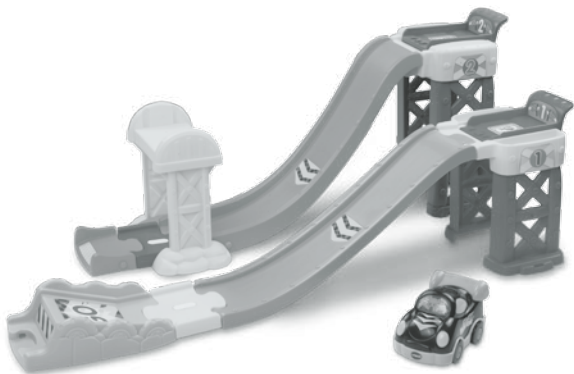


vtech[®]

Parents' Guide

**Go!Go!
Smart Wheels**[®]

3-in-1 Launch & Play Raceway[™]

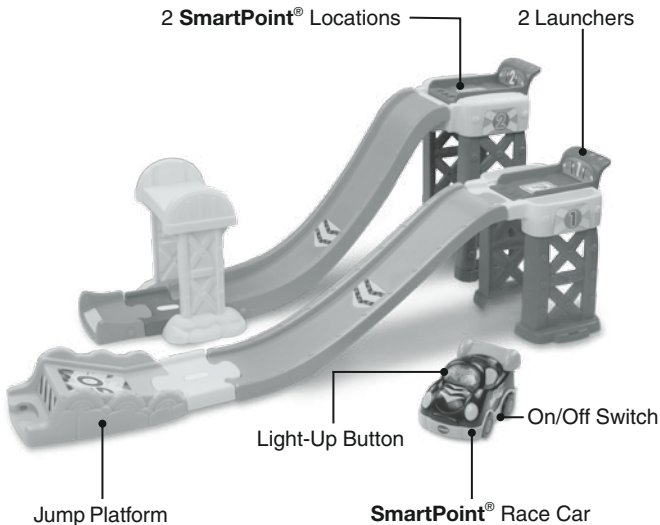


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INTRODUCTION

Thank you for purchasing the **Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway™!**

Rearrange tracks and create a dual raceway, stunt track or super raceway! Each piece is designed for little hands so your child will develop fine motor skills while connecting the tracks and other **Go! Go! Smart Wheels®** playsets! (each sold separately). It's playtime with miles of learning!



INCLUDED IN THIS PACKAGE



One **SmartPoint**[®] race car



One small platform with **SmartPoint**[®] launcher



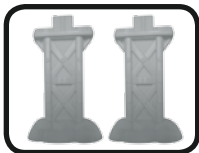
Two small platform supports



One large platform with **SmartPoint**[®] launcher



Two large platform supports



Two bridge supports



One bridge



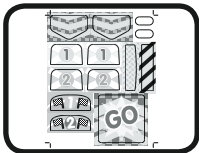
Two ramp tracks



Two connector tracks



Two jump tracks



One sheet of labels



One parents' 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 keep this parents' guide as it contains important information.

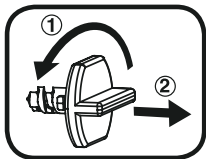
ATTENTION

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons 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

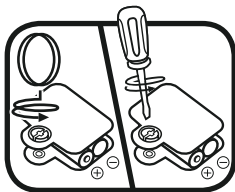


- ① Rotate the packaging lock counterclockwise several times.
- ② Pull out the packaging lock and discard.

GETTING STARTED

Battery Removal and Installation

1. Make sure the unit is turned **Off**.
2. Find the battery cover located on the bottom 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.
5. Replace the battery cover and tighten the screw to secure.

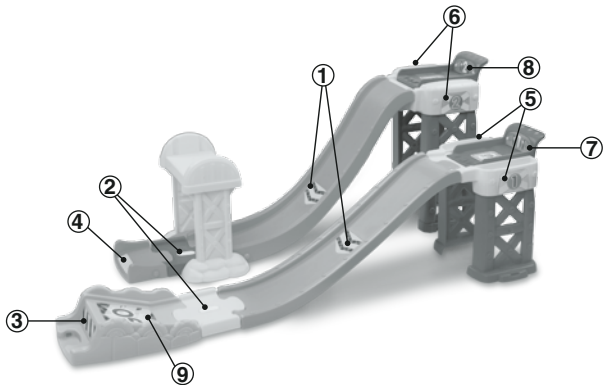
IMPORTANT: BATTERY INFORMATION

- 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 from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

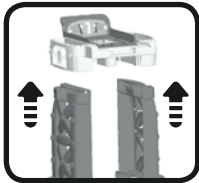
Please securely stick the labels to the playset as indicated below:



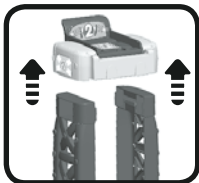
ASSEMBLY INSTRUCTIONS

With the **Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway™**, safety comes first. For your child's safety, do not let them play with this toy until it is fully assembled.

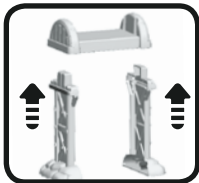
1. Attach the **Small Platform Supports** to the **Small Platform With SmartPoint® Launcher**. You will hear a “click” sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.



2. Attach the **Large Platform Supports** to the **Large Platform With SmartPoint® Launcher**. You will hear a “click” sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.



3. Attach the **Bridge Supports** to the **Bridge**. You will hear a “click” sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.



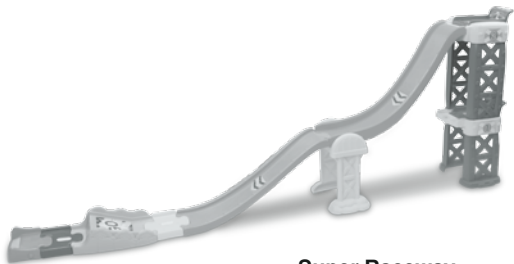
Once you've completed the above steps, connect these pieces to the included **Track** pieces. You can configure them into different shapes.



Dual Raceway



Stunt Track

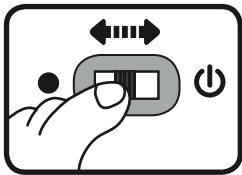


Super Raceway

RACE CAR FEATURES

1. On/Off Switch

To turn the **Race Car On**, slide the **On/Off Switch** on the **Race Car** to the **On** ☺ position. To turn the **Race Car Off**, slide the **On/Off Switch** to the **Off** ● position.



2. Automatic Shut-Off

To preserve battery life, the **Race Car** will automatically shut off after approximately 60 seconds without input. The unit can be turned on again by pressing the **Light-Up Button** or pushing the **Race Car** quickly.

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.

SMARTPOINT® RACE CAR ACTIVITIES

1. Light-Up Button

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



2. Sounds and Melodies

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

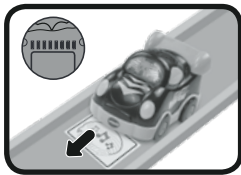


3. **SmartPoint® Locations**

For added fun, the **Race Car** interacts with the **Go! Go! Smart Wheels® 3-in-1 Launch & Play Raceway™**.

Simply place the **Race Car** on one of the playset's **SmartPoint® Launcher** locations to see the **Race Car's** light flash and to hear a phrase

and fun sounds. Once the **Race Car** is released from one of the **SmartPoint® Launcher** locations, the **Race Car's** light will flash and phrases, fun sounds and short tunes can be heard. The **Race Car** even interacts with other **Go! Go! Smart Wheels®** playsets (each sold separately).



SONGS

Song 1

Hey, I'm a speedy race car, I like racing.
Let's win the race—Let's be a star!

Song 2

Racing on the track makes me happy.
Woo-hoo, I'm so speedy!

Song 3

On the starting line, waiting to race, engines roaring,
Let's pick up the pace.

MELODY LIST

1. For He's a Jolly Good Fellow
2. Jack Be Nimble
3. Yankee Doodle
4. London Bridge
5. Hot Cross Buns
6. Bingo

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 if 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 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 sit for a few minutes, then replace the batteries.
4. Turn the unit **On**. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

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.

Caution

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 1647
Product Name: 3-in-1 Launch & Play Raceway™
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 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
vtechkids.ca

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

