

The logo for N-GAGE QD features the text 'N-GAGE' in a white, sans-serif font, followed by 'QD' in a stylized orange font where the 'Q' and 'D' are connected. The background is a dark, circular grid pattern that recedes into the distance, creating a tunnel effect. A horizontal line with orange and yellow accents runs across the middle of the page.

**N-GAGE QD**

USER GUIDE

**NOKIA**

The wireless device described in this guide is approved for the use in GSM 850 and GSM 1900 networks.

## LEGAL INFORMATION

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Electronic file created March 12, 2004.

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### **FCC/INDUSTRY CANADA NOTICE**

Your device may cause TV or radio interference (for example, when using a telephone in close proximity to receiving equipment). The FCC or Industry Canada can require you to stop using your telephone if such interference cannot be eliminated. If you require assistance, contact your local service facility. This device complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.

**ADD PATENT TABLE HERE**

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# 1. For your safety

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Read these simple guidelines. Breaking the rules may be dangerous or illegal. Further detailed information is given in this manual.



## **SWITCH ON SAFELY**

Do not switch on the device when wireless phone use is prohibited or when it may cause interference or danger.



## **ROAD SAFETY COMES FIRST**

Don't use a handheld device while driving.



## **INTERFERENCE**

All wireless phones may get interference, which could affect performance.



## **SWITCH OFF IN HOSPITALS**

Follow any regulations or rules. Switch the device off near medical equipment.



### **SWITCH OFF IN AIRCRAFT**

Wireless devices can cause interference in aircraft. Using the Offline profile without Bluetooth active does not cause interference.



### **SWITCH OFF WHEN REFUELING**

Don't use the device at a refueling point. Don't use near fuel or chemicals.



### **SWITCH OFF NEAR BLASTING**

Don't use the device where blasting is in progress. Observe restrictions, and follow any regulations or rules.



### **USE SENSIBLY**

Use only in the normal position. Don't touch the antenna unnecessarily.



### **QUALIFIED SERVICE**

Only qualified personnel may install or repair device equipment.



### **ENHANCEMENTS AND BATTERIES**

Use only approved accessories and batteries. Do not connect incompatible products.



### **WATER-RESISTANCE**

Your wireless device is not water-resistant. Keep it dry.



## BACKUP COPIES

Remember to make backup copies of all important data.



## CONNECTING TO OTHER DEVICES

When connecting to any other device, read its user guide for detailed safety instructions. Do not connect incompatible products.



## CALLING

Ensure the device is switched on and in service. Enter the phone number, including the area code, then press . To end a call, press . To answer a call, press [handset up].



## EMERGENCY CALLS

Ensure the device is switched on and in service. Press as many times as needed (for example, to exit a call, to exit a menu) to clear the display. Enter the emergency number, then press . Give your location. Do not end the call until told to do so. Emergency calls cannot be made in Offline mode.



## HEADPHONES

Do not use dual headphones when your attention is required for safety purposes.



## EPILEPSY WARNING

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.



## CONNECTING TO OTHER DEVICES

When connecting to any other device, read its user guide for detailed safety instructions. Do not connect incompatible products.

## Network services

The wireless device described in this guide is approved for use on the GSM 850 and GSM 1900 networks.

A number of features included in this guide are called Network Services. These are special services that you arrange through your wireless service provider. Before you can take advantage of any of these Network Services, you must subscribe to them through your service provider and obtain instructions for their use from your service provider.



**Note:** Some networks may not support all language-dependent characters and/or services.



**Note:** Check the model number of any charger before use with this device. This device is intended for use when supplied with power from ACP-12 and LCH-12.



**Warning:** Use only batteries, chargers and enhancements approved by Nokia for use with this particular device model. The use of any other types may invalidate any approval or warranty applying to the device, and may be dangerous.

For availability of approved enhancements, please check with your dealer.

When you disconnect the power cord of any enhancement, grasp and pull the plug, not the cord.

When using the features in this device, obey all laws and honor privacy and legitimate rights of others.

## Register your device

Make sure to register your device at [www.warranty.nokiausa.com](http://www.warranty.nokiausa.com) or 1-888-NOKIA-2U (1-888-665-4228) so that we can serve your needs better if you should need to call the center or have your device repaired.

## E-newsletters

When you register your device, you can sign up for Nokia's e-newsletter *Nokia Connections* if you would like. You will receive tips and tricks on using your device, accessory information, and special offers.

## Chargers, batteries, and enhancements

Check the model number of any charger before use with this device. This device is intended for use when supplied with power from the ACP-12 and LCH-12.



**Warning:** Use only batteries, chargers and enhancements approved by Nokia for use with the particular model. The use of any other types may invalidate any approval or warranty, and may be dangerous.

The BL-6C battery is the only battery approved by Nokia for use with this device.

For availability of approved enhancements, please check with your dealer.

When you disconnect the power cord of any enhancement, grasp and pull the plug, not the cord.



## About your device

The wireless device described in this guide is approved for use on GSM 850 and GSM 1900 networks. Contact your service provider for more information about networks.

When using this features in this device, obey all laws and respect privacy and legitimate rights of others.



**Warning:** To use any features in this device, other than the alarm clock, the device must be switched on. Do not switch the device on when wireless phone use may cause interference or danger.

## 2. Getting started

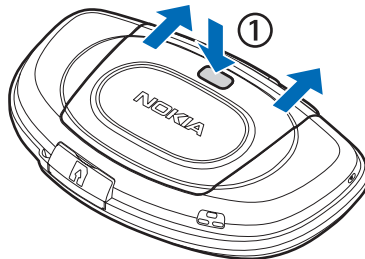
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### Installing the SIM card and battery

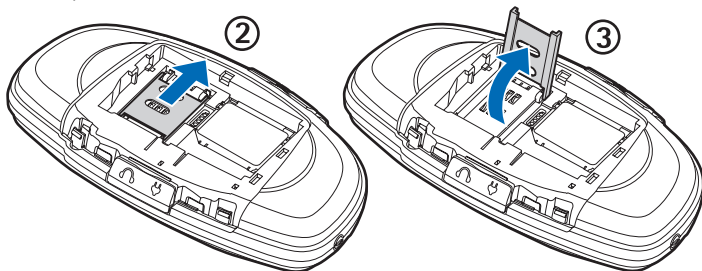
Keep all miniature SIM cards out of the reach of small children.

Before removing the covers, always switch off the power and disconnect the Nokia N-Gage QD™ mobile game deck from the charger or any other device. Avoid touching electronic components while changing the covers. Always store and use the game deck with the covers attached.

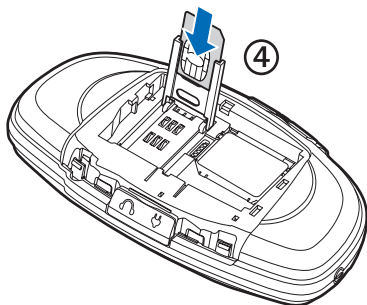
- 1 With the back of the game deck facing you, press the release button (1) and slide the cover in the direction of the arrow.



- 2 To release the SIM card holder, slide the holder in the direction of the arrow (2).
- 3 Open it (3).

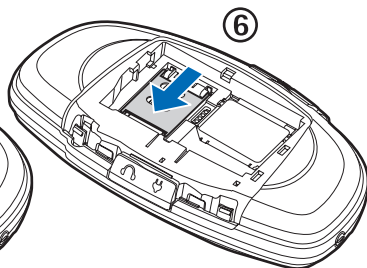
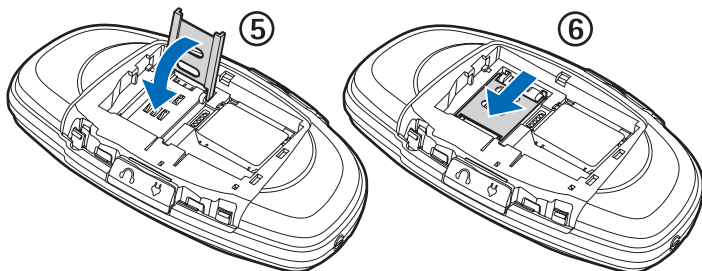


- 4 Insert the SIM card into the holder (4). Make sure that the bevelled corner on the SIM card is facing outward from the holder and that the golden contact area on the card is facing downwards.

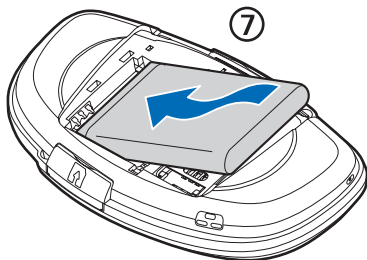


5 Close the SIM card holder (5).


6 Lock it into place (6).

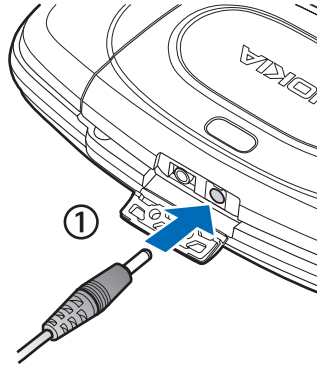


7 Insert the battery (7).  
Replace the back cover.



## Charging the battery

- 1 Connect the power cord to the charger.
- 2 Open the latch marked with . Connect the power cord to the game deck (1).
- 3 Connect the charger to an AC wall outlet. The battery indicator bar starts scrolling. The game deck can be used while charging. If the battery is totally run down, it may take up to a few minutes before the charging indicator is shown.
- 4 When the battery is fully charged, the bar stops scrolling. Disconnect the charger from the game deck and then from the AC outlet.

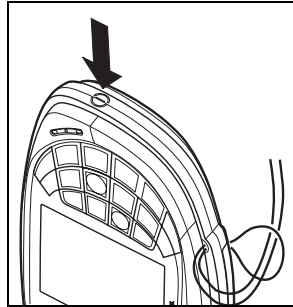


## Switch the game deck on

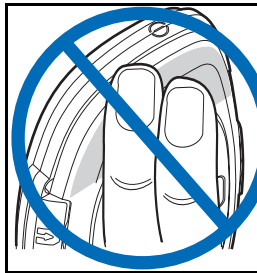


**Warning:** Do not switch on the game deck when wireless phone use is prohibited or when it may cause interference or danger.

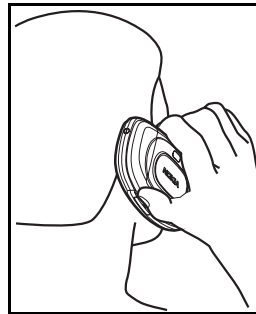
- 1 Press and hold the power key
- 2 If the game deck requests a PIN code, key in the code (displayed as \*\*\*\*) and press **OK**. The PIN code is usually supplied with the SIM card
- 3 If the game deck requests a lock code, key in the lock code (displayed as \*\*\*\*\*) and press **OK**. The factory setting for the lock code is **12345**.  
See [Device and SIM](#).



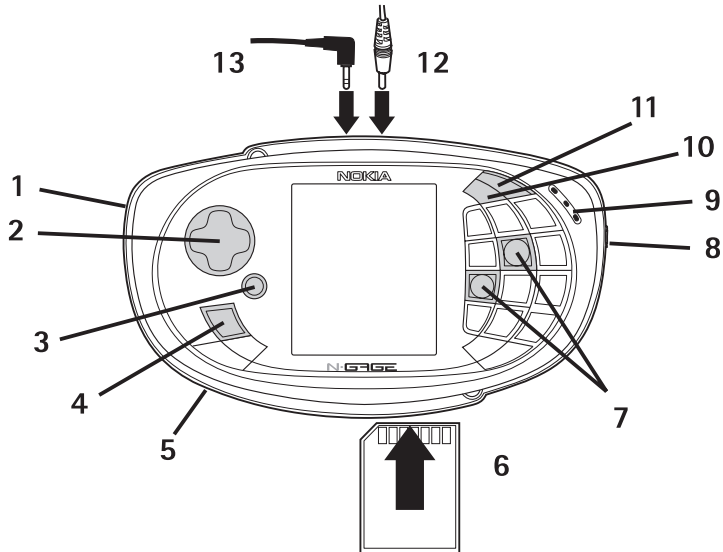
**TIPS ON EFFICIENT OPERATION:** Your game deck has a built-in antenna (grey area shown in the picture). As with any other radio transmitting device, do not touch the antenna unnecessarily when the game deck is switched on. Contact with the antenna affects call quality and may cause the game deck to operate at a higher power level than otherwise needed. Not touching the antenna during a phone call optimizes the antenna performance and the talktime.











**NORMAL POSITION:** Hold the game deck (as shown in the picture) with the antenna pointed up and over your shoulder.



## Keys and parts





- 1 Microphone is on the back.
- 2  Controller key for playing games and menu navigation.
- 3  OK key selects, accepts, or activates. In standby mode, press this key to start a game.
- 4  Menu key opens the main Menu.
- 5 Loudspeaker is on the back.
- 6 Slot for memory or game cards.
- 7  and  are the main game keys.
- 8  Power key is at the side.
- 9 Earpiece.
- 10  Edit key opens a list of commands for text editing such as **Copy**, **Cut**, and **Paste**.
- 11  Clear key for deleting text and items.
- 12 Charger connector.
- 13 Headset connector.







**Warning:** When using a headset your ability to hear outside sounds is reduced. Do not use a headset where it can endanger your safety.

## About the display

A small number of missing, discolored, or bright dots may appear on the screen. This is a characteristic of this type of display. Some displays may contain pixels or dots that remain on or off. This is normal, not a fault.







## Accessing applications in the menu

In standby mode, press the  Menu key to open the main Menu. Use the Controller key  to navigate to different menu applications. To select and open a menu, press the  OK key. Use the same method to select and open other menus and folders.


To quickly return to standby mode and make a phone call, press .



## Keypad lock (Keyguard)


Use the keypad lock to prevent the keys from being accidentally pressed.

- **To lock:** In standby mode press  and . When the keys are locked,  appears on the display.  
Or, press  once, select **Lock keypad** and press **OK**.
- **To unlock:** Press  and .



**Note:** When the keyguard is on, to answer a call, press . During a call, the phone can be operated in the normal way.

 **Note:** When Keyguard is on, calls may be possible to the emergency number programed into your phone (e.g. 911 or other official emergency number). Just key in the emergency number and press . The number is displayed only after you have keyed in its last digit.

 **Note:** If you choose to start games automatically when you insert a game card, the keypad is unlocked when a game starts. Select [Tools > Settings > Device > General > Game auto-start > On](#) to set the auto-start.



**Warning:** In Offline profile you cannot make any calls, including emergency calls, or use other features that require network coverage.

## Inserting a game or memory card



**Important:** Keep all game and memory cards out of the reach of small children.




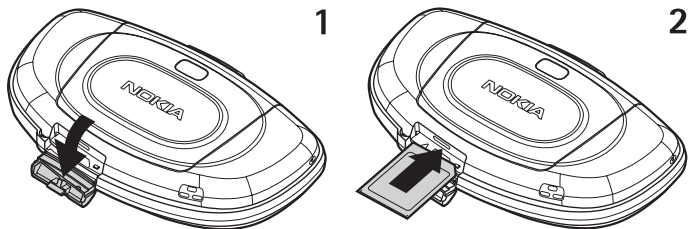
**Important:** Before inserting or removing a memory card, save all unsaved data. Inserting a memory card causes all open applications to close. Unsaved data is lost when applications are closed.




**Important:** Use only MMC cards with this device. Other memory cards, such as Secure Digital (SD) cards, do not fit in the MMC card slot and are not compatible with this device. Nokia can only guarantee full functionality with Nokia manufactured MMC cards with a maximum memory of up to 2 gigabytes.

It is important not to add stickers or any type of adhesive to the MMC card. This may cause the MMC card not to fit the card slot and can corrupt the card or cause loss of data. See [Memory card tool](#).

If you do not want to be interrupted while playing, press  in standby mode and switch to Offline profile. When Offline profile is active, all GSM wireless phone signals to and from the device are prevented. See [Profiles](#) and [Call forwarding \(Network Service\)](#).




- 1 Open the card slot (1).
- 2 Insert a game or a memory card (2).
- 3 Close the card slot.


If you inserted a game card, the game starts automatically. Also, the game icon is automatically added as the last item of the main Menu. Information stored on a memory card is indicated with  in different applications.

## Ejecting a memory card



**Important:** Do not remove the card in the middle of an operation when the  indicator is blinking. Before inserting or removing a memory card, close all applications by pressing **Exit** and save all unsaved data. All applications are closed when inserting or removing the card. Removing the card in the middle of an operation may cause data loss, or the card may become corrupted.



**Important:** Pressing the  key does not close applications, but allows them to run in the background.

Press the power key and select **Remove mem. card** (available only if a memory card is inserted).

Wait until **Memory card can be removed now** text appears and remove the card.


Visit [www.n-gage.com](http://www.n-gage.com) for more information on available games and to get game service settings.



## Playing a game


Insert a game card, see [Inserting a game or memory card](#). When the device is switched on, the game starts automatically.



**Note:** Exit a game before removing a game card from the game deck.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting the game's icon in the menu.

You can use the primary game keys  and  for playing games. Other keys may be used depending on the game. Follow the instructions supplied with the game.

Games can usually be paused and unpaused with . Check the game manual for details.



**Note:** Playing games consumes power and the game deck's operating time is reduced.



**Note:** Exit a game before removing a game card from the game deck.

You can purchase a variety of N-Gage QD games for your game deck. Each N-Gage QD game is supplied on a separate read-only game card (MMC). The game data, such as high scores, is saved to the game deck's memory, not on the N-Gage QD game card. For availability of different games contact your Nokia approved Games supplier or visit [www.n-gage.com](http://www.n-gage.com).

## Saving power when playing

- Reduce display brightness:  
Go to **Tools > Settings > Device > Display > Brightness**.  
Select **Options > Change**.
- Use the headset to listen to the game tones while playing.
- Switch off the Bluetooth connection when you are not using it.











- To save battery power, do not leave games running in the background while you are not playing.

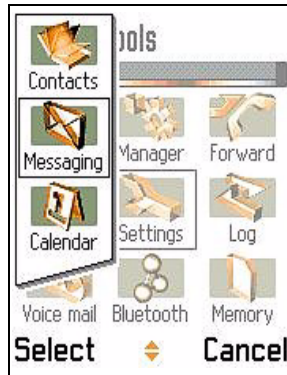
## Starting a multi-player game

You can play some games with two or more players who have the same game on a compatible device. Playing is done via a Bluetooth connection. Before starting a multi-player game, ensure that the Bluetooth settings of the devices are compatible. See [Bluetooth connection](#). Refer to the instructions supplied with the game for details of how to start the game, different levels, additional features, etc.



## Tips for efficient use

- To change the profile, press , and select the profile you want. All profiles are included in the power key menu.
- To open a list of last dialed numbers, press .
- To see which applications are open and to switch between applications that are open, press and hold .
- To select an item, scroll to it and press .
- To connect to Web services, press and hold .
- To return to standby mode, press . The applications you are using are not closed, but are running in the background.
- To select multiple items, press and hold  and at the same time press  or . A check mark is placed next to the selected items. To end the selection, stop the scrolling with the controller key and then release . After you have selected all the items you want, you can move or delete them.
- In some situations, when you press the controller key, a shorter options list appears listing the main commands available in the view.





**Note:** If memory is getting low, the game deck may close some applications. The game deck saves any unsaved data before an application is closed.

## 3. Your game deck

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### Personalizing your game deck








- To change the image shown as standby mode background, go to [Tools > Settings > Device > Standby mode > Wallpaper](#).
- To change the color palette in your phone, go to [Tools > Settings > Device > Display > Color palette](#).
- To change shortcuts assigned for the selection keys in standby mode, go to [Tools > Settings > Device > Standby mode > Left selection key](#) or [Right selection key](#).
- To change the clock shown in standby mode, go to [Tools > Settings > Date and time settings > Clock type > Analog](#) or [Digital](#).
- To change the welcome note, image, or animation, go to [Tools > Settings > Device > General > Welcome note or logo](#).
- To change what is shown in the screen saver, go to [Tools > Settings >](#)




















### Device > Display > Screen saver.

- To change the ringing tones, go to [Tools > Profiles](#). You can define different ringing tones for each profile. The standard profile is [Normal](#), and the current date is displayed instead of the profile name in the navigation bar. See [Profiles](#).
- To adjust the volume of the ringing tone, select [Audio volume](#) in the profile.
- To give an individual ringing tone to a friend, go to [Contacts > Options > Open > Ringing tone](#).
- To rearrange the main Menu, in the main Menu, select [Options > Move, New folder](#), or [Move to folder](#). You can move more rarely used applications in folders and place applications that you use more often to the main Menu.



## Shortcuts in standby mode

- To switch between applications that are open, press and hold .
- To change the profile, press  and select a profile.
- To lock the keypad, press  and .
- To start a game when a game card is inserted, press .
- To open the last dialed numbers list, press  once.
- To start a connection to Web, press and hold . See [Basic steps for accessing Web](#)

Essential indicators in standby mode	
	Offline profile
	You have received one or several messages to the Inbox in Messaging.
	You have received one or several voice messages. See <a href="#">Calling your voice mailbox (Network Service)</a>
	There are messages waiting to be sent in Outbox.
	Shown if <a href="#">Ringing options</a> is set to <a href="#">Silent</a> and <a href="#">Message alert tone</a> to <a href="#">Off</a> . See <a href="#">Profiles</a> .
	The game deck's keypad is locked. See <a href="#">Keypad lock (Keyguard)</a> .
	You have an active alarm. See <a href="#">Setting an alarm</a> .
	You can make calls using phone line 2 only (Network Service).

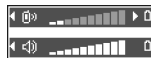
Essential indicators in standby mode	
	All calls to the game deck are forwarded to another number. If you have two phone lines, the forward indicator for the first line is <u>1</u> , and for the second line <u>2</u> .
	A memory card is being read or written to.
	A headset or loopset is connected to the phone.
	A data call is active.
	Shown instead of the signal strength indicator (shown in the top left corner in standby mode) when there is an active GPRS connection. See <a href="#">GPRS</a> .
	Shown when the GPRS connection is on hold, for example, during voice calls.
	A fax call is active.
	Bluetooth is active. Note that, when data is transmitted via Bluetooth,  is shown.

## Volume control

When you have an active call or are listening to a sound, press  or  to increase or decrease the volume level, respectively.

## Loudspeaker

The loudspeaker allows you to speak and listen to the game deck from a short distance without having to hold the game deck to your ear, for example, having it on a table nearby. The navigation bar shows which speaker is in use. To locate the loudspeaker, see [Keys and parts](#).



To start using the loudspeaker during an already active call, select **Options > Activate loudsp..** Sound applications such as Composer and Recorder use the loudspeaker by default.



**Important:** Do not hold the game deck near to your ear while using the loudspeaker because the volume may be extremely loud.

To turn off the loudspeaker, when you have an active call or audio application playing, select **Options > Activate handset**.

## Installing software

Select [Options > View log](#) to see what software packages have been installed or removed and when.

See [Manager](#) and [Applications \(Java™\)](#).



**Important:** If you install a file that contains an update or repair to an existing application, you can only restore the original application if you have the original installation file or a full back-up copy of the removed software package. To restore the original application, first remove the application and then install the application again from the original installation file or the back-up copy.

- 1 Open [Manager](#), scroll to an installation package, and select:
  - [Options > View details](#) to view information such as the type, version number and the supplier or manufacturer of the application.
  - [Options > View certificate](#) to display the security certificate details of the application. See [Certificate management](#).
- 2 Select [Options > Install](#) to start installation.

To send your installation log to a help desk so that they can see what has been installed or removed, select [Options > Send log > Via text message](#) or [Via e-mail](#) (available only if the correct e-mail settings are in place).
- 3 When the game deck asks whether to install or update the application or software, press [Yes](#) to proceed with installation.



If the game deck displays a security warning and you choose to continue installation, you are given the option to view the details and the security certificate of the software package.

During installation, you may be able to choose the installation language and select which components of the software package you want to install.

- 4 The game deck informs you when installation is complete.

## Removing software

Scroll to a software package and select **Options > Remove**. Press **Yes** to confirm.

If you remove software, you can only re-install it if you have the original software package or a full back-up of the removed software package. If you remove a software package, you may no longer be able to open documents created with that software.





**Note:** If another software package depends on the software package that you removed, the other software package may stop working. Refer to the documentation of the installed software package for details.

## 4. Your phone

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### Making a call

To adjust the volume during a call, press  to increase and  to decrease the volume level.


- 1 In standby mode, key in the phone number, including the area code. Press  to remove a number. For international calls, press  twice for the international prefix (the + character replaces the international access code) and then key in the country code, the area code without 0, and the phone number.






**Note:** Calls described here as international may in some cases be made between regions of the same nation.

- 2 Press  to call the number.
- 3 Press  to end the call (or to cancel the call attempt).





**Note:** Pressing  will always end a call, even if another application is active.

In standby mode, press  once, to access a list of the 20 last numbers you called or attempted to call. Scroll to the number you want and press  to call the number.

To change the phone number of your voice mailbox, press  and select **Tools > Voice mailbox** and select **Options > Change number**. Key in the number (obtained from your service provider) and press **OK**.

### **Making a call using Contacts**

Press  and select **Contacts**. Scroll to the desired name. Or, key in the first letters of the name to the Search field. Matching contacts are listed. Press  to call. See [1-touch dialing](#).

## Making a conference call (Network Service)

- 1 Make a call to the first participant.
- 2 Make a call to another participant, select **Options > New call**. Key in or search for the phone number and press **OK**. The first call is automatically put on hold.
- 3 When the new call has been answered, join the first participant in the conference call. Select **Options > Conference**.
  - To add a new person to the call, repeat step 2 and then select **Options > Conference > Add to conference**. You can make a conference call with a maximum of six participants, including yourself.
  - To have a private conversation with one of the participants: Select **Options > Conference > Private**. Scroll to the desired participant and press **Private**. The conference call is put on hold on your game deck. The other participants can still continue the conference call. Once you have finished the private conversation, select **Options > Add to conference** to return to the conference call.
  - To drop a participant, select **Options > Conference > Drop**




[participant](#), then scroll to the participant and press [Drop](#).

4 To end the active conference call, press .

## Answering or declining a call

To answer an incoming call, press  and press  to end the call.


If you do not want to answer a call, press . The caller will hear a “line busy” tone.

If a compatible headset is connected to the phone, you can answer and end a call by pressing the headset key.


If you press [Silence](#), only the ringing tone is muted. Then either answer or decline the call.

If you have activated the [Call forward > If busy](#) function to forward calls, for example, to your voice mailbox, declining an incoming call will also forward the call. See [Call forwarding \(Network Service\)](#).

## Call waiting (Network Service)

If you have activated the Call waiting service, the network will notify you of a new incoming call while you have a call in progress. To change the settings, Press  and select [Tools > Settings > Call > Call waiting](#).

To adjust the game deck tones for different environments and events, for example, when you want your game deck to be silent, see [Profiles](#).

- 1 During a call, press  to answer the waiting call. The first call is put on hold.

To switch between the two calls, press **Swap**.

- 2 To end the active call, press .

## Options during a call

Many of the options that you can use during a call are Network Services. Press **Options** during a call for some of the following options: **Mute** or **Unmute**, **End active call**, **End all calls**, **Hold** or **Unhold**, **New call**, **Conference**, **Private**, **Drop participant**, **Send touch tones**, **Answer**, and **Decline**.

**Swap** to switch between the active call and the call on hold, **Transfer** to connect an incoming call or a call on hold with an active call and to disconnect yourself from the calls.

You can add touch tones to the **Phone number** or **Touch tones** fields in a contact card.

**Send touch tones** to send touch tone strings, for example, passwords or bank account numbers. Key in the touch tone string or search for it in Contacts. Press **\*** repeatedly to produce: **\***, **p** (pause), or **w** (wait). Press **\*#** to produce **#**. Press **OK** to send the tone.


## 5. N-Gage QD Arena launcher

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Arena launcher is an application on your game deck that allows you to connect to N-Gage Arena, an online, world-wide community for gaming. You can compete with other gamers in global rankings and tournaments, and communicate with gamers across the globe. You can also download additional content for your games such as background image, game movies, and receive news about events and new games.

### Connect to N-Gage Arena

There are three ways to connect to N-Gage Arena:

- Use the Arena launcher on your game deck.  
Press  and select **Arena**.
- Go to the N-Gage Arena website from your PC.  
<http://arena.n-gage.com>
- While you are playing a game, select **N-Gage Arena** from the game menu.

The N-Gage Arena launcher and the website provide full access to all features and activities available on N-Gage Arena. The in-game menus provide access to select features and content specific to the game you are playing.

## Getting started



**Note:** To connect to N-Gage Arena with your game deck, you must subscribe to GPRS service. Check with your service provider for availability of service.

## Connection settings

Your Internet access point must be configured to connect to N-Gage Arena. Your service provider may have preconfigured the access point.

- 1 You can check the settings by selecting **Tools > Settings > Connection > Access points.**

If there is no predefined Internet access point, you can order the Internet settings on the N-Gage website.

- 2 Go to <http://support.n-gage.com> and use the Settings Configurator.
- 3 Choose the Internet settings for your service provider. The settings are sent to your game deck in a text message.



**Note:** Accessing N-Gage Arena from your game deck uses GPRS service. Check with your service provider about costs for service.



## Updating Arena launcher

N-Gage Arena launcher is pre installed on your game deck, but updates to the application are released regularly. Each time you open Arena launcher, the application version is checked. If there is a newer version available, you will be asked if you want to download the update. This is an optional update. If you do not download the new version, Arena launcher still operates, but you are not able to use the latest functions.

### Required Arena launcher updates

Some updates to Arena launcher are not optional, but must be downloaded to continue using Arena launcher. You are notified when the update is required.


The complete application is not downloaded. Only the files necessary to update the application on your game deck are downloaded.



**Note:** For the best user experience, it is recommended that you accept all N-Gage arena launcher updates.

## Registration and login

To use the Arena launcher application on your game deck, you need an account. You can register as a member of the N-Gage Arena community by creating an account on your game deck, or on your PC.

- 1 To use your game deck for registration, press  and select **Arena**. If you are already a member of the N-Gage Arena community, login by entering your **username** and **password**.
- 2 If you are not a member, login and register by entering your **date of birth**, a **username**, **password**, **e-mail address**, and other personal data in the appropriate fields.  
You cannot create an account without an e-mail address.



**Note:** The username you choose is the name that appears in your rankings and other N-Gage Arena community listings.



**Tip:** When you login to N-Gage Arena, you can save your password. Highlight the **Save password?** button. You can toggle between **Yes** and **No** by pressing the **OK** key.

## 6. Contacts



Options in the Contacts directory: [Open](#), [Call](#), [Create message](#), [New contact](#), [Edit](#), [Delete](#), [Duplicate](#), [Add to group](#), [Belongs to groups](#), [Mark/Unmark](#), [Send](#), [Contacts info](#), [Help](#), and [Exit](#).

You can add a personal ringing tone, voice tag, or a thumbnail image to a contact card. You can also create contact groups, which allow you to send text messages or e-mail to many recipients at the same time. You can add received contact information (business cards) to your Contacts directory. See [Receiving smart messages](#).







**Note:** Contact information can only be sent to or received from compatible devices.

You can move contacts from many different Nokia phones to your game deck using the Data Import application of the PC Suite for Nokia N-Gage. To use PC Suite, your PC must support Bluetooth. Refer to the PC Suite help function for instructions.


### Saving names and numbers - Creating and editing contact cards

Options when editing a contact card: [Add thumbnail / Remove thumbnail](#), [Add detail](#), [Delete detail](#), [Edit label](#), [Help](#), and [Exit](#).

- 1 Press  and select [Contacts > Options > New contact](#).
  - 2 Fill in the fields that you want and press [Done](#).
- **To edit contact cards**, in the Contacts directory, scroll to the contact card and press .
  - **To change the information on the card**, select [Options > Edit](#).
- To delete contact cards**, in the Contacts directory, scroll to the contact card and select [Options > Delete](#).  
See [Images - Viewing images](#) for more information on how to store pictures.
- **To attach a small thumbnail image to a contact card**, open the contact card, select [Options > Edit](#) and then select [Options > Add thumbnail](#). The thumbnail image is shown when the contact calls.
  - **To add an image to a contact card**, open a contact card, and press  to open the [Image view](#) . To attach an image, select [Options > Add image](#).


## Copying contacts between the SIM card and device memory

Select **Options > Send > Via text message, Via e-mail** (available only if the correct e-mail settings are in place) or **Via Bluetooth**. See the [Messaging](#) chapter, and [Sending data via Bluetooth](#).

- To copy names and numbers from a SIM card to your game deck, press  and select **Tools > SIM directory**. Select the name(s) you want to copy and select **Options > Copy to Contacts**.
- To copy a telephone, fax, or pager number from Contacts to your SIM card, go to Contacts and open a contact card. Scroll to the number, and select **Options > Copy to SIM direct**.

## Adding a ringing tone for a contact card or group

When a contact or group member calls you, the game deck plays the chosen ringing tone (if the caller's telephone number is sent with the call and your game deck recognizes it).

- 1 Press  to open a contact card or go to the Groups list and select a contact group.
- 2 Select **Options > Ringing tone**. A list of ringing tones opens.
- 3 Scroll to the ringing tone you wish to use for the contact or group and

press **Select**.

To remove the ringing tone, select **Default tone** from the list of ringing tones.



**Note:** For an individual contact, the game deck uses the ringing tone that was assigned last. So, if you first change a group ringing tone and then the ringing tone of a single contact that belongs to that group, the ringing tone of the single contact is used.

## Voice dialing

You can make a phone call by saying a voice tag that has been added to a contact card. Any spoken word(s) can be a voice tag. Before using voice dialing, note that:

- Voice tags are not language dependent. They are dependent on the speaker's voice.
- Voice tags are sensitive to background noise. Record them and make calls in a quiet environment.
- Very short names are not accepted. Use long names and avoid similar names for different numbers.




**Note:** You must say the name exactly as you said it when you recorded it. This may be difficult in, for example, a noisy environment or during an emergency, so you should not rely solely upon voice dialing in all circumstances.

## Adding a voice tag to a phone number

- 1 In the **Contacts** directory, open the contact card to which you want to add a voice tag. You can have only one voice tag per contact card.
- 2 Scroll to the number to which you want to add the voice tag and select **Options > Add voice tag**.

**Example:** You can use a person's name for a voice tag, for example, 'John's cell.'

- 3 Press **Start** to record a voice tag. After the starting tone, say clearly the word(s) you want to record as a voice tag. Wait until the game deck plays the recorded tag and saves it. A symbol  can be seen next to the number in the contact card indicating that a voice tag has been added to it.

To view a list of voice tags you have defined, select **Options > Contacts info > Voice tags** in the **Contacts** directory.




**Note:** You can add a voice tag to up to 25 phone numbers.

## Making a call by saying a voice tag

You must say the voice tag exactly as you said it when you recorded it.

To listen to, change, or delete a voice tag, open a contact card and scroll to the number that has a voice tag (indicated by ) and select

**Options > Voice tags**. Then select either **Playback**, **Change**, or **Delete**.

- 1 In standby mode, press and hold . A short tone is played and the note **Speak now** is displayed.
- 2 When you are making a call by saying a voice tag, the loudspeaker is in use. Hold the game deck at a short distance away and say the voice tag clearly.
- 3 The game deck plays the original voice tag, displays the name and number, and dials the number of the recognized voice tag.

If the game deck plays the wrong voice tag, or to retry voice dialing, press **Retry**.





**Warning:** Do not hold the game deck near to your ear when the loudspeaker is in use, because the volume may be extremely loud.



**Note:** Voice dialing cannot be used when a data call or a GPRS connection is active.



## Creating contact groups

- 1 In the Contacts directory, press  to open the Groups list.
- 2 Select **Options > New group**.
- 3 Write a name for the group or use the default name **Group** and press **OK**.
- 4 Open the group and select **Options > Add members**.
- 5 Scroll to a contact and press  to mark it. To add multiple members at a time, repeat this action on all the contacts you want to add.
- 6 Press **OK** to add the contact(s) to the group.




## Removing members from a group

- 1 In the Groups list, open the group you want to modify.
- 2 Scroll to the contact and select **Options > Remove from group**.
- 3 Press **Yes** to remove the contact from the group.



# 7. Calendar





## Creating calendar entries



- 1 Press  and select **Calendar**.
- 2 Select **Options > New entry** and select:
  - **Meeting** to remind you of an appointment that has a specific date and time.
  - **Memo** to write a general entry for a day.
  - **Anniversary** to remind you of birthdays or special dates. Anniversary entries are repeated every year.
- 3 Fill in the fields. Use the Controller key to move between fields.

You can move calendar and to-do data from many different Nokia phones to your game deck or synchronize your calendar to a PC using the PC Suite for Nokia N-Gage. To use PC Suite, your PC must support Bluetooth. See the PC Suite online help.

**Shortcut:** Press any key (  -  ) in any calendar view. A Meeting entry is opened and the characters you keyed in are added to the **Subject** field.

**Alarm** - Select **On** and press  to fill in the **Alarm time** and **Alarm date** fields. Alarm is shown with  in the Day view.

**Stopping a calendar alarm** - Press **Stop** to end the calendar alarm. If you press any other key, the alarm is set to snooze.

**Repeat** - Press  to change the entry to be repeating ( is shown in the Day view).

**Repeat until** - You can set an ending date for the repeated entry.

**Synchronization - Private** - after synchronization the calendar entry can be seen only by you and it will not be shown to others with online access to view the calendar. **Public** - the calendar entry is shown to others who have access to view your calendar online. **None** - the calendar entry will not be copied to your PC when you synchronize.

You can send calendar entries to a compatible phone. See the [Messaging](#) and [Sending data via Bluetooth](#).

4 To save the entry, press **Done**.



**Note:** If you are editing or deleting a repeated entry, choose how you want the change to take effect: **All occurrences** - all repeated entries are deleted / **This entry only** - only the current entry will be deleted.

**Example:** Your weekly class has been canceled. You have set the calendar to remind you every week. Choose **This entry only** and the calendar will remind you again next week.





## Calendar views

Select **Options > Settings** to change the view that is shown when you open the calendar or the starting day of the week.

May								Week 19								Wednesday							
05/18/2004								05/12/2004								05/12/2004							
	Su	Mo	Tu	We	Th	Fr	Sa		Su	Mo	Tu	We	Th	Fr	Sa								
17	25	26	27	28	29	30	1	8AM								8AM							
18	2	3	4	5	6	7	8	9AM								9AM							
19	9	10	11	12	13	14	15	10AM								10AM							
20	16	17	18	19	20	21	22	11AM								11AM							
21	23	24	25	26	27	28	29	12PM								12PM							
22	30	31	1	2	3	4	5	1PM								1PM							
								2PM								2PM							
Options								Back								Options							
																Exit							

In the Month view, dates that have calendar entries are marked with a small triangle at the right bottom corner. Memos and Anniversaries are placed before 8 o'clock.

In the Month view, the number of the week shows in the far left column if Monday is selected as the day the week starts on. Select **Options > Settings > Week starts on > Monday** to see the week number displayed.

- To go to a certain date, select **Options > Go to date**. Write the date and press **OK**.
- **Icons** in Day and Week views:  - **Meeting**,  - **Memo**, and  - **Anniversary**.
- Press # to jump to today.



## 9. Instant Messaging (IM)

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You can now take text messaging to the next level by experiencing IM in a wireless environment. You can engage in IM with friends and family, even if they are on different mobile systems or on the Internet.

IM is different from using SMS or e-mail because you can have a two-way or group conversation where all messages within the conversation are displayed in one screen as an ongoing dialogue. The contact list feature shows you when your friends, family members, and colleagues are online and available to exchange instant messages. Simply select the name, write the message, and send it. Your message stays on the screen. The reply appears on the screen below your original message so that you can track the conversation. As new messages appear and the screen fills up, the older messages disappear.



**Note:** If Instant Messaging is not available from your wireless service provider, it may not appear in your phone's menu.



**Note:** Contact your service provider for more information about signing up for IM services.

### Getting started

Before you can start using IM, you must first:

- Obtain a user ID and password. See [User ID and password](#).

- Ensure that your default GPRS connection is set up.

## User ID and password

Before you can use IM, you must get a user ID and password by registering over the Internet (through your computer) with the IM service provider you selected. During the registration process you can create your user ID and password.

## First login and service settings

The first time you log in to IM, you must enter the server settings. Contact your service provider for the settings.

- 1 From the main phone menu, select **Instant messaging**.  
A message displays asking you to define an instant messaging server.
- 2 Select **Yes**.
- 3 In the **New IM Server** screen, scroll to each of the options and enter the information supplied by your service provider:

**Server name**

**Access point in use**

**URL address**

**User ID**

**Password**

- 4 Select **Back**.

The login screen displays your user ID and password.

- 5 Select **OK**.

**Connecting** appears, then **Login completed** and the **Instant messaging** menu follow.

### Set manual or automatic login

After you first log in, you can use either a manual or an automatic login. If you log in manually, you will receive a screen prompt for your user ID and password each time. The user ID and password you entered previously appear on the login screen (the password is represented by asterisks).

- 1 From the **Instant messaging** menu, select **Options > Settings > IM Settings > Open > Login type > Change**.
- 2 Select one of the following options:

**Automatic**—When you select the IM application, you are automatically connected to the IM service without entering your user ID and password.

**Manual**—When you select the IM application, you are prompted for your user ID and password before being connected to the IM service.

### Set Availability

You can determine whether other users can know if you are online or not. To set your IM presence, perform the following steps:

- 1 From the **Instant messaging** menu, select **Options > Settings > IM Settings > Availability**.



2 Select one of the following options:







**Available**—Others see your status as online, and you receive availability information and messages from others.

**Not active**—Even though others see your status as offline, you receive availability information and messages from others.

### Display and icons

Since each IM service has its own display text and icons, the display on your phone may appear different from this user guide. If you have questions about the various display texts and icons, contact your IM service provider.

The following list shows the IM icons and their descriptions. The icons and display text may appear different for your IM service.

-  Contact online
-  Contact offline
-  Tracking set for contact
-  New unread message
-  IM connected
-  IM disconnected

## Chat sessions

When you send an instant message to another person you initiate a chat session. You can send instant messages to anyone if you have their user ID. You can also add that person to your contact list during an IM session. See [Add a new contact during a chat session](#).

### Start a chat session

- 1 In the **Instant messaging** menu, select **Conversations > Options > New conversation**.
- 2 Select **Select recipient**; then scroll to the desired contact and select **OK**.

OR

Select **Enter user ID**; then enter the recipient user ID and select **OK**.

The Conversation view appears with the contact nickname (if available) or user ID at the top. For the first message in the IM session, the Conversation view will be empty.

- 3 Enter your message in the text entry area; then select **Options > Send**, or press the **OK** key.

The message is sent then displayed at the top of the Conversation view.

- 4 After your contact replies, repeat step 3 to continue your chat session.

### Start a Chat session from IM contacts

- 1 In the **Instant messaging** menu, select **IM contacts**.

- 2 Scroll to the desired contact and select **Options > View conversation**.


The Conversation view appears with the contact name at the top. For the first message in the IM session, the Conversation view will be empty.

- 3 Enter a message in the text entry area; then select **Options > Send**, or press the **OK** key.

The message is sent then displayed in the Conversation view.

- 4 After your contact replies, repeat step 3 to continue your chat session.

### Receive and reply to instant messages

When you receive an instant message, a tiny balloon icon  appears in the upper right corner of the screen to notify you.

Perform the following steps to access and reply to the message:

- 1 In the **Instant messaging** menu, select **Conversations**.
- 2 Scroll to the sender name, and select **Options > Open**.

The Conversation view appears with the contact name or user ID at the top.

- 3 Enter a reply to the message, and select **Options > Send**.

The reply is sent then displayed in the Conversation view.

### Quit chat session

To end your chat session, perform the following steps:

- 1 In the Conversation view, select **Options > End convers.**

- 2 At the confirmation message, select **Yes**.

## Chat history

You can keep a record of your conversation or group chat session.

### Save chat history

To save your conversation or group chat, perform the following steps:

- 1 From the Conversation view or group Conversation view, select **Options > Record convers.**
- 2 In the **Conversation name:** screen, enter a name for the conversation and select **OK**.

The conversation is saved as a note under the **Extras** phone menu.

- 3 To stop recording the conversation, select **Options > Stop recording**.

### View or delete chat history

- 1 In the phone main menu, select **Extras > Notes**; then scroll to the desired conversation.
- 2 To view the conversation, select **Options > Open** and scroll to view the entire conversation.
- 3 To delete the conversation, select **Options > Delete**.
- 4 At the confirmation message, select **Yes**.

## IM contacts

You can add the names of other IM users with whom you will be chatting frequently to your contact list.

### Add a new contact

- 1 In the **Instant messaging** menu, select **IM contacts > Options > Add contact**.
- 2 Enter the contact nickname in the **Nickname** entry area.
- 3 Scroll to the **Name** entry area and enter the contact name.
- 4 Scroll to the **User ID** entry area and enter the contact user ID.
- 5 Select **Done**.

The new contact is added to the contact list.

### Add a new contact during a chat session

- 1 In the Conversation view, select **Options > Add to IM contacts**.  
The **New IM contact** screen opens, with the user ID already filled in.
- 2 Enter the contact nickname in the **Nickname** entry area
- 3 Scroll to the **Name** entry area and enter the contact name.
- 4 Select **Done**.

The new contact is added to the contact list.

## Search for a user

- 1 In the **Instant messaging** menu, select **IM contacts > Options > Search > Users**.
- 2 Select one of the following:
  - User's name**—Enter the first few characters of the contact first and last name, then select **OK**.
  - User ID**—Enter the first few characters of the contact user ID, then select **OK**.
  - Phone number**—Enter the first few numbers of contact phone number, then select **OK**.
  - E-mail**—Enter the first few characters of the contact e-mail address, then select **OK**.

## Search for a group

- 1 In the **Instant messaging** menu, select **IM contacts > Options > Search > Groups**.
- 2 Select one of the following:
  - Group name**—Enter the first few characters of a group name, then select **OK**.
  - Topic**—Enter the first few characters of the group topic, then select **OK**.
  - Members**—Enter the first few characters of the user ID of a group member, then select **OK**.

## Remove a contact from the contact list

- 1 In the **Instant messaging** menu, select **IM contacts**.
- 2 Scroll to the contact name you want to remove and select **Options > Delete**.
- 3 At the confirmation message, select **Yes**.

## Block messages from a contact

- 1 In the **Instant messaging** menu, select **IM contacts**.
- 2 Scroll to the contact you want to block.
- 3 Select **Options > Blocking options > Add to blocked list**.

## Unblock messages from a contact

- 1 In the **Instant messaging** menu, select **IM contacts > Options > Blocking options > Unblock**.

A list of blocked contacts is displayed.

- 2 Scroll to the contact that you want to unblock, and select **OK**.

## Set and release tracking for a contact

You can keep track of whether a contact is online or offline. If the IM setting **Reload user status** is set to **Automatically**, and you have tracking set on for a contact, you will receive a notification whenever that contact's availability changes. See [IM settings](#) for more information.

In the **Instant messaging** menu, select **IM contacts**.

- 3 Scroll to the desired contact and select **Options**.
- 4 Select **Switch tracking on** to set tracking, or **Switch tracking off** to release tracking.

## Group chat

The group chat feature allows you to chat with multiple participants simultaneously. You can create your own private chat groups or be invited to join a live chat in progress. During a group chat, all messages are displayed in one group Conversation view screen. You can also save a group chat history. See [Chat history](#).

### Create chat group

- 1 In the **Instant messaging** menu, select **IM groups > Options > Create new group**.
- 2 Select each of the following options and follow the prompts. The available options are:

**Group name**—Enter a name for the new group, and select **OK**.

**Group topic**—Enter a conversation topic for the group, and select **OK**. The default topic is **General**.

**Welcome note**—Enter a welcome note of up to 100 characters, and select **OK**. The welcome note is displayed to any group member who logs in to the group.

**Group size**—Enter the maximum group size, and select **OK**. The default size is 100 members.



**Allow search**—Determine whether search engines are allowed to show the chat group as a search result. Select either **Yes** or **No**.

**Editing rights**—Determine which group members should have editing rights to the group list. To give a member editing rights, scroll to that member name and press the **OK** key in the middle to mark the name. When you are finished, select **OK**. The **Group creator** always has editing rights and cannot be unmarked.

**Group members**—Determine whether to restrict the chat group to a list of members or to allow anyone to participate. Select either **Selected only** (chat group is restricted to a list of members) or **All** (anyone can join the chat group). See [Add and remove group members](#) for more information.

**Allow private msgs.**—Determine whether participants in the chat group are allowed to send private messages during a group chat. Select either **Yes** or **No**.

- 3 Select **Done**.
- 4 Enter your screen name and select **OK**.

You are connected to the new group conversation in the group Conversation view.

### Join an existing chat group

- 1 In the **Instant messaging** menu, select **IM groups**, scroll to the group you want to join, and select **Options > Open**.
- 2 Enter your screen name and select **OK**.

You are connected to the group conversation in the group Conversation view. The name of the chat group is displayed at the top of the screen.

### Add and remove group members

For a chat group that is restricted to a list of selected members, you can add members to the group and remove members from the group.

- 1 In the group Conversation view, select **Options > IM group > IM group settings > Group members**.
- 2 Scroll to **Selected only** and select **OK**.

### Add member

- 3 In the **Group members** screen, select **Options > Add member**.
- 4 Select **IM Contact**; then scroll to the desired name in the contact list and select **OK**.

OR

Select **Enter user ID**; then enter the user ID and select **OK**.

- 5 Repeat steps 3–4 to add more members to the group.

### Remove member

- 6 In the **Group members** screen, scroll to the member you want to remove and select **Options > Remove**.
- 7 At the confirmation message, select **Yes**.
- 8 Repeat steps 6–7 to remove more members from the group.

- 9 To remove all group members, at the **Group members** screen, select **Options > Remove all**.

### Send an invitation to a group chat



**Note:** Members must be online before you can invite them to a group chat.

- 1 From the group Conversation view, select **Options > Send invitation**.
- 2 Scroll to the contact whom you want to invite to the group chat, and select **OK**.
- 3 Enter an invitation message, and select **Done**.

The invitation is sent.

- 4 To add other members to the group, repeat steps 2–3.

When a member accepts an invitation, a message is displayed in the group Conversation view announcing that the member has joined.

### Accept or reject invitations to group chat

When you receive an invitation to a group chat, the **New invitation received** screen appears, with the user ID (or nickname, if available in contacts) and message of the sender displayed.

#### To accept

- 1 Select **Accept**.  
The **Screen name** screen appears.
- 2 Enter your screen name and Select **OK**.

The group Conversation view appears with the name of the chat group at the top.

### To reject

Select **Cancel**.

### Chat with group members

All group chat messages are displayed in the group Conversation view. The sender name is displayed in front of each message.

Enter a message in the text entry area; then select **Options > Send**, or press the **OK** key in the middle.

Your message is displayed in the group Conversation view under the last message received.

If you exit from the group Conversation view while the group chat is still active, you can return to the chat. In the **Instant messaging** menu, select **IM groups**; then select the name of the chat group.

### Send a private message

While you are in a group chat, you can send a private message to one member of the group. The message cannot be seen by other group members.

- 1 From the group Conversation view, select **Options > Send private msg**.
- 2 Select the contact to whom you want to send the private message.
- 3 Enter the message; then select **Options > Send**, or press the **OK** key in the middle.

## Leave a group chat

From the group Conversation view, select [Options > Leave IM group](#).

## Settings

You can customize your IM and server settings, depending upon the IM service you have selected.

### IM settings

- 1 From the [Instant messaging](#) menu, select [Options > Settings > IM settings > Open](#).
- 2 Select each of the following options; then follow the prompts. The available options are:

[Use screen name](#)—Select either [Yes](#) or [No](#). If you select [Yes](#), enter your screen name (up to 10 characters) and select [OK](#).

[IM presence](#)—Select either [Active for all](#) or [Not active](#). See [Set Availability](#) for more information.

[Message speed](#)—Use the left and right selection keys to move the indicator between [Slow](#) and [Fast](#) on the speed bar; then select [OK](#).

[Reload user status](#)—Select either [Automatically](#) or [Manually](#). If you select [Automatically](#), the online/offline status of your contacts is updated automatically whenever a status changes. If you select [Manually](#), you must update the status by selecting [IM Contacts > Options > Reload user status](#) from the [Instant messaging](#) menu.

**Block invitations**—Select **Yes** to prevent invitations to group chat from appearing, or **No** to allow invitations to appear.

**Login type**—Select either **Automatic** or **Manual**. If you select **Automatic**, IM will log you in automatically each time you start the application.

- 3 When you are finished, select **Back** to save your changes.

### Server settings

- 1 From the **Instant messaging** menu, select **Options > Settings > Server settings > Open**.
- 2 Select one of the following options and follow the prompts:
  - IM server**—Edit the settings for an existing server, create a new server, or delete a server. Contact your service provider for more information.

**Server in use**—Select the server you want to use.

### Log off service

When you log out of the IM service, you can exit the **Instant messaging** menu and return to the phone main menu, or you can remain in the **Instant messaging** menu without an active connection. You can also remain logged in, but return to the phone main menu. This enables you to receive instant messages and chat invitations from your contacts even when using your phone for other purposes, such as making a call or playing a game.

Once you are logged in to the IM service, your phone will keep you logged in even if you have not used your IM application for some time. However, if your GPRS connection is put on hold for more than a few minutes (for example, during a phone call), GPRS is disconnected and your IM connection is lost. The next time you open the IM application, you will need to log in again.

### Log out and return to main menu

In the **Instant messaging** menu, select **Options > Exit**.

**Logging out** appears, followed by a confirmation note. The phone main menu appears in the display.

### Log out and remain in Instant messaging menu

From the **Instant messaging** menu, select **Options > Logout**.

**Logging out** appears, followed by a confirmation note. The **Instant messaging** menu remains in the display, and the IM logo changes to disconnected mode.

### Return to main menu while remaining connected

Press the  key.

# 10. Messaging



In Messaging, you can create, send, receive, view, edit, and organize: text messages, multimedia messages, e-mail messages, and smart messages, special text messages containing data. You can also receive messages and data via Bluetooth, receive WAP service messages, cell broadcast messages as well as send service commands.

Options in the Messaging main view: [Create message](#), [Connect](#) (shown if you have defined mailbox settings) / [Disconnect](#) (shown if a connection to mailbox is active), [SIM messages](#), [Cell broadcast](#), [Service command](#), [Settings](#), [Help](#), and [Exit](#).

When you open Messaging, you can see the [New message](#) function and a list of folders:



**Inbox** - contains received messages except e-mail and cell broadcast messages. E-mail messages are stored in the [Mailbox](#).



**My folders** - for organizing your messages into folders. Organize your messages by adding new folders under [My folders](#).



**Mailbox** - When you open this folder, you can either connect to your remote mailbox to retrieve your new e-mail messages or view your previously retrieved e-mail messages offline. See [Settings for e-mail](#).



**Drafts** - stores draft messages that have not been sent.





**Sent** - stores the last 20 messages that have been sent. To change the number of messages to be saved, see [Settings for the Other folder](#).



**Note:** Messages or data that have been sent via Bluetooth connection are not saved.



**Outbox** - is a temporary storage place for messages waiting to be sent.



**Reports**- you can request the network to send you a delivery report of the text messages, smart messages, and multimedia messages you have sent.



**Note:** Receiving a delivery report of a multimedia message that has been sent to an e-mail address might not be possible.

When you have opened any of the default folders, you can switch between the folders by pressing or .

## Writing text












### Traditional text input

The indicator is shown on the top right of the display when you are writing text using traditional text input.

**Icons:** **ABC** and **abc** indicate the selected case. **Abc** means that the first letter of the word, is written in upper case, and all the other letters will automatically be written in lower case. **123** indicates number mode.


- Press a number key ( - ) repeatedly until the desired character

appears. Note, that there are more characters available for a number key than are printed on the key.



- To insert a number, press and hold the number key.
- To switch between letter and number mode, press and hold .
- If the next letter is located on the same key as the present one, wait until the cursor appears (or press  to end the time-out period), and then key in the letter.
- If you make a mistake, press  to remove a character. Press and hold  to clear more than one character.
- The most common punctuation marks are available under . Press  repeatedly to reach the desired punctuation mark.
- Press  to open a list of special characters. Use the controller key  to move through the list and press **Select** to select a character.
- To insert a space, press . To move the cursor to the next line, press  three times.
- To switch between the different character cases **Abc**, **abc**, and **ABC** press .

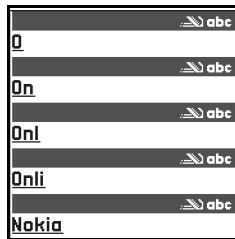
## Predictive text input



**Tip:** To set predictive text input on or off, press  twice quickly when writing text.




You can key in any letter with a single keypress. The predictive text input is based on a built-in dictionary to which you can also add new words. When the dictionary becomes full, a new word replaces the oldest added one.


- 1 To activate predictive text input, press  and select **Predictive text > On**. This will activate predictive text input for all editors in the game deck. The indicator  is shown on the top right of the display when you are writing text using predictive text input.
- 2 Write the desired word by pressing the keys  $\overset{2}{abc}$  -  $\overset{9}{whyz}$ . Press each key only once for one letter. For example, to write 'Nokia' when English dictionary is selected,



press  $\overset{5}{mno}$  for N,  $\overset{6}{mno}$  for o,  $\overset{5}{jkl}$  for k,  $\overset{4}{ghi}$  for i, and  $\overset{2}{abc}$  for a.


The word match is evolving. Wait until keying in the whole word before you check for results. The word suggestion changes after each key press.

- 1 When you have finished writing the word and it is correct, confirm it by pressing  or adding a space by pressing .
- If the word is not correct: Press  repeatedly to view the matching



words the dictionary has found one by one. Or, press  and select **Predictive text > Matches**.

- If the ? character is shown after the word, the word you intended to write is not in the dictionary. To add a word to the dictionary, press **Spell**, key in the word (max. 32 letters) using traditional text input, and press **OK**. The word is added to the dictionary. When the dictionary becomes full, a new word replaces the oldest added word.

## 2 Start writing the next word.

When you press , the following options appear (depending on the editing mode and situation you are in): **Predictive text**, **Alpha mode** (traditional text input), **Number mode**, **Cut** (if text has been selected), **Copy** (if text has been selected) > **Paste** (when text has been cut or copied first), **Insert number**, **Insert symbol**, and **Writing language** (changes the input language for all editors in the game deck).











## Writing compound words

Write the first half of a compound word and confirm it by pressing . Write the last part of the compound word and complete the compound word by pressing  to add a space.

## Turning predictive text input off

Press  and select **Predictive text > Off** to turn predictive text input off for all editors in the game deck.

## Copying text to clipboard

- 1 To select letters and words, press and hold . At the same time, press  or . As the selection moves, text is highlighted.
- 2 To end the selection, stop pressing the controller key.
- 3 To copy the text to clipboard, while still holding , press **Copy**.
- 4 To insert the text into a document, press and hold  and press **Paste**. Or, press  once and select **Paste**.
  - To select lines of text, press and hold . At the same time press  or .
  - If you want to remove the selected text from the document, press .

## Writing and sending messages



**Note:** This function can be used only if it is supported by your network operator or service provider. Only devices that offer compatible picture message, multimedia message, or e-mail features can receive and display these messages. Devices that do not have multimedia features may receive details of a link to a web page.



**Note:** Before you can create a multimedia message, or write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See [Settings for e-mail](#) and [Settings for multimedia messages](#).

You can start to create a message from any application that has the option [Send](#). Choose a file (an image, text) to be added to the message and select [Options >Send](#).

- 1 Select [New message](#). A list of message options opens.
- 2 Select [Create: Text message](#) if you want to create a text message.

### [Sending a multimedia message](#)

- 1 To send a picture message, select [Options > Insert > Picture](#).
- 2 Select [Create: Multimedia message](#), if you want to send a multimedia message (MMS).



**Note:** Each picture message is made up of several text messages. Therefore, sending one picture message may cost more than sending one text message.

Options in the message editor are: [Send](#), [Add recipient](#), [Insert](#), [Attachments](#) (e-mail), [Preview message](#) (MMS), [Objects](#) (MMS), [Remove](#) (MMS), [Delete](#), [Message details](#), [Sending options](#), [Help](#), and [Exit](#).







**Note:** When you are sending a multimedia message to any compatible device other than a Nokia N-Gage game deck, it is recommended to use a smaller image size and a sound clip that is no longer than 15 seconds. The default setting is **Image size: Small**. When you are sending a multimedia message to an e-mail address or another Nokia N-Gage game deck, if possible, use the larger (**Large**) image size (network dependent). To change the image size setting, select **Options > Sending options > Image size** when you are creating a multimedia message.



**Important:** Copyright protections may prevent some images, ringing tones, and other content from being copied, modified, transferred, or forwarded.


## Sending e-mail

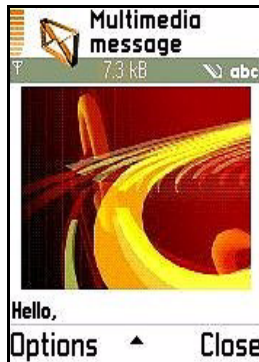
- 1 Select **Create: E-mail** to send e-mail. If you have not set up your e-mail account, you will be prompted to do so.  
Scroll to a contact and press  to mark it. You can mark several recipients at a time.
- 2 Press  to select recipient(s) from the Contacts directory or write the recipient's phone number or e-mail address if you are sending an MMS or e-mail. If you want to send a copy of your e-mail to someone, write the address in the **Cc:** field. Press  to add a semicolon (;) to separate each recipient.
- 3 Press  to move to the message field.

- 4 Write the message.




**Note:** Your game deck supports sending of multiple text messages at the same time, therefore, the normal 160 characters limit for one text message can be exceeded. If your text exceeds 160 characters, it will be sent in two or more messages and message sending may cost you more.


- 5 To add a media object to a multimedia message, select **Options > Insert > Image**, **Sound clip**, **Video clip**, or **Template**. Select the item you wish to add. When sound has been added, the  icon is shown in the navigation bar. If you select **Insert > New sound clip**, Recorder opens and you can record a new sound. The new sound is automatically saved and a copy is inserted in the message.



**Note:** A multimedia message can contain only one image and one sound clip.

- 6 To see what the multimedia message will look like, select **Options > Preview message**.
- 7 To remove a multimedia object, select **Options > Remove > Image**, **Video clip**, or **Sound clip**. Press  to remove text.



8 If you want to add an attachment to the e-mail, select **Options > Insert > Image, Sound clip, Video clip** or **Note**.  will appear in the navigation bar to indicate that the e-mail has an attachment. **Template** adds pre-written text to the e-mail.

9 To send the message, select **Options > Send** or press .



**Note:** E-mail messages are automatically placed in Outbox before sending. If something goes wrong while the game deck is sending the e-mail, the e-mail is left in the Outbox with the status **Failed**.

## Settings needed for multimedia messaging

You may receive the settings as a smart message from your network operator or service provider. See [Receiving smart messages](#). For availability of and subscription to data services, please contact your network operator or service provider.

1 Go to **Tools > Settings > Connection > Access points** and define the settings for a multimedia messaging access point:

**Connection name** - Give a descriptive name for the connection.

**Data bearer** - Select a data connection type: **GPRS** or **Data call**.

**Gateway IP address** - Enter the address.

**Example:** Domain names such as [www.nokia.com](http://www.nokia.com) can be translated into IP addresses like **192.100.124.195**.

**Homepage** - Enter the address of the multimedia messaging center.

- If you selected **Data call**, fill in: **Dial-up number** - a phone number for the data call.
- If you selected **GPRS**, fill in: **Access point name** - the name given to you by your service provider.

See [Connection settings](#).

- 2 Go to **Messaging > Options > Settings > Multimedia message**. Open **Access point in use** and select the access point you created to be used as the connection. See [Settings for multimedia messages](#).

## Settings needed for e-mail

To send files other than sounds and notes as attachments, open the appropriate application and select **Send > Via e-mail**, if available.

Before you can send, receive, retrieve, reply to, and forward e-mail, you must:

- Configure an Internet Access Point (IAP) correctly. See [Connection settings](#).
- Define your e-mail settings correctly. See [Settings needed for e-mail](#).



**Note:** Follow the instructions given by your remote mailbox and Internet Service Provider.

## Inbox



### Inbox icons:

- unread text message,
- unread multimedia message, and
- data received via Bluetooth.

When there are unread messages in Inbox, the icon changes to .

When you receive a message, and the note **1 new message** is shown in standby mode. Press **Show** to open the message. To open a message in Inbox, scroll to it and press .

When you open a multimedia message () , you can see an image, read a message, and hear a sound through the loudspeaker ( is shown if sound is included), simultaneously. If sound is playing, press or to increase or decrease the sound volume. To mute the sound, press **Stop**. To listen to a sound again, select **Options > Play sound clip**.

## Viewing multimedia objects

Options in the Objects view: **Open**, **Save**, **Send**, **Help**, and **Exit**.

To see what kinds of media objects have been included in the multimedia message, open the message and select **Options > Objects**. You can choose to save a multimedia object file in your game deck or send it, for example, via Bluetooth to another compatible device.



**Important:** Multimedia message objects may contain viruses or otherwise be harmful to your game deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. See [Certificate management](#).

## Receiving smart messages

If you receive a vCard file that has a picture attached, the picture will be saved to Contacts as well.

Your game deck can receive many kinds of smart messages (📧), text messages that contain data, also called Over-The-Air (OTA) messages:

- **Picture message** - To save the picture for later use in [Extras > Images > Picture msgs.](#), select [Options > Save picture](#).
- **Business card** - To save the contact information, select [Options > Save business card](#).



**Note:** If certificates or sound files are attached, they will not be saved.

- **Ringtone** - To save the ringing tone to Composer, select [Options > Save](#).
- **Operator logo** - For the logo to be shown in standby mode instead of the network operator's own identification, select [Options > Save](#).

To change the default access point settings for multimedia messaging, go to [Messaging > Options > Settings > Multimedia message > Access point in use](#).

- **Calendar entry** - To save the invitation, select **Options > Save to Calendar**.
- **WAP message** - To save the bookmark to the Bookmarks list in Web, select **Options > Save to bookmarks**. If the message contains both access point settings and bookmarks, to save the data select **Options > Save all**.
- **E-mail notification** - Tells you how many new e-mails you have in your remote mailbox. An extended notification may list more detailed information.
- In addition, you can receive a text message service number, voice mailbox number, profile settings for remote synchronization, access point settings for Web, multimedia messaging or e-mail, access point login script settings, or e-mail settings.

## Receiving web messages

Web messages (📧) are notifications of, for example, news headlines and may contain a text message or a link. For availability and subscription, contact your service provider.

## My folders

You can use texts in the Templates folder to avoid rewriting messages that you send often.



In My folders, you can organize your messages into folders, create new folders, and rename and delete folders. Select [Options > Move to folder, New folder](#), or [Rename folder](#).

## Mailbox



If you select [Mailbox](#) and have not set up your e-mail account, you will be prompted to do so. See [Settings for e-mail](#).

When you create a new mailbox, the name you give to the mailbox replaces [Mailbox](#) in the Messaging main view. You can have several mailboxes (max. six).

### Opening the mailbox

When you open the mailbox, you can choose whether you want to view the previously retrieved e-mail messages and e-mail headings offline or connect to the e-mail server.

When you scroll to your mailbox and press , the game deck asks you if you want to [Connect to mailbox?](#)

- Select [Yes](#) to connect to your mailbox and retrieve new e-mail headings or messages. When you are viewing messages online, you are continuously connected to a remote mailbox via a data call or a GPRS connection. See also [Essential indicators in standby mode](#) and [Connection settings](#).
- Select [No](#) to view previously retrieved e-mail messages offline. When you view e-mail messages offline, your game deck is not connected to the

remote mailbox.

## Retrieving e-mail messages from the mailbox

If you are offline, select **Options > Connect** to start a connection to a remote mailbox.

You can use the PC Suite for Nokia N-Gage to configure access point and mailbox settings. See the CD-ROM supplied in the sales package.


- 1 When you have an open connection to a remote mailbox, select **Options > Retrieve e-mail >**
  - **New** - to retrieve all new e-mail messages to your game deck.
  - **Selected** - to retrieve only the e-mail messages that have been marked.
  - **All** - to retrieve all messages from the mailbox.

To cancel retrieving, press **Cancel**.


- 2 After you have retrieved the e-mail messages, you can continue viewing them online. Or, select **Options > Disconnect** to close the connection and to view the e-mail messages offline.

### E-mail status icons:






 new e-mail (offline or online mode), the content has not been retrieved to your game deck (arrow outwards).



 new e-mail, the content has been retrieved to your game deck (arrow inwards).

 e-mail message has been read.

 e-mail heading that has been read and the message content has been deleted from the game deck.

- 3 To open an e-mail message, press . If the e-mail message has not been retrieved (arrow in the icon is pointing outwards) and you are offline, you will be asked if you want to retrieve this message from the mailbox.
- 4 To view e-mail attachments, open a message that has the attachment indicator  and select **Options > Attachments**. If the attachment has a dimmed indicator, it has not been retrieved to the game deck, select **Options > Retrieve**. In the Attachments view, you can retrieve, open, or save attachments. You can also send attachments via Bluetooth.



**Important:** E-mail attachments may contain viruses or otherwise be harmful to your game deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. See [Certificate management](#).



**Note:** Your mailbox uses the IMAP4 protocol, you can decide whether to retrieve e-mail headings only, messages only, or messages and attachments. With the POP3 protocol, the options are e-mail headings only or messages and attachments. See [Settings for e-mail](#).

### Deleting e-mail messages

To delete an e-mail from the game deck while still retaining it in the remote mailbox.



- Select **Options > Delete > Device only**.
- To delete an e-mail from both the game deck as well as from the remote mailbox.
- To cancel deleting an e-mail from both the game deck and server, scroll to an e-mail that has been marked to be deleted during the next connection (☒), and select **Options > Undelete**.



**Note:** The game deck mirrors the e-mail headings in the remote mailbox. So, although you delete the message content, the e-mail heading stays in your game deck. If you want to remove the heading as well, you have to first delete the e-mail message from your remote mailbox and then make a connection from your game deck to the remote mailbox again to update the status.

- To copy an e-mail from the remote mailbox to a folder under My folders, select **Options > Copy to folder**. Select a folder from the list and press **OK**. Select **Options > Delete > Device and server** to delete the e-mail.



**Note:** If you are offline, the e-mail will be deleted first from your game deck. During the next connection to the remote mailbox, it will be automatically deleted from the remote mailbox. If you are using the POP3 protocol, messages marked to be deleted are removed only after you have closed the connection to the remote mailbox.

## Disconnecting from mailbox

When you are online, select **Options > Disconnect** to end the data call or GPRS connection to the remote mailbox. See also [Essential indicators in standby mode](#).

## Viewing e-mail messages when offline

When you open **Mailbox** the next time and you want to view and read the e-mail messages offline, answer **No** to the **Connect to mailbox?** query. You can read the previously retrieved e-mail headings and/or the retrieved e-mail messages. You can also write new, reply to, or forward e-mail to be sent the next time you connect to the mailbox.

## Outbox - messages waiting to be sent



Status of the messages in Outbox: **Sending**, **Waiting /Queued**, **Resend at** (time) - The game deck will try to send the message again after a time-out period. Press **Send** to restart the sending immediately. **Deferred** - You can set documents to be 'on hold' while they are in Outbox. Scroll to a message that is being sent and select **Options > Defer sending**. **Failed** - The maximum number of sending attempts has been reached. Sending has failed. If you were trying to send a text message, open the message and check that the Sending options are correct.

**Example:** Messages are placed to Outbox, for example, when your game deck is outside network coverage. You can also schedule e-mail messages to be sent the next time you connect to your remote mailbox.

## Viewing messages on a SIM card

Before you can view SIM messages, you need to copy them to a folder in your game deck.

- 1 In the Messaging main view, select **Options > SIM messages**.
- 2 Select **Options > Mark/Unmark > Mark or Mark all** to mark messages.
- 3 Select **Options > Copy**. A list of folders opens.
- 4 Select a folder and press **OK**. Go to the folder to view the messages.

## Cell broadcast (Network Service)



You can receive messages on various topics, such as weather or traffic conditions from your service provider. For available topics and relevant topic numbers, contact your service provider. In the Messaging main view, select **Options > Cell broadcast**. In the main view you can see the status of a topic, a topic number, name, and whether it has been flagged (🚩) for follow-up.

Options in Cell broadcast: **Open, Subscribe /Unsubscribe, Hotmark / Unhotmark, Topic, Settings, Help, and Exit**.

In **Settings**, you can set **Reception** to **On/Off**, select the **Language**, and set **Topic detection** to **On/Off**.



**Note:** A GPRS connection may prevent cell broadcast reception. Contact your network operator for the correct GPRS settings. See [Connection settings](#).

## Service command editor



Select [Messaging > Options > Service command](#). Key in and send service requests (also known as USSD commands), such as activation commands for network services, to your service provider.

## Messaging settings

### Settings for text messages





Options when editing text message center settings: [New msg. center](#), [Edit](#), [Delete](#), [Help](#), and [Exit](#).

Go to [Messaging > Options > Settings > Text message](#).

- [Message centers](#) - Lists all the text message service centers that have been defined. See [Adding a new text message center](#).
- [Msg. center in use](#) - Select which message center is used for delivering text messages.
- [Receive report](#) (Network Service) - To request the network to send delivery reports on your messages. When set to [No](#), only the status [Sent](#) is shown in Log. See [Log settings](#).
- [Message validity](#) - If the recipient of a message cannot be reached within the validity period, the message is removed from the text message service center. Note that the network must support this feature. [Maximum time](#) is the maximum amount of time allowed by the network.

- **Message sent as** - Change this option only if you are sure that your service center is able to convert text messages into these other formats. Contact your network operator.
- **Preferred connection** - You can send text messages via the normal GSM network or via GPRS, if supported by the network. See [GPRS](#).
- **Reply via same ctr.** (Network Service) - Choose **Yes**, if you want the reply message to be sent using the same text message service center number.

### Adding a new text message center

- 1 Open **Message centers** and select **Options > New msg. center**.
- 2 Press , write a name for the service center and press **OK**.
- 3 Press , press  and write the number of the text message service center. You receive the number from your service provider.
- 4 Press **OK**.
- 5 To take the new settings into use, go back to the settings view. Scroll to **Msg. center in use**, press  and select the new service center.

### Settings for multimedia messages

Go to **Messaging > Options > Settings > Multimedia message**.

- **Access point in use (Must be defined)** - Select which access point is used as the connection for the multimedia message center. See [Settings needed for multimedia messaging](#).

**Example:** If your **Access point in use** uses GPRS, you may want to use

GSM data call for the secondary connection. This way you are able to send and receive multimedia messages even when you are not in a network that supports GPRS. Contact your network operator or service provider. See [About data connections and access points](#).



**Note:** If you receive multimedia message settings in a smart message and save them, the received settings are automatically used for the [Access point in use](#). See [Receiving smart messages](#).

- [Secondary conn.](#) - Select which access point is used as the secondary connection for the multimedia message center.



**Note:** Both [Access point in use](#) and [Secondary conn.](#) must have the same [Homepage](#) setting pointing to the same multimedia service center. Only the data connection is different.

- [Multimedia reception](#)




**Important:** When you are outside your home network, sending and receiving multimedia messages may cost you more.



**Important:** If the settings [Only in home net.](#) or [Always on](#) have been selected, your game deck can make an active data call or GPRS connection without your knowledge.

Select [Only in home net.](#) if you want to receive multimedia messages only when you are in your home network. When you are outside your home network, multimedia message reception is turned off. Select [Always on](#) if you want to receive multimedia messages always. Select [Off](#) if you do not want to receive multimedia messages or advertisements at all.

- **On receiving msg.** - Select:
    - Retr. immediately** - if you want the game deck to retrieve multimedia messages instantly. If there are messages with Deferred status, they will be retrieved as well.
    - Defer retrieval** - if you want the multimedia messaging center to save the message to be retrieved later. To retrieve the message later, set **On receiving msg.** to **Defer retrieval**.
    - Decline message** - if you want to decline multimedia messages. The multimedia messaging center will delete the messages.
  - **Allow anon. messages** - Select **No**, if you want to decline messages coming from an anonymous sender.
  - **Receive ads** - Define whether you want to receive multimedia message advertisements or not.
  - **Receive report** - Set to **Yes**, if you want the status of the sent message to be shown in the Log.
-  **Note:** Receiving a delivery report of a multimedia message that has been sent to an e-mail address might not be possible.
- **Deny report sending** - Choose **Yes**, if you do not want your game deck to send delivery reports of received multimedia messages.
  - **Message validity** - If the recipient of a message cannot be reached within the validity period, the message is removed from the multimedia messaging center. Note that the network must support this feature.

**Maximum time** is the maximum amount of time allowed by the network.

- **Image size** - Define the size of the image in a multimedia message. The options are: **Small** (max. of 160\*120 pixels) and **Large** (max. 640\*480 pixels).
- **Default speaker** - Choose **Loudspeaker** or **Handset**, if you want the sounds in a multimedia message to be played through the loudspeaker or the earpiece. See [Loudspeaker](#).

## Settings for e-mail

Options when editing e-mail settings: **Edit**, **New mailbox**, **Delete**, **Help**, and **Exit**.

Go to **Messaging > Options > Settings > E-mail** and select:

**Mailbox in use** to select which mailbox you want to use for sending e-mail.

**Mailboxes** to open a list of mailboxes that have been defined. If no mailboxes have been defined, you will be prompted to do so. Select a mailbox to change the settings:

- **Mailbox name** - Write a descriptive name for the mailbox.
- **Access point in use (Must be defined)** - To choose an Internet Access Point (IAP) for the mailbox. See [Connection settings](#).
- **My mail address (Must be defined)** - Write the e-mail address given to you by your service provider. Replies to your messages are sent to this address.
- **Outgoing mail server: (Must be defined)** - Write the IP address or host



name of the computer that sends your e-mail.

- **Send message** - Define how e-mail is sent from your game deck.
- **Immediately** - A connection to the mailbox is started after you have selected **Send. During next conn.** - E-mail is sent when you connect to your remote mailbox the next time.
- **Send copy to self** - Select **Yes** to save a copy of the e-mail to your remote mailbox and to the address defined in **My mail address**.
- **Include signature** - Select **Yes** if you want to attach a signature to your e-mail message and to start to write or edit a signature text.
- **User name:** - Write your user name, given to you by your service provider.
- **Password:** - Write your password. If you leave this field blank, you will be prompted for the password when you try to connect to your remote mailbox.
- **Incoming mail server: (Must be defined)** - The IP address or host name of the computer that receives your e-mail.
- **Mailbox type:** - Defines the e-mail protocol your remote mailbox service provider recommends. The options are **POP3** and **IMAP4**.



**Note:** This setting can be selected only once and cannot be changed if you have saved or exited from the mailbox settings.



**Note:** If you are using the POP3 protocol, e-mail messages are not updated automatically in online mode. To see the newest e-mail messages, you need to disconnect and then make a new connection to your mailbox.

- **Security** - Used with the POP3, IMAP4, and SMTP protocols to secure the connection to the remote mailbox.
- **APOP secure login** (not shown if IMAP4 is selected for **Mailbox type**;) - Used with the POP3 protocol to encrypt the sending of passwords to the remote e-mail server.
- **Retrieve attachment** (not shown if the e-mail protocol is set to POP3) - To retrieve e-mail with or without attachments.
- **Retrieve headers**- To limit the number of e-mail headers you want to retrieve to your game deck. The options are **All** and **User defined** (can only be used with the IMAP4 protocol).

### Settings for service messages

Go to **Messaging > Options > Settings > Service message**. Choose whether or not you want to receive service messages. **Authentic. needed** - Choose if you want to receive service messages only from authorized sources.

### Settings for Cell broadcast (Network Service)

Check with your service provider what the available topics and related topic numbers are and go to **Messaging > Options > Settings > Cell broadcast** to change the settings.

- **Language - All** allows you to receive cell broadcast messages in all

supported languages. **Selected** allows you to choose in which languages you wish to receive cell broadcast messages. If you cannot find the desired language, select **Other**.

- **Topic detection** - If you receive a message that does not belong to any of the existing topics, **Topic detection > On** allows you to save the topic number automatically. The topic number is saved to the topic list and shown without a name. Choose **Off** if you do not want to save new topic numbers automatically.

### Settings for the Other folder


Go to **Messaging** and select **Options > Settings > Other**.

- **Save sent messages** - Choose if you want to save a copy of every text message, multimedia message, or e-mail that you have sent to the Sent items folder.
- **No. of saved msgs.** - Define how many sent messages will be saved to the Sent items folder at a time. The default limit is 20 messages. When the limit is reached, the oldest message is deleted.

# 11. Web

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Various service providers maintain pages specifically designed for mobile devices. To access these pages, press  and select **Web**. These pages use the Wireless Markup Language (WML) or Extensible Hypertext Markup Language (XHTML). Web pages using the Hypertext Markup Language (HTML) cannot be viewed on your phone.



**Note:** Check the availability of services, pricing, and tariffs with your network operator and/or service provider. Service providers will also give you instructions on how to use their services.

## Basic steps for accessing Web

- Save the settings that are needed to access the service that you want to use. See the sections [Receiving settings in a smart message](#) and [Keying in the settings manually](#).
- Make a connection to the Web. See [Making a connection](#).
- Start browsing the pages. See [Browsing](#).
- End the connection to Web. See [Ending a connection](#).

## Receiving settings in a smart message

Settings may be available, for example, on the web site of a network operator or service provider.

You may receive Web service settings in a special text message, a so-called smart message, from the network operator or service provider that offers the Web page. See [Receiving smart messages](#). For more information, contact your network operator or service provider.

## Keying in the settings manually

Follow the instructions given to you by your service provider.

- 1 Go to **Tools > Settings > Connection > Access points** and define the settings for an access point. See [Connection settings](#).
- 2 Go to **Web > Options > Add bookmark**. Write a name for the bookmark and the address of the page defined for the current access point.

## Bookmarks view

**Glossary:** A bookmark consists of an Internet address (mandatory), bookmark title, access point, and if the Web page requires, a user name and password.




**Note:** Your phone may have some pre-installed bookmarks for sites not affiliated with Nokia. Nokia does not warrant or endorse these sites. If you choose to access them, you should take the same precautions, for security or content, as you would with any site.



The starting page defined for the access point. If you use another access point for browsing, the starting page is changed accordingly.



The last visited page. When the phone is disconnected from Web, the address of the last visited page is kept in memory until a new page is visited during the next connection.


 Any bookmark showing the title or Internet address of the bookmark.

Options in the Bookmarks view: [Open](#), [Download](#), [Back to page](#), [Send](#), [Go to web address / Find bookmark](#), [Add bookmark](#), [Edit](#), [Delete](#), [Read service msgs.](#), [Disconnect](#), [Move to folder](#), [New folder](#), [Mark/Unmark](#), [Rename](#), [Clear cache](#), [Details](#), [Add to 'Go to'](#), [Settings](#), [Help](#) and [Exit](#).

## Making a connection


**Shortcut:** To start a connection, press and hold  in standby mode.

Once you have stored all the required connection settings, you can access the pages.

Select a page or a bookmark, or write the address, press  to start to download the page.

To send a bookmark, scroll to it and select [Options > Send > Via text message](#).

## Connection security


If the security indicator  is displayed during a connection, the data transmission between the phone and the internet gateway or server is encrypted and secure.


Options when browsing: [Open](#), [Service options](#), [Bookmarks](#), [History](#), [Go to web address](#), [View image](#), [Read service msgs.](#), [Save as bookmark](#), [Send bookmark](#), [Reload](#), [Disconnect](#), [Show images](#), [Clear cache](#), [Save page](#), [Find](#), [Details](#), [Session](#), [Security](#), [Settings](#), [Help](#), and [Exit](#).



**Note:** The security icon does not indicate that data transmission between the gateway and the content server (place where the requested resource is stored) is secure. It is up to the service provider to secure data transmission between the gateway and the content server.

## Browsing

- To go to the previous page while browsing, press **Back**. If **Back** is not available, select **Options > History** to view a chronological list of the pages you have visited during a browsing session. The history list is cleared each time a session is closed.
- To retrieve the latest content from the server, select **Options > Reload**.
- To save a bookmark, select **Options > Save as bookmark**.
- To save a page, while browsing select **Options > Save page**. You can save pages either to the game deck's memory or on a memory card and browse them when offline. To access the pages later, press  in the Bookmarks view.

To access the Bookmarks view while browsing, press and hold down . To return to the browser view again, select **Options > Back to page**.

- To open a sublist of commands or actions for the currently open page, select **Options > Service options**.
- You can download items such as ringing tones, images, operator logos and video clips. Downloaded items are saved in the respective


applications on your game deck, for example, a downloaded image is saved in [Images](#).



**Note:** Copyright protections may prevent some images, ringtones and other content from being copied, modified, transferred or forwarded.

- To download and view new service messages while browsing, select [Options > Read service msgs.](#) (shown only if there are new messages). See also [Receiving smart messages.](#)

## Ending a connection

Select [Options > Disconnect](#), or press and hold  to quit browsing and to return to standby mode.


## Emptying the cache

The information or services you have accessed are stored in the cache memory of the game deck. A cache is a buffer memory that is used to store data temporarily.



**Note:** If you have tried to access or have accessed confidential information requiring passwords (for example, your bank account), empty the cache of your game deck after each use. To empty the cache, select [Options > Clear cache.](#)

## Settings for Web

- [Default access point](#) - To change the default access point, press  to open a list of available access points. See [Connection settings.](#)



- **Show images** - If you choose **No**, you can later load images during browsing by selecting **Options > Show images**.
- **Text wrapping** - Choose **Off** if you don't want the text in a paragraph to automatically wrap, or **On** if you do.
- **Font size** - Choose text size.
- **Cookies** - Enable or disable the receiving and sending of cookies.
- **Default encoding** - To make sure your browser displays text characters correctly, select the appropriate language type.
- **Conf. touch tone sending** - Choose whether you want to confirm before the game deck sends touch tones during a voice call.  
See [Options during a call](#).

## 12. Extras







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### Images - Viewing images



Options in Images: [Open](#), [Image uploader](#), [New folder](#), [Update thumbnails](#), [Help](#), and [Exit](#).

Images can be saved from Screen capture or sent to you in a multimedia or picture message, as an e-mail attachment, or via Bluetooth. After receiving an image in Inbox, you need to save it in the phone memory or on a memory card. You can save graphics sent to you in picture messages to the Picture messages folder.

- 1 Press  and select [Extras > Images](#). Press  or  to move from one memory tab to another. To browse the images, press  and .
- 2 Press , to open an image. When the image is open, you can see the name of the image and the number of images in the folder on the top of the display.

## Keyboard shortcuts

- Rotate: **1**/<sub>qw</sub> - counterclockwise, **3**/<sub>def</sub> - clockwise.
- Scroll: **2**/<sub>abc</sub> - up, **8**/<sub>tuv</sub> - down, **4**/<sub>ghi</sub> - left, **6**/<sub>mno</sub> - right.
- Zoom: **5**/<sub>jkl</sub> - in, **0** - out, and press and hold **0** to return to the normal view.
- View: **\*** - change between full screen and normal view.

You can send images via different messaging services to compatible devices.



## Screen capture





You can capture images from the screen of your game deck. Screen capture runs in the background and captures the screen contents when you press the designated key combination.

- 1 Press **Ⓜ** and select **Extras > Screen Capture**.
- 2 Select **Options > Background**. The application disappears from the screen. Screen capture remains active. It has no effect on any application you want to run, and it lets you capture the screen contents anytime, for example, when you are playing a game.
- 3 Press **Ⓜ** + to capture a Screen capture.



**Note:** You can capture a screen while playing a game, or start **Screen Capture** before you start the game. If you have already started playing a game, press  to return to standby mode. Open the **Screen Capture** application and return to the game by pressing and holding .

Select the game you have open and press  + .



**Note:** If memory is getting low, the game deck may close some applications. The game deck saves any unsaved data before an application is closed.

## Changing Screen capture settings


Select **Options > Settings** to change:




- **Shot shortcut** - Select a key combination to take Screen captures with.
- **Folder name, Image name, Save as,**
- **Ask for image name** - Select **Yes** if you want to save the image using the name you entered in the **Image name** option. Select **No** to set an individual name for every image (the name you entered in the **Image name** option is displayed by default).

## Video player



Options in the main view: [Open](#), [Delete](#), [Edit clip name](#), [Move to mem. card](#), [Send](#), [Add to 'Go to'](#), [Settings](#), and [Exit](#).

Press  and select [Extras > Video player](#) to play video clips stored on your phone or on a memory card. The file types supported are 3GP and NIM.

- To play a video clip, scroll to it and press  or select [Options > Open](#).
- To adjust the volume, press  or .
- To send a video clip, scroll to the video clip you want to send and select [Options > Send > Via multimedia](#) or [Via Bluetooth](#). Select a recipient. The video clip is moved to Outbox for sending. Because of the maximum size of the multimedia message is 95 kB, the length of the recorded video clip is limited to 95 kB which usually means approximately 15 seconds.

## Receive a video clip in a message


- When you receive a video clip in a supported format in a multimedia message, go to [Messaging](#) and open the multimedia message. To view the message as text and to play the video or save it, select [Options > Objects](#).
- When you receive a video clip in a supported format as an e-mail attachment, open the message and select [Options > Attachments](#) if you want to play the video or save it.



**Note:** The MMS-related services are dependent on the network as well as on the compatibility of the devices used and the content formats supported. There are several video recorder applications for mobile phones in use and therefore the appearance of multimedia messages containing video clips may vary even when sent from one compatible phone to another. Network restrictions may apply for sending and receiving video clips, contact your service provider for more information and availability.

## Calculator





To add, subtract, multiply, and divide, press  and select [Extras > Calculator](#).

Options in Calculator: [Last result](#), [Memory](#), [Clear screen](#), [Help](#), and [Exit](#).




**Note:** The Calculator has limited accuracy and rounding errors may occur, especially in long divisions.

Select  to save a number in the memory, indicated by [M](#). To retrieve the number, select . To clear a number in memory, select [Options > Clear screen](#).


# Clock



Options in Clock: [Set alarm](#), [Reset alarm](#), [Remove alarm](#), [Settings](#), [Help](#), and [Exit](#).

Press  and select [Extras > Clock](#). To change the time or date, select [Options > Settings](#) in Clock. To change the clock shown in standby mode, scroll down in the [Date and time](#) settings and select [Clock type > Analog](#) or [Digital](#).

## Setting an alarm

- 1 To set a new alarm, select [Options > Set alarm](#).
- 2 Enter the alarm time and press [OK](#). When the alarm is active, the  indicator is shown.



**Note:** The alarm clock works even if the game deck is switched off.

To cancel an alarm, go to clock and select [Options > Remove alarm](#).

## Turning off the alarm


Press [Stop](#) to turn off the alarm.




When the alarm tone sounds, press any key or [Snooze](#) to stop the alarm for five minutes, after which it will resume. You can do this a maximum of five times.

If the alarm time is reached while the game deck is switched off, the game deck switches itself on and starts sounding the alarm tone. If you press **Stop**, the game deck asks whether you want to activate the game deck for calls. Press **No** to switch off the game deck or **Yes** to make and receive calls. Do not press **Yes** when wireless device use is prohibited or when it may cause interference or danger.

## Notes




Press  and select **Extras > Notes**. You can link notes to 'Go to' and send them to other compatible devices. Plain text files (TXT format) that you receive can be saved to Notes.

Press (  -  ) to start to write. Press  to clear letters. Press **Done** to save. See [Writing text](#).

## Applications

You can install two types of applications and software to your game deck:

- **Java™ applications** are installed in **Applications**. Your game deck supports J2Micro Edition™ Java applications with the extension .JAD or .JAR. Do not download PersonalJava™ applications to your game deck as they cannot be installed. See [Applications \(Java™\)](#).

**Example:** If you have received the installation file as an e-mail attachment, go to your mailbox, open the e-mail, open the Attachments view, scroll to the installation file, and press  to start installation.



- **Symbian applications** specifically intended for the Nokia N-Gage QD game deck or suitable for the Symbian operating system. These applications are installed in **Manager**, and their installation files have the extension **.SIS**. See [Installing and removing Symbian software](#).

Installation files may be transferred to your game deck from a compatible computer, downloaded during browsing, or sent to you in a multimedia message, as an e-mail attachment, or via Bluetooth.



**Important:** Only install software from sources that offer adequate protection against viruses and other harmful software.

During installation, the game deck checks the integrity of the package to be installed. The game deck shows information about the checks being carried out, and you are given options whether to continue with or cancel the installation.

If you are installing an application without a digital signature or certification, the game deck displays a warning. Continue installation only if you are sure of the origins and content of the application.

## Applications (Java™)



### Installing a Java application

Options in the **Install** view: **Install**, **Delete**, **View details**, **Settings**, **Help**, and **Exit**.

- 1 Press  and select **Extras > Applications**. Press  to open the **Install** view with a list of Java installation files.

- 2 Scroll to an installation file and select **Options > Install**.
- 3 When the game deck asks whether to install or update the application, press **Yes** to proceed with installation.


The .JAR file is required for installation. If it is missing, the game deck may ask you to download it. If there is no access point defined for Applications, you will be asked to select one. When you are downloading the .JAR file, you may need to enter a user name and password to access the server. You obtain these from the supplier or manufacturer of the application.

While browsing, you can download an installation file and install it without closing the connection.

- 4 The game deck informs you when installation is complete.

## Applications main view

Options in the Applications main view: **Open**, **Remove**, **Update**, **Go to URL address**, **View details**, **Settings**, **Help**, and **Exit**.

- To start an application, scroll to it and press .
- To uninstall an application, scroll to it and select **Options > Remove**.
- To start a network connection and to check if there is an update available for the application, scroll to it and select **Options > Update**.
- To start a network connection and to view extra information about the application, scroll to it and select **Options > Go to URL address**, if available.

- To view information such as the type, version number and the supplier or manufacturer of an application, scroll to it and select **Options > View details**.

## Applications settings

To define a default access point for downloading applications and application components, go to the **Install** view and select **Options > Settings > Default access point**.

Some Java applications may require a network connection to be made to a specific access point for downloading extra data or components. In the Applications main view, scroll to an application and select **Options > Settings > Settings**, and then select:

For more information on creating access points, see the [Access points](#).

- **Access point** to select an access point to be used by the application.
- **Network connection** - The options are:
  - **Allowed** - Connections for the application are allowed without a notification.
  - **Ask first** - You will be asked before the application makes a connection.
  - **Not allowed** - Connections for the application are not allowed.

## Recorder



Options in Recorder: [Open](#), [Record sound clip](#), [Delete](#), [Move to device mem](#) / [Move to mem. card](#), [Mark/Unmark](#), [Rename sound clip](#), [Send](#), [Add to 'Go to'](#), [Settings](#), [Help](#), and [Exit](#).

- 1 Press and select [Extras > Recorder](#). You can record telephone conversations and voice memos, and listen to your recordings. If you are recording a telephone conversation, both parties will hear a tone every five seconds during recording.



**Note:** Obey all local laws governing recording of calls. Do not use this feature illegally.

- 2 Select [Options > Record sound clip](#) or [Open](#). Scroll to a function and press to select it. Use: - to record, - to pause, - to stop, - to fast forward, - to rewind, or - to play an opened sound file.

- 3 To change the volume, press or .

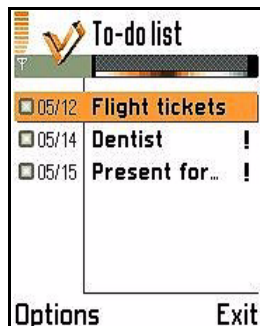


**Note:** Recorder cannot be used when a data call or a GPRS connection is active.

## To-do - task list



- 1 Press **Ⓢ** and select **Extras > To-do**.
- 2 Press any key to start to write the task in the **Subject** field.
  - To set the due date for the task, scroll to the **Due date** field and key in a date.
  - To set a priority for the to-do note, scroll to the **Priority** field and press **Ⓢ**. The priority icons are: **■** for **High**, **▬** for **Low**, and no icon for **Normal**.
- 3 To save the to-do note, press **Done**.



To mark a task as completed, scroll to it and select **Options > Mark as done** (). To restore a task, select **Options > Mark as not done** (.

## Converter - Converting measures







Options in Converter: **Select unit** / **Change currency**, **Conversion type**, **Currency rates**, **Help**, and **Exit**.

- 1 To convert measures such as **Length** from one unit (**Yards**) to another (**Meters**), press **Ⓢ** and select **Extras > Converter**.



**Note:** The Converter has limited accuracy and rounding errors may occur.

- 2 Scroll to the **Type** field and press  to open a list of measures. Scroll to the measure you want to use and press **OK**.
- 3 Scroll to the first **Unit** field and press . Select the unit **from** which you want to convert and press **OK**. Scroll to the next **Unit** field and select the unit **to** which you want to convert.
- 4 Scroll to the first **Amount** field and key in the value you want to convert. The other **Amount** field changes automatically to show the converted value.
- 5 Press  to add a decimal and press  for the +, - (for temperature), and **E** (exponent) symbols.

## Setting a base currency and exchange rates

To change the conversion order, write the value in the second Amount field. The result is shown in the first Amount field.

Before you can make currency conversions, you need to choose a base currency and add exchange rates. The rate of the base currency is always 1. The base currency determines the conversion rates of the other currencies.

- 1 Select **Currency** as the measure type and select **Options > Currency rates**. A list of currencies opens and you can see the current base currency at the top.
- 2 To change the base currency, scroll to the currency, and select **Options > Set as base curr..**

To rename a currency, go to the Currency rates view, scroll to the currency, and select **Options > Rename currency**.



**Note:** When you change the base currency, all previously set exchange rates are set to 0 and you need to key in new rates.

- 3 Add exchange rates. Scroll to the currency, and key in a new rate, that is, how many units of the currency equal one unit of the base currency you have selected.
- 4 After you have inserted all the needed exchange rates, you can make currency conversions.










## Composer



Options in the Composer main view: **Open, New tone, Delete, Mark/Unmark, Rename, Duplicate, Help,** and **Exit**.

- 1 To create your own, customized ringing tones, press **⌘** and select **Extras > Composer**. Note that it is not possible to edit a pre-installed ringing tone.
- 2 Select **Options > New tone** to open the editor and to start composing. Use the keys to add notes and rests (see the table below), or select **Options > Insert symbol**. The default duration for a note is 1/4.
- 3 To listen to the tone, select **Options > Play**. To adjust the volume select **Options > Volume** before you start to play the tone.

Options when composing: **Play, Insert symbol, Style, Tempo, Volume, Help,** and **Exit**.

- To adjust the tempo, select **Options > Tempo**. To increase or decrease the tempo gradually, press  or , respectively. Tempo is measured in beats per minute.
  - To apply different playing styles, select **Options > Style > Legato** - notes are played in a smooth and even manner or **Staccato** - notes are played separately to produce short sharp sounds.
  - To select many notes or rests at the same time, press and hold  and press and hold  or  at the same time.
  - To move note(s) up or down on the staff by a half step, scroll to the note and press  or .
  - To produce C#, press and hold  together with .
- 4 Press **Back** to save the tone.




Key	Note	Key and function
<b>1</b> ao	c	<b>8</b> tuv Shortens the duration of the selected note(s)/rest(s) in steps.
<b>2</b> abc	d	<b>9</b> wxyz Lengthens the duration of the selected note(s)/rest(s) in steps.
<b>3</b> def	e	<b>0</b> Inserts a rest.
<b>4</b> ghi	f	Press <b>*</b> to open a list of notes and rests.
<b>5</b> jkl	g	<b>#</b> Switches octaves, all selected note(s) or rest(s) are moved to the next octave.
<b>6</b> mno	a	<b>c</b> Deletes selected note(s).
<b>7</b> pqrs	b	A long press of <b>0</b> - <b>7</b> produces a lengthened (dotted) note or rest or shortens a lengthened note.

## Go to




Default shortcuts:

 opens [Calendar](#)

 opens [Inbox](#)

 opens [Notes](#)

To select shortcuts, links to your favorite images, notes, bookmarks, and so on, press  and select [Extras > Go to](#).

Options in Go to: [Open](#), [Edit shortcut name](#), [Move](#), [Grid view](#), [Help](#), and [Exit](#).

## Adding shortcuts

Shortcuts can be added only from the individual applications, like [Images](#). Not all applications have this functionality.

- 1 Open an application.
- 2 Select the item you want to add as a shortcut.
- 3 Select [Options > Add to Go to](#).




A shortcut in Go to is automatically updated if you move the item it is pointing to, for example, from one folder to another.

## Help



Your game deck has a help function that you can access from any application by selecting [Options > Help](#).

**Example:** To view instructions on how to create a contact card, press  and go to [Extras > Help > Contacts > Creating contact cards](#). You can access the same Help topic when you start to create a contact card and select [Options > Help](#).


# 13. Tools



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## Game manager

Options in Game manager main view: [File details](#), [Delete](#), [Send](#), [Backup](#), [Restore from card](#), [Mark/Unmark](#), [Settings](#), [Help](#), and [Exit](#).

Press  and select [Tools > Game mgr.](#) to view and manage game-related files. You can delete files that you no longer need to free memory, send files to other compatible devices via Bluetooth, and back up and restore files to and from a memory card.

- To view game data file details such as the file type and size, scroll to the desired file and select [Options > File details](#), or press  and  to scroll through the details.
- To delete a file, scroll to the file and select [Options >Delete](#).
- To send a file to a compatible device via Bluetooth, scroll to the file and select [Options >Send >Via Bluetooth](#).

Copyright protections may prevent some images, ringing tones, and other content from being copied, modified, transferred, or forwarded.

Copyright-protected files are marked as [Not portable](#) in the file details and cannot be used on other devices. Portable files may be used on other compatible devices.

- To change the appearance of Game manager and to choose how files are grouped and sorted, press **Options > Settings**.

## Grouping and sorting files

You can manage game files by grouping and sorting them in several ways.

- 1 To free memory, sort files by size. Press **Options** and select **Settings > Sort by > File size**.
- 2 If you want to know which files are the oldest, Press **Options >** and select **Settings > Sort by > Date and time**.
- 3 If you want to see which files belong to one game, Press **Options >** and select **Settings > Sort by > Similar games**.



**Tip:** Go to **Game manager > Style > N-Gage** to see two icons on the bottom right of the status bar to see how your files are grouped and sorted. The same icons are used as attributes in the list of files. Press 5 to switch on grouping and sorting, or press 7 to switch off grouping and sorting.

## Check memory

In **Game manager > Style > N-Gage** you can check memory left on the game deck and the memory card. Icons on the top of the status bar to the right show device memory and memory card memory. The bar at the bottom shows how much memory is free and how much is used.

Information about the device memory is shown when you are in your list of game-related files. Information about the memory on the card is shown when you select [Options > Restore from card](#).

In [Style > Standard](#), the header shows how much memory is still free on your device. Information about free memory on the card appears in the header when you select [Options > Restore from card](#).

## Game file types

- Game data - Files required to play a game, such as game sounds.
- Game extensions - Optional game files, such as extra levels.
- User data - Files saved when playing, such as high scores and checkpoints you have reached.

## Backing up and restoring game data

- To back up game data from your game deck's memory to a memory card, scroll to the file that you want to back up and select [Options > Backup](#).
- To restore game data from the memory card to the game deck's memory, select [Options > Restore](#) from card. Scroll to the file that you want to restore and select [Options > Restore](#).



# Manager



## Installing and removing Symbian software

Options in the Manager main view: **View details**, **View certificate**, **Install**, **Remove**, **View log**, **Send log**, **Device memory**, **Help**, and **Exit**.


Press  and select **Tools > Manager** to see a list of:

- Applications and software that you can install (no indicator icon).
- Installed applications and software that you can remove, indicated by .
- Applications and software whose installation was canceled or interrupted, indicated by . You cannot use these applications. You should either remove them or try to re-install them.

## Forward



### Call forwarding (Network Service)

- 1 To direct your incoming calls to another number, Press  and select **Tools > Forward**. For details, contact your service provider.
- 2 Select one of the forward options, for example, select **If busy** to forward voice calls when your number is busy or when you decline incoming calls.
- 3 Select **Options > Activate** to set the forward setting on, **Cancel** to set the forward setting off, **Check status** to check whether the forward is activated or not, or **Cancel all forwards** to cancel all active forwards. See [Essential indicators in standby mode](#).


You can forward calls to your voice mailbox number.




**Note:** You cannot have restrictions of incoming calls and call forwarding active at the same time. See [Call restrictions \(Network Service\)](#).


## Profiles



To adjust and customize the tones for different events, environments, or caller groups, press  and select **Tools > Profiles**. You can see the currently selected profile at the top of the display in standby mode. If the Normal profile is in use, only the current date is shown.

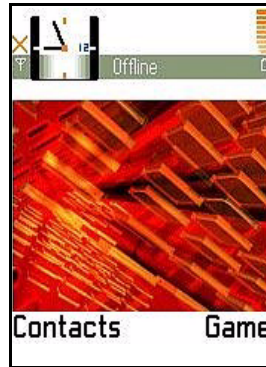
### Changing the profile

**Shortcut:** To change the profile, press  in standby mode. Scroll to the profile you want to activate and press **OK**.

- 1 Press  and select **Tools > Profiles**. A list of profiles opens.
- 2 In the Profiles list, scroll to a profile and select **Options > Activate**.



**Note:** Incoming phone calls will sound a ringing tone if set to ring in the profile settings.






**Offline profile** - lets you use the game deck without connecting to the GSM wireless network.



**Warning:** In **Offline profile** you cannot make any calls, including emergency calls, or use other features that require network coverage.

When you activate the **Offline profile**, the game deck restarts and the GSM is turned off, as indicated by the  in the signal strength indicator. All GSM wireless phone signals to and from the device are prevented.




**Note:** In areas where mobile phone use is prohibited, using Bluetooth may also be prohibited. Therefore, consult the relevant authorities before using Bluetooth.


To leave the **Offline profile**, select some other profile and select **Options > Activate**. Press **Yes**. The game deck restarts and re-enables GSM wireless transmissions (providing there is sufficient signal strength).



**Note:** If Bluetooth was turned off as a result of entering **Offline profile** you must re-enable Bluetooth manually. See [Bluetooth settings](#).

## Customizing profiles

- 1 To modify a profile, scroll to the profile in the Profiles list and select **Options > Customize**. A list of profile settings opens.
- 2 Scroll to the setting you want to change and press  to open the choices:
  - **Ringing tone** - To set the ringing tone for voice calls, choose a ringing

tone from the list. Tones stored on a memory card have the  icon next to the tone name.

When you scroll through the ringing tone list, you can stop on a tone to listen to it before you make your selection. Press any key to stop the sound.



**Note:** You can change ringing tones in two places: [Profiles](#) or [Contacts](#). See [Adding a ringing tone for a contact card or group](#).




- **Ringling options** - When **Ascending** is selected, the ringing volume starts from level one and increases level by level to the set volume level.
- **Sound volume** - To set the volume level for the ringing and message alert tones.
- **Message alert tone** - To set the tone for messages.
- **Vibrating alert** - To set the game deck to vibrate at incoming voice calls and messages.
- **Keypad tones** - To set the volume level for keypad tones.
- **Warning tones** - The game deck sounds a warning tone, for example, when the battery is running out of power.
- **Alert for** - To set the game deck to ring only upon calls from phone numbers that belong to a selected contact group. Phone calls coming from people outside the selected group will have a silent alert. The choices are **All calls** / (list of contact groups, if you have created them). See [Creating contact groups](#).

- **Profile name** - To rename a profile. The **Normal** and **Offline** profiles cannot be renamed.

## Settings



### Changing settings

- 1 Press  and select **Tools > Settings**.
- 2 Scroll to a setting group and press  to open it.
- 3 Scroll to a setting you want to change and press .

### Device settings

#### General

**Game auto-start** - To allow a game to start automatically when a compatible read-only game card is inserted in the game deck, select **On**.

**Device language** - Changing the language of the display texts in your game deck will also affect the format used for date and time and the separators used, for example, in calculations. **Automatic** selects the language according to the information on your SIM card. After you have changed the display text language, the game deck restarts.



**Note:** Changing the settings for **Device language** or **Writing language** affects every application in your game deck and the change remains effective until you change these settings again.

**Writing language** - Changing the language affects: the characters and special characters available when writing text and the predictive text dictionary used.

**Predictive text** - To set the predictive text input **On** or **Off** for all editors in the game deck.



**Note:** The predictive text dictionary is not available for all languages.

**Welcome note or logo** - The welcome note or logo is displayed briefly each time you switch on the game deck. Select: **Default** to use the default image, **Text** to write a welcome note (max. 50 letters), or **Image** to select a photo or picture from **Images**.

**Orig. device settings** - You can reset some of the settings to their original values. To do this, you need the lock code. After resetting the settings, the game deck may take a longer time to power on.



See [PIN code / PIN2 code / Lock code](#).



**Note:** All documents and files that you have created are left as they are.

**Standby mode**

**Wallpaper** - Select **Yes** to set a background image for standby mode.

**Left selection key** and **Right selection key** - To change the shortcuts that appear over the left  and right  selection keys in standby mode. Note that you cannot have a shortcut to an application that you have installed.

## Display brightness

**Color palette** - To change the color palette used on the display.

**Screen saver timeout** - The screen saver is activated after the timeout period is over. The screen saver changes to indicate the number of new messages or missed calls.


**Screen saver** - Select what is shown on the screen saver bar: **Date and time** or **Text** that you have written.




## Call settings



**Send my caller ID** (Network Service) - To set your phone number to be displayed (**Yes**) or hidden (**No**) from the person to whom you are calling. Or, the value may be set by your network operator or service provider when you subscribe (**Set by network**).




**Call waiting**: (Network Service) - Select: **Activate** to request the network to activate call waiting, **Cancel** to request the network to deactivate call waiting, or **Check status** to check if the function is active or not.

To change the settings for call forwarding, press  and select **Tools > Call forward** See [Call forwarding \(Network Service\)](#)

**Automatic redial** - Select **On** and your game deck will make a maximum of ten attempts to connect the call after an unsuccessful call attempt. Press  to stop automatic redialing.


**Summary after call** - Activate this setting if you want the game deck to briefly display the duration of the last call. To show costs, the **Call cost limit** needs to be activated for your SIM card. See [Call costs \(Network Service\)](#)

**1-touch dialing** - Select **On** and the numbers assigned to the 1-touch dialing keys ( - ) can be dialed by pressing and holding the key.

**Anykey answer** - Select **On**, and you can answer an incoming call by briefly pressing any key, except , , and .

**Line in use (Network Service)** - This setting is shown only if the SIM card supports two subscriber numbers, that is, two phone lines. Select which phone line you want to use for making calls and sending text messages. Calls on both lines can be answered irrespective of the selected line.

To prevent line selection, select **Line change > Disable** if supported by your SIM card. To change this setting, you need the **PIN2 code**.

To switch between the phone lines, press and hold  in standby mode.



**Note:** You will not be able to make calls if you select **Line 2** and have not subscribed to this network service.

## Connection settings

A **GSM data call** enables data transmission rates to a maximum of 14.4 kbps. **GPRS**, General Packet Radio Service, uses packet data technology where information is sent in short packets of data over the mobile network.

### About data connections and access points

Your game deck supports two kinds of data connections: a GSM data call (**D**) and GPRS connection (**G**). See also [Essential indicators in standby mode](#). A data connection is required to connect to an access point. There are three different kinds of access points that you can define:

- MMS access point to send and receive multimedia messages
- Access point for Web to view WML or XHTML pages
- Internet access point (IAP) to send and receive e-mail or use N-Gage Arena for games services. See [N-Gage OD Arena launcher](#).

Check with your service provider what kind of an access point is needed for the service you wish to access. For availability and subscription to data call and GPRS connection services, contact your network operator or service provider. Most settings are available on <http://support.n-gage.com> and can be sent to your game deck as a text message.

### Minimum settings needed to make a data call

To insert a set of very basic GSM data call settings, go to [Tools > Settings > Connection > Access points](#) and select [Options > New access point](#). Fill in the following: [Data bearer: Data call](#), [Dial-up number: obtained from service provider](#), [User name](#), [Data call type: Analog](#), and [Maximum data speed: Automatic](#).

### Minimum settings needed to make a GPRS connection

You need to subscribe to the GPRS service. For availability and subscription to GPRS, contact your network operator or service provider.

Go to [Tools > Settings > Connection > Access points](#) and select [Options > New access point](#).

Fill in the following: [Data bearer: GPRS](#) and [Access point name](#): enter the name given to you by your service provider. See [Creating an access point](#).

### Pricing for GPRS and applications

The Settings wizard program included in the PC Suite for Nokia N-Gage QD can help you to configure access point and mailbox settings. You can also copy existing settings, for example, from your compatible computer to your game deck. See the CD-ROM supplied in the sales package.

Both the active GPRS connection and the applications used over GPRS require a fee, for example, using Services, sending and receiving data, and text messages. For more detailed information on fees, contact your network operator or service provider. See also [GPRS counter](#).



## Creating an access point



**Note:** You may receive access point settings in a smart message from a service provider. Or, you may have preset access point settings in your game deck. You can also receive settings from <http://support.n-gage.com>. See [Receiving smart messages](#).

To create a new access point, go to **Tools > Settings > Connection > Access points**.

If you already have access points, to create a new one select **Options > New access point > Use default settings** or **Use existing settings** and make the needed changes and press **Back** to save the settings.

Options in the Access points list: **Edit**, **New access point**, **Delete**, **Help**, and **Exit**.

### Access points



**Note:** Start to fill in the settings from the top because depending on what data connection you select (**Data bearer**) or whether you need to insert a **Gateway IP address**, only certain setting fields are available.

Options when editing access point settings: **Change**, **Advanced settings**, **Help**, and **Exit**.



**Note:** Follow the instructions given to you by your service provider.

**Connection name** - Give a descriptive name for the connection.

**Data bearer** - Depending on what data connection you select, only certain setting fields are available. Fill in all fields marked with **Must be defined** or with a red asterisk. Other fields can be left empty, unless you have been instructed otherwise by your service provider.



**Note:** To be able to use a data connection, the network service provider must support this feature, and if necessary, activate it for your SIM card.

**Access point name** (for GPRS only) - The access point name is needed to establish a connection to the GPRS network. You obtain the access point name from your network operator or service provider.

**Dial-up number (for GSM data and high speed data only)** - The modem telephone number of the access point. This option is shown when Data call is selected as the Data bearer.

See also [Settings needed for multimedia messaging](#), [Settings needed for e-mail](#), and [Basic steps for accessing Web](#).

**User name** - The user name may be needed to make a data connection, and is usually provided by the service provider. The user name is often case-sensitive.

**Prompt password** - If you must key in a new password every time you log on to a server, or if you do not want to save your password to the game deck, choose **Yes**.

**Password** - A password may be needed to make a data connection, and is usually provided by the service provider. The password is often case-sensitive.

**Authentication - Normal / Secure.**

**Homepage** - Depending on what you are setting up, write either the service address, or the address of the multimedia messaging center.

**Gateway IP address** - The IP address that the required WAP gateway uses.

**Connection security** - Choose whether Transport Layer Security (TLS) is used for the connection.

**Data call type** (for GSM data) - Defines whether the game deck uses an analog or digital connection. This setting depends on both your GSM network operator and Internet Service Provider (ISP), because some GSM networks do not support certain types of ISDN connections. For details, contact your ISP.

**Glossary:** ISDN connections are a way to establish a data call between your game deck and your access point. ISDN connections are digital from end to end and as such offer quicker set-up times and faster data rates than analog connections.

**Maximum data speed** (for GSM data) - The options depend on what you have chosen in **Session mode** and **Data call type**.



**Note:** During the connection, the operating speed may be less, depending on network conditions.

**Options**→ **Advanced settings**

**Glossary:** DNS - Domain Name Service. An Internet service that translates domain names such as [www.nokia.com](http://www.nokia.com) into IP addresses like [192.100.124.195](http://192.100.124.195)

**Device IP address** - The IP address of your game deck. **Primary name server:** - The IP address of the primary DNS server. **Second. name server:** - The IP address of the secondary DNS server.



**Note:** If you need to enter the **Device IP address**, **Primary name server**, or **Second. name server:**, contact your Internet service provider to obtain these addresses.

The following settings are shown if you have selected **GSM data** as the **Data bearer** when starting to create the access point:

**Use callback** - This option allows a server to call you back once you have made the initial call. Contact your service provider to subscribe to this service.

**Callback type** - Ask your service provider for the correct setting to use.

**Callback number** - Key in your game deck's data phone number which the dial back server uses. Usually, this number is the data call phone number of your game deck.

**Use PPP compression** - When set to **Yes**, this option speeds up the data transfer, if supported by the remote PPP server. If you have problems with establishing a connection, try setting this to **No**. Contact your service provider for guidance.

To insert a login script, select **Use login script > Yes**. Insert the login script in **Login script**.

**Glossary: PPP** (Point-to-Point Protocol) - a common networking software protocol that enables any computer with a modem and a phone line to connect directly to the Internet.

**Modem initialization** (Modem initialization string) - Controls your game deck using modem AT commands. If required, enter characters specified by your GSM network service provider or Internet service provider.

## GPRS

The GPRS settings affect all access points using a GPRS connection.

**GPRS connection** - If you select **When available** and you are in a network that supports GPRS, the game deck registers to the GPRS network and sending text messages will be done via GPRS. Also, starting an active GPRS connection, for example, to send and receive e-mail, is quicker. If you select **When needed**, the game deck will use a GPRS connection only if you start an application or action that needs it.



**Note:** If there is no GPRS coverage and you have chosen **When available**, the game deck will periodically try to establish a GPRS connection.

**Access point** - The access point name is needed when you want to use your game deck as a GPRS modem to your computer.

## Data call

The Data call settings affect all access points using a data call.

**Online time** - If there are no actions, the data call is dropped automatically after a time-out period. The options are **User defined**, in which case you enter a time, or **Unlimited**.

## Date and time

The date and time settings allow you to define the date and time used in your game deck, as well as change the date and time format and separators. Choose **Clock type > Analog** or **Digital** to change the clock shown in standby mode. Choose **Auto time update** if you want the mobile phone network to update time, date, and time zone information to your game deck (network service).



**Note:** For the **Auto time update** setting to take effect, the game deck restarts.

## Security

### Device and SIM

**PIN (Personal Identification Number) code (4 to 8 digits)** protects your SIM card against unauthorized use. The PIN code is usually supplied with the SIM card. After three consecutive incorrect PIN code entries, the PIN code is blocked and you need to unblock it before you can use the SIM card again. See the information about the PUK code.

**PIN2 code (4 to 8 digits)** supplied with some SIM cards, is required to access some functions, such as call cost counters.

**Lock code (5 digits)** can be used to lock the game deck to avoid unauthorized use.



**Note:** The factory setting for the lock code is **12345**. To avoid unauthorized use of your game deck, change the lock code. Keep the new code secret and in a safe place separate from your game deck.

**PUK (Personal Unblocking Key) and PUK2 codes (8 digits)** are required to change a blocked PIN code or PIN2 code, respectively. If the codes are not supplied with the SIM card, contact the operator whose SIM card is in your game deck.



**Note:** The PUK and PUK2 codes are not seen in the menu unless the PIN or PIN2 code is blocked.

### **PIN code request**

When active, the code is requested each time the game deck is switched on. Deactivating the PIN code request may not be allowed by some SIM cards.

### **PIN code / PIN2 code / Lock code**

You can change the lock code, **PIN code**, and **PIN2 code**. These codes can only include the numbers from **0** to **9**.



**Note:** Avoid using access codes similar to the emergency numbers, such as 911, to prevent accidental dialing of the emergency number.

### **Autolock period**

You can set an autolock period, a time-out after which the game deck is automatically locked and can be used only if the correct lock code is entered. Key in a number for the time-out in minutes or select **None** to turn off the autolock period.

To lock the game deck manually, press . A list of commands opens. Select [Lock device](#).



**Note:** The option [Lock keys](#) appears in the same list of commands. Locking the keys does not require a code. Select [Lock device](#) to make sure you game deck is secure.

To unlock the game deck, key in the lock code.



**Note:** When the game deck is locked, calls may be possible to the emergency number programed into your game deck (e.g. 911 or other official emergency number).

### **Lock if SIM changed**

To set the game deck to ask for the lock code when an unknown, new SIM card is inserted into your game deck. The game deck maintains a list of SIM cards that are recognized as the owner's cards.

### **Closed user group (Network Service)**

To specify a group of people to whom you can call and who can call you, select: **Default** to activate the group agreed on with the network operator, **On** to use another group (you need to know the group index number), or **Off**.



**Note:** When calls are limited to Closed User Groups, calls may be possible to certain emergency numbers in some networks (e.g. 911 or other official emergency number).

### **Confirm SIM services (Network Service)**


To set the game deck to display confirmation messages when you are using a SIM card service.



## Certificate management

Options in the certificate management main view: [Certificate details](#), [Delete](#), [Trust settings](#), [Mark/Unmark](#), [Help](#), and [Exit](#).

**Glossary:** Digital certificates are used to verify the origin of the XHTML or WML pages and installed software. However, they can only be trusted if the origin of the certificate is known to be authentic.

In the Certificate management main view, you can see a list of authority certificates that have been stored in your game deck. Press  to see a list of personal certificates, if available.

Digital certificates should be used if you want to connect to an online bank or another site or remote server for actions that involve transferring confidential information, or want to reduce the risk of viruses or other malicious software and be sure of the authenticity of software when downloading and installing software.



**Important:** The existence of a certificate does not offer any protection by itself; the certificate manager must contain correct, authentic, or trusted certificates for increased security to be available.

### Viewing certificate details - checking authenticity

You can only be sure of the correct identity of a WAP gateway or a server when the signature and the period of validity of a gateway or server certificate have been checked.

You will be notified on the game deck's display: if the identity of the server or gateway is not authentic or if you do not have the correct security certificate in your game deck.

To check certificate details, scroll to a certificate and select [Options > Certificate details](#). When you open certificate details, Certificate management checks the validity of the certificate and one of the following notes may appear:

- [Certificate not trusted](#) - You have not set any application to use the certificate. See the next section 'Changing the trust settings of an authority certificate'.
- [Expired certificate](#) - The period of validity has ended for the selected certificate.
- [Certificate not valid yet](#) - The period of validity has not yet begun for the selected certificate.
- [Certificate corrupted](#) - The certificate cannot be used. Contact the certificate issuer.



**Important:** Certificates have a restricted lifetime. If [Expired certificate](#) or [Certificate not valid yet](#) is shown even if the certificate should be valid, check that the current date and time in your game deck are correct.

### Changing the trust settings of an authority certificate

Scroll to an authority certificate and select **Options > Trust settings**. Depending on the certificate, a list of the applications that can use the selected certificate is shown. For example: **Services: Yes** - the certificate is able to certify sites. **Application manager: Yes** - the certificate is able to certify the origin of new software. **Internet: Yes** - the certificate is able to certify e-mail and imaging servers.



**Important:** Before changing these settings, you must make sure that you trust the owner of the certificate and that the certificate belongs to the listed owner.

## Network

**Glossary:** Roaming agreement - An agreement between two or more network service providers to enable the users of one service provider to use the services of other service providers.

**Network selection** - Select **Automatic** to set the game deck to search for and select one of the networks available, or **Manual** to select the network manually from a list of networks. If the connection to the manually selected network is lost, the game deck will sound an error tone and ask you to select a network again. The selected network must have a roaming agreement with your home network, that is, the operator whose SIM card is in your game deck.

**Cell info display** - Select **On** to set the game deck to indicate when it is used in a cellular network based on Micro Cellular Network (MCN) technology and to activate cell info reception.

## Enhancement settings

Indicators shown in standby mode:



a headset is connected.



a loopset is connected.

**Enhancement in use** - Select the enhancement you are using.

**Headset/ Loopset/ TTY/ Handsfree** - Select **Default profile** to set the profile you want to be activated each time when you connect a certain enhancement to your game deck. See [Profiles](#). Select **Automatic answer** to set the game deck to answer an incoming call automatically after five seconds time. If the **Ringling options** is set to **Beep once** or **Silent**, automatic answer cannot be in use.

## Log




### Call log and general log




To view a list of sent messages, press and select **Messaging > Sent**.



To monitor phone calls, text messages, or data connections registered by the game deck, press and select **Log** and press . You can filter the general log to view just one type of event and create new contact cards based on the log information.




**Note:** Connections to your remote mailbox, multimedia messaging center, or XHTML or WML pages are shown as data calls or GPRS connections in the general communications log.

When you see a note in standby mode about missed calls, press **Show** to access the list of missed calls. To call back, scroll to a name or number and press  .

Viewing the general log	
	incoming calls
	outgoing calls
	missed communication events

To open the general log, press  and select **Tools > Log** and press . In the general log, for each communication event, you can see the sender or recipient name, phone number, name of the service provider, or access point.

### Recent calls register

To monitor the phone numbers of missed, received, and dialed calls, press  and select **Tools > Log > Recent calls**. The game deck registers missed and received calls only if the network supports these functions, and the game deck is switched on and within the network's service area.

**Erasing recent call lists** - To clear all recent call lists, select [Options > Clear recent calls](#) in the Recent calls main view. To clear one of the call logs, open the register you want to erase and select [Options > Clear list](#). To clear an individual event, open a register, scroll to the event, and press **C** .

## Call duration

If you want to see the call duration timer while you have an active call, select [Options > Settings > Show call duration > Yes](#).

To monitor the approximate duration of your incoming and outgoing calls, press **S** and select [Tools > Log > Call timers](#).




**Note:** The actual time invoiced for calls by your service provider may vary, depending upon network features, rounding-off for billing, and so forth.

**Clearing call duration timers** - Select [Options > Clear timers](#). For this you need the lock code, see [Security](#). To clear an individual event, scroll to it and press **C** .

**Glossary:** Call cost limit - Calls can be made only as long as the preset credit limit (call cost limit) is not exceeded and you are in a network that supports call cost limit. The number of remaining units is shown during a call and in standby mode. When the charging units have expired, the note [Call cost limit reached](#) is displayed.

## Call costs (Network Service)

To check the cost of the last call or all calls, press  and select **Tools > Log > Call costs**. The call costs are displayed separately for each SIM card.




**Note:** The actual invoice for calls and services from your service provider may vary, depending upon network features, rounding-off for billing, taxes and so forth.


### Call costs limit set by a service provider

Your service provider can limit the cost of your calls to a certain amount of charging units or currency. Contact your service provider for information on the limited charging mode and charging unit prices. To change the **Show costs in** setting, you may need the PIN2 code.


### Setting a call cost limit for yourself


- 1 Select **Options > Settings > Call cost limit > On**.
- 2 The game deck requests you to enter the limit in units. For this you may need the PIN2 code. When the charging limit you have set yourself is reached, the counter stops at its maximum value and the note **Reset all calls' cost counter** is displayed. To be able to make calls, go to **Options > Settings > Call cost limit > Off**. For this you need the PIN2 code.


**Clearing call cost counters** - Select **Options > Clear counters**. For this you need the PIN2 code. To clear an individual event, scroll to it and press .

 **Note:** When no more charging units or currency units are left, calls may only be possible to the emergency number programed into your game deck (e.g. 911 or other official emergency number).

### GPRS counter


To check the amount of data sent and received during GPRS connections, press  and select **Tools > Log > GPRS counter**. For example, you may be charged for your GPRS connections by the amount of data sent and received.

 **Note:** Sub-events, such as a text message sent in more than one part and GPRS connections, are logged as one communication event.

 **Note:** When sending messages, your game deck may display the word **“Sent”**. This is an indication that the message has been sent by your game deck to the message center number programed into your game deck. This is not an indication that the message has been received at the intended destination. For more details about messaging services, check with your service provider.

**Filtering the log:** Select **Options > Filter**. Scroll to a filter and press **Select**.

**Erasing the contents of the log:** To erase all the log contents, Recent calls register, and Messaging delivery reports permanently, select **Options > Clear log**. Press **Yes** to confirm.

**GPRS counter and connection timer:** To view how much data, measured in kilobytes, has been transferred and how long a certain GPRS connection has lasted, scroll to an incoming or outgoing event with the access point icon  and select **Options > View details**.



## Log settings

Select **Options > Settings**.

- **Log duration** - The log events remain in the game deck memory for a set number of days after which they are automatically erased to free memory.
- For **Call duration**, **Show costs in**, **Call cost limit**, see the sections [Call duration](#) and [Call costs \(Network Service\)](#).



**Note:** If you select **No log**, all the log contents, Recent calls register, and Messaging delivery reports are permanently deleted.

## Voice mail

### Calling your voice mailbox (Network Service)

To call your voice mailbox, press and hold **1** in standby mode.

If the game deck asks for the voice mailbox number (obtained from your service provider), key it in and press **OK**. See also [Call forwarding \(Network Service\)](#). Each phone line may have its own voice mailbox number.

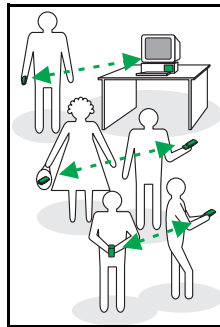
## Bluetooth connection




**Note:** The Nokia N-Gage game deck is compliant with and adopts Bluetooth Specification 1.1. However, interoperability between the game deck and other products with Bluetooth wireless technology is not guaranteed and depends on compatibility. For more information on the compatibility between Bluetooth devices, please review each product's user information or check with the manufacturer.

Bluetooth enables cost-free wireless connections for playing games, sending images, texts, or to connect wirelessly to Bluetooth enabled compatible devices such as computers.

Since Bluetooth devices communicate using radio waves, your game deck and the other Bluetooth device do not need to be in direct line-of-sight. The two devices only need to be within a maximum of 10 metres of each other, although the connection can be subject to interference from obstructions such as walls or from other electronic devices. Using Bluetooth consumes the battery and the game deck's operating time will be reduced. Take this into account when performing other operations with your game deck. There may be restrictions on using Bluetooth devices. Check with your local authorities.



Press  and select **Tools > Bluetooth**. You are asked to give a Bluetooth name to your device.

## Bluetooth settings

- **Bluetooth - On/Off**
- **My device's visibility** - **Shown to all** - your game deck can be found by other Bluetooth devices or **Hidden** - your game deck cannot be found by other devices.
- **My device's name** - Define a Bluetooth name for your game deck.

When searching for devices, some Bluetooth devices may show only the unique Bluetooth addresses (device addresses). To find out what the unique Bluetooth address of your game deck is, enter the code **\*#2820#** in standby mode.









**Note:** After you have set Bluetooth to be active and changed **My device's visibility** to **Shown to all**, your game deck and this name can be seen by other Bluetooth device users.

## Sending data via Bluetooth



Note: There can be only one active Bluetooth connection at a time.

Icons for different Bluetooth devices	
	Computer
	Phone
	Headset
	Car kit
	Other
	Unknown

- 1 Open an application where the item you wish to send is stored. For example, to send an image to another compatible device, open the Images application.
- 2 Select the item, for example, an image and select **Options > Send > Via Bluetooth**.

To send text via Bluetooth (instead of text messages), go to Notes, write the text, and select **Options > Send > via Bluetooth**.

- 3 The game deck starts to search for devices within range. Bluetooth enabled devices that are within range start to appear on the display one by one. You can see a device icon, the device's Bluetooth name, the device type, or a short name.

To interrupt the search, press **Stop**. The device list freezes and you can start to form a connection to one of the devices already found.



**Note:** If you have searched for Bluetooth devices earlier, a list of the devices that were found previously is shown first. To start a new search, select **More devices**. If you switch off the game deck, the list is cleared.

- 4 Scroll to the device you want to connect with and press **Select**.
- 5 Pairing (if not required by the other device, see step 6).

**Glossary:** Pairing means authentication. The users of the Bluetooth enabled devices should agree together what the passcode is and use the same passcode for both devices in order to pair them. Devices that do not have a user interface have a factory set passcode.


- If the other device requires pairing before data can be transmitted, a tone sounds and you are asked to enter a passcode.
- Create your own passcode (1-16 characters long, numeric) and agree with the owner of the other Bluetooth device to use the same code. Passcode is used only once.
- After pairing, the device is saved to the Paired devices view.


- 6 When the connection has been established, the note **Sending data** is shown.




**Note:** If sending fails, the message or data will be deleted. The Drafts folder in Messaging does not store messages sent via Bluetooth.

Checking the status of the Bluetooth connection




When  is shown in standby mode, Bluetooth is active.

When  is blinking, your game deck is trying to connect to the other device.

When  is shown continuously, the Bluetooth connection is active.

## Pairing devices


To define a short name (nickname, alias) to help you recognize a certain device during device search or when a device is requesting a connection, scroll to the device and select **Options > Assign short name** in the Paired devices view.

Paired devices are easier to recognize, they are indicated by  in the device search. In the Bluetooth main view, press  to open a list of paired devices ().



- **To pair with a device:** Select **Options > New paired device**. The game deck starts a device search. Scroll to the device and press **Select**. Exchange passcodes, see step 5 (Pairing).
- **To cancel a pairing:** Scroll to the device and select **Options > Delete**. If you want to cancel all pairings, select **Options > Delete all**.



**Note:** If you are currently connected to a device and delete the pairing with that device, pairing is removed immediately but the connection will remain active.

- **To set a device to be authorized or unauthorized:** Scroll to a device and select **Options > Set as authorized** - Connections between your game deck and this device can be made without your knowledge. No separate acceptance or authorization is needed. Use this status for your own devices, for example, your PC, or devices that belong to someone you trust. The icon  is added next to authorized devices in the Paired devices view. **Set as unauthorized** - Connection requests from this device need to be accepted separately every time.

## Receiving data via Bluetooth

When you receive data via Bluetooth, a tone sounds and you are asked if you want to accept the Bluetooth message. If you accept,  is shown and the item is placed in the Inbox folder in Messaging. Bluetooth messages are indicated by . See [Inbox](#).

## Disconnecting Bluetooth

A Bluetooth connection is disconnected automatically after sending or receiving data.

## Connecting your game deck to a computer

For further information on how to install the PC Suite for Nokia N-Gage, make a connection to a compatible computer via Bluetooth, and use the PC Suite for Nokia N-Gage, see the **Installation Guide for PC Suite** on the CD-ROM in the 'Install' section and the PC suite [Help](#).

## Using the CD-ROM

The CD-ROM should launch itself after you have inserted it into the CD-ROM drive of your compatible PC. If not, proceed as follows: Open Windows Explorer, right-click the CD-ROM drive where you inserted the CD-ROM, and select 'Autorun'.

## Memory



Many features of the game deck consume memory as they store data. These features include games, contacts, messages, images and ringing tones, calendar and to-do notes, documents, and downloaded applications. The amount of free memory available depends on how much data is already saved on the game deck memory.

You can use a memory card as extra storage space. Memory cards are re-writable, so you can delete and save data on a memory card. If the game deck memory is getting low, you can move different files to a memory card.



**Note:** You cannot save any data on a game card as they are read-only. Game cards contain data that cannot be overwritten.

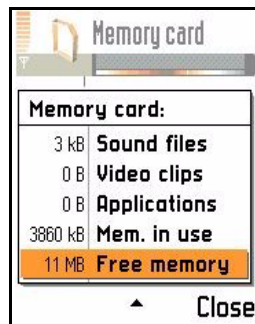


## View memory consumption

To view what kind of data you have in the game deck and how much memory the different data groups consume, go to **Tools > Manager** and select **Options > Device memory**. Scroll down to **Free memory** to view the amount of free memory in the game deck.

If you have a memory card inserted in the game deck, go to

**Tools > Memory** and select **Options > Memory details** to view the memory consumption of different data groups and the amount of free memory on the card.



## Free memory

Installing many games or saving many images can use a large amount of the available memory, and the game deck notifies you that the memory is getting low. In this case, additional data may not be saved until you delete some of the games, images or other entries to free memory. To avoid memory getting low, you should regularly delete, or transfer data to a memory card.

You can delete contact information, calendar notes, call timers, call cost timers, game scores, or any other data. Go to the respective application to remove the data.

Other items that you can delete to free memory:


- installed applications that are no longer required
- messages from the Inbox, Drafts, and Sent folders in Messaging
- retrieved e-mail messages from the game deck memory
- saved game data in Game manager
- saved XHTML or WML pages, and images in Images

## Memory card tool



Options in Memory card: [Backup device mem.](#), [Format mem. card](#), [Memory card name](#), [Set password](#), [Memory details](#), [Help](#), and [Exit](#).


The memory card tool is valid only for the MMC flash cards, not game cards.

Press  and select [Tools > Memory](#). You can use a memory card to store your downloaded games and applications, for example. You can also back up information from your game deck's memory and restore the information to the game deck later. See [Inserting a game or memory card](#) and [Ejecting a memory card](#).



**Warning:** Keep all memory cards out of the reach of small children.



**Important:** Do not remove the card in the middle of an operation when the  indicator is blinking. Before inserting or removing a memory card, save all unsaved data. All applications are closed when inserting or removing the card. Removing the card in the middle of an operation may cause data loss, or the card may become corrupted.



**Note:** Use only compatible Multimedia cards (MMC) with this device. Other memory cards, such as Secure Digital (SD) cards, do not fit in the MMC card slot and are not compatible with this device. Using an incompatible memory card may damage the memory card as well as the device, and data stored on the incompatible card may be corrupted.

## Format a memory card



**Important:** When a memory card is formatted, all data on the card is permanently lost.

Some memory cards are supplied pre-formatted and others require formatting. Consult your retailer to find out if you must format the memory card before you can use it.

Select **Options > Format mem. card**. Select **Yes** to confirm. When formatting is complete, key a name for the memory card and press **OK**.

To rename a memory card, select **Options > Memory card name** in Memory card.

## Back up and restore information on a memory card

- To backup information from your game deck's memory to a memory card, select **Options > Backup device mem..**
- To restore information from the memory card to the game deck's memory, select **Options > Restore from card.**

## Lock the memory card

You can set a password to protect your memory card against unauthorized use.



**Note:** The password is stored in your game deck and you do not have to enter it again while you are using the memory card on the same game deck. If you want to use the memory card on another game deck, you will be asked for the password.

Select **Options > Set password, Change password,** or **Remove password.** For every option you will be asked to enter and confirm your password (max. 8 characters).



**Important:** Once the password is removed, the memory card is unlocked and can be used on another game deck without a password.

## Unlocking a memory card




If you insert another password protected memory card in your game deck, you will be prompted to enter the password of the card.

To unlock the card, select **Options > Unlock memory card.**

## 1-touch dialing



1-touch dialing is a quick way to call frequently used numbers. You can assign 1-touch dialing keys to eight phone numbers.

- 1 Press  and select **Tools > 1-touch** and assign a phone number to one of the 1-touch dialing keys (  -  ). Number 1 is reserved for the voice mailbox.
- 2 Go to **Tools > Settings > Call** and set **1-touch dialing** to **On**.
- 3 To call: In standby mode, press and hold the 1-touch dialing key until the call is started.


## SIM directory




Options in the SIM directory: **Open**, **Call**, **New SIM contact**, **Edit**, **Delete**, **Copy to Contacts**, **My numbers**, **SIM details**, **Help**, and **Exit**.



**Note:** For availability, rates and information on using SIM services, contact your SIM card vendor, e.g. network operator, service provider or other vendor.

Press  and select **Tools > SIM directory** to see the names and numbers stored on the SIM card. In SIM directory you can add, edit, or copy numbers to Contacts, and you can make calls.

To access additional services that your SIM card may provide, press  and select Tools. See also: [Copying contacts between the SIM card and device memory](#), [Confirm SIM services \(Network Service\)](#), [Memory card tool](#), and [Viewing messages on a SIM card](#).

## Fixed dial




Options in the Fixed dialing view: [Open](#), [Call](#), [New contact](#), [Edit](#), [Delete](#), [Add to Contacts](#), [Add from Contacts](#), [Help](#), and [Exit](#).

You can restrict your outgoing calls to selected phone numbers, if supported by your SIM card. You need the PIN2 code for this function. When this function is active, you can only call those phone numbers that are included in the fixed dialing list or which begin with the same digit(s) as a phone number on the list.



**Note:** When Fixed Dialing is set on, calls may be possible to certain emergency numbers in some networks (e.g. 911 or other official emergency number).

To view the list of Fixed dialing numbers, press  and select [Tools > Fixed dialing](#). To add new numbers to the Fixed dialing list, select [Options > New contact](#) or [Add from Contacts](#).

## Call restrictions (Network Service)

Call restrictions allows you to restrict the making and receiving of calls with your game deck. For this function, you need the restriction password from your service provider.

Call restriction affects all calls, including data calls.

You cannot have restriction of incoming calls and call forwarding or fixed dialing active at the same time. See [Call forwarding \(Network Service\)](#) [Fixed dial](#).

- Scroll to one of the restriction options and select **Options > Activate** to request the network to set call restriction on, **Cancel** to set the selected call restriction off, or **Check status** to check if the calls are restricted or not.
- Select **Options > Edit restrictions passw.** to change the restriction password.
- Select **Options > Cancel all restrictions** to cancel all active call restrictions.



**Note:** When calls are restricted, calls may be possible to certain emergency numbers in some networks (e.g. 911 or other official emergency number).

# Reference Information

- **BATTERY INFORMATION**

## Charging and discharging

Your game deck is powered by a rechargeable battery. The full performance of a new battery is achieved only after two or three complete charge and discharge cycles. The battery can be charged and discharged hundreds of times but it will eventually wear out. When the talk and standby times are noticeably shorter than normal, buy a new battery. Use only Nokia approved batteries, and recharge your battery only with Nokia approved chargers designated for this game deck.

Unplug the charger from the electrical plug and the game deck when not in use. Do not leave the battery connected to a charger. Overcharging may shorten its lifetime. If left unused, a fully charged battery will lose its charge over time. Temperature extremes can affect the ability of your battery to charge.

Use the battery only for its intended purpose. Never use any charger or battery that is damaged.

Do not short-circuit the battery. Accidental short-circuiting can occur when a metallic object such as a coin, clip, or pen causes direct connection of the positive (+) and negative (-) terminals of the battery. (These look like metal strips on the battery.) This might happen, for example, when you carry a spare battery in your pocket or purse. Short-circuiting the terminals may damage the battery or the connecting object.



Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, will reduce the capacity and lifetime of the battery. Always try to keep the battery between 59°F and 77°F (15°C and 25°C). A game deck with a hot or cold battery may not work temporarily, even when the battery is fully charged. Battery performance is particularly limited in temperatures well below freezing.

Do not dispose of batteries in a fire! Dispose of batteries according to local regulations. Please recycle when possible. Do not dispose as household waste.

## Enhancements

A few practical rules about accessories and enhancements:

- Keep all accessories and enhancements out of the reach of small children.
- When you disconnect the power cord of any accessory or enhancement, grasp and pull the plug, not the cord.
- Check regularly that enhancements installed in a vehicle are mounted and are operating properly.
- Installation of any complex car enhancements must be made by qualified personnel only.

## Enhancements, Batteries, and Chargers

Check the model number of any charger before use with this game deck. This device is intended for use when supplied with power from an ACP-12 charger.



**Warning:** Use only batteries, chargers, and enhancements approved by Nokia for use with this particular model. The use of any other types may invalidate any approval or warranty, and may be dangerous.

For availability of approved enhancements, please check with your dealer. When you disconnect the power cord of any enhancement, grasp and pull the plug, not the cord.

Your device and its enhancements may contain small parts. Keep them out of reach of small children.

## CARE AND MAINTENANCE

Your game deck is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your device for many years.

- Keep the game deck and all its parts and enhancements out of the reach of small children.
- Keep the game deck dry. Precipitation, humidity, and all types of liquids or moisture can contain minerals that will corrode electronic circuits. If your device does get wet, remove the battery and allow the device to dry completely before replacing it.
- Do not use or store the game deck in dusty, dirty areas. Its moving parts and electronic components can be damaged.
- Do not store the game deck in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the game deck in cold areas. When it warms up (to its normal temperature), moisture can form inside which may damage electronic circuit boards.
- Do not attempt to open the game deck other than as instructed in this guide.
- Do not drop, knock, or shake the game deck. Rough handling can break internal circuit boards and fine mechanics.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game deck.
- Do not paint the game deck. Paint can clog the moving parts and prevent proper operation.
- Use only the supplied or an approved replacement antenna. Unauthorized

antennas, modifications, or attachments could damage the game deck and may violate regulations governing radio devices.

All of the above suggestions apply equally to your device, battery, charger, or any enhancement. If any device is not working properly, take it to the nearest authorized service facility for service.



**Note:** Before sending your device to a service facility, create a backup of data you want to keep such as contacts and calendar notes.

## ADDITIONAL SAFETY INFORMATION

### Operating environment

Remember to follow any special regulations in force in any area and always switch off your game deck when its use is prohibited or when it may cause interference or danger. Use the game deck only in its normal operating positions. To maintain compliance with radio frequency exposure guidelines only use accessories approved by Nokia for use with this game deck. When the game deck is on and being worn on the body, always use an approved carrying case.

### Medical devices

Operation of any radio transmitting equipment, including wireless devices, may interfere with the functionality of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your device in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

## PACEMAKERS

Pacemaker manufacturers recommend that a minimum separation of 6 in (15.3 cm) be maintained between a wireless device and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research. To minimize the potential for interference, persons with pacemakers should

- Always keep the game deck more than 6 in (15.3 cm) from their pacemaker when the game deck is switched on
- Not carry the game deck in a breast pocket
- Hold the game deck to the ear opposite the pacemaker

If you have any reason to suspect that interference is taking place, switch off your game deck immediately.

## HEARING AID

Some digital wireless game decks may interfere with some hearing aids. If interference occurs, consult your service provider.

## Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles such as electronic fuel injection systems, electronic antiskid (antilock) braking systems, electronic speed control systems, air bag systems. For more information, check with the manufacturer or its representative of your vehicle or any equipment that has been added.

Only qualified personnel should service the game deck, or install the game deck in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty that may apply to the game deck. Check regularly that all wireless device equipment in your vehicle is mounted and operating properly. Do not store or carry flammable liquids, gases, or explosive materials in the same compartment as the game deck, its parts, or enhancements. For vehicles equipped with an air bag, remember that an air bags inflate with great force. Do not place objects, including installed or portable

wireless equipment in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

## **Safety information about video games**

### **About photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor if you experience any of these symptoms.** Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely. Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## Potentially explosive environments

Switch off your game deck when in any area with a potentially explosive atmosphere and obey all signs and instructions. Potentially explosive atmospheres include areas where you would normally be advised to turn off your vehicle engine. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death. Switch off the game deck at refueling points such as near gas pumps at service stations. Observe restrictions on the use of radio equipment in fuel depots, storage, and distribution areas, chemical plants or where blasting operations are in progress. Areas with a potentially explosive atmosphere are often but not always clearly marked. They include below deck on boats, chemical transfer or storage facilities, vehicles using liquefied petroleum gas (such as propane or butane), and areas where the air contains chemicals or particles such as grain, dust or metal powders.

FCC regulations prohibit using your wireless game deck while in the air. The use of wireless telephones in an aircraft may be dangerous to the operation of the aircraft, disrupt the wireless telephone network, and may be illegal.

Failure to observe these instructions may lead to suspension or denial of telephone services to the offender, legal action, or both.



## EMERGENCY CALLS



**Important:** Wireless devices, including this device, operate using radio signals, wireless networks, landline networks, and user-programmed functions. Because of this, connections in all conditions cannot be guaranteed. You should never rely solely on any wireless device for essential communications like medical emergencies.

To make an emergency call:

1 If the game deck is not on, switch it on. Check for adequate signal strength.

- 2 Press  as many times as needed (e.g. to exit a call, to exit a menu, etc.) to clear the display and ready the device for calls.
- 3 Key in the emergency number for your present location (e.g. 911 or other official emergency number). Emergency numbers vary by location.
- 4 Press the  key.

## CERTIFICATION INFORMATION (SAR)

THIS MODEL DEVICE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless device is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. 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 and health.

The exposure standard for wireless mobile devices employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.\* Tests for SAR are conducted using standard operating positions accepted by the FCC with the device 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 device while operating can be well below the maximum value. This is because the device 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 antenna, the lower the power output.

Before a device model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (for example, at the ear and worn on the body) as required by the FCC for each model.

The highest SAR value for this model device as reported to the FCC when tested for use with GSM 850 at the ear is 0.60 W/kg, and when worn on the body, as described in this user guide, is 1.03 W/kg. (Body-worn measurements differ among device models, depending upon available enhancements and FCC requirements).

The highest SAR value for this model device as reported to the FCC when tested for use with GSM 1900 at the ear is 0.45 W/kg, and when worn on the body, as described in this user guide, is 0.78 W/kg. (Body-worn measurements differ among device models, depending upon available enhancements and FCC requirements).

While there may be differences between the SAR levels of various devices and at various positions, they all meet the government requirement. The FCC has granted an Equipment Authorization for this model device with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model device is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID OW3RH-47.



For body worn operation, this device has been tested and meets the FCC RF exposure guidelines for use with a carry case, belt clip, or holder that contains no metal and that positions the handset a minimum of 7/8-inch (2.2 cm) from the body. Use of other carry cases, belt clips, or holders may not ensure compliance with FCC RF exposure guidelines. If you do not use a body-worn accessory and are not holding the device at the ear, position the handset a minimum of 7/8-inch (2.2 cm) from your body when the device is switched on.

\*In the United States and Canada, the SAR limit for mobile devices used by the public is 1.6 watts/kilogram (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements. SAR values may vary depending on national reporting requirements and the network band. For SAR information in other regions please look under product information at [www.nokia.com](http://www.nokia.com).

## TECHNICAL INFORMATION

Feature	Specification
Weight	4.7 oz. with BL-6C 1070 mAh Li-Ion battery
Size	124 cc
Frequency Range	Lowband 824 - 849 MHz (TX) 869 - 894 MHz (RX) Highband 1850 - 1910 MHz (TX) 1930 - 1990 MHz (RX)
Transmitter Output Power	850 MHz Up to 2 W/33dBm 1900 MHz Up to 1 W/30 dBm
Battery Voltage	3.7 V nominal
Operating Temperature	14°F to + 131°F -10°C to + 55°C

Feature	Specification
Talk time	Up to 5 hours
Standby time	Up to 11 days
Game time	Up to 10 hours
Phone numbers	Up to 500 contacts with multiple phone numbers and text entries per contact

# Nokia 90-Day Limited Warranty

Nokia Inc. (“Nokia”) warrants that this cellular device (“Product”) is free from defects in material and workmanship that result in Product failure during normal usage, according to the following terms and conditions:

- 1 The limited warranty for the Product extends for 90 days beginning on the date of the purchase of the Product. This 90 day period is extended by each whole day that the Product is out of your possession for repair under this warranty.
- 2 The limited warranty extends only to the original purchaser (“Consumer”) of the Product and is not assignable or transferable to any subsequent purchaser/end-user.
- 3 The limited warranty extends only to Consumers who purchase the Product in the United States of America.
- 4 During the limited warranty period, Nokia will repair, or replace, at Nokia’s sole option, any defective parts, or any parts that will not properly operate for their intended use with new or refurbished replacement items if such repair or replacement is needed because of product malfunction or failure during normal usage. No charge will be made to the Consumer for any such parts. Nokia will also pay for the labor charges incurred by Nokia in repairing or replacing the defective parts. The limited warranty does not cover defects in appearance, cosmetic, decorative or structural items, including framing,

and any non-operative parts. Nokia's limit of liability under the limited warranty shall be the actual cash value of the Product at the time the Consumer returns the Product for repair, determined by the price paid by the Consumer for the Product less a reasonable amount for usage. Nokia shall not be liable for any other losses or damages. These remedies are the Consumer's exclusive remedies for breach of warranty.

- 5 Upon request from Nokia, the Consumer must prove the date of the original purchase of the Product by a dated bill of sale or dated itemized receipt.
- 6 The Consumer shall bear the cost of shipping the Product to Nokia in Melbourne, Florida. Nokia shall bear the cost of shipping the Product back to the Consumer after the completion of service under this limited warranty.
- 7 The Consumer shall have no coverage or benefits under this limited warranty if any of the following conditions are applicable:
  - a) The Product has been subjected to abnormal use, abnormal conditions, improper storage, exposure to moisture or dampness, unauthorized modifications, unauthorized connections, unauthorized repair, misuse, neglect, abuse, accident, alteration, improper installation, or other acts which are not the fault of Nokia, including damage caused by shipping.
  - b) The Product has been damaged from external causes such as collision with an object, or from fire, flooding, sand, dirt, windstorm, lightning, earthquake or damage from exposure to weather conditions, an Act

of God, or battery leakage, theft, blown fuse, or improper use of any electrical source, damage caused by computer or internet viruses, bugs, worms, Trojan Horses, cancelbots or damage caused by the connection to other products not recommended for interconnection by Nokia.

- c) Nokia was not advised in writing by the Consumer of the alleged defect or malfunction of the Product within fourteen (14) days after the expiration of the applicable limited warranty period.
  - d) The Product serial number plate or the accessory data code 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 by the external antenna, or viruses or other software problems introduced into the Product.
- 8 Nokia does not warrant uninterrupted or error-free operation of the Product. If a problem develops during the limited warranty period, the Consumer shall take the following step-by-step procedure:
- a) The Consumer shall return the Product to the place of purchase for repair or replacement processing.
  - b) If "a" is not convenient because of distance (more than 50 miles) or for other good cause, the Consumer shall ship the Product prepaid and insured to:  
Nokia Inc., Attn: Repair Department

5650 Alliance Gateway  
Zone 4  
Ft. Worth, TX. 76177

- c) The Consumer shall include a return address, daytime phone number and/or fax number, complete description of the problem, proof of purchase and service agreement (if applicable). Expenses related to removing the Product from an installation are not covered under this limited warranty.
- d) The Consumer will be billed for any parts or labor charges not covered by this limited warranty. The Consumer will be responsible for any expenses related to reinstallation of the Product.
- e) Nokia will repair the Product under the limited warranty within 30 days after receipt of the Product. If Nokia cannot perform repairs covered under this limited warranty within 30 days, or after a reasonable number of attempts to repair the same defect, Nokia at its option, will provide a replacement Product or refund the purchase price of the Product less a reasonable amount for usage. In some states the Consumer may have the right to a loaner if the repair of the Product takes more than ten (10) days. Please contact the Customer Service Center at Nokia at the telephone number listed at the end of this warranty if you need a loaner and the repair of the Product has taken or is estimated to take more than ten (10) days.

- f) If the Product is returned during the limited warranty period, but the problem with the Product is not covered under the terms and conditions of this limited warranty, the Consumer will be notified and given an estimate of the charges the Consumer must pay to have the Product repaired, with all shipping charges billed to the Consumer. If the estimate is refused, the Product will be returned freight collect. If the Product is returned after the expiration of the limited warranty period, Nokia's normal service policies shall apply and the Consumer will be responsible for all shipping charges.
- 9 You (the Consumer) understand that the product may consist of refurbished equipment that contains used components, some of which have been reprocessed. The used components comply with Product performance and reliability specifications.
- 10 ANY IMPLIED WARRANTY OF MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE OR USE, SHALL BE LIMITED TO THE DURATION OF THE FOREGOING LIMITED WRITTEN WARRANTY. OTHERWISE, THE FOREGOING LIMITED WARRANTY IS THE CONSUMER'S SOLE AND EXCLUSIVE REMEDY AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED. NOKIA SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES, INCLUDING BUT NOT LIMITED TO LOSS OF ANTICIPATED BENEFITS OR PROFITS, LOSS OF SAVINGS OR REVENUE, LOSS OF DATA, PUNITIVE DAMAGES, LOSS OF USE OF THE PRODUCT OR ANY ASSOCIATED EQUIPMENT, 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 TORT, OR ANY OTHER LEGAL OR EQUITABLE THEORY, EVEN IF NOKIA KNEW OF THE LIKELIHOOD OF SUCH DAMAGES. NOKIA 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.

- 11 Some states do not allow limitation of how long an implied warranty lasts, so the 90 day warranty limitation may not apply to you (the Consumer). Some states do not allow the exclusion or limitation of incidental and consequential damages, so certain of the above limitations or exclusions may not apply to you (the Consumer). This limited warranty gives the Consumer specific legal rights and the Consumer may also have other rights which vary from state to state.
- 12 Nokia neither assumes nor authorizes any authorized service center or any other person or entity to assume for it any other obligation or liability beyond that which is expressly provided for in this limited warranty including the provider or seller of any extended warranty or service agreement.
- 13 This is the entire warranty between Nokia and the Consumer, and supersedes all prior and contemporaneous agreements or understandings, oral or written, relating to the Product, and no representation, promise or condition not contained herein shall modify these terms.
- 14 This limited warranty allocates the risk of failure of the Product between

the Consumer and Nokia. The allocation is recognized by the Consumer and is reflected in the purchase price.

- 15 Any action or lawsuit for breach of warranty must be commenced within eighteen (18) months following purchase of the Product.
- 16 Questions concerning this limited warranty may be directed to:  
Nokia Inc.  
Attn: Customer Service  
7725 Woodland Center Blvd., Ste. 150  
Tampa, FL 33614  
Telephone: 1-888-NOKIA-2U (1-888-665-4228)  
Facsimile: (813) 249-9619  
TTY/TDD Users Only: 1-800-24-NOKIA (1-800-246-6542)
- 17 The limited warranty period for Nokia supplied attachments and accessories is specifically defined within their own warranty cards and packaging.

# Appendix A

## Message from the CTIA (Cellular Telecommunications & Internet Association) to all users of mobile phones.

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*Safety is the most important call you will ever make.*

## **A Guide to Safe and Responsible Wireless Phone Use**

Tens of millions of people in the U.S. today take advantage of the unique combination of convenience, safety and value delivered by the wireless telephone. Quite simply, the wireless phone gives people the powerful ability to communicate by voice--almost anywhere, anytime--with the boss, with a client, with the kids, with emergency personnel or even with the police. Each year, Americans make billions of calls from their wireless phones, and the numbers are rapidly growing.

But an important responsibility accompanies those benefits, one that every wireless phone user must uphold. When driving a car, driving is your first responsibility. A wireless phone can be an invaluable tool, but good judgment must be exercised at all times while driving a motor vehicle--whether on the phone or not.

The basic lessons are ones we all learned as teenagers. Driving requires alertness, caution and courtesy. It requires a heavy dose of basic common sense---keep your head up, keep your eyes on the road, check your mirrors frequently and watch out for other drivers. It requires obeying all traffic signs and signals and staying within the speed limit. It means using seatbelts and requiring other passengers to do the same.

But with wireless phone use, driving safely means a little more. This brochure is a call to wireless phone users everywhere to make safety their first priority when behind the wheel of a car. Wireless telecommunications is keeping us in touch, simplifying our lives, protecting us in emergencies and providing opportunities to help others in need.

When it comes to the use of wireless phones, *safety is your most important call.*

### **Wireless Phone "Safety Tips"**

Below are safety tips to follow while driving and using a wireless phone which should be easy to remember.

- 1 Get to know your wireless phone and its features such as speed dial and redial. Carefully read your instruction manual and learn to take advantage of valuable features most phones offer, including automatic redial and memory. Also, work to

memorize the phone keypad so you can use the speed dial function without taking your attention off the road.

- 2 When available, use a hands free device. A number of hands free wireless phone accessories are readily available today. Whether you choose an installed mounted device for your wireless phone or a speaker phone accessory, take advantage of these devices if available to you.
- 3 Position your wireless phone within easy reach. Make sure you place your wireless phone within easy reach and where you can grab it without removing your eyes from the road. If you get an incoming call at an inconvenient time, if possible, let your voice mail answer it for you.
- 4 Suspend conversations during hazardous driving conditions or situations. Let the person you are speaking with know you are driving; if necessary, suspend the call in heavy traffic or hazardous weather conditions. Rain, sleet, snow and ice can be hazardous, but so is heavy traffic. As a driver, your first responsibility is to pay attention to the road.
- 5 Do not take notes or look up phone numbers while driving. If you are reading an address book or business card, or writing a "to do" list while driving a car, you are not watching where you are going. It's common sense. Don't get caught in a dangerous situation because you are reading or writing and not paying attention to the road or nearby vehicles.
- 6 Dial sensibly and assess the traffic; if possible, place calls when you are not moving or before pulling into traffic. Try to plan your calls before you begin your trip or attempt to coincide your calls with times you may be stopped at a stop sign, red light or otherwise stationary. But if you need to dial while driving, follow this simple tip--dial only a few numbers, check the road and your mirrors, then continue.
- 7 Do not engage in stressful or emotional conversations that may be distracting. Stressful or emotional conversations and driving do not mix--they are distracting and even dangerous when you are behind the wheel of a car. Make people you are talking with aware you are driving and if necessary, suspend conversations which have the potential to divert your attention from the road.
- 8 Use your wireless phone to call for help. Your wireless phone is one of the greatest tools you can own to protect yourself and your family in dangerous situations--with your phone at your side, help is only three numbers away. Dial 9-1-1 or other local

emergency number in the case of fire, traffic accident, road hazard or medical emergency. Remember, it is a free call on your wireless phone!

- 9 Use your wireless phone to help others in emergencies. Your wireless phone provides you a perfect opportunity to be a "Good Samaritan" in your community. If you see an auto accident, crime in progress or other serious emergency where lives are in danger, call 9-1-1 or other local emergency number, as you would want others to do for you.
- 10 Call roadside assistance or a special wireless non-emergency assistance number when necessary. Certain situations you encounter while driving may require attention, but are not urgent enough to merit a call for emergency services. But you still can use your wireless phone to lend a hand. If you see a broken-down vehicle posing no serious hazard, a broken traffic signal, a minor traffic accident where no one appears injured or a vehicle you know to be stolen, call roadside assistance or other special non-emergency wireless number.

Careless, distracted individuals and people driving irresponsibly represent a hazard to everyone on the road. Since 1984, the Cellular Telecommunications Industry Association and the wireless industry have conducted educational outreach to inform wireless phone users of their responsibilities as safe drivers and good citizens. As we approach a new century, more and more of us will take advantage of the benefits of wireless telephones. And, as we take to the roads, we all have a responsibility to drive safely.

*The wireless industry reminds you to use your phone safely when driving.*

For more information, please call 1-888-901-SAFE.

For updates: <http://www.wow-com.com/consumer/issues/driving/articles.cfm?ID=85>

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# Appendix B Message from the FDA (U.S. Food and Drug Administration) to all users of mobile phones.

July 18, 2001..... For updates: <http://www.fda.gov/cdrh/phones>

## **Consumer Update on Wireless Phones**

### **U.S. Food and Drug Administration**

#### **1. Do wireless phones pose a health hazard?**

The available scientific evidence does not show that any health problems are associated with using wireless phones. There is no proof, however, that wireless phones are absolutely safe. Wireless phones emit low levels of radio frequency energy (RF) in the microwave range while being used. They also emit very low levels of RF when in the stand-by mode. Whereas high levels of RF can produce health effects (by heating tissue), exposure to low level RF that does not produce heating effects causes no known adverse health effects. Many studies of low level RF exposures have not found any biological effects. Some studies have suggested that some biological effects may occur, but such findings have not been confirmed by additional research. In some cases, other researchers have had difficulty in reproducing those studies, or in determining the reasons for inconsistent results.

#### **2. What is FDA's role concerning the safety of wireless phones?**

Under the law, FDA does not review the safety of radiation-emitting consumer products such as wireless phones before they can be sold, as it does with new drugs or medical devices. However, the agency has authority to take action if wireless phones are shown to emit radio frequency energy (RF) at a level that is hazardous to the user. In such a case, FDA could require the manufacturers of wireless phones to notify users of the health hazard and to repair, replace or recall the phones so that the hazard no longer exists.

Although the existing scientific data do not justify FDA regulatory actions, FDA has urged the wireless phone industry to take a number of steps, including the following:

- Support needed research into possible biological effects of RF of the type emitted by wireless phones;
- Design wireless phones in a way that minimizes any RF exposure to the user that is not necessary for device function; and
- Cooperate in providing users of wireless phones with the best possible information on possible effects of wireless phone use on human health.

FDA belongs to an interagency working group of the federal agencies that have responsibility for different aspects of RF safety to ensure coordinated efforts at the federal level. The following agencies belong to this working group:

- National Institute for Occupational Safety and Health
- Environmental Protection Agency
- Federal Communications Commission
- Occupational Safety and Health Administration



- National Telecommunications and Information Administration

The National Institutes of Health participates in some interagency working group activities, as well. FDA shares regulatory responsibilities for wireless phones with the Federal Communications Commission (FCC). All phones that are sold in the United States must comply with FCC safety guidelines that limit RF exposure. FCC relies on FDA and other health agencies for safety questions about wireless phones. FCC also regulates the base stations that the wireless phone networks rely upon. While these base stations operate at higher power than do the wireless phones themselves, the RF exposures that people get from these base stations are typically thousands of times lower than those they can get from wireless phones. Base stations are thus not the subject of the safety questions discussed in this document.

### **3. What kinds of phones are the subject of this update?**

The term wireless phone refers here to hand-held wireless phones with built-in antennas, often called cell mobile or PCS phones. These types of wireless phones can expose the user to measurable radio frequency energy (RF) because of the short distance between the phone and the user's head. These RF exposures are limited by Federal Communications Commission safety guidelines that were developed with the advice of FDA and other federal health and safety agencies. When the phone is located at greater distances from the user, the exposure to RF is drastically lower because a person's RF exposure decreases rapidly with increasing distance from the source. The so-called cordless phones, which have a base unit connected to the telephone wiring in a house, typically operate at far lower power levels, and thus produce RF exposures far below the FCC safety limits.

### **4. What are the results of the research done already?**

The research done thus far has produced conflicting results, and many studies have suffered from flaws in their research methods. Animal experiments investigating the effects of radio frequency energy (RF) exposures characteristic of wireless phones have yielded conflicting results that often cannot be repeated in other laboratories. A few animal studies, however, have suggested that low levels of RF could accelerate the development of cancer in laboratory animals. However, many of the studies that showed increased tumor development used animals that had been genetically engineered or treated with cancer-causing chemicals so as to be pre-disposed to develop cancer in the absence of RF exposure. Other studies exposed the animals to RF for up to 22 hours per day. These conditions are not similar to the conditions under which people use wireless phones, so we don't know with certainty what the results of such studies mean for human health.

Three large epidemiology studies have been published since December 2000. Between them, the studies investigated any possible association between the use of wireless phones and primary brain cancer, glioma, meningioma, or acoustic neuroma, tumors of the brain or salivary gland, leukemia, or

other cancers. None of the studies demonstrated the existence of any harmful health effects from wireless phone RF exposures. However, none of the studies can answer questions about long-term exposures, since the average period of phone use in these studies was around three years.

### **5. What research is needed to decide whether RF exposure from wireless phones poses a health risk?**

A combination of laboratory studies and epidemiological studies of people actually using wireless phones would provide some of the data that are needed. Lifetime animal exposure studies could be completed in a few years. However, very large numbers of animals would be needed to provide reliable proof of a cancer promoting effect if one exists. Epidemiological studies can provide data that is directly applicable to human populations, but 10 or more years follow-up may be needed to provide answers about some health effects, such as cancer. This is because the interval between the time of exposure to a cancer-causing agent and the time tumors develop - if they do - may be many, many years. The interpretation of epidemiological studies is hampered by difficulties in measuring actual RF exposure during day-to-day use of wireless phones. Many factors affect this measurement, such as the angle at which the phone is held, or which model of phone is used.

### **6. What is FDA doing to find out more about the possible health effects of wireless phone RF?**

FDA is working with the U.S. National Toxicology Program and with groups of investigators around the world to ensure that high priority animal studies are conducted to address important questions about the effects of exposure to radio frequency energy (RF).

FDA has been a leading participant in the World Health Organization International Electromagnetic Fields (EMF) Project since its inception in 1996. An influential result of this work has been the development of a detailed agenda of research needs that has driven the establishment of new research programs around the world. The Project has also helped develop a series of public information documents on EMF issues.

FDA and the Cellular Telecommunications & Internet Association (CTIA) have a formal Cooperative Research and Development Agreement (CRADA) to do research on wireless phone safety. FDA provides the scientific oversight, obtaining input from experts in government, industry, and academic organizations. CTIA-funded research is conducted through contracts to independent investigators. The initial research will include both laboratory studies and studies of wireless phone users. The CRADA will also include a broad assessment of additional research needs in the context of the latest research developments around the world.

### **7. How can I find out how much radio frequency energy exposure I can get by using my wireless phone?**

All phones sold in the United States must comply with Federal Communications Commission (FCC) guidelines that limit radio frequency energy (RF) exposures. FCC established these guidelines in consultation with FDA and the other federal health and safety agencies. The FCC limit for RF exposure from wireless telephones is set at a Specific Absorption Rate (SAR) of 1.6 watts per kilogram (1.6 W/kg). The FCC limit is consistent with the safety standards developed by the Institute of Electrical and Electronic Engineering (IEEE) and the National Council on Radiation Protection and Measurement. The exposure limit takes into consideration the body's ability to remove heat from the tissues that absorb energy from the wireless phone and is set well below levels known to have effects.

Manufacturers of wireless phones must report the RF exposure level for each model of phone to the FCC. The FCC website (<http://www.fcc.gov/oet/rfsafety>) gives directions for locating the FCC identification number on your phone so you can find your phone's RF exposure level in the online listing.

## **8. What has FDA done to measure the radio frequency energy coming from wireless phones?**

The Institute of Electrical and Electronic Engineers (IEEE) is developing a technical standard for measuring the radio frequency energy (RF) exposure from wireless phones and other wireless handsets with the participation and leadership of FDA scientists and engineers. The standard, Recommended Practice for Determining the Spatial-Peak Specific Absorption Rate (SAR) in the Human Body Due to Wireless Communications Devices: Experimental Techniques, sets forth the first consistent test methodology for measuring the rate at which RF is deposited in the heads of wireless phone users. The test method uses a tissue-simulating model of the human head. Standardized SAR test methodology is expected to greatly improve the consistency of measurements made at different laboratories on the same phone. SAR is the measurement of the amount of energy absorbed in tissue, either by the whole body or a small part of the body. It is measured in watts/kg (or milliwatts/g) of matter. This measurement is used to determine whether a wireless phone complies with safety guidelines.

## **9. What steps can I take to reduce my exposure to radio frequency energy from my wireless phone?**

If there is a risk from these products--and at this point we do not know that there is--it is probably very small. But if you are concerned about avoiding even potential risks, you can take a few simple steps to minimize your exposure to radio frequency energy (RF). Since time is a key factor in how much exposure a person receives, reducing the amount of time spent using a wireless phone will reduce RF exposure.

If you must conduct extended conversations by wireless phone every day, you could place more distance between your body and the source of the RF, since the exposure level drops off dramatically with distance. For example, you could use a headset and carry the wireless phone away from your body or use a wireless phone connected to a remote antenna.

Again, the scientific data do not demonstrate that wireless phones are harmful. But if you are concerned about the RF exposure from these products, you can use measures like those described above to reduce your RF exposure from wireless phone use.

### **10. What about children using wireless phones?**

The scientific evidence does not show a danger to users of wireless phones, including children and teenagers. If you want to take steps to lower exposure to radio frequency energy (RF), the measures described above would apply to children and teenagers using wireless phones. Reducing the time of wireless phone use and increasing the distance between the user and the RF source will reduce RF exposure. Some groups sponsored by other national governments have advised that children be discouraged from using wireless phones at all. For example, the government in the United Kingdom distributed leaflets containing such a recommendation in December 2000. They noted that no evidence exists that using a wireless phone causes brain tumors or other ill effects. Their recommendation to limit wireless phone use by children was strictly precautionary; it was not based on scientific evidence that any health hazard exists.

### **11. What about wireless phone interference with medical equipment?**

Radio frequency energy (RF) from wireless phones can interact with some electronic devices. For this reason, FDA helped develop a detailed test method to measure electromagnetic interference (EMI) of implanted cardiac pacemakers and defibrillators from wireless telephones. This test method is now part of a standard sponsored by the Association for the Advancement of Medical Instrumentation (AAMI). The final draft, a joint effort by FDA, medical device manufacturers, and many other groups, was completed in late 2000. This standard will allow manufacturers to ensure that cardiac pacemakers and defibrillators are safe from wireless phone EMI. FDA has tested hearing aids for interference from handheld wireless phones and helped develop a voluntary standard sponsored by the Institute of Electrical and Electronic Engineers (IEEE). This standard specifies test methods and performance requirements for hearing aids and wireless phones so that no interference occurs when a person uses a compatible phone and a accompanied hearing aid at the same time. This standard was approved by the IEEE in 2000.

FDA continues to monitor the use of wireless phones for possible interactions with other medical devices. Should harmful interference be found to occur, FDA will conduct testing to assess the interference and work to resolve the problem.

### **12. Where can I find additional information?**

For additional information, please refer to the following resources:

- FDA web page on wireless phones  
<http://www.fda.gov/cdrh/phones/index.html>

- Federal Communications Commission (FCC) RF Safety Program  
<http://www.fcc.gov/oet/rfsafety>
- International Commission on Non-Ionizing Radiation Protection  
<http://www.icnirp.de>
- World Health Organization (WHO) International EMF Project  
<http://www.who.int/emf>
- National Radiological Protection Board (UK)  
<http://www.nrpb.org.uk/>

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July 18, 2001 For updates: <http://www.fda.gov/cdrh/phones>

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