READ THIS FIRST

We have designed your telephone to conform to federal regulations and you can connect it to most telephone lines. However, each device you connect to the phone line draws power from it. This power draw is the device's *Ringer Equivalence Number*, or REN. The REN is shown on the bottom of your phone.

If you are using more than one phone or other device on the line, add up all the RENs. If the total is more than five (or three in rural areas) your phones might not ring. If ringer operation is impaired, remove one of the devices from the line.

If your phone causes problems on the phone line, the telephone company can disconnect your service. The phone company tries to notify you in advance. If advance notice is not practical, the telephone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

The phone company can also make changes to its lines, equipment, operations, or procedures that could affect the phone's operation. The phone company notifies you in advance, so you can take the necessary steps to prevent interruption of your phone service.

FCC STATEMENT

Your telephone complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your telephone company. These numbers are shown on the bottom of your phone.

Note: You must not connect your telephone to:

- Coin-operated systems
- · Party-line systems
- Most electronic key phone systems

CARE

- Keep the phone dry.
- Handle the phone carefully. Do not drop it.
- Do not use or store the phone in temperature extremes.
- Keep the phone away from dust and dirt.
- Do not modify or tamper with the phone's internal components. Doing so might invalidate the phone's warranty and void your FCC authorization to operate it. If the phone is not operating as it should, take it to your local RadioShack store for assistance. If the trouble is harming the phone lines, the phone company might ask you to disconnect the telephone until you fix the problem.

RadioShack Limited Warranty

This telephone product is warranted against manufacturing defects in material and workmanship for one (1) year from the date of purchase from RadioShack company owned stores and authorized RadioShack franchisees and dealers. Within this period **bring your RadioShack sales slip** as proof-of-purchase date to any RadioShack store.

This warranty does not cover damage or failure caused by or attributable to Acts of God, abuse, misuse, improper or abnormal usage, faulty installation, improper maintenance, lightning or other incidence of excess voltage, or any repairs other than those provided by a RadioShack Authorized Service Facility, or transportation costs. RadioShack is not responsible or liable for indirect, special, or consequential damages arising out of or in connection with the use or performance of the product or other damages with respect to loss of property, loss of revenue or profit, or costs of removal, installation or reinstallation.

EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. Some states do not allow the limitation or exclusion of incidental or consequential damages and some states do not allow limitation or exclusion of implied warranties; therefore, the aforesaid limitation(s) or exclusion(s) may not apply to the purchaser. There will be charges rendered for repairs to the product made after the expiration of the aforesaid one (1) year warranty period.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

We Service What We Sell

10/95

R RadioShack™

Krystalite Neon Phone

n Neon Light

n Tone or Pulse (Rotary) Dialing

n Redial

n Flash

n Ringer Switch

n Hold Button with Indicator

n Hearing-Aid Compatible

RadioShack A Division of Tandy Corporation Fort Worth, Texas 76102

Owner's Manual Cat. No. 43-811

CONNECTING THE PHONE

Route supplied adapter through strain-relief slot.

Note: The adapter powers the light.

Cautions:

- Always unplug the adapter from the AC outlet before you unplug the other end from the phone.
- You must use an adapter that supplies 12V and delivers at least 500 mA. Its center tip must be set to positive, and its plug must correctly fit the phone's **DC 12V** jack. Using an adapter that does not meet these specifications could seriously damage the phone or adapter.

Note: The phone company charges to install any necessary jacks. The USOC number of the jack to be installed is RJ11C .





This symbol is intended to inform you that parts inside the telephone present a risk of electric shock.



This symbol is intended to alert you to important operating and servicing instructions included in the papers with the telephone.

USING THE PHONE

Switch to **TONE** or **PULSE** to match the type of service you have.

If you have pulse (rotary) service, you can switch to **TONE** during a call to use tone services.

Set $\ensuremath{\mathsf{RINGER}}$ on/off to on to

have the ringer sound when you receive a call or to **OFF** to silence the ringer. You can still make calls with the ringer off, and you can receive calls if you hear another phone on the same line ring.

You can set LAMP/LOW/HI/OFF to:

- LOW for a dim glow.
- HI for a bright glow.
- **OFF** to turn off the neon light.

Notes:

- Regardless of the lamp switch setting, the neon light turns off when you pick up the handset, and flashes when the phone rings.
- It is normal for your new neon lamp to occasionally flicker when you first use it. If it flickers, set LAMP/ LOW/HI/OFF to OFF for 1 minute, then set the switch to HI or LOW to turn the neon lamp on again. This should steady the lamp's glow.

Press **REDIAL** to dial the last number dialed (up to 31 digits).

Note: The redial memory does not store a **FLASH** entry or any keys you press after **FLASH**.

Press **FLASH** to produce a timed switchhook signal for special services such as call waiting.

Note: If you do not subscribe to any special services, pressing **FLASH** might disconnect the call.

Press to disconnect a call.

The indicator lights when a call is on hold .

Press **HOLD** to hang up the handset without disconnecting the call. To release a call from hold, lift the handset or press and hold the switchhook for 1 second.

Note: Do not press **FLASH** to release a call from hold.

Plug the handset cord into the jacks on the handset and base.

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