



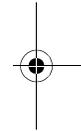
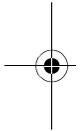
Cat. No. 14-1246

OWNER'S MANUAL

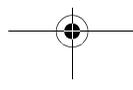
Please read before using this equipment.

SCP-105

**Digital AM/FM
Stereo Cassette Player**



OPTIMUS®





FEATURES



Your Optimus SCP-105 Digital AM/FM Stereo Cassette Player delivers excellent stereo sound through your headphones or amplified speaker system. The SCP-105 is portable so you can listen to cassette tapes or the AM/FM radio just about anywhere.

Important: To listen to your SCP-105, you need a pair of headphones or amplified speakers (not supplied) with a $\frac{1}{8}$ -inch (3.5-mm) mini-plug. Your local RadioShack store sells a wide variety of headphones and speakers.

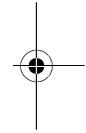
The SCP-105's features include:

AM/FM Digital PLL (Phase-Locked Loop) Tuning — gives you precise tuning and drift-free reception.

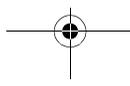
Extended Bass — for a powerful, heavy bass sound.

Slim Design — lets you carry the SCP-105 almost anywhere.

30-Station Memory — lets you store up to 30 of your favorite radio stations for quick tuning.



© 1999 Tandy Corporation.
All Rights Reserved.
RadioShack, Optimus, and Adaptaplug
are registered trademarks used by
Tandy Corporation.



Three Power Options — let you power your SCP-105 from internal batteries (not supplied), standard AC power (with an optional AC adapter), or your vehicle's battery (with an optional DC adapter).

Belt Clip — lets you attach the SCP-105 to your belt for hands-free carrying when you are on the go.

Game Function — lets you enjoy a challenging slot machine or number game anytime, anywhere.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

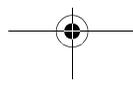
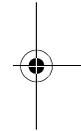
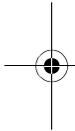
CONTENTS

Preparation	6
Before You Begin	6
Connecting Power	6
Using Batteries	6
Using AC Power	9
Using Vehicle Battery Power	10
Setting the Clock	11
Connecting Headphones or Speakers	14
Listening Safely	14
Traffic Safety	15
Using the Belt Clip	15
Setting the Frequency Ranges and Steps	16
Using the Radio	19
Manual Tuning	21
Memory Tuning	22
Storing Stations Manually	22
Selecting Stored Stations	23
Using the HOLD Switch	23
Using the Tape Player	24
Playing a Tape	24
Using Fast-Forward and Rewind	25
Tape Tips	26
Restoring Tape Tension and Sound Quality	26
Playing the Games	27
Playing the Slot Machine Game	27
Scoring	28
Playing the Number Game	29
Scoring	30
Exiting Game Mode	30



Care and Maintenance 31
 Cleaning the Tape-Handling Parts 32
 Resetting the SCP-105 33
 The FCC Wants You to Know 34

Specifications 35



PREPARATION

BEFORE YOU BEGIN

To protect the playback head during shipment, a protective foam piece is attached to it. Remove the foam piece before you use the SCP-105's cassette player.

CONNECTING POWER

You can power your SCP-105 from:

- internal batteries (not supplied)
- AC power (using an optional AC adapter)
- your vehicle's battery (using an optional DC adapter)

Note: Connecting an adapter automatically disconnects internal batteries.

Using Batteries

Your SCP-105 can use two AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

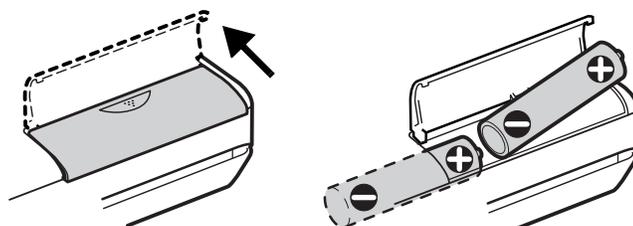
You can also use rechargeable nickel-cadmium batteries to power your SCP-105. Use a battery charger (available at your local RadioShack store) to charge nickel-cadmium batteries.

Cautions:

- 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.

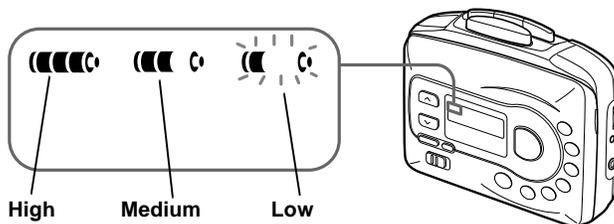
Note: While you replace the batteries, the SCP-105 retains the time and preset station frequencies you stored for about 1 minute. To prevent the time and frequencies from being erased, replace the batteries within 1 minute.

Follow these steps to install batteries.



1. Press down and pull the battery compartment cover as shown above to open it.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked beside the compartment.
3. Replace the cover.

The SCP-105's battery indicator shows the amount of battery power remaining. The indicator consists of three sections — the more sections that appear, the higher the battery power.



When  appears or the SCP-105 stops operating properly, replace or recharge the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the SCP-105 with batteries for a month or more, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

Important: Your SCP-105 can use nickel-cadmium rechargeable batteries. At the end of a nickel-cadmium battery's useful life, it must be recycled or disposed of properly. Contact your local, county, or state hazardous waste management authorities for information on recycling or disposal programs in your area or call 1-800-843-7422. Some options that might be available are: municipal curbside collection, drop-off boxes at retailers such as your local RadioShack store, recycling collection centers, and mail-back programs.



Using AC Power

You can power the SCP-105 using a 3V, 200-mA AC adapter and a size A Adaptaplug® (neither supplied). Both are available at your local RadioShack store.

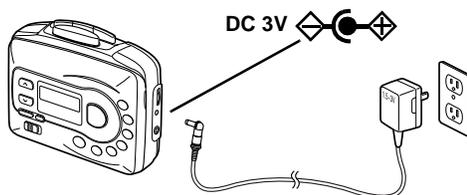
Cautions:



You must use a Class 2 power source that supplies regulated 3V DC and delivers at least 200 mA. Its center tip must be set to positive and its plug must fit the SCP-105's DC 3V jack. Using an adapter that does not meet these specifications could damage the SCP-105 or the adapter.

- Always connect the AC adapter to the SCP-105 before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the SCP-105.

Follow these steps to connect the SCP-105 to AC power.



1. Set the adapter's voltage switch to **3V**.
2. Insert the Adaptaplug into the adapter's cord so it reads + TIP.
3. Insert the plug into the SCP-105's **DC 3V** jack.
4. Plug the adapter into a standard AC outlet.

Using Vehicle Battery Power

You can power the SCP-105 from a vehicle's 12V power source (such as cigarette-lighter socket) using a 3V, 200-mA DC adapter and a size A Adaptaplug[®] (neither supplied). Both are available at your local RadioShack store.

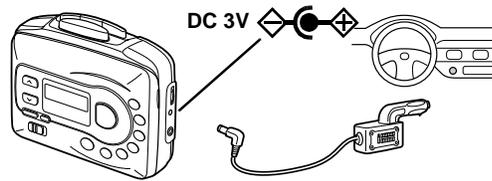
Cautions:



You must use a power source that supplies regulated 3V DC and delivers at least 200 mA. Its center tip must be set to positive and its plug must fit the SCP-105's **DC3V** jack. Using an adapter that does not meet these specifications could damage the SCP-105 or the adapter.

- Always connect the DC adapter to the SCP-105 before you connect it to the power source. When you finish, disconnect the adapter from the power source before you disconnect it from the SCP-105.

Follow these steps to power the SCP-105 from your vehicle's battery.



1. Set the adapter's voltage switch to **3V**.
2. Insert the Adaptaplug into the adapter's cord, so it reads + TIP.
3. Insert the plug into the SCP-105's **DC 3V** jack.
4. Plug the other end of the adapter into the vehicle's cigarette-lighter socket.

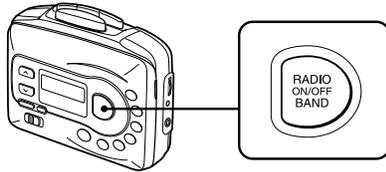
SETTING THE CLOCK

You can set your SCP-105 so it displays as many as 5 separate times. One clock displays the current time, three clocks display a time that is offset by an amount you set from the current time, and one clock displays any time you set.

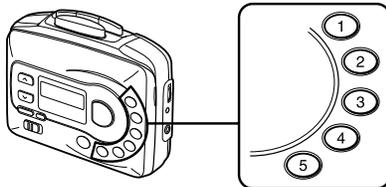
Note: You cannot set the time while listening to a tape or playing the radio.

Follow these steps to set the clock.

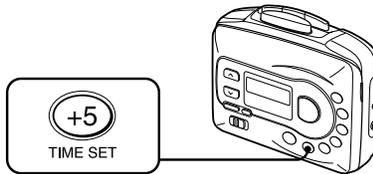
1. Repeatedly press **RADIO ON/OFF BAND** (if necessary) to display the clock.



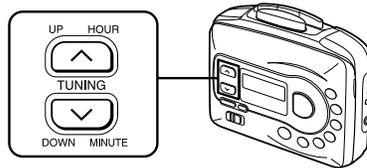
2. Hold down the desired clock's button (such as 1 for Clock 1) for about 2 seconds.



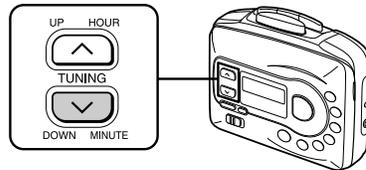
3. Hold down **TIME SET (+5)** for about 2 seconds until **:** (the colon) stops flashing.



4. When you set Clock 1 or 5, repeatedly press **HOUR** until the desired hour and **AM** or **PM** appear. Then, repeatedly press **MINUTE** until the desired minute and **AM** or **PM** appear. (Hold down **HOUR** or **MINUTE** to rapidly advance the time digits).



When you set Clock 2, 3, or 4, repeatedly press **MINUTE**. The minute digits increase by 30 minutes each time you press **MINUTE**.

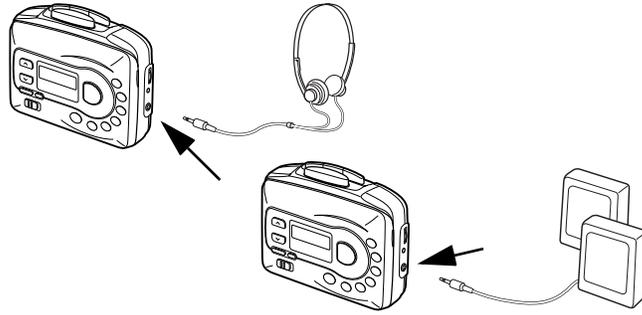


5. Press **TIME SET. :** (the colon) flashes and the clock starts.

To select a clock, hold down the desired clock number (1 – 5) button for about 2 seconds. The clock you selected appears.

CONNECTING HEADPHONES OR SPEAKERS

To connect your headphones or amplified speaker system (not supplied) to the SCP-105, insert the headphones' or amplified speaker system's 1/8-inch (3.5-mm) mini-plug into the SCP-105's  jack.



Listening Safely

To protect your hearing, follow these guidelines when you use headphones.

- Set the volume to the lowest setting before you begin listening. After you begin listening, adjust the volume to a comfortable level.
- Do not listen at extremely high volume levels. Extended high-volume listening can lead to permanent hearing loss.

- Once you set the volume, do not increase it. Over time, your ears adapt to the volume level, so a volume level that does not cause discomfort might still damage your hearing.

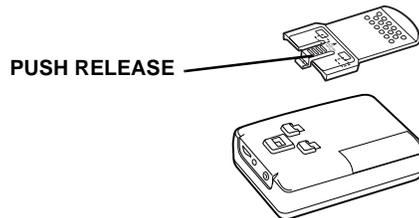
Traffic Safety

Do not wear headphones while operating a motor vehicle or riding a bicycle. This can create a traffic hazard and could be illegal in some areas.

Even though some headphones let you hear some outside sounds when listening at normal volume levels, they still can present a traffic hazard.

USING THE BELT CLIP

The supplied belt clip lets you keep your hands free while you listen to the SCP-105. To attach the belt clip, insert the belt clip's latches into the slots on the SCP-105 and slide it up until it locks into place.



To remove the belt clip, press **PUSH RELEASE**, slide the belt clip downward, then lift it off.

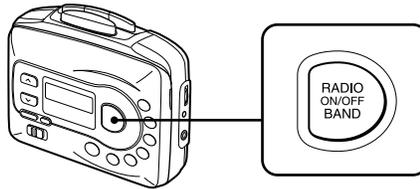
SETTING THE FREQUENCY RANGES AND STEPS

The SCP-105 is preset to tune frequencies in increments of 10 kHz (AM) and 0.2 MHz (FM), which are standard increments in the United States.

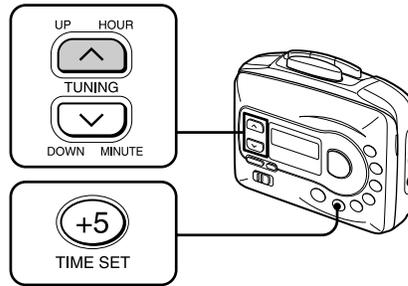
In Europe and some other parts of the world, AM and FM frequencies are broadcast in increments of 9 kHz (AM) and 0.05 MHz (FM). In Japan, AM and FM frequencies are broadcast in increments of 9 kHz (AM) and 0.1 MHz (FM). For proper tuning, set the frequency steps for AM and FM based on your location.

Note: Changing the frequency ranges and steps erases all stored stations.

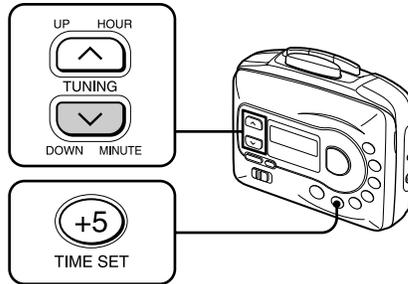
Press **RADIO ON/OFF BAND** to turn on the radio.



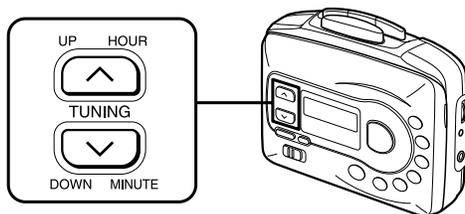
To listen to frequencies in Japan, hold down **TIME SET** and **TUNING**  for about 7 seconds. **JP** appears briefly and a beep sounds, then the display shows the lowest frequency for the selected band.



To listen to frequencies in Europe and countries other than Japan and the United States, hold down **TIME SET** and **TUNING**  for about 7 seconds. **EU** appears and a beep sounds, then the display shows the lowest frequency for the selected band.

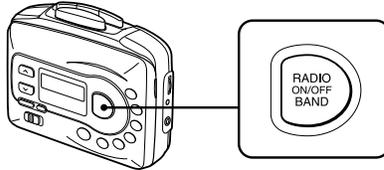


To listen to frequencies in the US, hold down **TUNING**  and  for about 7 seconds. **US** appears and a beep sounds, then the display shows the lowest frequency for the selected band.



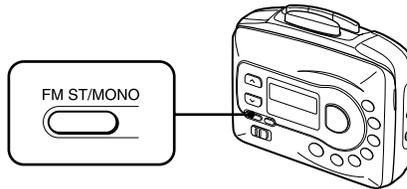
USING THE RADIO

1. Repeatedly press **RADIO ON/OFF BAND** until the desired band appears (**AM**, **FM1**, or **FM2**).



Note: FM1 and FM2 store stations in the same frequency range, but in different (separate) memory locations.

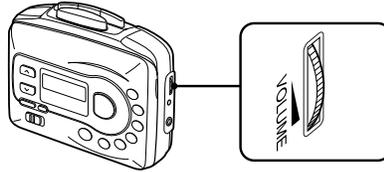
2. To select stereo reception, repeatedly press **FM ST/MONO**. **FM ST** appears (if the signal is stereo and strong) or **FM ST** flashes (if the signal is weak). To listen to weaker stations in mono (for better reception), repeatedly press **FM ST/MONO** until **FM ST** disappears.



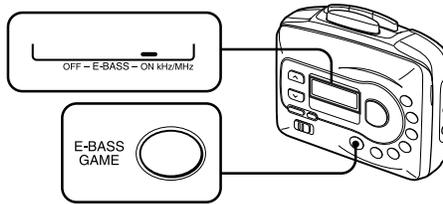
Notes:

- The AM antenna is built-in. Position the SCP-105 for the best AM reception.
- For the best FM reception, fully uncoil the headphones' or speakers' cord.

3. Use **TUNING** \wedge or \vee to tune to the desired station using manual or memory tuning (see "Manual Tuning" on Page 21 or "Memory Tuning" on Page 22).
4. Adjust **VOLUME** to the desired listening level.



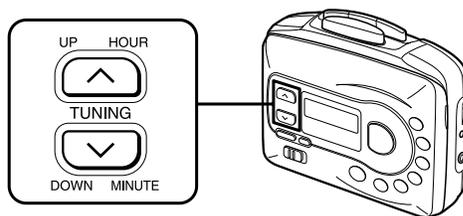
5. To emphasize the bass sounds, repeatedly press **E-BASS (GAME)** until a bar appears above **E-BASS - ON**. Repeatedly press **E-BASS (GAME)** until the bar appears above **E-BASS - OFF** to turn it off.



6. To turn off the radio, repeatedly press **RADIO ON/OFF BAND** until the time appears.

MANUAL TUNING

To manually tune the SCP-105, repeatedly press **TUNING ^** or **▼** to tune up or down the band.



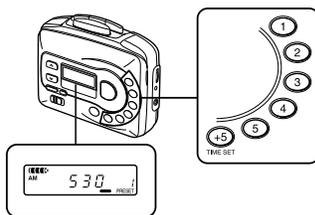
For quicker tuning, hold down either **TUNING ^** or **▼** until the frequency on the display changes rapidly, then release the button. The SCP-105 continues to search for a frequency at a slower speed. When it receives a signal, **TUNED** appears. To stop tuning on a selected station, press **TUNING ^** or **▼**.

MEMORY TUNING

You can manually store up to 10 AM and 20 FM stations in memory (10 each in FM1 and FM2).

Storing Stations Manually

1. Repeatedly press **RADIO ON/OFF BAND** until the desired band appears (**AM**, **FM1**, or **FM2**).
2. Press **TUNING** \wedge or \vee to tune to the station you want to store.
3. Hold down one of the preset number buttons (**1 – 5**) or **+5** then a number button (for preset numbers 6–10) for about 2 seconds. The selected preset number and **PRE-SET** appear and the SCP-105 stores the station.



Repeat Steps 1–3 to store more stations. To replace a station you stored, simply store a new station in that preset number.

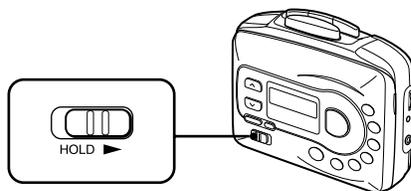
Selecting Stored Stations

1. Repeatedly press **RADIO ON/OFF BAND** to select the desired band.
2. Press a preset number button (**1 – 5**) to select a stored station, or press **+5** then a preset number button (to select preset numbers 6–10).

Note: Do not hold down the preset number button. Otherwise, another station will be stored in that memory location.

USING THE HOLD SWITCH

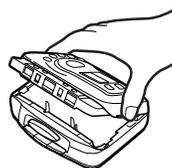
HOLD locks the SCP-105's radio or clock function buttons and **E-BASS/GAME** so you cannot accidentally change them. To lock them, slide **HOLD** in the direction of the arrow. **HOLD** flashes on the display for several seconds then appears steadily. To unlock the buttons, slide **HOLD** in the opposite direction.



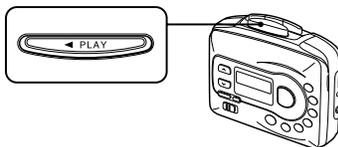
USING THE TAPE PLAYER

PLAYING A TAPE

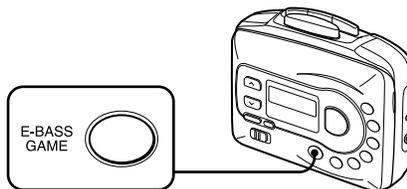
1. If the radio is on, turn it off by repeatedly pressing **RADIO ON/OFF BAND** until the clock appears.
2. Insert a prerecorded cassette into the guides with the exposed tape edge facing out and the full reel to the left. Then close the door.



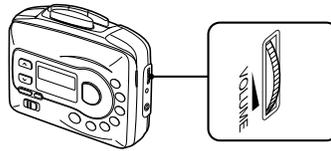
3. Press **◀PLAY**. The battery indicator and **TAPE** appear and the tape begins to play.



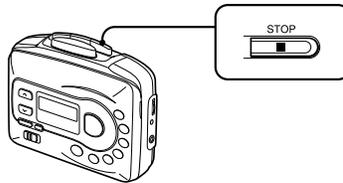
4. To emphasize the bass sounds, repeatedly press **E-BASS (GAME)** until a bar appears above **E-BASS - ON**. Repeatedly press **E-BASS (GAME)** until the bar appears above **E-BASS - OFF** to turn it off.



5. Adjust **VOLUME** to a comfortable listening level.

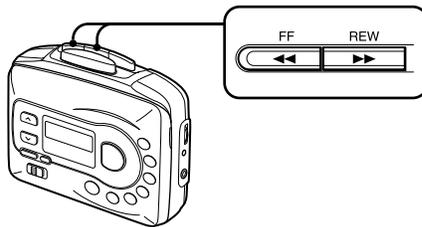


6. To stop the tape, press **■STOP**.



USING FAST-FORWARD AND REWIND

When the tape is stopped, press **◀◀FF** or **▶▶REW** to rewind or fast-forward it. To stop the tape before it reaches the end, press **■STOP**. When the tape has rewound fully, press **■STOP**. **▶▶REW** releases.



TAPE TIPS

Tape quality greatly affects the quality of the recording. We recommend extended-range or low noise Type 1 regular length (60- or 90-minute) normal-bias cassette tapes. We do not recommend long-play cassette tapes such as C-120s because they are thin and can easily tangle.

Restoring Tape Tension and Sound Quality

After you play a cassette tape several times, the tape might become tightly wound on the reels. This can cause playback sound quality to deteriorate.

To restore the sound quality, fast-forward the tape from the beginning to the end of one side, then completely rewind it. Then loosen the tape reels by gently tapping each side of the cassette's outer shell on a flat surface.

Caution: Be careful not to damage the cassette when tapping it. Do not touch the exposed tape or allow any sharp objects near the cassette.

PLAYING THE GAMES

Your SCP-105 has a slot machine game and a number game. You can play either game in the standby, tuner, or tape mode.

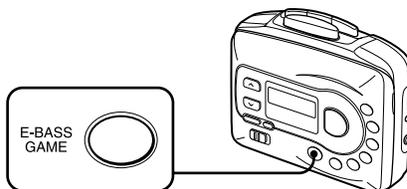
Notes:

- You can switch from one game to another anytime during the game by pressing **E-BASS/GAME** once.
- While playing the game, all the buttons on the cassette holder are disabled except those used to play the game, **RESET**, and **HOLD**.

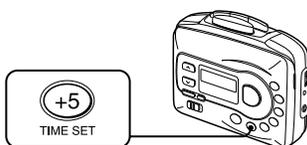
PLAYING THE SLOT MACHINE GAME

Game 1 is a slot machine game. You have 20 points when you start playing.

To select the slot machine game, hold down **E-BASS/GAME** for about 3 seconds until **000** and **1** appear.



Press **+5** once to start the game. The numbers on the display change.



Repeatedly press **+5** to stop the numbers. The numbers stop one by one (from left to right).

If you do not press **+5** to stop the numbers, each digit automatically stops after a few seconds.

When all the digits have stopped, your score appears.

Scoring

If **777** appears, you get 50 points and all the bar indicators flash.

If all the digits are the same but not **777** (such as 888, 333, and so on), you get 20 points and two bars flash.

If all the digits are different or only two digits are the same, you lose 1 point.

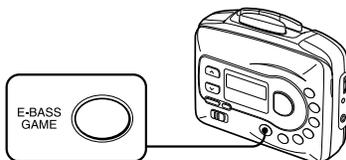
You win the game when your score reaches 999 points.

You lose the game when your score falls to 0 points.

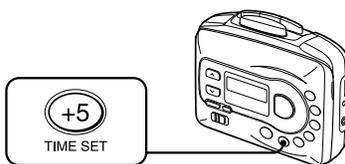
PLAYING THE NUMBER GAME

The objective of the number game is to clear the number shown on the display by pressing the same number, using the number buttons (1 – 5).

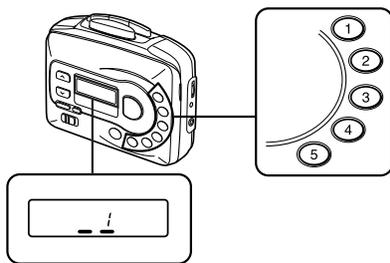
To select the number game, hold down **E-BASS/GAME** for about 3 seconds until **000** and **1** appear. Then press **E-BASS/GAME** again. **0000** and **2** appear.



Press **+5** once to start the game. Numbers from 1 to 5 appear, one at a time, at random.



As you see a number, press that button (1 to 5). If you press the correct button, two bar indicators flash and the SCP-105 beeps. The more numbers you match, the sooner the next number disappears. The beep is disabled during radio or tape use.



After one minute, the game ends automatically, all the bar indicators flash, and your score appears.

Scoring

You get 1 point when you match a number. The maximum score is 50 points.

EXITING GAME MODE

The SCP-105 automatically exits the game mode if you stop playing for about 5 minutes. To exit the game mode sooner, hold down **E-BASS/GAME** for about 3 seconds. **BYE** flashes.

CARE AND MAINTENANCE

Your Optimus SCP-105 Digital AM/FM Stereo Cassette Player is an example of superior design and craftsmanship. The following suggestions will help you care for your SCP-105 so you can enjoy it for years.



Keep the SCP-105 dry. If it gets wet, wipe it dry immediately. Liquids might contain minerals that can corrode the electronic circuits.



Use and store the SCP-105 only in normal temperature environments. Temperature extremes can shorten the life of electronic devices, damage batteries, and distort or melt plastic parts.



Keep the SCP-105 away from dust and dirt, which can cause premature wear of parts.



Handle the SCP-105 gently and carefully. Dropping it can damage circuit boards and cases and can cause the SCP-105 to work improperly.



Use only fresh batteries of the required size and recommended type. Batteries can leak chemicals that damage your SCP-105's electronic parts.



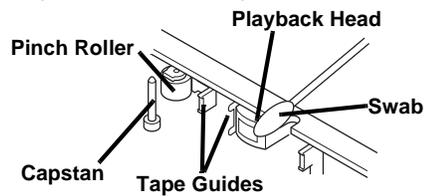
Wipe the SCP-105 with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the SCP-105.

Modifying or tampering with the SCP-105's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your SCP-105 is not performing as it should, take it to your local RadioShack store for assistance.

CLEANING THE TAPE-HANDLING PARTS

Dirt, dust or particles of the tape's coating can accumulate on the tape heads and other parts that the tape touches. This can greatly reduce the performance of the cassette player. After every 20 hours of tape player operation, follow these steps to clean the tape-handling parts or use a RadioShack cassette deck cleaning kit.

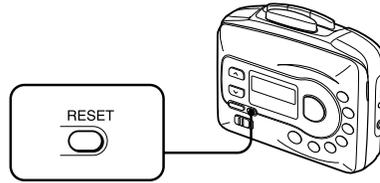
1. Remove the batteries and disconnect any other power source.
2. Open the cassette compartment door.
3. Press ◀ **PLAY** to expose the tape-handling parts.
4. Use a cotton swab dipped in denatured alcohol or tape head cleaning solution to clean the tape guides, play head, pinch roller, and capstan.



5. When you finish cleaning, press **■ STOP** and close the cassette compartment door. Then reconnect power.

RESETTING THE SCP-105

If the SCP-105's display locks up or stops operating properly after you connect power, first replace the batteries with new ones. If the SCP-105 still does not operate properly, you must reset it. To reset the SCP-105, use a pointed object such as a paper clip to press **RESET**.



Important: Resetting the SCP-105 clears all the settings you have stored. Reset the SCP-105 only when you are sure it is not working properly.



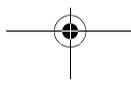
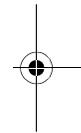
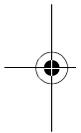
THE FCC WANTS YOU TO KNOW

This equipment complies with the limits for a Class B digital device as specified in Part 15 of *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your equipment might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or more of the following corrective measures:

- reorient or relocate the receiving antenna
- increase the distance between the equipment and the radio or TV
- use outlets on different electrical circuits for the equipment and the radio or TV

Consult your local RadioShack store if the problem still exists.

Warning: Changes or modifications to this unit not expressly approved by RadioShack could void the user's authority to operate the equipment.



SPECIFICATIONS

RADIO	FM	AM
Frequency Range	87.5–108.1 MHz	530–1710 kHz
IF Rejection	100 dB	47 dB
Image Rejection	22 dB	27 dB
Selectivity	24 dB	23 dB
Signal-to-Noise (S/N) Ratio	50 dB	30 dB
Stereo Separation	20 dB	—
Usable Sensitivity	20 dB μ V	52 dB μ V

CASSETTE PLAYER

Cassette Mechanism	Auto-stop
Wow and Flutter (WRMS)	0.2%
Signal-to-Noise Ratio	47 dB
Separation	28 dB
Frequency Response (–3 dB)	50–10000 Hz

GENERAL

Power Requirements	DC 3V (2 AA Batteries) DC Adapter (optional) AC Adapter (optional)
Speaker Output Impedance	32 Ohms
Dimensions (HWD)	4 ⁵ / ₈ × 3 ³ / ₄ × 1 ⁵ / ₈ Inches (116.7 × 91.5 × 35 mm)
Weight	4.9 oz. (140 gm)

Specifications are typical; individual units might vary. Specifications are subject to change and improvement without notice.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

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

RadioShack Customer Relations, 200 Taylor Street, 6th Floor,
Fort Worth, TX 76102

We Service What We Sell

12/99

12A99

8Z-HRC-926-11
991029BKK-O9
Printed in Indonesia