1. Telephone Jack
2. Power Jack
3. Display
4. New Call LED
5. Up Button
6. Down Button
7. Ringer Hi/Lo/Off Switch
8. Memory Button
9. Emergency (Ambulance) Button
10. Tone/Pulse Switch
11. Store Button
12. Flash Button
13. Speaker Volume Control
14. Mute Button
15. Key Pad
16. Redial Button
17. Visual Ringer LED
18. Speakerphone Button
19. Call Back Button
20. Hook Switch
21. Delete Button
22. Handset Guide
23. Emergency (Fire) Button
24. Emergency (Police) Button
25. Receiver Volume Control

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink or laundry tub, in a wet basement or near a swimming pool.
2. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
3. Do not use the telephone to report a gas leak in the vicinity of the leak.
4. Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible special disposal instructions.

SAVE THESE INSTRUCTIONS!

INDUSTRY CANADA CS03 STATEMENT

This product meets the applicable Industry Canada technical specifications. This is confirmed by the registration number. The abbreviation, IC before the registration number signifies that registration was performed based on a Declaration of Conformity indicating that Industry Canada technical specifications were met. It does not imply that Industry Canada approved the equipment.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connections. The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations. Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user of this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

WARNING! Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority,or an electrician, as appropriate.

CAUTION: The Ringer Equivalence Number (REN) assigned to each terminal device provides an indication of the maximum number of terminals allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the Ringer Equivalence Numbers of all the devices does not exceed 5. An alternative indication of the REN is the Load Number (LN); this number should be divided by 20 to approximate the equivalent REN. The REN Number of this unit is indicated on the bottom of your telephone.

INDUSTRY CANADA RSS 210 NOTICE: CLASS B LIMITS WITH INTERFERENCE STATEMENT

This equipment complies with the limits of a Class B digital device as specified in Industry Canada Regulations. These limits provide reasonable protection against radio and TV interference in residential areas. However, this device might cause radio or TV interference even when it is operating properly.

Operation is subject to the following two conditions: (1) This device may not cause interference, and (2) this device must accept any interference including interference that may cause undesired operation of the device.

To eliminate the interference, you can try one or more of the following:
• Reorient or relocate the receiving antenna.
• Move your device away from the receiver.
• Connect your device to an outlet that is on a different electrical circuit from the receiver.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus.

BATTERY NOTES

Dispose of old battery promptly and properly.

Do not burn or bury batteries.

Use only fresh batteries of the required size and recommended type.

Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

If you do not plan to use the phone for two weeks or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

You must install the batteries before connecting the telephone to the walljack. If no batteries are installed, the telephone and Caller ID will not work.

INSTALLATION

CHOOSE YOUR LOCATION

Your unit must be placed on a hard flat surface and connected to the telephone wall jack. Allow at least one inch (2.5cm) to the rear and four inches (10cm) above the unit for ventilation.

TO INSTALL 4 AA BATTERIES

If AC power fails or you unplug the AC adapter, 4 AA batteries (not supplied) are required for the Caller ID functions and to maintain the Caller ID and Speed Dialing memories.

To Install Batteries
1. Use a flat-blade screwdriver to lift the battery compartment door.
2. Insert four AA batteries into the compartment as indicated by the polarity symbols.
3. Snap the battery compartment door back into place.

To Replace Batteries
The unit will signal you when the batteries become weak and need replacing. Once battery power has been sufficiently drained, the ▬◻ icon will appear on the LCD display. Disconnect the line cord, then replace the AA batteries with four (4) fresh ones.

CONNECTING AC POWER

Use only the provided 4313348 AC Adapter.
1. Plug the AC adapter into power jack in your unit.
2. Plug the AC adapter into a standard 120 volt wall outlet. Do not attach (staple, etc.) the AC adapter cord to the building wall.
Note: Plug the adapter to the socket-outlet which is near the equipment and shall be easily accessible.

SETTING UP YOUR CALLER ID

DO NOT CONNECT the line cord to the wall outlet until the Caller ID setup has been completed.

1. Press and hold both **UP** and **DOWN** buttons for about four seconds until *ENTER LANGUAGE* displays, then *ENG ESP FRA* appears. *ENG* flashes.
2. Press **UP** or **DOWN** button to select the desired language, press **DELETE** button to confirm. *LCD CONTRAST, 1, 2, 3, 4* and *5* are displayed. *3* flashes.
3. Press **UP** or **DOWN** button to select the contrast level (from 1 - 5), press **DELETE** button to confirm. *ENTER AREA CODE*, and _ _ _ appears. The first __ flashes.
4. Press **UP** or **DOWN** button to select the first digit of the area code. Press **DELETE** button to confirm the selection. The second _ flashes.
5. Repeat steps 1 through 4 to set the second and the third digit. Once you have confirmed the third digit of the area code, *ENTER TIME DATE* appears, and the hour digit flashes.
6. Press **UP** or **DOWN** button to select the desired hour. PM appears for a PM hour.
7. Press **DELETE** button to confirm.
8. Repeat steps 6 and 7 to set the minutes, month and date.

The LCD shows *TOTAL:00 NEW:00*, which means both the total call and new call counter are zero.

USING THE PHONE ON A DESK

1. Plug one end of the supplied long modular cord into the TEL. LINE jack at the back of the base.
2. Plug the cord's other end into a modular phone line jack.
3. Place the phone on a shelf, desk, or table near enough to the modular phone line jack so that there is no strain on the cord.

HANGING THE PHONE ON THE WALL

When the unit is wall mounted, the handset guide holds the handset in place in the cradle.

On a Wall Phone Plate
1. Press and lift out the handset holder. Rotate it 180°, and snap it into place so it will hold the handset in place when the phone is mounted on the wall.
2. Insert the mounting bracket's two tabs into the matching slots opposite the keyhole slot on the underside phone's base. Then press down and slide the bracket upward until the tabs snap into place.

3. Plug one end of the supplied short modular cord into the LINE jack at the back of the base.
4. Plug the cord's other end into the wall plate jack, then align the base's keyhole slots with the wall plate studs and slide the phone downward to secure it.

On a Wall Without a Plate
To mount the phone directly on a wall, in addition to the preceding steps, you need two screws (not supplied) with heads that fit into the keyhole slot on the bottom of the base.
1. Drill two holes 3 inches (83mm) apart (vertically). Then thread a screw into each hole, letting the heads extend about 1/5 inches (5mm) from the wall.
2. Substitute the long modular cord for the short cord.

CONNECTING THE HANDSET

Plug one end of the supplied coiled cord into the handset's modular jack. Then connect it to the jack on the left side of the telephone base.

TELEPHONE FEATURES

TONE/PULSE SWITCH

Set the **TONE/PULSE** switch on the side of the phone for the type of service you have. If you are not sure which type you have, do this simple test.
1. Set **TONE/PULSE** to **TONE**. Lift the handset or press **SPKPHONE** button, listen for a dial tone.
2. Press any number except 0. If your phone requires that you dial an access code (9, for example) before you dial an outside number, do not press the access code number either.
   • If the dial tone stops, you have touch-tone service. Leave the setting to **TONE**.
   • If the dial tone continues, you have pulse service. Set **TONE/PULSE** to **PULSE**.

RECEIVER VOLUME CONTROL

Use **RECEIVER VOL** control to adjust the receiver volume for a comfortable listening level.

RINGER OFF/LOW/HIGH

If you do not want to hear the phone ring, set **RINGER** to **OFF**. You can still make calls with the ringer off, and you can answer calls if you hear another phone on the same phone line ring. The visual ringer LED flashes when the phone rings, even when the ringer is off. If you want to hear the phone ring, set **RINGER** to **HI** or **LO**.

MUTE

To talk to someone on your end of the phone without the caller hearing your conversation, hold down **MUTE** button. Release **MUTE** button to resume your conversation.

FLASH

FLASH performs the electronic equivalent of a switch hook operation for special services, such as Call Waiting.
For example, if you have Call Waiting, press **FLASH** button to answer an incoming call without disconnecting the current call. Press **FLASH** button again to return to the first call.

Note: If you do not have any special phone services, pressing **FLASH** button might disconnect the current call.

REDIAL

Pick up the handset or press **SPKPHONE** button, press **REDIAL** button when you hear a dial tone. The number scrolls across the display, and the phone dials it.

Note: The redial memory holds up to 32 digits, so you can redial long distance as well as local phone numbers.

PAUSE

In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before dialing an outside number. When you manually dial a number, or when you store a number in memory, you can have your telephone pause anywhere during the dialing sequence. Simply press **REDIAL** button at the desired location.

When you redial or memory dial a number, the telephone pauses for about 4 seconds at the pause entry. For longer pauses, press **REDIAL** button again.

TIMER

This unit is designed with a clock-timer to count the off-hook time in seconds, up to one hour. The timer appears in the display and starts to count up when you dial any number or answer incoming calls.

Notes:
• If you lift the handset or press **SPKPHONE** button and don't dial any number, the timer will appear and start to count after 10 seconds.
• When the off-hook time extends beyond an hour the timer counts up to 59:59, returns to 00:00, and continues counting.

HEARING AID COMPATIBLE

This equipment is hearing aid compatible.

TELEPHONE OPERATION

RECEIVING A CALL

1. When you receive a call, the phone rings and the NEW CALL LED flashes. CALL# and the caller's phone number appears on the display (if you subscribe to a Caller ID service from your phone company).
2. To answer the call, pick up the handset or press **SPKPHONE** button (speakerphone LED turns on).
   Note: Use the volume control on the right side of the base to adjust the speakerphone volume.
3. To end a call, hang up the handset or press **SPKPHONE** button once again (speakerphone LED turns off).

Note: The NEW CALL LED continues to flash until you have reviewed all calls.

DIALING A CALL

1. Pick up the handset or press **SPKPHONE** button, wait for a dial tone.
2. Press the keypad for the number you wish to dial. The number dialed appears on the display.

When you complete your call, hang up the handset or press **SPKPHONE** button. After a few seconds the number disappears, and the display returns to normal.

Note: If you dial a number over 16 digits, only the last 14 digits appear on the display.

TONE/PULSE COMBINATION DIALING

Some phone services, such as alternate long distance and bank-by-phone, require tone signals for communications. If you have pulse service, you can still use tone service.
1. Connect to the special service using pulse dialing.
2. When the special service answers, press * button to temporarily switch to tone dialing.
3. When you complete the call and hang up the handset or press **SPKPHONE** button, the unit automatically returns to pulse service.

BASIC MEMORY PROGRAMMING

The telephone can store up to 13 phone numbers in memory (3 emergency numbers, and 10 standard memory numbers).
1. Press **STORE** button, *STORE* appears on the display.
2. Enter the number to be stored. The number appears on the display.
3. Press **STORE** button again. *STORE* and *MEM* appear on the display.
4. Enter the desired memory location for the number. To store the number in an emergency memory location, press an emergency memory icon (🚗, 🔥 or ✚). To store the number in a standard memory location, press a number key (0-9).

COPY FROM THE CALLER ID TO TELEPHONE MEMORY

1. Press **UP** or **DOWN** button until the desired number appears.
2. Press **STORE** button twice. *STORE* and *MEM* appear on the display.
3. Press a memory location (0 to 9 on the keypad) to store the number in standard memory, or press any one of the three direct memory keys (🚗, 🔥 or ✚) to store the number in that priority memory location.

DIALING A STORED NUMBER

1. Lift the handset or press **SPKPHONE** button.
2. To dial a number stored in an emergency memory location, press that emergency icon. If you are dialing a number stored in a standard memory location, press **MEM** button, then press the desired memory key (0 – 9).

CALLER ID OPERATION

If you subscribe to a Caller ID service, the phone automatically displays information about calls you receive and stores the information in Call ID memory. The system can store up to 64 incoming phone numbers and incoming names into call records.

During an incoming call, the phone company automatically sends the correct time between the first and second rings to update your system's display (if you subscribe to Caller ID service).

VIEW THE CALLER ID MEMORY

Repeatedly press **UP** or **DOWN** button to review the new calls, once the new calls have been reviewed, *END OF NEW CALL* appears.

To review all the records from oldest to newest, repeatedly press **UP** button.

To review the records from newest to oldest, repeatedly press **DOWN** button. After you review all the records in memory, *END OF LIST* appears.

If an incorrect, invalid or incomplete Caller ID signal is received, the display shows *LINE ERROR*.

If the name and number are not available due to the caller's restriction, the display shows *PRIVATE CALL*. If the name and number are not available, the display shows *-UNAVAILABLE-*.

RPT appears with a number if you have received a call from the same phone number more than once.

If you do not press a button within 20 seconds, the system automatically returns to the normal display.

DELETING THE CALLER ID MEMORY

You can select and delete an individual call record, or delete all call records stored in the system.
Notes:
• When the phone's memory is full, it automatically replaces the oldest call record with the newest incoming call.
• If you do not press a button within 15 seconds of when *ERASE ALL CALLS* appears, the phone returns to the normal display.

To delete a single call record, press **UP** or **DOWN** button until the call record you want to delete appears.

When the phone displays the call record, press **DELETE** button twice quickly. The phone deletes the call record, and automatically renumbers the remaining call records.

To delete all of the call records at once, at the normal display, hold down **DELETE** button for about three seconds. *ERASE ALL CALLS* appears.

Press **DELETE** button. The system deletes all call records. *NO CALLS* appears, then *TOTAL:00* appears.

CALL BACK (REDIAL) FROM THE CALLER ID MEMORY

Option 1
1. With the handset hung up on the base, press **UP** or **DOWN** button to find the number to be dialed.
2. Press **CALL BACK** button twice. *PICK UP CALL* appears.
3. Lift the handset or press **SPKPHONE** button. The number is dialed automatically.

Option 2
1. Lift the handset or press **SPKPHONE** button.
2. Press **UP** or **DOWN** button to find the number to be dialed.
3. Press **CALL BACK** button twice. The number is dialed automatically.

When the caller's phone number has a different area code from the preset area code:

The initial digit 1 and the three-digit area code will be inserted automatically during Caller ID memory call back.

1. Press **CALL BACK** button. The 11-digit number will flash.
2. Press **CALL BACK** button again to confirm and dial the 11-digit number.

When the caller's phone number has the same area code as the preset:

The initial digit 1 and the three-digit area code will be deleted during the Caller ID memory call back.
1. Press **CALL BACK** button. The seven-digit number flashes.
2. Press **CALL BACK** button again to confirm and dial the seven-digit number.

Your telephone company may require a different format for making out-of-area (toll) calls within your area code.

When your telephone company requires you to dial more than a seven-digit number (same area code) to make toll calls within your area code, or an 11-digit number (different area code) use one of the 4 options below for Caller ID call back.

Option 1
1 + Area Code + 7-digit number (11 digits)

Option 2
1+7-digit number (8 digits)

Option 3
Area Code + 7-digit number (10 digits)

Option 4
7-digit number

1. Press **UP** or **DOWN** button to find the Caller ID memory to be dialed.
2. Press **CALL BACK** button. The 7-digit number (if same as area code) or 11-digit number (if different area code) flashes.
3. Press **UP** or **DOWN** button to select one of the four options.
4. Press **CALL BACK** button again to confirm.
5. Pick up the handset or press **SPKPHONE** button. The selected number is dialed.

SURGE PROTECTION

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone when storms approach to reduce the possibility of damage.

SETUP

Your telephone connects directly to a modular telephone line jack. If your telephone wiring does not have a modular jack, you can update the wiring yourself using jacks and adapters, or have the telephone company update the wiring for you.

Note: The CSA number of the jack to be installed is CA11C (or CA11W for a wall plate jack).

If your home has specially wired alarm equipment connected to the telephone line, be sure that installing the telephone does not disable your alarm equipment. If you have questions about what will disable your alarm equipment, contact your telephone company or a qualified installer.

SERVICE AND REPAIR

Modifying or tampering with the telephone's internal components can cause a malfunction and might invalidate its warranty.