

vtech®

Parent's Guide

Disney

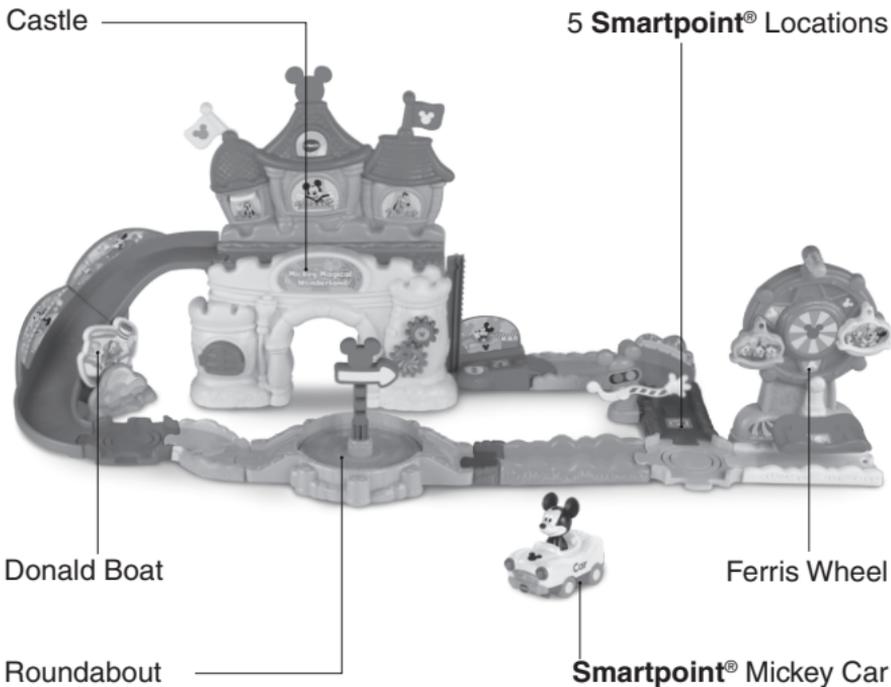
Go!Go!
Smart Wheels®

Mickey Magical Wonderland



INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Mickey Magical Wonderland!** Hop into the Car with Mickey and ride around this magical town. Ride on the Ferris Wheel, slide down the ramp, push the boat back and forth, spin the gears and open the peek-a-boo windows to promote motor skills.



INCLUDED IN THIS PACKAGE



One **SmartPoint®**
Mickey Car



One castle top



One castle wall



One elevator



One elevator wall



One elevator base



One castle support



Ramp track A



Ramp track B



One ramp track support



One boat piece



One boat base



One roundabout



One turnabout sign



One gate



One gate 3/4
straight track



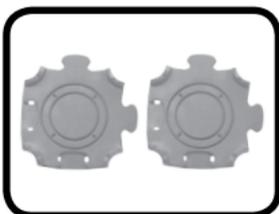
One 3/4 straight track



One Ferris wheel
straight track



One 1/2 straight
track



Two cross tracks



One 90-degree
track, male



One 60-degree
track, male



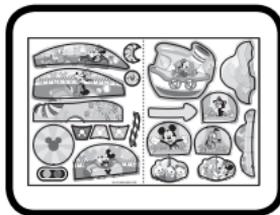
One 60-degree
track, female



One 1/4 straight track



One Ferris wheel



One label sheet

- One parent's guide

WARNING:

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

NOTE: Please keep this parent's guide as it contains important information.

ATTENTION

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

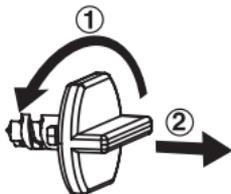
NOTE: Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

Adult assembly required.

Ce jouet doit être assemblé par un adulte.

Unlock the packaging locks:

- ① Turn the packaging lock anticlockwise several times.
- ② Pull out and discard the packaging lock.

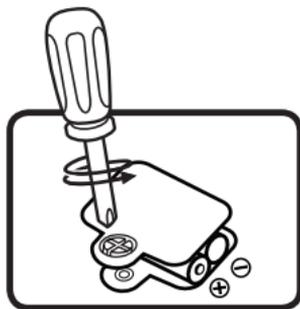


GETTING STARTED

BATTERY INSTALLATION

Car

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the **Car**. Use a screwdriver to loosen the screw.
3. Install 2 new AAA (AM-4/LR03) 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.

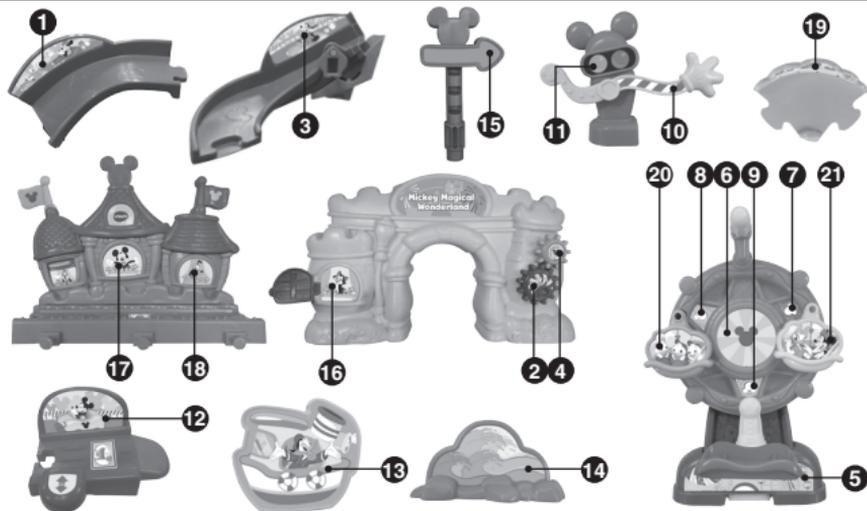
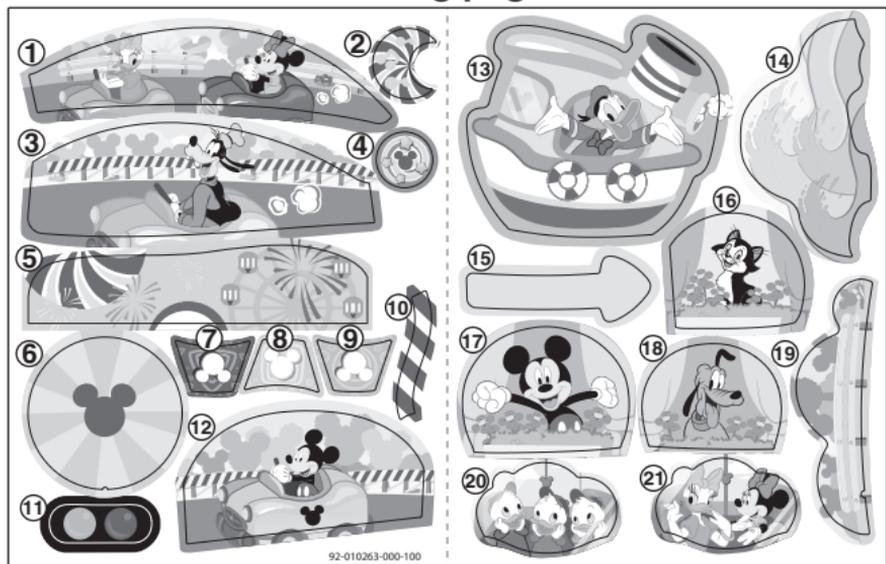


BATTERY NOTICE

- 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, 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.

GETTING STARTED

Please stick the labels to the playset securely as indicated on the following page:

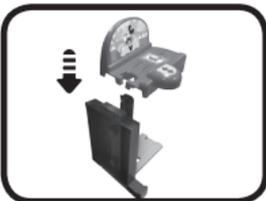
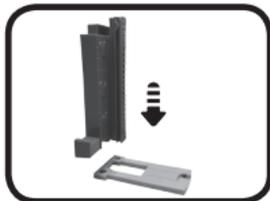


ASSEMBLY INSTRUCTIONS

Mickey Magical Wonderland

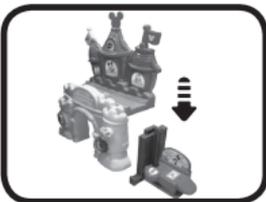
With the VTech® Go! Go! Smart Wheels® Mickey Magical Wonderland, safety comes first. To ensure your child's safety, adult assembly is required.

1. Attach the **Elevator Base** to the **Elevator Wall**. Then, insert the **Elevator** into the **Elevator Wall**, as shown below. You will hear a “click” sound to indicate the pieces are secure.

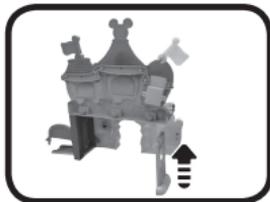


2. Next, assemble the castle following the steps below:

- A. Attach the **Castle Wall** and **Elevator Wall** to the **Castle Top**, as shown below. You will hear a “click” sound to indicate the pieces are secure.



- B. Insert the **Castle Support** into the **Castle Top**, as shown below. You will hear a “click” sound to indicate the pieces are secure.



3. Connect **Ramp Track A** and **B**. Then, attach the **Ramp Track Support** to the **Ramp Tracks**, as shown below. You will hear a “click” sound to indicate both pieces are secure.



4. Connect the **Boat Piece** into **Ramp Track B**. Then, attach the **Boat Base** to the **Boat Piece**, as shown below. You will hear a “click” sound to indicate both pieces are secure.



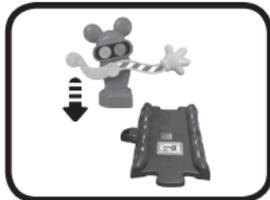
5. Attach **Ramp Track A** to the **Castle Top**, as shown below.



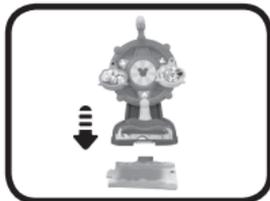
6. Insert the **Roundabout Sign** into the **Roundabout**, as shown below.



7. Place the **Gate** in the **Gate 3/4 Straight Track**, as shown below.



8. Attach the **Ferris Wheel** to the **Ferris Wheel Track**, as shown below. You will hear a “click” sound to indicate the pieces are secure.

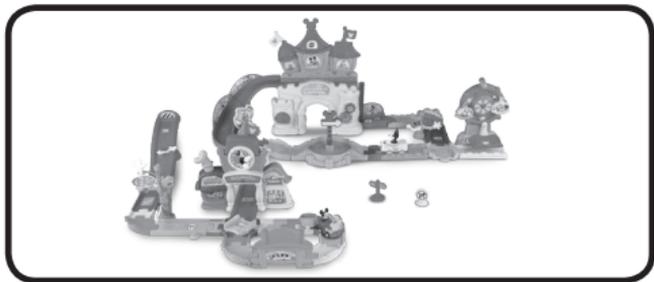


After the above steps, connect these pieces to the included track pieces. You can configure them into different arrangements.



EXPAND & EXPLORE

Once you've completed the above steps, you are ready to play! You can connect these pieces to the other included track pieces or you can connect this playset to other **Go! Go! Smart Wheels®** playsets and tracks (each sold separately).

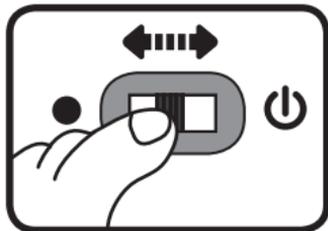


PRODUCT FEATURES

Car

1. ON/OFF SWITCH

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

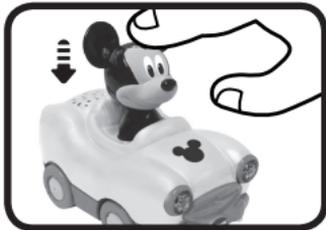
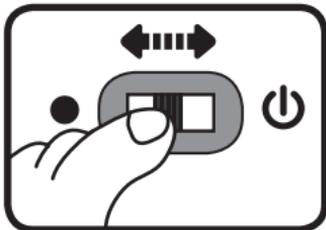
To preserve battery life, the included **Car** will automatically power down after approximately 60 seconds without input. The unit can only be turned on again by pressing the **Character Button**, pushing the **Car** quickly.

NOTE: This product is in Try-Me mode in the packaging. After opening the package, turn the vehicle off and on again to proceed with normal play. If the unit repeatedly powers down while playing, we suggest changing the batteries.

ACTIVITIES

Car

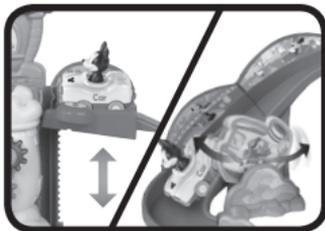
1. Slide the **On/Off Switch ON**. You will hear a song, fun phrases and sounds. The lights will flash with the sounds.
2. Press the **Character Button** to hear fun sounds, songs and phrases. The lights will flash with sounds.
3. Push the **Car** to hear fun sounds and melodies. While a melody is playing, continue pushing the **Car** to add in fun sounds on top of the melody. The lights will flash with sounds.
4. For added fun, the vehicle interacts with the **Go! Go! Smart Wheels® Mickey Magical Wonderland**. Simply put the **Car** on one of the playsets five **SmartPoint®** locations to see the **Car's** lights flash and to hear fun sounds, short tunes and phrases. The **Car** even interacts with other **Go! Go! Smart Wheels®** playsets (each sold separately).



ACTIVITIES

Mickey Magical Wonderland

1. Place the **Car** or any **SmartPoint**® vehicle (each sold separately) on any of the playsets five **SmartPoint**® locations to trigger fun sounds, songs or phrases.
2. Put the **Car** on the **SmartPoint**® elevator. Then, lift up the elevator to the castle, and push the **Car** to slide down the curved track to make the boat wobble.
3. Put the **Car** on the roundabout, spin the sign, and watch the car go around and around.
4. Put the **Car** on the Ferris wheel platform. Then, spin the Ferris wheel around and around for added role-play fun.



Sing-Along Songs

1. Vroom, Vroom time to cruise,
Vroom, Vroom time to cruise,
Vroom, Vroom time to cruise,
It's time to cruise with all my friends.
2. Let's go drivin' all day long,
Doo-da, doo-da
Let's go drivin' all day long,
Laughing and singing a song.
3. 1, 2, 3, come with me on a journey.

Melody List

1. Camptown Races
2. Clementine
3. Entertainer, The
4. Oh! Susanna
5. Skip to My Lou
6. This Old Man

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 will not be 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 unit 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.
5. If the product still does not work, replace with an entire set of new 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link. A service representative will be happy to help you.

IMPORTANT NOTE:

Creating and developing **VTech**[®] 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link 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 UNDESIRE OPERATION.

CAN ICES-3 (B)/NMB-3(B)

**Visit our website for more
information about our products,
downloads, resources and more.**

vtechkids.com

Read our complete warranty policy online at
vtechkids.com/warranty

