

vtech[®]

Parent's Guide

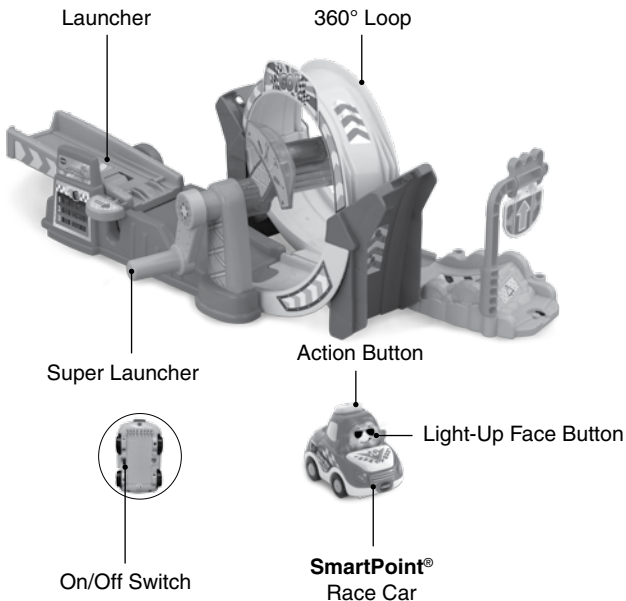
Go! Go!
Smart Wheels[®]

Revved Up Stunt Spiral™



INTRODUCTION

Thank you for purchasing the **Go! Go! Smart Wheels® Revved Up Stunt Spiral™** toy. Race around the 360° loop and into the race! Press down on the launcher to send Reggie the Race Car down the track toward the super launcher. Give it a turn and watch him zip around the 360° loop and out the gate for a roaring finish. This track features two-in-one fun! Change your track configuration to create a roller-coaster hill.



INCLUDED IN THIS PACKAGE

NOTE: This toy is not intended for teething.



One **SmartPoint®**
Race Car



One uphill ramp
track



One downhill
ramp track



One arc track



One launcher part A



One launcher part B



One handle
pedestal



One rotator



One handle



One ¼ track A



One ¼ track B



One base



One sign



One sign bracket



One label sheet

- 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

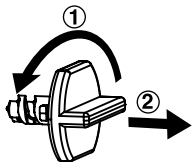
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.

NOTE

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

Unlock the Packaging Locks

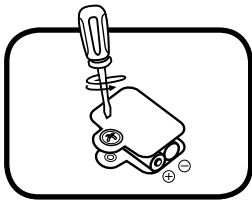
- ① Rotate the packaging lock 360° counterclockwise.
- ② Pull out the packaging lock and discard.



GETTING STARTED

Battery Removal and Installation

1. Make sure the Race Car is turned **Off**.
2. Find the battery cover located on the bottom of the unit and use a screwdriver to loosen the screw and 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.



BATTERY NOTICE

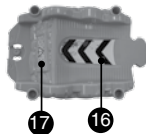
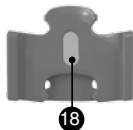
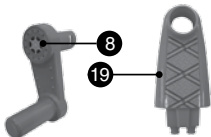
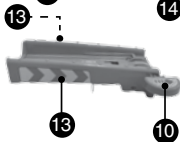
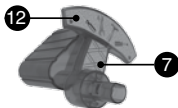
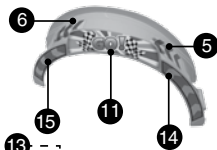
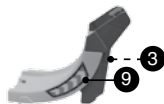
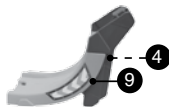
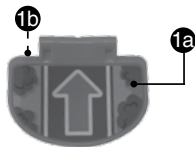
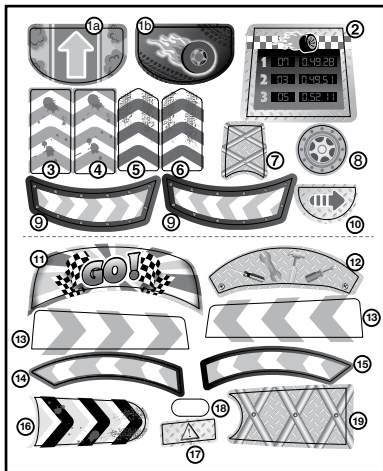
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the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

MISE EN GARDE

- Utiliser des piles alcalines neuves pour des performances maximales.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mélanger différents types de piles ou d'accumulateurs, ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas utiliser des piles ou des accumulateurs endommagés.
- Mettre en place les piles ou les accumulateurs en respectant les polarités + et - .
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le -) .
- Enlever les piles ou les accumulateurs usagés du jouet.
- Retirer les piles ou les accumulateurs en cas de nonutilisation prolongée.
- Ne les jeter ni au feu ni dans la nature.
- Ne pas tenter de recharger des piles non rechargeables.
- Enlever les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.

LABEL APPLICATION

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

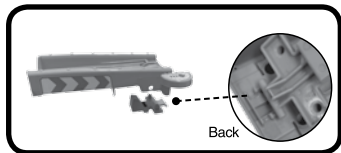


ASSEMBLY INSTRUCTIONS

360° Loop Track

With the **Go! Go! Smart Wheels® Revved Up Stunt Spiral™**, safety comes first. Adult assembly required. For your child's safety, do not let them play with this toy until it is fully assembled.

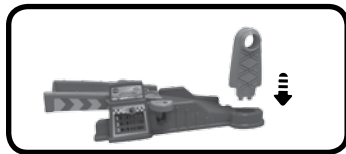
1. Insert the **Launcher Part A** into the **Launcher Part B**.



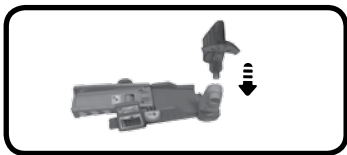
2. Insert the assembled **Launcher** onto the **Launcher Base**.



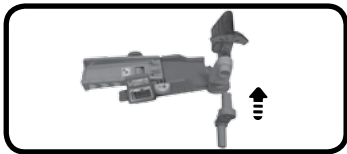
3. Insert the **Handle Pedestal** onto the track.



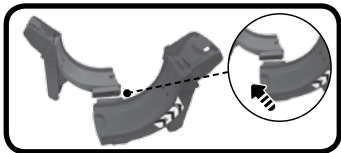
4. Insert the **Rotator** into the **Handle Pedestal**.



5. Insert the **Handle** into the **Handle Pedestal**.



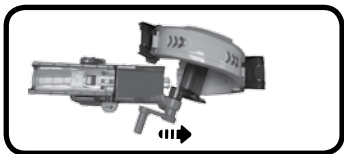
6. Connect the **Uphill Ramp Track** with the **Downhill Ramp Track** as shown below.



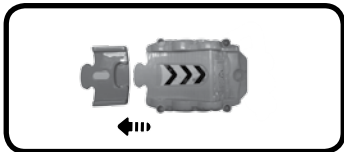
7. Insert the **Arc Track** into the slot on both the **Uphill Ramp Track** and the **Downhill Ramp Track**.



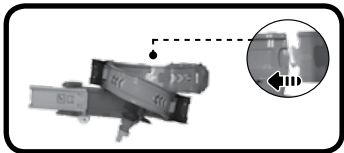
8. Snap the assembled pieces to the front of the track.



9. Connect 1/4 Tracks A and B.



10. Snap the assembled pieces to the end of the ramp track.



11. Add **Sign Bracket** and **Sign** to end of track.



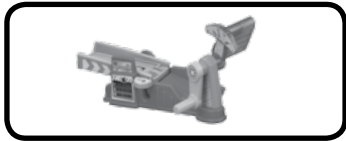
12. Assembled 360° loop track will look like the image below.



Hilly Track

The super launcher is only used in the 360° loop configuration.

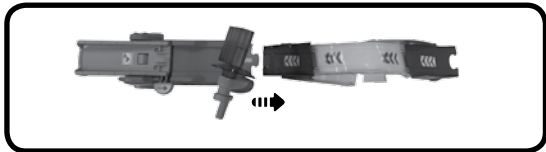
1. Repeat steps 1- 5 as shown above.



2. Insert the **Arc Track** into the slot on both the **Uphill Ramp Track** and the **Downhill Ramp Track**.



3. Connect assembled launcher to front of the hill assembly.



4. Snap **1/4 Track A** to the end of the track.

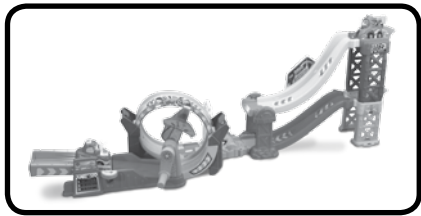


5. Assembled hilly track will look like the image below.



EXPAND & EXPLORE



Connect to the **Go! Go! Smart Wheels® 3-in-1 Raceway** (as shown below) and other **Go! Go! Smart Wheels®** playsets (each sold separately) to expand the **Revved Up Stunt Spiral™** and inspire creativity.

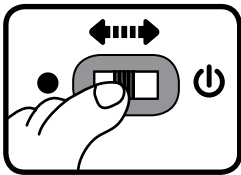


PRODUCT FEATURES

Race Car

1. On/Off Switch

To turn the **Race Car On**, slide the **On/Off Switch** 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 included **Race Car** will automatically shut down after approximately 60 seconds without input. The unit can be turned on again by pressing the light-up button, pushing the car quickly, or triggering a **SmartPoint**[®] location.

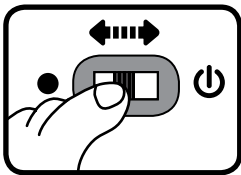
NOTE

If the unit powers down while playing, we suggest changing the batteries.

ACTIVITIES

Race Car

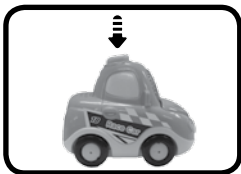
1. Slide the **On/Off Switch** to turn the **Race Car On**. You will hear a song, phrase and sounds. The light will flash with the sounds.



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



3. Press the **Action Button** on the vehicle to activate a mechanical function and hear fun sounds. The light will flash with the sounds.



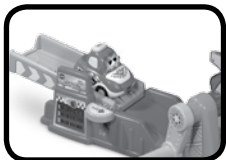
4. Push the **Race Car** to hear fun sounds. While a melody is playing, push the **Race Car** again to add in fun sounds on top of the melody. The light will flash with the sounds.



5. For added fun, the **Race Car** interacts with the **Go! Go! Smart Wheels® Revved Up Stunt Spiral**. Simply place the **Race Car** on the **SmartPoint®** location to see the **Race Car's** light flash and to hear fun sounds, short tunes and phrases. The **Race Car** interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).

PRODUCT FEATURES - 360° TRACK

1. Place the **Race Car** or any SmartPoint® vehicle (each sold separately) on the SmartPoint® location to trigger fun sounds, songs or phrases.



2. Put the **Race Car** on the SmartPoint® **Launcher**. Press down firmly on the launcher lever to send the **Race Car** out and around the loop!



SONGS

SONG 1

All around the track we go,
zoomin', drivin', racin',
Just before the finish line,
<Vroom> goes my engine!

SONG 2

I'm a race car,
the fastest ever seen.
I loop-de-loop and jump through hoops
and floor it in between.

SONG 3

Go! Go! Smart Wheels
Go! Go! Smart Wheels
I'm a Go! Go! Smart Wheels race car
Ready to give it some gas (Go! Go!)
I'm gonna find out if I'm fastest.
Let's Go! Go! and see (Go! Go!)

SONG 4

Go! Go! Smart Wheels
Go! Go! Smart Wheels

MELODY LIST

Three Blind Mice
To Market, To Market
William Tell Overture
Do Your Ears Hang Low?
God Save the Queen
Itsy, Bitsy Spider

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. 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.

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 visit our website **vtechkids.com** and fill out our **Contact Us** form located under the **Customer Support** link. 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 contact us with any problems and/or suggestions that 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: 5349
Product Name: Go! Go! SmartWheels® Revved Up Stunt Spiral™
Responsible Party: VTech Electronics North America, LLC
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)

**CLASS 1
LED PRODUCT**

**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

