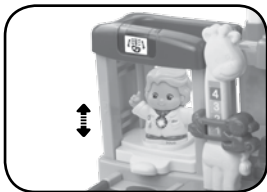
MOTOR SKILLS DEVELOPMENT - HEALTHY FRIENDS CHECK-UP CLINIC™

There are lots of fun things in the **Healthy Friends Check-Up Clinic™** that you can explore to help develop fine motor skills.

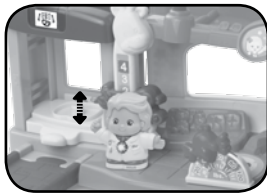
1. Move the **EYE EXAM MACHINE** to help check the character's eyes.



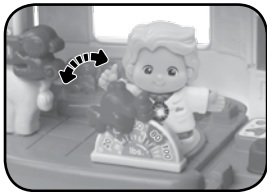
2. Place the character on the **ELEVATOR** and move it up and down to transfer the character to different floors of the clinic.



3. Move the **HEIGHT MEASURER SLIDER** to see how tall the character is!



4. Move the **SCALE** to check the character's weight.



5. Flip the **PHARMACY COUNTER PIECE** up & down to locate the medicine.



CARE & MAINTENANCE

1. Keep the unit and its metal parts clean by wiping them with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions while playing with a **MagicPoint™** accessory, please remove the character from the accessory and place the character back onto the **MagicPoint™**.

If the unit still does not function, or if for some reason the unit stops working or malfunctions on its own, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play again.
5. If the product still does not work, replace with a new set of batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing Toddler learning products is accompanied by a responsibility that we at **VTech**[®] take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S or 1-877-352-8697 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you

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.
- 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.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

(1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIREED OPERATION.

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PRODUCT WARRANTY

This Warranty is applicable only to the original purchaser, is non-transferable and applies only to "VTech" products or parts. This product is covered by a 3-month Warranty from the original purchase date, under normal use and service, against defective workmanship and materials. This Warranty does not apply to (a) consumable parts, such as batteries; (b) cosmetic damage, including but not limited to scratches and dents; (c) damage caused by use with non-VTech products; (d) damage caused by accident, misuse, unreasonable use, immersion in water, neglect, abuse, battery leakage, or improper installation, improper service, or other external causes; (e) damage caused by operating the product outside the permitted or intended uses described by VTech in the owner's manual; (f) a product or part that has been modified (g) defects caused by normal wear and tear or otherwise due to the normal aging of the product; or (h) if any VTech serial number has been removed or defaced.

Prior to returning a product for any reason, please notify the VTech Consumer Services Department, by sending an email to vtechkids@vtechkids.com or calling 1-800-521-2010. If the service representative is unable to resolve the issue, you will be provided instructions on how to return the product and have it replaced under Warranty. Return of the product under Warranty must adhere to the following rules:

If VTech believes that there may be a defect in the materials or workmanship of the product and can confirm the purchase date and location of the product, we will at our discretion replace the product with a new unit or product of comparable value. A replacement product or parts assumes the remaining Warranty of the original product or 30 days from the date of replacement, whichever provides longer coverage.

THIS WARRANTY AND THE REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES, REMEDIES AND CONDITIONS, WHETHER ORAL, WRITTEN, STATUTORY, EXPRESS OR IMPLIED. IF VTECH CANNOT LAWFULLY DISCLAIM STATUTORY OR IMPLIED WARRANTIES THEN TO THE EXTENT PERMITTED BY LAW, ALL SUCH WARRANTIES SHALL BE LIMITED TO THE DURATION OF THE EXPRESS WARRANTY AND TO THE REPLACEMENT SERVICE AS DETERMINED BY VTECH IN ITS SOLE DISCRETION.

To the extent permitted by law, VTech will not be responsible for direct, special, incidental or consequential damages resulting from any breach of Warranty.

This Warranty is not intended to persons or entities outside the United States of America. Any disputes resulting from this Warranty shall be subject to the final and conclusive determination of VTech.