

The Sonim XP3300 Force Keeps Ringing on "Will it Blend"

Even The World's Strongest Blender Can't Take Down The World's Toughest Phone—the Sonim XP3300

SAN MATEO, Calif., June 1, 2011 /PRNewswire/ -- Imagine taking your cell phone and dropping it into the world's strongest blender. What do you think would happen to your shiny screen, precious pictures and contact database? That's right—shredded—unless you have a Sonim phone!

Today, the <u>Sonim XP3300 Force</u> survived the *Will it Blend challenge, a UNIQUE feat*. Even after Tom Dickenson's 30-second test, the phone still rang, could make and receive phone calls. Take a look: https://www.youtube.com/watch?v=Wt1fNKhQdKk. "That's one TOUGH phone," Dickenson states. Compared to the instant phone smoothie they made out of the iPhone 4 last year- https://www.youtube.com/watch?v=qg1ckCkm8Yl- this is pretty impressive. Dickenson turned 50 marbles into DUST in a matter of seconds: https://www.youtube.com/watch?v=30mpnfL5PCw

Bob Plaschke, CEO of Sonim noted: "I've seen people try to destroy our phone a number of ways:

- -- https://www.youtube.com/watch?v=tmC7bAxHn3k
- -- https://www.youtube.com/watch?v= T-ITeGyes
- -- https://www.youtube.com/watch?v=ndiDQWG5TZ8

... but this one takes the cake! Remember, our phones are backed by Sonim's industry-leading 3-Year Comprehensive Warranty, covering not only manufacturer's defects but also accidental damage, but not blenders."

ABOUT SONIM TECHNOLOGIES

Sonim Technologies (www.sonimtech.com) is the provider of the world's most rugged, water-submersible mobile phones designed specifically for workers in challenging outdoor and industrial environments. Sonim's industry-leading three-year comprehensive warranty has redefined customer expectations of rugged technology. Sonim provides a suite of high-performance workforce management applications including push-to-talk and lone worker safety services on cellular networks. The company is headquartered in San Mateo, California and offers its products in over 50 countries.