

TOUCH LEARNING SYSTEM

# MobiGo



**User's Manual** 



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<sup>m</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>m</sup>.

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

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### INTRODUCTION





### Introduction

With the **MobiGo™** Touch Learning System, kids have a fun new way of learning right at their fingertips. Thanks to great touch screen games that require players to use their fingers in ways that mimic real life motions, kids will feel like they're a part of the action. And as they explore with their hands, they will also challenge their minds and learn valuable lessons about numbers, counting, letters, spelling, problem solving, music, and more!

### O included in This Package

- One VTech® MobiGo™ Touch Learning System
- One MobiGo™ Cartridge
- One USB Cable
- One Soft Cloth
- One MobiGo™ User's Manual



MobiGo™



Cartridge



**USB Cable** 



Soft Cloth



User's Manual

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.

NOTE:

Please keep the user's manual as it contains important information

### PRODUCT FEATURES



### Sliding Screen

Slide the screen up or down to show or hide the keyboard.



#### NOTE

For your own safety, please do NOT place your fingers under the hinge mechanism that controls the sliding of the screen.

#### ON/OFF Button

Press this button to turn the **MobiGo™** on and off. If you hold the ON button for about 3 seconds while playing a game, it will start over from the beginning.

#### Directional Pad -

Press the directional pad left, right, up, or down to control the characters in some games.

#### Touch Screen -

Use your finger to operate the touch screen.

#### Keyboard \_

Use the keyboard to type in your name or to give the answers in some letter-based games.

### Left Battery Compartment –

Holds 2 X AA batteries (not included). See page 3 for installation details.

#### USB Port —

Use the included USB cable to connect to a computer. See pages 7-8 for connection details.

### Volume Button

Press right to increase the volume or left to decrease it.

#### **Exit Button**

Press this button to exit a game.

#### Help Button

Press this button if you need help in a game.

#### Enter Button

Press this button to make a choice or to perform certain game actions.

### Cartridge Slot

Insert MobiGo™ cartridges into this slot to begin play.

### AC/DC Adaptor Jack

Use this to connect an AC/DC Adaptor (sold separately).

#### Contrast Button

Press this button to adjust screen brightness.

### Right Battery Compartment

Holds 2 X AA batteries (not included). See page 3 for installation details.

### Wrist Strap Fastener

Attach a wrist strap here (not included).

### Headphone Port

Use this to connect headphones (not included).

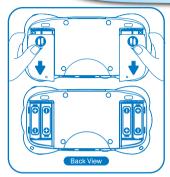
BATTERIES





### Battery Installation

- · Make sure the unit is turned OFF.
- Locate the battery covers on the back of the unit.
- · Remove the covers as illustrated.
- Insert 4 X 1.5V size AA AM-3 or LR6 batteries (not included) as illustrated.
- Make sure to replace the battery covers.



#### **BATTERY NOTICE**

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (Ni-MH).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- · Do not attempt to recharge ordinary batteries
- The supply terminals are not to be short-circuited

NOTE: When the MobiGo™ is running on batteries, you may see this icon appear on the screen This indicates that battery power is low, and you should replace the batteries soon. Battery time remaining once the icon first appears is approximately 10-30 minutes, depending on the type of batteries in use.



To preserve battery life, **MobiGo™** will automatically turn off after several minutes without input. Press the ON/OFF button to turn the **MobiGo™** on again.

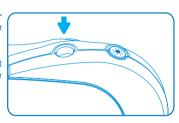
### AC ADAPTOR



### O AC Adaptor 🚔



- Use a standard 9V ==== 300mA +->--AC/DC adaptor. We recommend the use of a VTech® 9V AC/DC adaptor.
- Make sure the unit is turned OFF.
- Plug the power lack into the 9V socket at the upper right corner of the unit (see illustration).
- · Plug the AC adaptor into a wall socket.



- 2. When disconnecting any plugs from the MobiGo<sup>™</sup> or wall outlet, carefully pull by the plug
- 3. When you finish playing, always turn the **MobiGo™** off and unplug the AC adaptor from both the wall socket and the MobiGo™
- 5. To preserve energy, MobiGo™ will automatically turn off after several minutes without input. Press the ON/OFF button to turn the **MobiGo™** on again.

#### STANDARD GUIDELINES FOR ADAPTOR TOYS

- Only use the recommended adaptor with the toy.



### Insert the Cartridge

- Make sure the MobiGo<sup>™</sup> 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 begin.
- To remove your game, first turn the power off.
   Pull the cartridge up to remove it.



#### **IMPORTANT CARTRIDGE GUIDELINES:**

- Always check the MobiGo™ edge connector for any foreign materials by pushing the cartridge door to open it.
- Always be sure to insert the cartridge correctly
- Do not turn the power off or remove the cartridge while playing

### Using the MobiCom Touch Screen

**MobiGo™** features a touch sensitive LCD screen. You can use your finger to operate the screen in a variety of ways. A few of the most common touch operations are shown below.



Touch any point on the screen.



Move your finger in a circle.



Move your finger along the screen without lifting it.



Move your finger quickly in any direction and then let qo.



#### IMPORTANT TOUCH SCREEN GUIDELINES

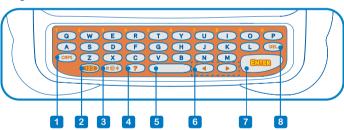
- · Touch the screen lightly with the tip of your finger.
- Use only enough pressure as needed to operate the game. Excessive pressure may damage the touch screen.
- Do not touch the screen with any sharp or hard objects, or you might scratch the screen.
- To protect the MobiGo<sup>™</sup> when it's not in use, store it in the MobiGo<sup>™</sup> Carrying
  Case (sold separately).

### **Screen Cleaning Procedure**

If your **MobiGo™** screen gets dirty, wipe it gently with the soft cloth provided.

- 1. Slightly dampen the soft cloth with a little water and wipe off the screen.
- 2. Wipe the screen again with a dry cloth to dry it.

### Using the MobiGo" Reyboard



- 1 Caps Lock Key Press this key to change between uppercase and lowercase letters.
- 2 Number Lock Key To type in a number, first press

  123 to activate number lock. Then, use the keys
  in the top row of the keyboard, or tap the numbers in
  the onscreen number pad, to enter a number. Press
  123 again to turn off number lock.





3 Symbol Key - Press #@\* to open the onscreen symbol list. Touch the arrows to scroll through the symbols. Then touch a symbol to select it.



- 4 Help Key Press this key if you need help in a game.
  Or press the Help Button (located to the right of the touch screen).
- 5 Space Bar Press this key to add a blank space.
- 6 Left & Right Keys Press these keys to move the cursor left or right. They can also be used in place of the left and right arrows on the directional pad in some games.
- 7 Enter Key Press this key to confirm a selection.
- 8 Delete Key Press this key to erase a character, or to backspace.

### Connect to the Computer

Connect **MobiGo™** to the internet to download new games and follow your child's learning progress online.



NOTE: When not using the USB cable, please ensure that the USB port cover is properly closed.



Before you can connect the **MobiGo™** to your computer, you need to install the Learning Lodge Navigator software and register for an account.

To begin the software download and registration process, please go to <a href="https://www.vtechkids.com/download">www.vtechkids.com/download</a> in the US or <a href="https://www.vtechcanada.com/toysdownload">www.vtechcanada.com/toysdownload</a> in Canada to download the setup file and registration guide.

Once the setup process is complete, connect the  $\mathbf{MobiGo^{TM}}$  to the computer using the USB cable provided.





NOTE: If the power supply is interrupted during the transfer of data to and from the MobiGo™, the data on the MobiGo™ may be lost. Before connection, please check to make sure that your batteries are not running low on power, or use an AC Adaptor as a power source during the connection

If the **MobiGo™** is connected properly, you will see the message "USB Connected" appear on your **MobiGo™** screen. You will be taken directly to the Learning Lodge Navigator, where you can access the **MobiGo™** Home page and enjoy all of the online features.

The MobiGo™ will automatically upload the progress information for all cartridges played. Go to the Progress Log to monitor your child's learning progress. Or go to the Download Center to download a new game. (For help using the Download Center refer to the Help section of the Learning Lodge Navigator.)





### Computer Requirements

#### **PC Hardware Requirements:**

CPU: Pentium® 4, 1 GHz or above

Memory: 256MB

Video Adaptor: Graphics card with 1024 x 768 at 16 or 32 bit color

Monitor Resolution: 1024 x 768

USB 1.1 or higher

100MB Hard disk space

Windows® compatible sound card and speakers

### **PC Software Requirements:**

Microsoft® Windows® XP, Windows Vista® or Windows® 7 Operating System Internet Explorer® version 6 or above

Adobe® Flash® Player 10 (To acquire the latest version of Flash player, please visit www.adobe.com)

### **Macintosh Hardware Requirements:**

Macintosh Computer with an Intel (1GHz or faster) processor

256 MB RAM (512 MB recommended)

100 MB Hard disk space

**USB Port required** 

### **Macintosh Software Requirements:**

Mac OS X version 10.5 or 10.6

Safari Internet Browser version 3.0 or later

Adobe ® Flash ® Player 10 (To acquire the latest version of Flash player, please visit www.adobe.com)

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## THE TOUCH & LEARN GAME PACK



### **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 1 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.



## THE TOUCH & LEARN GAME PACK



### Activities .

#### Level

Choose Easy or Difficult level before each game.



### **Space Challenge**

Find the number that comes next or solve the math problem to figure out which spaceship to target. Then, tap the spaceship with the correct number!

**Curriculum: Number Sequence & Addition** 



#### **Fantastic Forest**

Sam the Squirrel needs your help getting home! Help him cross the woods by drawing the correct lines and shapes.

**Curriculum: Lines & Shapes** 



### **Shooting Gallery**

Use the keyboard to play this game. Knock down the targets by typing in the letters on Easy level. Type the letters in the correct order to spell the word on difficult level. Ready. Aim. Fire!

**Curriculum: Letters & Vocabulary** 



## THE TOUCH & LEARN GAME PACK



#### Wild Fun

Tap the animal that's different from the others! Let's see how many differences you can spot before time runs out! Ready? Go!

**Curriculum: Observation** 



### **Ice Escape**

Help the penguin find some fish to feed his hungry tummy! Flick the ice blocks to move them and make a path so that the penguin can get to the fish. If you get stuck and can't figure out how to get to the fish, press the Enter button to start over again on the current screen.

Besides the ice blocks, here are a few other obstacles that are standing in your way:

- Snowball: tap it to make it melt.
- Stone: stones can't be moved so you'll have to maneuver around them.
- Ice Crack: the penguin can't move over the ice cracks, but the ice blocks can.
- Hole: push the small square ice blocks into the holes to fill them up.

**Curriculum: Problem Solving** 

### **Music Maestro**

Let's jam to the music! Tap the button in the bottom right corner to choose Game Mode or Free Play Mode. Then tap the song you want to play.

In Game Mode, follow the music notes to play the song. Watch the music notes fall from the top of the screen and wait for the piano keys, drums, or guitar strings to change colors. Then, tap the piano keys, pat the drums, or flick the guitar strings to play the instruments at the correct time

In Free Play Mode, just play along with the music!

Curriculum: Music & Rhythm







### CARE & MAINTENANCE



### O Care & Maintenance

- 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 the **MobiGo™** away from water.
- 6. Please examine the toy transformer periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the output cord, blades, housing, or other parts) and that, in an event of such conditions, the transformer should not be used until properly repaired.

#### 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 ohysician.

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.

> CLASS 1 LED PRODUCT

### TROUBLESHOOTING





### O Troubleshooting

Before seeking assistance, check the following information.

Problem	Possible Reason	Solution
LCD display works but there's no sound	Volume is turned down	Adjust the volume control.
	The headphones are connected	Unplug headphones from the headphone jack.
LCD display turns <b>ON</b> and <b>OFF</b> immediately	Battery power is low	Replace batteries.
	Cartridge not inserted firmly enough	Make sure the cartridge is firmly inserted.
No picture (or incorrect picture) on LCD, and pressing the <b>OFF</b> button has no effect.	Program needs to be reset	Press and hold the ON button for about 3 seconds until the system restarts.
		Disconnect all power supplies (batteries and adaptor), then reconnect all power supplies.
		Unplug the cartridge and check if there's any dirt on it. Clean it. Then reinsert the cartridge.
No LCD display after pressing ON button	Battery power is low	Replace batteries.
	Incomplete battery installation	Make sure batteries are installed in both battery compartments.
	No AC adaptor power	Securely connect AC adaptor or car adaptor to both the <b>MobiGo™</b> and the power outlet.
There's a cartridge inserted, but the message "Please insert a cartridge" displays on screen.	Poor game cartridge connection	Unplug the cartridge and check if there's any dirt on it. Clean it. Then reinsert the cartridge.
Nothing happens when the <b>MobiGo™</b> is connected to the	USB is not properly connected	Make sure that the USB cable is securely connected to both the <b>MobiGo™</b> and the computer.
computer	USB is connected to the computer through a USB hub	Directly connect the <b>MobiGo™</b> to the computer.

If your **MobiGo™** does not respond to an inserted cartridge, please carefully try the following:

- Remove all batteries and unplug all wiring.
- Use a cotton swab dipped in rubbing alcohol or an alcohol-based window cleaner to gently clean the contact area of the cartridge slot.
- · Softly clean the contact area of the cartridge.
- If necessary, dry all the clean contact areas with a soft, lint-free cloth.
- Please make sure that all parts are completely dry before restoring electricity.

### TECHNICAL SUPPORT



### O 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 located on the back of the display panel).
- · 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™ 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

### O Disclaimer and Limitation of Liability

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Address: 1155 West Dundee Rd., Suite 130, Arlington Heights, IL 60004 USA

Phone: 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada

Notice: 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.

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.

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