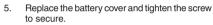
### Go! Go! Cory Carson<sup>™</sup> SmartPoint<sup>®</sup> Vehicle

# Parent's Guide

### **BATTERY INSTALLATION**

- 1. Make sure the unit is turned OFF.
- 2. Locate the battery cover, 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.
- Install 1 new AAA (AM-4/LR03) battery following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)



- 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 keep this parent's guide 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 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.

### Unlock the Packaging Locks

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



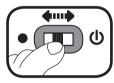
#### **BATTERY NOTICE**

- 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.
- 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.

## **PRODUCT FEATURES**

#### 1. On/Off Switch

To turn the unit **On**, slide the **On/Off Switch** to the **On** O position. To turn the unit **Off**, slide the **On/Off Switch** to the **Off**  $\blacklozenge$  position.



#### 2. Automatic Shut-Off

To preserve battery life, the **Go! Go! Cory Carson**<sup>™</sup> character will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing the **Light-Up Button, Action Button** or pushing the character quickly.

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

**NOTE :** Ce produit est actuellement en mode démonstration. Une fois déballé, veuillez éteindre puis remettre en marche ce jouet pour activer toutes ses fonctionnalités.

## ACTIVITIES

### 1. Light-Up Button

Press the **Light-Up Button** to hear sounds, songs, phrases and melodies. The light will flash with the sounds.





2

#### 2. Action Button

Press the **Action Button** on the character to activate lights or a mechanical function on the character and hear fun sounds. The light will flash with the sounds.

#### 3. Sounds and Melodies

Push the character to hear fun sounds. If a melody is already playing, push the character to add fun sounds on top of the melody. The light will flash with the sounds.

#### 4. SmartPoint® Locations

For added fun, the character interacts with the **SmartPoint**<sup>®</sup> location on **Go! Go! Cory Carson**<sup>™</sup> playsets. Simply place the character over the **SmartPoint**<sup>®</sup> location to see the light flash or to hear fun sounds, short tunes or sing-along songs. (Playsets sold separately.)

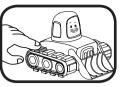
### **CARE & MAINTENANCE**

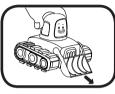
- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 2. Keep the unit out of direct sunlight and away from any direct heat source.
- 3. Remove the batteries when the unit is not in use for an extended period of time.
- 4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

### TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, please follow these steps:

- 1. 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, install a new set of 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, or by going to our website at **vtechkids.com** and filling out our **Contact Us** form located under the **Customer Support** link. A service representative will be happy to help you.

#### IMPORTANT NOTE:

Creating and developing **VTech®** 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link 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 UNDESIRED OPERATION.

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



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



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