

GLOSSARY

This Glossary contains definitions and other terms as they relate to us and as they are used in this Prospectus, some of which may not correspond to standard industry definitions.

“active user accounts”	user accounts of a service that have been used during a 30-day period
“avatar”	a caricature that serves as an online user’s virtual identity
“BBS”	bulletin board system, a computer or an application dedicated to the sharing or exchange of messages or other files on a network
“BREW™”	binary runtime environment for wireless
“broadband”	a service or connection allowing a large amount of information to be transmitted. Broadband is generally defined as bandwidth of at least 1.5 Mbps
“CDMA”	Code Division Multiple Access technology, a continuous digital transmission technology that accommodates higher throughput by using various coding sequences to mix and separate voice and data signal for mobile communications
“chat”	a form of interactive online communications that enables typed conversation to occur in real-time and allows users to communicate in real-time to other users from anywhere over the Internet
“chat room”	a chat system usually contains a number of chat rooms, and users can only chat with other users in the same room
“daily user hours”	cumulative hours by which our IM users are logged into our IM network infrastructure
“game console”	home video game system
“GPRS”	General Packet Radio Service is a packet-based wireless communications service that promises data rates from 56 Kbps up to 114 Kbps and continuous connection to the Internet for mobile phone and computer users. Higher data rates allow users to take part in video conferences and interact with multimedia websites and similar applications using mobile handheld devices as well as notebook computers
“GSM”	Global System for Mobile communications, a digital mobile communications standard
“ICPs”	Internet content providers
“IM”	instant messaging, a type of communications service that enables users to exchange communications among themselves in real-time over the Internet

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“IM community”	groupings of registered IM users
“Internet”	a global network of interconnected, separately administered public and private computer networks that uses the Transmission Control Protocol/Internet Protocol for communications
“Internet Protocol”	an agreed set of rules, procedures and formats by which information is exchanged over the Internet
“IVR”	Interactive Voice Response, a software application that accepts a combination of voice telephone input and touch-tone keypad selection and provides appropriate responses in the forms of voice messages, facsimiles, callback or e-mails
“Kbps”	short for Kilobits per second, a measure of data transfer speed
“K-Java™”	Java is a programming language expressly designed for use in the environment of the Internet. K-Java, the formal name of which is J2ME, Java 2 Platform MICRO Edition, a member of the Java family, is specially designed to run on systems with limited memory resources, such as mobile telephones
“Message Drop Rates”	Messages that were not successfully delivered to users over the operator’s network, but which we successfully transmitted from our infrastructure to the operator’s network
“MMOG”	massive multiple-player online game, a form of computer game that involves a large number of users playing a game online simultaneously
“MMS”	multimedia messaging service, a communications technology that allows users to exchange multimedia communications between capable mobile telephones and other devices
“native code”	a computer programming code that is compiled to run with a particular processor and its set of instructions
“online community”	a group of users who communicate or otherwise interact with one another through the Internet
“paying subscribers”	subscribers who make the payments prescribed by us to use our services
“peak simultaneous online user accounts”	the highest number of simultaneous online user accounts during peak usage hours
“PDA”	personal digital assistant, a handheld device that functions as a personal organizer, equipped with calendar, address, and e-mail or fax capabilities

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“PHS networks”	also referred to as “Little Smart” or “Xiaolingtong”, a wireless local access service using PHS technology
“PHS technology”	Personal Handy-phone System technology
“registered IM user accounts”	accounts held by users who have registered for our IM services
“registered users”	users who have registered for our value-added services such as a customized portal, Web-based e-mail, or IM, and have received a user’s identification number for access to such services
“simultaneous online user accounts”	user accounts accessing an online service at the same time
“software client”	executable software installed on the user’s PC or other terminal devices to facilitate the application of services provided by the server
“SIM card”	subscriber identity module card, an electronic card that is inserted into a handset and identifies the subscriber to the network. A SIM card contains the personal identification number of a subscriber and identifies the network to which the subscriber belongs
“SMS”	short message service, a service that allows text messages, which may comprise words, numbers or an alphanumeric combination, to be transmitted on mobile telephones
“subscriptions”	accounts that have subscribed for value-added services
“Transmission Control Protocol”	an agreed set of rules, procedures and formats used along with the Internet Protocol to transmit information over the Internet
“visitor”	a user who accesses a service regardless of whether such user is a registered user
“WAP”	Wireless Application Protocol, an open, global specification that allows Internet access and other broadband services on mobile wireless devices
“wireless platforms”	a computing environment, made up of specific types of hardware and operating systems, that allows the development and execution of computer applications for wireless devices