

vtech®

Instruction Manual

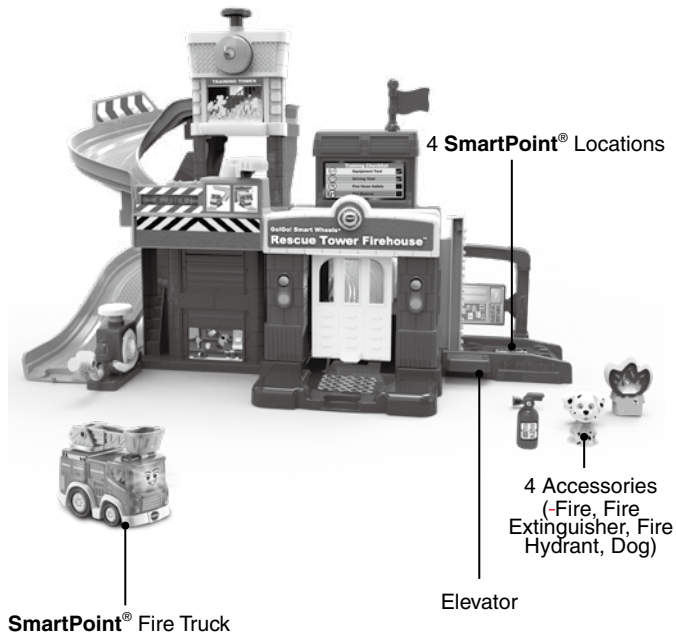
Go!Go! Smart Wheels®

Rescue Tower Firehouse™



INTRODUCTION

Thank you for purchasing the **VTech® Go! Go! Smart Wheels® Rescue Tower Firehouse™**. This Fearless Fire Truck is comin' to the rescue! Little ones will explore role-play excitement with the Fire Station. Press the bell button to sound the alarm and launch the Fire Truck into the action! Hear phrases, music and sounds when your vehicle responds to the four SmartPoint® locations.



INCLUDED IN THE PACKAGE



One **SmartPoint**[®]
Fire Station



One fire



One fire
extinguisher



One fire hydrant



One dog



One training tower
with a bell



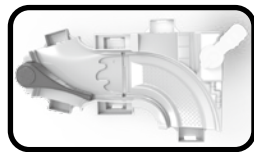
Ramp track A



Ramp track B



One gate



Ramp track C



Ramp track D



Road supports, right



Road supports,
left



Two gate fronts
(E)



Three road
support-middles (F)



One back wall (G)



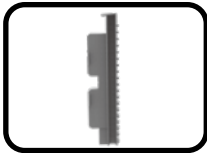
One gate top (H)



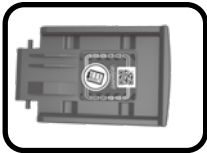
One gate floor (I)



One elevator
platform (J)



One elevator track
(K)



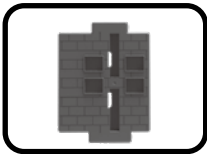
One launcher
piece (L)



One building base
(M)



One fire brand (N)



One right wall (O)

- Sticker Sheet
- Quick Start Guide

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 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.

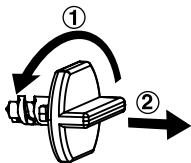
NOTE

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:

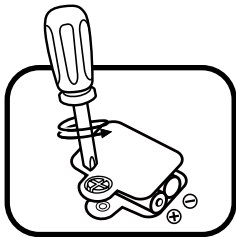
- ① Turn the packaging locks anticlockwise several times.
- ② Pull out the packaging locks and discard.



INSTRUCTIONS

Battery Removal And Installation

1. Make sure the unit is turned **OFF**.
2. Find the battery cover located on the bottom of the Fire Truck, 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.



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.

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.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

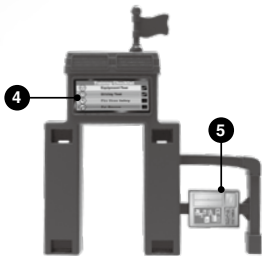
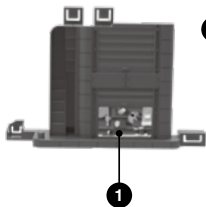
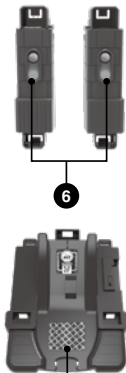
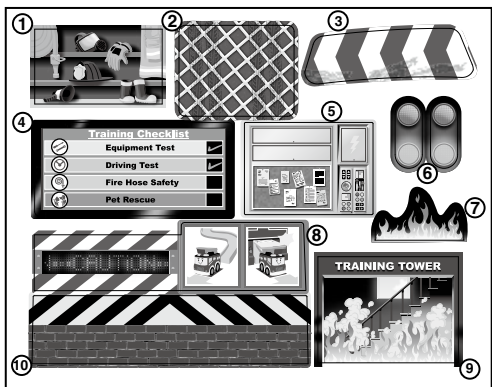
- Mettre en place les piles ou les accumulateurs en respectant les polarités + et –.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le –).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.

PILES RECHARGEABLES

- Enlever, lorsque c'est possible, les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- Ne pas tenter de recharger des piles non rechargeables.

LABEL APPLICATION

Please stick the labels to the play set as shown below:

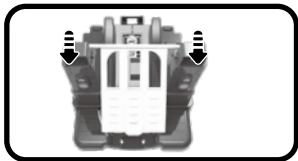
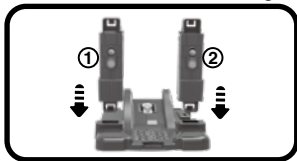


ASSEMBLY INSTRUCTIONS

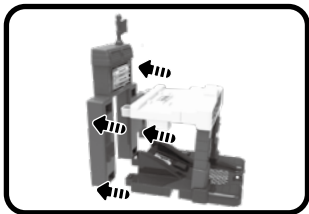
With the **Go! Go! Smart Wheels Rescue Tower Firehouse**, safety comes first. To ensure your child's safety, adult assembly is required.

1. Assemble gates, gate floor and wall components by following the steps below:

A. Snap the two Gate fronts (E) to the Gate floor (I). Insert the side with a 1 on the back on the left of the Gate floor (I) and the side with a 2 on the back on the right of the Gate floor (I) (see below). Then insert the Gate in the two grooves in the base as shown.



B. Set the Gate top (H) on the Gate fronts (see below). Attach the Back wall (G) using tabs on the Gate floor and Gate top. You will hear a clicking sound.

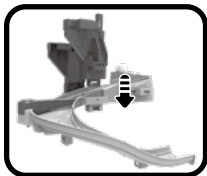
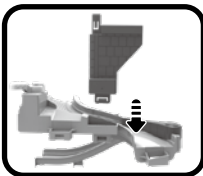
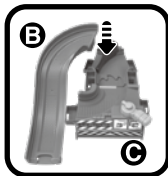


C. Attach the Right wall (O) to the Gate floor and gate top support, as shown. Connect the Elevator track (K) to the Right wall (O).

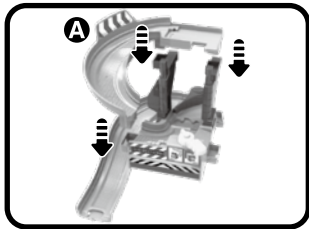


2. Assemble the tracks and components on the left side of the playset following the steps below:

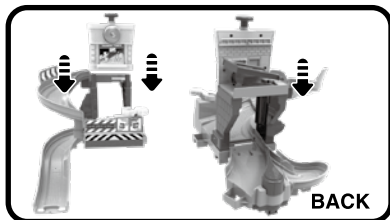
A. Snap the Ramp track B and Ramp track C together, then Insert Road support right and Road support left in the groove of Ramp track C.



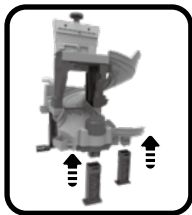
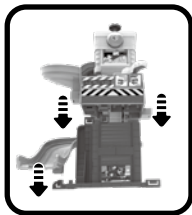
B. Insert Ramp track A into the groove of Ramp track C.



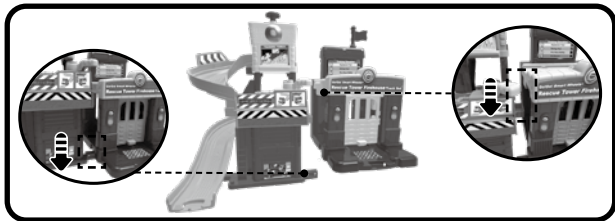
C. Snap the Training tower with a bell to Ramp track A. Then insert the Launcher piece (L) into Ramp track A's grooves.



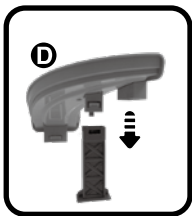
D. Snap the Building base (M) under Ramp track C. Insert two Road support-middles (F) onto Ramp track B and Ramp track C. Insert the Fire brand (N) into Ramp track C.



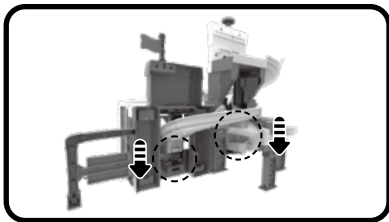
3. Connect assembled training tower with assembled fire station. (see below).



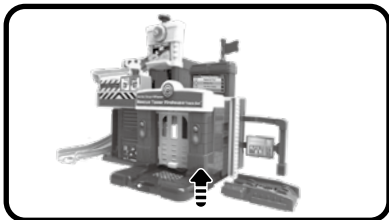
4. Connect Ramp track D and Road support-middle (F) together.



5. Attach Ramp track D to the assembled raceway and fire station.



6. Attach the Elevator platform (J) to the fire station. Lift it up and down smoothly to make sure it is secure.



7. Attach the fire hydrant to Ramp track B, as show below.





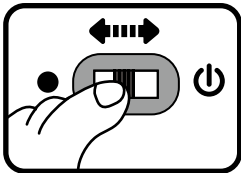
Once you've completed the above steps, you are ready to play! You can connect this set to other **Go! Go! Smart Wheels®** track sets (each sold separately).



PRODUCT FEATURES

1. On/Off Switch

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



2. Automatic Shut-Off

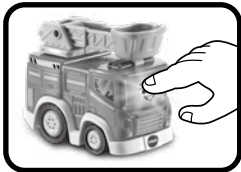
To preserve battery life, the **Go! Go! Smart Wheels® Fire Truck** will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing the light up button, rolling the car quickly or triggering a **SmartPoint®** location.

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 repeatedly powers down while playing, please install a new set of batteries.

ACTIVITIES

Fire Truck

1. Press the **Light-up Button** to hear fun phrases, songs, sounds and melodies. While a melody is playing, roll the **Fire Truck** to add in fun sounds on top of the melody. The windshield light will flash with sounds.
2. Push the **Fire Truck** to hear fun sounds and phrases. The windshield light will flash with sounds.
3. Raise and lower the ladder to hear fun sounds and phrases. The windshield light will flash with sounds.



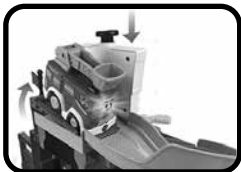
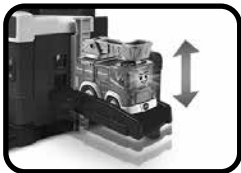
4. Place the **Fire Truck** on one of the playset's four **SmartPoint**® locations to see the **Fire Truck**'s lights flash and to hear fun sounds, short tunes and phrases. The **Fire Truck** even interacts with other **Go! Go! Smart Wheels**® playsets (other playsets sold separately)



ACTIVITIES

Fire Station

1. Place the **Fire Truck** or any **SmartPoint**® vehicle (each sold separately) on any of the 4 **SmartPoint**® locations to trigger fun sounds, songs or phrases.
2. Put the **Fire Truck** on the **SmartPoint**® elevator and then move the elevator up and down.
3. Put the **Fire Truck** on the **SmartPoint**® Launcher. Then press the launcher button to ring the bell to roll the Fire Truck down the ramp and into the action.



4. Turn the Switch Gate Lever to switch the track between the ramp and the gate.



5. Roll the **Fire Truck** down the gate ramp and have it plow through the Fire Station Gate or open the gate and have the Fire Truck roll on through.



6. Use the 4 Accessories (Fire, Fire Extinguisher, Fire Hydrant, Dog) for role-play fun. The **Fire Truck** puts out the Fire accessory piece when it rolls off the two-story ramp and knocks the fire over. Press the white button on top of the fire hydrant to move the fire hose. The **Fire Truck** rescues the dog from the training tower. Put the fire extinguisher in the **Fire Truck's** basket.



MELODY LIST

1. Bingo
2. Oats, Peas, Beans and Barley Grow
3. Pease Porridge Hot
4. While Strolling Through the Park One Day
5. Hot Cross Buns
6. Hickory Dickory Dock

SONG LYRICS

Song 1

Time to turn on the siren,
Call the other firemen,
We have a special mission,
Let's hurry to the scene.

Song 2

Sometimes things don't go perfect, you know,
But that won't stop me, no, no no!

Song 3

Go! Go! Smart Wheels
I'm a Go! Go! Smart Wheels Fire Truck
I'm ready to get started. (Go! Go!)
I'll put out fires, safe and fast!
Let's Go! Go! and see (Go! Go!)

Song 4

I'm a fire truck, look at me go,
Putting out fires is what I know,
I go fast and never slow,
To the rescue go, go go!

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. 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 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** 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.

CAUTION

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

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.

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: 5430
Product Name: Rescue Tower Firehouse 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
D 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

