

vtech®

Instruction Manual

Go!Go! Smart Wheels®

Checkered Flag Motorized Track Set™



INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Checkered Flag Motorized Track Set™**.

Experience the excitement of high-stakes competitive racing with the **VTech® Go! Go! Smart Wheels® Checkered Flag Motorized Track Set™**. It's time to race for the checkered flag!

30 Accessories

11 SmartPoint®
Locations

One tunnel



Remote Control



SmartPoint®
RC Race Car



SmartPoint®
Motorized Race Car

INCLUDED IN THE PACKAGE



One **SmartPoint®**
RC Racer



One **SmartPoint®**
Motorized Racer



Remote Control



A



B



C



D



E



F



G



H



I



J



Two K



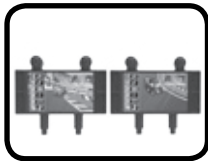
L



Two flags



One stadium plate



Two score boards



Two curve signs



One archway
banner



Two archway
supports



One bleacher roof



One bleacher



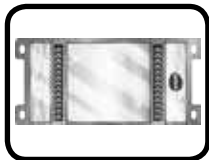
One pressroom



One remote control stand



Three gate switches



One tunnel



One Quick Start Guide



One label sheet

WARNING

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

NOTE

Please save this Instruction Manual 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, cordons et vis d'emballage. Ils ne font pas partie du jouet.

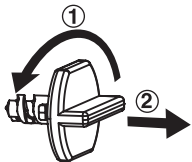
NOTE

Il est conseillé de sauvegarder ce manuel car il comporte des informations importantes.

If there are no locks inside the package, disregard this message.

Removing the Packaging Locks:

- ① Turn the packaging locks anticlockwise several times.
- ② Pull out the packaging locks and discard.



INSTRUCTIONS



WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.

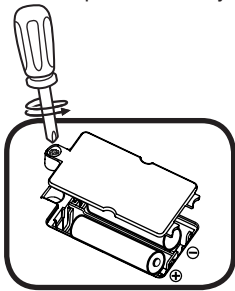


ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

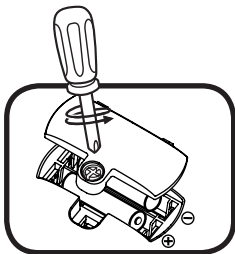
Battery Removal And Installation -- Vehicle

1. Make sure the unit is turned **OFF**.
2. Find the battery cover located on the bottom of the **Race Cars**, use a screwdriver to loosen the screw and then open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.



Battery Removal And Installation -- Remote Control

1. Make sure the unit is turned **OFF**.
2. Find the battery cover located on the bottom of the **Remote Control**, use a screwdriver to loosen the screw and then 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. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.



IMPORTANT: BATTERY INFORMATION

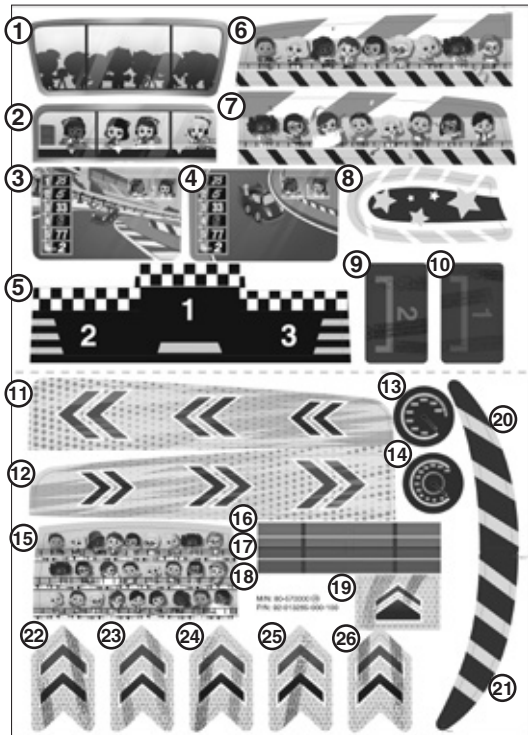
- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

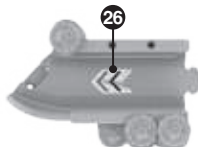
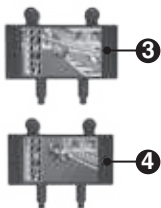
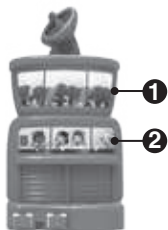
RECHARGEABLE BATTERIES

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

LABEL APPLICATION

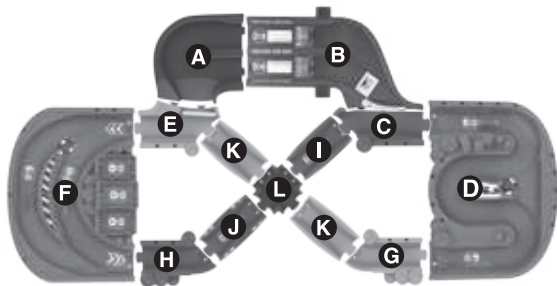
Please adhere the labels to the playset securely as indicated on the following page:





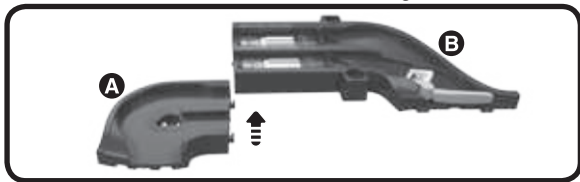
ASSEMBLY INSTRUCTIONS

With the VTech® Go! Go! Smart Wheels® Checkered Flag Motorized Track Set™, safety comes first. To ensure your child's safety, adult assembly is required.

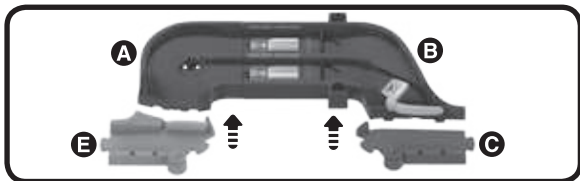


Assemble and attach the track components following the steps below:

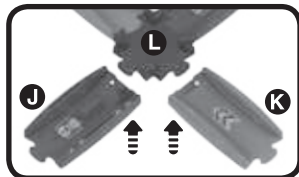
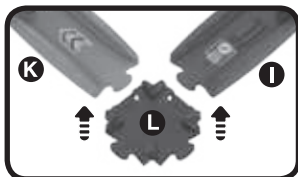
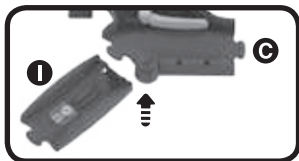
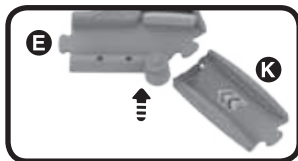
1. Attach track A to track B to form the starting line.



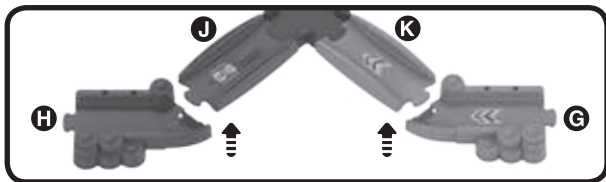
2. Attach track A to track E and track B to track C.



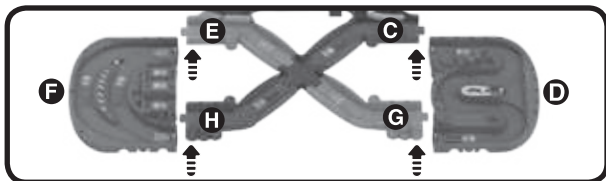
3. Continue connecting all the other tracks following the reference photo on page 10. The positions of tracks I, J and K can be changed freely by changing the direction of track L.



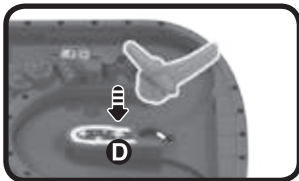
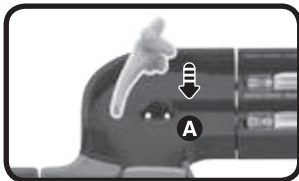
4. Attach track J to track H and track K to track G.



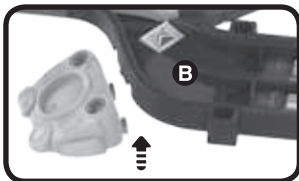
5. Attach track H&E to track F and track C&G to track D.



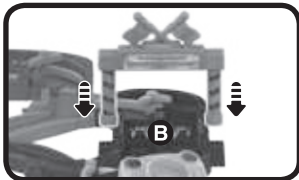
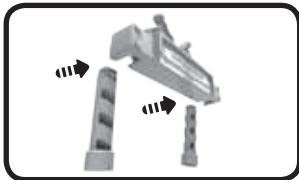
6. Position the yellow gate switch on track A and the shorter gray gate switch on track D.



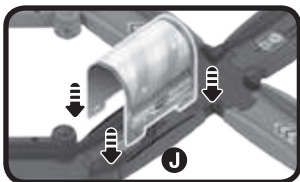
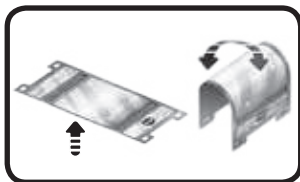
7. Position the longer gray gate switch on track F, and attach the remote control stand on the side of track B.



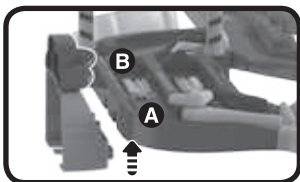
8. Insert two archway banner supports into the archway banner. Snap the archway banner at the starting line on track B.



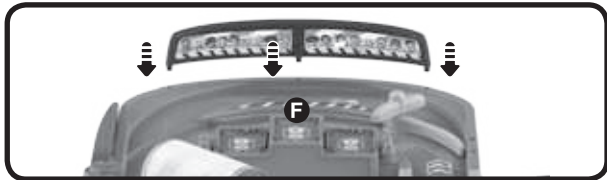
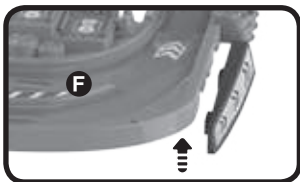
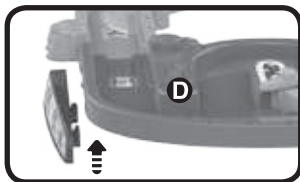
9. Insert the tunnel into track J.



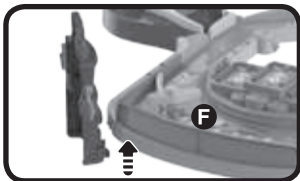
10. Snap the bleacher roof to the top of the bleachers. Attach the bleachers to the side of tracks A and B.



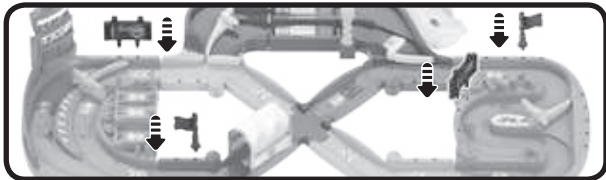
11. Insert one of the curve signs on the side of track D. Insert another curve sign and the stadium plate on the side of track F.



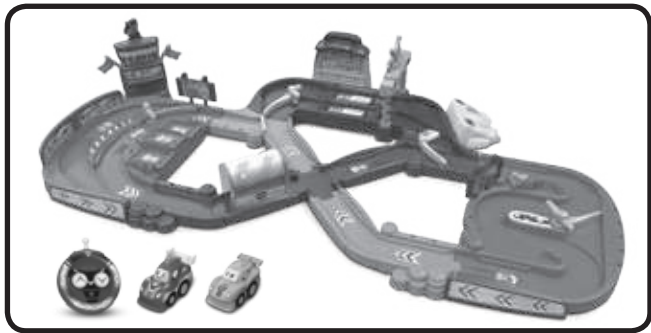
12. Insert two flags into the pressroom. Insert the pressroom on the side of track F.



14. Slide the two score boards onto the holes on the sides of the tracks. The flags will also fit these holes.



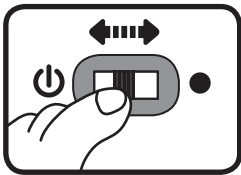
Once you've completed the above steps, you are ready to play!



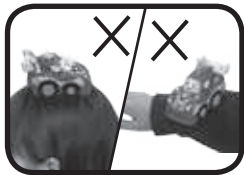
PRODUCT FEATURES

1. Power Switch - Vehicles

To turn the unit **On**, slide the **Power Switch** to the **On** () position. To turn the unit **Off**, slide the **Power Switch** to the **Off** () position.

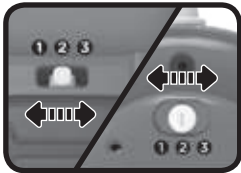


For your child's safety, use the motorized or RC cars only on the Go! Go! Smart Wheels® Checkered Flag Motorized Track Set™. Do not roll the car on your clothing, body or hair while the motorized car is turned on. Do not block the path of the car with any part of your body when the car is moving forward or backward. If something gets caught in the car's wheels while the motor is on, lift the car up so it is no longer touching your child or slide the power switch to the off position to turn off the motor. Adult supervision required.



2. Channel Selector Switch – Only for RC Racer

To allow the **RC Racer** and **Remote Control** to function together, slide the **Channel Selector Switch** () to the same location on the **RC Racer** and **Remote Control**.



Note: If two or three **RC Racers** are operating in the same vicinity, place each vehicle on a different channel (**1 2 3**).
(A maximum of three **RC Racers** can operate in one location.)

3. Forward/Backward Buttons – Only for RC Racer

Press the **Forward Button** or **Backward Button** on the remote to make the **RC Racer** go forward or backward. (The effective distance for the race car to recognize the remote control is about 3m to 6m. The distance will be shorter when the batteries are low.)



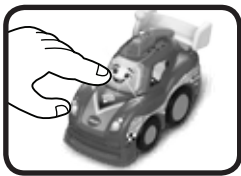
4. Automatic Shut-Off

To preserve battery life, the **RC Racer/Motorized Racer** will automatically power-down after approximately 100 seconds/5 minutes without input. The unit can be turned **On** again by pressing the Light-up Button or triggering a **SmartPoint®** location. (The remote control cannot wake up the RC Racer.)

Note: This product is in Try-Me mode in the packaging. After opening the package, turn the **RC Racer/Motorized Racer Off** and **On** again to proceed with normal play. If the unit powers down while playing, we suggest changing the batteries.

ACTIVITIES - RC Racer

1. Press the **Light-up Button** to hear fun phrases, songs, sounds and melodies. While a melody is playing, press the **Forward/Backward Button** on the **Remote Control** to add fun sounds on top of the melody. The windshield light will flash with sounds.

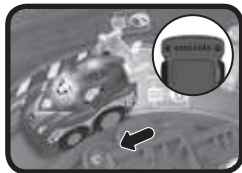


2. To drive the **RC Racer** with the **Remote Control**, ensure both the **RC Racer** and **Remote Control** are set to the same channel number with the **Channel Selector Switches**. Once both items are on the same channel, press the **Forward Button** or **Backward Button** on the **Remote Control** for some racing fun!

Note: For optimal performance, only play with your **RC Racer** indoors and out of direct sunlight.



3. Navigate the **RC Racer** over one of the playset's eleven **SmartPoint®** locations on the **Go! Go! Smart Wheels® Checkered Flag Motorized Track Set™** to see the **RC Racer's** lights flash and to hear fun sounds, short tunes and phrases.



MELODY LIST

1. I'm Looking Over a Four-Leaf Clover
2. The Entertainer
3. Three Little Kittens
4. Hickory Dickory Dock
5. Do You Know the Muffin Man?
6. Sailing, Sailing

SONG

Song 1

Drifting, accelerating,
I'm cruising round the racetrack,
Oh, let's go, we've got zooming to do,
And then I'll loop all over.

Song 2

For he's a mighty fast race car,
For he's a super quick race car,
For he's a fast, sporty race car,
But not nearly speedy enough, I'm faster!

Song 3

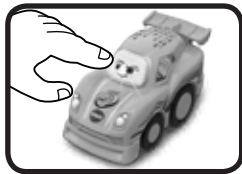
Go! Go! Smart Wheels!
I'm a Go! Go! Smart Wheels Race Car.
I hope that I come in first! (Go! Go!)
Speedy, swift, and mighty,
Let's Go! Go! and see! (Go! Go!)

Song 4

The engine that roars, the race begins,
Ready, set, go, let's see who wins!

ACTIVITIES - Motorized Race Car

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



2. Place the **Motorized Race Car** on one of the playset's eleven **SmartPoint®** locations to see the **Motorized Race Car's** lights flash and to hear fun sounds, short tunes and phrases.



MELODY LIST

1. Hot Cross Buns
2. Green Grass Grew All Around
3. Itsy Bitsy Spider
4. London Bridge
5. Muffin Man
6. One, Two Buckle My Shoe

SONG

Song 1

Racing, zooming, trying to beat my best.

Song 2

Oh Where, Oh Where does this racetrack go?
Oh why, oh why's it a loop?

Song 3

Go! Go! Smart Wheels!
I'm a Go! Go! Smart Wheels Race Car.
I was born to race fast! (Go! Go!)
Zooming and driving on the track.
Let's Go! Go! and see! (Go! Go!)

Song 4

Whenever I fall behind, I stay calm and pick up the pace!

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 a hard surface 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 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 unit still does not work, install a new set of batteries.

IMPORTANT NOTE:

If the problem persists, please contact 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. Creating and developing **VTech®** products is accompanied by a responsibility that we 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 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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5700
Product Name: Checkered Flag Motorized Track Set™
Responsible Party: VTech Electronics North America, L.L.C
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-003(B)/NMB-003(B)

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

vtechkids.com
vtechkids.ca

Read our complete warranty policy online at
vtechkids.com/warranty
vtechkids.ca/warranty

