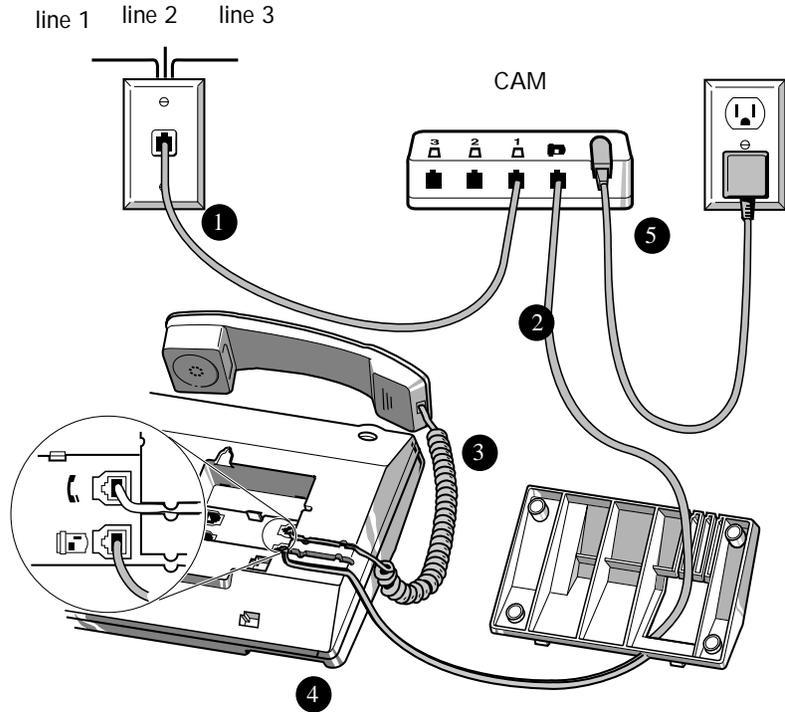


If you have only one Venture phone and all your telephone company lines are terminated on one jack, these Quick Start Instructions will enable you to set up your phone and use it right away. For more detailed information or if you have more than one Venture phone or more than one wall jack, refer to your User Guide.

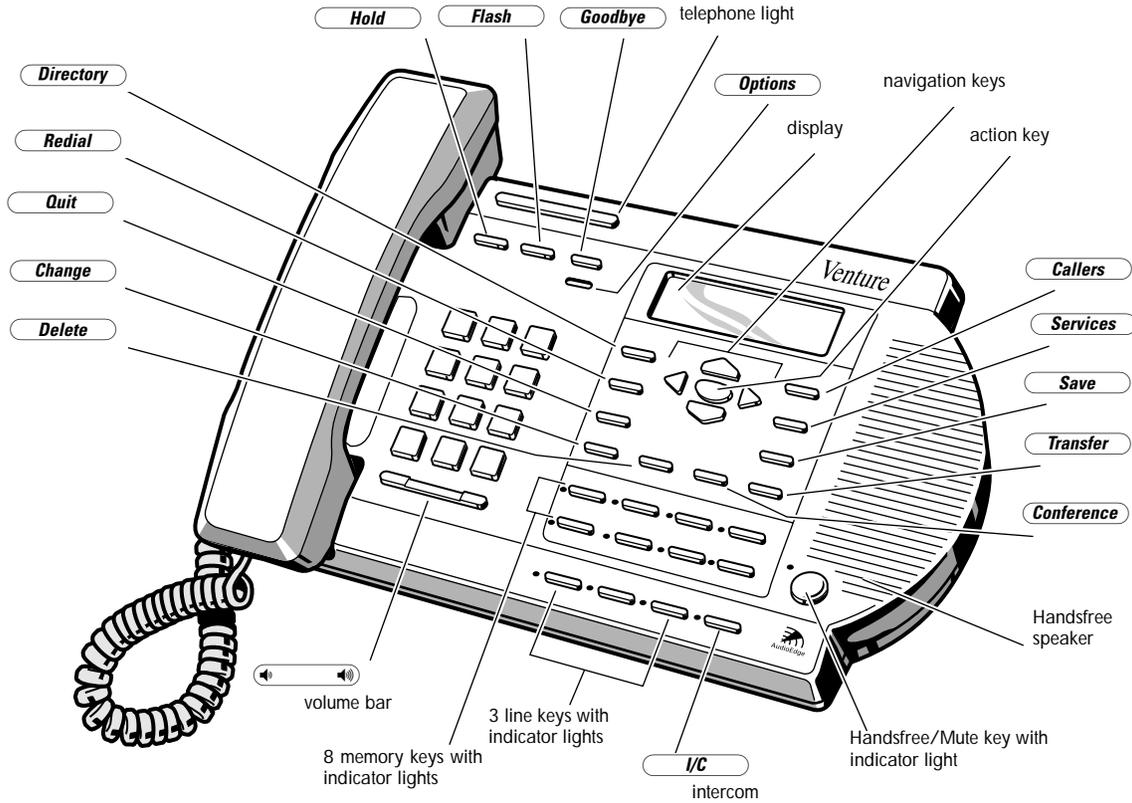
## Connecting your phone

1. Plug one end of a silver 6-wire cord into the wall jack and the other end into port 1 of the CAM.
2. Plug one end of a black 8-wire cord into the phone port of the CAM and the other end through the stand and into CAM port on the back of the phone.
3. Plug one end of the handset cord into the handset and the other end in the handset port on the back of the phone.
4. Align the tabs on the edge of the stand with the holes on the back of the phone and push until they click into place.
5. Plug the power adapter cord into the port on the top of the CAM and the power adapter into an electrical outlet.



These instructions are continued on the back of this card.

# Key descriptions



## Key descriptions

**Hold** puts calls on hold and releases calls from hold.

**Flash** or Link connects you to telephone service provider features such as Three-way Calling.

**Goodbye** always ends an active call.

**Options** lets you access the Options list to customize your Venture phone.

**Callers** lets you access information on the last 200 callers - when they called and how many times they called - when you subscribe to calling line identification from your telephone service provider.

**Services** lets you have easy access to a list you create for services your phone service provider provides, such as Call Forward.

**Save** stores numbers and names in the Directory, Services list or a memory key. It may also be used to activate or deactivate an option while in the Options list.

**Transfer** transfers a call from your Venture phone to another Venture phone

in your system.

**Conference** creates and controls a conference call using the other lines or other phones in you Venture system.

**I/C** used to answer or initiate calls between Venture phones.

**Delete** erases items from a list or memory key.

**Change** changes an item within the Directory, Callers or Services lists, or information stored to a memory key.

**Quit** stops what you're doing with the phone and clears the display but does not end a call.

**Redial** displays the last 10 numbers you dialed.

**Directory** stores and provides access to up to 200 names and numbers.

 adjusts the receiver, speaker and ringer volume.

**Telephone light** lights when you have an incoming call, message waiting (if you have voice mail on your line), features turned on or when an extension is in use.

**Display** gives you instructions and information about calls and features.

**Navigation keys** ()

enables you to travel through the Options, Directory, Callers, Redial, Phone and Services lists. Also lets you backspace and erase when entering or changing names and numbers in lists.

In addition, press the  key when your phone is at idle to open the Phone list.

**Action key** enables you to dial a number or activate a feature shown on the display.

**Memory keys** store information that can be used to make calls or activate features. When a phone ID is stored to a memory key, it also provides a visual indication when that phone is busy.

**Line keys** are used to initiate or answer calls on your phone's three lines.

**I/C key** is used to initiate or answer calls between Venture phones.

**Handsfree/Mute keys** activates the speaker and microphone so you can listen and talk without lifting the handset or mutes the microphone.

## Setting up your phone

1. After plugging the power adapter into an electrical outlet, the display shows, \*=English, #=Españ, 1=Franç.
2. Press \*, # or 1 to select the language for your display. The display shows Enter a phone ID.
3. Use the dial pad to enter a phone ID number between 01 and 99.
4. Press **Save**. The display shows Enter a name.
5. Repeatedly press the key that has the letter or symbol that you want to use until it is displayed.
 

**Note:** To change to a capital or lowercase letter, press .
6. If the next letter or symbol is on the same key as the last one or if you want to insert a space, press  to advance the cursor.
7. Repeat steps 5 and 6 until you have entered the name.

**Note:** A name can have up to 16 characters including spaces.

8. Press **Save**. Your phone ID and name are automatically added to the Phone list.

**Note:** Information in the Phone list is used to place calls to other Venture phones. To see your phone list, press .

9. Fill in the handset card and insert it in the space provided under the handset on your phone.

## Making a call

1. Pick up the handset or press the Handsfree key.
2. Dial the number.
3. When your call is finished, hang up or press **Goodbye**.

## Answering a call

1. Pick up the handset or press one of the following: the Handsfree key, **I/C**, the flashing line key or the flashing memory key.

## Making a conference call

1. Make a call.
2. Press **Hold**.
3. Make your second call on another line.
4. To connect all three calls, press **Conference**.

## Customizing your phone

When you receive your phone it has been preset to the most commonly used settings. Customize your phone by changing the option settings.

For further information, consult your User Guide.