

ELEVATE THE ART OF CIGAR TASTING

H1: THE FIRST INNOVATIVE DEVICE FOR CIGAR PRESERVATION & TASTING



PRESERVATION MODE (inside the humidor)

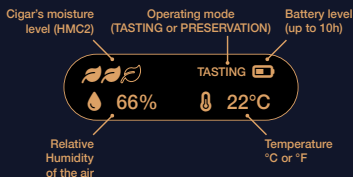
TASTING MODE (inside the cigar)

H1 calculates the moisture content of your cigar.

H1 provides you with recommendations for adjusting your humidor to always achieve the right moisture level for your cigars.

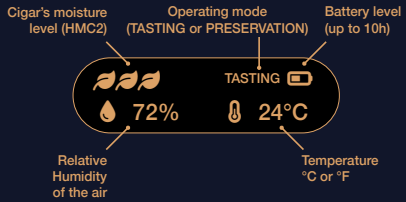
H1 checks the quality of the cigar you are about to smoke.

Moisture Cigar Content Levels (HMC2)				
Too Low	Optimal Range			Too High
	Slightly dry	Optimum	Slightly moist	
◇	🌿🌿🌿	🌿🌿🌿	🌿🌿🌿	◇



TASTING MODE (inside the cigar)

- Insert the needle in the cigar.
- The H1 screen displays the HMC2 level, the relative humidity, and the temperature.



PRESERVATION MODE (inside the humidor)

- Use the perforated cap.
- Place the H1 in the humidor (a delay of 2 minutes is recommended before reading).
- First screen display the HMC2 level, the relative humidity of the air & the temperature. Then the screen displays recommendations for adjusting your humidor settings.

H1 provides recommendations for adjusting, at the current temperature of the humidor, the relative humidity to reach the preferred cigar moisture level (within the optimal range).

Example:



At the current temperature of 23°C, set the relative humidity at 71% in order to achieve the same cigar humidity level than the 70/70 rule



At the current temperature of 23°C, set the relative humidity at 75% in order to have the cigars moisture slightly moist



At the current temperature of 23°C, set the relative humidity at 64% in order to have the cigars moisture slightly dry

Use of the control button:

- Switch On: Press 1 time
- Switch Off: Press 3 seconds
- Mode selection TASTING / PRESERVATION: Press 1 time within the 3 first seconds
- Left & Right-Handed: Press 2 times (at any time)
- °C & °F: Press 1 long press (within the 3 first seconds)
- Regeneration (needle cleaning): press the button three times with approximately 1 second interval between presses (when plugged in)