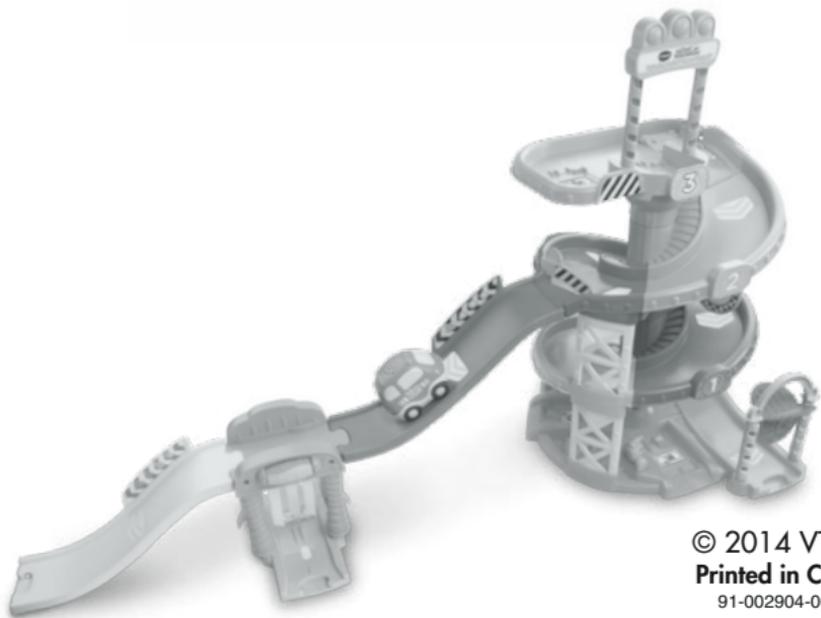


vtech[®]

User's Manual

Go! Go! Smart Wheels[®]
Playtime with miles of learning!

Spinning Spiral Tower 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® Spinning Spiral Tower Playset™** learning toy!

Take a spin around the **VTech® Go! Go! Smart Wheels® Spinning Spiral Tower Playset™**! Your child will develop fine motor skills as they park the included **SmartPoint™** van, move it through the car wash and launch it down the ramp. The van also responds to six **SmartPoint™** locations on the playset.

6 **SMARTPOINT™**
LOCATIONS

LAUNCHER

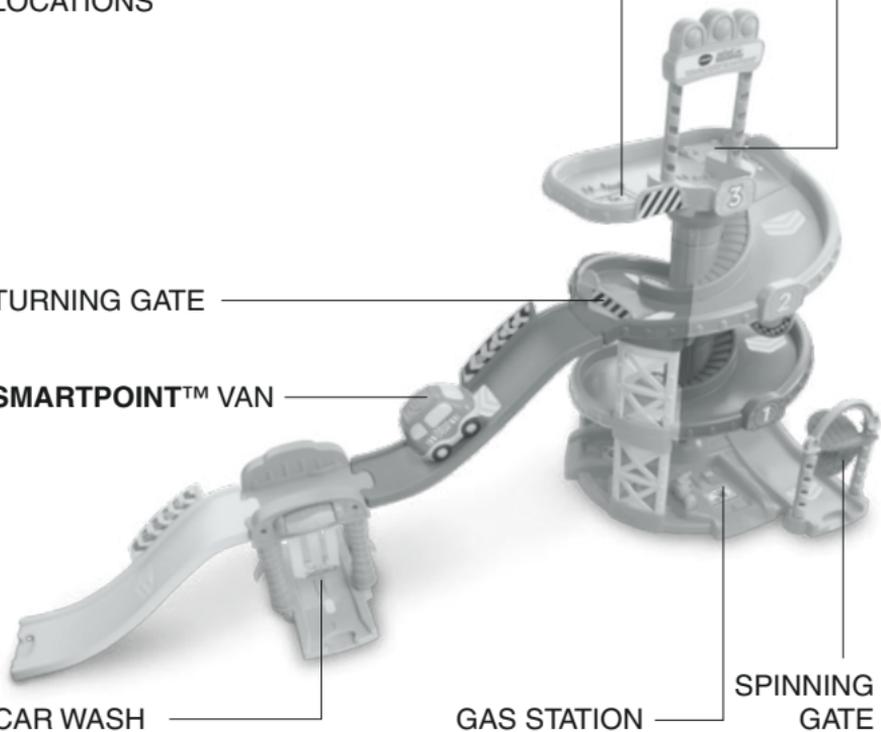
TURNING GATE

SMARTPOINT™ VAN

CAR WASH

GAS STATION

SPINNING
GATE



INCLUDED IN THIS PACKAGE

One user's manual



One **SmartPoint™** van



One tower base



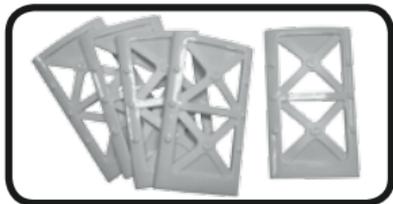
One tower roof piece



Four spiral ramp pieces



One tower sign



Five tower support pieces



One gate



One spinner



Two straight ramp track pieces



One car wash base track



One car wash piece

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.

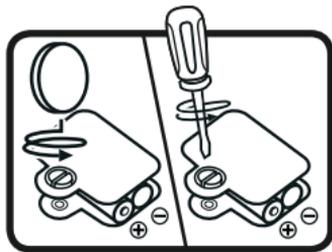
NOTE:

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

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the van. 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

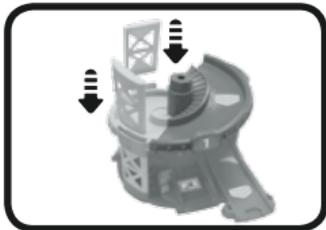
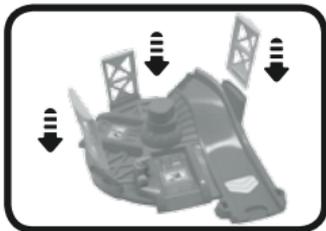
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries 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.

ASSEMBLY INSTRUCTIONS

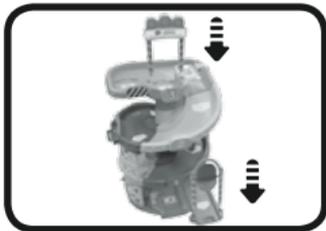
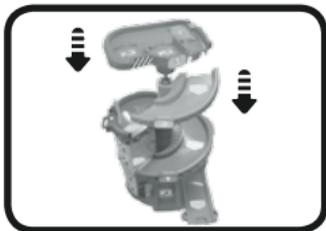
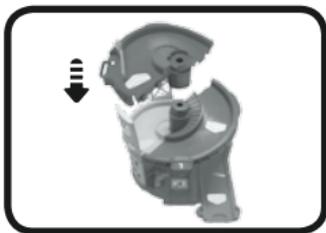
With the VTech® Go! Go! Smart Wheels® Spinning Spiral Tower Playset™, safety comes first. To ensure your child's safety, adult assembly is required.

Assemble the spiral tower:

1. Locate the tower base that is labeled with a number "1" engraving on the bottom. Insert three tower support pieces as shown.
2. Place the spiral ramp piece with the number "2" engraving on the bottom over the center pole on the tower base. Then adjust the spiral ramp piece so the slots on the bottom fit snugly onto the two support pieces as shown.
3. Attach the spiral ramp piece with the number "3" engraving on the bottom in the same way. Adjust it so the spiral fits snugly over the remaining support piece.
4. Insert the final two support pieces into the slots of the spiral ramp with the number "2" engraving.

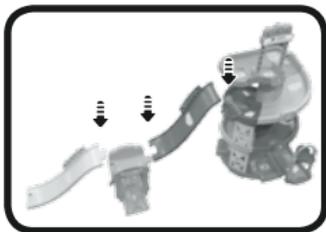
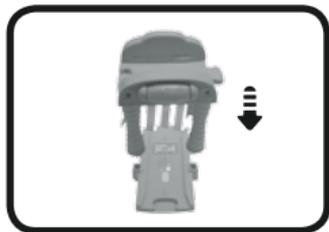


- Repeat the steps above to attach the spiral ramp with the number “4” engraving. Ensure the piece fits snugly onto the two support pieces.
- Attach the spiral ramp with the number “5” engraving on the bottom to the number “4” spiral ramp; repeat the above steps to attach the tower roof, labeled with a number “6” into place.
- Insert the tower sign into the slots on the tower roof. Attach the spinner to the gate. Then insert the gate into the slots on the tower base.



Assemble the car wash:

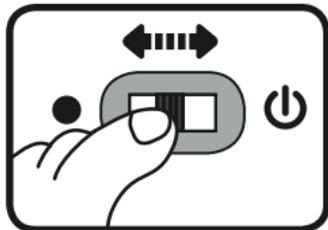
Attach the car wash piece to the car wash base track. After that, connect the car wash to the spiral tower using the ramp track with the number “7” engraving. Attach the ramp track with the number “8” engraving to the car wash platform.



VAN FEATURES

1. ON/OFF SWITCH

To turn the van **ON**, slide the **ON/OFF SWITCH** on the van to the **ON** (⏻) position. To turn the van **OFF**, slide the **ON/OFF SWITCH** to the **OFF** (●) position.



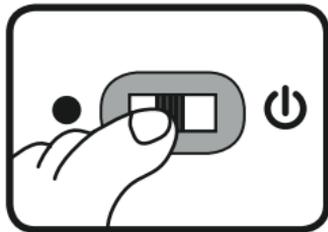
2. AUTOMATIC SHUT-OFF

To preserve battery life, the van included with the **VTech® Go! Go! Smart Wheels® Spinning Spiral Tower Playset™** 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 van quickly.

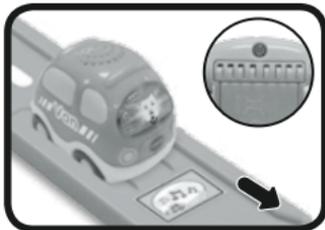
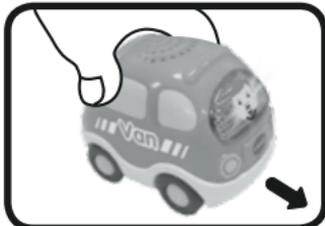
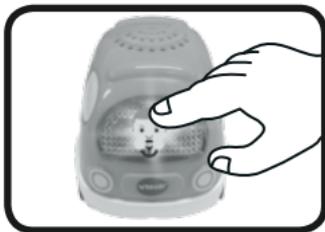
Note: This product is in a try-me mode in the packaging. After opening the package, turn the vehicle off and on again to proceed with normal play.

VAN ACTIVITIES

1. Slide the **ON/OFF SWITCH** to turn the van **ON**. You will hear van sounds, a song and a phrase. The light will flash with the sounds.



2. Press the **LIGHT-UP BUTTON** to hear van sounds, songs and phrases. The light will flash with the sounds.
3. Push the van to hear sounds and melodies. While a melody is playing, push the van again to add in fun sounds on top of the melody. The light will flash with the sounds.
4. For added fun, the van interacts with the **VTech® Go! Go! Smart Wheels® Spinning Spiral Tower Playset™**. Simply roll the van over one of the playset's six **SmartPoint™** locations to see the van's light flash and to hear greetings, fun sounds, short tunes and sing-along songs. The van even interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).

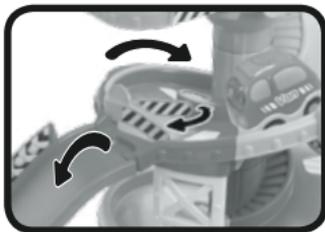


SPIRAL TOWER ACTIVITIES

1. To launch the van down the spiral, place the van on the **LAUNCHER** at the top of the tower. Lift up the **LAUNCHER** to see the van spin down.



2. Switch the gate position near the straight ramp to choose a different route.



3. Put the included **Go! Go! Smart Wheels® SmartPoint™** van on one of the playset's six **SmartPoint™** locations to hear fun phrases and sounds. (**SmartPoint™** vehicles only. Other vehicles sold separately.)



4. Move the van through the **CAR WASH** as you pretend to get your vehicle sparkly clean.



5. Drive your vehicle into the **GAS STATION** for a fill-up.



MELODY LIST

1. The Old Grey Mare
2. She'll be Coming 'Round the Mountain
3. Shoo Fly, Don't Bother Me
4. This Old Man
5. Yankee Doodle
6. Bicycle Built for Two

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 UNDESIRABLE OPERATION.

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

**CLASS 1
LED PRODUCT**