

vtech[®]

User's Manual

SWITCH & GO **DINOS[®] TURBO**

TRICERATOPS DELUXE LAUNCHER



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Hi Friend,

You're about to embark on a "dino-mite" adventure with me, **Dart the Triceratops™**! Just so you know, I've been specially created just for you and am part of the **VTech® Switch & Go Dinos® Turbo crew!** **Switch & Go Dinos®** are a special breed of dinosaurs that transform from vehicle to dino in a few easy steps. You're going to love playing with me!

Not only can you help me do some wicked transformations, but you can help me do other cool things, too! Use the Triceratops Launcher to charge me up and watch as I race and roar across the floor. The faster you charge me, the farther I go! You can even charge me without the launcher. See if you can zoom me under the Exploding Volcano, but be careful. One wrong move and it might start an avalanche! Try pushing me on the ground or pressing a button and you'll hear me make awesome sounds! Press another button to hear me talk and I'll tell you all about my wild life as a dinosaur.

For more fun, be sure to check out the rest of the **Switch & Go Dinos® Turbo crew** (each sold separately)! And remember, with me you're in for some dino switchin', road racin' fun!

Your pal,
Dart the Triceratops™

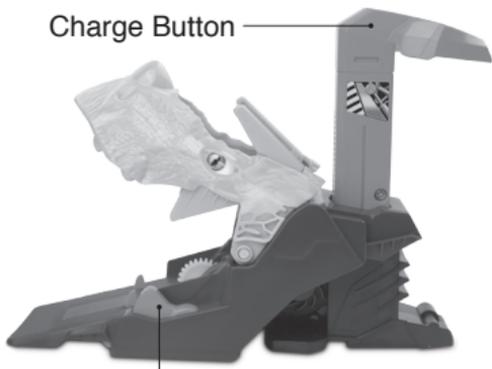
INTRODUCTION

Get your **Switch & Go Dinos®** moving fast with the **Triceratops Launcher!** The launcher's mouth can be opened big enough to include the dinosaur or racecar, then power it up and GO! The more you charge the Triceratops, the farther the launcher can blast it. And look out for the volcano, if you run into it, you might just start an avalanche! Are you ready for some racin', roarin' action? Let's go!

Volcano & Rocks



Charge Button

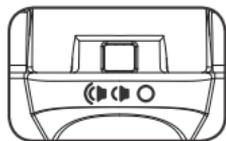


Launch Trigger



Sound Button

Talk Button



On/Off Switch & Volume Control

INCLUDED IN THIS PACKAGE

- One VTech® Switch & Go Dinos® – Triceratops Launcher
- One VTech® Switch & Go Dinos® – Dart the Triceratops™
- One plastic volcano
- Two plastic rocks
- One user's 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.

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:

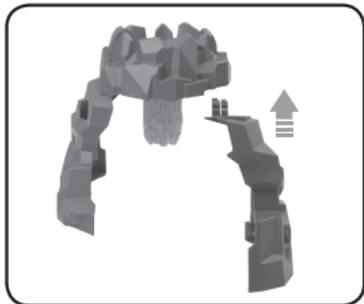
Please keep the user's manual as it contains important information.

PRODUCT ASSEMBLY

To ensure your child's safety, this product should only be assembled by an adult.

TO ASSEMBLE VOLCANO:

Align the two pins on top of the side wall of the volcano with the two holes on the underside. Insert the pins into the holes until firmly attached.

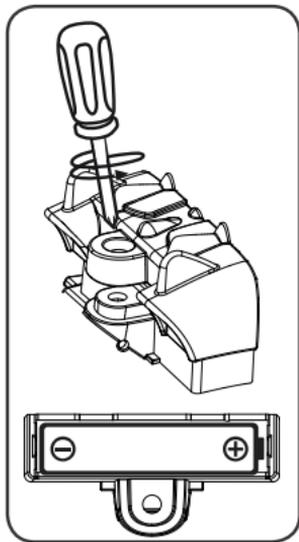


GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Install 1 new “AAA” battery following the diagram inside the battery box. (The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover to secure it.

NOTE: When the battery runs low, the toy will no longer respond. If this happens, please replace the battery.



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.
- The use of rechargeable batteries is not recommended.
- 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.

PRODUCT FEATURES

LAUNCHER:

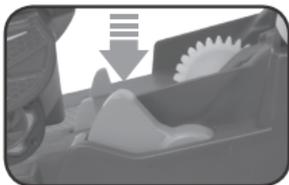
1. CHARGE BUTTON

Press the **Charge Button** to charge up the dino or car.



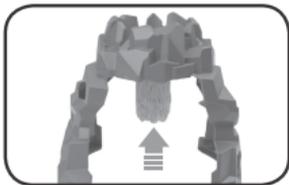
2. LAUNCHER TRIGGER

Press the **Launcher Trigger** to release the dino or car.



3. EXPLODING VOLCANO

Hit the Explosion Button and trigger a rock blast.



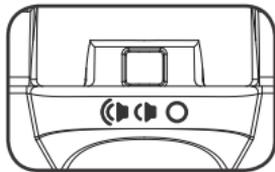
DART THE TRICERATOPS:

1. On/Off Switch & Volume Control

This product has a single switch that turns the unit **ON** or **OFF** and controls the volume.

To turn the unit **ON** or adjust the volume, slide the switch to Low/High.

To turn the unit **OFF**, slide the switch to **OFF**.



2. TALK BUTTON



Press the **Talk Button** to hear the dino or driver talk.

3. SOUND BUTTON

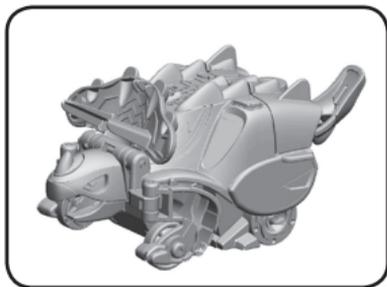


Press the **Sound Button** to hear cool sound effects.

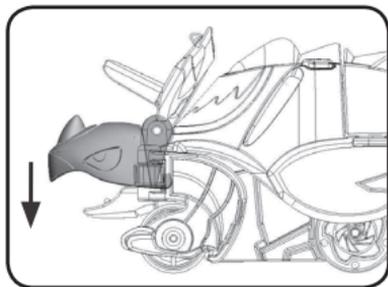
4. AUTOMATIC SLEEP MODE

To preserve battery life, the unit will automatically enter sleep mode if there's no input.

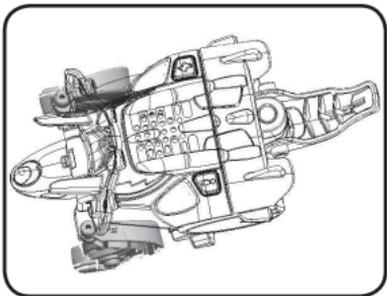
HOW TO SWITCH THE DINO TO A VEHICLE



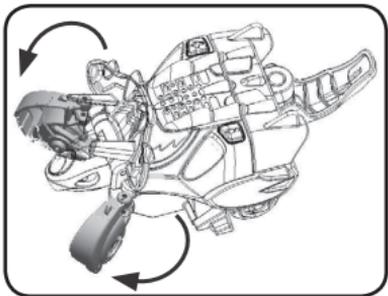
1. Dino shape.

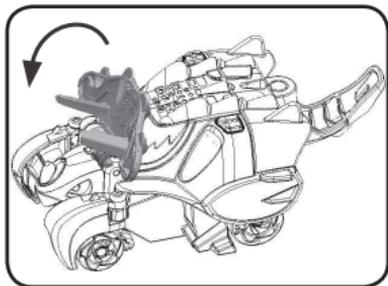


2. Adjust its head position.



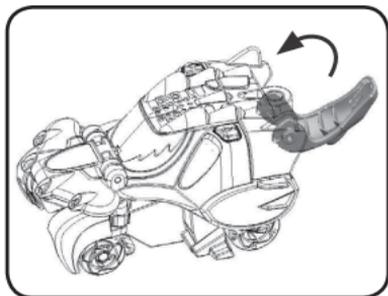
3. Flip the front wheels outside the body.



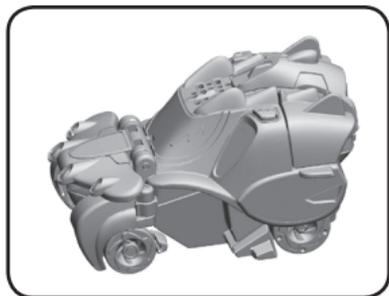


4. Flip the frill down.

Note: When flipping the frill down, the unit will automatically detect that it has been transformed into Dino shape and will respond accordingly.



5. Fold the tail.



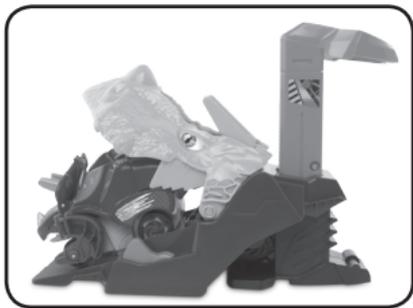
6. Car shape.

Note: To switch the vehicle back into a dino, reverse the order of the steps above.

HOW TO CHARGE AND LAUNCH DART THE TRICERATOPS

1. Put the Dino or Car into the Launcher.

To place the dino or car into the launcher, position the mouth of the dinosaur high.



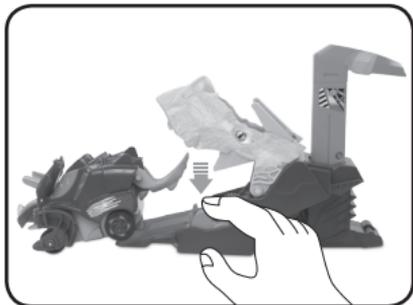
2. Press the Charge Button.

The faster you charge the dino or car, the farther the launcher can blast it.



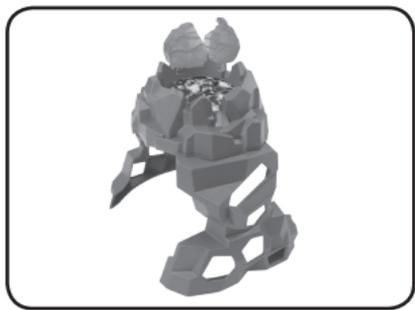
3. Press the Launch Trigger.

Press the launch trigger to release the dino or car.



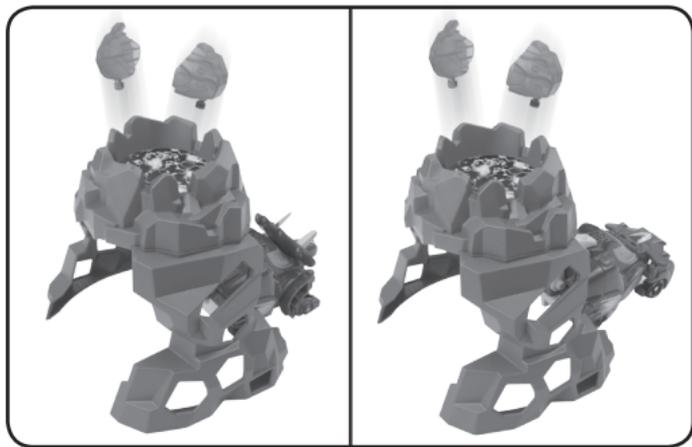
4. Put the Rocks on Top of the Volcano.

Put the rocks inside the top of the volcano to set the trigger mechanism.



5. Trigger the Explosion Button.

When the released Triceratops or racecar passes the volcano and triggers the explosion button inside, the volcano will blast the rocks into the air.



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 unit stops working or malfunctions, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the battery.
3. Let the unit stand for a few minutes, then replace the battery.
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 battery.

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.

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.

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