# INSTRUCTION MANUAL



#### Tip Over Hazard

A child or adult can tip the safe and be killed or seriously injured.

Failure to secure the safe as shown in these instructions can result in death or serious injury to children and adults.

Children should not play with or around the safe at any time.

#### **BATTERY INSTALLATION**

To replace the battery, remove the cover by pressing the tab and turning the cover counter clockwise, as shown in the illustration below. Replace the old battery and rotate the cover back into place



#### **FACTORY CODE**

1,2,3,4,5,6#

## OPENING THE DOOR USING THE DIGITAL PAD

Enter 1,2,3,4,5,6 # if the green LED lights up you will hear 2 beeps, door can be opened.

If wrong code is entered more than 4 times the keypad will lock for 1 minute.

#### **SETTING UP YOUR CODE**

Enter 1,2,3,4,5,6 #, the green LED will light up; press \* button and the yellow LED will light up; Within 8 seconds enter a new 4-8 digit code and press \* to confirm; Within 8 seconds enter the new 4-8 digit code again and press \* to confirm; When you hear 3 beeps this means you have been successful. If you hear 4 beeps this means you have been unsuccessful, please try again.

# **BACK UP KEY**

A "Back Up Key" has been provided in case you have forgotten or lost your security code. To open the safe using the back up key following the steps below:

- 1. Remove the cover by pressing the tab and turning the cover counter clockwise
- 2. Insert the key in the key hold and turn clockwise 1/4 turn (until stop) in order to unlock the safe. Rotate the handle and open the door.

# Low battery

Both red and green LED light up, means low battery, please replace the battery ASAP

## **IMPORTANT**

DO NOT STORE BACK UP KEY INTO THE SAFE

Keep keys and security code in a secure place.

Keep your safe closed and locked at all times when not in use. Children could accidentally be locked inside the safe.

Do not move this safe using its handle. The handle should only be used for opening and closing the door of the safe.