Parents’ Guide

Go! Go! Smart Wheels®

3-in-1 Launch & Play Raceway™
INTRODUCTION

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

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® playsets! (each sold separately). It’s playtime with miles of learning!
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 parents’ guide

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91-002990-000
User’s Manual
3-in-1 Launch & Play Raceway™
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 keep this parents’ 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, cordons 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.

Unlock the Packaging Locks

① Rotate the packaging lock counterclockwise several times.

② Pull out the packaging lock and discard.

GETTING STARTED

Battery Removal and Installation

1. Make sure the unit is turned Off.

2. Find the battery cover located on the bottom of the unit, 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.

5. Replace the battery cover and tighten the screw to secure.

**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 from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.
Please securely stick the labels to the playset as indicated below:
ASSEMBLY INSTRUCTIONS

With the Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway™, safety comes first. For your child’s safety, do not let them play with this toy until it is fully assembled.

1. Attach the Small Platform Supports to the Small Platform With SmartPoint® Launcher. 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 Platform With SmartPoint® Launcher. 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.
Once you’ve completed the above steps, connect these pieces to the included Track pieces. You can configure them into different shapes.

- Dual Raceway
- Stunt Track
- Super Raceway
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 Race Car will automatically shut off after approximately 60 seconds without input. The unit can be turned on again by pressing the Light-Up 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. Light-Up Button
   Press the Light-Up Button to hear race car sounds, songs and phrases. The light will flash with the sounds.

2. Sounds and Melodies
   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.
3. **SmartPoint® Locations**
   For added fun, the Race Car interacts with the 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).

**SONGS**

**Song 1**
Hey, I’m a speedy race car, I like racing.
Let’s win the race—Let’s be a star!

**Song 2**
Racing on the track makes me happy.
Woo-hoo, I’m so speedy!

**Song 3**
On the starting line, waiting to race, engines roaring,
Let’s pick up the pace.

**MELODY LIST**

1. For He’s a Jolly Good Fellow
2. Jack Be Nimble
3. Yankee Doodle
4. London Bridge
5. Hot Cross Buns
6. Bingo
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 sit 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 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: 1647
Product Name: 3-in-1 Launch & Play 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 UNDESIRED OPERATION.
CAN ICES-3 (B)/NMB-3(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