



## Card-Reader Security for online banking

### Instructions for use



#### On/Off Button

Switches the Card-Reader on and off.



#### Identify Button

You do not currently need to use this button for online banking.



#### Respond Button

Used to tell the Card-Reader you wish to start the process of authorising a transaction, such as crediting a new Standing Order.



#### Sign Button

You do not currently need to use this button for online banking.



#### Menu Button

Adjusts the screen contrast.



#### C Button

Deletes all the numbers displayed on the Card-Reader if you make a mistake.



#### CL Button

Deletes all the numbers displayed on the Card-Reader if you make a mistake.



#### OK Button

You will be prompted to press this button after you have entered requested information into the Card-Reader.



#### Numeric Buttons

For entering numbers.

## Authorising your transaction

1

Enter an appropriate Isle of Man Bank card into your Card-Reader. Select that card from the drop-down menu.



Then Press the Card-Reader's **'Respond'** button.



2

You will now be asked to **'ENTER PIN'**. Enter the PIN for the card you've inserted into the Card-Reader (if using a debit card this is the same number as you use for chip and PIN). Press the **'OK'** button to continue.



3

You will see an authorisation number displayed on screen. Check the last 4 digits of this number match the last 4 digits of your payee's account number (for transactions with a payee account number) or match the digits '4444' (for transactions without a payee account number).

4122 4444

In the unlikely event the numbers don't match please log out of online banking and call us on 0845 60 50 789, +44 8702 430 464.

4

Your Card-Reader will be prompting you to **'ENTER NUMBER'**. Enter all 8 digits of the authorisation number into your Card-Reader.



5

Your Card-Reader will now generate and display a unique number. Enter this number into the screen and select **'Confirm'**.



Number displayed on Card-Reader 86420369

Confirm >>

Now just remove the card from your Card-Reader. **You're done.**