

vtech®

Parent's Guide

Toot-Toot Drivers®

360° Loop Track



91-003783-000 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

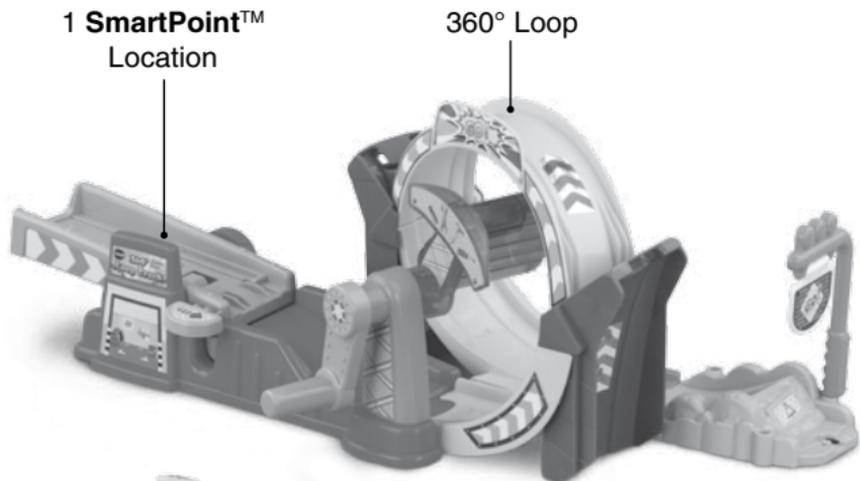
4-10 years



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

INTRODUCTION

Race around and loop the loop with the **Toot-Toot Drivers® 360° Loop Track**. Press down on the launcher to see the Race Car race around the tracks and through the flip-up gate! Even change the configuration of the play set to create 2 different fun stunt show tracks.



SmartPoint™
Race Car

INCLUDED IN THIS PACKAGE

NOTE: This toy is not intended for teething.



One **SmartPoint™**
Race Car



One base



One launcher



One launcher base



One rotator



One handle



One sign bracket



One arc track



One uphill ramp
track



One downhill
ramp track



One 1/4 straight
track



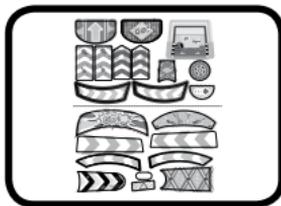
One sign



One handle pedestal



One 1/4 straight track



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.

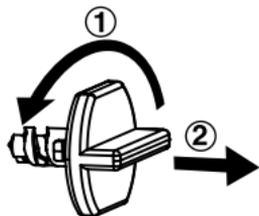
NOTE: Please keep Parent's Guide as it contains important information.

Adult assembly required.

For your child's safety, please do not aim at faces when launching the car.

Unlock the packaging locks:

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

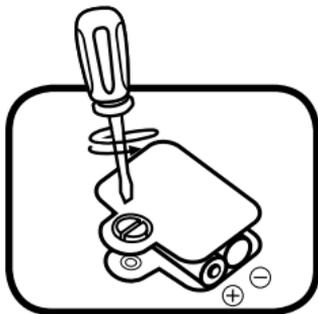


GETTING STARTED

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 screwdriver to loosen the screw.
3. If used or spent batteries are present, remove these batteries from the unit 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 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.

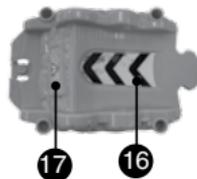
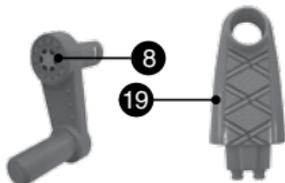
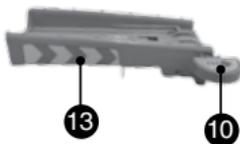
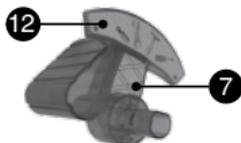
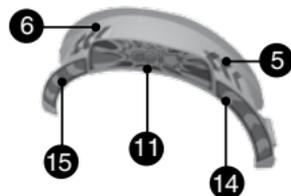
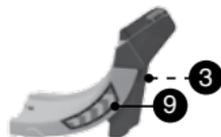
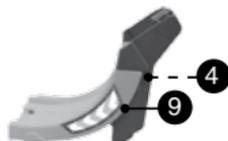
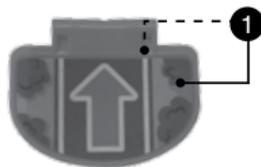
For more information, please visit:

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:

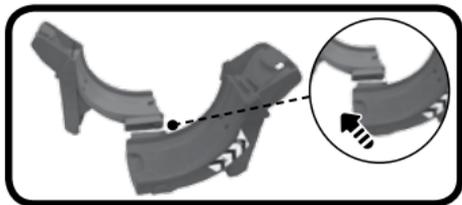


ASSEMBLY INSTRUCTIONS

360° Loop Track

With the VTech® Toot-Toot Drivers® 360° Loop Track, safety comes first. To ensure your child's safety, adult assembly is required.

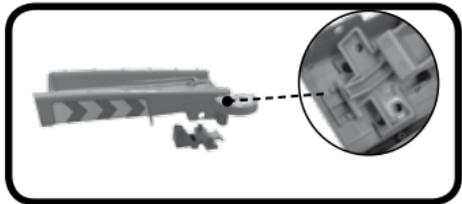
1. Connect the **Uphill Ramp Track** with the **Downhill Ramp Track** as shown below.



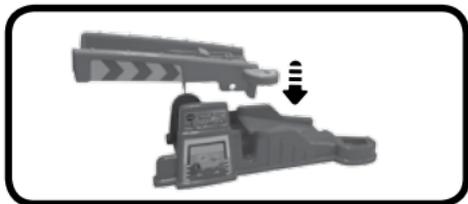
2. Insert the **Arc Track** into the slot on both the **Uphill Ramp Track** and the **Downhill Ramp Track** as shown below.



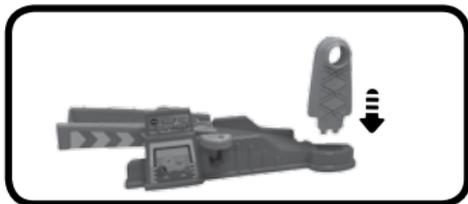
3. Insert the **Launcher Base** into the **Launcher** as shown below.



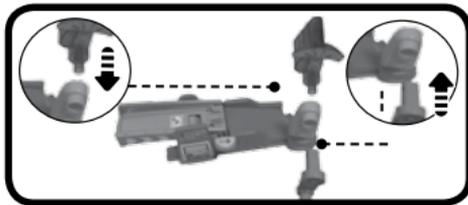
4. Insert the **Launcher** onto the **Launcher Base** as shown below.



5. Insert the **Handle Pedestal** onto the track as shown below.



6. Insert the **Rotator** and the **Handle** into the **Handle Pedestal** as shown below.



EXPAND & EXPLORE

Connect to the **Toot-Toot Drivers® 3-in-1 Raceway** (as shown below) and other **Toot-Toot Drivers®** play sets (each sold separately) to expand the **360° Loop Track** and inspire creativity.

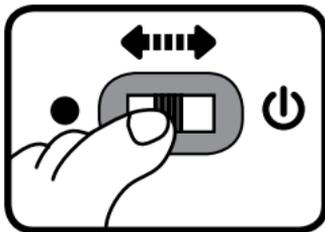


PRODUCT FEATURES

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

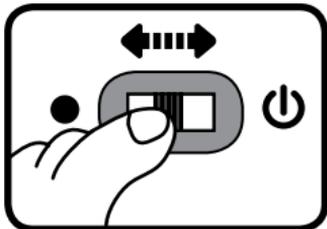
To preserve battery life, the included Race Car will automatically power down after approximately 60 seconds without input. The unit can be turned on again by pressing the light up button, pushing quickly, or triggering a **SmartPoint™** location.

NOTE: If the unit powers down while playing, we suggest changing the batteries.

ACTIVITIES

Race Car

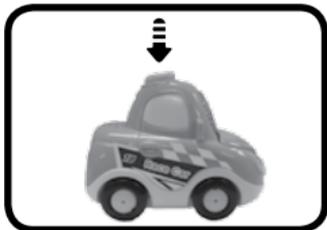
1. Slide the **On/Off Switch** to turn the Race Car **ON**. You will hear a song, phrase and sounds. The light will flash with the sounds.



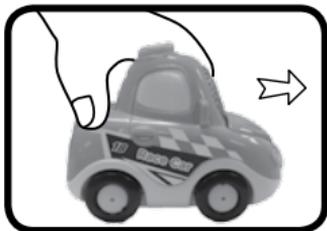
2. Press the **Light Up Button** to hear sounds, songs, phrases and melodies. The light will flash with sounds.



3. Press the **FEATURE BUTTON** on the vehicle to activate a mechanical function on the vehicle and hear fun sounds. The light will flash with the sounds.



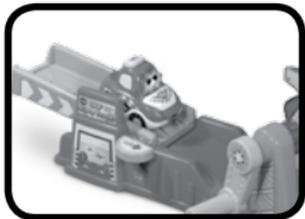
4. Push the Race Car to hear fun sounds. While a melody is playing, push the Race Car again to add in fun sounds on top of the melody. The light will flash with the sounds.



5. For added fun, the Race Car interacts with the **Toot-Toot Drivers® 360° Loop Track**. Simply place the race car on the **SmartPoint™** location 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 play set sold separately).

PRODUCT FEATURES - 360° TRACK

1. Place the Race Car or any **SmartPoint™** vehicle (each sold separately) on the **SmartPoint™** location to trigger fun sounds, songs or phrases.



2. Put the Race Car on the SmartPoint™ launcher. Press down firmly on the launcher lever to send the Race Car out and loop the ramp!



SONGS

SONG 1

Vroom, Vroom time to zoom.
Vroom, Vroom time to zoom.
Vroom, Vroom time to zoom.
Join me, watch me race and zoom!

SONG 2

Oh, let's go racing all day long.
Faster than fast, quicker than quick.
Oh, let's go racing all day long.
I'm brave and fast and strong.

SONG 3

Toot! Toot! Drivers.
Toot! Toot! Drivers.
I'm a Toot! Toot! Drivers Race Car.
Let's speed around the track (Toot! Toot!).
We'll zoom ahead just try'n catch me.
Let's go play and see (Toot! Toot!).

MELODY LIST

Old Grey Mare
London Bridge
Camptown Races
Ta Ra Ra Boom De Ay
Old King Cole
Shoo Fly Don't Bother Me

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 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:

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