![vtech®]

TOUCH LEARNING SYSTEM

MobiGo™

NASCAR® is a registered trademark of the National Association for Stock Car Auto Racing, Inc.

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

To be a NASCAR Champion, you have to have speed, power, intelligence, and a certain indefinable quality that all champions have. Some people call it instinct, and some call it the champion's touch. Show that you have what it takes to be a champion as you compete for the NASCAR Championship!

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

Directional Pad

Use this to control the race car 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 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.

Activities

Options

Options

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

Level

Choose Easy or Difficult level before each game.

Practice

Practice makes perfect. Sharpen your driving skills as you practice on the track, or get on Pit Road with the crew and help them complete a successful pit stop.

Do well in practice, and you'll be rewarded with stars. If you get five stars in any practice category, you'll unlock a new car for use in the Quick Race or Race Series games. The practice categories are listed below.

Car Control

Steer the car to avoid hitting the tires, and watch your speed in order to make smooth turns.

Speed Control

In this exercise, you're blocked by a wall of cars in front of you. Stay patient and keep your speed at the correct number as you wait for an opening.

Safe Passing

Stay at the correct distance in order to safely pass the car next to you.

Pit Stops

During a pit stop session, you will have to assist the crew in doing the following:

Jacking the car up – drag the handle of the car jack down to lift the car up.

Changing the tires – tighten the nuts on the tire in the correct number order. Tap to choose a nut; then spin your finger in a circle around the nut to tighten it.
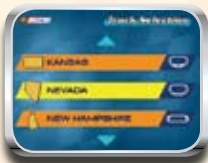
Refueling – tap a bottle to add it to the gas tank.

Curriculum: Numbers, Number Order, Comparison, Counting, Addition

Quick Race

Jump right into the action in this single NASCAR race. Just pick your favorite race car and race track, and you're ready to begin.

Damage to your car will slow you down. The damage meter shows the condition of your car.

However, a pit stop will repair damage and keep your car in the best condition. When you see the Pit Stop Sign, tap it to enter the pit stop. A random Pit Stop task will be given each time. Complete the task as fast as you can to keep your position in the race.

Curriculum: Numbers, Number Order, Counting, Addition

Race Series

Join the Race Series and compete for racing's ultimate prize: the NASCAR championship! There are eight races in this series. Points are awarded at the end of each race based on your finishing position and added together to determine the overall series leader. The driver with the most points after eight races will be the champion.

Your starting position for each Race Series race is based on the results of a Qualifying Race. The Qualifying Race is only two laps long, and there are no opponent cars.

If you exit the Race Series before you have completed all eight races, the next time you enter the game you will be asked if you want to continue the Race Series. Select the green checkmark to continue from where you left off, or the red cross to start the Series over from the beginning.

Curriculum: Numbers, Number Order, Counting, Addition

Think Fast Quiz

Take the Crew Chief's Think Fast Quiz and test your knowledge of cars, racing, and some of the fastest things in the world. Use the keyboard to answer the questions.

Play this game to win Cyber Points that you can use to buy car parts in the Cyber Race game.

Curriculum: Fun Facts, Letters, Vocabulary, Spelling

CYBER RACE

In the NASCAR of the future, the racing action is faster and fiercer than ever! In order to compete in this futuristic cyber race, you'll need the best technology that money can buy. Use the Cyber Points that you earned in the Think Fast Quiz to improve your car in the following areas:

- Color – change the look of your car by giving it a new paint job.
- Engine – The type of engine you have determines the duration of your speed boosts and the amount of time it takes for your boost meter to regenerate (for details on speed boosts see below).
- Shield – Absorbs the impact of a collision so that the car does not take any damage. Every time the car collides, it uses up one unit of the shield's energy. The shield's energy will refill upon purchase.
- Wheels – Better wheels will allow your car to jump or float on air.

Once you're ready to race, the goal is simple: reach the checkpoints within the time limit and make it to the end of the course. In order to do this, you'll have to avoid collisions with opponent cars and obstacles. Every time your car takes a hit, one unit of your life energy (displayed in green in the upper right corner) will be lost. Purchasing a shield adds extra chances to this meter. These extra chances are displayed in yellow.

And don't forget to use your speed boosts! This will help your car go faster for a short period of time. To activate a speed boost, touch the boost button on the control panel. The duration of your speed boost depends on how much boost energy you have. The boost energy is displayed underneath the boost button.

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.

WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

AVERTISSEMENT : 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

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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 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.