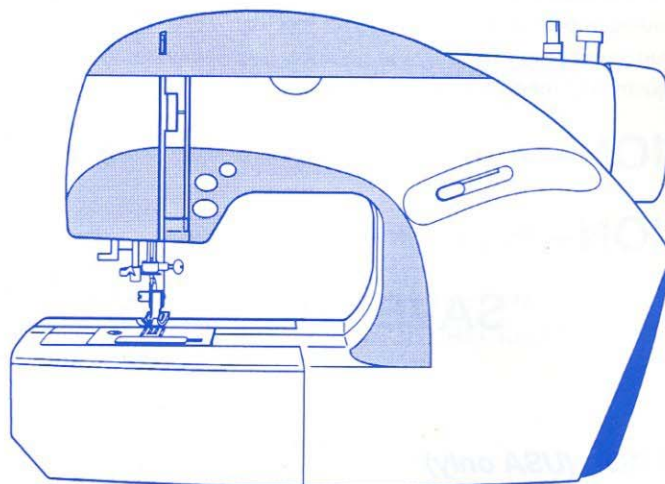


®

SINGER

IZEK

INSTRUCTION MANUAL



Model 1500

“IMPORTANT SAFETY INSTRUCTIONS”

“When using an electrical appliance, basic safety precautions should always be followed, including the following.”

“Read all instructions before using this sewing machine.”

“DANGER— To reduce the risk of electric shock:”

1. “This sewing machine should never be left unattended when plugged in. Always unplug this sewing machine from the electric outlet immediately after using and before cleaning.”
2. “Always unplug before replacing light bulb. Replace bulb with same type rated DC 6.5V 2.8W.”

“WARNING— To reduce the risk of burns, fire, electric shock, or injury to persons: ”

1. “Do not allow to be used as a toy. Close attention is necessary when this sewing machine is used by or near children.”
2. “Use this sewing machine only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual.”
3. “Never operate this sewing machine if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Return the sewing machine to the nearest authorized dealer or service center for examination, repair, electrical or mechanical adjustment.”
4. “Never operate the sewing machine with any air openings blocked. Keep ventilation openings of the sewing machine and foot control free from the accumulation of lint, dust, and loose cloth.”
5. “Never drop or insert any object into any opening.”
6. “Do not use outdoors.”
7. “Do not operate where aerosol (spray) products are being used or where oxygen is being administered.”
8. “To disconnect, turn switch to the off (“0”) position, then remove plug from outlet.”
9. “Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.”
10. “Keep fingers away from all moving parts. Special care is required around the sewing machine needle.”
11. “Never sew with a damaged needle plate as this can cause needle to break.”
12. “Do not use bent needles.”
13. “Do not pull or push fabric while stitching. It may deflect the needle causing it to break.”
14. “Switch the sewing machine off (“0”) when making any adjustments in the needle area, such as threading needle, changing needle, threading bobbin, or changing presser foot, etc.”
15. “Always unplug sewing machine from the electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual.”

“CAUTION— Moving parts—To reduce risk of injury, switch off before servicing. Close cover before operating machine.”

“CAUTION— This product is not intended for children under 12 years of age and adult supervision is required.”

“SAVE THESE INSTRUCTIONS”

“This product is for household use, or equivalent.”

FOOT CONTROL *(USA only)*

Use Yamamoto Electric, Model YC-485 with this sewing machine.

CARRYING MACHINE

Grasp the handle at the right-hand side of the machine with your right hand, hold the machine body firmly with your left hand as illustrated. Be careful not to drop and break the machine or cause injury.

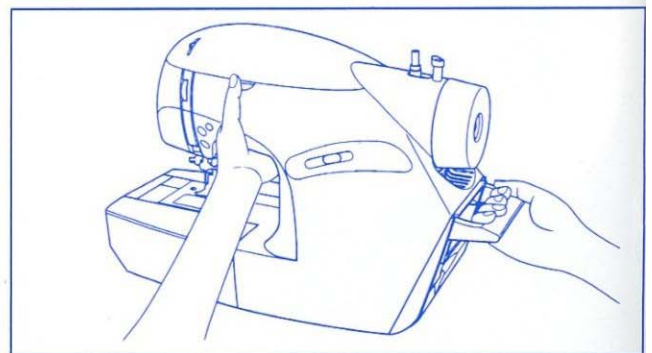


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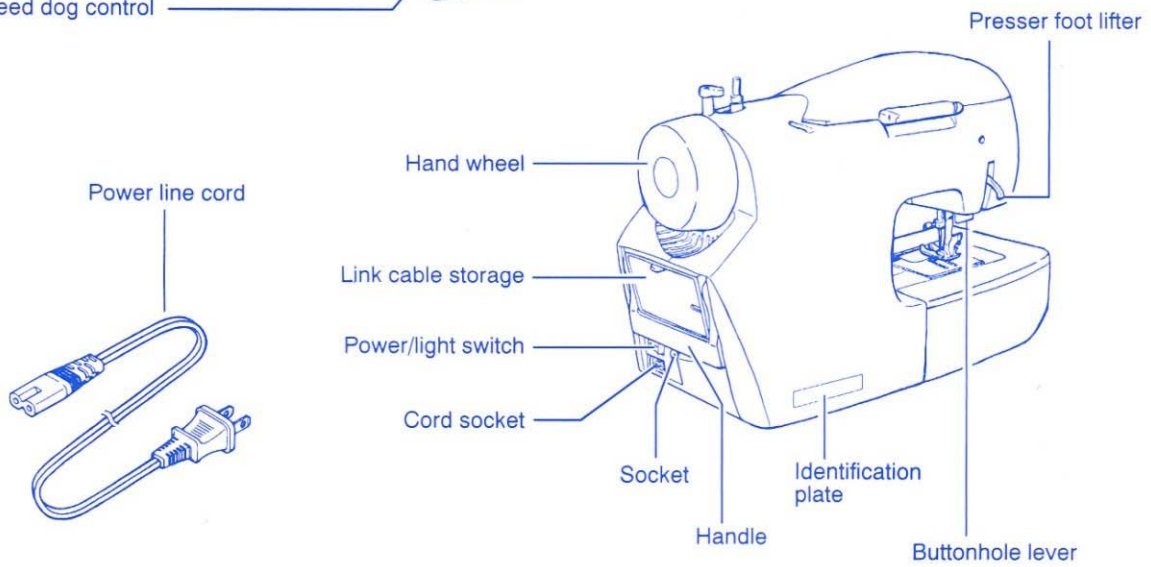
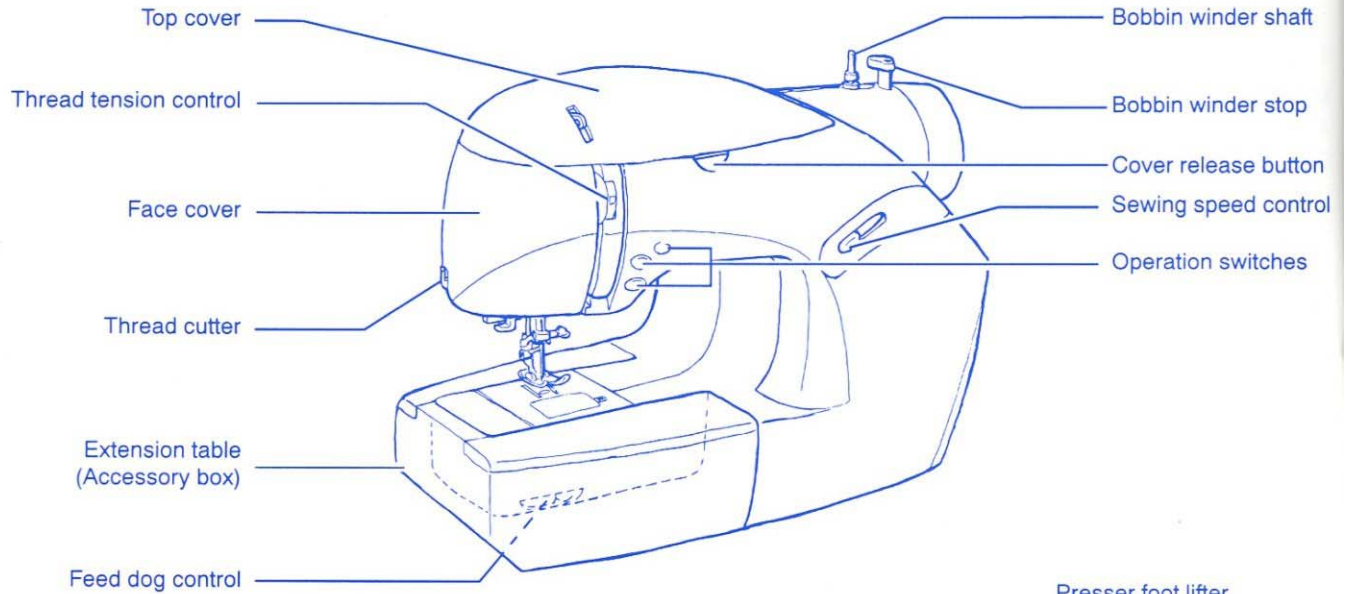
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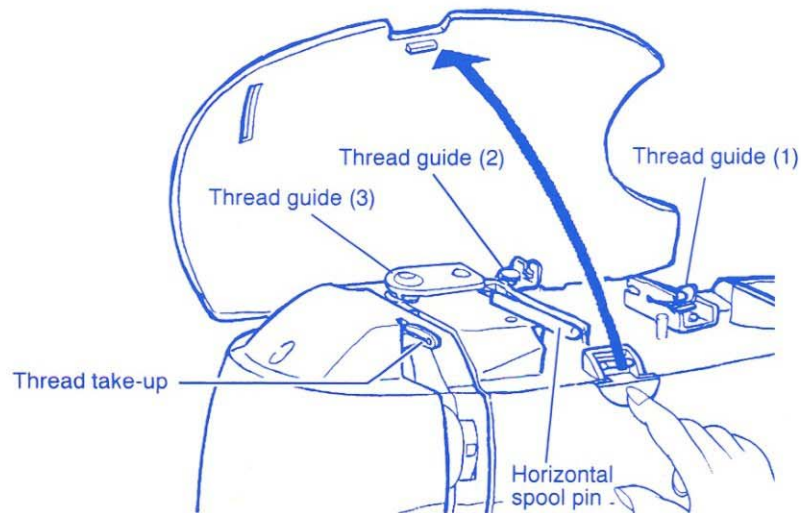
7. PERFORMANCE CHECKLIST

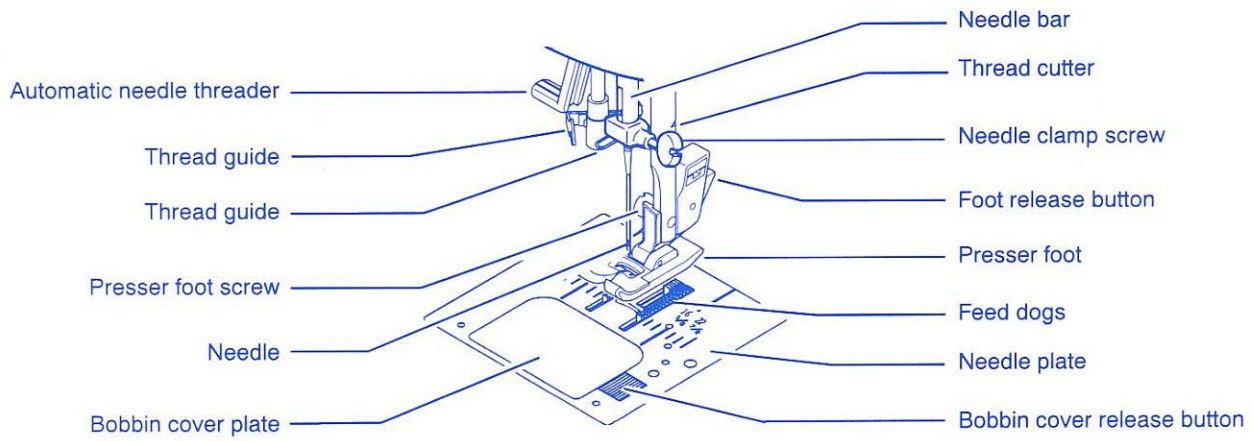
1. KNOWING YOUR SEWING MACHINE

MACHINE IDENTIFICATION

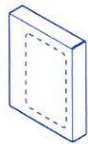


TOP COVER OPENED





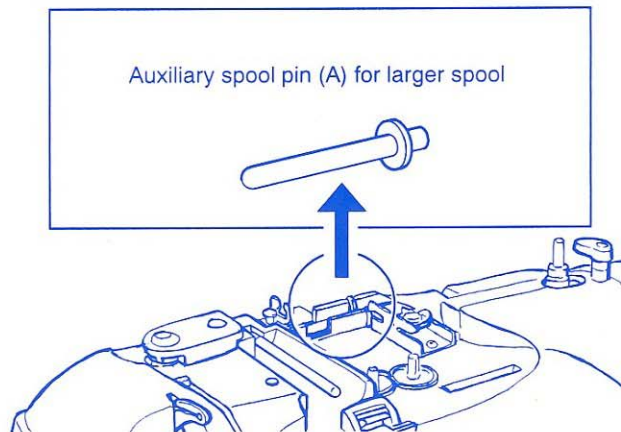
Instruction manual



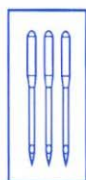
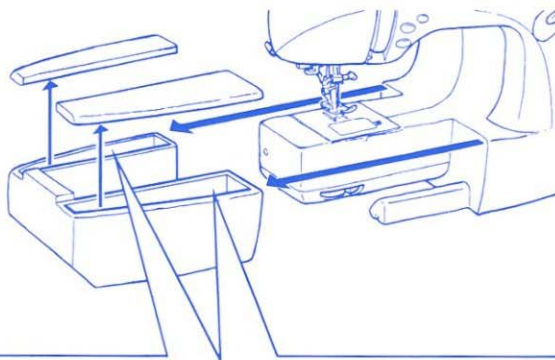
SEWING MACHINE
OPERATION SOFTWARE



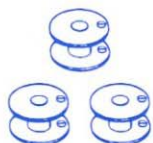
Foot control



ACCESSORIES



Needles
(P.# 67233)



Bobbins
(P.#85128)



Spool pin felt discs
(P.# 77040x2)



Spool pin cap (mini)
(P.# 85168)



Spool pin cap (small)
(P #79070)



Spool pin cap (large)
(P.#85124)



Auxiliary spool pin (B)
(P.# 85261)



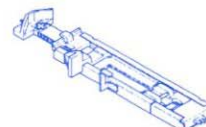
Buttonhole opener/Brush
(P.# 85365)



Screwdriver (large)
(P.# 75748)



Screwdriver (small)
(P.# 74793)



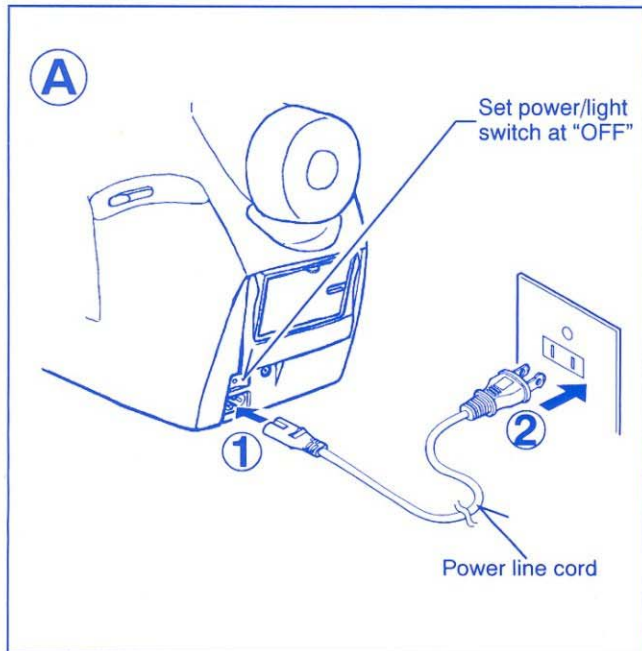
Buttonhole foot
(P.# 85410)

SETTING UP YOUR MACHINE

This machine can be used either with or without foot control.
Be sure to wipe off any surplus oil from needle plate area before using your machine the first time.

POWER LINE CORD

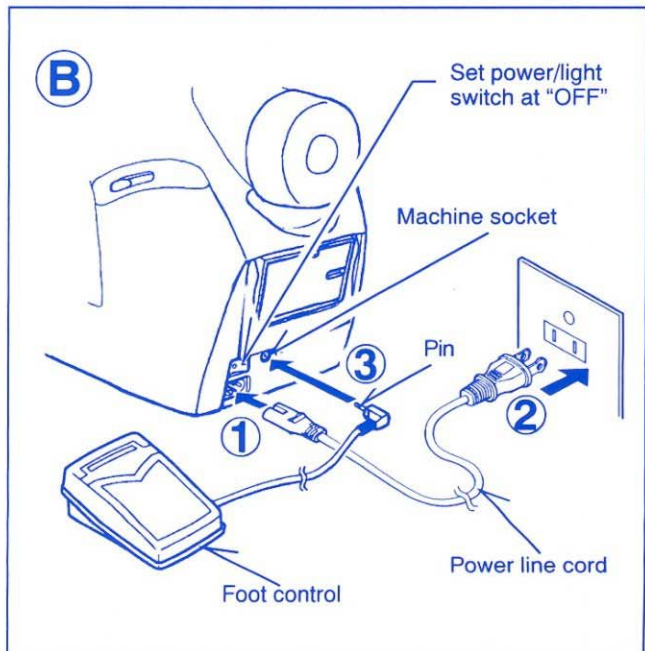
Connect the plug of the power line cord into the cord socket (1) and your wall outlet (2) as illustrated (A).



FOOT CONTROL

Connect the plug of the power line cord into the cord socket (1) and your wall outlet (2) as illustrated (B).

Connect the foot control plug into the machine socket (3).



Always disconnect the machine from power supply by removing the plug from the wall-outlet.

POWER/LIGHT SWITCH

Your machine will not operate until the power/light switch is turned on. The same switch controls both the power and the light.

When servicing the machine, or changing needles or lamps, etc., machine must be disconnected from the power supply.

Power/light switch "OFF"



Power/light switch "ON"



OPERATION SWITCHES

STARTING/STOPPING the MACHINE

When using only the power line cord, when the start/stop switch is pushed, the machine starts slowly, and when the switch is pushed once more, the needle moves and stops at its highest position.

When using foot control, simply press your foot on pedal until you reach a slow even speed. Never try to sew too fast. The harder you push, the faster the machine will sew. Release pressure on foot pedal to stop the machine.

NOTE: When foot control is connected, start/stop switch cannot be used.

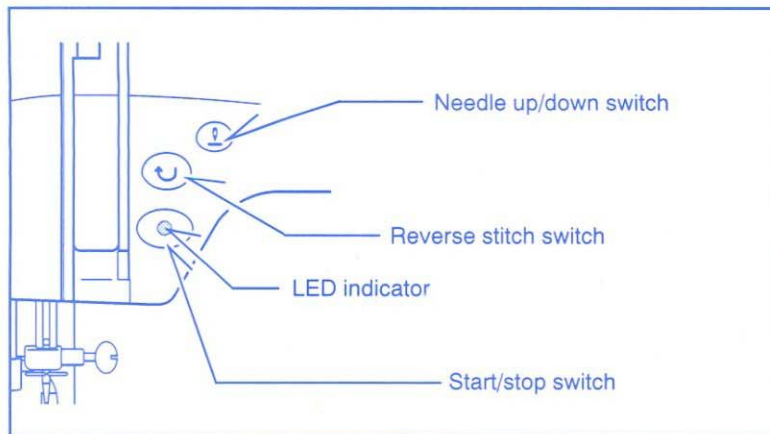
NEEDLE UP/DOWN SWITCH

When the needle up/down switch is pushed, the needle moves and stops at its lowest position. If the switch is pushed once more, the needle moves and stops at its highest position. These operations can be repeated in order to sew basting stitches.

REVERSE STITCH SWITCH

Reverse sewing is carried out while the reverse stitch switch is pushed (only for normal sewing). (The stitch length will be about 2 mm.)

NOTE: If the power cord is disconnected from the wall outlet during sewing, or if the sewing machine stops due to a power outage, the sewing machine will not operate immediately even when the power is restored. To start the sewing machine again, turn the power switch to OFF and then back to ON again, and then start the machine.



LED INDICATOR

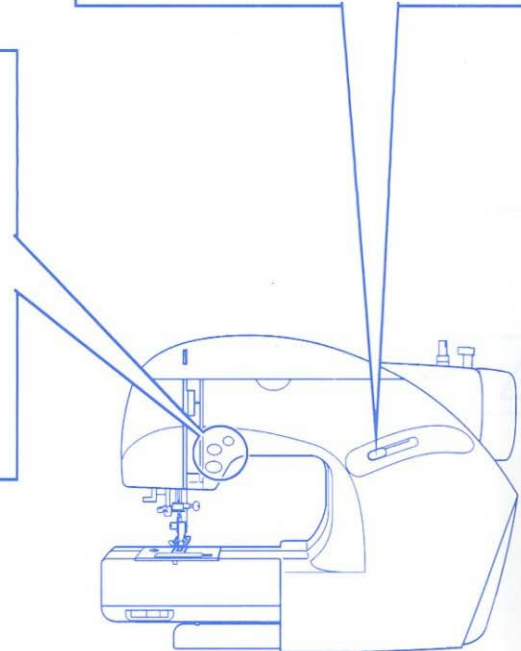
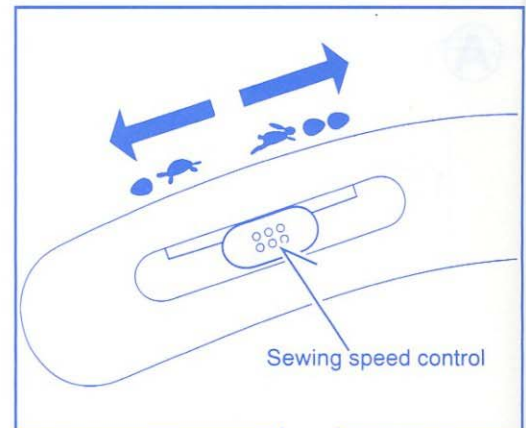
Red light indicates that the machine is in operation.
Green light indicates that the machine is ready to start.
Flashing red light will be indicated if error should occur or the machine becomes out of order. Flashing only for 2 - 3 seconds shows that an incorrect operation is made. Continuous flashing indicates that the machine malfunctions.

SEWING SPEED LIMITER CONTROL

The top sewing speed is set by using the sewing speed control in conjunction with the foot control. The sewing speed control is moved horizontally to determine the zone of speed required.

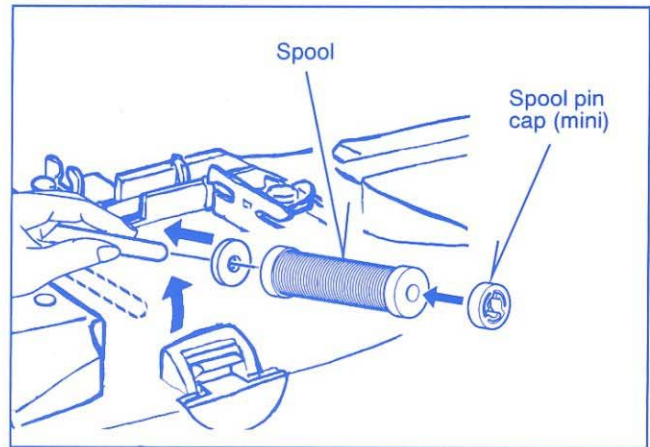
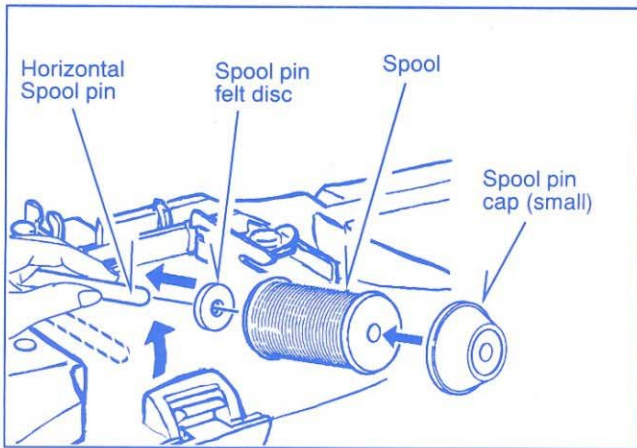
Regardless of the setting, the maximum speed may be limited for selected patterns.

NOTE: When using the foot control, on the low setting the machine will not sew faster than a certain speed, even when the foot control is fully depressed.



SPOOL PINS

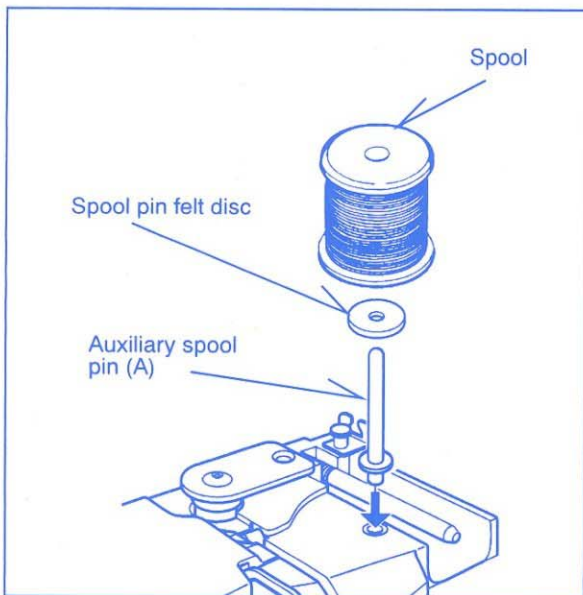
Place a felt disc on spool pin to control spool movement. Place a spool of thread on the pin, and secure with a suitable size spool cap, to ensure smooth flow of thread. Be careful not to push the spool cap too tight as the spool must turn.



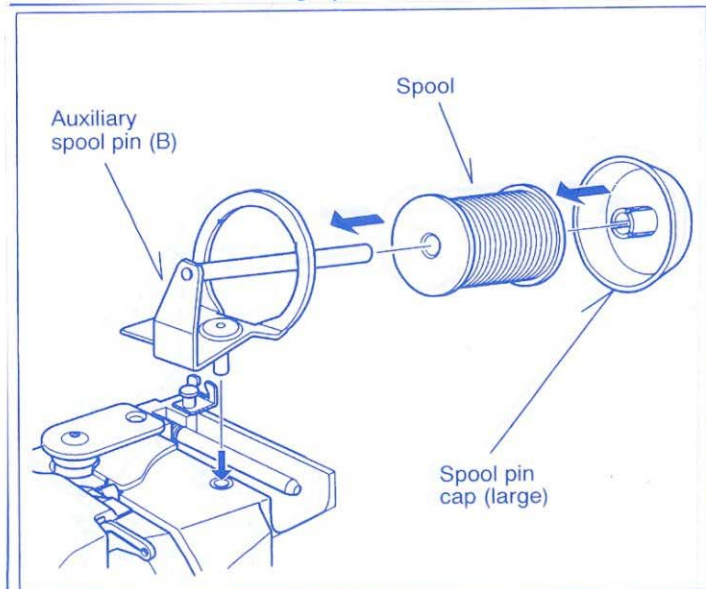
Auxiliary spool pins

Some size and style spools of thread do not deliver thread smoothly with horizontal spool pin and spool cap. In this case use vertical auxiliary spool pin (A). It may not be possible to obtain good thread tension with some spools, so if problems with thread tension occur, use spool pin (B).

Attach the spool pin (A) and place a felt disc over it. Place a spool of thread on the spool pin as illustrated.



Attach the spool pin (B) and place a spool of thread on the pin, and secure with a suitable size spool cap as illustrated. With this spool pin the cap should be installed tightly.



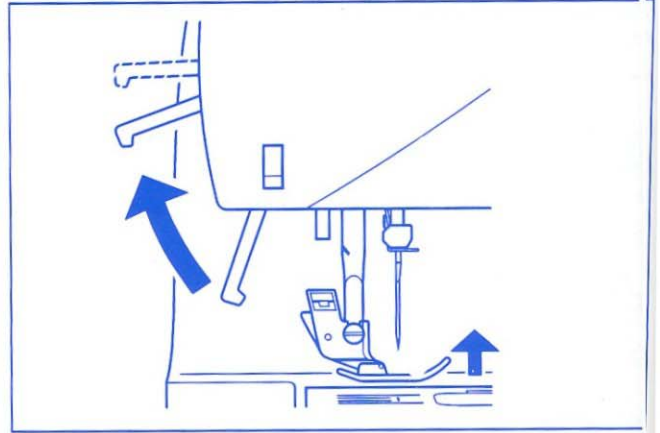
NOTE:

1. Use the spool cap closest to the thread spool size to ensure smooth operation.
2. Auxiliary spool pins are not designed for twin needle sewing.
3. Depending on the size and conditions of spools of thread and spool pins, top cover cannot be closed.

PRESSER FOOT LIFTER

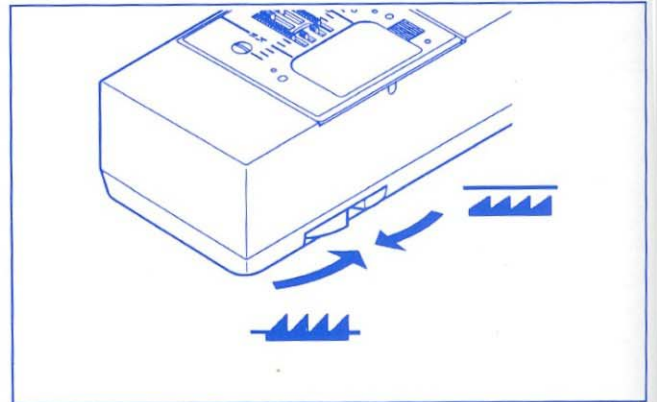
There are three positions for your presser foot.

1. Lower the presser foot to sew.
2. Raise the lifter to the middle position to insert or remove fabric.
3. Lift it to its highest position to change the presser foot or to remove thick fabric.



FEED DOG CONTROL

The feed dogs control the movement of the fabric that is being sewn. They should be raised for all general sewing purposes and lowered for darning, freehand embroidery and monogramming so that you, not the feed dogs, are moving the fabric.



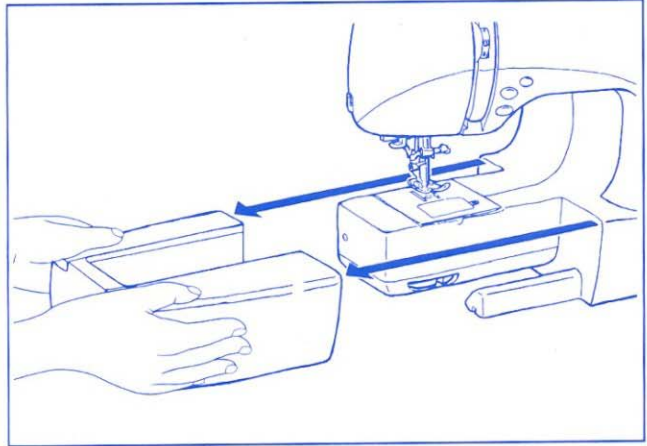
CONVERTING TO FREE-ARM SEWING

Your machine can be used either as a flat-bed or as a free-arm model.

With the extension table in position, it provides a large working surface as a standard flat-bed model.

To remove the extension table, hold it firmly with both hands and pull it off to the left as shown. To replace, slide the extension table back into place until it clicks.

With the extension table removed the machine converts into a slim free-arm model for children's clothes, cuffs, trouser legs, and other awkward places.



LEVELING MACHINE

CHECKING

Put the machine on a flat table.
Check the balance of the machine.

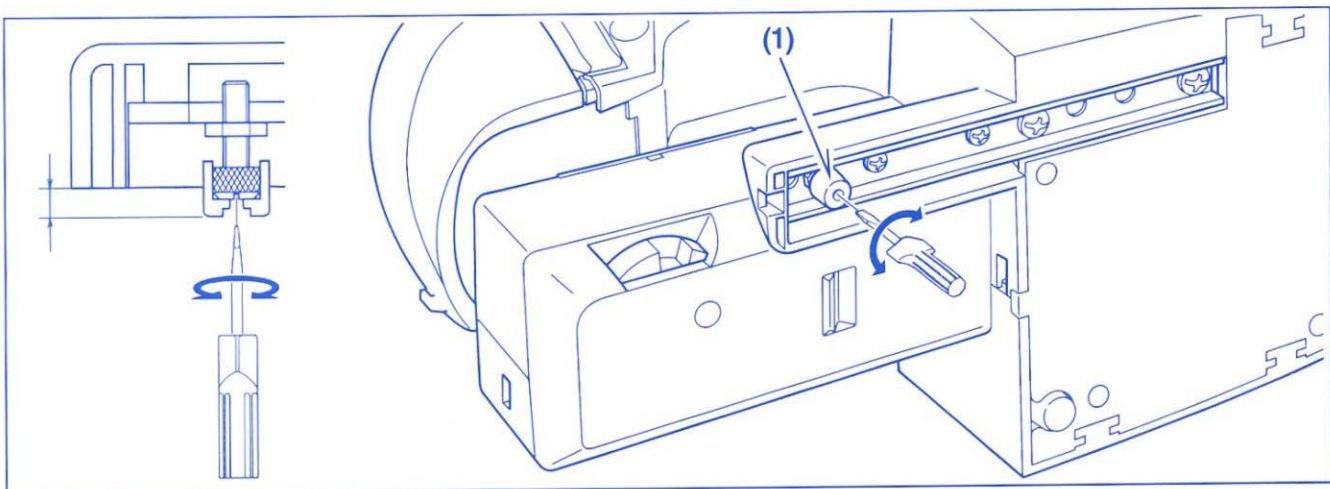
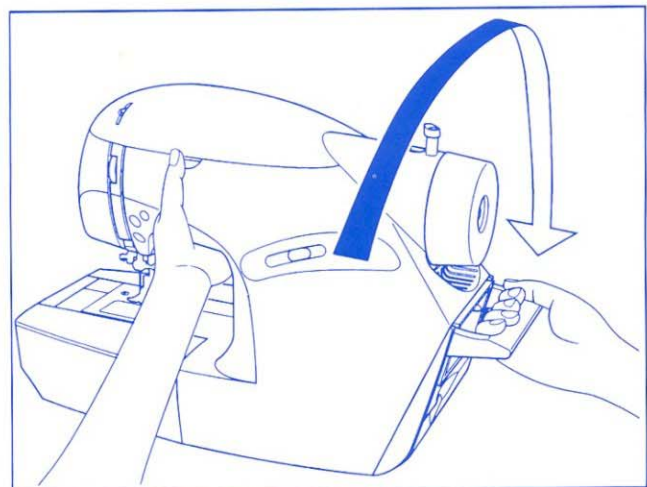
ADJUSTMENT

Lay machine on its back gently and carefully with both hands. Be careful not to make scratches on both machine and table. Be careful not to drop the machine and not to have your fingers be caught between the machine and table.

Insert the driver into the hole (1) and adjust by turning it.

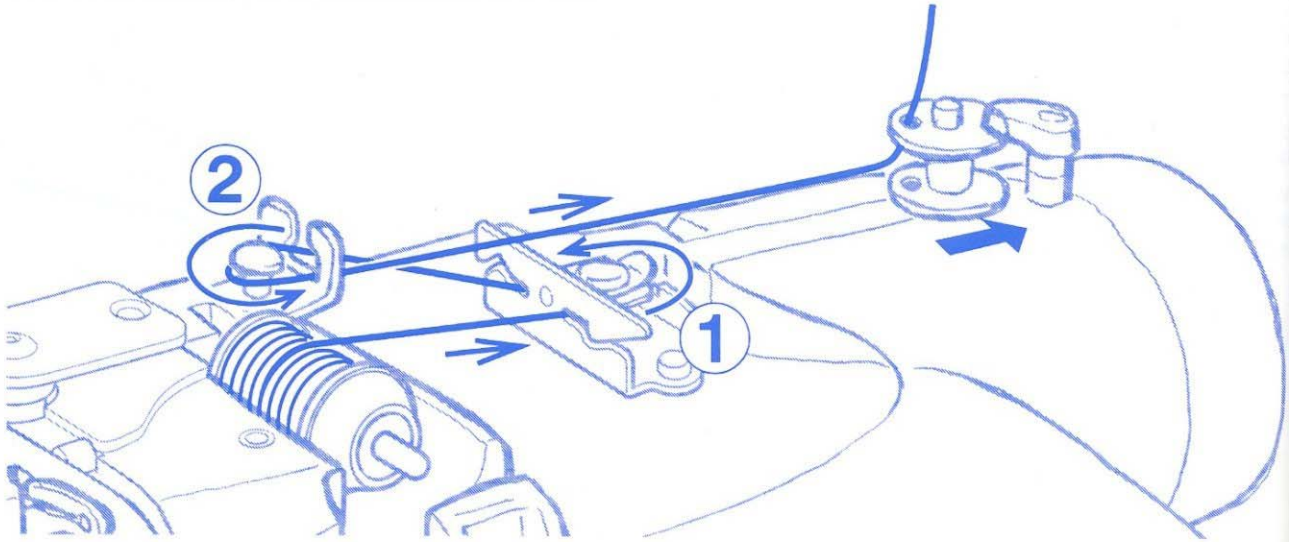
* Use screwdriver (small) included in the accessories.

Check the balance of the machine after adjustment.

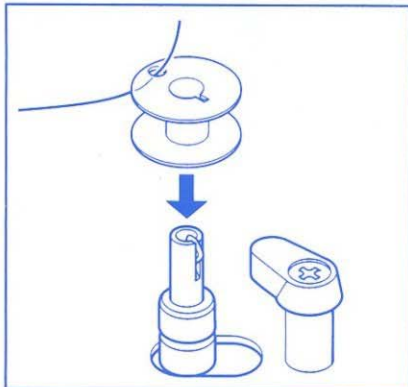


WINDING BOBBIN

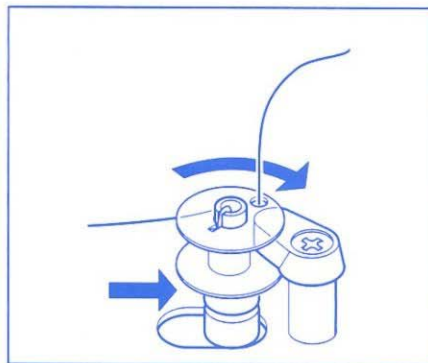
1. Place a spool of thread on the spool pin, and secure it with the spool pin cap (small). Pull the thread out from the spool through thread guides (1) and (2).



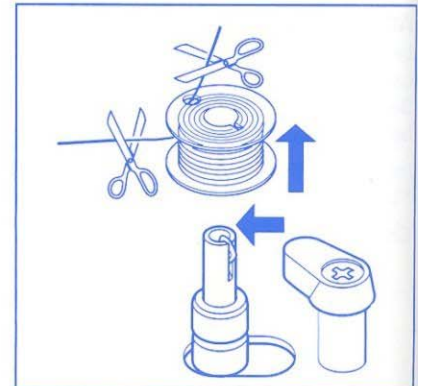
2. Pull end of thread through hole in bobbin as shown.



3. Push bobbin winder shaft to far left position, if it is not already there. Place bobbin onto shaft with end of thread coming from top of bobbin. Push bobbin winder shaft to the right until it clicks. Hold onto end of thread.

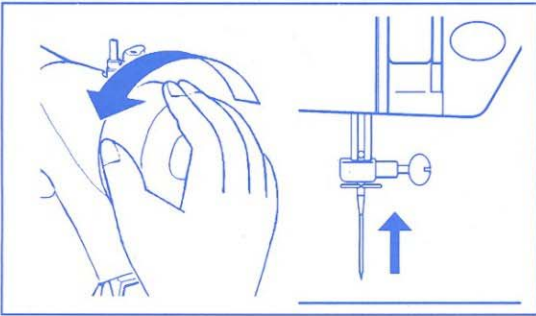


4. Start machine. Bobbin will automatically stop turning when completely filled. Push shaft to the left to remove bobbin and cut thread.

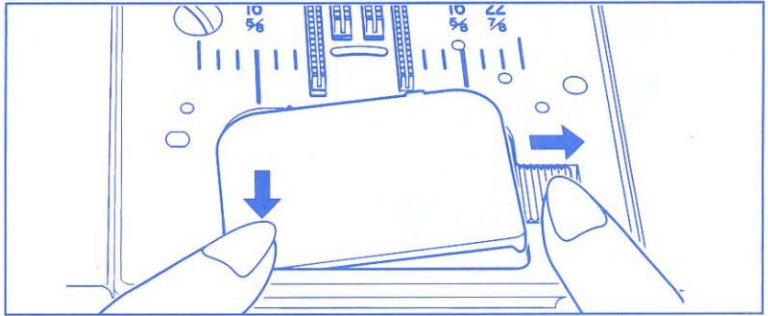


THREADING THE BOBBIN THREAD

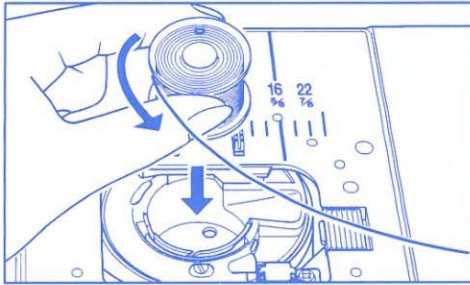
1. Raise the needle to its highest position by rotating the hand wheel toward you.



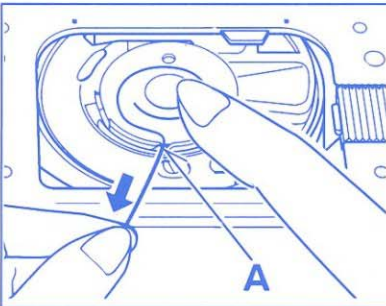
2. Remove the bobbin cover plate by pushing the release button to the right while pushing the left corner of plate.



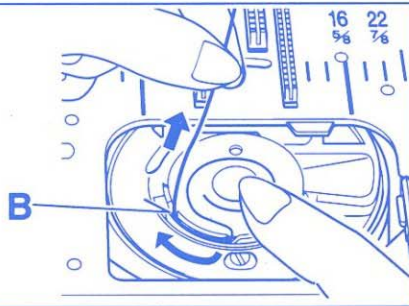
3. Insert the bobbin making sure the bobbin rotates counter-clockwise.



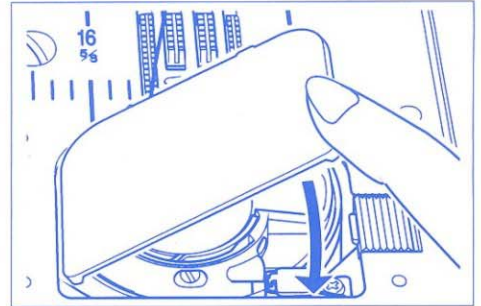
4. Pull thread through the slot (A) and then to the left.



5. With a finger held gently on top of the bobbin, pull thread through the slot (B) until you hear a clicking sound, and then leave about 6" (15 cm) of thread.

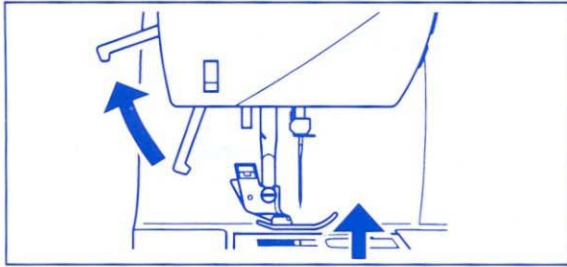


6. Replace the bobbin cover plate onto the needle plate.

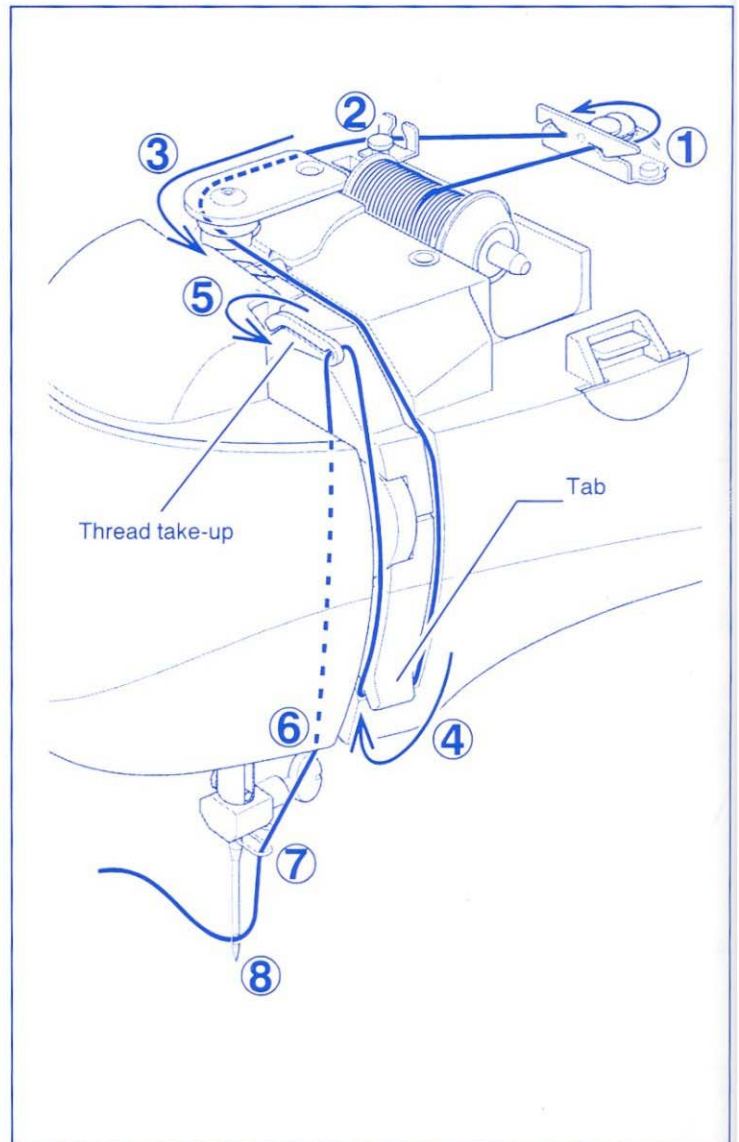
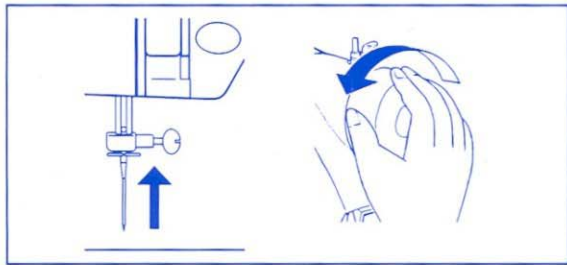


THREADING THE TOP THREAD

1. Raise the presser foot lifter. Always be sure to raise the presser foot lifter before threading the top thread. (If the presser foot lifter is not raised, correct thread tension cannot be obtained.)



2. Turn the hand wheel toward you until the needle is in its highest position and the thread take-up is visible.



3. Thread the machine in the following order as illustrated.
 - * Guide the thread through thread guides (1), (2) and (3), and then pull it down along the groove.
 - * Do a U-turn around the inside of the tab (4).
 - * Pass the thread through the thread take-up (5) from right to left.
 - * Insert the thread into the inside of the groove (6).
 - * Guide the thread onto the thread guide (7).
 - * Pass the thread through the eye of the needle (8) from front to back.

USING AUTOMATIC NEEDLE THREADER

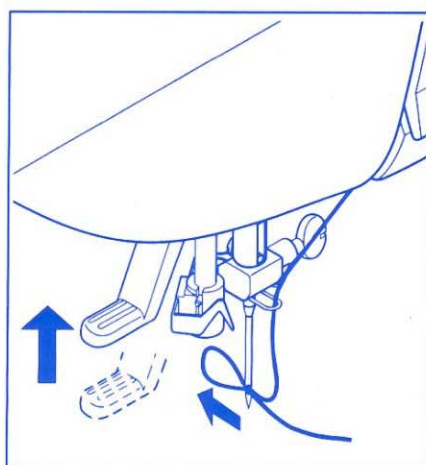
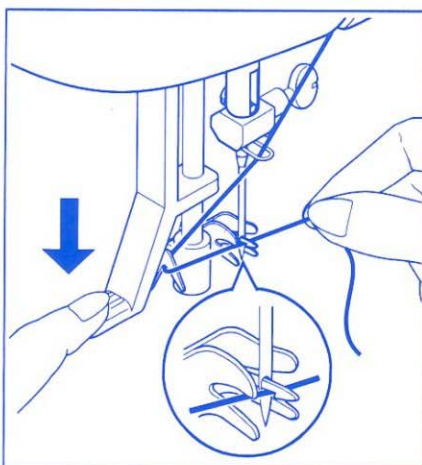
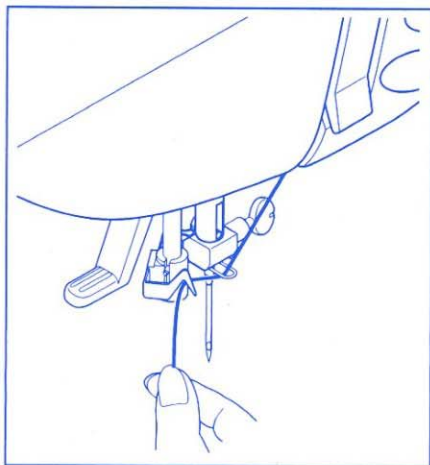
Raise the needle to its highest position by rotating the hand wheel towards you.

1. Pull down threader lever and hook thread to thread guide as illustrated. Continue to push the lever down until the hooked end passes through the needle eye.

2. Guide thread into hooked end and pull it upward.

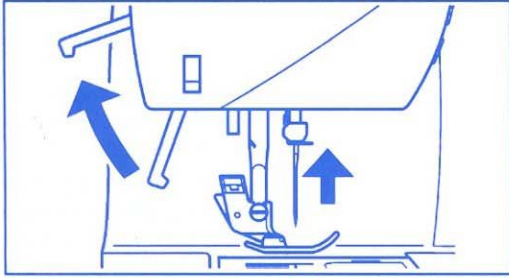
3. Release the threader lever and thread simultaneously, and needle will be threaded automatically.

NOTE: For smooth threading it is recommended to set the machine at straight stitching (middle position) when using needle threader.

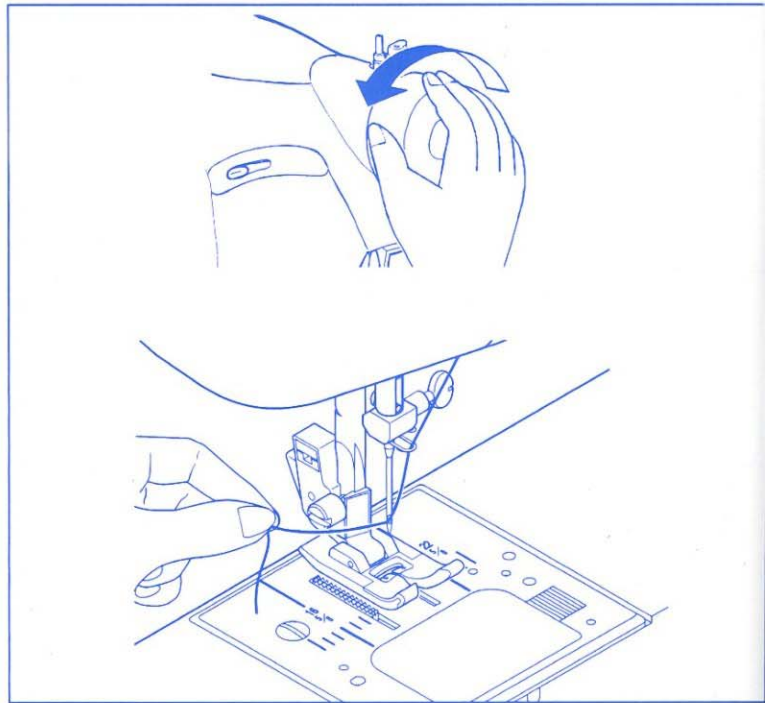


PICKING UP BOBBIN THREAD

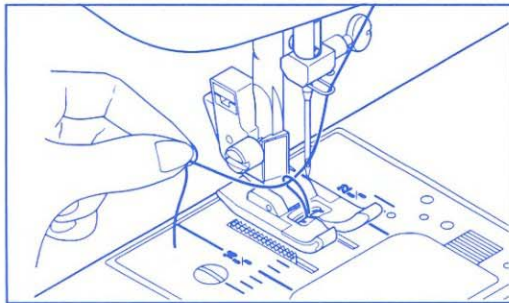
1. Raise the presser foot lifter.



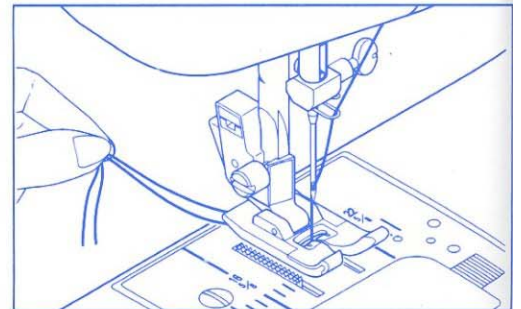
2. Holding needle thread loosely with your left hand, turn hand wheel toward you with your right hand first lowering the needle and continuing until the needle comes to its highest position.



3. Lightly pull up the top thread, and pick up bobbin thread, which will appear through the needle plate slot.



4. Pull both top and bobbin threads together toward the back of the machine under the presser foot, leaving about 6" (15 cm) clear.



2. TESTING TO SEW

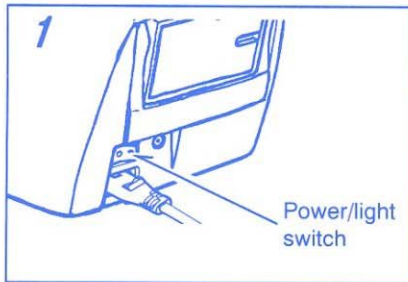
TEST SEWING (1)

Test straight stitch function available without connecting the GAME BOY.

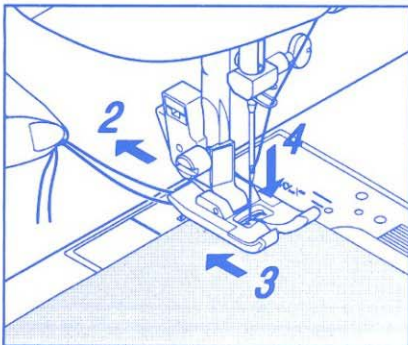
SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

Needle position: Center needle position
Stitch length: 3 mm

1. Turn on the power for the sewing machine.



2. Pull both threads under the presser foot toward the back of the machine, leaving about 6" (15cm) clear.
3. Place the fabric under the presser foot and lower the presser foot lever.
4. Turn the hand wheel toward you until the needle enters the fabric.

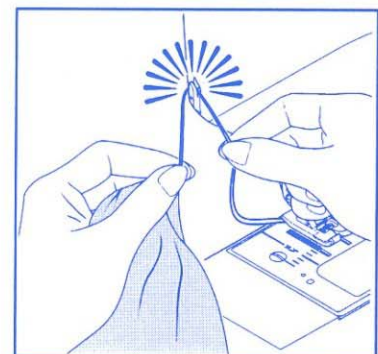


5. Start the machine.
Guide the fabric gently with your hand.

6. When reaching the edge of the material, stop the sewing machine.



7. First turn the handwheel toward you until the needle is at its highest position, then raise the presser foot, draw materials to the rear and cut off excess thread with the thread cutter located on the bottom of face cover as shown.



TEST SEWING (2)

Connect the GAME BOY to use sewing machine for sewing.

CONNECTING THE GAME BOY

1. CHECK THE GAME BOY

Check that the batteries, the optional battery pack or the optional AC adapter is installed correctly. (Refer to the Operating Instructions for the GAME BOY for details.)

Compatible models:

GAME BOY Pocket, GAME BOY Color

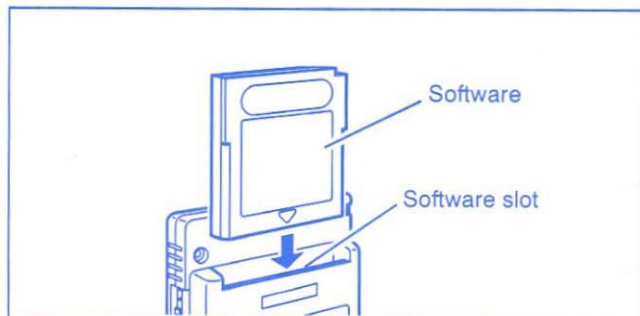
* NOTE ON TRANSFERRING DATA FROM THE GAME BOY

Transferring data from the GAME BOY to the sewing machine can be carried out with GAME BOY POCKET and GAME BOY COLOR only.

Super Game Boy and the larger Game Boy which was first released cannot be used.

2. INSERT THE SOFTWARE

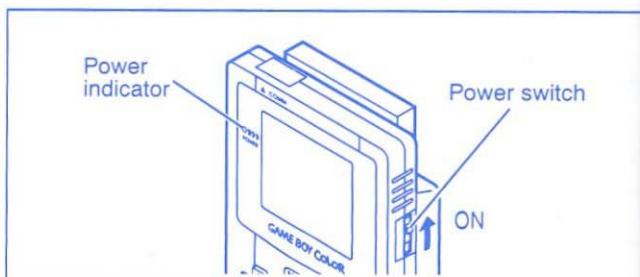
Insert the software into the slot at the rear of the GAME BOY in the direction of the arrow until it clicks into place.



3. TURN ON THE POWER SWITCH

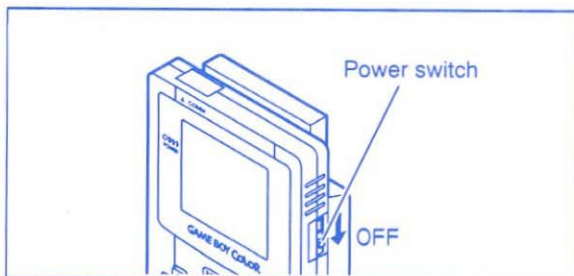
When the power switch is at the ON position, the power indicator will illuminate.

NOTE: Remember to turn off the GAME BOY when you are not using the machine.



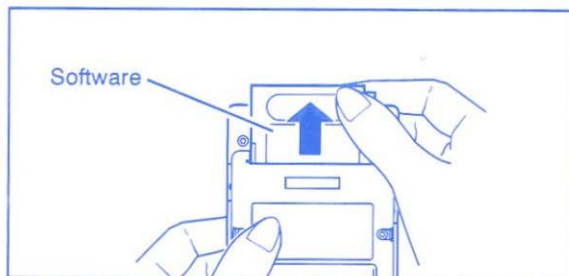
TURNING OFF THE GAME BOY

Turn the power switch to the OFF position.



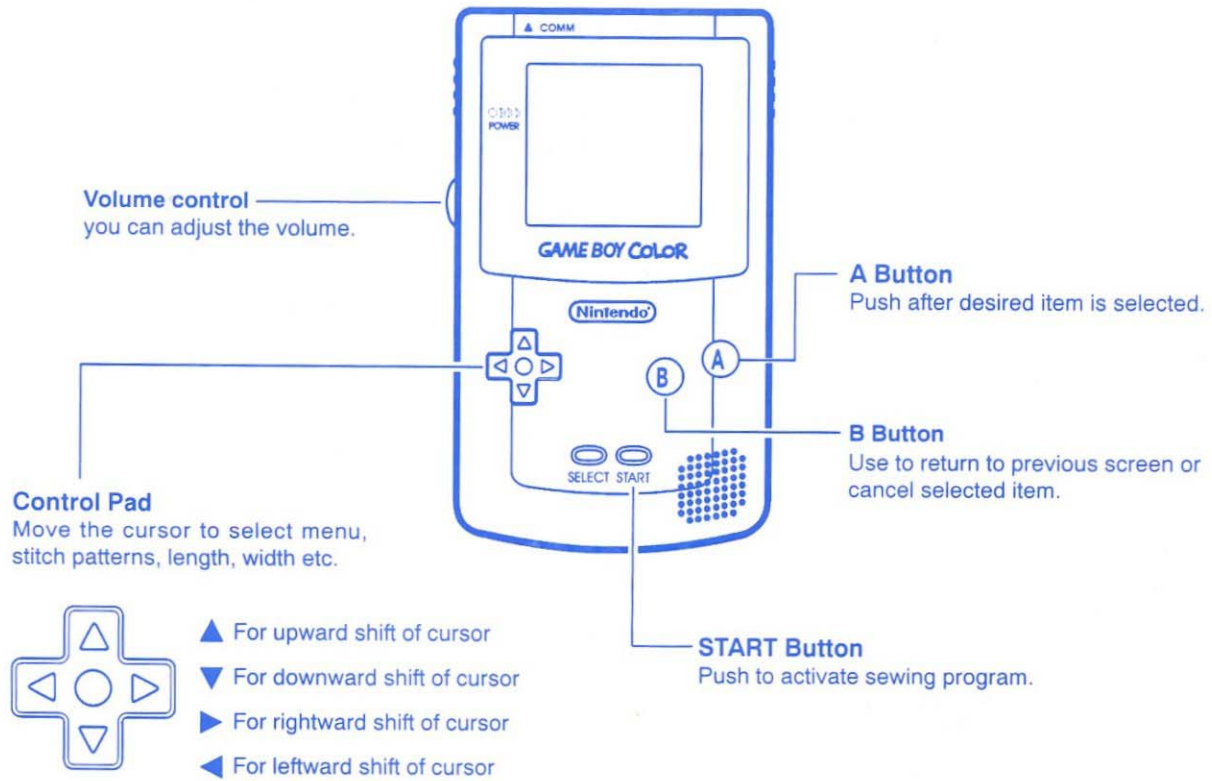
REMOVING THE SOFTWARE

Push the Software up with your thumb as shown in the illustration to remove the Software.



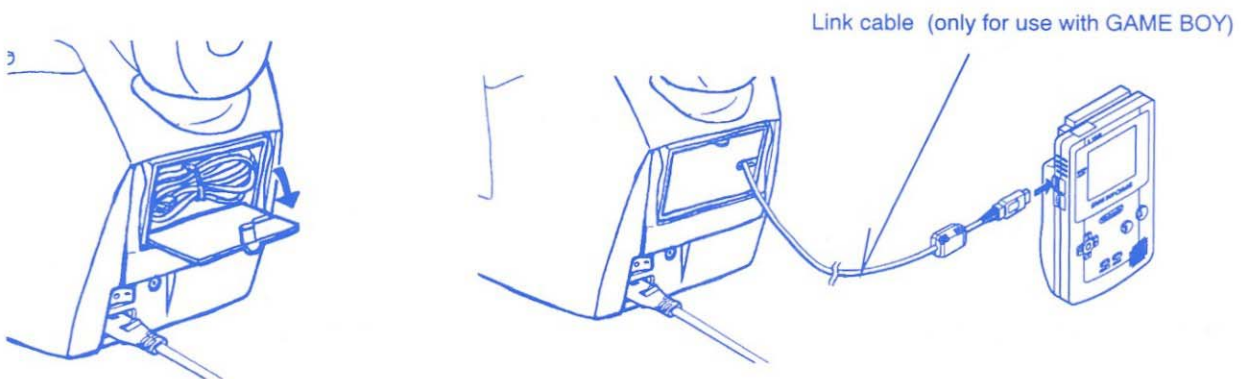
OPERATION OF GAME BOY

Basic operation is to select with Control Pad, decide with A Button and cancel with B Button.



CONNECTING THE SEWING MACHINE AND THE GAME BOY

* Take the link cable out of the sewing machine's storage compartment, and connect it to the GAME BOY.



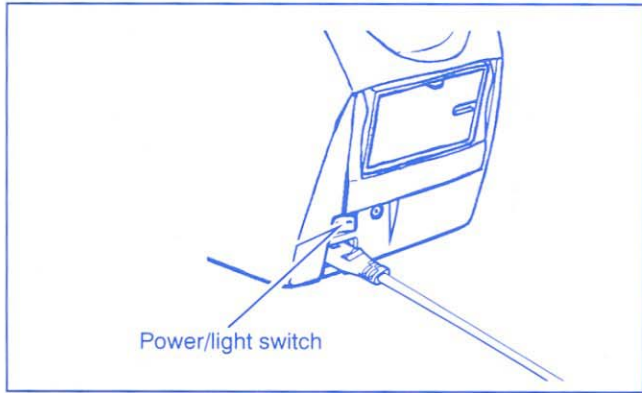
NOTE: Do not pull the link cable with excessive force, otherwise it may pull out or become damaged.

Test sewing with a zigzag stitch (stitch length - 1.5 mm, stitch width - 6.5 mm) as a sample.

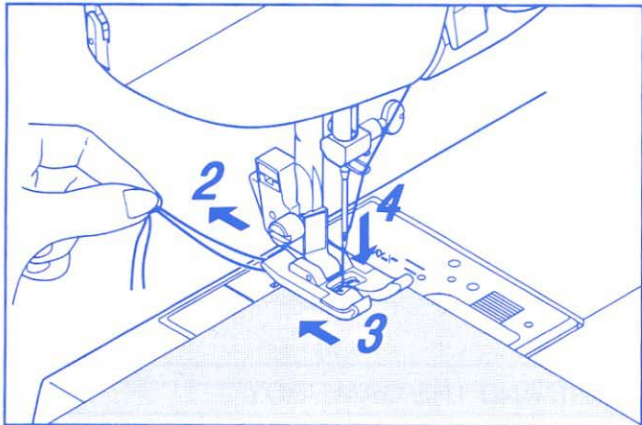
(TEST SEWING)

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

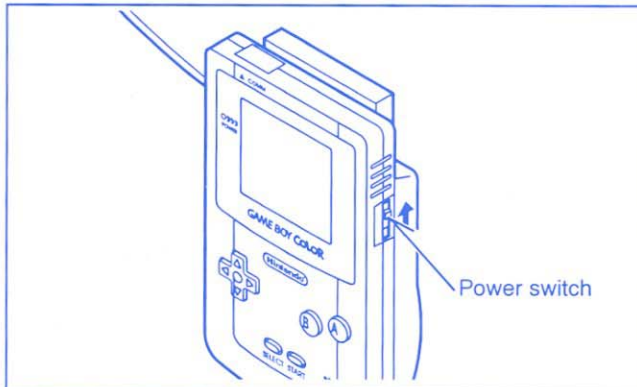
1. Turn on the power for the sewing machine.



2. Pull both threads under the presser foot toward the back of the machine, leaving about 6" (15cm) clear.
3. Place the fabric under the presser foot and lower the presser foot lifter.
4. Turn the hand wheel toward you until the needle enters the fabric.

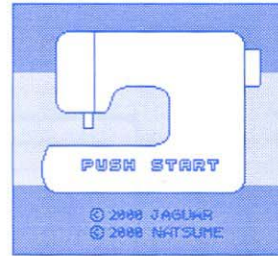


5. Turn on the Power switch after making sure the Software is inserted firmly.



6. Start the GAME BOY.

6 - 1



The music will play, and then "PUSH START" will flash on the screen.

Push the **START** Button or A Button to activate sewing program.



6 - 2



Push the Control Pad until cursor is shifted to desired language and push the A Button to select it.

Push the **A** Button



6 - 3

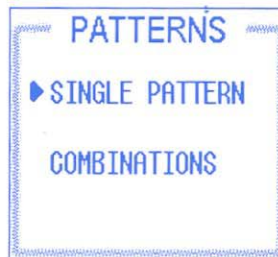


The menu screen will be displayed automatically.

Push the **A** Button



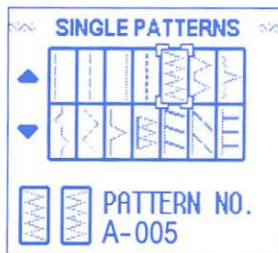
6 - 4



Push the **A** Button



6 - 5

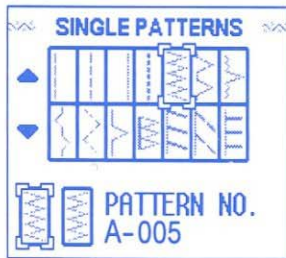


Push the (▶) Control Pad to move the cursor to display pattern A-005.

Push the **A** Button



6 - 6



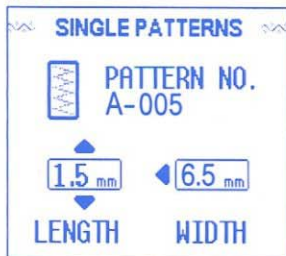
Push the A Button



(You can then push the (▶) Control Pad to select a mirror image of pattern.
Some symmetrical patterns do not change when mirror image is selected.)



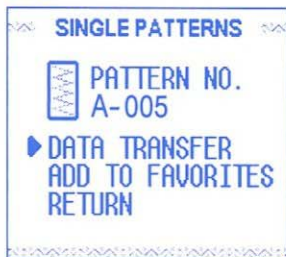
6 - 7



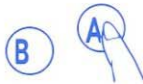
Push the A Button



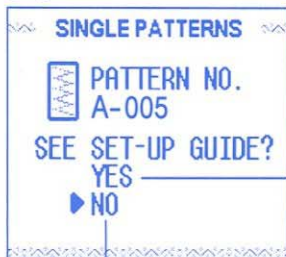
6 - 8



Push the A Button



6 - 9



If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".

Push the A Button



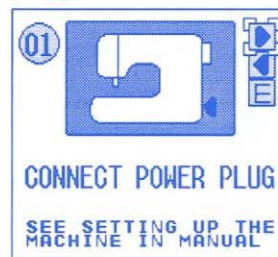
If you do not wish to view the set-up guide screen.

Push the A Button



DATA TRANSFERRED.

6 - 10



Push the A Button



"SET-UP GUIDE SCREEN", see page 21.



6 - 11



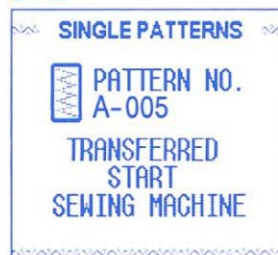
Push the A Button



DATA TRANSFERRED.

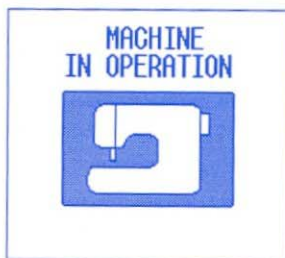
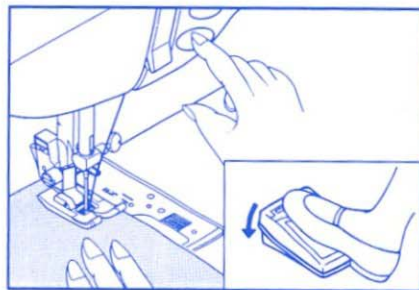


6 - 12

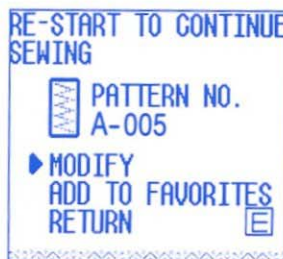


This completes the preparations required before starting the machine.

7. Start the machine.
Guide the fabric gently with your hand.



8. When reaching the edge of the material, stop the machine.



At this point, push the (▼) Control Pad to select [E].

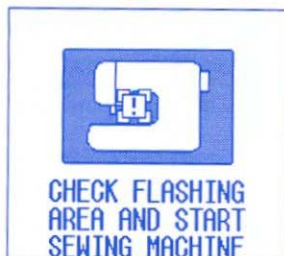


Push the A Button



The menu selection screen will be displayed again. This completes the test sewing.

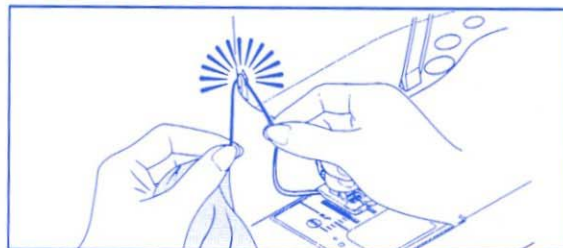
Error message during setting-up



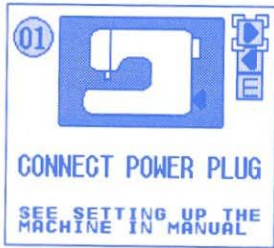
If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.

1. Push A Button.
 2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
 3. When the error has been cleared, screen 6-12 (page 19) will be displayed.
 4. Start the machine.
- * The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

9. First turn the handwheel toward you until the needle is at its highest position, then raise the presser foot, draw material to the rear and cut off excess thread with the thread cutter located on the bottom of face cover as shown.



SET-UP GUIDE SCREEN

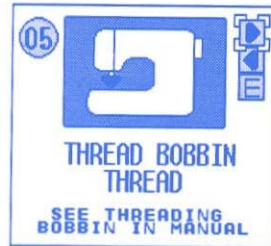


Screen operations: Use the Control Pad (▲, ▼) to move the cursor.

Advance to the next screen.

Return to the previous screen.

End.

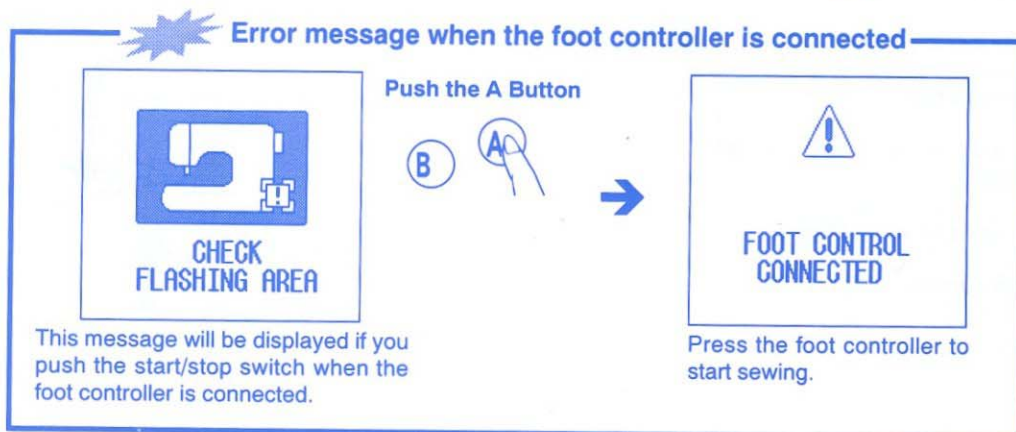


SAFETY DEVICE

* This sewing machine is equipped with a safety device which senses if the thread gets tangled up with the hook during sewing, and automatically interrupts the flow of current within 3 seconds to stop the motor from operating when such a problem occurs.

* If this safety device has operated, turn off the power for the sewing machine and eliminate the cause of the problem that caused the sewing machine to stop.

* Then, turn the hand wheel toward you to check that the sewing machine works normally again, and then re-start the machine.



NEEDLE, THREAD AND FABRIC CHART

Your fabric will determine the choice of a needle and thread. The following table is a practical guide to needle and thread selection. Always refer to it before a new sewing project. And be sure to use

the same size and type of thread in the bobbin as in the top thread supply.

FABRICS		THREAD	NEEDLES		
The fabrics below can be of any fiber: cotton, linen, silk, wool, synthetic, rayon, blends. They are listed as examples of weight.			TYPE	SIZE	
Light-Weight	Batiste	Cotton-wrapped	2020	11/80	
	Chiffon	Polyester	red shank	orange band	
	Crepe	100% Polyester * Mercerized Size 60			
Medium-Weight	Corduroy	Cotton-wrapped	2020	14/90	
	Flannel	Polyester	red shank	blue band	
	Gabardine	100% Polyester			
	Gingham	* Mercerized Size 50			
	Linen	Nylon			
	Muslin				
	Wool Crepe				
Medium-Heavy	Bonded Wovens	Cotton-wrapped	2020	16/100	
	Canvas	Polyester	red shank	purple band	
	Coating	100% Polyester			
	Denim	* Mercerized Size 40			
	Duck	* "Heavy Duty"			
	Sailcloth				2020
Knits	Bonded Knits	Cotton-wrapped	Ball-Point 2045 (With yellow band) Size 11/80, 14/90, 16/100		
	Double Knit	Polyester			
	Jersey	Polyester			
	Tricot	Nylon			

* Do not use on stretch fabrics.

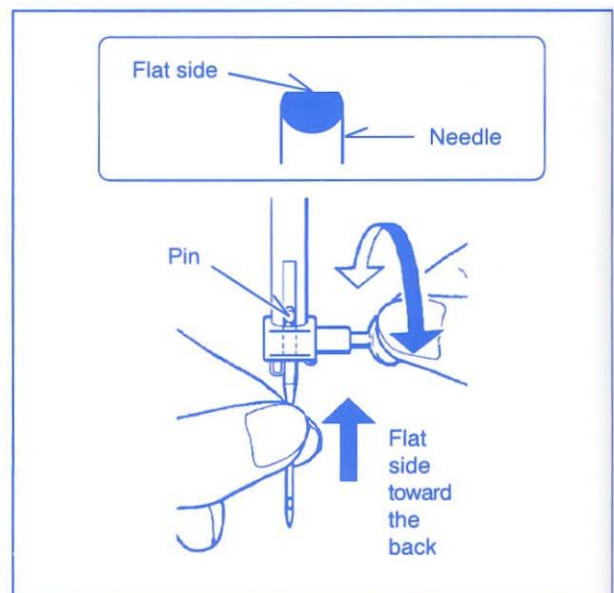
* For best sewing results, always use a Singer Branded Needle.



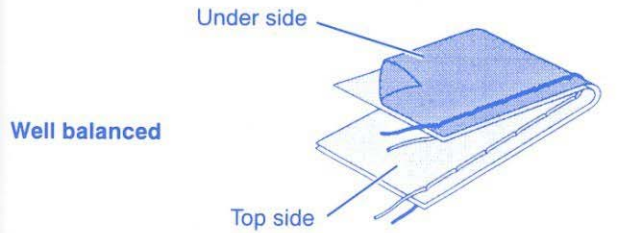
Always disconnect the machine from power supply by removing the plug from the wall-outlet.

Changing the needle

1. Raise the needle bar to its highest position by turning the hand wheel toward you.
2. Loosen the needle clamp screw by turning it toward you.
3. Remove the needle by pulling it downward.
4. Insert the new needle into the needle clamp with the flat side toward the back.
5. Push the needle up as far as it can go.
6. Tighten the needle clamp screw firmly with the screw driver.

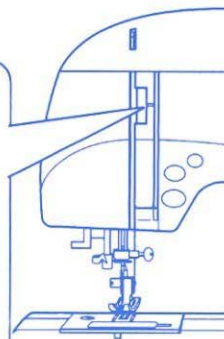
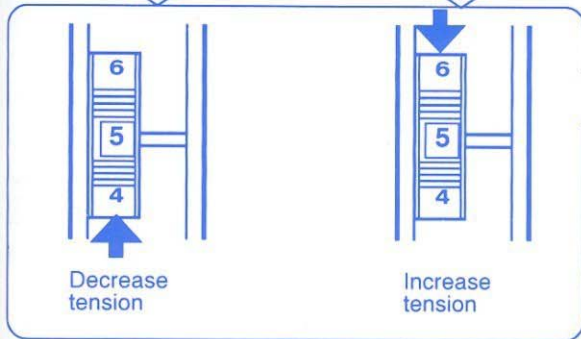
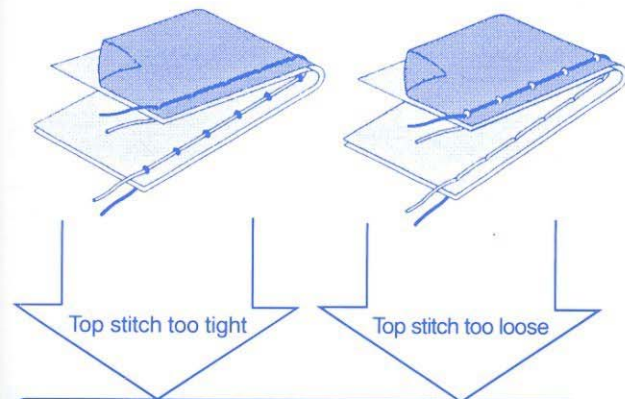


ADJUSTING TOP THREAD TENSION



Straight stitching, the good looking appearance of your stitching is largely determined by the balanced tension of both top and bobbin threads. The tension is well balanced when these two threads 'lock' in the middle of layers of fabric you are sewing. If, when you start to sew, you find that the stitching is irregular, you will need to adjust the tension control.

Make any adjustments with presser foot 'down'.

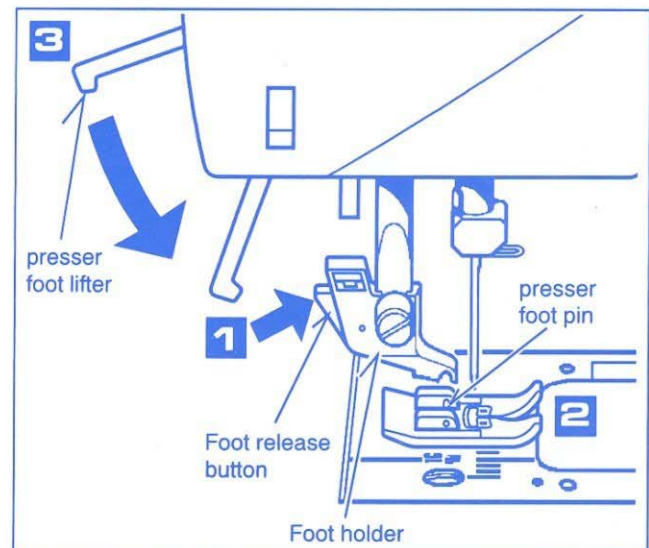


* Some commercially-available sewing machine threads are wound onto heavy spools. When using spools such as this, the thread tension will tend to become tighter, so you may need to loosen the thread tension.

CHANGING PRESSER FOOT

Be sure needle is in the up position. Raise presser foot lifter.

1. Push presser foot release button to remove the foot.
2. Place the desired foot on the needle plate aligning the presser foot pin with the foot holder.
3. Lower the presser foot lifter so that the foot holder snaps on the foot.



3. CHOOSING SETTINGS REFERRING TO THE SCREEN

MENU SELECTIONS



▶ PATTERNS

This lets you select the pattern to be sewn from the 84 single patterns or combination patterns available.

1. Refer to "SINGLE PATTERN" (pages 26 - 28).
2. With combination sewing, you can select and combine up to three different patterns. Refer to "COMBINATIONS" (pages 29 - 31) for details.

▶ FAVORITES

This lets you retrieve any patterns, characters or custom design which have been added to your favorites. (Refer to pages 38 - 41.)

▶ BUTTONHOLES

This lets you select the type and the width of the buttonhole. (Refer to pages 32 - 33.)

▶ CUSTOM

This lets you create custom design. (Refer to pages 42 - 45.) The maximum size for patterns drawn is about 6.5 mm in both width and height.

▶ LETTERS

This lets you select the characters to be sewn. (Refer to pages 34 - 37.)

The character size is fixed (about 6.5 mm).
Up to a maximum of 10 characters can be combined at one time.

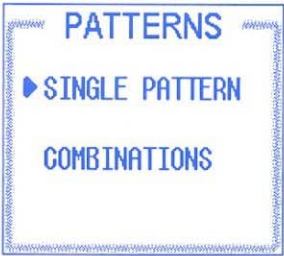
▶ COLORS

This lets you set the thread color and the fabric color on the screen. (Refer to page 46.)

This function is effective with GAME BOY COLOR only.
This option is not displayed when using the GAME BOY POCKET and GAME BOY LIGHT.

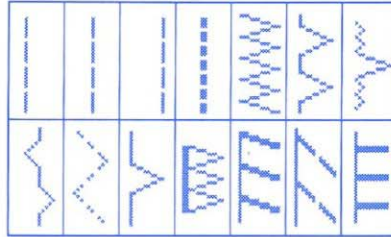
PATTERNS

"PATTERN SCREENS" (84 patterns in 6 screens)

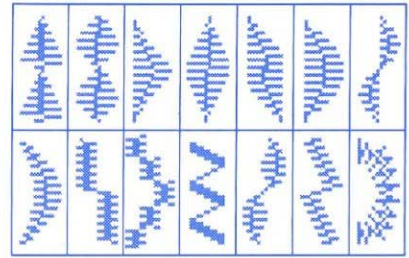


Use the Control Pad to select patterns from the 84 types displayed.

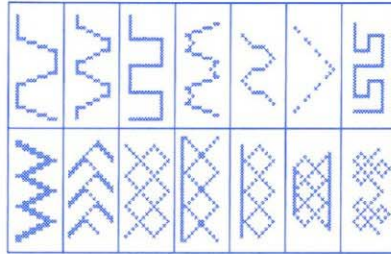
(Screen 1)



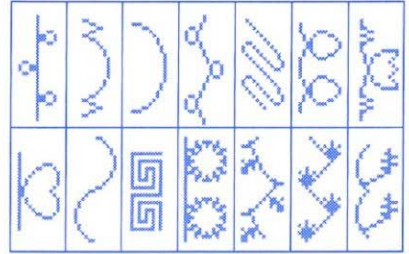
(Screen 4)



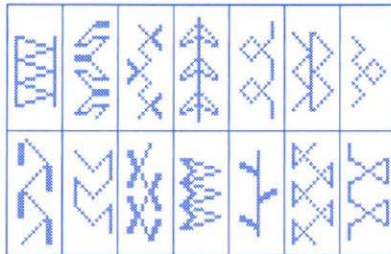
(Screen 2)



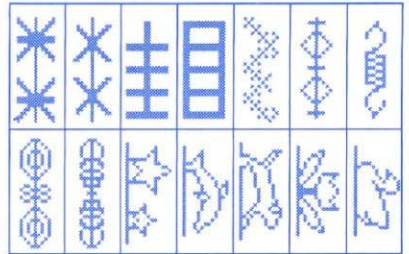
(Screen 5)



(Screen 3)



(Screen 6)



SINGLE PATTERN

1

Push the A Button

6

Push the A Button

Use the (▼) Control Pad to add the stitch pattern to your favorites (refer to page 28), or to return to the previous screen.

2

Push the A Button

Refer to "COMBINATIONS" (pages 29 - 31) for details.

7A

Push the A Button

If you do not wish to view the set-up guide screen.

Push the A Button

DATA TRANSFERRED. →

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".

Push the A Button

3

Use the Control Pad to select patterns from the 84 types displayed.

Push the A Button

7B - 1

Push the A Button

"SET-UP GUIDE SCREEN", see page 21.

4

Use the (▶) Control Pad to select the mirror image of pattern. Select either pattern, and then,

Push the A Button

7B - 2

Push the A Button

DATA TRANSFERRED.

5

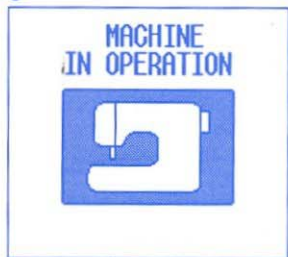
Use the Control Pad to select the stitch length and the stitch width. (The stitch length can be set to between 0.3 mm and 5 mm, and the stitch width can be set to between 1.5 mm and 6.5 mm. If there is no ▲ displayed next to the stitch length or stitch width, then that value cannot be selected.)

Push the A Button

8

Start the machine.

9



At the desired location, stop the machine.

10



Push A Button to return to screen 3 (page 26).

Push A Button to return to screen 5. (page 26).

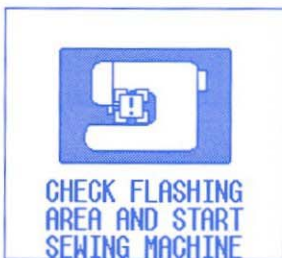
"ADD TO FAVORITES", see page 28.

Push the (▼) Control Pad to select "E". This ends the sewing and returns you to the MENU screen.

Push the A Button



Error message during setting-up

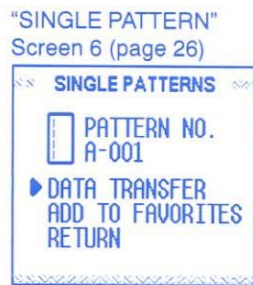


If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.

1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 8 (page 26) will be displayed.
4. Start the machine.

* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

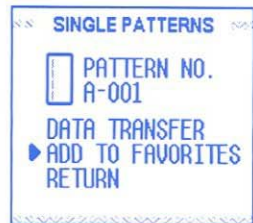
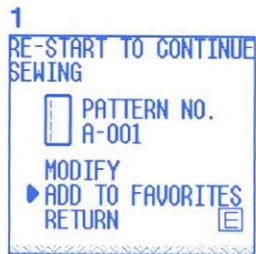
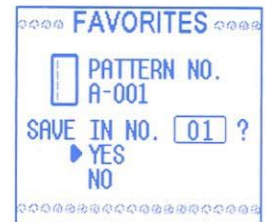
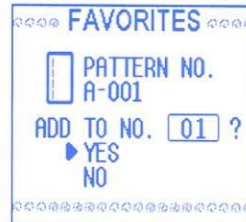
ADD TO FAVORITES (Saving) Single patterns can be saved into files No. 01 to No. 10. Saving favorite patterns allows a quick method of returning to most used patterns.



3 Display when saving first pattern

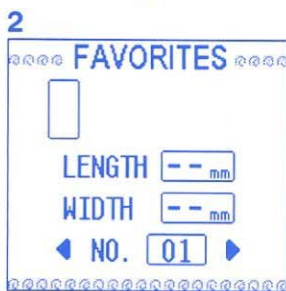
Display when a pattern has already been saved

NOTE: Previously saved data will be lost when saving over data.



Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button



Recorded pattern No. 01 will be displayed. Push the (▶) and (◀) Control Pad to display the number for saving the pattern.

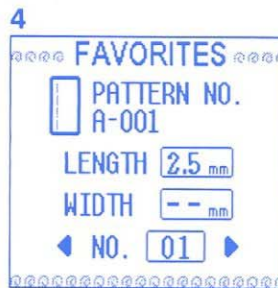
Push the A Button



Push the A Button

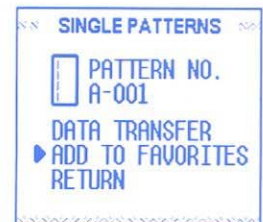


Use the (▼) Control Pad to select "NO" to return to the previous screen.



This completes the saving of a favorite pattern.

Push the B Button



Screen 1 will be displayed.

Return to "SINGLE PATTERN" Screen 6, 10 (page 26, 27) to continue sewing.

COMBINATIONS

You can combine up to three patterns.

1

Push the A Button

2

Use the (▼) Control Pad to select "COMBINATIONS".
Push the A Button

3

Use the Control Pad to select the positions for each sewing pattern.
Push the A Button

4

Use the Control Pad to select patterns from the 84 types available.
Push the A Button

5

Push the A Button

Use the (▶) Control Pad to select the mirror image of pattern.

6

Use the Control Pad to select the stitch length and the stitch width.
(The stitch length can be set to between 0.3 mm and 5 mm, and the stitch width can be set to between 1.5 mm and 6.5 mm. If there is no ▲ displayed next to the stitch length or stitch width, that value cannot be selected.)
Push the A Button

7-1

The sewing pattern will be placed into the first pattern position.

7-2

If you selected a mirror image of pattern, a ◀▶ symbol will be displayed above the pattern.

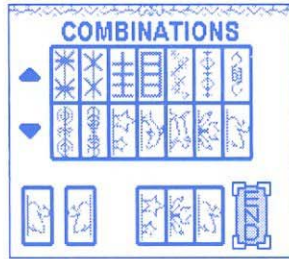
8

Use the (▶) and/or (◀) Control Pad to select the position for the second pattern.
Push the A Button

9

Repeat this procedure referring to screens 4 to 8 until up to 3 patterns are memorized.
When you want to change one of the already memorized patterns, use the Control Pad to move the cursor to the pattern you would like to change or delete, and push the A Button to return to the previous screen. (NOTE: If the B Button is pushed instead of A, all the memories will be deleted.)

10



Use the (▶) Control Pad to select "END".
Push the A Button

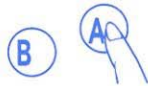


11



Push the A Button

Use the (▼) Control Pad to add the stitch pattern to your favorites (refer to page 31), or to return to the previous screen.



12A



If you do not wish to view the set-up guide screen.
Push the A Button

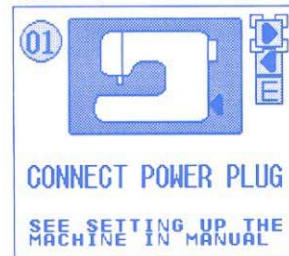


DATA TRANSFERRED.

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".
Push the A Button



12B - 1



Push the A Button

"SET-UP GUIDE SCREEN", see page 21.



12B - 2



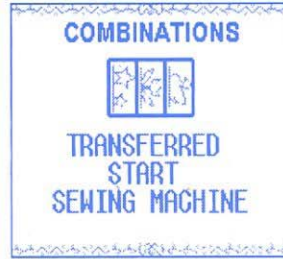
Push the A Button

DATA TRANSFERRED.



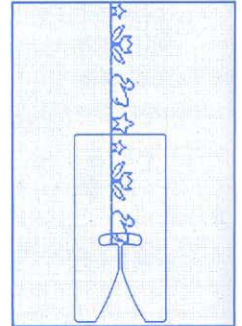
30

13



Start the machine.

COMBINATION sewing sample

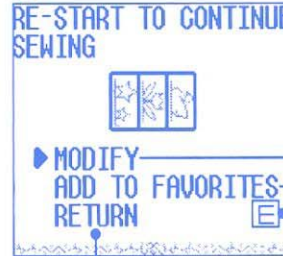


14



At the desired location, stop the sewing machine.

15



Push A Button to change the size of each pattern.

"ADD TO FAVORITES", see page 31.

Push the (▼) Control Pad to select "E". (end sewing)
Push the A Button

Push A Button to return to screen 3 (page 29).



Error message during setting-up



If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.

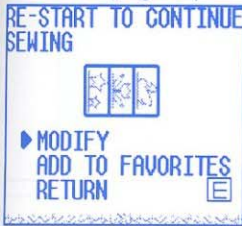
1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 13 will be displayed.

4. Start the machine.

* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

ADD TO FAVORITES (Saving) Combination patterns can be saved into files No. 01 to No. 04.

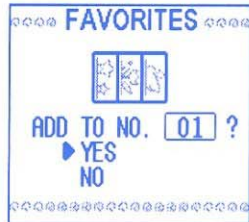
"COMBINATIONS"
Screen 15 (page 30)



"COMBINATIONS"
Screen 11 (page 30)

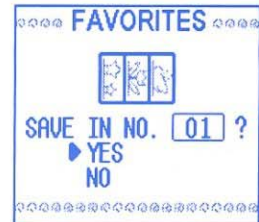


3
Display when saving
first pattern



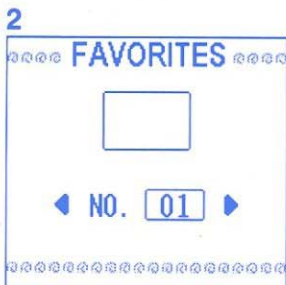
Display when a pattern
has already been saved

NOTE: Previously
saved data will be lost
when saving over data.



Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button



Saved pattern No. 01 will be displayed.
Push the (▶) and (◀) Control Pad to display the number for saving the pattern.

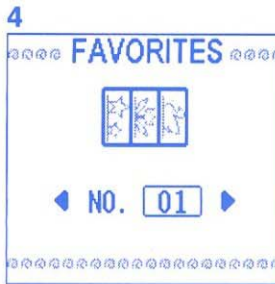
Push the A Button



Push the A Button

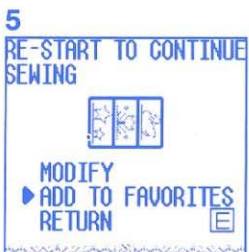
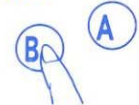


Use the (▼) Control Pad to select "NO" to return to the previous screen.



This completes the saving of a pattern.

Push the B Button



Screen 1 will be displayed.
Return to "COMBINATIONS" Screen 11, 15 (page 30) to continue sewing.

BUTTONHOLES

Buttonhole foot needs to be attached, and buttonhole lever needs to be lowered before starting the machine. (Refer to page 62 - 64)

1

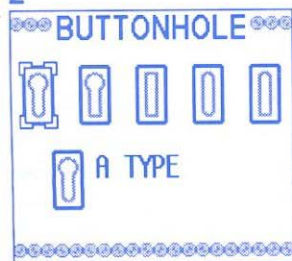


Use the (▼) Control Pad to select "BUTTONHOLES".

Push the A Button



2

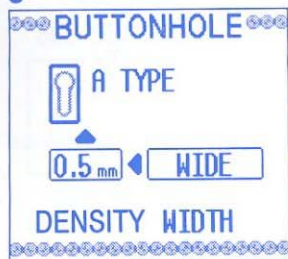


Use the (▶) and/or (◀) Control Pad to select the type of buttonhole.

Push the A Button



3



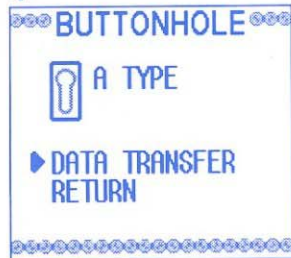
Use the Control Pad to select the stitch density and the cutting width. (The stitch density can be set to one of three densities: 0.5 mm, 0.8 mm, and 1.0 mm. The cutting width can be set to one of two widths: Wide and narrow.)

Push the A Button

Push the A Button



4

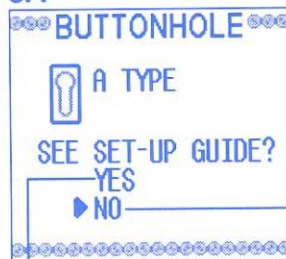


Push the A Button



You can use the (▼) Control Pad to return to the previous screen.

5A



If you do not wish to view the set-up guide screen.

Push the A Button



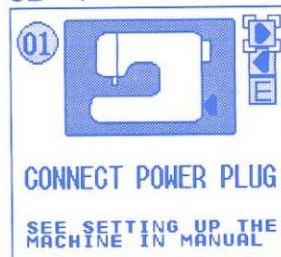
DATA TRANSFERRED.

If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".

Push the A Button



5B - 1



Push the A Button



"SET-UP GUIDE SCREEN", see page 21.



5B - 2



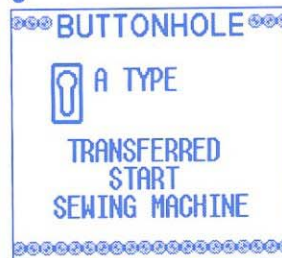
Push the A Button



DATA TRANSFERRED.

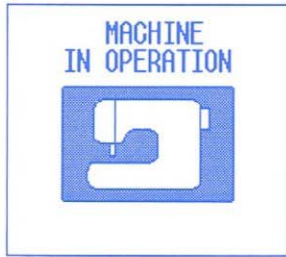


6



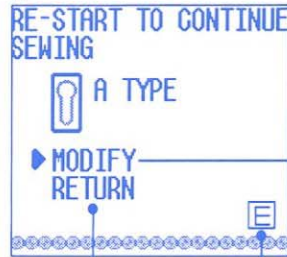
Start the machine.

7



When buttonhole sewing is completed, the sewing machine will stop automatically.

8



Push A Button to return to screen 3. (page 32).

Push A Button to return to screen 2 (page 32).

Push the (▼) Control Pad to select "E". (end sewing)

Push the A Button



Error message during setting-up



If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.


1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 6 (page 32) will be displayed.
4. Start the machine.

* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.


LETTERS

When sewing letters, place a piece of stabilizer underneath the fabric.
Once sewing is completed, remove the stabilizer.


1



Use the (▼) Control Pad to select "LETTERS".
Push the A Button




2




Selected letters are shown.
Note: Up to 10 letters and/or spaces may be strung together.

Select letters by shifting cursor and push the A Button.
(If you would like to leave a space between letters, insert a blank letter.)


Change mode of letters.



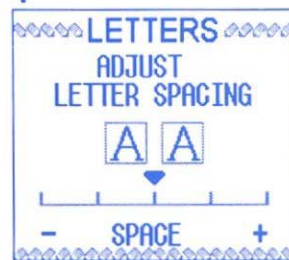
3




Push the (▼) and (▶) Control Pad to select "E". (ends stringing)
Push the A Button




4




Adjust spacing by pushing the Control Pad.
Push the A Button to complete setting.



5

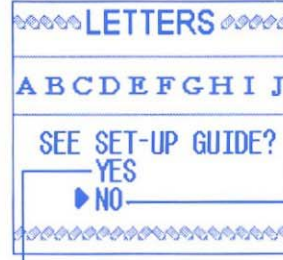


Push the A Button




Use the (▼) Control Pad to add the stitch pattern to your favorites (Refer to page 37), or to return to the previous screen.

6A




If you do not wish to view the set-up guide screen.
Push the A Button

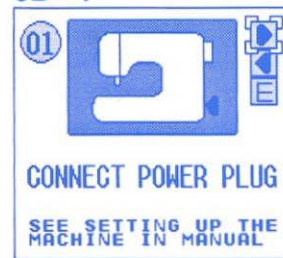


DATA TRANSFERRED.


If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".
Push the A Button



6B - 1




Push the A Button




"SET-UP GUIDE SCREEN", see page 21.

6B - 2




Push the A Button



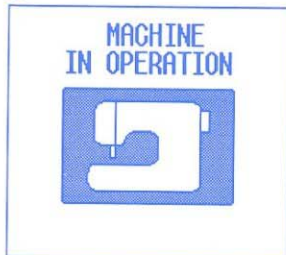
DATA TRANSFERRED.

7



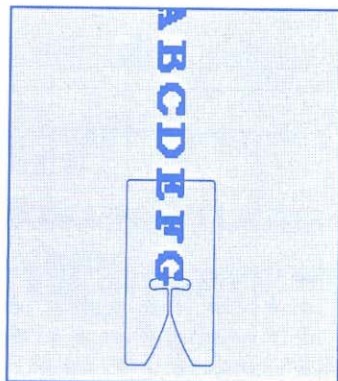
Start the machine.

8



When Letters sewing is completed, the sewing machine will stop automatically.

LETTERS sewing sample



9



Push A Button to return to screen 4. (page 34).

"ADD TO FAVORITES", see page 37.

Push the (▼) Control Pad to select "E" to complete selection.

Push the A Button

Push A Button to return to screen 2 (page 34).



Note: When you have completed sewing the letter string, pull the threads at the start and end of the string to the backside and tie off threads to avoid raveling.



Error message during setting-up

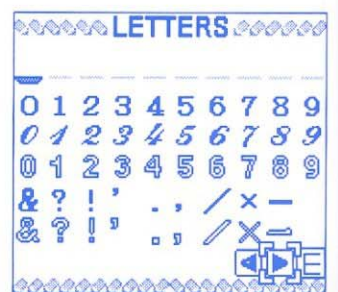
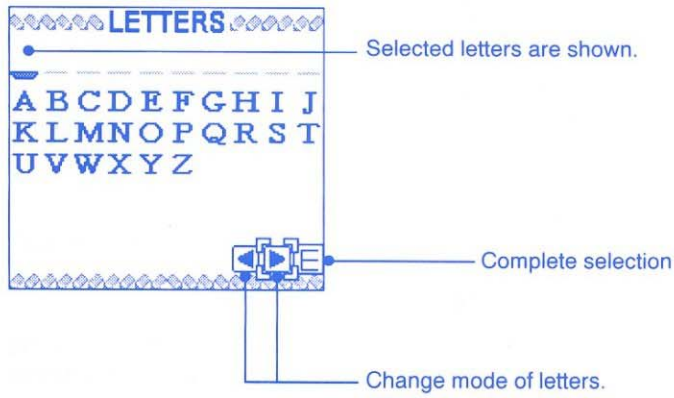


If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.

1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 7 (page 34) will be displayed.
4. Start the machine.

* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

AVAILABLE STYLES OF LETTERS



ADD TO FAVORITES (Saving) Letter Strings can be saved into files No. 01 to No. 05.

"LETTERS" Screen 9 (page 35)



"LETTERS" Screen 5 (page 34)



1



Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button



2



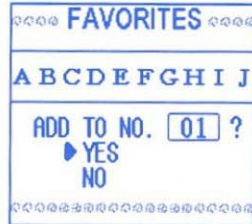
Push the (▼) and (▲) Control Pad to select the line for saving the letter string.

Push the A Button



3

Display when saving first letter string



Display when a letter string has already been saved
NOTE: Previously saved data will be lost when saving over data.



Push the A Button



Use the (▼) Control Pad to select "NO" to return to the previous screen.

4



This completes the saving of a letter string.

Push the B Button



5



Screen 1 will be displayed.


Return to "LETTERS" Screen 5, 9 (page 34, 35) to continue sewing.

FAVORITES


You can transfer and delete pattern data which has already been recorded.

1 SINGLE PATTERN


1




Use the (▼) Control Pad to select "FAVORITES".
Push the A Button




3




Push the A Button



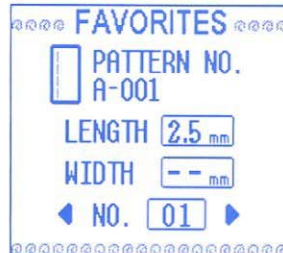
2




Push the A Button



4




Use the (▶) and/or (◀) Control Pad to select the number for the pattern to be retrieved.
Push the A Button




5-A Transferring data




Push the A Button



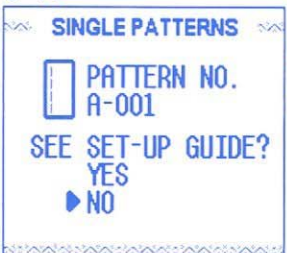
5-B Deleting data



Use the (▼) Control Pad to select "DELETE".
Push the A Button

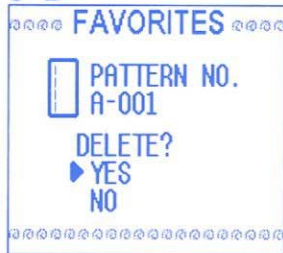


6-A




Screen 7A (page 26) will be displayed. Follow the procedure for "SINGLE PATTERN" to continue sewing.


6-B



Push the A Button



7



The selected pattern will then be deleted.

2 COMBINATIONS

1



Use the (▼) Control Pad to select "FAVORITES".
Push the A Button



3



Use the (▼) Control Pad to select "COMBINATIONS".
Push the A Button



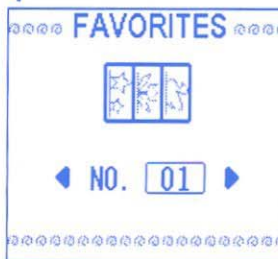
2



Push the A Button



4



Use the (▶) and/or (◀) Control Pad to select the number for the pattern to be retrieved.
Push the A Button



5 -A Transferring data



Push the A Button



5 -B Deleting data



Use the (▼) Control Pad to select "DELETE".

Push the A Button



6 -B



Push the A Button



6 -A



Screen 12A (page 30) will be displayed. Follow the procedure for "COMBINATIONS" to continue sewing.



7



The selected pattern will be deleted.

3 LETTERS

1



Use the (▼) Control Pad to select "FAVORITES".

Push the A Button



2



Use the (▼) Control Pad to select "LETTERS".

Push the A Button



3



The letter string which have been saved will be displayed together. Use the (▼) and/or (▲) Control Pad to move the cursor to the position of the letter string which you would like to transfer or delete.

Push the A Button



4 -B Deleting data



Use the (▼) Control Pad to select "DELETE".

Push the A Button



4 -A Transferring data



Push the A Button



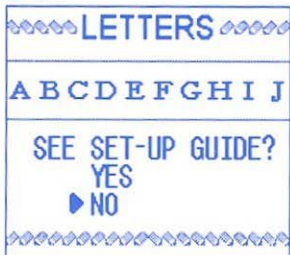
5-B



Push the A Button



5 -A



Screen 6A (page 34) will be displayed. Follow the procedure for "LETTERS" to continue sewing.




6




The selected letter string will be deleted.

4 CUSTOM (See pages 42 - 44 for Designing Custom Patterns.)


1




Use the (▼) Control Pad to select "FAVORITES".
Push the A Button



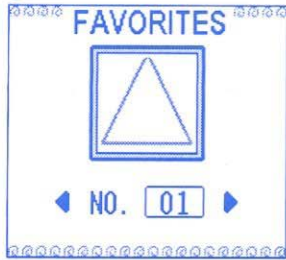
2




Use the (▼) Control Pad to select "CUSTOM".
Push the A Button




3




Use the (▶) and/or (◀) Control Pad to select the number for the pattern to be retrieved.
Push the A Button




4 -B Deleting data




Use the (▼) Control Pad to select "DELETE".
Push the A Button




4 -A Transferring data




Push the A Button




5-B



Push the A Button

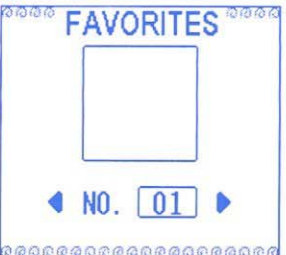


5 -A



Screen 10A (page 43) will be displayed. Follow the procedure for "CUSTOM" to continue sewing.

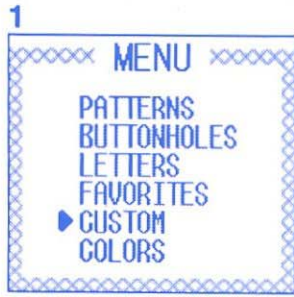
6



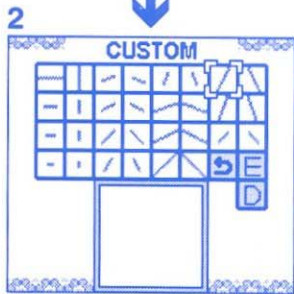
The selected pattern will be deleted.

CUSTOM

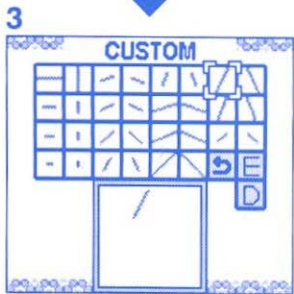
Some of the bars may not reproduce correctly when sewn, so it is recommended that you carry out a test sewing first.



Use the (▼) Control Pad to select "CUSTOM".
Push the A Button



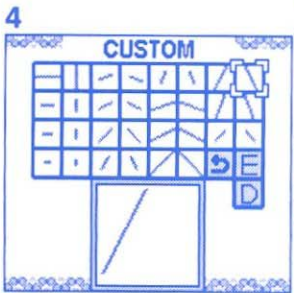
On the custom screen B Button works as both deleting a bar and returning the cursor to the bar screen. Use the Control Pad to select a desired bar (there are 30 different types of bars, and up to 20 can be used in a single pattern).
Push the A Button



The selected bar will be displayed on the working screen. Use the Control Pad to move it to desired position. Selected bar can be shifted vertically and horizontally using the Control Pad.
Push the A Button



To continue to use the same type of bar, push the Control Pad to create bar and shift the bar to desired position, and push the A Button to determine the position.

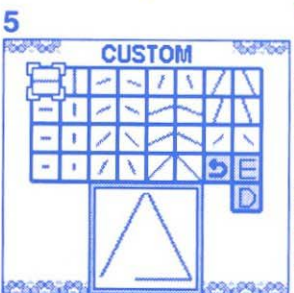


To change a bar, Push the B Button

The cursor will return to the bar screen, so use the Control Pad to select the desired bar, and then Push the A Button

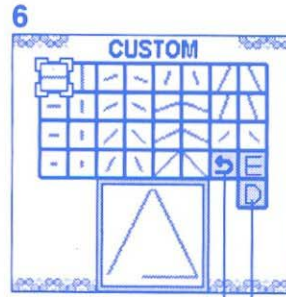


NOTE: If the B Button is pushed while selecting bars, screen will be returned to MENU.

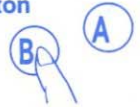


Repeat the steps in screen 3 and 4 to create the pattern.

NOTE: If you should place bars in an inappropriate position, warning is given with beep sound. In this case, shift the bar a little pushing the Control Pad.



To delete a last bar which has been determined by the A.
Push the B Button



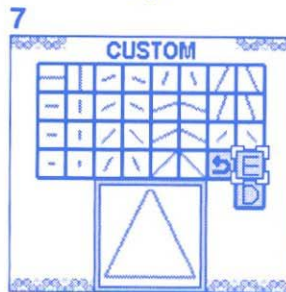
The cursor will return to the bar screen, use the Control Pad to select [E], and then

Push the A Button



One previously determined bar can be deleted.

All bars can be deleted.



When design work is finished, Push the B Button




Use the Control Pad to select "E" to complete design work.
Push the A Button



Use the (▼) Control Pad to select unit or series of pattern, and then Push the A Button




Error message when creating patterns



UP TO 20 BARS
CAN BE USED

Up to 20 bars can be added to a single pattern. To leave this screen, press A Button or B Button to return to the previous screen, and use the Control Pad to select "E" and then Push the A Button.



9



Push the A Button

B **A**

Use the (▼) Control Pad to add the stitch pattern to your favorites. (Refer to page 45), or to return to the previous screen.

10A



If you wish to view the set-up guide screen, push the (▲) Control Pad to select "YES".

Push the A Button

B **A**

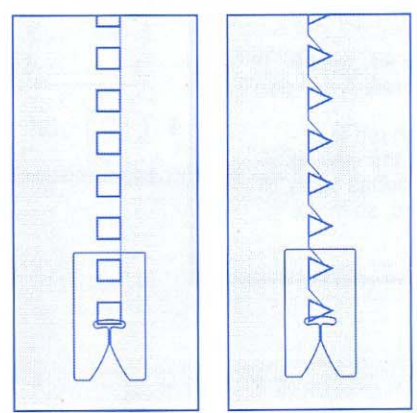
If you do not wish to view the set-up guide screen.

Push the A Button

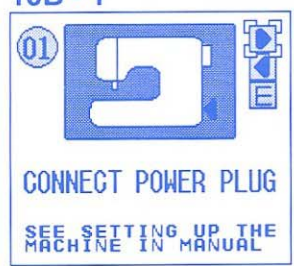


DATA TRANSFERRED.

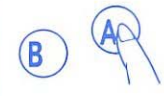
CUSTOM sewing sample



10B - 1



Push the A Button



"SET-UP GUIDE SCREEN", see page 21.



10B - 2



Push the A Button



DATA TRANSFERRED.

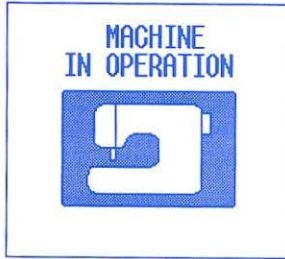


11



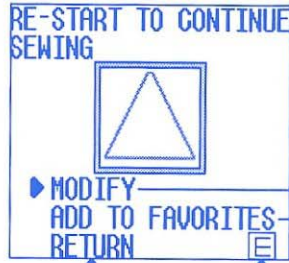
Start the machine.

12



The sewing machine will stop automatically if "UNIT OF PATTERN" was selected at the screen 8 (page 42).
If "SERIES OF PATTERN" was selected, stop the machine at the desired position.

13



Push A Button to return to screen 8. (page 42).

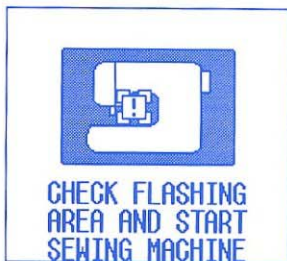
"ADD TO FAVORITES", see page 45.

Push the (▼) Control Pad to select "E".
Push the A Button

Push A Button to return to screen 2 (page 42).



Error message during setting-up



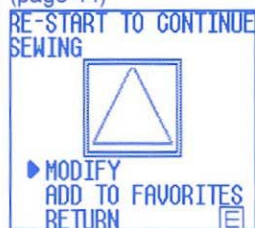
If the sewing machine is not set up correctly, the above message will be displayed when starting the machine.

1. Push A Button.
2. The error message will be displayed. Fix the problem following the instructions in the message. (Refer to page 67.)
3. When the error has been cleared, screen 11 (page 43) will be displayed.
4. Start the machine.

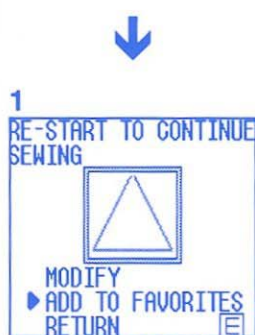
* The start/stop switch on the sewing machine will flash red for 2 - 3 seconds and will then change to green. However, the sewing machine will not start again until the cause of the error has been properly cleared, even if you try to start the machine, so make sure that you clear the cause of the error properly.

ADD TO FAVORITES (Saving) Custom patterns can be saved into files No. 01 to No. 04.

"CUSTOM" Screen 13 (page 44)

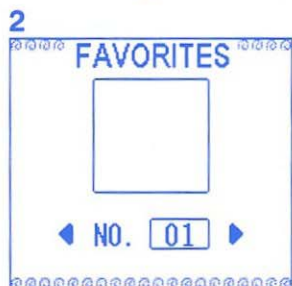


"CUSTOM" Screen 9 (page 43)



Use the (▼) Control Pad to select "ADD TO FAVORITES".

Push the A Button



Saved pattern No. 01 will be displayed. Push the (▶) and (◀) Control Pad to display the number for saving the pattern.

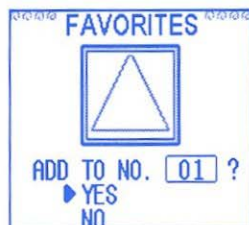
Push the A Button

3

Display when saving first pattern

Display when a pattern has already been saved

NOTE: Previously saved data will be lost when saving over data.



Push the A Button

Use the (▼) Control Pad to select "NO" to return to the previous screen.

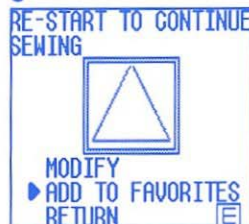
4



This completes the saving of a pattern.

Push the B Button

5




Screen 1 will be displayed. Return to "CUSTOM" screen 9, 13 (page 43, 44), to continue sewing.


COLORS

■ This function is effective with GAME BOY COLOR only.
 This option is not displayed when using the GAME BOY POCKET and GAME BOY LIGHT.

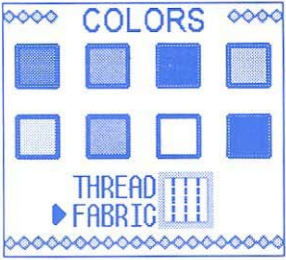
1




Use the (▼) Control Pad to select "COLORS".
Push the A Button



4

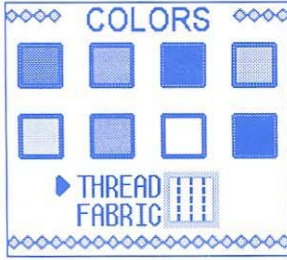


Use the (▼) Control Pad to select "FABRIC" Color.
Push the A Button

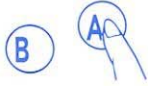


↓

2

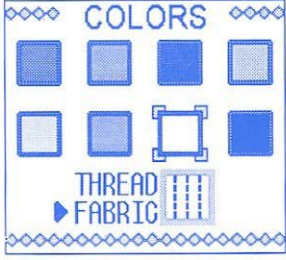


Push the A Button




(The THREAD color will be set first, but you can use the (▼) Control Pad to select the FABRIC color first if you wish.)

5



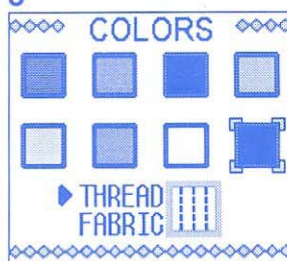
The cursor will return to the color screen, so use the Control Pad to select the desired color.
Push the A Button




The fabric color will be set.

↓

3




The cursor will appear in the Color screen, so use the Control Pad to select the desired color.
Push the A Button



This will set the "THREAD" color.

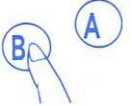
6



The "THREAD" Color and "FABRIC" Color will change to the selected colors in all screens.
 The settings will be cleared when the power is turned off.
NOTE: If the fabric and thread are set to the same color, a buzzer will sound and the setting will not be accepted.

↓

Push the B Button



4. STARTING TO SEW

STITCH LENGTH AND STITCH WIDTH QUICK REFERENCE TABLE

The single pattern screens on the GAME BOY consist of six screens in total. These six screens display a total of 84 types of sewing pattern (A to F). Five types of buttonhole stitches are also displayed.

Some selection ranges are limited by the patterns, and some selection ranges are fixed.

(SINGLE PATTERNS)

	STITCH	LENGTH		WIDTH			STITCH	MIRROR IMAGE	LENGTH		WIDTH		
		AUTO	MANUAL	AUTO	MANUAL				AUTO	MANUAL	AUTO	MANUAL	
SCREEN-1	A-001	2.5	0.5-5.0	-	-	SCREEN-1	A-006	○	2.5	1.5-3.5	6.5	3.0-6.5	
	A-002						A-007	○	1.5	0.5-2.5	6.5	4.0-6.5	
	A-003						A-008	○	1.5	0.5-3.0	6.5	3.0-6.5	
	A-004	A-009	6.5	3.5-6.5									
	A-005	WIDTH		1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 6.5			A-010	○	2.5	1.5-4.0	6.5	3.0-6.5	
		LENGTH	0.3					A-011	○	2.0	1.5-3.0	6.5	3.0-6.5
			0.5					A-012	○				
			0.8					A-013	○				
			1.0					A-014	○	2.5	2.0-3.0	6.5	3.0-6.5
			1.5					B-001	○	2.0	1.0-4.0	6.5	3.5-6.5
			2.0										
			2.5					B-002		2.5	2.0-4.5	6.5	3.5-6.5
			3.0					B-004	○	1.5	1.0-4.0	6.5	3.5-6.5
			3.5								B-005		
4.0					B-006		2.0	1.5-3.0	6.5	3.0-6.5			
5.0				B-007	○								
<p>is values set automatically when pattern (A-005) is set. The stitch length is 1.5 mm and the stitch width is about 6.5 mm.</p> <p>is the selection range when setting the value manually.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p style="text-align: center;">SINGLE PATTERNS</p> <p style="text-align: center;">PATTERN NO. A-005</p> <p style="text-align: center;">1.5 mm 6.5 mm</p> <p style="text-align: center;">LENGTH WIDTH</p> </div>						SCREEN-2	B-008		2.0	1.5-3.0	6.5	3.5-6.5	
							B-009		2.0	1.5-3.0	6.5	3.0-6.5	
							B-010					6.5	3.5-6.5
							B-011	○	2.0	1.5-3.0	6.5	3.0-6.5	
							B-012	○	2.0	2.0-3.0	6.5	3.0-6.5	
							B-013		2.0	1.5-3.0	6.5	4.0-6.0	
							B-014					4.0-6.5	

○ indicates valid for mirror image.







(SINGLE PATTERNS)

	STITCH	MIRROR IMAGE	LENGTH		WIDTH			STITCH	MIRROR IMAGE	LENGTH		WIDTH	
			AUTO	MANUAL	AUTO	MANUAL				AUTO	MANUAL	AUTO	MANUAL
SCREEN-3	C-001		2.0	1.5-3.0	6.5	3.0-6.5	SCREEN-5	E-001		-	-	-	-
	C-002				6.0	3.0-6.0		E-002	○				
	C-003		2.0	1.5-3.0	6.0	4.0-6.0		E-003	○				
	C-004				6.5	4.0-6.5		E-004					
	C-005	○	2.0	1.5-3.0	6.5	3.5-6.5		E-005					
	C-006				6.0	4.0-6.0		E-006	○				
	C-007	○	2.0	1.5-3.0	6.5	3.0-6.5		E-007	○				
	C-008				6.5	3.0-6.5		E-008	○				
	C-009		2.5	1.5-3.0	6.5	3.0-6.5		E-009					
	C-010		2.0	1.5-3.0	6.5	3.0-6.5		E-010					
	C-011	○			6.5	3.0-6.5		E-011	○				
	C-012		2.0	1.0-3.0	6.5	3.0-6.5		E-012					
	C-013							0.8	0.5, 0.8, 1.0				
	C-014	○						E-013					
SCREEN-4	D-001		0.5	0.3, 0.5, 0.8, 1.0	6.5	4.0-6.5	SCREEN-6	F-001		2.0	1.0-3.0	6.5	3.0-6.5
	D-002					5.0-6.5		F-002			1.5-3.0		4.0-6.5
	D-003	○				4.0-6.5		2.0	1.5-3.0	6.5	3.0-6.5		
	D-004		0.5	0.3, 0.5, 0.8, 1.0	6.5	4.0-6.5			F-005	○	-	-	-
	D-005		0.5	0.5, 0.8, 1.0	6.5	3.5-6.5		F-006		1.5	1.0-2.5	6.5	4.0-6.5
	D-006	○				4.0-6.5		F-007	○	1.0	0.8, 1.0, 1.5	6.0	4.0-6.0
	D-007		0.5	0.3, 0.5, 0.8, 1.0	6.5	4.0-6.5		F-008		2.0	1.5-2.5	6.0	4.0-6.0
	D-008	○	1.0			4.0-6.5		F-009		1.0	0.8, 1.0, 1.5	6.0	4.5-6.0
	D-009		0.5	0.3, 0.5, 0.8, 1.0	6.5	4.0-6.5		F-010	○	-	-	-	-
	D-010					5.0-6.5		F-011	○				
	D-011		2.5	2.0-3.5	4.0-6.5	F-012		○					
	D-012		0.5	0.3, 0.5, 0.8, 1.0	6.5	5.0-6.5		F-013	○				
	D-013					5.0-6.5		F-014	○				
	D-014	○	-	-	-	-							

○ indicates valid for mirror image.

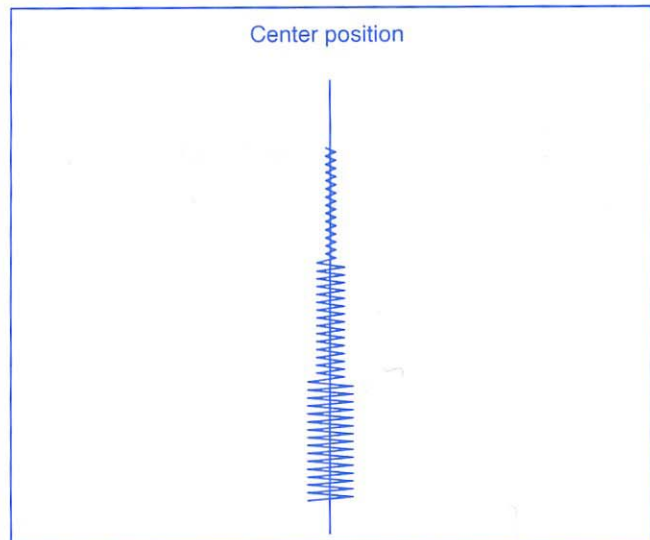
○ indicates valid for mirror image.

(BUTTONHOLES)

	STITCH	LENGTH		WIDTH	
		AUTO	MANUAL	AUTO	MANUAL
BUTTONHOLE MAKING	 BH-A1	0.5	0.5, 0.8, 1.0	WIDE	-
	 BH-A2			-	NARROW
	 BH-B1	0.5	0.5, 0.8, 1.0	WIDE	-
	 BH-B2			-	NARROW
	 BH-C1	0.5	0.5, 0.8, 1.0	WIDE	-
	 BH-C2			-	NARROW
	 BH-D1	0.5	0.5, 0.8, 1.0	WIDE	-
	 BH-D2			-	NARROW
	 BH-E1	0.5	0.5, 0.8, 1.0	WIDE	-
	 BH-E2			-	NARROW

PLACEMENT OF PATTERNS

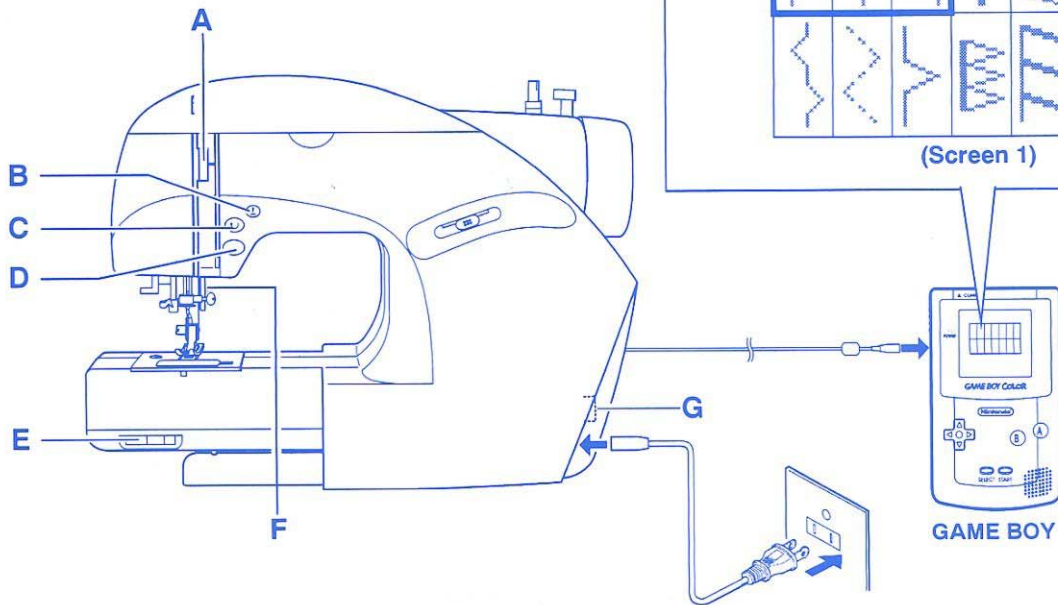
Stitch width of pattern increases from center needle position as illustrated.



Straight stitch is most frequently used for every aspect of sewing. Let's learn how to sew following the steps below.

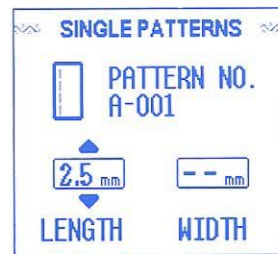
SETTINGS : Presser foot - Zigzag foot
: Thread tension control - 5

- A. Thread tension control
- B. Needle up/down switch
- C. Reverse stitch switch
- D. Start/stop switch
- E. Feed dog control
- F. Presser foot lifter
- G. Power/light switch



1. Settings
Refer to "TEST SEWING" (2) page 16 - 20.

2. Setting stitch length.

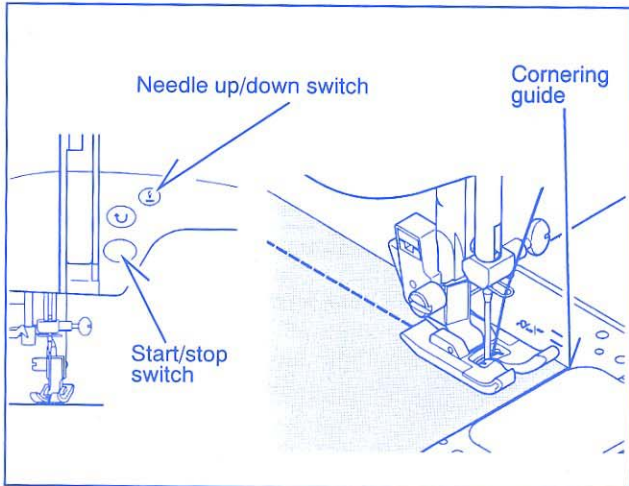


The stitch length is initially set at 2.5 mm. the (▼) and (▲) Control Pad sets the stitch length within the range of 0.5 mm to 5.0 mm (in steps of 0.5 mm). Set the desired stitch length, and then **Push the button A.**

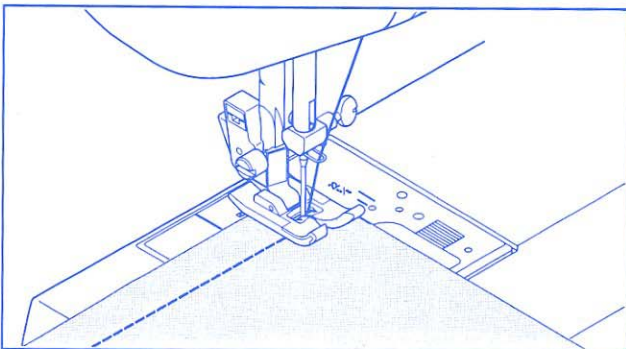


TURNING A SQUARE CORNER

1. To turn a square corner 5/8" (16 mm) from the fabric edge, stop the machine and push the needle up/down switch to move the needle to its lowest position when reaching the cornering guide as shown. Raise the presser foot, turn fabric.

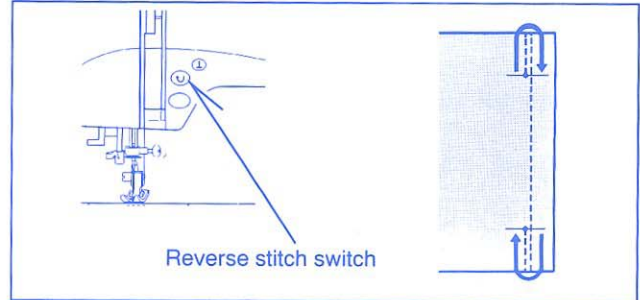


2. New stitching line will align with 5/8" (16 mm) seam guide on side of needle plate. Lower the presser foot and begin stitching in new direction.



REVERSE STITCH SWITCH

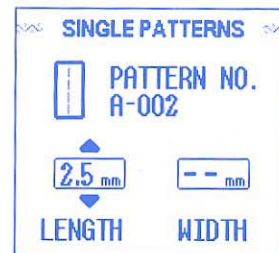
It is a good idea to begin or end seams with 3 to 5 stitches in reverse to reinforce the seams in order to prevent unraveling. As long as you are pushing this switch, the machine will continue to feed the fabric backwards.



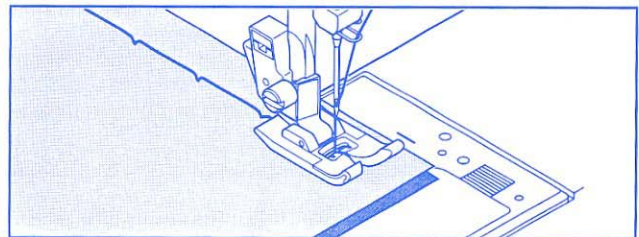
TACKING (BASTING)

SETTINGS

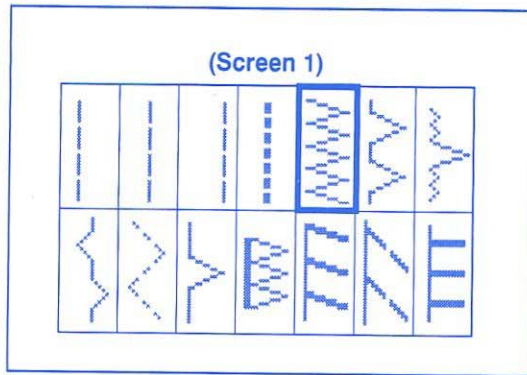
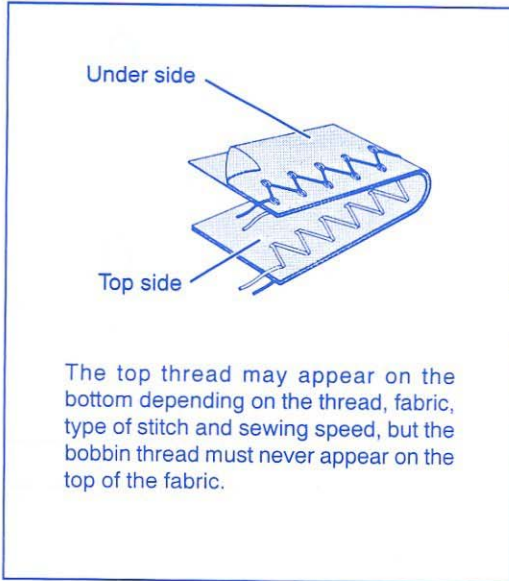
Presser foot - Zigzag foot
Feed dog control - 



1. Push the needle up/down switch to move the needle to its lowest position.
Push the switch again to raise the needle to its highest position.
2. Raise the presser foot lifter and move the material.
3. Lower the presser foot lifter and then push the needle up/down switch two more times to sew another stitch.

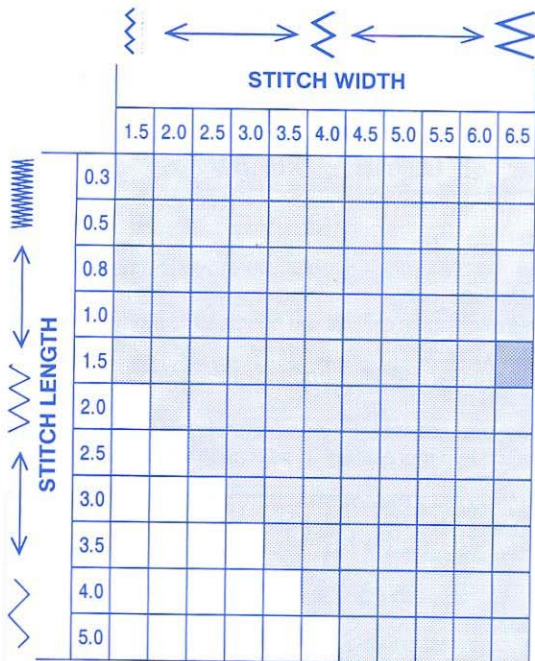
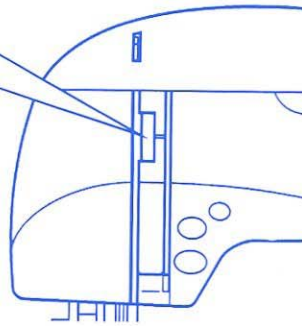



SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5



Set the stitch length and zigzag width referring to the following table.

Refer to "Testing to sew" (page 15 - 23) and "Making settings referring to the screen" (page 24 - 46) for details.

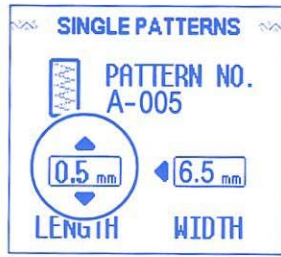


 is values set automatically when pattern (A-005) is set. The stitch length is 1.5 mm and the stitch width is about 6.5 mm.

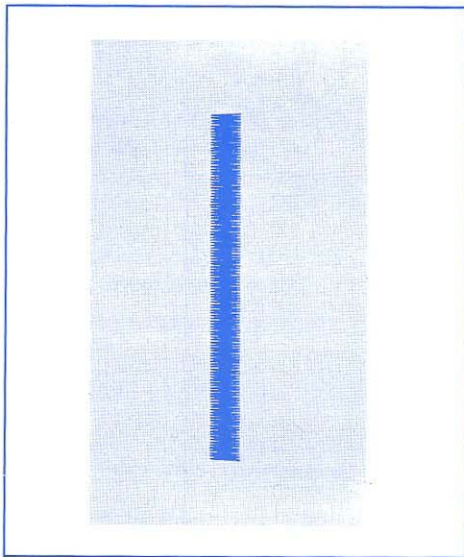
 is the selection range when setting the value manually.



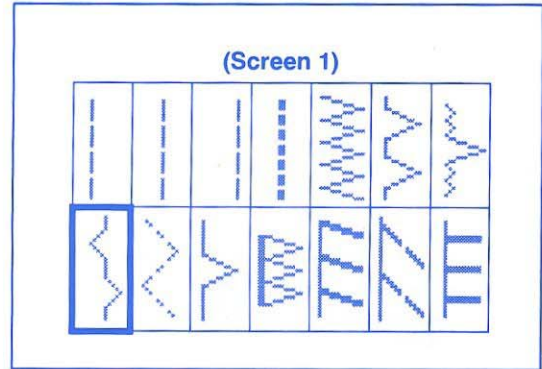
SATIN STITCH



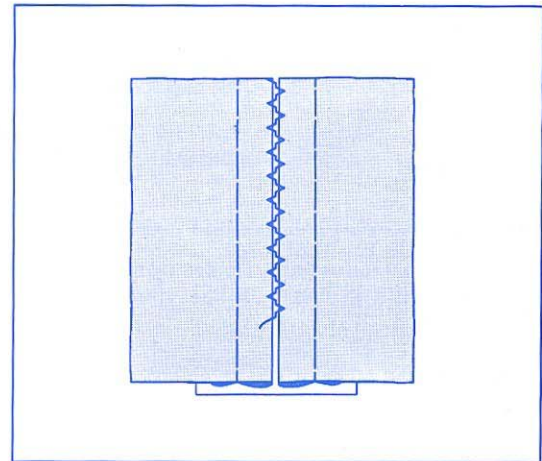
This is a closely spaced attractive stitches use for appliqué, bar-tacking, etc. Slightly loosen top thread tension for satin stitching. Use a backing of stabilizer or interfacing for sheer materials to avoid puckering.



SETTINGS :Presser foot - Zigzag foot
 :Thread tension control - 3 - 5



This is a popular decorative stitch (used in sleeves or fronts of blouses and dresses). To attach two separate pieces of fabric together, leave a little space in between. To prepare the fabric: Fold under the seam allowances on the cut edges, and press. Baste folded edges to tissue paper with about 1/8" (0.3 cm) space between. Stitch over the 1/8" (0.3 cm) allowance, just catching the fabric fold on both sides with needle. Remove bastings and paper; press.



BLIND STITCH

 A-006 (Mirror image)

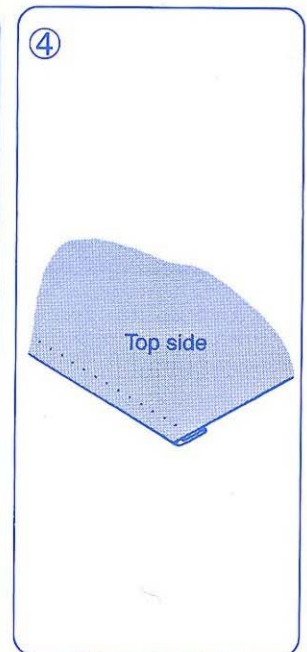
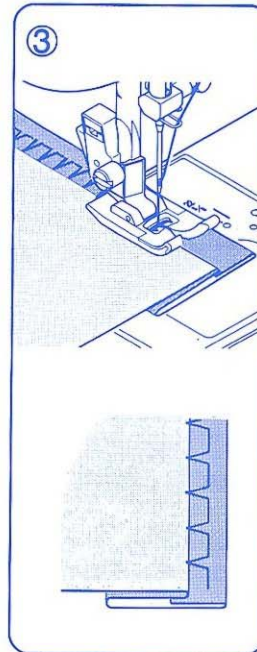
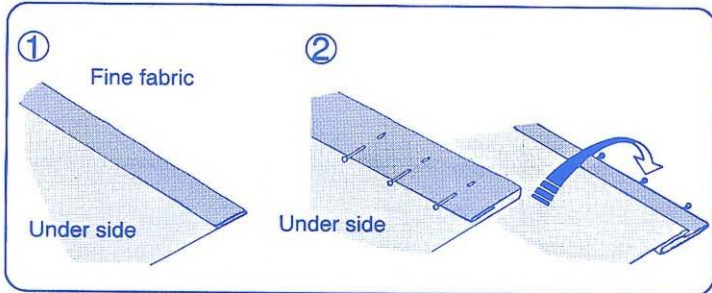
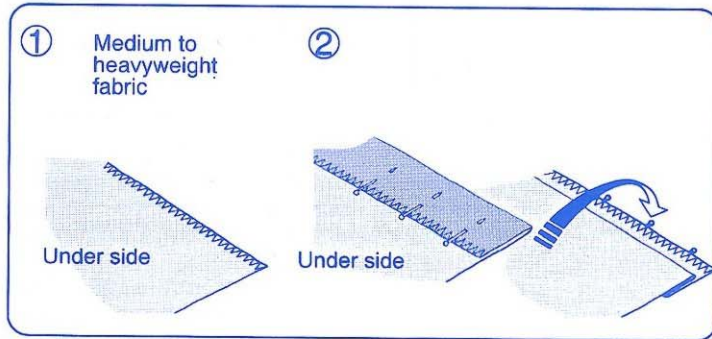
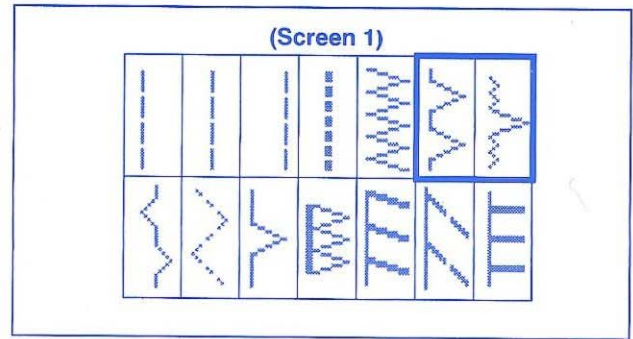
 A-007 (Mirror image)

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

 - Regular blind stitch for normal fabrics

 - Elastic blind stitch for soft, stretchable fabrics

Reminder: Patterns for blind hemming must be mirror imaged.



1. First finish the raw edge. Do this by turning it under on fine fabrics or overcasting it on medium to heavyweight fabrics. Then turn the hem up the required depth, press and pin in place.
2. Now fold the fabric as illustrated.
3. Place the fabric under the foot with the fold of the fabric positioned so that the needle just pierces the fold when the needle swings to the left. Use stitch width control to fine tune exact position of needle.
4. When completed, the stitching is almost invisible on the right side of the fabric.

SHELL STITCH



A-006



A-010

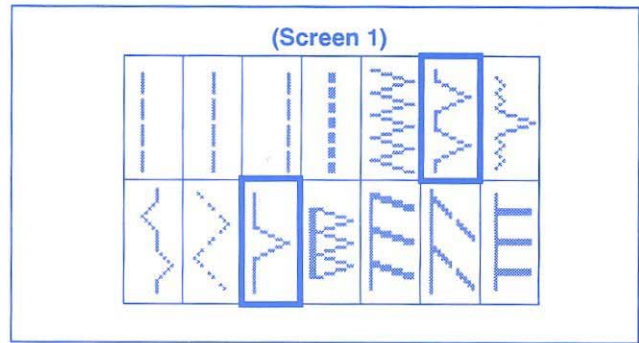
SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5



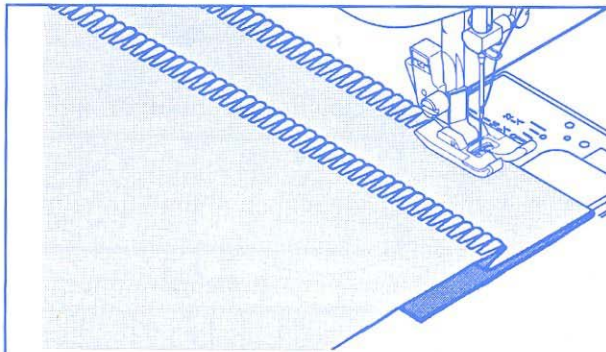
- Regular shell stitch produces a tiny shell hem on lingerie and other fine garments.



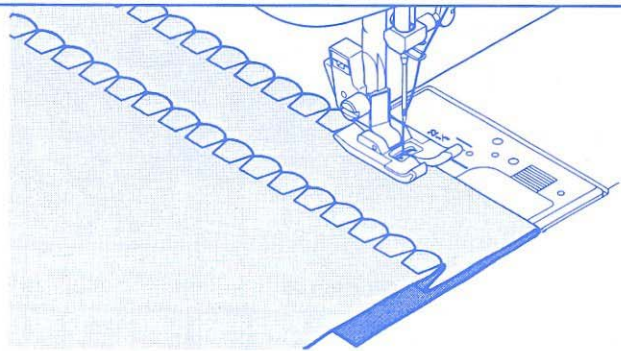
- If bigger size of shell pattern is desired, use four-point shell stitch.



Turn under the raw edge and press. Place the fabric right side up so that the zigzag part of the stitch sews just over the folded edge, pulling the fabric in to form a shell hem. Trim away excess fabric close to the stitching line.



Regular shell stitch



Four-point shell stitch

DOUBLE-ACTION STITCHES



B-001



B-002



B-003



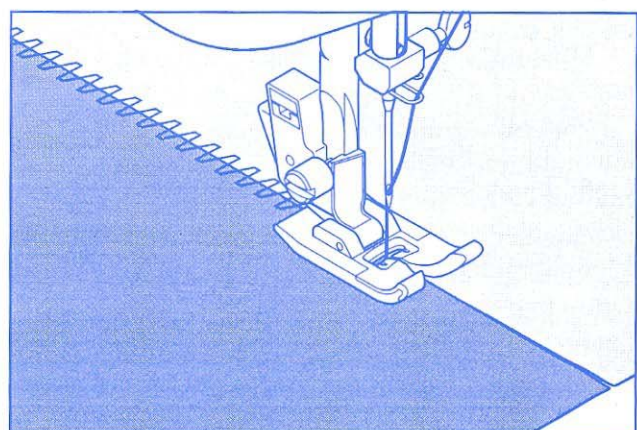
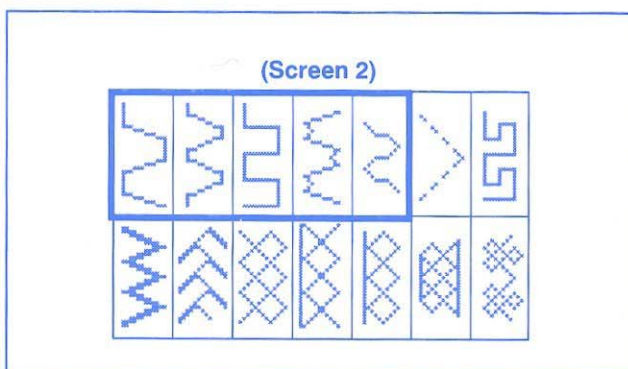
B-004



B-005

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

Double-action stitches are ideal for producing flat overlapped seams on almost any type of fabric and a bolder effect will result from sewing with contrasting thread.

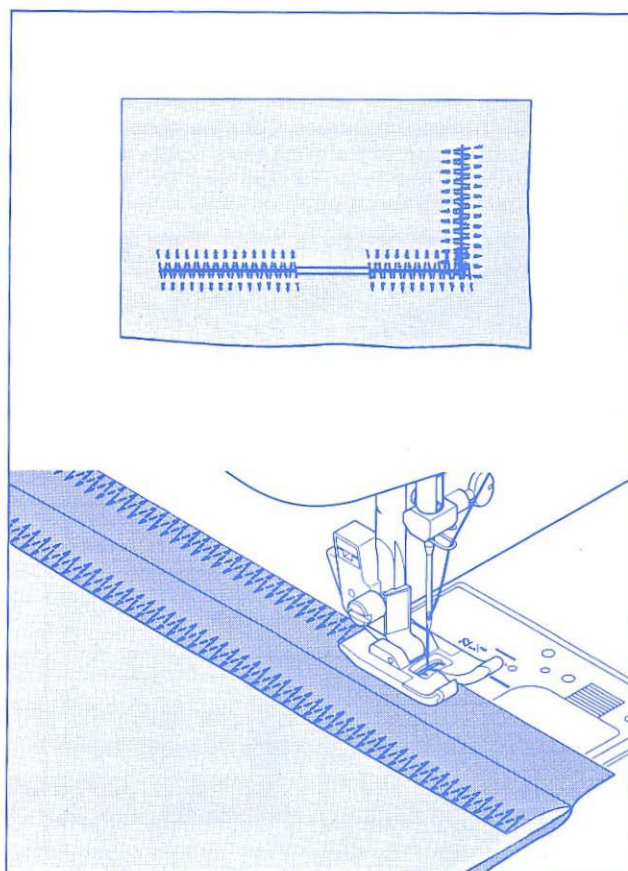
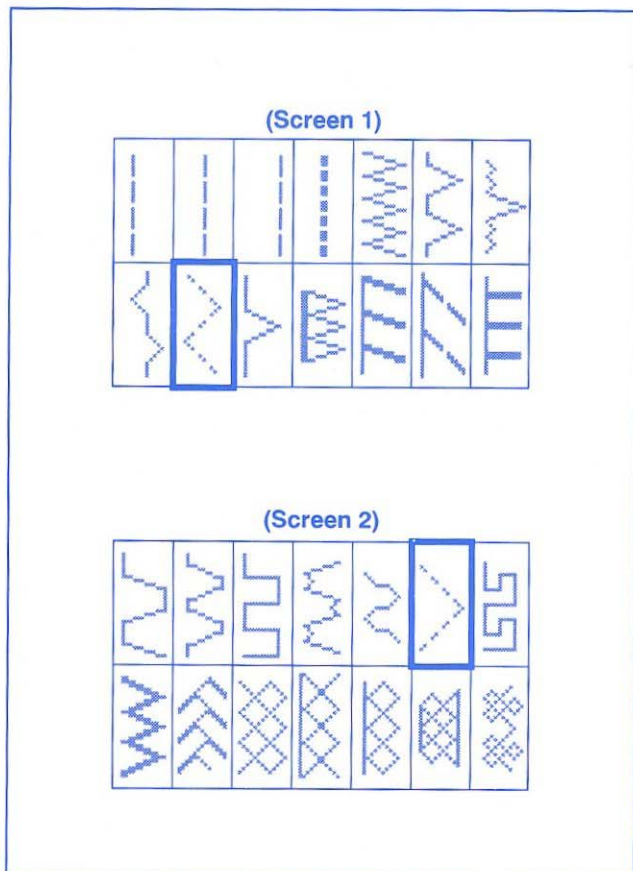


SETTINGS :Presser foot - Zigzag foot
 :Thread tension control - 3 - 5

This is a strong stitch because as its name implies, it makes three short stitches where the normal zig-zag makes only one.

For this reason it is highly recommended for overcasting all types of fabrics.

It is also ideal for mending tears, patching, sewing towelling, patch-work and attaching flat elastic.

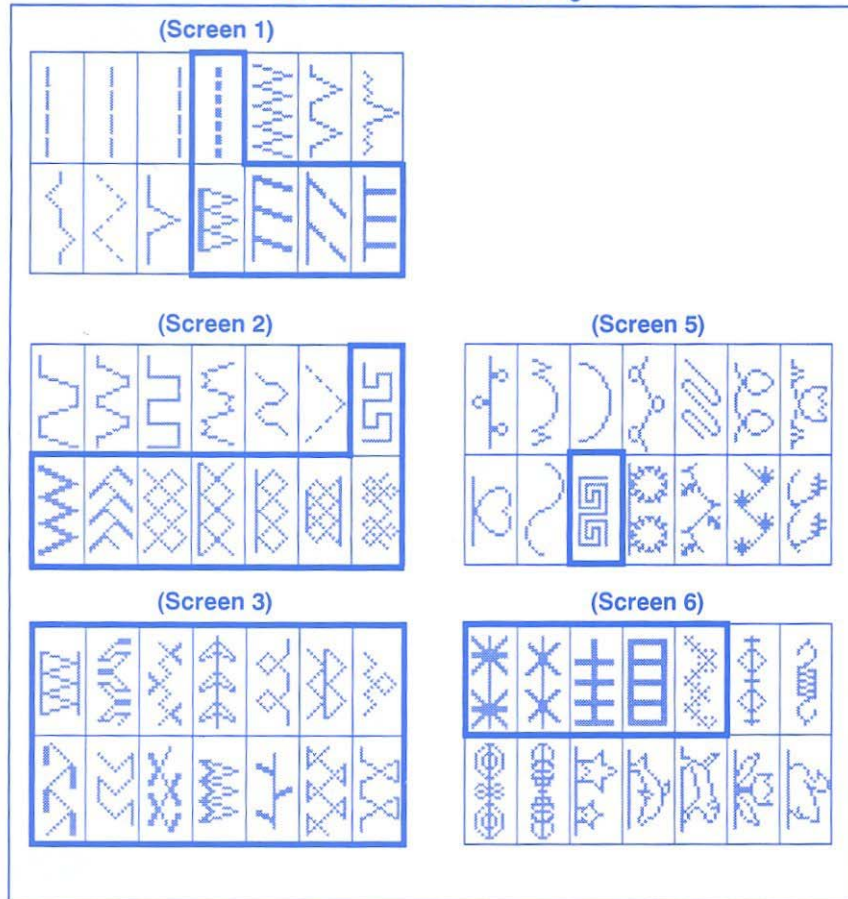


STRETCH STITCHES

Stretch stitches are mainly for use on knit, or stretchable fabrics, but can also be used on ordinary woven materials.

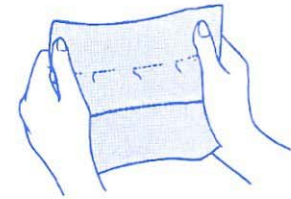
SETTINGS : Presser foot - Zigzag foot
: Thread tension control - 3 - 5

GAME BOY screen settings



STRAIGHT STRETCH STITCH

A-004



Straight stretch stitch is far stronger than an ordinary straight stitch because it locks three times – forwards, backwards and forwards.

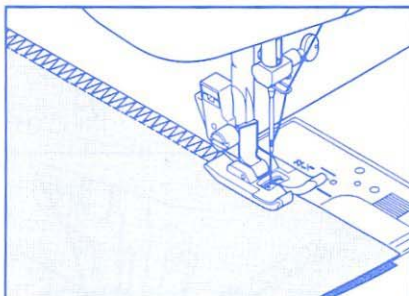
It is particularly suitable for reinforcing the seams of sportswear in stretch and non-stretch fabrics, and for curved seams which take a lot of strain.

Use this stitch also to top-stitch around lapels, collars and cuffs to give a professional finish to your garments.

OVERLOCK STITCH



A-011

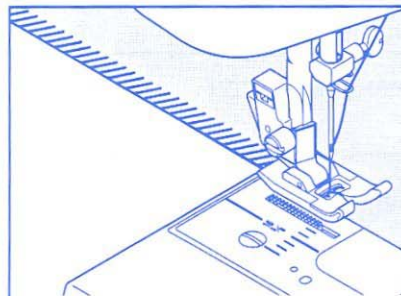


This is the same type stitch used by the garment industry in making sportswear – it forms and finishes the seam in one operation. It's very effective for use in repairing raw or worn edges of older garments.

SLANT OVEREDGE STITCH



A-012

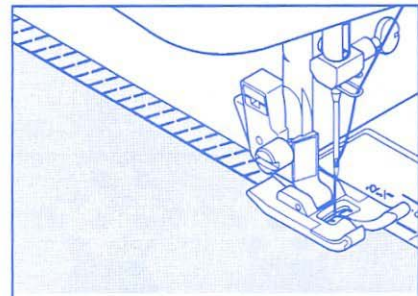


Excellent for hemstitching table and bed covers with an elegant touch. Picot-like stitch can also be made on sheer materials. Sew along the raw edge of fabric and trim close to the outside of the stitching.

STRETCH OVERLOCK STITCH



A-013

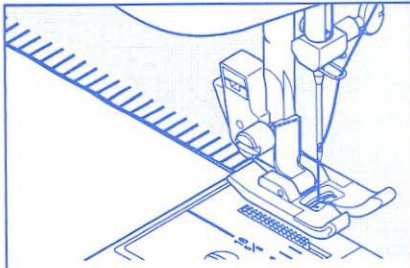


Stretch overlock seams and overcasts in one to produce a narrow, supple seam, particularly suited to swimwear, sportswear, T-shirts, babywear in stretch nylon, stretch towelling, jersey and cotton jersey.

BLANKET STITCH



A-014

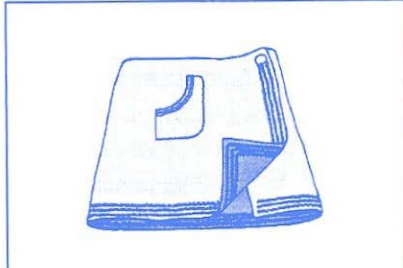


The decorative appearance combined with practical use of this stitch enables it to be used for hemstitching table cover and napkin.

RIC-RAC STITCH



B-008

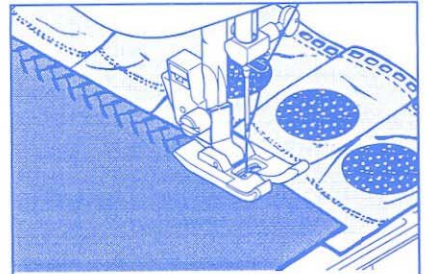


Ric-rac is a quick method of finishing a raw edge and providing a decorative top-stitch in one operation. It is ideal for edging neck-bands, armholes, sleeves and hems.

FEATHER STITCH



B-009

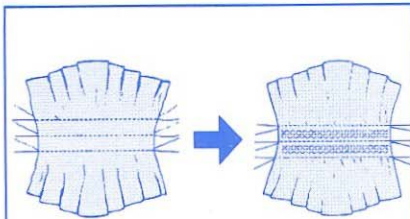


The pleasing appearance of this stitch enables it to be used for top stitching, or attaching lace or inset panels when making lingerie or girdles. It is also ideal for quilting application and fagoting.

SMOCKING STITCH



B-010



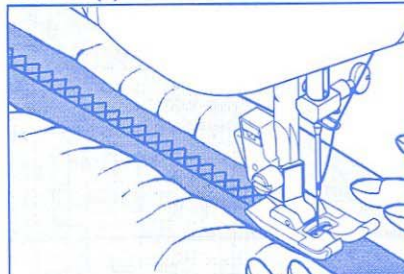
1. Make a straight line of gathers across the fabric that you wish to smock.
2. With a narrow strip of fabric directly under the line of gathering, stitch over the gathers. The design will be a series of small diamonds.

DOUBLE OVERLOCK STITCH (1)



B-011

B-012

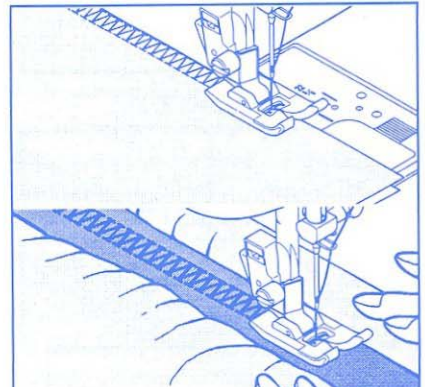


Double overlock has three main uses. It is perfect for attaching flat elastic when making or repairing lingerie; and for overcasting and seam and overcast in one on slightly stretch fabrics and non-stretch ones such as linen, tweed, and medium to heavy-weight cotton.

DOUBLE OVERLOCK STITCH (2)



C-001

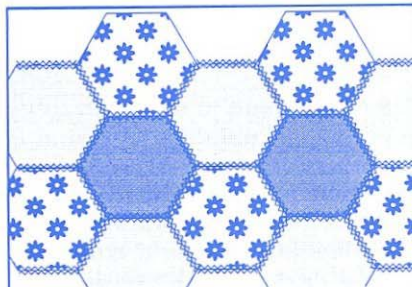


Double overlock has a number of uses. It is perfect for attaching flat elastic when making or repairing lingerie. It is ideal for overcasting a single layer of fabric or seaming and overcasting in one step on slightly stretch fabrics and non-stretch ones such as linen, tweed and medium to heavy-weight cotton. It may also be used for couching over narrow ribbon or yarn or for drawn thread work.

STRETCH PATCHING STITCH



C-006

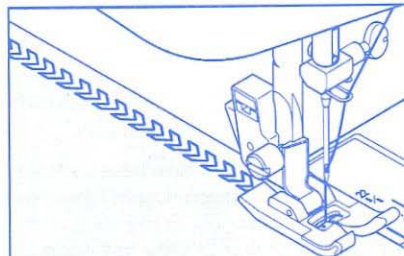


Stretch patching stitch, as well as being a decorative stitch, is ideal for patching stretch fabrics such as jersey and knitwear.

FISHBONE STITCH



C-009

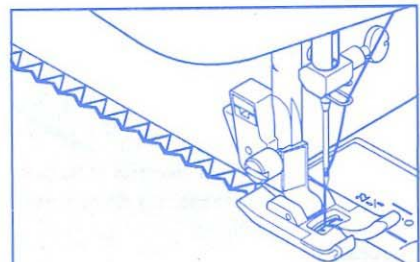


Use to create decorative borders and for embroidery.

ELASTIC OVERLOCK STITCH



C-011



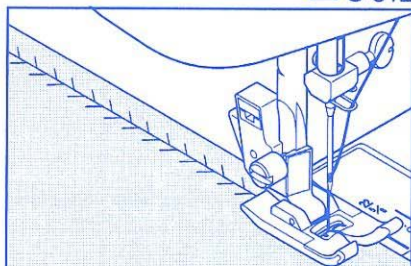
Use this stitch in preference to regular overlock stitch for overcasting stretch or knit fabrics where strength and flexibility are required.

(STRETCH STITCHES)

HERRINGBONE STITCH



C-012

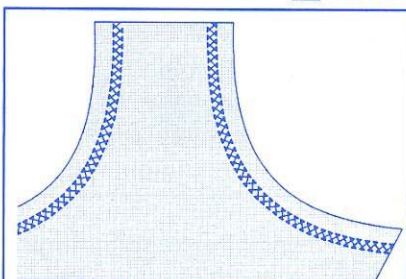


It is a versatile stitch used for joining fabric pieces and embroidery.

WISH-BONE STITCH



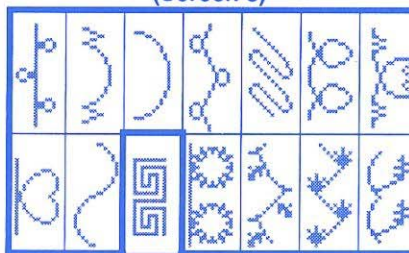
C-013



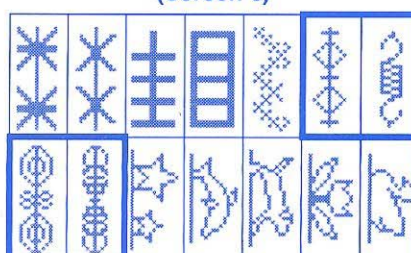
Use to sew and finish elastic fabrics or for decoration of borders.

CONTINUOUS PATTERNS

(Screen 5)



(Screen 6)



SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

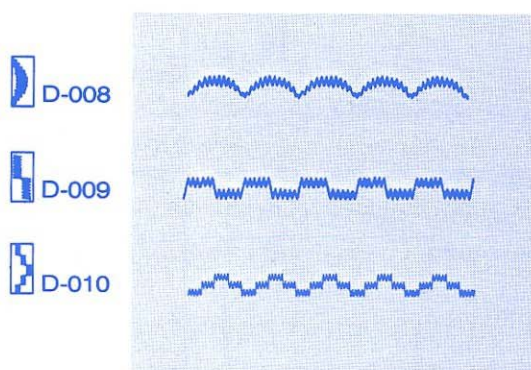
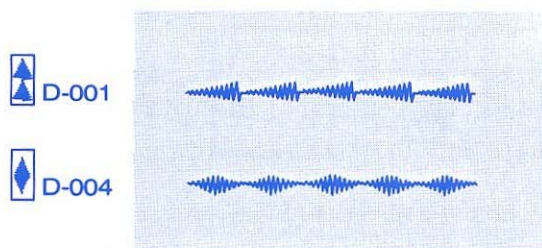
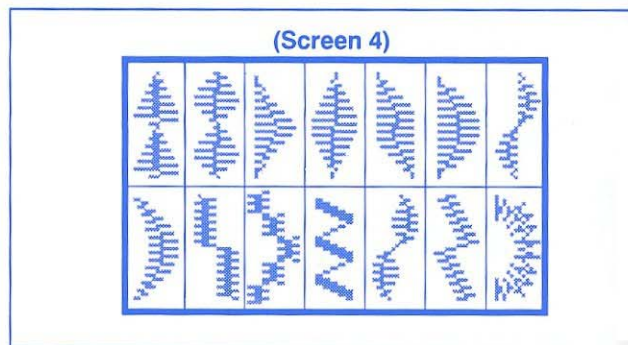
* These are the optimum patterns for sewing continuous patterns. Use whichever patterns suit your preference.

DECORATIVE EMBROIDERY DESIGNS

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

14 different types of decorative stitches are available. Following are examples of how to use and sew these stitches. You can use other stitches in the same way.

- * You should carry out a test sewing on a cut-off strip of the fabric being sewn to check the pattern to be used.
- * Before starting to sew, check that there is enough thread wound onto the bobbin to make sure that the thread will not run out during sewing.
- * Slightly loosen top thread tension.

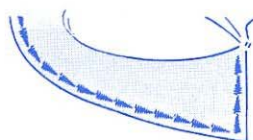


TIPS ON DESIGN STITCHING

Arrowhead on lapel



D-001

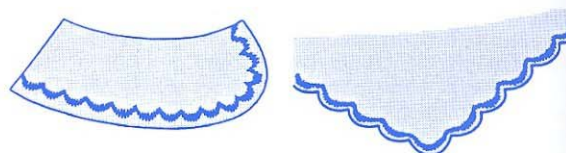


In addition to using this pattern as a decorative stitch, it can also be used as a triangular backtack stitch for reinforcing places which can easily unravel. This is particularly useful for sewing both edges of pockets.

Scallop pattern on collar



D-008



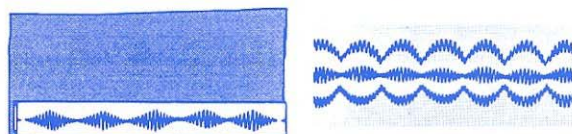
This is an ideal decorative stitch for the sleeves and collars of ladies' and children's clothes, and also for tidying up edges.

When using this stitch pattern for tidying up edges, first sew the stitch and then trim the edge of the fabric along the edge of the stitch. Be careful not to cut the stitch seam at this time.

Diamond on narrow hem



D-004



Fold over the edge of the fabric and use this stitch to tidy up the edge.

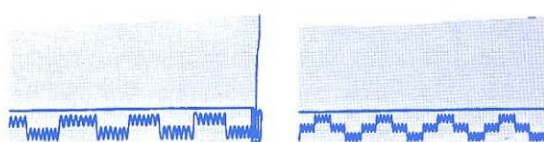
Scalloped stitches and diamond stitches can be combined to create other attractive patterns.

Domino on bias tape



D-009

D-010

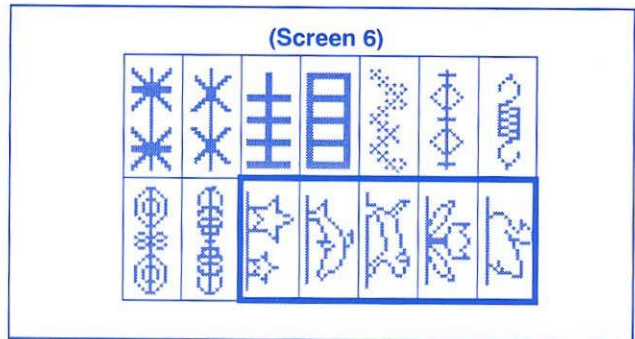


Use bias tape and fold back the edge. Sew the domino stitch on top of this.

NOVELTY PATTERNS

SETTINGS :Presser foot - Zigzag foot
:Thread tension control - 3 - 5

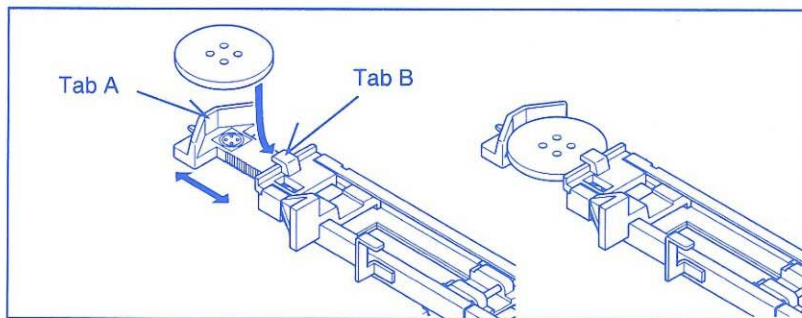
These can be used for sewing single patterns
and continuous patterns.



BUTTONHOLE MAKING

USING BUTTONHOLE FOOT

1. Insert a button in between tab A and tab B.
2. Buttonholes can be sewn to match the size of the button.



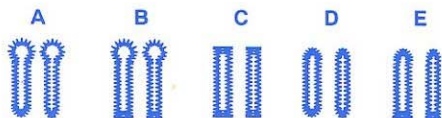
PROCEDURE

* Use an interfacing in the area of the garment where buttonholes are placed. Stabilizer or regular interfacing can be used.

* Make a practice buttonhole on a scrap of the fabric you are using. Then try the buttonhole with the selected button.

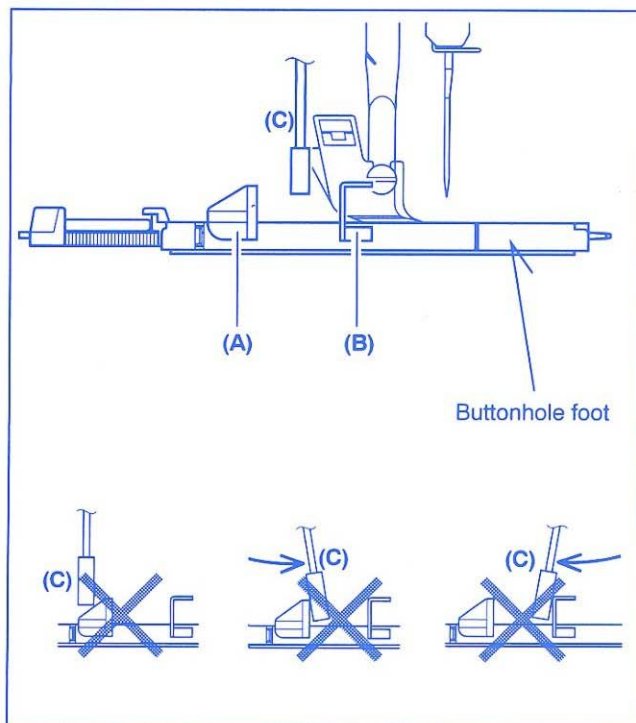
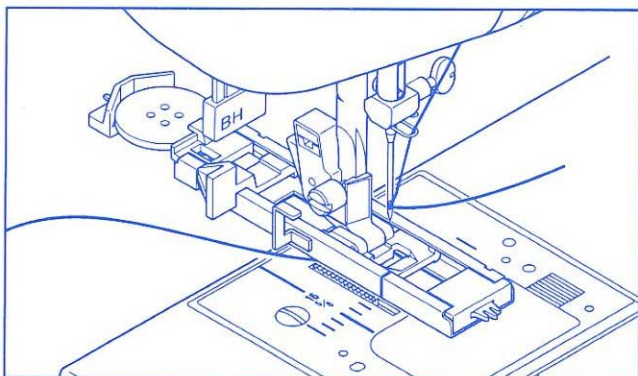
1. Select "BUTTONHOLES" on the GAME BOY, and then follow the procedure on the screen. (Refer to page 32 - 33)

4. Set the buttonhole lever (C) so that it drops down vertically between the stoppers (A) and (B).

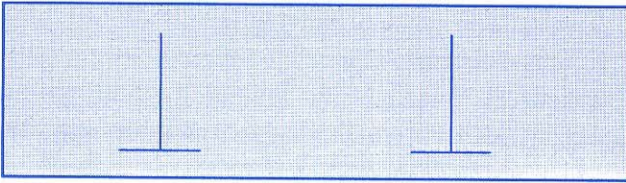


2. Replace the presser foot with the buttonhole foot. (Refer to "Changing presser foot" on page 23.)

3. Insert the button into the buttonhole foot. (Refer to "Using buttonhole foot" above.)

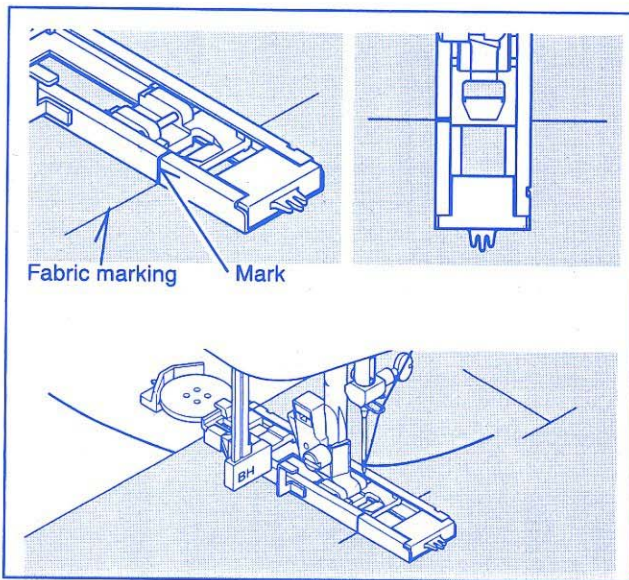


5. Carefully mark the position of buttonhole on your garment.

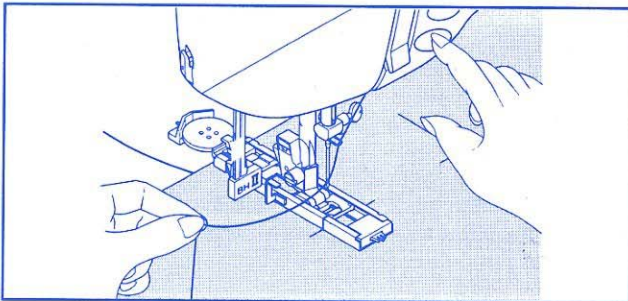


6. Place the fabric under the foot. Pull out the bobbin thread underneath the fabric to a length of about 10 cm to the rear.

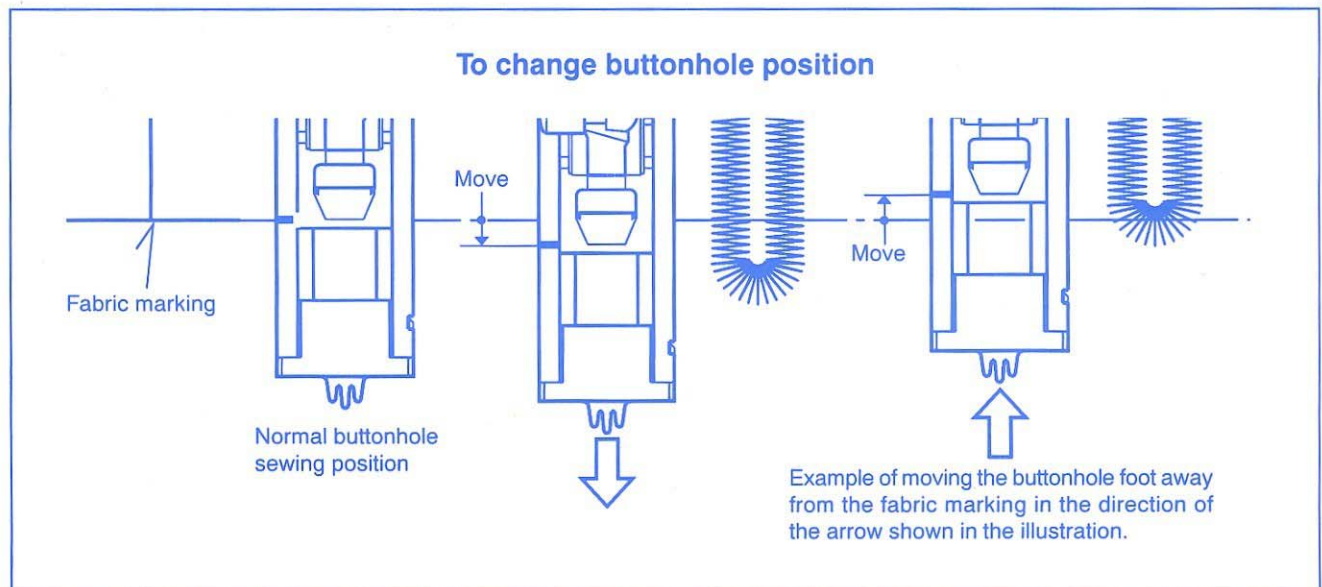
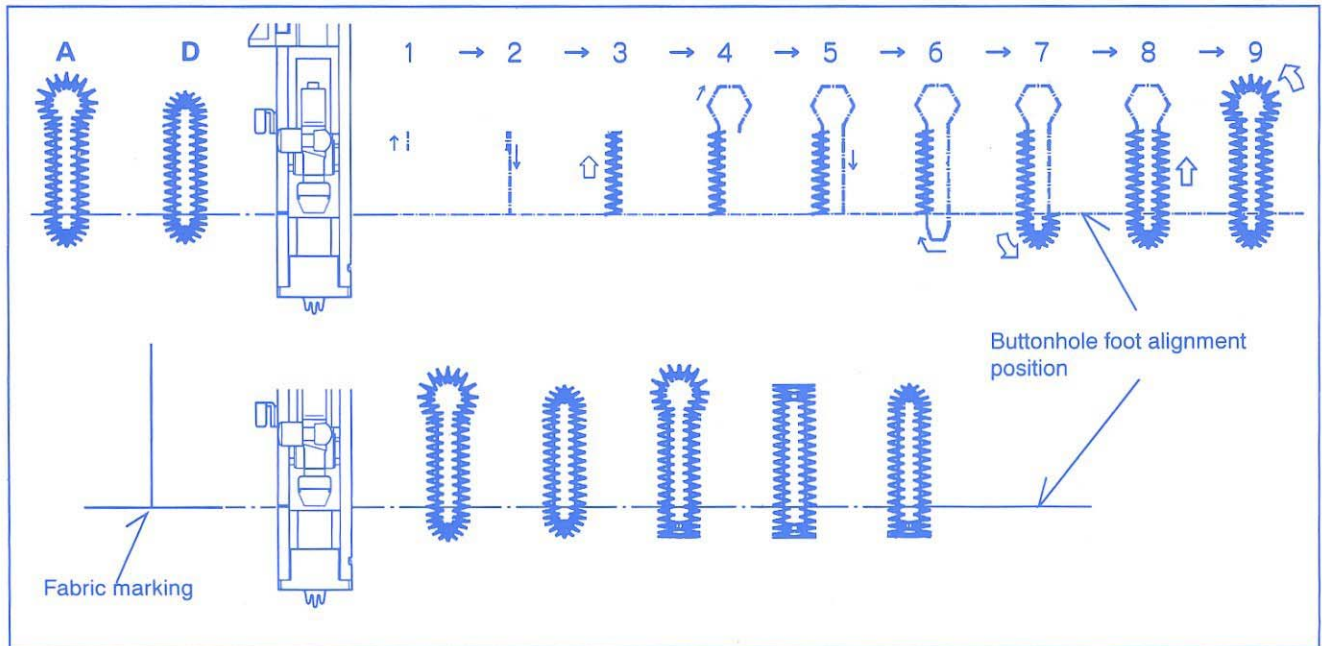
7. Align the buttonhole mark on the fabric with the mark on the buttonhole foot, and then lower the buttonhole foot.



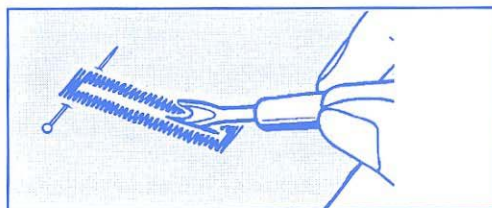
8. While holding the top thread, start the machine.



* Sewing will be completed automatically in the following order.
(The finished buttonhole will be slightly outside the buttonhole positioning mark on the fabric so it is recommended that you carry out a test sewing first.)



9. When sewing is finished, use a buttonhole opener to open up the fabric in the center of the buttonhole. Be careful not to cut any of the seam thread.



5. CARING FOR YOUR MACHINE

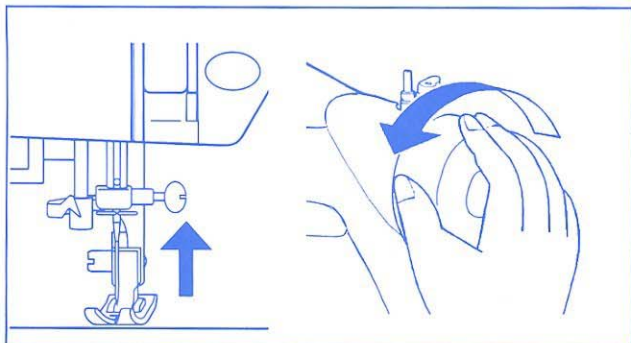
CLEANING HOOK AREA AND THE FEED DOGS

To ensure the best possible operation of your machine, it is necessary to keep the essential parts clean at all times.

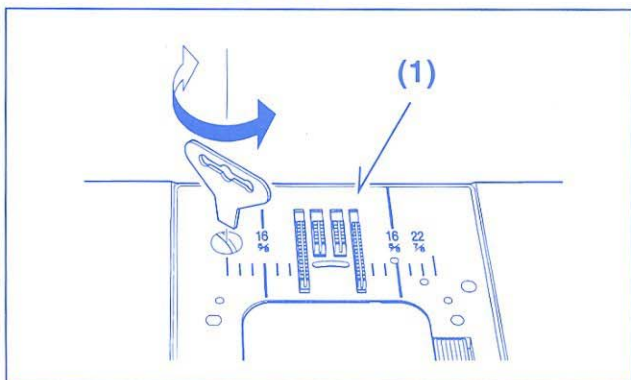


Always disconnect the machine from power supply by removing the plug from the wall-outlet.

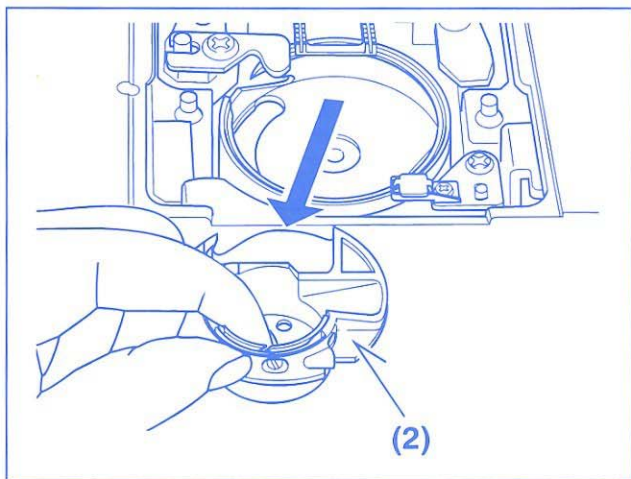
1. Raise the needle to its highest position.



2. Remove the needle plate (1).

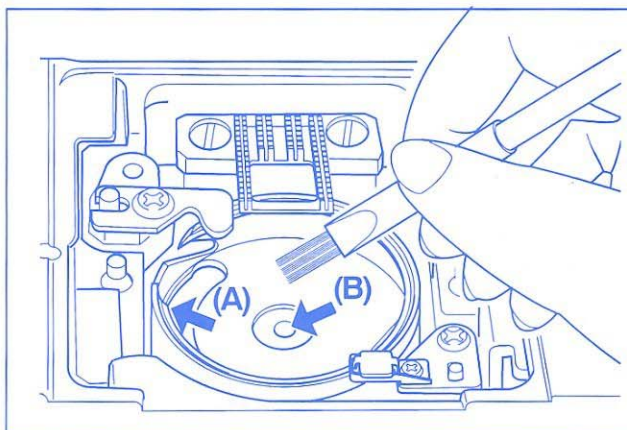


3. Remove the bobbin case (2).

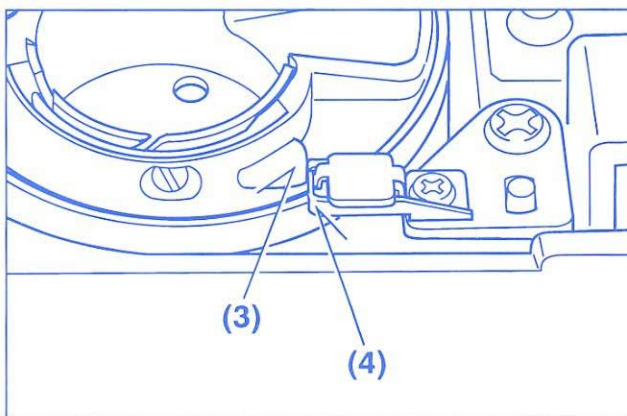


4. Clean the feed dogs and hook area with the lint brush.

Put one drop of sewing machine oil on the hook race as indicated by the arrows. (A, B)



5. Replace the bobbin case with the projection (3) positioned against the spring (4). Replace the needle plate.

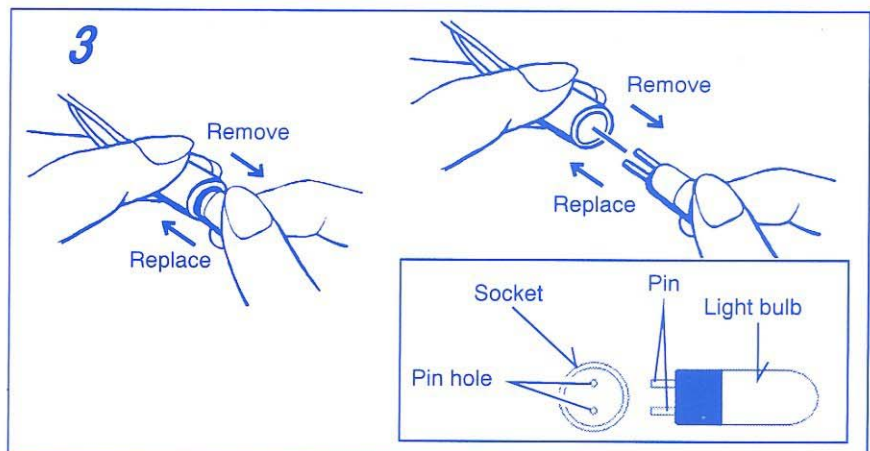
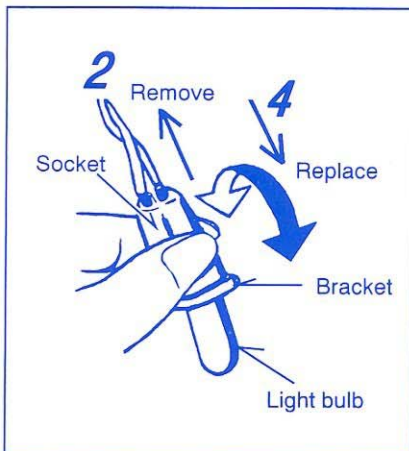
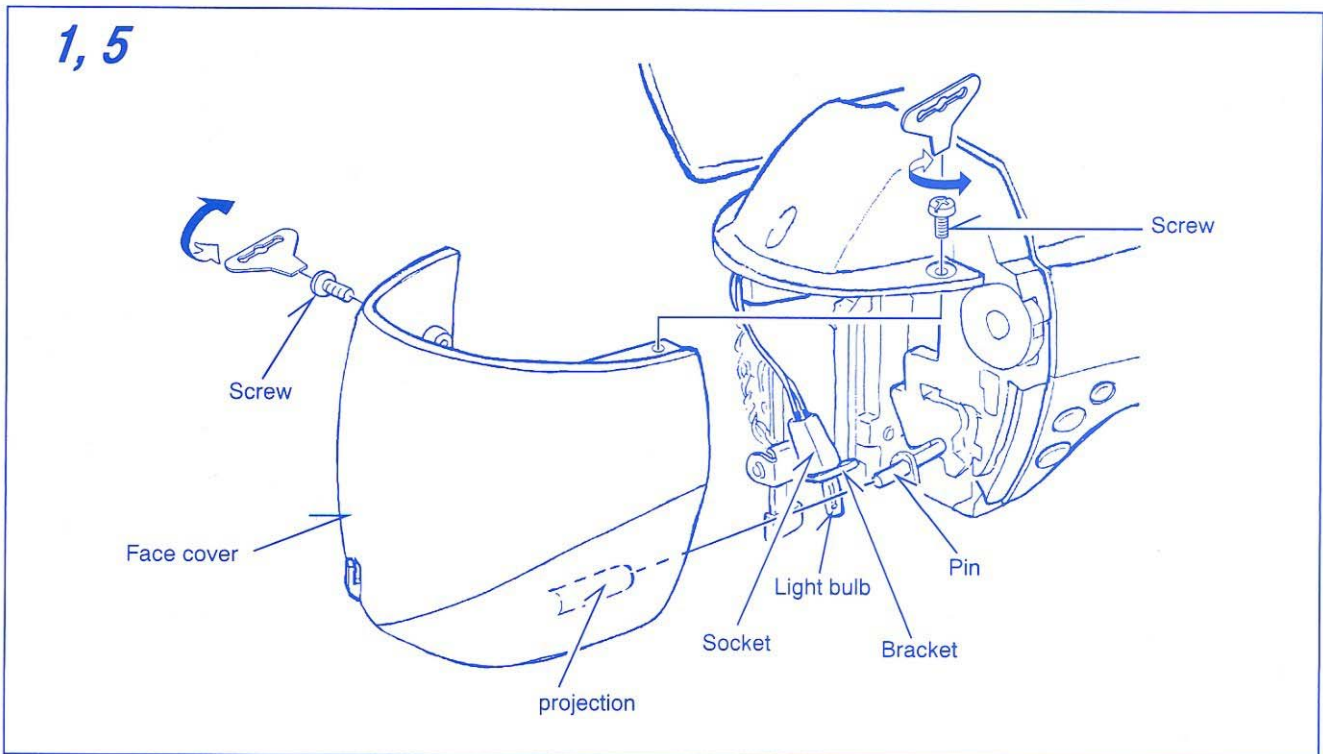


CHANGING LIGHT BULB



Always disconnect the machine from power supply by removing the plug from the wall-outlet.

1. Remove the screws, and face cover.
2. While holding the socket, move it back and forth gently to remove it from the bracket.
3. Take the light bulb out of the socket and insert a new light bulb (part # 85303) securely into the socket so that the pins on the light bulb fit into the pin holes in the socket.
4. Insert the socket into the hole in the bracket.
5. Return the face cover to its original position. Align the face cover so that the projection fits onto the pin on the sewing machine.











6. ERROR MESSAGES

ERROR MESSAGES

If the start/stop switch or the reverse stitch switch is pushed, or if the foot control is depressed when the sewing machine is not set up correctly, or if an incorrect operation is made, the sewing machine will not operate, and a buzzer will sound and an error message will be displayed.

When an error message is displayed, fix the problem following the instructions in the message. The error message will disappear once the problem has been fixed.

<div data-bbox="228 430 505 678" style="border: 1px solid black; padding: 10px; text-align: center;">  BH LEVER LOWERED RAISE BH LEVER </div> <p data-bbox="168 699 438 724">Raise the buttonhole lever.</p>	<div data-bbox="673 430 950 678" style="border: 1px solid black; padding: 10px; text-align: center;">  LOWER BH LEVER </div> <p data-bbox="602 699 1002 753">Error message during buttonhole sewing. (Refer to page 33.)</p>	<div data-bbox="1101 430 1377 678" style="border: 1px solid black; padding: 10px; text-align: center;">  THREAD BREAKAGE DETECTED CHECK THREADS </div> <p data-bbox="1036 699 1369 753">A thread breakage has occurred. (Refer to pages 12, 13.)</p>
<div data-bbox="228 791 505 1039" style="border: 1px solid black; padding: 10px; text-align: center;">  LOWER PRESSER FOOT LEVER </div> <p data-bbox="168 1062 453 1087">Lower the presser foot lever.</p>	<div data-bbox="673 791 950 1039" style="border: 1px solid black; padding: 10px; text-align: center;">  CHECK BOBBIN WINDER </div> <p data-bbox="602 1062 937 1087">Push the bobbin winder to the left.</p>	<div data-bbox="1101 791 1377 1039" style="border: 1px solid black; padding: 10px; text-align: center;">  SAVED DATA DAMAGED AND CLEARED </div> <p data-bbox="1036 1062 1433 1144">The Favorites data has been damaged. Add each favorite pattern again. (Refer to "Favorites".)</p>
<div data-bbox="228 1203 505 1451" style="border: 1px solid black; padding: 10px; text-align: center;">  SAFETY DEVICE ACTIVATED SEE RELATED SECTION IN MANUAL </div> <p data-bbox="168 1472 561 1526">The thread has become tangled or caught. (Refer to pages 21.)</p>	<p data-bbox="613 1203 963 1281">Always unplug sewing machine from the electrical outlet before fixing the problem.</p> <p data-bbox="613 1310 963 1442">If the above problem should still remain after you have tried to fix it, please contact a service center or the store where you purchased sewing machine.</p>	<div data-bbox="1101 1203 1377 1451" style="border: 1px solid black; padding: 10px; text-align: center;">  CHECK CONNECTION OF LINK CABLE AND POWER SWITCH </div> <p data-bbox="1029 1472 1433 1526">Check the link cable and the power switch. (Refer to page 17.)</p>

7. PERFORMANCE CHECKLIST

GENERAL PROBLEMS

Machine does not sew.

* Power switch is turned off. – Turn on the switch.

Machine jams/knocks.

* Thread is caught in hook. – Clean hook (see page 65).

* Needle is damaged. – Replace needle (see page 22).

Fabric does not move.

* Presser foot is not lowered – lower presser foot.

* Stitch length is set at 0. – Set it at 1 to 4.

* Feed dog control is lowered (see page 8).

STITCHING PROBLEMS

Machine skips stitches.

* Needle is not all the way up into needle clamp. – See page 22.

* Needle is bent or blunt. – Replace needle (see page 22).

* Machine is not threaded correctly. – See page 12.

* Thread is caught in hook. – Clean hook (see page 65).

Stitches are irregular.

* Needle size is not correct for thread and fabric. – See page 22.

* Machine is not threaded correctly. – See page 12.

* Top thread tension is too loose. – See page 23.

* Fabric is being pulled or pushed against machine feeding action. – Guide it gently.

* Bobbin has not been wound evenly. – Rewind bobbin.

Needle breaks.

* Fabric is being pulled or pushed against machine feeding action. – Guide it gently.

* Needle size is not correct for thread and fabric. – See page 22.

* Needle is not all the way up into the needle clamp (See page 22).

THREAD PROBLEMS

Thread bunches.

* Top and bobbin threads are not drawn back under presser foot before starting seam. – Draw both threads back under presser foot about 4 inches (10 cm) and hold until a few stitches are formed.

Needle thread breaks.

* Machine is not threaded correctly. – See page 12.

* Top thread tension is too tight. – See page 23.

* Needle is bent. – Replace needle (see page 22).

* Needle size is not correct for thread and fabric – See page 22.

Bobbin thread breaks.

* Bobbin case is not threaded correctly. See page 11.

* Lint accumulates in bobbin case or hook. – Remove lint (see page 65).

Fabric puckers.

* Top and bobbin thread tensions are too tight. – Adjust thread tensions (see page 23).

* Stitch length is too long for sheer or soft fabric. – Shorten stitch length.

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