

### **QUICK START GUIDE**

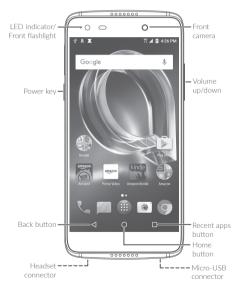


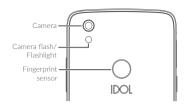




## Your Mobile

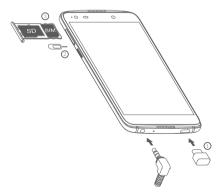
#### Keys and connectors





#### Getting started

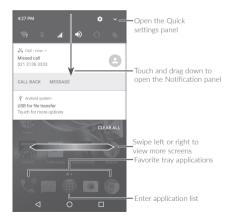
- Charge the battery
- ② Insert the pin into the hole and pull out the tray
- Insert or remove your SIM card or microSD card



## Home screen

You can bring all the items (applications, shortcuts, folders, and widgets) you love or use most frequently to your Home screen for quick access.

Touching the **Home** button always takes you back to the main Home screen.



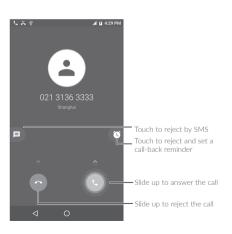
## Phone call

#### Making a call

Enter the desired number from the dial pad and touch \( \sqrt{\sqrt{}}\) to make a call.

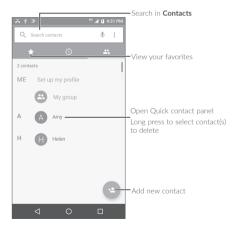
#### Answering a call

When you receive a call:



## **Contacts**

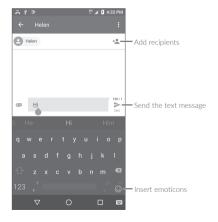
You can view and create contacts on your phone and synchronize these with your Gmail contacts or other applications on the web or on your phone.



# Messaging

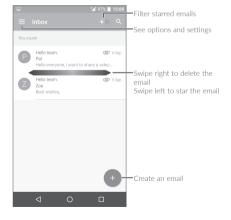
You can create, edit, and receive SMS and MMS

An SMS will be converted to MMS automatically when media files (image, audio, etc.) are attached or subject or email addresses are added.



### **Email**

The first time you set up your phone, you can select to use an existing Email account or to create a new one.



## Help

#### To get help:

- View user manual and FAQ
  Visit www.alcatelonetouch.us
- Update your phone's software
  Open the Updates application to check software updates.
- Back up your personal data
  Go to Settings > Backup & reset > Back up my data and turn it on.
- Reset your phone
  Go to Settings > Backup & reset > Factory
  data reset and then touch RESET PHONE

To get more info, you can access the **User Care** application.

#### Battery Recycling (USA & Canada):

Alcatel partners with Call2Recycle® to offer a safe and convenient battery recycling program.

For more information on our Battery Recycling Program, please visit the USA and Canada website at www.alcatelonetouch.us/ battery-recycling and www.alcatelonetouch. ca/battery-recycling