

vtech®

# 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](http://www.vtechkids.com)

## INTRODUCTION

Dr. Doom wants the infinity fractals because they'll make him powerful enough to rule the world, but the Super Hero Squad fights to stop him. After a lot of the city is destroyed in the fighting, Iron Man decides that there has to be a better way to resolve the conflict over the fractals. So he makes an agreement with Dr. Doom. Instead of fighting they will play sports, and the winner of each sport will get a fractal.

## 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™ 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

### 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.

## Iron Man - Basketball

Go one on one with Dr. Doom on the basketball court! Shoot the colored basketball to change the color of the picture on the backboard. In the Bonus Round, make as many baskets as you can before time runs out.

**Curriculum:** Colors, Color mixing



## Silver Surfer - Surfing

Surf's up! Ride the waves with the Silver Surfer as he races Modok to the finish line. Collect letters along the way to go faster, and learn some fun new ocean words too!

**Curriculum:** Letters, Spelling, Vocabulary



## Hulk - Lifting

Hulk is strongest one there is! But he needs your help prove it. Hulk can only lift the barbell if it is balanced and has the same shapes on each side. Move the shapes into the correct position to balance the barbell. Then, cheer Hulk on to give him the energy to finish the lift.

**Curriculum:** Matching, Shapes



## Wolverine - Hockey

Team up with Reptil and Wolverine on the ice! Help them keep the puck away from the Sentinels by passing it in the correct direction. When the Sentinels steal the puck, listen to the clue and pick the correct Sentinel to get the puck back.

**Curriculum: Directions, Observation**



## Thor - Hammer Toss

It's hammer time! Help Thor figure out how far he needs to throw his hammer to hit the target. Count the objects in between Thor and the target. Then wind up and let the hammer fly!

**Curriculum: Counting, Addition**



## Hawkeye - Archery

Going up against the master of magnetism in an archery contest, Hawkeye knows that his aim has to be right on target. Help Hawkeye hit the target by choosing the one that's different from the others.

**Curriculum: Comparison**



## 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™ 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.

## 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](http://www.vtechkids.com)

Phone: 1-800-521-2010 in 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.



# OTHER INFO

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### NOTE:

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.

