

MENU ITEMS

The menu provides access to many options and settings.

To use the menu

- From the standby screen, press  to display the first main menu option: **Messaging**.
- Then use  and  to highlight an option and press  to select it.

Messaging

Create New Message	pg 22
Inbox	pg 24
Sent Items	pg 24
Preset Messages	pg 25
Message Settings	 .. pg 41
Voicemail	pg 26

Phonebook

View Names	pg 18
My Number	pg 19
Add Number	 .. pg 38
Check Memory	 .. pg 41
Save Nos. To	 .. pg 41

Call Logs

Missed Calls	pg 26
Received Calls	pg 26
Dialled Numbers	pg 26
Virtual Timer	pg 26
Call Info	 .. pg 48

Menu options marked  are not available in normal mode.

Settings

Profile	pg 28
Display	pg 31
Security Level	pg 34
Security	 .. pg 34
Restore Settings	 .. pg 48
Network Settings	pg 32

Clock

Alarm	pg 27
Time and Date	 .. pg 44
School Hours	 .. pg 46

CONTENTS

WELCOME...

...to the magical world of Disney®	3
A note to parents and guardians	4
Emergency calls	5

GETTING STARTED

Fitting your SIM card	7
Fitting and charging the battery	8
Connecting the optional headset	9
Changing the covers and keypad	10
Switching on and off	12
Your mobile display	12
Using the menu	13

USING YOUR MOBILE

Making calls	14	Messaging	20
Receiving calls	15	Reading messages	20
Ending calls	15	Message options	21
During a call	16	Creating a message	22
Call log	16	Managing your Inbox and Sent Items	24
Voice recording	17	Sending preset messages	25
Keypad lock (12 keypad only)	17	Voicemail (12 keypad only)	26
Your phonebook	18	Call logs and virtual timer	26
To use your phonebook	18	Alarm clock	27

continued





SPECIAL STUFF

Customising your mobile.....	28
Tones.....	28
Colour patterns.....	29
Wallpapers and screensavers	29
Vibrate.....	30
Volume Control	30
Minute reminder.....	30
Backlight	31
Screen contrast	31
Language.....	31
Network settings.....	32



PARENT'S SECTION

Security	34
Phonebook configuration	38
Messaging configuration.....	41
Administration via the website.....	43
Other settings.....	44
Time	44
Date.....	45
Auto Clock Update	45
School hours.....	46
Virtual timer.....	47
Call costs	48
Restore settings.....	48

OTHER INFORMATION

Solving problems.....	49
Technical specifications	50
Important safety information	51
Character copyright notices.....	56
Ringtone copyright notices.....	56



WELCOME...

...to the magical world of Disney®

The Disney D100 mobile provides the freedom of communication that every child desires allied with the extra reassurance that every parent and guardian requires.

Combining ease of use, unique parental controls and easily changeable keypads and covers, the Disney D100 mobile will safely keep you in touch as well as keep up with you.

Please take a moment to read the important notices provided at the rear of this guide.





A NOTE TO PARENTS AND GUARDIANS

Your Disney D100 mobile has been specifically created to be expandable to meet the needs of children of varying ages and manageable to provide the overall control that you require:

Operation to suit

Two types of keypad (4 key or 12 key) and two security levels (normal or administrator) allow you to determine the mode of operation that best suits your child. A special code is required to change between the two levels of operation. In this user guide, all features that are available only at administrator level are marked with this  icon.



Call and message control

The phonebook can hold up to 20 contact numbers, which are programmable only at administrator level. When your mobile is then changed to normal level, calls and messages may only be made to, or received from the contact numbers held within the phonebook.

Call and message override

As a parent or guardian you retain an option to remotely override the call and message control, using either the *d100mobile.com* website or a specially-formatted text message, just in case you need to make contact when away from your usual telephone.

School hours feature

To ensure that your child's mobile never interferes with school lessons, you can determine the hours of every day when it should not ring.

Virtual timer

To help you advise your child on limiting their calls, the virtual timer feature allows you to set a total for their call times that they should try not to exceed.

No mobile internet access

For further piece of mind, your mobile does not allow access to any mobile internet features.



EMERGENCY CALLS

Your mobile, like any wireless phone, operates using radio signals, wireless and landline networks, and user-programmed functions. Because of this, connections in all conditions cannot be guaranteed. Therefore, you should never rely solely on any wireless phone for essential communications (e.g. medical emergencies).

Remember, to make or receive any calls, your mobile must be switched on and be used in a service area that has adequate signal strength. Emergency calls might not be possible on all wireless phone networks or when certain network services and/or mobile features are in use. Check with local service providers.

Note : If certain features are in use (Auto key lock, call restrictions, and so on), you might first need to turn those features off before you can make an emergency call. Consult this guide and your local service provider.

When making an emergency call, remember to give all of the necessary information as accurately as possible. Remember that your mobile might be the only means of communication at the scene of an accident. Do not terminate the call until given permission to do so.

To make an emergency call (4 key keypad)

- 1 Press the **3** key three times in succession. The display will show **Emergency Only**. Press the  button to dial the emergency number.

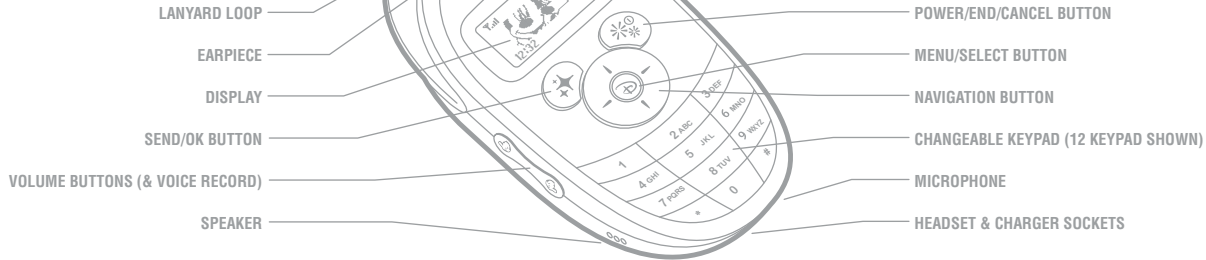
To make an emergency call (12 key keypad)

- 1 From the standby screen, enter the emergency number for your present location (for example, 112) and press the  button to dial.





YOUR DISNEY MOBILE



GETTING STARTED

Before you can begin making and receiving calls, please take a moment to prepare your mobile by following the basic steps outlined in this chapter.

To remove the rear panel

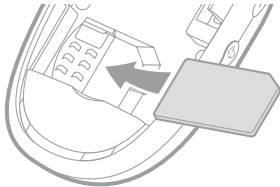
- 1 Slide the release clip towards the lanyard loop and simultaneously lift the rear cover away from the main body.



FITTING YOUR SIM CARD

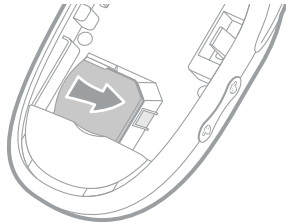
To insert your SIM card

- 1 Orientate your SIM card with its gold contacts facing downwards and push it fully into the holder as shown below.
- 2 Replace the battery and rear panel.



To remove your SIM card

- 1 Press down lightly on the clip adjacent to the SIM card and as you do so, push the SIM card out of the holder.





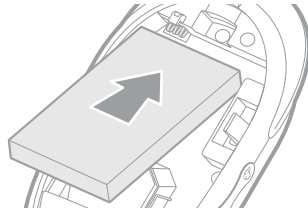
FITTING AND CHARGING THE BATTERY

Important: To prevent injury or burns, do not allow metal objects to contact the battery terminals. Do not disassemble the battery. Use only the original battery or an approved replacement. Batteries which are no longer in use must be disposed of correctly in accordance with local regulations.



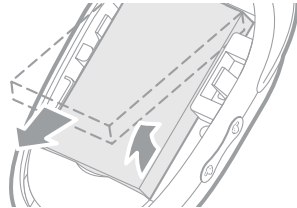
To fit the battery

- 1 Orientate the three gold contacts at the top of the battery with those of the battery compartment.
- 2 Press the top of the battery into the compartment and then seat the base into place.



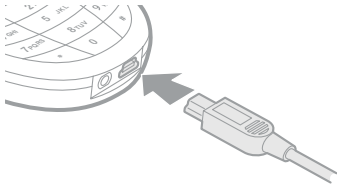
To remove the battery

- 1 Ensure that your mobile is switched off.
- 2 Lift up the base of the battery and then pull it away from the main body.



To charge the battery

- 1 Insert the charger lead into the larger of the two sockets at the base of your mobile.



- 2 Plug the charger into a nearby mains socket.

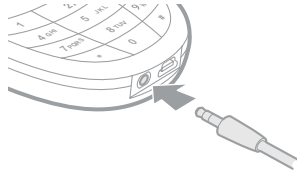
On the standby screen you should see the battery  symbol scrolling – it will cease when the battery is full.

Note: Your mobile can be switched on or off whilst charging.

The initial charge should take roughly four hours, subsequent charging times will be shorter. You will need to recharge whenever the battery symbol shows its low state: 

CONNECTING THE OPTIONAL HEADSET

- 1 Insert the lead of your optional headset (not supplied as standard) into the small circular connector at the base of your phone.



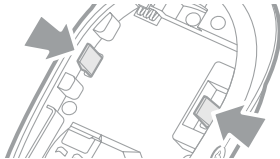


CHANGING THE COVERS AND KEYPAD

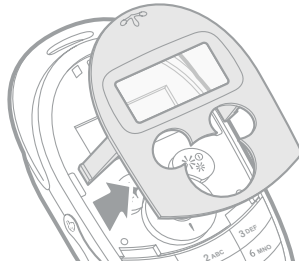
Removing the covers and keypad

Note: When changing keypads, ensure the battery is removed for at least 30 seconds. See 'Switching on and off'.

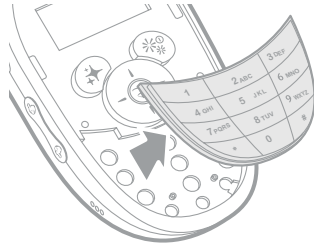
- 1 Remove the rear panel and battery.
- 2 Press the two clips inwards and as you do so, press down slightly on each to release the front panel.



- 3 Gently lift the front panel away from the main body.

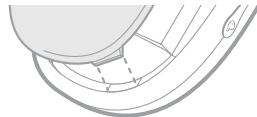
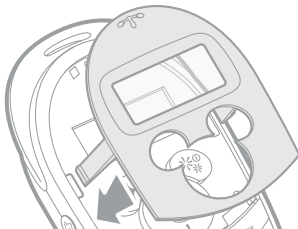
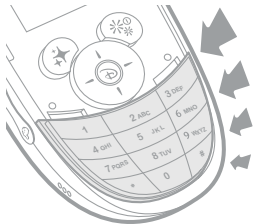


- 4 At the top edge of the keypad, lift it away from the main body.



Fitting the keypad and covers

- 1 Beginning with one of the top corners of the keypad, insert the studs at its rear into the corresponding holes in the main body.
- 2 As you continue around the perimeter of the keypad, ensure that its four side tabs locate correctly. If any key sticks up then its stud may not be correctly seated.
- 3 Orientate the front panel with the main body and insert its locking arms into the corresponding holes of the main body. Carefully press the panel into place until you hear a click on each side.
- 4 Replace the battery (see previous section) and then attach the rear cover. Place its lower tabs into place first and then press the top of the cover until it clicks shut.





SWITCHING ON AND OFF

- 1 Press and hold  until the display responds.

*Note: If the battery has been removed for 30 seconds or more, your mobile will first ask you to **Select Keypad Mode**. If so, depending on which keypad you have fitted, press either  (**4Key**) or  (**12Key**).*



If you are asked for a PIN code

Enter a valid code for your SIM card in one of two ways:

- If you are using the 12 keypad: Enter the code using the numeric keys and press  (**OK**).
- If you are using the 4 keypad: Use  and  to highlight each digit and press  to select. Press  (**OK**) when all digits have been entered.

YOUR MOBILE DISPLAY

The standby screen

When your mobile is switched on but not involved in any activity, it reverts to its standby screen (if the screensaver is playing - press any key):



On the standby screen you can see the current network name, the time and date as well some of the following indicators:



Signal strength indicator



Battery charge level



Roaming on another network



Unread text message(s)



New voicemail message(s)



An alarm is set



Vibrator (or  vibrator & tone) enabled



Key lock on



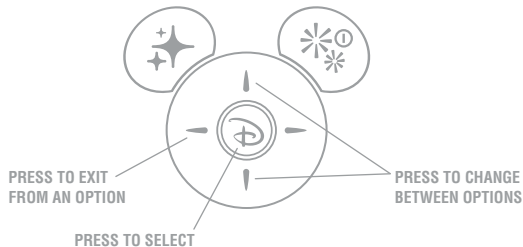
School hour mode active

Using the menu

The menu provides access to many options and settings.

To use the menu

- 1 From the standby screen, press  to display the first main menu option: **Messaging**.
- 2 Control the menu options as shown here:





Using your mobile

You can make or receive calls whenever your mobile is switched on, a valid SIM card is inserted, the standby screen (below) is displayed and the signal icon  is shown with between 0 and 5 bars of signal strength.

The standby screen



Making calls

There are three main ways to make a call (from the standby screen):

- **One touch dialling** Press and hold any number key to dial a pre-set number from your phonebook.

Notes:

*Phonebook entries need to be assigned to each number key. See the 'Parent's section' for details. If you are using the 12 keypad, key **1** is used for recovering your voicemail messages.*

- **Phonebook** Press  or  to show your phonebook entries. Highlight the required entry and press . You can alternatively enter your phonebook via the menu and select a contact from there. See 'Your phonebook'.
- **Dial a number (12 keypad only)** Use the keypad to enter the required number and then press . If you make a mistake when dialling, press  to erase a digit. *Note: Full freedom to dial any number is only available in Administrator mode. In normal mode you can only dial numbers that are listed within your phonebook.*



RECEIVING CALLS

When someone calls you, your mobile will alert you in one or more of these ways: the display will light up or flash, a ringtone will be played and/or it will vibrate. The name or number of the person calling will usually be shown on the display.

- To accept the call, press 
- To reject the call, press 
- Alternatively, you can press  and choose an option: **Answer**, **Reject** or **I Am Busy**. The latter option will redirect the incoming call to your voicemail, if it is configured, otherwise it will reject the call.

Notes:

In normal mode you can only receive phone calls from people who are listed in your phonebook.

You can change the way in which your mobile alerts you to calls - See 'Special stuff'. You can even make it respond in special ways to different people listed in your phonebook. See 'Your phonebook'.

Your mobile has a 'School Hours' feature which, when active, will display the  icon and automatically switch off your ringtones during school hours. Incoming calls are indicated only by the display backlight.

ENDING CALLS

Press . When you end a call, the display will briefly show the duration of the call.





DURING A CALL

You can do other things while your call is taking place.

- 1 Press to view the in-call menu.
- 2 Use and to highlight an option and to select:



Volume Adjust the loudness of the earpiece. You can also use the side volume buttons.

Hold Place the current call on hold while you make another call – *Note: This option requires a special service from your phone network.*

End All Calls Ends all active and held calls.

Mute Switches off your microphone so that the other person cannot hear you. Use the **Unmute** option to switch on the microphone.

DTMF Off Prevents the key tones from being heard if you enter numbers during a call.

Main Menu Provides access to the Messaging and Phonebook options during a call.

CALL LOG

You can view the list of all recent dialled, received and missed calls.

- 1 From the standby screen, press . Each list entry has an icon: dialled, received, missed.
- 2 Use and to highlight an entry. You can then:
 - Press to dial the entry.
 - Press to view the call time and date.
 - Press to exit.



VOICE RECORDING

When not in a call, you can record and replay short voice messages. You can even use your recordings as ringtones for your phonebook contacts (see 'Your phonebook').

- 1 From the standby screen, press and hold the upper volume button on the side of your mobile.
- 2 From the **Voice Record** menu, choose **Record** and speak your message into the microphone near the base of your mobile.

- 3 The recording will end and save automatically after six seconds or before that, press either  (**Save**) or  (**Cancel**).
- 4 From the menu, choose **Recorded List**. Each recording is listed with its date and time. Use  and  to highlight an entry and hear its message. To delete a highlighted entry, press  and select **Delete** (or **Delete All** to remove all entries).

KEYPAD LOCK (12 keypad only)

You can prevent accidental dialling when carrying your mobile (when not in a call) by using the keypad lock.

- 1 From the standby screen, press .
- 2 Press the # key. The  symbol will be displayed. Repeat the above process to unlock the keypad.

*Note: You can also choose the **Keylock** option to automatically lock the keypad after 30 seconds of inactivity. See 'Parent's section' for details.*





VOICEMAIL (12 keypad only)

Voicemail allows you to retrieve messages from callers who you missed. Voicemail requires a special service from your phone network.

- 1 From the standby screen, press and hold the **1** key until your mobile makes contact with your network. If you have any messages, they will be played to you.



YOUR PHONEBOOK

Your phonebook is where all of your usual contacts are stored. In normal mode you can only make calls to, and receive calls from phone numbers stored within your phonebook. Also, phonebook numbers cannot be altered in normal mode. For details about changing phonebook entries, please see the 'Parents section' later in this guide.

TO USE YOUR PHONEBOOK

- 1 From the standby screen, press . Then use to display the **Phonebook** option and press to select. In normal mode you will be given two options: **View Names** and **My Number**.
- 2 Select **View Names** to display your contact names.
Note: In normal mode you can only view contacts which are stored in phone memory, not the SIM card.

Note: Some contact names in the list may have a number listed to the right of the name. These are special contacts and they show you the number key that, in the standby screen, you can press and hold to quickly dial the number without even needing to access your phonebook.



Within the list of contact names you can:

- Use  and  to highlight an entry.
- Press  to call a highlighted entry.
- Press  to view options for a highlighted entry:

View Displays the number stored for the contact.

Set Ringtone Allows you to choose a ringtone (or voice recording, if available) for the contact.

Highlight the required entry and press  to apply it to your contact.

Set Colour Pattern Allows you to choose a suitable screen colour pattern for your contact. Highlight the required entry and press  to apply it to your contact.

The **My Number** option allows you to view the number of your mobile and to edit it (if required). Editing the number does not mean that your actual phone number will change, this option merely allows you to enter the number in cases where the SIM card does not automatically report it.





MESSAGING

You can send and receive text messages using your mobile. In normal mode you can only send messages to, and receive messages from mobile phone numbers stored within your phonebook.

To enter messaging

- 1 From the standby screen, press .
- 2 Press  again to select the first option: **Messaging**. The options provided will depend upon the operation mode and keypad size fitted.



READING MESSAGES

When a new text message is received, your mobile will alert you by lighting up (or flashing) the display and playing a ringtone.

- The standby screen will indicate that you have received one or more new messages.
- To view your inbox: Press . *At any other time you can enter your inbox via the standard Messaging menu.*
- Your inbox will show the name of the message sender (or their phone number) and also the beginning of the message. Unread messages are prefixed with  whereas previously read messages are marked .
- To read the full message: Highlight the message and press .
- Press and release  or  to scroll down/up one line at a time.
- Press and hold  or  to scroll down/up one page at a time.
- The  icon denotes the end of the message.
- To exit from the message: Press .



MESSAGE OPTIONS

While you are viewing the message, press  to see the available options:

Reply (Not available in 4 key normal mode) Allows you to create and send a response to the original sender. See 'Creating a message' for details about message editing.

Forward (Not available in 4 key normal mode) Allows you to edit (if necessary) and send the received message to one or more other contacts. See 'Creating a message' for details about message editing.

Delete Removes the message from memory.

Note: You can change the way in which your mobile alerts you to messages. You can even make it respond in special ways to different people listed in your phone-book. See 'Special stuff'.





CREATING A MESSAGE

You can create text messages up to 160 characters in length. *Note: New messages cannot be created in 4 key normal mode, however, you can send preset messages to your phonebook contacts, see 'Sending preset messages' for details.*



- 1 From the standby screen, press twice to enter the **Messaging** menu and select the **Create New Msg** option.
- 2 You can now create your message in one of two ways depending on the keypad fitted:

Creating a message using the 4 keypad

Enter your message using the navigation buttons and . Move the highlight to cover a required character among those displayed and to add it to your message, which is shown at the foot of the display.

- To erase a character, highlight the **Del** option and press .
- To enter a space, highlight the **SP** option and press .

- To change between upper and lower case, either press the **1** key or highlight the **Aa** option and press .
- When your message is complete, press (**Send**). Select either **Enter Number** to enter the phone number of your recipient or **P/Book** to choose a contact from your phonebook. In each case, press to send the message.



Creating a message using the 12 keypad

Enter your message using the keypad.

- Where necessary, press a key repeatedly until the required character is shown (see the table).
- For the next character, either press a different key or wait roughly half a second to choose a new character from the same key.
- To erase a character, press (←).
- To move back or forward through the message, use  and  respectively.
- The top right corner shows one of three icons to depict the character mode:  upper case,  lower case or  numerals. To change the character mode, press .

The following characters are available, in the order shown, by repeatedly pressing each key.

1	.,:; / - _ @ & ? ! ' "
2	A B C Ä Å Æ Ç
3	D E F É
4	G H I
5	J K L
6	M N O Ñ ö ø
7	P Q R S
8	T U V Ü
9	W X Y Z
0	Space
*	* + / () < = > % £ \$ ¥ € ¤ @ & \$
#	# Γ Δ Θ Λ Ξ Π Σ Φ Ψ Ω





Inserting items (12 key only)

While creating a message, press  (**Options**). You can choose from **Emoticon** characters, a **Melody**, a **Phone Number** from your phonebook, or **Preset Messages**. In each case, select the option and then use ,  and  to choose the required item.



When your message is complete, press  (**Options**) and select the **Send** option.

- In normal mode your phonebook contacts will be listed for you to choose your recipient. Use  and  to highlight an entry and press . Check that the displayed entry is correct and then press  again to send.



- In administrator mode, your mobile will display **Enter Number**. You can either enter the phone number using the keypad or press  (**P/Book**) to choose a contact from your phonebook. In either case, when ready to send to your chosen contact, press  (**OK**).

MANAGING YOUR INBOX AND SENT ITEMS

Whenever you receive or send a message, a copy is saved in your **Inbox** or **Sent Items** list, respectively. You can access these old messages and forward them to new recipients. Also, it is a good idea to periodically delete unwanted messages in order to provide memory space for new messages.

- 1 From the standby screen, press  twice to enter the **Messaging** menu, highlight either **Inbox** or **Sent Items** and press .

*Note: To delete all messages: Use  to scroll to the bottom of the list, highlight **Delete All** and press . Then press  (**Delete**) to confirm.*

- 2 Use  and  to locate the required message and press . The message will be displayed.
- 3 If required edit the message, otherwise press  to view the options: **Reply**, **Forward** or **Delete**. See 'Reading messages' for details.

SENDING PRESET MESSAGES

Your mobile allows you to choose from a range of preset messages and send them to your contacts.

- 1 From the standby screen, press  twice to enter the **Messaging** menu, highlight **Preset Messages** and press .
- 2 Use  and  to select the most appropriate preset message and press . The menu options offered will depend on your keypad but will offer one or more of the following:

P/Book Allows you to choose a contact from your phonebook.

Send Via Message (12 keypad only) Opens the preset message into the usual text message editor so that you can change it or add to it before sending to your contact. See 'Creating a message'.

Edit  Allows you to edit the preset message for selection from the list in all modes. See the 'Parent's section'.

Delete  Allows you to remove the preset message from the list. See the 'Parent's section'.





VOICEMAIL (12 keypad only)

Voicemail allows you to retrieve messages from callers who you missed. Voicemail requires a special service from your phone network.

*Note: You also access your voicemail from the standby screen by pressing and holding the **1** key.*

- 1 From the standby screen, press  twice to enter the **Messaging** menu, highlight **Voicemail** and press  to select.
- 2 Press  to select the **Get Voicemail** option. Your mobile will make contact with your network. If you have any messages, they will be played to you.

CALL LOGS AND VIRTUAL TIMER

Your mobile maintains lists of all calls.

- 1 From the standby screen, press , locate the **Call Logs** option and press  to select.
- 2 You have four options: **Missed Calls**, **Received Calls**, **Dialled Numbers** and **Virtual Timer**.
 - For the first three of these options, select the required option to view a list of calls. Highlight a call and press  to view the time and date when the call took place.

- The **Virtual Timer** option maintains a total of all calls and is available to help you moderate your use of the mobile within a given time period. The allocated time is altered within administrator mode – see the 'Parent's section' for details.



ALARM CLOCK

Your mobile provides an alarm that you can set to alert you once only or on a regular basis, using a tone of your choice.

- 1 From the standby screen, press , locate the **Clock** option and press  to select.
- 2 Choose the **Alarm** option. You will see four initial options (the option names will change to reflect your alarm settings)

Set Time Choose to set the alarm time. The alarm time is edited in slightly different ways depending on your keypad:

- 12 keypad: Enter the alarm time using the numeric keys and press  (**OK**).
- 4 keypad: Use  and  to increase or decrease the hour and then press  to move to the minutes. Similarly adjust the minutes and then press  (**OK**).

Set Tone Choose from the list of alarm tones and then press  (**OK**).

Once If you need the alarm to re-occur on a regular basis, select either **Everyday** or **Mon-Fri** and then press  (**OK**).

Alarm Off This option will change to **Alarm On** when you set the alarm time. Use this option to deactivate the alarm.

When your alarm is active, the  icon will be shown in the standby screen.





SPECIAL STUFF

Your mobile is adaptable and customisable so that you can make it look and operate in a way that best suits you.

CUSTOMISING YOUR MOBILE

In addition to changing the covers and keypad (which are discussed in the 'Getting started' chapter), a set of stickers are supplied with your mobile so that you can make your keypad and panels even more special.

You can also alter your mobile's operation at any time to suit your tastes using the options discussed in this chapter.



TONES

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Profile** and then select the **Tones** option. You can set three separate types of tone. In each case, use ,  and  to select the required tone:

Incoming Call Sets the standard ringtone that is played when a call is received. You can also make your mobile respond in special ways to different people listed within your phonebook - See 'Your phonebook'.

Incoming SMS Sets the tone that is played when a text message is received.

Key Tone Sets the tone that is sounded every time you press a key.

Note: See 'Volume control' for details about setting the ringtone and key tone volumes.

COLOUR PATTERNS

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Profile** and then select the **Colour Pattern** option. You can set three separate instances of colour patterns. In each case, use ,  and  to select the required pattern:

Incoming/Outgoing Sets the pattern that will be shown when a call is received or sent.

Note: You can also make your mobile's display respond in special ways to different people listed within your phonebook - See 'Your phonebook'.

Incoming SMS Sets the pattern that will be shown when a text message is received.

Idle Sets the pattern that will be shown when your mobile is displaying the standby screen.

WALLPAPERS AND SCREENSAVERS

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Profile** and then select the **Image & Animation** option. Two options are provided. In each case, use ,  and  to select the required option:

Wallpaper Sets the image that is used on the standby screen.

Screensaver Sets the animated sequence that is played after your mobile has been idle for a certain period.





VIBRATE

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Profile** and then select the **Vibrate** option. Three options are provided:

Vibrate Only Select this option to disable the ringtones for incoming calls and messages, and use the internal vibrator as your alert.

Vibrate & Tone Select this option to use both the ringtones and the internal vibrator to alert you to incoming calls and messages.

Tone Only Select this option to disable the internal vibrator and use ringtones only.



VOLUME CONTROL

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Profile** and then select the **Volume Control** option. Two options are provided. In each case, use ,  and  to select the required level:

Ring Tone Sets the volume for the incoming call and message ringtones.

Key Tone Sets the volume for the tone that is issued whenever you press a key.

MINUTE REMINDER

When enabled, this option emits a short beep during every outgoing call just before every minute elapses. This provides you with a reminder of the duration of your call.

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Profile** and then select the **Minute Reminder** option. Choose **Enable** or **Disable**, as appropriate.



BACKLIGHT

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Display** and then select the **Backlight** option. You can now choose the time for which the backlight will remain lit after the last key has been pressed. The longer the time that you select (up to 60 seconds), the greater impact it will have on overall battery life.
- 3 Use ,  and  to select the required option.

SCREEN CONTRAST

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Display** and then select the **Contrast** option. You can now choose the appropriate contrast level between the display background and the foreground characters.
- 3 Use ,  and  to select the required level.

LANGUAGE

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Display** and then select the **Language** option. You can now choose the appropriate language in which to display the menu options.
- 3 Use ,  and  to select the required language.





NETWORK SETTINGS

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select the **Network Settings** option. Two options are provided:

Automatic This option automatically locates and chooses the network to use. As standard, your home network will always be chosen where coverage can be located. However, in other areas, your mobile will automatically choose an alternative network with which your home network has a roaming agreement. The  icon will be displayed on the standby screen when your mobile is roaming.

Manual Select this option to search for all available networks so that you can choose one to use. In the resulting list, networks that you can use are prefixed with , whereas networks that you cannot use are prefixed .



PARENT'S SECTION

Your mobile's appearance and behaviour can be adjusted to suit children of various ages. The most important change in operation relates to the use of the phonebook as a central controlling factor. In use, the entries within the phonebook allow you to define an 'approved' list of up to twenty contacts. Calls and text messages may only be accepted from, or made to, contact numbers that are stored within the phonebook.

Your mobile has two modes of operation:

- **Administrator mode**, where no restrictions are placed upon calls or messages, and also where changes can be made to any aspect of operation.
- **Normal mode**, where calls and messages are limited to phonebook contacts and no changes may be made to important aspects, such as the phonebook.

Precisely which combination of keypad and operation mode you choose to select for your child is totally up to you. For a younger child it may be appropriate to fit the 4 keypad and select normal mode. In time, they could then graduate to the 12 keypad while still retaining the normal mode restrictions. For an older child you may feel that restrictions are unnecessary, in which case using the 12 keypad in administrator mode would be suitable.





SECURITY



The change between the normal and administrator modes is controlled by the *Admin Password*, a four digit code that is independent of the PIN code associated with your SIM card.



*Note: The Admin Password is **1234** as standard. You are strongly recommended to change this code at your earliest convenience. See 'Changing the admin password'.*



CHANGING MODES

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select the **Security Level** option and enter the *admin password*. This is done in one of two ways, depending on the keypad fitted:
 - 4 keypad: Enter the admin password using the navigation buttons and . Move the highlight to cover the required digit among those displayed and press  to select it. Press  (**OK**) to accept the complete password.
 - 12 keypad: Enter the admin password using the keypad as usual and press  (**OK**) to accept the complete password.
- 3 The subsequent screen shows the two modes, **Normal** and **Administrator**, as list options and the currently active mode will be highlighted. Use  or  to highlight the required mode and press .

CHANGING THE ADMIN PASSWORD

Note: You must first be in Administrator mode to change the admin password.

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Security** and then select the **Change Admin P/W** option.
- 3 Enter the old admin password using either the 4 key or 12 key method, as appropriate, and press  (**OK**).
- 4 Enter your new admin password and press  (**OK**). Then repeat the new code and press  (**OK**). If the two new codes match, then the password will be changed.

ENABLING THE SIM PASSWORD

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Security** and then select the **SIM Password** option.
- 3 Select the **On** option and then enter the current SIM code. This is a code (between 4 and 8 digits) that is not linked to the Admin password, it is a function of the SIM card. Press  (**OK**) once the correct code has been entered.

Note: When the SIM password is on, you will need to enter the SIM password code every time you switch on your mobile.

CHANGING THE SIM PASSWORD

Please see the next page.





CHANGING THE SIM PASSWORD

Note: To change the SIM password, you need to enable it first.



- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Security** and then select the **SIM Password** option.
- 3 Select the **Change PIN** option and then enter the old SIM Password (PIN1) code using either the 4 key or 12 key method, as appropriate and press  (OK).
- 4 Enter your new SIM password (PIN1) code and press  (OK). Then repeat the new code and press  (OK). If the two new codes match, then the SIM password will be changed.



Keylock

When enabled, this feature will automatically lock the keypad after 30 seconds of inactivity and display the  symbol in the standby screen. To unlock you will need to press  and then press the # key.

- 1 From the standby screen, press , locate the **Settings** option and press  to select.
- 2 Select **Security** and then select the **Keylock** option.
- 3 Select **On** or **Off**, as appropriate.

TEMPORARY UNRESTRICTION

There may be times when you need to contact your Disney D100 mobile from a phone that is not listed in its phonebook. You can do this by sending a specially formatted text message to the Disney D100 mobile which will temporarily suspend the controls that it uses to screen callers and outgoing calls.

Note: You can also achieve this via the d100mobile.com website.

To send the unrestrict message

From another mobile phone, create and send (to the Disney D100 mobile) a text message containing the following items:

@:RA;tt;nnnn;

where:

- **tt** is the time period for which the Disney D100 mobile should remain unrestricted (between 1 and 15 minutes).
- **nnnn** is the four digit admin password for the Disney D100 mobile.

For instance, to suspend call control for 12 minutes (admin password is 5678), the message would be:

@:RA;12;5678;

Once the special message is received and understood, the Disney D100 mobile will permit calls and messages from any phone to be received for the defined period. Outgoing calls and messages to any number can also be made. After the unrestrict period, the usual access controls will be automatically reinstated.





PHONEBOOK CONFIGURATION

When in administrator mode you have full control over the phonebook contents.



ADDING CONTACTS

There are two contact storage areas: your mobile's memory (■) and the SIM card memory (☑). In administrator mode you can see both areas, however, in normal mode only contacts stored within your mobile's memory will be valid. Within the phonebook menu, there is an option called **Save Nos. To**. When adding new contacts for use within normal mode, it is important that the **Save Nos. To** option is set to either **Phone Memory** or **Choice**. The latter will prompt you to choose the required area each time a contact is stored.



You can add new contacts to the phonebook in various ways (see also 'Using international notation'):

- **From a calls list entry** Access **Call Logs**, highlight an entry and press Ⓢ (Save). You will need to enter a name for the new entry.
- **Copy from the SIM card** Within the phonebook list, select **View Names** and highlight an entry that is stored on the SIM card (prefixed with ☑, rather than ■). Press Ⓢ and select the **Copy to Phone** option.
- **Manually enter a number** Within the phonebook menu, select the **Add Number** option and enter the name and number of the new contact.

Important: Ensure that you enter contact phone numbers in the same way that they will be reported to your mobile by the network, i.e. no spaces between the area code and the number (see also 'Using international notation'). If there is any difference between the phonebook entry and the reported number from the network, your mobile may reject the call when it operates within normal mode. If possible, double check that your main contact phones are accepted by your mobile when it is set to normal mode.

Note: The reporting of mobile phone numbers is network specific and cannot be guaranteed in all cases. Bear this in mind when contacting your mobile (using a listed mobile phone) while abroad.

Using international notation

It is always a good idea to store phone numbers in your phonebook using international notation, especially mobile phone numbers. If you do this, then if either you or your contacts are abroad, your mobile will recognise their number and will also allow you to successfully call them.

- Imagine the number you wish to enter is **01234 56789**.
- Imagine also that the relevant country code, where your contact's phone is registered, is **333**.

To enter the number in your phonebook:

- 1 Using the normal manual method, press and hold the **0** key until the display shows **+**.
- 2 Enter the country code.
- 3 Ignoring the initial zero, enter the rest of the number (with no spaces)
+333 123456789.

Example country dialling codes

Every country worldwide has a unique country code, here are a few examples:

Austria	+43	Jordan	+962
Brazil	+55	Mexico	+52
Chile	+56	Oman	+968
Denmark	+45	Pakistan	+92
Dubai (UAE)	+971	Portugal	+351
Finland	+358	Spain	+34
France	+33	Sweden	+46
Germany	+49	UK	+44
Italy	+39	US	+1





ONE TOUCH DIALLING

You can make any of the phonebook contacts available as a one-touch dial number. One-touch key allocations depend upon the keypad fitted:

- 4 keypad: You can use keys **1** to **4**.
- 12 keypad: You can use keys **2** to **9**.

Note: If your mobile is changed from a 12 keypad to a 4 keypad (i.e. after you have finished configuring it for your child), the key arrangements for only the first four one-touch contacts will be preserved and they will be moved to occupy keys 1 to 4.



- 1 Enter the phonebook and view the list of contact names. Any entries that already have a one-touch dialling arrangement will show their one-touch key number to the right of their name.
- 2 Highlight the required contact name and press Ⓢ.
- 3 Highlight the **1-Touch Dialing** option and press Ⓢ.
- 4 Press and hold an un-allocated key until the display responds.

OTHER PHONEBOOK TASKS

You can also perform the following tasks within the phonebook. Highlight a contact name, press Ⓢ and select from the menu:

Edit name/Edit number Edit details as necessary.

Set Ringtone/Set Colour Pattern For each contact stored in your mobile's phone memory you have the option to set special ringtones and display colour patterns, these can be set in either administrator or normal modes. See 'Your phonebook'.

Copy to SIM You can copy any phonebook contact from phone memory to SIM memory.

Check Memory Allows you to determine the available space within both the phone memory and the SIM card.

Save Nos To. This option determines whether new contact entries are stored automatically in either the phone memory or the SIM card, or that you are given the choice whenever creating new entries.

MESSAGING CONFIGURATION

MESSAGE SETTINGS

Message settings are usually preconfigured by your network operator and are taken from the SIM card, however, you can alter them, if necessary.

- 1 Within the **Messaging** option, highlight **Message Settings** and press Ⓢ. Three options are available:

Message Centre This is the central number to which all outgoing messages are sent.

Keep Messages This settings determines how long undelivered messages should be held by your network operator before being discarded. The options range from 1 hour to 6 months.

Delivery Receipt When set to **On**, this option will notify you, by return message, when your outgoing messages have been received. There may be a charge for this service, please check with your network operator.





CHANGING PRESET MESSAGES

- 1 Within the **Messaging** option, highlight **Preset Messages** and press .
- 2 Highlight a message (or an **Empty** location) and press . If you chose an existing message, select the **Edit** option.
- 3 Enter or edit the required message and then press  (**Save**).



VOICEMAIL SETTINGS

- 1 Within the **Messaging** option, highlight **Voicemail** and press .
- 2 Highlight the **Voicemail Settings** option and press . Two options are available:

Local Mailbox This entry contains the number your mobile should dial when it is connected to your home network.

Roam Mailbox This entry contains the number your mobile should dial when it is roaming on an alternative network.

In either or both cases, edit the numbers according to information from your network operator and press  (**OK**).

ADMINISTRATION VIA THE WEBSITE

Thanks to the *d100mobile.com* website, you can administrate your mobile irrespective of where you are and where it is (providing it is switched on and has network service). Using the powerful, yet intuitive features of the secure website you can:

- **Update the entries within the phonebook** Allows you to amend some or all of the contacts held within your mobile's memory.
- **Change the preset messages** Lets you alter some or all of the standard messages that your child can send to their contacts.

- **Send a message to the Disney D100 mobile** Using the website's text creation feature, you can compose and send a message, if you do not have access to your own mobile phone.
- **Temporarily un-restrict access to the phone** A very useful feature in situations where you do not have access to the phone that you would normally use to contact the Disney D100 mobile. Using your password-protected account on the *d100mobile.com* website you can remove the call restrictions for between 1 and 15 minutes in order that you can make contact from any phone.

- **Manage and contact multiple phones** One child or many, the *d100mobile.com* site allows you to easily manage and send messages to multiple Disney D100 mobiles at once.
- **New accessories** The *d100mobile.com* website is where you can see and order the latest special accessories for your Disney D100 mobile.

The *d100mobile.com* website operates using credits, of which you receive 25 free with each Disney D100 mobile that you purchase. When you use the administration features of the site, credits are deducted from your account and you can purchase new credits using various payment methods. Register yourself now.





OTHER SETTINGS

TIME



- 1 Within the **Clock** option, highlight **Time and Date** and press .
- 2 Select the **Set Time** option. The display will show the current time setting.



- 3 Enter the correct time in one of two ways:
 - If you are using the 12 keypad: Enter the time using the numeric keys and press  (**OK**).
 - If you are using the 4 keypad: Use  and  to increase or decrease the hour and then press  to move to the minutes. Similarly adjust the minutes and then press  (**OK**).

*Note: The time is expressed in either 24 hour or 12 hour format according to the **Time Format** option.*



DATE

- 1 Within the **Clock** option, highlight **Time and Date** and press .
- 2 Select the **Set Date** option. The display will show the current day/month/year setting in a calendar grid format.
- 3 Use  and  to move back/forward day by day or use  and  buttons to move up/down week by week until you have highlighted the correct date. Press  to select. The display will now show a grid for the chosen week with the chosen day highlighted.

- 4 If necessary, use the  and  to move back/forward day by day or use  and  buttons to move up/down week by week.

- 5 When the selected date is correct, press  (OK).

*Note: You can use the **Date Format** option to choose exactly how your mobile displays the date within the standby screen.*

AUTO CLOCK UPDATE

Your mobile provides a feature that can automatically set the time and date using signals from the phone network. *Note: This feature is not supported by all mobile networks.*

- 1 Within the **Clock** option, highlight **Time and Date** and press .
- 2 Select the **Auto Clock Update** option. Two options are provided: Manual and Automatic.
- 3 Highlight the required setting and press .





SCHOOL HOURS

The school hours feature allows you to ensure that your child's mobile does not interfere with classwork by disabling the ringtone alerts and key tones during certain times of the day and week. When the control is active, the  icon will be displayed in the standby screen. You can control, to the nearest hour, when the school hours feature should be active.

- 1 Within the **Clock** option, highlight **School Hours** and press . Three options are provided:

Set Hours Use this to set the beginning and end times for the restriction period. *Note: For 12 hour clock: Use  and  to change between **am/pm**.*

- 12 keypad: Enter the hours using the numeric keys and press  (**OK**).
- 4 keypad: Use  and  to increase or decrease the hour and  to move to the next stage. Press  (**OK**) when complete.

Set Day Highlight each day of the week for which the school hours feature is required and press  to add or remove a tick, as necessary. Press  (**OK**) when complete.

Enable/Disable Use to switch the school hours feature on and off.



VIRTUAL TIMER

This is a feature that you can optionally use to help your child to moderate their use of the mobile. The virtual timer keeps a running total of all time spent in calls and you can set a limit which they should try to keep within. For safety reasons, exceeding the limit does not prevent incoming or outgoing calls being made, it merely acts as a reminder. The time period in which they should use the allocation is down to you.

- 1 Within the **Call Logs** option, highlight **Virtual Timer** and press Ⓢ. Two options are provided:

View This is the option that your child can access and which shows the time used and the allocated time remaining.

Set Virtual Timer Use this to set the allocated call time.

- 12 keypad: Enter the hours and then the minutes using the numeric keys and press Ⓢ (**Start**).
- 4 keypad: Use ⏮ and ⏭ to increase or decrease the hours, use ⏪ to move to the next stage and similarly set the minutes. Press Ⓢ (**Start**) when complete.

Once started, you can stop the virtual timer by going back into the option and pressing Ⓢ (**Stop**).





CALL COSTS

This feature allows you to gain an indication of your expenditure on calls. This feature is dependent on support from your network operator.

- 1 Within the **Call Logs** option, select the **Call Info** option and press . Three options are provided:

Call Costs This option allows you set the unit cost of calls which will then be used together with the call timers to provide the cost of your **Last Call** and also a running total of **All Calls**, since you last cleared the logs. Within this option you can also set a **Max Cost** which will emit a warning when the call costs exceed your set limit.

Call Timers Provides separate elapsed timings of your **Last Call** and also **All Calls**.

Clear Logs Allows you to clear all call logs.

RESTORE SETTINGS

This feature allows you to return all customised settings back to their factory defaults. Contacts within the phone memory and SIM card will remain unchanged.

- 1 Within the **Settings** option, select the **Restore Settings** option and press .
- 2 In the subsequent confirmation screen, press (**Yes**) to proceed.

OTHER INFORMATION

SOLVING PROBLEMS

The display shows 'No service'

If you are outside the wireless service area, **No Service** will display on your mobile. No calls can be made or received, however, emergency calls may still be possible.

Whenever I try to call the Disney D100 mobile (from another phone), I hear one ring and the line goes dead

The mobile is in normal mode and the number from which you are calling is not listed as a contact within the phone memory area of the phonebook.

Note: Numbers contained on the SIM card cannot be used in normal mode.

I cannot make or receive calls

Your mobile can make and receive calls only when it is switched on and within the wireless network's service area.

If normal mode is set, you can only receive and send calls to the numbers listed within the phonebook.

The mobile does not immediately turn on after plugging in charger after extended period of non-use.

It may be necessary to allow up to 4 hours to recharge the battery enough to turn the mobile on.

The display shows 'SIM Invalid'

Check whether you have inserted the SIM card in the mobile, and whether you have inserted it correctly.

The display shows 'Enter PUK'

This message appears if the PIN is incorrectly entered three times in a row. You need to enter the PUK (Pin Unblock code) – contact your network operator. Important: If the PUK is incorrectly entered more than 10 times, your SIM card will be permanently blocked, and you will need to purchase a new SIM card.





Message “Searching” is displayed along with “No Network

When this happens in a service area, turn off your mobile for 2~3 minutes, and then turn it back on.

If this continues for some time without reason (i.e. other mobile phones on the same network can gain service) contact your supplier for assistance.



TECHNICAL SPECIFICATIONS

General details

Weight	80g including battery
Size (H x W x D)	51.3mm x 98.7mm x 24.2mm
Battery	750mAH Lithium Ion
Standby Time	Up to 200 hours
Talk Time	Up to 6 hours

Network frequency ranges

Depending upon the country where you purchased your mobile, it will supports one of the following sets of network frequencies:

GSM 900 & DCS 1800

Frequency Ranges 880 ~960MHz
1710 ~1880MHz

GSM 850 & PCS 1900

Frequency Ranges 824 ~894MHz
1850 ~1990MHz



IMPORTANT SAFETY INFORMATION

Exposure to radio frequency (RF) signals

Your mobile contains a transmitter and a receiver. When it is on, it receives and also sends out radio frequency (RF) signals. When you communicate with your mobile, the system handling your call controls the power level at which your mobile transmits.

Your mobile is designed to comply with local regulatory requirements in your country concerning exposure of human beings to RF energy.

Operational precautions

To assure optimal performance and make sure human exposure to RF energy is within the guidelines set forth in the relevant standards; always adhere to the following procedures.

Body-worn operation

To maintain compliance with RF energy exposure guidelines, if you wear a mobile on your body when transmitting, always place the mobile in an approved clip, holder, holster, case, or body harness for this mobile.

Approved accessories

Use of unapproved accessories, including but not limited to batteries and antennas, may cause your mobile to exceed RF energy exposure guidelines.

RF energy interference/compatibilities

Note: Nearly every electronic device is susceptible to RF energy interference from external sources if in adequately shielded, designed, or otherwise configured for RF energy compatibility. In some circumstances your mobile may cause interference.





Facilities

Turn off your mobile in any facility where posted notices instruct you to do so. These facilities may include hospitals or health care facilities that may be using equipment that is sensitive to external RF energy.

Medical devices

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 6 inches (15 centimetres) be maintained between a handheld mobile phone and a pacemaker.

People with pacemakers should:

- Always keep the mobile more than 6 inches (15 centimetres) from the pacemaker when the mobile is turned on.

- Never carry the mobile in a breast pocket.
- Use the ear opposite the pacemaker to minimise the potential for interference.
- Turn off the mobile immediately if there is any reason to suspect that interference is taking place.

Hearing Aids

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

Other Medical Devices

If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your physician may be able to assist you in obtaining this information.

Batteries

Batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touches exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse or other container with metal objects. Use only original batteries and chargers.



Your battery or mobile may contain symbols, defined as follows.

-  Important safety information will follow.
-  Your battery or mobile should not be disposed of in a fire.
-  Your battery or mobile may require recycling in accordance with local laws. Contact your local regulatory authorities for more information.
-  Your battery or mobile should not be thrown in the trash.

Vehicles

RF signals may affect improperly or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle

Vehicles with Air Bags

An air bag inflates 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.

Seizures/Blackouts

Some people may be susceptible to epileptic seizures or blackouts when exposed to flashing lights, such as when watching television or playing video games. These seizures or blackouts may occur even if a person never had a previous seizure or blackout.

If you experienced seizures or blackouts, or if you have a family history of such occurrences, please consult with your doctor.





SPECIFIC ABSORPTION RATE (SAR) FOR GSM900/DCS1800 NETWORKS

The model wireless phone meets R&TTE requirements for exposure to radio waves. Your wireless phone is a radio transmitter and receiver. It is designed and manufactured not to exceed limits for exposure to radio frequency (RF) energy. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age or health.

The exposure standard for wireless phone employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit recommended by the International Commission on Non-Ionizing Radiation Protection (ICNIRP), which is 2W/kg averaged over ten (10) grams of tissue. Although the SAR is determined at the highest certified power level, the actual SAR level of the phone while operating can be well below the maximum value. This is because the phone is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station, the lower the power output.

Before a phone model is available for sale to the public, it is tested to confirm compliance with the guidelines (e.g., at the ear) that conform to a uniform testing methodology determined by an expert standards body. The highest SAR value for this model phone when tested for use at the ear is 0.481W/kg.

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



SPECIFIC ABSORPTION RATE (SAR) FOR GSM850/PCS1900 NETWORKS

The SAR is a value that corresponds to the relative amount of RF energy absorbed in the head of a user for a wireless handset. The SAR value of a phone is the result of an extensive testing, measuring and calculation process. It does not represent how much RF the phone emits. All phone models are tested at their highest value in strict laboratory settings. But when in operation, the SAR of a phone can be substantially less than the level reported to the FCC. This is because of a variety of factors including its proximity to a base station antenna, phone design and other factors. What is important to remember is that each phone meets strict federal guidelines. Variations in SAR's do not represent

a variation in safety. All phones must meet the federal standard, which incorporates a substantial margin of safety. As stated above, variations in SAR values between different model phones do not mean variations in safety. SAR values at or below the federal standard of 1.6W/kg are considered safe for use by the public. The highest reported SAR values of NPQMGD3080 are :

GSM mode	Head : 0.496W/kg, Body-worn : 0.165W/kg
PCS mode	Head : 0.493W/kg, Body-worn : 0.053W/kg

BODY-WORN OPERATION

This device has been tested for body-worn operation and meets FCC RF exposure guidelines. Body-worn operation is restricted to accessories that maintain a minimum of 1.5cm separation to the body and do not contain metallic components. Use of any other body-worn accessories may not provide compliance with FCC RF exposure guidelines. For more information about RF exposure, please visit the FCC website : www.fcc.gov





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