


**vtech**<sup>®</sup>

Parent's Guide

**Go!Go!**  
**Smart Wheels**<sup>®</sup>

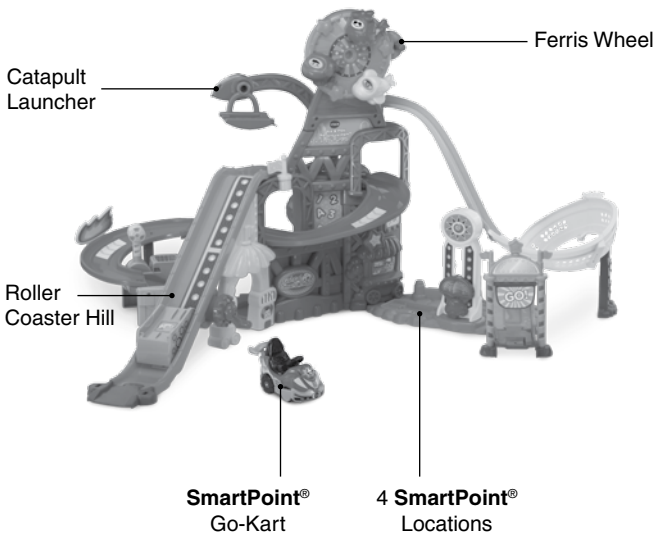
**Race & Play Adventure Park**<sup>™</sup>



91-003375-006 

# INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Race & Play Adventure Park™!** Go for a ride with Gavin the Go-Kart as he races down the track, through the 360-degree loop and out the jump ramp. Then, place Gavin in the catapult launcher and pull back the lever to launch him to the top!



# INCLUDED IN THIS PACKAGE

**NOTE:** This toy is not intended for teething.



One **SmartPoint**<sup>®</sup>  
Go-Kart



One roller coaster  
structure



One **SmartPoint**<sup>®</sup>  
roller coaster platform



One **SmartPoint**<sup>®</sup>  
hill track



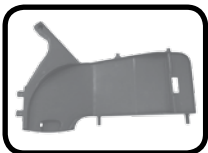
One hill support



One catapult arm



One **SmartPoint**<sup>®</sup>  
catapult platform



One catapult track



One catapult  
lever



One catapult  
track support



One base connector



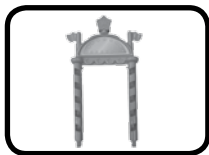
One flag



One **SmartPoint**<sup>®</sup>  
ramp base



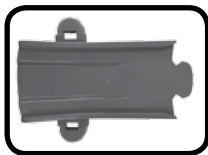
One carnival piece



One gate



One gate plate



One jump track,  
male



Three Ferris wheel vehicles



One Ferris wheel



Ramp track A



Ramp track B



Ramp track C



Ramp track D



One ramp  
track support



Slide track A



Slide track B



Slide track C



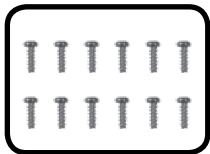
One slide track support



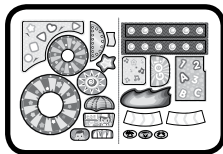
One slide sign



One end track, male



Twelve screws



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.



## **CAUTION:**

**Adult assembly required.**

**This package contains small screws. For your child's safety, do not let your child play with the toy until it is fully assembled.**



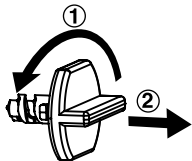
## **ATTENTION !**

**Ce jouet doit être assemblé par un adulte.**

**Ce jouet contient des petites vis. Pour la sécurité de votre enfant, ne pas le laisser jouer avec le jouet tant que ce dernier n'est pas complètement assemblé par un adulte.**

## **Unlock the packaging locks:**

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

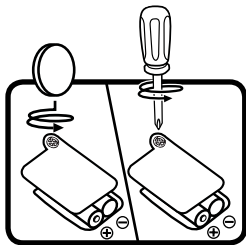


# GETTING STARTED

## BATTERY INSTALLATION

### Go-Kart

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the Go-Kart. 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.

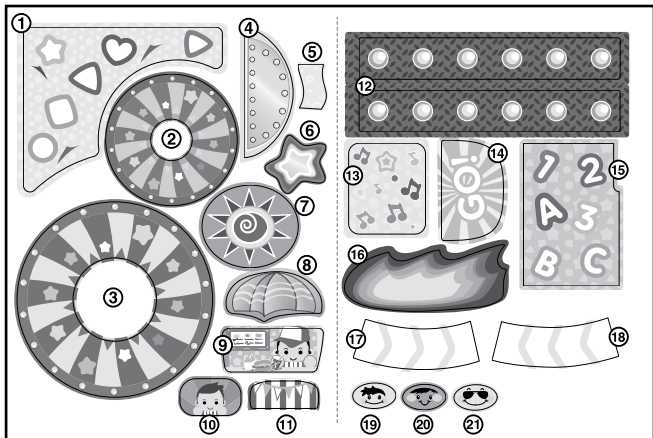


### BATTERY NOTICE

- 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.

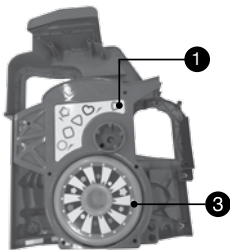
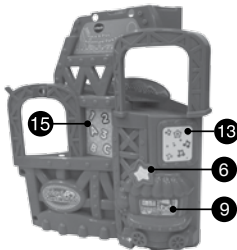
# LABEL APPLICATION

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

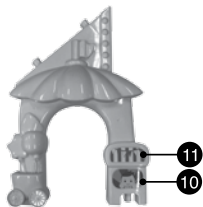
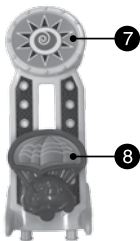
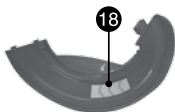
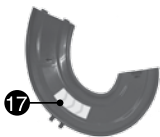
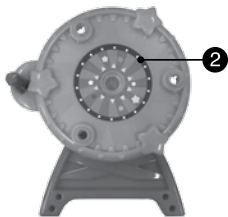


Front

Back





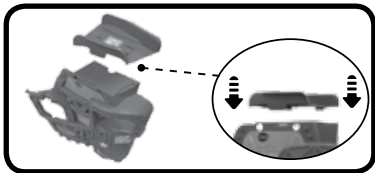


# ASSEMBLY INSTRUCTIONS

## Race & Play Adventure Park™

With the VTech® Go! Go! Smart Wheels® Race & Play Adventure Park™, safety comes first. To ensure your child's safety, adult assembly is required.

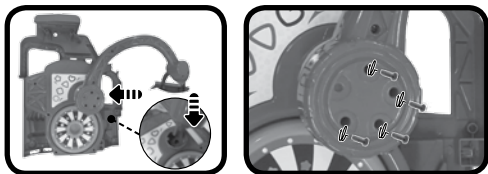
1. With the **Roller Coaster Structure** right-side up, insert the **SmartPoint® Roller Coaster Platform**, as shown below. You will hear a “click” sound to indicate the ramp base is secure.



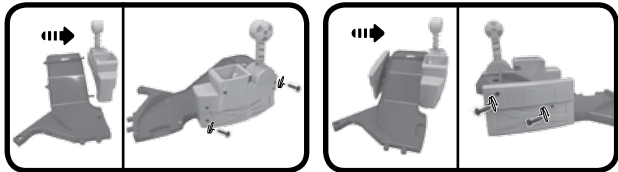
2. Next, assemble and attach the catapult components to the **Roller Coaster Structure** following the steps below:  
A: Insert the **SmartPoint® Catapult Platform** into the **Catapult Arm**. You will hear a “click” sound to indicate the pieces are secure.



B: Then, screw the **Catapult Arm** into the back of the **Roller Coaster Structure**, as shown in the picture.



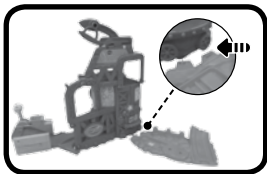
C: Next, screw the **Catapult Lever** and **Catapult Track Support** to the **Catapult Track**, as shown below.



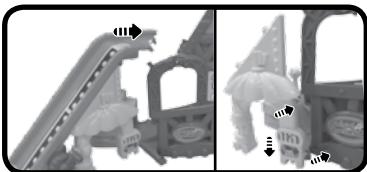
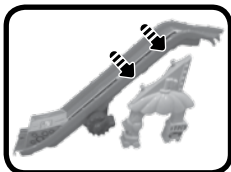
D: Finally, attach the **Base Connector** to the **Catapult Track** and **Roller Coaster Structure** as pictured. Once the **Base Connector** is attached, it cannot be removed.



3. Insert the **SmartPoint® Ramp Base** into the **Roller Coaster Structure**, as shown below. You will hear a “click” sound to indicate both pieces are secure.

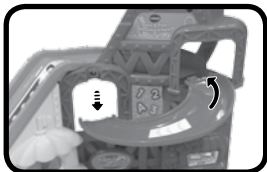


4. Attach the **SmartPoint® Hill Track** to the **Hill Support**. Then, attach the **SmartPoint® Hill Track** to the side of the **Roller Coaster Structure** and **Catapult Track**. You will hear a “click” sound to indicate the pieces are secure.

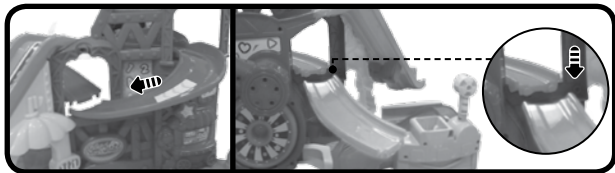


5. Now, attach **Slide Tracks A, B and C** to the **Roller Coaster Structure** following the steps below:

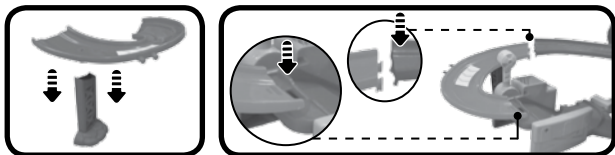
A: Attach **Slide Track A** to the **Roller Coaster Structure**, as shown in the picture. You will hear a “click” sound to indicate the piece is secure.



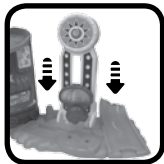
B: Then, connect **Slide Track B** to **Slide Track A** in the **Roller Coaster Structure** opening, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.



C: Finally, insert the **Slide Support** into **Slide Track C**. Then, connect **Slide Track C** to **Slide Track B** and the **Catapult Base**, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.



6. Insert the **Carnival Piece** into the **SmartPoint® Ramp Base**, as shown below. You will hear a “click” sound to indicate the **Carnival Piece** is secure.

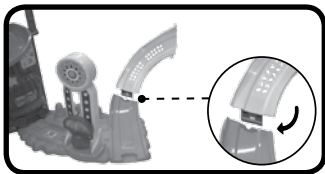


7. Now, assemble **Ramp Tracks A, B, C** and **D** following the steps below:

A: Connect **Ramp Track A** to the **Roller Coaster Platform** and **Carnival Piece**, as shown in the picture. You will hear a “click” sound to indicate **Ramp Track A** and the **Roller Coaster Platform** are secure.



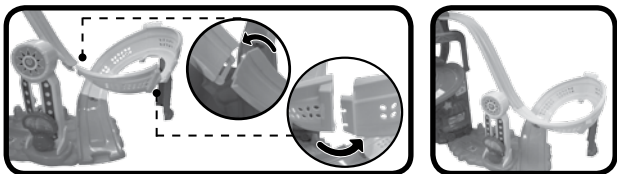
B: Then, connect **Ramp Track D** to the **SmartPoint® Ramp Base**, as shown in the picture. You will hear a “click” sound to indicate **Ramp Track D** is secure.



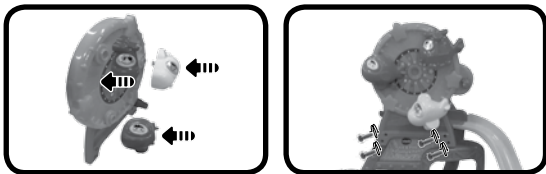
C: Next, insert the **Ramp Track Support** into **Ramp Track C**. Then, connect **Ramp Track C** to **Ramp Track D**, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.



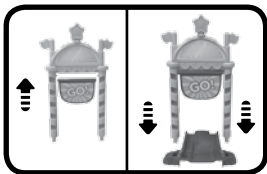
D: Finally, connect **Ramp Track B** to **Ramp Tracks A** and **C**, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.



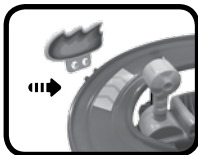
8. Insert the three **Ferris Wheel Vehicles** into the **Ferris Wheel**. You will hear a “click” sound to indicate the **Ferris Wheel Vehicles** are secure. Then, screw the **Ferris Wheel** into the top of the **Roller Coaster Structure**, as shown below.



9. Attach the **Gate Plate** to the **Gate**. Then, insert the **Gate** into the jump track, as shown below. You will hear a “click” sound to indicate the **Gate** is secure.



10. Insert the **Flag** into the **Roller Coaster Structure** and insert the **Slide Sign** into **Slide Track C**, as shown below. You will hear a “click” sound to indicate they are secure.

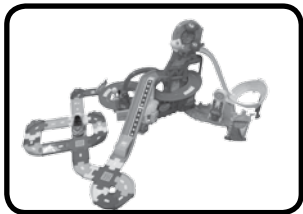


Once you've completed the above steps, you are ready to play! You can connect these pieces to the other included track pieces or you can connect this playset to other **Go! Go! Smart Wheels®** playsets (each sold separately).



## EXPAND & EXPLORE

Connect to the **Go! Go! Smart Wheels® Deluxe Track Set** (as shown below) or other **Go! Go! Smart Wheels®** playsets (each sold separately) to expand the **Race & Play Adventure Park™** and inspire creativity.



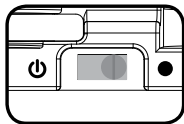


# PRODUCT FEATURES

## Go-Kart

### 1. ON/OFF Switch

To turn the Go-Kart **ON**, slide the **On/Off Switch** to the **ON** (⏻) position. To turn the Go-Kart **OFF**, slide the **On/Off Switch** to the **OFF** (●) position.



### 2. AUTOMATIC SHUT-OFF

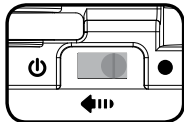
To preserve battery life, the included Go-Kart will automatically power-down after approximately 60 seconds without input. The unit can only be turned on again by pressing the **Light-Up Button**, pushing the Go-Kart quickly or triggering a **SmartPoint®** location.

**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

## Go-Kart

1. Slide the **On/Off Switch** to turn the Go-Kart **ON**. You will hear a song, fun phrases and sounds. The light will flash with the sounds.



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



3. Push the Go-Kart to hear fun sounds and melodies. While a melody is playing, continue pushing the Go-Kart to add in fun sounds on top of the melody. The light will flash with sounds.



4. For added fun, the Go-Kart interacts with the **Go! Go! Smart Wheels® Race & Play Adventure Park™**. Simply put the Go-Kart on one of the playsets four **SmartPoint®** locations to see the Go-Kart's light flash and to hear fun sounds, short tunes and phrases. The Go-Kart even interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).

## ACTIVITIES

### Race & Play Adventure Park™

1. Place the Go-Kart or any **SmartPoint®** vehicle (each sold separately) on any of the playsets four **SmartPoint®** locations to trigger fun sounds, songs or phrases.



2. Put the Go-Kart on the **SmartPoint®** hill platform, and turn the handle to make the Go-Kart climb the hill like a real roller coaster! Once the Go-Kart reaches the top, it will slide down to the catapult launcher.



3. Pull the catapult lever and launch the Go-Kart to the top level!

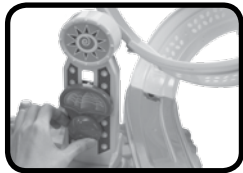
**Note:** Only use **Go! Go! Smart Wheels®** vehicles on the catapult.



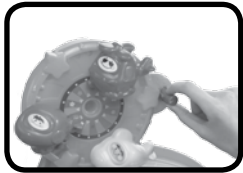
4. Watch the Go-Kart race down the ramp, twirl around the 360° loop and launch off the jump track.



5. Move the parachute up the carnival piece, and watch it tumble down for cause and effect fun.



6. Spin the Ferris wheel round and round for added role-play fun.



# SONGS

1. We're here, so much to do,  
Now, let's go play just me and you.  
We'll find a ride built for two,  
Oh, let's have some fun my buddy!
2. Race, race, race some more,  
Up and down the hill!  
Happily, happily, happily, happily,  
Ready for a thrill!
3. Dash forward,  
Swerve around the corner, whee!  
Up and down we go!

# MELODY LIST

1. Oats, Peas, Beans and Barley Grow
2. Ring Around a Rosy
3. Yankee Doodle
4. One, Two, Buckle My Shoe
5. Sing a Song of Sixpence
6. Ta Ra Ra Boom De Ay

# 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 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.

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](http://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**<sup>®</sup> products is accompanied by a responsibility that we at **VTech**<sup>®</sup> 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](http://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 UNDESIRABLE OPERATION.

*CAN ICES-3 (B)/NMB-3(B)*



## PRODUCT WARRANTY

This Warranty is applicable only to the original purchaser, is non-transferable and applies only to "VTech" products or parts. This product is covered by a 3-month Warranty from the original purchase date, under normal use and service, against defective workmanship and materials. This Warranty does not apply to (a) consumable parts, such as batteries; (b) cosmetic damage, including but not limited to scratches and dents; (c) damage caused by use with non-VTech products; (d) damage caused by accident, misuse, unreasonable use, immersion in water, neglect, abuse, battery leakage, or improper installation, improper service, or other external causes; (e) damage caused by operating the product outside the permitted or intended uses described by VTech in the owner's manual; (f) a product or part that has been modified (g) defects caused by normal wear and tear or otherwise due to the normal aging of the product; or (h) if any VTech serial number has been removed or defaced.

Prior to returning a product for any reason, please notify the VTech Consumer Services Department by going to our website at [vtechkids.com](http://vtechkids.com), filling out our Contact Us form located under the Customer Support link or calling 1-800-521-2010.

If the service representative is unable to resolve the issue, you will be provided instructions on how to return the product and have it replaced under Warranty. Return of the product under Warranty must adhere to the following rules: If VTech believes that there may be a defect in the materials or workmanship of the product and can confirm the purchase date and location of the product, we will at our discretion replace the product with a new unit or product of comparable value. A replacement product or parts assumes the remaining Warranty of the original product or 30 days from the date of replacement, whichever provides longer coverage.

**THIS WARRANTY AND THE REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES, REMEDIES AND CONDITIONS, WHETHER ORAL, WRITTEN, STATUTORY, EXPRESS OR IMPLIED. IF VTECH CANNOT LAWFULLY DISCLAIM STATUTORY OR IMPLIED WARRANTIES THEN TO THE EXTENT PERMITTED BY LAW, ALL SUCH WARRANTIES SHALL BE LIMITED TO THE DURATION OF THE EXPRESS WARRANTY AND TO THE REPLACEMENT SERVICE AS DETERMINED BY VTECH IN ITS SOLE DISCRETION.**

To the extent permitted by law, VTech will not be responsible for direct, special, incidental or consequential damages resulting from any breach of Warranty.

This Warranty is not intended to persons or entities outside the United States of America. Any disputes resulting from this Warranty shall be subject to the final and conclusive determination of VTech.

**Visit our website for more  
information about our products,  
downloads, resources and more.**

***vtechkids.com***



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