

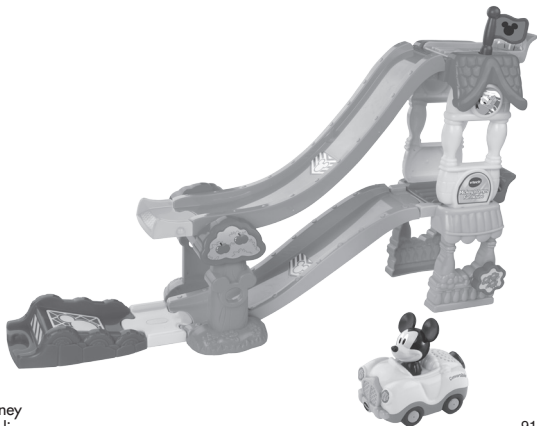
vtech®

Parent's Guide

Disney

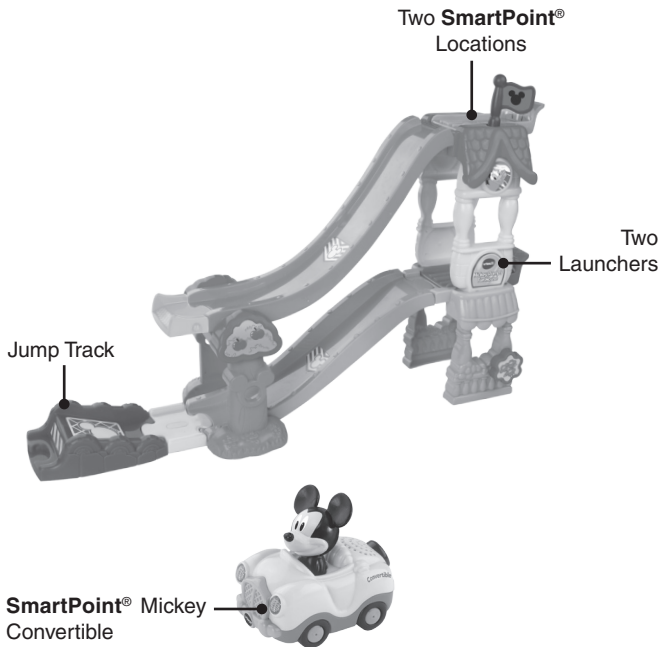
Go! Go!
Smart Wheels®

Mickey Ramps Fun House



INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Mickey Ramps Fun House!** Little racers can rearrange the tracks to create a dual raceway, stunt track or super raceway and speed through the day.



INCLUDED IN THIS PACKAGE



One **SmartPoint**®
Mickey Convertible



One small
platform



Two small platform
supports



One large platform



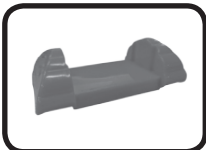
One flag



Two large platform
supports



Two bridge
supports



One bridge



Two ramp tracks



One 1/4 track,
male



One jump track,
female



One end 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.

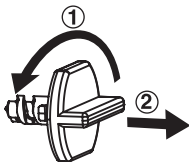
NOTE : Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

Adult assembly required.

Ce jouet doit être assemblé par un adulte.

Unlock the packaging locks:

- ① Turn the packaging locks counter-clockwise several times.
- ② Pull out and discard the packaging locks.

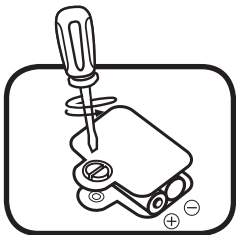


GETTING STARTED

BATTERY INSTALLATION

Convertible

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the **Convertible**. Use a 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.

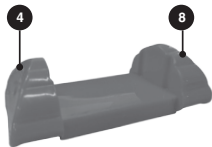
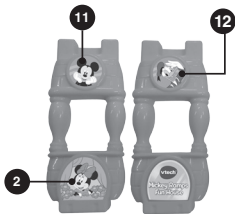
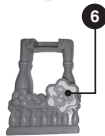
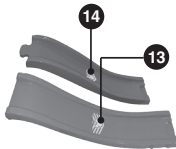
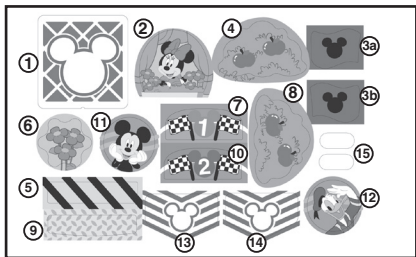


BATTERY NOTICE

- 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.

LABEL APPLICATION

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



ASSEMBLY INSTRUCTIONS

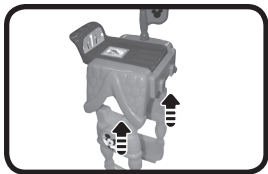
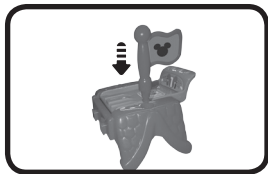
Mickey Ramps Fun House

With the VTech® Go! Go! Smart Wheels® Mickey Ramps Fun House, safety comes first. To ensure your child's safety, adult assembly is required.

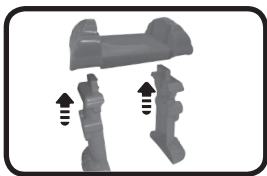
1. Attach the **Small Platform Supports** to the **Small Platform**. You will hear a “click” sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.



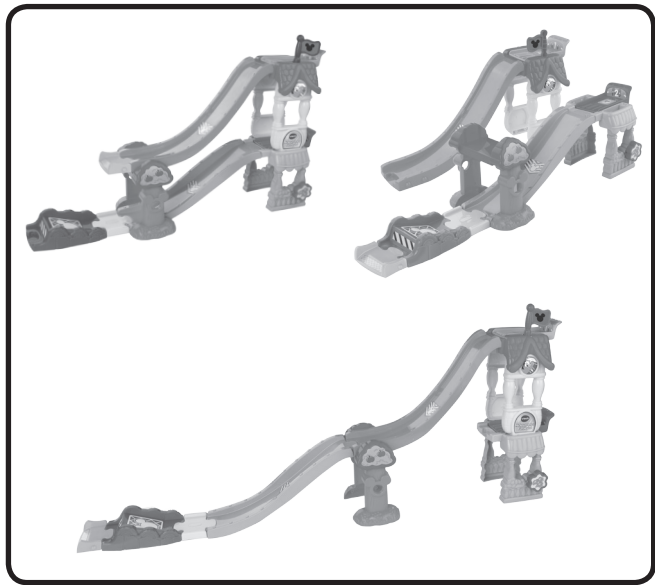
2. Insert the **Flag** into the **Large Platform**. Then, attach the **Large Platform Supports** to the **Large Platform**. You will hear a “click” sound to indicate the pieces are secure. Once the pieces are connected, they cannot be detached.



3. Attach the **Bridge Supports** to the Bridge.

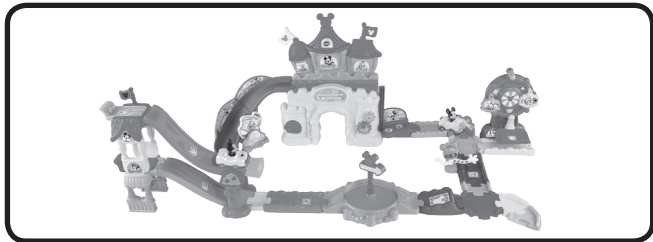


After the above steps, connect these pieces to the included track pieces. You can configure them into different shapes.



EXPAND & EXPLORE



You are now ready to play! Connect the track pieces together or you can use them to connect other **Go! Go! Smart Wheels®** playsets and tracks (each sold separately).



PRODUCT FEATURES

Convertible

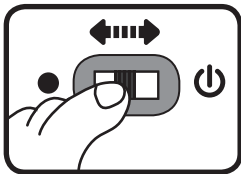
1. ON/OFF SWITCH

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 included **Convertible** will automatically power down after approximately 50 seconds without input. The unit can be turned on again by pressing the **Character Button** or pushing the **Convertible** quickly.

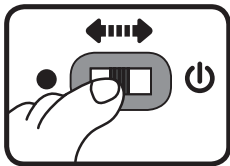
Note: This product is in try-me mode in the packaging. After opening the package, turn the vehicle off and on again to proceed with normal play. If the unit powers down while playing, we suggest changing the batteries.



ACTIVITIES

Convertible

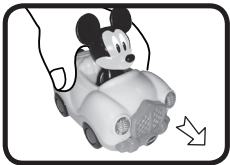
1. Slide the **On/Off Switch** to the **ON** position to turn the unit **ON**. You will hear a song, a phrase and sounds. The lights will flash with the sounds.



2. Press the **Character Button** to hear fun sounds, songs and phrases. The lights will flash with the sounds.



3. Push the **Convertible** to hear fun sounds and melodies. While the melody is playing, push the vehicle again to add in fun sounds on top of the melody. The lights will flash with the sounds.

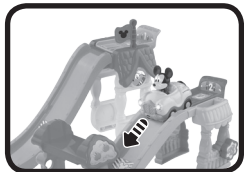
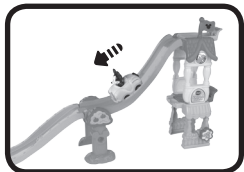
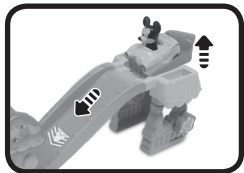


4. For added fun, the **Convertible** interacts with the **Go! Go! Smart Wheels® Mickey Ramps Fun House**. Simply put the vehicle on one of the playset's two **SmartPoint®** launchers to see the **Mickey Convertible's** lights flash and to hear fun phrases, short tunes and sounds. The **Convertible** even interacts with other **Go! Go! Smart Wheels®** playsets and tracks (each sold separately).

ACTIVITIES

Mickey Ramps Fun House

1. Place the **Convertible** on any of the playset's two **SmartPoint**® locations to trigger fun sounds, phrases and music.
2. Configure the playset in different ways for added fun and creative play.
3. Place the vehicle on the launchers to launch and jump the vehicle.



SONGS

1. Beep, beep, honk, honk,
Ready to go,
Buckle up, be safe on the road.
2. Oh, my convertible's super,
Oh, my convertible's super,
Oh, my convertible's super,
Which nobody can deny!
3. Take a trip 'round the town!

MELODY LIST

1. Baa, Baa Black Sheep
2. For He's a Jolly Good Fellow
3. Bingo
4. Can Can
5. Glow Worm
6. Pop Goes the Weasel

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 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, please follow these steps:

1. Please 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 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

