

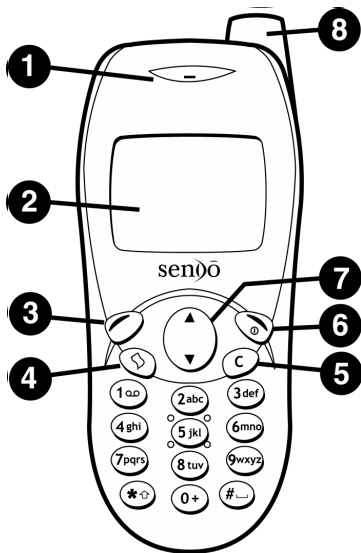
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1 Your phone

1

Your phone



- 1 Earpiece**
- 2 Display** – Graphical indicators, menu options and other information are shown here.
- 3 Left soft key** – This key performs the function immediately above it on the display
- 4 Quick access key** – The function of this key will vary depending on the model of your phone. It provides quick access to a certain function such as SIM Toolkit or messaging.
- 5 Clear key** – This erases text or takes you back to your previous step, depending on the context. A long press of this key takes you back to the main screen.
- 6 Right soft key** – A long press of this key will switch the telephone on and off. It also performs the function immediately above it on the display.
- 7 Up and down keys** – Used to scroll through menus and options.
- 8 Antenna**

Symbol description

Main screen

	Battery indicator Empty icon indicates a very weak battery level. Solid icon indicates a fully charged battery level		New text message
	Battery charging		All incoming calls are diverted
	Signal strength indicator No bars indicates a very weak signal.		Keypad locked
	Four bars indicates a very strong signal		New voice mail message (this icon is network dependent)
			Silent mode active
			Alarm clock set

In calls list

	Shows that a call was incoming		Shows that a call was missed
	Shows that a call was outgoing		

In messages list

	Indicates the messages which have not yet been read		Indicates the smiley messages which have not yet been read
	Indicates the messages which have been read		Indicates the smiley messages which have been read

Lists

	In lists shows the option that is currently activated
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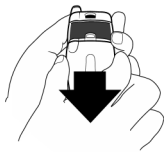
Internet

	Returns you to the previous screen		Displays the current Homepage
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2 Getting started

To use your phone, you must first insert the miniature SIM card supplied by your service provider, and then charge the battery.

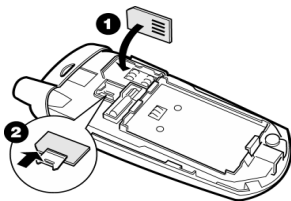
Removing the back cover



Press down on the area below the clip and slide the cover back. Lift off.

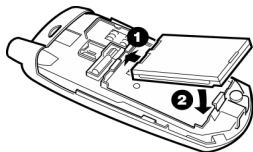
Inserting the SIM card

Place the SIM in the phone, starting with the right side first, making sure that the golden contacts of the card are touching the contacts of the phone. Hold the SIM card in place and slide the metal plate to the right, in order to cover the left hand side of the SIM card.



Fitting the battery

Insert the battery with the label facing down. Align the tabs on the battery with the tabs on the back of the phone. Clip into place. To remove press on the clip and lift the battery out.





- 1 You must charge the battery for at least 12 hours before using the telephone for the first time.
- 2 Allow your battery to fully discharge occasionally before recharging it.
- 3 When the battery is completely discharged it may take some time for the battery charging icon to appear after you have connected the charger.


Charging the battery

Insert the connector on the charger lead into the connector at the base of the phone. Plug the charger into a mains AC socket. When charging commences, the battery icon will change into a charger cable icon. When the battery is fully charged, the battery icon will reappear and you can disconnect the charger.

The battery will normally take around 2 to 3 hours to charge.

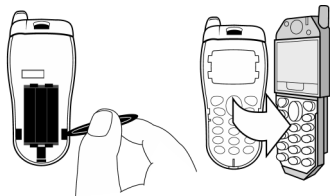
Powering up/down

To switch the phone on: Press . If the phone asks for a PIN code: Enter the code that is supplied with the SIM card. The code will be displayed as asterisks. When complete, press , *OK*. Wait a few seconds while the phone searches for the network. Once the network has been found, the main screen appears and your phone is ready to be used. The main screen shows the network name and two icons giving the signal strength (top right) and battery level (top left).

To switch the phone off, press and hold .




Removing the front cover

It is possible to personalise your telephone by replacing the covers. Use the tool provided with your new cover as illustrated below.





3 Making a call


Dialling a number

- 1 Key in the area code and number that you want to call then press , *Call* to dial.
- To delete the entire number and return to the main screen, press and hold .
- 2 To end the call, press , *End*.




Making an international call

- 1 Press and hold  until the plus sign "+" is displayed. This replaces the international access code.
- 2 Enter the country code, area code, and phone number.
- 3 Press , *Call* to dial.

Making an emergency call

- 1 Enter *112* (or the local emergency number).
- 2 Press , *Call* to dial.




Making calls from the contact list

- 1 Press  from the main screen, you can also press , *Contacts* then select the *Search* option.
- 2 Type in the first letters of the name or scroll and find the one that you want.
- 3 Press , *Call* to dial.

Speed dialling

Allows you to dial a number simply by pressing and holding the assigned key from the main screen.

To assign a contact list entry to a key:




Press  to enter the contacts list and scroll to the appropriate entry. Press and hold one of the keys  to  until the key number appears on the left of the screen beside the name. This indicates that the speed dial is successfully assigned.

Making a call from the calls list



The phone stores a list of your recent incoming, outgoing and missed calls.

The list stores up to 30 entries.



An icon on the left of the screen indicates the type of call:

-  Incoming call
-  Missed call
-  Outgoing call

To dial a number from the redial/calls list:

Press  to access the list. Scroll and find the one that you want and press , *Call* to dial.

Adjusting the loudness

The earpiece volume may be adjusted during a conversation. Press  to make the speech louder and  to make it quieter.


4 Answering a call


To answer a call, press , *Accept*. To reject a call, press , *Reject*.


Call waiting


This feature means you are informed of a second incoming call by an audible tone in the earpiece.

Press , *Reject* to reject the second call.


Press , *Accept* to put the current call on hold and activate the second call.

To end the active call and return to the held call, press , *End*.

To switch between calls, press , *Options* and then select the *Swap* option.

 **Note:** Your network may not support call waiting. If it does not, accepting a second call will end the first call. You will not be able to switch.

In call options

When you are in a call, you can press , *Options*. These could be:

Contacts

Gives you access to the contact list.

Hold/Unhold

Puts the active call on hold/reactivates the held call.

Mute/Unmute

Switches the microphone off/on.

Send message

Allows you to send a text message.

SIMToolkit

Gives you access to the SIM Toolkit.


Swap

Swaps between the current call and the call on hold.







End all

Ends all calls.



5 Using the contact list

The names and numbers you enter into your contact list are stored on the SIM card. To access your contact list entries, press  from the main screen.


Storing a name and number

- 1 Press , *Contacts* from the main screen.
- 2 Use the up and down keys  and  to scroll to the *Add new* option, then press , *Select*.
- 3 Enter the area code and phone number, then press , *OK*.
- 4 Enter the name you wish to store in the contact list, then press , *OK*. Use the keypad as explained in the table in the Messages section to enter the characters and to switch between lower case, upper case, and numeric modes.
- 5 Enter the chatname that you wish to assign to the contact.

Correcting an entry

Pressing  deletes the character immediately to the left of the cursor. Pressing and holding  deletes all of the text that you have entered.

Contact list options

When you have selected a name you can open a list of options by pressing , *Options* which will allow you to change, delete, give details and send a message.

Fixed names

This service allows you to restrict your outgoing calls to certain selected numbers from your SIM card. This feature is dependent on your service provider. Your phone will ask for the PIN2 code to activate this function. You can obtain this code from your service provider. When this feature is activated, a new contact list is made visible in place of your standard one. Only numbers from this contact list can be dialled. You can add numbers to this contact list in the same way as adding numbers to your normal contact list, with the exception that you have to enter the PIN2 code.





Broadcast messages

Your service provider may offer Cell Broadcast. This could be information on the traffic, weather, events, or local information which is broadcast by the network to all mobiles in a specific area. When you activate this feature, you may receive messages about the selected topic. Contact your service provider for more details.

6 Menu navigation

To enter the main menu, press , *Menu* from the main screen.

Scrolling


You can scroll from one menu to another using the front keys  and . When you find the menu that you are looking for, press , *Select* to go in. Press *End*, back or  to return to the previous level.



SIM Toolkit

Your service provider may offer some special services or applications. The name of the menu may change to indicate the type of service, for example "Information".


For more details, please contact your service provider.





Calling your voice mail

When you have a new message in your voice mailbox, your phone displays either the voice mail icon  in the main screen or a text message sent from the network. This depends on your service provider.

Press and hold . If the phone asks for the voice mailbox number, enter it and press , *Call*. The number can be obtained from your service provider.

Reading a text message

When you receive a text message, the envelope  icon is displayed at the top of the main screen.

- 1 Press , *Read* to display the new message directly from the main screen.
- 2 To read old messages select *Read* from the *Messages* menu.
- 3 Use the up and down keys  and  to scroll through the message.
- 4 Press , *Options* to access the following message options:

Delete

Removes the message.

Chat

Initiates a chat session.

Reply

Sends a text message to the sender.

Call

Calls the sender (or, if there is a number in quotes in the message, this number is called instead).

Save no.

Adds the sender's phone number to your contact list.

Time/date




Displays the date and time of the message.


Forward

Sends the message to someone else.


Sending a text message

You can send messages of up to 160 characters to another GSM phone.


- 1 Enter the *Messages* menu and select the option *Send*.
- 2 Type in a new message or select a message from a list of saved messages.
- 3 When you have entered the text, press , *Send*.
- 4 Enter the destination phone number, or press , *Contacts* and select a name from your contact list.
- 5 Press , *Send* to send the message.

 **Note:** If you reply to a message, you do not have to re-enter the number. This is done automatically.



Sending a Smiley SMS

Send a picture with your text message to compatible phones. All other phones will display an Internet style Smiley. Choose , *Smiley*.



1. *Emotions*
2. *Celebrations*
3. *Sports*
4. *Animals*
5. *Others*

Select the Smiley you would like to use from one of these categories and press , *Select*. The text is restricted to 156 characters to allow space for the Smiley.

Reading a Smiley SMS

When you choose a message that has a Smiley in it, the Smiley appears on the screen for 3 seconds or until a key is pressed. Then the message appears. After this time the message reads as normal. A message with a smiley attached has a  icon if new and a  if read.

Reading a Games SMS

The multiplayer games use text messages to communicate with other players. When you receive a games SMS pressing , *Read* will take you to the games menu. Press , *Select* and proceed as instructed in the appropriate game section.

Message settings

This menu offers three options:

Centre number

Allows you to enter or change the service centre number for text messaging.

Voice mail

Allows you to enter or change your voice mail number.

Characters

Allows you to choose whether you want to enter text in GSM (Latin characters) or Unicode (Non Latin characters) mode. Unicode characters take up more room on your phone so the length of your text messages is restricted to half the usual number of characters.

Chat


Sendo chat allows you to send messages to another user and view both sent and received SMS messages for chat participants in a convenient Chat screen.

Starting a chat session

Enter the *Messages* menu and select the *Chat* option.


Enter your chatname on the My chatname screen (this screen will not appear if you have already created a chatname).


You will then need to enter the number of the person with whom you would like to chat, or

alternatively you can press , *Contacts* to go into the contact list.


Enter his/her chatname on the Enter chatname screen (this screen will not appear if you have already created a chatname for this person).

Editing a chatname

You can edit a chatname for a contact by selecting the desired name in the contact list and pressing , *Options*. Select the *Change* option and edit the chatname.

You can edit your chatname by selecting My number from the *Contacts* menu. Select the *Consult* option and then press , *Options*. Select the change option and edit the chatname.

Having a chat

To send a chat message enter the text in the chat editor field and then press , *Send*. The sent text will then appear in the chat history field and is sent to the other chat participant as a standard SMS message.

Chat options

Press , *Options* from the Chat screen to view the chat options.

You have three options:

Swap

Changes the active area between the text entry field and the chat history field.

Font size





Select between normal and small font on the Chat screen.




Exit



Exit the chat session.


Predictive Text Input

To save time when you are writing a text message, your phone has a feature which guesses the letters that you are typing and tries to complete the word.

This input method allows you to simply press each key once. For example, to write the name "Ross", press , then , then , then  just once each.

The word may change as you type, but don't worry about what is on the screen until you have finished the word. Sometimes different words share the same sequence of key presses. If the finished word is wrong, press  to scroll through other possibilities. If the word that you are looking for is still not there, press  repeatedly to change the text mode to  and enter the word again.

After you have completed a word, press the space key  to enter the next word. Press and hold  to pick a symbol to insert from the character table.

Some intelligent punctuation (including full stops, hyphens and apostrophes) are also available on . The punctuation mark is completed when you enter the next keystroke.

Changing the editing mode

The current editing mode is indicated at the bottom of the screen by one of these icons:

- ab** Lower case text mode
- AB** Upper case text mode
- 12** Numeric mode
- 7s** T9 Text Input (lower case)
- 7S** T9 Text Input (upper case)

You can switch between upper case, lower case, and numeric modes by repeatedly pressing ***5**. You can switch to predictive T9 Text Input by repeatedly pressing ***6**.

These are the characters which come on to the screen when you press the numeric keypad. They are featured in the table below:

Key	List of characters available
1	1 . , @ ' ? ! " : ; & i
2	a b c 2 ä å ä å æ ç
3	d e f 3 é è
4	g h i 4 l
5	j k l 5
6	m n o 6 ñ ò ó ø
7	p q r s 7 ß
8	t u v 8 ü ú
9	w x y z 9
0	0
#	Space

To enter two characters on the same key, enter the first one and then wait for the cursor to reappear before entering the second.

Example: To enter the name "Ross" when you are in lower case mode:

Press ***5** to enter upper case mode,

Press **7AB** three times, to display "R", you will then return to lower case mode.

Press **6mm** three times, to display "o".

Press **7s** four times, to display "s".

Then press **7AB** four times, to display "s".

Entering symbols

A long press on **#=** displays a table showing all the symbols available to you.

Scroll down the table to display more symbols.

1	2	3	4	5	6	7	8	9
.	,	-	!	?	@	()	:
&	'	"	/	_	;	\$	%	+
*	=	<	>	#	£	¥	Δ	□
§	Γ	ι	Θ	Λ	Ξ	Π	Σ	Φ
Ψ	Ω	ζ	ι	à	á	â	æ	ç
è	é	Ä	Å	É	ò	ñ	Æ	€

To enter a symbol:

- 1 Scroll to the row containing the symbol you want.
- 2 Press the numeric key (**1-9** to **9=**) to reach the symbol you want.

Example: To enter the symbol €, scroll to the 6th row then press **9=**.

To access the Internet menu, select *Internet* from the main menu. To select a menu option use the corresponding numeric key or navigate using the **▲** or **▼** keys and press **○**, *OK*.

The following menu options are available:

- 1** *Homepage* - Connect to the Internet server and enter your homepage.
- 2** *Favourites* - Store up to 8 of your favourite Internet sites for easy access.
- 3** *Add favourite* - Add to your list of favourites.
- 4** *Open page* - Open a WAP page.
- 5** *Refresh page* - Refresh the current WAP page while in a WAP session.
- 6** *Settings* - Configure your WAP settings.
- 7** *Help* - Provides help and advice on using Mobile Explorer.
- 0** *Exit* - Returns to the main menu.

Note: When in a WAP session you can access the Internet menu by pressing the Quick Access key.

Connecting to an Internet page

To begin a WAP session, either select the *Homepage* option on the *Internet* menu to open your homepage, or select the *Open page* option from the *Internet* menu and

then enter the WAP address. Select the *Go* option and press **○**, *OK*.

Configuring your connection profiles

In order to configure your Internet settings select the *Settings* option from the *Internet* menu and then select the *Profiles* option.

Each of your connection profiles will be listed. To edit an existing profile select the relevant profile name and press **○**, *Edit*.

To create a new profile select the *Create Connection* option and press **○**, *OK*. Enter a name for the new connection and select *Create*.


One of your connection profiles can be selected as the default by choosing the relevant profile, pressing **○**, *Edit* and selecting *Set as default* from the menu. Press **○**, *OK* to confirm your choice.

Note: Some of these settings may not be required for your network. Contact your Service Provider for required Internet connection information.


Entering your Dial-up Settings

Choose the *Dial-up Settings* option and then enter the relevant information into all required fields. Once you have entered all the necessary information select *Update* and press **○**, *OK*.

Entering your Internet (HTTP) settings

Choose the *Internet (HTTP) Settings* option and then enter the relevant information into all required fields. Once you have entered all the necessary information select *Update* and press , *OK*.

Entering your Mobile (WAP) settings

Choose the *Mobile (WAP) Settings* option and then enter the relevant information into all required fields. Once you have entered all the necessary information select *Update* and press , *OK*.

 **Tip:** When entering an IP/Gateway address press  to enter a full stop.

Configuring your homepage

In order to configure your homepage select *Settings* from the *Internet* menu and then select the *Homepage* option.

You have three options:

Default


Returns to the default homepage settings. If a default homepage has not been provided please contact your Service Provider.


Current

When in a WAP session this option sets the current WAP page as the homepage.

User Specified

Sets the entered WAP address as the homepage.

 **Note:** To create a user specified homepage you must enter a WAP address in the Homepage URL field.

Once you have selected your desired option select *Update* and press , *OK*.

Images

In order to change your image settings select the *Settings* option from the *Internet* menu and then choose the *Images* option.

You have four options:

Scale

Scales large images to fit the size of the screen.

All

Displays all images regardless of size.

Small

Only displays those images small enough to be displayed fully on the screen.

None

Does not display any images.

 **Note:** Turning off or reducing image size will speed up download time.

Password

In order to change your password settings select the *Settings* option from the *Internet* menu and then select the *Password* option.


You have two options:


Require password

You are required to enter a password each time you enter an authenticated WAP site.

Cache password

Saves your passwords once entered on authenticated WAP sites.

Once you have selected your desired option go to Update and press , *OK*.



In order to delete your saved passwords go to Clear and press , *OK*.

Favourites

The *Favourites* menu allows you to save up to 8 WAP addresses, providing you with quick access to your favourite sites.

There are two ways to create a favourite:

Creating a favourite from the Internet menu


In order to create a favourite select the *Favourites* option from the *Internet* menu. Select the *Add favourite* option and press , *OK*. Enter the desired name and WAP address. Select *Add* and press , *OK*.

The new favourite will now appear in your list of favourites.

Creating a favourite from a WAP page



In order to create a favourite from a WAP page press the *Quick Access* key to go to the *Internet* menu. Select the *Add favourite*

option. The name of your WAP page will appear at the top of the screen.

Enter the desired name for the favourite, select *Add* and press , *OK*. The new favourite will now appear in your list of favourites.



Editing and deleting a favourite

To edit a favourite

Select the *Favourites* option from the *Internet* menu. Select the favourite you would like to edit and press , *Edit*. Change the favourite information, name or URL, select *Update* and press , *OK*.

The favourite is updated.

To delete a favourite

Select the *Favourites* option from the *Internet* menu. Select the favourite you would like to delete and press , *Edit*. Select *Delete favourite* and press , *OK*.


9 Sounds

This menu allows you to configure the various tones that the phone plays when you receive a call or a new text message, or some other event occurs.

Ringer

Select this option to set the ringing tone for incoming calls.

Ringer tone composer

Go into the *Sounds* menu and press , *Composer*.

Change your ringer tones to personalise your phone. Create your own tones with our ringer tone composer.

You have two entry methods.

Text











Notes are entered textually





Graphic




Notes are entered on a musical score


Both entry methods use the same key presses unless stated.

In this menu the keys represent the following notes:

	C		G
	D		A
	E		B
	F		
	Enters a rest (text mode)		
	Enters a rest (graphic mode)		
	Changes the scale of the note between the range 1-4		

-  Changes the duration of the note. Each press decreases the duration of the note between the range: full note, half note, quarter note, eighth note, sixteenth note and thirty-second note.
-  Changes a normal note to a sharp and a sharp back to a normal note.
-  Changes a normal note to a dotted, double dotted or 2/3 note.
-  Erases the previous note. A long press will clear all notes.

 **Tip:** A short press of the  and  keys will move you between notes in either entry mode.

Once you have composed the tone press , *Options* to enter the menu screen. The available options are:

Tempo

Allows you to choose from a list of tempos at which to play your tone.

Play

Allows you to play your melody.

Save

Allows you to save your melody.



Delete


Allows you to delete the tone.

Send

Allows you to send your tone to one of your friends.

Receiving a ringer tone

If you have received a ringer tone press , *Options* to enter the menu from where you can play, save or delete the tone. If you press  the ring tone and message will be deleted.

 **Note:** It is only possible to save 5 ringer tones whether you have composed them yourself or received them as a message. To save more you will have to overwrite an existing ringer tone.

Volume

Select this option to change the volume setting for the different tones that the phone plays.

Key tones

This menu allows you to set the type of keypad tones that you would like to hear when pressing the keys.

You have three options:

Off

No sound emitted upon a key press.

On

Short, low volume tones.

DTMF

These are standard tones, as used in touch tone phones. Each number has its own specific tone.

Vibrator

Select this menu to set the vibrator for incoming calls or text messages.

You have three options:

Off

Deactivates the vibrator function.

On

Sets the phone to vibrate for an incoming call or text message.

Vibrate then ring

Sets the phone to vibrate for a few seconds before the phone starts to ring.

This option is not available on all models. None of the above settings affects any of the sounds settings.

Events

This option allows you to set the alert tones to on or off for the following options:

New message • *New broadcast* • *Low battery* • *Low credit*

This is only with certain subscriptions.

Equalizer

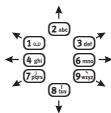
Enter the *Sounds* menu and select *Equalizer*.

This menu allows you to alter the earpiece audio settings of your phone.

Choose from these 3 settings for optimum audio quality:

- *Treble* • *Normal* • *Bass*

FlippIT



Go to the *Extras* menu and select *Games* followed by *FlippIT*.

There are 6 levels; 3x3 is the easiest.

The objective of the game is to change the white discs to black discs. You do this by selecting one of the white discs by pressing the **5** key. This turns the white disc to black, but also turns all of the discs directly above, below, to the left and to the right on the selected discs to black.

You can move the cursor from one to another using the keys in the grid above. On the right of the screen you will see the number of moves that you have made so far, and also the smallest number of moves that it is possible to complete the level in.

With each higher level the grid gets bigger and bigger, and harder!

Quaddro



Go into the *Extras* menu and select *Games* followed by *Quaddro*.

You can select the number of players:

Demonstration mode lets you watch the computer play against itself.

You against the *computer*.

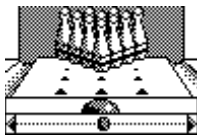
You against a *friend*.

The objective of the game is to drop your counters into the slots along the top of the board, in the attempt to create a line of four, horizontally, vertically or diagonally.

When you drop a counter, it will fall all the way to the bottom or sit on top of any other counters that are in that column. So, think carefully before you play!

You move the flashing cursor left and right along the top of the screen using the **4** and **6** keys. Pressing **5** will drop the counter into the column.

Tenpin



Go into the *Extras* menu and select *Games* followed by *Tenpin*.

The aim of the game is to knock as many of the

pins down as possible.

To play the game press **O**, *New* and the game will begin. The game is played over 10 frames and in each frame you have two attempts to knock down all of the pins.

You can position the ball on the lane by pressing **4** or **6** to move across the lane.

To bowl the ball straight press **(5 pt)** when the Swing bar is positioned in the centre of the bowling ball.

To bowl at an angle press **(5 pt)** when the Swing bar is to the left or right of the bowling ball.

Try to get the top score of 300 and enter your name on the Hi-score table!

To enter your name use the **(2 sub)** and **(8 sub)** keys to scroll through the alphabet. Press **(4 pt)** to move to the next letter and **(6 mm)** to move back. As soon as you have entered your name press **(O)**, **OK** to see the Hi-score table. Press **OK** again to return to the game menu

Cartz



Go to the *Extras Games* followed by *Cartz*. To enter the game options menu press **(O)**, *New*. It is now

possible to start the race immediately or change the level of difficulty and number of laps by using the **(A)**, **(V)** and **(O)** keys.

The object of the game is to race against the other cars through the check-points around four championship tracks. The track will be displayed momentarily before going to the starting grid. When the race starts tap the **(2 sub)** key to accelerate or **(8 sub)** to decelerate.

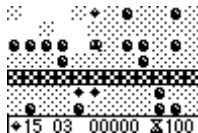
You can steer your car by tapping the **(4 pt)** key to rotate anti-clockwise or the **(6 mm)** key to rotate clockwise. The game may be paused by pressing the **(O)** key.

Tip: You need to tap the keys rather than holding them down.

During the race the status is shown at the bottom of the screen. Your speed is represented by a speed bar. The total race, lap and best lap counters are also shown together with the current lap number. Each time you pass a checkpoint a flag will be shown in the top left of the display. If you miss a checkpoint you will have to go back before you can proceed to the next one.

At the end of the race, if you finish in the top three, you will progress to the next track until the championship is complete. Points are awarded through the races according to your finishing position.

Gem Raider



Go to the *Extras Games* followed by *Gem Raider*. To start the game press **(O)**, *New*.

Gem Raider is a game of strategy and speed where the objective is to make your way through the diamond mine, collect as

many diamonds as possible and find the exit before the air runs out.

When the game starts your character flashes to show its position. To make your way through the mine press **(2 up)** to move up, **(8 down)** to move down, **(4 left)** to move left and **(6 right)** to move right. Game status is at the bottom of the display, showing the number of diamonds left to collect, numbers of lives remaining and score. The time left before you run out of air is shown on the bottom right. The game may be paused by pressing the **(C)** key.

As you dig through the soil, rocks will fall down behind you unless they are supported by more soil. You can support a rock on your head if you dig underneath it but if a rock falls on you it will kill you. Increase your score by collecting diamonds by moving over them. Once you have collected sufficient diamonds your character will flash and you will be able to use the exit.

Deadly butterflies also occupy the mine. If you touch a butterfly it will kill you instantly. For bonus diamonds you can try killing the butterfly by making rocks fall onto it. Once a level is completed any remaining time is credited to your score.

The game ends when you exhaust all of your lives or complete all the levels. You may be able enter your name on the hi-score table. Type your name using the keypad and select **(O)**, **OK** when finished.

Splat



Go to the **Extras** menu and select **Games** followed by **Splat**. To start the game press **(O)**, **New**. You will start on level 1, when you are ready to play, press any key.

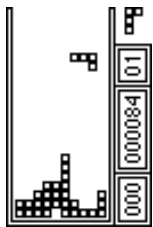
The object of the game is to stop the moles from digging up your garden. You will see a 3x3 grid of mole holes; when you see a mole peep through the hole, hit it by pressing the appropriate **(1-9)** key. For example, if a mole appears in the middle hole, press **(5)** because it is positioned in the middle of the **(1-9)** keys.

Points are awarded for each mole hit. Watch out for surrender flags, if you hit a mole that has surrendered, points will be deducted from your score. Your score and the game status are shown at the bottom of the display. The game may be paused by pressing the **(C)** key.

At the end of the game you will receive a bonus according to your accuracy. Attain 70% or more accuracy to progress to the next level.

The game ends when you fail to progress to the next level or you reach the final level. You may be able enter your name on the hi-score table. Type your name using the keypad and select **(O)**, **OK** when finished.

Sumino



Go to the *Extras* menu and select *Games* followed by *Sumino*. To start the game press **○**, New.

You may find it helpful to rotate your telephone sideways to play this game.

The objective of the game is to arrange the randomly-generated building blocks that fall down the screen such that they interlock to form one or more continuous horizontal lines. Once a continuous line has been formed, it will be removed and all the blocks above it will fall down a line. You will be awarded points for each block positioned and each horizontal line formed.

To move the block left press **2** (←), to move it right press **8** (→). The block can be rotated by pressing **5** (↻). Press **4** (⏏) to make the block drop into place. The game may be paused by pressing the **○** key.

Your score and the game status are shown at the side of the display. The shape of the next block is also shown. The level of difficulty will increase the longer the game is played.

The game ends when the blocks reach the top of the display. You may be able enter your name on the hi-score table. Type your

name using the keypad and select **○**, *OK* when finished.

Scizzors

Go to the *Extras* menu and select *Games* followed by *Scizzors*. You will see an animated display.

In order to select the stone press **1** (1-2-3).

To select the paper press **2** (2-3-4).

To select the scizzors press **3** (3-4-5).

The object of the game is to try and beat the computer by selecting on of the three objects. When you do this the computer also selects on of the 3 objects.

The rules are simple:

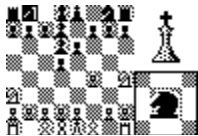
Scizzors (2 fingers out) cuts paper, therefore scizzors wins.

Paper (flat palm) wraps stone, therefore paper wins.

Stone (fist) blunts scizzors, therefore stone wins.

Two of the same result in a draw.

Chess



Go to the *Extras* menu and select *Games* followed by *Chess*.

To enter the game options menu press *New*. It's

possible to play the game against somebody on the same handset or remotely via SMS. Use the *Up/Down* keys to make your selection and *Select* to start the game.

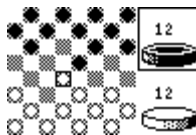
When playing via SMS you will be prompted for the mobile telephone number of the other player before the game starts.

When moves are received from another player the *Messages* option will be displayed in the game menu. Select this option using the *Up/Down* keys and press *Select* twice. Press *Select* again to accept the move or select one of the alternative options shown.

The conventional rules of chess apply. To move a piece, first move the flashing cursor to the piece you wish to move. To move the cursor up press the *2* key, to move it down press the *8* key, to move it left press the *4* key and to move it right press the *6* key. Once the cursor is positioned press the *5* key to select. A selected square is shown with a solid outline. Move the cursor to where you wish to move to using the same method.

The colour of pieces in play is shown in the top right of the display; a diagonal line is shown when the king is in check and an 'X' upon check mate. Castling is achieved by selecting the king and then the rook.

Draughts



Go to the *Extras* menu and select *Games* followed by *Draughts*.

To enter the game options menu press *New*. It's

possible to play the game against somebody on the same handset or remotely via SMS. Use the *Up/Down* keys to make your selection and *Select* to start the game.

When playing via SMS you will be prompted for the mobile telephone number of the other player before the game starts.

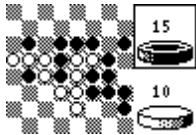
When moves are received from another player the *Messages* option will be displayed in the game menu. Select this option using the *Up/Down* keys and press *Select* twice. Press *Select* again to accept the move or select one of the alternative options shown.

The conventional rules of draughts apply. To move a piece, first move the flashing cursor to the piece you wish to move. To move the cursor up press the *2* key, to move it down press the *8* key, to move it

left press the **(4 left)** key and to move it right press the **(6 right)** key. Once the cursor is positioned press the **(5 down)** key to select. A selected square is shown with a solid outline. Move the cursor to where you wish to move to using the method described above.

Reversi

Go to the *Extras* menu and select *Games* followed by *Reversi*.



Reversi is a two-player board game where each player first chooses a colour and then takes turns to place a

coloured disc on the board. Any discs that get caught between two discs of the opposite colour by a newly placed disc are reversed (i.e. they change colour). You may only place a disc if doing so will reverse at least one other disc. Otherwise you have to miss a turn.

The game ends when either the board is full or neither player can make a move. The winner is the player who has more discs on the board at the end of the game.

To enter the game options menu press **(left)** *New*. It's possible to play the game against somebody on the same handset or remotely via SMS. Use the **(left)** **(right)** keys to make your selection and **(left)** *Select* to start the game.

When playing via SMS you will be prompted for the mobile telephone number of the other player before the game starts.

When moves are received from another player the *Messages* option will be displayed in the game menu. Select this option using the **(left)** **(right)** keys and press **(left)** *Select* twice. Press **(left)** *Select* again to accept the move or select one of the alternative options shown.

Move the flashing cursor to the position in which you wish to place the disk. To move the cursor up press the **(2 up)** key, to move it down press the **(8 down)** key, to move it left press the **(4 left)** key and to move it right press the **(6 right)** key. Once the cursor is positioned press the **(5 down)** key to select.

KombatClub

Go to the *Extras* menu and select *Games* followed by *KombatClub*.

KombatClub is a two-player SMS fighting game set in a fictitious dark and dirty future. Challenge your friends to an all-out, 5 round 'mean streets' bout with whatever weapons come to hand.

Creating your profile

Before playing for the first time you must create your profile. Use the **(left)** and **(right)** keys and select *Options*. Use the **(left)** and **(right)** keys and select *Profile*. Press **(left)** to enter the menu. Select *Edit Name* and press the **(left)**

key again. Enter your name using the keypad followed by **OK**.

Select your preference of character by using the **▲▼** keys and select **Character?** Press **○** to enter the menu. Choose your character using the **▲▼** keys and press **○** to confirm.

Select **○**, **Back** to return to the previous menu.

You will start the game with the following items:

- ◆ A stick and hubcap
- ◆ Bandana
- ◆ Anorak
- ◆ Slippers
- ◆ 250 in cash

A visit downtown



From the main menu select **Downtown** and press **○**. Move around the downtown area by using the **▲▼**

keys and Press **○** to enter. The **○** key can be used to go back to the previous menu.

The Pawnbroker's

Here you can choose from a selection of new weapons and protective wear. Spend your money wisely. Equipment can also be

sold to recoup losses but you will not get a very good price.

The Red Lion

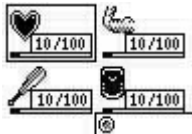
The Red Lion is the busiest public house in town. Here you can review your achievements and replay your saved bouts.

The Wall of Fame

Hi-scores and a league table of results will be written onto the wall of fame in graffiti.

The Dojo

It is possible to meet some of the world's most renowned instructors and tutors in the dojo. In exchange for some cash you may improve your health (top left), strength (top right) or combat (bottom left) and defence (bottom right) skills.



How to challenge another player

From the game menu select **Challenge** and press **○**. If you want to play a friend, select **Phone Number** and press **○** **OK**. Enter the mobile telephone number of the player you wish to challenge and press **○** **OK**. If you want to play against the server, select the server name from the list and press **○** **OK**.

Each bout of combat consists of a series of five moves. For each move there is a choice of high, medium or low attack and defence positions. Each player chooses five attack and defence moves.

Enter your desired attack position using the **▲▼** keys and press **○** to confirm your selection. When you have entered your five attack moves select **Accept** and press **○**.

Repeat this to enter your desired defence positions. If you have more than one type of equipment available you will be asked to choose which equipment to use for this bout. To send the challenge select **Yes** and press **○**.

Accepting a challenge

If you receive a challenge from another player the **Messages** option will appear in the main game menu. Select **Messages** and press **○** to continue.

A list of outstanding challenges will be shown. Use the **▲▼** keys to select the player and press **○**. Select **Accept** if you wish to take up the challenge or **Decline** if you do not. Selecting **Replay later** will return you to the main game menu.

If you choose to accept the challenge enter your five attack and defence moves using the same method as challenging another player.

The Bout of Combat



Once both players have chosen their moves the fight will commence. Each player's remaining health is shown at the

bottom of the display. When bout has finished the results are displayed. Cash is awarded for each successful hit and at the end of the game.

Tip: You can save bouts to watch again later and you can also save your best opponents as Favourites so that you can easily challenge them again.



Playing against a server



You can play against a server, or use a server to matchmake you with other KombatClub players. To add a server use the **▲▼** keys to select **Options** and then use the **▲** and **▼** keys to select **Server**. Select **Add**, enter the server name and press **○**. Enter the server number and press **○** **OK**. The game works in exactly the same way as when you play against your friends.

Customising your telephone


It is possible to assign pictures to items in the main menu, the idle screen, screen saver and contacts in the phone book.





Receiving a picture

Pictures and logos for your phone can be obtained from a wide number of sources. When you have received your picture "1 new picture" will be displayed. To view the picture press , *View*. To accept the picture press , *Save*.

The picture list menu will appear. Highlight a position to save the picture and press , *Select*. Enter a name for the picture using the keypad and press , *OK*.

Managing your pictures

Go to the *Extras* menu followed by *Pictures*, and press , *Select*.

If you have received pictures, they will be displayed by name in the order they were received. Use the   keys to choose a picture and press , *Options*. You may also view the picture by pressing , *View*

Available options from the following menu will appear:

Assign

Used to assign the selected picture to an item.

Unassign

Removes the association of the selected picture to an item.


Delete

Permanently deletes the selected picture.

Unassign all

Removes the association of all pictures to any items. Press , *OK* to confirm.


Delete all




Permanently deletes all pictures. Press , *OK* to confirm.

Memory



Displays the amount of remaining memory.

Assigning a picture

From the above menu select *Assign* and press , *Select*.

From the menu that follows it is possible to assign a picture to any main menu item, the idle screen, screensaver or a contact in your contacts list. Make your choice using the   keys and press , *Select*.

If you select the main menu option a new sub-menu will be displayed. Select the name of the menu you would like to assign the picture to using the method described above. To display pictures in the main menu, animations must be set to off.

 **Tip:** To view the clock when a picture is assigned to the idle screen press the  key.


11 Settings

Languages


This menu allows you to change the language of the phone.


Alarm clock

You can use your phone as an alarm clock.



Enter the *Settings* menu and press , *Alarm*. Set the alarm to *On* and enter the time (in 24hr format) when you require the phone to ring. When it rings press

, *Off* to switch it off, or

, *Snooze* to stop the alarm for ten minutes. The alarm will then sound again.

 **Note:** The alarm will sound even if the phone is switched off. The phone will power on but you will not be able to receive or make calls. Once the alarm finishes the phone will switch off.

Setting time and date

Go to *Set date* and press , *Select*. Enter the date and press , *OK*.


Press , *Select*. Enter the time in 24 hour format, Press , *OK*.

The date and time will be stored.

ScreenSaver

A screensaver is a picture that is displayed when the phone has been idle for a certain amount of time.

It is possible to turn this on or off, select the delay before it becomes active and change the picture.

When the screensaver is active press  to use the phone


Auto redial

When this function is activated, the phone will automatically redial a number when the call attempt fails. If the other user's phone is busy, the phone will wait a few seconds before each attempt, and then beep when it succeeds.

Auto answer


This function is only applicable when certain handsfree accessories (e.g., a personal hands-free headset) are connected to the phone. When you receive an incoming call with this feature activated, the phone rings three times before automatically accepting the call.

Any key answer

When this function is activated, you can answer an incoming call by pressing any key, except , *Reject*.

Animations

It is possible to enable or disable animations of the main menu.

 **Note:** when assigning downloaded pictures to the main menu the menu animations must be set to Off.

Security

Your PIN (Personal Identity Number) code is a code which you can use to protect unwanted users from using your phone. This is the number that the phone asks for at switch on.



PIN Code:



- 1 Activate PIN entry requirement at switch on (if your SIM card supports this).
- 2 Deactivate PIN entry requirement at switch on (if your SIM card supports this).
- 3 Change PIN.
- 4 Change PIN2.


Some network services require a separate security code. This code is the PIN2. This menu allows you to change the PIN2 code that the mobile asks for when using certain features. To activate the PIN code requirement or change the PIN code, you need to enter the current PIN code.

If you don't know your PIN code, contact your service provider.

Shortcuts


To lock/unlock the keypad, press , then  from the main screen.

To enter/exit silent mode press , then  from the main screen.

To enter a pause while dialling press and hold  until the letter *p* appears. This will insert a pause of 3 seconds.

12 Services

Commands

This menu allows you to send special commands to the network to get specific information. This could be information such as the time and date, your own phone number, or the amount of credit remaining on your SIM card. The commands, and whether this feature is available, can be obtained from your service provider. You can store the number of the command and a name. Once stored, scroll to the command and press , *Send* to get the required information from the network.

Network selection

This menu allows you to choose how the phone searches for the network.

Mode

Manual

Sets the search mode to manual

Automatic

Sets the search mode to automatic

Search



Searches for and then displays all available networks. If you are in manual mode then the selected network will become your default network.

You have two options:

Automatic

The phone searches all available networks and automatically selects one.

Manual

The phone searches all available networks and, when finished, displays a list of all the networks found. You can scroll up and down with   to select the network that you wish to use. Once you select a network, your phone will always try to select this network. Network selection stays manual until you switch to automatic mode.

Send number

This menu allows you to select whether you hide your identity or not when you call someone.

There are three options:

Network

Setting returns to Network default setting.

On

Your telephone number is sent to your correspondent when you call.

Off

Your telephone number is not sent to your correspondent when you call.

Cost/timers

This menu contains all information on the amount of time you have spent on calls.

This menu offers five options:

Balance

Displays the amount of credit that you have left on your prepaid card.

Outgoing

Displays the total time that you have spent on your phone on outgoing calls.

Incoming

Displays the total time that you have spent on your phone on incoming calls.

Limit

Allows you to view and set the maximum cost limit that you can go up to.

Rate

Allows you to set the price per unit, and enter the currency in which you wish the call costs to be displayed.

Divert

This network feature allows you to divert your incoming calls to your voice mailbox or to another number.

This menu offers four options:

If busy

When activated, calls will be diverted if you are already in a call.

If no answer

When activated, calls will be diverted if you do not answer your phone.

Unreachable

When activated, calls will be diverted if your phone is off or if you are out of coverage.





All calls

When activated, all of your incoming calls will be diverted. For each of the above,

you can: Check, activate or cancel the service.


Service numbers

Your service provider may have pre-programmed some useful numbers into your SIM card. These numbers normally give access to special services. For more information contact your service provider.



- 1 Press , **Contacts** to display the contact list menu, scroll using  .
- 2 Scroll to the **Service no.** option, then press , **Select**.




Call waiting

This menu allows you to activate or deactivate the call waiting feature.

 **Note:** Your network may not support all of these features. Any unsupported features will not be shown in the menu.

13 Troubleshooting

Problem	Possible cause	Possible corrective action
Phone does not power on	Battery empty	Fully charge the battery and then press  .
	Battery contacts dirty	Clean contacts on battery and phone with a dry cloth, attach battery, wait a few seconds and press  .
Phone does not charge	Battery empty	Charge for 2 hours. Don't worry if the battery icon does not change immediately. Disconnect and try again.
	Charger incorrectly connected	Check the mains socket, and the connection to the phone.
Battery	How long should I charge the battery the first time?	12 hours continuous.
I don't get as much battery life as I expected	The phone uses battery power when it is switched on even if it is not in a call. Making calls and playing with the different functions of the phone will run down the battery faster. The stated battery life is under optimum conditions.	Charge the phone regularly.
"Insert SIM" is displayed when I switch on the phone	SIM card is incorrectly inserted or missing. SIM card is damaged or dirty	Check that the SIM card is positioned correctly, and that the metal clip is slid across. Try again. Visually check the SIM and clean the contacts with a dry cloth. Try again.
The PIN code is blocked	3 incorrect entries	Enter the unblocking code supplied with the SIM card. If you do not have this code, contact your service provider.
The PIN2 code is blocked	3 incorrect entries	Enter the PIN2 unblocking code supplied with the SIM card. If you do not have this code, contact your service provider.
"NCK Code" is displayed on my handset	The handset is locked to a network and a SIM from another network has been placed in the telephone	Remove the SIM and insert the correct network SIM.

Problem	Possible cause	Possible corrective action
"Blocked" is displayed on my handset	The NCK code has been entered incorrectly 10 times and the handset has been security disabled	Return the handset to your service operator or to an authorised Sendo service centre for resetting.
A key on the keypad is not working	The keypad is not seated correctly after removing and replacing the telephones plastic cover	Remove the telephones plastic cover and re-seat the keypad correctly.
Poor display	Low temperature	Move to a warmer place and let the phone warm up.
Can't connect to network	Weak signal	Move into an area of better coverage. If you are in a building, move towards a window.
	Invalid SIM card	Contact your service provider.
	Network not allowed	Try reselecting the network. Switch off and then back on.
Can't make/receive calls	Weak signal	Check that the service provider name is displayed on the screen. If not, try to reconnect to the network.
	Phone is switched off	Press  for a few seconds.
	Check the number	Use the full area code and country code in the number.
	Call key not pressed	After dialling the number you must press  , <i>Call</i> .
	Network is busy	If you hear rapid beeps, then the network is busy. Hang up and try again.
	Call barring or fixed dialling is activated	Check the fixed dialling settings. Otherwise check the call barring settings with your service provider.
	Not registered with service provider	After purchasing your phone, you may need to call your service provider to activate the line.
	No credit left on your prepaid card	Recharge your credit.
Low earpiece volume	Low setting	Press  when you are in a call to increase the volume.
Low ringer tone	Low setting	Go into the <i>Sounds</i> menu, select <i>Volume</i> and increase the setting.

Problem	Possible cause	Possible corrective action
Cannot enter some words	Wrong entry mode	Your phone has T9 text input (i.e. it guesses what words you are trying to enter). To enter a special word press [*#] repeatedly to change to normal multi tap mode.
"Message list full" is displayed in the main screen	Your SIM card memory is full of text messages, therefore you can not receive any more messages.	Go into the Read menu of the message menu and delete some of your messages.
Some features do not work	Feature not supported by the operator or your subscription.	Call your service provider.
Some menus are missing	There are restrictions on your SIM card or subscription.	Call your service provider.
I can only enter names of up to 7 characters in my contact list	Your phone is in Unicode mode.	Change the Characters Message Setting to GSM mode. See Message Settings in section 8 for more information.

14 Safety information

You should observe and follow these guidelines for the safe and efficient use of your phone. Failure to comply with these guidelines and requirements may void your warranty and may invalidate any approvals given to your phone.

Radio Frequency Signals

Your phone transmits and receives radio frequency (RF) signals whenever it is switched on. The design of your phone complies with all relevant standards and recommendations for human exposure to RF energy. Your phones transmission power is controlled by the cellular network at the lowest possible level to maintain a good signal. You may also choose to reduce your exposure to RF signals by controlling the duration of your calls or by using an accessory such as a handsfree device. Your phone has been designed to comply with applicable standards when used correctly in accordance with the user instructions. A sample of this phone model has been tested and found to comply with the following directives, standards or recommendations:

1999/5/EC • 89/336/EEC • 73/23/EEC as amended by 93/68/EEC • 1999/519/EC • AS/NZS 2772.1 (Int):1998 • IEEE Std C95.1, 1999 Edition

Antenna Care and Efficient Operation

Do not use your phone if the antenna is damaged. Replace the antenna only with one approved by the manufacturer. Unapproved antennas or modifications may damage your phone, degrade its performance and violate local regulations. Do not touch the antenna unnecessarily while a call is in progress. Contact with the antenna affects call quality and may cause your phone to transmit at a higher power level than otherwise needed. Hold your phone as you would any other phone. The antenna should point up and over your shoulder.

Batteries

All batteries can cause property damage, injury or burns if a conductive material such as jewellery or keys comes into contact with the exposed terminals. The material may complete an electrical circuit and become quite hot. Exercise care in handling your phone battery. For example, avoid carrying your phone battery loose in a pocket or purse. This product is designed for use with manufacturer-approved batteries only. Use of unapproved batteries may be dangerous and may cause damage to the battery or the phone and may void your warranty.

Accessories

Only use accessories approved by the manufacturer. Using unapproved accessories with your phone may result in degraded performance, fire, electric shock or injury, and may void the warranty. Please check with your dealer for the availability of approved accessories. Your phone is intended for use only with chargers approved by the manufacturer.

Any other use will invalidate any approval given to your phone and may be dangerous.

The mains (AC) charger is compatible only with power sources indicated on its label. Do not connect the charger to a power source of a different voltage or frequency. Do not use the charger outdoors or in areas where it may become wet.

Unplug the charger from the wall socket using the body of the charger, not the cord. Locate the cord so that it will not be tripped over, stepped on or damaged. Do not use the charger if it is damaged. Unplug the charger from the wall socket before cleaning it. Use a slightly damp cloth for cleaning, and allow the charger to dry fully before plugging it in.

Children

Your phone is not a toy. Do not allow children to play with it. They could hurt themselves or others. Children could also damage the phone or make calls that increase your telephone bill.

Electronic Devices

Most modern electronic equipment is shielded from RF signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Pacemakers

The Health Industry Manufacturers Association recommends that a minimum separation of 20 cm (or 6 inches) be maintained between a handheld phone and a pacemaker to avoid potential interference with the pacemaker. The recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

Persons with a pacemaker:

- ◆ Should always keep the phone more than 20 cm (or 6 inches) from their pacemaker when the phone is turned on.
- ◆ Should not carry the phone in a breast pocket.
- ◆ Should use the ear opposite the pacemaker in order to minimize the potential for interference.
- ◆ Consult your doctor or the manufacturer of the medical device if you have any questions.

Hearing Aids

Some digital wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your cellular dealer or hearing aid manufacturer to discuss alternatives.

Other Medical Devices

Operation of any radio transmitting equipment, including your cellular phone, may interfere with the functionality of inadequately protected medical devices. Consult your doctor or the manufacturer of the medical device if you have any questions. Turn your phone off in health care facilities when any regulations require that you do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

Using your phone in a vehicle demands special considerations. The fitting of any accessories to a vehicle should only be undertaken by a suitably qualified person to ensure that vehicle systems are not adversely affected, and that the accessory gives optimum performance.

Interference

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles (e.g., electronic fuel injection systems, antilock braking systems and air bag systems). Check with the manufacturer or representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Driving

Always obey local laws and regulations regarding the use of a cellular phone in the areas where you drive. In some areas, it is illegal to use a cellular telephone while driving, and handsfree operation is required in many other areas. Do not hold your phone in your hand while driving. Give your full attention to driving. Use handsfree operation if possible. Pull off the road and park before making or answering a call if it is safe and legal to do so.

Airbags

Do not place your phone or any accessories in the area over an airbag or in the airbags deployment area. An airbag inflates with great force, and serious injury could occur.

Aircraft

Switch off your phone when in an aircraft and follow any instructions from the aircraft crew. The use of cellular telephones in an aircraft may be dangerous to the operation of the aircraft, may disrupt the cellular network and is often illegal. Failure to observe this instruction may lead to suspension or denial of cellular telephone service to the offender, or legal action or both.

Blasting Areas

To avoid interfering with blasting operations, turn your phone off when in a “blasting area” or in areas posted “turn off two-way radio”. Obey all signs and instructions.

Potentially Explosive Atmospheres

Turn your phone off and do not remove its battery when in an area with a potentially explosive atmosphere. It is rare, but your phone or its accessories could generate sparks. Sparks in such areas could cause an explosion or fire resulting in property damage, bodily injury or even death. Areas with potentially explosive atmospheres are often, but not always, clearly marked. They include:

- ◆ Fuelling areas, such as petrol stations, below deck on boats, and fuel or chemical transfer and storage facilities.
- ◆ Areas where fuel odours are present, such as when a gas leak occurs in a home.
- ◆ Areas where the air contains chemicals or particles, such as grain, dust or metal powders.
- ◆ Any other area where you would normally be advised to turn off your vehicle engine.

Posted Facilities

Turn your phone off in any area where posted notices so require.

Emergency Calls

Some networks may require that a valid SIM card be properly inserted in your phone before you can make an emergency call. Also, emergency numbers vary by location. Check with your service provider or the local cellular network in advance if you are not sure. To make an emergency call, enter the valid emergency number for your location (e.g., 112 in many countries) and press the **CALL** key. You may need to turn off features such as keypad lock before making the call. Consult this user manual for details.

Never rely solely on your mobile phone to make emergency or essential communications.

Taking Care of your Phone

Use a slightly damp cloth to clean your phone. Never use any chemical or abrasive cleaners, as they could damage the phone. Avoid exposing your phone to any severe shocks, extreme (hot or cold) temperatures or moisture. Keep your phone away from open flames such as lit candles or cigarettes.

Servicing

Do not attempt to disassemble or repair your phone, as you may damage the phone or injure yourself and will void your warranty. Only qualified personnel at an authorized service centre should perform repairs. Your phone does not contain any consumer serviceable parts.

Disposal

Your battery and other components may require precautions to be taken for safe disposal. The battery type is indicated on the battery label. Please ensure that all local and/or governmental

regulations are followed when you dispose of this product or its packaging. Refer to your point of sale or local government for information on regulations that apply to this product.

Licensing

Your phone is authorised for use in GSM networks in countries where it is approved. Use in other areas may be illegal and may disrupt other radio communications.

Declaration of conformity

We: Sendo International Ltd
Of: 1601-3 Kinwick Centre, 32 Hollywood Road, Central, Hong Kong.

Declare under our sole responsibility that the product depicted on the front cover of this manual and uniquely identified by the IMEI and type number affixed to the transceiver, to which this declaration relates, is in compliance with the essential requirements of the Radio and Telecommunications Terminal Directive (R&TTE) 1999/5/EC

The conformity assessment procedure referred to in Article 10 and detailed in Annex IV of directive 1999/5/EC has been followed with the involvement of BAPT, Claremont House, 34 Molesey Road, Walton-On-Thames, KT12 4RQ. England.

A copy of the original declaration of conformity is available for download from the Sendo website.

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