

**vtech**<sup>®</sup>

User's Manual

## Cruise `n Learn Driver™



© 2002 VTech  
Printed in China  
91-01512-003 (美)

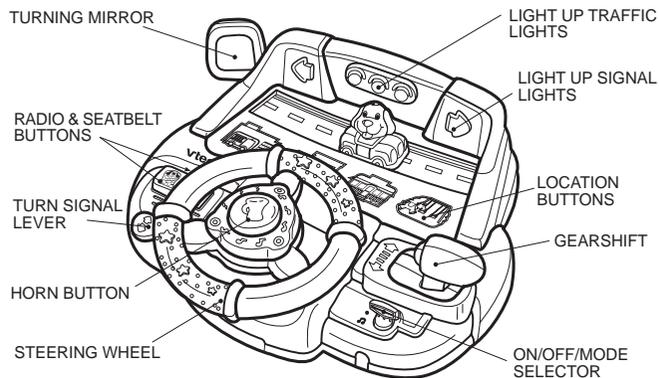
**Dear Parent:**

*At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's introducing numbers and letters, identifying colors and shapes, or stimulating senses with lights and music, all VTech® infant and toddler learning products encourage your child's natural growth and discovery skills. When it comes to providing electronic learning products that enlighten, entertain and develop minds, at VTech® we see the potential in every child.*

## INTRODUCTION

Thank you for purchasing the **VTech® Cruise 'n Learn Driver™** learning toy! This product is one of a family of high quality electronic learning toys. We at **VTech®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTech® Cruise 'n Learn Driver™** is an interactive driver for toddlers 18 months and up. Loaded with real car features, sound effects and lights for make-believe fun. Turn the steering wheel to see Lucky drive back and forth along the roadway, be sure to make frequent stops along the way! Hop into the driver seat and take Lucky on an adventure!



## INCLUDED IN THIS PACKAGE

1. One **VTech® Cruise 'n Learn Driver™**
2. One instruction manual

2

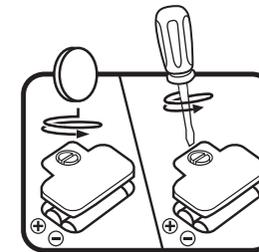
Untitled-3

2-3

**WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.**

## BATTERY INSTALLATION

1. Make sure the unit is turned **OFF**.
2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.
3. Install 2 new "AA" (UM-3/LR6) 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 screw to secure the battery cover.



## BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove batteries from the equipment when the unit will not be used for an extended period of time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

3

8/20/02, 11:33 AM

**WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.**

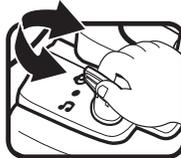
**NOTE:** If for any reason the program/activity stops working, please follow these steps:

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.

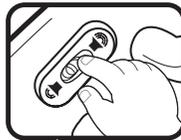
If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada, and a service representative will be happy to help you.

**TO BEGIN PLAY**

1. To turn the unit **ON**, turn the **ON/OFF/MODE SELECTOR** to the **TALKING MODE** ( 😊 ) or the **MUSIC MODE** ( 🎵 ) position.



2. To adjust the volume, slide the **VOLUME CONTROL SWITCH** located on the bottom of the unit to the ( 🔊 ) position for **LOW VOLUME** or the ( 🔊 ) position for **HIGH VOLUME**.



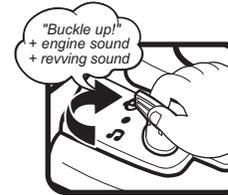
3. To turn the unit **OFF**, turn the **ON/OFF/MODE SELECTOR** to the **OFF** ( ● ) position.



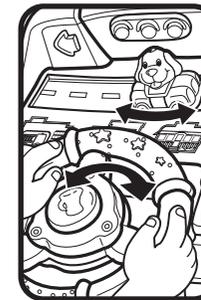
**ACTIVITIES**

**A. Talking Mode**

1. Turn the **ON/OFF/MODE SELECTOR** to the **TALKING MODE** ( 😊 ) position. You will hear "Buckle up!" followed by a start-up engine and a revving engine sound effect. All the lights will flash with the sound.



2. Turn the **STEERING WHEEL** to the left or the right. The signal light will flash in the direction the steering wheel is turned, and Lucky will drive back and forth on the road. When the car stops in front of one of the four location buttons you will hear a barking sound effect followed by a fun phrase related to the location. The traffic lights will flash with the sound.



3. Turn the **STEERING WHEEL** to the left or the right for approximately ten seconds. The yellow light will light up and you will hear a squealing tire sound effect, then the red light will light up and you will hear "Red light, Stop!" The green light will light up and you will hear "Green light, Go!" and a revving engine sound effect.



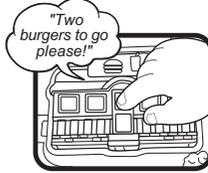
4. Press the **FIRE STATION BUTTON** to hear a siren sound effect or "It's Fire Chief Joe!" The left signal light will flash with the sound.



5. Press the **GAS STATION BUTTON** to hear "Filler up!" or "We need gas!" The left signal light will flash with the sound.



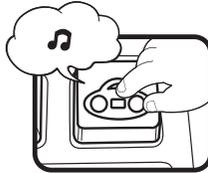
6. Press the **RESTAURANT BUTTON** to hear "We're hungry!" or "Two burgers to go please!" The right signal light will flash with the sound.



7. Press the **PARK BUTTON** to hear a barking sound effect or "Let's go play with our friends at the park." The right signal light will flash with the sound.



8. Press the **RADIO BUTTON** to hear a static sound effect or a random melody. All the lights will flash with the sound.



6

9. Press the **SEATBELT BUTTON** to hear "Buckle up!" All the lights will flash with the sound.



10. Push the **GEARSHIFT** up to hear a revving engine sound effect. The green traffic light will flash with the sound.



11. Pull the **GEARSHIFT** down to hear a squealing tire sound effect. The red traffic light will flash with the sound.



12. Move the **TURN SIGNAL LEVER** up or down to hear a ticking sound effect. The signal lights will flash with the sound.



13. Press the **HORN BUTTON** to hear a car horn sound effect. All the lights will flash with the sound.

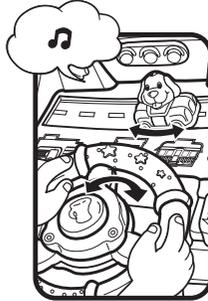
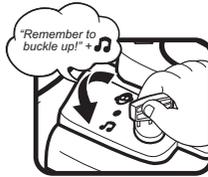


14. If there is no input to the unit after approximately 15 seconds, you will hear a horn sound effect followed by a random phrase. If there is no input after another 15 seconds you will hear another random phrase, then the unit will automatically power-down. The unit can be turned on again by pressing any button or by turning the steering wheel.

7

## B. Music Mode

1. Turn the **ON/OFF/MODE SELECTOR** to the **MUSIC MODE** ( 🎵 ) position. You will hear a car horn sound effect followed by "Remember to buckle up!" and a short tune. All the lights will flash with the sound.
2. Turn the **STEERING WHEEL** to the left or the right. You will hear a random melody, and Lucky will drive back and forth on the road. All the lights will flash. When the car stops in front of one of the four location buttons, you will hear a sound effect play overtop of the melody. All the lights will flash with the sound.
3. Press the **FIRE STATION, GAS STATION, RESTAURANT** and **PARK BUTTONS** to hear pre-programmed melodies. The traffic lights will flash with the sound.
4. Press the **RADIO BUTTON** to hear a static sound effect or a random melody. All the lights will flash with the sound.



8

5. Press the **SEATBELT BUTTON** to hear "Buckle up!" or a random melody. All the lights will flash with the sound.
6. Push the **GEARSHIFT** up to hear a revving engine sound effect. The green traffic light will flash with the sound.
7. Pull the **GEARSHIFT** down to hear a squealing tire sound effect. The red traffic light will flash with the sound.
8. Move the **TURN SIGNAL LEVER** up or down to hear a ticking sound effect. The signal lights will flash with the sound.
9. Press the **HORN BUTTON** to hear a car horn sound effect. All the lights will flash with the sound.



9

10. If there is no input to the unit after approximately 15 seconds, you will hear a random phrase or sound effect and a random melody. If there is no input after another 15 seconds you will hear another random phrase or sound effect and a random melody, then the unit will automatically power-down. The unit can be turned on again by pressing any button or by turning the steering wheel.

### PRE-PROGRAMMED MELODIES:

1. On Top of Old Smokey
2. Toyland
3. Polly Put the Kettle On
4. Take Me Out to the Ballgame
5. Twinkle Twinkle Little Star
6. Yankee Doodle
7. Teddy Bears' Picnic
8. Mulberry Bush

### CARE AND MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit away from direct sunlight and heat source.
3. Remove the batteries when the unit is not 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.

#### IMPORTANT NOTE

Creating and developing toddler 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 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 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. Our service representative will be happy to help you.

#### NOTE:

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Sub-part J of Part 15 FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with 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 measure:

- reorient the receiving antenna
- relocate this product with respect to the receiver
- move this product away from the receiver