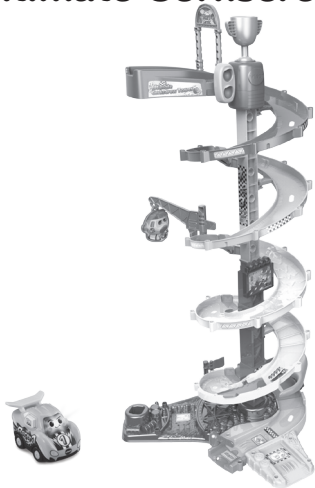


vtech®

Parent's Guide

Go!Go!  
Smart Wheels®

## Ultimate Corkscrew Tower™

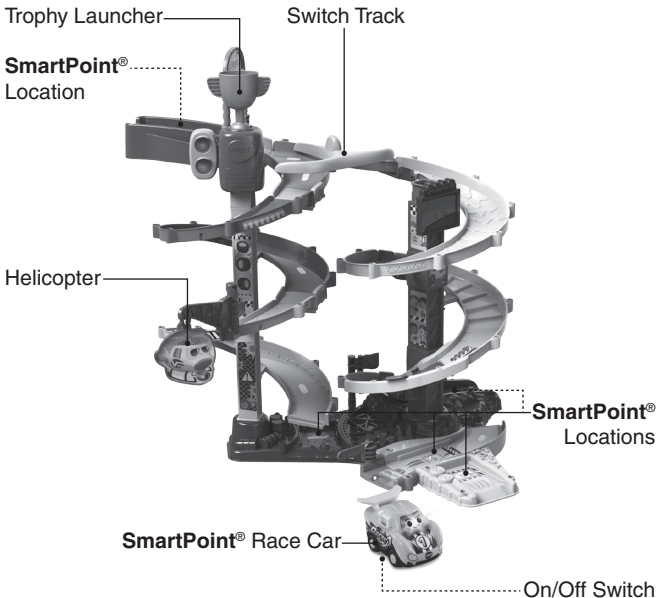


91-003870-000 (US)

# INTRODUCTION

Thank you for purchasing the **Go! Go! Smart Wheels® Ultimate Corkscrew Tower™!**

Let's go for a super spiral ride! Assemble the set with two side-by-side ramps, or put it all together for an amazing three-foot corkscrew tower! Place the Race Car on the launcher at the start line. Press the trophy to launch the vehicle through the switch track. Will you go down the spiral speedway, or through the stunt track for a bumpy thrill ride? It's time for a racing adventure!



# INCLUDED IN THIS PACKAGE

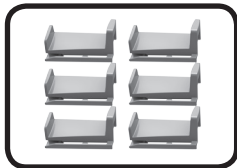
- Go! Go! Smart Wheels® Ultimate Corkscrew Tower™
- Label sheet
- Parent's guide
- One **SmartPoint®** Race Car



- One trophy



- Six track connectors



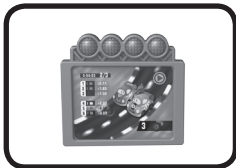
- One launcher



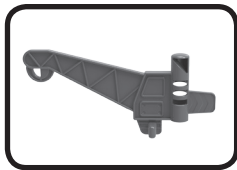
- One switch track



- One monitor



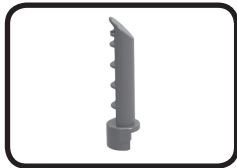
- One helicopter bracket



- One helicopter



- One pillar



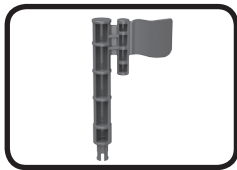
- One arch



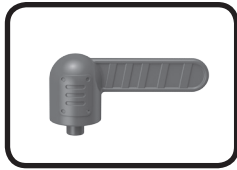
- One Y track



- One flag



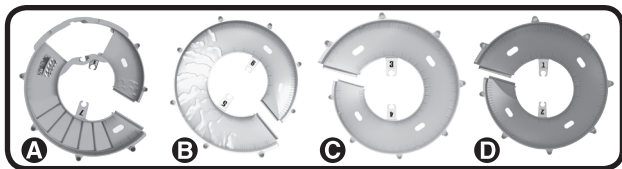
- One gate



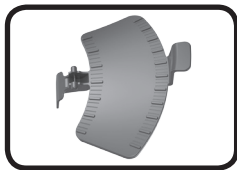
- One male/female adapter track



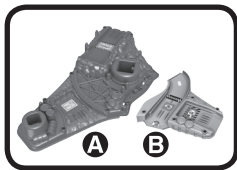
- Four spiral tracks



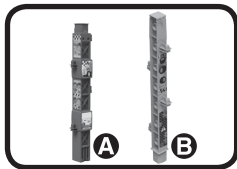
- One trap door



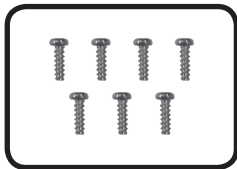
- Base segments A & B



- Support columns A & B



- Seven screws



## WARNING

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

## NOTE

Please keep this parent's guide as it contains important information.

## CAUTION

Adult assembly required. This package contains small screws. For your child's safety, do not let your child play with the toy until it is fully assembled.

## ATTENTION

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

## NOTE

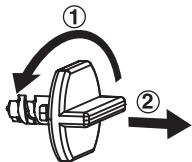
Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

## ATTENTION

Ce jouet doit être assemblé par un adulte. Ce jouet contient des petites vis. Pour la sécurité de votre enfant, ne pas le laisser jouer avec le jouet tant que ce dernier n'est pas complètement assemblé par un adulte.

## Unlock the Packaging Locks

- ① Turn the packaging lock counterclockwise several times.
- ② Pull out and discard the packaging lock.

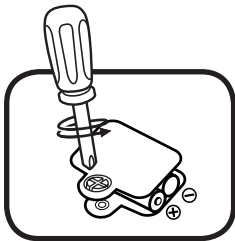


# GETTING STARTED

## Battery Removal and Installation

### Race Car

1. Make sure the unit is turned **Off**.
2. Find the battery cover located on the bottom of the **Race Car** and use a screwdriver to loosen the screw and 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.



## 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, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity (+ and -).
- 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.

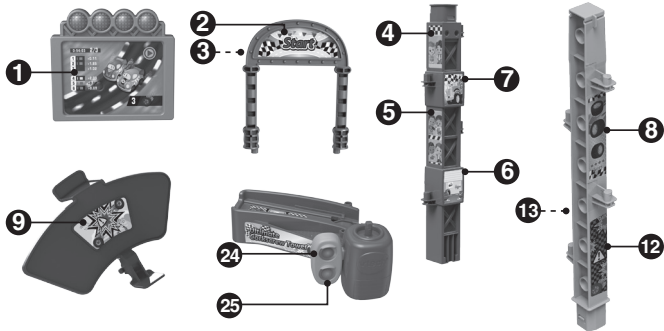
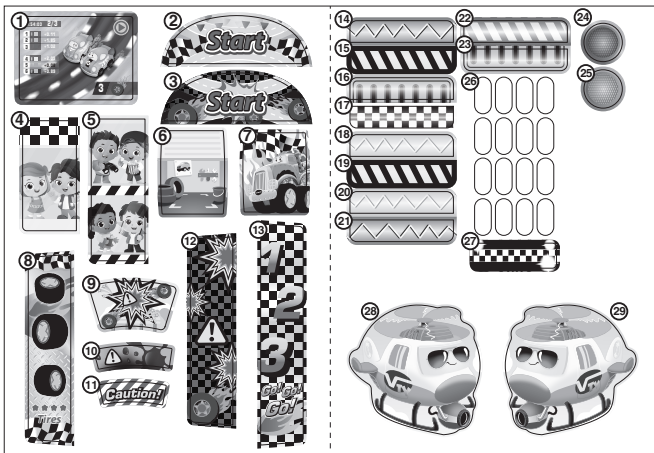
## MISE EN GARDE

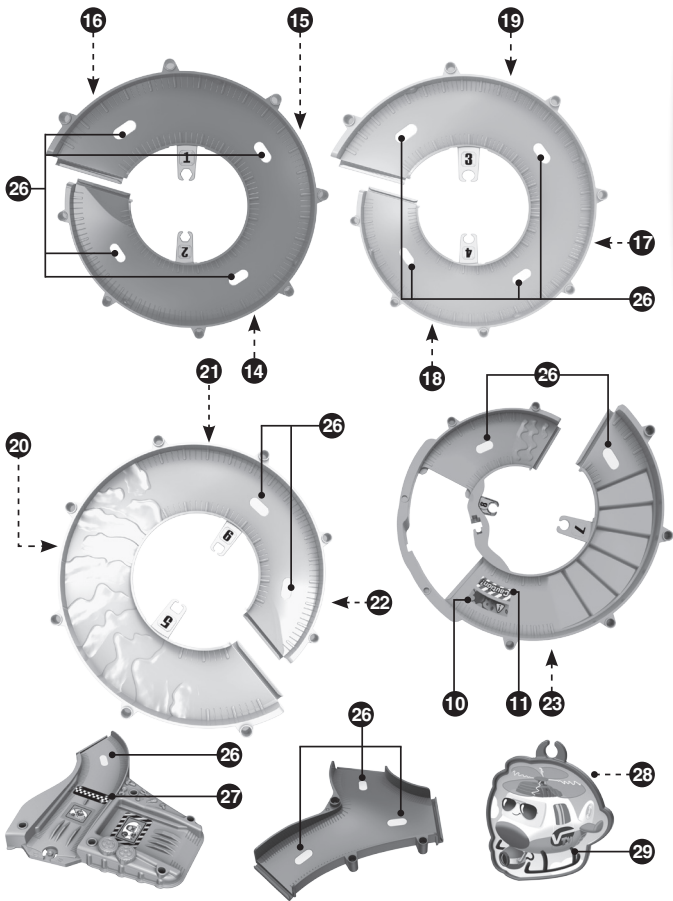
- Utiliser des piles alcalines neuves pour des performances maximales.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mélanger différents types de piles ou d'accumulateurs, ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas utiliser des piles ou des accumulateurs endommagés.
- Mettre en place les piles ou les accumulateurs en respectant les polarités + et - .
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le -) .
- Enlever les piles ou les accumulateurs usagés du jouet.
- Retirer les piles ou les accumulateurs en cas de nonutilisation prolongée.
- Ne les jeter ni au feu ni dans la nature.
- Ne pas tenter de recharger des piles non rechargeables.
- Enlever les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.



# LABEL APPLICATION

Please securely stick the labels to the playset as indicated on the following pages:



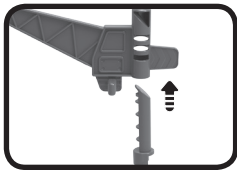
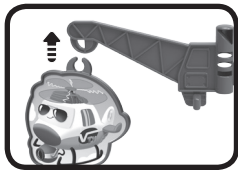


# ASSEMBLY INSTRUCTIONS

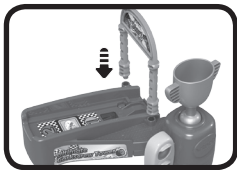
With the **Go! Go! Smart Wheels® Ultimate Corkscrew Tower™**, safety comes first. Adult assembly required. For your child's safety, do not let them play with this toy until it is fully assembled.

## SMALL COMPONENT ASSEMBLY

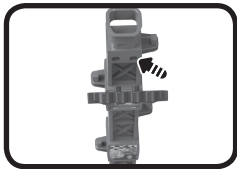
1. Clip **Helicopter** onto the **Bracket** and insert the **Pillar** into the bottom of the **Bracket**.



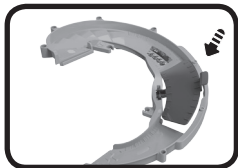
2. Place the **Trophy** on the black peg in the **Launcher** and press down until you hear a click. Insert the **Gate** into the slot on the **Launcher**.



3. Insert **Posts** on the **Monitor** into the two small holes on **Column A**.



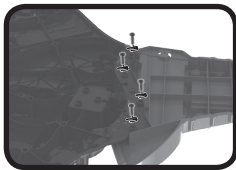
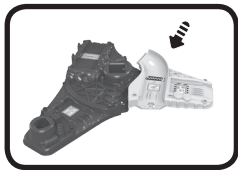
4. Snap the **Trap Door** into the **Spiral Track**.



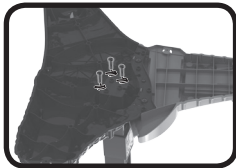
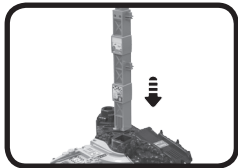
5. Insert the **Switch Track** in the slot of the **Y Track**.



6. Connect **Base Segments A & B**, and secure with four **Screws**.

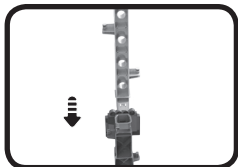


7. Insert **Support Column A** into the **Base**, turn over and secure with three **Screws**.

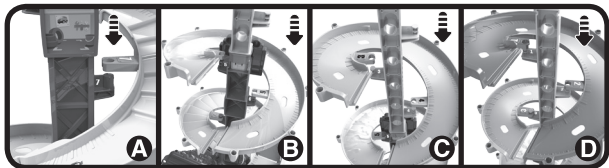
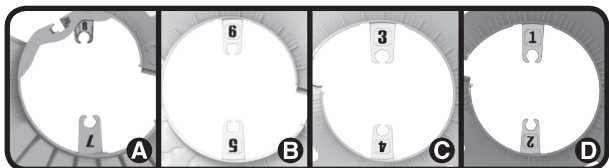


## SPIRAL TOWER ASSEMBLY

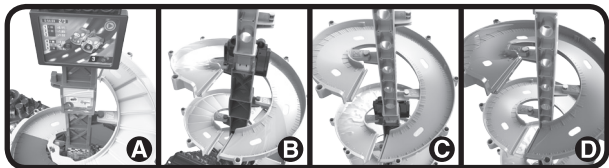
1. Insert **Support Column B** into the top of **Support Column A**.



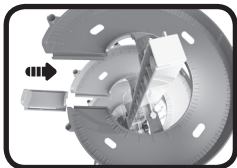
2. Each section of **Spiral Track** has two numbered **Brackets**. Starting with **Track A** at the bottom, match each **Bracket** with the tab of the same number.



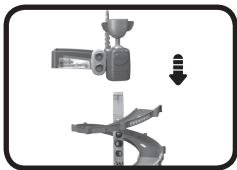
3. Starting with **Track A** at the bottom, snap each pair of **Brackets** onto the matching tabs. Repeat the process with **Track B, C** and **D**.



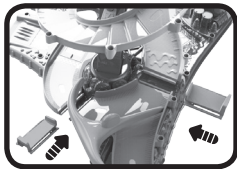
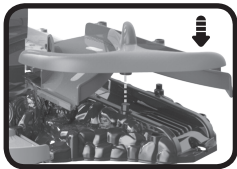
4. Use the **Track Connectors** to join the **Spiral Track** segments.



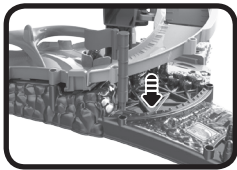
5. Insert the **Launcher** on top of the **Pillar**. Use the **Track Connector** to secure the **Launcher** to the topmost **Track**.



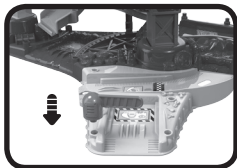
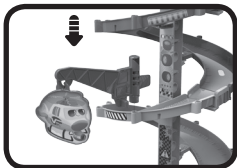
6. Connect the **Y Track** to **Base Segment A**, and use a **Track Connector** to join the tracks securely.



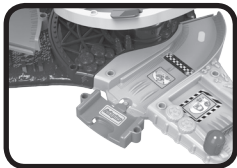
7. Insert **Flag** into the slot of the **Base** to fasten the track.



8. Insert the **Gate** and **Helicopter Bracket** along the outer track.



9. Connect the **Adapter Track** to **Base Segment B**.



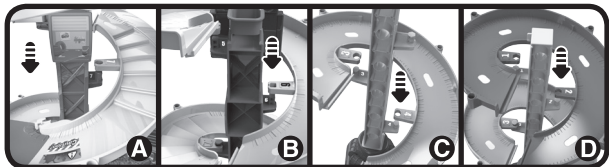
Once you've completed the above steps, you are ready to play with the **Ultimate Corkscrew Tower™**! You can connect the playset to other **Go! Go! Smart Wheels®** playsets (each sold separately). For alternate configurations, see instructions below.

## TWIN TOWER ASSEMBLY

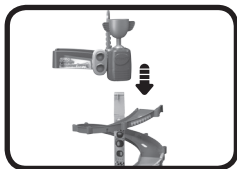
1. Insert **Support Column B** into open slot on **Base Segment**.



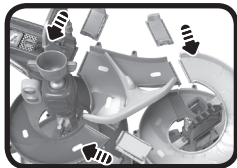
2. Each section of **Spiral Track** has 2 numbered brackets. Starting with track A at the bottom, match each **Bracket** with the tab of the same number and snap into place. Use the **Track Connectors** to join the **Spiral Track** segments.



3. Place the **Launcher** on top of **Support Column B**.

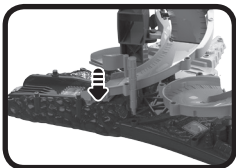


4. Use the **Track Connectors** to join the **Y Track**, **Spiral Track** and **Launcher** together. If you cannot connect the **Y Track**, adjust the insertion angle of the **Launcher** to assemble.

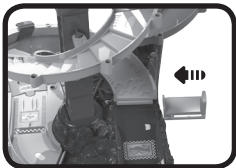




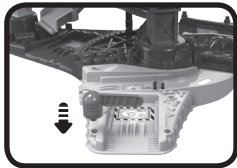
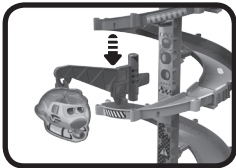
5. Insert the **Flag** into the slot on the **Base**.



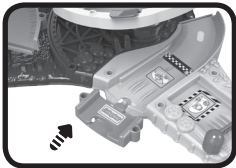
6. Attach one **Track Connector** to the end of the **Spiral Track**.



7. Add the **Helicopter** and **Gate** to the track.



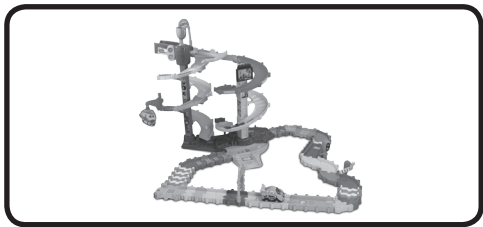
8. Connect the **Adapter Track** to the playset.



Once you've completed the above steps, you are ready to play!

## EXPAND & EXPLORE

Connect to the **Go! Go! Smart Wheels® Track Pack™** (as shown below) or other playsets (each sold separately) to expand your **Ultimate Corkscrew Tower™** and inspire creativity.

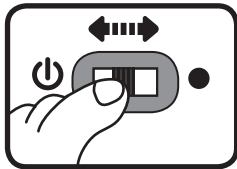


## PRODUCT FEATURES

### Race Car

#### 1. On/Off Switch

To turn the **Race Car On**, slide the **On/Off Switch** 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 **Face Button** or **Action Button**, pushing the **Race Car** quickly or triggering a **SmartPoint®** location.

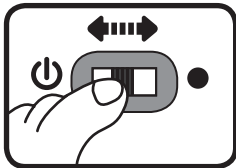
### NOTE

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. If the unit powers down or if the light fades out during play, please install a new set of batteries.

# ACTIVITIES

## Race Car

1. Slide the **On/Off Switch** to turn the **Race Car On**. You will hear a song, fun phrases and sounds. The light will flash with the sounds.
2. Press the **Face Button** to hear fun sounds, songs, phrases and melodies. The light will flash with the sounds.
3. Press the **Action Button** on the vehicle to activate the vehicle's mechanical feature and hear fun sounds. The light will flash with the sounds.
4. Push the **Race Car** to hear fun sounds. While a melody is playing, continue pushing the **Race Car** to add in fun sounds on the top of the melody. The light will flash with the sounds.



5. For added fun, the **Race Car** interacts with the **Go! Go! Smart Wheels® Ultimate Corkscrew Tower™**. Simply put the **Race Car** on one of the playset's five **SmartPoint®** locations to see the **Race Car's** light flash and to hear fun sounds, short tunes and phrases. The **Race Car** also interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).



## ACTIVITIES

### Spiral Tower

1. Place the **Race Car** or any **SmartPoint®** vehicle (each sold separately) on any of the playset's five **SmartPoint®** locations to trigger fun sounds, songs or phrases.
2. Place the **Race Car** on the **Launcher** and press the **Trophy** or traffic light. The **Race car** will slide down the track .



## MELODIES

1. For He's a Jolly Good Fellow.
2. Do Your Ears Hang Low
3. King Porter Stomp
4. Here We Go 'Round the Mulberry Bush
5. Man on the Flying Trapeze
6. My Pony Boy

# SONG LYRICS

I race and rev around the track, (Vroom vroom, vroom vroom)  
Zipping past you oh so fast, now I'm in the lead.

Moving, zooming, speeding round and round,  
I zip across the finish line with cheering from the crowd.

Go! Go! Smart Wheels

Go! Go! Smart Wheels

I'm a Go! Go! Smart Wheels race car

Ready to hit the start line (Go! Go!)

I'll take the lead with my speed

Let's Go! Go! and see (Go! Go!)

Go! Go! Smart Wheels

Go! Go! Smart Wheels

# 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.
5. The unit is surface washable. Remove the electronic module before wiping down the unit.

# 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 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.

## **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 visit our website **vtechkids.com** and fill 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: 5350  
Product Name: Go! Go! Smart Wheels® Ultimate  
Corkscrew Tower™  
Responsible Party: VTech Electronics North America, LLC  
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 UNDESIRE OPERATION.

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

**CLASS 1  
LED PRODUCT**



**Visit our website for more  
information about our products,  
downloads, resources and more.**

***vtechkids.com***

Read our complete warranty policy online at  
*vtechkids.com/warranty*

