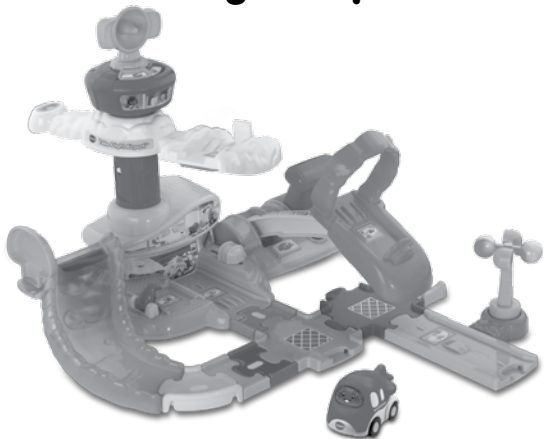


vtech®

Parent's Guide

Go! Go!
Smart Wheels®

Take Flight Airport™



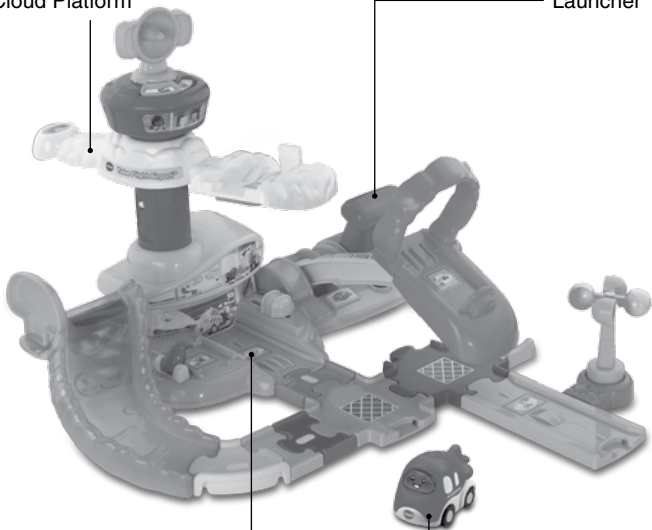
91-003545-000 (US)

INTRODUCTION

Thank you for purchasing the **Go! Go! Smart Wheels® Take Flight Airport™** by **VTech®**! Watch the adventurous Airplane come to life when you fly him around the course and over the five **SmartPoint®** locations. Launch the Airplane into the cloud, spin around the tower, or slide the luggage up and down. Kids will have a blast while strengthening motor skills and engaging in imaginative play.

Cloud Platform

Launcher



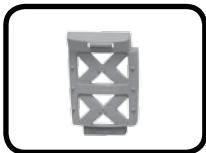
5 **SmartPoint®** Locations

SmartPoint®
Airplane

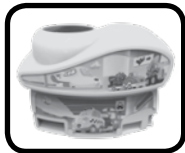
INCLUDED IN THIS PACKAGE



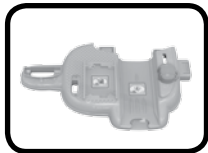
One **SmartPoint®**
Airplane



One ramp support



One airport
building



One airport base



One fuel nozzle



One ramp track



One ramp track sign



One launcher
platform



One launcher ring



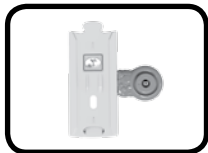
One cloud platform



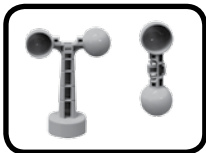
One launcher base



One launcher handle



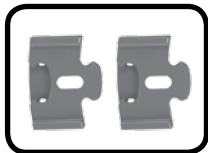
One wind meter track



Wind meter A & B



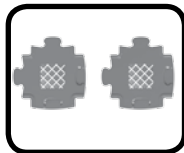
One airport tower



Two 1/4 straight tracks



One 1/4 straight track,
female



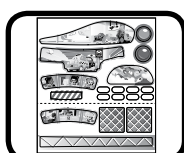
Two cross tracks



One end track



One 60° track, male



One label sheet

- One parent's guide

WARNING:

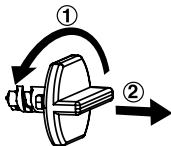
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

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

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:

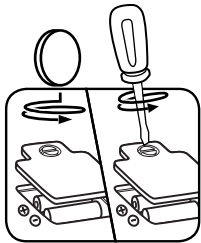
- ① Turn the packaging lock counterclockwise several times.
- ② Pull out and discard the packaging lock.

GETTING STARTED

BATTERY INSTALLATION

Airplane

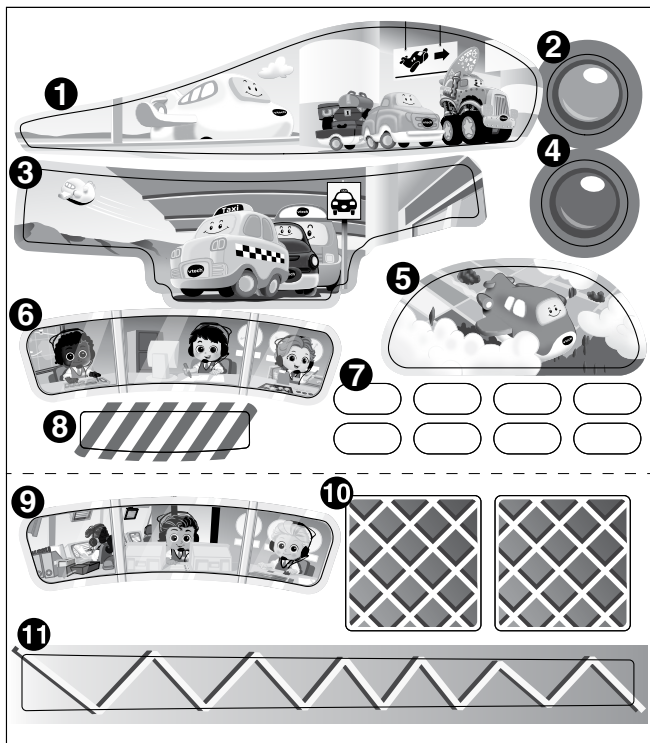
1. Make sure the unit is turned OFF.
2. Locate the battery cover on the bottom of the Airplane. Use a coin or screwdriver to loosen the screw.
3. Install 2 new AAA (AM-4/LR03) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.

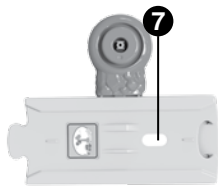
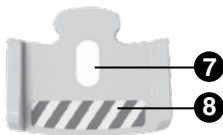
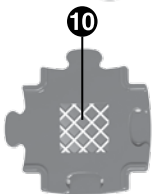
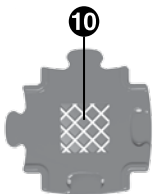
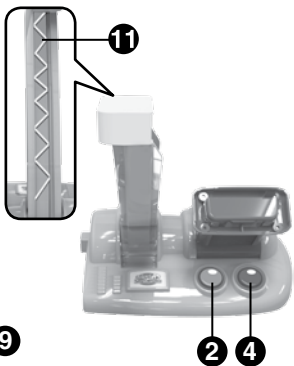


BATTERY NOTICE

- 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.

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



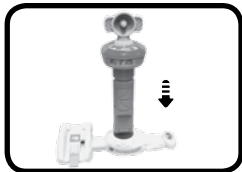


ASSEMBLY INSTRUCTIONS

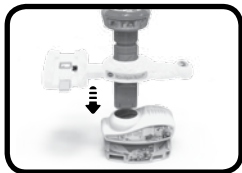
Take Flight Airport™

With the VTech® Go! Go! Smart Wheels® Take Flight Airport™, safety comes first. To ensure your child's safety, adult assembly is required.

1. Insert the **Airport Tower** into the **Cloud Platform**, as shown below.



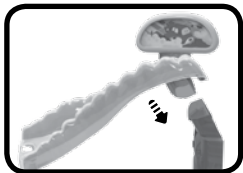
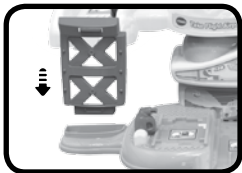
2. Insert the **Airport Tower** into the **Airport Building**. Then, attach the **Airport Building** and **Fuel Nozzle** to the **Airport Base**, as shown below.



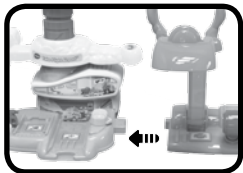
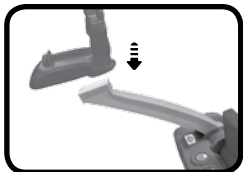
3. Connect the **Ramp Track Sign** to the **Ramp Track**, as shown below.



4. Attach the **Ramp Support** to the **Airport Base**. Then, connect the **Ramp Track** to the **Ramp Track Support**, as shown below.



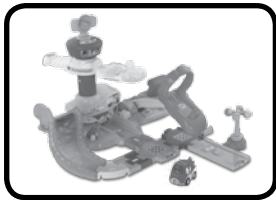
5. Attach the **Launcher Ring** to the **Launcher Platform**. Then, connect the **Launcher Platform** and **Launcher Handle** to the **Launcher Base**. Lastly, connect the **Launcher Base** to the **Airport Base**, as shown below.



6. Connect **Wind Meter A** and **B**. Then, attach the **Wind Meter** to the **Wind Meter Track**, as shown below.

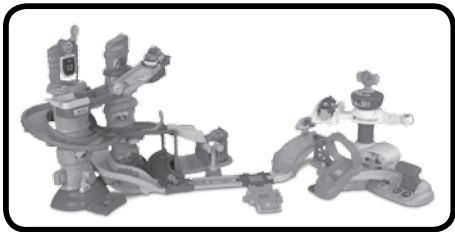


Once you've completed the above steps, you are ready to play! You can connect these pieces to other included track pieces or you can connect this playset to other **Go! Go! Smart Wheels®** playsets and tracks (each sold separately).



EXPAND & EXPLORE

Connect to the **Go! Go! Smart Wheels® Launch & Chase Police Tower™** (as shown below) or other **Go! Go! Smart Wheels®** playsets (each sold separately) to expand the **Take Flight Airport™** and inspire creativity.

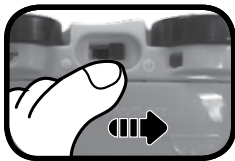


PRODUCT FEATURES

Airplane

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

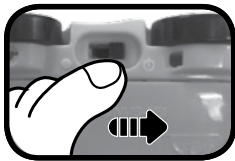
To preserve battery life, the **VTech® Go! Go! Smart Wheels® SmartPoint®** Airplane will automatically power-down after approximately 30 seconds without input. The unit can be turned on again by pressing the **Light-Up Button**, pushing the Airplane quickly, triggering a **SmartPoint®** location or turning the Airplane **OFF** and **ON**.

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

Airplane

1. Slide the **On/Off Switch** to turn the Airplane **ON**. You will hear a song, phrases and sounds. The light will flash with the sounds.
2. Press the **Light-Up Button** to hear sounds, songs and phrases. The light will flash with sounds.



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



4. For added fun, the Airplane interacts with the **Go! Go! Smart Wheels® Take Flight Airport™**. Simply place the Airplane on one of the five **SmartPoint®** locations to see the Airplane's light flash and to hear fun sounds, short tunes and phrases. The Airplane even interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).



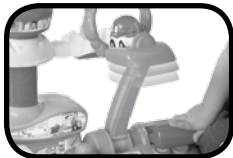
ACTIVITIES

Take Flight Airport™

1. Place the Airplane or any **SmartPoint®** vehicle (each sold separately) on the five **SmartPoint®** locations to trigger fun sounds, songs or phrases.
2. Place the Airplane on the **Launcher**, and pull the handle to launch the Airplane to the cloud.



Note: Do not aim or launch the Launcher at a person's head or face.



3. Fly around by spinning around the tower. Rotate the radar satellite to the landing (🛬) icon when you are ready to land. After landing, lift the **Cloud Platform** to the top of the **Airport Tower** and make sure the satellite is turned to the flying (✈️) icon.



4. For added role play, spin the wind meter, move the fuel nozzle or slide the luggage up and down.



SONGS

1. Here we go flying 'round the town,
'Round the town,
'Round the town,
Here we go flying 'round the town,
On a fun little journey!
2. In the air, we'll fly everywhere!
3. Time to take off, 1, 2, 3!
Going on an adventure just you and me!

MELODY LIST

1. Flying Trapeze
2. Baa, Baa, Black Sheep
3. Big Rock Candy Mountain
4. Ding Dong Bell
5. For He's a Jolly Good Fellow
6. Mulberry Bush

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 when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the unit stops working, 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 back **ON**. The unit will 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, 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 UNDESIRE 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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