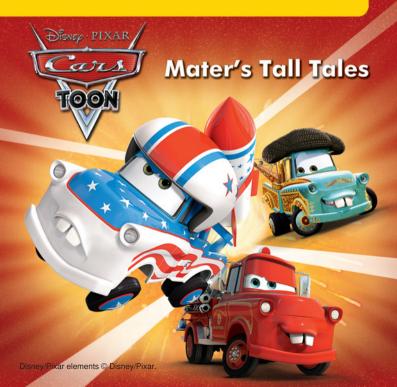


**User's Manual** 



# TOUCH LEARNING SYSTEM



#### 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**<sup>\*\*</sup>, a revolutionary way to make learning fun with touch!

**MobiGo**<sup>™</sup> 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**<sup>™</sup>, 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**<sup>™</sup>.

At **VTech**<sup>®</sup>, 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**<sup>™</sup> and other **VTech®** toys, visit <u>www.vtechkids.com</u> It's just another ordinary day in Radiator Springs, and Mater is hanging out with his best friend, Lightning McQueen, and telling some extraordinarily tall tales. You won't believe all the things Mater has seen and done in his great adventures. Hear about how he once met UFM who taught him how to fly. Or how he used to be a daredevil who did stunts on an airplane! Did you know he once was a fire truck who saved people from burning buildings? Or a famous matador dodging angry bulldozers in Spain? In Tokyo, he was known as Tokyo Mater, King of all the Drifters! What adventure will Mater think of next? Come listen to his tall tales and find out!

# 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 MobiGo™.

## **User Profile**

Personalize your MobiGo<sup>™</sup> 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. However, only one user profile can be stored at a time. Other users can still play the MobiGo<sup>™</sup> 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 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.

# 

#### Level

Choose Easy or Difficult level before each game.

## **Unidentified Flying Mater**

When Mater meets UFM, he learns some flying tricks that are out of this world!

Help Mater learn to fly by repeating UFM's moves in the correct order. Drag Mater to move him. Flick left or right to spin Mater around, or flick up or down to make him do somersaults.

Curriculum: Memory

#### **Mater the Greater**

There's no daredevil greater than Mater! Join Mater as he performs death-defying stunts while hanging from an airplane.

Move Mater left or right to guide him through the smoke rings with the correct color. Move him quickly to make him swing, and touch him to stop swinging.

Curriculum: Colors and Color Mixing

#### **Rescue Squad Mater**

Can you take the heat? Rescue Squad Mater can! If there's a fire, he's the first one on the scene.

Help Mater put out the fire. Touch the fire to spray it with water. When numbers appear in the windows, tap the numbers in the correct order to put out the flames one by one.











Uh oh! Someone's trapped in the building!

Touch the correct window to save Lightning McQueen and the other cars.

Curriculum: Number Order and Skip Counting

#### **El Materdor**

In his days as a matador, Mater proved that he was not only brave, but fast too! Help Mater guide the bulldozer to the correct target without being charged.

Move Mater left or right to the target that matches the banner, and hold him there until the bulldozer is mad enough to charge! Then, lift your finger just in time, to get away from the bulldozer.

Ole! If Mater does well, the crowd will throw roses into the arena to celebrate.

Move Mater left or right to collect as many roses as he can!

**Curriculum: Matching and Patterns** 

## **Tokyo Mater**

Kabuto is a young hotshot as fast as they come. Help Mater show he's faster by beating Kabuto to the finish line in this race through the streets of Tokyo.

Move Mater to avoid the cars and solve the math problems along the way. Move Mater left or right to the lane that answers the question. Move him quickly to make him drift, and touch him to stop drifting.

Curriculum: Counting, Addition and Subtraction









# • WEB CONNECTIVITY

Upload your scores to the internet and see how you compare to other players. Achieve new high scores to earn special rewards. Refer to the MobiGo<sup>TM</sup> console manual for connection details.

# • CARE & MAINTENANCE

- 1. Keep your **MobiGo**<sup>™</sup> 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<sup>™</sup> 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, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

AVERTISSEMENT : pour la sécurité de votre enfant, débarrassezvous 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<sup>™</sup> 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

## • COPYRIGHT NOTICES

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# • IMPORTANT NOTE:

Creating and developing **MobiGo<sup>™</sup> Touch Learning System** products is accompanied by a responsibility that we at **VTech**<sup>®</sup> 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.

# OTHER INFO

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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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