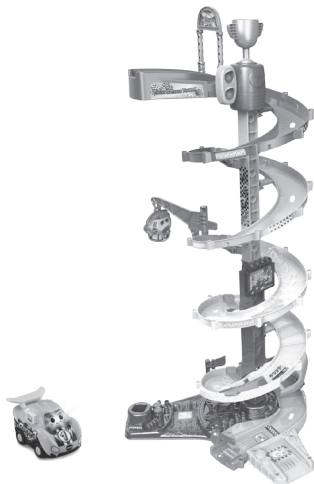


vtech®

Parent's Guide

# Too-Too Drivers®

## Twist & Race Tower



91-003870-001 ©

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

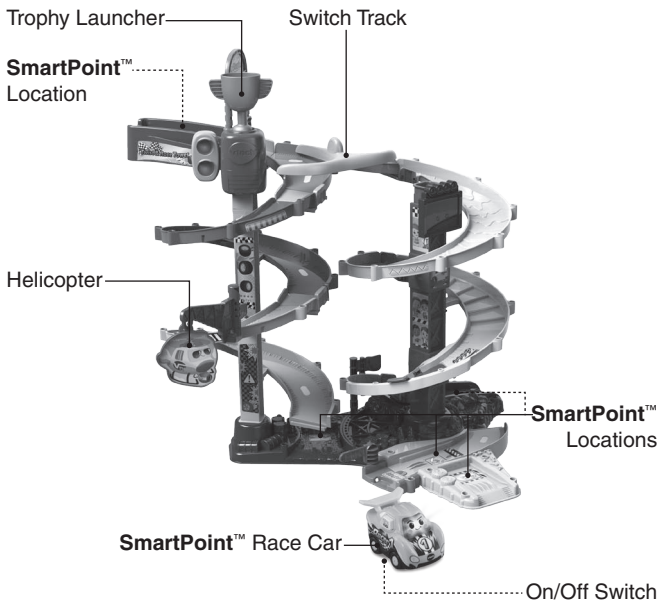


To learn more about this and other VTech® products, visit [www.vtech.co.uk](http://www.vtech.co.uk)

# INTRODUCTION

Thank you for purchasing the **Toot-Toot Drivers Twist & Race Tower!**

Let's go for a super spiral ride! Assemble the set with two side-by-side ramps, or put it all together for an amazing three-foot corkscrew tower! Place the Race Car on the launcher at the start line. Press the trophy to launch the vehicle through the switch track. Will you go down the spiral speedway, or through the stunt track for a bumpy thrill ride? It's time for a racing adventure!



## INCLUDED IN THIS PACKAGE

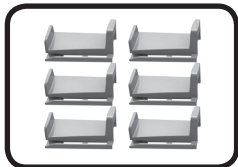
- Toot-Toot Drivers® Twist & Race Tower
- Label sheet
- Parent's guide
- One **SmartPoint™** Race Car
- One launcher



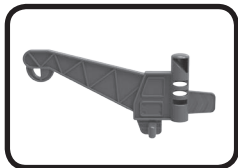
- One trophy
- One switch track



- Six track connectors
- One start sign



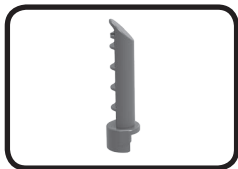
- One helicopter bracket



- One helicopter



- One pillar



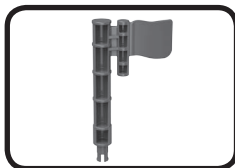
- One arch



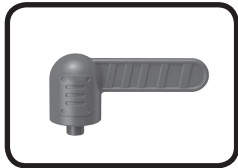
- One Y track



- One flag



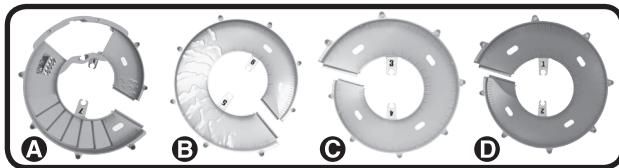
- One gate



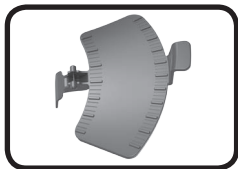
- One male/female adaptor track



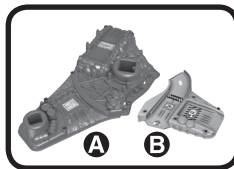
- Four spiral tracks



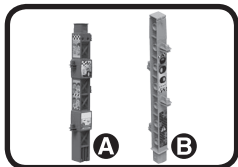
- One trap door



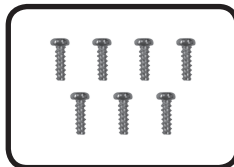
- Base segments A & B



- Support columns A & B



- Seven screws



## 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

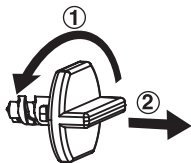
Please keep this parent's guide as it contains important information.

## CAUTION

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 Locks

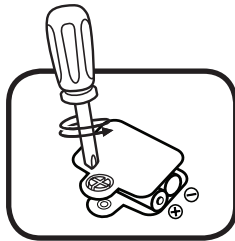
- ① Turn the packaging lock anticlockwise several times.
- ② Pull out and discard the packaging lock.



## GETTING STARTED

### Battery Removal and Installation Race Car

1. Make sure the unit is turned **Off**.
2. Find the battery cover located on the bottom of the **Race Car** and use a screwdriver to loosen the screw and 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.
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:

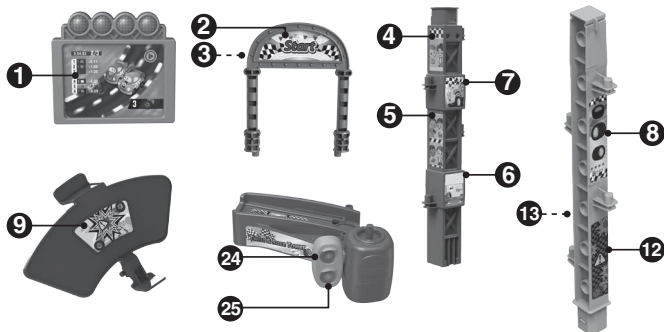
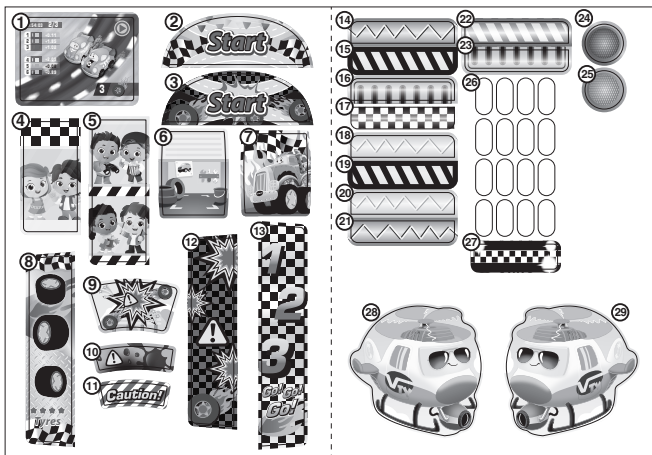
[www.recycle-more.co.uk](http://www.recycle-more.co.uk)

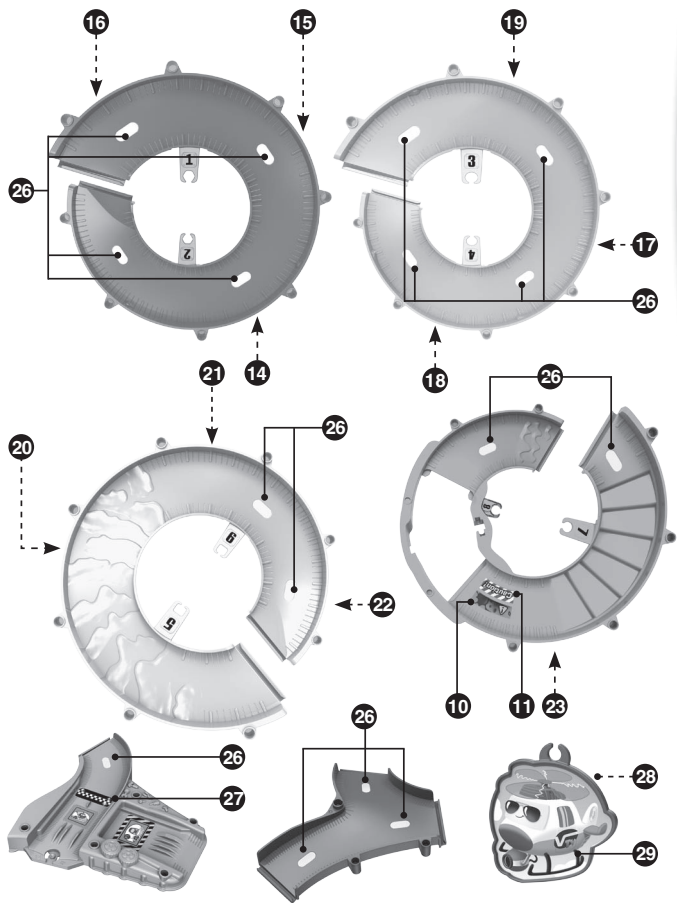
[www.recyclenow.com](http://www.recyclenow.com)



# LABEL APPLICATION

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



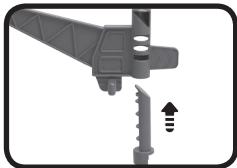
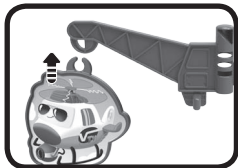


# ASSEMBLY INSTRUCTIONS

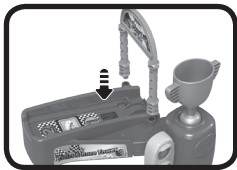
With the **Toot-Toot Drivers® Twist & Race Tower**, safety comes first. Adult assembly required. For your child's safety, do not let them play with this toy until it is fully assembled.

## SMALL COMPONENT ASSEMBLY

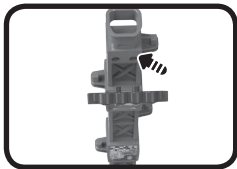
1. Clip the **Helicopter** onto the **Bracket** and insert the **Pillar** into the bottom of the **Bracket**.



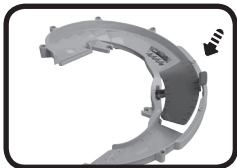
2. Place the **Trophy** into the black peg in the **Launcher** and press down until you hear a click. Insert the **Gate** into the slot on the **Launcher**.



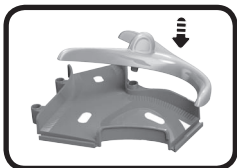
3. Insert the **Posts** on the **Start Sign** into the two small holes on **Column A**.



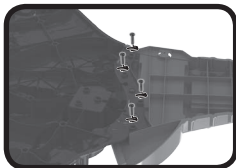
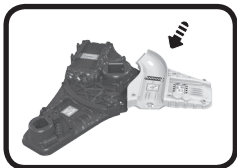
4. Snap the **Trap Door** into the **Spiral Track**.



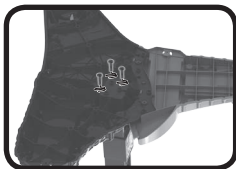
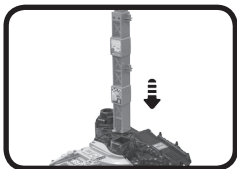
5. Insert the **Switch Track** in the slot of the **Y Track**.



6. Connect **Base Segments A & B** and secure with four **Screws**.

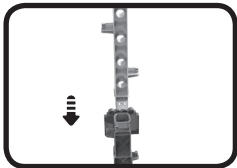


7. Insert **Support Column A** into the **Base**, turn over and secure with three **Screws**.

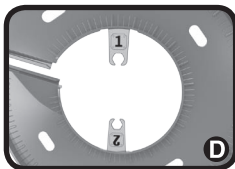
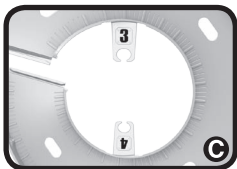
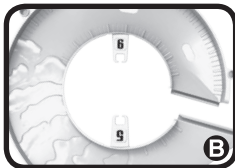
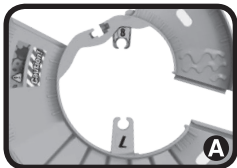


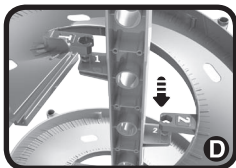
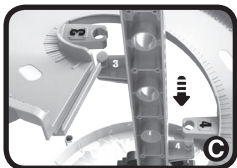
## SPIRAL TOWER ASSEMBLY

1. Insert **Support Column B** into the top of **Support Column A**.

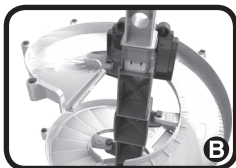


2. Each section of **Spiral Track** has two numbered **Brackets**. Starting with **Track A** at the bottom, match each **Bracket** with the tab of the same number.

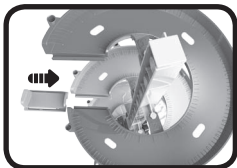




3. Starting with **Track A** at the bottom, snap each pair of **Brackets** onto the matching tabs. Repeat the process with **Track B, C** and **D**.



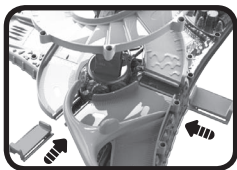
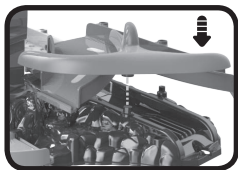
4. Use the **Track Connectors** to join the **Spiral Track** segments.



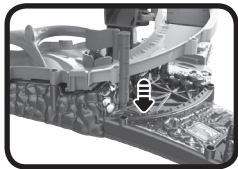
5. Insert the **Launcher** on the top of the **Pillar**. Use the **Track Connector** to secure the **Launcher** to the topmost **Track**.



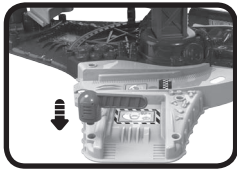
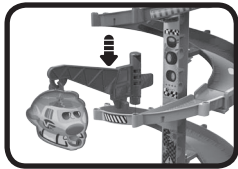
6. Connect the **Y Track** to **Base Segment A**, and use a **Track Connector** to join the tracks securely.



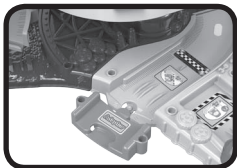
7. Insert the **Flag** into the slot of the **Base** to fasten the track.



8. Insert the **Gate** and **Helicopter Bracket** along the outer track.



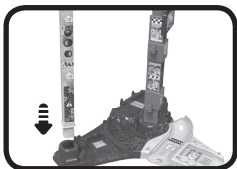
9. Connect the **Adaptor Track** to **Base Segment B**.



Once you've completed the above steps, you are ready to play with the **Twist & Race Tower!** You can connect the play set to other **Toot-Toot Drivers®** play sets (each sold separately). For alternate configurations, see instructions below.

## TWIN TOWER ASSEMBLY

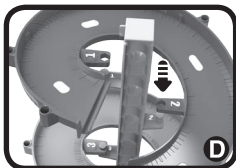
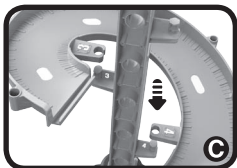
1. Insert **Support Column B** into the open slot on **Base Segment**.



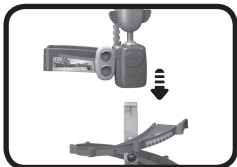
2. Each section of **Spiral Track** has 2 numbered brackets. Starting with track A at the bottom, match each **Bracket** with the tab of the same number and snap into place. Use the **Track Connectors** to join the **Spiral Track** segments.



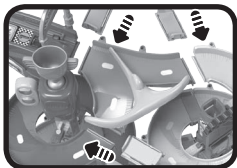




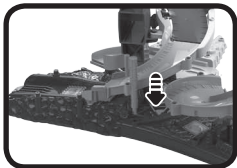
3. Place the **Launcher** on top of **Support Column B**.



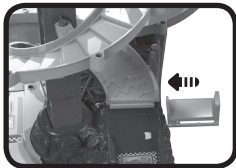
4. Use the **Track Connectors** to join the **Y Track**, **Spiral Track** and **Launcher** together. If you cannot connect the **Y Track**, adjust the insertion angle of the **Launcher** to assemble.



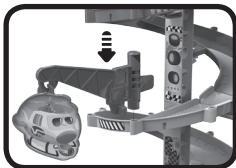
5. Insert the **Flag** into the slot on the **Base**.



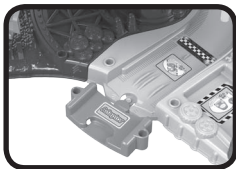
6. Attach one **Track Connector** to the end of the **Spiral Track**.



7. Add the **Helicopter** and **Gate** to the track.



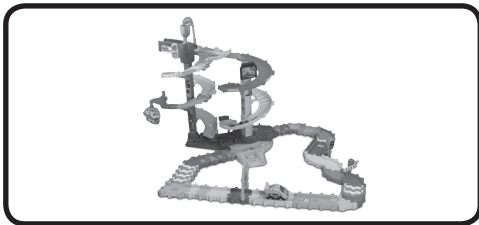
8. Connect the **Adaptor Track** to the play set.



Once you've completed the above steps, you are ready to play!

## EXPAND & EXPLORE

Connect to the **Toot-Toot Drivers® Track Set** (as shown below) or other play sets (each sold separately) to expand your **Twist & Race Tower** and inspire creativity.



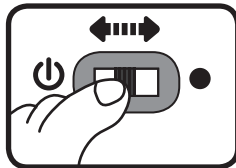
## PRODUCT FEATURES

### 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 **Race Car** will automatically shut off after approximately 60 seconds without input. The unit can be turned on again by pressing the **Face Button** or **Action Button**, pushing the **Race Car** quickly or triggering a **SmartPoint™** location.

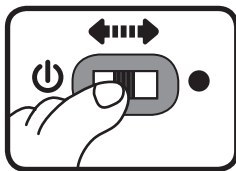
#### NOTE

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 or if the light fades out during play, please install a new set of 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 **Face 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 the vehicle's mechanical feature 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, continue pushing the **Race Car** to add in fun sounds on the top of the melody. The light will flash with the sounds.



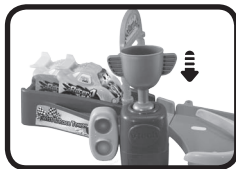
5. For added fun, the **Race Car** interacts with the **Toot-Toot Drivers® Twist & Race Tower**. Simply put the **Race Car** on one of the play set's five **SmartPoint™** locations to see the **Race Car's** light flash and to hear fun sounds, short tunes and phrases. The **Race Car** also interacts with other **Toot-Toot Drivers®** play sets (each play set sold separately).



## ACTIVITIES

### Spiral Tower

1. Place the **Race Car** or any **SmartPoint™** vehicle (each sold separately) on any of the play set's five **SmartPoint™** locations to trigger fun sounds, songs or phrases.
2. Place the **Race Car** on the **Launcher** and press the **Trophy** or traffic light. The **Race car** will slide down the track.



## MELODIES

1. For He's a Jolly Good Fellow.
2. Do Your Ears Hang Low
3. Bingo
4. Here We Go 'Round the Mulberry Bush
5. Man on the Flying Trapeze
6. My Pony Boy

## 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 hard surfaces and do not expose the unit to moisture or water.
5. The unit is surface washable. Remove the electronic module before wiping down the unit.

## 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.

CLASS 1  
LED PRODUCT

## 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](http://www.vtech.co.uk/support)

Australian Customers:

Phone: 1800 862 155

Website: [support.vtech.com.au](http://support.vtech.com.au)

NZ Customers:

Phone: 0800 400 785

Website: [support.vtech.com.au](http://support.vtech.com.au)

## PRODUCT WARRANTY/ CONSUMER GUARANTEES

UK Customers:

Read our complete warranty policy online at [vtech.co.uk/warranty](http://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](http://vtech.com.au/consumerguarantees) for further information.



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