

Russell Hobbs®

INSTRUCTIONS AND WARRANTY



Model: 12683
Breadman Ultimate Healthy Options

Congratulations on purchasing our Russell Hobbs Breadman Ultimate - Healthy Options. Each unit is manufactured to ensure safety and reliability. Before using this appliance for the first time, please read the instruction manual carefully and keep it for future reference.

IMPORTANT SAFEGUARDS

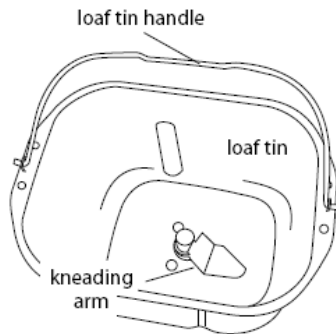
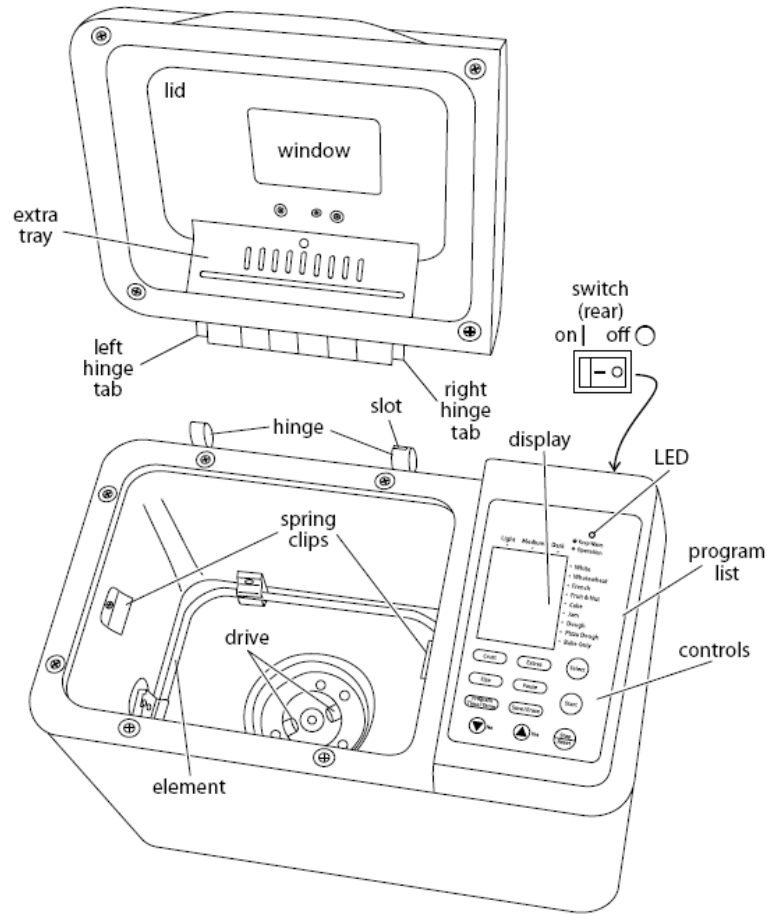
When using any electrical appliance, basic safety precautions should always be followed including the following:

1. Please read the instructions carefully before using any appliance.
2. Always ensure that the voltage on the rating label corresponds to the mains voltage in your home.
3. Incorrect operation and improper use can damage the appliance and cause injury to the user.
4. The appliance is intended for household use only. Commercial use invalids the warranty and the supplier can not be held responsible for injury or damage caused when using the appliance for any other purpose than that intended.
5. Avoid any contact with moving parts.
6. Don't put the Breadman™ in any liquid; don't use it in a bathroom, near water, or outdoors.
7. The Breadman™ must be used by or under the direct supervision of a responsible adult.
8. Store it and use it out of reach of children. Things like this fascinate children, so let them watch, let them help, but keep a close eye on them, so they don't get hurt.
9. Don't touch hot surfaces – use oven gloves or folded tea towels. The window and the upper parts of the body get very hot, the lid and the lower parts of the body just get hot.
10. Keep clear of the vents in the sides and back of the Breadman™ and the top of the dispenser.
11. Don't plug your Breadman™ in the socket till after you've loaded the loaf tin (with the ingredients), into it.
12. Don't connect this Breadman™ to an external timer or remote control system.
13. Use the switch at the rear to switch off (press 0) and unplug it before you take the loaf tin out.
14. Put the Breadman™ on a stable, level, heat-resistant surface, close to a wall socket and out of reach of children.

15. This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.
16. Leave at least 5cm (2 inches) of space all round your Breadman™ to allow for ventilation.
17. Don't use your Breadman™ near or under curtains, cupboards, or anything that might scorch or burn.
18. Keep the Breadman™ and the cable away from hotplates, hobs, and burners.
19. Don't cover the Breadman™, and don't put anything on top of it, or it'll overheat.
20. Route the cable so that it doesn't overhang and can't be caught or tripped over.
21. Unplug your Breadman™ when you're not using it, and let it cool down before moving or cleaning it.
22. Don't use accessories or attachments other than those we provide.
23. Don't use it for any purpose other than those described in these instructions.
24. Don't use anything metal or sharp on the loaf tin or the kneading arm, to avoid scratching the non-stick surfaces.
25. Don't use it if it malfunctions, if it's dropped or damaged, or if the cable or plug is damaged.
26. The cable must be replaced by the manufacturer, in order to avoid hazard.

Household use only

DESCRIPTION OF PARTS



Making bread is easy, everyone knows that, but...

It can be a bit messy. The result can be a bit unpredictable. Occasionally it might have to be thrown away (quietly). The windows might have to be opened to get rid of the burnt smell (before anyone else notices). And it never tastes quite the same as the last lot, either.

The problem, of course, is that there are just too many variables, too many things to do; mixing, kneading, resting, knocking back, doing it over again, pre-warming, temperature, timing, answering the phone...

Then there's washing up, and wiping up the spilt flour. It's quite amazing the distance flour can travel when you're kneading dough.

Your Breadman™ Healthy Options doesn't have these problems. Like everything else these days, it's controlled by a microchip. It'll do everything. apart from answering the phone and it'll do it the same way every time

There's hardly any washing up it kneads with the lid closed, so flour doesn't get everywhere. Now for the bad news – to get the best out of it, you have to read this booklet. Just once. Just to get the hang of the machine. Then you can stick it in a drawer (till something goes wrong).

Before use

Take the packaging off your Breadman™, but keep it all till you're happy that it's working properly. If there's a plastic label on the outside of the Breadman™, listing its features, take it off.

Before using your Breadman™ for the first time, or if it's been out of use for a while, clean it out to remove dust, etc. (See "cleaning").

If you give the Breadman™ to anyone else, give them this booklet too.

How it works

Choose a recipe

Measure out the ingredients

Put them into the loaf tin – in the correct order (this is essential)

Put the loaf tin into the machine

Close the lid

Select a program

Choose the loaf size you want, 500g, 750g, 1kg (that's 1lb, 1dlb and 2lb).

Select the colour of your crust – Light, Medium, or Dark crust.

Set the timer (if appropriate)

Start the program.

When it's finished, your Breadman™ will beep, then it'll keep your bread warm for an hour.

Making bread

Preparation

1. Place your Breadman™ on a stable, level, heat-resistant surface, close to a wall socket and out of reach of children.
2. Don't plug it in yet.
3. Open the lid.
4. Hold the Breadman™ down with one hand and pull the loaf tin handle firmly upwards with the other, to release the loaf tin from its spring clips.
5. Check that the inside of the loaf tin is clean.
6. Fit the kneading arm to the shaft in the bottom of the loaf tin. The shaft and the hole in the kneading arm are D-shaped, so it'll only go on one way.
7. Get the ingredients together. Measure them, have them all to hand, ready to add to the loaf tin.
8. Set out a wire tray (for the bread), a heatproof placemat (for the loaf tin), and oven gloves (for your hands – protect both hands).

Adding the ingredients

1. It's important that you add the ingredients in the right order. If the yeast gets wet, it may activate too early. If it comes in contact with any salt in the recipe, it may not work properly.
2. Keep any 'extras' – fruit, nuts, raisins, etc. to one side, and add them to the dispenser after you've closed the lid. They'll be added automatically during the program.
3. First, add the liquid. It's usually water, but might include milk and/or eggs. The water should be warm, but only warm, not hot or cold. Both hot and cold water will inhibit the yeast.
4. Don't use milk with the timer; it might curdle before the bread-making process starts.
5. Add any sugar and salt required by the recipe.
6. Add any "wet" ingredients- honey, syrup, molasses...
7. Add the dry ingredients – flour, dried milk, herbs, spices...
8. Add the dried yeast (or baking powder/baking soda) last. Lay it on top of the other ingredients, don't get it wet, or it'll start working too soon.
9. If you're using the timer, it's essential to keep the yeast

(baking powder/baking soda) and water/liquid apart. 10. If you don't, the yeast will activate, grow, and die before the bread-making starts. The result will be hard, dense, coarse, and about as edible as a house brick.



Loading the machine

1. Clean any spillage off the outside of the loaf tin, and then lower it gently into your Breadman™.
2. Spillage inside the machine will burn on to the surfaces. Spillage on the element will reduce its life dramatically.
3. Push the loaf tin down past the spring clips.
4. If it won't go down, it's probably fouling the drive. Lift it out, give the drive a quarter of a turn clockwise, then try again.
5. Try not to spill anything into the Breadman™ – if you do, take the loaf tin out and clean the spillage.
6. Lower the handle till it stops – about 25mm (1inch) above the side of the loaf tin.
7. Close the lid.

Extras

1. Fruit, nuts, raisins, etc. can be put into the dispenser in the lid. Don't put them in yet – they go in at stage. They'll be added automatically during the program.
2. The "extras" should be dry, or as dry as possible.
3. If you're using fresh fruit or vegetables, pat them dry with kitchen towel before putting them into the dispenser. If you don't,



they may drip on the yeast, and start it off early.



Setting the controls

Plug your Breadman™ into the wall socket (switch the socket on, if it has a switch), then use the switch at the rear to switch on (press 1). The machine will beep and the display will show flashing zeroes.

Select program

1. Press and release the Select button till the pointer on the right of the display moves to the program you want. It takes two presses each to move through the first four programs, as RAPID will show up on alternate presses. When the pointer reaches the bottom of the display (Bake Only), the display changes to show PERSONAL RECIPE 1. Further presses go through personal recipes 2 to 5, then the pointer reappears at the top of the display.
2. If you want to use one of the 'RAPID' programs, leave it showing, if not, press Select again to remove it.
3. If you go past the setting you want, press the Stop/Reset button, to go back to the top of the display.

Size of loaf

1. To set the size of your bread, press and release the Size button to cycle the display through 2LB/1.5LB/1LB. These represent

1kg, 750g, and 500g respectively.
It starts off showing 2LB.



2. The Size button doesn't operate on the Cake, Jam, Pizza Dough, Bake Only, or Personal Recipe programs.

Crust colour

1. Press and release the Crust button till the pointer on the top of the display moves to the colour you want (Light, Medium or Dark). When the pointer reaches the right of the display, the next press brings it back to the left.
2. The Crust button doesn't operate on the Jam, Pizza Dough, Bake Only, or Personal Recipe programs.



Extras

1. Lift the top of the dispenser, add fruit, nuts, raisins, etc., and then close the dispenser. The "extras" will be added automatically during the program.
2. If you've added anything to the dispenser, press the Extras button to bring up ADD EXTRAS on the display. ADD EXTRAS doesn't stay on the display, it pops up to acknowledge you've pressed the button, then it disappears, to avoid cluttering the display.
3. This function is not available on the Jam or Bake Only programs.



Start the Breadman™

When you're happy with the settings, press the Start button, and watch the machine leap into action. The LED lights up, the timer colon (:) flashes, the timer counts down, to show the amount of time left, and the display tells you which process is going on.

If you're using the Wholewheat or Jam programs, nothing happens for between 5 and 30 minutes.

Don't worry, this is intentional. These recipes need this time to preheat the ingredients. PREHEAT will show on the left of the display.



Oops!!!

If you discover you've made a mistake after pressing Start, press and hold the Stop/Reset button and then reprogram the machine. Don't leave it too long. If the program is substantially into the cycle before you stop it, the results will be affected. In that case, you have to decide whether it's best to: let the program run stop the program, throw out the ingredients, and start from scratch stop the program, use the Program function to adjust the cycles to allow for the time already run, then run it as a Custom Program

Dough consistency

Keep an eye on the dough (through the window) during the first 5 minute kneading period. It should form a smooth ball. If it doesn't, you might have to adjust the ingredients. Do this during the second kneading.

Adjusting

Press the Pause button and hold it down for 2 seconds to stop the program cycle. If the dough looks sticky or clings to the sides of the loaf tin, sprinkle a tablespoon of flour over it. If it looks too dry, give it a tablespoon of warm water.

Don't leave the lid open for longer than you need to – open it, add whatever you need and then close it.

Press the Start button to resume the program cycle.

Wait till the flour/water is fully incorporated into the dough before adjusting again.

Finishing

When it's done, the Breadman™ beeps to let you know your bread is ready. Press the Stop/Reset button.

Keep warm

If you don't press the Stop/Reset button, the Breadman™ will keep the bread warm for an hour. The LED will flash to let you know the Breadman™ is in "Keep Warm" mode.

Removing the bread

As it cools, moisture in the bread evaporates, drying it out and firming it up.

Leaving the bread in the loaf tin traps the moisture. It can't evaporate, so it soaks into the bread as it cools down, making it soft and soggy. The "Keep Warm" feature will prevent this up to a point, but the sooner the bread is removed, the better.

This is where you need the wire tray, the heatproof placemat, and the oven gloves (remember, protect both hands).

Press the Stop/Reset button.

Use the switch at the rear to switch off (press 0), then unplug the Breadman™ from the wall socket.

Switch the socket off first, if switchable.

Hot air and steam will billow out when you open the lid – keep your hands, arms, face, etc. away from the area above the Breadman™.

Put on the oven gloves (both hands), open the lid

(use the handle), and let it rest on its hinges.

With the oven gloves, hold the Breadman™ down with one hand and pull the loaf tin handle firmly upwards with the other, to release the loaf tin from its spring clips.

Turn the loaf tin upside down and shake it to release the bread.

Put the bread on the wire tray to cool.

Put the loaf tin on the heatproof placemat.

If the bread won't come out, run a heatproof plastic or wooden spatula round the inside of the loaf tin – don't use anything metal or sharp, to avoid scratching the non-stick surface.

Check that the kneading arm is still in the loaf tin.

If it has come off with the bread, let it cool, then use a plastic or wooden spatula to dig it out of the bottom of the bread – don't use anything metal or sharp, to avoid scratching the non-stick surface.

For best results, let the bread sit for 20-30 minutes to firm up and dry out before cutting. Cutting while it's still warm and moist may make it soggy.

Don't cut the bread until you've made sure the kneading blade is not inside the bread.

If the kneading blade gets cut by the knife you'll score the non-stick surface,

probably damage the knife, and you may cut yourself.



Continuous use

If you want to make more bread, let the Breadman™ cool right down first, and check the inside for crumbs and other debris.

If you try to use it while it's hot, you'll get an error message on the display

(_ _H). Unplug it, remove the loaf tin, and leave the Breadman™ to cool down fully before trying again.

Using the timer

With the timer, you can set the finishing time up to 24 hours ahead. You can't use it with the Jam program.

Don't use it for bread or dough containing fresh milk, yoghurt, cheese, eggs, fruit, onions, or anything else which might go off a bit when left for a few hours in a warm moist environment.

We don't recommend using the timer with the Fruit & Nut, Dough, or Pizza Dough programs.

They may work with some ingredients, but generally, the ingredients used in these programs aren't really suited to being left for any length of time.

a) If you're using salt in the recipe, add it with the liquid ingredients, and keep it away from the yeast

b) Apart from the salt, follow the steps to set the Breadman™ up.

c) Decide when you want your bread to be ready, e.g. 6 p.m.

d) Check the time now, e.g. 7 a.m.

e) Work out the difference between the two times, e.g. 11 hours.

f) Use the arrow ▼▲ buttons to change the time shown on the LCD display from the program time to the time you've just worked out (e.g. 11 hours).

Each press will decrease ▼ or increase ▲ the time displayed by 10 minutes.

You can't reduce the time to less than the program time.

The maximum time which can be shown on the display is 24 hours.

g) Press Start and then go to work/shopping/whatever. When you return, you'll be welcomed home by the aroma of freshly baked bread.

h) A word of caution – leaving the ingredients together for an extended period will inevitably cause some interaction, especially on a hot or humid day. The results may not be quite as good as bread made right away.

Dough

If you use the timer for the Dough or Pizza Dough programs, you must remove the finished dough as soon as the program has finished, otherwise it will deteriorate.

The programs

White

Use this program for basic, “no frills” white bread, and for recipes based on white bread dough.

This is the shortest of the programs.

Wholewheat

Because of the heavier flour, this program pre-heats the ingredients for up to half an hour before kneading, and lets the dough rise for a little longer. Wholewheat loaves tend to be smaller and denser.

French

The French program uses slightly longer kneading and rising times, to make French-type bread with a lighter texture and crispy crust. Recipes suitable for this program don't normally use butter (or margarine) or milk. French-type bread doesn't keep very well, so eat it on the day it's made.

Fruit & Nut

Use this program for sweet breads with ‘extras’ – fruit, nuts, chocolate chips, peel, etc. The bake times have been extended to allow for the additional ingredients.

The Rapid option

This option is available with the first four programs. It cuts an hour from the program time, by reducing the time the dough is allowed to rise between the processes.

Because of this, your bread will be denser/coarser than normal, and any additional ingredients (raisins, nuts, etc.) may not be distributed evenly.

Cake

This program is for cake and batter recipes, rather than dough, generally using baking powder or baking soda as the raising agent, rather than yeast.

Jam

The Jam program preheats the ingredients for 15 minutes and then bakes for 50 minutes.

Allow plenty of room for the jam to expand when boiling. If jam boils over into the inside of the Breadman™, it will be very, very difficult to clean.

If it does boil over, press the Stop/Reset button, unplug the Breadman™, let it cool down, and clean it out before it sets.

Warning: Be careful with hot jam – it retains its heat for a long time and it sticks like glue. If it gets on to your skin it won't let go till it's given you a nasty burn.

Don't reduce the sugar, and don't use sugar substitutes. The correct amounts/proportions of sugar, fruit, and pectin are essential for a good set.

Use ripe fruit, not overripe or under ripe.

Don't purée the fruit. Remove stems, seeds, and stones, then either crush it with a potato masher, or cut it up. Jam should have bits of fruit in it. Don't worry about tiny seeds (strawberries, raspberries, etc.).

Dough and Pizza Dough

With these programs you can use the Breadman™ as a mixing/kneading machine, to save you work. It won't heat up during these programs.

When you remove the dough from the machine, punch it back then cover and let it rest for ten minutes or so before cutting/shaping.

Bake Only

This program uses the Breadman™ as an oven. It won't mix, rise, or anything else, it just bakes then goes into "Keep Warm" mode for an hour. Use this program to bake dough you've made earlier, or ready-prepared dough from the supermarket.

Most products will expand while baking – leave room for this when you fill the loaf tin.

- a) Use the Select button to bring the pointer down to the Bake Only program. The display will show 1:30 and a small clock symbol.
- b) Use the arrow buttons to decrease or increase the time. You can set any time between 15 minutes and 2 hours, in 1 minute steps.
- c) If you keep your finger on the buttons, the display jumps 10 minutes at a time.
- d) When the display shows the time you want, press the Program Time/Temp button. The display will change to 300°F (degrees).
- e) Use the arrow buttons to decrease ▼ or increase ▲ the temperature. You can set the display from 200°F to 375°F in 5 degree steps. That's equivalent to a range of 93°C to 190°C. There's a conversion table on page 27.
- f) You can press the Program Time/Temp button to switch between time and temperature, till you've got the combination you want.
- g) Press Start.

Using packet bread mix

If you use packet bread mix, don't use more than 500g of mix at a time.

Follow the instructions accompanying the bread mix.

Advanced baking techniques – add to recipe book

Pause

This allows you to intervene during the program cycle.

Press and hold the Pause button for 2 seconds to suspend the program for up to ten minutes.

Press Start to resume the program cycle. If you don't press Start, the program will resume automatically after ten minutes.

With this feature, you can create a decorative crust, add crumble toppings, glaze the crust and crease the bread to form pull-apart rolls, or try the following example, to give you rustic Mediterranean type bread:

Use the French bread recipes and intervene at the “shape” stage, before the final rise. You’ve got ten minutes, so read through the recipe first and get everything ready before you start. If you do this, you’ll find that ten minutes is plenty of time.

- a) Press and hold the Pause button for 2 seconds.
- b) Open the lid and remove the loaf tin.
- c) Remove the kneading arm.
- d) Remove the dough, set it on a lightly floured surface, and roll it out to a 21.5cmx33cm.
- e) Brush lightly with olive oil, sprinkle with chopped garlic, basil, rosemary and sun-dried tomatoes.
- f) Top with 3 cups of crumbled feta or goat’s cheese, and/or, add 2-3 slices of prosciutto.
- g) Roll the dough up tightly into a 21.5cm (8d”) roll.
- h) Tuck the ends under to seal it, and to allow it to fit back into the loaf tin – 19cm wide.
- i) Put it into the loaf tin, put the loaf tin back into the Breadman™, close the lid, and press Start.

The final rise will begin and then the bread will bake.

You could put on the oven gloves and use Pause again, as the baking begins, to score the crust, or to remove the loaf tin, gently mist the crust with cold water, then return it and press Start to resume baking.

Personal recipe programs – the ultimate in machine baking

In addition to the standard programs, your Breadman™ has 5 memory cells available for your own programs.

Use the Select button to move the pointer down to the Bake Only program, then press it again.

The display shows PERSONAL RECIPE 1. If you keep pressing Select, you’ll see that there are 5 personal recipes available to you. The default settings for these recipes are shown in the table on page. As you’ll see, the first four are copies of the White, Wholewheat, French, and Fruit & Nut programs for a 1kg (2lb) Medium crust loaf. The fifth one isn’t a copy of anything.

Custom programs

In addition to the Personal Recipe cells, you can change any of the standard programs to suit yourself.

As the method of setting the Personal Recipe cells and changing the standard recipes is the same, we’ll deal with them together.

As a practice run, let’s change some of the settings in the Wholewheat program.

- 1) Press Stop/Reset, to clear all the current variables and reset the display. This also sets the loaf size to 1kg (2LB), and the crust colour to Medium. This is important, because if you customise the standard

programs at these settings, then they'll translate your customisation to the 500g (1LB) and 750g (1.5LB) settings, and to the Light and Dark crust settings automatically. Your own Personal Recipes can't be translated in this way, as we can't predict what you might get up to!

- 2) Press the Select button to bring the pointer to the program you want to alter, or to the Personal Recipe (1 – 5) you want to input. In this case, press Select twice, to bring the pointer down to Wholewheat.
- 3) Press the Program Time/Temp button.
- 4) CUSTOM PROGRAM will show in the top left hand corner of the display, to let you know you're in the right place.
- 5) PREHEAT will show towards the bottom of the display, 30min and the clock symbol will show on the top right.
- 6) Use the arrow buttons to decrease ▼ or increase ▲ the time for this part of the program.
- 7) Write the time in the blank table provided on page 18. Use a pencil, so you can rub it out and use the table again.
- 8) Press the Program Time/Temp button again. KNEAD 1 appears on the display, and the time changes to 5.
- 9) Go along the line on the table, pressing the Program Time/Temp button changing the settings, and writing them down.

For most of the programs, the settings are:

Program Time/Temp	display shows	Program Time/Temp	display shows
1st press	Preheat,	8th press	Rise 3
2nd press	Knead 1,	9th press	Bake
3rd press	Knead 2,	10th press	Keep Warm
4th press	Rise 1,	11th press	Extras
5th press	Punch down,	12th press	Temperature
6th press	Rise 2,	13th press	Save (flashing)
7th press	Shape		

Use the ▼ and ▲ buttons to decrease or increase the time and temperature and to answer Yes or No to the Extras and Save options.

Answering No to the Save option brings you out of the programming mode. If you answer Yes to the Save option, then your settings overwrite the existing settings, and CUSTOM PROGRAM shows in the top left of the display each time the Select button passes through that program.

Save/Erase

This is the only button we haven't used yet. It has two functions.

If you want to change only one or two of the settings, there's no need to run through the others, just to leave them as they were. When you've made the changes you want, press Save/Erase, and the flashing Save option pops up at once. Press ▼ No to abort, press ▲ Yes and it's saved.

To delete your settings and return to the default settings for that program or Personal Recipe, use the Select button to get to the program or recipe and then press Save/Erase. This time, instead of a flashing Save, you see a flashing Erase. Press ▼ No to abort, press ▲ Yes and it's erased.

When you've erased your settings, you won't see CUSTOM PROGRAM next time you pass that program or recipe.

Ingredients

Flour

The type of flour used is important. You can't use "ordinary" plain flour for making bread. Buy flour with "bread" in its title. The commonest is normally marketed as white bread flour.

These "bread" flours contain more gluten than ordinary baking flour. Gluten is the name of the protein that gives the bread its structure and texture. It retains the carbon dioxide produced by the yeast, putting the elasticity, the bounce, into the dough.

Other bread flours

These include brown bread or "Wholewheat" flour and wholewheat breadmaking flours. These provide an excellent source of dietary fibre, but contain lower levels of gluten than white bread flour. This means that brown loaves tend to be smaller and denser than white loaves. Generally speaking, if you substitute white bread flour for half of the brown flour in the recipe, you can make bread with a "brown bread" flavour and a "white bread" texture.

Yeast

Yeast is a living organism. Given moisture, food, and warmth, the yeast will grow and release carbon dioxide gas. The carbon dioxide forms bubbles which are trapped in the dough, making it rise.

Of the various types of yeast available, we recommend using "active dry yeast" or "dried yeast". These are usually sold in sachets and don't have to be dissolved in water first.

You may also see "fast action yeast". These are more potent yeasts, which can make the dough rise up to 50% faster. If you want to use these, you'll need to do a bit of experimenting to get the best results.

You could start off by trying them with some of the RAPID programs.

Liquid

The liquid ingredient is normally water or milk, or a mixture of the two.

Water makes a crispier crust. Milk gives a softer crust with a velvety texture.

The liquid should be warm, not hot or cold. Both hot and cold water will inhibit the yeast.

Some recipes call for hand-hot water (that's 46°-52°C or 115°-125°F), to speed up the process.

Only the fast yeasts can handle this temperature.

Don't use milk with the timer; it might curdle before the bread-making process starts.

Butter/fat

These make the dough more tender and enhance the flavour, giving the finished loaf a richer quality.

They help to retain moisture, making the bread keep fresh longer. Margarine or olive oil can be used instead of butter, but they are less effective.

Low fat spread

Don't use low fat spread. Never mind what the manufacturer says, it's designed for spreading, not for cooking. It's "low fat", where the recipe needs "fat". It's also likely to be full of the additives, E-numbers and other gunge we've so far managed to avoid.

Sugar

Sugar activates and feeds the yeast, allowing it to grow. It adds flavour and texture, and helps with browning the crust.

Honey, syrup, or molasses may be used instead of sugar, provided the liquid ingredient is adjusted to compensate.

Don't use artificial sweeteners. None of these will feed the yeast, some of them will kill it.

Salt

Salt helps to control the growth of the yeast. Without salt, the bread could rise too much, then collapse. It also adds to the flavour. Keep it away from the yeast till the last minute, or it might inhibit it.

Eggs

Eggs will make your bread richer and more nutritious, add colour, and help with the structure and texture.

Eggs count as part of the liquid ingredient of the bread, so adjust the other liquid ingredients if you are adding egg(s). Otherwise the dough may be too wet to rise properly.

Herbs and spices

These can be added at the beginning, along with the main ingredients.

Dried herbs and spices such as cinnamon, ginger, oregano, parsley and basil will add flavour and interest. Use small quantities (1 – 2 teaspoons) to avoid overpowering the flavour of the bread.

Fresh herbs, such as garlic and chives may contain enough liquid to upset the balance of the recipe, so adjust the liquid content.

Extras

Dried fruit and nuts should be chopped finely; cheese should be grated; chocolate chips should definitely be chips, not lumps. Don't add more than the recipe requires, otherwise the bread may not rise properly.

Be careful with fresh fruit and nuts. These contain liquids (juices and oils), so you may need to adjust the main liquid ingredient to compensate.

Extras can be added automatically by the dispenser, during the program.

Storing bread

Commercial bread contains all sorts of additives (chlorine, chalk, coal-tar dye, sorbitol, soya, etc.).

Your bread won't have any of these, so it won't keep like commercial bread, and it won't look like commercial bread. On the plus side, it won't taste like commercial bread either – it'll taste like bread should.

It's best eaten fresh, but you can store it for a couple of days at room temperature, in a polythene bag with the air squeezed out.

To freeze home-made bread, let it cool, put it in a polythene bag, take all the air from the bag and then seal it.

Power cuts

If you suffer from a power cut lasting less than an hour, the program will carry on as soon as the power is restored. The program time will be extended by the duration of the power cut.

If the power cut lasts for more than an hour, the program will fail. If this happens, unplug the Breadman™, let it cool down, then empty the loaf tin, dispose of the ingredients, clean it out, and start again.

Take care not to scratch the non-stick surfaces of the loaf tin and the kneading arm.

NOTE: Make sure you remove the kneading arm before you dispose of the ingredients. If you forget, Customer Service Department will be happy to sell you another one.

This also works if you unplug the Breadman™, switch it off, or switch the wall socket off accidentally.

Error codes

If the Breadman™ is too hot, the display will show __H, if it's too cold, it'll show __L. If this happens, press the Stop/Reset button, remove the loaf tin, and let the Breadman™ reach room temperature before trying again.

Any other error code (H:I, H:HH, L:LL, S:SS, 888) probably means you've broken it.

Customer Service Department will be happy to give you an estimate for repairs (see "service").

Care and Cleaning

1. Unplug the Breadman™ and let it to cool down fully before cleaning.
2. Open the lid. If you want to remove the lid, open and lift it gently at the same time. As it approaches about 45° the right hinge tab will align with the slot, and you'll be able to pull the lid out of the hinge. To replace it, tilt the lid back about 45°, put the left hinge tab into the left side of the hinge, then put the right hinge tab into the slot.
3. If the kneading arm has stuck on to the shaft, fill the loaf tin with warm water. This should soften any dough residues and allow the kneading arm to be removed. Don't leave it to soak.
4. If the inside of the kneading arm gets clogged with flour, soak it in warm water and then dig out the flour with a wooden cocktail stick.
5. Wash the loaf tin and kneading arm in warm soapy water, rinse, then dry thoroughly.
6. Wipe all other surfaces, internal and external, with a damp cloth. Use a little washing-up liquid if necessary, but be sure to clean it all off, otherwise it might taint the next lot of bread.
7. Make sure everything is dry before reusing the Breadman™ or storing it away.
8. Don't immerse the Breadman™ in water or any other liquid.
9. Do not use bleach or other abrasive substance or solvents to clean your appliance as it can be damaging to the finish.
10. To remove stubborn spots/marks, wipe the surfaces with a cloth slightly dampened in soapy water or mild non-abrasive cleaner. Dry with a clean and soft cloth.
11. Don't put any of the parts in a dishwasher.

Recipes

There are many external factors which can affect the taste and texture of your bread (e.g. yeast type, flour type, sugar type, kitchen temperature, even air pressure and height above sea level).

The recipes supplied have been designed to produce edible results, regardless of external factors. Use them to get the hang of the machine.

Then you can start to have real fun with it. Use the recipes as a guide, but vary the ingredients, vary the quantities, taste the results. Keep notes, write down what changes you make, and you'll build up a range of recipes which suit your taste. Keep notes of the not-so-successful ones too, so you know what not to do next time.

If you already have bread recipes, or find recipes in other publications, compare them with the recipes given here, to find out which program to try first, then experiment till the results match your desires.

Be careful with quantities when using other recipes. Don't fill the loaf tin above about a quarter full, certainly not as much as a third full. If you overfill it, the rising bread may push the lid off.

That's on a good day. On a bad day, it'll spill over the side, burn on to the element and clog the drive.

These tables show the process times in the bread-making programs.

type	crust	size	pre-heat	knead 1	knead 2	rise 1	punch back	rise 2	shape	rise 3	bake	total
White	Light	1kg	0	5min	20min	40min	10s	24m 50s	15s	49m 45s	40min	3:00
		750g	0	3min	22min	40min	10s	24m 50s	15s	49m 45s	35min	2:55
		500g	0	3min	22min	40min	10s	24m 50s	15s	49m 45s	30min	2:50
White	Medium	1kg	0	5min	20min	40min	10s	24m 50s	15s	49m 45s	50min	3:10
		750g	0	3min	22min	40min	10s	24m 50s	15s	49m 45s	45min	3:05
		500g	0	3min	22min	40min	10s	24m 50s	15s	49m 45s	40min	3:00
White	Dark	1kg	0	5min	20min	40min	10s	24m 50s	15s	49m 45s	60min	3:20
		750g	0	3min	22min	40min	10s	24m 50s	15s	49m 45s	55min	3:15
		500g	0	3min	22min	40min	10s	24m 50s	15s	49m 45s	50min	3:10
White Rapid	Light	1kg	0	5min	20min	15min	10s	9m 50s	10s	29m 50s	40min	2:00
		750g	0	3min	22min	15min	10s	9m 50s	10s	29m 50s	35min	1:55
		500g	0	3min	22min	15min	10s	9m 50s	10s	29m 50s	30min	1:50
White Rapid	Medium	1kg	0	5min	20min	15min	10s	9m 50s	10s	29m 50s	50min	2:10
		750g	0	3min	22min	15min	10s	9m 50s	10s	29m 50s	45min	2:05
		500g	0	3min	22min	15min	10s	9m 50s	10s	29m 50s	40min	2:00
White Rapid	Dark	1kg	0	5min	20min	15min	10s	9m 50s	10s	29m 50s	60min	2:20
		750g	0	3min	22min	15min	10s	9m 50s	10s	29m 50s	55min	2:15
		500g	0	3min	22min	15min	10s	9m 50s	10s	29m 50s	50min	2:10
Wholewheat	Light	1kg	30min	5min	15min	50min	10s	24m 50s	10s	44m 50s	40min	3:30
		750g	30min	3min	17min	50min	10s	24m 50s	10s	44m 50s	37min	3:27
		500g	30min	3min	17min	50min	10s	24m 50s	10s	44m 50s	35min	3:25
Wholewheat	Medium	1kg	30min	5min	15min	50min	10s	24m 50s	10s	44m 50s	45min	3:35
		750g	30min	3min	17min	50min	10s	24m 50s	10s	44m 50s	42min	3:32
		500g	30min	3min	15min	50min	10s	24m 50s	10s	44m 50s	40min	3:30
Wholewheat	Dark	1kg	30min	5min	15min	50min	10s	24m 50s	10s	44m 50s	53min	3:43
		750g	30min	3min	17min	50min	10s	24m 50s	10s	44m 50s	50min	3:40
		500g	30min	3min	17min	50min	10s	24m 50s	10s	44m 50s	48min	3:38
Wholewheat Rapid	Light	1kg	5min	5min	15min	30min	10s	39m 50s	0	0	40min	2:15
		750g	5min	3min	17min	30min	10s	39m 50s	0	0	37min	2:12
		500g	5min	3min	17min	30min	10s	39m 50s	0	0	36min	2:10
Wholewheat Rapid	Medium	1kg	5min	5min	15min	30min	10s	39m 50s	0	0	45min	2:20
		750g	5min	3min	17min	30min	10s	39m 50s	0	0	42min	2:17
		500g	5min	3min	17min	30min	10s	39m 50s	0	0	40min	2:15
Wholewheat Rapid	Dark	1kg	5min	5min	15min	30min	10s	39m 50s	0	0	53min	2:28
		750g	5min	3min	17min	30min	10s	39m 50s	0	0	50min	2:25
		500g	5min	3min	17min	30min	10s	39m 50s	0	0	48min	2:23
French	Light	1kg	0	5min	20min	40min	10s	29m 50s	10s	59m 50s	45min	3:20
		750g	0	3min	22min	40min	10s	29m 50s	10s	59m 50s	42min	3:17
		500g	0	3min	22min	40min	10s	29m 50s	10s	59m 50s	40min	3:15
French	Medium	1kg	0	5min	20min	40min	10s	29m 50s	10s	59m 50s	55min	3:30
		750g	0	3min	22min	40min	10s	29m 50s	10s	59m 50s	52min	3:27
		500g	0	3min	22min	40min	10s	29m 50s	10s	59m 50s	50min	3:25
French	Dark	1kg	0	5min	20min	40min	10s	29m 50s	10s	59m 50s	65min	3:40
		750g	0	3min	22min	40min	10s	29m 50s	10s	59m 50s	62min	3:37
		500g	0	3min	22min	40min	10s	29m 50s	10s	59m 50s	60min	3:35

type	crust	size	pre-heat	knead 1	knead 2	rise 1	punch back	rise 2	shape	rise 3	bake	total
French Rapid	Light	1kg	0	5min	20min	20min	8s	44m 52s	0	0	45min	2:15
		750g	0	3min	22min	20min	8s	44m 52s	0	0	42min	2:12
		500g	0	3min	22min	20min	8s	44m 52s	0	0	40min	2:10
French Rapid	Medium	1kg	0	5min	20min	20min	8s	44m 52s	0	0	55min	2:25
		750g	0	3min	22min	20min	8s	44m 52s	0	0	52min	2:22
		500g	0	3min	22min	20min	8s	44m 52s	0	0	50min	2:20
French Rapid	Dark	1kg	0	5min	20min	20min	8s	44m 52s	0	0	65min	2:35
		750g	0	3min	22min	20min	8s	44m 52s	0	0	62min	2:32
		500g	0	3min	22min	20min	8s	44m 52s	0	0	60min	2:30
Fruit & Nut	Light	1kg	0	5min	20min	40min	10s	24m 50s	5s	49m55s	55min	3:15
		750g	0	3min	22min	40min	10s	24m 50s	5s	49m55s	52min	3:12
		500g	0	3min	22min	40min	10s	24m 50s	5s	49m55s	50min	3:10
Fruit & Nut	Medium	1kg	0	5min	20min	40min	10s	24m 50s	5s	49m55s	65min	3:25
		750g	0	3min	22min	40min	10s	24m 50s	5s	49m55s	62min	3:22
		500g	0	3min	22min	40min	10s	24m 50s	5s	49m55s	60min	3:20
Fruit & Nut	Dark	1kg	0	5min	20min	40min	10s	24m 50s	5s	49m55s	75min	3:35
		750g	0	3min	22min	40min	10s	24m 50s	5s	49m55s	72min	3:32
		500g	0	3min	22min	40min	10s	24m 50s	5s	49m55s	70min	3:30
Fruit & Nut Rapid	Light	1kg	0	5min	20min	25min	10s	54m 50s	0	0	55min	2:40
		750g	0	3min	22min	25min	10s	54m 50s	0	0	52min	2:37
		500g	0	3min	22min	25min	10s	54m 50s	0	0	50min	2:35
Fruit & Nut Rapid	Medium	1kg	0	5min	20min	25min	10s	54m 50s	0	0	65min	2:50
		750g	0	3min	22min	25min	10s	54m 50s	0	0	62min	2:47
		500g	0	3min	22min	25min	10s	54m 50s	0	0	60min	2:45
Fruit & Nut Rapid	Dark	1kg	0	5min	20min	25min	10s	54m 50s	0	0	75min	3:00
		750g	0	3min	22min	25min	10s	54m 50s	0	0	72min	2:57
		500g	0	3min	22min	25min	10s	54m 50s	0	0	70min	2:55

type	crust	knead 1	knead 2	knead 3	rest	knead 4	knead 5	bake	total
Cake	Light	1min	3min	2min	2min	1min	2min	69min	1:20
	Medium	1min	3min	2min	2min	1min	2min	79min	1:30
	Dark	1min	3min	2min	2min	1min	2min	89min	1:40

type	size	pre-heat	knead 1	knead 2	rise 1	punch back	rise 2	shape	rise 3	stir	total
Jam		15min	0	0	0	0	0		0	50min	1:05
Dough	1kg	0	3min	27min	60min	0	0	0	0	0	1:30
Dough	750g	0	3min	24min	60min	0	0	0	0	0	1:27
Dough	500g	0	3min	21min	60min	0	0	0	0	0	1:24
Pizza Dough		0	3min	22min	30min	0	0	0	0	0	0:55
Bake Only	1kg	0	0	0	0	0	0	0	0	90min	1:30

type	pre-heat	knead 1	knead 2	rise 1	punch back	rise 2	shape	rise 3	bake	total
Personal 1	0	5min	20min	40min	10s	24m 50s	15s	49m 45s	50m	3:10
Personal 2	30min	5min	15min	50min	10s	24m 50s	10s	44m 50s	45m	3:35
Personal 3	0	5min	20min	40min	10s	29m 50s	10s	59m 50s	55m	3:30
Personal 4	0	5min	20min	40min	10s	24m 50s	5s	49m 55s	65m	3:25
Personal 5	0	5min	20min	15min	10s	9m 50s	10s	29m 50s	50m	2:10

NOTES

NOTES

Temperature conversion table (to the nearest degree C)

°F	°C	°F	°C	°F	°C
200	93	260	127	320	160
205	96	265	129	325	163
210	99	270	132	330	166
215	102	275	135	335	168
220	104	280	138	340	171
225	107	285	141	345	174
230	110	290	143	350	177
235	113	295	146	355	179
240	116	300	149	360	182
245	118	305	152	365	185
250	121	310	154	370	188
255	124	315	157	375	191

Troubleshooting – what to do if:

The bread collapsed

The dough may have been too moist. Reduce the recipe liquid by 2 tbsp. If tinned fruit was used, it may not have been properly drained.

Leaving the bread in the bread pan while it cools can cause moisture released in the baking process to soak back into the bread.

The flour may have been too coarsely ground. Try using finer flour.

The core of the bread is too moist

The dough may have been too moist, see above.

The flour may have been too heavy. This problem can occur with rye, bran and wholemeal flours.

Reduce the amount of heavy flour and replace with white flour.

The bread has swollen too much

You may have used too much yeast, try reducing it slightly.

Too much sugar can cause the yeast to work too fast, and the bread to rise too much. Try reducing the amount of sugar. If you add sweet/sugary ingredients such as dried fruit, honey or molasses, reduce the amount of sugar to compensate.

You might try reducing the recipe liquid by 2 tbsp, as this will slow the action of the yeast.

Use coarser flour. Less yeast is needed with fine flour than with the same type of flour ground coarsely.

STORING THE APPLIANCE

- Unplug the unit from the wall outlet and clean all the parts as instructed above. Ensure that all parts are dry before storing.
- Store the appliance in its box or in a clean, dry place.
- Never store the appliance while it is still wet or dirty.
- Never wrap the power cord around the appliance.

SERVICING THE APPLIANCE

There are no user serviceable parts in this appliance. If the unit is not operating correctly, please check the following:

- You have followed the instructions correctly
- That the unit has been wired correctly and that the wall socket is switched on.
- That the mains power supply is ON.
- That the plug is firmly in the mains socket.

If the appliance still does not work after checking the above:

- Consult the retailer for possible repair or replacement. If the retailer fails to resolve the problem and you need to return the appliance, make sure that:

- The unit is packed carefully back into its original packaging.
- Proof of purchase is attached.
- A reason is provided for why it is being returned.

If the supply cord is damaged, it must be replaced by the manufacturer or an authorised service agent, in order to avoid any hazard. If service becomes necessary within the warranty period, the appliance should be returned to an approved Amalgamated Appliance (Pty) Ltd service centre. Servicing outside the warranty period is still available, but will, however, be chargeable.

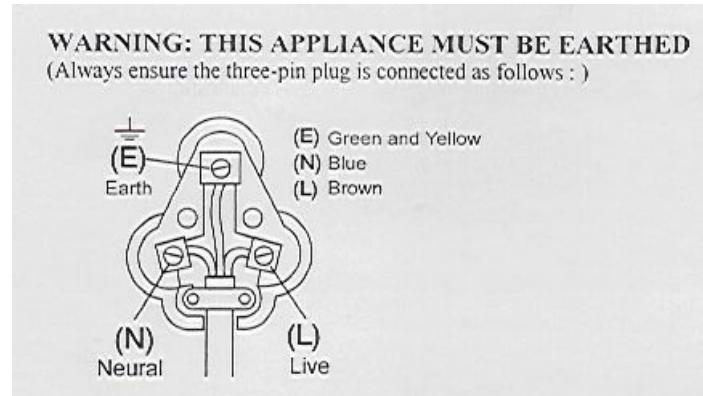
CHANGING THE PLUG

Should the need arise to change the fitted plug, follow the instructions below.

This unit is designed to operate on 230V-240V current only. Connecting to other power sources may damage the appliance. Connect a three-pin plug as follows:

The wires in this mains lead are coloured in accordance with the following code:

Green/Yellow = Earth
Blue = Neutral
Brown = Live



**PLEASE AFFIX YOUR PROOF OF PURCHASE/RECEIPT HERE
IN THE EVENT OF A CLAIM UNDER WARRANTY THIS RECEIPT MUST BE PRODUCED.**

WARRANTY

Amalgamated Appliances (Pty) Limited ("the Supplier") warrants to the original purchaser of this product ("the Customer") that this product will be free of defects in material and workmanship which under normal, personal, family or household purpose manifest themselves within a period of 365 days from the date of purchase or in respect of commercial or professional purposes, manifest themselves within a period of 90 days from the date of purchase. Any claim in terms of the warranty must be supported by a proof of purchase. If such proof is not available, then notwithstanding anything to the contrary herein, the Supplier's normal charge for service and/or spares will be payable by the Customer upon collection of the repaired product. If a claim is made in terms of the aforesaid warranty within the first 7 days from the date of purchase, the faulty product will be exchanged (provided that the product is in its original packaging with all accessories). Failing return of the product within 7 days, the Supplier's liability shall be limited on return to the Supplier of the product or parts thereof, to the replacement or repair (in the sole discretion of the Supplier, or its duly authorised service dealer) of the product to eliminate any defect in workmanship or materials found to be due exclusively to any acts or omissions on the parts of the Suppliers, of which defects the Supplier shall have been notified in writing by the Customer within the aforesaid warranty period. The warranty provided herein and the obligations of the Supplier as aforesaid are in lieu of, and the Customer waives, all other warranties, guarantees, conditions or liabilities, express or implied, arising by law or otherwise, including without limitation, any obligation of the Supplier in respect of any injury, loss or damage (direct, indirect or consequential) arising out of the use of, or inability to use, this product and whether or not occasioned by the Supplier's negligence (gross or otherwise) or any act or omission on its part. The warranty does not include and will not be construed to cover products damaged as a result of disaster, misuse, abuse or any non-authorized modification of the product. The warranty does not include replacement of light bulbs, heater bars, paper bags or any glass, plastic bowl or jug or other expendables. During the warranty period the product should be taken to a service centre of the Supplier or one of its duly authorised service agents. The Supplier neither assumes nor authorises any other person to assume for it, any additional liability in connection with the sale or servicing of its products.

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