



Instruction Manual



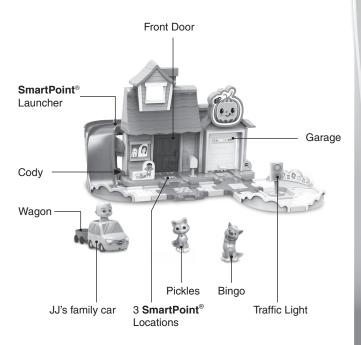
JJ's House Track Set



INTRODUCTION

Thank you for purchasing the CoComelon® Go! Go! Smart Wheels® JJ's House Track Set.

Hop into the family car with JJ and take a fun ride around the house! Slide down the ramp tracks for fun, park in the garage, or drive right up to the front door. Interactive **SmartPoint**® locations activate fun songs, sounds and phrases as JJ cruises around.



INCLUDED IN THE PACKAGE



JJ's family car



Pickles



Bingo



One traffic light



Α



В



С



D



Е



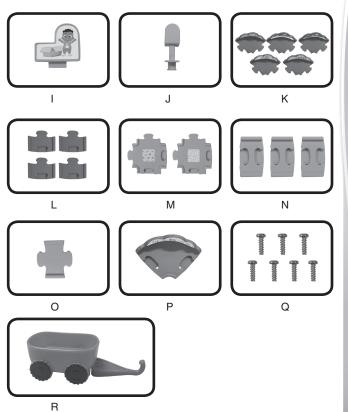
F



G



Н



- One sticker sheet
- One Quick Start Guide

WARNING.

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

NOTE:

Please save this manual as it contains important information.

ATTENTION:

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

NOTE:

Il est conseillé de sauvegarder ce manuel car il comporte des informations importantes.



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.

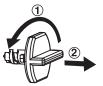


ATTENTION:

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 Rotate the packaging locks counterclockwise several times.
- ② Pull out the packaging locks and discard.



GETTING STARTED

Battery Removal and Installation

JJ's Family Car

- 1 Make sure the unit is turned Off
- 2. Find the battery cover located on the back of the unit, use a screwdriver to loosen the screw and then 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. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
- Replace the battery cover and tighten the screw to secure. 5.

MARNING:
Adult assembly required for battery installation. Keep batteries out of reach of children.

ATTENTION:

Les piles ou accumulateurs doivent être installés par un adulte. Tenir les piles ou accumulateurs hors de portée des enfants.



IMPORTANT: BATTERY INFORMATION

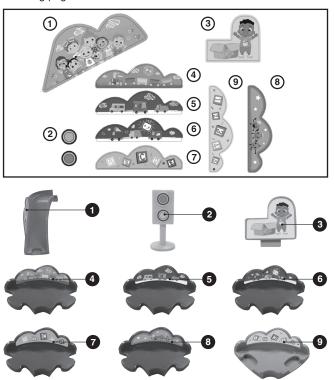
- Insert batteries with the correct polarity (+ and -).
- · Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- · Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- · Do not charge non-rechargeable batteries.

LABEL APPLICATION

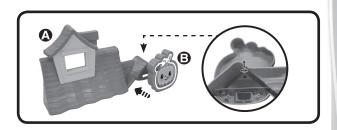
Please securely place the stickers on the playset as indicated on the following pages below:



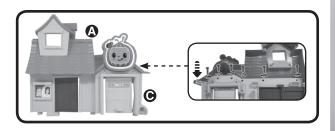
ASSEMBLY INSTRUCTIONS

With the CoComelon™ Go! Go! Smart Wheels® JJ's House Track Set, safety comes first. Adult assembly is required. For your child's safety, do not let them play with this toy until it is fully assembled.

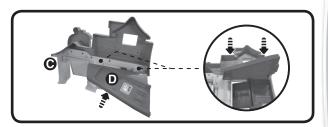
1. Insert B into A, then tighten one screw to secure as shown below.



2. Connect C and A as shown below, then tighten six screws to secure as shown below



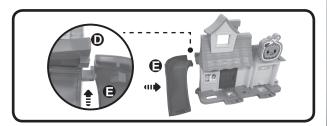
3. Snap D into C as shown below.



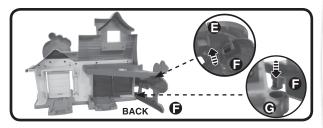
4. Snap C into G as shown below.



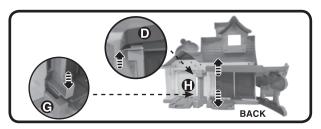
5. Snap E into D as shown below.



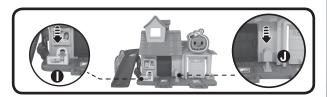
6. Snap F into E and G as shown below.



7. Attach H to D and G as shown below.



8. Snap I and J into G as shown below.



Connect the track pieces in the front and back of house as shown below.





10. Insert the Wagon into the base of the JJ's Family Car as shown below, and place the accessories as desired, then JJ's House Track Set is ready to play!

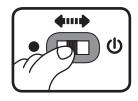


PRODUCT FEATURES

JJ's Family Car

1. On/Off Switch

To turn the unit On, slide the On/Off Switch 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, JJ's Family Car will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing the JJ character button or triggering a SmartPoint® location

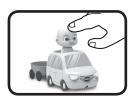
Note: This product is in Try-Me mode in the packaging. After opening the package, turn the vehicle off and on again to proceed with normal play. If the unit powers down while playing, we suggest changing the batteries.

ACTIVITIES

JJ's Family Car

1. JJ Character Button

Press the JJ character button to hear sounds, songs and phrases. A flashing light will accompany the responses.



2. SmartPoint® Locations

For added fun, JJ's Family Car interacts with the CoComelon™ Go! Go! Smart Wheels® JJ's House Track Set. Simply place the vehicle on one of the three SmartPoint® locations to see the car's lights flash and to hear fun sounds and music from the show. The car even interacts with other Go! Go! Smart Wheels® playsets (sold separately).



JJ's House Track Set

1. SmartPoint® Launcher

Put JJ's Family Car in the SmartPoint® Launcher. Release and watch it slide to the bottom.



2. Front Door and Cody

Open the **Front Door** and Mom will wave to welcome you. Slide **Cody** and his cardboard box for more fun.



3. Garage Door

Lift the Garage Door to park JJ's Family Car.



MELODY LIST

- 1. Nap Time Song
- 2. If You're Happy and You Know It
- 3. My Dog
- 4. Apples and Bananas
- 5. Where, Oh Where Has My Little Dog Gone?
- 6. Yes, Yes Bedtime

SONG LYRICS

Song 1

Clean up, clean up, We all had fun today, Now it's time to clean up and Put everything away!

Song 2

Daddy Finger, Daddy Finger, Where Are You?

Song 3

Peek-a-Boo

Peek-a-Boo

Peek-a-Boo

Peek-a-Boo

Peek-a-Boo

Peek-a-Boo

I got you!

Song 4

When you say something you want, What's the magic word?
Mmm...
Please, please, please!

Song 5

Hello, Hello, Hello, Hello, Hello. Nice to meet you. Nice to meet you. Say Hello

CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 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.
- Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit 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.
- 5. If the product still does not work, replace with a new set of batteries.

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.

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 by going to our website vtechkids.com and filling 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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®

Model: 5579

CoComelon™ Go! Go! Smart Wheels® Product Name:

JJ's House Track Set

Responsible Party: VTech Electronics North America, L.L.C.

Address: 1156 W. Shure Drive, Suite 200

Arlington Heights, IL 60004

Website: vtechkids.com

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC BULES, 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 UNDESIRED OPERATION.

CAN ICES-003(B)/NMB-003(B)

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

vtechkids.com vtechkids.ca

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

