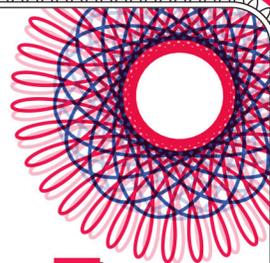
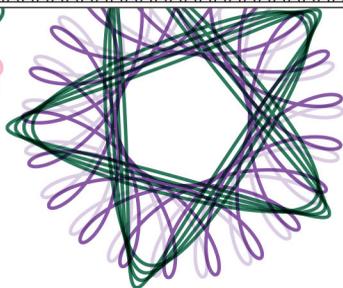
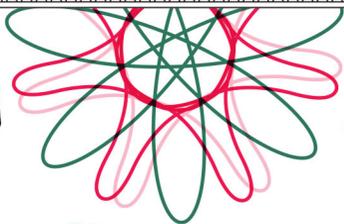


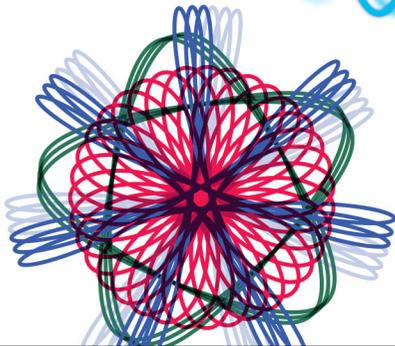
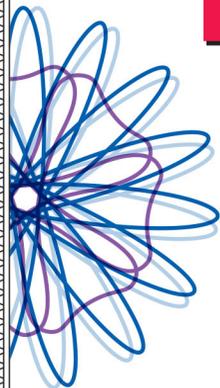
**SPIN your DESIGNS  
to life with LIGHT!**



*the original*

# spirograph<sup>®</sup>

**animator**



**AGES 8+**

*Adult supervision recommended*



**WARNING:** PHOTSENSITIVITY HAZARD--  
Flashing lights. See Instructions

## SAFETY INFORMATION

**⚠ WARNING:** A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Such persons could risk seizure while viewing the lights from this toy. This may occur even if there has been no previous medical problems or experience with epilepsy. Reduce risk by using in a well-lit room. If you experience any of the following symptoms while playing with the toy – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY stop using the toy and consult with your doctor. If you or a member of your family has ever shown epileptic symptoms when exposed to flickering lights, you should consult with your doctor before using this product.

## BATTERY INFORMATION

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not use rechargeable batteries
- Do not attempt to recharge non-rechargeable batteries
- Ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product
- Remove exhausted batteries from product and dispose of properly
- Do not short-circuit the supply terminals
- Do not mix old (used) and new batteries or batteries of different types, e.g. alkaline, standard (carbon-zinc), rechargeable (e.g. NiMH), or batteries of a different make/brand
- Do not dispose of batteries in fire as they may explode or leak
- Remove batteries from the product if it will not be used for a month or longer

## MAINTENANCE

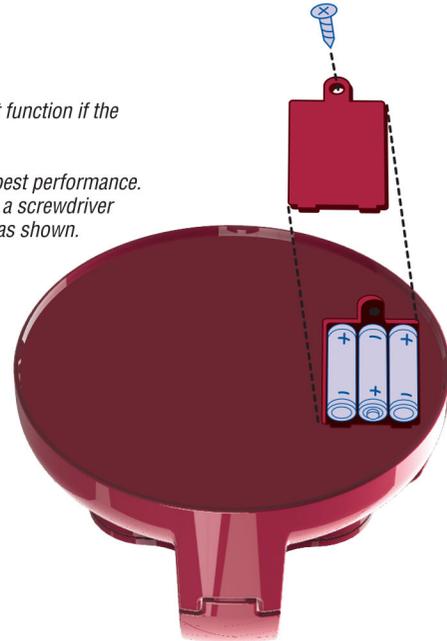
- Product contains electronic components, do not soak in water or use in a wet environment.
- Clean only with dry cloth. • Markers may stain.

## BATTERY INSTALLATION

- Note: The Spirograph® Animator will not function if the batteries are inserted incorrectly.
- Alkaline batteries are recommended for best performance. Remove the battery cover as shown using a screwdriver (not included) and insert 3 AAA batteries, as shown. Then screw the battery cover back on.
- FOR BEST RESULTS: Replace the batteries when the strobe lamps become dim and/or the animations become more difficult to see.

## TROUBLESHOOTING

If you cannot see any animation, be sure to move to a room that is not lit by fluorescent lights.



# Getting Started

**Dim the lights and take your Spirograph® designs for a spin with the Spirograph® Animator! Now you have the power to draw precision Spirograph® designs and bring them to life in amazing animations! Check out this guide and then set your creative wheels turning!**

## LED strobe lamps:

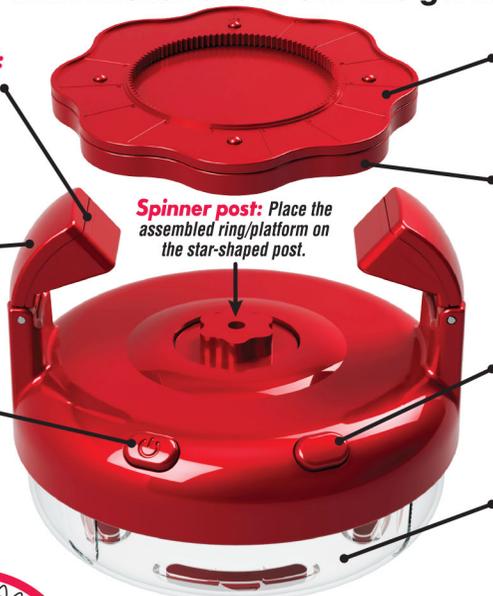
Lights automatically activate when the unit is on and the platform is spinning. Auto shut-off occurs when spinning slows.

## Lamp arms:

Unfold into fully upright position as shown here before operating the Animator.

## Power button:

Press to turn the unit on. Press to turn off when not in use, to preserve battery life. Auto shut-off occurs after a few minutes of inactivity.



**Spinner post:** Place the assembled ring/platform on the star-shaped post.

## Design ring:

Locks onto the platform's posts, to draw precisely centered designs.

## Spinner platform:

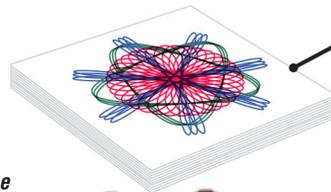
Powered by you! Just swipe or flick with your finger to give it a spin. \*Platform spins on high-quality ball bearings. When it slows or stops, spin it again.

## Hold button:

Press to freeze your favorite animation to view or show friends! Press again to resume.

## Storage compartment:

Twist to open. Stores your Spirograph® wheels, pens, and paper pad.



## 100 sheets of stick-down design paper:

Stick onto the platform, then lock the ring on top to draw your designs.

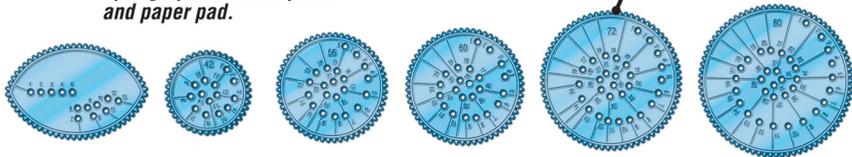
## Fine-line design pens:

Five different colors to mix & match.



## 6 Spirograph® wheels:

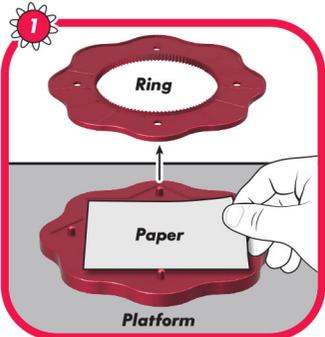
Draw countless amazing designs.



The Animator is compatible with other Spirograph® sets too!

The pen holes in the Spirograph® pieces have been sized to fit most standard pens available on the market.

# Drawing your Designs



**1.** Lift to remove the Spirograph® RING and the spinner platform off of the Animator unit. Tilt to slide out between the lamp arms.

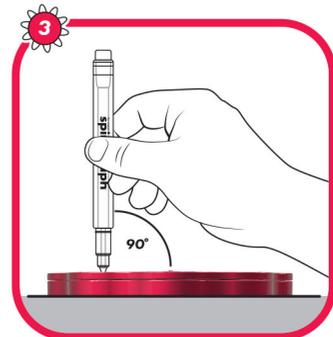
Place the platform on a flat surface such as a table, countertop, or desk. (Do not draw with the platform still on the Animator base.)

Then, place a piece of the included stick-down paper on the recessed square of the platform as shown.



**2a.** Replace the RING on the platform on top of the paper so that the RING's holes lock onto the platform's posts.

**2b.** Place a Spirograph® WHEEL inside the RING. Engage the teeth of both pieces so that they interlock.



**3.** Place a pen into one of the numbered holes in the WHEEL at a 90-degree angle as shown.



**4.** With one hand gently holding the RING and platform flat in place, slowly rotate the WHEEL around the inside of the RING, until the line of your design meets where it started.

Always keep the pen in an upright position and keep the wheel teeth in contact with the RING teeth while drawing. Draw slowly to avoid slipping of the gears.

## Beginning Design Idea

Try this simple design to get started! Layering two or more designs creates amazing animation effects. Leave the paper and ring in place after drawing the first design. Place a new wheel inside the ring to draw another design on top of the first.



**60** HOLE: 20

**42** HOLE: 1

Place WHEEL No. 60 so that Hole 20 lines up with POSITIONING LINE 1 on the RING. With the Red Pen in Hole 20, draw a pattern until the line meets where it began.

Place WHEEL No. 42 so that Hole 1 lines up with POSITIONING LINE 1 on the RING. Draw a pattern with the Blue Pen in Hole 1.

# Animating your Designs

## How it works

*The Spirograph® Animator brings your designs to life using the stroboscopic effect, a visual illusion of perceived animation (or stillness) that occurs when an object in motion is viewed in separate short samples. You may have seen this effect watching a car wheel appear to spin backwards in a movie, as the individual frames of the movie capture the image of the wheel in different positions.*

*The Spirograph® Animator's specially designed strobe lamps light your designs for short instances as they spin—like individual frames in a cartoon or movie. Watch as your designs appear to dance and move in different directions as the strobes flash in a unique series of patterns. Notice how designs drawn with different Spirograph® wheels create a different animation effect. Combine them for amazing animations!*

1

### Ready!



When you're ready to animate your design, leave the **RING** and paper locked in place on the platform and place them together back onto the star-shaped spinner post as shown here.

2

### Turn power on! Dim the lights!



Press the **POWER** button. Lights will blink twice to indicate the Animator is on. Be sure the strobe lamp arms are in the fully upright position.

*If you are reusing a design you've already made, follow steps 1 and 2a on page three to place the stick-down paper on the platform and replace the ring on top. Then place them together onto the spinner post and continue with step 2 on this page.*

3

## Spin!



Spin the platform by swiping quickly with your finger.

The strobe lamps will automatically light up shortly after spinning begins. (If not, press the POWER button to be sure the unit is on, or try spinning again. The strobe lamps will not light if spun too slowly.)

## Freeze Frame



While the platform is spinning, the strobe lamps create a unique series of animation effects from your designs. Tap the HOLD button to FREEZE and view your favorite animation effect and show your friends!

To end the hold (and resume the varying animation effects), tap the HOLD button again.

4

## Animate!



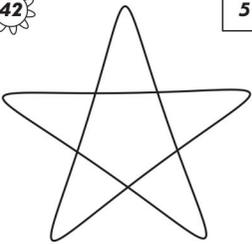
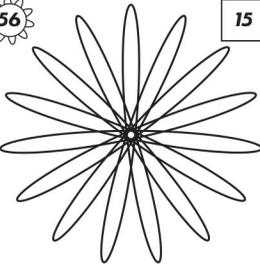
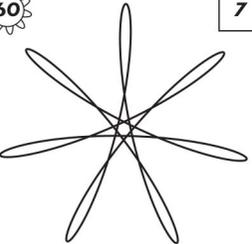
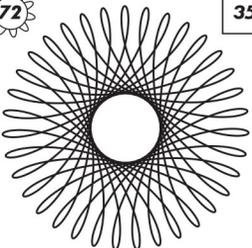
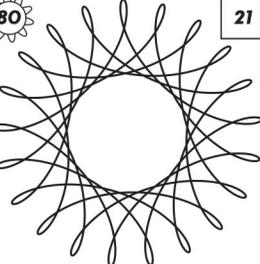
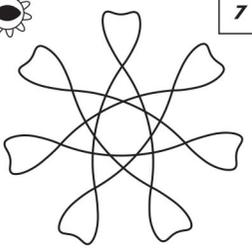
Watch as your Spirograph® designs come to life in amazing animations and mesmerizing motion!

# Spirograph® Basic Pattern Guide

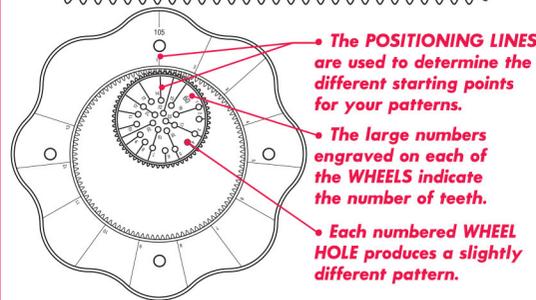
The boxes below show the basic pattern produced by each of the different WHEELS. The patterns below were all drawn using Hole No. 1 of each wheel.

The number of teeth on a WHEEL and RING determines the number of points on the pattern. For each different hole on a wheel, the shape of the pattern changes, but the number of points stays the same.

 = WHEEL used to create pattern     = Number of points in pattern

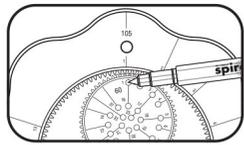
  <input type="checkbox"/> 5	  <input type="checkbox"/> 15	  <input type="checkbox"/> 7
  <input type="checkbox"/> 35	  <input type="checkbox"/> 21	  <input type="checkbox"/> 7

## What the Markings Mean

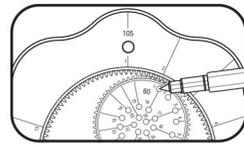


## Positioning Lines

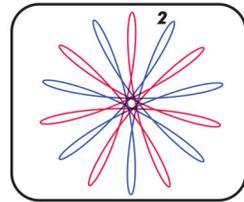
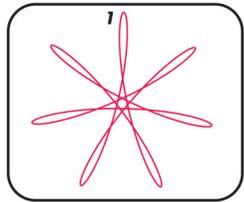
Using the **POSITIONING LINES** to begin your design at different starting points along the **RING**, you can create more complex patterns.



HOLE No. 1 in Starting Position No. 1 on the RING.

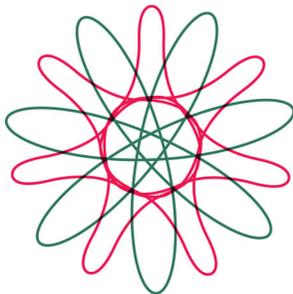


HOLE No. 1 in Starting Position No. 2 on the RING.



Take these design ideas for a spin or experiment to create your own new patterns!

## Design Ideas



HOLE: 7



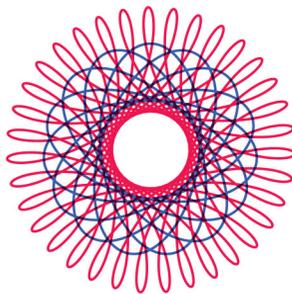
HOLE: 7

Place the OVAL WHEEL so that Hole 7 lines up with POSITIONING LINE 1 on the RING.

With the Red Pen in Hole 7, draw a pattern until the line meets where it began.

Place WHEEL No. 60 so that Hole 7 lines up with POSITIONING LINE 2 on the RING.

Draw a pattern with the Green Pen in Hole 7.



HOLE: 4



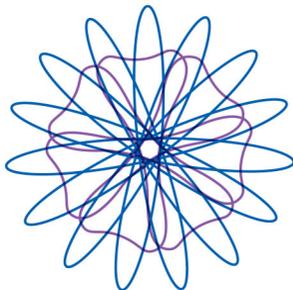
HOLE: 15

Place WHEEL No. 72 so that Hole 4 lines up with POSITIONING LINE 1 on the RING.

With the Red Pen in Hole 4, draw a pattern until the line meets where it began.

Place WHEEL No. 56 so that Hole 15 lines up with POSITIONING LINE 1 on the RING.

Draw a pattern with the Blue Pen in Hole 15.



HOLE: 3



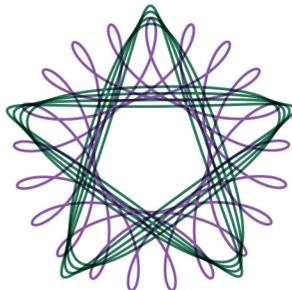
HOLE: 3

Place WHEEL No. 56 so that Hole 3 lines up with POSITIONING LINE 1 on the RING.

With the Blue Pen in Hole 3, draw a pattern until the line meets where it began.

Place the OVAL WHEEL so that Hole 3 lines up with POSITIONING LINE 1 on the RING.

Draw a pattern with the Purple Pen in Hole 3.



HOLES: 1-3-5-7



HOLE: 5

Place WHEEL No. 42 so that Hole 1 lines up with POSITIONING LINE 1 on the RING.

With the Green Pen in Hole 1, draw a pattern until the line meets where it began.

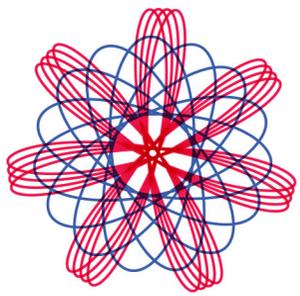
Draw patterns with the Green Pen in Holes 3, 5, and 7 starting each at POSITIONING LINE 1.

Place WHEEL No. 80 so that Hole 5 lines up with POSITIONING LINE 1 on the RING.

Draw a pattern with the Purple Pen in Hole 5.

# Design Ideas

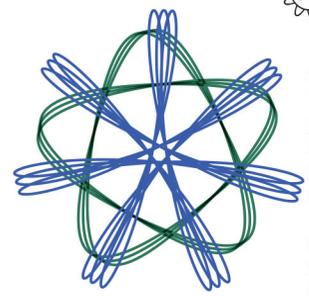
**60** HOLES: 5-5-5 **56** HOLE: 12



Place WHEEL No. 60 so that Hole 5 lines up with POSITIONING LINE 1 on the RING. With the Red Pen in Hole 5, draw a pattern until the line meets where it began. Draw 3 more patterns with the Red Pen in Hole 5, starting each pattern one tooth to the right of the previous.

Place WHEEL No. 56 so that Hole 12 lines up with POSITIONING LINE 1 on the RING. Draw a pattern with the Blue Pen in Hole 12.

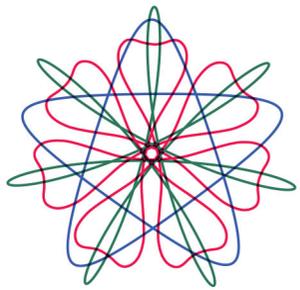
**60** HOLES: 1-1-1 **42** HOLES: 8-8-8



Place WHEEL No. 60 so that Hole 1 lines up with POSITIONING LINE 1 on the RING. With the Blue Pen in Hole 1, draw a pattern until the line meets where it began. Draw 2 more patterns with the Blue Pen in Hole 1, starting each pattern one tooth to the RIGHT of the previous.

Place WHEEL No. 42 so that Hole 8 lines up with POSITIONING LINE 1 on the RING. Draw a pattern with the Green Pen in Hole 8. Draw 2 more patterns with the Green Pen in Hole 8, starting each pattern one tooth to the LEFT of the previous.

**60** HOLE: 1 **42** HOLE: 5 **60** HOLE: 2

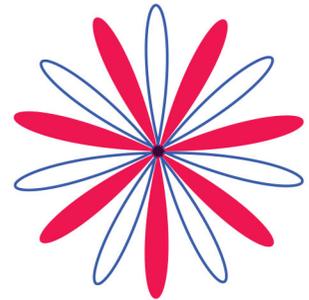


Place WHEEL No. 60 so that Hole 1 lines up with POSITIONING LINE 1 on the RING.

With the Green Pen in Hole 1, draw a pattern until the line meets where it began.

Place WHEEL No. 42 so that Hole 5 lines up with POSITIONING LINE 1 on the RING. Draw a pattern with the Blue Pen in Hole 5.

Place the OVAL WHEEL so that Hole 2 lines up with POSITIONING LINE 1 on the RING. Draw a pattern with the Red Pen in Hole 2.



**60** HOLES: 3-3

Place WHEEL No. 60 so that Hole 3 lines up with POSITIONING LINE 1 on the RING. With the Blue Pen in Hole 3, draw a pattern until the line meets where it began.

Place the wheel so that Hole 3 lines up with POSITIONING LINE 2 on the RING.

Draw a pattern with the Red Pen in Hole 3. Color in the Red loops.

Try coloring in your designs or repeating small doodles around them for more exciting animated effects!

### FCC Information

*This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:*

*(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.*

- *Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.*

• *NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:*

- *Reorient or relocate the receiving antenna.*
- *Increase the separation between the equipment and receiver.*
- *Connect the equipment into a power source that is different from that to which the receiver is connected.*
- *Consult the dealer or an experienced radio/TV technician for help.*

CAN ICES-003(B)/NMB-003(B)

### ITEM 1725

**Keep these instructions for future reference as they contain important information.**

**Play Monster**



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US Patent 10,379,435

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