

**vtech**<sup>®</sup>

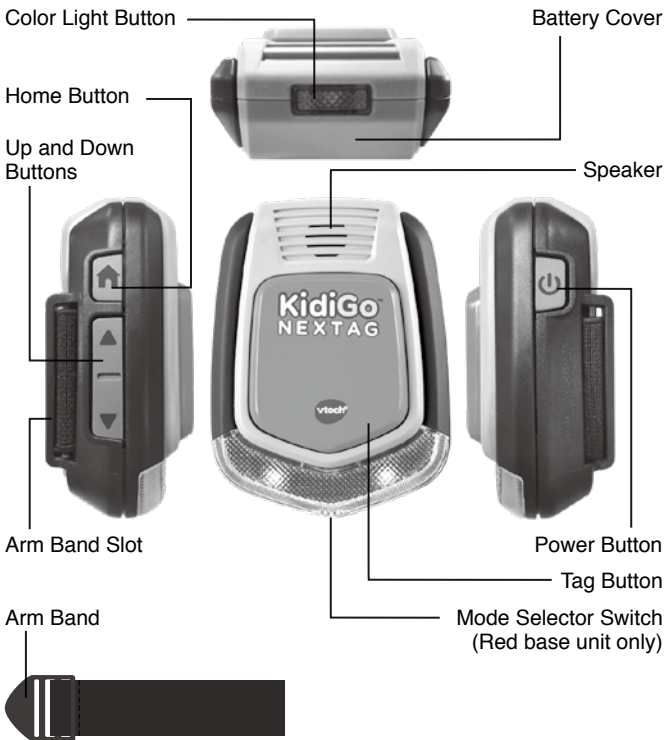
Instruction Manual

**KidiGo**<sup>™</sup>  
**NEXTAG**<sup>™</sup>



# INTRODUCTION

Thank you for purchasing the **KidiGo™ NexTag™**! Active play just got an upgrade. This high-tech way to play indoors and out includes games that are so fun, you won't mind being "it"!



# INCLUDED IN THE PACKAGE



- 4 KidiGo™ NexTag™ units\*
- Game Instruction
- Quick Start Guide

\*One 5355 and three 5355A.



- 4 arm bands

## WARNING

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

## NOTE

Please save this Instruction Manual as it contains important information.

## ATTENTION

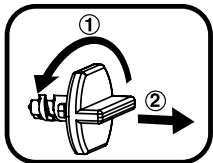
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

## NOTE

Il est conseillé de sauvegarder ce manuel d'utilisation car il comporte des informations importantes.

## Unlock the Packaging Locks

- ① Rotate the packaging locks 90 degrees counterclockwise.

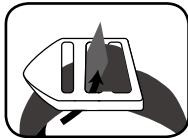
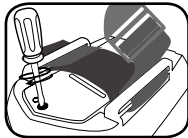
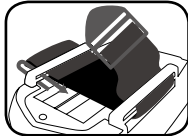
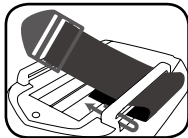
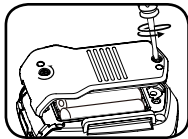


- ② Pull out the packaging locks and discard.

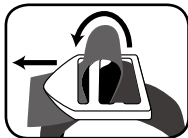
## ASSEMBLY INSTRUCTIONS

With the **KidiGo™ NexTag™**, safety comes first. Adult assembly is required. For your child's safety, do not let them play with this toy until it is fully assembled.

1. First, remove the **Battery Cover**. Install the batteries into each unit. (See Battery Removal and Installation section below for detailed instructions.)
2. Next, slide the tail of the **Arm Band** through the **Arm Band Slot**. Be sure to keep the top of the buckle on the outside so it faces the top of the **KidiGo™ NexTag™ Unit**.
3. Then, pull the end of the tail through the other **Arm Band Slot** and over.
4. Slide the battery cover under the strap and secure it in place before tightening the **Arm Band**.



5. Thread the tail of the **Arm Band** up through the buckle.



6. Finally, pull the end of the **Arm Band** through the other slot of the buckle and under the tab.



7. Now, you're ready to go!

## GETTING STARTED

### Battery Removal and Installation

1. Make sure the unit is turned **Off**.
2. Locate the battery cover on the back of each unit, use a screwdriver to loosen the screw and open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 2 new AA (AM-3/LR6) batteries into each unit following the

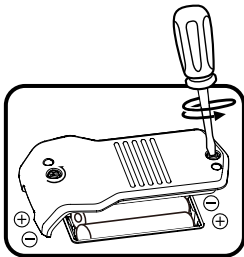
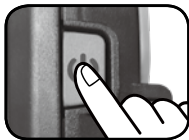


diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended.)

5. Replace the battery cover and tighten the screw to secure.



**Attention:** The red **KidiGo™ NexTag™ Unit** is in Try Me mode. To exit this mode, follow the steps below:

1. Press and hold the **Power Button** to turn off the unit.
2. Press and hold the **Power Button** for more than one second to turn on the unit and activate normal play mode.

## **IMPORTANT: BATTERY INFORMATION**

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

## **RECHARGEABLE BATTERIES**

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.



### **WARNING:**

Adult assembly required for battery installation.  
Keep batteries out of reach of children.



## ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte.

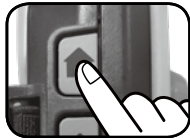
Tenir les piles ou accumulateurs hors de portée des enfants.



## PRODUCT FEATURES

### 1. Power Button

Turn the unit On by pressing the **Power Button**. Press the **Power Button** again to turn the unit Off.



### 2. Home Button

Press the **Home Button** to return to the previous menu or select a game.



### 3. Up and Down Buttons

Press the **Up and Down Buttons** to scroll through the game options.



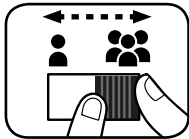
### 4. Tag Button

When selecting a game, press the **Tag Button** to confirm a selection. During gameplay, players press the **Tag Button** to tag another player or according to the rules of each game.



## 5. Color Light Button

The **Color Light Button** will light up with different colors to indicate game responses. Press the **Color Light Button** as instructed during some game play.



## 6. Mode Selector Switch

If you have an additional **KidiGo™ NexTag™** system (sold separately), slide the **Mode Selector Switch** on one of the red base units to pair them. Games can be played with 5-8 players.

## 7. Automatic Shut-Off

When idle for 1 minute the **KidiGo™ NexTag™ Units** will turn off automatically to conserve battery life. If it is in a game, there will be no idle time and will not auto-shut off.

# ACTIVITIES

## 1. Elimination Tag

One person is assigned the role of tagger. This is indicated by a flashing white light on the tagger's **KidiGo™ NexTag™ Unit**. The tagger has five minutes to try and tag the other players. When a player is tagged, they are out. At the end of five minutes if any players remain, they are the winners.

\*For playing with two combined sets and more than five players, the system will designate two taggers and the game will last a maximum of ten minutes.

## 2. You're "It"

One person is assigned the role of tagger. This is indicated by a flashing white light on the tagger's **KidiGo™ NexTag™ Unit**.



When they tag a player, that person becomes the new tagger. The player who is the tagger at the end of five minutes loses and the others win.

### 3. **Zombie Tag**

One player is assigned the role of zombie. This is indicated by a flashing white light on the tagger's **KidiGo™ NexTag™ Unit**. When they tag a player, that player also becomes a zombie and can tag other players to turn them into zombies. If the zombie team cannot tag a human for one minute at any point, the humans win. If there are more zombies than humans, the humans will have 30 seconds to try to survive and win, otherwise the zombies win.

### 4. **Secret Mission**

Each player's **Color Light Button** will indicate the color of the other player who they must tag. When a player is tagged, the game pauses and everyone is given a new target, as indicated by the new color shown on each player's **Color Light Button**. When there are only two players left, they must duel and be the first one to tag the other's **KidiGo™ NexTag™ Unit**. The game time limit is 10 minutes.

\*When playing with two combined sets and more than five players, there may be two targets with the same color. The tagger can tag either opponent.

### 5. **Freeze Tag**

One person is assigned the role of tagger. This is indicated by a flashing white light on the tagger's **KidiGo™ NexTag™ Unit**. The tagger's goal is to try to tag and freeze all the other players within the ten-minute time limit. Once a player is tagged, they are frozen and must remain in place. The frozen player can press and hold their own **Color Light Button** for 30 seconds to unfreeze and resume playing. At the end of the time limit, if all players except the

tagger are frozen, the tagger wins. Otherwise, the other players win.

\*When playing with two combined sets and more than five players, there will be two taggers who can work together.

## 6. Capture the Flag

Players must first divide into two teams, Team A and Team B. Team A will use the red and blue **KidiGo™ NexTag™ Units**, and Team B the green and orange. The units with solid lights are the bases, and the units with flashing lights are the flags. To get ready to play, each team should place their base approximately 15 to 20 feet away from a center line that divides the teams' territories and hide their flags on their own side. Once the game begins, each team's goal is to retrieve the flags from the other side and bring them back to their base. To register that a flag has been captured, press the flag and base's **Color Light Buttons** at the same time. When a player crosses the dividing line into the other team's territory, the player can be tagged by the other team. Depending on the rules players agree to, once a player is tagged, they may either return to their own side, or be placed in a "jail" to wait until their teammate can free them with a tag. **KidiGo™ NexTag™ Units** in this game are only used as flags and bases and are not worn. The game ends when one team secures all of the other team's flags. The game time limit is 10 minutes.

## 7. Dino Defense

In this game, the cavepeople must try and sneak eggs away from the dinosaur to bring back to their cave. Players must first decide who will be the dinosaur. The cavepeople will use the red **KidiGo™ NexTag™ Unit** as their "cave", and the other units will be the "eggs" that the dinosaur must spread out and defend. To register that an egg has been brought back to the cave, a caveperson must press and hold the **Color Light Button** on both the cave and egg units simultaneously for five seconds. Once an egg has been brought back to the cave, it cannot be removed. If a cave person is tagged by the dinosaur on their way back to the cave, the eggs they're carrying

must be forfeit. The game has a five-minute time limit. The dinosaur wins if the cavepeople cannot retrieve all the eggs before time runs out. **KidiGo™ NexTag™ Units** are not worn in this game.

## 8. Medic

In this game, the white flashing light indicates who is a bee. The player with a green light is the medic. Everyone else must avoid getting “stung” (tagged) by the bee. If a player is stung they must freeze in place until a medic can “heal” them. The medic will press the **Color Light Button** on their own unit as well as the tagged player’s unit at the same time. The medic then cannot heal another player for 20 seconds. The game time limit is five minutes. If the bee stings everyone before time runs out, the bee wins.

\*When playing with two combined sets and more than five players, the time limit is 10 minutes.

## 9. One Against All

One person is assigned the role of tagger. This is indicated by a flashing white light on the tagger’s **KidiGo™ NexTag™ Unit**. The tagger has to try and tag all the other players. When a player is tagged, they are out. Non-taggers can activate a temporary superpower for 10 seconds that allows them to tag the tagger after pressing and holding their **Color Light Button** for 30 seconds. The game time limit is five minutes. If the tagger is tagged under the temporary superpower or any players remain at the end of five minutes, the remaining players win. Otherwise, the tagger wins.

\*When playing with two combined sets and more than five players, there will be two taggers.

## 10. Showdown (Two Players)

In this game, both players wear **KidiGo™ NexTag™ Units** on each of their arms. Red and blue units are for player one and green and orange units are for player two. The first person to tag both of

the other player's units wins. The game time limit is 10 minutes.

\*When playing with two combined sets, each player may place units on both arms and legs.

## 11. Categories Tag

One person is assigned the role of tagger. This is indicated by a flashing white light on the tagger's **KidiGo™ NexTag™ Unit**. The tagger stands in the middle and the other players circle around them. The tagger's unit will call out a category, like "Fruit" and then the tagger will call out a player's name. The player must then name a fruit before they are tagged. The tagger can then call out a different player's name who must also name a new fruit before they are tagged. This continues until someone is tagged and the system calls out a new category. The game lasts five minutes. Try not to be the last tagger in the middle when time runs out.

## 12. Shuttle Run (Two Players)

The first player will place the red and blue units 10 steps apart. The second player will place the green and orange units 10 steps apart. Each player must run between their units as many times as possible in one minute, pressing the **Tag Button** at each end. The player with the most laps wins. The player with the most laps wins.

\*When playing with two combined sets, the game can be played with four players. When playing with four players, each player will have two of the same colored units. For example, player one will have two red units.

## 13. Hide and Seek

One person is assigned the role of seeker. This is indicated by a flashing white light on the seeker's **KidiGo™ NexTag™ Unit**. The other players must hide from the seeker and avoid being tagged once they're found. Once a player is tagged they also become a seeker. To win, a player must be hidden when the game time is

up. The time limit is five minutes.

\*When playing with two combined sets and more than five players, the time limit is 10 minutes.

## 14. Musical Tag

Spread the **KidiGo™ NexTag™ Units** in a circle and walk around them while the music plays. When the music stops, press the **Tag Button** on one of the **KidiGo™ NexTag™ Units** that are lit up. If you are unable to press one of the illuminated units, you are out. The last person remaining wins.

## 15. Color Tap

Each player holds a **KidiGo™ NexTag™ Unit**. The system will call out a color. If your unit's **Color Light Button** shows that color, press the **Tag Button** quickly before the sound stops and time runs out. The reaction time limit will decrease with each round. If you get it wrong, you are out. The last player remaining wins.

## 16. Simon Says (Two Players)

Each player wears a **KidiGo™ NexTag™ Unit** on each arm. Listen to the instructions called out by the system to press and release the **Tag Button** when the system gives instructions with "Simon Says." If you press the **Tag Button** when "Simon Says" is not said, you are out.

\*When playing with two combined sets, the game can be played with four players. When playing with four players, each player will have two **KidiGo™ NexTag™ Units**.

## 17. Free Jam

Each **KidiGo™ NexTag™ Unit's Tag Button** has a unique sound, jam along with the music.

## 18. Tap 'Em All (Single Player)

Spread the **KidiGo™ NexTag™ Units** at least 10 feet apart from each other. Once they're set, press the red unit's **Tag Button** to start. The system will call out a color sequence. Remember the

pattern and run between the colors, pressing them in the correct order. The game includes five sequences, try to complete these in the shortest time possible to set a new record.

### **19. Sequence (Single Player)**

Wear the **KidiGo™ NexTag™ Units** on your arms and legs and tap them in the correct sequence. Continue playing as long as you can repeat each sequence.

### **20. Beat the Clock (Single Player)**

Spread out the **KidiGo™ NexTag™ Units**. The system will tell you which one to go to next. See how many you can run between in three minutes to set a new high record.

## **CARE & MAINTENANCE**

1. Keep the units clean by wiping them with a slightly damp cloth.
2. Keep the units out of direct sunlight and away from any direct heat sources.
3. Remove the batteries if the units will not be in use for an extended period of time.
4. Do not drop the units on hard surfaces and do not expose the units to moisture or water.

## **TROUBLESHOOTING**

If for some reason a unit stops working or malfunctions, please follow these steps:

1. Turn the unit Off.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.

4. Turn the unit On. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

## Environmental Phenomena

Static electricity may cause the **KidiGo™ NexTag™** to malfunction. In cases where **KidiGo™ NexTag™** is malfunctioning due to static electricity, reset the system by pressing and holding the **Power Button** for 10 seconds until the unit turns on again. Or remove and reinstall the batteries. ~~In the unlikely event of an electrostatic discharge, the unit may malfunction and lose memory, requiring the user to reset the device by removing and reinstalling the batteries.~~

### IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or by going to our website **vtechkids.com** and filling out our **Contact Us** form located under the **Customer Support link**.

Creating and developing VTech products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which 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 contact us with any problems and/or suggestions you might have.

A service representative will be happy to help you.

### 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.

**Supplier's Declaration of Conformity**  
47 CFR § 2.1077 Compliance Information

Trade Name: VTech®  
Model: 5355  
Product Name: KidiGo™ NexTag™  
Responsible Party: VTech Electronics North America, L.L.C.  
Address: 1156 W. Shure Drive, Suite 200,  
Arlington Heights, IL 60004  
Website: vtechkids.com

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.

## **RF Warning Statement**

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

- 1) L'appareil ne doit pas produire de brouillage;
- 2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

## CONSUMER SERVICES

Creating and developing VTech products is accompanied by a responsibility that we at VTech® take very seriously. We make every effort to ensure the accuracy of the information, which 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

### **Australian Customers:**

Phone: 1800 862 155

Website: [support.vtech.com.au](http://support.vtech.com.au)

### **NZ Customers:**

Phone: 0800 400 785

Website: [support.vtech.com.au](http://support.vtech.com.au)

## Product Warranty/ Consumer Guarantees

### **Australian Customers:**

VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED –  
CONSUMER GUARANTEES

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information about our products,  
downloads, resources and more.**

***vtechkids.com***

***vtechkids.ca***

***www.vtech.com.au***

**Read our complete warranty policy online at  
*vtechkids.com/warranty*  
*vtechkids.ca/warranty***



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