

User's Manual

3-in-1 Smart Wheels™



Dear Parent:

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Ever notice the look on your baby's face when they learn something new through their own discovery? These self-accomplished moments are a parent's greatest reward. To help fulfill them, VTech® created the Infant Learning[®] series of toys.

• These unique interactive learning toys directly respond to what • children do naturally – play! Using innovative technology, these • toys react to baby's interactions, making each play experience fun and unique as they learn age-appropriate concepts like first words, numbers, shapes, colors and music. More importantly, VTech®'s Infant Learning toys develop baby's mental and physical abilities by inspiring, engaging and teaching.

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. We thank you for trusting VTech® with the important job of helping your child learn and grow!

Sincerely,

Your Friends at VTech®

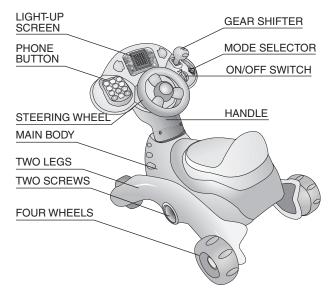
• • • • To learn more about Infant Learning and other VTech® toys, visit www.wtechkids.com

Introduction

INTRODUCTION

Thank you for purchasing the VTech[®] 3-in-1 Smart Wheels[™] learning toy.

The **3-in-1 Smart Wheels**[™] grows along with baby. Use the activity panel on its own when baby is still stationary. As baby gains confidence in his/her sitting and standing abilities, convert the unit to the rocker mode. When baby becomes a skilled walker, he/she will be able to explore many new places with the ride-on mode. The steering wheel, gear shifter, phone buttons and much more will introduce many learning concepts and encourage imaginative play.



INCLUDED IN THIS PACKAGE

- One electronic activity panel
- One main body
- One handle
- Two legs
- Two screws
- Four wheels
- 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.

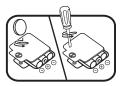
GETTING STARTED

BATTERY INSTALLATION

- 1. Make sure the unit is turned OFF.
- Locate the battery cover on the back of the electronic activity panel. Use a coin or a screwdriver to loosen the screw
- 3. Install 3 new 'AA' batteries following the diagram inside the battery box.
- 4. Replace the battery cover and tighten the screw to secure.

BATTERY NOTICE

 Install batteries correctly observing the polarity (+, -) signs to avoid leakage.



- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbonzinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- · Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

With the VTech[®] 3-in-1 Smart Wheels[™], safety comes first.

To ensure your child's safety, please only assemble this product by an adult. Please ensure that the legs, handle and activity panel are securely locked into position to avoid injury.

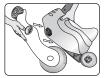
ASSEMBLY INSTRUCTIONS

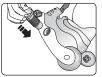
- 1. Place the main body upright on the floor.
- 2. Attach and lock the handle securely to the main body. Once the handle has been attached, it cannot be removed again.



- Insert the four wheels into the two legs. Once the wheels have been inserted, they cannot be removed again.
- 4. Insert the legs into the holes on both sides of the main body. Tighten the screws to secure the legs into the main body. Please ensure the legs are fully inserted and secured into the main body to avoid injury.



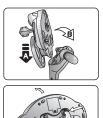




5. Attach the electronic activity panel to the handle.

Attaching/Removing Activity Panel

- 1. To attach the activity panel, push the release locks located on the bottom of the activity panel towards the center. Insert the back of the activity panel to the handle, then release the locks. Please ensure the activity panel is attached securely to the handle.
- 2. To remove the activity panel, push the release locks located on the bottom of the activity panel towards the center. Pull the activity panel away from the handle.



Changing Rocker/Ride-on Position

To change the position from ride-on to rocker and rocker to ride-on, please follow these steps.

- 1. Turn the main unit on its side. Unscrew the large screw located in the center of the leg.
- Turn the leg 180°, then secure the screw. Please ensure the screws are tightly secured to avoid injury.
- 3. Repeat the above steps for the other side.

Product Storage

- 1. Remove the activity panel from the handles following the instructions above.
- 2. Remove both legs by unscrewing and removing the large screws located in the center of the legs.

PRODUCT FEATURES

1. ON/OFF SWITCH

To turn the unit **ON**, slide the **ON/OFF SWITCH** to the **ON** (\Rightarrow) position. To turn the unit **OFF**, slide to the **OFF** (\bigcirc) position.







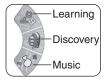


2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® 3-in-1 Smart Wheels**[™] activity panel will automatically power-down after approximately 30 seconds without input. Press any of the buttons to turn the unit back on.

3. MODES OF PLAY

Select from one of the three modes of play including **LEARNING**, **DISCOVERY** and **MUSIC** on the activity panel. Slide the **MODE SELECTOR SWITCH** to choose a mode. The activity panel can be used on the floor to activate the stand-alone mode, or it can be used in the ride-on position to activate the ride-on mode.





As baby grows and has the ability to sit and stand, you can convert the unit to the rocker or ride-on modes.

4. LIGHT-UP SCREEN

The **LIGHT-UP SCREEN** will reward toddlers with a variety of animations as they interact with all the features on the activity panel.







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ACTIVITIES

Learning mode

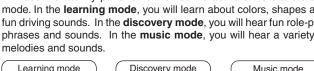
1. Turn the on/off switch to turn the unit on, then slide the mode selector switch to choose a mode of play. You will hear a song and phrase.

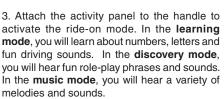


2. Place the activity panel onto the floor to activate the stand-alone mode. In the learning mode, you will learn about colors, shapes and fun driving sounds. In the discovery mode, you will hear fun role-play phrases and sounds. In the music mode, you will hear a variety of melodies and sounds.

Discovery mode

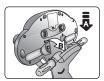
HELLO













Instructions & Activities

4. In the **learning mode** of the ride-on mode, press the arrow buttons after the number buttons have been pressed to scroll up and down through numbers 0-9, or move the gear shifter up or down to scroll up and down through letters A-Z.





5. In the **music mode**, press the arrow keys to increase or decrease the volume of the melodies. Move the gear shifter up or down to increase or decrease the tempo of the melodies.

MELODY LIST

- 1. London Bridge
- 2. Humpty Dumpty
- 3. Old King Cole
- 4. Jack and Jill
- 5. A-Tisket, A-Tasket
- 6. Little Bo Peep
- 7. Are You Sleeping?
- 8. The Farmer in the Dell
- 9. Hot Cross Buns
- 10. Polly Wolly Doodle
- 11. Three Blind Mice
- 12. Three Little Kittens

- 14. Take Me Out to the Ball Game
- 15. Glow Worm
- 16. Skip To My Lou
- 17. Yankee Doodle
- 18. Sailing, Sailing
- 19. The Bear Went Over the Mountain
- 20. She'll Be Comin' Round the Mountain
- 21. Lavender's Blue
- 22. This Old Man
- 23. Clementine
- 24. Oh! Susanna
- 25. Turkey in the Straw

SONG LYRICS

Song 1 (to the tune of Oats, Peas, Beans and Barley Grow) Come along and play with me, There's so much to learn and see. Colors and shapes with fun, silly sounds To make you want to play around. Song 2 (to the tune of The Wheels on the Bus) The wheels on my bike go round and round, Round and round, Round and round. The wheels on my bike go round and round, Watch me roll along! Song 3 (The Alphabet Song) A-B-C-D-E-F-G H-I-J-K-L-M-N-O-P Q-R-S, T-U-V W-X, Y and Z Now I know my ABC's, next time won't you sing with me.

CARE & 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.

TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, please follow these steps:

- 1. Please turn the unit OFF.
- 2. Interrupt the power supply by removing the batteries.
- 3. Let the unit sit for a few minutes, then replace the batteries.
- 4. Turn the unit ON. The unit should now be ready to play again.

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 **Infant 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

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 undesired operation.

This Class B digital apparatus complies with Canadian ices-003.

Cet appareil numérique de la classe b est conforme à la norme nmb-003 du Canada.

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