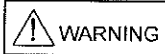


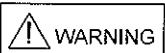
EPILEPSY WARNING



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO GAME

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns, or backgrounds, on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family have an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

REPETITIVE STRAIN WARNING



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing consult a doctor.

FCC STATEMENT

FCC Compliance

NOTE: This equipment has been tested and found to comply with the limits for Class B digital device, pursuant to Part 15 of 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.
- 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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

5

SAFE BATTERY USAGE

- Use alkaline batteries for best performance and longer life.
- Use only the type battery recommended for the unit.
- Batteries should be replaced only by an adult.
- Insert batteries with the correct polarity (+ and -).
- Do not mix different types of batteries or old and new batteries.
- Do not short-circuit batteries.
- When not used for an extended time, remove batteries to prevent possible leakage and damage to the unit.
- Do not mix rechargeable and non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before charging.
- Rechargeable batteries are to be recharged only under adult supervision.
- Do not recharge non-rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- Do not dispose of batteries in fire as they may leak or explode.

NOTE: The voltage of a fully-charged, rechargeable battery is often lower than that of a fresh alkaline battery. Therefore, it is recommended that alkaline batteries be used instead of rechargeable batteries for best performance and for longest play time.



Let's care for the environment!

The wheeled bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item.

Please keep this manual as it contains important information.



0407 A-E

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(800) 321-0183
Printed in China

6

Visit us at www.littletikes.com

little tikes. Cozy Coupe U-Drive.

Ages: 3+

Item no. 601149

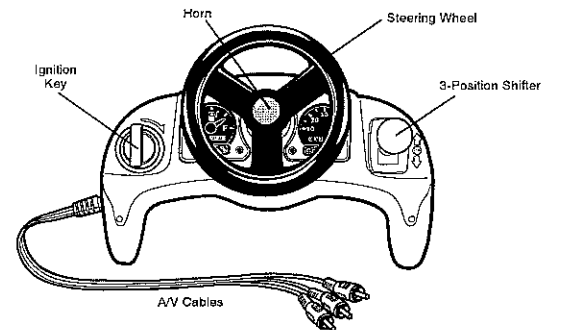
ADULT BATTERY INSTALLATION REQUIRED

INTRODUCTION

Learning has taken an exciting new turn, straight into the world of fun! This plug 'n' play Cozy Coupe console lets kids take the wheel and drive into a variety of fun-filled adventures with awesome new discoveries at every turn! From shapes and colors to letters and numbers it's a road trip they won't forget!

CONTENTS

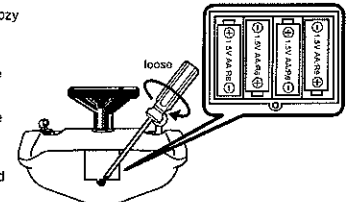
- 1 Little Tikes® Drive 'N' Learn Cozy Coupe



BEFORE YOU BEGIN

Have an adult install batteries in the Cozy Coupe console. Here's how:

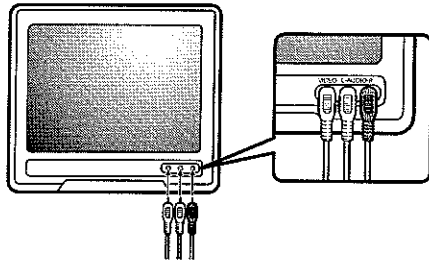
- 1 Using a Phillips screwdriver (not included) remove the screw and battery compartment cover from the bottom of the console.
- 2 Install four (4) 1.5V AA alkaline batteries (not included) making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
- 3 Replace the compartment cover and tighten the screw.



1

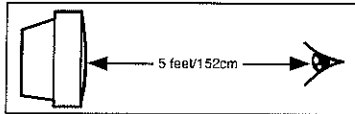
- Once the batteries are installed, have an Adult plug the Cozy Coupe console into a TV set by doing the following:
1. Make sure the television is turned OFF.
 2. Insert the color-coded A/V plugs into the appropriate A/V inputs on the TV set, matching the color of the plug to the color of the input.

NOTE: The yellow plug is for video input, and the red and white cables are for audio input.



3. Switch your TV "ON" and set it to the appropriate A/V channel. (Refer to your television user manual. Examples of some channels are: Input 1, Input 2, Channel 3 but these channels vary from set to set.)

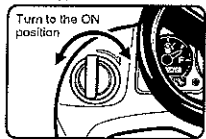
CAUTION: A distance of 5 feet/152cm between the TV and player must be maintained while in use. Because the AV cable is only 38 inches long an AV extension cable may be necessary especially if the AV jacks are located on the back of the TV.



QUICK START

To hit the road to learning:

1. Turn the Cozy Coupe Ignition Key to the right, and hold it for a few seconds to turn the unit ON or OFF. An opening sequence will appear on the screen after the unit is turned ON.



2. Once the sequence is over and the screen shows a behind-the-wheel view, turn the Key once more to start the game.
3. Move the Shifter forward (away from you) and you will begin driving through one of 4 environments (Country, City, Desert or Snow). As you turn the wheel left or right, the road will follow along.
4. If you want to back up, move the Shifter all the way back (toward you).
5. If you want to stop, move the Shifter to the center.

2

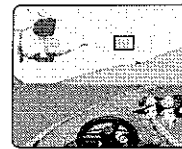
LEARNING AREAS

Each new environment comes with one of four randomly selected learning areas: Colors, Shapes, Numbers and Letters. Each Learning Area is described below.

NOTE: Once you've become familiar with the Learning Areas, try to call out the colors, shapes, numbers and letters before you hear them. Also, keep an eye out for fun animations of animals, people and other objects that are around you. And, as you go along, look out! Sometimes people and animals will cross the road in front of you.

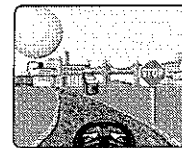
Colors:

As you drive along, you will pass billboards that are painted different colors. You will also pass signs and other objects that are different colors. A voiceover will call out the colors as you pass them.



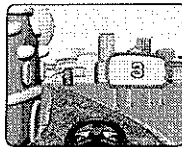
Shapes:

As you drive along, you will pass billboards and road signs that show different shapes. You will also pass other objects that look like different shapes. A voiceover will call out the shapes as you pass them.



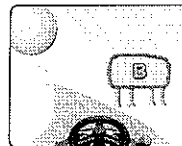
Numbers:

As you drive along, you will pass billboards that display different numbers. You will also pass signs and other objects that show different numbers. A voiceover will call out the numbers as you pass them and will even count groups of objects that drift past you!



Letters:

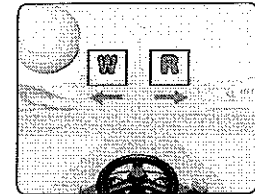
As you drive along, you will pass billboards that display different letters. You will also pass signs and other things that show different letters. A voiceover will call out the letters as you pass them.



3

CROSSROADS

At the end of each learning area, you will come to a "T" intersection that stops at a large billboard. The billboard will have two learning items painted on it (i.e. 2 letters, 2 numbers, etc.). A voiceover will call out one of the items. Turn the wheel left or right toward the called-out item.



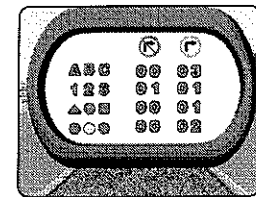
If you choose the called-out item, you will go on to a new learning area! If you choose the other item, you will repeat the current learning area.

NOTE: This is part of the Play Smarter™ incidental learning system where education is presented in the context of game play, not as the goal of the game.

REPORT CARD FEATURE

The Drive 'N' Learn Cozy Coupe has the Play Smarter™ parent feedback feature that allows parents to keep track of their child's development. Follow these simple instructions to see how your little tike is doing:

1. After your child is finished playing, and before you turn the game console off, press and hold the Horn button.
2. At the same time, turn the Key to the on position and hold both for 2 seconds.



3. The screen will display the number of called-out items that your child has chosen at each crossroad since the beginning of play. The choices are also broken down by learning area so that you can see how your child is doing in each area.

NOTE: Scores can only be seen for the current play session and cannot be saved.

4