

vtech®

Instruction Manual

Go!Go! Smart Wheels®

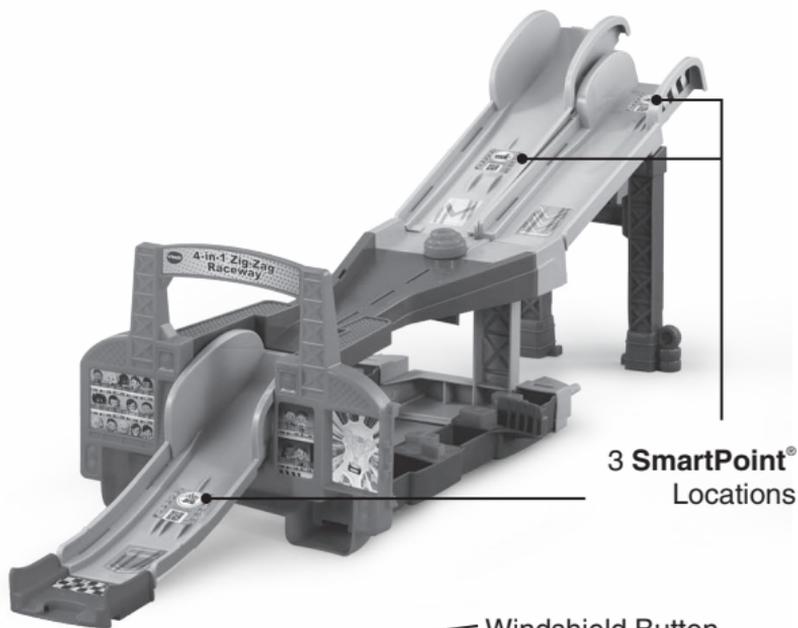
4-in-1 Zig-Zag Raceway™



INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® 4-in-1 Zig-Zag Raceway™** track set.

Get racing with the Four different track configurations. Open up a world of racing and stunt play. Choose from Battle Raceway, Zig-Zag Track, Stunt Raceway and Super Ramp. Let's go!



INCLUDED IN THE PACKAGE



One **SmartPoint**[®]
Stunt Car



A



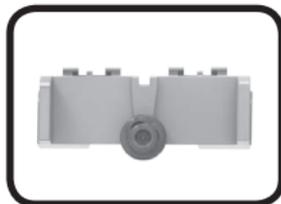
B



C



D



E



F



G



H



I



J



K

- Label Sheet
- Quick Start Guide

WARNING

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

NOTE

Please save this Instruction Manual as it contains important information.

ATTENTION

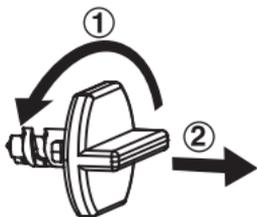
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE

Il est conseillé de sauvegarder ce manuel d'instructions car il comporte des informations importantes.

Unlock the Packaging Locks

- ① Turn the packaging locks counterclockwise several times.
- ② Pull out the packaging locks and discard.



INSTRUCTIONS

Battery Removal And Installation Stunt Car

1. Make sure the unit is turned **OFF**.
2. Find the battery cover located on the bottom of the Stunt Car. Use a screwdriver to loosen the screw, and then open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.



4. Install 2 new AAA (AM-4/LR03) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.



WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.



ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

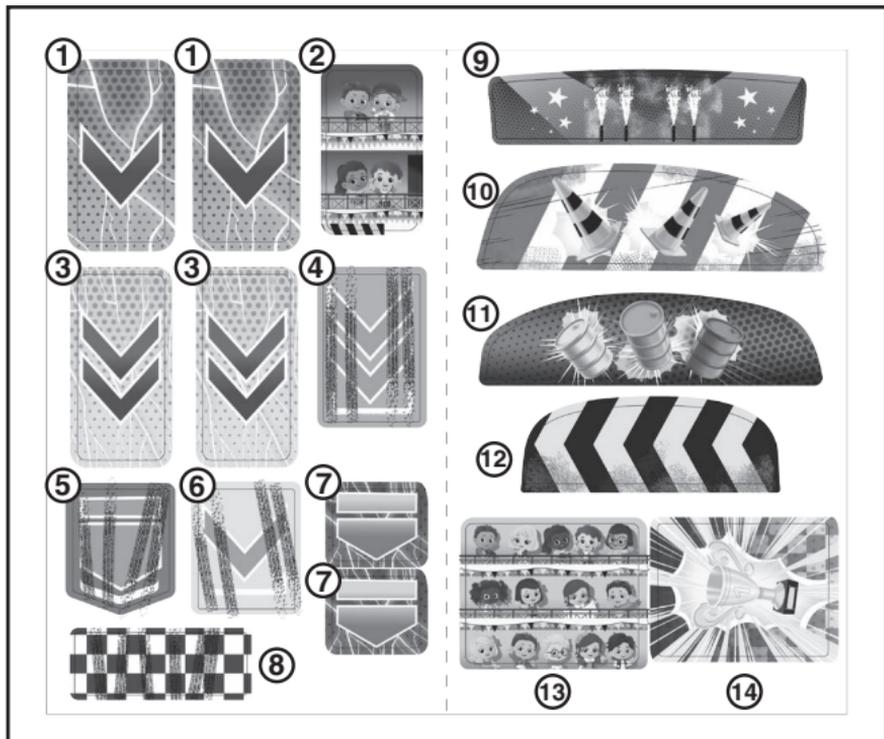
- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

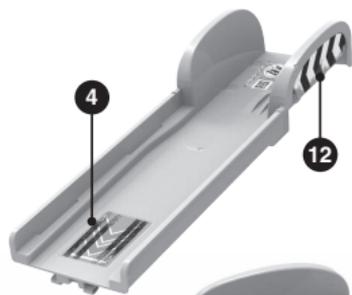
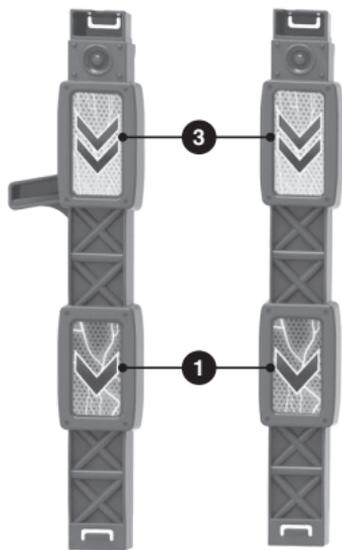
RECHARGEABLE BATTERIES:

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

LABEL APPLICATION

Please stick the labels to the track set as shown below:



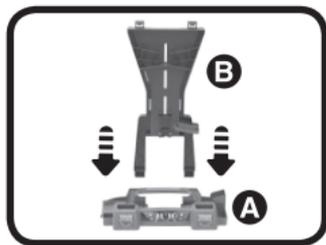


ASSEMBLY INSTRUCTIONS

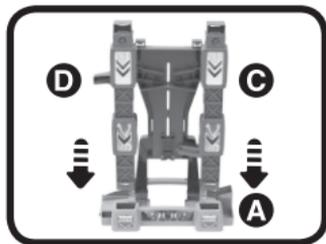
With the **Go! Go! Smart Wheels 4-in-1 Zig-Zag Raceway™**, Adult assembly required. For your child's safety, do not let them play with this toy until it is fully assembled.

Battle Raceway

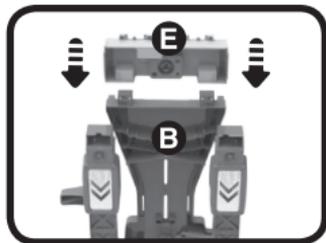
1. Insert B into A as shown below. Make sure you hear a clicking sound to confirm the pieces are firmly connected.



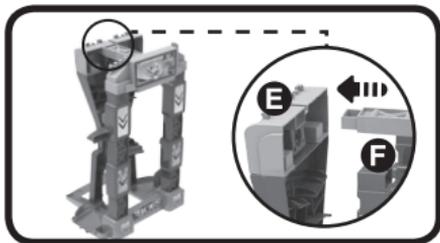
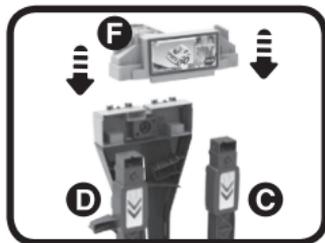
2. Insert C and D into A.



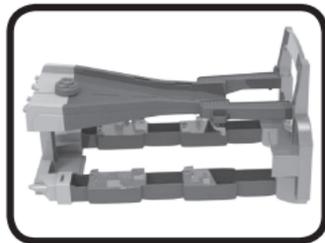
3. Insert E into B.



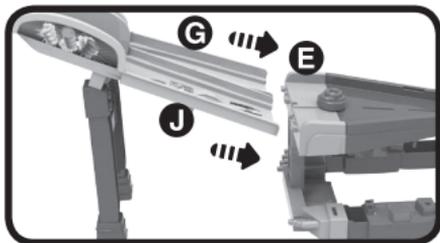
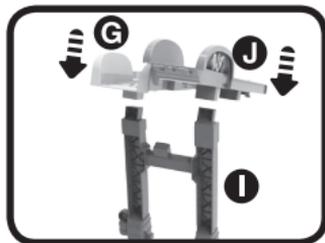
4. Snap F onto C and D as shown below, then insert F into E. Once the above steps are completed, the main building is complete. Please note that it cannot be disassembled.



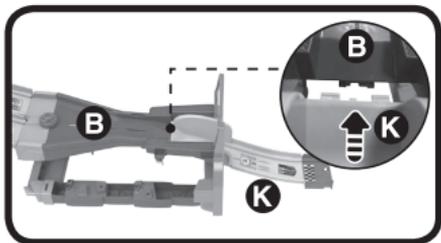
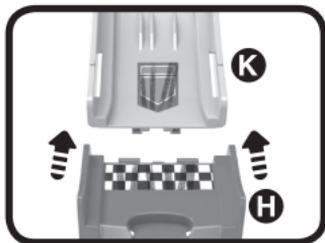
5. Lay the assembled pieces down as shown.



6. Insert G and J into I, then connect to E.



7. Connect H to K, then connect K to B.

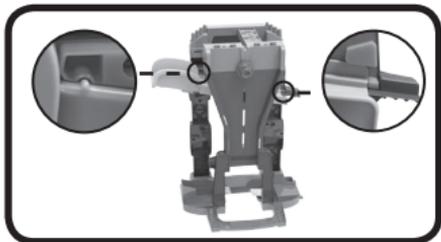
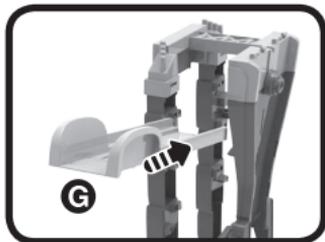


Once you've completed the above steps, the Battle Raceway is ready to play.

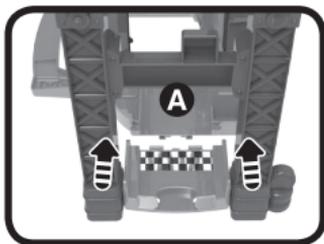
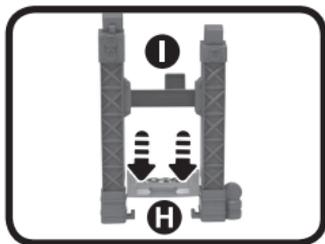


Zig-Zag Track

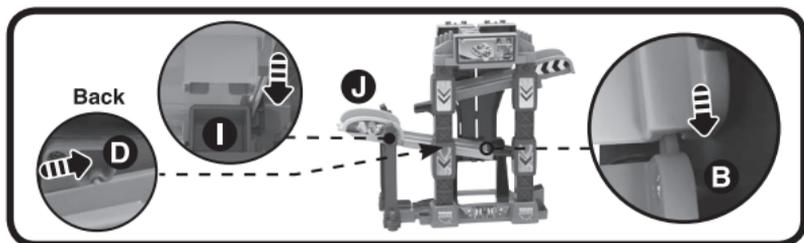
1. Slide G into the second floor slot as shown below. Make sure you hear a slight pop sound to confirm G has been connected correctly.



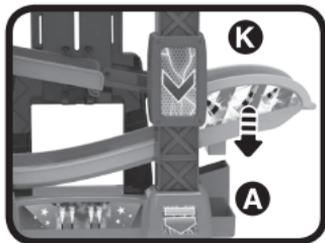
2. Connect H and I as shown below. Then connect them to A.



3. Slide J into the first floor slot, and snap J onto I, B and D.



4. Slide K into the ground floor slot, and insert K into A.

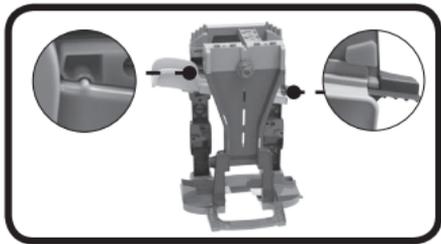
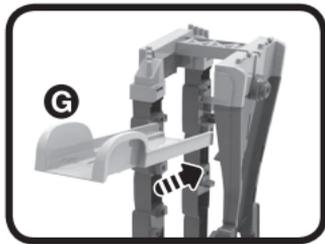


Once you've completed the above steps, the Zig-Zag Track ready to play!



Stunt Raceway

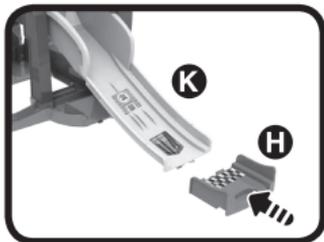
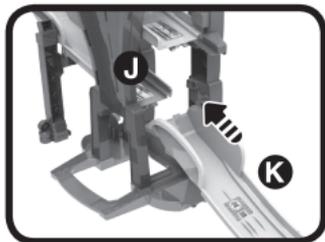
1. Disassemble J, K, G, H and I. Slide G into the second floor.



2. Insert I into J, then slide J onto the first floor slot.



3. Connect K with J and connect H with K. Make sure you hear a clicking sound to confirm they are firmly connected.

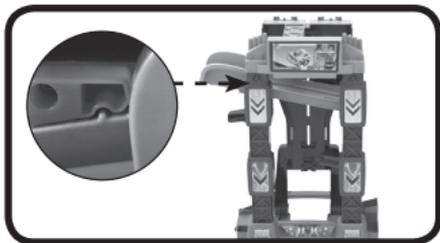
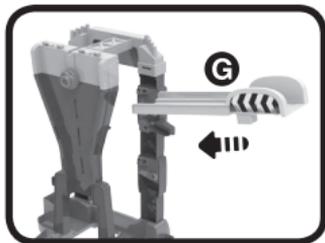


Once you've completed the above steps, the Jump Raceway is ready to play.

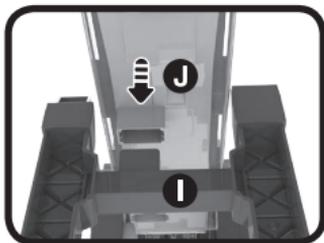
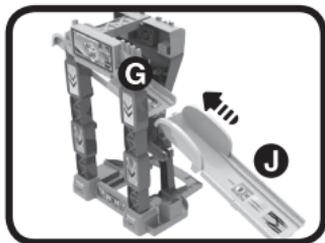


Super Ramp

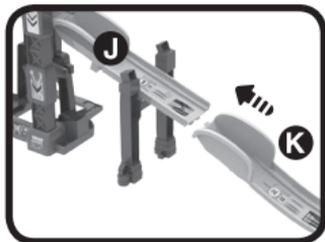
1. Disassemble J, K, G, H and I. Slide G into the second floor slot.



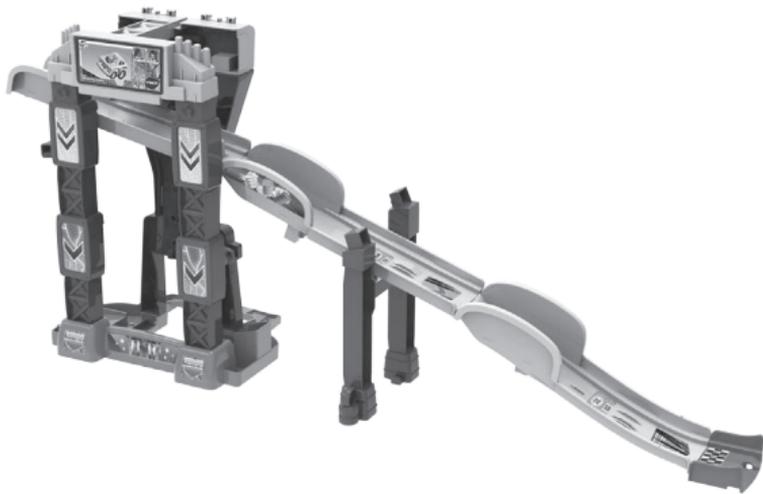
2. Connect J to G, insert I into J.



3. Connect K and J, then connect H with K.



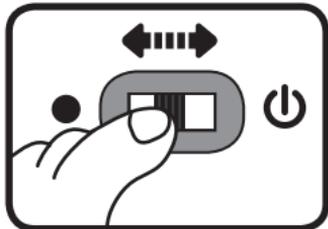
Once you've completed the above steps, the Super Track is ready to play.



PRODUCT FEATURES

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 Go! Go! Smart Wheels® Stunt Car will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing the light up button or the engine button, rolling the car quickly, or triggering a SmartPoint® location.

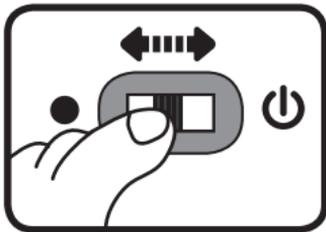
Note

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, please install a new set of batteries.

ACTIVITIES

Stunt Car

1. Slide the **On/Off Switch** to turn the Stunt Car **On**. You will hear a song, phrase and sounds. The windshield light will flash with the sounds.



2. Press the **Windshield Button** to hear fun sounds, songs, phrases and melodies. The light will flash with the sounds.



3. Press the **Engine Button** to hear additional fun sounds and phrases. Lights will flash with the sounds.



4. Push the Stunt Car quickly to hear fun sounds. If a melody is already playing, push the Stunt Car to add fun sounds on top of the melody. Lights will flash with the sounds.



5. For even more sounds, phrases and lights, drive the **Stunt Car** over the three **SmartPoint**® locations on the **Go! Go! Smart Wheels**® 4-in-1 **Zig-Zag Raceway**™ track set. The Stunt Car also interacts with other **Go! Go! Smart Wheels**® play sets (each sold separately).



ACTIVITIES

1. Place the Stunt Car or any SmartPoint® vehicle (each sold separately) on any of the three SmartPoint® locations to trigger fun sounds, songs or phrases.



2. Put the Stunt Car on the SmartPoint® starting line, then release and watch it race to the bottom.



3. Easily re-configure the track set among the Battle Raceway, Zig-Zag Track, Stunt Raceway and Super Ramp track set-ups.

MELODIES

1. Für Elise
2. Did You Ever See a Lassie?
3. For He's a Jolly Good Fellow
4. Funiculi, Funicula
5. London Bridge
6. McNamara's Band

SONG LYRICS

Song 1

Get ready for an amazing show,
My engine can't wait to roar.
Ready to jump and good to go
Three, two, one, this is amazing!

Song 2

Here we go loopy loop,
Here we go spinny spin,
Here we go 'round the track
I know that I'm going to win!

Song 3

Go! Go! Smart Wheels!
I'm a Go! Go! Smart Wheels Stunt Car.
Bouncin' 'round the track. (Go! Go!)
I can jump and drift and spin.
Let's Go! Go! and see! (Go! Go!)

Song 4

One, two, three, four,
You know you can do so much more!

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 sources.
3. Remove the batteries if 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. 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 use again.
5. If the unit still does not work, install a new set of batteries.

IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or by going to our website **vtechkids.com** and filling out our **Contact Us** form located under the **Customer Support** link. Creating and developing VTech products is accompanied by a responsibility that we 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 contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

CAUTION

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

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 11115555 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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5565
Product Name: Go! Go! Smart Wheels®
4-in-1 Zig-Zag Raceway™
Responsible Party: VTech Electronics North America, L.L.C.
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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-003(B)/NMB-003(B)

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

vtechkids.com
vtechkids.ca

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

