vtech®

User's Manual

Go! Go! Smart Wheels®
Playtime with miles of learning!™

3-in-1 Launch & Play Raceway™

Dear Parent,

Welcome to the world of **Go! Go! Smart Wheels**® ! We're excited you've decided to ride along with us and explore all that **Go! Go! Smart Wheels**® has to offer. These toys have been designed to give your child a thrilling learning experience with hours and hours of fun as well.

Go! Go! Smart Wheels® features vehicles that interact with your child by lighting up, singing and talking, while teaching your child letters and vehicle names (each sold separately). There are other surprises in store, too! With our innovative **SmartPoint**® technology, available exclusively on **Go! Go! Smart Wheels**® playsets (each sold separately), your child will smile as they hear **SmartPoint**® vehicles respond to each unique **SmartPoint**® location with singing, sound effects and fun phrases.

Our **Go! Go! Smart Wheels**® playsets also feature buttons, gears and other mechanical features to encourage the development of your child's fine motor skills. Many of the playsets also have tracks that can be arranged in endless ways, stimulating your child's creativity. In addition, many of the **Go! Go! Smart Wheels**® playsets connect to other playsets in the collection, so there's no end to what your child can do!

With **Go! Go! Smart Wheels**® , it's playtime with miles of learning!

Sincerely,
Your friends at **VTech**®

To learn more about **VTech**® toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway**™!

Race through exciting courses at the **3-in-1 Launch & Play Raceway**™ by **VTech®**. Rearrange tracks and create a dual raceway, stunt track or super raceway! Each piece is designed for little hands so your child will develop fine motor skills while connecting the tracks and other **Go! Go! Smart Wheels®** and **Go! Go! Smart Animals**™ playsets! (each sold separately). It's playtime with miles of learning!

2 **SMARTPOINT®** LOCATIONS

2 LAUNCHERS

1 JUMP PLATFORM

1 **SMARTPOINT®** RACE CAR
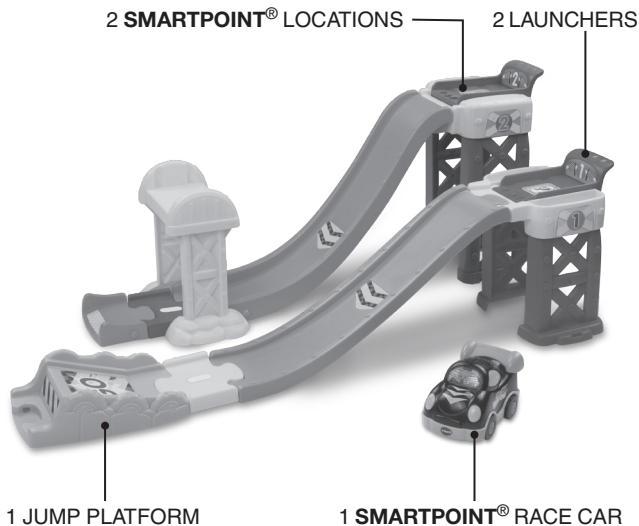
INCLUDED IN THIS PACKAGE

One **SmartPoint**®
race car

One small platform with
SmartPoint® launcher
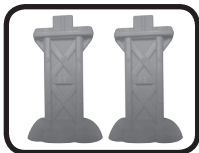

Two small
platform supports

One large platform with
SmartPoint® launcher

Two large
platform supports

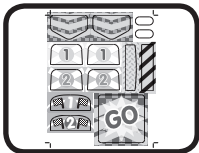Two bridge supports

One bridge

Two ramp tracks

Two connector tracks


Two jump tracks

One sheet of labels

One user's manual

WARNING: **All packing materials, such as tape, plastic sheets, packaging locks 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 this user's manual as it contains important information.**

## Unlock the packaging locks:
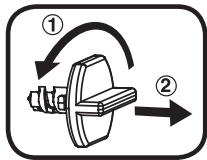
① Turn the packaging lock counter-clockwise several times.

② Pull out and discard the packaging lock.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF.**
2. Locate the battery cover on the bottom of the race car. Use a coin or 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.
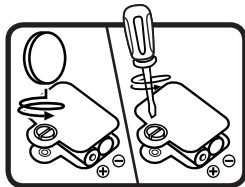
BATTERY NOTICE

- 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 (Ni-Cd, Ni-MH), 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.

Please adhere the labels to the playset securely as indicted below:
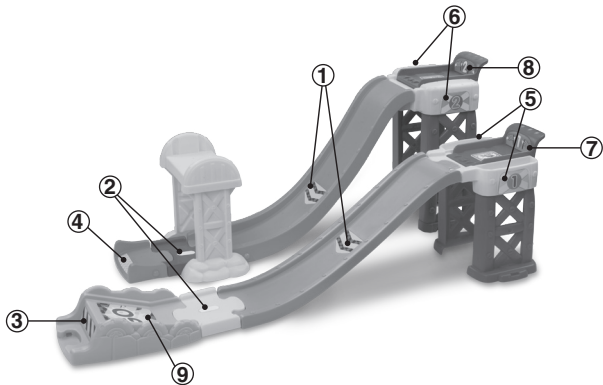
ASSEMBLY INSTRUCTIONS

With the **VTech® Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway**™**,** safety comes first. To ensure your child's safety, adult assembly is required.

1. Attach the small platform supports to the small launcher platform. You will hear a "click" sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.
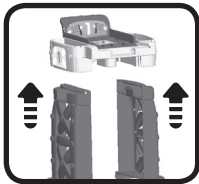
2. Attach the large platform supports to the large launcher platform. You will hear a "click" sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.

3. Attach the bridge supports to the bridge. You will hear a "click" sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.
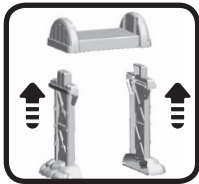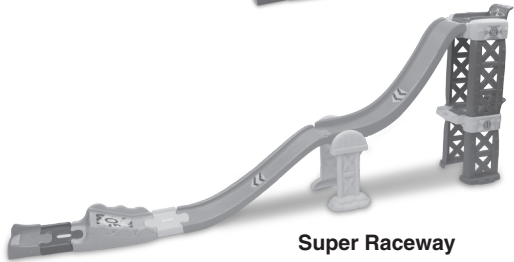
After the above steps, connect these pieces to the included track pieces. You can configure them into different shapes.

**Dual Raceway**

Stunt Track

Super Raceway

You are now ready to play! Connect the track pieces together or you can use them to connect other **Go! Go! Smart Wheels®** and **Go! Go! Smart Animals™** playsets (each sold separately).

Note: SmartPoint® vehicles and animals respond to **SmartPoint®** locations with different phrases, music or fun sound effects (each sold separately).

RACE CAR FEATURES

1. ON/OFF SWITCH

To turn the race car **ON**, slide the **ON/OFF SWITCH** on the race car to the **ON** (⏻) position. To turn the race car **OFF**, slide the **ON/OFF SWITCH** to the **OFF** (●) position.
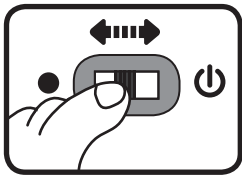
2. AUTOMATIC SHUT-OFF

To preserve battery life, the included race car will automatically power-down after approximately 60 seconds without input. The unit can be turned on again by pressing the light-up driver button or pushing the race 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.

SMARTPOINT® RACE CAR ACTIVITIES

1. Slide the **ON/OFF SWITCH** to turn the race car **ON**. You will hear race car sounds, a song and a phrase. The light will flash with the sounds.
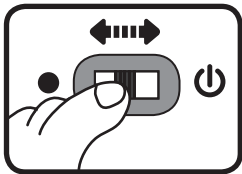
2. Press the **LIGHT-UP BUTTON** to hear race car sounds, songs and phrases. The light will flash with the sounds.

3. Push the race car to hear sounds and melodies. While a melody is playing, push the race car again to add in fun sounds on top of the melody. The light will flash with the sounds.

4. For added fun, the race car interacts with the **VTech® Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway™**. Simply place the race car on one of the playset's **SmartPoint® LAUNCHER** locations to see the race car's light flash and to hear a phrase and fun sounds. Once the race car is released from one of the **SmartPoint® LAUNCHER** locations, the race car's light will flash and phrases, fun sounds and short tunes can be heard. The race car even interacts with other **Go! Go! Smart Wheels®** playsets (each sold separately).
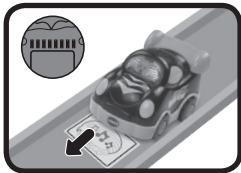
CARE & MAINTENANCE

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 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.
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, and a service representative will be happy to help you.

For information on this product's warranty, please call VTech® at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

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.

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 UNDESIRED OPERATION.

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

CLASS 1
LED PRODUCT