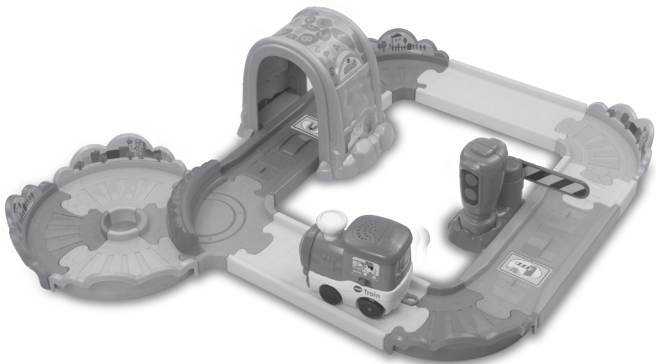


vtech[®]

User's Manual



Choo-Choo Train Playset [™]



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Dear Parent,

Welcome to the world of **Go! Go! Smart Wheels**®! We're excited you've decided to ride along with us and explore all that **Go! Go! Smart Wheels**® has to offer. These toys have been designed to give your child a thrilling learning experience with hours and hours of fun as well.

Go! Go! Smart Wheels® features vehicles that interact with your child by lighting up, singing and talking, while teaching your child letters and vehicle names (each sold separately). There are other surprises in store, too! With our innovative **SmartPoint**™ technology, available exclusively on **Go! Go! Smart Wheels**® playsets (each sold separately), your child will smile as they hear **SmartPoint**™ vehicles respond to each unique **SmartPoint**™ location with singing, sound effects and fun phrases.

Our **Go! Go! Smart Wheels**® playsets also feature buttons, gears and other mechanical features to encourage the development of your child's fine motor skills. Many of the playsets also have tracks that can be arranged in endless ways, stimulating your child's creativity. In addition, many of the **Go! Go! Smart Wheels**® playsets connect to other playsets in the collection, so there's no end to what your child can do!

With **Go! Go! Smart Wheels**®, it's playtime with miles of learning!

Sincerely,
Your friends at **VTech**®

To learn more about **VTech**® toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Choo-Choo Train Playset™** learning toy!

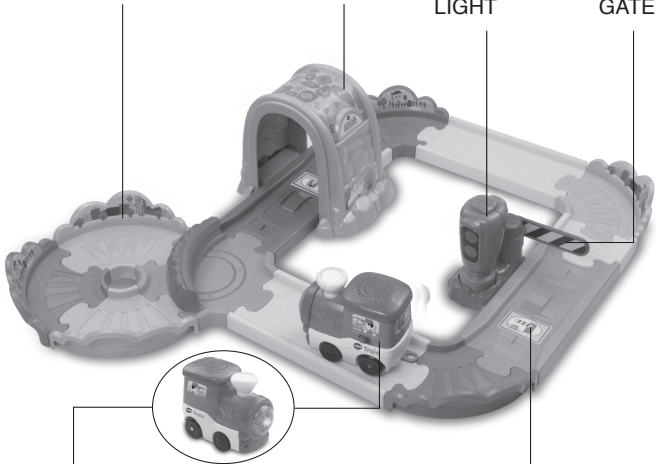
The **Choo-Choo Train Playset™** from **VTech®** features a motorized **SmartPoint™** train engine that responds to two **SmartPoint™** locations along the tracks. Your child can arrange the track pieces in a variety of different ways and then watch as the motorized train chugs into the tunnel or through the gate.

13 TRACK PIECES

TUNNEL

TRAFFIC LIGHT

LIFT-UP GATE



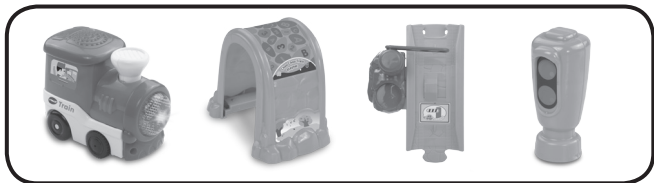
MOTORIZED TRAIN ENGINE*

(*Slide the switch to turn on the train engine's motor.)

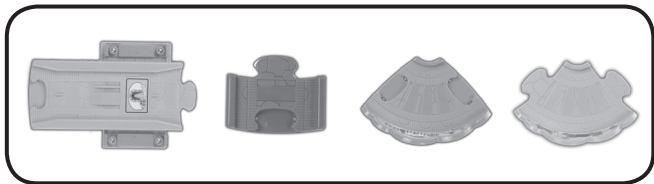
2 **SMARTPOINT™** LOCATIONS

INCLUDED IN THIS PACKAGE

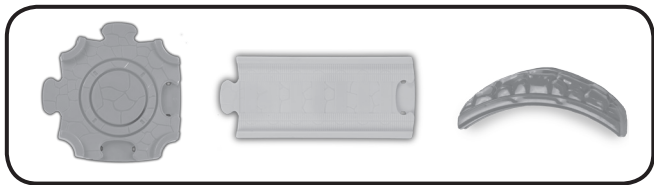
- One user's manual



- One **VTech® Go! Go! Smart Wheels®** motorized train engine
- One tunnel
- One **SmartPoint™** track with lift-up gate
- One traffic light



- One **SmartPoint™** tunnel track
- Two short tracks
- Three 90-degree tracks, female
- Three 90-degree tracks, male



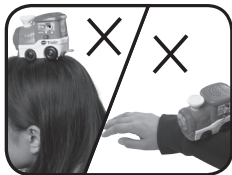
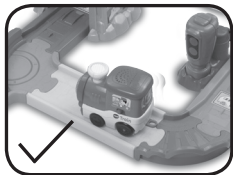
- One cross track
- Two straight tracks
- One curved piece for the cross track (changes direction)

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

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

NOTE: Please keep this user's manual as it contains important information.

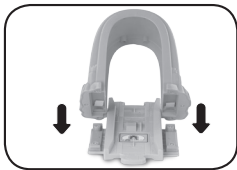
For your child's safety, only use the motorized train on Go! Go! Smart Wheels® playsets. Do not roll the train on your clothing, body or hair while the motorized train is turned on. If something gets caught in the train's wheels while the motor is on, lift the train up so it is no longer touching your child or slide the mode selector switch to the off position to turn off the motor.



ASSEMBLY INSTRUCTIONS

With the **VTech® Go! Go! Smart Wheels® Choo-Choo Train Playset™**, safety comes first. To ensure your child's safety, adult assembly is required.

Attach the tunnel to the **SmartPoint™** tunnel track. You will hear a “click” sound to indicate the track is secure.



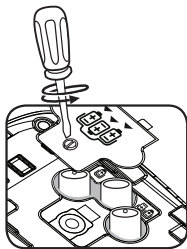
Once the tunnel is assembled, you can begin building your track by connecting the included track pieces together. You can configure them in multiple ways!



GETTING STARTED

BATTERY INSTALLATION - MOTORIZED TRAIN ENGINE

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 three 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.



BATTERY NOTICE

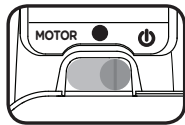
- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries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

PRODUCT FEATURES - MOTORIZED TRAIN ENGINE

1. OFF/MODE SELECTOR SWITCH

To turn the unit **ON**, slide the **OFF/MODE SELECTOR SWITCH** to the **Motor Play Mode (MOTOR)** or **Manual Play Mode (⏻)** position.

To turn the unit **OFF**, slide the **OFF/MODE SELECTOR SWITCH** to the **OFF (●)** position.

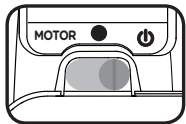


2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech® Go! Go! Smart Wheels® Motorized Train** will automatically power-down after approximately 30 seconds without input while the motor is off. The unit can only be turned on again by pressing the light-up button or pushing the train quickly.

ACTIVITIES - MOTORIZED TRAIN ENGINE

1. Slide the **OFF/MODE SELECTOR SWITCH** to turn the unit **ON**. You will hear train sounds, a song and a phrase. The train will move forward automatically when it's in **Motor Play Mode** (Note: The train's back wheels need to be on a firm surface in order to trigger the motor.) The light will flash with the sounds.



2. In **Motor Play Mode**, the motor will stop automatically two seconds after you remove the train from the tracks. The motor will restart once the train is put back down.

3. Press the **LIGHT-UP BUTTON** to hear train sounds, songs and phrases. Press and hold the **LIGHT-UP BUTTON** to stop the motor while in the **Motor Play Mode**. The motor will restart after the button is released. The light will flash with the sounds.



4. While in the **Manual Play Mode**, push the train over the two **SmartPoint™** locations included in the playset to hear greetings and fun sounds. The light will flash with the sounds. The train also interacts with **SmartPoint™** locations on other **VTech® Go! Go! Smart Wheels®** playsets (each playset sold separately).
5. While in the **Motor Play Mode**, let the train run through the **SmartPoint™** locations to hear greetings, and fun sounds.
6. While the motor is off, if there is no input after approximately 8 seconds, you will hear an invitation and a sound effect. After another 8 seconds of no input, a song will play. If there is no input for an additional 8 seconds, the unit will play a short tune and then go into sleep mode. While the motor is running, you'll hear the train whistle, then the train will enter sleep mode after 5 minutes of no input. The train can be re-activated by pressing the light-up button or pushing the train quickly.

SING-ALONG SONG LYRICS

SONG 1

My train is ready,
Let's start our journey!
Choo, choo, toot, toot.
Chug along with me!

SONG 2

My train is so powerful.
Chugging along is wonderful!

SONG 3

Carrying cars short and long,
My train is really strong!

MELODY LIST:

1. I've Been Working on the Railroad
2. Jack & Jill
3. It's Raining, It's Pouring
4. Old King Cole
5. London Bridge
6. Hey Diddle Diddle
7. Polly Wolly Doodle
8. Humpty Dumpty
9. Here We Go 'Round the Mulberry Bush
10. The Glow Worm
11. This Old Man
12. Hickory Dickory Dock
13. Frère Jacques
14. Pop! Goes the Weasel
15. Hot Cross Buns
16. Pease Porridge Hot
17. Alouette

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 program/activity 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 product still does not work, replace with a new set of 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, and a service representative will be happy to help you.

For information on this product's warranty, please call **VTech®** at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada.

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 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.

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)

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

