

Fig. 3

Continue to wind the pictures on, one after the other, reading the story for each when it is on the screen. The arrow on the spool in the picture shows the direction in which the film should be wound.

SHOWING DIAGRAMS AND CINE PICTURES

The projector will take standard size Cine Films in the 'gate,' the size of the portion shown being $\frac{3}{8}$ in. square. Small diagrams and pictures can be drawn on cellophane strips cut to the required width and images up to 12 in. square of instructional diagrams can also be satisfactorily projected.



Fig. 4

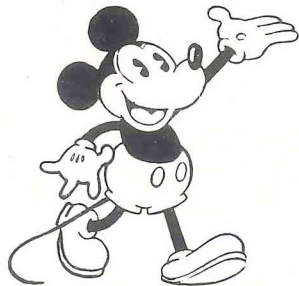
Made in England by

JOHNSONS of HENDON LTD.

By arrangement with

WALT DISNEY MICKEY MOUSE LTD.

HOW TO USE THE JOHNSON **WALT DISNEY FILM STRIP PROJECTOR**

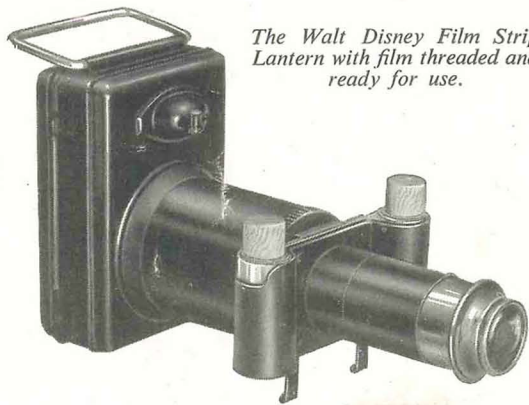


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The Walt Disney Film Strip Lantern with film threaded and ready for use.

The lantern is packed complete with battery and bulb, the type used being a standard 3-cell pocket lamp battery and 3½-volt special obscured bulb. To fit the Lantern with replacements, the usual method should be followed as for the ordinary pocket lamp.

BEST DISTANCE AND SIZE OF PICTURE. In a darkened room the best results are obtained with the Lantern at one end of a table and the screen at the other, about 5 to 6 feet apart. At this distance a very bright picture about 12 in. square is shown. In a thoroughly darkened room a bright picture about 24 in. square is possible with the Lantern about 8 feet from the screen.

LOADING THE FILM. Erect a piece of stiff white card as a screen and point the Lantern towards it. Unroll blank leader of the film strip and insert it with the

upside down in the slot behind the lens tube, at the same time lowering the spool into the left-hand spool chamber (Fig. 1). Leave about 1 in. of blank film projecting beyond the right-hand spool holder. Then slip the slot of the empty spool over the loose end of the film (Fig. 2). Push it into the spool holder and wind it one turn anti-clockwise. (Fig. 3). The film should be fairly taut and straight across the slot. It should wind off and on to the back of the spool (Fig. 3).

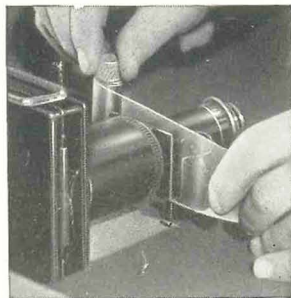


Fig. 1

SHOWING THE PICTURE. Switch on and point the Lantern at the centre of the screen. Turn the right-hand spool slowly anti-clockwise, stopping when the first picture comes into position on the screen.

MAKING THE PICTURE SHARP (FOCUSING) (Fig. 4)

To get the picture sharp and clear on the screen, pull the front lens well out, then push it in slowly until the picture is quite sharply defined. The Lantern has a first-class lens system and the corners should be dead.

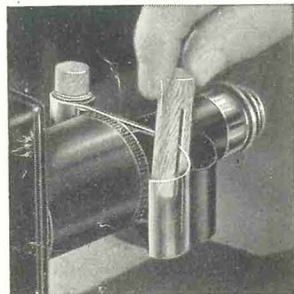
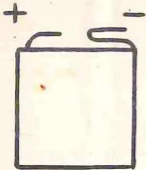


Fig. 2



TO INSERT BATTERY

BEND TERMINALS OF
BATTERY AS ILLUSTRATION.
PLACE THESE UNDER THE
TWO CONTACTS INSIDE
THE CASE AND PRESS THE
BATTERY INTO POSITION