

Instruction Manual







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...

School

l want...

can be

Interactive toys to develop their imagination and encourage language development

...to get ready for school

by starting to learn the

alphabet and counting

...my learning to be as

fun, easy and exciting as

...to show my creativity

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

...National Curriculum based content to support what I'm

learning i

learning at school

4-10 years

vtech Bally

Tovs that will stimulate their interest in different textures. sounds and colours

lam...

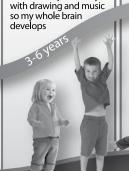
...responding to colours, sounds and textures

...understanding cause and effect

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

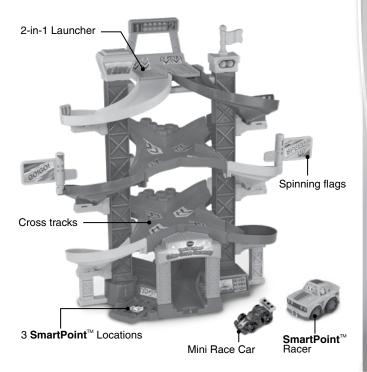
Birth-36 months





INTRODUCTION

Thank you for purchasing the VTech® Toot-Toot Drivers® Criss-Cross Raceway. Little ones will love exploring the Criss-Cross Raceway, zoom to the finish line with the SmartPoint™ Racer, and mini race car. It's time to have a race!



INCLUDED IN THE PACKAGE



One SmartPoint™ Racer



One Mini Race Car

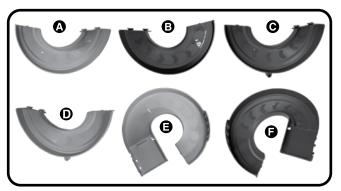




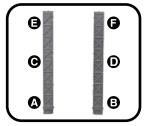
One Base M1(You can find piece numbers engraved on the bottom) with one SmartPoint™ Winner's Podium



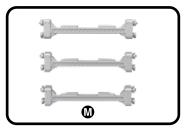
Two Cross tracks M2, M3



Six Slide tracks A,B,C,D,E,F



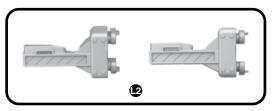
Two Major Pillars



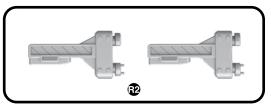
Three Double brackets M



Two Base brackets L1,R1



Two Left Tower brackets L2



Two Right Tower brackets R2



One Small bracket



One Big bracket



One Launcher handle



One Finish line



Two Flipping flags



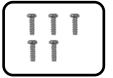
One 2-in-1 Launcher



One Tower top



One Tower flag



Five screws

- · Sticker Sheet
- · 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 save this Instruction Manual as it contains important information.

CAUTION

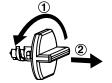
This package contains small screws. Adult assembly required.

For your child's safety, do not let your child play with the toy until it is fully assembled.

If there are no locks inside the package, disregard this message.

Removing the Packaging Locks:

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



INSTRUCTIONS

Battery Removal And Installation - Racer

- Make sure the unit is turned OFF.
- 2. Find the battery cover located on the bottom of the Racer, 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 2 new AAA (AM-4/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.



MARNING:
Adult assembly required for battery installation. Keep batteries out of reach of children.

MPORTANT: 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.



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 the Batteries and Accumulators Regulation.

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

Please dispose of your product and batteries responsibly.

In the UK, give this toy a second life by disposing of it at a small electricals collection point* so all of its materials can be recycled. Learn more at:

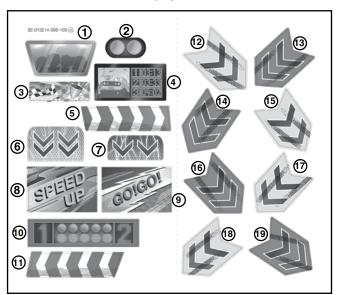
www.vtech.co.uk/recycle

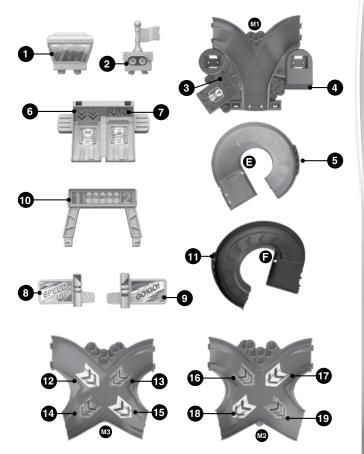
www.vtech.com.au/sustainability

* Visit www.recyclenow.com to see a list of collection points near you.

LABEL APPLICATION

Please stick the labels to the play set as shown below:

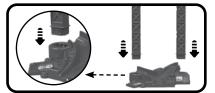




ASSEMBLY INSTRUCTIONS

With the **Toot-Toot Drivers® Criss-Cross Raceway**, safety comes first. To ensure your child's safety, adult assembly is required.

Assemble and attach the Base M1 with the SmartPoint™ winner's podium and two major pillars following the steps below:
 A: Insert the major pillars into the slots on the tower base M1.A clicking sound will confirm they are firmly connected.

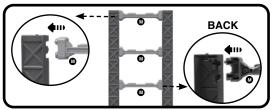




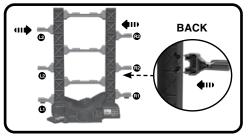
Insert 4 screws into the holes on the bottom of base **M1**, and tighten them.



B: Insert three double brackets M to connect the pillars. Starting at the back of the pillars, insert each bracket M into the slot (shown below). A clicking sound will confirm they are firmly connected.

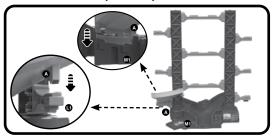


C: Use the same method to insert the base brackets L1 & R1, two left tower brackets L2, and two right tower brackets R2. A clicking sound will confirm they are firmly connected

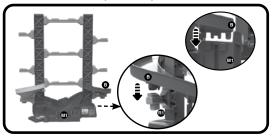


Assemble and attach the tracks on the ground floor following the steps below:

A. Attach track **A** to the Base **M1**: Insert track **A** into the slot of the base bracket **L1**, then connect the track with the base. A clicking sound will confirm they are firmly connected.

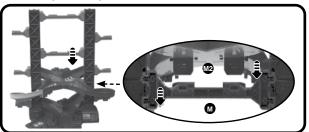


B. Attach track **B** to the Base **M1**: Insert the track **B** into the slot of base bracket **R1**, then connect the track with the base. A clicking sound will confirm they are firmly connected.

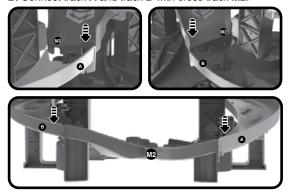


Assemble and attach the tracks on the second floor following the steps below:

A. Insert cross track **M2** (the screw-hole on M2 should face forward) into the 1st bracket **M**: Pass the cross track **M2** between the pillars and insert it into the slots of the 1st bracket **M**. A clicking sound will confirm they are firmly connected.

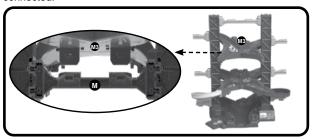


B. Connect track A and track B with cross track M2.

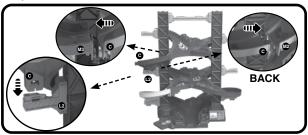


4. Assemble and attach the tracks on the third floor following the steps below:

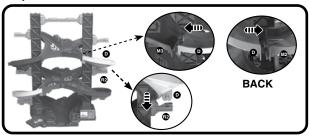
A. Insert the cross track **M3** into the 2nd bracket **M:** Pass the cross track **M2** between the pillars and insert it into the slots of the 2nd bracket **M.** A clicking sound will confirm they are firmly connected.



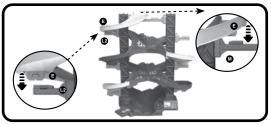
B. Connect the track C with cross track M2&M3: Connect track C to Left tower bracket L2. Then connect track C to the left rear of M2 and the left front of M3. A clicking sound will confirm they are firmly connected.



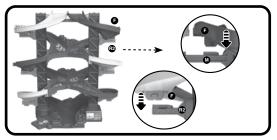
C. Connect the track **D** with cross track **M2&M3**: Connect track **D** to right tower bracket **R2**. Then connect track **D** to the right rear of **M2** and the right front of **M3**. A clicking sound will confirm they are firmly connected.



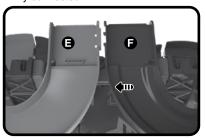
- Assemble and attach the tracks on the next level following the steps below:
 - A. Connect the track E with cross track M3: Connect track E to left tower bracket L2. Then connect track E to the left rear of M3 and the left front of M. A clicking sound will confirm they are firmly connected.



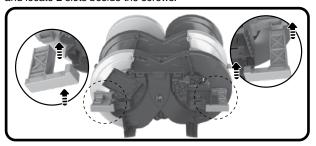
B. Connect the track F with cross track M3: Connect track F to left tower bracket R2. Then connect track E to the left rear of M3 and the left front of M. A clicking sound will confirm they are firmly connected.



C. Connect track **E** & track **F**. A clicking sound will confirm they are firmly connected.



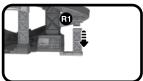
- Assemble and attach the small & big brackets to the tower base M1 following the steps below:
 - **A.** After above steps, flip the unit to show the bottom of the base and locate 2 slots beside the screws.



B. Insert the small bracket into the left slot of the base.



C. Insert the small bracket into the right slot of the base.



- Assemble and attach the Finish line to tower base M1 following the steps below:
 - **A.** Before inserting the Finish line, make sure the label side is facing forward.



B. Connect and insert the top of the door into the slots of M2.



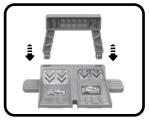
B. Connect and insert the bottom of the door into the slots of M1. Then tighten the screw at **M2** to secure.





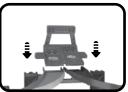
8. Assemble and attach the launcher following the steps below:

A. Insert the launcher handle into the slots of the 2-in-1 launcher.





B. Insert the launcher on the top of the raceway. A clicking sound to confirm they are firmly connected.





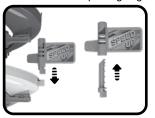
9. Assemble and attach the flags following the steps below:

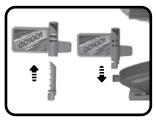
A. From back to front, insert the tower top into the slot on the top of the left pillar. Push the tower flag into the slot on the top of the right pillar.



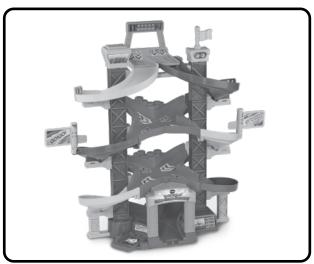


B. Assemble the spinning flags.





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

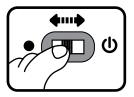


PRODUCT FEATURES

Racer

1. On/Off Switch

To turn the unit On, slide the On/Off Switch to the On (♠) position. To turn the unit Off, slide the On/Off Switch to the Off (♠) position.



2. Automatic Shut-Off

To preserve battery life, the **SmartPoint[™] Racer** will automatically power-down after approximately **60** seconds without input .The unit can be turned on again by pressing the **Light Up Button** or triggering a SmartPoint[™] location.

ACTIVITIES Mini Race Car

 Press the Light Up Button to hear fun phrases, songs, sounds and melodies. While a melody is playing, continue pushing the SmartPoint™ Racer to add fun sounds on top of the melody. The light up face button will flash with sounds.



 Push the SmartPoint™ Racer to hear fun sounds and phrases. The light up face button will flash with sounds.



 Place the SmartPoint[™] Racer on one of the play set's three SmartPoint[™] locations to see the vehicle's lights flash and to hear fun sounds, short tunes and phrases. The SmartPoint[™] Racer even interacts with other Toot-Toot Drivers[®] play sets (other play sets sold separately).



ACTIVITIES

Criss-Cross Raceway Play Set

 Place the SmartPoint[™] Racer or any SmartPoint[™] vehicle (each sold separately) on any of the three SmartPoint[™] locations to trigger fun sounds, songs or phrases.



 Put the SmartPoint™ Racer and Mini Race Car on the SmartPoint™ Launcher, then pull the handle to launch and race.



 Put the SmartPoint™ Racer on the SmartPoint™ Winner's Podium to hear some fun phrases and responses.



MELODY LIST

- 1. Yankee Doodle
- 2. A-Tisket A-Tasket
- 3. Do You Know the Muffin Man
- 4. Skip to My Lou
- 5. Three Little Kittens
- 6. Bicycle Built for Two

SONG

Song 1

Got to go fast, to be first to hit the finish line. I'm first! Oh yes, I'm first because I'm fast!

Yes, I'm fast! Yes, I'm super, duper speedy fast. I'm fast!

Song 2

Slow, slow, slow it down, gently tap your brakes.

Take your time, to unwind, when you need a break

Song 3

Go! Go! Smart Wheels!

I'm a Go! Go! Smart Wheels Race Car.

Cheer and clap for me(Go! Go!)

We will win the championship.

Let's Go! Go! and see! (Go! Go!)

CARE & MAINTENANCE

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 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.
- Do not drop the unit on a hard surface 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. 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 unit still does not work, install a new set of batteries.

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.

Visit our website for more information about our products, downloads, resources and more.

www.vtech.co.uk www.vtech.com.au

