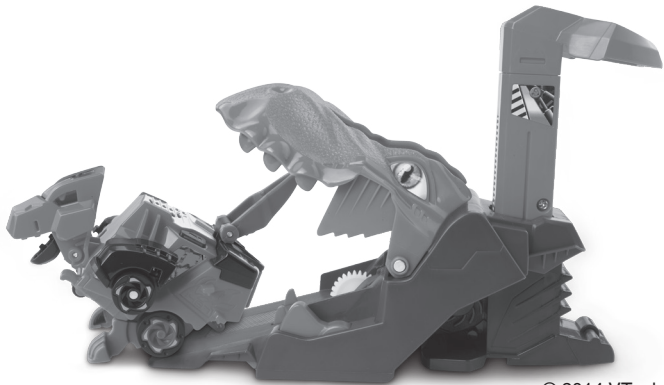



vtech[®]


User's Manual

SWITCH & GO **DINOS**[®] **TURBO**

T-REX LAUNCHER



© 2014 VTech
Printed in China
91-009678-006 



Hi Friend,

You're about to embark on a "dino-mite" adventure with me, **Zipp the T-Rex™**! Just so you know, I've been specially created just for you and am part of the **VTech® Switch & Go Dinos®** Turbo crew! **Switch & Go Dinos®** are a special breed of dinosaurs that transform from vehicle to dino in a few easy steps. You're going to love playing with me!

Not only can you help me do some wicked transformations, but you can help me do other cool things, too! Use the **T-Rex Launcher** to charge me up and watch as I race and roar across the floor. The faster you charge me, the farther I go! You can even charge me without the launcher. Try pushing me on the ground or pressing a button and you'll hear me make awesome sounds! Press another button to hear me talk, and I'll tell you all about my wild life as a dinosaur! Maybe you'll even learn a thing or two.

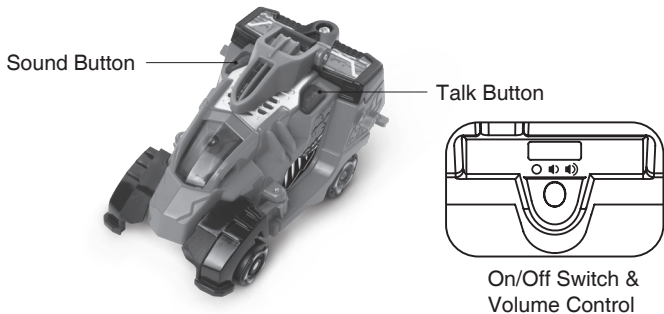
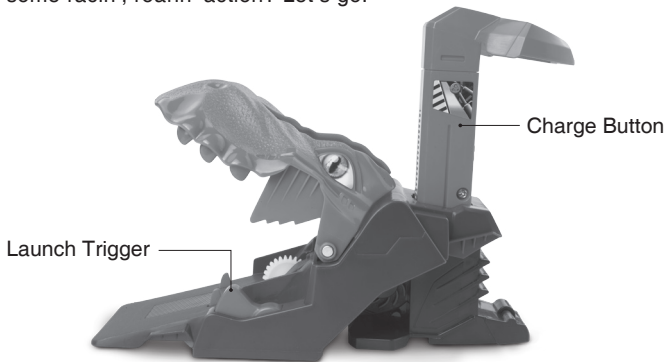
For more fun, be sure to check out the rest of the **Switch & Go Dinos®** crew (each sold separately)! And remember, with me you're in for some dino switchin', road racin' fun!

Your pal,

Zipp the T-Rex™

INTRODUCTION

Get your **Switch & Go Dinos®** moving fast with the **T-Rex Launcher!** The launcher's mouth can be opened big enough to include the dinosaur or racecar, then power it up and **GO!** The faster you charge the T-Rex, the farther the launcher can blast it! Are you ready for some racin', roarin' action? Let's go!



INCLUDED IN THIS PACKAGE

- One VTech® Switch & Go Dinos® – T-Rex Launcher
- One VTech® Switch & Go Dinos® – Zipp the T-Rex™
- One user's manual

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:

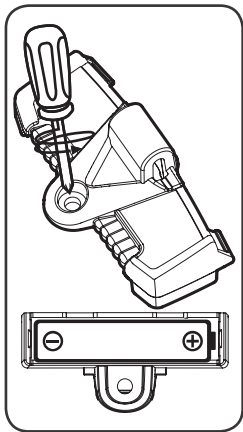
Please keep the user's manual as it contains important information.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Install 1 new "AAA" battery following the diagram inside the battery box.
(The use of new, alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover to secure it.

NOTE: When the battery runs low, the toy will no longer respond. If this happens, please replace the battery.



BATTERY NOTICE

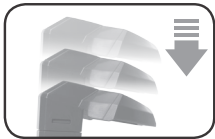
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries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

LAUNCHER:

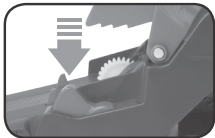
1. CHARGE BUTTON

Press the **Charge Button** to charge up the dino or car.



2. LAUNCHER TRIGGER

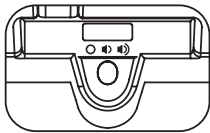
Press the **Launcher Trigger** to release the dino or car.



ZIPP THE T-REX:

1. On/Off Switch & Volume Control

This product has a single switch that turns the unit **ON** or **OFF** and controls the volume. To turn the unit **ON** or adjust the volume, slide the switch to Low/High. To turn the unit **OFF**, slide the switch to **OFF**.



2. TALK BUTTON

Press the **Talk Button** to hear the dino or driver talk.

3. SOUND BUTTON

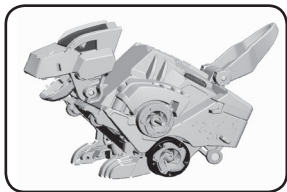
Press the **Sound Button** to hear cool sound effects.

4. AUTOMATIC SLEEP MODE

To preserve battery life, the unit will automatically enter sleep mode if there's no input.

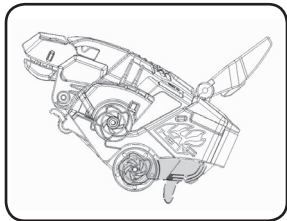
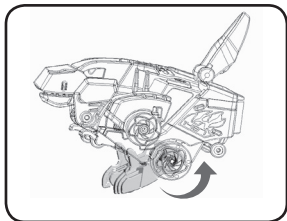
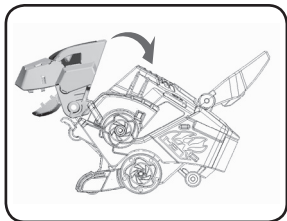
HOW TO SWITCH THE DINO INTO A VEHICLE

1. Dino shape.

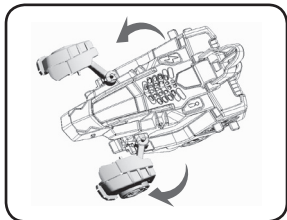
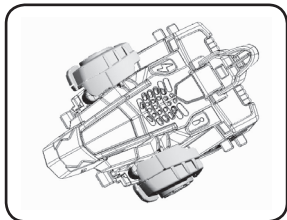


2. Move the head in and close its mouth.

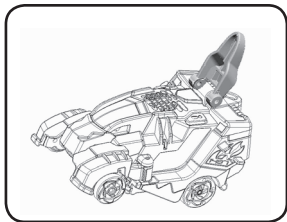
(Note: When moving the head, the unit will automatically detect it has been switched into the vehicle shape and will respond accordingly.)



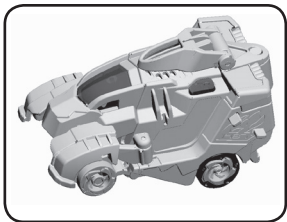
3. Rotate the back legs up.



4. Pull out front wheels, then push them outside the body.



5. Fold the tail fin.



6. Car shape.

Note: To switch the vehicle back into a dino, reverse the order of the steps above.

HOW TO CHARGE AND LAUNCH ZIPP THE T-REX

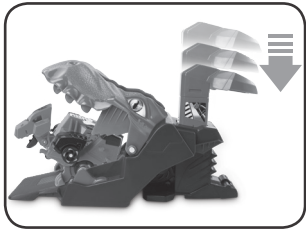
1. Put the Dino or Car into the Launcher.

To place the dino into the launcher, position the mouth of the dinosaur high.



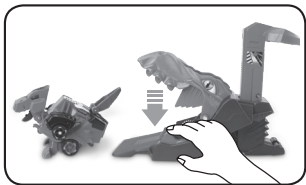
2. Press the Charge Button.

The more you charge the dino or car, the farther the launcher can blast it.



3. Press the Launch Trigger.

Press the launch trigger to release the dino or car.



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. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the battery.
3. Let the unit stand for a few minutes, then replace the battery.
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 battery.

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.

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)