

vtech[®]

Brainy Baby[®]

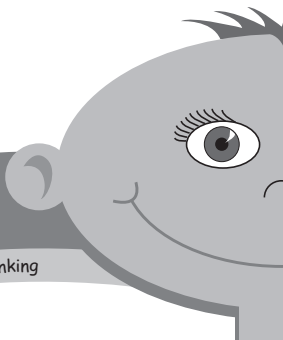
User's Manual

Where Can
We Go
Wheel[™]

Age 3 months+

Right Brain[™]

Inspires Creative Thinking



Dear Parent:

Ever notice the look on your baby's face when he learns something new? These moments are a parent's greatest reward. To encourage these moments, we have created the Brainy Baby Left Brain™ and Right Brain™ series of toys.

Based on the award-winning Brainy Baby® video series, these toys will help develop both sides of a child's brain to give him a cognitive advantage. Right Brain™ toys focus on encouraging creative skills such as music, art, imagination, and creative thinking. Left Brain™ toys are designed to encourage cognitive thinking skills such as logic, patterns, letters & numbers, and analyzing details. Working together, this revolutionary line of toys will engage your child's whole brain, and boost a baby's intellect!

At Brainy Baby®, we know that your child's education begins at birth - and we're proud to be a part of that. After all, at VTech® and Brainy Baby®, your child's future is our inspiration!

Sincerely,

Your Friends at VTech® and The Brainy Baby® Company

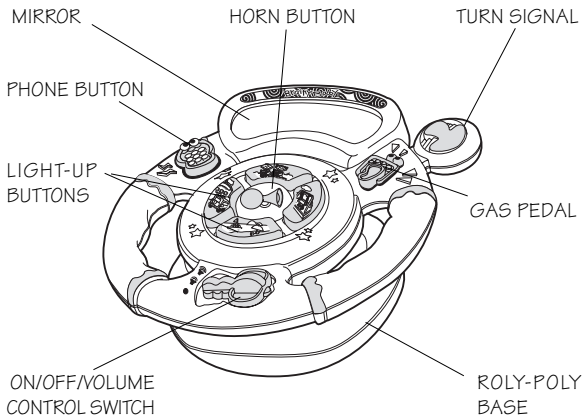
To learn more about these and other Brainy Baby® products, please visit www.brainybaby.com or www.vtech.com.



Introduction

Thank you for purchasing the Brainy Baby® Where Can We Go Wheel™ learning toy.

The Brainy Baby® Where Can We Go Wheel™ is for babies 3 months and up. This fun steering wheel rewards curiosity with fun imaginative phrases, car sounds and cheerful melodies. The cell phone button, horn and turn signal remind baby to be careful when they are out and about with some helpful safety reminders. The roly-poly base is equipped with a motion sensor that plays fun car sounds that will have baby's imagination driving wild.



Included in This Package

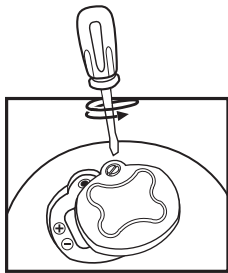
- One Brainy Baby® Where Can We Go Wheel™ learning toy
- One instruction manual

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

Getting Started

Battery Installation

1. Make sure the unit is turned off.
2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screw.
3. Install 2 new "AA" (UM-3/LR6) 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




- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.

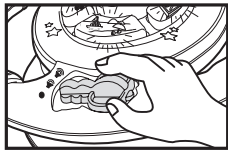
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

Product Features

1. On/Off/Volume Control Switch

To turn the unit on, slide the on/off/volume control switch to the low volume () or high volume () position. To turn the unit off, slide the on/off/volume control switch to the off () position.



2. Automatic Shut-off

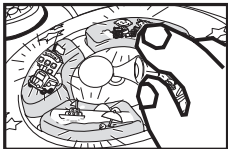
To preserve battery life, the Brainy Baby® Where Can We Go Wheel™ will automatically power-down after several seconds without input. The unit can be turned on again by pressing any button.

Activities

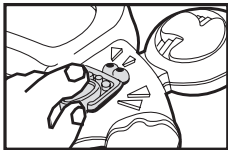
1. Slide the on/off/volume control switch to turn the unit on. You will hear a giggle followed by "Drive safely! Be careful! Buckle up!" The lights will flash with the sounds.



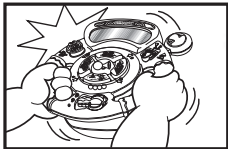
2. Press the light-up buttons to hear fun phrases, sounds and melodies related to the graphics on the buttons. The lights will flash with the sounds.



3. Press the gas pedal, phone and horn buttons or move the turn signal to hear fun phrases, safety reminders, fun sounds and melodies. The lights will flash with the sounds.



4. Rock and roll the wheel to hear fun car sounds! The lights will flash with the sounds.



5. If there is no input after approximately five seconds, you will hear a sound effect. After another five seconds if there is still no input, you will hear a phrase. If there continues to be no input to the unit, it will automatically power-down.

Melody List

1. Bicycle Built for Two
2. Row, Row, Row Your Boat
3. The Wheels On The Bus
4. If You're Happy and You Know It
5. Yankee Doodle
6. Animal Song
7. Gallop

Troubleshooting

If for some reason the program/activity 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.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

For information on this product warranty, please call VTech® at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

Important Note:

Creating and developing Brainy Baby® 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 1-800-267-7377 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.

Care and 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.

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.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.