

vtech®

User's Manual



TOUCH LEARNING SYSTEM

MobiGo®

nickelodeon™

BUBBLE GUPPIES™



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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

Mr. Grouper and the Bubble Guppies explore all the ways to keep their bodies healthy. Dive in with the Bubble Guppies to discover how to stay happy and healthy!

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.



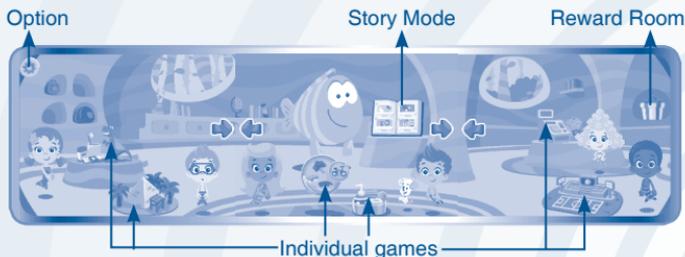
STEP 2: Select the Cartridge Icon

Touch the cartridge icon in the main menu.



STEP 3: Choose Story Mode, Individual games or Reward Room to Play

Touch the Story Mode to start the Bubble Guppies' Healthy, Happy School Day in which you can unlock all the individual games, or touch the items to play the individual games you've already unlocked. You can also choose Reward Room to see the rewards that you have collected.



● ● ● 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 *(not available in the original MobiGo®)*

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

Microphone *(not available in the original MobiGo®)*

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. Touch the checkmark to confirm your choice.



Level

Choose the Easy or Difficult level before starting the Healthy, Happy School Day. Or, choose the Easy or Difficult level before the individual games.

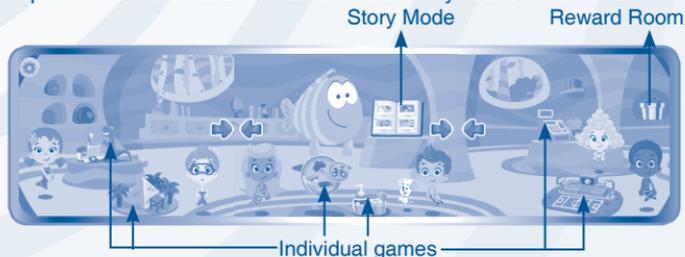


Reset Function

To reset the game data 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

In the main menu, there are 6 individual games, a Story Mode, or a Reward Room that you can choose from. Tap the icon for "Story Mode" to start the school day, or tap the game icons to play the individual games. Tap the Reward Room to see the rewards that you have collected.



Story mode:

In the Story Mode, you can start the Bubble Guppies' Healthy, Happy School Day in which you can unlock all the games. After entering Story Mode, choose from 4 topics to play the games related to that topic: "Clean Body", "Exercise", "Clean Teeth" or "Eating Healthy."

Then choose the level of play, "Easy" or "Difficult"

In every story, you will play "Circle Time," and then spend some time with "Molly and Gil." After that, you'll play "Deema's Clean-Ya Shop," and "Lunch Time."

The last game in Story Mode will be unique to the topic chosen.

Finish all 4 topics once to unlock all the games.

Circle Time

Help Mr. Grouper and the Bubble Guppies think about how to keep their bodies healthy. Select the correct answers by tapping on the bubbles.

Molly and Gil

Laugh along to a joke from Gil and Molly about the topic of the Happy, Healthy School Day!

Deema's Clean-Ya Shop

The Bubble Guppies need your help when they visit Deema's Clean-Ya Shop to get items that will help keep them healthy. Tap the correct bubbles to tell Deema each item Guppies need. Help Deema to collect the items by dragging them to the box.

Lunch Time

Tap on the lunchbox with the correct color to open it and hear the silly lunches on the menu!



Bubble Puppy Bathtime

Help Gil take Bubble Puppy for a walk. Press the D-pad or flick up or down to move Bubble Puppy along the path and collect the Bubble Bites to make Bubble Puppy happy. After the walk, Bubble Puppy is muddy in part B. Use the hose to get Bubble Puppy wet. Then use the soap to clean Bubble Puppy's fur. After that, you can use the hose to rinse off the suds. Finally, use a towel to dry Bubble Puppy and get him squeaky clean!



Fishketball

Help Goby meet his friends at the court to play a game of Fishketball. Use the D-pad or flick up and down to swim around the obstacles. Collect the Fishketballs to see Goby perform tricks. When you get to the court, it's time to play Fishketball. Flick the ball into the hoops of different shapes.



Dino Dentists

Everyone needs to keep his or her teeth clean. Use the D-pad to move up and down to drive the Dino Dentist Mobile. When you get to Mr. Dinosaur, you can help the Bubble Guppies clean his teeth. To show Mr. Dinosaur how to open his mouth wide, say "Ahhhhh" into the microphone (in **MobiGo**® 2). Follow the direction of the arrow to move the dental floss. Then, use the toothbrush to help Dino Dentist Gil brush the dinosaur's teeth. Finally, tap the bubbles to rinse the dinosaur's mouth. Mr. Dinosaur's teeth are so sparkly!



Fin-tastic Food Pyramid

The Bubble Guppies are going to build a food pyramid! Help Nonny bring the blocks to the pyramid. Blow into the microphone to put wind in the sails and launch the boat (in **MobiGo® 2**). Use the D-pad to sail around obstacles. When you arrive at the food pyramid, help the Bubble Guppies to build it. Use the D-pad to move the crane. Press enter to load each block onto the crane and press enter again to insert the block into the pyramid.



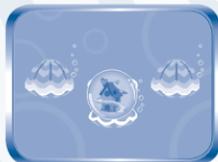
Individual games:

You can play the individual games from the story mode by tapping on the icons on the main menu. The games will be locked until you have played them in Story Mode.

- Circle Time
- Deema's Clean-Ya Shop
- Bubble Puppy Bathtime
- Fishketball
- Dino Dentists
- Fin-tastic Food Pyramid

Bonus Game:

At the end of the individual games, there is a bonus shell game. Tap the shell that you think contains a reward.



Reward Room:

You can earn rewards from the bonus game after playing an individual game. Tap on a reward to discover the letter it starts with. Press the correct letter on the keyboard to answer Mr. Grouper's question.



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 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.

OTHER INFO

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.

VTech® Electronics North America, L.L.C. and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. **VTech**® Electronics North America, L.L.C. and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

COMPANY : **VTech**® Electronics North America, L.L.C.

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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 UNDESIRE OPERATION.

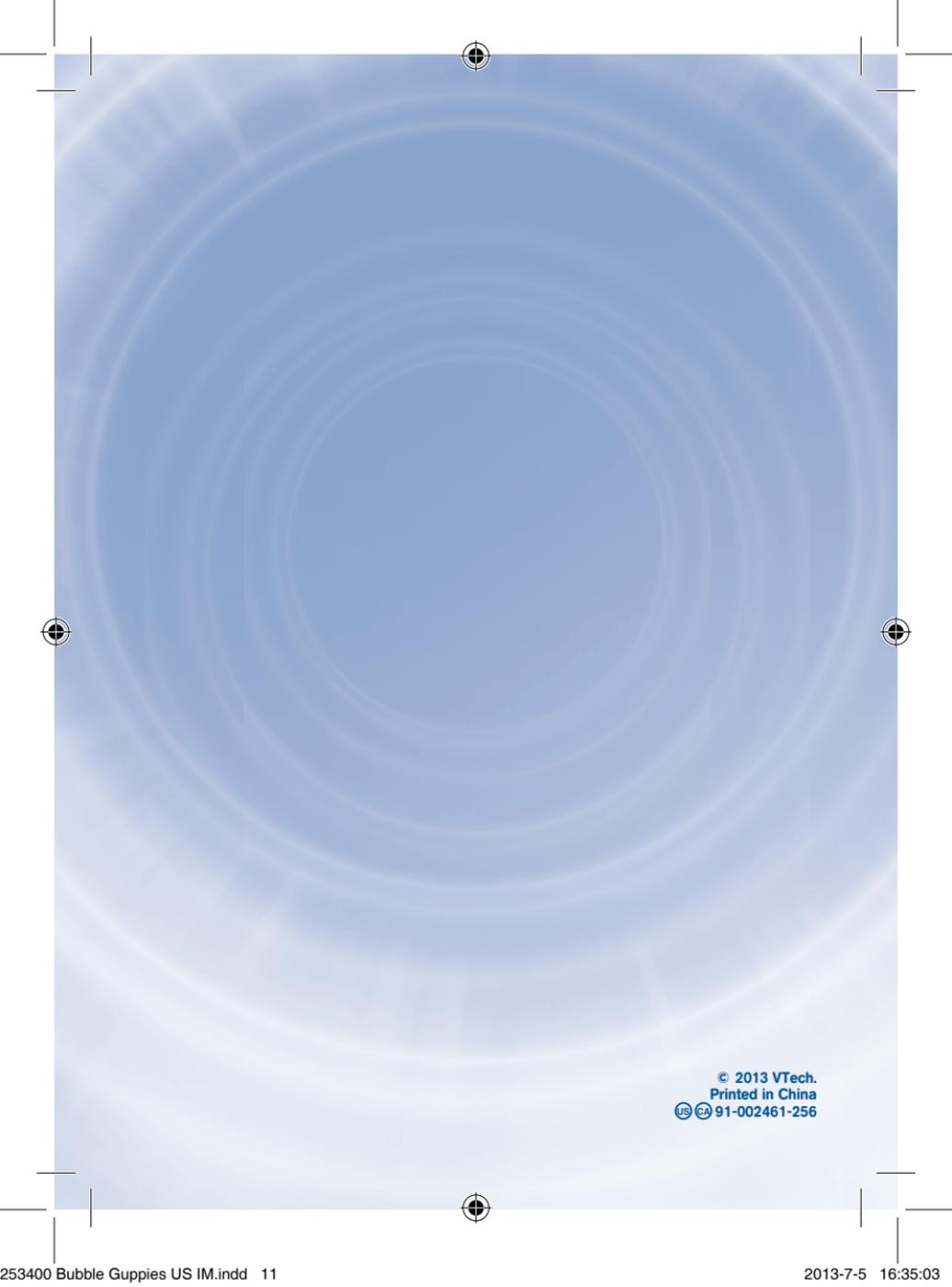
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

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.



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