



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.

ILLUSTRATION #1

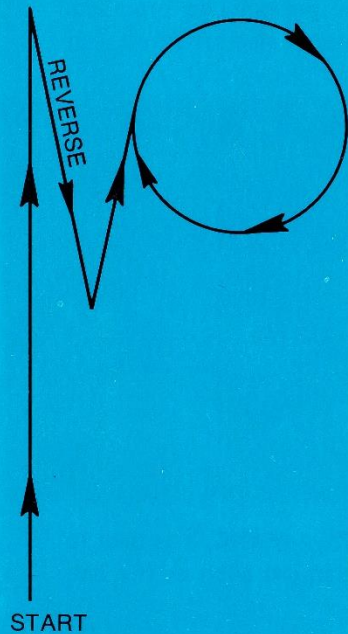


ILLUSTRATION #2

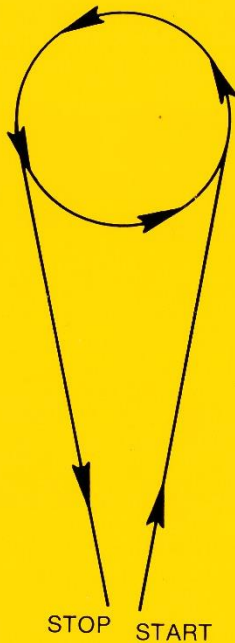


ILLUSTRATION #3



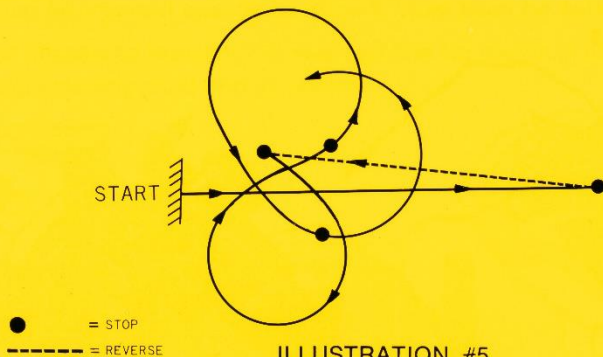
HOW TO PROGRAM THE AMAZE-A-MATIC™

Your **AMAZE-A-MATIC™** can be operated both with prepared pre-planned programs furnished with this set, and with those you make yourself from material also furnished with this set.



ILLUSTRATION #4

To better acquaint yourself with the operation of the **AMAZE-A-MATIC™**, it is best to use one of the prepared pre-planned programs first (see illustration #4) such as the one shown in illustration #5.



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.

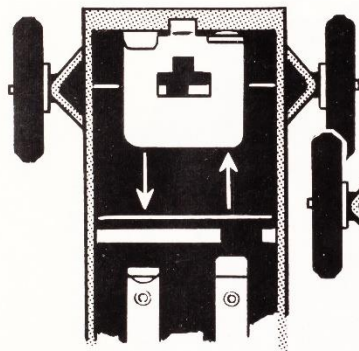


ILLUSTRATION #8

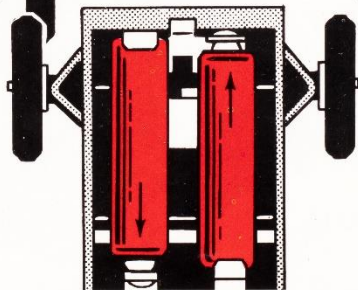


ILLUSTRATION #9

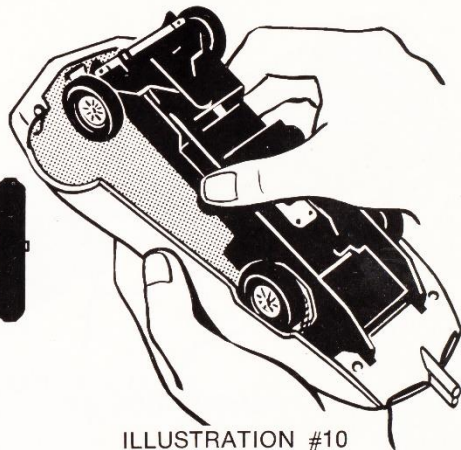
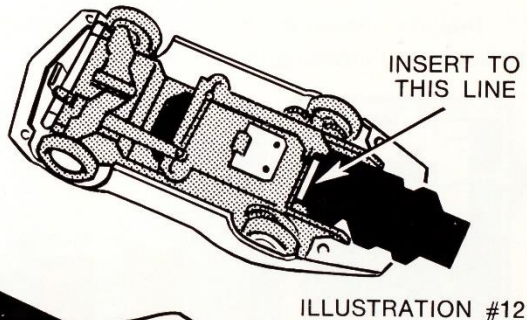
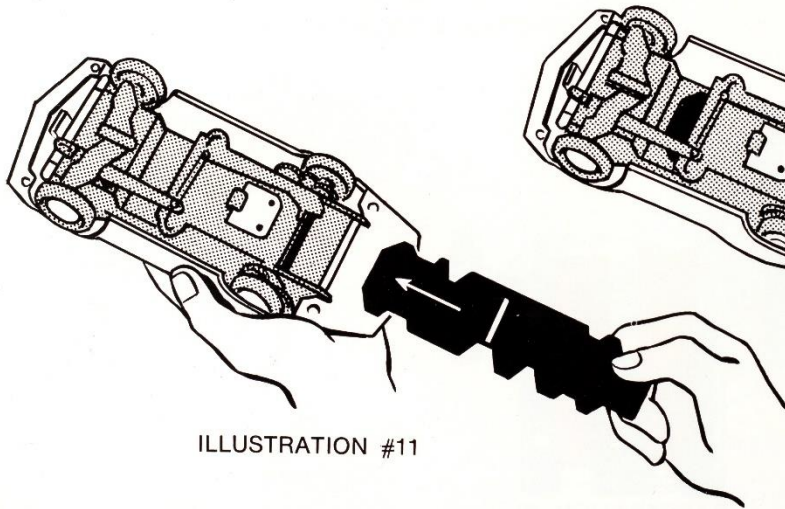


ILLUSTRATION #10

Your **AMAZE-A-MATIC™** 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).



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.

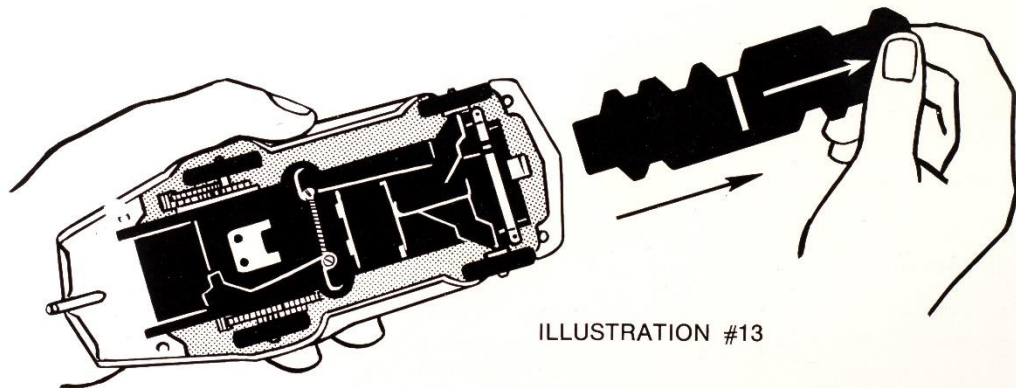


ILLUSTRATION #13

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.

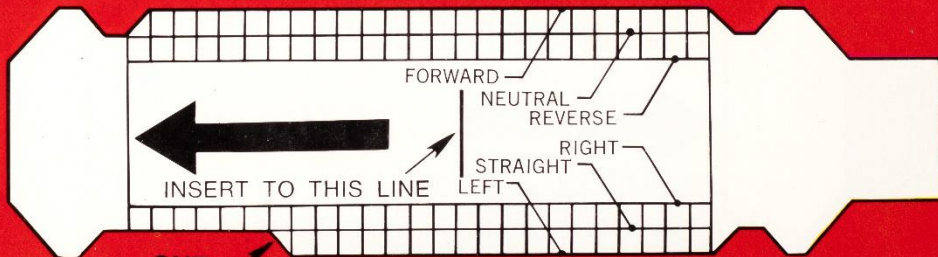
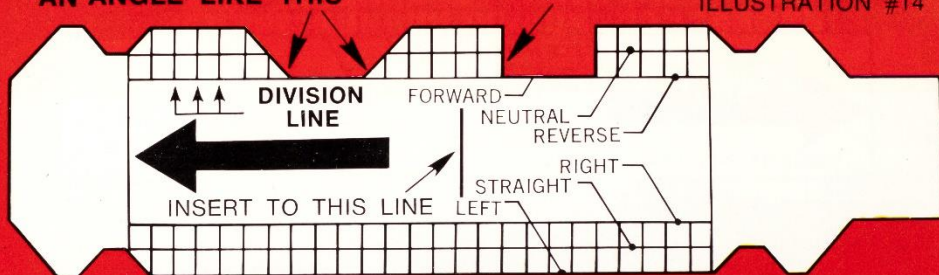
If, during the second straight run, you want the car to shift into neutral, cut as shown in illustration #18.

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



CUT

ILLUSTRATION #15

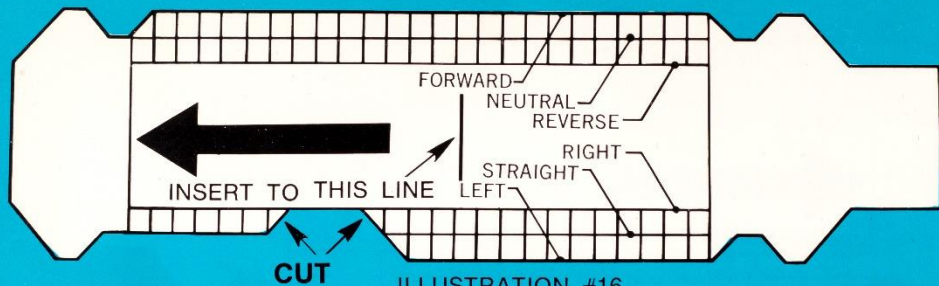


ILLUSTRATION #16

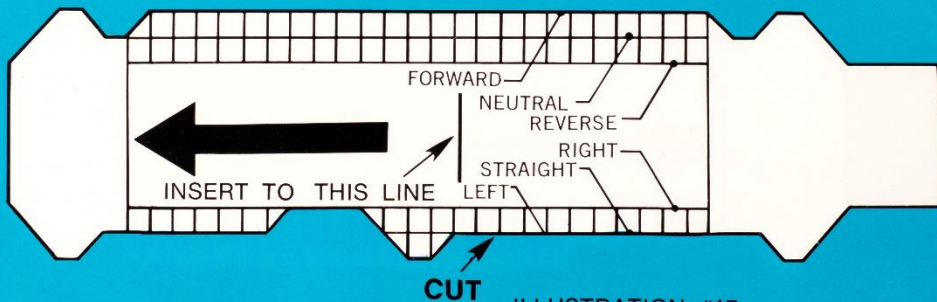


ILLUSTRATION #17

ILLUSTRATION #18

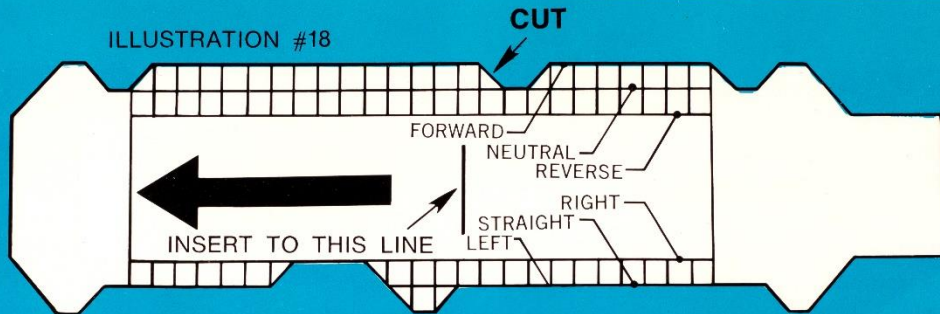
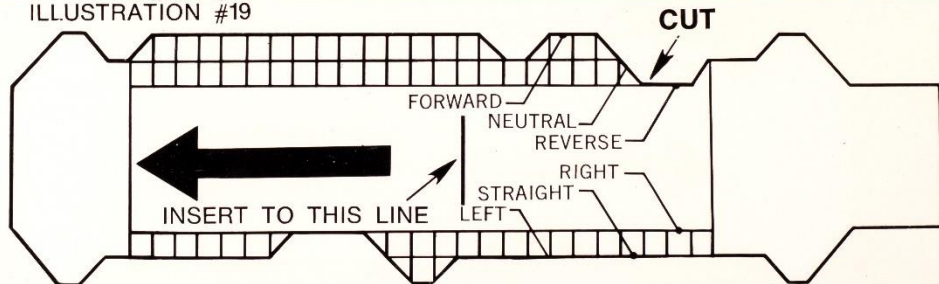


ILLUSTRATION #19



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.

Shown are the 6 layouts the six pre-programmed cards included in this set will perform. You can have indoor rallies with your friends and family.

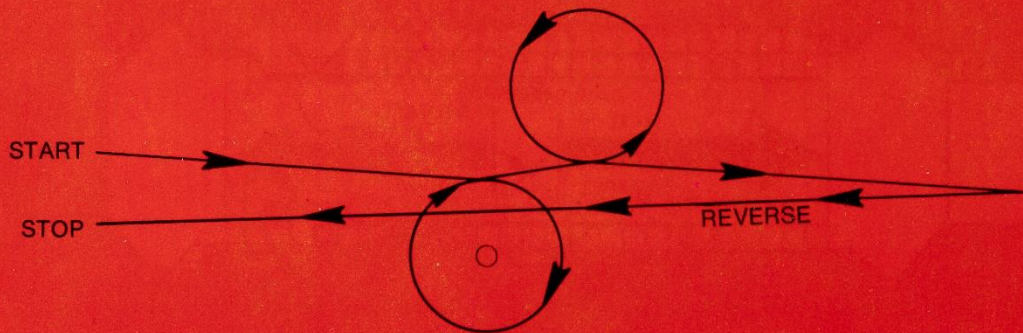
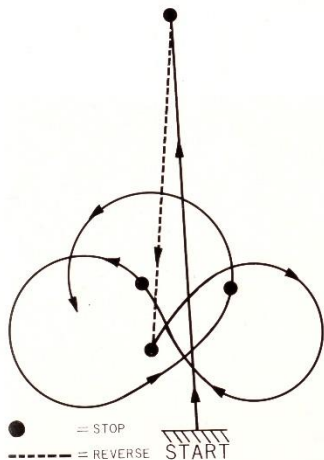
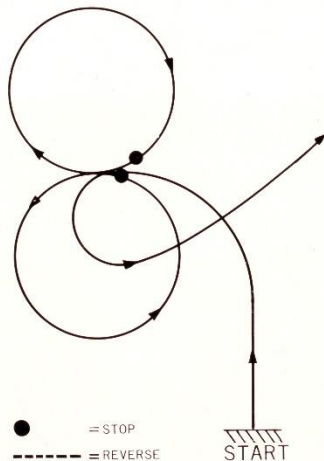


ILLUSTRATION # 20

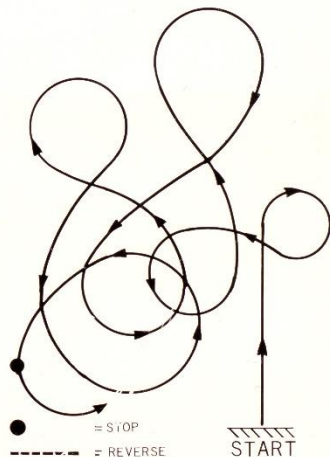
LE MANS



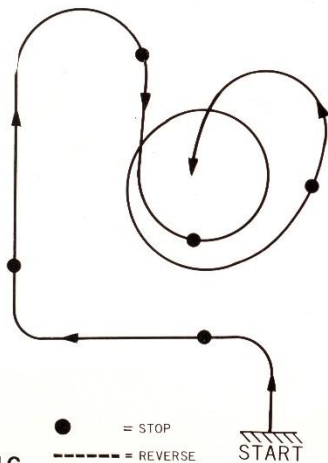
RIVERSIDE



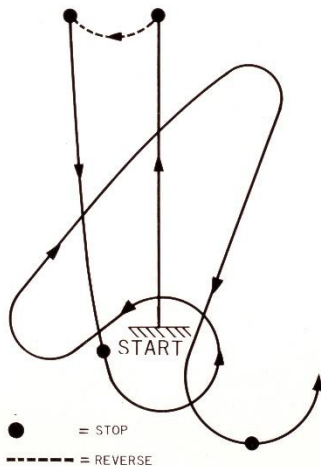
GRAND PRIX



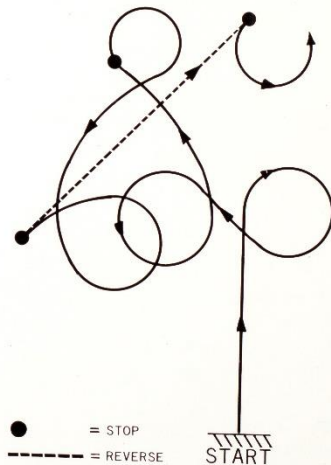
RUNNING FLAIR OUT



DAYTONA

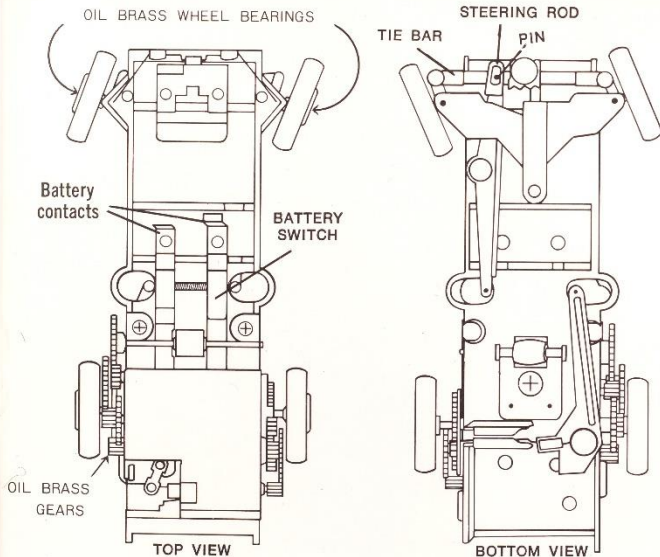


HASBRO LOOP



*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.

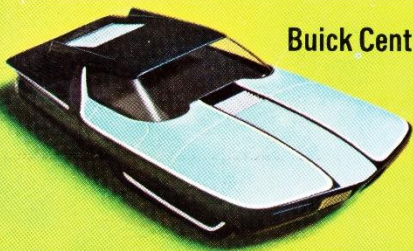
Be sure and see all the Hasbro® Amaze-A-Matics™



Chrysler Charger III
5860



Mark IV Ford
5865



Buick Century Cruiser
5855



Chevrolet Astrovette
5850

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