

MAGIC DESIGNER

PATENT PENDING

(Formerly called Hoot.. Nanny)

INSTRUCTIONS FOR USING

The Magic Designer is a mechanical drawing instrument. It is strongly and accurately made and if used with reasonable care it will last for years. It is an instructive toy and will be helpful in the development of talent in youngsters. Even though the Magic Designer must be classified as a "toy," it has captured the interest of many "grownups" and has provided pleasant hours not to mention novel results!

Millions of different diagrams can be drawn with the Magic Designer. Beautiful effects can be had by shading and blending harmonious colors in these diagrams. The results will many times surprise you and be most pleasing. In a child's hands, the Magic Designer assists in teaching coordination and is of value in helping the child learn something about colors -especially their compatible relationship to each other in a figured pattern.

Practical uses for colored designs will suggest themselves: Patterns for fancywork, lamp shades, coasters, hot pads, tablecloths, napkins, aprons, dresses, doilies, guest towels, place mats and many others. Uses for diagrams made with the Magic Designer are limited only by one's own imagination.

The Magic Designer should be placed on a steady table. The table should not be covered with cloth. In order to add the desired weight to the pencil arm, place two fingers lightly in the depressions of the metal arms when diagrams are being made. (See outline drawing of the Magic Designer on a rear page.)

Insert a paper disc carefully under the clips provided on the rotating table. This paper must be smooth and tightly held in place or it will slip during the drawing operation. It is well to remember that paper expands and shrinks, depending upon the weather. In moist weather the paper may be too large for the table - in extremely dry weather the

paper may fit loosely. In the beginning it is best to refer to a figure suggested in the instruction sheet. These suggested figures are given to help you "get started." As soon as you are familiar with the mysteries of the Magic Designer, you will enjoy making your own designs - and you can make an almost endless number of them.

If the handle interferes with the pencil arms, rotate the handle backward one or two notches. Under no circumstances should the handle be forced. If the handle of the Magic Designer is forced, it will no longer engage properly so that it will turn the gears.

To draw a circle, place pencil arms on circle studs.

CONTENTS OF PACKAGE

1 Magic Designer

1 Pair of Pencil Arms

1 Set Paper Discs

1 Pencil

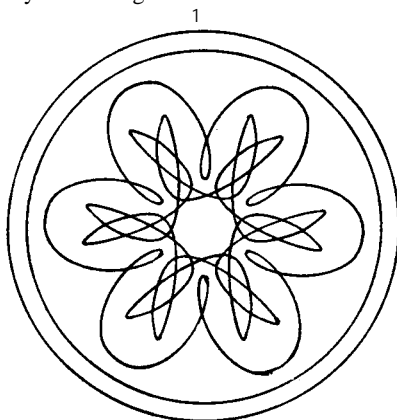
(A good ball-point pen should be used for professional work-all of the figures in these pages were-drawn in this manner. Suitable pens (they must fit the pencil holder) are usually available at drug stores.)

The following items may be purchased from your dealer or you may send check or currency with your order to us. We cannot be responsible for the loss of money in mailing. No C.O.D. order will be accepted.

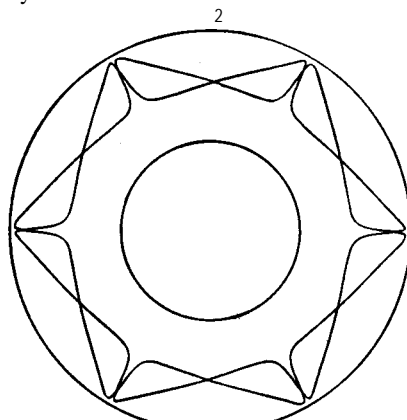
The Magic Designer and paper refills are available from the factory if your dealer does not have them.

Pencil Arms - \$ 1.00, Postpaid.

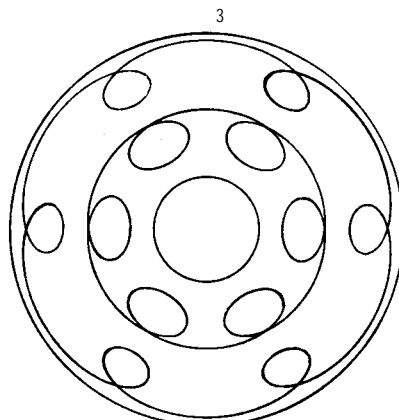
Envelope of Approximately 130 paper discs \$1.00, postpaid.



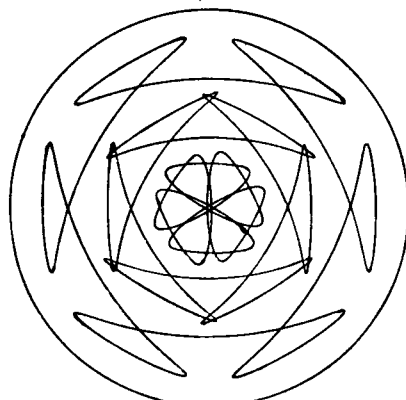
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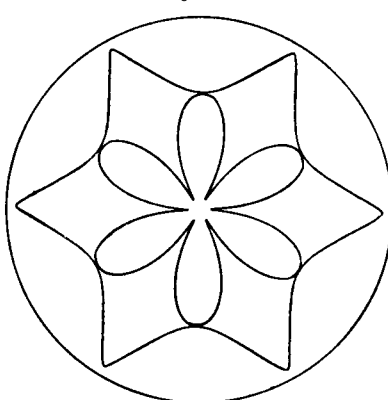
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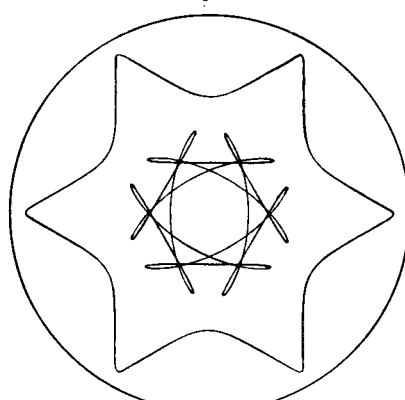
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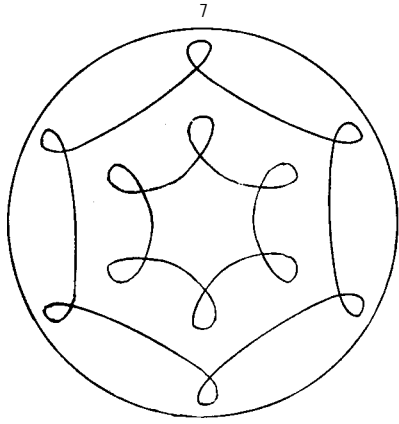
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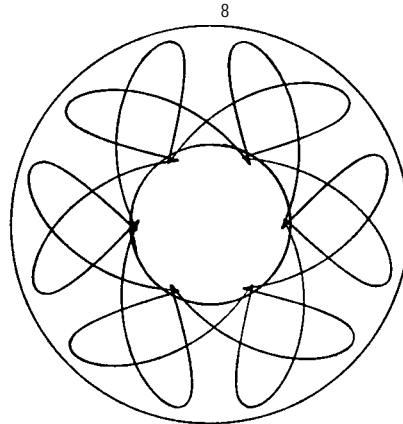
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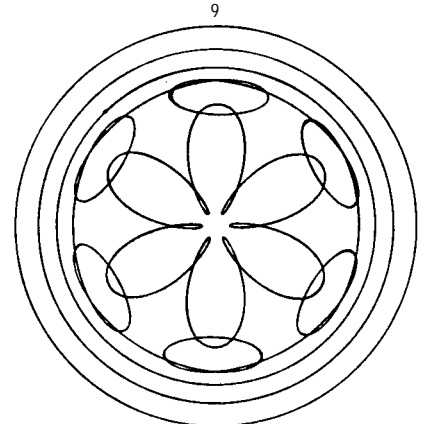
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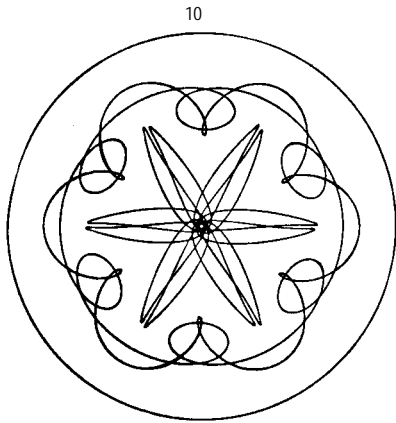
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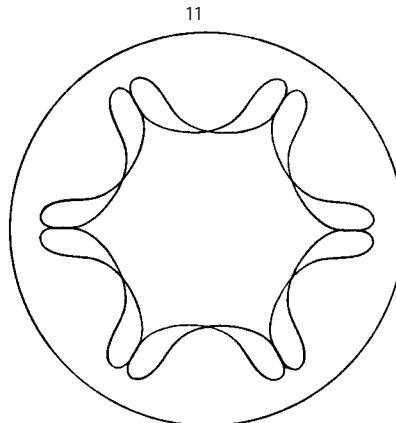
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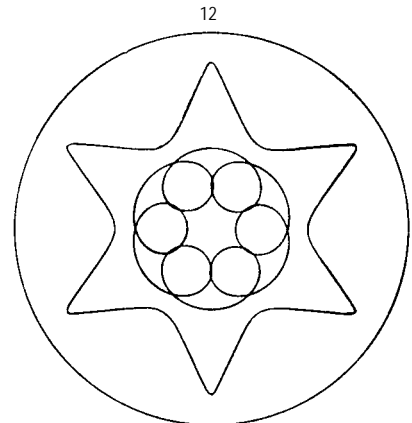
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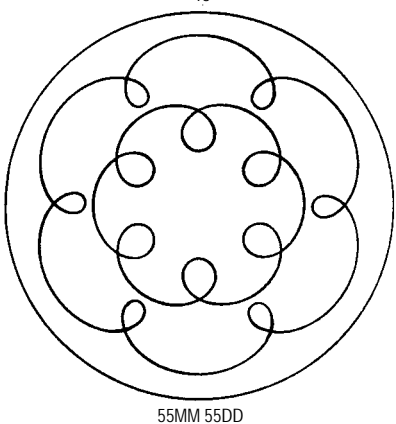
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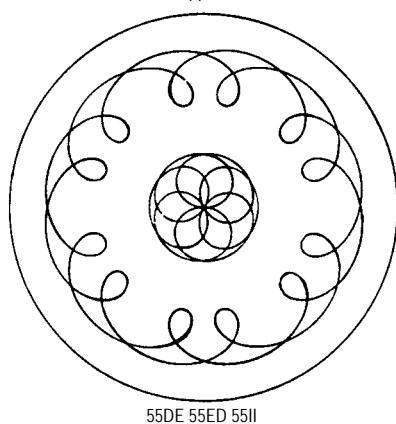
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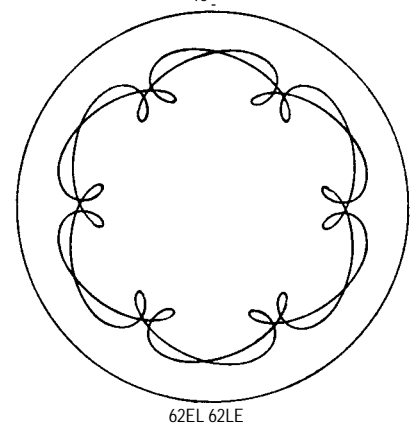
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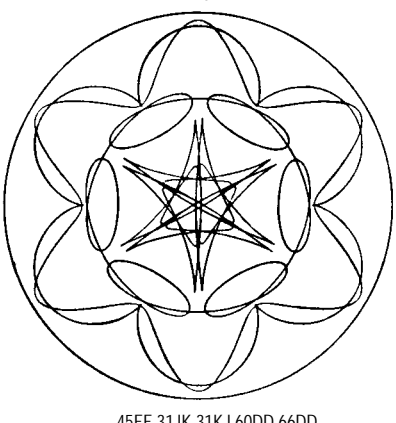
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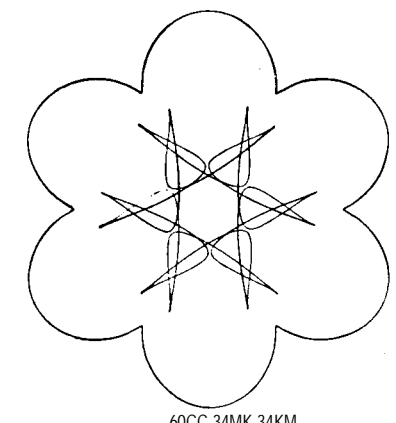
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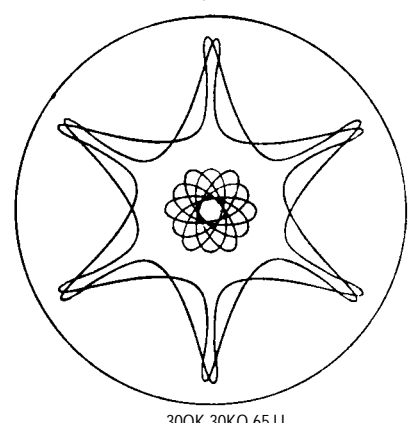
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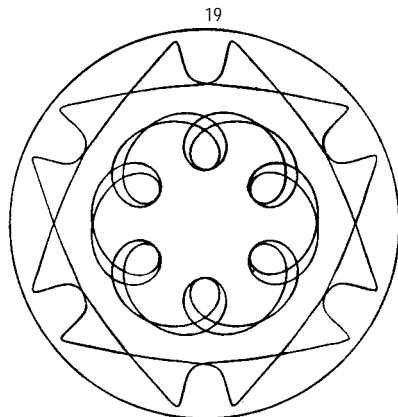
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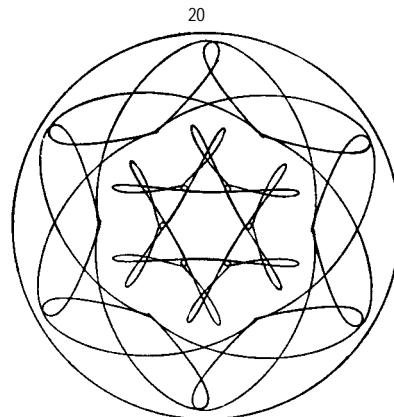
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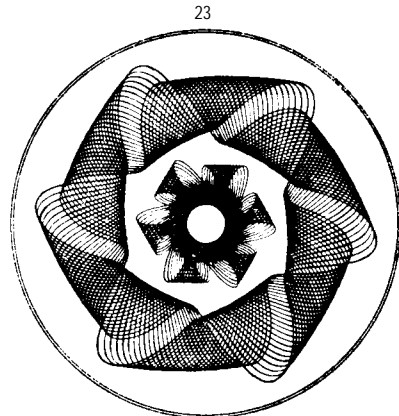
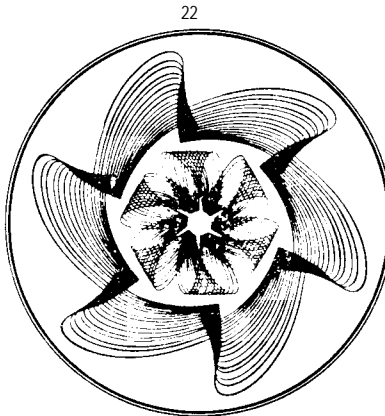
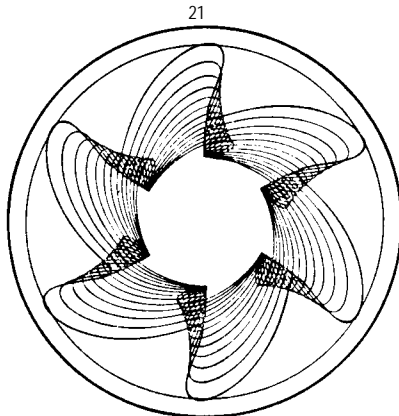
300K 30KO 65JJ



55HF 55FH 70CL 70LC



35MK 35KM 40GC 40CG



Set shift lever at 10. Place one pencil arm at H on upper circle stud. Place other pencil arm at L on upper crank pin and draw design. When each design is finished, advance shift lever five divisions at a time until 70 is reached. This completes the design.

Set shift lever at 10. Place one pencil arm at K on upper circle stud. Place other pencil arm at H on upper crank pin and draw design. When each design is finished, advance shift lever three divisions at a time until 46 is reached. This completes the inner design. Set shift lever at 16. Place one pencil arm at G on upper circle stud. Place other pencil arm at L on upper crank pin and draw design. When each design is finished, advance shift lever three divisions at a time until 61 is reached. This completes the outer design.

Set shift lever at 10. Place one pencil arm at I on upper crank pin. Place other pencil arm at L on lower circle stud and draw design. When each design is finished, advance shift lever three divisions until 46 is reached. This will complete the inner design. For the other design, set shift lever at 10. Place one pencil arm at E on upper crank pin. Place other pencil arm at L on lower circle stud and draw design. When each design is finished, advance shift lever two divisions at a time until 60 is reached. This completes the outer design.

KEEP YOUR PENCIL SHARP-YOU WILL GET BEST RESULTS

Use a good ball-point pen for professional work - All figures on these pages were drawn with a ball-point pen.

