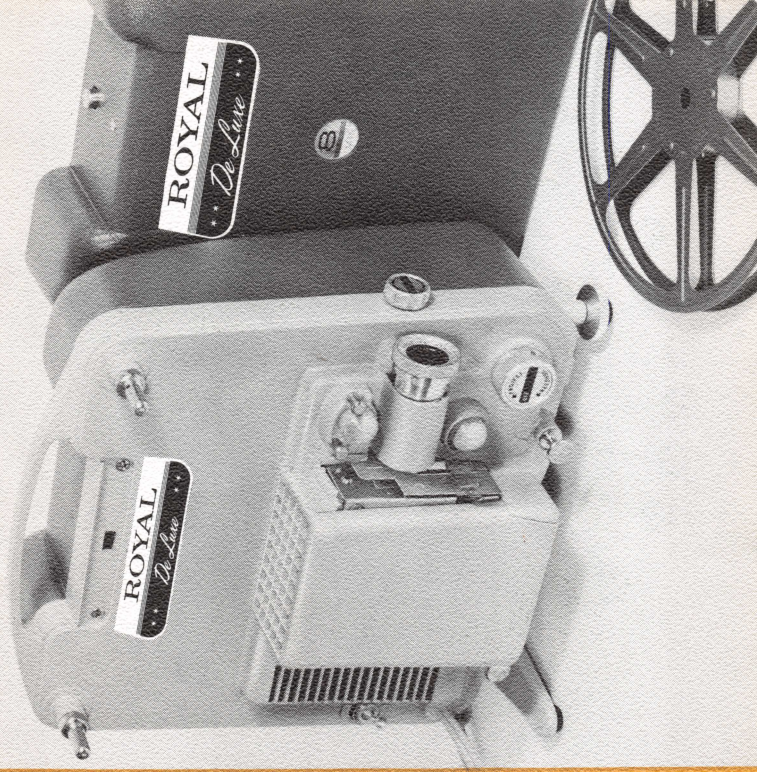
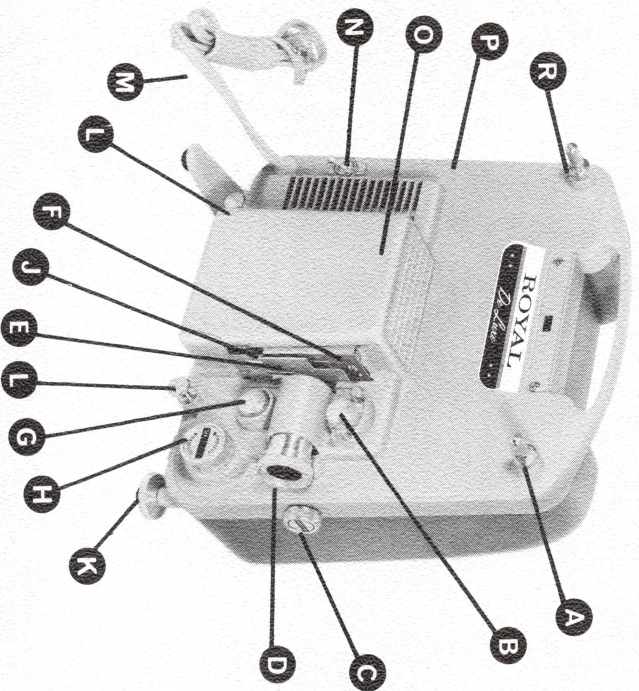




THIS
IS YOUR
ROYAL
DELUXE



- A** Supply Reel Spindle
- B** Upper Drive Sprocket
- C** Threading Knob
- D** Projection Lens
- E** Film Gate
- F** Pressure Plate
- G** Lower Drive Sprocket
- H** Projection Switch
- J** Framing Lever
- K** Elevation Knob
- L** Film Guides (2)
- M** Power Cord
- N** Lamp Switch
- O** Lamp Housing
- P** Variable Speed Control
- R** Take-up Reel Spindle

setting up your projector is easy

Place the projector on a firm projector stand, table or other steady support. Press the Cover-lock button on top of projector and tip off the cover. Plug the Power Cord (M) into a wall outlet (110-120 volt, 60-cycle AC only).

Set-up your screen (see Distance Table for correct distance) and turn the Projection Switch (H) to "Forward". Turn on the Lamp Switch (N), focus the Projection Lens (D) and adjust the Elevation Knob (K) so the light covers the entire screen with no overlap. Turn off the projector and the lamp and proceed with threading the projector.

DISTANCE TABLE

Screen Width	Distance from Projector to Screen
24 in.	8 ft.
30 in.	10 ft.
40 in.	13 ft.
50 in.	16 ft.

threading your projector

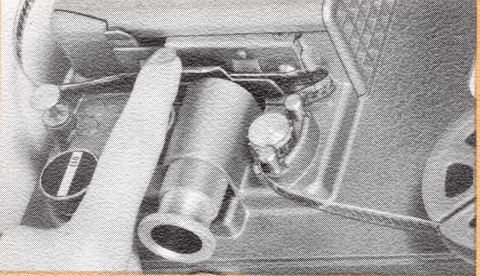
Be sure that both the projector and the lamp are turned off before you thread your projector.

Snap the reel of film onto front spindle (Supply Reel Spindle—A) so that film unwinds to your right with perforations toward you. Unroll about 2 feet of leader film. Slip film between Upper Drive Sprocket (B) and film guides so that sprocket engages film perforations.

Turn the Projection Lens (D) as far forward as it will go and swing open Film Gate (E). Turn the Threading Knob (C) until the two-pronged film advance claw disappears behind the Pressure Plate (F). Now slip film beneath the Film Gate (E), making sure to leave a $\frac{3}{4}$ " loop above the gate. Turn the Threading Knob a few turns to make sure the film is properly threaded and advancing through the Film Gate (E).

Leaving another $\frac{3}{4}$ " loop below Film Gate, slip film between Lower Drive Sprocket (G) and film guide. Continue threading by bringing film beneath two Film Guides (L) near bottom of projector. Thread film into slot of take-up reel on rear spindle (Take-up Reel Spindle—R).

If your leader film is too short to reach the take-up spool, do not pull on film for more footage. Turn Projection Switch (H) to "Forward" and run off enough film to reach take-up spool.



projecting movies

Turn the Projection Switch (H) to "Forward" and turn the Lamp Switch (N) to "On". Turn the Projection Lens (D) until the image on the screen is in sharp focus.

Framing — If your picture is cut off at the top or bottom, and the black border between frames shows on the screen, the film frames are not centered in the Film Gate (E). To correct this, move the Framing Lever (J) up and down slowly until the full image appears on the screen.

Restoring Lost Film Loop — Use of film with faulty splices, torn perforations, or kinks may cause loss of the upper and/or lower film loops. This results in a clicking sound and a fluttering picture. Should this occur, turn both the Projection Switch and Lamp Switch to "Off" immediately to avoid film damage.

To re-form the loops, open the Film Gate (E) and disengage the film from the Lower Drive Sprocket (G) by sliding the film backward and outward simultaneously. This will provide sufficient slack to re-form both loops. To continue your movies, close the Film Gate and turn on the projector and the lamp.

Reverse—When you want to reverse action for special effects, or to re-view a scene, simply move the Projection Switch (H) to "Reverse". Move the switch back to "Forward" to resume normal-action projection.

Rewinding—Turn the Projection Switch and the Lamp Switch to “Off”. Thread film from the take-up reel directly across top of projector to supply reel. Turn the supply reel counterclockwise to take up any slack. Turn the Projection Switch to “Reverse”

After your film is completely rewound, turn the Projection Switch to “Off”.

Slow Motion—Switch from normal action to slow motion by turning the Variable Speed Control (P) counterclockwise. With this slower speed, you can take a better look at the action on the screen.

caring for your Projector

To Clean the Lens—Remove Projection Lens (D) and clean front and rear surfaces with a soft, clean, lintless cloth. Never attempt to take the lens apart—it is sealed to keep out dust.

To Clean Film Gate—Press the Film Gate (E) forward against the spring and pull it out. Wipe both the Film Gate and the Pressure Plate (F) with a soft, clean cloth and blow or brush out any particles. To replace, slip the gate beneath the spring until the two slots engage the guides.

To Replace Lamp — Lamp must be turned off and cooled before touching it. Remove the Lamp Housing (O) by sliding it straight up. To remove lamp, grasp it firmly and pull straight up (do not twist or turn).

When replacing the lamp, line up the prongs and center post of the lamp with the holes in the socket . . . press lamp all the way down until it is seated firmly.

Replace burned-out lamp with 150 Watt DCH Tru-Flector Lamp.
To replace the Lamp Housing, line it up on its tracks and press downward.

Oiling — Your projector is permanently lubricated. Do not oil.

Repairs — If the motor runs but the spindles do not rotate, one of the driving belts may have broken or come loose under abnormal shock. To replace, remove the motor housing by removing the two screws at the top and the two screws at the bottom of the back cover. For any other repairs return projector prepaid directly to Customer Service Department, Kine Camera Co., Inc., Royal Projector Division, 889 Broadway, New York 3, N.Y.

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