

CYBIKO

Wireless Entertainment System

[Product Photo here] (2 tone gray scale)

FCC ID: OU2CY6411

60 Channel TX – 903.2 ~ 926.8 MHz – Certification

60 Channel RX - 903.2 ~ 926.8 MHz – Verification

Class B Computing Device Peripheral - DoC

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CYBERONIK

The Cybiko Wireless Interactive System is consistently being improved. Therefore, the functional description of the hardware and software given in this guide can differ from what you experience on your actual Cybiko. For the most up-to-date descriptions of all the features and functions, please refer to our web-site <http://www.Cybiko.com>.

Not all of the applications described in this Guide will be included in your Cybiko. However, you can download these programs and additional games and applications from www.Cybiko.com FREE of charge.

CYBIKO Inc.
780 West Army Trail Road. PO Box 147 Carol Stream, IL
60188-9297
www.cybiko.com

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NOW YOU ARE IN
CYBER SPACE!

WIRELESS COMMUNICATION COMPUTER

WHAT IS CYBIKO?

Congratulations! You have just entered Cyber Space! You're holding the only pocket-size Internet wireless entertainment computer of the next Millennium—**Cybiko**.

Cybiko – a multifunctional communications computer – is your wireless, high-frequency digital connection to other Cybiko devices. Almost anything is possible with this powerful high-frequency pocket communications computer!

WHAT CAN CYBIKO DO?

Cybiko allows you to:

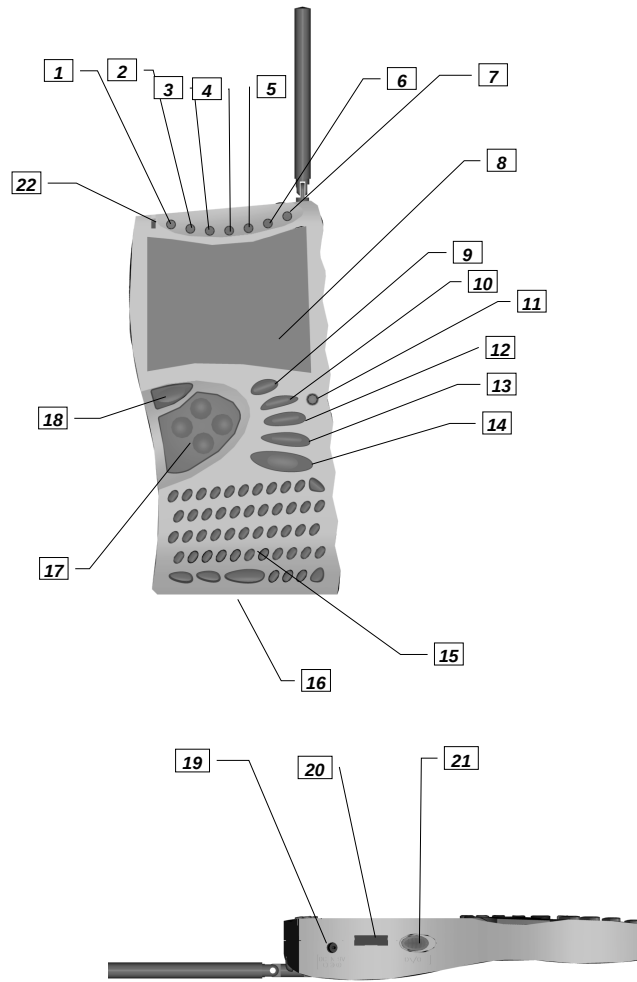
- Digitally communicate with other Cybiko computers in a short RF range.
- Play interactive, wireless games such as Lost in Labyrinth with one or more of your friends.
- Play CyLandiaia where you can raise your own CyPet and you can teleport him wirelessly to a friend.
- Chat wirelessly or send and receive e-mail to one person, or simultaneously to hundreds in your local network.
- Find current or new friends in malls, schools, and theaters - virtually anywhere.
- Download hundreds of new games and programs FREE from our web site at www.Cybiko.com. Completely compatible with all ISP's with no additional access fees required.

What You Get....

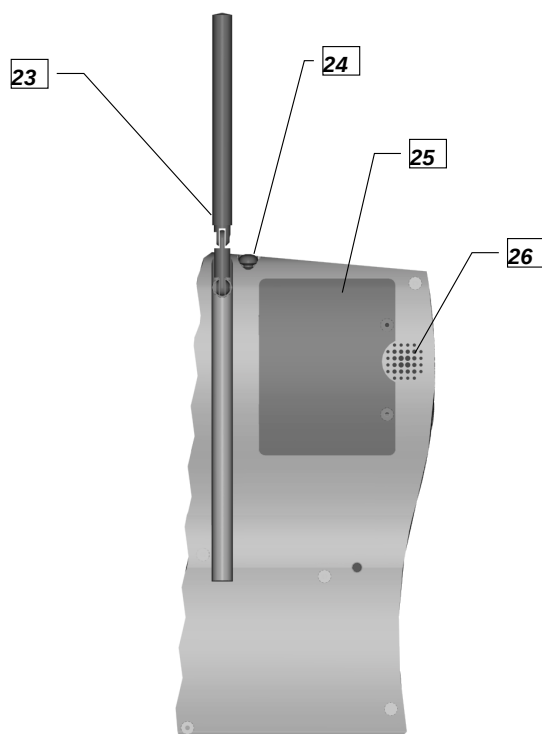
- Single-user games
- Wireless multi-player interactive games
- Wireless multi-player chat
- Internet downloading hardware and software
- Organizer / ~~to-do-list-manager~~[personal planner*](#)
- Alarm clock / calendar
- Calculator
- [Phrasebook / dictionaryTranslator](#) (Spanish-English, English-Spanish)
- [Uploader and File Manager](#)
- [Text Editor and Journal](#)
- Graphic editor* ~~and wireless-transmitter~~
- Music composer*
- Cybiko data-exchange with the personal computer
- All hardware to download new programs ~~from~~ the iInternet

Note. The items marked “*” may not be included in a standard delivery pack or may be included partly. But all of them are available on www.cybiko.com absolutely FREE.

PRODUCT LAYOUT



WIRELESS COMMUNICATION COMPUTER



NO	NAME	DESCRIPTION
1	Short-cut bar button F1	See description on page 18
2	Short-cut bar button F2	See description on page 18
3	Short-cut bar button F3	See description on page 18
4	Short-cut bar button F4	See description on page 18
5	Short-cut bar button F5	See description on page 18
6	Short-cut bar button F6	See description on page 18
7	Short-cut bar button F7	See description on page 18
8	Screen	LCD gray-scale tone screen
9	 Keypad button	See description on page 16
10	<Ins> Keypad button	See description on page 16
11	<?> Keypad button	See description on page 16
12	<Tab> Keypad button	see description on page 16

13	<Select> Keypad button	see description on page 16
14	<Enter> Keypad button	see description on page 16
15	QWERTY keyboard	PC-like keyboard
16	Cartridge slot	Expandable cartridge slot
17	Joystick	see description on page 16
18	<Esc> Keypad button	see description on page 16
19	Battery recharge jack	6 V/DC adapter jack - for recharging batteries
20	PC connector	RS232 connection port
21	Cybiko on/off switch	Turns the units on and off
22	LED indicator	Light-emitting diode blinks during exchange of information with other Cybikos
23	Antenna	RF antenna
24	Stylist	Stylist to actuate the keys
25	Battery housing	Holds high capacity battery cells
26	Speaker	Speaker

LET'S SWITCH ON THE DEVICE

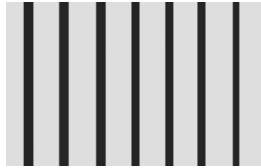
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WIRELESS COMMUNICATION COMPUTER

THE FIRST TIME YOU TURN ON CYBIKO

Follow these steps the first time you turn on your Cybiko:

- 1.) **Push up on the slide switch** on the left side of your Cybiko and wait about 45-30 seconds. The following screens will appear:



[Pictures\01
Logo.bmp](#)

[Pictures\02
Desk.bmp](#)

- 2.) **Enter your name.** When you switch on your Cybiko for the first time, it will ask you to enter your nickname, gender, date of birth and to set up current time and date. To enter additional information or change current information, refer to *You & Me/About Me* section.

LEARNING THE KEYPAD

The Cybiko QWERTY keypad is similar to a PC QWERTY keyboard. You will find familiar buttons and functions. The keypad symbols and the Main Desktop icons are explained on the following pages.

[Pictures\Cybe
rtalk-front1.tif](#)

KEYPAD SYMBOLS	ACTION
JOYSTICK	Arrow , , and moves the focus through the screens and scrolls the Desktop and lists.

<Tab>	Moves the focus between the icon groups on the screen.
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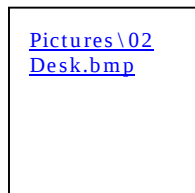
<Select>	Changes the function of the current control (icon, button, menu item, etc.).
<Ins>	Allows you to add a new string of information to the list (e.g. works as New File in the file lists).
	Deletes a right side character while editing the text or removes the string from a list (e.g. works as Delete File in the file lists).
<Enter>	Executes the function of the current control icon, button, or menu item.
<Esc>	Exits from application by saving information without confirmation (e.g. You and Me) or asking for confirmation to save.
<?>	Help key...helps when you forget the additional hotkeys functions.

Not all of the symbols that can be generated are printed on the keypad buttons. You may also type additional characters by pressing a combination of buttons.

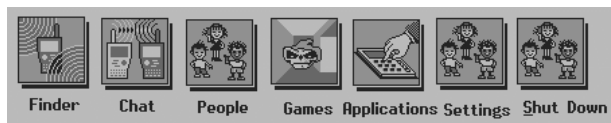
COMBINATION OF BUTTONS	RELATED SYMBOL
<Shift><->	—
<Shift><;>	:
<Shift><'>	~
<Shift><, >	<
<Shift><., >	>
<Shift></ >	?
<Shift><= >	+

Main Desktop

Wherever you are, you can always press the **[F1] button** (far left button on the Short-cut Bar) and you will go to the **Main Desktop**:



Use ← and → arrows to scroll the Main Desktop:



Move the focus onto the desired icon and press <Enter>.

MAIN DESKTOP ICON	FUNCTION
<You&Me>	Provides your profile, your CyPage, or a profile of people you are looking for (Friend Finder).
<Chat>	Goes to an on-line wireless chatroom.
<People>	Lists people currently online and their address/phonebook info.
<Applications>	Loads the Applications Desktop.
<Games>	Loads the Games Desktop.
<Settings>	Customizes sound, vibration, alerts, screen contrast, and unit of measure.
<Shutdown>	<u>Prepares Cybiko to be turned off.</u>

[Pictures\03
Shortcut
bar.bmp](#)

Short-Cut Bar

No matter what application you are in, you can use these buttons for quick access to the main desktops.

SHORT-CUT ICON BUTTON		QUICK ACCESS TO
[F1]		Main desktop
[F2]		Online chatroom
[F3]		List of people currently online
[F4]		Applications Desktop

[F5]	Games Desktop
[F6]	Lost in Labyrinth
[F7]	CyLandia

WARNINGS BEFORE YOU BEGIN

Do not turn off your Cybiko for more than 24 hours if you have already started to play *CyLandia* or *Lost in Labyrinth*. Turning off the system will affect your Cy-B and your CyBerg.

NOTE: It is necessary to fully charge your high capacity batteries before you begin using your Cybiko (see *Recharging Batteries* section).

Do not leave the device charging for more than 15 hours or damage will occur to the high-capacity batteries. Refer to *Recharging Battery* section.

How To Switch Off Your Cybiko

Note: Before turning off your Cybiko, read *Warnings Before You Begin*.

To switch off your Cybiko, you must:

1. Open the main Desktop by pressing the **[F1] button** (far left button on the Short-cut Bar).
2. Move the focus to the **Shutdown** icon.
3. Press **Enter**.
4. Leave current application using <ESC> for Desktop. Wait for several seconds until the screen becomes blank.
5. Turn off your Cybiko by moving the **ON/OFF button** upward.

~~When Cybiko is off, the real-time clock is still working, but your Cybiko will not receive or send any messages. When you turn on the device again, all the program settings, games status and files will be recovered.~~

RECHARGING BATTERIES

With fully charged batteries, your Cybiko will last 3 to 8-10 hours in an active mode such as Chat or Lost in Labyrinth, or 1 to 3 days in passive mode such as calculator, or clocks. The most power-consuming operations are Interactive Games, Vibration Alert and RF Transmission.

To recharge the batteries on your Cybiko:

1. Turn on your Cybiko. You must leave it on-ON while recharging your batteries.
2. Plug the charging adaptor into your Cybiko.
3. Plug the wall charger into a wall outlet.

In case of complete discharge Your high-capacity batteries will be completely recharged in 8-10 hours. It is best to recharge batteries overnight. When the batteries are fully recharged, the charging process will be automatically terminated.

Note: You may also charge the device keeping it in OFF mode, but in this case the charging process will not be automatically terminated. Do not leave the device charging for more than 15 hours or potential damage to the batteries can occur.

Note: If you continue to use your Cybiko during the recharging process the batteries may take longer than 8-10 hours to fully recharge.

POWER SAVER MODE

Cybiko automatically goes to a Power Saver mode when it is not in use. In Power Saver mode:

- The screen is cleared.
- ~~• Every two seconds, the screen displays "Z-Z-Z" with the current time.~~
- Cybiko sends and receives signals from your surrounding environment at one-fourth the frequency of active mode.

Note: Press any key to return to Active Mode.

YOU DO NOT NEED TO PUSH THE ON/OFF SWITCH TO WAKE UP THE DEVICE.

Note. In case you are not intending to use your Cybiko for a short period of time we recommend you to put it into Power Saver mode pressing <fn>[F1]. To wake it up back press any key until the screen switches ON.

AUTO SHUTDOWN

Cybiko will automatically shut down when the batteries are very low to insure all information is maintained. In Auto Shutdown mode, your Cybiko will display a blank screen and the keys will not function.

When Auto-Shutdown occurs:

- 1-1. Plug your Cybiko into the charging unit.
- 2-2. Using the ON/OFF slide switch, turn the device off and wait 5 seconds
- 3-3. Using the ON/OFF slide switch, turn the device on again.
- 4- After the device powers back up, you can continue to play with your Cybiko while it is plugged into the charging unit. It will continue to charge.

Note. If you know that you are not going to use your Cybiko for more than one day we advise you to turn it OFF with ON/OFF slide switch. Complete discharge of the device lowers down the batteries life span.

REGISTRATION

When you purchased our device we recommend you to register on our web site. If you do so you'll be able to:

- get free constantly updating software for your Cybiko
- participate in different events organized by Cybiko, Inc.
- use world-wide e-mail service, etc.

WIRELESS COMMUNICATION COMPUTER

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MULTI-PLAYER WIRELESS GAMES

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WIRELESS COMMUNICATION COMPUTER

GAMES DESKTOP

To display the Games Desktop, press the *F4* button on the Short-cut Bar, or select the *Games* icon on the Main Desktop. The Games Desktop will look like this:



You can also download additional games from our Web site at www.Cybiko.com. See *PC & Internet Connectivity* Section.

LOST IN LABYRINTH

Labyrinth is a memorial to human greatness and happiness, kindness and cruelty. The first civilization perished 200 thousand years ago, and left a fearful lesson for humans. Everyone knows it exists but few have returned from its bosom.

[Pictures\icon-labyrinth.bmp](#)

Decoding of the encephalographic from the Gates of Labyrinth proved the theory that the Knowledge Spiral was lost by the first civilization somewhere in Labyrinth corridor. Legend has it that the one who finds the Knowledge Spiral will receive unlimited power. But who will be the first?

You are a CyBerg and your mission is to find the illusive Spiral. You're armed with weapons and your own intelligence. Maneuvering through the maze of the Labyrinth you must first locate the Spiral and then exit the Labyrinth. While on your mission, you will be attacked by terrible extraterrestrial monsters. And remember... you are not the only CyBerg in Labyrinth. All other Cybiko owners in your wireless network can enter into YOUR game. Be prepared for battle anytime, anywhere.

To open the Exit Door you need to find the keys. To thwart the other CyBergs you'll need to do battle and keep your weapon charged. How do you find everything you need?

You can pick up supplies during your travels, or take supplies from other CyBergs after defeating them in competition.

In your compartment of Labyrinth, you will probably not find all the keys you will need, so venture boldly into other Cybiko computers and to obtain new keys to make your journey complete.

Information at the center of the screen will provide you with useful tips as well as information about other CyBergs that you meet on your way.

As you fight the other CyBergs and monsters, you will earn points and increase your skills for future battles. The faster you find the exit, the higher your score, but if you leave Labyrinth without the Knowledge Spiral your entire score will be completely wiped out.

We wish you luck warrior!

Don't be surprised if you find some additional features and creatures in your Cybiko. You can find the latest description of the game on www.Cybiko.com.

Mission

Your mission is to find The Spiral of Knowledge in the mysterious Labyrinth, and then find your way back to the Earth's surface.

The Labyrinth

Where is The Spiral of Knowledge? It could be in *your* Cybiko computer, or in another player's Cybiko. Send a broadcast message to everyone in your wireless network to see if anyone has found the Spiral, or continue to engage everyone you meet and seize the information and inventories you need.

How to start the game

Press the *F4* button on the Short-cut bar, or open the Games Desktop and choose the Labyrinth icon.

Single Player Actions

Your Cybiko computer will control your section of the Labyrinth and your CyBerg. Your CyBerg hero walks through your part of the Labyrinth and fights with alien ghosts, finds keys and opens doors.

Use arrows to maneuver through the corridors of the Labyrinth.

During your mysterious trip to complete your mission, you must overcome many difficulties including Monsters that chase you, attack you and try to block your passage. Never surrender! Fight with them, but don't let them touch you or you'll suffer indeed.

How to maneuver

1. Press <Fn> to step right.
2. Press <Shift> to step left.

How to shoot

1. Direct your laser gun at the enemy.
2. Press <Space>.

In the upper left corner of the screen, you will see your current state of health and the strength of your body armour. The upper right corner shows the amount of ammo for the weapon you hold at the moment.

To make your passage a bit easier, you may take a look at the Labyrinth map.

Press <Tab> to look at the map.

Inventory items appear on the map.

During your trip through the Labyrinth, you will find many items such as bullets, gold, and keys. When you pass these items, your CyBerg will automatically pick them up unless you reach the limit of your storage sack.. These inventory items allow your CyBerg to progress through his adventure.

Multi-Player Actions

When other Cybiko computers appear within your wireless network, they automatically link to each other through the high frequency digital RF transmitter. Your part of the Labyrinth merges with theirs. Now you can fight with other Cybiko owners and search for keys and the Spiral of Knowledge in their section of the Labyrinth!

Use the Same Controls as Single Player Action

When players leave your wireless network, your Labyrinth will shrink to its previous size. But it is no longer the original part of the Labyrinth you started with. You'll now own the areas previously owned by other CyBergs. The more time you spend in a certain corner of a new Labyrinth, the more likely this part will remain as part of your game after the battle with other players is over.

CYLANDIA

[Pictures\icon-CyLandia.bm](#)
[p](#)

Welcome to CyLandia – the bright and mysterious Cyber World where your new friend called Cy-B lives and grows.

In CyLandia, you play with your Cy-B and have fun caring for him. You watch him grow and learn about CyLandia. You can “teleport” him (electronically transfer him) to a friend’s Cybiko computer to gather information or to play. Your Cy-B grows quickly,

exploring more and more possibilities in CyLandia. If you raise him well, he could become president, or get married to a Cy-B from another Cybiko computer. The happy couple could even have a baby Cy-B! Pay attention to the CyLandia Gazette Newspaper for late-braking news like new job openings, CyBurger shortages, clues and more.

Don’t be surprised if you find some additional features and creatures in your Cybiko. You can find the latest description of the game on www.Cybiko.com.

To Begin The Game

Opening the Door

To begin the adventure with your Cy-B, all you need to do is open the apartment door and let him in.. Once you start the game, you cannot stop it while your Cy-B is still alive. Your Cy-B is a small, artificial intelligence creature you need to care for and train everyday. If you do not care for your Cy-B, his life will end and it cannot be regenerated.

Stopping CyLandia Before Cy-B’s Life Ends

Your CyLandia adventure with Cy-B will last one to three months. You cannot suspend your Cy-B’s life.

CyLandia Game Continues While Using Another Game or Application

The CyLandia game continues even while you are in another game or application. Two very important points to remember:

1. Your Cy-B will try all possible ways to alert you when he needs your help or attention while you are using another game or application. Cy-B might also need your help while your Cybiko is in Suspend Mode. If you ignore his warnings for a long period of time, **he will become very unhappy and get ill or leave you to live with another Cy-B in someone else’s Cybiko computer.** Be sure to take good care of your Cy-B!
2. Try not to turn off your Cybiko computer. Recharge your batteries while your Cybiko is turned on. If you need to turn off the device because of a software failure, turn it off for 5 seconds and then turn it back on immediately. Refer to *Recharging Batteries*.

How to Start the Game

1. Choose the CyLandia icon from the Games Desktop, or press the [F7] button on the Short-cut bar above the screen. Your Cybiko will display the Introduction screen, then you will see Cy-B’s apartment.
2. Use ← → to view the different rooms in the apartment.

3. If you don't want to start the game now, DO NOT TOUCH THE DOOR. Press <Esc>. Refer to *Begin The Game*.
4. To start the game now, touch the Door by moving the hand over the Door and pressing <Enter>.

Cy-B's Life Cycle

One human day is equal to one year for your Cy-B. When Cy-B is born, he is a *Baby CyPet*. Approximately at the end of Cy-B's 12th day, he becomes a *Teenager CyPet*. After Cy-B's 21st day, he becomes an *Adult CyPet*. Different rules apply for the different life stages.

Baby CyPet (Single Player Actions)

Offering Cy-B Something to do

In the beginning your Cy-B is healthy and happy. Soon, your baby CyPet will look for something to do. You can offer him things to do, and *he will decide* whether to do them.

When your Cy-B wants to do something, for example, eat a CyBurger, drink CyCola, or rest, an icon appears in the top right portion of the screen. Refer to the *Icon Section* for a list of icon definitions. Highlight the icon, and press <Enter>. Your Cy-B will now do the task you selected.

Training Your Cy-B

It is important to train your baby Cy-B to master basic tasks at an early age. This will make him more independent when he grows up. To teach your Cy-B he did a good job, select the happy face and press <Enter> when the task is completed. This will help train Cy-B to do these tasks for himself. Be patient and persistent while training your CyPet.

Note: It's important to teach your Baby CyPet to take care of tasks himself, or he will not have the capacity to do other things as he gets older. You must be consistent and persistent, and your CyPet will eventually take your advice and learn these tasks.

Petting Your Cy-B

Pet your CyPet often to show affection - even if you are not training him. If you do not pet him enough, your CyPet will grow sad and get sick. To pet your CyPet, press down arrow ↓ any time while the focus is in Hand mode.

Teenager CyPet (Multi-Player Actions)

Cy-B's that live in other Cybiko computers can actually visit your Cy-B. And your Cy-B can visit another Cybiko Cy-B by teleporting him (electronically transferring him). Don't worry - if you've raised a well-trained Cy-B, he will return to you. If not, you might have a hard time getting him back! Visits are very important in growing a well-balanced Cy-B and increasing his happiness level.

Adult CyPet. (Job, Marriage, and yes... Baby Cy-B's)

Your Cy-B's refrigerator is full of food and drink at the beginning of his life. However, these supplies decrease as Cy-B eats and grows older. You can buy food and drink for your Cy-B at the CyberMarket with your CyBucks.

A Job For Cy-B

Running low on CyBucks? Better get a job. He'll need to earn money to pay for his food and drink at the CyberMarket.

To get a job, Cy-B should read the help-wanted advertisements in the CyLandia Gazette Newspaper and simply apply. The better the job, the better the salary. Getting a better job will depend on such things as his intelligence, health, and age.

A Wedding For Cy-B

Now that your Cy-B is an adult and holds a job, he can fall in love and get married. If you are not faithful in allowing these daily visits, your Cy-B will not have the opportunity to get married.

A Baby Cy-B

Once married, your Cy-B can have a baby. Although this happens very rarely, it could happen to you! The baby Cy-B will appear if the conditions are right. Take care of your Cy-B baby. Raise him just the way you did your first Cy-B, but wait.... now you need more money to buy food to feed everyone!

Game secrets and the CyLandia Gazette Newspaper

Did you really think we would giveaway all the secrets here? Sorry, not gonna' happen. Actually, you'll find the most interesting secrets to the game when you start to play it. Pay attention to the CyLandia Gazette Newspaper - it will have obvious and hidden clues. Read it very carefully, everyday!

Note: Do not turn off your Cybiko for a long period of time or your Cy-B will become sick and possibly die. Care for your Cy-B hourly. Try not to turn off your Cybiko.

CyLandia Game Screen

Cy-B lives in a small apartment located in your Cybiko. On a typical screen, you will see:

1. **Cy-B** in the room.
2. A **Toolbar** on the left side of the screen.
3. **Needs** icons may appear in the right upper corner.

Here is a typical screen:

[Pictures\Cy001.bmp](#)

Scrolling the Rooms, Moving Cy-B

Scrolling the Rooms in Cy-B's Apartment:

To scroll the rooms in Cy-B's apartment, press ←→.

The room focus (the dark bar under the Cy-B) will move from room to room, and from Cy-B to Cy-B (if you have more than one.)

Forcing Cy-B to Do Something

1. Press <Select> to change the focus type to the Hand.
2. Press ←, → and move Cy-B over necessary object.
3. Press <Enter> to force the action associated with this object.

You can also use the Needs icons appearing in the right upper corner of the screen. Refer to *Needs Icons* .

To Compliment your Cy-B:

1. Press <Select> to move focus to the room.
2. Choose Happy Face icon and press <enter>.

To Discipline your Cy-B:

1. Press <Select> to move focus to the room.
2. Choose Sad Face icon with ↓↑ and press <enter>.

Petting Cy-B

Pet your Cy-B often. To pet your Cy-B:

- 1. Use <Select> to change the focus type to the Hand and press down arrow ↓.

Make Cy-B jump

- 1. Press <Select> to switch focus to Cy-B and press ↑.

If you give Cy-B attention, S/HE becomes very happy.

To scratch Cy-B

- 1. Press <Select> to switch focus to Cy-B and press ↓.

Cy-B likes being caressed very much...

CyLandia Toolbar

The CyLandia Toolbar consists of the following icons:

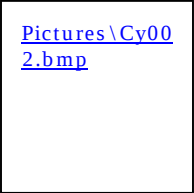
Icon	Function
 [Inventory]- Alena: Please insert this icon (in the book it's different)	View and select Cy-B's inventory.
 [Monitor]- Monitor	Show life status information such as Cy-B's health, and mood.
 [Teleport]- Transfer Teleport your Cy-B to another Cybiko computer or other options r/ Videophone	

Selecting a Toolbar Icon:

- 1. Press <Select> to move the focus to the room.
- 2. Select the corresponding icon using arrows ↑, ↓.
- 3. Press <Enter>.

Inventory

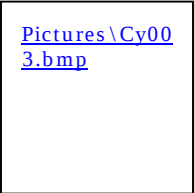
The inventory icons shown below, will give you your Cy-B's inventory level. Select the desired icon using arrows (↑), (↓), (←), (→).



Monitor

Monitor icons indicate the status of the key attributes for your Cy-B. For example, the length of the bar indicates his mood level and the status of his health.

The longer the bar, the better his mood or health.



TransferTeleport/Videophone

Videophone lets Cy-B communicate with rest of the world. For example, you can tell your Cy-B to visit a friend or send something to him. The Cy-B that you plan to communicate with is displayed on the left along with their name. Use the <Select> key to select the Cy-B you want to communicate with.

[Pictures\Cy004.bmp](#)

Cy-B's Lifestyle

House

Cy-B lives in a house. You can walk in his house and investigate. Your Cy-B will be very happy when you play with him and keep him busy. Use the arrow keys

to select an activity.

Needs Icons

Icons appearing in the top right corner of the screen indicate what your Cy-B needs immediately.

Selecting a Needs icon:

1. Press <Select> to switch focus to the room
2. Select the Need icon using ↑ ↓ and press <Enter>.



[] Thirst icon. Cy-B drinks CyCola. When Cy-B wants a drink, the thirst icon appears on the right side of the screen. To give him a drink:

1. Select the corresponding icon using arrows ↑ ↓.
2. Press <Enter>.



[] Hunger icon. CyBurgers are Cy-B's favorite food. When your Cy-B is hungry, the hunger icon appears on the right side of the screen. You must feed a baby Cy-B. As your Cy-B grows, he will learn to eat by himself.



[] Health. Cy-B is born healthy. When Cy-B is ill, he loses health. Cleaning also improves Cy-B's health. The cleaner you keep Cy-B and his house, the healthier Cy-B will be.



[] Sickness. Your Cy-B can get sick if he comes in contact with another sick Cy-B, or he could catch something on his own. If you keep your Cy-B in good health, you can reduce the chances of him getting sick.

When Cy-B is sick, you will notice symptoms such as being in a bad mood, low activity, or staying in bed. When you check his health level monitor, it will be low.

If you notice Cy-B is ill, use the Medicine icon to give him medication immediately. The sooner you give Cy-B his medicine, the sooner he will be healthy again.

Be careful. When Cy-B consumes too much medication or drinks it while he is healthy, – he could be poisoned!



[] Sports. Playing sports improves your Cy-B's health. When your Cy-B wants to train, the sports icon will appear on the screen. However, too much training is not good for his health.



[] Sleeping. Cy-B must sleep at night, just like you do. When your Cy-B is tired, the sleep icon will appear on the screen. To be healthy and joyful, your Cy-B should sleep a minimum of 10 hours per day, and go to bed and wake up at the same time everyday. Teach your Cy-B to do this by himself. To make him sleep, use this icon in Inventory.

Select the Well-Sleep level on the Monitor icon [] to check his sleep level.

[] Cleanliness. Cy-B likes to be clean and beautiful. When Cy-B wants to wash, the wash icon will appear on the screen. To suggest that Cy-B wash himself, select the wash icon from Inventory.

[] House Cleanliness. Cy-B's house will become dirty. Occasionally, when Cy-B wants to clean his house, a housecleaning icon will appear on the screen. To ask Cy-B to clean his own house, use the housecleaning icon from Inventory.

Restroom

After Cy-B has consumed food or drink, he'll need to use the restroom. A restroom icon [] will appear on the screen.

Visiting Guests and Neighbors.

A Cy-B likes to visit and make friends with Cy-B's that live in other Cybikos. Transferring Cy-B's back and forth between your Cybiko neighbors makes your Cy-B's happiness level rise. When your Cy-B wants to go for a walk, the walk icon [] appears on the screen. When your Cy-B wants to return home from visiting a friend or neighbor, the return home [] icon will appear on the screen.

Note. We take care of baby Cy-B's and don't let them teleport until they grow up to 2 years old, otherwise they can be simply lost in CyberSpace.

More Than One Cy-B in the House

When you have more than one Cy-B in the house, use the arrow keys to select the desired Cy-B for an indicated action. Actions such as Needs Icons, Monitor, Inventory and Transfer only apply to the Cy-B selected.

[] Send/Receive Inventory items. Your Cy-B can send and receive items from his friends or neighbors by selecting the Mail icon.

[] Friendship. When Cy-B visits a neighbor, they may become friends. To view your Cy-B's friendship level on the Monitor bar, select the friendship icon. Your Cy-B can communicate and even argue with his friends, which will affect his friendship level.

Love. When Cy-Bs grow up, they can look for a girlfriend or boyfriend. If a Cy-B boy and girl fall in love, they must visit each other every day. If you do not allow them to visit each other daily, you will break their hearts. If you separate two Cy-B's who are deeply in love, one of the Cy-B's might leave their caretakers to be with the other Cy-B, or he may get sick from the loss of love.

Marriage. A Cy-B boy and girl can marry at age 21. The decision to marry is up to the Cy-B's, not you. If they decide to marry, they will want to live together or see each other every day. You will have problems with your Cy-B if you do not provide these visits.

Children. When two Cy-Bs are in love, they may have children. However, having children in CyLandia is a very rare phenomenon. After conditions such as age, caring, visiting, and marriage are met, new baby Cy-B can be born into the Cyber World. Your new Cy-B will look like the father and the mother and have behaviors like both his parents. Baby Cy-B first appears with their mother and will live with her until a teenager.

Food/refrigerator. A refrigerator stores Cy-B's food – CyBurgers and CyCola. At the beginning of the game, the refrigerator is full. When Cy-B reaches adulthood (age 21), the food supply decreases. You can buy more food at the CyberMarket near your Cy-B's house.

Money. Your Cy-B has some money at the beginning of his life, which he uses to buy food. By the time Cy-B is 21 years old, he uses up his money and needs to earn more. To get more money, your Cy-B will either need to get a job or start selling some of the items in his apartment.

Job. If your Cy-B gets a job, he will receive money for his day's work. Many jobs are available in CyLandia – from cleaner to President. To find a job, Cy-B should read job advertisements in the newspaper and apply.

CyLandia Gazette Newspaper. You will receive the CyLandia Gazette Newspaper every day during the subscription period (approximately two to three months from when you purchase your Cybiko). The paper will appear automatically at your Cy-B's doorstep. Open it and read it every day to learn more about CyLandia, find jobs, investigate vacation information, and get special clues about raising your Cy-B.

If your Cy-B Refuses to Do Something

If your Cy-B refuses to do something, ask him to do the same thing again.

To make Cy-B do the task, you argue with him by using the icon [img alt="sad face icon" data-bbox="635 310 665 335]] from the game screen. Your Cy-B will complete the task, but will become less happy and will argue with you more. You can suggest your Cy-B do something else and try the original desired task at a later time.

Teaching Your Cy-B to Do Something for Himself

Sometimes Cy-B needs your help to do the right things. When you're pleased with what your Cy-B has done, reward him. He remembers and will try to do it again. A happy or sad face icon will appear on the screen.

When is the game over?

Never. When your Cy-B dies after a full life, he goes off to Cyber Space and you'll need to transport him into the Internet. If you want to continue playing, you can get another Cy-B from a friend.

Note: Usually a Cy-B will live 100 CyLandia years (roughly three human months).

The Goal of the Game

What is the goal of human life? To be the strongest? The most intelligent? The kindest? The richest and most famous? Maybe it's to raise a family with love and care, or to simply enjoy yourself. You decide the goal and give your Cy-B the best life you wish for him.

CHESS

How to Start the Game

Press the **F4** button on the Short-cut bar above the screen or open the Games Desktop and choose the Chess icon.

Standard Chess rules apply.

Choosing Your Partner

If there is more than one opponent available, you'll need to choose your partner from the list and press <Enter>. Your Cybiko will start connecting to the selected partner and display a message "Looking for <Nickname>".

[Pictures\Chess001.bmp](#)

[Pictures\Chess002.bmp](#)

How to play

If the connection has been established then the game begins. There is a message field on the right side of the game field.

How to move the piece:

1. Use the arrow key to move your pointer over a piece.
2. Press <Enter> to pick up a selected piece (if you've changed your mind about this piece you can press <Esc> and choose another piece).
3. Move the pointer where you want to move that piece. If your move is legal, the pointer displays an image of this piece.
4. Press <Enter>.

The figure moves and a new record in the game history appears.

Casting Defined by King Move:

1. Choose King by pressing <Enter>.
2. Move it where he has to get following casting.

If any pawn reaches the opposite line, it becomes one of four figures (a queen, a knight, a bishop, or a rook). You will see a queen image inside the pointer as a default figure. You can choose another figure by pressing <Select>. Press <Enter> to confirm your choice and make the move.

DRAFT CHECKERS

Game rules

Checkers can be played many different ways and we have chosen to follow the rules of [Russian-Draft](#) Checkers.

A single checker moves forward only one square at a time, on the diagonal, to an unoccupied square. Checkers capture an opponent by diagonally jumping over an opposing checker to an unoccupied adjacent square. Checkers may jump forward or backward, and must continue jumping as long as possible. A Checker that reaches the opposite side of the board becomes a king. If it reaches the opposite side by jumping, it becomes a king and, if possible, continues jumping as a king. Kings move forward or backward through any number of squares on a diagonal to an unoccupied square. Kings capture from any distance along a diagonal by jumping forward or backward over an opposing checker or king. You must have at least one unoccupied square on this diagonal after each opposite checker or king. Checkers and kings may never jump over checkers of the same color. Whenever a player is able to make a capture, he must do so. The object of the game is to capture all of the opponent's checkers, or to block remaining ones so that none of them can be moved. If none of the players can move, the game is a draw.

How to start the game

Press the *F4* button on the Short-cut bar above the screen, or open the Games Desktop and choose the [Draft](#) Checkers icon. You'll see the list of other Cybiko users signed on to this game under People.

Choosing Your Partner

Press <Enter> to choose your partner. Cybiko will start to connect to a selected partner showing you a message "Looking for <Nickname>".

[Pictures\Checkers001.bmp](#)

[Pictures\Checkers002.bmp](#)

How to play

If the connection has been established, the game begins. A message field on the right side of the game field acknowledges the connection.

How to Move the Piece:

1. Use arrow keys to move your pointer over the piece.
2. Pick up a selected piece by pressing <Enter> (if you have changed your mind about this piece you can press <Esc> and choose another piece).
3. Use the pointer to make your move. If your move is legal, the pointer displays an image of the piece.
4. Press <Enter>.

If your move includes multiple jumping:

1. Press <Ins> to select your path.
2. At the end of the path, press<Enter>.

Checkers that your man has captured will disappear from the screen. If your move is illegal, you will see a message “illegal move”. Try again and select a legal path.

Game results are displayed when the game is over.

WIRELESS ENTERTANMENT APPLICATIONS

WIRELESS COMMUNICATION COMPUTER

CHAT/WIRELESS LOCAL E-MAIL

Do you want to chat with someone? Or maybe you have an e-mail you want to send? No problem - you are automatically connected to up to 99 friends in your wireless network. Broadcast a message to everyone in your wireless network, or select a few close friends to share something special.

How to start

Press the *F2* button on the Short-cut bar or choose the *Chat* icon on the Main desktop.

Chat Screen

Use <Tab> to switch between the following three fields in Chat Mode:

- Edit line
- Outgoing Address field
- Message Log (the biggest part of the screen)



[Pictures\04\chat.bmp](#)

Your Message Log displays the incoming messages, delivered outgoing messages, undelivered outgoing messages, and the outgoing message in the moment of transition (with blinking triangle).

How to Chat

To send a message, type text in the Edit Line. To edit, use the <left arrow>, <right arrow>, <BkSp> and .

Who Receives your Message?

- If “All” is specified in the Outgoing Address field, your message is received by all on-line people in your wireless network. This is a Broadcast message.
- If a specific nickname is entered in the Outgoing Address field, your message is received only by that person. This is a Private message.

How Do They Know about my Message?

- If you send a Broadcast message to a group of friends, it appears in their Message Log. If the recipients are in Chat mode, their Cybiko will vibrate and/or an alert tone will sound.

NOTE: No alert will signal on a Broadcast message if your recipients are not in Chat mode.

- If you send a Private message, it appears in the receiver's Message Log. If your recipient is in Chat mode, a vibration and/or alert tone will sound. If the recipient is not in Chat mode, he will receive a message dialog box and a vibration or sound alert will signal. This feature only works if switched on in *Settings, Alerts* (see *Settings*).

Note: Reliability of message delivery depends upon the environment and the distance between you and the recipient. It is NOT GUARANTEED, but you are notified about undelivered messages.

Note: Undelivered messages are indicated by a white triangle in the Message Log.

How to Change Outgoing Address

To change the outgoing address:

1. Move the focus to the Outgoing Address field with the <Tab> key.
2. Press  arrow to see all on-line people currently available.

3.2. Choose the person you want to talk to with ↑ arrows.

4.3. Press <Enter> to pick up the address.

Now you can type in the message and press Enter to send it.

How to Use List of Favorite Phrases

To select from a list of your favorite phrases:

1. Press ↑ arrow from the Edit line.
2. Select the phrase with ↑ arrows.
3. Press <Enter> to pick up the Phrase.
4. Edit the phrase and press <Enter> to send.

How to Add a New Phrase to Favorite Phrases

1. Type the Phrase in Edit Line.
2. Press <Fn><Ins>.

Attention! You can only keep ten phrases. If you add more than ten, your first phrase will be deleted from List of Favorite Phrases.

How to Delete a Phrase from your List

To delete a phrase from your list of favorite phrases:

1. From the Edit line, press ↑ arrow.
2. Select the phrase.
3. Press .

Use ↑ to move through messages in the Message Log. Press <Esc> to go to the input message field. Press <Enter> to display the nickname of the sender in the Outgoing Address field. Type a message to that person.

To Block Messages from a Specific Person or all the Broadcast messages

1. Go to the Message Log.
2. If you want to block a particular person - position cursor on one of ~~their~~ his/her messages.
3. Press <Fn><Enter>.
4. Select *Disable <Nickmane>* or *Disable broadcast* from the menu displayed.
5. Press <Enter>.

To View Messages from a Specific Person or all Broadcast messages.

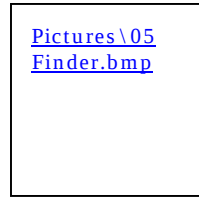
1. Go to the Message Log and press <Fn><Enter>.
2. Select *Disabled list...* or *Enable Broadcast* from the list displayed.
3. Press <Enter>.
4. In case of <Enter> on *Disabled list...* choose a person you want to enable and press .

FINDER

Finder allows you to see if a current or a possible new friend is near. Enter specific criteria about the people you are looking for, and your Cybiko scans your entire wireless network every 60 seconds looking for a match. When it finds a one, an audio - beep signal is initiated and your Cybiko vibrates (see *Settings*). Now you can chat, send an e-mail or just remain anonymous.

How to start

Choose *You & Me* icon on the Main desktop. Press <Enter>. ~~The *You & Me* logo with mini-helps appears. Press any key and the logo will disappear.~~
You are in the main Finder menu as shown below: ~~(see fig.).~~



Use **↑** to move through the lines. Use <Enter> to move to the next page and <Esc> to return to the previous page.

About me

Select your nickname that will appear in the Chat Message Log.

How to Specify a Nickname

To specify a nickname:

1. Move the cursor to the nickname line.
2. Press either <Enter> or <Tab>.
3. Type the nickname.
4. Press Enter to save data and exit the field.

Age Disclosure

Ages are displayed on your Cybiko by A, B, C or D range.

A = under 13 years old

B = 14-16 years old

C = 17-29 years old

D = 30 years and older

Your exact age or birthday will not be disclosed to other people in your wireless network. You may choose to disclose your age by putting the **[eye]** Alena: Please insert an eye icon icon on the Birthday line.

How to Enter your Birthday

To enter your birthday:

1. Focus the cursor on the Birth Date, Month and Year fields.
2. Press <Enter> or <Tab>.
3. Type the date and year.
4. Select the month from the months list.
5. Press Enter to save data and exit the field.

You can also enter additional personal information.

Additional personal information is used to find a match in your network. Your wireless network tries to match your specific criteria with other Cybiko owners nearby. When a match is found, your Cybiko will vibrate and a line of "hearts" will appear in front of this person in *People, Finder* list. The more hearts, the better the match.

How to Enter Additional Personal Information

1. Position the focus in the correct field (i.e. ~~age~~, height, hobby, etc.).
2. Press either <Enter> or <Tab>.
3. Use <Select> or type the text.
4. Press <Enter> to save data and exit the field.

Secret Field

The Secret Field is used to find a specific group of people. Your specific group must agree on a secret word or phrase that will appear in the Secret Field on all the member's Cybikos. Your Cybiko will vibrate when a member with the same Secret Word appears in your wireless network.

For example, a phrase such as "Chicago High School" could be abbreviated to "CHS" on the Secret Field.

Note: You can enter up to six characters of a Secret Word in two Secret Fields. You can have two different groups.

To Block Your Parameters from Other's View

To block your personal information from others, remove the [eye] [Alena: please insert the icon](#) icon from the left part of the parameter string.

1. Position the focus on the string.
2. Press <Tab> twice or press ←.
3. Press <Select> to change or remove the icon.
4. Press Enter.

Note. You can also use <fn><select> to change or remove the icon.

About you

You can enter information about the other person that can be used to search other Cybikos for a match. Specific parameters will be compared during the search. The comparison results are displayed in the *People* application. You can prioritize parameters that you want to match. For more information, refer to *About Me*.

Icon Effects on Search Parameters

The icon symbols affect the meaning of a specific parameter.

Icon	Meaning to Parameter
[+!]	This feature is mandatory.
[!]	This feature is desirable but not mandatory.
[-]	This feature is undesirable.
[-!]	This feature is undesirable – the person must not have this feature, or they will be eliminated.

Business Card

You can display information about yourself on the Business Card. If the [eye] icon is displayed near the information, that particular piece of information can be seen by other Cybiko owners.

Each Cybiko computer also has a unique "ID ". This internal number of your [Cyneronik-Cybiko](#) cannot be changed.

My CyPage

My CyPage is a text editor. You can type any information about yourself and other Cybiko owners will be able to see it! Be careful not to write anything too personal.

My Photo

Using Converter which is a part of Cyberload (see *PC and Internet Connectivity* section) you can convert graphic files made in standard PC format into Cybiko graphic format and send it to your Cybiko.

How to add my photo?

1. Make your photo with digital camera and save it to your PC.
2. Launch Cyberload and choose <Converter>.
3. Open graphic file with your photo and adjust it to the window in the center of the screen.
4. Press <Save> button and save image as myphoto.pic.
5. Press <OK> when asked whether to send image to Cybiko or not.
6. Follow the instructions.

As far as you made these steps when you restart You&Me application you will see your photo in *You&Me/My Photo* section.

PEOPLE

The People application allows you to browse your entire wireless network . It provides you with a full list of on-line Cybiko users around you.

How to start

[Pictures\06
People.bmp](#)

Press the *F3* button on the Short-cut bar, or choose the *People* icon on the Main desktop. Press <Enter>. The People logo with mini-helps appears. Press any key and the logo will disappear, and the main People menu appears.

Use ↑ to move through all lines. Use <Enter> to move to the next page and <Esc> to return to the previous page.

About People Pages

From the main menu, you can access one of four pages:

- Finder
- All people
- Girls
- Boys

How to View the List of People

1. Choose a section.
2. Press <Enter>. The selected list of people is displayed.
3. Press <Esc> to bring you back to the Main menu.

All People...

The *All People* function allows you to browse your entire wireless network. Using the *All People* function, a list of gender and nicknames is displayed by age. If a Cyber-friend has chosen not to display his age, you will see one of the following letters (A, B, C or D) instead of his age (see *Finder/About me*).

Girls... / Boys...

A list of all Cyber-girls/boys in your Cyber Network is sorted by their degree of compatibility with you.

Friend Finder

Friend Finder allows you to view a list of Cyber-people who are compatible with you based on the information you specified in *You&Me*. The list is sorted by their degree of compatibility with you. The number of hearts on the right side of the Cyber-friend's nickname corresponds to your combined compatibility. If both of you are highly compatible, three hearts appear on the right side of your cyber-friend's nickname. For this feature to work effectively, both you and your Cyber-friend must enter information on *About Me* and your age on *You & Me*. Your Cybiko will compute your combined compatibility. If the number of hearts is zero, that Cyber-friend is not on the list.

Sort Changes for Lists

You may change the order in which a list is sorted. You can change the sort three ways:

- Number of hearts
- Name
- Age

To Change the Sort Order in a List

1. To sort a list by hearts, press <Fn><H>.
2. To sort a list by name, press <Fn><N>.
3. To sort a list by age, Press <Fn><A>.

There is a difference between hearts sorted in *Finder* and hearts sorted here. One checks the combined compatibility and the other checks for your desired compatibility.

Actions with People

How to interact with your Cyber-friend

To choose the Cyber-friend's nickname from the list:

1. Press <Fn><Enter>.
2. Choose an action: look at your friend's *Cy-Page*, [Photo](#), *About Me* information, or his *Business Card*. You can send him a personal message.

How to Send a Message to a Cyber-friend

1. Choose a person from one of the lists.
2. Press <Enter>, ~~or press <Fn><Enter>~~ and press <Enter> again on Chat.
3. Type the message in the Chat Edit line.
4. Press <Enter>.
5. Press <ESC> to return to the [Main desktop list of people](#).

Note: The Edit line on the Chat screen will display a default message "Hi, <nickname>!" to the chosen person whose nickname appears in the Outgoing Address field. You can type a different message in the Edit line that will appear in your Cyber-friend's Message Log.

WIRELESS COMMUNICATION COMPUTER

BUSINESS AND PERSONAL APPLICATIONS

44

APPLICATIONS DESKTOP

Press the *F5* button on the Short-cut bar or choose the *Applications* icon on the Main Desktop to display the Applications Desktop.

PIC [Alena: Please insert \]](#)

|

In addition to the applications that are available FREE from our website, www.Cybiko.com, the following applications are resident on your Cybiko:

- ~~Organizer~~[Personal Planner](#)
- ~~Phrase Book~~[Text Editor & Journal](#)
- ~~Alarm Clock~~
- Calculator
- ~~Graphic Editor~~
- ~~Music Composer~~[Uploader & File manager](#)

~~ORGANIZER~~[PERSONAL PLANNER](#)

~~How to begin~~[start](#)

Press the F5 button on the Short-Cut bar above the screen, or open the Applications Desktop and choose the [Personal Planner](#)~~Organizer~~ icon. Press <Enter>.

Managing Your Tasks

Task List

After logo you see a list of tasks, To Do list.

Use ~~↔~~< to move through the tasks.

[Pictures\08
organizer.bmp](#)

From the task list, you can create, edit, delete and mark the task.

Priority items designated by you are placed in the upper part of the list, and completed items are marked with a different gray-tone color and have a cancellation line through them.

To Create a New Task

1. ~~Press <Enter> on <New>... or P just~~ [press <Ins> to load the Text Editor task Edit Sheet](#) (see below).
2. Edit the [Task Edit Sheet](#) fields [text of your task](#).
3. Press <Esc>.

The new task will automatically be displayed in the task list based on the fields entered in the Task Edit Sheet.

Note: ~~To change the priority of a mark task with high priority~~ [place the focus on the task and press <Fn><Select>.](#)

Note: ~~If you want to change position of the task on the screen,~~ [place the focus on the task and press <Fn><↔>.](#)

How to Edit the Task

1. Choose the task you want to edit.
2. Press <Enter>.
3. Edit the [task](#) ~~Task Edit Sheet~~ fields.
4. Press <Esc>.

How to Mark the Task Done or Remove the Task

1. Move cursor to the completed task.
2. Press to mark the task done.
3. Press again to remove the task.

~~If the Task marked done is one or more weeks old, it is automatically~~

deleted.

Task Edit Sheet

When you create a new task or edit the existing one, always use the Task Edit Sheet.

Pictures\09
organizer.bmp

To edit the fields on the Task Edit Sheet, use the same controls as you use in *Finder* and *About Me*:

How to Edit the Task Edit Sheet Fields

1. Focus the cursor on the field you want to edit.
2. Press <Enter> or <Tab>.
3. Type in the value or use <Select> to list the existing values.
4. Press <Enter>.

TEXT EDITOR & JOURNAL

Text Editor and Journal let you make small reminder notes.

How to start

Press the F5 button on the Short-cut bar, or open the Application Desktop and choose the Text Editor/Journal icon. Press <Enter>. The Text Editor/Journal logo with mini-helps will appear. Press any key and the logo will disappear.

Pictures\11-
Text
Editor.bmp

Choose a file from the list and press <Enter>.

To Create a New File

1. Press <Enter> on <New>... or press <Ins>.
3. Type in the file name.
4. Press <Enter>.

A clear screen appears and allows you to enter your notes. Use , <Ins>, <Backspace>, and <Space> to edit the text.

How to use My journal

1. Place focus on <My journal>... and press <Enter>. Cursor will be placed right after the current date.
2. Enter your today notes or edit the previous ones.

Press <Esc> to return to the list of files. Press <Esc> again to return to Applications Desktop.

Take Additional Actions on a File

1. Choose the file you want to change.
2. Press <Fn><Enter>.
3. Choose a menu action with this file.

Note: To delete the file, press on it and

UPLOADER & FILE MANAGER

This application gives you a possibility to send small applications, pictures and melodies to your CyberFriends as well as to view pictures, listen to the music and run games and applications.

How to start

Press the F5 button on the Short-cut bar, or open the Application Desktop and choose the Uploader/File manager icon. Press <Enter>.

You see list of files resident on your Cybiko. Use ⇌ to move through the list.

Pressing <Enter> on a file will:

- Start game or application (if it is an executable file)
- View picture (if the file is in graphic format)
- Play melody (if the file is music)

How to send files to your CyberFriend

1. Place focus on a file
2. Press <Fn><Enter>.
3. Choose *Upload* and press <Enter>.
4. Choose your CyberFriend from appeared list
5. Press <Enter>

Your Cybiko will connect to your friend's one and check for free space. If the place is enough the Cybiko of your friend will notify him that you are trying to send him something. If he agrees the upload will start.

Note. Your CyberFriend will find the uploaded file in his Uploader/File Manager.

PHRASE BOOK

To say something in a different language, use the Phrase Book.

Note: Before using the Phrase Book, go to Settings on the Main Desktop and choose your language. The default language is English.

How to start

Press the *F5* button on the Short-cut bar, or open the Applications Desktop and choose the Phrase Book icon. Press <Enter>. The Phrase book logo with mini-helps appears. Press any key and the logo will disappear.

The following items are displayed on a menu:

- Dictionary
- Phrase Book
- Add Word
- Add Phrase



Pictures\10
Phrase.bmp

Dictionary

Dictionary is divided in two parts: Word Input field and Word Translation field. The focus defaults to the Word Input field when you enter the Dictionary screen. Press <Tab> to switch between the two fields.

How to Translate a Word

1. Type the word or use arrows (⇌) to choose the right word.
2. Press Enter.

The translation is automatically displayed in the Word Translation field.

The dictionary will provide continuations of words you type. If it is close to the word you need, you can use the arrow keys to select the word.

Note: If the translation does not fit on the page (i.e. it is too big to fit on the screen), press <TAB> to the lower part of the screen and scroll with (⇐⇒) to see the entire translation.

To change the language, press <Fn><L>.

Phrase book

If you choose Phrase book you'll come to the menu of Phrase Sections. Choose the section you're interested in with (⇐⇒) (Alena: pls change) and press <Enter> and you will come to the Phrase book main screen.

Pictures\10a
phrase.bmp

How to Translate a Phrase

1. Type or select the phrase you want translated by using arrows (⇐⇒) in the phrase input field.

The phrase translation is automatically displayed in the Phrase Translation field.

Note: As you type a phrase, continuations of the phrase will be displayed with relevant phrases containing the same Key words. Arrows (⇐⇒) will move through all the phrases with the same key word. Press <Esc> to return to the general list of phrases. Using arrows (⇐⇒) without typing will move you through all the phrases in this section (general list).

To change the language, press <Fn><L>.

Add Words and Phrases

When selecting from the main menu, you will see the same screens for Dictionary and Phrase Book but Word/Phrase Input field and Word/Phrase Translation field will be blank. Edit the entire screen moving between the fields with the <Tab>, <Esc> or <Enter> will prompt you to add what you edited. The Custom section of the Phrase Book or General List of the Dictionary contains the phrases and words you have added.

ALARM CLOCK

How to start

Press the *F5* button on the Short-cut bar, or open the Applications Desktop and choose the Alarm/Clock icon. Press <Enter>. The Alarm/Clock logo with mini-helps will appear. Press any key and the logo will disappear.

You are in *Time* screen. Pressing <Select> will switch you to the *Date*, *Alarm* and *Second time* screens.

Settings

To change settings of the current screen:

1. Press <Fn><Enter> to view the Settings menu.
2. Follow the same controls as in Finder/About me.
3. Press <Esc>.

All changes are immediate.

CALCULATOR

The calculator application performs standard arithmetical functions.

How to start

Press the *F5* button on the Short-cut bar, or open the Application Desktop and choose the Calculator icon.

Pictures\12
Calculator.bmp

Calculations

How to Calculate

1. Use numeric keypad to enter the numbers.
2. Use the following table to make operations:
arrows or <TAB> to use the buttons of the Calculator.
2. Press <Enter>.

<u>Key</u>	<u>Number or operation</u>
<u></u>	<u>=</u>
<u><Ins></u>	<u>+</u>
<u><Tab></u>	<u>/</u>
<u><Select></u>	<u>*</u>
<u><Enter></u>	<u>=</u>
<u><Fn></u>	<u>+/-</u>
<u><Backspace></u>	<u>CE</u>
<u><Esc> pressed once</u>	<u>C</u>
<u><Esc> pressed twice</u>	<u>Returns to Applications Desktop</u>

The functions will be the same as a standard calculator.

GRAPHIC EDITOR

How to start

Press the *F5* button on the Short-cut bar, or open the Applications Desktop and choose the Graphic Editor icon. Press <Enter>. The Graphic Editor logo with mini-helps is displayed. Press any key and the logo will disappear. Choose a file from the list and press <Enter>.

~~To Create a New File~~

1. ~~Move an existing file close to where you want a new one.~~
2. Press <Ins>.
3. Enter new file name.
4. Press <Enter>.

~~Take Additional Actions on a File~~

1. Choose the file you want to change.
2. Press <Fn><Enter>.
3. Choose a menu action with this file.

Note: ~~To delete the file, press on it and confirm you want the file deleted.~~

Pictures\13
paint.bmp

The main screen of the Graphic Editor is divided into Working area and Tool bar. Use <Tab> to switch between them. The following icons on the Tool bar relate to the cursor function:

- Draw pixel, curve or line
- Pouring

—Cursor thickness

—Cursor-color

How to Draw

To change the cursor function, thickness and color:

1. Press <Tab> to go to the Tool bar.
2. Choose the desired icon.
3. Press <Select>.
4. Press <Tab> several times or <Enter> once to get back to Working area.

To draw:

1. Choose the cursor function (see above).
2. Move the cursor using arrows.
3. Press <Enter> to amplify the Cursor function.

Note: If you select Draw Curve or Line, point to the beginning of the curve or line with the <Enter> key and drag the Cursor to the end point. If you change your mind while dragging the cursor, press <Esc> and choose another place to start the line or curve.

You can change the cursor function with <Select>, the cursor thickness with <Shift>, and the gray-scale color with <Space> from your Working area. To erase, hold <Fn> and move the cursor through the screen.

To exit the application, press <Esc> at Working area.

MUSIC COMPOSER

The Music Composer allows you to create or edit melodies.

How to start

Press the *F5* button on the Short-cut bar, or open the Applications Desktop and choose the Music Composer icon. Press <Enter>. The Music Composer logo with mini-helps is displayed. Press any key and the logo will disappear.

Choose a file from the list and press <Enter>.

To create a new file or take action on an existing one, refer to *Graphic Editor*.

Composing

The main screen of the Music Composer is divided into a Working area and Tool bar. You can switch between them with <Tab>. The Toolbar icons (from left to right) are the Playing Temp, Melody Transformation, and Play.

Below you will find a list of keypad keys that correspond to musical notes.

Use these keys to compose your own music.

[Pictures\14
music.bmp](#)

The Key-table.

	Note	Octave I keys	Octave II keys
	C	Z	Q
	C-sharp	D	2
D	X	W	
D-sharp	F	3	
E	C	E	
F	V	R	
F-sharp	H	5	
G	B	T	

G-sharp	J	6
A	N	¥
A-sharp	K	7
H	M	U

How to Compose and Play

1. Use the Key Table to write your melody.
2. Press <Enter> to play the melody.
3. Listen to the end or press <Esc> to interrupt.

How to Edit Musical Compositions

To change the duration of a note, use <up/down arrows>. To change a note's position on the staff, press <SHIFT><up/down arrows>. To insert a rest, press <Space>. To delete a note, press or <BackSpace>.

How to change Playing mode

To change Play mode for the melody you compose:

1. Press <Tab> to switch to the Toolbar.
2. Choose the desired icon using arrows or <Tab>.
3. Press <Select> to change the value of the icon.
4. Press <Enter> to play or <Tab> several times to return to Working area.

To exit the application, press <Esc> at Working area.

SETTINGS

Cybiko is very flexible. You can change the configuration of the device quickly using the Settings function.

How to start

Go to the Main Desktop or press *F1* button. Find the icon called Settings. Press <Enter>. Settings logo with mini-help will appear. Pressing any key will move you to the main Settings screen.

In the main screen you'll see a menu with three items: **System**, **Alerts**, **Applications**. Pressing <Enter> on any one of them will give the list of items you can change.

How to change item

1. Position cursor on the item you want to change.
2. Press <Enter> or <Tab>.
3. Use <Select> to change the values of the item or type it in.
4. Press <Enter>.

To save the changed item, you will need to confirm your choice on exiting from Settings.

System

Password – can be turned ON or OFF. A Password is requested after you switch on the device.

Set password – type in your password.

The password must consist of three numbers only (e.g. 398). If you didn't

enter anything into the item field, the Password will be automatically switched to the OFF mode when you leave Settings.

Attention! Please, remember your Password. There is no way to recover your Password if you forget.

Brightness and Contrast—ordinary Screen options.

Communication – if you desire, you can turn *Communication* mode OFF. Your device will not send or receive any radio signals. This is recommended to save the batteries.

Mute - this setting makes the device completely silent. By default, this setting is OFF.

Note. Pressing <Fn><F2> when you are in a desktop turns this setting ON. Pressing once again turns it back OFF.

Sound effects and Music – in such games as Labyrinth and CyLandia you can switch music and sounds separately.

Set time, Set alarm and Set date – these settings allow you to set current time and date as well as to put on the alarm.

Note. You always see current time in the bottom of Desktop. To change the time or to set alarm as well as current date use setting described above.

Alerts

~~*Silent mode*—this setting makes the device completely silent. By default, this setting is OFF.~~

Mail alerts - when you press <Enter> you'll see the list of alerts for incoming messages addressed to you personally. You can choose between hearing a *Beep*, feeling a *Vibration*, seeing the *Dialog box* with the text of message.

Chat alerts - pressing <Enter> will show you possible alerts of receiving a Broadcast message. You can switch ON or OFF any of the *Mail alerts*.

People alerts – provides a list of alerts notifying you that the number of people surrounding you has changed.

Games alerts – provides a list of alerts notifying you that somebody is inviting you to play a game.

~~*Beep on keyboard*—your Cybiko can beep when you press a key, or you can switch this mode OFF.~~

Applications

~~*Phr.b. input language*—choose a language from which you will translate the words and phrases in your Phrase book.~~

Intro screens – this option makes Intro screens before applications disappear.

Measurement units –choose the desired unit of measure (US – pounds and feet, Eu-meters and kilograms).

The last four items can be used to set a password on your Settings. See **System for establishing a password**. The password will be requested right after the Logo when you start to use these applications.

PC & INTERNET CONNECTIVITY.

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CYBERONIK

WIRELESS COMMUNICATION COMPUTER

PC AND INTERNET CONNECTIVITY

Cybiko has plenty of exciting possibilities, including more games, applications and information that can be downloaded from our web-site www.Cybiko.com.

To download the new programs you'll need a special program called **CyberLoad**. You can get this program from our web site.

How to prepare for downloading new applications and games

1. Go to www.Cybiko.com using a standard web-browser like Internet Explorer 4.0 or Netscape 4.0
2. On the main page find the section 'Download'
3. Click on it

This will automatically check to see if you already have CyberLoad. If you already have it, click to launch it to proceed with downloading. If you don't have it yet, clicking on the icon will start the Setup process to assist you in downloading CyberLoad.

After you have installed CyberLoad on your computer you are ready to download files from our web-site or -from your PC into your Cybiko.

Note. With CyberLoad you can also create pictures and melodies on your PC and send them to your Cybiko. Just click on <Converter> and see how it works...

How to download

1. Turn your Cybiko ON
2. Plug Cybiko into the RS 232 Cable and the other end into your PC external port.
3. On your PC run the already installed CyberLoad
4. Follow the instructions of the Wizard Choose <Upload>.
5. Tick off the files you 'd like to download on your Cybiko
6. Press <Next>.
7. Adjust free space on Cybiko and the Cart size marking with dagger the files you move from your Cybiko or exclude from the cart.
8. Press <Go>.

Note: It is necessary to remove some programs from your Cybiko before you download more programs on to your device. There is a limited amount of memory and problems may occur if there is not enough memory on your Cybiko.

Note. All the files you marked with dagger will be moved to your Local PC directory on your computer. You can store programs, including CyLandia, on your PC until you decide you want to play the programs again.

How to upload

1. Make the same steps as described in How to download from 1. to 3.
2. Choose <Upload>.
3. Mark files you want to move from your Cybiko with dagger.
4. Press <Go> to move the files to your Local PC directory.

The first time you download anything to your Cybiko, CyberLoad wizard will

guide you through the process. The second time, it will offer to to disable itself if you do not need any further support. OTHER

What you get on www.cybiko.com

- **Translator.** This application helps you to find out how to say words and phrases in different languages.
- **Graphic Editor.** Make drawings and send them to anyone in your wireless network.
- **Music Composer.** This application allows you to create simple melodies, play them, and ever send them to a friend.
- **Space.** Enjoy slipping through the CyberSpace on your heroic shuttle battling aliens.
- **Sea Battle.** You are a captain of a squadron. Your opponent is trying to sink all your ships, but with your skill - never surrender.
- **Crossword.** Learn about the world with this amazing educational crossword puzzle that is different every time.
- **Chess.** This classic comes to life when your opponent is out of sight.
- **Dark chess.** Is and enthralling strategic game that will keep your wits.
- **Corners.** The objective is to move all of your pieces across the game field, from one corner to the other, faster than your opponent can move his pieces.
- **Give-away.** The rules are identical to Checkers, but the object of the game is to GIVE AWAY all of your checkers.
- **Billiard.** You'll need an accurate eye and strong nerves to play this classic bar game.
- **Golf.** A great game of skill, do you want to try your swing?
- **and many many other constantly updating games and applications...**

APPENDIX I

Cybiko I model CY0111

Hardware specifications:

Main Processor: 16 bit, 11 MHz Hitachi H8S/2227

Coprocessor: Atmel AT90S2313 4 MHz

RAM: 512 KB

Flash disk: 512 KB, extendable up to 16 Mb

LCD display: 160x100 dots, 59x40 mm , 4 level grayscale

RF transceiver: RFMD 2915 , 915 MHz (903.2 – 926.8 MHz)

Rechargeable batteries: Two NiMH Prismatic Cells of GP7M (GP8M) type with nominal capacity 700 mAh.

Software specifications:

Operating System: CyOS v.1.1

Software: CyOS v.1.1 compatible applications

Communication Protocol: CyDP x.604 (640 channels Cybiko RF Digital Protocol)

Dynamic Wireless Local Network: automatically provided by CyOS v.1.1 and CyDP x.604

RF Communication Features:

Communication: Direct unit-to-unit

Transmission and Receiving Range: Short range Communication Rate: 64 channels 19000 bps each.

Number of channels: 604

Frequency: 903.2 905 926.89 MHz

Max. on-line Cybiko units: 6400 (100 units on each of 604 channels)

Other:

Screen/Keyboard Back Light

Vibration Alert

Speaker

72 key keyboard

Stylus

Extendable Antenna

64 pin extension cartridge socket

Serial PC connection socket

2 recharging batteries

110 V recharging unit

Continues functioning with fully charged batteries: from 3 to 8 hours in active mode (active RF applications) and from 1 to 3 days in passive mode (calculator, clock etc.)

Wide variety of additional applications you can download from www.Cybiko.com and put into your Cybiko. Absolutely FREE!

APPENDIX II

CYBISH

CyBish is a language frequently used by Cybiko Chatters to express emotions and simplify sentences

English	CyBish		
	Singular	Plural	Examples
lady, female	f	ff	i f
gentleman, male	m	mm	i m
man, person	p	pp	(people, anybody, everyone)
		}}	
I, me	i	we	
	}		
You	u	uu	r u m?
	{	{{	r { f?
		(you guys)	
message, letter	t	tt	
pic, picture	[]	[]s	

e-mail	@		
thank you	thx		
Job	\$		
Eyes		ii	i've blue ii
Hair		iii	i've long iii
Yes	+		+ u right
	y		
No	-		i -w xx
	n		
Sure	++		
Verbs	Cybish	Strength	Examples
go, follow	>		> i means "follow me"
return, back, from	<		
Want	w	ww	i w }{ means "i wanna chat"
Bored	zz	zzzz	i zzz
Are	R		
love, like	*	**	i ** u
chat, talk, tell	}{		
umbrage, upset	{-}		
cyber sex	xx	xxx	i ww xxxx
Get	g		
Do	d		
Fun	;	::	
Other	Cybish	Strength	Examples
Cool	#	##	
sexy, hot, sweet	oo	ooo	
Good	)	))	
Bad	(	((	
Stupid	[	[[	
Neat	~		
Cute	~~		
Crazy	%		
hey, hello, hi, morning	h		
Bye	b		
Ok	ok		
	=		
And	&		
For	4		

To	2		
What	:		
Where	::		
When	:::		
Your	yr		
Please	pls		
sorry, excuse me	rr		
welcome	wl		
Phrases			
age / sex / loc ation	asl		
laugh out loud	lol		
Never mind	)}		
Good boy	()		
Person to person	p2p		i w }{ p2p
	}2{		
English	Cybish		
Hello everybody!	h pp!		
I wanna chat	i w }{		
Where are you from?	:: r u <?		
Send your age / sex / loc ation, please	yr asl pls		
I'm new in this chat	} new in }		
I'm bored	i zzz		
What do you do fo fun?	: d u d 4 ;?		
I love you very much!	I ***** u!		

WARNING STATEMENTS

General precautions

1. Cybiko is a wireless communications computer using digital RF transmissions. It meets all safety requirement as issued by the FCC part 15.

2. In some indoor locations, "dead spots" can be found where RF reception is very difficult. But they are usually very localized, and can be avoided by moving around.

Rechargeable NiMH Battery Warning

- * This equipment contains rechargeable NiMH batteries.
- * The rechargeable NiMH batteries contained in this equipment may explode if disposed of in a fire.
- * Do not short-circuit the battery.
- * Do not charge the rechargeable NiMH batteries used in this equipment in any charger other than the one designed to charge these batteries. Using another charger may damage the batteries, or cause the batteries to explode.

Warning! Cybiko, Inc. DOES NOT represent this unit to be waterproof. To reduce the risk of fire, electrical shock, or damage to the unit, DO NOT expose this unit to rain or moisture.

Rechargeable NiMH Batteries Must Be Recycled or Disposed of Properly

- * Cybiko, Inc. voluntarily participates in an RBRC industry program to collect and recycle NiMH batteries at the end of their useful life, when taken out of service within the United States. The RBRC program provides a convenient alternative to placing used NiMH batteries into the trash or municipal waste stream, which is illegal in some areas.
- * Through the RBRC program, Cybiko makes it easy for you to drop off the used batteries at local retailers of replacement NiMH batteries. You may also contact your local recycling center for information on where to return the used battery. Please call 1-800-8-BATTERY for information on NiMH battery recycling in your area. Cybiko's involvement in this program is part of its commitment to protecting our environment and conserving natural resources.
- * RBRC is a registered trademark of the Rechargeable Battery Recycling Corporation.

Important Safety Instructions

When using Cybiko, these basic safety precautions should always be followed to reduce the risk of fire, electrical shock, and injury to persons:

1. Read and understand all instructions.
2. Unplug this product from the wall outlet before cleaning. Use a dry cloth for cleaning. DO NOT use liquid or aerosol cleaners.
3. Do not place this product on an unstable cart, stand, or table. Cybiko may fall, causing serious damage to the unit.
4. Slots and openings in the cabinet are provided for ventilation and the addition of cartridges. To protect the product from overheating, these openings must not be blocked or covered. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.

5. This product should be operated only from the type of power source indicated on the marking level. If you are not sure of the type of power supply to your home, consult your dealer or local power company.
6. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be damaged by persons walking on it.
7. Do not overload wall outlet and extension cords, as this can result in the risk of fire or electrical shock.
8. Never push objects of any kind into this product through the cabinet slots other than the ones designed specially for Cybiko, as they may touch dangerous voltage points or short out parts that could result in the risk of fire or electric shock. Never spill liquid of any kind on the product.
9. To reduce the risk of electric shock, do not disassemble this product. Take it to qualified service personnel when service or repair work is required.

Additional Battery Safety Precautions

Caution! To reduce the risk of fire or injury to persons by the battery, read and follow these instructions:

1. Use only the appropriate type and size battery pack.
2. Do not dispose of the battery pack in a fire. The cell may explode. Check the NiMH battery disposal package insert for disposal instructions.
3. Do not open or mutilate the battery pack. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
4. Exercise care in handling the batteries in order not to short the batteries with conducting materials such as rings, bracelets, and keys. The batteries or conductor may overheat causing burns.
5. Charge the battery pack provided with or identified for use with this product only in accordance with the instructions and limitations specified in this Guide.

Important Electrical Considerations

Unplug all electrical appliances when you know an electrical storm is approaching. Lightning can pass through your household wiring and damage any device connected to it. Cybiko is no exception.

Warning! Please do not attempt to unplug any appliance during an electrical storm.

The FCC Wants You To Know

This device has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This device generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of

the following measures:

- * Reorient or relocate the receiving antenna.
- * Increase the separation between the computer and receiver.
- * Plug the computer into an outlet on a different circuit from the one to which the receiver is connected.
- * Consult an experienced radio/TV technician for help.

Caution: Any changes or modifications not expressly approved by the guarantee of this device could void the user's authority to operate the equipment.

Adapter Safety Features

If the AC adapter furnished with Cybiko has a polarized line plug (a plug having one blade wider than the other), this plug will fit into the power outlet only one way. If you are unable to insert the plug fully into the outlet, try reversing the plug.

Do not alter the shape of the blades of the polarized plug!

Note: If you cannot plug the AC adapter into the outlet, contact an electrician about replacing the outlet.

Plug the AC Adapter into a standard 120 VAC wall outlet. Do not use an outlet controlled by a wall switch.

Use only the Cybiko AC Adapter supplied with this unit.

What to do if Cybiko does not work properly

DO NOT TAKE YOUR CYBIKO BACK TO THE STORE.

(Check the following before calling the assistance hotline)

The screen stays blank even though the power is ON.	1. The batteries may need to be replaced. See Battery replacement section described in the beginning of this booklet. 2. Turn the power OFF, wait 5 seconds, turn power back ON.
Cybiko does not respond even when the keypad buttons are pressed.	1. Turn the power OFF, wait 5 seconds, turn power back ON again to reset and restart all programs.
Your Cybiko does not communicate with the other devices even at close distances.	1. Be sure your antenna is placed perpendicularly to the unit. 2. Move your Cybiko away from all large metal objects and metal construction. 3. Try not to touch the antenna with any part of your body while communicating.

Warranty and Service Information

You may need only simple instructions to correct a problem. Call Consumer Assistance Hotline. Do not take the product back to the store. See insert for hours of operation. If the problem cannot be corrected over the telephone, you will be offered express factory service from Cybiko. Please, do not send any products to Cybiko, Inc without contacting us first.

Hardware Warranty

Cybiko Inc. warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during the warranty period, Cybiko will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at the point of sale or the consumer can demonstrate, to Cybiko Inc. satisfaction, that the product was purchased within the last 12 months.

Software Warranty

1. Cybiko, Inc. guarantees the working capacity of programs inclosed in Standard packet under conditions described in documentation.
2. As for the other components, the software is delivered "as is". Cybiko, Inc. does not warrant that the software carries no errors, nor does it take on any liability for consequential damages, either direct or indirect, including damages caused by possible errors or misprints in the software package.
3. Cybiko, Inc. makes no guarantees as to the operation of the software in combination of any other software or hardware of earlier release.
4. Cybiko, Inc. does not warrant that the standard package delivered with the device will completely correspond to that described in this Manual.

Service After Expiration of Warranty

Please call the Consumer Assistance Hotline for trouble shooting assistance. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGES, to the nearest service location. Please, do not send any products to Cybiko without contacting us first. SEE INSERT FOR PHONE NUMBER.

Warranty limitations

This warranty shall not apply if the product:

1. Is used with products not sold or licensed by Cybiko (including, but not limited to, non-licensed games and application enhancements and copier devices, adapters, and power supplies).
2. Is used for commercial purposes (including rental).
3. Is modified or tampered with.
4. Is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship.
5. Has had the serial number altered, defaced or removed.

Any applicable implied warranties, including Warranty Of Merchantability and fitness for a particular purpose, are hereby limited in duration to the warranty period described above (12 months, as applicable). In no event shall Cybiko be liable for consequential or incidental damages resulting from the breach of any implied or express warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations may not

apply to you.

This Warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Cybiko's address is as set forth on the back cover of this booklet.

This Warranty is valid in the United States.

Patent Information

This product successfully passed the PCT search (**PCT/RU 99/00078**).

Patents issued and pending in Japan, US, Canada and elsewhere. For a full listing, please contact the company.

WIRELESS COMMUNICATION COMPUTER