

JUWEL

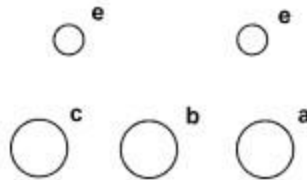
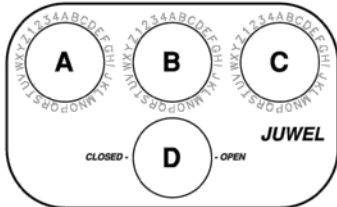
Prestigious Safes Since 1922

3-BUTTONS COMBINATION LOCK

27.000 POSSIBLE COMBINATION
CODES - INITIAL COMBINATION

SUPPLIED BY THE FACTORY: **AAA**

ON THE REVERSE SIDE OF THE DOOR



- ABC** = Combination wheels (26 letters + 4 numbers)
D = Control wheel (open - closed)

SafeKey.ru (812) 948-2292
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OPERATING INSTRUCTIONS

A) HOW TO OPEN

- 1- Turn the **ABC** wheels (it doesn't matter in which direction) and position their index on the set combination (the first time is **AAA**).
- 2 - Turn right the **D** wheel (from CLOSED to OPEN).
NOTE: If you want to leave the door open, you need closing the lock in order to upset the combination (see point 2).

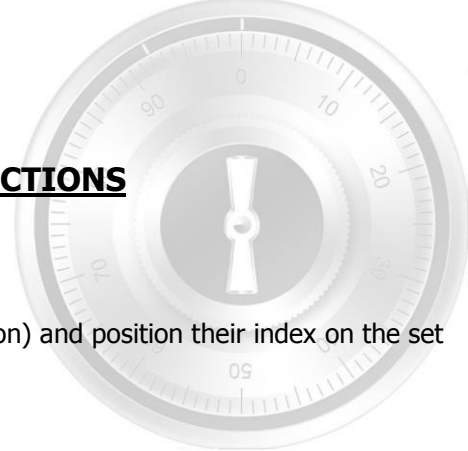
B) HOW TO CLOSE

- 1 - Turn left the **D** wheel (from OPEN to CLOSED).
- 2 - Turn the 3 **ABC** wheels at random (in order to upset the combination so that nobody can read it).

C) HOW TO CHANGE THE COMBINATION CODE

- 1 - Open the safe.
- 2 - On the reverse side of the door there are 3 buttons (**a, b, c**). By using a pen (for instance) press one of the buttons, for example **a** and BY KEEPING IT PRESSED THOROUGHLY, turn the corresponding outside wheel (**A**) on the letter (or number) desired and release the button.
- 3 - Repeat the operation for the other 2 buttons (**b, c**) and for their respective wheels (**B, C**).

The combination code has been changed. **By keeping the door open**, check the new combination-code : close (point 2) and open (point 1). In case of mistake, see the following point 4.



4) HOW TO UNDERSTAND THE SET COMBINATION-CODE

This operation can be done ONLY IF THE DOOR IS OPEN (and the lock is closed). Insert a small stick (a match, a toothpick ...) in the "e" holes (on the reverse side of the door), one at the time, and keep **lightly** pressed towards inside, turn the corresponding wheel (**A** or **C**) until the small stick goes inside, disclosing (on the **A** or **C** wheel) the letter (or number) set. As to the central wheel (**B**), the letter (or number) set can be found by trial-and-error (max 30 trials). You have to try each letter (or number) until the lock opens by turning left the **D** wheel.

