

vtech®

User's Manual

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

**2-in-1 Race Track
Playset**



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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!*

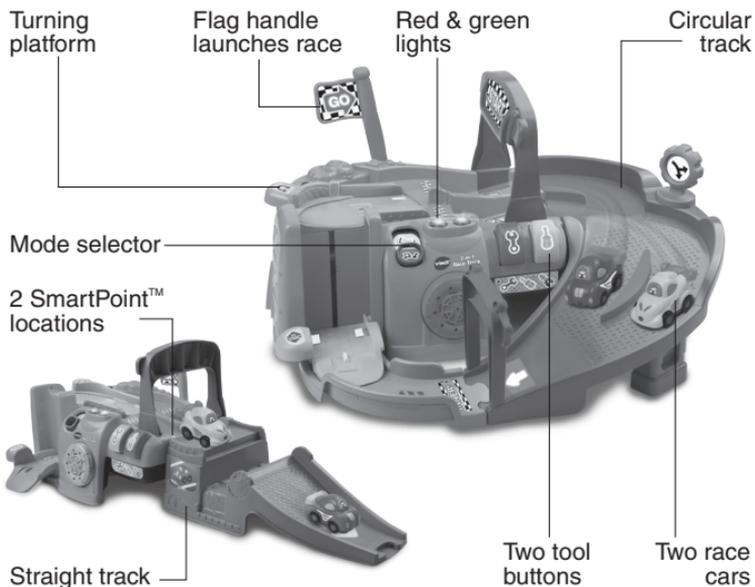
*Sincerely,
Your friends at **VTech®***

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

INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels™ 2-in-1 Race Track Playset** learning toy.

Your little one can race into learning fun with the **Go! Go! Smart Wheels™ 2-in-1 Race Track Playset** from **VTech®**. This playset allows your child to race the two included vehicles on a circular track or on a straight jump track. To get the race started, simply place the cars at the starting line and push the flag handle to launch the vehicles into action! As your child races, they can go to the pit stop, where they can learn about tools. The race track even recognizes other **Go! Go! Smart Wheels™** vehicles (sold separately).



INCLUDED IN THIS PACKAGE



One main unit



One circular track



Three supports for circular track



One straight track



One small end track, one launcher flag, one starting line arch, one finish line arch



One elevator, one small road sign and two race cars

One instruction 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.

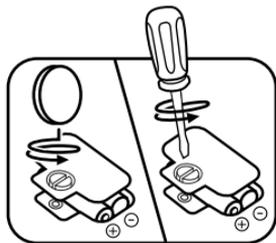
ATTENTION: Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

Note: Please keep this instruction manual as it contains important information.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a coin or a screwdriver to loosen the screw.
3. Install 2 new 'AA' (AM-3/LR6) 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.



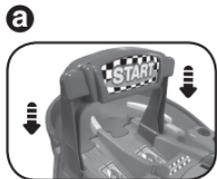
BATTERY NOTICE

- 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.

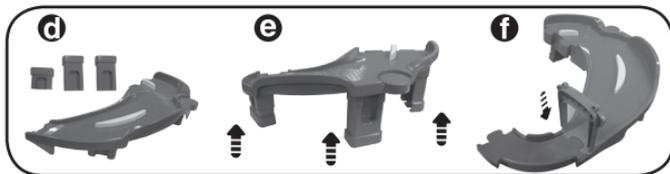
ASSEMBLY INSTRUCTIONS

With the VTech® Go! Go! Smart Wheels™ 2-in-1 Race Track Playset safety comes first. To ensure your child's safety, adult assembly is required.

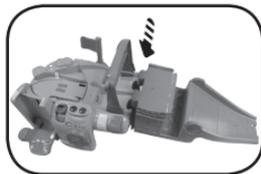
1. Attach the starting line arch, launcher flag and elevator to the main unit as indicated. For the elevator, be sure to insert the piece with the label side up. You will hear a click sound to indicate the pieces are secure.



2. Insert the three supports into the circular track. You will hear a click sound to indicate they are secure. Attach the finish line arch and the small end track to the circular track.



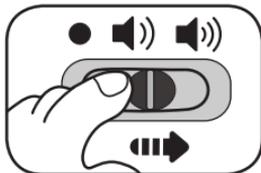
3. Attach the main unit to either the circular or straight track to begin play. For the circular track, you can attach the small road sign accessory piece to the outer rounded edge of the track.



PRODUCT FEATURES

1. OFF/VOLUME CONTROL SWITCH

To turn the unit **ON**, slide the **Off/Volume Control Switch** to the **Low** () or the **High** () Volume position. To turn the unit **OFF**, slide the **Off/Volume Control Switch** to the **OFF** () position.



2. SMARTPOINT™ LOCATIONS

The **2-in-1 Race Track Playset** includes 2 **SmartPoint™** locations that can be recognized by **SmartPoint™** vehicles to trigger fun sounds, phrases and music. (**SmartPoint™** vehicles only, sold separately.)

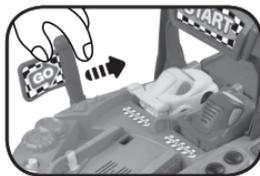
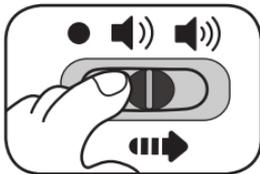
3. AUTOMATIC SHUT-OFF

To preserve battery life, the **Go! Go! Smart Wheels™ 2-in-1 Race Track Playset** will automatically power-down after approximately 30 seconds without input. The unit can be turned on again by pressing any button.

ACTIVITIES

1. Slide the **Off/Volume Control Switch** to turn on the unit. You will hear a sing-along song, a phrase and a short tune. The lights will flash with the sounds.
2. Press the **Tool Buttons** and you will hear sounds and phrases about tools in Learning Mode and melodies in Music Mode. The lights will flash with the sounds.
3. Push a vehicle over one of the **2 SmartPoint™** locations to hear the vehicle play a related phrase, sound or melody. (**SmartPoint™** vehicles only, sold separately.)
4. When the race cars are at the starting line, push the **Launcher Flag** to start the race! Choose the circular or straight track before you begin.

Note: When playing with the launcher, use the two included race cars for optimal racing performance.



5. While a vehicle is on the recognition sensor, you will hear the vehicle's name and an invitation to turn the platform to bring the vehicle to the starting line. The light will flash with the sounds.



MELODY LIST:

1. Hickory Dickory Dock
2. Here We Go 'Round the Mulberry Bush
3. Old King Cole
4. Row, Row, Row Your Boat
5. Hey Diddle Diddle
6. Hot Cross Buns
7. It's Raining, It's Pouring
8. Pease Porridge Hot

SING-ALONG SONG LYRICS

Song 1:

Start your engines.
Are you ready?
3-2-1, go!
Race fast to the finish line!

Song 2:

Race along and rock with me.
Drive to the melody.

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 stand 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 our Consumer Services Department 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 UNDESIRE OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

