

vtech®

User's Manual



TOUCH LEARNING SYSTEM

MobiGO®

Disney · PIXAR
MONSTERS
UNIVERSITY



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Visit the Pixar website at Pixar.com

Monsters University | Backcover

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

The Scare Games are the biggest event of the year at Monsters University. Mike and the other Oozma Kappas need to win, or Mike will get expelled! Help Mike find items around campus and set up training games for Don, Squishy, and Sulley. Then, help the OKs win the Scare Games!

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 a Game Mode to Play

Touch Adventure, Free Play, or Scare Cards 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.

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, choose between limited or unlimited chances in the games. Touch the checkmark to confirm your choices.



Level

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

ACTIVITIES

There are three modes to choose from.



Adventure Mode

In Adventure mode, you can help Mike train his OK teammates.

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.

First, choose a teammate to train. You can choose Don, Squishy, or Sulley.

Then, help Mike travel through the Monsters University campus and buildings. Use the directional pad to guide him and press Enter to jump.



Special Operations:

Action	MobiGo® 2	MobiGo®
Remove the streamers	Tilt the console left and right	Press Enter button
Move the balloons	Blow into the microphone	Flick on the screen

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At the end of a path, help Mike play a game to find an item he needs.

Monster Books

Mike is in the library reading a book to help him prepare for a training game. Find the picture in the book that Mike is looking for. Then, type the missing letters to finish the name of the object.



Curriculum: Vocabulary, Typing, Spelling

Back to the Dorm

Mike is going to a room in the dorm to find an item for training. A group of monsters is having a party in the hall. Catch the balloon with the correct number to help Mike get past the monsters.

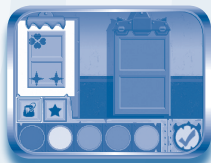
Curriculum: Math



Door Design

A Door Tech student has an item that Mike needs. Mike volunteers to help the student decorate a door in exchange for the item. Make a door that matches the one shown.

Curriculum: Colors, Pattern, Shapes, Matching



Along the campus path, Mike might find some other games.

Archie the Scare Pig

As Mike walks through the campus, Archie the Scare Pig suddenly runs up and takes his hat. Help Mike chase and catch Archie the Scare Pig to get his hat back.



Scare Card Club

At the Scare Card Club booth, play a game and collect a scare card for your collection.

Curriculum: Memory



After Mike collects the items he needs, he's ready to set up a training game for a teammate.

Don's Training

Mike wants to help Don learn to use his suction cups. Help Don get to the checkpoint by remembering the directions. Then, avoid being spotted by the flashlight.



Curriculum: Directions, Memory

Squishy's Training

Mike sets up an obstacle course for Squishy in the basement of the OK frat house. Move Squishy to the exit with the correct number. Avoid hitting the pop-ups.

Curriculum: Number Order



Sulley's Training

Sulley knows how to roar, but Mike thinks he needs to practice getting around in a kid's bedroom. Avoid running into the objects in the bedroom. Then, answer the question by selecting the correct number and watch Sulley roar!



Curriculum: Math, Addition

When all teammates have been trained at least once, the Scare Games are unlocked. The OK Team will can then compete in three Scare Games.

Hide and Sneak

It's Don's turn to Hide and Sneak in the EKO house. Help Don get to the checkpoint by remembering the directions. Then, avoid being spotted by the flashlight.



Curriculum: Directions, Memory

Don't Scare the Teen

Squishy needs to avoid the teens! Move Squishy to the exit with the correct number. Avoid hitting the pop-ups.

Curriculum: Number Order



Simulated Scare

Sulley is competing in the final Scare Game. Move Sulley to the bed. Avoid running into the objects in the bedroom. Then, answer the question by selecting the correct number and watch Sulley roar!



Curriculum: Math, Subtraction

Free Play Mode

In Free Play mode, you can play all of the games from Adventure mode. The following games will be locked initially:

- Archie the Scare Pig
- Scare Card Club
- Don's Training
- Squishy's Training
- Sulley's Training
- Hide and Sneak
- Don't Scare the Teen
- Simulated Scare



You can unlock these games when you play them in Adventure mode and earn a high score.

Scare Cards

When you collect scare cards in Adventure mode, those cards will be shown in your scare cards collection. Touch a card to view it.



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.

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

NOTE:

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.equipment.



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