



LITTLE SMART
Ride 'n Rescue™
Fire Truck

USER'S MANUAL



© VTECH
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Dear Parent:

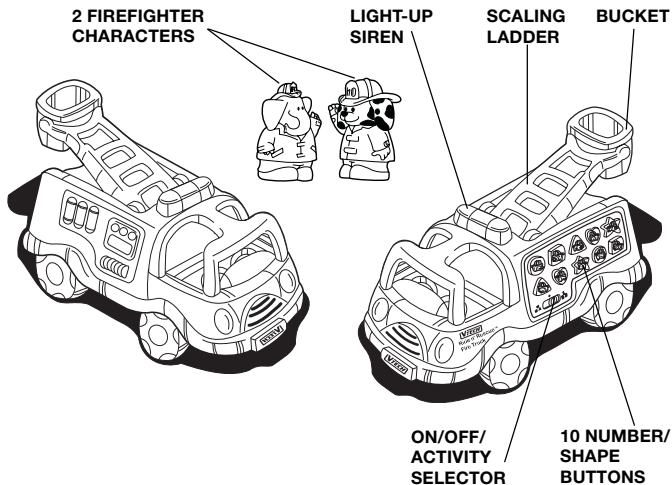
At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTech® LITTLE SMART Ride 'n Rescue™ Fire Truck** learning toy. We at **VTech®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada or 01235-546810 in the U.K.

The **VTech® LITTLE SMART Ride 'n Rescue™ Fire Truck** learning toy is filled with fun learning to help build preschoolers imaginative and role-play skills. Two fun-filled activities introduce numbers and shapes. Cheerful melodies and sound effects are heard while playing the activities and also when pushing or pulling the learning toy. Two firefighter characters are included for hours of fun interactive play.



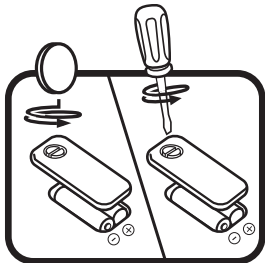
INCLUDED IN THIS PACKAGE

- One VTech® LITTLE SMART Ride 'n Rescue™ Fire Truck learning toy.
- Two firefighter animal characters (Elephant and Dalmatian).
- One instruction manual.

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

BATTERY INSTALLATION

1. Make sure the unit is off.
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to open the battery cover.
3. Install 2 new “AA” (UM-3/LR6) 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 screw to secure the battery cover.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when you are not going to use the unit for a long time.

- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals should not be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

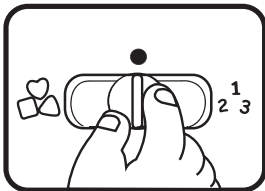
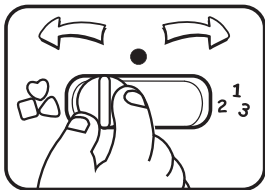
NOTE: If for some reason the product/activity stops working, please follow these steps:

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 will now be ready to play again.

If, after following the above steps, you are still having a problem, please call our Consumer Services Department at 1-800-521-2010 in the U.S., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. and a service representative will be happy to help you.

TO BEGIN PLAY

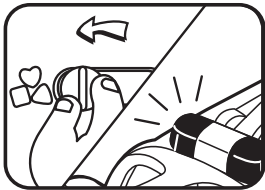
1. To begin play, slide the **On/Off/Activity Selector** to the left for the **Shape Activity** position or to the right for the **Number Activity** position.
2. To turn the unit off, slide the **On/Off/Activity Selector** to the center position.



ACTIVITIES

A. Shape Activity

1. Slide the **On/Off/Activity Selector** to the left to turn the **Shape Activity** on. You will hear a running engine sound effect and a dog sound effect. The light in the siren will flash accordingly.



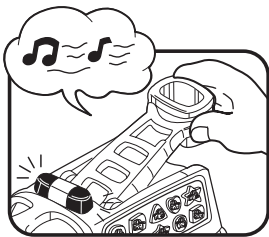
2. Press or insert a character into the driver seat. You will hear “Grab on, firemen!” in a Dalmatian voice and “Let’s sing!” in a firefighter’s voice followed by the “Ten Little Firemen” song. The light in the siren will flash accordingly.



3. Press or insert a character into the passenger seat. You will hear “Grab the hose!” in the Dalmatian voice and “Let’s go!” in the firefighter’s voice followed by the “This Old Man” melody. The light in the siren will flash accordingly.



4. When pushing or pulling the truck, you will hear the “This Old Man” melody or the “Ten Little Firemen” melody followed by a dog or a siren sound effect. The light in the siren will flash accordingly.

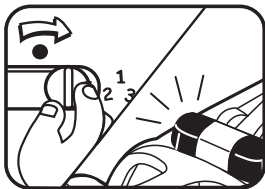


5. When any **Shape Button** is pressed, the shape will be identified and a sound effect will be heard. Both lights will flash accordingly. For example, when you press the star button, you will hear “I’ll grab the star!” followed by a dog barking sound effect.



B. Number Activity

1. Slide the **On/Off/Activity Selector** to the right to turn the **Number Activity** on. You will hear a running engine sound effect and a siren sound effect. The light in the siren will flash accordingly.



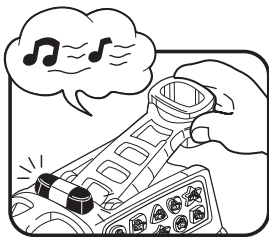
2. Press or insert a character into the driver's seat. You will hear "The firemen will save the day!" in a Dalmatian voice and "Let's sing!" in a firefighter's voice followed by the "Ten Little Firemen" song. The light in the siren will flash accordingly.



3. Press or insert a character into the passenger seat. You will hear "Grab on!" in a Dalmatian voice and "Let's go!" in a firefighter's voice followed by the "This Old Man" melody. The light in the siren will flash accordingly.



4. When pushing or pulling the truck, you will hear the "This Old Man" melody or the "Ten Little Firemen" melody followed by a dog barking or a siren sound effect. The light in the siren will flash accordingly.

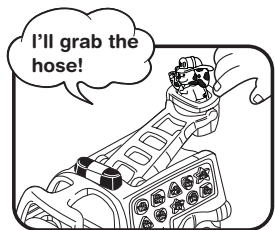


5. When any **Shape Button** is pressed, the number will be identified and the siren lights will flash accordingly. For example, when you press the circle button, you will hear “One little.”



C. The Ladder

1. When the ladder is pulled up, you will hear a short tune and “I’ll grab the hose!” in a Dalmatian voice followed by a dog barking sound effect. The light in the siren will flash accordingly.
2. When the ladder is pushed down, you will hear a short tune and “Let’s go!” in a firefighter’s voice followed by a siren sound effect. The light in the siren will flash accordingly.



CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.

4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

IMPORTANT NOTE:

Creating and developing preschool 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., 1-800-267-7377 in Canada, or 01235-546810 in the U.K. with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver