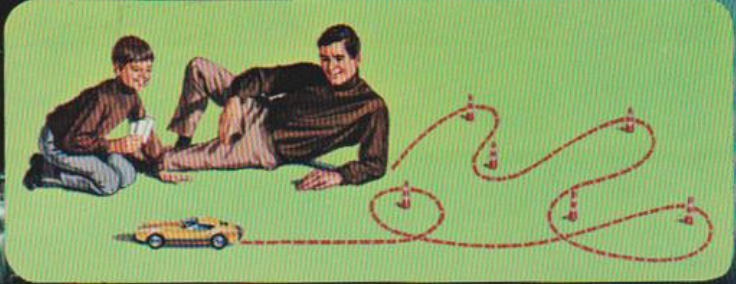




Hasbro®
AMAZE-A-MATICS™
The fantastic car with a brain



INSTRUCTION BOOKLET

AN IMPORTANT MESSAGE TO YOU, THE OWNER OF THIS CAR:

Your **AMAZE-A-MATIC™ CAR** is something special. Treat it with care. Each **AMAZE-A-MATIC™ CAR** has a distinct personality of its own. After you have read the instructions and played with your car, you will get to know **your** car's personality and how it performs.

By using the general suggestions given you in this booklet, and by adjusting these suggestions to your car, you will get it to perform **your** programs.



AMAZE-A-MATICS™

INTRODUCTION

Yours to command... **THE AMAZE-A-MATIC™**. "The Fantastic Car with a Brain". The age of computer programming built into a fascinating futuristic car. Pre-plan its route around your home just as if you were sitting in the driver's seat. And, this is done without the use of a track.

The **AMAZE-A-MATIC™** mechanically follows your orders from start to finish.

You plan the program... you decide the action... set up thousands of different programs... completely controlled by you. Set up the pylons and run circles around them.

The following pages will take you through a series of simple, easy to follow steps that will give you many, many hours of excitement, fun and wonderment.

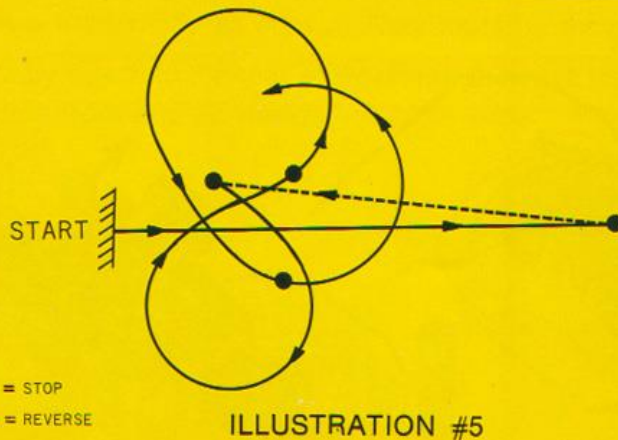
WHAT THE AMAZE-A-MATIC™ CAN DO:

Your **AMAZE-A-MATIC™** can perform a number of basic functions, depending upon what you want it to do.

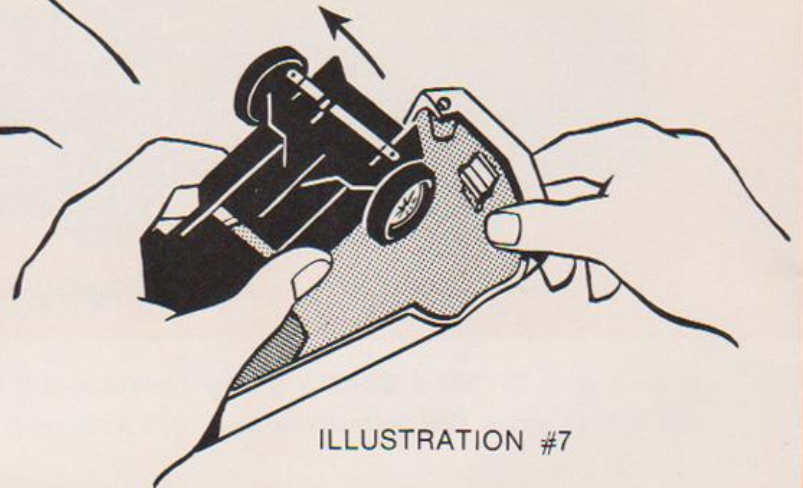
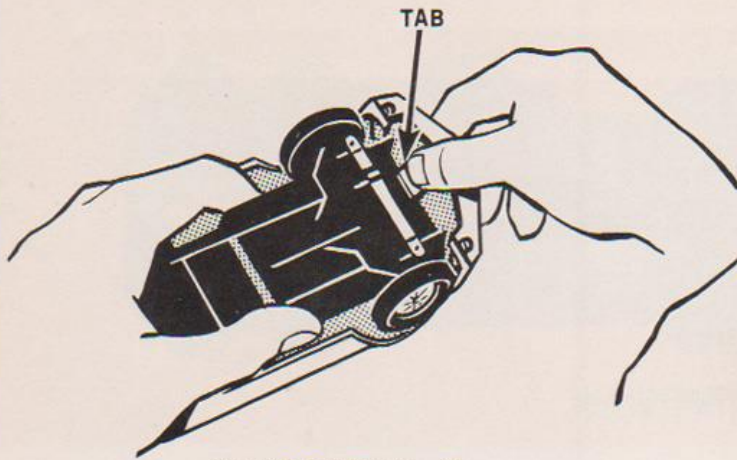
Your **AMAZE-A-MATIC™** will run for approximately 30 seconds during a program. When running through a program, your **AMAZE-A-MATIC™** can be made to go straight forward, straight reverse, forward right turn, forward left turn, reverse right turn, reverse left turn, stop and start again, and shut off automatically.

You can make your **AMAZE-A-MATIC™** go forward for a desired number of feet... stop and back up (see illustration #1)... go forward and complete a circle to the right. Go forward and complete a circle to the left, and return to the starting point (see illustration #2).

Your **AMAZE-A-MATIC™** can be programmed to follow any pattern you desire. If you program your **AMAZE-A-MATIC™** to go forward for the entire length of the program, your **AMAZE-A-MATIC™** would travel for approximately 50 feet. (see illustration #3). After you have learned to program your **AMAZE-A-MATIC™**, setting up the pylons included in this set will give you added fun and excitement.



Your **AMAZE-A-MATIC™** operates with 2 size "AA" penlight batteries. To insert batteries, remove the body from the chassis by depressing the latch (as shown in illustration #6) and removing the chassis by lifting out the front first, and sliding the chassis out from the body (see illustration #7).



There are directions in the chassis which show the direction of the batteries (see illustration #8).

Insert 2 size "AA" penlight batteries into the chassis (as shown in illustration #9). The batteries must be inserted exactly as shown. They must be facing in opposite directions.

Replace chassis by inserting the rear end first (as shown in illustration #10), depressing the latch, and inserting front end as shown.

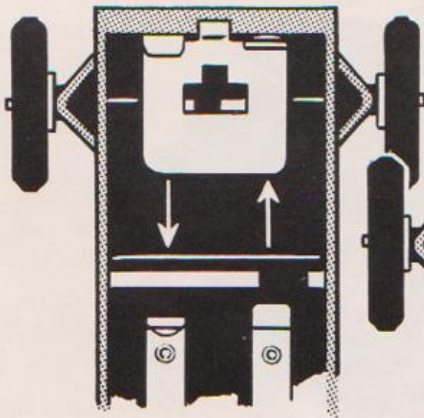


ILLUSTRATION #8

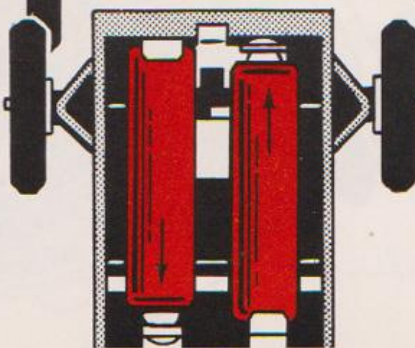


ILLUSTRATION #9

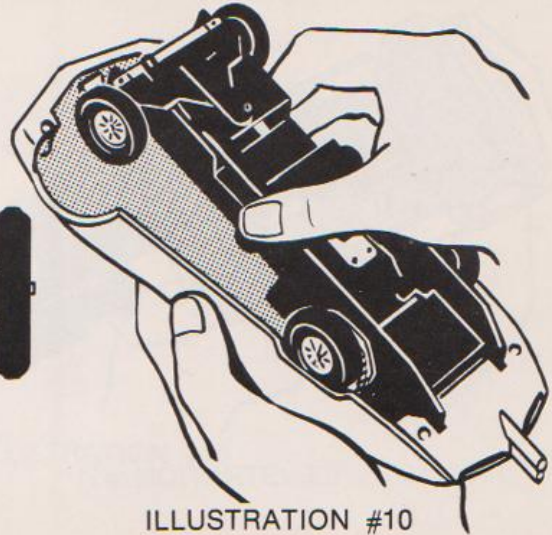


ILLUSTRATION #10

Your **AMAZE-A-MATIC**TM is now ready to perform with the insertion of a programmed card.

Hold the car, as shown in illustration #11, and insert a programmed card, with the printed side facing you, as shown in illustration #11. Insert card up to the line that says "INSERT TO THIS LINE" (see illustration #12).

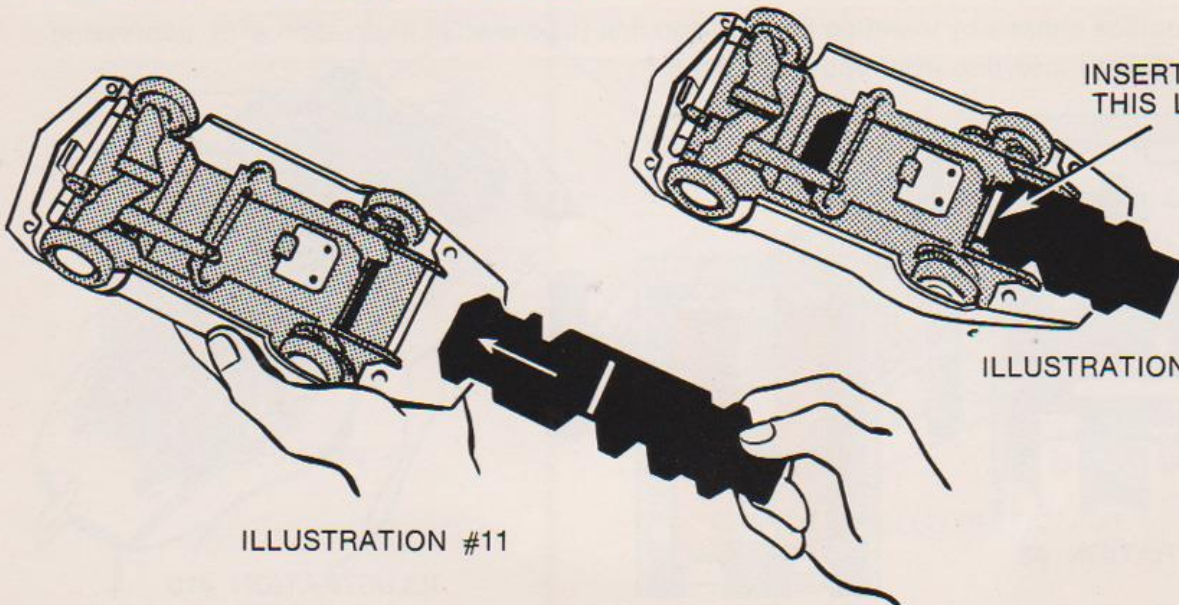


ILLUSTRATION #11

ILLUSTRATION #12

The motor will start, and car is placed on the floor. After remaining in neutral for a few seconds, the car will proceed through its program.

Should you want to remove the program card at any time during a run, push card out from the rear, or pull card out from the front of the car (see illustration #13).

Previous steps are followed when using other pre-planned programs, or when you cut out your own programs.

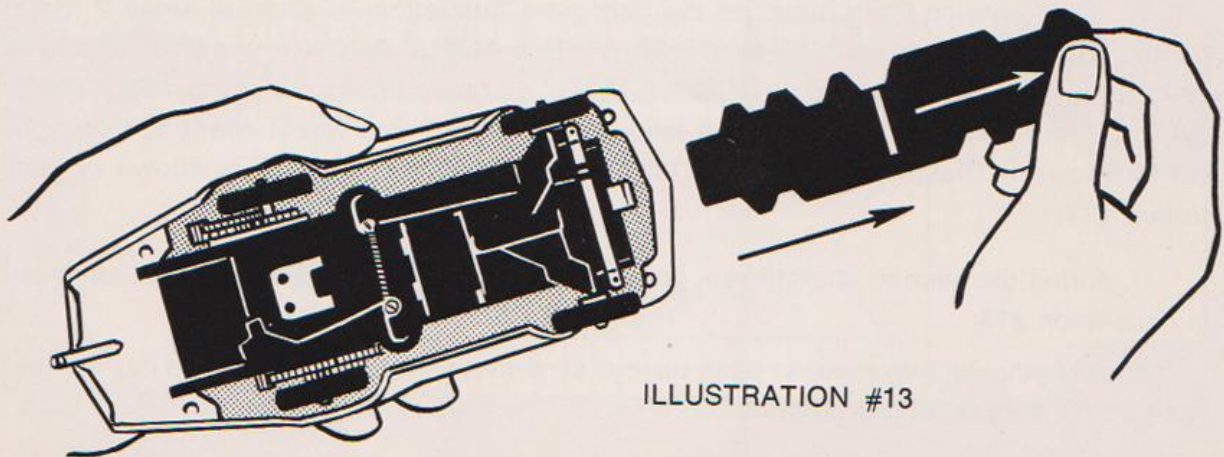


ILLUSTRATION #13

9

IF YOU WISH TO MAKE A PROGRAM CARD OF YOUR OWN take one of the blank cardboard cards, and cut it using a small sharp pair of scissors, in accordance with the program you desire. Notice that the printing on the card shows what the **AMAZE-A-MATIC™** will do. Each division line printed on the card (see illustration) is equal to about 2 feet of travel. **NOTE THAT ALL CUTS MUST BE AT THE ANGLE SHOWN**, per illustration #14. Therefore, if you would like your **AMAZE-A-MATIC™** to go straight forward for about 10 feet, cut it as shown in illustration #15. If, after going 10 feet, you would like it to turn right, cut as shown in illustration #16; for a left turn and then straight, cut as shown in illustration #17.

If, during the second straight run, you want the car to shift into neutral, cut as shown in illustration #18.

Should you want your car to back up, cut as shown in illustration #19. The car will then back up for the rest of the program.

LINES MUST BE CUT ON AN ANGLE LIKE THIS

NOT LIKE THIS

ILLUSTRATION #14

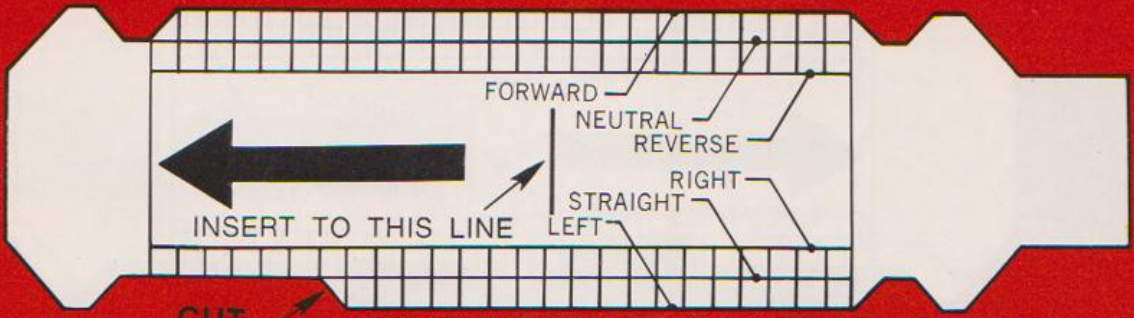
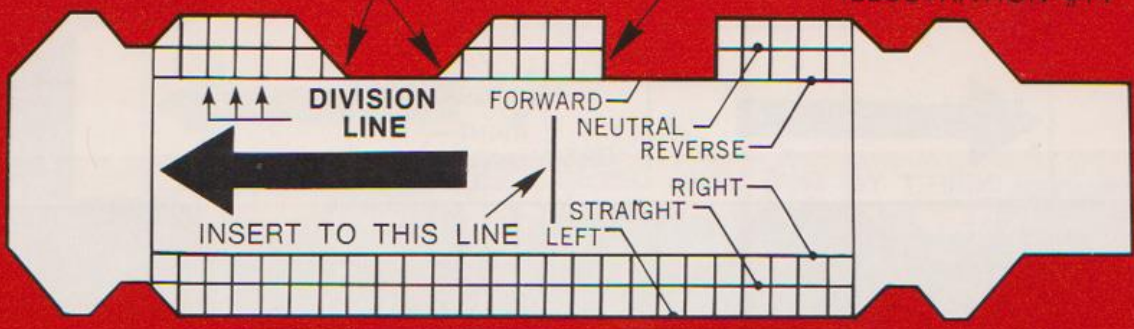


ILLUSTRATION #15

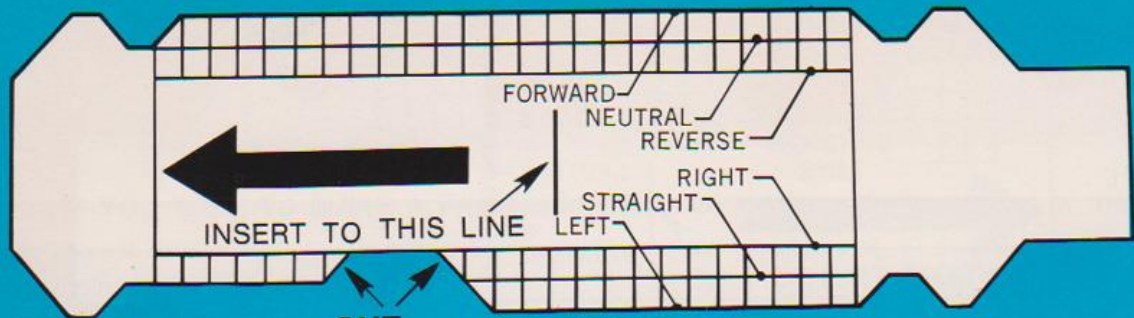


ILLUSTRATION #16

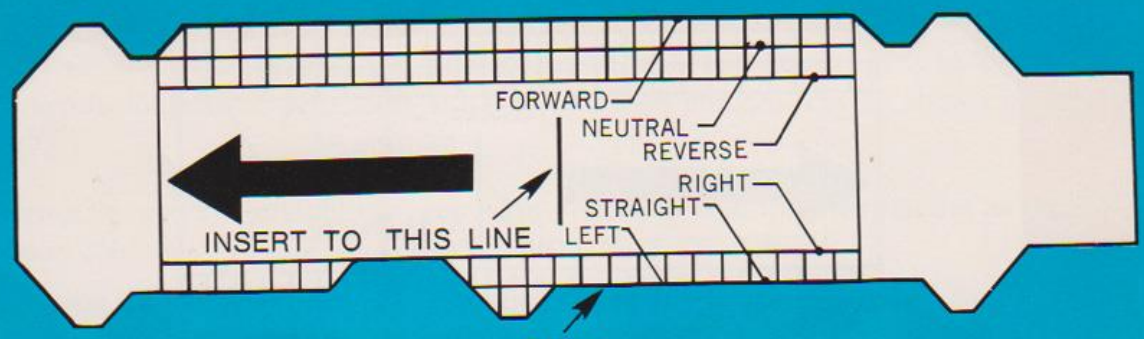
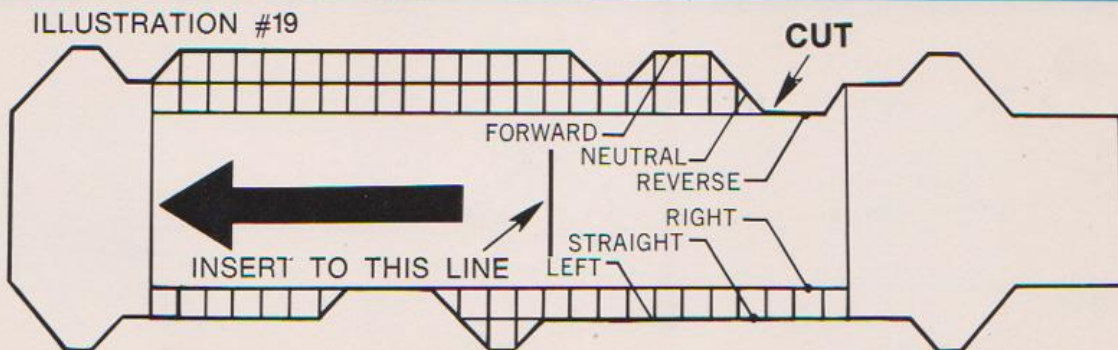
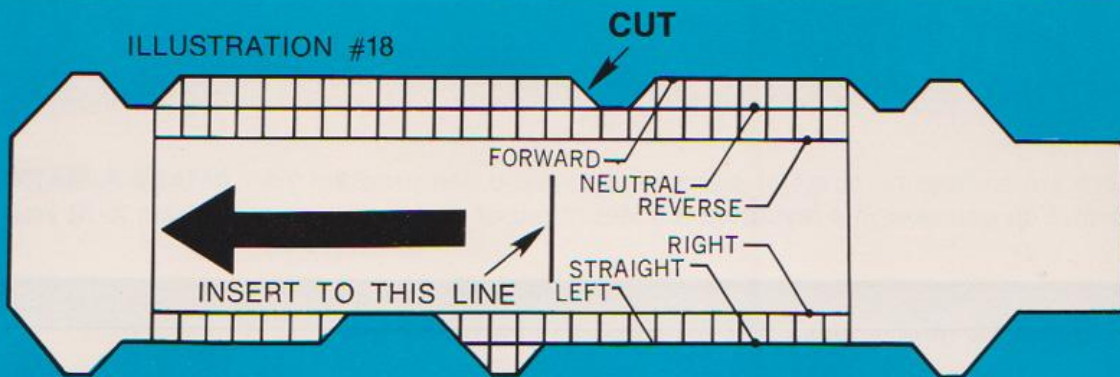


ILLUSTRATION #17

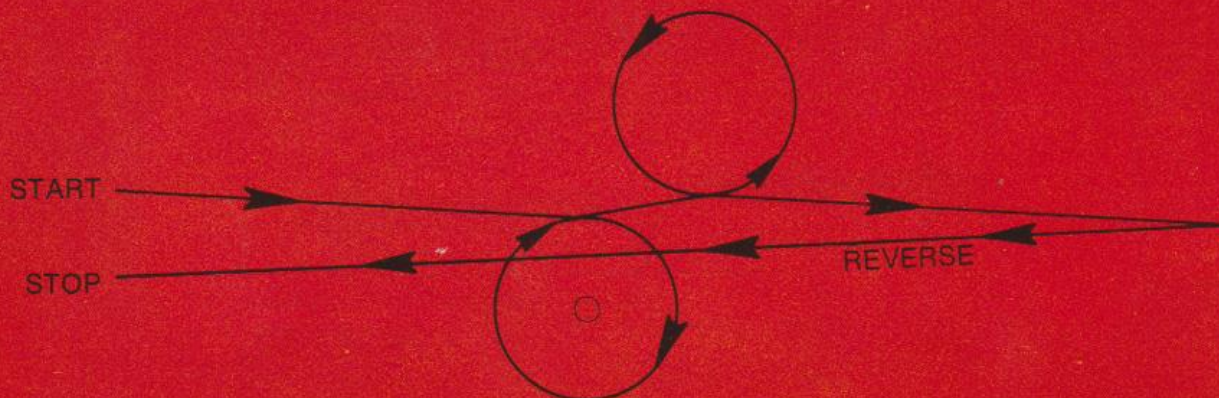


By combining any of the above steps, you can put your car through many different maneuvers. Place the pylons included in this set at points where the car will turn, to make it more exciting!

The program you have just cut for yourself might look similar to layout shown in illustration #20.

There are endless numbers of maneuvers that you can program your **AMAZE-A-MATIC™** to perform. You can sketch a layout on a sheet of paper and then plan a program to fit your layout.

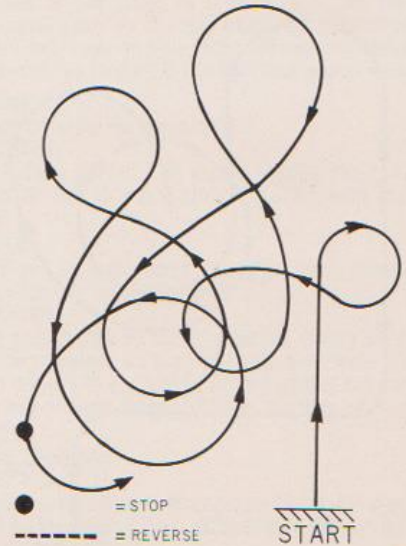
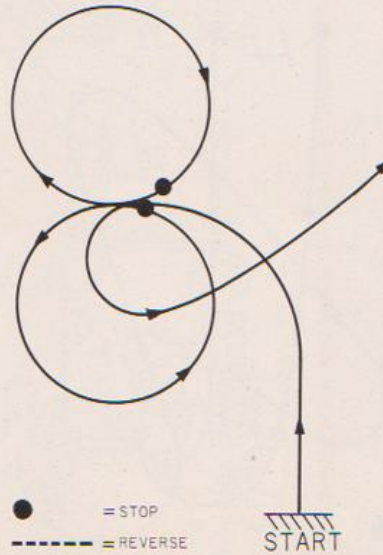
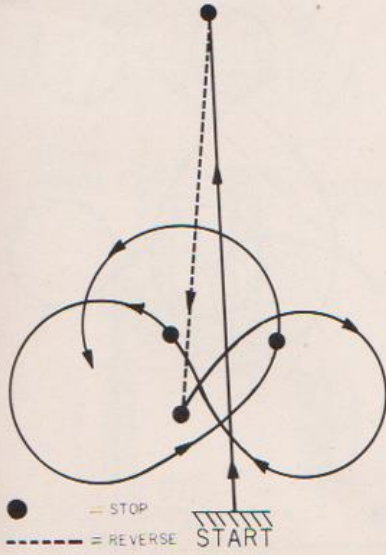
You can have indoor rallies with your friends and family.



LE MANS

RIVERSIDE

GRAND PRIX

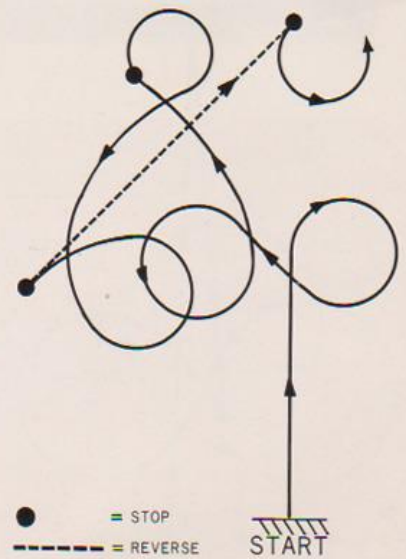
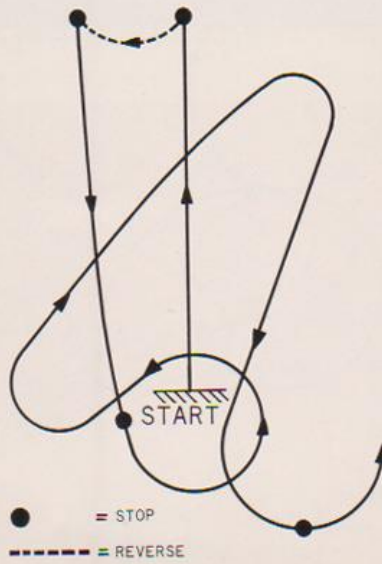
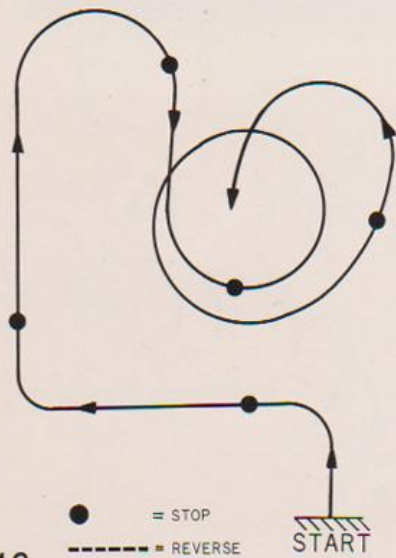


15

RUNNING FLAIR OUT

DAYTONA

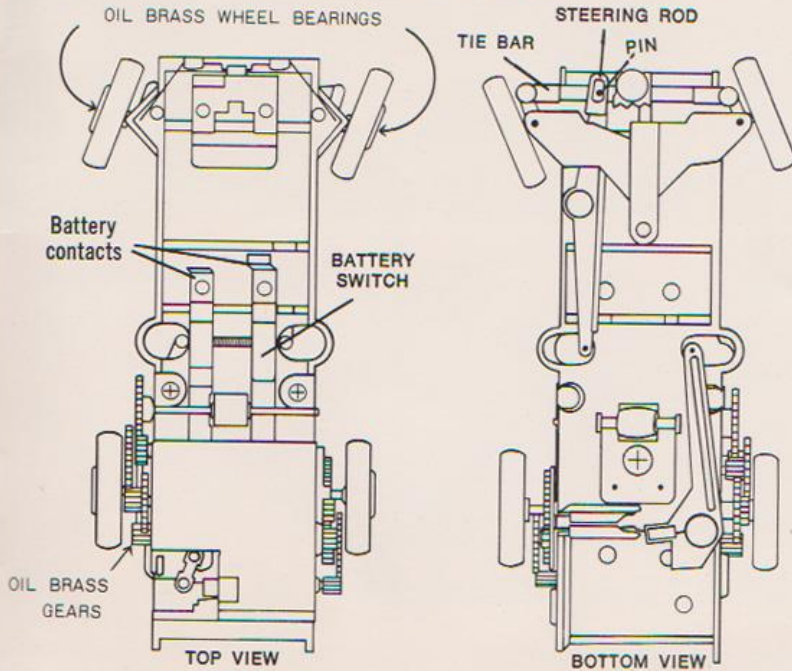
HASBRO LOOP



16

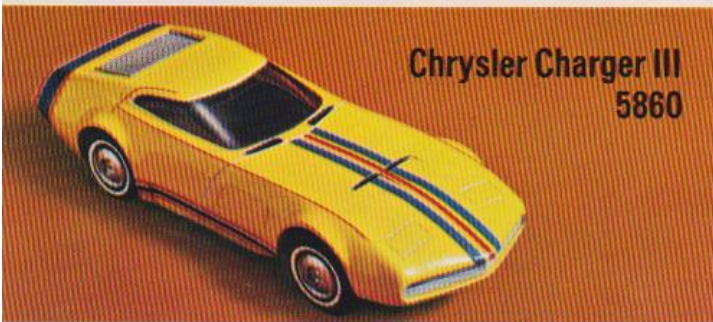
*OPERATING HINTS

As with any precision or mechanical product, adjustments must sometimes be made when certain symptoms prevent your **AMAZE-A-MATIC™ CAR** from operating properly. Listed herewith are five minor symptoms. Should any of these symptoms occur, follow the simple corrections listed with each symptom.

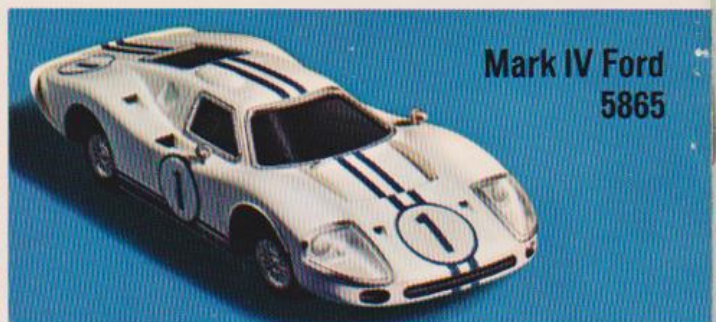


1. **SYMPTOM**
No Left or Right steering control.
CORRECTION
Steering rod is disengaged. Turn car over. Gently depress tie rod and move to left until pin on tie rod fits into slot on steering lever.
2. **SYMPTOM**
Car movement is sluggish.
CORRECTION
Apply one or two drops of silicone oil to the two brass metal gears on the rear of the car. Remove the front hub caps on both front wheels and apply one or two drops to the brass wheel bearings as well.
3. **SYMPTOM**
Batteries do not make contact.
CORRECTION
Adjust battery contacts by gently bending the contacts in or out to make proper contact with the battery.
4. **SYMPTOM**
Car will not operate when changing from plastic program card to cardboard card.
CORRECTION
Battery switch may be out of position. Gently bend the battery contact on the right side downward... the end closest to the motor. Do not bend it too far as this will prevent the motor from shutting off.
5. **SYMPTOM**
Car runs erratically.
CORRECTION
Cardboard program card is improperly cut. Be sure and cut on the printed lines according to the cutting instructions.

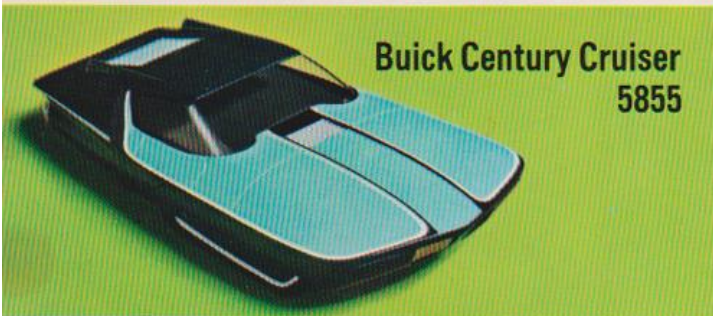
Be sure and see all the **Hasbro® Amaze-A-Matics™**



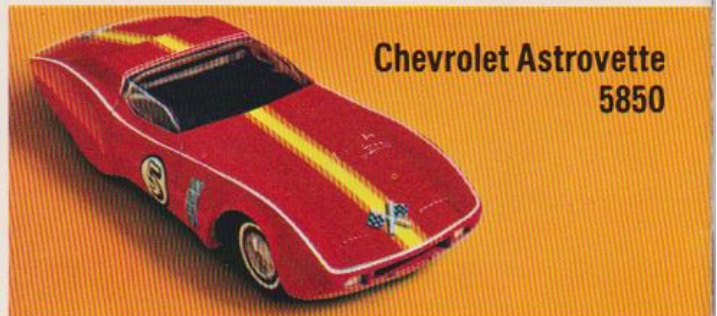
Chrysler Charger III
5860



Mark IV Ford
5865



Buick Century Cruiser
5855



Chevrolet Astrovette
5850

Collect them all for exciting Amaze-A-Matics™ fun