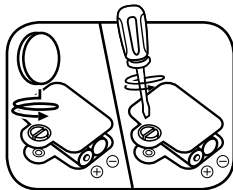


Go! Go! Smart Wheels® Deluxe Vehicle

User's Manual

BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the main vehicle unit. Use a coin or 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.



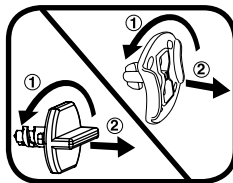
WARNING: All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

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.

Unlock the packaging locks:

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



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.

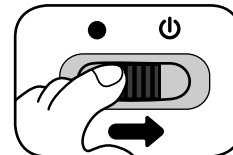
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- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

PRODUCT FEATURES

1. ON/OFF SWITCH

To turn the unit **ON**, slide the main vehicle **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

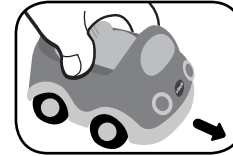
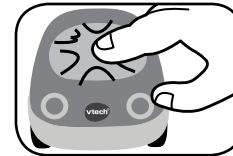
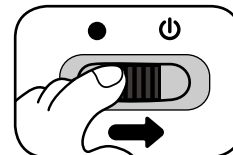
To preserve battery life, the VTech® Go! Go! Smart Wheels® deluxe vehicle will automatically power-down after approximately 60 seconds without input. The unit can only be turned on again by pressing the light-up driver button or pushing the vehicle quickly.

NOTE: This product is in a try-me mode in the packaging. After opening the package, turn the vehicle off and on again to proceed with normal play.

NOTE : Ce produit est actuellement en mode démonstration. Une fois déballé, veuillez éteindre puis remettre en marche ce jouet pour activer toutes ses fonctionnalités.

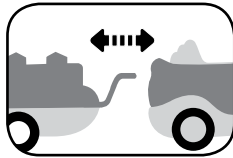
ACTIVITIES

1. Slide the **ON/OFF SWITCH** to turn the unit **ON**. You will hear vehicle sounds, a song and a phrase. The light will flash with the sounds.
2. Press the **LIGHT-UP DRIVER BUTTON** to hear vehicle sounds, songs and phrases. The light will flash with the sounds.
3. Push the vehicle 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 light will flash with the sounds.

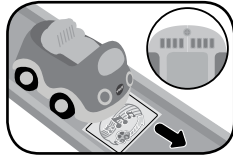


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4. The deluxe vehicle comes with a wheeled accessory that can attach to the main vehicle. Simply insert the snap ring of the wheeled accessory into the hole on the back of the main vehicle. To remove the accessory piece, pull gently on the snap ring.



5. For added fun, the main vehicle interacts with other **VTech® Go! Go! Smart Wheels®** and **Go! Go! Smart Animals™** playsets. Simply roll the vehicle over a playset's **SmartPoint® location** to see the vehicle's light flash and to hear greetings, fun sounds, short tunes and sing-along songs (each playset sold separately).



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 program/activity stops working or malfunctions, 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.

For information on this product's warranty, please call **VTech®** 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

IMPORTANT NOTE:

Creating and developing Infant 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.

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)

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

CLASS 1
LED PRODUCT