

vtech®

User's Manual

Go! Go!
Smart Wheels®

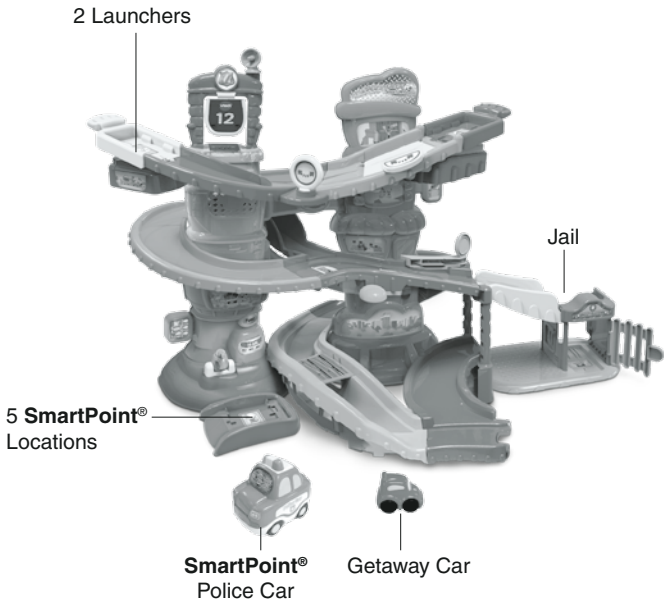
Launch & Chase Police Tower™



91-003514-000 US

INTRODUCTION

Thank you for purchasing the **Go! Go! Smart Wheels® Launch & Chase Police Tower™** by **VTech®**! Watch the Police Car come to life when you race him around the course and over the five **SmartPoint®** locations. Have fun on the chase and catch the Getaway Car!



INCLUDED IN THIS PACKAGE



SmartPoint®
Police Car



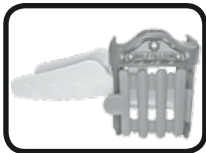
Getaway Car



Ramp support



Jail base



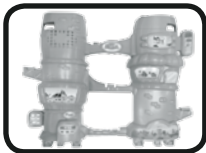
Jail wall



Fuel pump



Base



Dual tower



Track 1



Track 2



Track 3



Track 4



Track 5



Track 6



Track 7



Track 8



Track 9



Two roadblocks



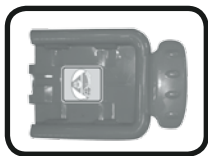
Gate



Track sign



Launcher 1



Launcher 2



Launcher 1 support



Launcher 2 support



Hideout



Hideout base



Police station base



Police station wall



Fuel platform



- 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

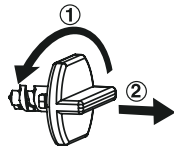
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.

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:



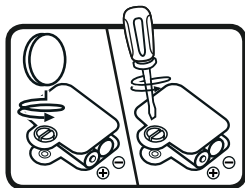
- ① Turn the packaging lock counterclockwise several times.
- ② Pull out and discard the packaging lock.

GETTING STARTED

BATTERY INSTALLATION

Police Car

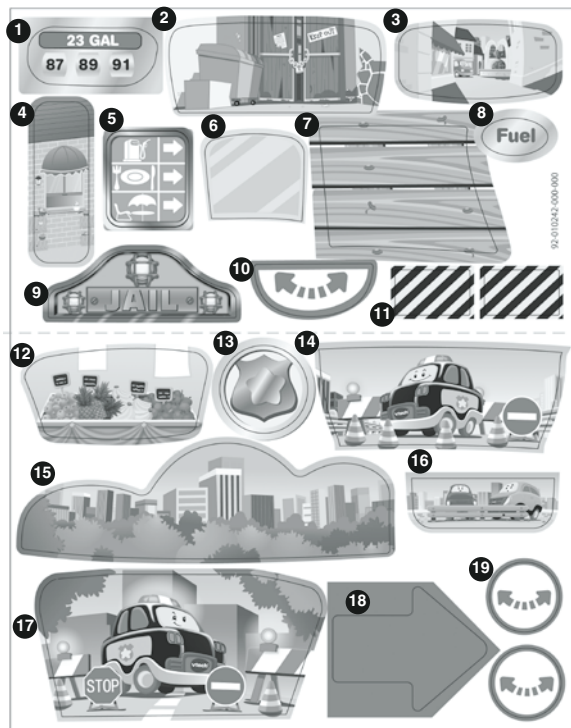
1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the Police Car. Use a coin or screwdriver to loosen the screw.
3. Install two new AAA (AM-4/LR03) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery cover and tighten the screw to secure the battery cover.

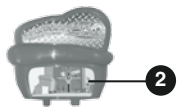
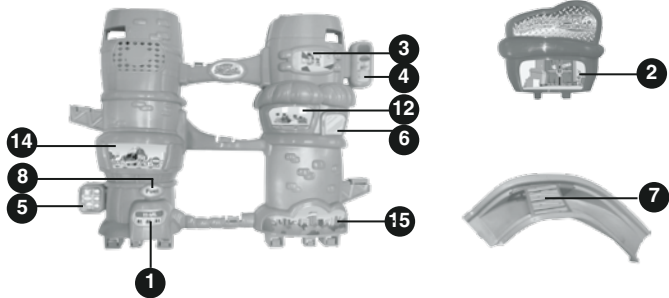


BATTERY NOTICE

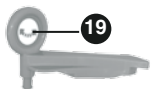
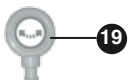
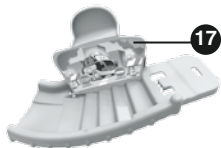
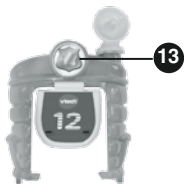
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the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

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





18

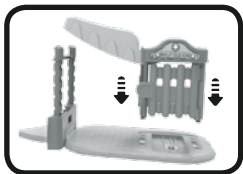
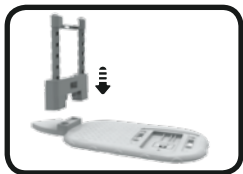


ASSEMBLY INSTRUCTIONS

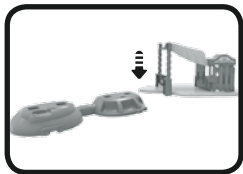
Launch & Chase Police Tower™

With the VTech® Go! Go! Smart Wheels® Launch & Chase Police Tower™, safety comes first. To ensure your child's safety, adult assembly is required.

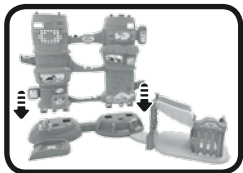
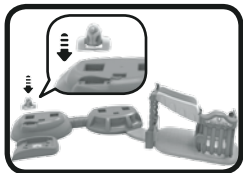
1. Insert both the **Ramp Support** and the **Jail Wall** into the **Jail Base**, as shown below.



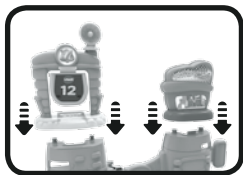
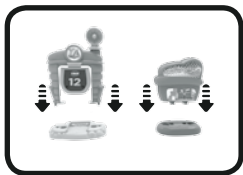
2. Connect the **Jail Base** and **Fuel Platform** to the **Base**, as shown below.



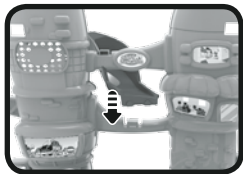
3. Insert the **Fuel Pump** and **Dual Tower** into the slots on the **Base**, as shown below.



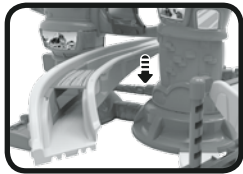
4. Insert the **Police Station Wall** into the **Police Station Base** and the **Hideout** into the the **Hideout Base**. Then, connect the bases to the **Dual Tower**, as shown below.



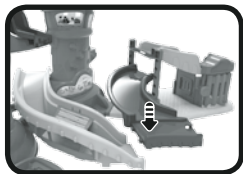
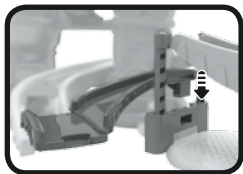
5. Attach **Track 9** to the **Dual Tower**, as shown below.



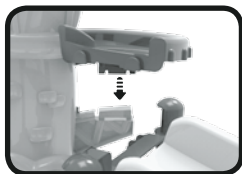
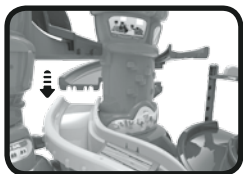
6. Attach **Track 2** to the **Dual Tower**, as shown below.



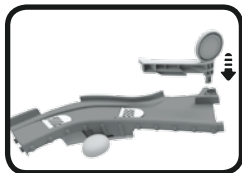
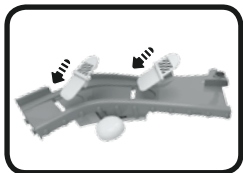
7. Attach **Track 1** to the **Ramp Support** and **Track 2**, as shown below.



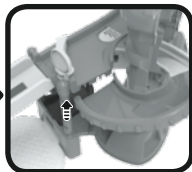
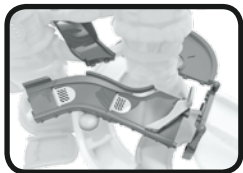
8. Connect **Track 3** to **Track 2** and the **Dual Tower**, as shown below.



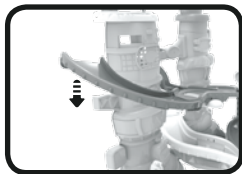
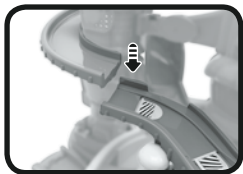
9. Insert the two **Roadblocks** and **Gate** into **Track 4**, as shown below.



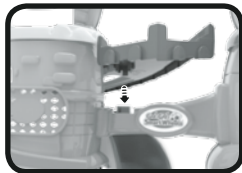
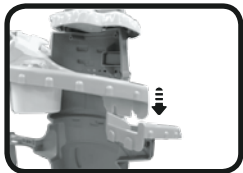
10. Connect **Track 4** to **Track 9** and **Ramp Support**. Then, attach **Track 3** to **Track 4**, as shown below.



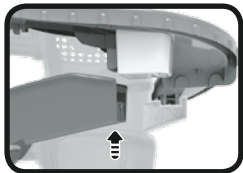
11. Connect **Track 5** to **Track 4** and the **Dual Tower**, as shown below.



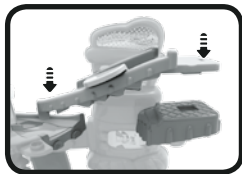
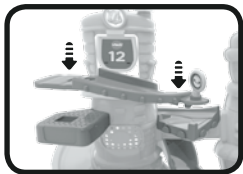
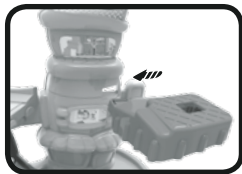
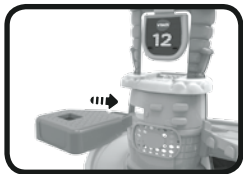
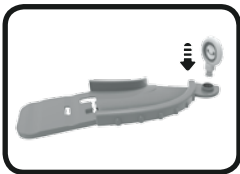
12. Attach **Track 5** to **Track 6**. Then, insert **Track 6** into the **Dual Tower**, as shown below.



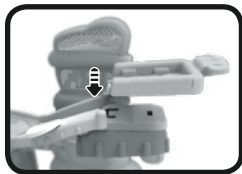
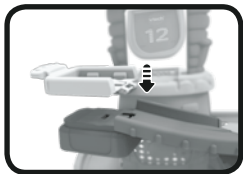
13. Attach **Track 6** to **Track 9**, as shown below.



14. Attach the **Track Sign** to **Track 8**. Then, insert the **Launcher Supports** into the **Dual Tower**. Finally, connect **Track 8** and **Track 7** to the **Launcher Supports** and **Track 6**, as shown below.



15. Attach **Launcher 1** to **Track 8** and connect **Launcher 2** to **Track 7**, as shown below.

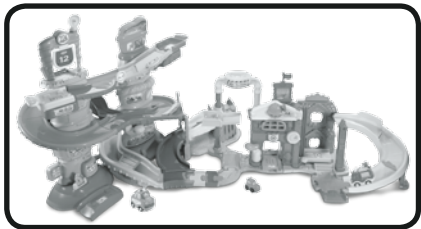


Once you've completed the above steps, you are ready to play! You can connect the playset to other **Go! Go! Smart Wheels®** playsets and tracks (each sold separately).



EXPAND & EXPLORE



Connect to the **Go! Go! Smart Wheels® Save the Day Fire Station™** (as shown below) or other **Go! Go! Smart Wheels®** playsets (each sold separately) to expand the **Launch & Chase Police Tower™** and inspire creativity.

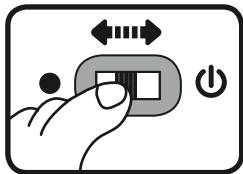


PRODUCT FEATURES

Police Car

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

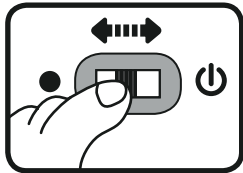
To preserve battery life, the included Police Car will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing the **Light-Up Button**, pushing quickly or triggering a **SmartPoint®** location.

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.

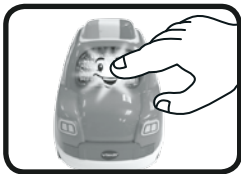
ACTIVITIES

Police Car

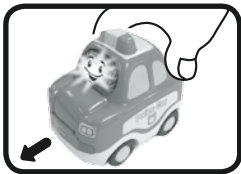
1. Slide the **On/Off Switch** to turn the Police Car **ON**. You will hear a song, phrase and sounds. The light will flash with the sounds.



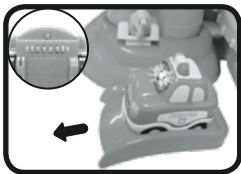
2. Press the **Light-Up Button** to hear sounds, songs and phrases. The light will flash with sounds.



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



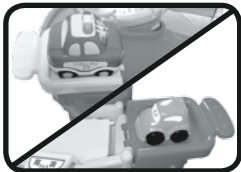
4. For added fun, the Police Car interacts with the **Go! Go! Smart Wheels® Launch & Chase Police Tower™**. Simply place the Police Car on one of the five **SmartPoint®** locations to see the Police Car's light flash and to hear fun sounds, short tunes and phrases. The Police Car even interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).



ACTIVITIES

Launch & Chase Police Tower™

1. Place the Police Car or any **SmartPoint®** vehicle (each sold separately) on the five **SmartPoint®** locations to trigger fun sounds, songs or phrases
2. Put the Police Car and Getaway Car in the **SmartPoint®** launchers, lift the launchers and watch them race to the bottom.



3. Try to slow down the Getaway Car by exposing the speed bumps, raising the barricades and moving the switch track.



SONGS

1. I'm the Go! Go! Smart police car,
police car, police car,
I'm the Go! Go! Smart police car,
Cruising 'round the town
2. Time to turn on the siren, the siren, the siren,
Time to turn on the siren,
We're racing to the scene!
3. Get to the scene and follow clues,
To catch the bad guy and his crew!

MELODY LIST

1. Aiken Drum
2. A-Tisket, A-Tasket
3. Muffin Man
4. Where Has My Little Dog Gone
5. Turkey in the Straw
6. Yankee Doodle

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 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 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 **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, 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



TM & © 2018 VTech Holdings Limited.
All rights reserved.
Printed in China.
91-003514-000 (US)