

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**® 2, a revolutionary way to make learning fun with touch, motion, and sound!

MobiGo® 2 is the next generation of learning. Kids can control how they play, and develop their skills using touch screen and motion applications. As kids tap, flick, turn, and tilt their way through exciting learning games, they'll experience the same technology and fun as parents do with their high-tech devices.

When playing with **MobiGo**® 2, kids can look at, listen to, and interact with 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**® 2.

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**® 2 and other **VTech**® toys, visit www.vtechkids.com

INTRODUCTION

Doctor Octopus has built the ultimate Octobot, and is planning to unleash it on the world! But not if Spider-Man can stop him first. Help Spider-Man navigate through Doc Ock's factory, defeat Octobots and deal with Kraven and Electro along the way to the final showdown with Doctor Octopus!

GETTING STARTED



This cartridge works on both the **MobiGo®** and **MobiGo® 2**. However, the control methods for some games might vary depending on which version of the system you own. See the individual game descriptions for more details.

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 How You Want to Play

Touch Adventure Play or Free Play to select a play mode.



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.

SETTINGS

Options

Select "Options" from the main menu to turn the background music on or off. Touch the checkmark to confirm your choice.



Level

Choose Easy or Difficult level before starting the Adventure Play mode. Or, choose Easy or Difficult level before each game in the Free Play mode.



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 the screen.

ACTIVITIES

There are two modes to choose from.



Adventure Play Mode

In Adventure Play mode, you can help Spider-Man to navigate through Doc Ock's factory, defeat Octobots and deal with Kraven and Electro along the way to the final showdown with Doctor Octopus!



Tap New Game to start the adventure from the beginning. Tap Continue Game to start the adventure from where you left off.

NOTE: The **MobiGo**® can only save progress in this mode for one game at a time. If you choose to play a new game, all of the progress you've made on the previous game will be erased.

Help Spider-Man navigate through Doc Ock's factory. Use the directional pad to move him and press Enter to jump.



When you meet Octobots, press Enter to web them up.



In order to advance through the factory, Spider-Man will need to solve different problems and defeat the bad guys as you play one of seven mini games:

Password Hacker

Help Spider-Man get past the locked doors and laser gates in the factory. Collect fingerprints by defeating Octobots in the main game. When you get to a locked door, scan your fingerprint and complete the passcode numbers to open the door.

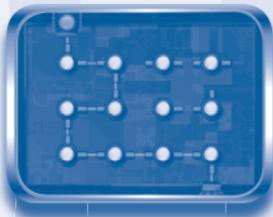


Curriculum: Logic

Circuit Fixer

Fix the circuits to help Spider-Man keep going along the path. Press yellow buttons to rotate the connections, then press the pink power button to engage the circuit.

Curriculum: Problem Solving



Octobot Attack

Spider-Man discovers an Octobot assembly line. Find the next number in the skip counting sequence to help him web up the boxes before the Octobots pop out and attack him.

Curriculum: Skip Counting



Cycle Chase

Help Spider-Man pursue Doc Ock in this high-speed rooftop chase. Use the directional clues from the Spider-Tracer to direct Spider-Man on the Spidey-Cycle.

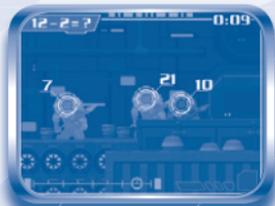
Curriculum: Map Reading



Kraven's Hunt

Kraven the Hunter shoots Spider-Man with a dart that makes him see Kraven everywhere! Choose the correct numbers to find and stop the real Kraven before he has a chance to attack.

Curriculum: Greater Than, Smaller Than, Addition, Subtraction



Electro Power

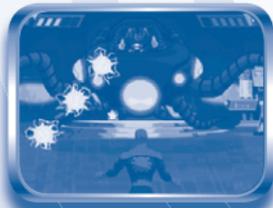
Electro is using a generator to steal power from the city. Complete the shapes to help Spider-Man draw a force field around him and stop the generator.



Curriculum: Shapes

The Ultimate Octobot

Spider-Man finally finds Doc Ock and his ultimate Octobot! Help Spider-Man dodge the Octobot's attacks and destroy it!



Curriculum: Hand/Eye Coordination

Free Play Mode

In Free Play mode, you can play the games from Adventure Play mode in any order.

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 your **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 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 UNDESIRE OPERATION.

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.

CAN ICES-3 (B)/NMB-3(B)

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

