

Easy Punch™ Automatic EMBROIDERY MACHINE

It's New! It's Automatic!

Embroidery designs that once required long hours of painstaking labor can now be done quickly and easily with the Easy Punch. Automatic "walking" needle ensures close, even stitching. Uses 2 AA Batteries or a 3V Adaptor.

U.S. Patent No. 4,475,473 © 1985 Easy Punch

Easy Punch™ Package Includes:

- 3 Needle sizes for large, medium or small loops
 - 1 Needle threader
 - 24-Page, detailed Instruction Booklet
- AA BATTERIES AND ADAPTOR NOT INCLUDED



New Technique
Adjusts to let
you create beautiful
plush textures and
rich shaggy pile
quickly and easily!

Easy Punch

makes anyone an expert!

1. Select your design from any transfer book, or have your own designs for skirts, cushions, pillows, linens or wall hangings.
2. Easy Punch will do any standard machine stitch, or any of our proprietary "shaggy" stitches. Use almost any fabric and use any color thread. Use any size needle and foot.
3. You now have a perfect gift for a personal touch.



FUN WITH
Easy Punch™
EMBROIDERY MACHINE
INSTRUCTION BOOKLET



PLEASE NOTE:

Before you begin to embroider, please read **all** the directions carefully, as many problems can arise if not done correctly. The manufacturer will not be responsible if instructions are not followed.

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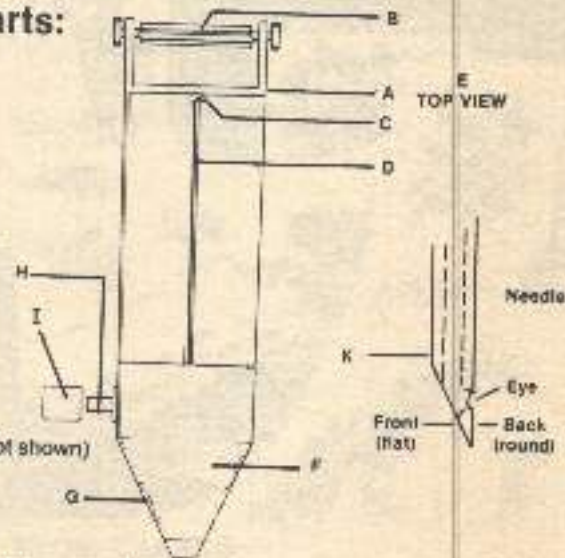
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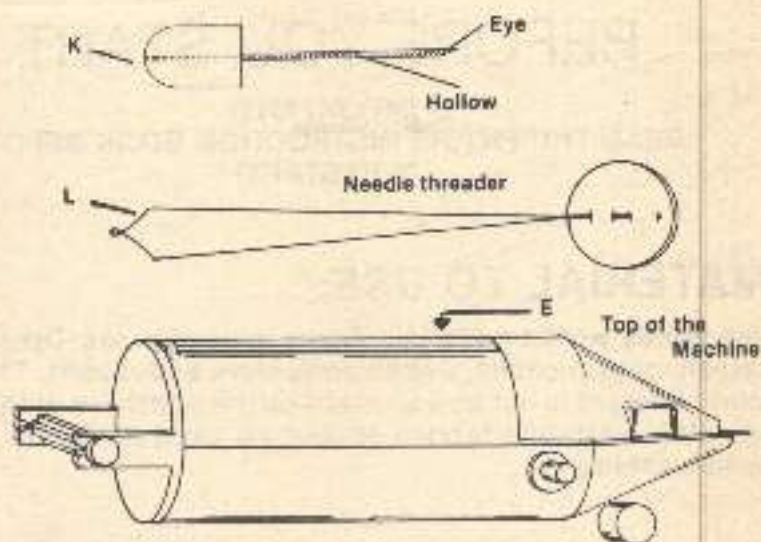
YOUR MACHINE

Identifying the Parts:

- A. Battery cap
- B. Spool pin
- C. Thread guide
- D. Thread groove
- E. Top of machine
- F. Nose cap
- G. Finger grasps
- H. Switch
- I. Switch cover
- J. Needle guides (not shown)
- K. Needles
- L. Needle threader

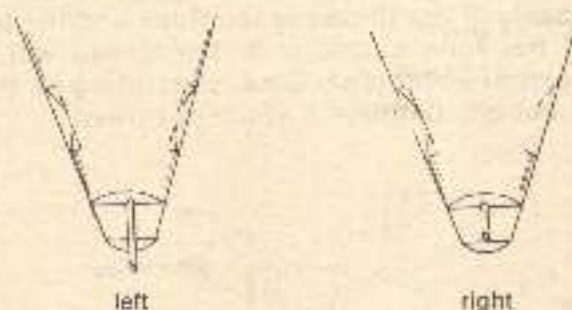


IMPORTANT: Please note that the needles not only have an eye in the tip, but also have a **hollow** core through the entire length of the needle. It is important to remember this when threading the machine.



CAUTION: Keep machine out of reach of children.

For your own safety, and to prevent damage to the needle, remove the needle from the machine, or pull needle into the machine.



Often when you finish using machine, the needle will be sticking out of machine as shown on the left. Push switch button to pull needle into the machine. It may take several tries to get the needle in position as shown on the right.

WARRANTY WILL NOT APPLY IF NEEDLE BREAKS OR BENDS BECAUSE IT WAS LEFT STICKING OUT OF MACHINE.

BEFORE YOU START

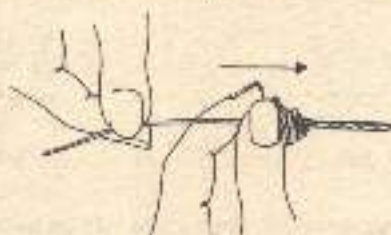
IMPORTANT!
READ THE ENTIRE INSTRUCTION BOOK BEFORE
YOU START!

MATERIAL TO USE:

Use **tightly woven** materials. Some examples are: Denim, satin, sateen, cotton chintz, woven polyesters and rayons. The actual fabric content is not as important as the tightness of the weave. Machine washable fabrics should be used for items that will need washing.

THREAD TO USE:

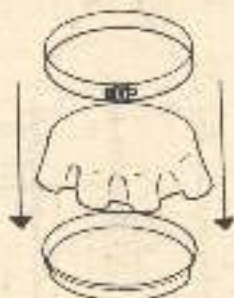
Any type of sewing or embroidery thread that **fits through the needle loosely**. If the thread is too thick and fits too tightly, the loops will not form correctly or the thread will break. Use a single strand of embroidery floss, separating as shown and winding on a bobbin. Use like a spool of thread.



Machine embroidery thread works the best.

HOOPS TO USE:

Be sure to use an embroidery hoop with a screw-type fastener. 8" plastic or wooden hoops work best. Your material **must** be kept tight in the hoop. If it is not, it will be very difficult to work on.



DIRECTIONS

NOTE: If you have not done this kind of embroidery before, get a sample piece of material and fit it into an 8" plastic hoop with a screw, and make the material very tight. Use this for practice as you follow the directions.

1. THE MATERIAL AND DESIGN

Be sure you work on the **wrong** side, or the transfer side of the material. The loops will form on the right side of the material. Many hot-iron embroidery transfers can be used, or you can use dressmakers carbon or transfer pencils to create your own design or transfer designs from magazines, cards, etc. Keep in mind when making your own patterns that the design should be reversed or it will come out backwards. This is especially important when writing out names or letters. They must be written **backwards** on the **wrong** side of the material.



2. INSTALLING BATTERIES

Push in the battery cap, turn to the left (figure a), and pull cap out (figure b).

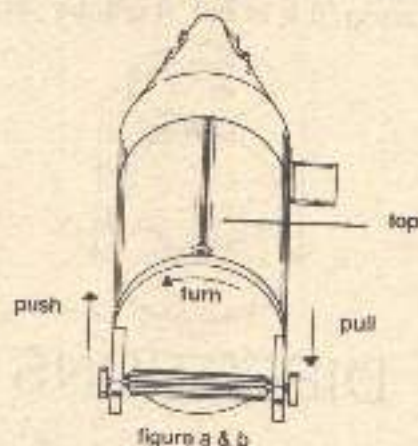


figure a & b

After the cap is removed, insert 2 size AA batteries (figures c, d, and e). Be sure they are inserted properly. If they are not inserted properly, the machine will not work and it may damage the motor. After you install the batteries, push in the cap and turn to the right (figure f). We recommend Duracell batteries.

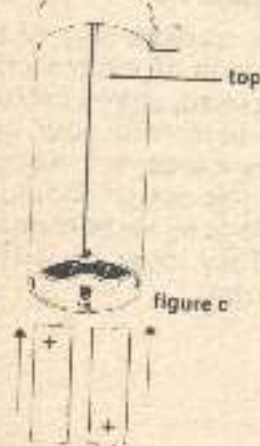


figure c

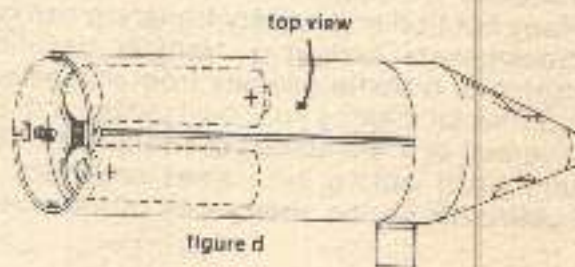


figure d

Negative and positive signs are indicated on the batteries and the machine. Do not store the machine with the batteries in.

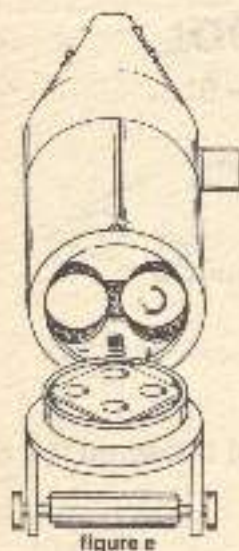


figure e

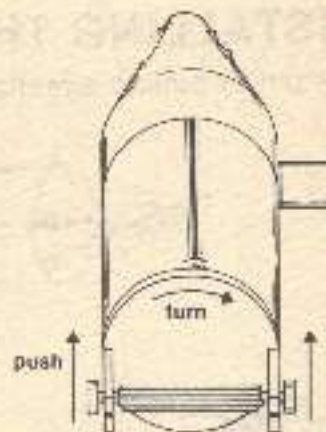


figure f

3. OPERATING THE SWITCH

To operate the switch, remove the cover by pulling out and push the button in $\frac{3}{4}$ ths of the way (figure h). This is the **slow** speed. Push the button in all the way. This is the **fast** speed (figure i).

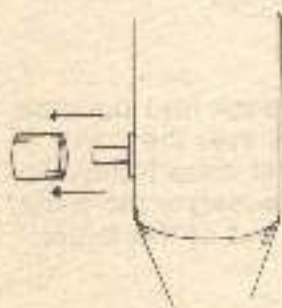


figure g



figure h



figure i

You must hold the button in for the machine to operate.

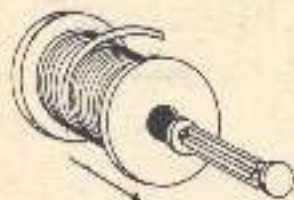
CAUTION: When you are done sewing or stitching **Please** replace the cover, as the machine will start sewing if the button gets pushed in.

4. INSTALLING THE SPOOL

Remove pin by pulling directly out (figure j).



figure j



Place spool of thread on the pin.

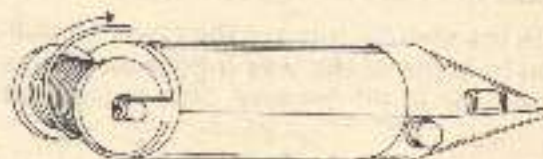


figure k

Replace the spool pin by pushing the pin back into position.
SPECIAL NOTE: Make sure the thread goes **over** the spool — not under the spool (figure k). The thread **must move freely**. Use only bobbins or spools of thread that will **fit loosely** in the guide. If the thread is too tight it will break or pull out of the fabric.



fig. l

(WRONG WAY)



fig. m

(WRONG WAY)

5. THREADING THE MACHINE

Stick the thread through the thread guide on the top of the machine as shown (figure n).

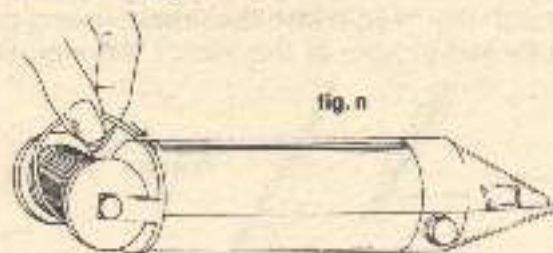


fig. n



fig. o (WRONG WAY)

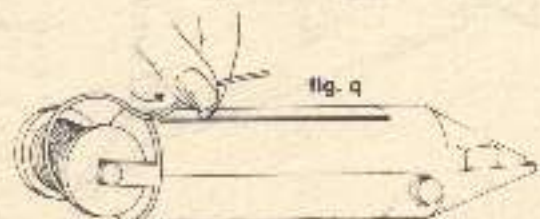
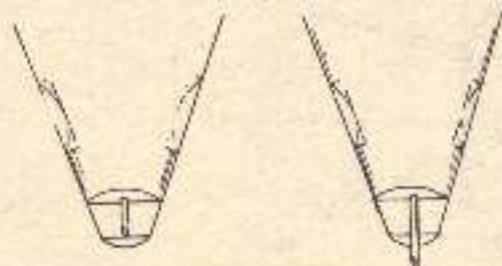


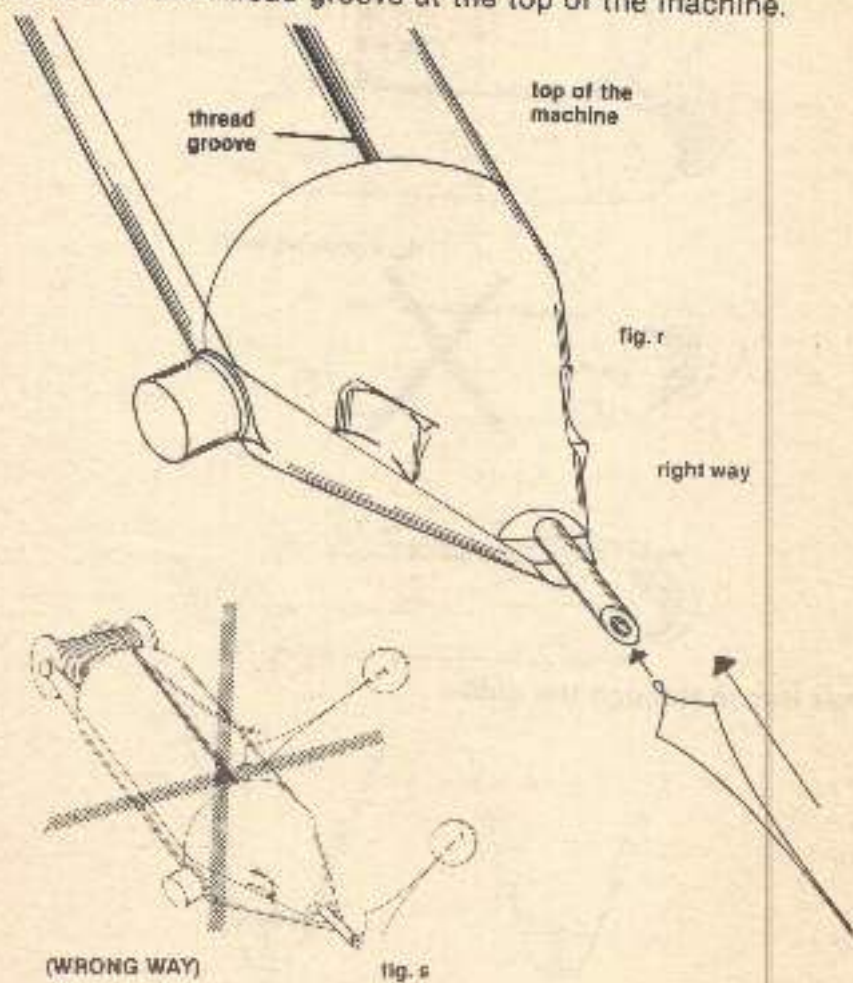
fig. q

Pull thread through the guide.



Push switch to get needle to stick out beyond point of machine (It may take several tries). Be sure to place the cap on the switch after the needle is out.

Stick needle threader loop and first, into the hollow of the needle. **IT IS VERY IMPORTANT TO DO THIS CORRECTLY AND REMEMBER THAT THE NEEDLE IS HOLLOW!** The needle threader must be stuck into the needle **lengthwise** so it will go all the way through the needle **into the machine** and come out at the end of the thread groove at the top of the machine.



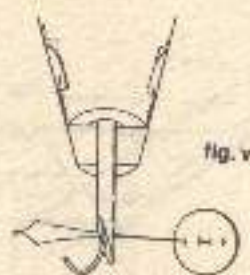


fig. v

Put thread through opening in the needle threader (figure x) and pull threader back out of the eye of the needle (figure y). Pull out at least one inch of thread.

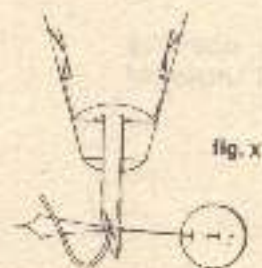


fig. x

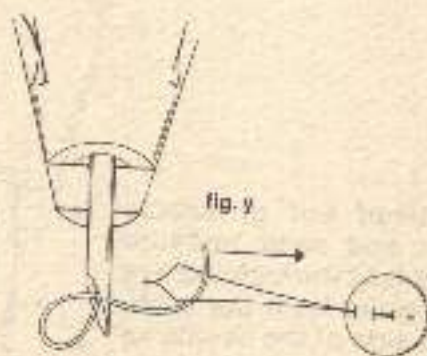
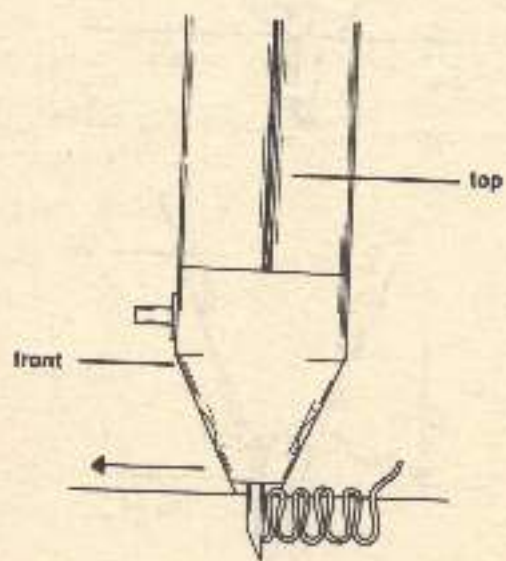
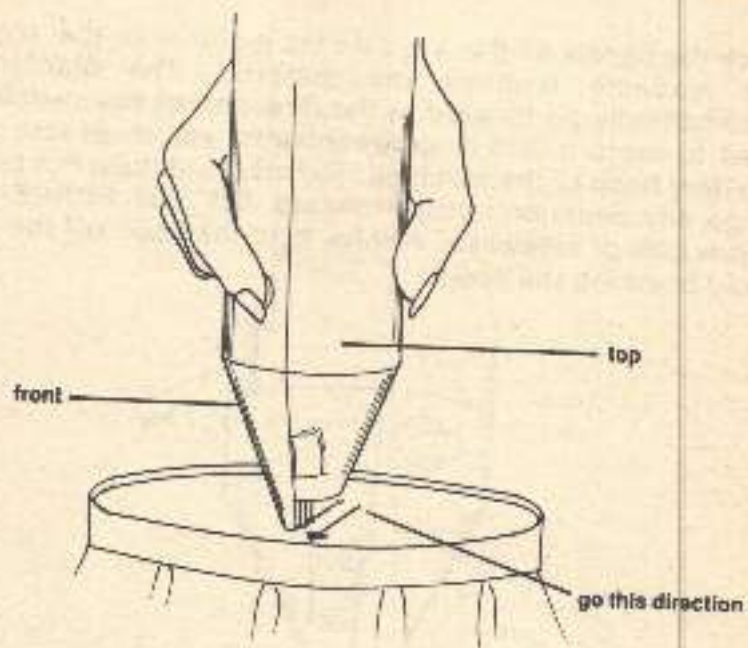


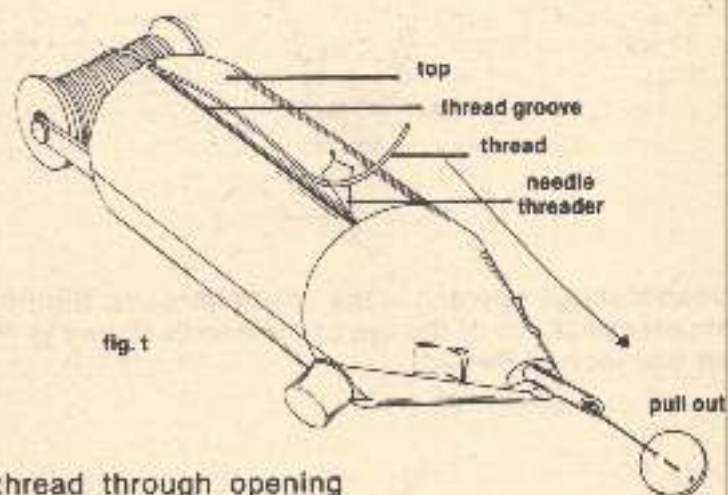
fig. y

6. HOLDING THE MACHINE

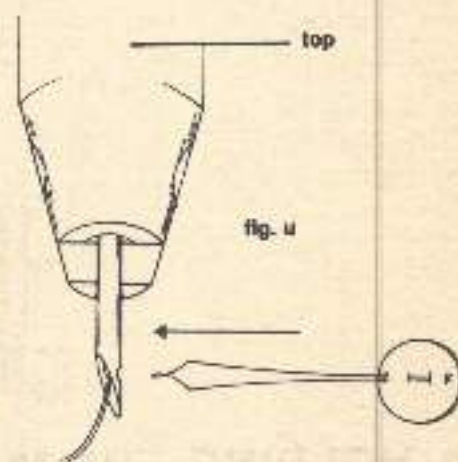
Hold your machine between your thumb and index finger like you would a pen or pencil. As you embroider, keep your machine in a **vertical position** (STRAIGHT UP AND DOWN)!!



Note!! Always go in the direction of the push button.



Put thread through opening in threader and pull threader back out of needle.



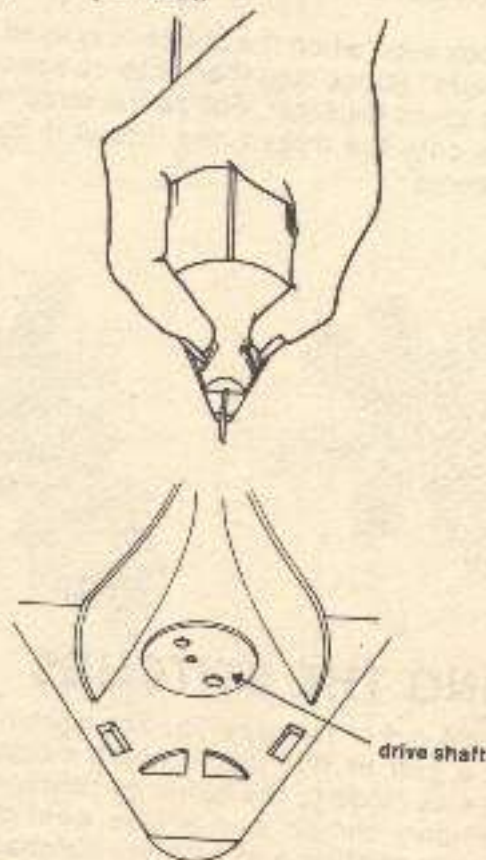
Take thread out of needle threader and pass threader loop end first through the eye of the needle from the back, or round side of the needle as shown (figure u).



Unwanted stitches can be pulled out, but **DO NOT REUSE THE THREAD!**

8. CHANGING THE NEEDLE

Make sure the cap is on the switch. Unthread the machine. Remove the nose cap by grasping the finger holds. Squeeze together, lift up and pull out.



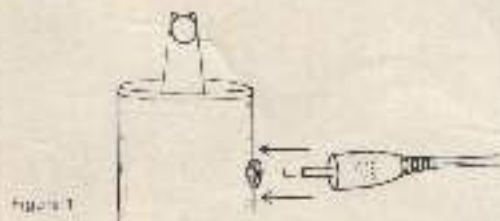
You will note that there are three holes on the drive shaft, a small one, a medium one and a large one. The small hole fits the small needle for short loops, the medium hole fits the medium needle for longer loops and the large hole fits the large needle for clipped or sheared loops.

**IMPORTANT!!! READ THESE INSTRUCTIONS BEFORE USING YOUR
NEW EASY PUNCH ELECTRIC EMBROIDERY MACHINE!!!**

You have just purchased our new electric embroidery machine. There are a few additional things to remember when using the electric version (compared to the battery operated model).

When you purchase an adaptor to use with this machine, be sure to purchase a 3V output with a 2 1/2 mm plug. If you use any higher voltage, the resistor and the motor will burn out. **YOUR WARRANTY WILL NOT COVER THE MOTOR OR RESISTOR IF A HIGHER VOLTAGE ADAPTOR IS USED.**

First of all, thread your machine according to the instructions in the booklet. After your machine is threaded, take the small single prong end, and plug it into your machine where the blue sticker is. See figure 1.



Next, plug the two-prong end (end with what appears to have a black box) into your electrical outlet. Now you are ready to embroider with your new electric embroidery machine.

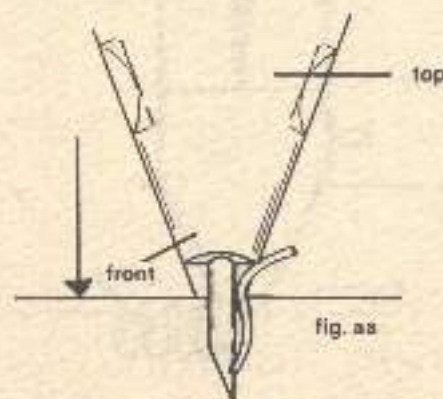
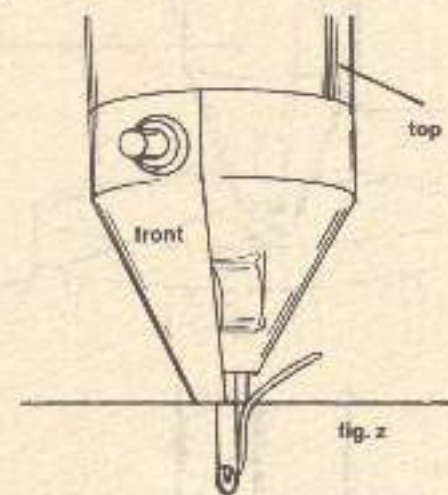
Be extremely careful as the speed is constant, and will not wear down as the batteries eventually do after a few hours use.

You may use the machine in two ways. Battery operated and electric. If you are a beginner and the speed is a little too fast for you when you are using the adaptor, start out with the 2 AA batteries. This will give you a slower speed to start out with, until you master your machine. When you have the batteries in and you decide you would like to use the adaptor, you can just go ahead and plug it in. The batteries will not be harmed in any way while your machine is plugged into the electricity. However, the machine will not work if you have the machine unplugged from the electrical outlet but the small single plug is still plugged into the machine. The batteries will not make contact until the entire adaptor is unplugged from the machine. The batteries need not be in the machine when you use it with electricity, but, if they are in the machine it doesn't hurt the batteries, or the performance of the machine.

If your machine doesn't seem to be working properly, first check the machine with batteries only. If the machine works fine with the batteries, then check it with the adaptor. It may have a bad adaptor and the machine works O.K.

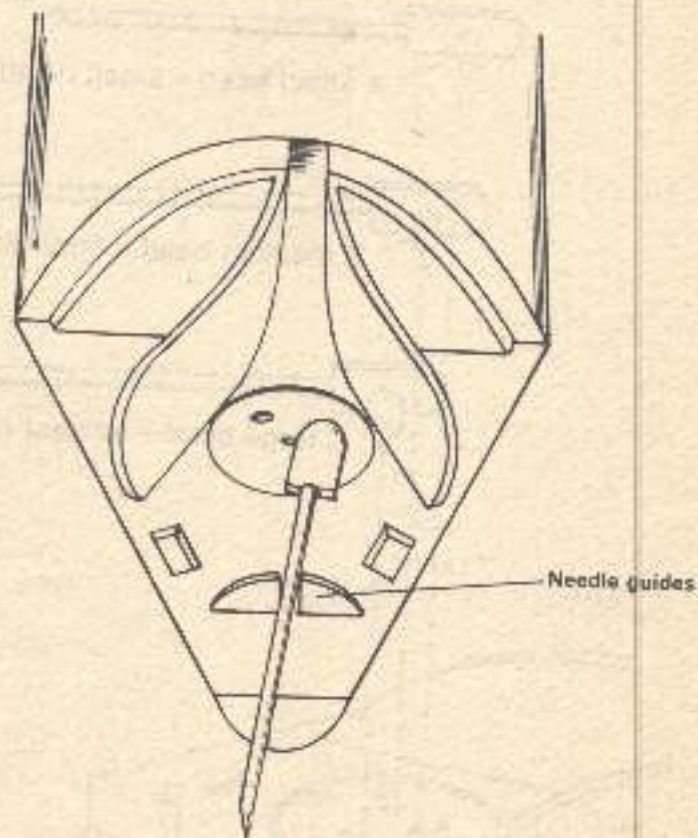
**WARNING!!! KEEP AWAY FROM CHILDREN!!! THIS IS AN ELECTRIC
MACHINE AND MAY BE HARMFUL TO SMALL CHILDREN!!!**

Stick the needle all the way into the material so that the end of the machine touches the material. The machine will automatically go forward in the direction of the switch. If you need to make a turn or go backwards, you must turn the **embroidery hoop or the machine**. The machine must not be forced to go any direction except forward. **DO NOT FORCE** it to go backwards or sideways! Always hold the hoop **off** the table to avoid breaking the needle.

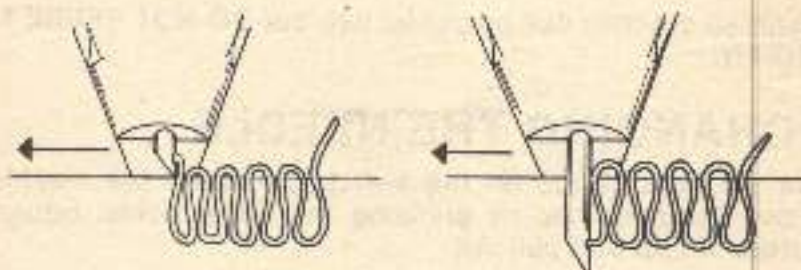


If the batteries are not in correctly, the machine will not stitch properly.

Make sure the needle is placed between the guides at the nose and replace the cap before turning on the machine. CAUTION: If the cap is not replaced, the needle will fly out or may break.



Use the short needle for fine or thin material, and the medium needle for heavy or bulky material.



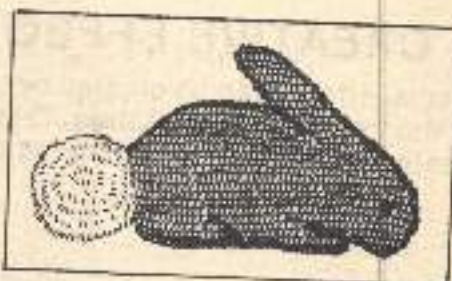
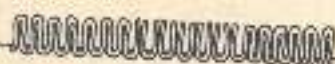
All loops will look even when the machine is used properly. They should look "tight" (close together) with no spacing. Your rows should be kept close together. Follow the outline of the design. If the machine cuts the thread, the thread is too tight to flow through the needle.



7. ENDING THE STITCHES

Pull the needle out of the side you are working on and cut the thread with a pair of fine-tipped sharp scissors. Clip off any loose threads as close to the fabric as possible. If done properly, the embroidery should be machine washable. Washing will shrink the fabric slightly and hold the stitches tighter.





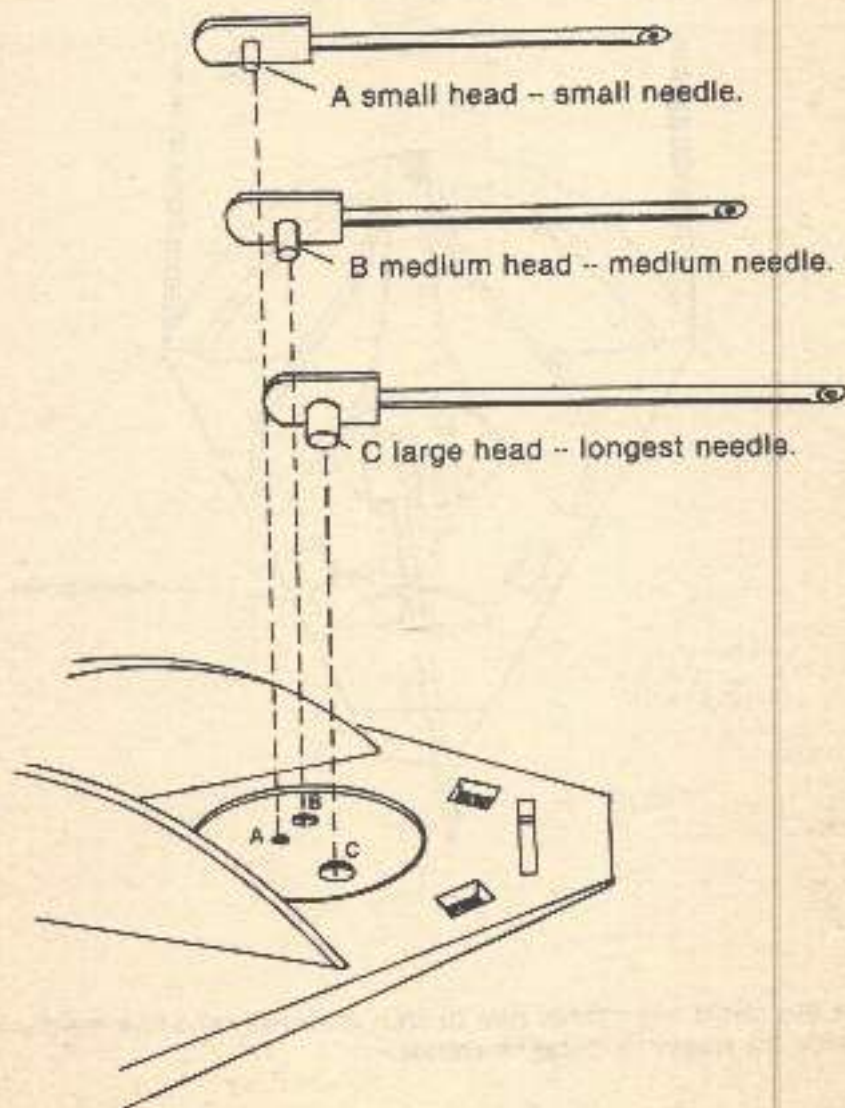
SHEARING

Shearing is used to create rich colors and a velvet-like texture in areas surrounded by medium or short loops. Use the longest needle to embroider the area where the shearing is desired. On the front side, use small sharp scissors to shear the tops of the long loops off until they are even with the surrounding short loops.

PROBLEMS WITH STITCHES NOT STAYING IN:

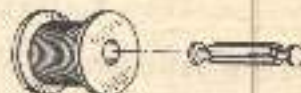
If you have problems with stitches not staying in, try a different kind of thread or material. NOTE: if machine skips stitch, do not push machine forward, the machine walks automatically!

Please note that the size of the heads on the needles correspond to the needle sizes and the size of the hole in the drive shaft.

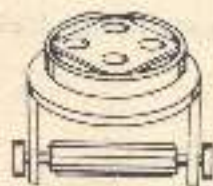




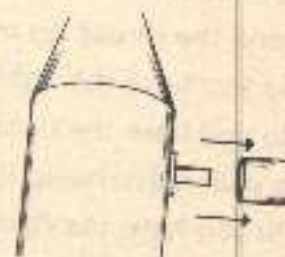
0001 Nose Cap



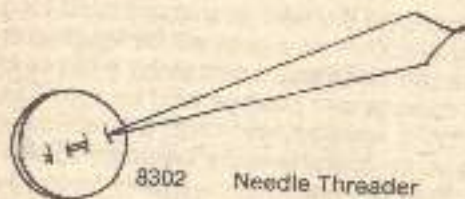
0004 Spool Holder



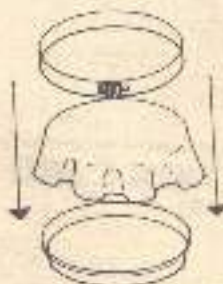
0005 Battery Cap



0016 Switch Cap



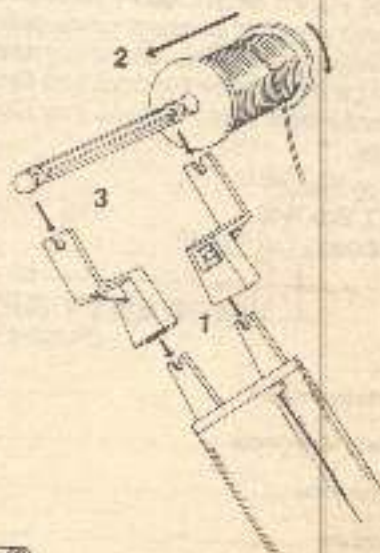
8302 Needle Threader



8401 6" Embroidery Hoop



8319C Ex-Large Needle



8603 Large Spool Holder

If replacement parts for the **Easy Punch** are not available from your local dealer, they can be ordered directly from **Easy Punch** using the order form below.

PARTS & SUPPLIES

0001	Nose Cap
0004	Spool Holder
0005	Battery Cap
0016	Switch Cap
8303A	Small Needle (pkg of 1)
8303B	Medium Needle (pkg of 1)
8303C	Large Needle (pkg of 1)
8319C	Ex-Large Needle (pkg of 1)
8303ABC	4-Pack Needles (pkg 1 of each)
8302	Needle Threaders (pkg of 2)
8401	6" Embroidery Hoop
8402	Nature's Friends Pattern Book
8403	Friends to Frame Pattern Book
8404	Best Friends Large Pattern Book
8405	Christmas Time Selection Patterns
8406	Baby Time Selection Pattern Book
8407	Wildlife Selection Pattern Book
8408	Friendly Puppies Pattern Book
8801	Embroidery Scissors
8803	Large Spool Holder

ORDER FORM

☐ Check or money order enclosed

☐ VISA

☐ Mastercard

Account No. _____

Expires _____

Mail to: Easy Punch P.O. Box 446, Hubbard, OR 97032

Part No.	Description	Qty.	Price

PLEASE ALLOW 4 - 6 WEEKS FOR DELIVERY

Postage and handling

\$2.00

Total

\$

Name _____

Address _____

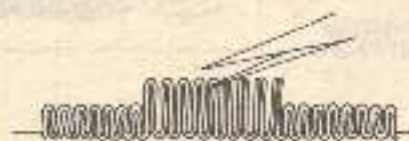
City _____

State _____

Zip _____

9. CREATIVE EFFECTS

Special effects can be created by clipping or shearing the loops on the front side of the fabric. These techniques can be used to create rich colors, plush textures or a three-dimensional effect.



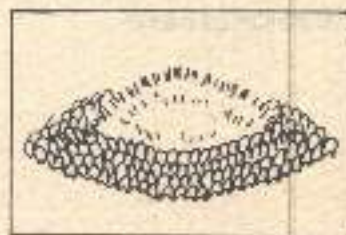
CLIPPING

To create long strands, use the longest needle and clip the open end of each loop.



SCULPTING

Sculpting is used to create a rich, three-dimensional effect and velvety colors. It is often used on flowers or to simulate animal fur. For sculpting, use the longest needle and fill in the area densely. If possible, remove the embroidery from the hoop and clip the loops at a slant, leaving high and low loops. Use **small, sharp** scissors.



CHECKLIST

- A) Are the batteries installed correctly?
- B) Is the needle you want in its place properly and is it the right size for the right fabric?
- C) Is the needle threaded correctly? (i.e. in the eye of the needle)?
- D) Does the thread go **over** the spool and does it flow freely?
- E) Do you have the right kind of hoop?
- F) Do you have the right kind of material?
- G) Is your material tight on the hoop?
- H) Do you have the right kind of thread?

1 YEAR LIMITED WARRANTY

The Easy Punch is warranted against defects in workmanship and parts for a period of 1 year from the date of purchase. Defective units will be repaired or replaced free under the terms of this limited warranty if sent to the address of Easy Punch below, with your return address and postage paid by you. This limited warranty does not cover needles or any damages caused by abuse or improper usage. This limited warranty is not valid unless the warranty registration card has been filled out and sent to Easy Punch. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Easy Punch
P.O. Box 446
Hubbard, OR 97032

CUT HERE

WARRANTY REGISTRATION CARD

(PLEASE PRINT OR TYPE)

Date purchased _____
Place of purchase _____
Your name _____
Address _____
City _____ State _____ Zip _____

Return Card Within 10 Days From Purchase