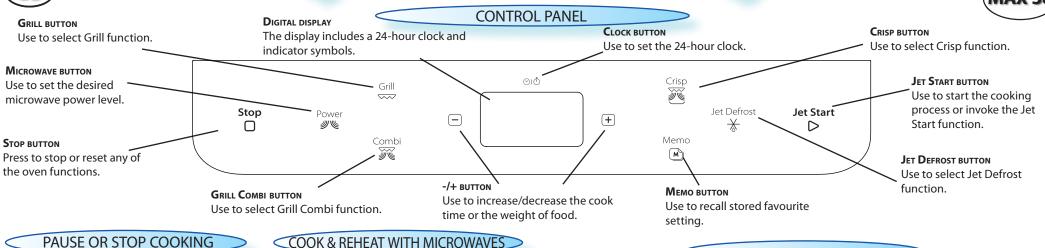




OUICK REFERENCE GUIDE





TO PAUSE COOKING:

THE COOKING CAN BE PAUSED tO check, turn or stir the food by opening the door. The setting will be maintained for 5 minutes.

TO CONTINUE COOKING:

CLOSE THE DOOR and press the Jet Start button ONCE. The cooking is resumed from where it was paused.

PRESSING THE START BUTTON TWICE will increase the time by 30 seconds.

IF YOU DON'T WANT TO CONTINUE COOKING:

REMOVE THE FOOD, close the door and press the STOP button.

Note: After cooking ends, the fan and cavity lamp is on before pressing STOP button, it's normal.

A BEEP WILL SIGNAL ONCE a minute for 5 minutes when the cooking is finished. Press the STOP button or open the door to cancel the signal.

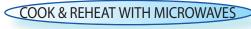


Note: The oven will only hold the settings for 60 seconds if the door is opened and then closed after the cooking is finished.

CHILD LOCK/TOUCH LOCK

THIS AUTOMATIC SAFETY FUNCTION IS ACTIVATED 2 MINUTES AFTER the oven has returned to "stand by mode". In this mode the door and touch button are locked.

THE DOOR MUST BE OPENED AND CLOSED e.g. putting food into it, before the safety lock is released. Else the display will show "door".



Use THIS FUNCTION for normal cooking and reheating. such as vegetables, fish, potatoes and meat.

- PRESS THE POWER BUTTON repeatedly to set the power.
- 2 **PRESS** +/- BUTTON to set the cooking time.
- PRESS THE JET START BUTTON.

ONCE THE COOKING PROCESS HAS BEEN STARTED:

The time can easily be increased in 30-second steps by pressing the Start button. Each press increases the time with 30 seconds. You may also alter the time by

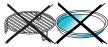
pressing +/- button to increase or decrease the time.

JET START

THIS FUNCTION IS USED for guick reheating of food with a high water content such as clear soups, coffee or tea.

PRESS THE JET START BUTTON.

THIS FUNCTION AUTOMATICALLY STARTS with maximum microwave power level and the cooking time set to 30 seconds. Each additional press increases the time with 30 seconds. You may also alter the time by pressing +/- button to increase or decrease the time after the function has started.



JET DEFROST Use THIS FUNCTION for defrosting Meat, Poultry and Fish. JET Defrost should only be used if the net weight is

between 100 g- 1.5 kg. ALWAYS PLACE THE FOOD ON the glass turntable.

Furn

- PRESS THE JET DEFROST BUTTON.
- **PRESS** +/- BUTTON to set the weight of the food.
- PRESS THE JET START BUTTON.

MIDWAY THROUGH THE DEFROSTING PROCESS the oven stops and prompts you to TURN FOOD.

- ∽ Open the door.
- Turn the food.
- Food Close the door and restart by pressing the Start button.

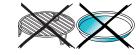
Note: The oven continues automatically after 2 min. if the food hasn't been turned. The defrosting time will be longer in this case.

MICROWAVES ONLY		
Power	SUGGESTED USE:	
JET (700 W)	REHEATING OF BEVERAGES, water, clear soups, coffee, tea or other food with a high water content. If the food contains egg or cream choose a lower power.	
500 W	More careful соокімg e.g. high protein sauces, cheese and egg dishes and to finish cooking casseroles.	
350 W	SIMMERING STEWS, melting butter.	
160 W	DEFROSTING. Softening butter, cheeses.	

FROZEN FOODS:

IF THE WEIGHT IS LESSER OR GREATER THAN RECOMMEND-ED WEIGHT: Follow the procedure for "Cook & Reheat with microwaves" and choose 160 W when defrosting.

IF THE FOOD IS WARMER than deep-freeze temperature (-18°C), choose lower weight of the food. IF THE FOOD IS COLDER than deep-freeze temperature (-18°C), choose higher weight of the food.



TECHNICAL SPECIFICATION

SUPPLY VOLTAGE	230 V/50 Hz
RATED POWER INPUT	1500 W
Fuse	10 A (UK 13 A)
MW OUTPUT POWER	700 W
GRILL	650 W
OUTER DIMENSIONS (HxWxD)	360 x 392 x 350
INNER DIMENSIONS (HXWXD)	149 x 290 x 290







KITCHEN TIMER

Use THIS FUNCTION when you need a kitchen timer to measure exact time for various purposes such as cooking eggs or letting the dough rise before baking etc.

- PRESS THE CLOCK BUTTON.
- Press +/- BUTTON TO SET THE TIME to measure.
- PRESS THE JET START BUTTON.

FLASHING COLONS indicate that the timer is running.

AN ACOUSTIC SIGNAL will be heard when the timer has finished to count down.

ONE PRESS ON THE CLOCK BUTTON displays how much is left on the Timer. It's displayed for 3 seconds and then returns to displaying the cooking time (If you are currently cooking).

To STOP THE KITCHEN TIMER when it is operating in the background of another function, you must first recall it to the foreground by pressing the Clock button and then stop it by pressing the Stop button.

GRILL

Use THIS FUNCTION TO quickly give a pleasant brown surface to the food.

- PRESS THE GRILL BUTTON.
- **PRESS +/- BUTTON** to set the cooking time.
- PRESS THE JET START BUTTON.

DURING COOKING TIME, It is possible to adjust the cook time by pressing +/- button.

hand digit (hours) flicker.

PRESS +/- BUTTON to set the hours.

PRESS +/- BUTTON to set the minutes.

hand digits (minutes) flicker).

PRESS THE CLOCK BUTTON AGAIN.

THE CLOCK IS SET and in operation.

within 60 seconds.

power.

Power

350 - 500 W

160 - 350 W

160 W

0 W

2

CLOCK

PRESS THE CLOCK BUTTON (3 seconds) until the left-

PRESS THE CLOCK BUTTON AGAIN. (The two right

IF YOU WISH TO REMOVE THE CLOCK from the display once

it has been set, simply press the Clock button again

TO REINSTATE THE CLOCK, follow the above procedure.

Note: Keep the door open while setting the Clock. This

gives you 5 minutes to complete the setting of the

Clock. Otherwise, each step must be accomplished

GRILL COMBI

PRESS THE COMBI BUTTON repeatedly to set the

Press +/- BUTTON to set the cooking time.

DURING COOKING TIME, the MW power can be changed

any time by pressed "Combi" button, and It is possi-

GRILL COMBI

COOKING Meat

SUGGESTED USE:

Соокінд Poultry & Lasagne

COOKING Fish & frozen gratins

BROWNING only during cooking

ble to adjust the cook time by pressing +/- button.

PRESS THE JET START BUTTON.

Use THIS FUNCTION TO COOK such food as Gratin's, Lasagne, Poultry and Baked potatoes.

for 3 seconds and then press the Stop button.

OUICK REFERENCE GUIDE





Use THIS FUNCTION TO COOK quiches, pizzas and other dough based food. Also ideal for roasting meat, fish and frying bacon, eggs, potatoes, etc.

CRISP

- PRESS THE CRISP BUTTON.
- **PRESS +/- BUTTON** to set the cooking time.
- PRESS THE JET START BUTTON.

IT IS NOT POSSIBLE TO CHANGE OR SWITCH the Power level or Grill on/off, when using the Crisp function.

DURING COOKING TIME, It is possible to adjust the cook time by pressing +/- button.

THE OVEN AUTOMATICALLY USE Microwaves and Grill in order to heat the Crisp-plate. This way the Crispplate will rapidly reach its working temperature and begin to brown and crisp the food.

ONLY USE the supplied Crisp plate with this function. Other available Crisp plates on the market will not give the correct result when using this function.

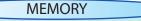
ENSURE that the Crisp-plate is correctly placed in the middle of the Glass turntable.

- The oven and the crisp-plate become very hot when using this function.
- **Do NOT PLACE THE HOT CRISP-PLATE** ON any surface susceptible to heat.

BE CAREFUL, NOT TO TOUCH the ceiling beneath the Grill element.

USE OVEN MITTENS or the special Crisp handle supplied when removing the hot Crisp-plate.





THE MEMORY FUNCTION PROVIDES you with an easy way to quickly recall a preferred setting. THE PRINCIPLE OF THE MEMORY FUNCTION is to store whatever setting that is currently displayed.

How to use a stored setting:

- PRESS THE MEMO BUTTON.
- PRESS THE JET START BUTTON.

failure, your Memo function will have stored 1 minute at full microwave power as default settina.

How to store a setting:

- **SELECT** any function.
- **PROGRAM** your settings.
- **PRESS AND KEEP THE MEMO BUTTON PRESSED** for 3 seconds until an acoustic signal is heard. The setting is now stored. You may reprogram the memory as many times as you wish.





ENSURE THAT THE UTENSILS used are heat resistant and ovenproof before grilling with them.

Do NOT USE PLASTIC UTENSIS WHEN GRILLING. THEY WILL MELT. ITEMS OF WOOD OF PAPER ARE not suitable either.



- 2

WHEN THE APPLIANCE is plugged in or after a power