

ON-LINE GUIDE



**YOUR TOTALLY WIRELESS
INTER-TAINMENT
COMPUTER!**

Version 1.3.57

CONTENTS

NOW YOU ARE IN CY-SPACE!	5
WHAT IS CYBIKO COMPUTER?	5
WHAT CAN CYBIKO COMPUTER DO?	5
WHAT DOES WHAT	6
TURN IT ON BABY!!!	8
IF IT'S YOUR FIRST TIME	8
SETTING/CHANGING THE DATE AND TIME	8
LEARN THE KEYPAD, KNOW THE KEYPAD, LOVE THE KEYPAD!!!	8
MAIN DESKTOP	8
SHORTCUT BAR AND HOT-KEYS	9
HOT-KEYS YOU CAN USE ON THE DESKTOP	9
ICONS AT THE BOTTOM OF YOUR MAIN DESKTOP	10
OKAY, THAT'S COOL, BUT HOW DO I TURN IT OFF?!	10
SUSPEND MODE	10
RECHARGING YOUR BATTERIES	10
AUTO SHUTDOWN	11
REGISTER ON-LINE	11
WIRELESS WAYS	12
CHAT	12
E-MAIL	13
FRIEND FINDER	16
CYCOMMUNITY	17
MULTI-PLAYER WIRELESS GAMES	19
GAMES DESKTOP	19
LOST IN LABYRINTH	19
CYLANDIA	21
CYLANDIA INFO	23
BILLIARDS	23
8 BALL	23
MEN'S ROOM 2	25
PINBALL PRO	25
REVERSI 3	26
BLAZING BOARDS	27
CYBIKO SUPERBIKE	30
BUSINESS AND PERSONAL APPLICATIONS	33
APPLICATIONS DESKTOP	33
ORGANIZER	33
TEXT EDITOR & JOURNAL	35
MUSIC COMPOSER	36
ADDRESS/PHONE BOOK	37
ALARM/CLOCK	39
UPLOADER & FILE MANAGER	39
CALCULATOR	40
STUDY STOOLS	41
SETTINGS	42
PC AND INTERNET CONNECTIVITY	44
VIRTUAL CYBIKO WIRELESS INTERNET GATES	45
CHECK OUT GAMES AND APPLICATIONS ON WWW.CYBIKO.COM	45
INTERNET E-MAIL	45
APPENDIXES	46
APPENDIX I. CYBIKO COMPUTER MODEL CY6411	46
APPENDIX II. CYBISH	46
APPENDIX III. WARNING STATEMENTS	48
APPENDIX IV. WHAT TO DO IF YOUR CYBIKO COMPUTER DOES NOT WORK PROPERLY	49

APPENDIX V. WARRANTY AND SERVICE INFORMATION 49
APPENDIX VI. PATENT INFORMATION 50


NOW YOU ARE IN CY-SPACE!

Smart move! If you're reading this, you've just picked up the only pocket-sized, totally wireless, Internet INTER-TAINMENT Computer on Earth.


WHAT IS CYBIKO COMPUTER?

Cybiko computer – means the possibilities are endless! It's the world's smallest, most powerful, wireless, high frequency communications computer! It's your direct digital connection to others like it, giving you the power to make things happen!

Cy-SIGN

So what's with this  thing? It lets people know you're now capable of communicating on a completely higher level. But you already knew that, didn't you? Read on...

CyID

CyID is your personal identification code, your ticket to a whole new world. It's the seven bold-faced characters on the back of your Cybiko computer following the  (Cy-Sign). Know it, love it, pass it around!

Sign up at www.cybiko.com today to get a free E-mail account assigned to your CyID!

Having your Cybiko computer with you is like being online all the time!!

WHAT CAN CYBIKO COMPUTER DO?

Well, for starters, you can:

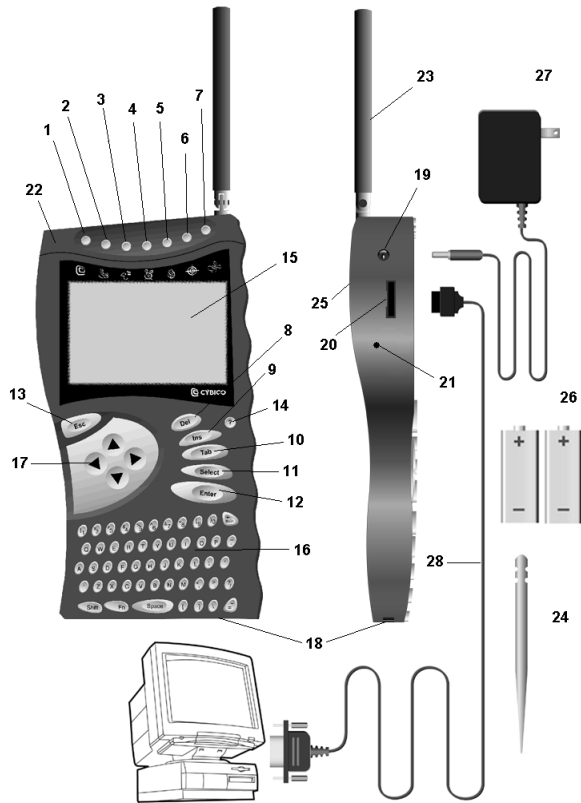
- Digitally communicate with other Cybiko computers with a high frequency RF transmission
- Play interactive, wireless games such as Lost in Labyrinth with up to 99 of your closest friends!
- Play CyLandia, where you can raise your own pet, Cy-B, and teleport him/her wirelessly to a friend. Your Cy-B eats, sleeps, gets a job, and falls in love. Your Cy-B can even get married and have baby Cy-Bs!
- Chat wirelessly with up to 99 people simultaneously in your local network
- E-mail anyone on the Internet! Plus read/write your E-mail offline
- Find a friend or someone new in malls, theaters... virtually anywhere!

You can download new games and applications FREE from <http://www.cybiko.com>

WHAT YOU GET

- Single-player games
- Wireless multi-player games
- Wireless chat
- Internet e-mail via link through your computer or wirelessly via *Cybiko Wireless Internet Gates* (CyWIG)
- Organizer
- Alarm clock
- Calculator
- Phrase books/language translators*
- Uploader and file manager
- Text editor and journal*
- Graphic editor*
- Music composer*
- Your own Cy-Link to your personal computer
- All the hardware to download new programs from www.cybiko.com

Note: Items marked * may not be features of your Cybiko computer straight out of the box, but you can get them all totally FREE from www.cybiko.com!



WHAT DOES WHAT

NO	NAME	DESCRIPTION
	Shortcut Bar buttons	Quick access to:
1	<F1> Main Desktop	Main Desktop
2	<F2> Chat	Local wireless chatroom
3	<F3> CyCommunity	List of people currently online
4	<F4> Applications	Applications Desktop
5	<F5> Games	Games Desktop
6	<F6> Lost in Labyrinth	Lost in Labyrinth Game
7	<F7> CyLandia	CyLandia Game
	Keypad buttons	
8		Deletes to the right, while editing your text, also deletes files from a list
9	<Ins>	Lets you insert info, or new files into your list
10	<Tab>	Moves between the icons on the screen
11	<Select>	Changes the function of the current control (icon, button, menu item, etc.)
12	<Enter>	Activates the selected icon, or lets you power through your games and Apps!
13	<Esc>	Exits from an application by saving information without asking (Like in You & Me) or asking (Like in E-mail)
14	<?>	Helps you with instructions if you get stuck in an application or game
	Those other Things	
15	Screen	LCD gray-scale screen
16	QWERTY keyboard	PC-like keyboard
17	Direction arrows	Arrows ←, →, ↑ and ↓ move through the screens and scroll through the Desktop and lists
18	Cartridge slot	Expandable cartridge slot (For extra memory or that

		cool MP3 player!)
19	Battery recharge jack	6 V/DC adapter jack – for juicing up your batteries!
20	PC connector	RS232 connection port. Your connection to the Cy-World!
21	Reset button	Reboots your Cybiko computer
22	LED indicator	Blinks to let you know you've made contact!
23	Antenna	RF antenna
24	Stylus	For hitting those little keys!
25	Speaker	Speaker for sound effects and music
26	Rechargeable Batteries	High capacity batteries
27	Recharging Unit	UL approved 120 V
28	PC Connection Cable	RS232 serial (check the back of your computer.)

TURN IT ON BABY!!!

IF IT'S YOUR FIRST TIME

Just follow these easy steps when you first switch on, and in no time you'll have total access!

1. Press <Esc>. You'll see the following screens:



2. When the "Welcome" screen appears, hit <Enter> to continue.
3. **Check date and time.** If the date and time are okay, then simply hit <Enter>. If you want to change them, then hit <Tab> to highlight the SET icon, then hit <Enter>. (Check out Setting/Changing date and time below for more info.)
4. Enter your name or nickname and hit <Enter>.
5. **Enter your gender** (i.e. M=Male, F= Female), and **age**. Hit <Enter> after each entry.
6. Enter your age. Hit <Enter>.
7. If you are under the age of 13, call your parent now. His/her permission is required to turn communications ON. If he/she is not around, simply hit <Enter>. Otherwise, press <Tab> to highlight the OK icon, then press <Enter> and give your Cybiko computer to your parent. When he/she finishes, press <Esc> to proceed.
8. To type more info for other Cybiko computer users to see, or to change your current information, **hit <Enter> on the highlighted OK icon.** To enter more info at a later time, hit <Tab> to highlight the **LATER** icon, and then <Enter>. (Check out the Finder section and About me/About you).

SETTING/CHANGING THE DATE AND TIME

To set/change the time when you first turn on your Cybiko computer:

1. Hit <Select> to choose AM/PM and then hit <Enter>.
2. Hit <Select> to highlight the Hour. Then to enter the correct hour, just type it in over the wrong one and hit <Enter>.
3. To change the Minutes, hit <Select> and, as with the hours, just type the right time over the wrong time.

To set/change the current date when you first turn on your Cybiko computer:

1. Press arrow keys to choose the Month, Day, or Year field. Press <Select> and highlight the item you want to change.
2. Then just type over what you wish to change and hit <Enter>!
3. Press <Esc> to return to the current Time and Date screen, then select OK, and press <Enter>.

LEARN THE KEYPAD, KNOW THE KEYPAD, LOVE THE KEYPAD!!!

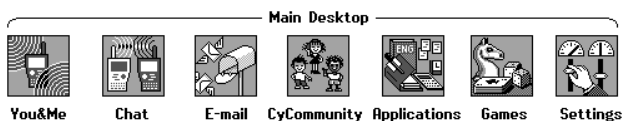
The Cybiko computer QWERTY keypad is very similar to a PC QWERTY keyboard, only smaller! Most buttons, like <Esc>, , <Ins>, <Enter>, <Arrows>, have familiar functions.

<Tab>, as usual, moves between icons and jumps you around the screen and the various fields you want to select.

<Fn> is very similar to the <Ctrl> button on your PC, but has some additional features (see below.) <Select> is used to change the settings of a current item in a list, or to switch the function of the control you are using.

MAIN DESKTOP

Wherever you are, you can always press the <F1> button (far left button on the Shortcut Bar) to return to the **Main Desktop**.










Use <← →> to scroll the Main Desktop.

Move the focus onto the desired icon and hit <Enter> to begin or start this application.

MAIN DESKTOP ICON	FUNCTION
<You & Me>	HOOKS YOU UP WITH THE PROFILE OR CYPAGE OF THE PERSON YOU'RE HUNTING FOR!
<Chat>	Gives you access to the wireless chat rooms!
<E-mail>	Sends or receives e-mail messages
<CyCommunity>	Lists people currently online
<Applications>	Loads the Applications Desktop
<Games>	Loads the Games Desktop
<Settings>	Customizes sound, vibration, alerts, screen contrast and brightness, and units of measure.
<Memory Card>	Shows Memory Card contents if you have one attached to your Cybiko computer.
<SMC>	Shows Smart Media Card contents if you have one attached to your Cybiko computer.

SHORTCUT BAR AND HOT-KEYS

No matter what application you're using, you can hit these buttons to jump quickly to the Main Desktop.













SHORTCUT BAR BUTTON	ACTION
<F1> 	Main Desktop
<F2> 	Chat
<F3> 	CyCommunity
<F4> 	Applications
<F5> 	Games
<F6> 	Lost in Labyrinth
<F7> 	CyLandia
<Fn><Esc>	Suspend mode
<Fn><F1>	Mute
<Fn><F2>	Brightness
<Fn><F3>	Vibration
<Fn><F4>	Alarm
<Fn><F5>	Communications
<Fn><F6>	Disables automatic switch to Suspend Mode
<Fn><F7>	Shows the number of unread and outbox e-mail messages.

HOT-KEYS YOU CAN USE ON THE DESKTOP

HOT-KEY	ACTION
<Ins>	Sends a Business Card to your friend
<A>	Shows current battery charge
<H>	Shows System Information
<Fn><Enter>	Launches StartUp Wizard – only when You&Me icon is highlighted.

ICONS AT THE BOTTOM OF YOUR MAIN DESKTOP

You'll see these icons at the bottom of your Main Desktop screen:

ICON	FUNCTION
	Shows how many people are currently online
	Shows if Communications is turned off
	Shows the strength of the link to a CyWIG when you're in the coverage area.
	Shows that you have unread messages in your e-mail box
	Shows that you're sending or receiving an e-mail message
	Shows your alarm is on
	Shows your sound is on
	Shows your sound is off
	When flashing, shows the battery is charging
	When the icon blinks, you need to recharge your Cybiko computer
	Shows how much of a charge your Cybiko computer has left
	When flashing, shows that your Cybiko computer is fully charged but still plugged into the charging

OKAY, THAT'S COOL, BUT HOW DO I TURN IT OFF?!

Press and hold <Esc>. After 2-3 seconds you will see the message "Suspend mode." If you want to switch your Cybiko computer to Suspend mode, release the <Esc> button. To switch your Cybiko computer off, hold <Esc> until the message "Power OFF" appears. Then release the button. Now your Cybiko computer is off.

SUSPEND MODE

Cybiko computer automatically switches to the Suspend mode when it is inactive for a period of time.

In Suspend mode:

- The screen is cleared.
- Cybiko sends and receives signals from your surrounding environment at a quarter of the frequency of active mode.

Note: This mode allows you to save your battery charge. So, if you don't intend to use your Cybiko computer for a bit, we recommend putting it into Suspend mode.

How to get into Suspend Mode:

Press and hold <Esc> until the message "Suspend mode" appears, then release the button,

OR

Press <Fn><Esc>.

How return to Active Mode:

Press and hold <Esc> for 2-3 seconds, or press <Fn><Esc> to return to Active mode.

When you come out of Suspend mode, you'll be able to go straight back to the game or application you were just using!

RECHARGING YOUR BATTERIES

With fully charged batteries, and depending on your environment, your Cybiko computer will last 3 to 10 hours in Active mode (Chat or Lost in Labyrinth), and from 1 to 2 days in Passive mode (Calculator or Clock). The most power-consuming operations are Interactive games, Vibration Alert and RF Transmission.

How to recharge the batteries on your Cybiko computer:

1. Plug the charger into a wall socket.
2. Plug the charging adaptor into your Cybiko computer. Charging will begin.

Note: You can continue to play while your Cybiko computer is charging. Full charging will take about 10 hours. It is best to recharge batteries overnight and leave your Cybiko computer on.

Note: If you're not planning to use your Cybiko computer for more than one day, we advise you turn it off. Completely running down your Cybiko computer lowers the life span of the batteries.

Note: Don't leave your unit turned off while charging batteries for more than 15 hours, or damage to the batteries could occur. But don't worry, there's no problem charging with your unit turned on!

AUTO SHUTDOWN

When the batteries are super low, you will see the message "Battery dead" and your Cybiko computer will automatically go to Power OFF mode unless you plug it into the charging unit.

When Auto Shutdown occurs, plug your Cybiko computer into the charging unit and just keep on playing!

REGISTER ON-LINE

When you buy a Cybiko computer, we recommend that you register on-line at www.cybiko.com, so you can receive the most current and cool applications and games. When you register you can:

- Download new applications and games FREE!!
- Update your system software.
- Participate in all our cool events and promotions.
- Use your new E-mail account, and much, much more.

WIRELESS WAYS

CHAT

Do you want to chat with someone? Or maybe you have an instant message you want to send? No problem! You're automatically connected with up to 100 friends in your wireless network! You can broadcast a message to everyone, or share a quiet chat with a close friend!

How to Start

Press the <F2> button on the Shortcut Bar or choose the *Chat* icon on the *Main Desktop*.

You will see this list of chatrooms:

- MAIN
- Games
- Music
- Computers
- Sports
- Romantic

How to choose a room:

1. Highlight the room by pressing <↑↓>.
2. Press <Enter>.

You will see the *Chat screen*.

Chat Screen



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

- Edit line (lower right corner)
- Outgoing Address field (lower left corner)
- Message Log (the largest part of the screen)

Your Message Log displays incoming messages, delivered outgoing messages (with black triangle to the left), undelivered outgoing messages (with white triangle to the left), and any outgoing message in process (with flashing triangle to the left).

How to Chat

To send a message:

1. Type your message in the Edit Line.
2. Press <Enter>

To edit, use <←>, <→>, <BkSp>, as well as <↑> for favorite phrases.

Who Gets the Message? There are 2 Specification types:

- If "All" is specified in the Outgoing Address field, your message is received by all online people in your chatroom. This is called a **Broadcast** message within the chatroom.
- If a specific nickname is selected from the list in the Outgoing Address field, only that person receives your message. This is called a **Private** message.

How Will 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 your chatroom, their Cybiko computer will vibrate and/or an alert tone will sound.

Note: No alert will signal on a Broadcast message if your recipients are not in your chatroom.

- If you send a **Private message**, it appears in the receiver's Message Log. If the recipient is not in any chatroom, he/she will receive an instant message dialog box and a vibration or sound alert will signal. This feature can be turned off/on from the Settings, *Alerts* (see *Settings*) field.

Note: Reliability of message delivery depends upon the environment and the distance between you and the recipient. Message delivery is not guaranteed, however you're notified about undelivered messages.

Cybiko computer will make several attempts to deliver Private messages. Undelivered messages are indicated by a **white triangle** in the Message Log.

How to Change the Outgoing Address

To change the outgoing address:

1. Move to the Outgoing Address field with <Tab>.
2. Choose the person you want to talk to with <↑↓>.
3. Press <Enter> to pick up the address.

Note 1: Pressing <←> moves you to the beginning of the list of persons, pressing <→> moves you to the end of the list. Pressing <Fn><↑> moves you one page up, pressing <Fn><↓> – one page down.

Note 2: You can find a person by pressing the alphanumeric keys, which moves the cursor to the next nickname beginning with this symbol (for example, pressing <a> will move you to a person whose nickname begins with a).

Note 3: Notes 1-2 concern all applications and games using lists of persons.

Now you can type in your message and press <Enter> to send it.

In the list of people in the Outgoing Address Field, you will see emboldened nicknames – people chatting in your chatroom; not emboldened nicknames – partial list of online people, and <update> line. After choosing <update>, your Cybiko computer will collect information about all the people around (not only the people in this chatroom.)

The full list of people around will be shown. You can now select a person and send a message. The person you've chosen will receive your message either in his/her chatroom or through a Dialog box with message text.

List your Favorite Phrases

To select from a list of your favorite phrases:

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

Add a New Phrase:

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

Attention! You can only save the six most recently entered phrases in your Favorite Phrases list. If you add more than six, your first phrase will be deleted from your List of Favorite Phrases.

Delete a Phrase

To delete a phrase from your list of favorite phrases:

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

Use <↑↓> to scroll 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. Then you can type a message to that person.

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

1. Press <Tab> to go to the Message Log. Use <↑↓> to scroll through the messages.
2. If you want to block a particular person, position cursor on one of his/her messages.
3. Press <Fn><Enter>.
4. Select *Block <Nickname>* or *Block broadcast* from the menu displayed.
5. Press <Enter>.

To Unblock Messages from a Specific Person or all Broadcast messages:





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

E-MAIL

This application will allow you to send and receive e-mail messages with your friends who have Cybiko computer or Internet access.

How to Start

Choose *E-mail* icon on the Main Desktop and press <Enter>. You'll see the main E-mail menu:

E-mail	
	Inbox
	Outbox 1
	Sent Items
	Compose

Inbox – contains the messages you receive from the other people. A number indicates the amount of new messages in this box.

Outbox – the list of messages your Cybiko computer is trying to send (see below). A number indicates the amount of messages in this box.

Sent Items – list of messages already sent.

Compose – to create a new message.

Sending E-mail

How to create a new message:

1. Choose the Compose section with <↓>.
2. Press <Enter>.

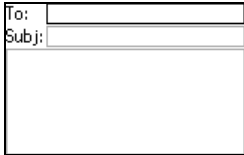
OR

1. Choose Inbox, Outbox or Sent Items section with <↑↓> and press <Enter>.
2. Press <Fn><Enter> to load Action menu.

Choose *New* from the Action menu and press <Enter> again.

Note: You can also create a new message pressing <Ins> in any *E-mail* screen.

You'll see the *New message* screen with:



The screenshot shows a form with three main sections. The top section is labeled 'To:' and contains a small rectangular input field. Below it is a section labeled 'Subj:' with another rectangular input field. The bottom section is a large, empty rectangular area for the message body.

Outgoing address field – the upper string. *Subject field* – the second string from the upper edge. *Message field* – the biggest part of the screen. Use <Tab> to switch between the fields.

Use alphanumeric keys to compose a message:

1. Type CyID in the Outgoing address field, e.g. @AAAAELA (i.e. type 'Cy' sign (<Fn><C>) and then the seven characters of recipient's ID (printed on the back panel of the recipient's Cybiko computer.)

OR

1. Type internet E-mail in the Outgoing Address field, e.g. david@fundomain.com.

Note: For example, you can type *AAAAELA@cybiko.com* where the seven characters before @ are the Cybiko computer ID. This message will be sent to the Cybiko computer user with this ID.

OR

1. Press <Tab> to switch between To, Subject and Message fields.
2. Type subject in Subject field and message in Message field.

Note: If you've added the E-mail addresses in the Address/Phone Book, you can load them automatically by pressing <↓> in the outgoing field.

<Fn><↓> will load the CyID addresses of nearby people.

Note: Use <→> when you are in the Outgoing address field to print the sign “@” when the cursor is at the end. You cannot do it if the cursor is between any two characters. You need to move it to the end.) Then continue entering the address sign by sign. After you have entered the sign “@” this way, <→> regains its usual meaning.

When you finish composing a new message, you're ready to send it.

How to send a message:

1. Press <Esc> in the *New message* screen.
2. You'll be asked to put a new message in the *Outbox*.
3. Press <Yes>. Cybiko computer will start trying to send your message.

OR

1. Press <Fn><Enter> in the *New message* screen. You will see the Action list with the actions Send and Add to Phone Book.
2. Press <Enter>. Cybiko computer will start trying to send your message.

Your Cybiko computer will try to send your message in the following ways:

- it will look for your recipient in the wireless network,
- it will look for *Cybiko Wireless Internet Gates in your area* (see *Cybiko Wireless Internet Gates*),
- it will wait for you to connect Cybiko computer to your PC through a PC connection cable, get your PC online and run *CyberLoad* (see below).

Cybiko computer will use the first connection that becomes available.

Cybiko computer will keep trying to send the message using any of the 3 ways until the message has been sent or manually deleted from your *Outbox*. (You must sign-in at www.cybiko.com and install *CyberLoad* program provided free at www.cybiko.com. See section PC&Internet Connectivity.)

When you send a message using CyID through the Internet, the message will be sent to the appropriate mailbox on CYBIKO.COM: i.e.

@AAAAELA equals AAAAELA@cybiko.com

The recipient will see the message from you in his/her Cybiko computer *E-mail* application and/or his/her Internet or Desktop E-mail inbox.

Receiving E-mail

You can receive E-Mail in 3 different ways:

- Wirelessly from sender if within range of the wireless network,
- From your CYBIKO.COM mailbox through *Cybiko Wireless Internet Gates*,
- From your CYBIKO.COM mailbox during *PC connection with cable* (your PC must be online and *CyberLoad* program must be started.)

All new messages will appear in your Cybiko computer *E-mail/ Inbox* section.

Note: When you receive a new message you will hear a special message-received sound and feel the vibration, even if you're not in the E-mail application but are in a game or other application, or Desktop.

Note: You can also press <Fn><F7> to see the number of unread and outbox messages when you're in the Main Desktop.

You can Reply, Forward, View or Delete the message you received.

How to deal with messages:

1. Choose *Inbox* section and press <Enter>. You'll see the list of messages you have received.
2. Choose a message with <↑↓> and press <Enter> to view it.
3. Press <Fn><Enter> in the list of messages or in the message itself.
4. Choose an action from the Action menu and press <Enter>.

You can also use function keys in list of messages:

FUNCTION KEY	ACTION
<Fn><R>	Reply (only in Inbox)
<Ins>	New
<Fn><F>	Forward
<Enter>	View
<Fn><E>	Edit
<Fn><A>	Add to Phone Book
	Delete

Note: You can edit any messages that are now in the Outbox section except ones that are currently being sent. (If you try to edit a message and cannot, the message is in the process of being sent.)

Note: No attachments, and only a small part of each E-mail, will appear in your E-mail application due to memory limitations. Your full E-mail can be found in your mailbox at CYBIKO.COM.

There might be insufficient space when you're receiving a message. The dialog box will indicate: "Not enough free space for incoming letters!" Or "Not enough free space for incoming letters! Exit anyway?" while you're exiting the application. You must delete unnecessary messages or the incoming mail could disappear.

How to choose flash for saving messages:

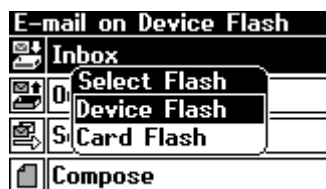
If you currently have a Memory Card or an MP3 cartridge with an SMC attached to your Cybiko computer, you can store all incoming and outgoing messages to it while it is inserted into your device.

1. Switch to the E-mail screen.
2. Press <Select>.

OR

Press <Fn><Enter>, choose the Select Flash item and press <Enter>.

You will see the Select Flash screen:

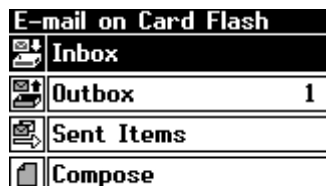


Choose the flash where you wish to save messages and press <Enter>. You will move to the main screen of the application and the title will change to:

E-mail on Device Flash or

E-mail on SMC or

E-mail on Card Flash:



Now all incoming and outgoing messages will be stored on the flash you have chosen until you change it.

Note: When you remove the SMC during working, the application will automatically switch to the Device Flash for storing messages or trying to send/receive a new one.

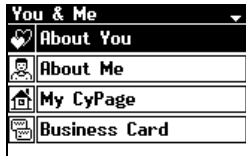
Note: If there is no cartridge inserted into your Cybiko computer, messages will always be stored on the device flash, regardless of which flash you set last time.

FRIEND FINDER

Friend Finder allows you to see if a current, or possibly new, friend is near. Enter specific criteria about the people you're looking for, and your Cybiko computer scans your entire wireless network every 60 seconds looking for a match. When it finds one, a beep signal is initiated and your Cybiko computer 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>:



Use <↑↓> to move through the lines. Press <Enter> to move to the next screen and <Esc> to return to the previous screen.

About Me

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

How to Specify a Nickname:

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

How to Enter your Birthday:

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

Age Disclosure

When you switch your Cybiko computer on for the first time, you will see no icon at the Birthday line. This means that other people see your age as part of the A, B, C or D ranges on their Cybikos computers:


A = under 13 years old

C = 18-29 years old

B = 14-17 years old

D = 30 years and older

If you wish to disclose your exact age to other people:

1. Position the cursor on the string.
2. Press <Tab> twice and press <←>
OR use <Fn><Select>. You will move to the left field of the string.
3. Press <Select> to remove the icon .
4. Press <Enter>.

You can also enter additional personal information, which is used to locate a match in your network. Your wireless network tries to match your specific criteria with other Cybiko computer owners nearby. When a match is found, your Cybiko computer will vibrate and a line of hearts will appear next to this person in the *CyCommunity*, *Finder* list. The more hearts, the better the match.

How to enter additional personal information:

1. Position the cursor in the correct field (i.e. purpose, height, hobby, etc.)
2. Press either <Enter> or <Select>
3. Use <Select> to scroll values 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 members' Cybiko computers. Your Cybiko computer will vibrate when a member with the same Secret Word appears in your wireless network.

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

Note: You can enter up to eight characters of a Secret Word into each of three Secret Fields so you can have three different groups.

You can make your personal information visible or invisible from others:

1. Position the cursor on the string you want to hide.
2. Press <Tab> twice and press <←>
OR use <Fn><Select>. You will move to the left part of the parameter string.
3. Press <Select> to remove the icon .
4. Press <Enter>.

About You

You can enter information about another person which can be used to search other Cybiko computers for a match. Specific parameters will be compared during the search. The comparison results are displayed in the *CyCommunity* application. You can prioritize parameters that you want to match.

The icon on the left side of a parameter affects the matching level during comparison.


To prioritize parameters in your search for a match, select one of the icons listed below for each parameter by doing the following:

1. Position the cursor on the parameter.
2. Press <Tab> twice and press <←>.
OR use <Fn><Select>.
3. Press <Select> to enter, change or remove the icon.
4. Press <Enter>.

These icons affect the meaning of a specific parameter:

ICON	MEANING TO PARAMETER
[+!]	This feature is compulsory
[+]	This feature is desirable but not compulsory
[-]	This feature is undesirable
[-!]	This feature is undesirable – a person who has this feature will be eliminated

Business Card

You can display information about yourself on the Business Card such as your name, phone, e-mail, and address. If the icon  is displayed near certain information, that information can be seen by other Cybiko computer owners.

My CyPage

You can type information about yourself and other Cybiko computer owners will be able to see it! We recommend not writing anything too personal.

My Photo

Using *Converter* which is part of *CyberLoad* (see *PC and Internet Connectivity*) you can convert graphics files made in standard PC format into Cybiko computer graphics format, send them to your Cybiko computer and re-transmit them to others.

How to add your photo:

1. Take your photo with a digital camera or scan one into the Graphic Editor and save it on your PC.
2. Launch *CyberLoad* and choose <Converter>.
3. Open graphics files with your photo, adjust it in "Picture Adjustment Box" as desired (use *Converter Help* for instructions).
4. Press <Send to Cybiko computer> button, and set image name myphoto.pic.
5. Press <Save> and your photo will be saved on your PC and sent to Cybiko computer.





When you restart the *You&Me* application, you will see your photo in the *You&Me/My Photo* section. If you do not see the photo, repeat steps 2-5.

CYCOMMUNITY

The *CyCommunity* application allows you to browse your entire wireless network. It provides you with a list of all online Cybiko computer users around you.

How to Start

Press <F3> or choose the *CyCommunity* icon on the Main Desktop. Press <Enter>. The *CyCommunity* intro-screen appears. Press any key and the intro-screen will disappear, and the main *CyCommunity* menu will appear.

People
 All People
 Female
 Male
 Finder

Use <↑↓> to move through all lines. Press <Esc> to return to the previous page.

CyCommunity Pages

From the Main Menu, you can access one of four pages:

- All people
- Female
- Male
- Finder

How to View the List of People

1. Choose one of the sections above.
2. Press <Enter>. The selected list of people is displayed.
3. Press <Esc> to return 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 Cy-friend hides his/her age, you will see one of the following letters (A, B, C or D) instead of the age (see *Finder/About me.*)

Female/Male

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

Friend Finder

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

Sort Changes for Lists

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

Choose a Cy-friend from the list and press <Enter>.

You will see a list of actions:

- Chat with your friend,
- Look at your friend's *Cy-Page*,
- Look at your friend's *Photo*,
- Look at your friend's *Profile information*,
- Look at your friend's *Business Card*,
- Add your friend's *Business Card* to your *Address/Phone Book*.

Choose an action and press <Enter>.

You can also upload your Business Card straight from the Desktop.

How to upload your Business Card:

1. Press the <F1> button to go to the Main Desktop.
2. Press <Ins>. You'll see the list of all the people around.
3. Choose the right person from the list and press <Enter>.

Your *Business Card* will be uploaded to your friend and appear in his/her *Address/Phone Book*.

MULTI-PLAYER WIRELESS GAMES

GAMES DESKTOP

To display the Games Desktop, press the <F5> button on the Shortcut Bar, or select the **Games** icon on the Main Desktop. The Games Desktop will look like this:



You can also download additional games from www.cybiko.com. (See *PC & Internet Connectivity*.)

Note: the starting game package on your Cybiko computer may be different from the one listed here. You can download any of applications described here and many more applications from www.cybiko.com for FREE!

LOST IN LABYRINTH

Labyrinth is a memorial to human greatness, 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 heart..



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're a CyBerg and your mission is to find the elusive Spiral. You're armed with weapons and your own intelligence. Maneuvering through the maze of the Labyrinth and teleporting from level to level you must find the Spiral. And remember... you're not the only CyBerg in the Labyrinth. Other Cybiko computer owners in your wireless network can enter into YOUR game. Be prepared for battle anytime, anywhere.

We wish you luck, warrior!

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

Labyrinth

When you start each session of the game, you will find yourself in a part of the Labyrinth consisting of 9 blocks. When you connect to another player, your part of the Labyrinth joins with theirs and you will then play together in one 18-block maze.

Global Mission

Your global mission is to find The Spiral of Knowledge. This Spiral is located on the highest level '0'. You will start the game from level 99. During each session of the game you increase or, at times, decrease levels.

When you first start the game you will have 12 lives. When you lose all of your lives, you will automatically drop to the lower level 99.

Current Session Mission and Teleporters

Your current session mission is to find a Teleporter to increase levels. If you're playing alone, your Labyrinth will have a Local Teleporter, which usually teleports one level.

As soon as you connect to another player, your Local Teleporter will close and a Hyper Teleporter, which may teleport up to 11 levels at a time, will appear in another place. Usually Teleporters teleport up, but sometimes they fail and end up teleporting you down.

Initially you will have a lot of time to find the Teleporter, but on upper levels you will have very limited time.

How to Start

Press the <F6> button on the Shortcut Bar, or open the Games Desktop and choose the **Labyrinth** icon. Your next session will start.

How to Play

You start the session on the level where you last ended play. The current level is shown in the upper right corner of the screen **L**.

Immediately, start moving towards the Teleporter. The distance to the Teleporter will show the Radar  in the upper right corner of the screen.

Open the doors by applying the necessary keys. Battle with extraterrestrial monsters and other CyBergs. Pick up supplies during your travels, or take supplies from other CyBergs after defeating them in battle.

How to move:

Use arrows to move through the corridors of the Labyrinth

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> or <Enter>.


The Main Screen


In the upper left corner of the screen, you will see:

 – your current state of health

 – the strength of your body armor


The upper right corner shows:

 – the amount of ammo for the weapon you hold

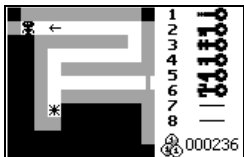
 – your current level

The bottom left corner shows:

 – time left to Teleporter expiration

 – the distance to the Teleporter

The Map



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

Press <Tab> to look at the detailed map.

Press <Tab> twice to open the complete map.

Press <Esc> to close the map.

Remember: Map viewing is not always available and it costs money.

Inventory

During your trip through the Labyrinth, you will find many items such as bullets, health, armor, gold and keys.

When you pass over these items, your CyBerg will automatically pick them up unless your storage sack is full. These inventory items allow your CyBerg to progress through his/her adventure.

Press <Select> to look at your Inventory.

Multi-Player Actions

How to connect with another player:

1. Press <Ins>.
2. Choose your opponent with <↑↓>
3. Press <Enter>.

Your Cybiko computer will try to establish a connection with the chosen Cybiko computer. When the connection is established, your Labyrinth and his will automatically be joined and the combined maze will be larger.

Each player's Local Teleporter will close. Now you can do battle with this Cybiko computer owner, search for keys, find the Hyper Teleporter and search for other items in his/her section of the Labyrinth!

If you manage to eliminate your opponent, step on his/her body and press <Select>. All his/her Inventory items will become yours.

If the connection fails, each of the players will continue the game on their current level.

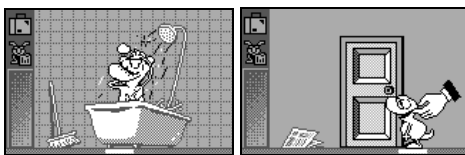
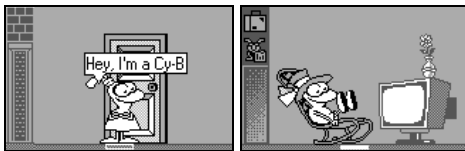
End of Level

Once you arrive at the Teleporter, it will inform you the level you have been sent to. Congratulations! This game session ends. Now you can start a new session from your new level.

Level 0

You can continue playing until you reach Level '0' where ... you will try to find the Spiral of Knowledge! But there are more hidden tests of your skills here and no instructions from us. Good luck, warrior!

CYLANDIA



Welcome to CyLandia – the bright and mysterious CyWorld, which is a life simulator where your new friend called Cy-B lives and grows.

Learning about life and developing good habits, teleporting and trading with other players, getting married and giving birth to new Cy-Bs – this is one interesting, fun CyLife game...enjoy!



The goal of the game

The goal of the game is to have your Cy-B live a full life to a ripe old age. While playing CyLandia you can earn money, give birth to little Cy-Bs and more. The more developed your Cy-B is the higher your score you receive at the end.

Main Features

One human day is equal to one year in CyLandia. Each year in CyLandia has 4 days and 4 nights. When the moon appears in the window, Cy-B has to go to bed.

Your Cy-B can do many things. Cy-B eats, drinks, goes to the bathroom, sleeps, etc., etc., etc. Initially you must assist your Cy-B to execute these basic tasks. But soon, with good training, your Cy-B will get in the **habit** of doing these things on its own. To encourage good habits, be sure to reward your Cy-B for doing a good job.

Your Cy-B has the 'genetic predisposition' of its parents. This means that if Cy-B's parents were genetically intelligent, this Cy-B could also be rather clever. But you'll still need to help him study - remember, nothing worth having is ever easy.

Trading with other CyLandia players – Train your Cy-B right and you could become a millionaire! You will start with a set amount of CyBucks – Cy-B's money. You must manage his/her money intelligently by buying necessities wisely, investing in shares, and even selling goods to make money. Take chances, be aggressive and see what happens!

Teleporting Cy-B to other devices. He/she just may meet their future spouse, get married and have a new Cy-Baby – Cool!

Pay attention to the CyLandia Newspaper for late-breaking news like new job openings, CyBurger shortages, clues, share offerings and more.

Start the game

BEFORE YOU START: Once you start the game, you cannot stop while your Cy-B is alive.

Your Cy-B is a small, artificially intelligent creature you must care for and train everyday. If you do not care for your Cy-B, his/her life will end and cannot be regenerated.

Note: CyLandia Game continues while using another Game or Application and EVEN WHEN YOU TURN YOUR CYBIKO COMPUTER OFF.

Run CyLandia often, especially when your Cy-B is small. Cy-Bs need your attention to learn good habits that stay with them for the rest of their lives.

Check your Cy-B at least 4-8 times per day. To ensure your Cy-B is getting his/her needs met, be sure to check on him/her often.

How to Start the Game

Press the <F7> button on the Shortcut Bar, or open the Games Desktop and choose the **CyLandia** icon.

Your Cybiko computer will display the Intro-screen, then you will see Cy-B's apartment. Use <← →> to view the different rooms in the apartment.

If you don't want to start the game now, DO NOT TOUCH THE DOOR. Press <Esc> to exit.

To start the game, touch the Door by moving the focus over the Door and pressing <Enter>.

A small Cy-B enters the flat. You're on your way in CyLandia!

First level: Cy-B – baby

This period lasts approximately 3 years (3 human days). Your Cy-B is small, fragile and earless. You must teach your Cy-B how to:

- go to the bathroom
- eat
- drink
- wash

If you train him/her fast and well, your Cy-B can pass to the next period early, at one and a half years old, not the normal three years. Your score rises every time your Cy-B does the necessary task without help. You'll receive bonus points for early completion of tasks.

Second level: Cy-B – teen

Your Cy-B is getting bigger, but is still earless. The main objective of this period is to prepare your Cy-B for a job and for family life.

Basics

During this time you must teach your Cy-B to:

- clean his/her room
- study (read books)
- exercise and enter sports
- sleep at night
- treat his/her diseases
- communicate with other Cy-Bs

If your Cy-B has not achieved a certain level of intelligence, strength and sociability, he/she will not be able to find a job and earn money.

You must remember that the better you train your Cy-B the better job he/she will get in the future. And don't forget about the score!

Getting a Job

At 15 years old, your Cy-B is allowed to work. Read the CyLandia News every day to check out the job market. If you were not lazy during the previous period, your Cy-B should be able to get a very good job with a good salary.

Big Business

As you will find Cy-B has a list of basics needs consisting of:

- Food
- Drink
- Water
- Electricity
- Telecoms
- Medications

You must purchase these items with CyBucks. If you buy them at the store or from a tradesman, they will be very expensive. You must find a way to purchase them at the lowest price. CyLandia gives you this opportunity! First, you find a friend who sells you something at a reasonable price. Second, you can buy shares. Every item is produced by one of three companies. When you buy stock in a company their products will be cheaper for you to purchase. If you buy stock in all three companies, you achieve the lowest price.

There are 4 ways to get money in CyLandia:

- You will get a small allowance, every year (one human day) while your Cy-B is under the age of 15.
- You can get a job and earn a salary. Good jobs pay well and will cover your expenses.
- You can sell goods to the store. This is a great way to get money instantly, but it is not very profitable, as stores do not pay well for goods they buy.
- The most profitable way to earn money is to sell goods to other CyLandia players and/or buy shares in companies (i.e. food, electric, etc.) The more companies you own in the same field, and the more shares you collect, the cheaper prices will be for goods in the store. Then you can buy these goods, sell them to other players and count your profits!

And it gets better... – you can earn money by selling your shares to others at a much higher price than you paid.

But remember – you must earn the right to buy stock. The CyLandia Newspaper proposes shares issued.

Also, you have a limited portfolio and can't buy everything, so, think about what you want for Cy-B, and have fun. You could live a full life and...get rich!

Third level: Cy-B – adult

Love and Marriage

At last your Cy-B is sporting ears – this is the symbol of maturity and shows that he/she is self-reliant. Now that your Cy-B is an adult and has a job, he/she can also fall in love and get married. You need to be faithful and allow daily visits, or your Cy-B will not have the opportunity to get married.

Giving Birth to Cy-B babies

Once married, your female Cy-B can have a baby. Although this happens very rarely, it could happen to you! A baby Cy-B will appear if the conditions are just right. After the little one arrives, take care of him/her. Raise him/her just the way you did your first Cy-B, but wait.... now you need more money to buy food to feed everyone! Have fun!

Death

When your Cy-B has lived a long, prosperous life in CyLandia, it's time for him/her to take a rest. One day you may find that your Cy-B has disappeared. But don't worry, now you have a second generation and if the first generation did well... look out CyLandia – Gen2 will be a whole new experience!!

CYLANDIA INFO

There is a Cylandia Demo installed in your Cybiko at the factory. To get the full version, go to www.cybiko.com. The release on the web-site can be downloaded absolutely FREE.

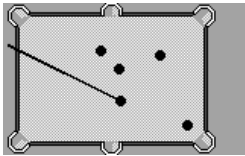
BILLIARDS

Game Rules

You must put the balls in the billiard pockets, knocking them in with another ball that must be hit by a cue. If you put the ball straight into the pocket (not through another ball), you lose your turn and your score stays the same. All balls are the same color. Cybiko computer will be your opponent, or you can play with a friend. Your opponent and you take turns after one of you has missed hitting the pocket. The goal of the game is to put as many balls into the pockets as possible. The one who places the most balls – wins.

How to Start the Game

Press the <F5> button on the Shortcut Bar above the screen, or open the Games Desktop and choose the **Billiards** icon. You'll see the list of other Cybiko computers around.



Choosing Your Partner

Choose a person with whom you wish to play using <↑↓>, and press <Enter>. (If you choose "2 Users 1 Unit" you will play with a partner on your Cybiko computer. If you choose "Computer" you will play against Cybiko computer.)

Your Cybiko computer will transmit to a selected partner and display the flashing message "asking". When connection is established, you will see the message "awaiting answer" in the string (otherwise you will see the message "no response"). Then one of the following two situations may happen.

The selected partner has this game on his/her Cybiko computer. Then he/she will see the invitation to play the game on his/her device. He/she can agree or refuse to play. The game will either begin or you will see the message "declined".

If the user doesn't have this game, you will be informed about it with the message "doesn't have" in the person's string.

You can offer to upload him/her this game instantly. Press <Enter> on this person again. You will see the message "offer upload".

At the same time, your potential partner will receive the offer to accept the game on his/her device. He/she can agree to accept it or refuse it.

If he/she agrees to accept the game, you will see the progress-bar with the percentage of the game that's already been uploaded. When it's completed, press <Enter> again to invite him/her to play the game.

If he/she declines your offer to upload the game, you will see the message "declined".

How to Play

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

How to hit the ball with the cue:

1. Choose a ball with <Tab> or <↑↓>.
2. Settle the necessary angle of the cue by <← →>.
3. Hold <Enter> and then release.

The longer you hold the <Enter> key down, the stronger the shot will be.

You can also use numeric keys to control the strength of a shot.

How to spin the ball:

1. Press <Ins> to spin ball forward.
2. Press to spin ball backward.

The icon at the bottom right of the screen will indicate the spinning mode.

8 BALL

Billiards is one of the most popular games. We want to introduce you to an exciting variation of billiards. The key ball is number 8, from which this game gets its name, "8 Ball."

Game Rules

This game is a variation of billiards. There are two basic balls colors - solids and stripes, and there are two special balls - cue ball (white) and 8 ball (black).

Break - the way a player's color is determined

The player, on the initial break, can choose any place on the right-most quarter of the table to shoot from. If a ball is sunk during the break, the player that broke must shoot at that color for the rest of the game - that is his/her color for the game.

If both solid and stripe balls are sunk on the break, the table is still open, and the next sunk ball determines which player gets which color (solid or stripe). If the player doesn't sink any ball on the break - the next turn goes to the partner. If any ball is sunk on the break, the player that broke gets to shoot again.

About taking turn

You must shoot the cue ball so it hits the ball of your color and at least one ball of your color is sunk - this is a correct turn. If not - the next turn goes to the partner

The rule of cue ball

If one player sinks the cue ball the turn goes to the other player who must place the cue ball on the right-most quarter of the table and shoot at any ball on the rest of the table.

Victory

If a player sinks the 8 ball before he/she sinks all his/her color balls, that player loses.

Whenever a player has sunk all of his/her balls, he/she must shoot at the 8 ball. If he/she sinks the 8 ball, that player wins. If a player sinks the cue ball while shooting the 8 ball he/she loses.

How to Start the Game

Press the <F5> button on the Shortcut Bar above the screen, or open the Games Desktop and choose the **8 Ball** icon. The 8 Ball intro-screen will appear. Press any key and the intro-screen will disappear.

Choosing your Partner

You need to choose your partner from the list by <Up/Down arrows> and press <Enter>. Your Cybiko computer will begin connecting to the selected partner and will display the message "Waiting for answer." If a connection is established, the game begins.

You can choose "2 Users 1 Unit" mode in the partner list to play the game on one Cybiko computer.

If you want to play against Cybiko computer, choose "Computer".

These two modes are at the end of the list.

How to Play

The playing field is a billiards table with 15 balls (7 solid, 7 stripe,) a cue ball (white), an 8 ball (black) and a cue (see Fig. 1).

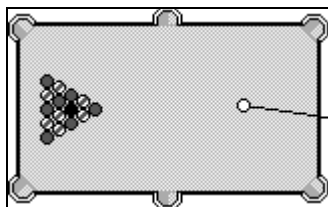



Figure 1. 8 Ball screen

You must move if you see the message box "Your turn" (or "Turn of Player <your number>" in "2 Users 1 Unit": mode). You must wait if you see the message box "Your partner' s turn" (or "Turn of Player <partner's number>" in "2 Users 1 Unit" mode). Press any key to close these message boxes.

To switch on/off information about the status of the turn during the game, press <Tab>.

If you see the image of a hand with the ball  in your turn, you must place the cue ball on the table.

How to place the cue ball

1. Use <Arrows> to define the position.
2. Press <Select>.

How to hit the cue ball with the cue

1. Select the necessary angle of the cue by <Arrows>.
2. Hold <Enter> for a length of time and then release.

Note: The longer you hold down <Enter>, the stronger the shot will be. The length of the cue during hitting shows you the strength of from <1> to <9>.

End of the Game

When the game is over, you will see a message showing the results: "You WIN!" or "You lose" (or Player 1 WINS!/ Player 2 WINS! in "2 Users 1 Unit" mode).

How to leave the game

1. Press <Esc>.
 2. Press the "Quit" button to quit.
- If you quit, your opponent's screen will display "Your partner surrendered. You WIN!"









MEN'S ROOM 2

This fun and entertaining game will grab your attention! At the same time, it tests your reflexes while making you laugh!

Rules of Men's Room 2

You have the board at the bottom of the playing field. At the top different things you find in a Men's Room. Use the ball to hit the objects and destroy each of them. You can move the board right or left to kick off the ball. If you don't kick off the ball will disappear.

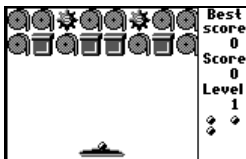
The game has 16 levels. One level is completed if all objects are destroyed. Your goal is to score the most points.

	Adds one more ball after second hit.
	Destroyed after third hit, scores 5 points.
	Mine – blows up a column.
	Extra mine – blows up a row.
	Destroyed after third hit, scores 5 points.
	Mirror – destroyed after second hit.
	Paper – destroyed after the first hit, scores 1 point.
	Brick – destroyed after the first hit, scores 1 point.

How to Start Men's Room 2

Press the <F5> button on the Shortcut Bar above the screen, or open the Games Desktop and choose the **Men's Room 2** icon. The Men's Room 2 intro-screen will appear. Press any key to make the intro-screen disappear.

You will see a playing field and an information field with the game score, the best score, the level, and the number of balls.



How to Play

Press <Enter> to begin the game or to continue the game with a new ball. Use <← →> to move the board.

Press <Enter> to detonate all mines when the timer appears on the board. Use <← →> to move the board. Press <Select> to catch a ball.

Recommendation: For better ball and board movements, set *Communication* Off in Cybiko computer Settings.

When you have lost all the balls, you will see the final information box with the latest score and the best score.

Press <Esc> to exit the game.

PINBALL PRO

The origin of this game is Billiards. But there's a difference – Pinball is for one player, and your goal is to achieve the highest score.

Rules of Pinball Pro

Your goal is to become the Pinball champion by scoring the most points. The playing field contains six holes. If the ball falls into a hole, you score a defined amount of points and an animated character appears.

If the ball falls into a hole, it will be shot from the top right of the playing field.

The board contains speeding obstacles. If the ball hits an obstacle, 10 points are added. You will be awarded a ball for each 5,000 points.

How to Start Pinball Pro

Press the <F5> button on the Shortcut Bar above the screen, or open the Games Desktop and choose the **Pinball Pro** icon. The Pinball Pro intro-screen will appear. Press any key and the intro-screen will disappear. You'll see a playing field and information field with the level number, the current score, the best score, the number of balls and a bar indicating the strength of the shot.



How to Play

Press <Enter> to fire the ball. The longer you hold <Enter>, the stronger the shot will be. The shot will be completed when you release <Enter>.

Press <←> or <1> or <2> to control the left flipper.

Press <→> or <0> or <BkSp> to control the right flipper and the right flipper ball.

Press <↑> or <6> to control the central flipper ball.

Press and <Ins> for horizontal and vertical tilt, respectively.

Recommendation: For better ball movements, turn *Communications* Off in Cybiko computer Settings.

When there are no balls remaining, you'll see the final information box with scores: the best and the last.

Press <Esc> to exit the game.

REVERSI 3

The game was invented by Mr. Waterman in England in 1888.

Rules of Reversi 3

The game is played on an 8x8 square board. Each player uses disks of certain color.

The object of the game is simple: dominate the board with your color!

Black always moves first.

Players take turns placing one disk on the board.

Capture - when any of one player's disks are surrounded on both sides (in any direction) by another player's disks. Captured disks then are converted to another player's color.

A player's disk must be placed next to one of the partner's disks to create a capture.

If a player cannot make a legal move then the partner takes successive turns until the other player can make a legal move.

When it is no longer possible for either player to move, the game is over. Disks are counted and the player with the majority of his/her color disks on the board is the winner.

Rating

In the game on two Cybiko computers there is a rating system.

Each player has a rating, which is formed from the game background. This consists of the opponent's rating and the result of the game. The rating of a new player is 1,600 points.

Timer

In the game on two Cybikos, each player has the game time - the time for a player's own moves. If you exceed this time, you lose.

How to Start Reversi 3

Press the <F5> button on the Shortcut Bar above the screen, or open the Games Desktop and choose the **Reversi 3** icon. The Reversi 3 intro-screen will appear. Press any key and the intro-screen will disappear.

How to define game timeout

If you are the initiator of the game, you have to choose the timeout before you select a partner.

Use <Up/Down arrows> to select the time from the list and press <Enter>.

Then you'll see "Select partner" list.

Choosing your Partner

You need to choose your opponent from the list by using <Up/Down arrows> and pressing <Enter>. Your Cybiko computer will start connecting to the selected person and will display the message "Waiting for answer". If a connection has been established, the game begins.

The partner can reject the request to play with the timeout you've defined. If so, you'll see "Select partner" list so you can choose another partner, proposing to him/her the same timeout, or you may define another timeout to the original partner. Then press <Esc> in the "Select partner" list. You'll see the "Select timeout" list so you can choose another time.

You can choose "2 Users 1 Unit" mode in partner list to play the game on one Cybiko computer.

If you want to play against Cybiko computer choose "Computer".

These two modes are at the end of the list.

How to Play

The game screen consists of the playing board and the message field, which shows the following:

1. Color of your playing disk.
2. Your game timer (not in "2 Users 1 Unit" and not in "You vs. Cybiko computer" modes.)
3. The status of the current move - "Move" or "Wait..."
4. Color of opponent's playing disk.
5. Opponent's game timer (not in "2 Users 1 Unit" and not "You vs. Cybiko computer" modes).

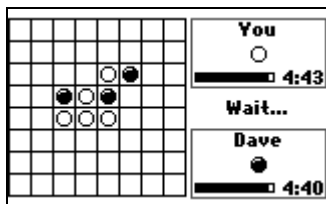


Figure 1. Reversi 3 screen

If you want to see your rating and that of your opponent, press <R>. Press <Enter> to close rating box.

How to place the disk

1. Use <Arrows> to select a square.

Note: The pointer is a flashing rounded square if the move is legal and a flashing cross if the move is illegal.

2. Press <Enter> to place the disk.

The opponent's disks will change color according to the rules.

Note: If you position your pointer on the squares where your disk can't move, you'll see a cross sign on the square. If you try to make an illegal move, you will hear an error crack sound.

If you cannot make a legal move, you'll see "Wait..." and your partner continues to play until you can make a legal move.

End of the Game

When the game is over, you will see a message showing the game results: "You WIN!", "You lose", "Draw", your rating and opponent's rating (or Player 1 WINS!/ Player 2 WINS! in "2 Users 1 Unit" mode.)

The player whose time runs out loses the game.

How to leave the game

1. Press <Esc>.
2. Press the "Quit" button to quit.

If you quit, your opponent's screen will display "Your partner surrendered. You WIN!"

3. You can press the "Draw" button during your move if you want to suggest a draw.

Note: When you press "Draw," your opponent's screen will display "Your partner suggests a draw, do you agree?" If your opponent agrees, you'll see the message "Draw." Otherwise the game will be continued.

Saving the Games

There may be times when the link is down. When this happens, the message "Link OFF" will appear on your screen. Don't worry, because your unfinished game will be saved! If you choose the same partner, starting again, the game will be re-loaded and you can continue the unfinished game.

Up to three unfinished games can be saved. If it is necessary to save a fourth game, then the oldest saved game will be deleted.

BLAZING BOARDS

Play Blazing Boards and show the world what kind of skills you have on your skateboard. Give it a chance, and you will be able to take the crown of the best skater in the world!

Rules of the Game

Blazing Boards is a rear-view skateboarding racing game for 1 player. The object of the game is to grab the maximum points for performing tricks while flying through the skateboard track in the shortest time possible!

When the game starts, you'll see your skater on the board. You have to wait for the numbers to count down from 3 to 1 on the screen. After this, the word "Go!" flashes on the screen, and then you begin to control your hero - a skateboarder who performs different tricks and get points for them. You must also complete the track in the limited amount of time available. Upon starting the game, each player has 2 minutes 30 seconds to complete the race. Each time you pass checkpoint, your time to complete the level increases by 30 seconds. The objects that you may use to perform astounding tricks are as follows:

- Use ramps that help you to jump.
- Use rails to perform tricks.
- Pick up bonuses - blaze icons - on your way. If you pick up 5 blaze icons, you start blazing - this'll greatly increase your speed and jump height, and you will be able to complete more wicked tricks. Be on the alert and skate around obstacles that are in your way: traffic cones and bars. If you are delayed, you'll fall and waste a lot of time!

You may perform tricks in the air, on a rail and on the ground.

Tricks in the air:

BASIC JUMP TRICKS

Ollie Basic jump (5 points).

High Jump Character will release from the board, jump to a height indicated by the duration of the hold, then land back down on the board (10 points).

FLIPS

Kickflip Character jumps and the board spins 360 degrees clockwise along its lengthwise axis, perpendicular to the ground under him (10 points).

Double Flip Same as kickflip, only the board spins two complete turns (25 points).

Heelflip Character jumps and board spins 360 degrees counter-clockwise along its lengthwise axis, perpendicular to the ground under him (15 points).

Double Heel Same as heel, only the board spins two complete turns (50 points).

Triple Flip Same as kickflip, only the board spins three complete turns (70 points).

Triple Heel Same as heelflip, only the board spins three times (70 points).

SHOVE-IT TRICK

Pop Shove-It Board spins 180 degrees under the character parallel to the ground (5 points).

360 Shove-It Board spins 360 degrees under the character parallel to the ground (10 points).

540 Shove-It Board spins 540 degrees under the character in the air (15 points).

720 Shove-It Board spins 720 degrees under the character in the air (20 points).

SPIN TRICK

360 Spin Character and board spin clockwise 360 degrees (25 points).

540 Spin Character and board spin clockwise 540 degrees (30 points).

Backside 360 Character and board spin counter-clockwise 360 degrees (30 points).

720 Spin Character and board spin clockwise 720 degrees (70 points).

900 Spin Character and board spin two and a half revolutions (60 points).

SPECIALTY TRICKS

No Comply Character jumps with the board and the leg pushes off frame (20 points).

The Impossible Character jumps very high so the board can spin 360 degrees width axis and perpendicular to the ground (10 points).

Tricks on a rail:

GRIND TRICKS

50-50 Grind Character is on the board (5 points).

Nose Grind The board is attached to the rail at the front wheels (20 points).

Noseblunt The board is attached to the rail at the rear wheels (20 points).

BOARDSLIDE TRICKS

Boardslide The character with the board balanced in the center (15 points).

Backside Slide The character with the board balanced in the center (15 points).

Handstand Slide The character performs a quick handstand. Character and board turn with the board balanced in the center (25 points).

IN THE AIR

Blazing Grind Character jumps so the board can spin 360 degrees lengthwise, perpendicular to the ground, like a kickflip (25 points).

Skateboard on the ground:

TIC-TAC AND HANDSTAND TRICKS

Tic-Tac Character and board turn 45 degrees to the right and left 3 times (10 points).

Handstand Character does a handstand. He can't move right or left while in this trick (5 points).

180 TRICKS

Frontside 180 Character and board flips 180 (10 points).

Backside 180 Character and board flips 180 (10 points).

Walk the Dog Character links frontside 180 with backside 180 (15 points).

The end of the game

The game ends and you are a winner when you complete the track in limited time. When you finish before the time expires, you get 25 points for every second that you save. The game also ends if you don't complete the track in limited time. If you get the highest number of points, you prove that you are the best Cybiko skateboarder!

How to Start the Game

Press the <F5> button on the Shortcut Bar above the screen, or open the Games Desktop, and choose the **Blazing Boards** icon. The Blazing Boards intro-screen will appear. If you want to close the intro-screen before it ends, press any key and the intro-screen will disappear.

After the intro-screen runs, you'll see the Game Menu.



Figure 1. Blazing Boards Game Menu screen

How to use Game Menu

Use <Up/Down arrows> to choose an option.

Press <Enter> to run it.

Select "Start game" to start the race.

Select "Local records" to view the Top 10 list of the best Cybiko skateboarders.

Select "Exit game" to quit the game.

How to play

The game screen shows you the playing field and informational areas (See Fig.2):

- in the upper left corner of the playing field, the timer is displayed. This shows you the time you have left to finish the track;
- in the upper right corner is your score - the points that you have earned;
- in the lower left corner of the screen, there is a hollow box that shows you how many "blazing" icons you have collected.



Figure 2. Blazing Boards screen

How to perform tricks

Press <Space> to pause the game and go to the Game Menu.

Use the <Left> & <Right> arrows to move side-to-side.

Want to jump? Press <Enter>. The longer you hold the button, the higher you jump. Want to grind? Line up with the rail and hit <Enter>.

Tricks are hidden on the Arrow, Tab, Select, Enter and Del buttons. Here's some to get you started:

<Select> + <Right> = Frontside 180

<Enter> + <Down> = High Jump

<Enter> then <Tab> = 360 Spin

<Right> on rail = Boardslide

<Tab> = Kickflip

 + <Right> = No Comply

 = Handstand

<Select> when on fire = 540 Shove-It

<Tab> + <Left> when on fire = Double Heel

Can you find how to perform all 35 tricks?

End of the Game

The game ends and you are a winner when you complete the track in the limited amount of time. The game also ends when you don't complete the track in limited time. Anyway, you'll see the results screen (Fig.3).

Track score: points gained performing tricks on the track...

- Track time: time you have spent on the track...
- Time bonus: 25 for each second saved (less than 4:30)...
- Different tricks: number of different tricks performed during the ride
- Trick bonus: points for different tricks: the more tricks, the more points you earn
- Total score: Total points

```

master rules!
Track score:    575
Track time:    3:50
Time bonus:    1000
Different tricks: 10
Trick bonus:   2250
Total score:   3825
Press <Enter> to continue

```

Figure 3. Results screen

If you are in the Top 10, you enter your name and view the Top 10 list. Then, you'll see the results screen again. Press <Enter> to go to the Game Menu.

How to leave the game

Press <Space> to go to the Game Menu.

Select "Exit game" to exit the game.

CYBIKO SUPERBIKE

For many years, your moto-cross team has tried to earn the title of "Champion of the Moto-cross World", in the Moto-cross Marathon race. They have yet to succeed. Now, they've placed all their hopes in you! Go out and prove that you are the best!

Rules of the Game

Cybiko Superbike is a rear-view motorcycle racing game for 1 player. The object of the game to be the fastest in the Moto-cross competitions! There are three different tracks in the game: the simplest "Training", the more demanding "Advanced", and the most difficult "Expert". Upon starting the game, you have to choose the track that you prefer to race on. Taking part in the race on every track consists of 2 phases: a Qualifying Lap phase and a race phase. For the Qualifying Lap phase, the player starts out on the track alone and must complete one lap for a qualifying time. After the player completes a lap, their time for that lap determines his/her starting position at the start of the race. Once this has been determined, the race phase of the level starts. There are three laps in the race. There are 10 motorcycles (your motorcycle and 9 opponents). There will be a countdown from three, and, after "Go!!!" flashes, you will begin to control your motorcycle as you try to win the race. There are three laps in "Training" track, four laps in the "Advanced" track, and five laps in the "Expert" track. The race on each track is over when you complete all the laps of that track. Try to do your best to be the first racer!

The end of the race

The race ends if you finish the race phase. A message will appear telling you your place in the Top Ten.

If you drive too slowly

The maximum time allowed to complete the qualifying lap is 3 minutes. If you exceed this time, you will begin the race in the tenth position, although you are out of qualifying range.

If you are lapped once by the next to last racer, the race will end at the moment when he comes to the finish line. The game will also end if it takes you more than 10 minutes to finish a lap.

How to Start the Game

Press the button on the Shortcut Bar above the screen, or open the Games Desktop, and choose the *Cybiko Superbike* icon. The *Cybiko Superbike* intro-screen will appear. If you want to close the intro-screen before it ends, press any key and the intro-screen will disappear. After the intro-screen runs, you'll see the Choose Track Menu.

How to use Choose Track Menu

Use <Up/Down arrows> to choose an option.

Press <Enter> to run.

Select "Training" to choose the simplest track.

Select "Advanced" to choose more demanding track.

Select "Expert" to choose the most difficult track.

Press <Esc>, and choose the "Quit" button, to exit the game.

After you have chosen the track that you prefer to race on, the Start Game Menu appears.

In the Start Game Menu, you'll find the track map and the best lap results on this track.

How to use Start Menu

Use <Arrows> to choose an option.

Press <Enter> to run.

Select "Qualifying Lap" to start the Qualifying Lap.

Select "Track Map" to view the map of the track.

Select "Lap Records" to view the Top Ten list of the fastest lap times on that track.

Select "Exit" to exit the game.

Press to exit to the Choose Track list.

If you choose "Track Map" you'll see the next screen (See Fig.1). The Track map screen shows you the layout of the track, its length, the number of laps in the race, the name of the racer that currently has the best lap time on the track, his/her time, and the date it was achieved.

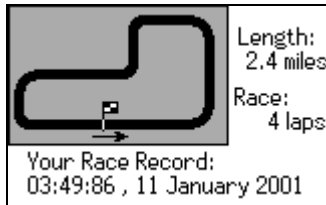


Figure 1. Track map

When you pass the Qualifying lap, the Race Menu that includes the Qualifying lap results appears. In the Qualifying Results screen, you may see your name, lap time, and your starting position in the race.

How to use Race Menu

Use <Up/Down arrows> to choose an option.

Press <Enter> to run.

Select "Start Race" to start the race.

Select "Qualifying Results" to view the Qualifying Lap results.

Select "Track Map" to view the map of the track.

Select "Lap Records" to view the Top Ten list of fastest lap times on the track.

Select "Exit" to exit the game.

Press <Esc>, and choose the "Quit" button, to exit the game.

When you pass the race phase, the Restart Menu appears. Here you may view your position and time in the Race Results screen, and choose to continue or exit the game.

How to use Restart Menu

Use <Up/Down arrows> to choose an option.

Press <Enter> to run it.

Select "Restart..." or press <Esc> to go to the Choose Track menu.

Select "Race Results" to view the race results.

Select "Track Map" to view the map of the track.

Select "Lap Records" to view the Top Ten list of fastest lap times on the track.

Select "Exit" to exit the game.

How to Play

If you are in the qualifying phase, the game screen shows you the playing field, the best lap time in qualifying phase the upper left corner of the screen, your lap time in the upper right part of the screen, and your speed in the upper middle part of the screen (See Fig.2, Fig.3). The word "Qualifying" will appear for a few seconds before the start of the lap. If you are in the race phase, the game screen shows you the playing field, the best lap time and the lap number in the upper left corner of the screen, your lap time and the track number in the upper right part of the screen, and your speed in the upper middle part of the screen. The word "Race" appears for a few seconds before start of the race.



Figure 2. Game screen (Qualifying lap) Figure 3. Game screen (Race)

How to control the racer

Use <Left/Right arrows> to turn your racer left or right.

Press <Enter> and hold to accelerate.

Press <Select> and hold to decelerate.

Press to place the racer in the center of the road.

Press <Esc>, and choose the "Quit" button, to exit the game.

End of the Race

The race ends when you finish the race phase. You see your race time and the next message: "You are the <numeral> place winner!"

If you are in the Top Three you see the next picture (See Fig.4).



Figure 4. Final Race screen

How to leave the game

Press <Esc> and choose the "Quit" button during the play.

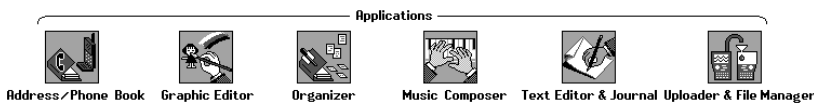
Press <Esc> and choose the "Quit" button in the Choose Track Menu and Race Menu or press <Esc> in Start Menu and Restart Menu to exit the game. You may also choose "Exit" in any game menu to exit the game.

If you want to restart press <Esc> in the Start Menu, Restart Menu to go to the Choose Track Menu or choose "Restart" in the Restart Menu.

BUSINESS AND PERSONAL APPLICATIONS

APPLICATIONS DESKTOP

Press the *F4* button on the Shortcut Bar or choose the *Applications* icon on the Main Desktop to display the Applications Desktop.



The following applications are resident on your Cybiko computer:

- Organizer
- Text Editor & Journal
- Music Composer
- Address/Phone Book
- Graphic Editor
- Uploader & File Manager
- Calculator
- Study Stools

Note: the starting application package on your Cybiko computer may be different from the one listed here. You can download any of applications described here and many more applications from www.cybiko.com for FREE!

In addition, we will be posting applications FREE at www.cybiko.com.

Move through the icons using <← →>. Press <Enter> to start the Application.

Note: You can change the order of icons with <Fn><← →>. Pressing numeric keys <1,2,3...> from your Desktop will start the Application, whichever icon is first (second, third...) on the Applications Desktop.

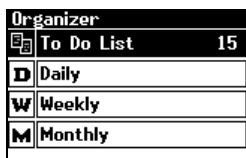
ORGANIZER

The organizer stores and reminds you of events that you've defined on certain dates and times.

How to Start

Press the <F4> button on the Shortcut Bar above the screen, or open the Applications Desktop and choose the **Organizer** icon. Press <Enter>. The Organizer intro-screen will appear. Press any key and the intro-screen will disappear.

You'll see the Organizer menu. To choose a menu item, use arrow keys and press <Enter>. To exit an opened item, press <Esc>.



To Do List Item

You may enter a new task or view, edit, and delete existing tasks.

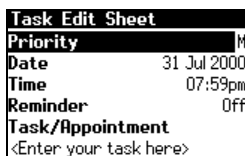
Tasks are sorted according to their date (from earliest to latest) and priority (from highest to lowest.) High-priority items are marked +!, medium-priority items are marked +, low-priority items are unmarked.

Use <↑↓> to move through the tasks.

Note: If you have an SMC or Memory Card inserted into your Cybiko computer, you will also see the item SMC or Card Flash. Press <Enter> to show the information stored on it. Use these just as you would if they were on your Cybiko computer's initial flash. To go back, choose the item Device Flash and you will see tasks stored on Cybiko computer's flash. This note concerns all the items of the Organizer menu.

How to create a new task or edit an existing task:

1. Choose "<New>..." for a new task or choose an existing task and press <Enter>. You'll see the Task Edit Sheet.



2. <Tab>, <Enter> moves you through the line fields.
3. Enter parameters of the task by using the keys. <Select> or <← →> change the prescribed values such as Priority, or Reminder. You can use <Select>, <Shift><Select> or <Fn><Select> for scrolling the Date and Time. Or use the keypad to type values such as Date, Time, or Task. The month may be entered by typing the first three letters.
4. Press <Enter>, <Select> or <↓> on the Task/Appointment field to enter or edit. Press <Enter> or <↑> to accept the changes or <Esc> to reject them.

5. Press <Esc> to exit the To Do List.

The new task will automatically be displayed in the To Do List.

Note: If you are in the list of tasks saved on an SMC or Memory Card, then choosing the item <New>... will create a new task on this device, but not on your Cybiko computer's initial flash.

How to use Reminder

Reminder can take on prescribed values: off, on, 5 min, 1 hour and 1 day.

When you put the Reminder ON, wherever you are in any game or application, you will see a dialog box with this task at the time you set in the *Time* and *Date*:



Press *Snooze* in order to see the same dialog box in 5 min. Pressing *OK* will allow you to exit the box, and there won't be any future reminders.

When you put the Reminder at 5 min, 1 hour or 1 day, you will see a similar dialog box with the time remaining until the time you set for this task:



Controls *OK* and *Snooze* act as in the previous instance.

When you turn the Reminder off for a task, you will receive no reminder of this task in the future.

Note: Pressing *Snooze* always results in the reappearance of the Dialog box in 5 minutes.

Note: Reminder works according to the time set on your Cybiko computer. Check that this time is correct. Otherwise, Reminder will work incorrectly.

How to edit a task directly in the To Do List:

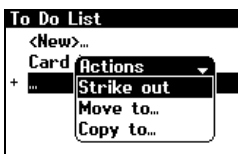
1. To define a task as completed, choose it and press <Delete>. It'll be crossed off the list. To delete a task from the list, press once again, and answer, "Yes" to the dialog box question "Do you wish to delete this task?"

Note: When a task is defined as completed, you can restore it by pressing <Fn>-.

2. Press <Ins> to enter a new task.
2. To change a task's priority, press <Fn><Select>. Then use <Select> to choose the priority. Press <Enter>.

How to perform additional actions

1. Choose the task in the list. Press <Fn><Enter>. You will see the Actions menu:



2. Using <↑↓>, choose the action and press <Enter>.

Strike out – strikes out the task from the list.

Restore – restores the struck-out task.

Delete – deletes the task from the list.

Move to... - moves the task from one flash to another.

Copy to... - copies the task from one flash to another.

Open – opens the task.

When you wish to move or copy the task, you will see the screen *Copy to* or *Move to* with another flash. Choose the flash and press <Enter> on it.

Daily Item

You may view tasks for today. If Reminder is switched on for the task, you'll see a special icon next to it. Use the same functions to edit as for a **To Do List** item.

Weekly/Monthly Item

A weekly/monthly sheet is displayed (rows – periods of time/weeks; columns – days of the week). If there is a task listed for a definite period, the square will be black.

How to edit tasks:

1. To choose a definite period, use <↑↓←→>, or <Tab>.
2. To define a new task or to edit existing tasks, press <Enter> on the chosen period. Then follow the instructions for *How to create a new task or edit an existing task* (see above.)
3. Press <Ins> on the sheet cell to create a new task.
4. Press <Shift><←→> to scroll the weeks/months.

How to recover damaged database

A backup copy of Organizer database file is created on your PC each time you connect your Cybiko computer to CyberLoad. This file is named *organizer.dat* and is placed in <Your CyberLoad directory>\Backup\<your CyID>\ (by default, it's C:\Program Files\Cybiko\CyberLoad\Backup\<your CyID>).

If your Organizer database is corrupted for some reason, copy *organizer.dat* to your Cybiko computer to restore it!

How to exit Organizer:

Choose the Organizer menu screen and press <Esc>.

TEXT EDITOR & JOURNAL

Text Editor and Journal lets you make short text notes.

How to Start

Press the <F4> button on the Shortcut Bar, or open the Applications Desktop and choose the **Text Editor/Journal** icon. Press <Enter>. The Text Editor/Journal intro-screen will appear. Press any key and the intro-screen will disappear. You'll see the dialog box "Open Text File" which allows you to create new files and to open existing files.



How to Work

To create a new file:

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

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

How to use My Journal:

1. Place cursor on *My Journal* and press <Enter>. Cursor will be placed right after the current date.
2. Enter today's notes or edit the previous day's notes.

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

To upload, rename, view or delete a file:

1. Choose the file you want to change.
2. Press <Fn><Enter>.
3. Choose a menu action to upload, rename the file, view or delete the file.

MUSIC COMPOSER

The Music Composer allows you to play, create and edit melodies.

How to Start

Press the <F4> button on the Shortcut Bar above the screen, or open the Applications Desktop and choose the **Music Composer** icon. Press <Enter>. The Music Composer intro-screen will appear. Press any key and the intro-screen will disappear. You'll see the dialog box "Open Melody" which allows you to create new files and to open existing files.

How to create a new melody:

1. Choose <New file>.
2. Type in the file name.
3. Press <Enter>.

Actions with existing files:

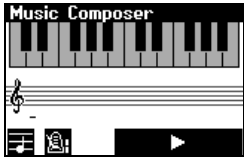
1. Opening up a file:
Use <↑↓> to select the file and press <Enter>.
2. Uploading, renaming and deleting a file:
Use <↑↓> to select the file and press <Fn><Enter>.

Choose the action you want to do from the drop out dialog.

Select a partner if you want to upload the file. If your partner wishes to get the file, you'll see an uploading progress-bar. If he or she declines – you'll see a message "Transfer rejected by receiving device."

Music Composer Screen

The Music Composer screen consists of a notation area and a toolbar at the bottom of the screen.



The Toolbar has three controls: transposition (first octave/second octave), tempo (slow, medium, fast) and play/stop.

To switch between the notation area and the toolbar controls, use <Tab>.

To choose a variant of the control, use <Select>.

How to create a new melody:

1. Switch to the notation area.
2. Use the Key Table (see below) to place notes.
3. Choose transposition mode and tempo of your melody.

The Key Table

NOTE	FIRST OCTAVE KEYS	SECOND OCTAVE KEYS
C	Z	Q
C sharp	S	2
D	X	W
D sharp	D	3
E	C	E
F	V	R
F sharp	G	5
G	B	T
G sharp	H	6
A	N	Y
A sharp	J	7
B	M	U
Pause	<Space>	

How to edit a note:

1. Choose a note in the notation area using <←> and <→>.

2. Use <↑> or <↓> to change the duration of the note.
3. Use <Shift><↑> or <Shift><↓> to change the tone of the note.

Use a key from the Key Table to insert a new note before the selected note. To insert new note instead of the selected note, press <Ins>. To switch off insert-mode, press <Ins> again.

To delete a note, press on the selected note.

To play the melody, press <Enter>. To stop the melody, press <Esc>.

How to exit Music Composer:

1. Press <Esc>. If you've changed the melody, answer: "Do you wish to save changes?" in the dialog box.
2. Press <Esc>.

ADDRESS/PHONE BOOK

This application allows you to store the phone numbers, mailing addresses, e-mail addresses, and short information for up to 100 of your friends. You can also send e-mail messages to your friends, accept their business cards to your Phone Book, and upload your business card to their Phone Books.

How to Start

Press the <F4> button on the Shortcut Bar, or open the Applications Desktop and choose the **Address/Phone Book** icon. Press <Enter>. The Address/Phone Book intro-screen will appear. Press any key and the intro-screen will disappear. You'll see the Address/Phone Book screen.

Address/Phone Book ▾	
<New>..	
Andrew	890-86-53
Bill	657-84-21
Helen	435-24-78
Mary	456-23-64
Mike	666-78-89

<New>... – creates a new record in the Address/Phone Book.

List of records – contains previously created records in alphabetical order.

Press <Fn><I> to view Phone Book size info.

Note: If you have an SMC or a Memory Card inserted into your device, you will also see the item SMC... or Card Flash... Press <Enter> to show the information contained in it. Use these records just as you would if they were on your Cybiko computer. To go back, choose the item Device Flash... and you will see all records stored on your Cybiko computer.

How to create a new record

1. Choose "<New>..." with <↑↓> and press <Enter>.

Note: You can also create a new record by pressing <Ins> in any screen of the Address/Phone Book.

2. Enter the nickname in the edit string of the dialog box. You'll see the record screen:

Andrew ▾	
ID	NO NUMAR
First name	Andrew
Last name	Brown
Phone	890-86-53
E-mail	and@pepst.com
ICQ	3426876

3. Use <↑↓> to move through the items: ID, First Name, Last Name, Phone, E-mail, ICQ, Address, Other.
4. Use <Tab>, <Select>, <→> or <Enter> to move to the data input fields.
5. Type values in the data input fields.

Note: If you enter the wrong ID (one that does not exist), it will not be accepted.

6. Press <Enter> or <↑↓> to accept the parameters or <Esc> to reject them.
7. Press <Esc> to exit the record screen.

Note: If you are in the list of stored files on an SMC or Memory Card, then pressing <Ins> or choosing the item <New>... will create a new record on this device, but not on Cybiko computer.

How to change the right-hand part in the list of records

When you're on the Address/Phone Book screen, you may change the right-hand part of the list.

Pressing <Fn><P> will show you the phone numbers on the right-hand part of the records.

Pressing <Fn><E> will show you the e-mail addresses.

How to edit a record

1. Use <↑↓> to move through the list of existing records.
2. Press <Enter> to choose items for editing. You will see the record screen.
3. Use <↑↓> to move through the items: ID, First Name, Last Name, Phone, ICQ, Address, Other.
4. Use <Tab>, <Select>, <→> or <Enter> to move to the data input fields.
5. Type values in the data input fields.
6. Press <Enter> or <↑↓> to accept the parameters or <Esc> to reject them.

7. Press <Esc> to exit the record screen.

Note: If you only need to change the telephone number or e-mail address, just choose the person in the list of existing records and press <Tab>, <Select> or <→>. After editing, press <Enter> to save the changes or <Esc> to reject them.

How to perform additional actions

1. Press <Fn><Enter> on the existing records to load the Action list when you're on the Address/Phone Book Screen. You will see the Action list.
2. Use <↑↓> to choose the action.
3. Press <Enter>.

Action List

New – creates a new record in the list.

Rename – changes the nickname.

Delete – deletes the record from the list.

Send E-mail – allows you to write an e-mail message to the selected person.

Accept B-Card– requests Business Card from the selected person.

Send my – sends your Business Card to the selected person.

Edit my B-Card – allows you to edit your Business Card.

Copy to... - copies the record from one flash to another.

Move to... - moves the record from one flash to another.

Note: The actions Copy to... and Move to... will only be in the Action list if you have an SMC or a Memory Card inserted into your device.

How to rename a record:

1. Choose *Rename* in the Action list.
2. Use the keypad to enter new nickname.
3. Press <Enter> or <↑↓> to accept the change or <Esc> to reject it.

How to delete an entry:

1. Choose *Delete* in the Action list. You will see the dialog box with a question.
2. Choose *Yes* to confirm the deletion or *No* to reject it.

Note: You may also delete the existing record when you're on the Address/Phone Book screen. Move the cursor to the record that you wish to delete and press .

How to send E-mail:

1. Choose *Send E-mail* in the Action list.
2. You will find a detailed manual on sending e-mail messages in the E-mail application description.

How to request a Business Card:

1. Choose *Accept B-Card* in the Action list. You'll see the list of all nearby people.
2. Choose a person whose Business Card you wish to have.
3. Press <Enter> to accept the *Business Card* or <Esc> to exit.

The Business Card of the selected person will appear in your Address/Phone Book.

Note: If you have Memory Card or Card Flash, you will be able to accept Business Cards on it. When you choose a person whose Business Card you wish to accept, you will see the "Save B-Card on" screen. Using <Up/Down arrows>, choose the flash where you wish to save the Business Card and press <Enter>.

How to send my Business Card:

1. Choose *Send my B-Card* in the Actions list. You'll see the list of all nearby people.
2. Choose a person whom you wish to send your Business Card.
3. Press <Enter> to send the Business Card or <Esc> to exit.

Your Business Card will appear in the Address/Phone Book of the selected person.

Note: You may also upload your Business Card straight from the Desktop by pressing <Ins>.

How to edit my Business Card:

1. Choose *Edit my B-Card* in the Actions list. You will see Your Business Card screen.
2. Use <↑↓> to move through the items: ID, First Name, Last Name, Phone, ICQ, Address, Other.
3. Use <Tab>, <Select>, <→> or <Enter> to move to the data input fields.
4. Type values in the data input fields.
5. Press <Enter> or <↑↓> to accept the parameters or <Esc> to reject them.
6. Press <Esc> to exit Your Business Card screen.

How to recover damaged database:

A backup copy of Address/Phone Book database file is created on your PC each time you connect your Cybiko computer to CyberLoad. This file is named phonebook.dat and is placed in <Your CyberLoad directory>\Backup\<your CyID>\ (by default it's C:\Program Files\Cybiko\CyberLoad\Backup\<your CyID>).

If your Address/Phone Book database is corrupted for some reason, run CyberLoad and copy phonebook.dat to your Cybiko computer to restore it!

How to exit Address/Phone Book:

Choose the *Address/Phone Book* screen and press <Esc>.

ALARM/CLOCK

You can see the time on the bottom of your Desktop. The clock application is always on, even when you turn your Cybiko computer off. Also, the alarm works even if you turn your Cybiko computer off!

How to display full screen Clock:

Just press <Space> anywhere on the Desktop.

The upper section is the *Current date*.

The middle section is the *Current time*.

The lower section is the *Alarm field*.

To set current time, date and alarm:

See instructions in *Settings* section.

How to turn off the alarm beep:

Simply press any key.

UPLOADER & FILE MANAGER

This application allows you to wirelessly send applications, games, pictures and songs to any of your CyFriends. It also allows you to view pictures, listen to music, play games, use applications and copy files from your Cybiko computer to an SMC or a Memory Card and back, if the card is currently inserted in your device.

How to Start

Press the <F4> button on the Shortcut Bar, or open the Applications Desktop and choose the **Uploader&File manager** icon. Press <Enter>. You'll see list of files on your Cybiko computer. In addition to these files, you'll see the flash (i.e. SMC or Card Flash), if you're currently using one of the proper cartridges.



Use <↑↓> to move through the list.

On the right if each file you will see its size

The right section of a flash shows its free size/full size.

How to show stuff on SMC or Memory Card

Press <Enter> on the item SMC (in the case of MP3 cartridge with SMC inserted) or Card Flash (in case of Memory Card). It will show you all files stored on the cartridge and the item Device Flash. The right section of this item shows its free size/full size. You can use files on SMC or Memory Card the same way as files stored on the Cybiko computer itself.

To return back to the list of files on your Cybiko computer flash, press <Enter> on the item Device Flash.

How to view or play a file

1. Choose a file that you wish to view or play.
2. Press <Enter>. The Actions menu will appear:



3. Choose View or Play and press <Enter>.

Note: Files opened this way may not be edited; they can only be viewed or listened. On exiting such files, you will return back to the Uploader&File Manager.

How to start a game or an application

1. Choose a game or application wish to run.
2. Press <Enter>.
3. Choose Run and press <Enter>.

Note: On exiting applications and games running this way, you will return to the Uploader&File Manager.

How to send files to your friend

1. Place cursor on a file.
2. Press <Enter>.
3. Choose Upload and press <Enter>.
4. Choose your CyFriend from list.
5. Press <Enter>.

Your Cybiko computer will connect wirelessly to your friend's Cybiko computer and announce that you want to send the file. If your friend wishes to get the file, you'll see an uploading progress-bar. If he or she declines – you'll see a message "Transfer rejected by receiving device."

Note: If there is not enough free space, your friend's Cybiko computer will notify you that the transfer has been rejected. At the same time it notifies your friend that there is not enough free space on his/her Cybiko computer.

How to rename a file

1. Choose a file that you wish to rename.
2. Press <Enter>.
3. Choose Rename and press <Enter>. Enter the new file name.

Note: If pressing <Enter> doesn't show the action Rename, it means that this file cannot be renamed.

How to delete a file

1. Choose a file that you wish to delete.
2. Press <Enter>.
3. Choose Delete and press <Enter>.

Note: You can also delete a file by pressing on it when you're in the list of files.

Note: Use <Tab> to move between the controls Yes and No in the dialog box to confirm or reject deleting.

How to copy a file

1. Choose a file that you wish to copy.
2. Press <Enter>.
3. Choose Copy to... and press <Enter>.
4. Choose destination to where you wish to copy the file and press <Enter>.

Note: If you wish to copy to the same flash, you will be asked to enter another file name, as you can't have two files with identical names on the flash.

How to move a file

1. Choose a file that you wish to move.
2. Press <Enter>.
3. Choose Move to... and press <Enter>.
4. Choose destination to where you wish to move the file and press <Enter>.

This file will be deleted from the old flash and you will find it on the new one.

How to display hidden files

1. Exit to the Main Desktop.
2. Enter Settings.
3. Select "System" section.
4. Select ON in "Show hidden files" field.
5. Exit Settings and run Uploader & File Manager.

Hidden system files will be added to the file list. Hidden file names will be displayed in gray.

Note: you are not able to copy, move, rename, or delete these files.

How to exit

Press <Esc> to exit the application when you are on the Uploader&File Manager Screen.

Note: If the Action menu is on the screen, then pressing <Esc> you will only exit this screen, not the application itself.

CALCULATOR

How to Start

Press the <F4> button on the Shortcut Bar, or open the Applications Desktop and choose the **Calculator** icon.

How to Calculate

1. Use numeric keys to enter the numbers.
2. Use the following table for functions:

KEY	NUMBER OR OPERATION
, <->	-
<Ins>, <+>	+
<Tab>, </>	/
<Select>, <*>	*
<Enter>, <=>	=
<Backspace>, <E>	CE (clears the displayed number.)
<Esc> pressed once or <C>	C (clears the current calculation.)
<Esc> pressed twice	Returns to Applications Desktop

STUDY STOOLS

Study Stools is an application that keeps track of your homework assignments. You can then review homework assignment records to ensure that they get completed. The application also allows you to add your own subjects to the subject list.

How to Start

Press the <F4> button on the Shortcut Bar above the screen, or open the Applications Desktop and choose the **Study Stools** icon. Press <Enter>. The intro-screen will appear. Press any key and the intro-screen will disappear.

How to Operate

You will see the Study Stools Control menu screen (see Fig. 1).

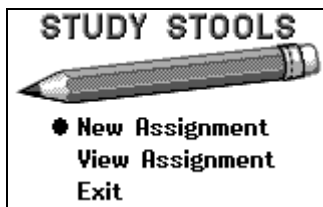


Figure 1. Study Stools Control menu screen

New Assignment - to add a new assignment or assignments.

View Assignment - to open the list of the last seven records.

Exit - to exit the application.

Use <Up/Down arrows> to select the menu item. Press <Enter> to execute it.

New Assignment Screen

The New Assignment screen (see Fig. 2) consists of:

- Subject field (upper small string).
- Assignment text field (middle field).
- Buttons "Add" and "Exit."

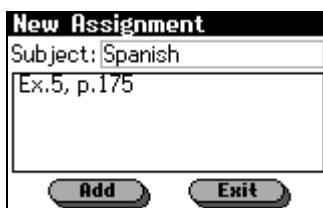


Figure 2. New Assignment screen

How to add a new assignment

1. Use <Select> to choose existing subjects, or press <Down arrow> and select a subject from the list.
2. Press <Enter> or <Tab>.
3. Type the assignment using the keypad.
4. Press <Tab> to switch to the "Add" button.
5. Press <Enter>.

The information box will show that the assignment has been added. To close this box, press <Enter> or <Esc>.

Working with the subject base

- To add a new subject, type it in the subject string (not more than 15 characters) and press <Ins> or press <Fn> <Enter> in the subject string and choose "Add" from the drop-down menu. Confirm the addition by pressing <Enter> in the opened box.

- To delete a subject from the base, select it using <Select> (it must be highlighted) and press or press <Fn> <Enter> in the subject string and choose "Remove" from the drop-down menu. Confirm the deletion by pressing <Enter> in the opened box.
- To restore default base of subjects, press <Fn> <Enter> and choose "Set default" from the drop-down menu. Confirm the setting by pressing <Enter> in the opened box.

You can enter the parameters for the next assignment without quitting to the main menu.

To exit the New Assignment screen to the main menu, use <Esc> or select the "Exit" button using <Tab> and press <Enter>.

View Assignment Screen

Here you can see the assignment records for the last seven times you used the application (see Fig. 3).

Select Record to View
August 17, 2000 (3)
August 14, 2000 (4)
August 11, 2000 (2)
August 10, 2000 (8)

Figure 3. View Assignment screen

Each record has the following format: Month, Day, Year, and number of the assignments on this date. To open the list of assignments for a definite date, use <Up/Down arrows> to select it and press <Enter>.

The list for the selected day will be opened.

To exit the View Assignment screen to the main menu, use <Esc>.

Date Screen

The Date screen shows you all assignments of the date (see Fig. 4).

August 17, 2000	
Algebra	Pythagoras T...
Biology	Read the tex...
Spanish	p.56, ex.12

Figure 4. Date screen

How to view an assignment

1. Use <Up/Down arrows> to select an assignment.
2. Press <Enter>.

Press <Esc> to close the view box.

How to mark an assignment as completed

1. Use <Up/Down arrows> to select an assignment.
2. Press . An assignment will be crossed.

Note: To remove the crossed mark, press on this assignment.

Saving Personal Data

All records and changes in the subject base are stored in the file study.dat which you can see in the Uploader/File Manager application. If you want to delete all the records you've made and restore the default subjects, delete this file.

How to Exit Application

Press <Esc> in the main menu or select the Exit item of the main menu and press <Enter>.

SETTINGS

Cybiko computer 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 the <F1> button. Find the icon called **Settings**. Press <Enter>. The settings intro-screen will appear. Pressing any key will move you to the main Settings screen. In the main screen you'll see a menu with four items: **System, Alerts, Applications, Clock**. Press <Enter> on desired item to see 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 <Select>.
3. Use <Select> to change the value of the item or type in a new value.
4. Press <Enter>.

System

Password – enables a password, which is requested after you switch on the device.

Set password – type in your password here. The password must consist of **3 numbers only** (e.g. 398). If you did not 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. If you forget your password, the only way to activate the device is to search all 1000 possible passwords or reinstall all software.

Brightness – changes LCD screen brightness.

Note: Pressing <Fn><F2> also changes the LCD brightness.

Contrast – changes LCD screen contrast.

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

Note: Pressing <Fn><F1> turns this setting ON. Pressing once again turns it back OFF.

Sound effects and Music – switches sound effects and music ON/OFF.

Vibration – enables and disables all vibration.

Note: Pressing <Fn><F3> turns this setting ON. Pressing once again turns it OFF.

Communications – enables and disables RF Communication. If you turn *Communications* OFF, your device will not send or receive any RF signals. This can be used when you need to save the batteries.

Wizard – turns that series of questions about your nickname, age, etc. when your Cybiko computer is loading called the Start Up Wizard ON and OFF.

Show hidden files – enables and disables displaying hidden files in Uploader&File Manager file list.

Alerts

Mail alerts... – Press <Enter> to see the list of alerts for private incoming messages. You can choose whether you wish to hear a *sound* and feel a *vibration*.

Chat alerts... – Press <Enter> to select on/off alerts when receiving a private message. You can turn on/off a sound or a vibration, and seeing the *Dialog box* with the text of a message. Exception: while you are on the Desktop (and only there), you will receive all these alerts regardless of what you have entered in Settings.

People alerts... – Press <Enter> to see the alerts notifying you that a person who matches the request you have entered in *You&Me* appears in your neighborhood. You can turn on/off a sound or a vibration, and seeing the *Dialog box* for inviting this person to chat. Exception: while you are on the Desktop (and only there), you will receive all these alerts regardless of what you have entered in Settings.

Games alerts... – Press <Enter> to see a list of alerts notifying you that somebody is inviting you to play a game. You can turn on/off a sound or a vibration, and seeing the *Dialog box* with the text of invitation message. Exception: while you are on the Desktop (and only there), you will receive all these alerts regardless of what you have entered in Settings.

Applications

Desktop speed. Changes the speed of moving between the icons on the Desktop.

Intro-screens. This option turns ON/OFF the Intro-screens that appear when you start applications.

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

Clock

Time, Alarm and Date. These settings allow you to set current time and date as well as turn on the alarm.

Note: You always see the current time at the bottom of your Desktop. To change the time and current date, or to set the alarm use setting described above.

Note. Pressing <Fn><F4> turns alarm ON and OFF.

Communication Control

This section appears only if the Cybiko computer's owner is under age of 13. Here parents can enable/disable RF communication. This section is protected by a password (the one that was entered when you turned your Cybiko computer on for the first time.)

Communications – enables and disables RF Communications. If Communications are OFF in this section, you will not be able to turn it ON in the System section or by using the <Fn><F5> hotkey combination.

Set password – here a new password can be set. The password must consist of up to 5 characters.

Attention! Please remember your password. If you forget your password, the only way to activate the device is to search all 1000 possible passwords or reinstall all software.

PC AND INTERNET CONNECTIVITY

Cybiko computer has many exciting possibilities, including more games, applications and information which can be downloaded from our web-site www.cybiko.com.

START BY ESTABLISHING YOUR PERSONAL ACCOUNT ON www.cybiko.com:

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 choose *Sign Up*.
3. Follow the instructions.

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

How to prepare to download new applications and games:

1. Go to www.cybiko.com.
2. On the main page choose *Download games*.
3. Choose *How to download* and follow the instructions.

If you already have CyberLoad, click to launch and proceed with downloading. If not, download CyberLoad installer from our site and run it to install CyberLoad.

After you have installed CyberLoad on your computer, you're ready to download files from our web-site or from your PC onto your Cybiko computer.

With CyberLoad, you can also create pictures on your PC and send them to your Cybiko computer. Just click on <Converter> and see how it works... You can use Converter Help for instructions.

How to download:

1. Turn your Cybiko computer OFF.
2. Plug the Cybiko computer into one end of the RS 232 Cable and the other end into your PC external COM port.
3. Run the already installed CyberLoad on your PC.
4. Turn your Cybiko computer back ON.
5. Check out applications on the left of the screen and press <Download>.

If you do not have enough free space on your Cybiko computer you should move some applications to your PC.

Note: It is necessary to remove some programs from your Cybiko computer to free up memory before you download more programs onto your device. There is a limited amount of memory, and problems may occur if the device is overloaded.

Note: When you're in the Desktop you don't need to turn your Cybiko computer off in order to download or upload. Just use an RS 232 Cable, and then run the already installed CyberLoad on your PC. After downloading, the application or game will immediately appear on your device.

How to move files to your PC:

1. Tick the applications you want to move on the right of the screen.
2. Press the <Move> button to move the chosen files to your *Local PC* directory.

When you have finished downloading an application, close CyberLoad pressing the <Quit> button, wait until your Cybiko computer has rebooted and then disconnect the Cybiko computer from your PC.

Sending/Receiving E-mail Using CyberLoad

How to send/receive messages:

1. Run CyberLoad.
2. Follow CyberLoad Welcome window instructions (items 1-4).

E-mail messages will be sent and received automatically. You will see an information box indicating how many messages were sent and received.

Working with CyberLoad, you may receive new messages from the Internet to your Cybiko computer by pressing the <Get Mail> button.

If there is no free space in your Cybiko computer Inbox to receive the e-mail messages, you'll see "Not enough free space in Inbox to accept e-mail messages."

How to free up Inbox:

1. Quit CyberLoad.
2. Start E-mail application.
3. Open Inbox.
4. Delete messages.

<Link to the Mailbox> button allows the Mailbox on www.cybiko.com to link with Cybiko computer's inbox to duplicate messages that are received in your mailbox at www.cybiko.com

How to link to the Mailbox:

1. Press <Link to the Mailbox> button.
2. Follow instructions in the message window.
3. Press <Link> button.

Note: If you want to unlink from the Mailbox, press the <Unlink> button in this window.

Buttons <Get Mail> and <Link to the Mailbox> can be disabled during e-mail exchange. They can also be disabled by an error in the Internet connection, in which case you'll see a special error message.

You can read new e-mail messages from your Cybiko computer after quitting CyberLoad and rebooting the Cybiko computer.

Important! For e-mails to exchange properly, do not unplug your Cybiko computer from the PC while CyberLoad is running. If you need to unplug the Cybiko computer, first quit CyberLoad.

VIRTUAL CYBIKO WIRELESS INTERNET GATES

What is Virtual Cybiko Wireless Internet Gate?

A Virtual Cybiko Wireless Internet Gate (Virtual CyWIG) is PC connected to the Internet and your Cybiko computer connected to it. This system provides wireless Internet access for all Cybiko computer units located in the communication range!

It means you can send and receive E-mails wirelessly and more!

How to setup Virtual CyWIG on your Cybiko computer:

1. Run the CyberLoad program.
2. Follow instructions 1-4.
3. Select the menu item *Tools/CyWIG*.

The CyWIG software will be loaded onto your Cybiko computer. You will see the CyWIG icon in the System Tray (the bottom right corner of your PC screen.) Your Cybiko computer will become a special communication system – a Virtual CyWIG server, which will provide wireless Internet access and intercommunication for all Cybiko computers within its range.

Note: Your Cybiko computer will be in server mode while working as Virtual CyWIG. When you exit Virtual CyWIG software on your PC, the Cybiko computer will be rebooted and you will be able to use it in the usual way.

To close Virtual CyWIG software, click the right mouse button on the Virtual CyWIG icon in the System Tray and choose "Exit". Wait until your Cybiko computer is rebooted and then you can unplug it from your PC.

Note: For Virtual CyWIG software to work properly, do not unplug your Cybiko computer from your PC while Virtual CyWIG software is running.

CHECK OUT GAMES AND APPLICATIONS ON WWW.CYBIKO.COM

- **Phrase Books.** 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.** Create melodies, play them, and even send them to a friend.
- **Space Rescuer.** Enjoy slipping through CyberSpace on your heroic shuttle while battling aliens.
- **CyBattle.** You're the captain of a squadron. Your opponent is trying to sink all your ships, but with your skill – you'll never surrender.
- **Crosswords.** Learn about the world with these amazing educational crosswords that change every time you play.
- **Chess.** This classic game takes on new dimensions when you can't see your opponent.
- **Dark Chess.** An enthralling, strategic game. You will need to keep your wits about you.
- **Corners.** Fun, interactive 2-player game of strategy and skill.
- **Give Away.** The rules are the same as Cheers, but the object of the game is to GIVE AWAY all of your pieces.
- **Golf.** How is your swing? Find out with this game of skill.

And many, many more....

NEW DOWNLOADS ... FREE!

INTERNET E-MAIL

Your Cybiko computer allows you to send and receive E-mail on the Internet. Please see E-MAIL for details.

APPENDIXES

APPENDIX I. CYBIKO COMPUTER MODEL CY6411

Hardware Specifications

Main Processor:	32 bit, 11 MHz Hitachi H8S/2246
Coprocessor:	Atmel AT90S2313, 4 MHz
Flash: 512K	
RAM:	512K
LCD display:	160x100 dots, 59x40 mm, 4 level grayscale
RF transceiver:	RF2915
Expansion cartridge slot:	68-pin
PC connection socket:	RS232 serial port
Size:	5.7" x 2.8" x 0.86"
Weight:	4.3 oz

Software Specifications

Operating System:	CyOS v.1.3.57
Software:	CyOS v.1.3.57+ compatible applications
Communication Protocol:	CyDP x.30 (Cybiko RF Digital Protocol)
Dynamic Wireless Local Network:	automatically provided by CyOS and CyDP

RF Communication Features

Frequency:	902-928 MHz
Number of channels:	30 digital channels
Communication Rate:	19200 bps each channel.
Transmission and Receiving Range:	150 ft indoor, 300 ft outdoor (environment dependent)
Max. on-line Cybiko computers:	3000 (100 units on each of 30 channels)

Other

Vibration alert • Speaker • 69 button keyboard • Extendable antenna

Accessories Included

High capacity F6 size NiMH prismatic type 700 mAh rechargeable batteries • UL approved 120V recharging unit • RS232 serial PC connection cable • Plastic Stylus

System Requirements

IBM-compatible Pentium 90 PC or higher • Microsoft Windows 95/98/NT 4.0 (SP5) • 32MB RAM • Mouse • Microsoft Explorer 4.0 or Netscape Navigator 4.0 or later • One available RS232 port • 20 MB of available hard disk space • Dial-Up or LAN Internet connection availability

APPENDIX II. CYBISH

Cybish is a language frequently used by Cybiko computer Chatters to express emotions and simplify sentences.

ENGLISH	CYBISH		
Nouns	singular	plural	examples
Lady, female	f	ff	<i>i f</i> means <i>I'm a woman (girl)</i>
Gentleman, male	m	mm	<i>i m</i> means <i>I'm a man (boy)</i>
Man, person	p, }	pp	<i>}}}</i> means <i>people</i>
I, me	l, }	we, }}	
You	u, {	uu, {{	<i>r u f?</i> means <i>Are you a girl?</i>
Letter, message	t	tt	
Pic, picture	[]	[] []	
E-mail	@		
Thank you	thx		

Job	\$		
Eyes		ii	<i>i've blue ii</i>
Hair		iii	<i>i've long iii</i>
Yes	+, y		<i>+ u right</i>
No	-, n		<i>i -w xx</i>
Sure	++		
Verbs	word	strength	examples
Go, follow	>		> i means <i>follow me</i>
Return, back, from	<		
Want	w	ww	<i>i w }{ means i wanna chat</i>
Bored	zz	zzzz	<i>i zzz</i>
Are	r		
Love, like	*	**	<i>I ** u means I love you</i>
Chat, talk, tell	}{		
Umbrage, upset	{-}		
Get	g		
Do	d		
Fun	;	::	
Other	Cybish	Strength	Examples
Cool	#	##	
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		Cybish	
Age/sex/location		asl	
Laughing out loud		lol	
Never mind		}}	
Good boy		{}	
Person to person		p2p, }2{	<i>i w }{ p2p means I wanna chat person to person</i>
Let's chat		Cybish	
Hello everybody!		h pp!	
I wanna chat		i w }{	
Where are you from?		:: r u <?	
Send your age/sex/location, please		yr asl pls	

I'm new in this chat	} new in {	
I'm bored	i zzz	
What do you do for fun?	: d u d 4 ;?	
I love you very much!	! ***** u!	

APPENDIX III. WARNING STATEMENTS

General precautions

1. Cybiko computer is a wireless communications computer using digital RF transmissions. It meets all safety requirements 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.

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

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

Additional Battery Safety Precautions

Caution! To reduce the risk of fire or personal injury by the battery:

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.
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 them 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 Safety Instructions

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

1. Read and follow all instructions.
2. Unplug the product from the wall socket before cleaning. Use only a dry cloth for cleaning, and DO NOT use liquid or aerosol cleaners.
3. Do not place this product on an unstable surface. If dropped, serious damage may be caused to the unit.
4. Slots and openings in the case are provided for ventilation and the insertion 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 other source of heat. 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're 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 may be damaged by persons walking on it.
7. Do not overload wall socket or extension cords, as this may result in the risk of fire or electrical shock.
8. Never push objects of any kind into this product through the case slots other than those designed specially for the Cybiko computer, 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.

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 computer 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:

- Re-orient or relocate the receiving antenna.
- Increase the space between the computer and receiver.
- Plug the computer into a socket 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 computer 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're 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.

APPENDIX IV. WHAT TO DO IF YOUR CYBIKO COMPUTER DOES NOT WORK PROPERLY

DO NOT TAKE YOUR CYBIKO COMPUTER BACK TO THE RETAIL LOCATION. Check the following before calling the assistance hotline.

The screen stays blank even though the power is ON

1. Your device maybe in automatic Suspend mode. Press <Esc> to return to operation.
2. Your device maybe in 'forced' Suspend mode. Press <Fn><Esc> to return device to operation.
3. Your Cybiko computer may need to be reset. Press the Reset button on the left of the device.
4. The batteries may need to be charged (see *Recharging Batteries*).

The device doesn't respond to pressing keys, but is supposed to

Press the Reset button on the left of the device and it will be rebooted.

No sound on the device

1. Check if the device is turned on.
2. Device has been 'muted'. You need to turn the sound back on. Press <Fn><F1>.

Your Cybiko computer does not communicate with the other devices even at close distances

1. Communications feature was turned off. Press <Fn><F5> to turn it on.
2. Be sure your antenna is placed at a 90-degree angle to the unit.
2. Move your Cybiko computer away from all large metal objects and metal constructions.
3. Try not to touch the antenna with any part of your body while communicating.

No vibration on the device

1. Check if device is on.
2. Vibration feature was turned off. Press <Fn><F3> to turn it on.

IF YOU CANNOT CORRECT THE PROBLEM, DO NOT TAKE THE PRODUCT BACK TO THE RETAIL LOCATION.

CALL 1-877-4-CYBIKO FOR CUSTOMER SERVICE SUPPORT.

APPENDIX V. WARRANTY AND SERVICE INFORMATION

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.'s satisfaction, that the product was purchased within the previous 12 months.

Software Warranty

1. Cybiko, Inc. guarantees the working capacity of programs enclosed in the standard package 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. 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 send 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 WWW.CYBIKO.COM.

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.

This Warranty is valid in the United States.

License Agreement

CYBIKO, INC. ('CYBIKO') IS WILLING TO LICENSE THE ENCLOSED CYBIKO PRODUCT AND USER GUIDE ('PRODUCT') TO YOU ONLY ON THE CONDITION THAT YOU ACCEPT THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT ('AGREEMENT').

YOUR USE OF THE PRODUCT INDICATES YOUR ACCEPTANCE OF THE TERMS AND CONDITIONS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS AND CONDITIONS OF THIS AGREEMENT, THEN DO NOT PROCEED ANY FURTHER AND RETURN THE UNUSED PRODUCT TO THE AUTHORIZED RESELLER FROM WHOM YOU OBTAINED THE PRODUCT WITHIN TEN (10) DAYS OF PURCHASE FOR A FULL REFUND OF THE PURCHASE PRICE.

The enclosed Product contains both hardware and software components. The software is licensed to you. You agree to use the Product solely for your personal use and enjoyment as permitted in the User Guide.

The Product is protected by national and international patent, copyright, trade secret, trademark and other intellectual property laws, regulations and treaties. Cybiko and its licensors retain exclusive ownership of the software and all intellectual and other proprietary rights in or related to the Product. You may not delete or obscure any proprietary or confidentiality legends on the Product. You shall not copy, modify or prepare derivative works of the Products, in whole or in part. You shall not reverse engineer, decompile, disassemble the Products, or apply any process, technique, or procedure or make any attempt to ascertain or derive any source code in or related to the Products, except as and to the extent you are legally authorized to do so under applicable law despite this restriction.

APPENDIX VI. 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.