



User's Manual



TOUCH LEARNING SYSTEM

mobiGo™



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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

Lightning McQueen is back and ready to show off his speed as he competes against the world's fastest racecars in the World Grand Prix. Mater, Lightning's best friend and number one fan, tags along and is ready to cheer Lightning on every step of the way. But when Mater meets a mysterious secret agent named Finn McMissile, he ends up at the center of an international conspiracy. Is Mater in over his head, or does he have what it takes to be a super spy?

• GETTING STARTED



Insert the Cartridge

Make sure the unit is turned off. Plug in the MobiGo™ cartridge as indicated in the diagram until it is firmly inserted. Press the ON button to turn on 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. However, 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 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

Directional Pad

Use this to control the characters in some games.

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 the 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 or to choose between limited and unlimited chances in the games



Reset Function

To reset the game scores and erase any progress information that is currently stored on your cartridge, go to the main menu and type the code "RESET". Then, press the ENTER key. If the reset is successful, you will see the message "Score reset." appear on screen.

ACTIVITIES

New Game / Continue Game

If you exit a game before you've finished, the next time you enter the game you'll be asked if you want to continue. Start the game from the beginning by choosing **New Game** or start from where you left off by choosing **Continue Game**. Note: The Continue Game option is only available in the game, Operation Oil Rig.



New Game Start the game from the beginning.

Continue Game Start the game from the last place you played before exiting the game.

Level

Choose Easy or Difficult level before each game.



Operation Oil Rig

Finn sneaks onto a mysterious oil rig. Help Finn search the oil rig while avoiding the obstacles. The rig is full of danger. Luckily, Finn has three gadgets that you can use to help him stay out of trouble: a bumper, a water gun, and a hook. The bumper can push pipes and barrels out of the way; the water gun can put out fires; and the hook can pull Finn up so that he avoids being spotted by the guards.

Use the elevators to move from floor to floor. Flick the elevator up or down to move it. Only one of the floors will lead you deeper inside the oil rig. Choose the floor with the shape that answers the question to advance. Guide Finn to the right to choose a floor.



Sometimes, Finn will need to cross from one structure to another. Help Finn cross the gap by figuring out the distance between him and the structure. First, touch the dots to connect them, and make a path that leads to the star. Then, look at the sequence of numbers on the ruler, and find the number that comes next. Touch the hook with the correct length to answer.

Curriculum: Measurement, Number Sequence, Logic, Patterns



Tokyo Grand Prix

Lightning McQueen takes part in the World Grand Prix. Help him win the race.

Press the ENTER button to go. Press the directional pad left or right to help Lightning avoid the cars and obstacles.

Solve the math problem to help Guido change the tires during the pit stop. Find the tire with the correct number, and flick it up to answer the question.

Curriculum: Addition, Subtraction, Multiplication



The Decoding Device

Finn needs Mater's help to analyze some top secret pictures, but the pictures are encrypted and can't be viewed.



Help Finn and Mater use the computer to unlock the pictures. Type a letter to clear it from the screen and make the letters above it fall down. Get two of the same letters next to each other to make a letter combo. Make enough combos to fill up the bar. Then, the pictures will be unlocked.



Type the missing letters in the name to help Finn store it in his computer database.

Curriculum: Letters, Spelling

Pursue Professor Z

Mater discovers that his friend, Lightning McQueen is in danger! He rushes off to stop Professor Z and save the day!

Watch the direction in which Professor Z goes, and remember the sequence of directions. Repeat the sequence by guiding Mater in the correct direction at each intersection.

When Mater gets close to Professor Z, follow the arrow and direct Mater to make the turn.

Don't let the Lemons get in Mater's way! Touch the Lemons to keep them away from Mater.



Curriculum: Memory, Directions

Secret Agent Mater

Use the points you scored in the other games to buy spy gadgets for Mater! Tap on an unlocked gadget to watch Mater try it out.

Curriculum: N/A



• 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.

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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.