

GARDALL SAFE CORP

Microwave Safe Instructions

Thank you for purchasing a Gardall Safe! These instructions will assist you in operating your safe. Please save them for future reference. If you have any questions or problems, please call our Customer Service department at 800-722-7233.

HOW TO OPEN YOUR SAFE:

Press the START button and punch in your code. The green light should come on and you should hear a chirp. Once you hear the chirp turn the knob to open.

HOW TO CHANGE YOUR CODE:

Your safe is programmed with 2 user codes. The first one is **123456**. The second one is **567890**. You can change these codes to something that is easy for you to remember.

To change the first code **123456** to a new code, follow these simple instructions. (Make sure you have decided what your new code is before starting).

1. Press the "start" button.
2. Input your new 6-digit code.
3. Press the memory button inside the door. (white or red square button)

To change the second code of **567890**, follow these instructions.

1. Press the memory button inside the door. (white or red square button)
2. Press the "start" button.
3. Input your new 6-digit code.

Note that you can have both codes be the same numbers if you only want one combination in the safe.

*****IMPORTANT*****

You must do this with your door open. Once you have changed your combination, test it with your safe door open to make sure you have done it correctly. If you have any problems, please call our customer service department at 1-800-722-7233.

NOTE: IF YOU INPUT THE INCORRECT CODE FOUR TIMES THE LOCK WILL GO INTO THE LOCKOUT MODE AND BEEP CONTINUOUSLY FOR FIVE MINUTES. (DO NOT REMOVE THE BATTERIES). ONCE IT IS DONE BEEPING, YOU CAN INPUT YOUR CODE TO OPEN.

HOW TO CHANGE YOUR BATTERIES:

The batteries are located on the outside of the safe in the slide compartment next to your numbers on the keypad. It uses 4 AA batteries. Simply slide the compartment open to change your batteries. Your code will remain in the safe even if the batteries run out!