

vtech®

User's Manual



TOUCH LEARNING SYSTEM

MobiGo®

Disney · PIXAR
BRAVE



Disney/Pixar elements © Disney/Pixar.

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



NOTE: This cartridge is compatible with any of the **MobiGo**® systems. However, some of the games are designed to use the motion sensor and microphone controls that are only available in the **MobiGo 2**® system. If this cartridge is played on the original **MobiGo**®, the motion and microphone controls will be replaced by alternate control methods.

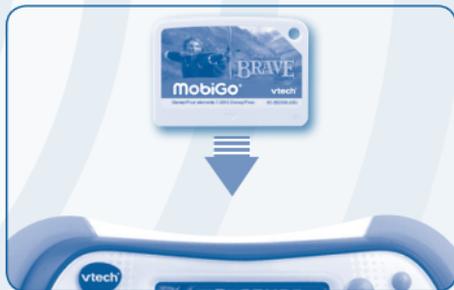
INTRODUCTION

Merida, a courageous and impulsive Scottish princess, seeks to carve her own path in life. But her actions unleash chaos and fury in the kingdom. Merida must discover the meaning of true bravery in order to undo a beastly curse before it's too late!

GETTING STARTED

STEP 1: Insert the Cartridge

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



STEP 2: Select the Cartridge Icon

Touch the cartridge icon on the **MobiGo**® main menu.



STEP 3: Choose a Game to Play

Touch a game to select it.



USING YOUR MOBIGO®

Buttons



Directional Pad and Enter Button

Use these to control the characters or to perform certain actions 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 most common way of playing with the **MobiGo®** is by using the touch screen. Touch the screen to navigate the menu and to play most of the games.



Motion Controls *(MobiGo 2® only)*

Move the **MobiGo®** as directed to perform specific actions in some games.

Microphone *(MobiGo 2® only)*

Blow into the microphone to perform specific actions in some games.

SETTINGS

Options

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



Level

Choose Easy or Difficult level before each game.



Reset Function

To reset the game scores and erase any progress information that is currently stored for 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

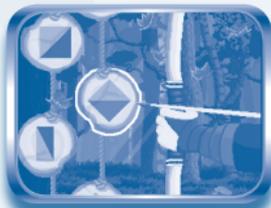
Archery Practice

Merida loves to get away from the castle and go to the forest, where she can ride her horse, Angus, and practice archery. Help her show off her skills. Touch the targets to hit them.



Choose the target with the shape that answers the question. Touch the arrow and drag it back. Then drag up or down to choose a target. Lift your finger to release the arrow. If leaves fall down from the trees, you can blow into the microphone to blow them away.

Curriculum: Logic, Shapes



Special Sound Operations:

Action	MobiGo 2® (sound controls)	MobiGo® (touch controls)
Blow away the leaves	Blow into the microphone	N/A

Castle Escape

A spell has changed Queen Elinor into a bear, and Merida needs to help her mum escape from the castle. Clear the obstacles in each room so that Elinor-bear can get to the exit. To move Merida, touch the spot where you want her to go. To move an obstacle, move Merida next to it. Touch the obstacle to grab it. Then, drag it to one of the highlighted squares.



There are also special obstacles in some of the rooms:

Jar – touch the jar to break it.

Sleeping guard – don't get caught by the guard. Use the bow to get rid of him. Touch the bow to use it.

Grey stone – move an obstacle over this stone to open the exit door or to open a trap door in the floor. When the trap door opens, one of the immovable obstacles will fall inside and disappear from the room.

The directional pad and ENTER button can also be used in place of the touch screen controls in this game. Use the directional pad to move Merida. When Merida is next to a moveable obstacle, move Merida in the direction of the obstacle and press ENTER to make her grab it. Then, use the d-pad to drag the obstacle to one of the highlighted squares. Press ENTER again to let go of the obstacle. You can also press ENTER to break the jars.

Curriculum: Problem Solving

Ancient Ruins

The Will o' the Wisps have led Merida to the ruins of the ancient kingdom. Help her explore the ruins by putting the broken sculptures back together. Drag the broken pieces into the correct places on the sculpture. On difficult level, some of the pieces are facing the wrong way. Touch a piece to rotate it into the correct position before dragging it onto the sculpture. When the pieces are covered in dust, blow into the microphone to clean off the dust.



The name of the object is engraved above the sculpture, but some of the letters are covered. Type the missing letters to uncover the full name.

Curriculum: Spelling, Vocabulary, Puzzles



Special Sound Operations:

Action	MobiGo 2® (sound controls)	MobiGo® (touch controls)
Clean off the dust	Blow into the microphone	N/A

Rescue Elinor-Bear



Elinor-bear is in trouble, and Merida rushes off to save her! Help Merida find her mother by following the Will o' the Wisps. Tilt the MobiGo left or right to look for the Wisps. Touch a Wisp when you find it. (If you're playing this game on the original MobiGo system, touch the left and right arrows to look for the Wisps.)

When Merida finds her mum, she has to protect her from the clansmen. Help Merida keep the clansmen away. Listen to the question. Then, touch all of the clansmen with the correct animal symbol on their shields to answer. Tilt the MobiGo or flick the screen left or right to see more clansmen. Keep going until you find all of the clansmen with the correct symbol.

Curriculum: Life Science, Vocabulary, Matching, Classification



Special Motion Operations:

Action	MobiGo 2® (motion controls)	MobiGo® (touch controls)
Look for the Wisps	Tilt the console left or right	Touch the left or right arrows
Scroll to the next screen to see more clansmen	Tilt the console left or right	Flick the screen left or right

Tapestry Room

You can come here to view the tapestries in the royal family's collection. Complete all three sublevels of each game on Easy and Difficult level to unlock the tapestries. Touch an unlocked part of a tapestry to color it in.

Curriculum: Creativity



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 video game 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 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

DISCLAIMER AND LIMITATION OF LIABILITY

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TEL NO: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

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.