



flyPhone™ Quickstart Guide

Refer to the label below during the activation of your flyPhone.



©2007 Firefly Mobile, Inc. FIREFLY, FIREFLY MINUTES and flyPhone are trademarks and the FIREFLY logo is a registered trademark of Firefly Mobile, Inc. All rights reserved.

For more information visit www.fireflymobile.com

Screen images are simulated. Actual screen images may vary among service providers.

Printed in USA
84-0001-036

Table of Contents

SAFETY INFORMATION	iii
Battery Safety/Disposal.....	iv
Customer Service	iv
Terms & Conditions.....	v
About this Quick Start Guide.....	vi
PIN Protection.....	vi
MEET flyPhone	1
GETTING STARTED	2
Remove the Battery.....	2
Install a SIM Card	2
Install the Battery	3
Install the Software	4
Charge the Battery	5
USING flyPhone	6
Power On/Off.....	6
Display Area	6
Soft Keys	8
Keypads.....	9
MAIN MENU	11
Using the Main Menu	11
flyPhone Menus.....	12
SETTING UP flyPhone.....	13
Set the Time and Date	13
USING THE PHONE	14
Make a Call.....	14
Answer a Call.....	14
Check your Voice Mail	14

USING THE CONTACT LIST	15
Add a Name to the Contact List	15
Call Someone on the Contact List	16
USING THE MAILBOX	17
Compose a New Message	17
USING THE CAMERA	18
Take a Picture	18
View Pictures	19
View a Slideshow	19
Delete a Picture	19
PLAYING MUSIC	20
Play a Song	20
Adjust the Volume	20
USING THE ALARMS	21
Set an Alarm	21
Turn Off an Alarm	21
USING THE CALENDAR	22
View Today's Calendar	22
Schedule an Event or Activity	22
PLAYING VIDEOS	23
Play a Movie	23
PLAYING A GAME	24
Play a Game	24
FIREFLY ONE-YEAR LIMITED WARRANTY	25
SPECIFIC ABSORPTION RATE DATA	30
RF ENERGY INTERFERENCE / COMPATIBILITY	32

SAFETY INFORMATION

Read and follow these guidelines. Not following these guidelines may be dangerous or illegal. Read the complete Quick Start Guide and the User's Guide for more information.



Power up (turn on) safely Use this phone only where wireless phones are permitted.



Interference All wireless phones may be susceptible to interference.



Turn off in hospitals Follow any restrictions. Wireless devices can cause interference with medical equipment.



Turn off in aircraft Wireless devices can cause interference with aircraft navigation equipment.



Qualified service Only qualified technicians may repair this product.



Water resistance This phone is not waterproof. Keep it dry.



Emergency calls Make sure the phone is turned on and in service. Type the emergency number and press **Send** to complete the call.

When using the features in flyPhone, obey all laws and respect the privacy and rights of others.

Battery Safety/Disposal

flyPhone uses a rechargeable lithium-ion (Li-ion) battery. A USB cable is provided so that the battery can be charged from the USB port on most computers with the flyKicks software installed. An optional AC charger is also available.

Follow these battery safety guidelines:

- Do not expose the battery to temperatures above 140 degrees F (60 degrees C).
- Do not take the battery apart.
- Do not allow metal objects to touch the terminals.
- Dispose of properly. Do not dispose of in fire. Do not throw in the trash.

Customer Service

Do not return this product to the store. Contact Firefly Customer Service or visit our web site at fireflymobile.com for any of the following:

- Troubleshooting
- Activation questions
- Coverage issues

Terms & Conditions

To use the Firefly handset as a cellular phone, you must obtain service from a wireless service provider. Your service provider may provide additional terms and conditions and instructions for using network services on this phone. Some networks may have limitations that affect how you can use wireless services.

If Firefly Mobile is your wireless service provider, your service is bound by the Firefly Mobile Service Terms & Conditions, which are subject to change. **A complete, up to date listing of Firefly Mobile Service Terms & Conditions can always be found at [www.fireflymobile.com/firefly_minutes/terms & conditions](http://www.fireflymobile.com/firefly_minutes/terms_and_conditions).** Below is a high-level summary of some key terms and conditions for using Firefly services.

Domestic and international calls and text messages are charged at a per unit rate, and airtime usage is billed in full minute increments, rounded up to the next full minute. Described rates apply to calls and text messages originating and terminating within your service area. Calls and text messages originating and/or terminated outside the service and coverage area may be subject to additional charges. Firefly Mobile does not guarantee coverage or network availability.

Please note: Value deposited into your Firefly account(s) will expire, depending on the selected rate plan. Upon account expiration, you will have a 30 day grace period to refill your account before your Firefly phone number is cancelled. A service activation fee and new wireless phone number may be required to reactivate service. More information on rate plans, expiration dates, and reactivation can be found at www.fireflymobile.com.

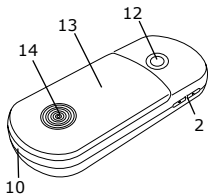
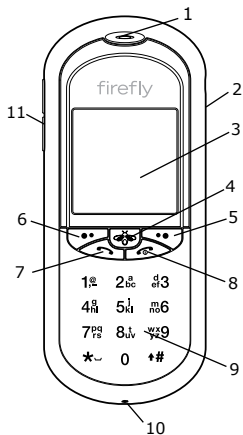
About this Quick Start Guide

This Quick Start Guide provides basic information about using flyPhone. For additional and more detailed information about the features and functions of your flyPhone, go to www.fireflymobile.com to download the User's Guide.

PIN Protection

The PIN-protected Parental Controls can be used to block certain phone functions. See the User's Guide for information on setting Parental Controls, using/restoring the default PIN [1234], and creating a new PIN.

MEET flyPhone

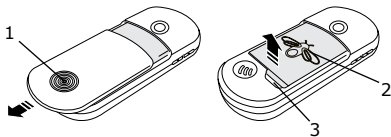


- 1 Earpiece** Hold to ear when using the phone.
- 2 Headset port** For accessory headset.
- 3 Display area** View flyPhone activities.
- 4 Firefly key** Press to see the Main Menu or a list of available options. Press to select an option.
- 5/6 Left/Right keys** Press to select options.
- 7 Send key** Press to answer or make a call.
- 8 End key** Press to end a call. Press and hold to turn flyPhone on/off.
- 9 Keypad** Type names/numbers; select options; navigate lists. The keypad changes for each activity.
- 10 USB computer/connect port** Connect to computer and charge the battery.
- 11 Volume buttons** Press to raise/lower the sound.
- 12 Camera lens** Take pictures.
- 13 Battery compartment** Install battery, SIM card, microSD card.
- 14 Loud speaker**

GETTING STARTED

Remove the Battery

1. Press lightly on the speaker circles (1) with both thumbs and push the cover off the phone. Lift up the cover.



2. Place the tip of your thumb in the indent (3) and lift the battery (2) out of the compartment.

Install a SIM Card

flyPhone requires a SIM card and a charged battery for operation. You must install a SIM card (provided with your phone or obtained through your network service provider). The SIM card contains the phone number for your flyPhone and provides access to network services.

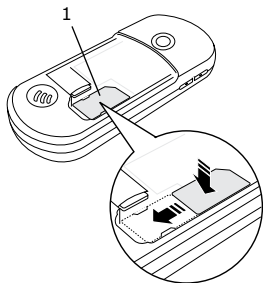
Note: Do not touch the metal part of the SIM card.

1. Remove the battery cover.
2. Remove the battery (if installed).

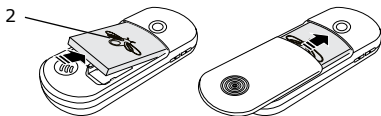
3. Slide a SIM card (1) into the SIM card holder.

Make sure the card fits under the small metal clips, and is pushed in as far as it will go.

4. Install the battery and replace the cover.



Install the Battery



1. Hold the battery so that you can see the Firefly (2), and put the top of the battery into the compartment.
2. Lower the battery into place.
3. Place the cover over the phone and slide it gently forward until it closes.

Install a microSD™ Card

See the User's Guide for information on how to install a microSD™ card to add extra storage capacity to your flyPhone.

Install the Software

Your phone was shipped with a disk containing the flyKicks software that is important to the proper functioning of the phone. The software must be installed on your computer before you charge the battery and use the phone for the first time.

To install the computer software:

1. Turn on your computer.
2. Put the CD-ROM in a CD drive.
Note: It may take a few seconds for the Install Wizard to start.
3. Follow the Wizard instructions.

With the software installed, you will be able to charge the battery, download music, games, ringtones, wallpapers, and videos to the phone.

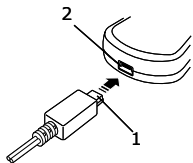
Note: See the online manual that comes with the software for more information.

Charge the Battery


The battery charges when flyPhone is connected to your computer.

Important: You must load the flyKicks software on your computer before charging the battery.

1. Turn on your computer.
2. Put the small USB connector (1) into the connect port (2) on flyPhone.
3. Put the large USB connector into a USB port on your computer.
4. Turn on flyPhone.



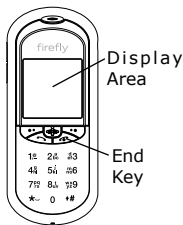
Note: If the phone will not turn on, leave it connected to the computer for 30 minutes, then disconnect the phone. Turn it on, and then reconnect it to the computer.

5. Look at the display area: 
 - Battery is charging No action required.
 - Battery is charged Disconnect and use flyPhone.
 - Unable to Charge Disconnect and try again.

It will take about 3 hours for the battery to charge the first time. Recharge the battery when the battery icon in the display area is at 1 bar or less.

USING flyPhone

Power On/Off



- Press and hold the End key to turn on flyPhone.
- Press and hold the End key to turn off flyPhone.

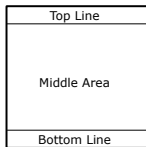
When flyPhone is on, the display area will go dark after a few seconds to conserve power. Press any key to “wake-up” flyPhone.

Display Area

The Display Area shows information about flyPhone.

Top line

Shows status information about network connection strength, alarms, voice mail messages, battery strength, etc.



Middle area

Viewing/activity area for date/time, phone numbers, contact names, Main Menu, photos, music, wallpaper, etc.

Bottom line (Soft keys)

Phone and menu options. Select an option by pressing the soft key below it.

Note: The default menu options are Contacts and Music. See the User's Guide to find out how to change the default options.

Display Area Icons



Important



Network connection



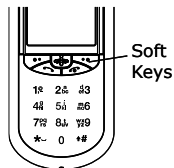
OK



Battery strength

Soft Keys

The 5 soft keys are below the Display Area:



- Press the Left, Firefly, and Right keys to select options on the bottom line of the Display Area.



- Press the Send key to place a call.
- Press the End key to quit a call and to turn flyPhone on and off.

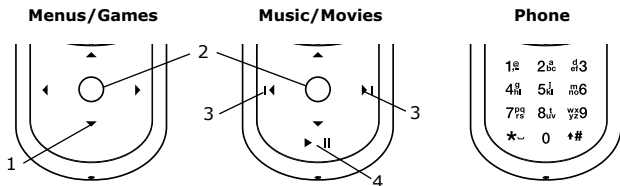
The Firefly key  highlights flyPhone's special features.

- Press it while on the idle screen when you want to see the Main Menu.
- Press it when you see an arrow (^) above it to see lists of options and special features. Then, use the keypad to scroll to and select an item on a list.
- Press the Firefly key again to return to the previous screen.

Keypads

There are 3 keypads. The keypads change automatically depending on what you are doing.

Note: When flyPhone is on, the keypad will go dark when it isn't being used to save power. Press any key to wake up flyPhone.



Menu/Games Keypad

- Press the arrows (1) to scroll to and highlight items in the display area.
- Press the Select circle (2) in the middle to select an option.

Music Keypad

- Press the Fast forward/Reverse arrows (3) to move from one selection to the next. Press and hold to fast forward/reverse within a song or video.
- Press the Select circle (2) to select an option.
- Press Play/Pause (4) to play or pause a song or video.

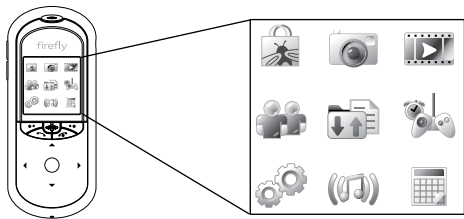
Phone Keypad

Use the Phone keypad to dial the number you want to call, type a name to add to your contact lists, or type a short message.

- Press a number to type a number.
- Press a key quickly to type a letter.
 - Press once to type the first letter,
 - Press 2 times to type the second letter,
 - Press 3 times to type the third letter, and
 - Press 4 times to type the fourth letter.

MAIN MENU

Press the **Firefly** key to see the Main Menu. There are 9 menu options.



Using the Main Menu

To select a menu:

- Press the arrows on the keypad to highlight a menu.
- Press the Select key or the circle on the keypad to open the menu.

To use the menu, look at the bottom line in the display area.

- Press the Left or Right key to select the option.
- Press the Firefly key to see more options when you see a ^ in the bottom line.

flyPhone Menus



flyStore Visit www.fireflymobile.com/flykicks from your computer to learn more about purchasing content for your phone.



Camera Take photos and view them in the display area.



Movies Play videos.



Mailbox Check your messages and send new messages.



Contacts View your phonebook containing a list of names and numbers.



Games and Apps Play games and use special features like alarms and the stopwatch.



Settings Check and change flyPhone's settings, including parental controls.



Music Play music.



Calendar View a calendar and schedule activities and plans.

SETTING UP flyPhone



There are many setup options. See the User's Guide for more information.

Set the Time and Date

Although your phone may automatically pick up the time and date from the network, use this procedure if you want to manually change the time and date.

1. Press the **Firefly** key to access the Main Menu.
2. Scroll to **Settings** and press **Select**.
3. Scroll to **Initial Setup** and press **Select**.
4. To change the time:
 - a. Press **Select**. Scroll to **Set time** and press **Select**.
 - b. Scroll to 12 or 24 hour clock and press **Select**.
 - c. Type the time. Type all 4 digits (02:19) and press **OK**.
 - d. If you selected the 12 hour clock, scroll to **AM** or **PM** and press **Select**.
5. Scroll to **Set date** and press **Select**.
 - a. Scroll to a date format and press **Select**.
 - b. Type the date. Type all digits (05-04-07) and press **OK**.
6. Press **Back** as needed to return to the Main Menu, or press the **End** key to exit the menus.

USING THE PHONE

Make a Call

1. Press and hold the **End** key to turn on the phone.
2. Check the network and battery strength icons at the top of the display area.
3. Use the Phone keypad to type the number you want to call.
4. Press the **Send** key.
5. Press **End** key when you are done talking.

Note: You can also make a call directly from the Contact List.
See the User's Guide for more information.

Answer a Call

1. Press the **Send** key button to answer the call.
2. Press **End** key when you are done talking.

Check your Voice Mail

1. Press and hold the **1** key on the keypad.
2. Follow the voice mail instructions.

USING THE CONTACT LIST



The names and numbers of the people you call often can be stored in the Contact List. When you want to call someone on your Contact List, you can quickly find their name and call without typing the number.

Note: See the User's Guide for information on how to manage the Contact List.

Add a Name to the Contact List

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Contacts** and press **Select**.
3. Press **New** and type the number of the person you are adding to the list and press **Next**.

Hint: Don't forget to include the area code.

4. Type the name and press **Next**.

Optional steps, not required:

5. Scroll to the picture you want to associate with the name and press **Select**.
6. Scroll to the ring tone you want to hear when this person calls you and press **Select**.

Note: New entries are stored to the phone's memory. To store contacts onto the SIM, while in the Contacts List, press the **Firefly** key and scroll to the storage location.

Call Someone on the Contact List

1. Press the **Left** key under Contacts or scroll to **Contacts** in the Main Menu.
2. Scroll to the name of the person you want to call, and make sure the number is correct.
3. Press the **Send** key.

USING THE MAILBOX



There are 6 tabs in the mailbox:

Quick	View a list of Quick messages
Inbox	View a list of messages that you have received
Sent	View a list of messages you have sent
Drafts	View messages that you are working on
Saved	View a list of messages you have saved
Outbox	View a list of messages you have sent, but have not yet been delivered

Note: See the User's Guide for information on how to use and manage the Mailbox.

Compose a New Message

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Inbox** and press **Select**.
3. Press the **Firefly** key and scroll to **New Message**.
4. Type the message and press **OK**.
5. Type the number and press **Send**.

Note: To save the message without sending it, press the **Firefly** key, scroll to **Save to Drafts**, and press **Select**.

USING THE CAMERA



The flyPhone camera lets you take pictures and view them in the display area. You can also move the pictures to your computer.

Note: See the User's Guide and the software manual to find out how to move pictures between flyPhone and your computer.

Take a Picture

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Camera** and press **Select**.
3. Point the camera lens at the object wait for it to focus. (Do not cover the lens with your fingers). Look at the Display Area to see what will be in the picture.
4. Press the **Select circle** on the keypad to take the picture. The picture will be saved automatically.
5. Press the **Firefly** key to adjust the camera settings for lighting, action shots, etc.
6. Press the **Left** key to delete the picture you just took.
7. Press the **Right** key to return to the viewfinder and take more pictures.
8. Press the **End** key exit the camera.

View Pictures

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Camera** and press **Select**.
3. Press **Pictures** to see thumbnails of the photos on flyPhone.
4. Scroll to the picture you want to see and press the **Select circle** on the keypad.

View a Slideshow

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Camera** and press **Select**.
3. Press **Pictures** to see thumbnails of the photos on flyPhone.
4. Press the **Firefly** key.
5. Scroll to **Begin** slideshow and press **Select** to see all of the pictures.

Delete a Picture

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Camera** and press **Select**.
3. Press **Pictures** to see thumbnails of the photos on flyPhone.
4. Scroll to the picture you want to remove and press **Delete**.
5. Press **OK** to delete the picture.

PLAYING MUSIC



Use the Music menu to play songs that are stored on flyPhone.

Note: See the User's Guide for information on how to add and remove songs and download music from the online store.

Play a Song

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Music** and press **Select**.
3. Press the **arrows** on the Music keypad to see the names of the songs. Press the **Firefly** key for more music options.
4. Press the **Play/Pause** key at the bottom of the keypad to play the song. Press **Play/Pause** to end the song.

Adjust the Volume

1. Play a song.
2. Change the volume level.
 - a. Press the **Volume** buttons on the side of flyPhone.
 - b. Press the **up/down arrows** on the Music keypad.

Note: After loading a song onto the phone, you must go to **Music** and press **Select**. Then press the **Firefly** key, scroll to **Songs**, and press **Select** to load the new song into your playlist.

USING THE ALARMS



There are two kinds of alarms—simple and recurrent.

Note: See the User's Guide for information on recurrent alarms.

Set an Alarm

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Games & Applications** and press **Select**.
3. Scroll to **Alarm** and press **Select**.
4. Scroll to **Simple alarm** and press **New**.
5. Type the time you want to hear the alarm. Type all 4 numbers (02:00) and press **OK**.
6. Scroll to **AM** or **PM** and press **Next** (if you are using the 12 hour clock). The time you set will appear under "Simple alarm" on the list.
7. Press **Back** to exit.

Note: Look for the alarm icon in the top line of the display.

Turn Off an Alarm

- Press Snooze to turn off the alarm for five minutes.
- Press Stop to turn off the alarm.

USING THE CALENDAR



Use the calendar to enter your plans and activities by date and time. You can also set reminders so that you don't forget an important event.

Note: See the User's Guide for more information about the calendar.

View Today's Calendar

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Calendar** and press **Select**.

Schedule an Event or Activity

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Calendar** and press **Select**.
3. Scroll to the day of the event and press **New**.
4. Type the name of the event/activity and press **OK**.
5. Type the time the event starts and press **OK**.
6. Scroll to **AM** or **PM** and press **Next** (if using the 12-hour clock).
7. Scroll to **Once** and press **OK**. The day of the event will be highlighted on the calendar.

PLAYING VIDEOS



flyPhone plays videos. Since videos require lots of storage space, you might want to add memory to your phone by installing a microSD card (sold separately). See the flyStore and the User's Guide for more information.

Play a Movie

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Movies** and press **Select**.
3. Press **Movies** to see a list of the movies on flyPhone.
4. Scroll to the video you want to play and press **Select**. Look at the bottom line in the display area to see how long it will take to play this video.

PLAYING A GAME



Play a Game

1. Press the **Firefly** key to see the Main Menu.
2. Scroll to **Games & Applications** and press **Select**.
3. Press **Games** to see a list of the games.
4. Scroll to the game you want to play and press **Select**.

FIREFLY ONE-YEAR LIMITED WARRANTY

Firefly Mobile, Inc. (“Firefly”) warrants that this cellular phone and battery (“Product”) will be free from defects in material and workmanship that result in Product failure during normal usage for ONE (1) YEAR from the date of purchase, according to the following terms and conditions:

1. The limited warranty extends only to the original purchaser (“You” or “Consumer”) of the Product and may not be assigned or transferred to any subsequent purchaser or user. The limited warranty extends only to the Consumer who purchases the Product in the country for its intended sale.
2. Upon request from Firefly, You must prove the date of the original purchase of the Product by a dated bill of sale or dated itemized receipt.
3. During the limited warranty period, Firefly will repair or replace the Product, as Firefly determines, if its limited warranty applies. Firefly will be responsible for parts and labor to repair or replace the Product or defective parts of the Product.
4. The limited warranty does NOT cover defects in appearance, cosmetic, decorative or structural items, including framing, and any parts that do not affect the Product functions.

5. Firefly's limited warranty does NOT apply if any of the following circumstances occurs:
 - a. The Product has been subjected to abnormal use or conditions, improper storage, exposure to moisture or dampness, unauthorized modifications, unauthorized connections, unauthorized repairs, misuse, neglect, abuse, accident, alteration, improper installation, or other acts that are not the fault of Firefly. This includes damage caused by shipping.
 - b. The Product has been damaged by external causes such as liquid, water, collision with an object, or from fire, flooding, sand, dirt, windstorm, lightning, or exposure to weather conditions; battery leakage; theft; blown fuse, electrical surge, or improper use of any electrical source; computer or Internet viruses, bugs, worms, Trojan Horses; or connection to products not recommended for interconnection by Firefly.
 - c. Defects or damages are caused by physical damage to the surface of the Product, including scratches or cracks in or to the outside housing or the LCD display.
 - d. The Product serial number has been removed, defaced, or altered.
 - e. The defect or damage was caused by the defective function of the cellular system or by inadequate signal reception.

6. If damage or a defect develops during the limited warranty period, You must take the following step-by-step procedure:
 - a. Contact Firefly customer service for repair or replacement.
 - b. Remove any additional memory. You must copy to another device and delete from the Product any sensitive data that You have stored in the Product prior to sending the Product for repair or replacement. Firefly is not responsible for additional memory, SIM cards, or accessories returned with the Product.
 - c. You may have to bear the cost of shipping the product to Firefly or to Firefly's authorized return center.
 - d. Purchased content is the responsibility of the user and will not be replaced by Firefly.
 - e. If the Product is covered by Firefly's limited warranty, Firefly will return the repaired or replaced Product to You at Firefly's expense. You are responsible for any expenses related to reinstallation of the Product.
 - f. Firefly will repair or authorize the repair of the Product under the limited warranty within 30 days of receipt of the Product. If Firefly cannot perform repairs covered under this warranty within 30 days, Firefly will provide a replacement Product or refund the purchase price.

7. A repaired Product may consist of used components, some of which have been reprocessed. All used components comply with Product performance and reliability specifications.
8. Returning a Product for warranty repair or replacement will not extend the original warranty period.
9. Firefly's limit of liability under the warranty shall be the actual cash value of the Product at the time the Consumer returns the Product for repair. The cash value shall be determined by the price paid by the Consumer for the Product less a reasonable amount for usage. Firefly shall not be liable for any other losses or damages.
10. The remedies set forth in this limited warranty are Your exclusive remedies for breach of warranty.
11. THE FOREGOING LIMITED WARRANTY IS THE CONSUMER'S SOLE AND EXCLUSIVE REMEDY AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE OR USE. IN NO EVENT SHALL FIREFLY BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, INCLUDING LOSS OF ANTICIPATED BENEFITS OR PROFITS, LOSS OF SAVINGS OR REVENUE, LOSS OF USE OF THE PRODUCT OR ANY ASSOCIATED EQUIPMENT, LOSS OF DATA, COST OF CAPITAL, COST OF ANY SUBSTITUTE EQUIPMENT OR FACILITIES, DOWNTIME, THE CLAIMS OF ANY THIRD PARTIES, INCLUDING CUSTOMERS, AND INJURY TO

PROPERTY, RESULTING FROM THE PURCHASE OR USE OF THE PRODUCT OR ARISING FROM BREACH OF THE WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, STRICT LIABILITY, OR ANY OTHER LEGAL OR EQUITABLE THEORY, EVEN IF FIREFLY KNEW OF THE LIKELIHOOD OF SUCH DAMAGES. FIREFLY SHALL NOT BE LIABLE FOR DELAY IN RENDERING SERVICE UNDER THE LIMITED WARRANTY, OR LOSS OF USE DURING THE PERIOD THAT THE PRODUCT IS BEING REPAIRED OR FOR LOSS OF DATA STORED IN THE PRODUCT.

12. Disclaimers of implied warranties are not enforceable in some jurisdictions, and some jurisdictions do not allow limitation of how long an implied warranty lasts, so the one year warranty limitation may not apply to You. This limited warranty gives You specific legal rights and You may also have other rights that vary from jurisdiction to jurisdiction.
13. This limited warranty is the entire warranty between Firefly and the Consumer, and supersedes all prior and contemporaneous agreements or understandings, oral or written, and all communications relating to the Product. No representative of Firefly or any third party seller of Firefly PRODUCTS may modify these terms, either orally or in writing.

SPECIFIC ABSORPTION RATE DATA

This model wireless phone meets the U.S. Government's requirements for exposure to radio waves.

Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy set by the U.S. Federal Communications Commission (FCC) and by the European Committee for Electrotechnical Standardization (CENELEC). These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age or health.

The exposure standard for wireless mobile phones employs a unit of measurement known as Specific Absorption Rate, or SAR. The SAR limit set by the FCC and CENELEC regulatory authorities is 1.6 W/kg. Tests for SAR are conducted using standard operating positions with the phone transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station, the lower the power output.

Before a wireless phone is available for sale to the public, it must be tested and certified to the FCC and CENELEC that it does not exceed the limit established for safe exposure. The highest SAR value for this model phone when tested for use at the ear is 1.26 W/kg. This SAR compliance is limited to the specific accessories shipped with this phone. For body worn operation this device was tested with 2.5cm separation to the body. Third party belt-clips, holsters, and similar accessories containing metallic components should not be used.

While there may be differences between the SAR levels of various phones and at various positions, they all met the governmental requirements for safe exposure. Please note that improvements to this product model could cause differences in the SAR value for later products; in all cases, products are designed to be within the guidelines.

Additional information on Specific Absorption Rates (SAR) can be found on the Cellular Telecommunications & Internet Association (CTIA) Web site:

<http://www.phonefacts.net>

or the CENELEC Web site:

<http://www.cenelec.org>

RF ENERGY INTERFERENCE / COMPATIBILITY

Nearly every electronic device is subject to RF energy interference from external sources if inadequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your mobile phones may cause interference with other devices. This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by Firefly Mobile, Inc. will void the user's authority to operate the equipment. Use only Firefly approved chargers.

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.

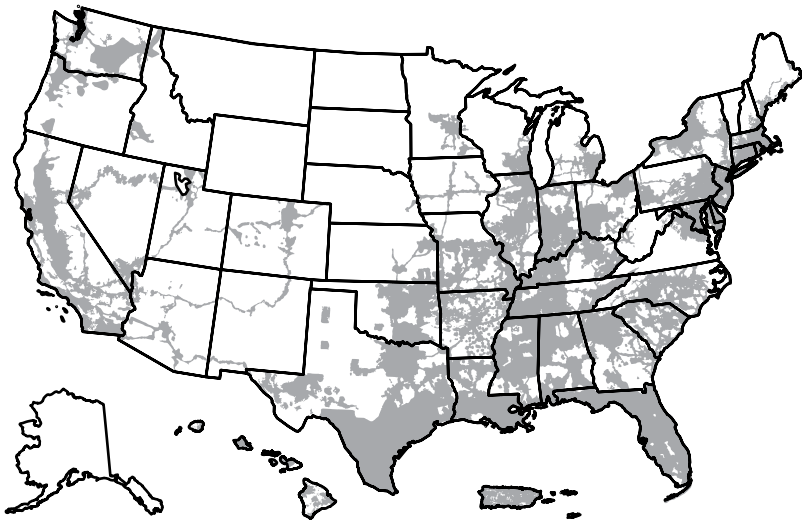
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Follow Instructions to avoid Interference problems. Turn off your mobile device in any location where posted notices Instruct you to do so. These locations include hospitals or health care facilities that may be using equipment that is sensitive to external RF energy.

In an aircraft, turn off your mobile device whenever instructed to do so by airline staff. If your mobile device offers an airplane mode or similar feature, consult airline staff about using it in flight.

Firefly Minutes™ Coverage Map

For more information, visit fireflymobile.com



This map is an approximate depiction of our nationwide GSM coverage outdoors and portions of the coverage map depict networks that are operated by our partners and affiliates. We are not responsible for the performance of those networks. Map may include locations with limited or no coverage. Actual coverage area may differ from map graphics. Firefly Mobile does not guarantee coverage. The Services we provide you depend on over-the-air radio transmissions and many factors can affect your ability to make and receive calls on your wireless phone and the quality of those calls. These factors include your location, the conditions of the atmosphere, the terrain, nearby buildings and other structures.