

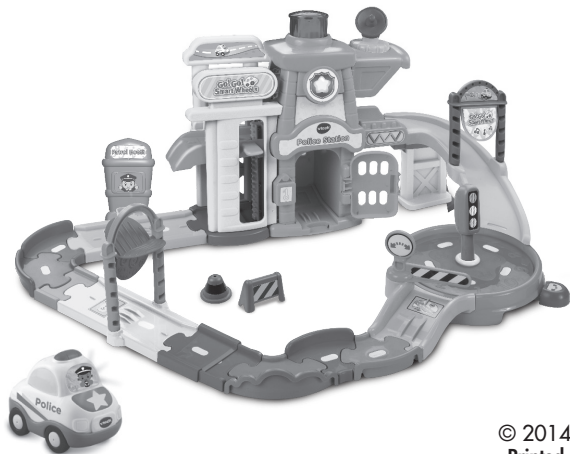
vtech®

# User's Manual

**Go! Go! Smart Wheels®**

*Playtime with miles of learning!*

## Police Station 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!

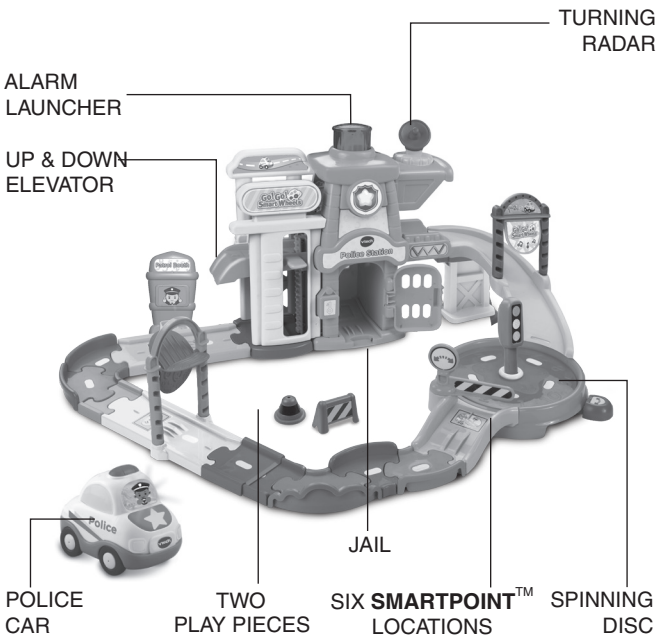
Sincerely,  
Your friends at **VTech**®

To learn more about **VTech**® toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Police Station Playset** learning toy!

Sound the alarm at the **Go! Go! Smart Wheels® Police Station Playset** from **VTech®!** Speed off to the 911 call, zoom around the spinning disc and lock the criminal in jail. The playset includes a variety of manipulative features and two play pieces.



# INCLUDED IN THIS PACKAGE

- One VTech® Go! Go! Smart Wheels® Police Station
- One VTech® Go! Go! Smart Wheels® Police Car
- One user's manual
- One sheet of labels



traffic cone



roadblock



small track



elevator



exit track



patrol booth



big curved track



small elevator  
bracket



large elevator  
bracket



police station  
building



spinning disc



gate



traffic light



track support



patrol booth  
track piece



gate archway



90-degree  
track, male



adjustable  
straight track



two 60-degree  
tracks, female



two 60-degree  
tracks, male



female  
connector track



spinning gate  
track



spinner

**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.

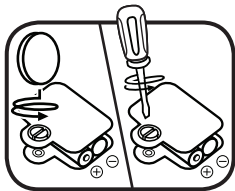
**NOTE:**

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 vehicle. Use 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.



## 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.



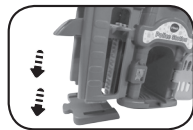
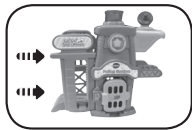
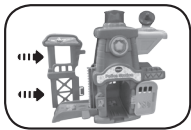
# ASSEMBLY INSTRUCTIONS

With the **VTech® Go! Go! Smart Wheels® Police Station Playset**, safety comes first. To ensure your child's safety, adult assembly is required.

To assemble your **Go! Go! Smart Wheels® Police Station Playset**, please follow the instructions below:

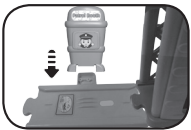
## 1. Assemble the Police Station:

First slide the elevator into the groove on the side of the police station building, then attach the large elevator bracket behind the elevator and the small elevator bracket in front. Finally attach the two brackets to the small track piece to secure.



## 2. Assemble the Patrol Booth:

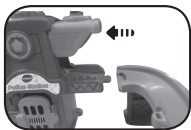
Attach the patrol booth track to the small track piece on the police station. Then, insert the patrol booth piece onto the notch on the side of the track. You will hear a "click" sound once it is secure.





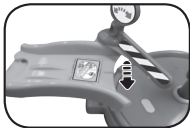
### 3. Assemble the Curved Track:

Attach the track support to the big curved track. Once securely in place, you will hear a loud 'click' sound. Then attach the curved track to the police station as shown below. Insert the gate into the big curved track.



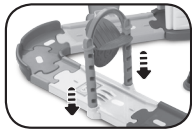
### 4. Assemble the Spinning Disc:

Put the traffic light into the hole at the center of the spinning disc and attach the disc to the bottom of the big curved track. Attach the exit track to the spinning disc.

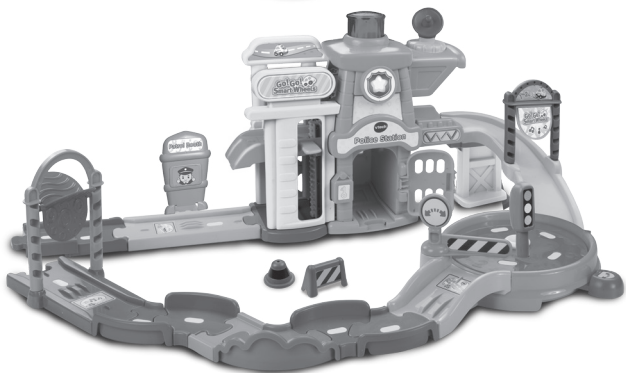
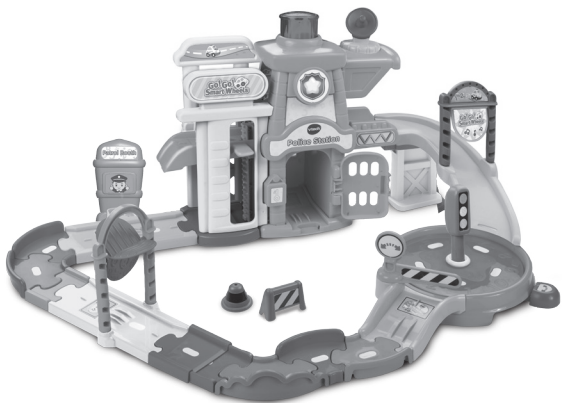


### 5. Assemble the Spinning Gate:

Locate the spinner and insert it into the gate archway as shown. Place the fully assembled spinning gate onto the spinning gate track piece.



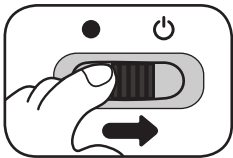
Once you've completed the above steps, you are ready to play! You can connect these pieces to the other included track pieces in a variety of ways.



# POLICE CAR FEATURES

## 1. ON/OFF SWITCH

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

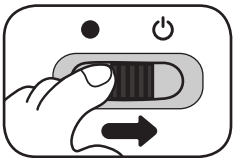


## 2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Go! Go! Smart Wheels®** police car will automatically power-down after approximately 60 seconds without input. The unit can only be turned on again by pressing the light-up button or pushing the police car quickly.

# POLICE CAR ACTIVITIES

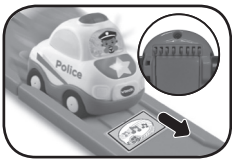
1. Slide the **ON/OFF SWITCH** to turn the unit **ON**. You will hear police car sounds, a song and a phrase. The light will flash with the sounds.
2. Press the **LIGHT-UP BUTTON** to hear police car songs and phrases. The light will flash with the sounds.



3. Push the police car to hear fun sounds and melodies. While the melody is playing, push the police car again to add in fun sounds on top of the melody. The light will flash with the sounds.

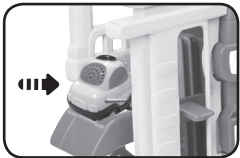


4. For added fun, the police car interacts with other **Go! Go! Smart Wheels®** playsets. Simply roll the police car over one of the playset's **SmartPoints™** to see the police car's light flash and to hear greetings, fun sounds, short tunes and sing-along songs (each playset sold separately).

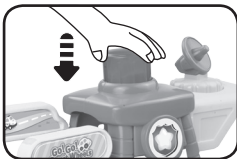


## POLICE STATION ACTIVITIES

1. Drive the police car over the six different **SmartPoints™** to trigger funny sounds, phrases and sing-along songs.
2. Move the car up to the top of the police station with the **ELEVATOR**.



3. From the top of the police station, press the **ALARM LAUNCHER** to launch the police car down the big curved track.



4. Slide the bar on the side of the **SPINNING DISC** to quickly move the police car in a fast-paced chase!



5. Open the **JAIL** gate to put the pretend criminal behind bars!



6. Move the police car through the spinning gate to watch it twirl.



## 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 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.

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CLASS 1  
LED PRODUCT