

Phoney: Getting Started



Version 1.0

June 5, 2009

Table of Contents

Disclaimer	1
Introduction.....	2
Getting Started with Phoney.....	2
Settings.....	4

Disclaimer

Disclaimer: Drake Applications is in no way responsible if someone tries to place an emergency call with Phoney.

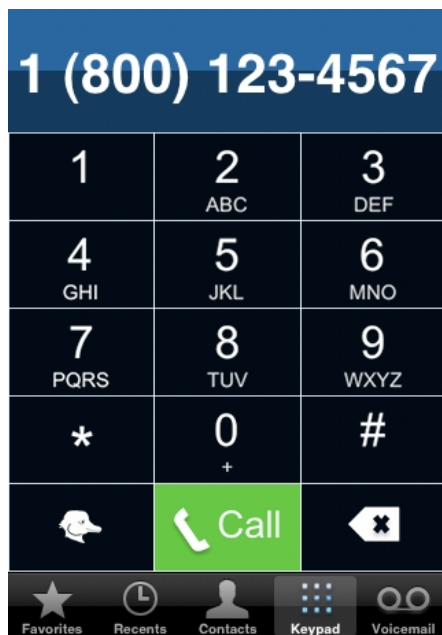
Note: If the user enters "911" Phoney immediately tells the user this is not a real phone application and tells the user to press the button at the bottom of the device and use the real phone application.

Introduction

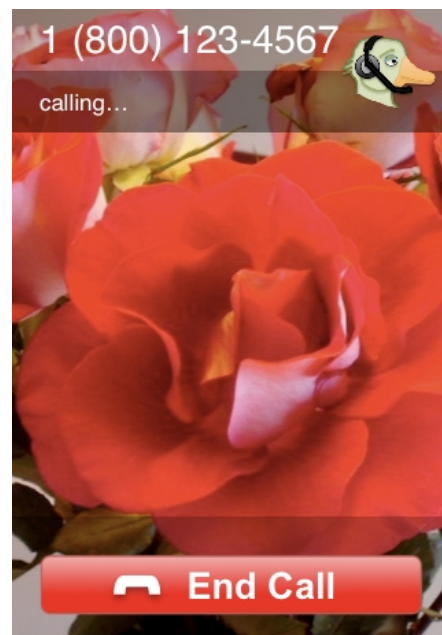
Thank you for purchasing Phoney. This guide describes how to use Phoney to trick a friend or stranger into thinking he is placing a call with your iPhone or second generation iPod Touch and briefly mentions the various audible messages the user may hear.

Getting Started with Phoney

Phoney has a very simple interface, having only two views, a keypad view and a dialing view as shown below:



Keypad View



Dialing View

In the keypad view, the user enters the number to “dial” while the dialing view makes it appear that this number (or some other number) is being dialed.

The use model for Phoney is also very simple. The basic flow is as follows:

- Step 1.** Someone asks to borrow your phone.
- Step 2.** You pull out your iPhone or iPod Touch and turn on Phoney.
- Step 3.** You hand your device to the person who asked for it (the user).
- Step 4.** The user uses the keypad to enter a phone number. Depending on what is entered, the user may be interrupted by a voice message from Phoney. Possible interruptions include:

- "Who are you? You don't look familiar."
- "This number is so long. Do I really have to dial it?"
- "If you don't know what a button does, don't press it."

Also, if the user tries to switch to Favorites, Recents, Contacts, or Voicemail, Phoney displays a box displaying the following message:

"Security Warning: This feature is not available because I don't know who you are."

Note: If the user enters "911" Phoney immediately tells the user this is not a real phone application and tells the user to press the button at the bottom of the device and use the real phone application.

Step 5. The user presses "Call". Depending on what number was entered and a certain amount of randomness, Phoney switches to the dialing view and plays one of the following messages:

- If "411" is entered: "You mean you don't even know the number?!?"
- "Your call is being transferred to 1-800-GYPSIES."
- "That number is way boring. I'm calling Dad instead. His number is cool!"
- "Thank you for calling us. All our phone operator professionals are presently enjoying a cup of coffee. We may take your call if we feel like it later. Meanwhile, please enjoy our *really* annoying hold music and remember, your call is *very* important to us."
- "You may not place calls divisible by nine on this network! Please hang up and dial a different number."
- "The sum of the digits of the number you have dialed is not evenly divisible by two. Please add the country code (1) to make it even and try again."

Note: Whenever Phoney speaks to the user, input on the keypad or the "End Call" button is suspended.

Step 6. The user frantically presses "End Call" until Phoney switches back to the keypad view.

Step 7. Phoney displays the message box: "You're on candid smartphone! (Phoney)."

Settings

Phoney has two settings accessible through the "Settings" tool. The first setting allows you to toggle whether Phoney will say to the user "Who are you? You don't look familiar" after the first number is entered. The second setting toggles whether Phoney will display the message "You're on candid smartphone! (Phoney)" after the user successfully ends a fake call.