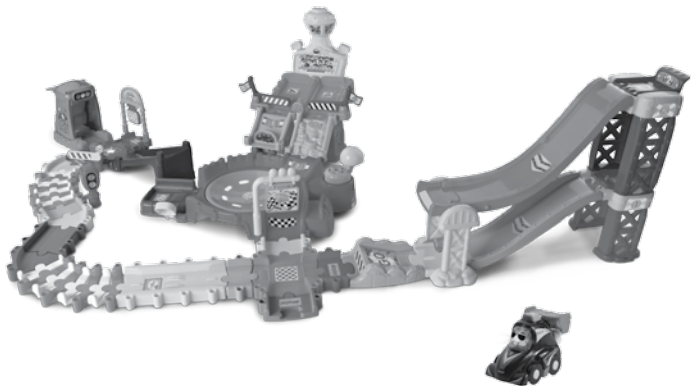


**vtech**<sup>®</sup>

Parent's Guide

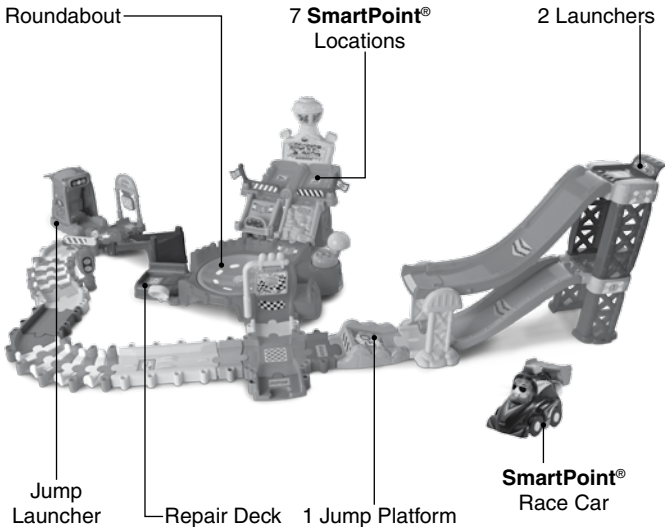
**Go!Go!  
Smart Wheels**<sup>®</sup>

## Ultimate Stunt Raceway<sup>™</sup>



# INTRODUCTION

Get ready to flip, jump and spin with the **Go! Go! Smart Wheels® Ultimate Stunt Raceway™**. This interactive raceway features two levels of pretend play and learning fun! Place Rocco the Race Car on the second level platform, choose the launch ramp or the bumpy off-road ramp and raise the gate to send him sliding down to the roundabout for whirling, twirling fun. Place Rocco on the repair deck and raise the lever to launch him back onto the roundabout. Then, turn the handle to spin the roundabout and send Rocco on a dizzy ride!



# INCLUDED IN THIS PACKAGE

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



One **SmartPoint®**  
Race Car



One gallery



One twin platform



Gate A



Gate B



Two platform  
supports



One roadblock



One jump track



One bumpy track



One signpost,  
one flip-up sign



One repair deck



One lever



One handle



One base with roundabout



One base support



Three screws



Two adapters



One small **SmartPoint**<sup>®</sup> launcher platform



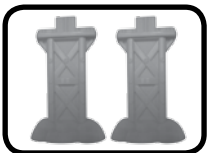
Two small platform supports



large **SmartPoint**<sup>®</sup> launcher platform



Two large platform supports



Two bridge supports



One bridge



Two ramp tracks



One connector track





Two jump tracks



One **SmartPoint**<sup>®</sup>  
jump launcher



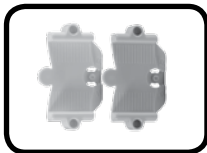
One cross track



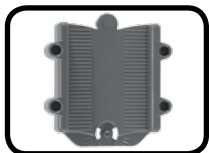
One long ramp track



One 1/4 track,  
male B



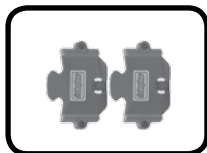
Two male/female  
tracks



One straight track



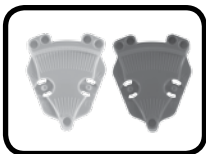
One **SmartPoint**<sup>®</sup>  
track



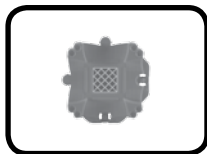
Two male/female  
adapter tracks



One 60-degree  
track, male



Two 60-degree  
tracks, female



One cross track



One arch



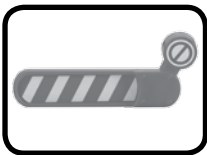
One arch sign



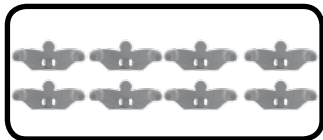
One traffic light



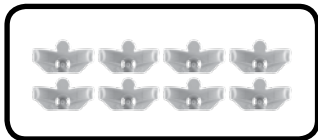
One gate



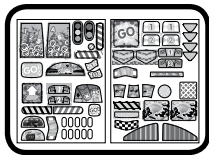
One gate bracket



Eight 1/8 bendable tracks



Eight bendable tracks



Two label sheets

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.

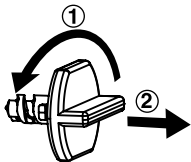
**ATTENTION :**

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



## NOTE:

This playset includes adapters that allow connection with standard **Go! Go! Smart Wheels®** tracks. The tracks are not compatible with snap tracks. Adult assembly required.

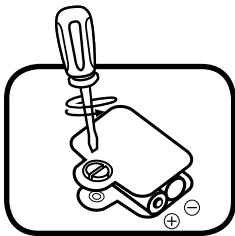


# GETTING STARTED

## BATTERY REMOVAL AND INSTALLATION

### Race Car

1. Make sure the unit is turned **Off**.
2. Locate the battery cover on the bottom of the **Race Car**. Use a coin or a screwdriver to loosen the screw.
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. (The use of new alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover and tighten the screw to secure.

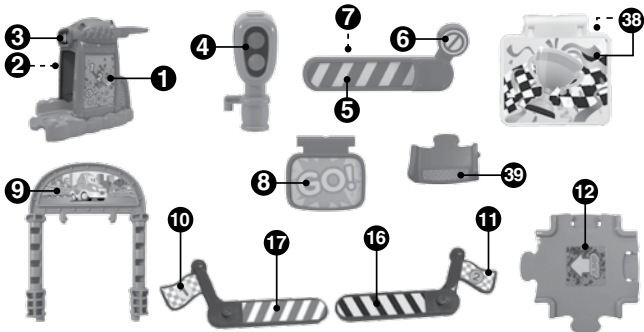
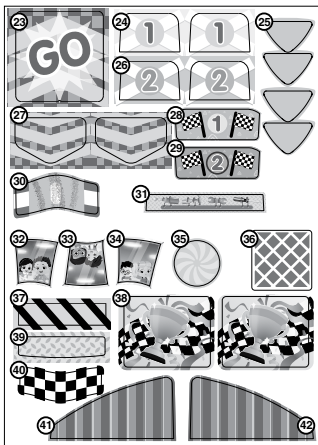
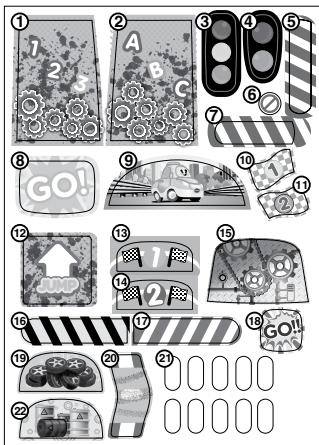


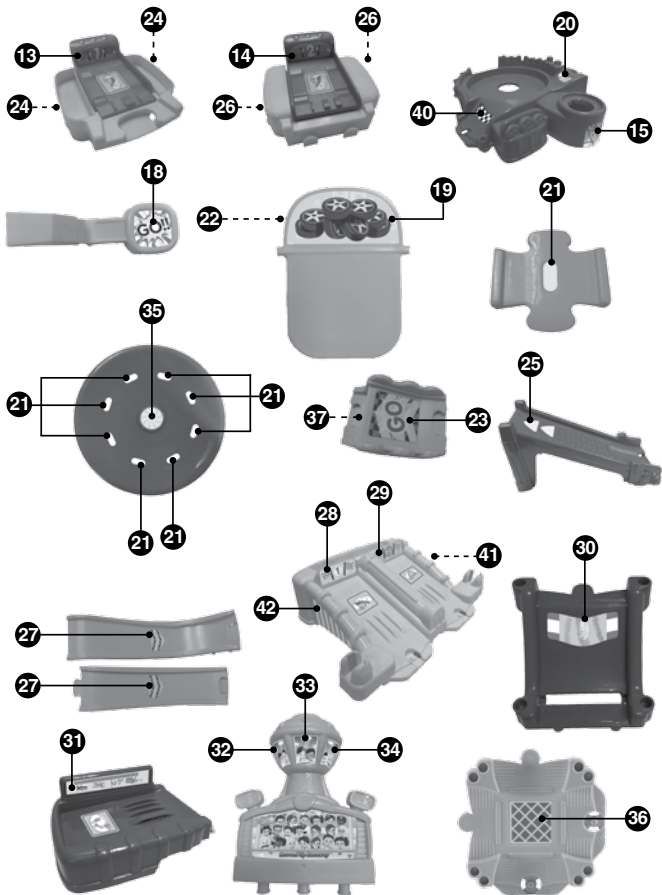
## **BATTERY NOTICE**

- 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.
- 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:





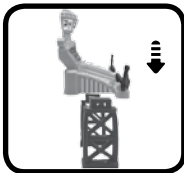
# ASSEMBLY INSTRUCTIONS

## Ultimate Stunt Raceway™

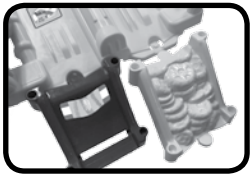
With the **VTech® Go! Go! Smart Wheels® Ultimate Stunt Raceway™**, safety comes first. To ensure your child's safety, adult assembly is required.

1. With the **Twin Platform** right side up, insert the **Gallery, Gate A** and **Gate B**. Next insert the two **Platform Supports** into the slots on the **Twin Platform**, as shown below. You will hear a “click” sound to indicate the pieces are secure.

**Note: Once the Gallery is attached, it cannot be removed.**



2. With the **Jump Track** right side up, insert the **Roadblock** through the slot on the **Jump Track**. Then attach the **Jump Track** and the **Bumpy Track** to the **Twin Platform**, as shown below.





3. Next, assemble and attach the base components following the steps below:

- A. With the **Base** and the **Repair Deck** upside down, attach the **Repair Deck** to the **Base**, insert the **Base Support** as shown and tighten the three **Screws** to secure it to the unit, as shown below.



- B. Turn the **Base** right side up, lift the **Repair Deck** and insert the **Lever** into the **Base**, as shown below.



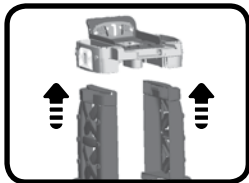
- C. Attach the **Flipping Sign** to the **Signpost**, then insert the **Signpost** into the slot on the **Base**. Attach the **Adapter** and the **Handle** to the **Base**, as shown below.



4. Attach the **Jump Track** and the **Bumpy Track** to the **Base**, as shown below.



5. Attach the small **Platform Supports** to the small **Launcher Platform**. You will hear a “click” sound to indicate the pieces are secure.  
**Note: Once the pieces are attached, they cannot be detached.**



6. Attach the large **Platform Supports** to the large **Launcher Platform**. You will hear a “click” sound to indicate the pieces are secure.  
**Note: Once the pieces are attached, they cannot be detached.**

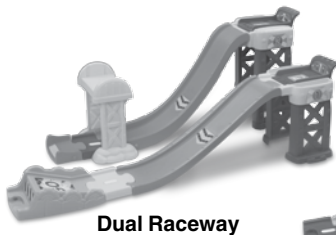


7. Attach the **Bridge Supports** to the **Bridge**. You will hear a “click” sound to indicate the pieces are secure.

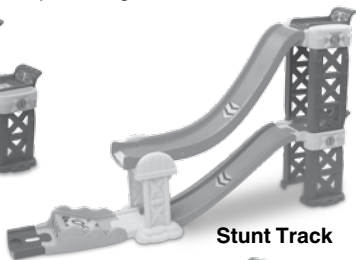
**Note: Once the pieces are attached, they cannot be detached.**



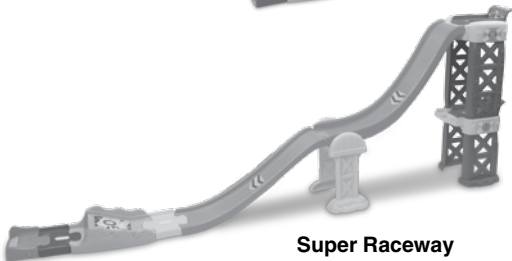
After completing the previous steps, connect these structures to the included track pieces to create multiple configurations.



**Dual Raceway**

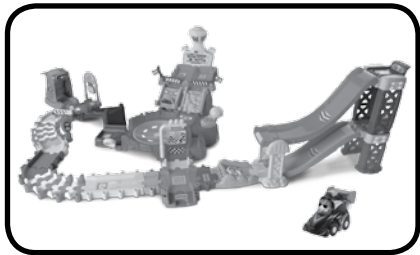


**Stunt Track**



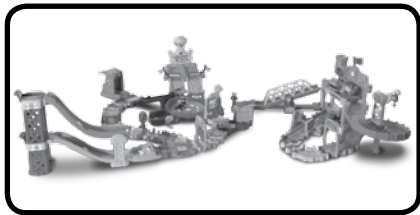
**Super Raceway**

Once you've completed the above steps, connect the **Ramp Tracks** and the **Bendable Tracks** to the **Roundabout** and the **Jump Launcher** to match the picture below. You are ready to play! You can also connect the playset to other **Go! Go! Smart Wheels®** playsets (each sold separately).



## EXPAND & EXPLORE

Connect to the **Go! Go! Smart Wheels® Roadmaster Train Set™** (as shown below) or other **Go! Go! Smart Wheels®** playsets (each sold separately) to expand the **Ultimate Stunt Raceway™** and inspire creativity.

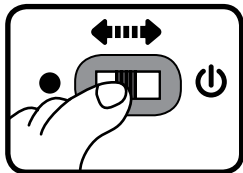


# PRODUCT FEATURES

## 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

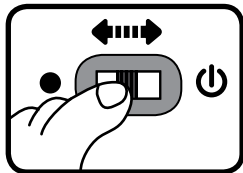
To preserve battery life, the included **Race Car** will automatically power down after approximately 60 seconds without input. The unit can only be turned on again by pressing the **Light-Up Button** or **Action Button**, pushing the **Race Car** quickly or triggering a **SmartPoint®** location.

**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

### Race Car

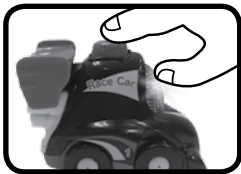
1. Slide the **On/Off Switch** to turn the **Race Car On**. You will hear a song, fun phrases and sounds. The light will flash with the sounds.



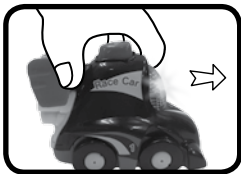
2. Press the **Light-Up Button** to hear fun sounds, songs, phrases and melodies. The light will flash with the sounds.



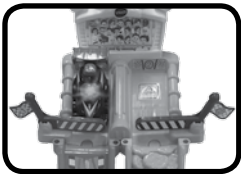
3. Press the **Action Button** on the vehicle to activate a mechanical feature and hear fun sounds. The light will flash with the sounds.



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



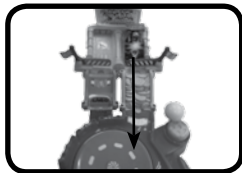
5. For added fun, the **Race Car** interacts with the **Go! Go! Smart Wheels® Ultimate Stunt Raceway™**. Simply put the **Race Car** on one of the playset's seven **SmartPoint®** locations to see the **Race Car** light flash and to hear fun sounds, short tunes and phrases. The **Race Car** interacts with other **Go! Go! Smart Wheels®** playsets (each playset sold separately).



# ACTIVITIES

## Ultimate Stunt Raceway™

1. Place the **Race Car** or any **SmartPoint®** vehicle (each sold separately) on any of the playset's seven **SmartPoint®** locations to trigger fun sounds, short tunes or phrases.
2. Place the **Race Car** on the **Twin Platform** and raise the **Gate**. The **Race Car** will slide down the track and jump into the **Roundabout** at the **Base**.



3. Place the **Race Car** on the **Repair Deck** and press down on the **Lever** to raise the deck. Once the **Repair Deck** reaches the top, the **Race Car** will slide onto the **Roundabout**.



4. Place the **Race Car** on the **Roundabout** and turn the **Handle** to watch the **Race Car** spin.



5. Put the **Race Car** in the **SmartPoint® Jump Launcher**. Press down on the launcher lever firmly to send the **Race Car** out and up the ramp!



**WARNING:**

For your child's safety, please do not aim at faces or eyes when launching the car. Please do not launch anything but the Smart Point® vehicles.

## SONGS

1. I'm revved up and ready to go,  
Step on it fast, hit the gas!  
I'm revved up and ready to go,  
Race around the track so fast!
2. I love to race and love to zoom,  
I was made to race fast,  
Rev my engine, here we gooo!  
Zooming to the finish!
3. Go! Go! Smart Wheels!  
Go! Go! Smart Wheels!  
I'm a Go Go Smart Wheels race car.  
Cheer me on at the track! (Go! Go!)  
Speedy and swift, that's who I am.
4. Go! Go! Smart Wheels!  
Go! Go! Smart Wheels!

## MELODY LIST

1. Pop Goes the Weasel
2. The Gladiator March



3. Jack Be Nimble
4. Meet Me in St. Louis
5. Old King Cole
6. Big Rock Candy Mountain

## 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.

### **Supplier's Declaration of Conformity**

Trade Name: VTech®  
Model: 4088  
Product Name: Ultimate Stunt Raceway™  
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)***

**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*

