

# Manual of Instructions

for use with

## GILBERT



U. S. PATENTS APPLIED FOR

Manufactured by  
**THE A. C. GILBERT COMPANY**  
NEW HAVEN, CONN., U. S. A.

Form M1499  
Printed in U. S. A.

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New York, N. Y.

### Directions

Best results are obtained by operating the Pak o' Fun Moovy Sho in a darkened room just as with any other movie projector. Set it upon any table or convenient place where the screen can be easily seen.

For projecting with No. 2 Machine, place the screen support in position on front end of base and set screen in support (see illustration on back page). Make sure that light bulbs are firmly screwed into their sockets. If the Pak o' Fun has not been in use put batteries in groove and fit the cover in position. When not using the Pak o' Fun it is best to remove batteries from the base.

For correct focus when using No. 1 Machine, the screen which is illustrated on cover of box should be placed about  $3\frac{3}{16}$ " from end of base (see illustration on back page).

Place one of the Duplex Films on the shelf in front of the light bulbs.

Taking the contact plug on end of the cord in one hand, touch the contact plate and one of the lights should flash on. By revolving the plug in either direction while it touches the contact plate a moving picture is thrown on the screen. Revolving the plug slowly gives slow motion effect while rapid revolving gives the picture fast motion.

In replacing light bulbs  $2\frac{1}{2}$  volt bulbs with the focussing type of filament will give best results. Batteries used should be standard  $1\frac{1}{2}$  volt flashlight cells of any standard make such as the Eveready No. 350.

*See Charts of Machine on Back Page.*

# Instructions for making your own PAK o' FUN MOOVIES

Take one of the blank films and lay it over the drawing below, so that it fits the black outline.



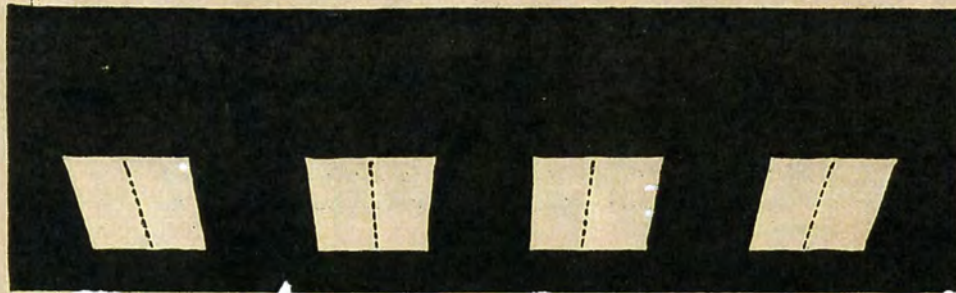
Cow Chewing Cud

Then get a sharp pointed pen and some ink. Any household ink will do but *India* ink is best.

Carefully trace the figures on the film. Do not put too much ink on the pen at one time and do not be in a hurry. It's better to sketch a little at a time and let the ink dry as you go along.

Have the Pak o' Fun Moovy Sho near at hand so that you can project your partially completed work from time to time and try out your results as you draw.

Do not be discouraged if you do not get a perfect result the first time. Nothing worth while is accomplished without a few mistakes in the beginning. If you do not like the first result you may wash it off. Put the film in cold water, with a little touch of soap, and off comes the ink. (Do not use *hot* water.)

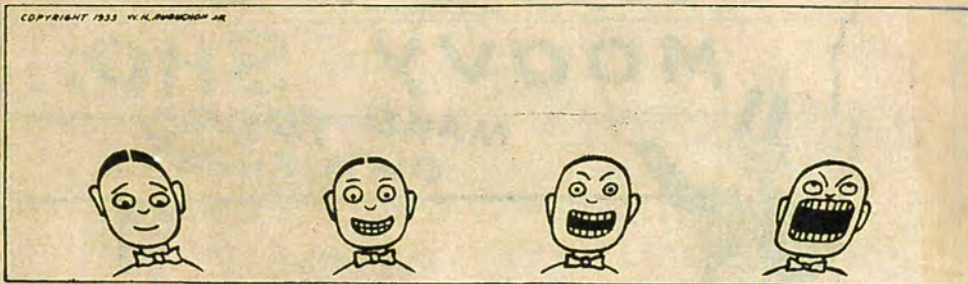


NOTE: For creating your own original pictures, chart above shows exact angle and position pictures should be placed on film. You will find it easier to make an exact tracing of the chart, draw your pictures and then place blank films on your drawing and fill in with ink.

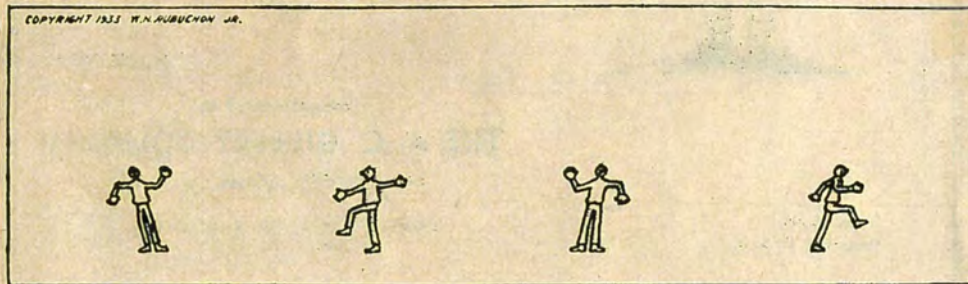
Now draw the pictures below.



Walking Goat

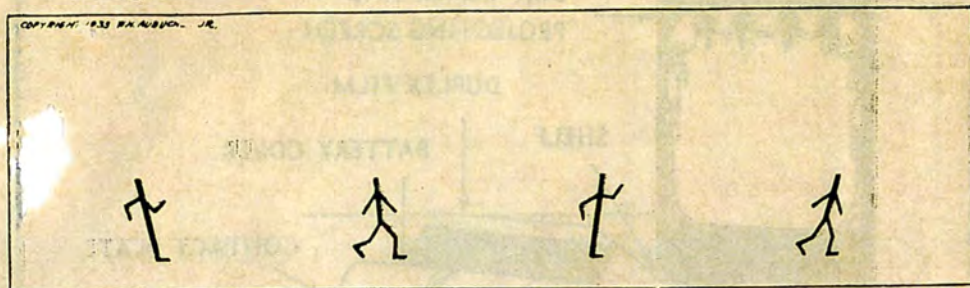


Talking Face

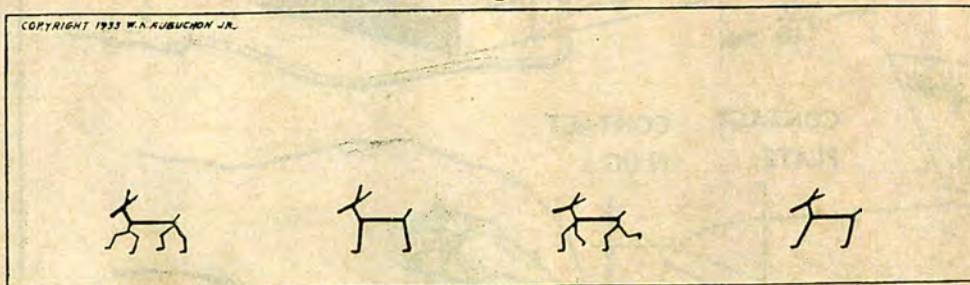


Dancing Man

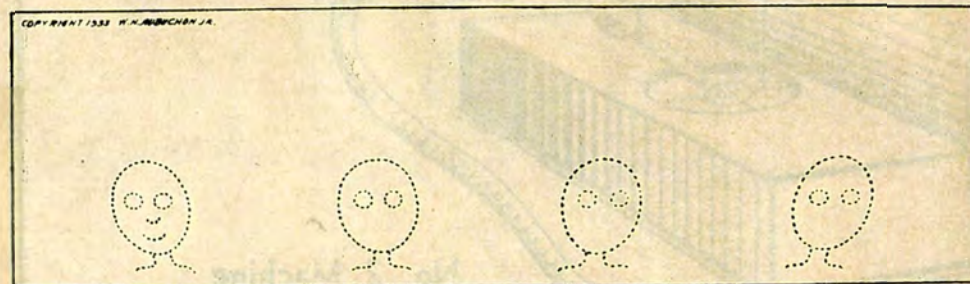
Now you are ready to create a walking man. Trace the following pictures just as you did the others and try out the result. You now have an outline of the motions of a walking man.



Walking Man



Walking Horse



No.1

No.2

No.3

No.4

Try your hand at this Funny Face.

### DETAILS FOR WALKING MAN

To make it look more like a real man, do as you are instructed below:

- |  |  |  |                                    |  |
|--|--|--|------------------------------------|--|
| <b>FIRST</b><br>Swell up his head like this— | <b>SECOND</b><br>Make his bodies look like this— | <b>THIRD</b><br>Put flesh on his legs like this— | <b>FOURTH</b><br>Put on his shoes— | <b>FIFTH</b><br>Put hats on his heads like this— |
|--|--|--|------------------------------------|--|



Now put him to work.

### DETAILS FOR WALKING HORSE

Let's make a walking horse. Trace him on a blank film.

- |                  |             |            |                |                         |
|------------------|-------------|------------|----------------|-------------------------|
| Give him a head, | And a body, | Fore legs, | And hind legs, | And fluff out his tail. |
|------------------|-------------|------------|----------------|-------------------------|



Now put him in the Pak o' Fun machine and give him some exercise.

### DETAILS FOR FUNNY FACE

First—Trace the outline of his head and shoulders with a solid line.

No. 1      No. 2      No. 3      No. 4

Second — Put these ears on each head where the ears should be.



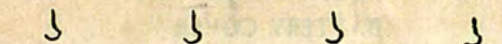
Third — Then give eyes to heads as numbered.



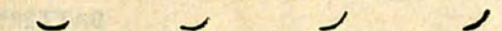
Now for the eyebrows to heads as numbered:



Put this nose on each face.



Give mouth to heads as numbered.



When the ink is dry, put this face in the machine and see the result.

No. 1 Machine

BOX COVER AND  
PROJECTING SCREEN

DUPLEX FILM

SHELF

BATTERY COVER

CONTACT PLATE

CONTACT PLUG

$3\frac{9}{16}$

CONTACT  
PLATE

CONTACT  
PLUG

No. 2 Machine

PROJECTING  
SCREEN

DUPLEX FILM

SCREEN SUPPORT

SHELF

LOCATING PIN FOR  
BATTERY COVER

BATTERY COVER

CORD

