vtech®

Parent's Guide

Toot-Toot Drivers®

Amusement Park

91-003375-001 (UK)

VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...

vtech Baby

Toys that will stimulate their interest in different textures, sounds and colours

I am...

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months

Pre-School

Interactive toys to develop their imagination and encourage language development

I want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

3-6 years

Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

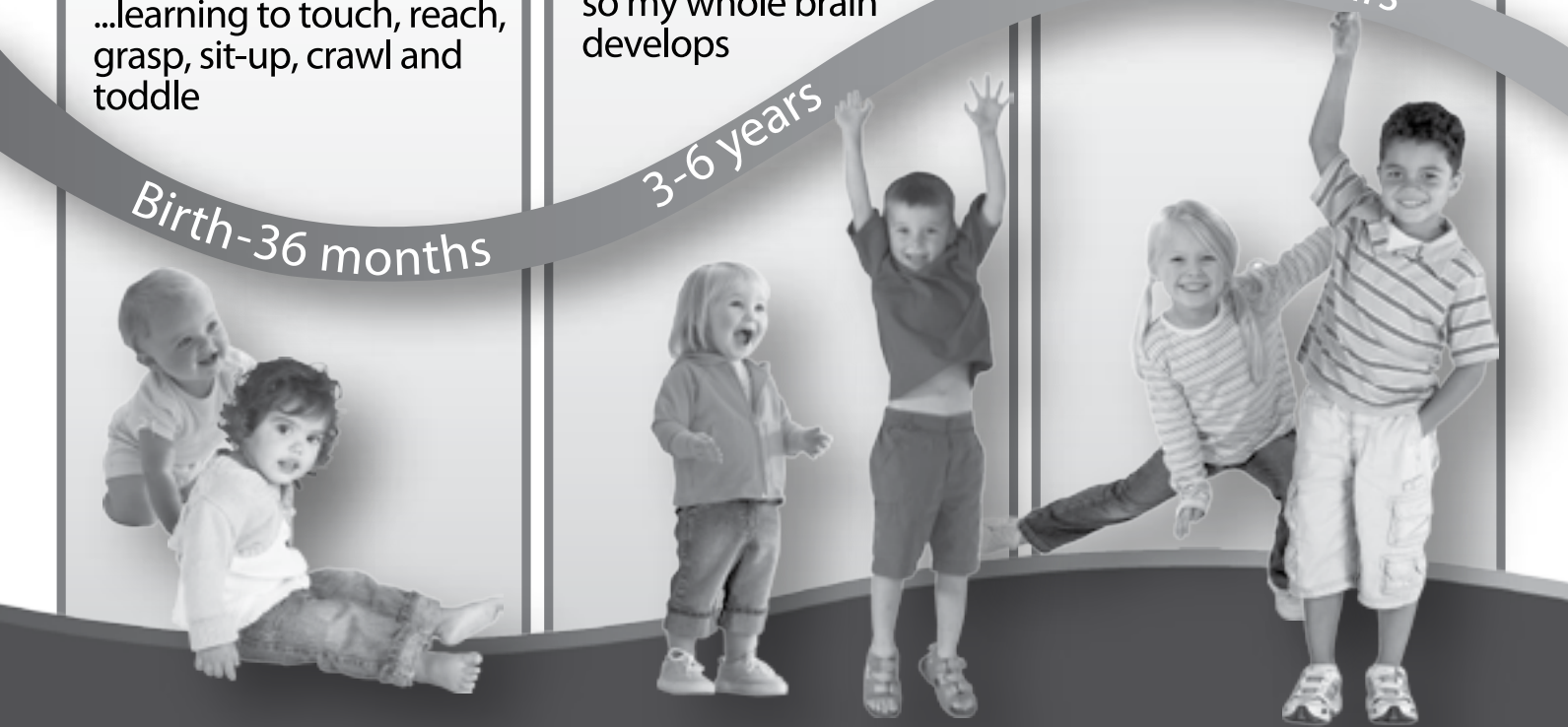
I need...

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

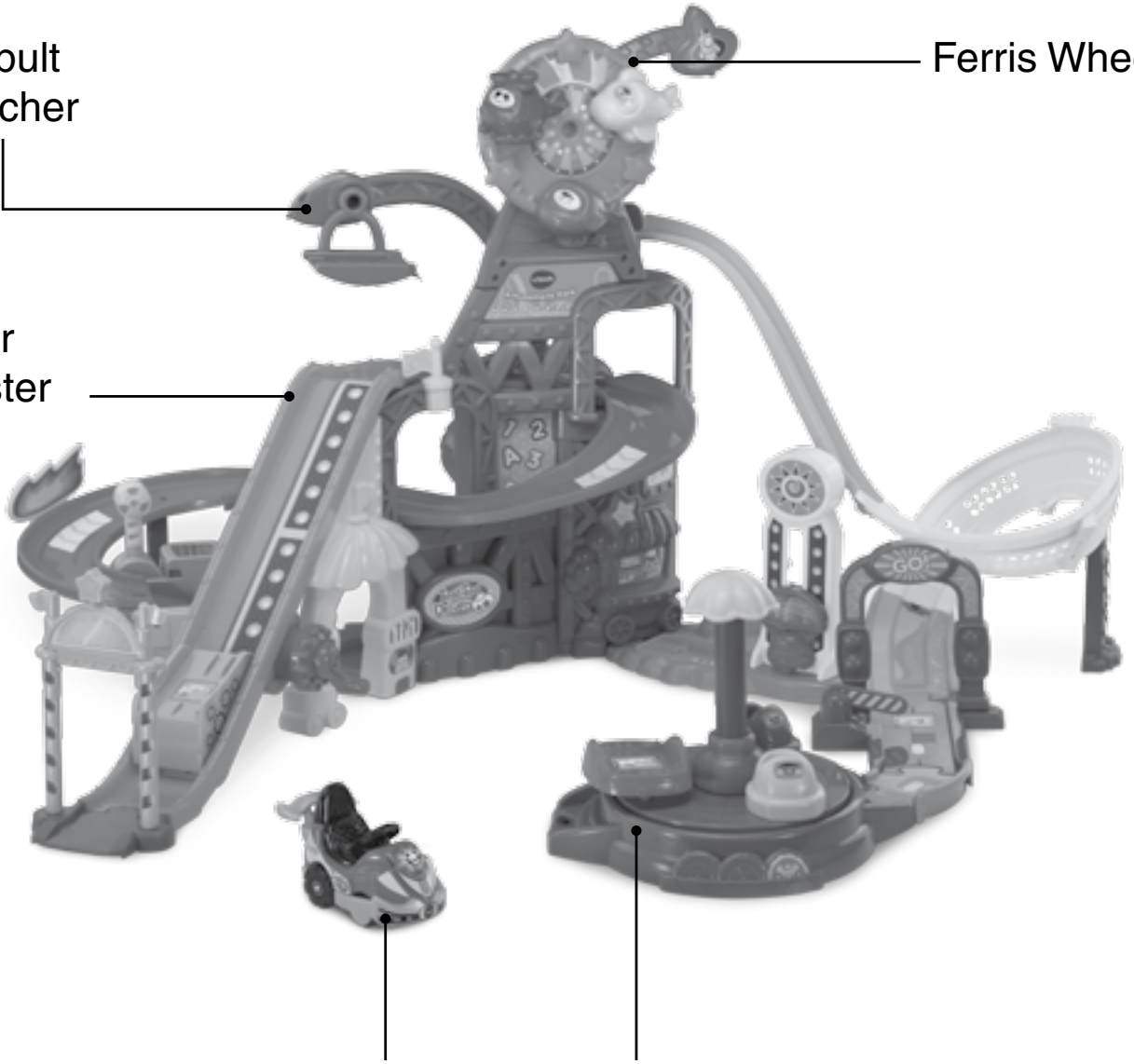
4-10 years



To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Thank you for purchasing the **VTech® Toot-Toot Drivers® Amusement Park**! Race the Go-Kart down the track through the 360-degree loop and out onto the jump ramp. Then, place the Go-Kart in the catapult launcher and pull back the lever to get to the top!



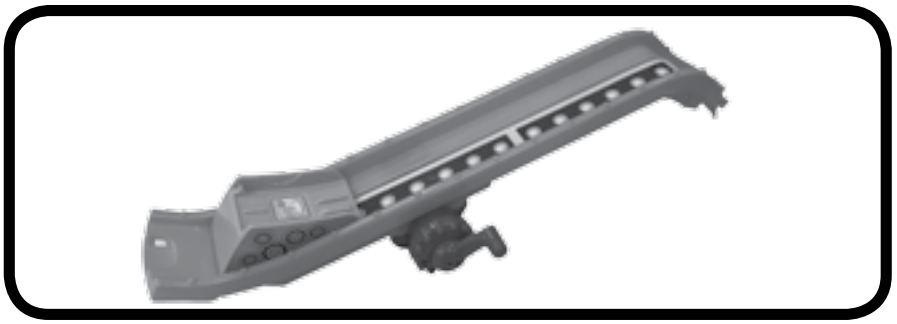
INCLUDED IN THIS PACKAGE

NOTE: This toy is not intended for teething.

One **SmartPoint**™ Go-Kart

One roller coaster structure

One **SmartPoint**™ roller coaster platform

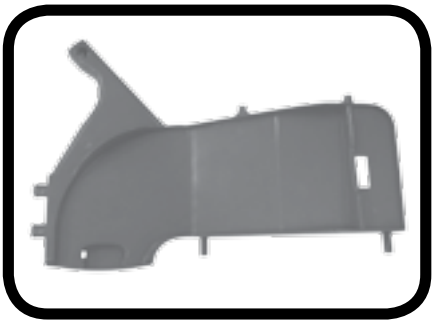


One **SmartPoint**™ hill track

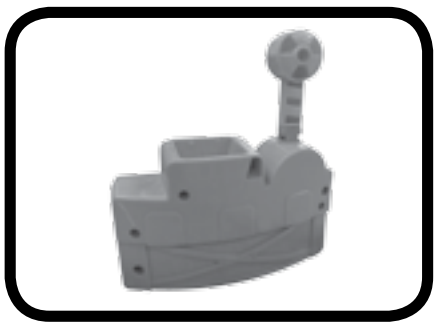
One hill support

One catapult arm

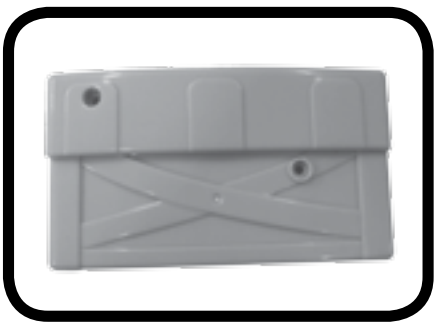
One **SmartPoint**™ catapult platform



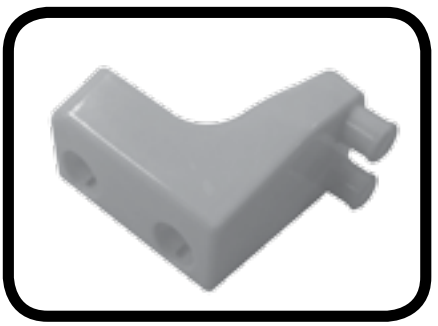
One catapult track



One catapult lever



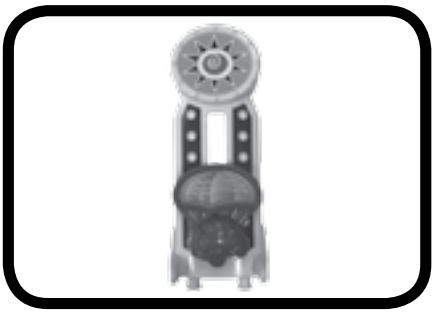
One catapult track support



One base connector

One flag

One **SmartPoint**™ ramp base



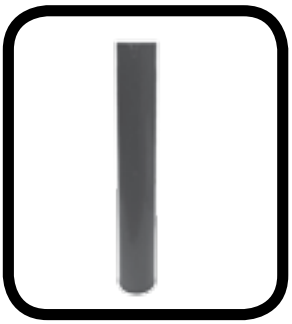
One carnival piece

One gate

One Go! gate

One **SmartPoint**™ gate track

One 60° male track



One plunger

One plunger top

One **SmartPoint**™ spinning platform

One spining ride base

Three Ferris wheel vehicles

One Ferris wheel

Ramp track A

Ramp track B

Ramp track C

Ramp track D

One ramp
track support

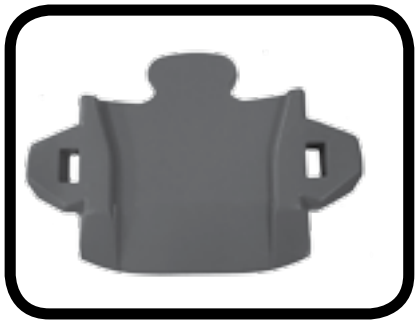
Slide track A

Slide track B

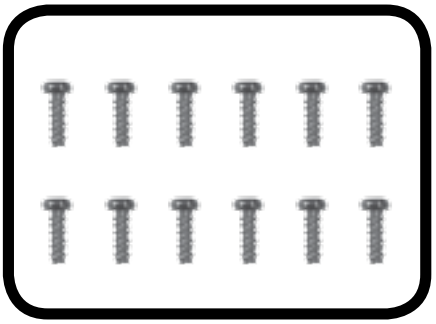
Slide track C

One slide track support

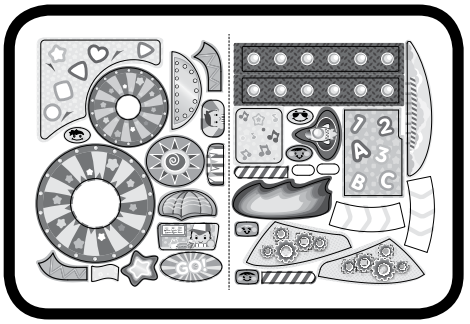
One slide sign



One end track, male



Twelve screws



One label sheet

- One parent's guide

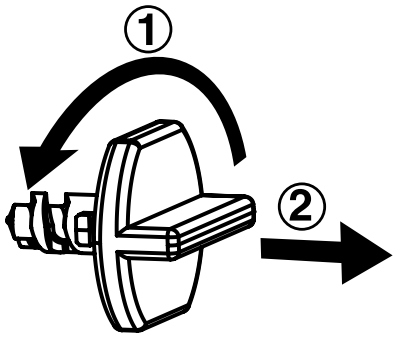
WARNING:

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.

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.

Unlock the packaging lock:



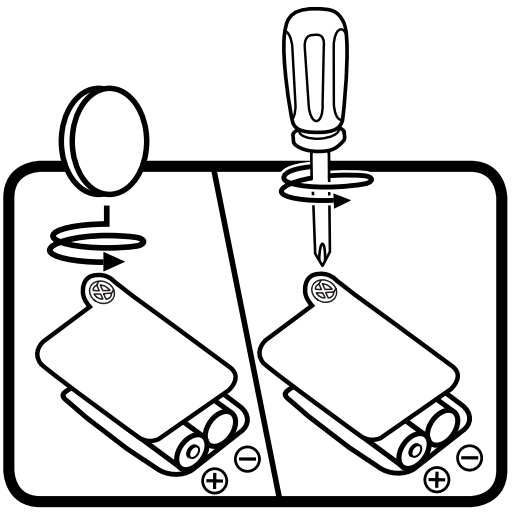
① Turn the packaging lock anticlockwise several times.
② Pull out and discard the packaging lock.

GETTING STARTED

BATTERY INSTALLATION

Go-Kart

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the Go-Kart. Use a screwdriver to loosen the screw.
3. 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).



4. Replace the battery cover and tighten the screw to secure the battery cover.

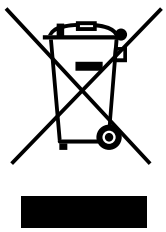
BATTERY NOTICE

- Use new alkaline batteries or fully charged NI-MH (Nickel Metal-hydride) rechargeable batteries for best 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.

Disposal of batteries and product

The crossed-out wheelie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.

The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in Battery Directive (2006/66/EC).



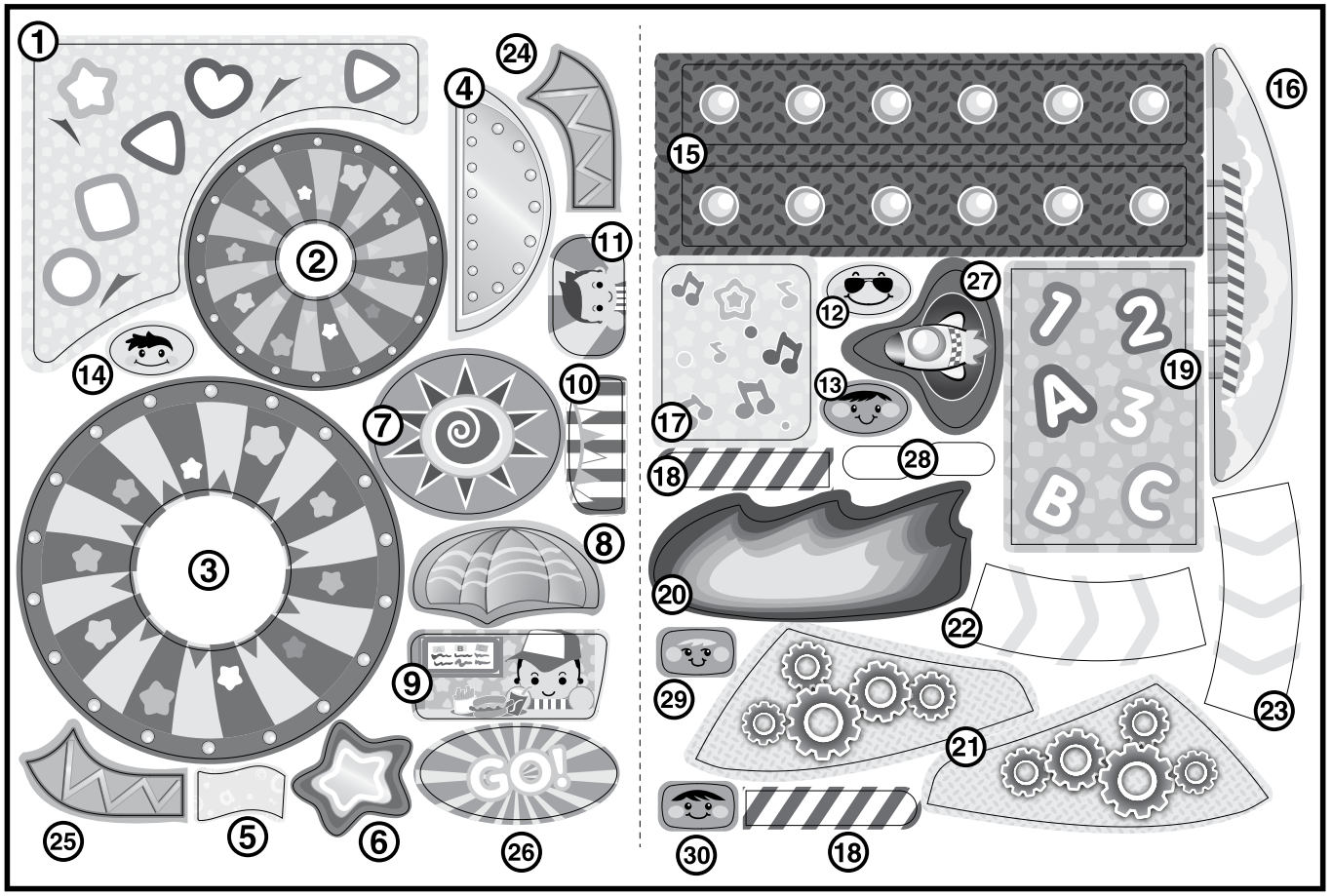
The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product or batteries responsibly.

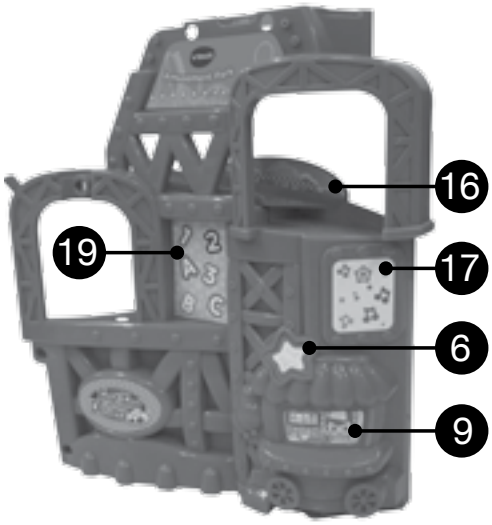
For more information, please visit:
www.recycle-more.co.uk
www.recyclenow.com

LABEL APPLICATION

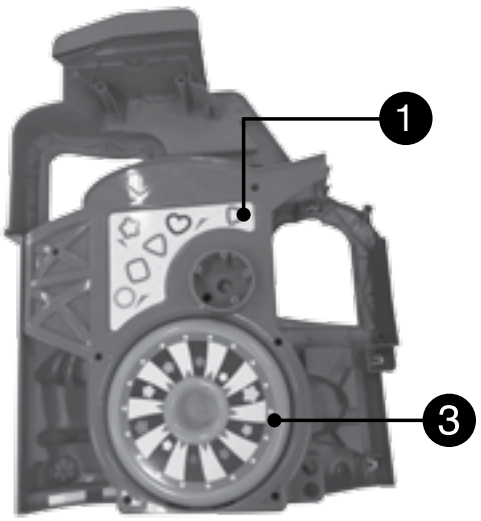
Please stick the labels to the play set securely as indicated on the following pages:

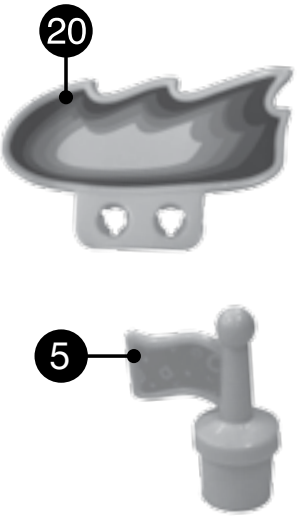


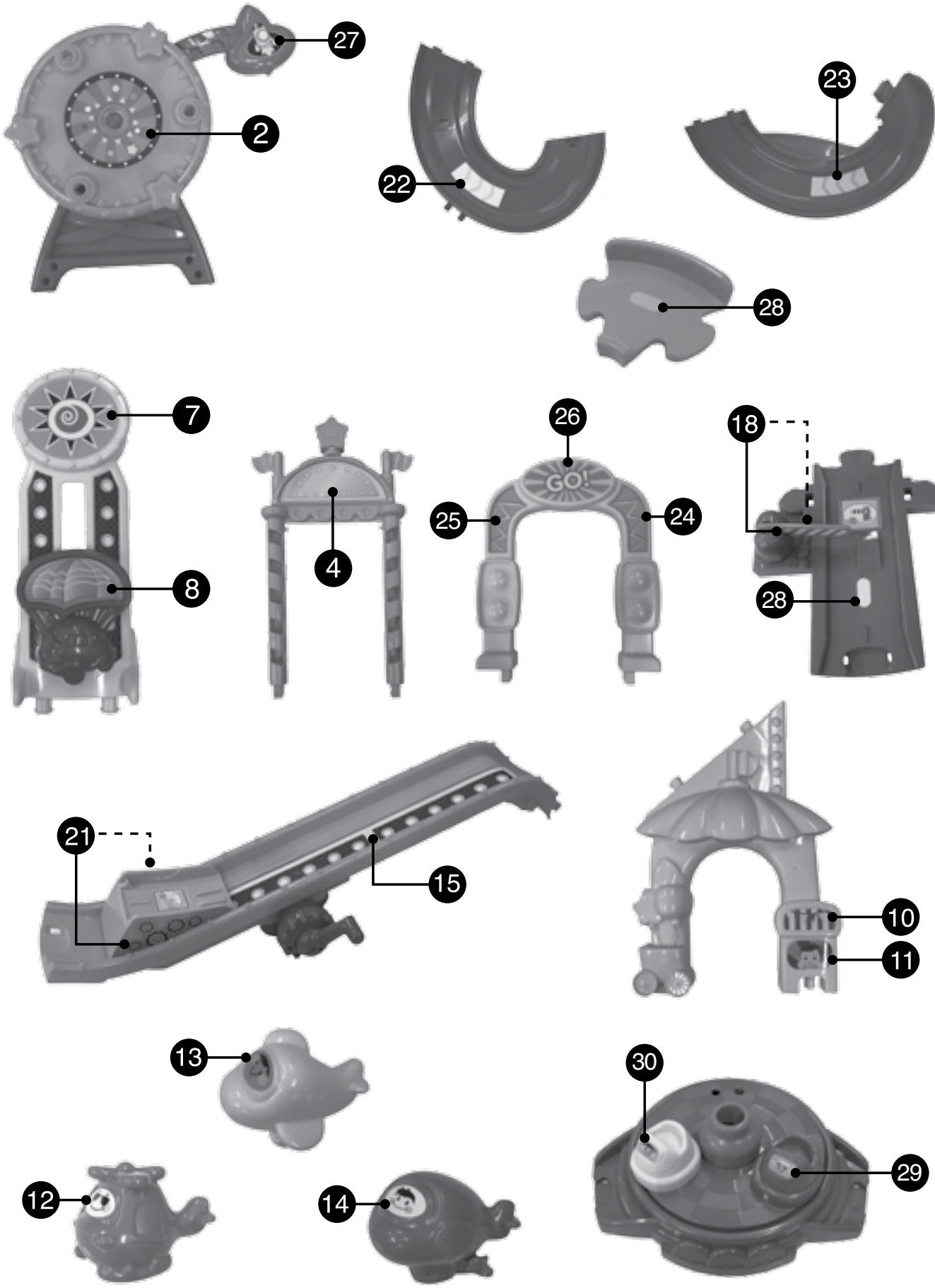
Front



Back






27
2
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4
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GO!
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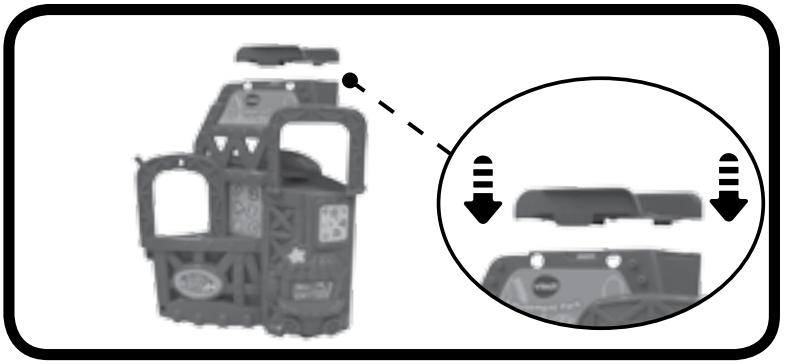
ASSEMBLY INSTRUCTIONS
Amusement Park

With the **VTech® Toot-Toot Drivers® Amusement Park**, safety comes first. To ensure your child's safety, adult assembly is required.

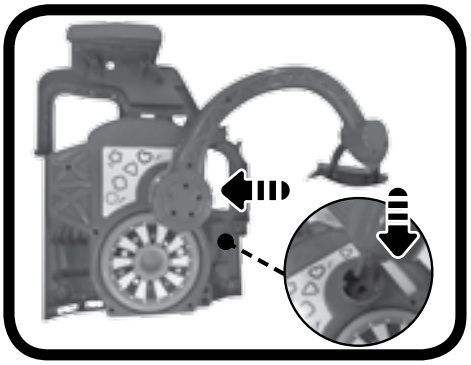
1. With the **Roller Coaster Structure** right-side up, insert the **SmartPoint™ Roller Coaster Platform**, as shown below. You will hear a "click" sound to indicate the ramp base is secure.

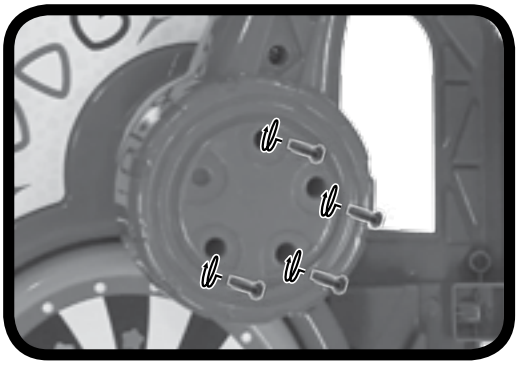


2. Next, assemble and attach the catapult components to the **Roller Coaster Structure** following the steps below:

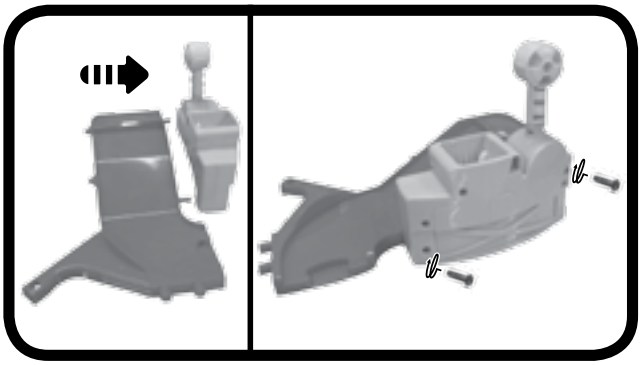
   A: Insert the **SmartPoint™ Catapult Platform** into the **Catapult Arm**. You will hear a "click" sound to indicate the pieces are secure.

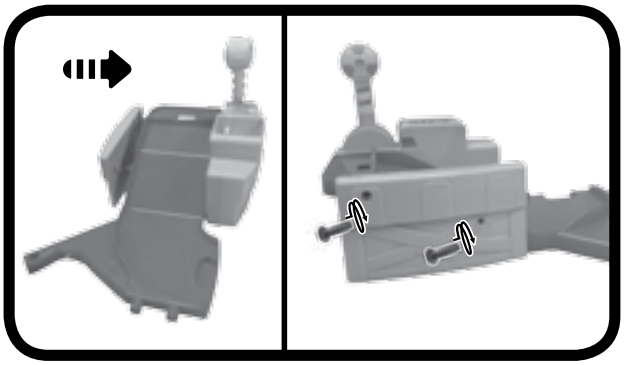
B: Then, screw the **Catapult Arm** into the back of the **Roller Coaster Structure**, as shown in the picture.





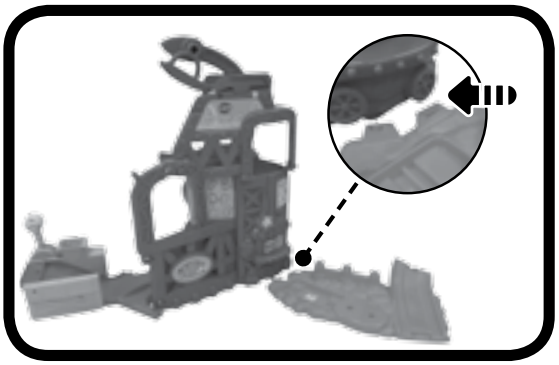
C: Next, screw the **Catapult Lever** and **Catapult Track Support** to the **Catapult Track,** as shown below.



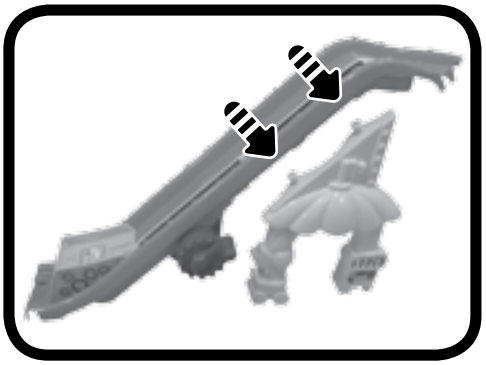


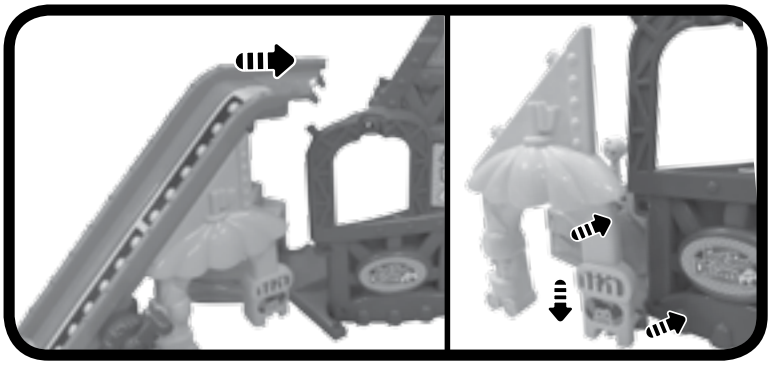
D: Finally, attach the **Base Connector** to the **Catapult Track** and **Roller Coaster Structure** as pictured. Once the **Base Connector** is attached, it cannot be removed.

3. Insert the **SmartPoint™ Ramp Base** into the **Roller Coaster Structure**, as shown below. You will hear a “click” sound to indicate both pieces are secure.

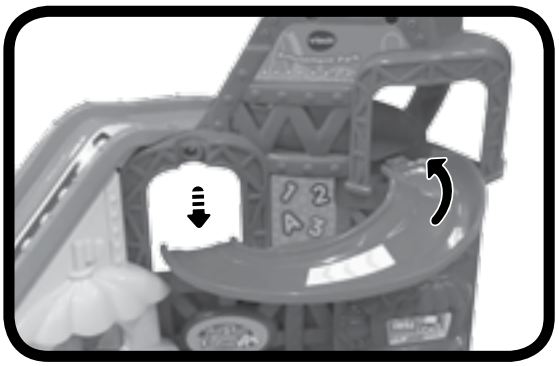


4. Attach the **SmartPoint™ Hill Track** to the **Hill Support**. Then, attach the **SmartPoint™ Hill Track** to the side of the **Roller Coaster Structure**. You will hear a “click” sound to indicate the pieces are secure.

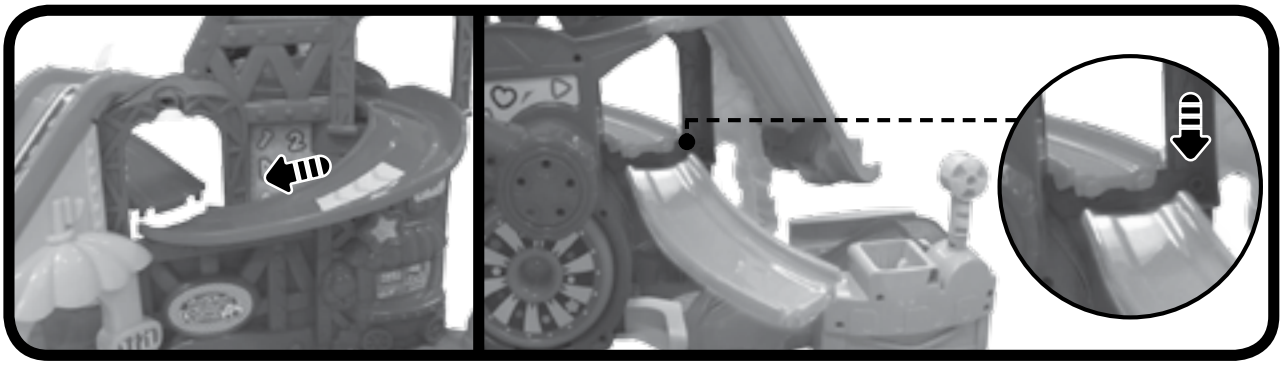




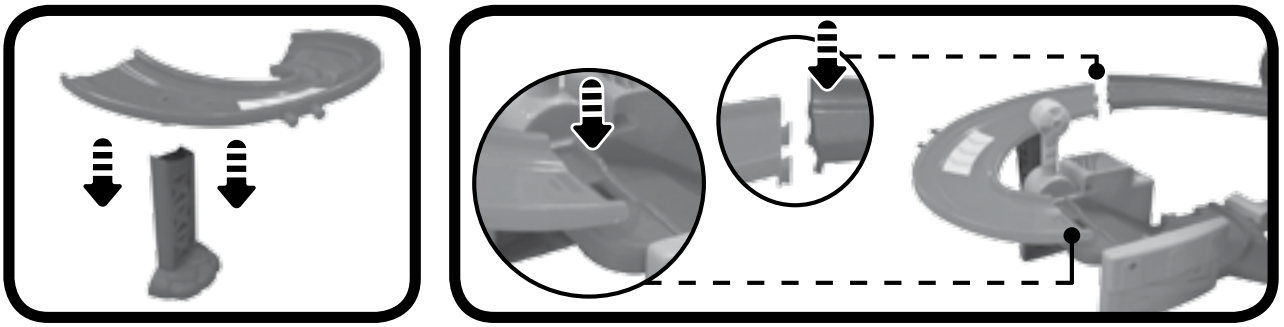
5. Now, attach **Slide Tracks A, B** and **C** to the **Roller Coaster Structure** following the steps below:
   A: Attach **Slide Track A** to the **Roller Coaster Structure**, as shown in the picture. You will hear a “click” sound to indicate the piece is secure.



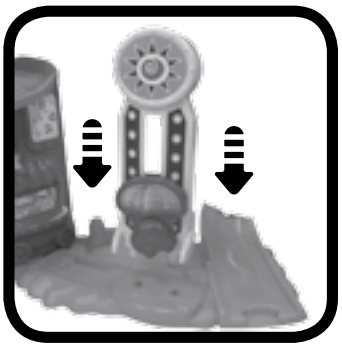
B: Then, connect **Slide Track B** to **Slide Track A** in the **Roller Coaster Structure** opening, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.



C: Finally, insert the **Slide Support** into **Slide Track C**. Then, connect **Slide Track C** to **Slide Track B** and the **Catapult Base**, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.



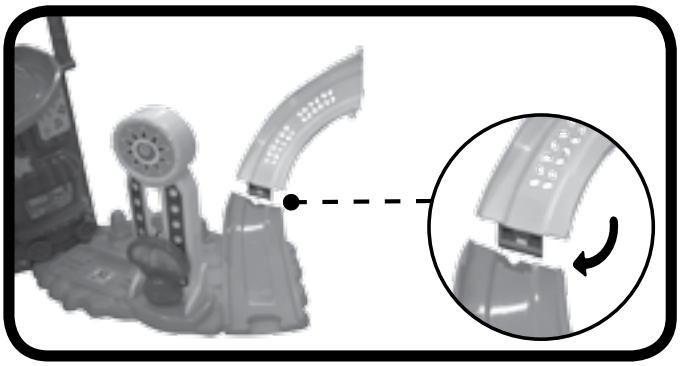
6. Insert the **Carnival Piece** into the **SmartPoint™ Ramp Base**, as shown below. You will hear a “click” sound to indicate the **Carnival Piece** is secure.



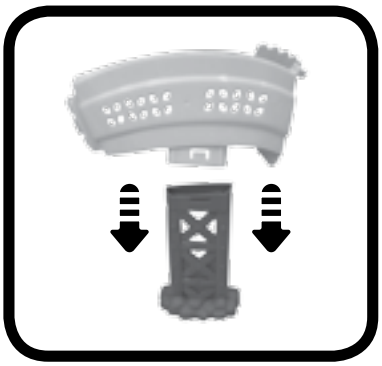
7. Now, assemble **Ramp Tracks A, B, C** and **D** following the steps below:

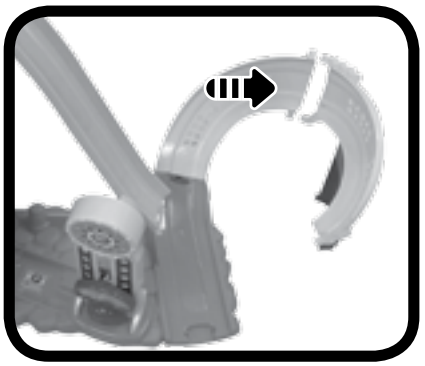
A: Connect **Ramp Track A** to the **Roller Coaster Platform** and **Carnival Piece**, as shown in the picture. You will hear a “click” sound to indicate **Ramp Track A** and the **Roller Coaster Platform** are secure.

B: Then, connect **Ramp Track D** to the **SmartPoint™ Ramp Base**, as shown in the picture. You will hear a “click” sound to indicate **Ramp Track D** is secure.

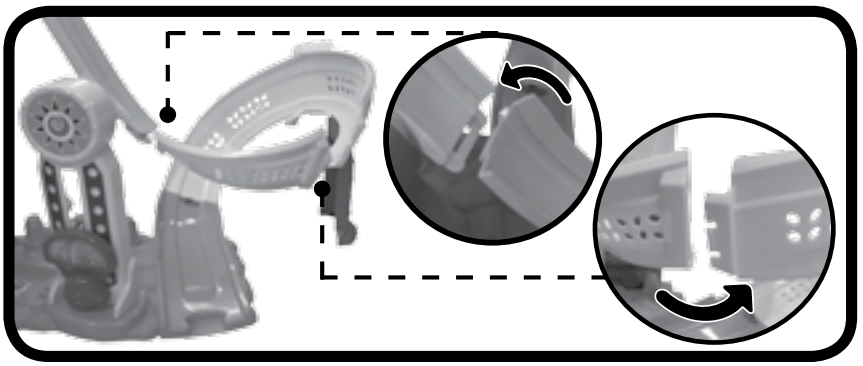


C: Next, insert the **Ramp Track Support** into **Ramp Track C**. Then, connect **Ramp Track C** to **Ramp Track D**, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.

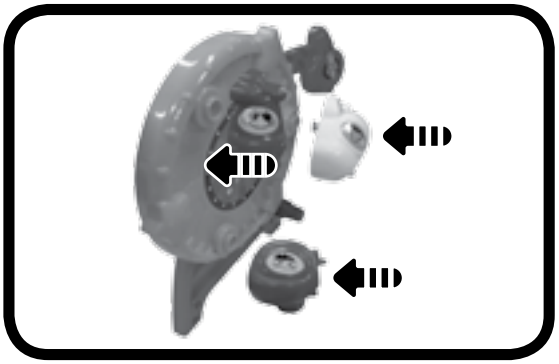


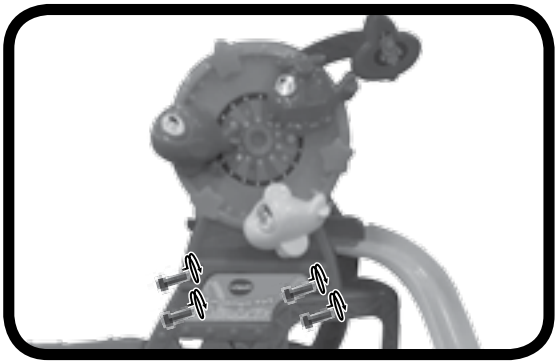


D: Finally, connect **Ramp Track B** to **Ramp Tracks A** and **C**, as shown in the picture. You will hear a “click” sound to indicate the pieces are secure.

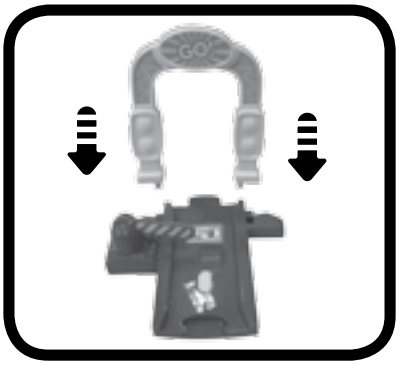


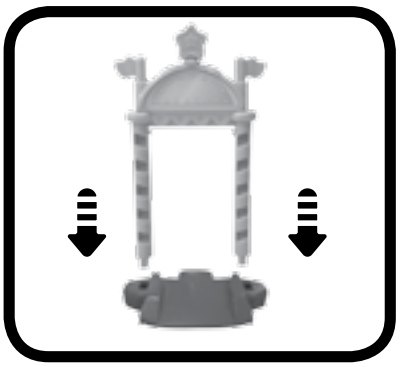
8. Insert the three **Ferris Wheel Vehicles** into the **Ferris Wheel**. You will hear a “click” sound to indicate the **Ferris Wheel Vehicles** are secure. Then, screw the **Ferris Wheel** into the top of the **Roller Coaster Structure**, as shown below.



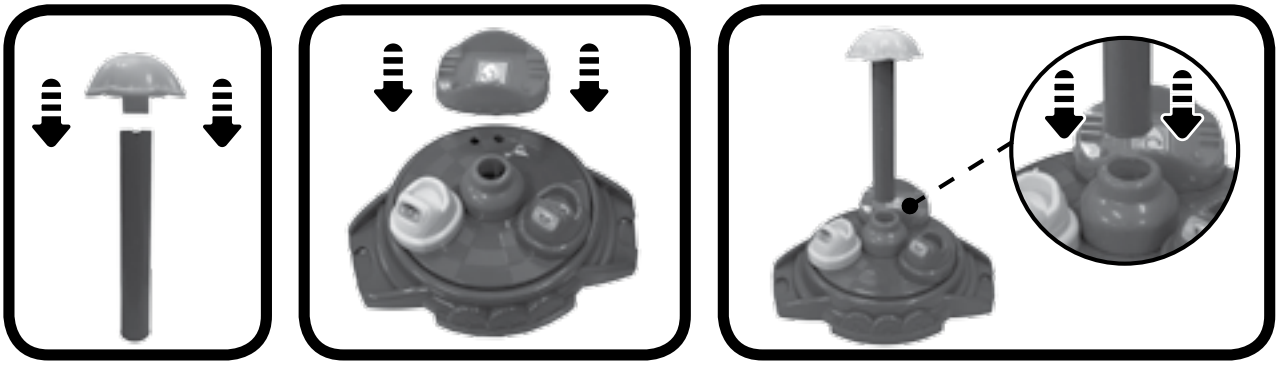


9. Insert the **Go! Gate** into the **SmartPoint™ Gate Track** and insert the **Gate** into the **End Track**, **male** as shown below. You will hear a “click” sound to indicate each gate is secure.

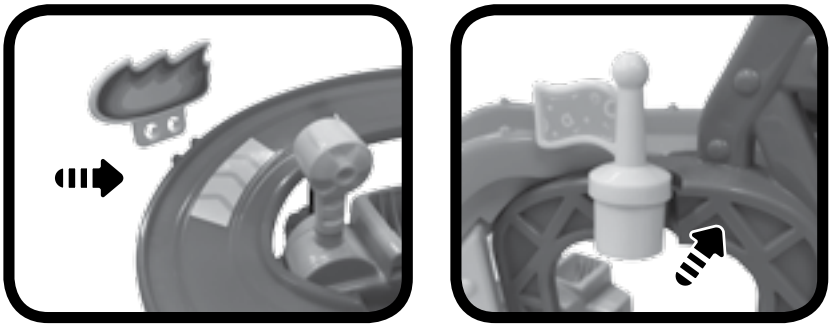




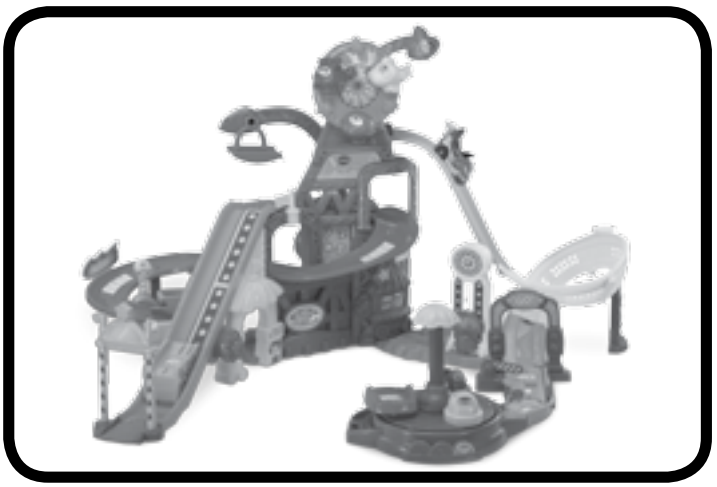
10. Insert the **Plunger Top** into the **Plunger**. Then, insert the **SmartPoint™ Spinning Platform** into the **Spinning Ride Base**. After that, insert the **Plunger** into the **Spinning Ride Base** as shown below. You will hear a “click” sound when the **Spinning Ride Base** is secure.



11. Insert the **Flag** into the **Roller Coaster Structure** and insert the **Slide Sign** into **Slide Track C**, as shown below. You will hear a “click” sound to indicate they are secure.

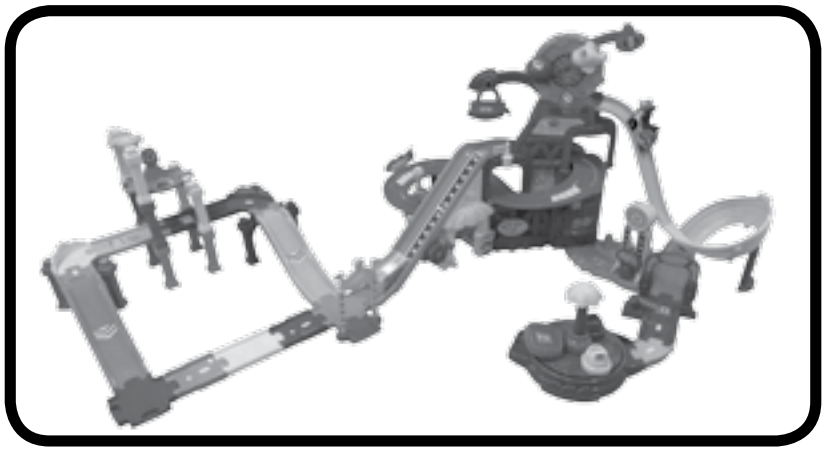


Once you’ve completed the above steps, you are ready to play! You can connect these pieces to the other included track pieces or you can connect this play set to other **Toot-Toot Drivers®** play sets (each sold separately).



EXPAND & EXPLORE

Connect to the **Toot-Toot Drivers® Ultimate Track Set** (as shown below) or other **Toot-Toot Drivers®** play sets (each sold separately) to expand the **Amusement Park** and inspire creativity.

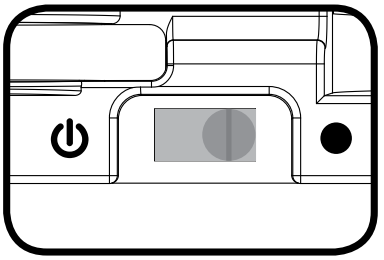


PRODUCT FEATURES

Go-Kart

1. ON/OFF Switch

To turn the Go-Kart **ON**, slide the **On/Off Switch** to the **ON** (⏻) position. To turn the Go-Kart **OFF**, slide the **On/Off Switch** to the **OFF** (●) position.



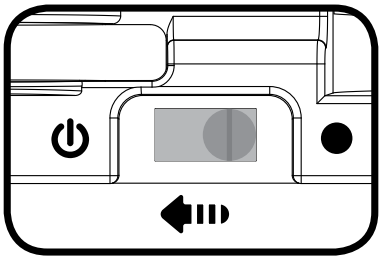
2. **AUTOMATIC SHUT OFF**

To preserve battery life, the included Go-Kart will automatically shut off after approximately 60 seconds without input. The Go-Kart can only be turned on again by pressing the **Light Up Button**, pushing the Go-Kart quickly or triggering a **SmartPoint™** location.

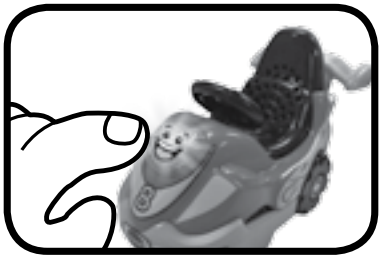
Note: This product is in try-me mode in the packaging. After opening the package, turn the vehicle off and on again to proceed with normal play. If the Go-Kart powers down while playing, we suggest changing the batteries.

ACTIVITIES
Go-Kart

1. Slide the **On/Off Switch** to turn the **Go-Kart 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 and phrases. The light will flash with sounds.



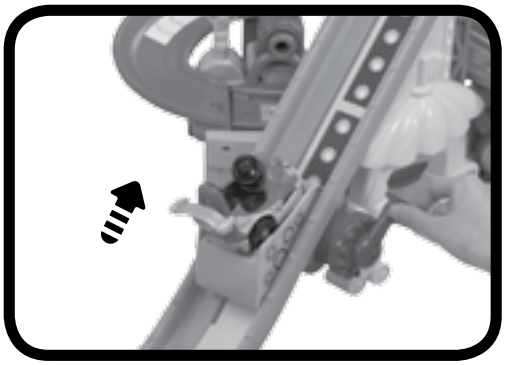
3. Push the **Go-Kart** to hear fun sounds and melodies. While a melody is playing, continue pushing the **Go-Kart** to add in fun sounds on top of the melody. The light will flash with sounds.

4. For added fun, the **Go-Kart** interacts with the **Toot-Toot Drivers® Amusement Park**. Simply put the **Go-Kart** on one of the play sets six **SmartPoint™** locations to see the **Go-Kart's** light flash and to hear fun sounds, short tunes and phrases. The **Go-Kart** even interacts with other **Toot-Toot Drivers®** play sets (each play set sold separately).

ACTIVITIES
Amusement Park

1. Place the **Go-Kart** or any **SmartPoint**™ vehicle (each sold separately) on any of the play sets six **SmartPoint**™ locations to trigger fun sounds, songs or phrases.

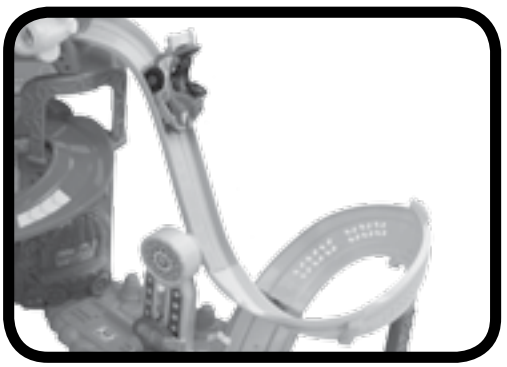
2. Put the **Go-Kart** on the **SmartPoint**™ hill platform, and turn the handle to make the **Go-Kart** climb the hill like a real roller coaster! Once the **Go-Kart** reaches the top, it will slide down to the catapult launcher.



3. Pull the catapult lever and launch the **Go-Kart** to the top level!

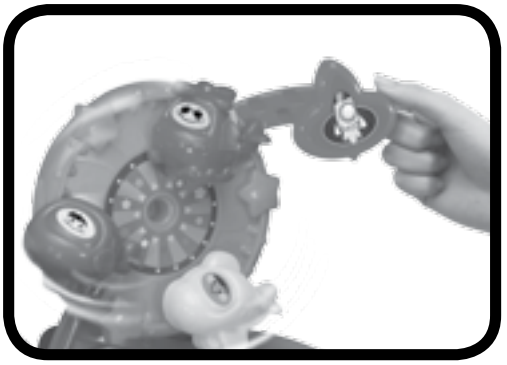
   Note: Only use **Toot-Toot Drivers**® vehicles on the catapult.

4. Watch the **Go-Kart** race down the ramp, twirl around the 360° loop and launch off the jump track.



5. Move the parachute up the carnival piece, and watch it tumble down for cause and effect fun.

6. Spin the Ferris wheel round and round for added role-play fun.



SING-ALONG SONGS

SONG 1
We're here, so much to do,
Playing just me and you.
Find a ride built for two,
Have fun on something new!

SONG 2
Race, race, race some more,
Up and down the hill!
Happily, happily, happily, happily,
Ready for a thrill!

SONG 3
Dash forward,
Swerve around the corner, whee!
Up and down we go!

MELODY LIST

1. Oats, Peas, Beans and Barley Grow
2. Ring Around a Rosy
3. Yankee Doodle
4. One, Two, Buckle My Shoe
5. Sing a Song of Sixpence
6. Ta Ra Ra Boom De Ay

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

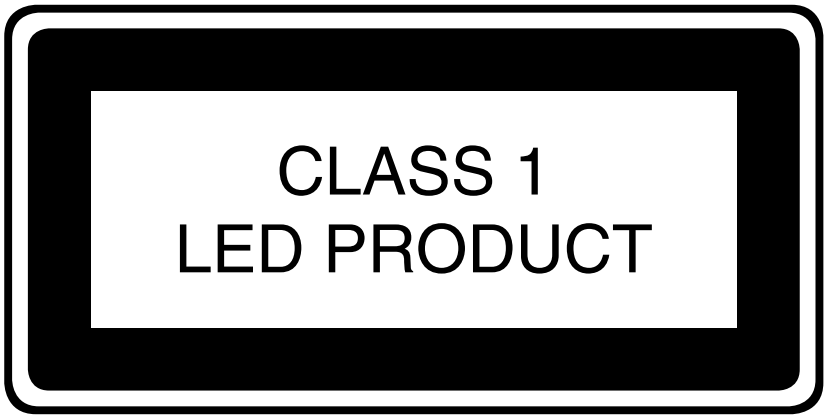
If for some reason the unit stops working or malfunctions, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit 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 01235 546810 (from UK) or +44 1235 546 810 (outside UK), and a service representative will be happy to help you.

IMPORTANT NOTE:

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 call our Consumer Services Department on at 01235 546810 (from UK) or +44 1235 546 810 (outside UK), with any problems and/or suggestions that you might have. A service representative will be happy to help you.



PRODUCT REGISTRATIO N

Visit www.vtech.co.uk/clubvtech/login to register your VTech product

By joining the VTech Club you can also enter competitions, find out about news and events, seek expert advice for parents and let your kids play fun learning games and activities.

PRODUCT WARRANTY

Thank you for choosing this quality product from VTech. We hope it will br ing many hours of enter tainment, imaginative play and lear ning.

1. The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
2. The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
5. This warranty is personal to the original purchaser and is not transferable.
6. Breakages to the LCD screen are not covered by the warranty.
7. Returns to VTech Electronics Europe plc should include a cheque or postal order for £1.50 towards the cost of return postage and packaging.
8. Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor). Please include details of the fault together with your name and address.
9. To keep an online record of your warranty, please register your product online at www.vtech.co.uk/warranty

Vtech Electronics EU PLC, c/o XPO Logistics, Warehouse 350, Cat & Fiddle Lane, West Hallam, DE7 6HE

THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

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