

## **User's Manual**



## **Busy Sounds Discovery Home**<sup>™</sup>



## Dear Parent,

Welcome to the world of **Go! Go! Smart Friends™**! We're excited you've decided to go on an adventure with us and explore all that **Go! Go! Smart Friends™ has to offer. These toys have been designed to give your child a thrilling learning experience with hours of fun.** 

Go! Go! Smart Friends<sup>™</sup> features a collection of characters and playsets (each sold separately) that interact with your child by lighting up and playing fun responses. They introduce themselves, talk about their favorite things and more while encouraging first words and early vocabulary. But that's only the beginning of the learning excitement!

When your child interacts with our innovative **MagicPoint**<sup>®</sup> technology, they will love watching the characters and playsets come to life with motion, lights, music, and sounds as they play!

Additionally, our **Go! Go! Smart Friends**<sup>TM</sup> playsets feature buttons, gears and other manipulative elements to encourage the development of your child's fine motor skills.

With **Go! Go! Smart Friends**™, it's playtime where friendship leads to learning™!

sincerely,

Your friends at VTech®

To learn more about VTech® toys, visit www.vtechkids.com

## Introduction

## INTRODUCTION

Thank you for purchasing the VTech<sup>®</sup> Go! Go! Smart Friends<sup>™</sup> Busy Sounds Discovery Home<sup>™</sup>!

Welcome to the **Go! Smart Friends™ Busy Sounds Discovery Home**<sup>™</sup> by **VTech**<sup>®</sup>. Friends and the home come to life with **MagicPoint**<sup>™</sup> locations as you explore each room in this three-story interactive house.



## INCLUDED IN THIS PACKAGE

- One VTech<sup>®</sup> Go! Go! Smart Friends<sup>™</sup> character
- One 1st floor base with 3 MagicPoint<sup>™</sup> locations
- One 2nd floor piece with 2 MagicPoint<sup>™</sup> locations
- One 3rd floor piece with 2 MagicPoint<sup>™</sup> locations



- One left wall with MagicPoint<sup>™</sup> location
- One center wall
- One right wall



- One door
- One staircase
- One handle
- One rooftop



- One slide
- One long screw



- One dog house piece
- One dog house base
- One dog accessory piece





One user's manual

## Unlock the packaging lock:

There is one packaging lock located on the character.



- ① Use a coin or a screwdriver to loosen the screw.
- ② Pull out the screw with the packaging lock.

# **Getting Started**

### WARNING:

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

## ATTENTION:

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

## NOTE:

Please keep user's manual as it contains important information.

## **GETTING STARTED**

## **BATTERY INSTALLATION**

- 1. Make sure the unit is OFF.
- 2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screws.
- Install 2 new "AAA" size (LR03/AM-4) 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 screws to secure.

## BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbonzinc) or rechargeable (Ni-Cd, Ni-MH), 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.

## Please adhere the labels to the playset securely as indicated below:





Additional labels have been added so you can customize your house!

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Assembly Instructions

## **ASSEMBLY INSTRUCTIONS**

With the VTech<sup>®</sup> Go! Go! Smart Friends<sup>™</sup> Busy Sounds Discovery Home<sup>™</sup>, safety comes first. To ensure your child's safety, adult assembly is required. You will need a Phillips head screwdriver to assemble the playset (not included).

## Assemble the Discovery Home:

 Locate the 1st floor base. Insert the staircase first, then insert the center, right and left walls into the base as shown in the pictures. Then firmly push the left and right wall into the center wall's tracks until they "click" into place.







Now attach the 2nd and 3rd floor pieces to the center, left and right walls as shown in the pictures. You will hear a "click" sound when the pieces are secure.



3. Attach the handle to the top of the rooftop. Then attach the rooftop to the center, left and right walls as shown in the picture.





4. Attach the door to the left wall.

6. Attach the slide to the yard base.

Connect the yard base to the assembled house as shown in the picture. Finally, insert the long screw into the hole where they join and use a screwdriver to tighten the screw.







## Assemble the Dog House:

8. Attach the dog house piece to the dog house base as shown in the picture.



## **PRODUCT FEATURES**

## 1. ON/OFF SWITCH

The **ON/OFF SWITCH** is located on the bottom of the character.

To turn the unit on, slide the **ON/OFF SWITCH** to the **ON** ( $\bigcirc$ ) position. To turn the unit off, slide the **ON/OFF SWITCH** to the **OFF** ( $\bigcirc$ ) position.



## 2. AUTOMATIC SHUT-OFF

To preserve battery life, the VTech<sup>®</sup> Go! Go! Smart Friends<sup>™</sup> character will automatically power down after several minutes of no input. The unit can only be turned on again by pressing the LIGHT-UP BUTTON or placing it on a MagicPoint<sup>™</sup> location.

## **ACTIVITIES – CHARACTER**

 Slide the ON/OFF SWITCH to turn the unit ON. Then press the LIGHT-UP BUTTON to hear voices, songs, melodies and fun sounds.



 Place the character on one of the playset's nine MagicPoint<sup>™</sup> locations to hear phrases, fun sounds, short tunes, and sing-along songs. Some of the MagicPoint<sup>™</sup> locations can even trigger motion or turn on the playset's lights. The character can also interact with other VTech<sup>®</sup> Go! Go! Smart Friends<sup>™</sup> playsets (each sold separately).



## ACTIVITIES - Busy Sounds Discovery Home<sup>™</sup>

 Place the character on the MagicPoint<sup>™</sup> located near the FRONT DOOR to turn on the house's light and to hear fun responses.



 Place the character on the KITCHEN MagicPoint<sup>™</sup> location to pretend she is a chef.



3. Place the character on the **MagicPoint**<sup>™</sup> located on the **CHAIR** to turn on the fireplace and to let the character rest as they watch TV!



- 4. There are two MagicPoint<sup>™</sup> locations in the PLAYROOM:
- a. Place the character on the **MagicPoint**<sup>™</sup> located on the **PLAYROOM's** rug to turn on the room's light and to play. Manually rotate the rug to see the character dance!



 b. Place the character on the PIANO's MagicPoint<sup>™</sup> to hear her play the piano.



If you have an additional **Go! Go! Smart Friends™ MagicPoint™** character, place one character on each of the **PLAYROOM'S** two **MagicPoint™** locations to activate the **MagicChat**<sup>™</sup> feature. You can hear the characters talk and sing together. (Additional character not included. Each sold separately.)

 Put the character on the MOTORIZED ELEVATOR MagicPoint<sup>™</sup> to see it move up and down on its own.



Important Note: For your child's safety, do not play with the moving elevator near your clothing, body or hair. If something gets caught in the elevator's track while the motor is on, remove the character from the device to turn off the motor. The elevator can be manually moved up or down to help dislodge anything that gets stuck. Do not insert your hand or other body part into the house's windows while the elevator is in motion.



6. Place the character on the **MagicPoint**<sup>™</sup> locations on the **BATHTUB** and **TOILET** for pretend-play fun!





 Place the character on the MagicPoint<sup>™</sup> located on the SWING to hear fun responses. Push the swing to help the character swing up high!



 The DOG HOUSE accessory piece can connect to other Go! Go! Smart Friends<sup>™</sup> playset accessories (each sold separately).



## **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 or water.

## TROUBLESHOOTING

If for some reason the unit stops working or malfunctions while playing with the **MagicPoint**<sup>™</sup> accessory, please remove the character from the accessory and place the character back onto the **MagicPoint**<sup>™</sup>.

If the unit still does not function, or if for some reason the unit stops working or malfunctions on its own, 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 at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

## IMPORTANT NOTE:

Creating and developing Toddler learning 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 at 1-800-521-2010 in the U.S or 1-877-352-8697 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you

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.

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 UNDESIRED OPERATION.

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