

vtech®

# User's Manual



## Learning Wheels School Bus™



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Dear Parent,

Welcome to the world of **Go! Go! Smart Friends™**! We're excited you've decided to go on an adventure with us and explore all that **Go! Go! Smart Friends™** has to offer. These toys have been designed to give your child a thrilling learning experience with hours of fun.

**Go! Go! Smart Friends™** features a collection of characters and playsets (each sold separately) that interact with your child by lighting up and playing fun responses. They introduce themselves, talk about their favorite things and more while encouraging first words and early vocabulary. But that's only the beginning of the learning excitement!

When your child interacts with our innovative **MagicPoint™** technology, they will love watching the characters and playsets come to life with motion, lights, music, and sounds as they play!

Additionally, our **Go! Go! Smart Friends™** playsets feature buttons, gears and other manipulative elements to encourage the development of your child's fine motor skills.

With **Go! Go! Smart Friends™**, it's playtime where friendship leads to learning™!

Sincerely,

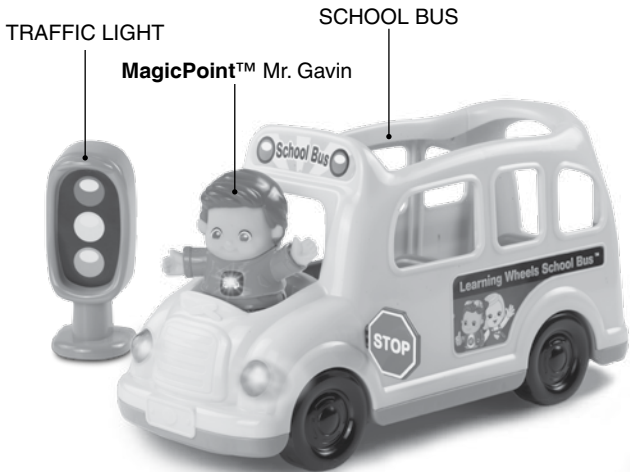
Your friends at **VTech®**

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

# INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Friends™ Learning Wheels School Bus™!**

Take a ride on the **VTech® Go! Go! Smart Friends™ Learning Wheels School Bus™**. Watch friends come to life on **MagicPoint™** locations. Put Mr. Gavin in the driver's seat, and the bus will light up and move forward.



# INCLUDED IN THIS PACKAGE

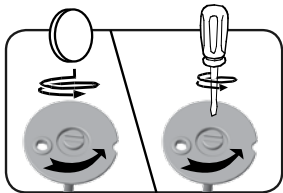
- One VTech® Go! Go! Smart Friends™ character
- One VTech® Go! Go! Smart Friends™ school bus with 3 MagicPoint™ locations
- One VTech® Go! Go! Smart Friends™ traffic light accessory piece



- One user's manual

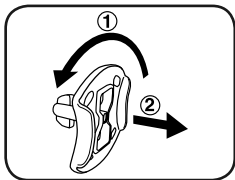
## Unlock the packaging locks:

There is one packaging lock located on the character and one packaging lock located on the school bus.



To unlock the packaging lock on the character:

- ① Use a coin or a screwdriver to loosen the screw.
- ② Pull out the screw with the packaging lock.



To unlock the packaging lock on the school bus:

- ① Rotate the packaging lock 90 degrees counter-clockwise.
- ② Pull out the packaging lock.

## 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.

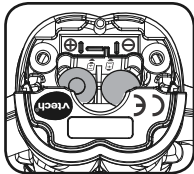
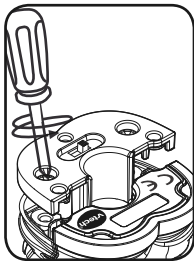
## NOTE:

Please keep user's manual as it contains important information.

# GETTING STARTED

## BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screws.
3. Install 2 new "AAA" size (LR03/AM-4) 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 screws to secure.



## IMPORTANT

This product is in a try-me mode in the packaging. To activate normal play mode, please complete the following steps:

1. Slide the **ON/OFF SWITCH** to the **OFF** (●) position
2. Press and hold the **LIGHT-UP BUTTON** for 2 seconds.
3. Slide the **ON/OFF SWITCH** to the **ON** (Ⓛ) position to activate normal play mode.

## BATTERY NOTICE

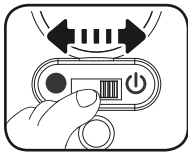
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries 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.

## PRODUCT FEATURES

### 1. ON/OFF SWITCH

The **ON/OFF SWITCH** is located on the bottom of the character.

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.

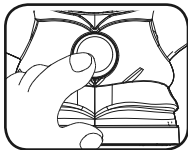


### 2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Go! Go! Smart Friends™** character will automatically power down after several minutes of no input. The unit can only be turned on again by pressing the **LIGHT-UP BUTTON** or placing it on a **MagicPoint™** location.

# ACTIVITIES

1. Slide the **ON/OFF SWITCH** to turn the unit **ON**. Then press the **LIGHT-UP BUTTON** to hear phrases, songs, melodies and fun sounds. The light will flash with the sounds.

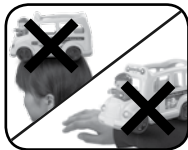


2. Place the character on the **MagicPoint™** located on the **SCHOOL BUS** driver seat to see its lights turn on and to see it move forward. You will also hear phrases, fun sounds, short tunes and sing-along songs. For added fun, the character can interact with other **VTech® Go! Go! Smart Friends™** playsets (each sold separately).



For optimal performance, play with your **Go! Go! Smart Friends™** school bus on a smooth and flat surface.

**Important Note:** For your child's safety, only play with the toy on the ground. Do not roll the toy on your clothing, body or hair. If something gets caught in the school bus's wheels while the motor is on, remove the character from the school bus to turn off the motor.



3. Place the character on one of the two **MagicPoint™** passenger locations to hear fun responses.



4. An added **TRAFFIC ACCESSORY PIECE** is included for pretend-play fun.



## CARE & MAINTENANCE

1. Keep the unit and its metal parts clean by wiping them 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 or water.

## TROUBLESHOOTING

If for some reason the unit stops working or malfunctions while playing with the **MagicPoint™** accessory, please remove the character from the accessory and place the character back onto the **MagicPoint™**.

If the unit still does not function, or if for some reason the unit stops working or malfunctions on its own, 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.

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.



### **IMPORTANT NOTE:**

Creating and developing Toddler 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 UNDESIRE OPERATION.

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



**CLASS 1  
LED PRODUCT**