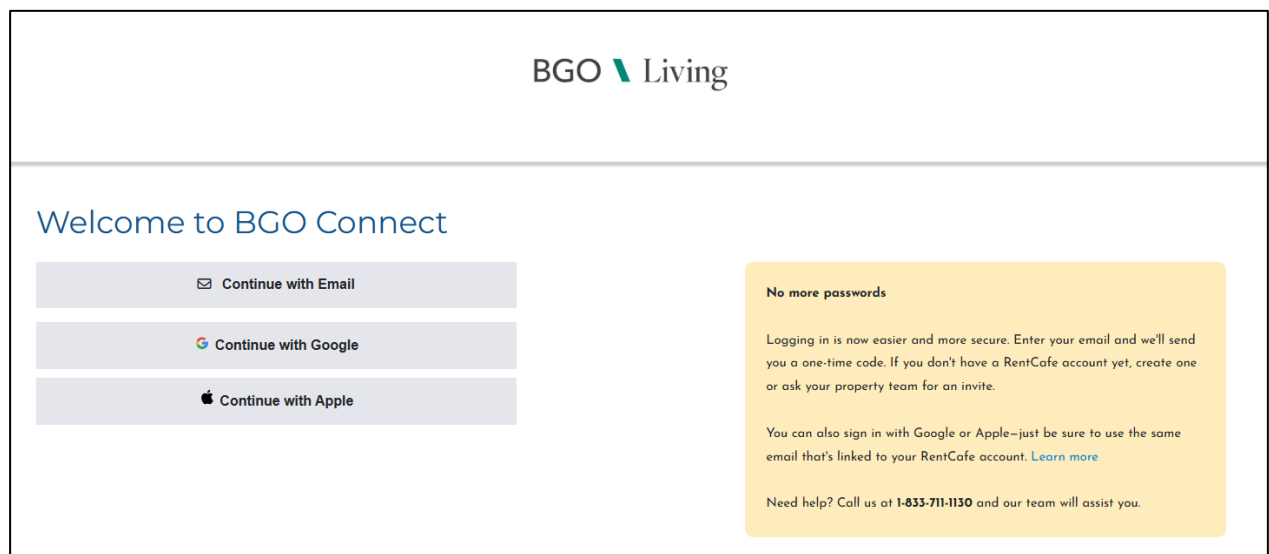


## Passwordless Login

With Passwordless login, you can access BGO Connect using one of the following login options:

- Continue with Email
- Continue with Google
- Continue with Microsoft
- Continue with Apple



### Before you begin

- One-time codes sent via email or SMS text messages will be active for 10 minutes.
- Secure links sent via email will be active for 30 minutes.
- If you use an expired link, it won't count as a failed attempt.
- You'll be locked out of your BGO Connect account after **six failed** attempts.

### Continue with Email

You can log in using the email address associated with your BGO Connect account.

1. Select Continue with Email.
2. Enter the email address associated with your BGO Connect account and click Send Verification Code.
3. Two options appear:
  - a. To receive a verification code on your mobile device, select Send Verification Code to Text.
  - b. To receive a URL link, select Send Verification Code to Email.

## **Continue with Google**

You can log in using your Google account.

1. Select Continue with Google.
2. If you're already logged into your Google account on your device, click the link to access your BGO Connect account.
3. If you're not logged into your Google account, complete the Google Sign in screen that appears and then you'll be redirected to BGO Connect.

## **Continue with Microsoft**

You can log in using your Microsoft account.

1. Select Continue with Microsoft.
2. If you're already logged into your Microsoft account on your device, click the link to access your BGO Connect account.
3. If you're not logged into your Microsoft account, complete the Microsoft Sign in screen that appears and then you'll be redirected to BGO Connect.

## **Continue with Apple**

You can log in using your Apple account.

1. Select Continue with Apple. Two options appear.
2. To log in using your password, enter your Apple password to access your BGO Connect account.
3. To log in using a passkey, scan the QR code to access the URL link to your BGO Connect account.