

vtech®

User's Manual



TOUCH LEARNING SYSTEM

MobiGo™

SCOOBY-DOO!

Mystery Town



Dear Parent,

At **VTech**®, we know how much you enjoy staying on top of the hottest trends and having the most high-tech gadgets around. We also know that your kids feel the same way. With that in mind, we developed **MobiGo**™, a revolutionary way to make learning fun with touch!

MobiGo™ is the next generation of learning. Kids can control how they play, and develop the skills of using touch applications. As kids tap, flick, spin, and drag their way through exciting learning games, they'll experience the same technology and fun as parents do with their touch-screen devices.

When playing with **MobiGo**™, kids can look at, listen to and touch the screen wherever they go to discover a world of fun, while developing knowledge of numbers, letters, spelling, and music which we know is important to you. Learning on the go is now easier than ever with **MobiGo**™.

At **VTech**®, we are dedicated to helping your children uncover their talents. We thank you for your trust in our products that encourage active minds through imaginative play.

Sincerely,

Your friends at **VTech**®

To learn more about **MobiGo**™ and other **VTech**® toys, visit www.vtechkids.com

INTRODUCTION

The Mystery, Inc. gang reads about a mysterious town full of ghosts. They can't resist the chance to explore! Join Scooby, Shaggy, and the rest of the gang as they meet Red Beard the pirate, a vampire, the Phantom Shadow, and a mummy. Then, find your way to the Snack Shop and help Scooby re-fuel!

GETTING STARTED



Insert the Cartridge

Make sure the unit is turned off. Insert the MobiGo™ cartridge with the label side facing up, and push it until it clicks into place. Press the ON button to turn on the MobiGo™.

User Profile

Personalize your MobiGo™ by entering your name and creating a user profile. The profile stores your progress and high score information, which can then be uploaded to the web. Only one user profile can be stored at a time. Other users can still play the MobiGo™ by touching the guest icon on the profile screen, but their records will not be saved.

To select your user profile, touch your name on the profile screen. To change the profile name, touch the on-screen ABC button.

Basic Operation

The easiest and most common way to play with your MobiGo™ is by using the touch screen. However, there are also a few important hard keys that you'll need to use from time to time.

The Hard Keys

Exit Button

During a game, press this button to exit the game, or press it within a menu to go back to the previous screen.

Help Button

Press this button when you need help in a game.

QWERTY Keyboard

Slide the screen up to reveal the keyboard. Use it to enter your name in the user profile or to give the answers in some letter-related games.

The Touch Screen

The Main Menu

When a cartridge is plugged in, the main menu will appear, showing all of the available games plus the Options icon. Touch a game to select it.

Options

Select Options from the main menu to turn the background music on or off.



ACTIVITIES

Level

Choose Easy or Difficult level before each game.



Pirate's Cove

Red Beard the pirate captured Scooby and Shaggy on the Ghost Ship! He'll let them go, but only after he gets some food! Help Scooby and Shaggy build sandwiches by tapping the correct ingredients. Then, cut the desserts and serve Red Beard just the right amount!



Curriculum: Logic, Patterns, Math

Franken Castle

Oh no! A vampire is chasing Scooby and Shaggy through Franken Castle! First, raise the stones to finish a word and help Scooby cross the gap. Type the correct letters on the keyboard to raise the stones. Then, finish a word or find its plural ending! Help Scooby jump on the correct stone to take the wheel across.



Curriculum: Spelling, Plural Endings

Museum

A mummy chased the Mystery, Inc. gang through the museum! They need to rebuild the fossils they broke. First, rub the sand to find all the fossil parts (and maybe some coins)! Then, tap the matching animal. Finally, rebuild the fossil by dragging each part to its correct place.



Curriculum: Science

Haunted Mansion

In the Haunted Mansion, a Phantom Shadow lurks through the halls. Help Shaggy and Scooby escape! Pick the correct door by following the number pattern and tapping the right number. Then, answer the math questions correctly to unlock the lock. Click to find the correct answer, and tap the check mark to confirm.



Curriculum: Math

Snack Shop

Scooby is hungry! Use the coins you've earned to buy food. Then, flick the food to Scooby to feed him. Play the other games to earn more coins and buy more food!



WEB CONNECTIVITY

Connect **MobiGo™** to the internet to download new games and follow your child's learning progress online. Refer to the **MobiGo™** console manual for connection details.

CARE & MAINTENANCE

1. Keep your **MobiGo™** clean by wiping it with a slightly damp cloth. Never use solvents or abrasives.
2. Keep it out of direct sunlight and away from direct sources of heat.
3. Remove the batteries when not using it for an extended period of time.
4. Avoid dropping it. NEVER try to dismantle it.
5. Always keep **MobiGo™** away from water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns. While the **MobiGo™ Touch Learning System** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range and handling directional pad controls for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15 minute break for every hour of play.

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 the user's manual as it contains important information.

TROUBLESHOOTING

Please note that if you try to insert or remove a MobiGo™ cartridge without first turning the unit **OFF**, you may experience a malfunction. If this happens, and the unit does not respond to pressing the **ON/OFF** buttons, disconnect the AC adaptor from the main unit or remove the batteries. Then, reconnect the adaptor, or reinstall the batteries.

TECHNICAL SUPPORT

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem started.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada



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IMPORTANT NOTE:

Creating and developing **MobiGo**™ **Touch Learning System** products is accompanied by a responsibility that we at **VTech**® take very seriously. We make every effort to ensure the accuracy of the information that 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.

DISCLAIMER AND LIMITATION OF LIABILITY

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook.

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NOTE:

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.

This Class B digital apparatus complies with Canadian ices-003.

Cet appareil numérique de la classe b est conforme à la norme nmb-003 du Canada.

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.

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