



STAY CONNECTED ON THE OPEN OCEAN



You may be off the grid, but you're never out of touch. Share every moment of your Azamara® voyage with **Wi-Fi** and **Mobile Phone Packages** - both available for purchase aboard your voyage.

WI-FI PACKAGES

Wi-Fi packages can be purchased in increments during the first two days of your voyage.

- Connect via your personal laptop, tablet, smartphone, or other device while at sea.
- Onboard in Touch workstations offer computer and Internet access 24 hours a day from the day of departure until 6:00 AM on debarkation day.
- Laptops must be equipped with a wireless network card. If using an Apple® computer, the Safari® browser must be version 3.0 or higher to ensure compatibility with the onboard wireless network.

PACKAGE OPTIONS	PRICE PER MINUTE	PACKAGE PRICE
60-Minute Package	\$0.33 per minute	\$19.95
One-Day Pass*	\$0.02 per minute	\$29.95
Full Voyage Unlimited**	Varies	\$19.95 per day

Change The Way You Sea

MOBILE PHONE PACKAGES

Use your own mobile phone while at sea with our advanced roaming network. Guests can take advantage of the following AT&T Cruise Ship Packages, offering discounted rates with monthly plans for calling, messaging, and data services.

PACKAGES	COST	TALK	MESSAGE	DATA
AT&T CRUISE TALK & TEXT SM	Flat fee for 30 days of usage	50 mins Overage fees may apply	Unlimited Text Send text, picture & video messages	
AT&T CRUISE TALK, TEXT & DATA SM	Flat fee for 30 days of usage	Unlimited Talk	Unlimited Text Send text, picture & video messages	200 MB data Overage fees may apply

AT&T PAY-PER-USE CALLING RATE

Don't want to pay for a package? Pay-per-use rates apply if you don't have a package, when you travel in a country not included in a package, or when your package expires.

MOBILE PHONE USAGE AT SEA

GPRS DATA SERVICE

If your home carrier supports GPRS data service, you can use compatible GPRS data-capable devices to check email, surf the web, and share photos while traveling, just as you would at home. Charges will be billed by your home carrier.

CHECKING VOICEMAIL

Most users can check their messages by pressing and holding the "1" key. Please note that some home carriers charge for messages deposited to and retrieved from voicemail while a customer is roaming. Contact your home carrier Customer Service department with any questions about using your voicemail.

CHECKING VOICEMAIL

If your home carrier supports GSM, text-messaging service is available on compatible GSM devices. Contact your home carrier Customer Service department with any questions about using your voicemail.

LEARN MORE ABOUT OUR
HOST OF INCLUSIVE AMENITIES



FOR MORE INFORMATION ABOUT THESE PACKAGES, PLEASE VISIT:
WWW.AZAMARA.COM/LIFE-ONBOARD/STAY-CONNECTED

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*One-Day Pass is for single 24-hour time period. Package begins at time of purchase and expires 24 hours later. **The Full Voyage Unlimited Package may be purchased at any time during the voyage and must be purchased for the duration of the voyage. Only one device can be used at a time. If the username and password is used on another device, the first will be disconnected. Packages are valid for the duration of a single cruise only. Any unused minutes are non-refundable and will be forfeited upon debarkation. Packages are not refundable. It is your responsibility to first check the website before purchasing any package
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