

vtech®

Parent's Guide

Too-Too Drivers®

Launch & Spin Raceway



91-003714-001 (U)

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

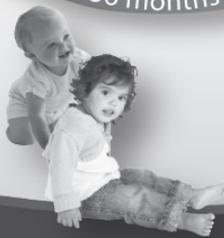
I am...

...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

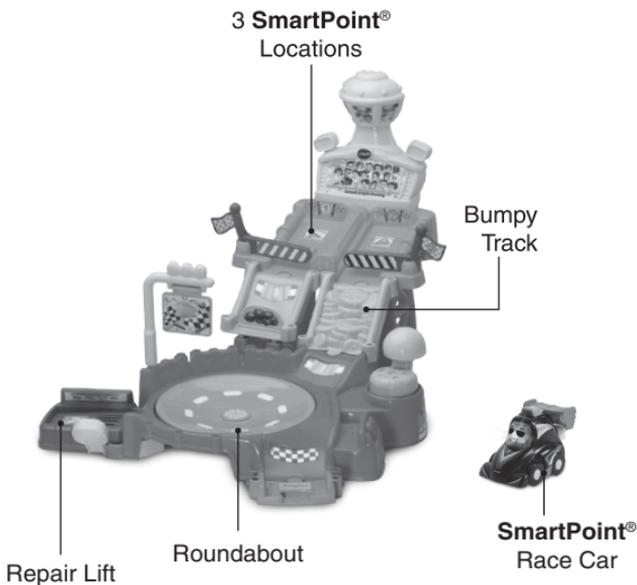


To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Thank you for purchasing the **VTech® Toot-Toot Drivers® Launch & Spin Raceway!**

Get ready to flip, jump and spin with the **Toot-Toot Drivers® Launch & Spin Raceway**. This interactive raceway features two levels of pretend play and learning fun! Place the Race Car on the second level platform, choose the launch ramp or the bumpy off road ramp and raise the gate to send it sliding down to the roundabout for whirling, twirling fun. Place the Race Car on the repair lift to launch him back onto the roundabout. Then, turn the handle to spin the roundabout sending the Race Car on a dizzy ride!



INCLUDED IN THIS PACKAGE

NOTE: This toy is not intended for teething.



One **SmartPoint®**
Race Car



One gallery



One racing platform



Gate A



Gate B



Two platform
supports



One road block



One jump track



One bumpy track



One sign post,
One flip up sign



One repair deck



One lever



One handle



One base



One base support



Three screws



One adaptor



One label sheet

One Parent's Guide

WARNING:

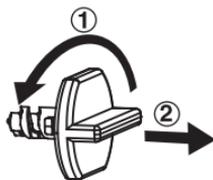
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy and should be discarded for your child's safety.

NOTE: Please keep the Parent's Guide as it contains important information.

Adult assembly required.

Unlock the packaging locks:

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

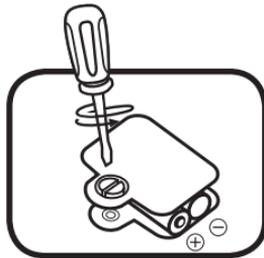


GETTING STARTED

BATTERY 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. 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.



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, 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 wheellie 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.

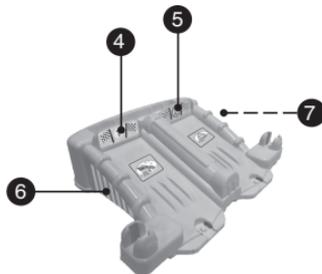
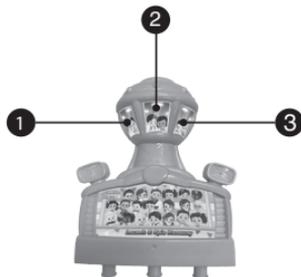
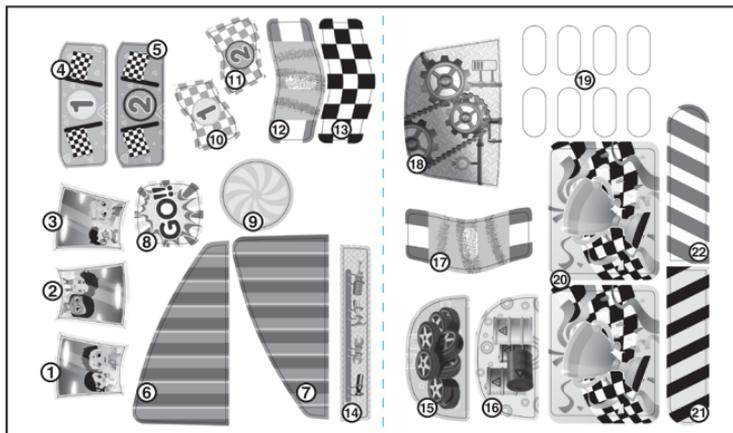
For more information, please visit:

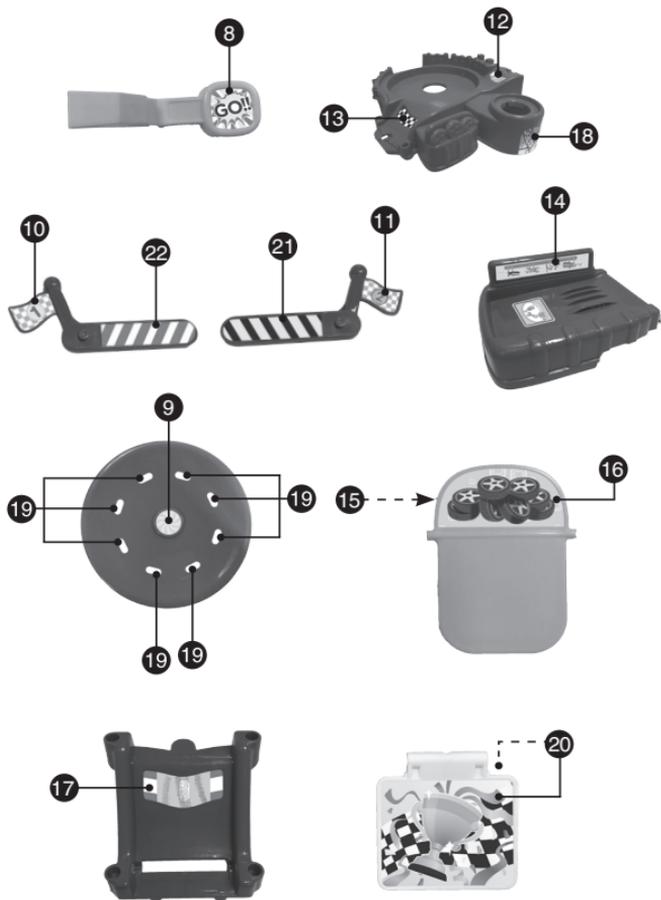
www.recycle-more.co.uk

www.recyclenow.com

LABEL APPLICATION

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





ASSEMBLY INSTRUCTIONS

Launch & Spin Raceway

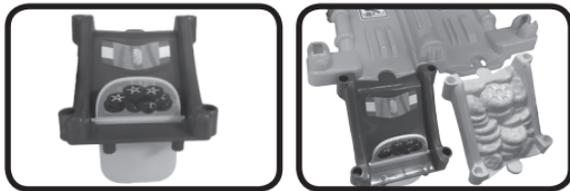
With the VTech® Toot-Toot Drivers® Launch & Spin Raceway, safety comes first. To ensure your child's safety, adult assembly is required.

1. Place the **Racing Platform** right-side up and insert the **Gallery**, **Gate A** and **Gate B**. Next insert the two **Platform Supports** into the slots underneath the **Racing 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 **Road Block** through the slot on the **Jump Track**. Then attach the **Jump Track** and the **Bumpy Track** to the **Twin Platform**, as shown below.



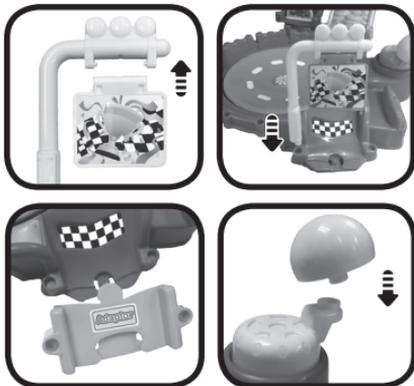
3. Next, assemble the base components following the steps below:
- A. With the **Base** and the **Repair Lift** upside down, attach the **Repair Lift** to the **Base**, insert the **Base Support** as shown and tighten the three **Screws** to secure it to the unit, as shown below.



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



- C. Attach the **Flip Up Sign** to the **Sign Post**, then insert the **Sign Post** into the slot on the **Base**. Attach the **Adaptor** and the **Handle** to the **Base**, as shown below.



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

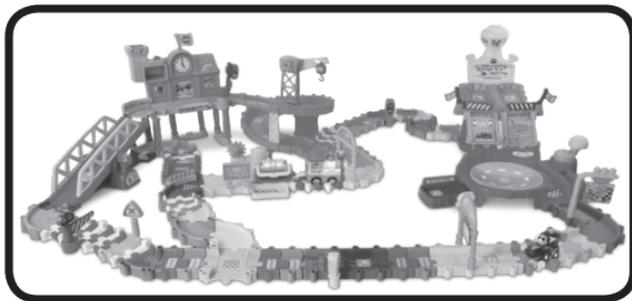


Once you've completed the above steps, you are ready to play! You can also connect the play set to other **Toot-Toot Drivers®** play sets (each sold separately).



EXPAND & EXPLORE

Connect to the **Toot-Toot Drivers® Train Set** and **Toot-Toot Drivers® Track Set** (as shown below) or other **Toot-Toot Drivers®** play sets (each sold separately) to expand the **Launch & Spin Raceway** and inspire creativity.

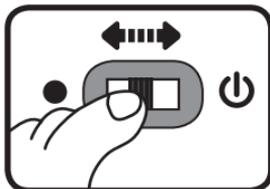


PRODUCT FEATURES

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

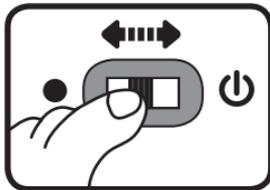
To preserve battery life, the included **Race Car** will automatically power down after approximately 60 seconds without input. The unit can only be turned on again by pressing the **Light Up Button** or **Feature Button**, pushing the **Race Car** quickly or triggering a **SmartPoint®** location.

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.



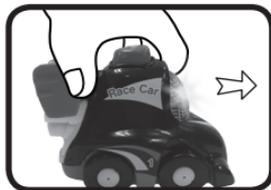
2. Press the **Light Up Button** to hear fun sounds, songs, phrases and melodies. The light will flash with the sounds.



3. Press the **Action Button** on the vehicle to activate a mechanical feature and hear a fun sound. 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 **Toot-Toot Drivers® Launch & Spin Raceway**. Simply put the **Race Car** on one of the play set's three **SmartPoint®** locations to see the **Race Car's** light flash and to hear fun sounds, short tunes and phrases. The **Race Car** even interacts with other **Toot-Toot Drivers®** play sets (each playset sold separately).

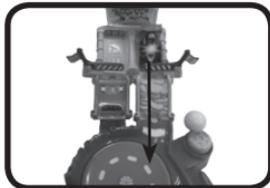


ACTIVITIES

Launch & Spin Raceway

1. Place the Race Car or any **SmartPoint**[®] vehicle (each sold separately) on any of the play set's three **SmartPoint**[®] locations to trigger fun sounds, short tunes or phrases.

2. Place the **Race Car** on the **Racing 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 lift, and press down on the lever to raise the lift. Once the repair lift 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.



SONGS

1. I'm revved up and ready to go,
Step on it fast, hit the fuel!
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. Toot-Toot Drivers!
Toot-Toot Drivers!
I'm a Toot-Toot Drivers! race car.
Cheer me on at the track! (Toot-Toot!)
Speedy and swift, that's who I am.
Let's Go! Go! And see (Toot-Toot!)
4. Toot-Toot Drivers!
Toot-Toot Drivers!

MELODY LIST

1. Pop Goes the Weasel
2. Yankee Doodle
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 sources.
3. Remove the batteries when the unit is not 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 excess moisture.

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 and a service representative will be happy to help you.

CONSUMER SERVICES

Creating and developing **VTech®** 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

UK Customers:

Phone: 0330 678 0149 (from UK) or +44 330 678 0149 (outside UK)

Website: www.vtech.co.uk/support

Australian Customers:

Phone: 1800 862 155

Website: support.vtech.com.au

NZ Customers:

Phone: 0800 400 785

Website: support.vtech.com.au

PRODUCT WARRANTY/ CONSUMER GUARANTEES

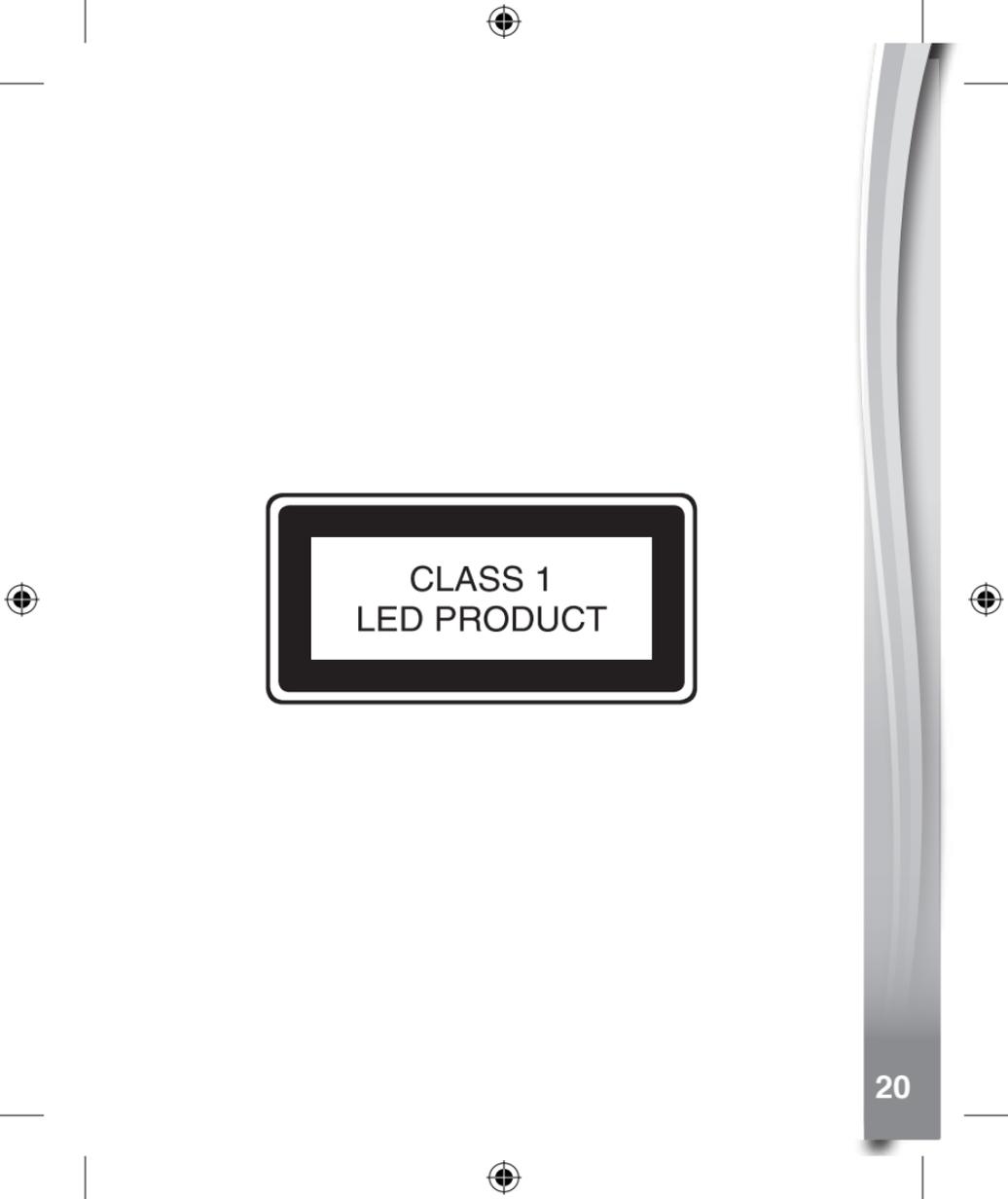
UK Customers:

Read our complete warranty policy online at vtech.co.uk/warranty.

Australian Customers:

**VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED –
CONSUMER GUARANTEES**

Under the Australian Consumer Law, a number of consumer guarantees apply to goods and services supplied by VTech Electronics (Australia) Pty Limited. Please refer to vtech.com.au/consumerguarantees for further information.



CLASS 1
LED PRODUCT



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