

# Fisher-Price®

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## H4088

Please keep this instruction sheet for future reference, as it contains important information.

Requires ten "AA" (LR6) **alkaline** batteries (not included).  
Adult assembly is required.

Tool required for battery installation:  
Phillips screwdriver (not included).



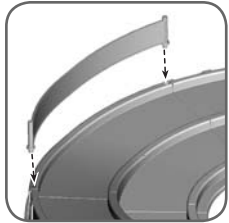
**SHAKE  
'n  
GO!**  
RACERS™

Shake 'n Go Speedway™

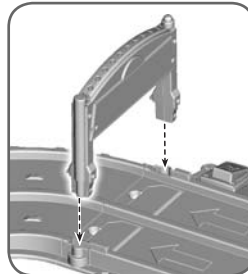
# Assembly

Each track piece has a number on the bottom. Simply match the numbers and fit the pieces together!

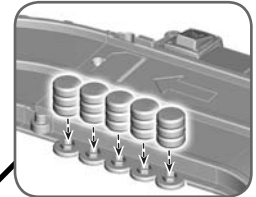
*Hint: For best performance, we suggest assembling the track on a hard, flat surface.*



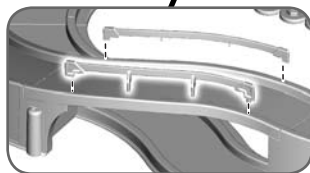
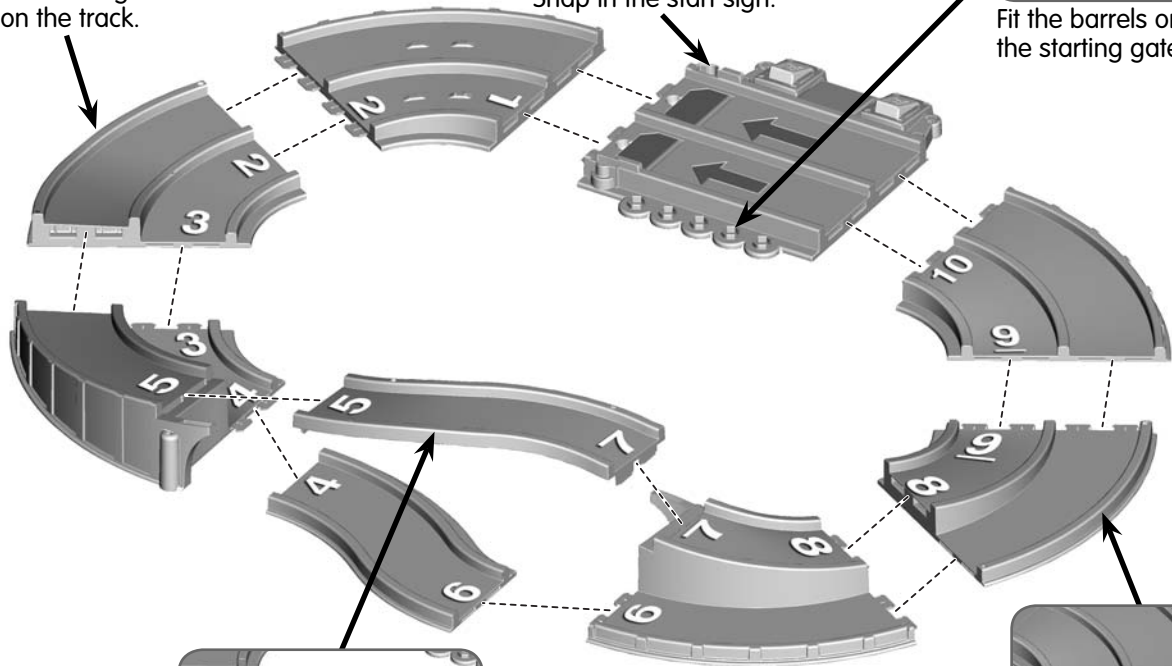
Fit the banner sign into the matching holes on the track.



Snap in the start sign.



Fit the barrels onto the starting gate.



Fit the guard rails into the matching holes on the track.

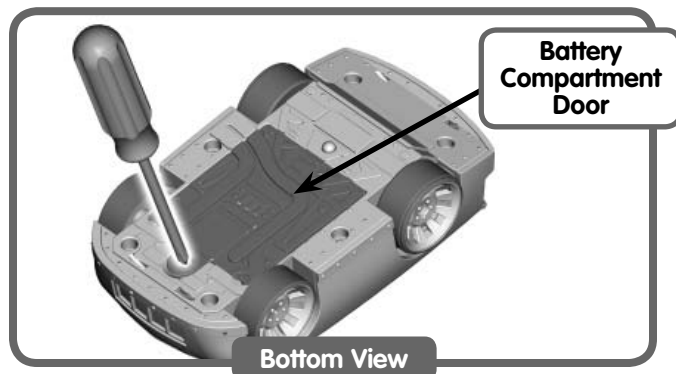


Fit the banner sign into the matching holes on the track.

**Part not shown:  
2 Cars**

# Battery Installation

## Race Cars



- Locate the battery compartment door on the bottom of each car.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert three "AA" (LR6) **alkaline** batteries, as indicated inside the battery compartment of each car.

**Hint:** We recommend using **alkaline** batteries for longer life.

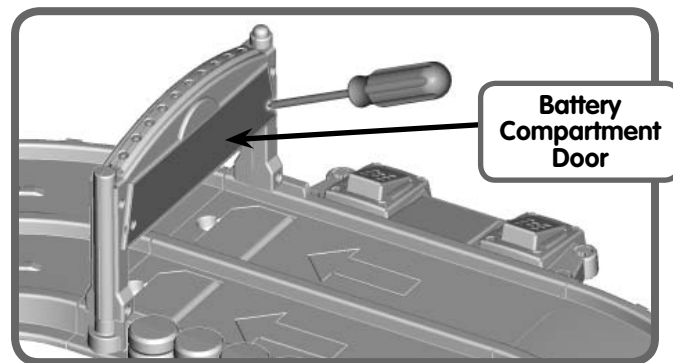
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- When sounds or motions from the car become faint or stop, it's time for an adult to change the batteries!

## Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of the product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

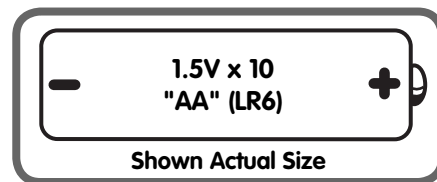
## Start Sign



- Locate the battery compartment on the start sign.
- Loosen the screws in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert four "AA" (LR6) **alkaline** batteries, as indicated inside the battery compartment.

**Hint:** We recommend using **alkaline** batteries for longer life.

- Replace the battery compartment door and tighten the screws with a Phillips screwdriver. Do not over-tighten.
- When sounds or lights from start sign become faint or stop, it's time for an adult to change the batteries!



## Just For Fun!

1



Bottom View

- Locate the On/Off switch on the bottom of the car.
- Slide the switch to the ● position to turn the toy on.

2



- Locate the On/Off switch on the side of the start sign.
- Slide the switch to the ● position to turn the toy on.

3



- Lift the car and shake it to start the "engine" and the sound effects.

**Hint:** For maximum distance, shake the car 7 or 8 times. Shaking more than this does not increase the distance it will travel.

4



- Set the car on the track and watch it go. Fun sound effects and lights add to the excitement as you go around the track.
- When your car stops, pick it up, shake it and set it down again to restart.
- When you're finished playing, slide the power switches on the car and the start sign to the off ○ position.

**Note:** If cars have not driven on the track for a few minutes, the start sign "goes to sleep" automatically. Press the reset button on top of the sign to "wake it up."

**! CAUTION**

To prevent entanglement,  
keep hair away from wheels.



# Race to Win!

1



Bottom View

- Locate the On/Off switch on the bottom of the car.
- Slide the switch to the ● position to turn the toy on.

2



- Locate the On/Off switch on the side of the start sign.
- Slide the switch to the ● position to turn the toy on.

3



- Lift the two starting gates on the track.

4



- Lift the car and shake it to start the "engine" and the sound effects.

**Hint:** For maximum distance, shake the car 7 or 8 times. Shaking more than this does not increase the distance it will travel.

5



- Set your cars on the arrows behind the starting gates.
- Wait for the announcer to give you the go, then hit the pedal and you're off.
- The announcer tells you who's in the lead as lights on the start sign count down the laps of the race.
- When your car stops, pick it up, shake it and set it down again to rejoin the race.
- When you're finished playing, slide the Power switches on the car and the start sign to the off ○ position.

**Note:** If cars have not driven on the track for a few minutes, the start sign "goes to sleep" automatically. Press the reset button on top of the sign to "wake it up."

**Hint:** You can also race your cars on any smooth, flat surface. Shake the car, set it down and let it go. It races up to 20 feet!

## Care

- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.
- This toy has no consumer serviceable parts. Do not take this toy apart.

## Consumer Information

Visit us on-line at [www.service.fisher-price.com](http://www.service.fisher-price.com).

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 9 AM- 7 PM EST Monday through Friday and 11 AM - 7 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052

## FCC Note (United States Only)

**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.
- Consult the dealer or an experienced radio/TV technician for help.

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

**For countries outside the United States:**

**CANADA: Questions? 1-800-432-5437.** Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

**GREAT BRITAIN:** [Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB](http://Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB). Helpline: 01628 500303; [www.service.mattel.com/uk](http://www.service.mattel.com/uk)

**AUSTRALIA:** Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

**NEW ZEALAND:** 16-18 William Pickering Drive, Albany 1331, Auckland.

**ASIA:** Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.