

The Vtech logo is displayed in white text on a dark grey oval background.

# Quick Start Guide



## Chase Game & Go

We aim to reduce our environmental impact and have reduced the amount of paper used for our printed manuals. The full version of the manual is available online through the following link or by scanning the QR code.

For USA



[vtechkids.com/guides](https://vtechkids.com/guides)

For Canada



[vtechkids.ca/en/guides](https://vtechkids.ca/en/guides)

For AUS/NZ

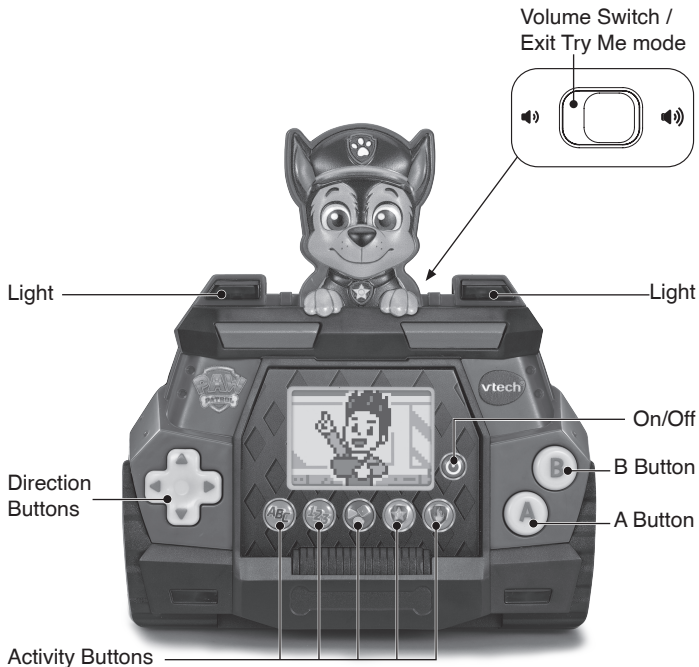


[vtech.com.au/support/  
product\\_manuals](https://vtech.com.au/support/product_manuals)

Read our complete warranty policy online at  
[vtechkids.com/warranty](https://vtechkids.com/warranty)   [vtechkids.ca/warranty](https://vtechkids.ca/warranty)

# INCLUDED IN THIS PACKAGE

- One Chase Game & Go
- One Quick Start Guide



## WARNING

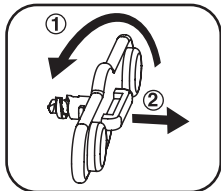
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

## NOTE

Please keep this Quick Start Guide as it contains important information.

### Unlock the Packaging Locks

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



# GETTING STARTED

## HOW TO EXIT TRY ME MODE

If you've just taken the **Chase Game & Go** out of the packaging for the first time, you need to disable Try Me Mode before playing.

To disable Try Me Mode, press the **On/Off Button** to turn the unit on and then slide the volume switch to the low position.



## TURN ON THE UNIT

Press the **On/Off Button** to turn the unit ON and enter normal play mode, where Ryder will greet you. Press the Activity Buttons to enter the corresponding game.

**Note:** The included batteries are for demo use only. We recommend replacing the included batteries with new batteries before using the **Chase Game & Go**.

## BATTERY STATUS

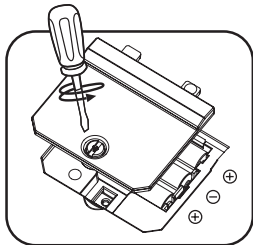
When the batteries are exhausted, the low battery icon will be displayed and the unit will automatically shut off. Please replace the batteries with a full set of new batteries before further use.

## AUTO POWER OFF

To preserve battery life, the **Chase Game & Go** will automatically power off if there is no operation for a period of time.

## BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned Off.
2. Find the battery cover located on the back of the unit, 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 3 new 1.5V AAA (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.



## **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.

## **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. If the unit stops working or malfunctions, install a new set of batteries.





# ENVIRONMENTAL PHENOMENA

Electrostatic discharge may cause the unit to malfunction. In these cases, recover the unit by removing batteries for 10 seconds, then reinstall the batteries and power the unit on.

## 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 use again.
5. If the unit still does not work, install a new set of batteries.





## 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.





## 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.

### **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



### **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.

**Supplier's Declaration of Conformity**  
**47 CFR § 2.1077 Compliance Information**

Trade Name: VTech®  
Model: 5923  
Product name: Chase Game & Go  
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 OPERATION.

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