



Smart Start®

Grip 'n Go Driver™

USER'S MANUAL



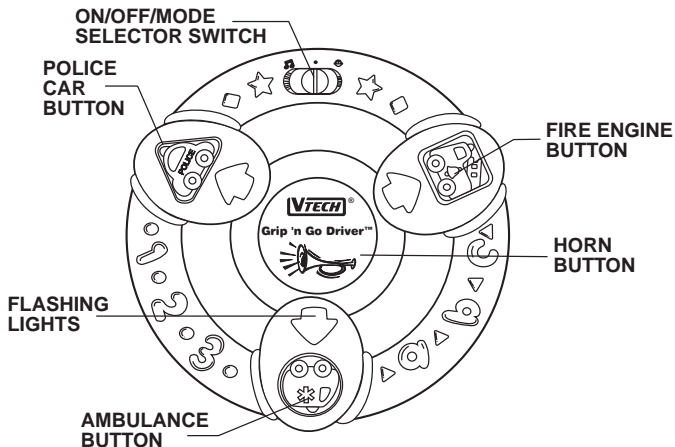
Dear Parent:

At VTECH® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's introducing numbers and letters, identifying colors and shapes, or stimulating senses with lights and music, all VTECH® infant and toddler learning products encourage your child's natural growth and discovery skills. When it comes to providing electronic learning products that enlighten, entertain and develop minds, at VTECH® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTECH® Grip 'n Go Driver™** learning toy! We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTECH® Grip 'n Go Driver™** is a fun electronic steering wheel for toddlers 6 months and up. Three chunky buttons teach emergency vehicle names and sound effects in one mode and shape identification and melodies in the other. The oversized horn button will amuse baby with the three unique 'horn' sound effects. The **VTECH® Grip 'n Go Driver™** is equipped with an attachment strap that easily attaches to the stroller for fun on the go.



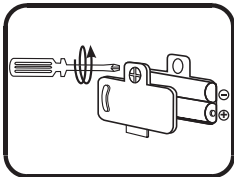
INCLUDED IN THIS PACKAGE

- One VTECH® Grip 'n Go Driver™ learning toy.
- One instruction manual.
- One attachment strap.

WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the back of the unit. Use a screwdriver to loosen the screw.
3. Install 2 new “AAA” (UM-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

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

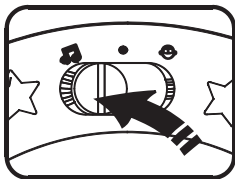
NOTE: If for some reason the program/activity stops working, please follow these steps

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.

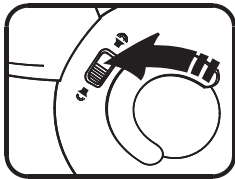
If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

TO BEGIN PLAY

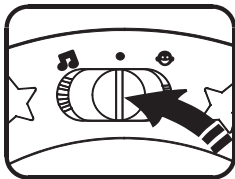
1. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **TALKING MODE** (😊) or the **MELODY MODE** (🎵) position to turn the unit **ON**.



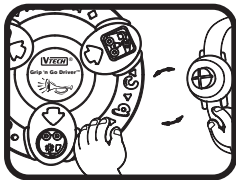
2. To adjust the volume, slide the **VOLUME CONTROL SWITCH** located on the back of the unit to (🔊) for **LOW VOLUME** or (🔊) for **HIGH VOLUME**.



3. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **OFF** (●) position to turn the unit **OFF**.



4. To remove the attachment strap, hold onto the attachment strap and gently pull on the steering wheel. To re-attach it, push both pieces together until they lock.

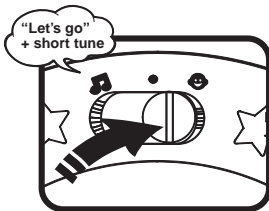


Note: To preserve battery life, the **VTECH® Grip 'n Go Driver™** learning toy will automatically power down after about ten seconds without input. The unit can be turned on again by pressing any button.

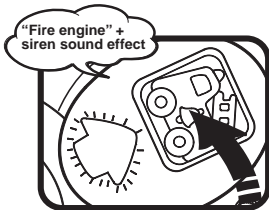
ACTIVITIES

A. Talking Mode

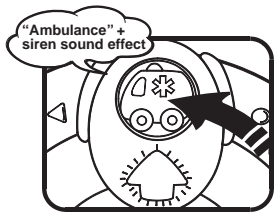
1. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **TALKING MODE** (☺) position. You will hear “Let’s go!” followed by a short tune. All the lights will flash randomly with the sound.



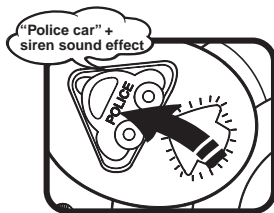
2. Press the **FIRE ENGINE BUTTON** to hear “fire engine” followed by a siren sound effect. The corresponding light will flash with the voice and sound effect.



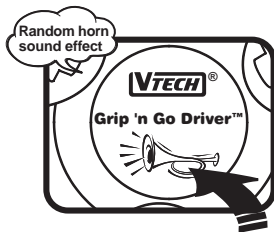
3. Press the **AMBULANCE BUTTON** to hear “ambulance” followed by a siren sound effect. The corresponding light will flash with the voice and sound effect.



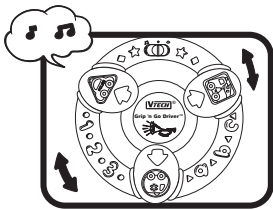
4. Press the **POLICE CAR BUTTON** to hear “police car” followed by a siren sound effect. The corresponding light will flash with the voice and sound effect.



5. Press the **HORN BUTTON** to hear a random horn sound effect. The corresponding light will flash with the sound effect.

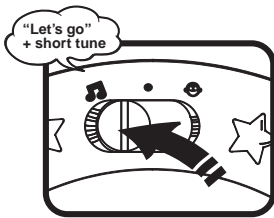


6. Turn the **WHEEL** to hear a random upbeat melody. All the lights will flash randomly with the melody.

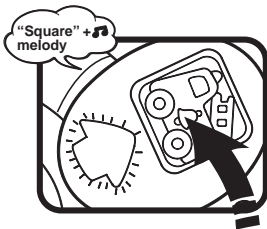


B. Melody Mode

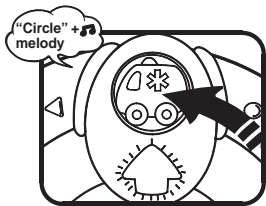
1. Slide the **ON/OFF/MODE SELECTOR SWITCH** to the **MELODY MODE** (🎵) position. You will hear "let's go!" followed by a short tune. All the lights will flash randomly with the sound.



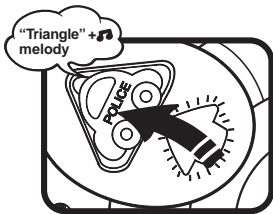
2. Press the **FIRE ENGINE BUTTON** to hear "square" followed by one random melody. The corresponding light will flash with the voice and all the lights will flash with the music.



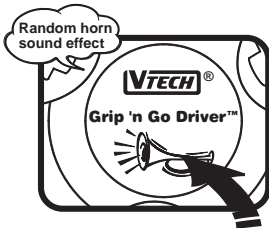
3. Press the **AMBULANCE BUTTON** to hear “circle” followed by one random melody. The corresponding light will flash with the voice and all the lights will flash with the music.



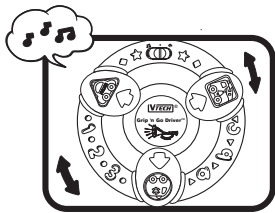
4. Press the **POLICE CAR BUTTON** to hear “triangle” followed by one random melody. The corresponding light will flash with the voice and all the lights will flash with the music.



5. Press the **HORN BUTTON** to hear a random horn sound effect. The corresponding light will flash with the sound effect.



6. Turn the **WHEEL** to hear a random upbeat melody played one note at a time. The speed of the music is played is based on how quickly the steering wheel is turned. All the lights will flash randomly with the music.



UPBEAT MELODIES:

1. Happy Farmer
2. William Tell Overture
3. Sailing, Sailing
4. Looby Loo
5. London Bridge
6. Hot Cross Buns

CARE AND 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 is not 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.

IMPORTANT NOTE

Creating and developing infant/toddler 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 1-800-267-7377 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Note:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with 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 the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver