

# USER MANUAL FOR KEROSENE LAMPS

*PLEASE NOTE THAT THIS KEROSENE LAMP IS INTENDED TO BE USED AS A PRIMARY SOURCE OF LIGHT IN SPACES WITH NO ELECTRICAL LIGHTING\**

## CHOICE OF FUEL

We recommend that you use fuel that consists of 100% pure paraffin oil intended for lighting purposes (for example, our own brand of lighting kerosene). This avoids the harmful residual particles that are formed when burning simpler types of kerosene, and the inconvenience of unpleasant odors and smoke grease deposits.

## IMPREGNATING THE WICK AT FIRST USE

Our wicks are woven from cotton and come from an English weaving mill with long experience. A dry wick needs to be impregnated in kerosene for at least 48 hours. This is done by either placing the entire wick in kerosene or filling the oil housing completely with kerosene (almost all the way to the edge), twisting the wick as much as possible into the kerosene.

A properly impregnated wick never needs to be replaced, since it is the fuel that burns and not the wick itself. Just make sure you always have kerosene in your lamp so that the wick does not dry out.

If the wick has become dry and hard, it needs to be replaced. Then pull it out from below (do not unscrew it with the wick screw, as this can damage the gears). Insert the new wick from below and turn the wick screw until the gears attach to the wick. If necessary, trim the protruding part with scissors so that it is straight and even.

## LIGHTING & SWITCHING OFF THE LAMP

The kerosene is filled by first unscrewing the burner. Avoid using the wick screw as a counterweight, as this can damage the gears.

Light the wick and quickly replace the burner tube, which immediately becomes very hot. Adjust the wick so that about 2 mm is visible. If the wick is screwed up too high, the wick itself burns, the flame becomes too high and soot can form in the burner tube.

To extinguish the lamp, blow diagonally down the burner tube, or twist the wick down, so that the flame goes out.

## SAFETY INSTRUCTIONS

Kerosene is volatile and can easily end up on the outside of the lamp when refilled, which is why the lamp should not be placed on sensitive surfaces.

When the lamp is lit, the burner tube emits a very hot stream of air. Therefore, do not place the lamp near flammable materials, such as curtains. Also leave an area of about one meter free above the top of the burner tube.

**NOTE: DO NOT HOLD YOUR HAND OR HEAD ABOVE THE BURNER TUBE WHEN THE LAMP IS LIT OR ABOUT TO BE EXTINGUISHED - THIS CAN LEAD TO SERIOUS BURNS!**

Do not leave burning lamps unattended or near children or pets. **IF KEROSENE IS SWALLOWED:** Do not induce vomiting. Contact a Poison Control Center or doctor immediately!

## GUARANTEE

The burner, the wick and the chimney are consumables. Normally these last for several years, but depending on how and how much they are used, they can wear out sooner. Hence, no guarantee can be given on the wick or the chimney, while we always provide a one-year functional guarantee on the burner.

*\* According to the EU directive EN 14059:2002, lamps sold to consumers must be designed so that there is no risk of children under the age of three accessing the kerosene inside the lamp. In practice, this means that the wick must be protected by a screw cap when the lamp is not in use and that the lamp must be able to be turned upside down for half a minute without any kerosene leaking out.*

*Since traditional burners do not meet these requirements, an exception has been made for so-called "functional lighting". According to the preparatory work, functional lighting includes lamps with a high light output, which includes round burners but not simpler flat or cord burners. All our kerosene lamps are now equipped with efficient round burners, well suited to be used as primary lighting in areas where electricity is lacking.*

*If our lamps – contrary to our intentions – are used for decorative purposes, there is a risk that children under the age of three, by sucking on the wick or drinking the kerosene, will be exposed to life-threatening lung damage.*