

UNCLE
KLUUNK



CREATIVE ENGINEERING

INCORPORATED

HOME OF ELECTRONIMATION™

November 15, 1983

47 WEST JEFFERSON STREET
ORLANDO, FLORIDA 32801
(305) 425-1001

333 WEST MICHIGAN AVENUE
ORLANDO, FLORIDA 32806
(305) 422-4061

REPLY TO:

TO: ENTERTAINMENT CENTER MANAGERS AND TECHNICIANS

This manual, when used in conjunction with the instructional video tape, will provide you with all the information needed to install Uncle Klunk and convert him into Santa Claus. In addition, you will find a section dedicated to Klunk's critical angle adjustments. Please view the video tape and read this manual before attempting the installation.

In order to provide suitable bindings for this manual, PLEASE ADD THESE PAGES TO THE ORIGINAL UNCLE KLUNK PARTS CATALOG THREE RING BINDER.

Since Klunk will be immediately converted into Santa for the Christmas season, the installation of the following items may be deferred until the time Uncle Klunk abomination will be reinstalled:

- A) GUEST CHAIR AND BASE
- B) T.V. CAMERA
- C) BANANA, FRUIT BOWL AND BANANA STAND
- D) PEE WEE SPOTLIGHT AND PLUG BASE
- E) MOM'S PICTURE
- F) COO COO CLOCK AND RELATED HARDWARE
- G) "ON THE AIR" SIGN
- H) KLUNK'S MASK, EARS AND COSTUME
- I) FLOWER VASE

If you have any questions or comments please call:

Tim Inglis
Creative Engineering, Inc.
305/425-1001

Sincerely,



Tim Inglis
Animated Entertainment Coordinator

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Entertainment Center Managers
ShowBiz Pizza Place

REPLY TO:

Your restaurant has been selected to receive the new Uncle Klunk-Santa Claus character. Enclosed you will find instructional material and the necessary hardware needed to prepare your stage for the new character. Also you will find Audio tapes that will enable you to run your show during the Klunk/Santa installation.

Soon you will also receive via common carrier, carpet which you will need in order to redress your stage right. The installation will be done in two segments. First "the pre-installation" which will prepare your stage right for the the new character. Next, the main character package will be delivered at a predesignated time, and the installation will commence.

DO NOT prepare your stage until notified by CIM ROESENER. The stage preparation and character delivery will be coordinated by Cim Roesener and myself to insure a minimal amount of confusion and difficulty.

If you have any questions or comments please call Cim Roesner at (214) 258-8507.

Sincerely,

Creative Engineering, Inc.



Tim Inglis
Animated Entertainment Coordinator

TI/lmf

Table of Contents

- I. Pre-installation
- II. Uncle Klunk Installation
Santa Claus Conversion
- III. Lists and Drawings
- IV. Critical Adjustments

Please use the chart below for your Uncle Klunk Adjustment
Tape counter positions.

<u>Approximate counter number</u>	<u>Program Name</u>
000-072	Warm up
073-165	Set Phone
166-228	Set Banana
229-595	Video Test
596-653	Skit

July 14, 1983

PRE-INSTALLATION SHIPMENT PACKAGE

I. Inventory all items including hardware.

1. Klunk Video Installation tape.
2. Show tape that uses only center stage and stage left.
3. Birthday tape that uses only center stage and stage left.
4. Carpet for Uncle Klunk (pre-cutout for character placement.)
5. Hardware package for entire stage right installation.
6. Uncle Klunk Installation Manual.

NOTE: Call Creative Engineering, Inc. immediately if missing any or part of any items, Fred Quinlan (305) 841-7900.

II. View Klunk Video Installation Tape, and read through the Installation Manual. Take down any notes where you foresee any problems with your stage right installation of Uncle Klunk.

You are now ready for the Pre-Installation of Uncle Klunk.

PRE-INSTALLATION

1. Remove the crash cymbal from the stage. Fold up the cymbal stand. Using masking tape, tape the hardware to the cymbal stand, and box for storage.
2. Remove Rolfe and Earls costume, mask, hands, feet, body fur, and drumstick. Then box for storage.
3. Air down the show.
4. Disconnect the main air line to Rolfe's valve bank at the oiler by splitting the hose if necessary.
5. Unbolt the quick disconnect on Rolfe's valve bank using two 7/16" wrenches. Be sure not to dislodge the "O" rings on the quick disconnect.

NOTE: Save all nuts, bolts, flat washers, and lock washers.

6. Disconnect Rolfe's character cable. This cable will not be used for Uncle Klunk, but it should remain under the stage. Using masking tape, tape the end of the cable and wire tie the cable up off the floor.
7. Remove Rolfe's valve bank from under the stage through the trap door.
8. By crawling under the stage, carefully pass Rolfe's plumbing harness up and out of the stage through the hole behind Rolfe's foot. You will have to fold the quick disconnect parallel to the air lines to get it through the hole.
9. While still under stage, unbolt Rolfe's foot plates.

NOTE: Very Important- Make sure someone is holding Rolfe and Earl securely so that he won't take a dive into your dining room. Save all nuts, bolts, and washers.

10. Carry Rolfe and Earl carefully off the stage and into your Tech room. Secure him safely against a wall for the time being. After Uncle Klunk is installed, there will be a dolly with pre-drilled holes and tee-nuts to bolt Rolfe and Earl onto. This makes for Rolfe to be secure enough so you can use his time off to make any repairs on him. Hook up his valve bank using the same hardware. Make sure the purple air lines line up on both quick disconnects.

11. Remove rainbow from L-brackets, remove L-brackets from stage. Tape hardware to brackets cover with paper for protection.

12. Remove the floodlights from behind the rainbow, two red, and two yellow. Using masking tape, tape all hardware to the light fixtures and box for storage.

13. Vacuum carpet- Remove all staples, nails, etc. from carpet. Pull up carpet slowly and carefully. This carpet will be used when Rolfe goes back on stage. Roll it up and prepare to store it. Remove any protruding objects from the stage floor. This will insure a flat clean surface for new carpet.

14. Take an inventory of all props removed from stage before parking. After inventory these items are ready for storage:

1. Crash cymbal with hardware.
2. Costumes, mask, feet, hands, body fur, and drumstick.

3. Rolfe's mounting hardware.
4. Floodlights, two yellow, and two red with hardware.
5. Rainbow with L-brackets and hardware.
6. Carpet.

15. Vacuum under stage and sweep off stage. Close trap door.

16. Finding back wall center line (See Drawing 1A):

Measure entire back wall from break of wall by stage right drape motor to break of wall by center stage drape motor. Divide total measurement in half and that is your back wall center line, mark it.

17. Unroll the new carpet and save the lumber rolled inside. Lay the carpet on Rolfe's stage. The carpet has cut outs and is marked for character placement. Align the carpet center line with the back wall center line. The carpet must be flush against the entire back wall.

It may be necessary to relocate the trap door. Check the layout of the trap door in relation to Klunk, his right foot, the table and the guest chair. If any of these placement marks interfere with the opening and closing of the trap door you will have to relocate it. If so, roll up carpet and remove. Relocate the door so it will not interfere with Rolfe when he is back on stage. See drawings 2A and 3A. When relocating the trap door, be sure to secure the old door with nails and good support (2 x 4's.) Make sure to move the oiler to the new area.

18. Stapel, do not glue the carpet. Staple along the back wall. Do

not staple the whole stage at this point. Pull the carpet tight out towards the dining room. With a razor knife, carefully cut out the radius of the stage, around the drape motors and in between stage right and center stage. Also, cut out for new trap door. Secure the carpet to the stage with staples as you cut.

19. Use vice grips to shut off the air by crimping the air line just before the oiler.

20. Install the Show tape and Birthday tape that only uses stage left and center stage. Using ShowBiz Tape Installation Procedure.

Your Pre-Installation of Uncle Klunk is now finished.

UNCLE KLUNK INSTALLATION INSTRUCTIONS

- I. Disassemble Crates and Unpackage All Boxes (See Drawing 4A & 5A)
- A) Retain the crates in storage because they will be used again when Klunk is removed at a later date. Save all hardware and pay attention to the disassembly in order to make it easier for reassembly later. Both crates are pre-marked at corners. Crate in (Drawing 4A) can be used to store Rolfe after bolting him down to Klunk's drolley.
 - B) Unpackage boxes- be sure to retrieve all items from the packaging.

II. Inventory

- A) Use packing list enclosed.
- B) Call Creative Engineering, Inc. immediately if missing any or part of any items.
- C) Check for any shipping damage.

Missing or damaged parts should be immediately reported to:

Fred Quinlan
Creative Engineering, Inc.
(305) 841-7900

III. Install Ceiling Accessories

- A) Install Banner Board
 - 1. Remove the Rolfe and Earl valance and store it with all other of Rolfe's props.
 - 2. Assemble the Banner Mount Board using (3) 1" bolts (hardware #5.)

(Refer to Drawing 6A.)

3. Position the mount board with long point pressed flat against the right hand apron. Mount the assembled Banner Board to suspended ceiling T-grid with 1 3/4" derydynes, (hardware #3.) Attach with the derdynes spaces evenly along the entire length of the board.

4. Depending on the particular theater construction and dimensions of the wall and ceiling, it may be necessary to add an extension piece of 1" x 2" to the end of the Banner Board to the wall.

B) Install Abomination Mechanism and Sign

The Abomination Sign mounts 6" behind the banner and is centered on the center line of the stage right radius. To get the center line of stage, (See Drawing 1A.) Remove the ceiling tile around the front of the platform and any additional tile necessary to provide ample work area above the ceiling for the whole assembly.

C) Install Support Frame (See Drawing 8A)

1. In the ceiling, attach a 2" x 4" x 12" support piece to drapery board directly above center line using 3" dry wall screws, (hardware #4.)

It should be secured about 5" back from the front of the drapery board.

2. Using the 3" dry wall screws attach a 2nd 2" x 4" support piece on top of the first one.

3. Attach a 2" x 4" support piece on the back wall above the ceiling tiles. Attach this back support piece at the same height as top front support.

Use 3" dry wall screws to mount support piece into a stud on the back wall.

4. Attach the 2" x 4" x 8' to the support pieces using 3" dry wall screws. The 2" x 4" x 8' should be on radius center line. The mechanism mounts on the 2" x 4" x 8', this support frame must be sturdy and secured.

D) Install Mechanism

1. Put the Mechanism up in the ceiling on top of the 2" x 4" x 8'. Allow

the cables from the Mechanism to hang down. Position the Mechanism so that the cables hang 6" behind the Banner, measured from the front of the Banner Board.

2. After the Mechanism is on center line and the lines are in position evenly, bolt down the Mechanism to the 2" x 4" x 8', (hardware #6.)

3. Hook up air line (A) to the front of Mechanism, and line (B) to the back. Run the air lines across the ceiling to the wall at stage right curtain motor. Run the air lines down the wall between the rain curtain and the curtain motor. Fasten with, (hardware #13) to secure lines. Run the lines down under the stage. Paint air lines with flat black paint.

E) Install Uncle Klunk Banner

Install the banner, centering it onto the Banner Board. Use the velcro to stick into place, add a few staples for security.

F) Install Abomination Sign (See Drawing 8B)

1. Using the formula given to calculate cable lengths, cut and crimp sign cable and safety cables to length. Be sure to make the cables equal lengths so the sign will hang level.

2. Have an assistant hold the sign from the front, and attach the safety cables to the sign through the springs. The sign should now be hanging down from the safety cables.

3. Attach the sign cables to the springs as indicated in the drawing. Make sure all connections are secure.

4. Re-install the ceiling tiles around the sign Mechanism and cables. You will have to cut clearance holes (approx. 5" in diameter) around the area which the cables will pass through the ceiling tiles.

IV. Install T.V. Camera (See Drawing 7A)

Install the T.V. camera over the guest chair position, approx. 34" on

center from the back wall. Attach (2) $\frac{1}{4}$ " - 20" x 3" eyebolts, (hardware #8) in the ceiling 25 $\frac{1}{2}$ " apart. Hang the rear of the camera 17" down from the ceiling, and the front 23" from the top. Use picture hanging wire to hang the camera from the ceiling, (hardware #10.)

V. Install Props

A. Install "On The Air" Sign

The sign should be centered and mounted evenly with the top of the curtain header. If the Applause Sign face plate has not been changed over to the "On The Air" face plate, then find the retrofit instruction, (Drawing 9A.) Slide in the new "On The Air" sign.

B. Install Coo Coo Clock

1. Mount the L-brackets to the wall using (6) 3" toggle bolts, (hardware #7.) Be sure to mount the shorter leg of the bracket to the wall. Mount the brackets 52" above the stage floor to the top of the bracket. Place the brackets on the wall 15" apart, centering them on the back wall center line. Be sure the brackets are level and secure to the wall.

2. Pull the a.c. cord and air lines out the rear door of clock.

3. Reset the clock on the brackets, center the peak of the clock with the back wall center line. Set the clock 1 $\frac{1}{2}$ " out away from the wall to clear the rain curtain. Secure the clock down to the brackets using the 3/4" derdynes, (hardware #2.)

4. Run the air lines and power cord straight down the rear of the backwall and fasten with wire ties, (hardware #13.)

5. Drill a hole through the stage and run the Coo Coo Clock air lines down under the stage.

6. Plug the power cord into SE/1, previously the red flood light.

7. Use flat black spray paint to disguise the power cord and air lines up against the wall.

C) Install "Love Mom" Picture

Mount the "Love Mom" picture on the back wall $41\frac{1}{4}$ " from the center line to the left of the clock, $18\frac{1}{2}$ " down from the top of the rain curtain header. Use a 3" dry wall screw in the wall at the top where the picture will hang. Take 2 dry wall screws, and screw them into the picture frame at the bottom of the picture, and allow approx. $1\frac{1}{2}$ " space behind the back of the picture at the top and bottom to clear the rain curtain.

D) Install Coo Coo Clock Spotlight (See Drawing 10A)

Mount the pee wee spotlight on the drapery board with $1\frac{3}{4}$ " derdynes, (hardware #3.) The spotlight should be close to center line. Remove (2) green overhead flood lights. Screw the plug base directly into flood light fixture nearest spotlight. Plug the a.c. power cord into the plug base.

VI. Install Klunk, Table, and Chair

1. Using (2) $7/16$ " wrenches take apart Klunks quick disconnect on his valve bank, save nuts, bolts, etc. Using masking tape, tape up both open ends to keep debris out. Be careful not to dislodge the "O" rings.
2. Unbolt Klunk from dolley and place him on stage. The dolley is now to be used for Rolfe storage.
3. Using the carpet cut outs as a template move Klunk to his correct location on the stage.
4. Using $\frac{1}{4}$ " drill bit, drill pilot holes into stage. Make note where you drill into a joist and not through the stage. Here you will use $3/8$ " x 2" lag bolts, (hardware #11.)
5. Drill out all other holes with a $3/8$ " bit. Here use, (hardware #1) $3/8$ " x 2" bolts.
6. Bolt down Klunk, make sure he sits level on the platform.

notches where the key would be inserted. They may also be distinguished by the red wire which should be at the left of the cable as you attach it.

2. The 60 ft. RCA phono cable plugs into the phono jack connector on the computerized tape reader board inside the controller. Run the phono cable back through the wall to the control room. Leave excess cable under the stage.

3. Turn controller power switch off. Plug in extension cord to controller and run it up through the stage at the back wall where the Coo Coo Clock air lines run down. Plug into convenience outlet on back wall. Paint extension cord flat black.

VIII. Control Room Hook Up and Power Up

1. In the control room, plug the "Y" phono connector into #3 output on the top deck. Plug the 60 ft. RCA phono cable from the computerized tape reader board into one female jack of the "Y" connector. Plug the existing phono cable into the other.

2. Turn on the power switch of the Klunk controller, located on the upper right hand side of the cabinet, check the two recessed L.E.D.'s in the upper right hand corner of the front of the box; they should be on now. The upper L.E.D indicates the 5v power supply and the lower one shows the 24v supply voltage.

IX. Character Movement Check

A. Locate the video test equipment at a point where the video display and Uncle Klunk can be viewed simultaneously.

1. Connect the 8 ft. RCA phono cable, provided for "Uncle Klunk VCR", from the audio output #2 on the video tape deck, to the jack on the computerized tape reader board inside the Klunk controller.

2. Power up the video tape deck.

3. Load the adjustment tape and rewind it completely.

B. Run the "warm up" section of the tape. Klunk will go through each movement separately.

1. Check Uncle Klunk and props for air leaks or any obvious defects or damage.
2. Repair any leaks or defects you may find at this time.

X. Dress Character and Stage

1. Locate and install decorative bases for the table and chairs.
2. Set the flower vase on the Coo Coo Clock pedestal.
3. Layout Klunks clothes on the stage.
4. Dress Klunk completely. Make sure all of his snaps and fasteners are in place correctly, and all of his movements are not hindered by clothing friction.

XI. Uncle Klunk/Set Phone

1. Run the next section of the video adjustment tape "set phone".
2. The set phone section will start its cycle by first leaning Klunk's chair back, then moving his arm into position. After his arm is in position, Klunk's wrist and thumb will cycle 5 times and then repeat the whole cycle over. This cycle will repeat until the set phone section of tape is over. If more time is needed, rewind to the beginning of the set phone section and repeat the cycle.
3. Position the phone stand so Klunk's thumb is centered between the "V" blocks. The next adjustment to be made is stand height. Make sure the phone fits squarely into the palm of Klunk's hand when it is in the down position. When you have Klunk picking up and setting down the phone correctly, tighten the adjustments on the phone stand and secure it to the table using 3/4" derdynes.

4. To avoid damage to klunk's arm and hand, only stop the video tape when Klunk is leaning forward and his arm is away from the table.

5. Remove the "V" blocks from the phone stand. Install the phone cover over the stand. Bolt the "V" blocks on to the phone stand.

XII. Uncle Klunk/Set Banana

1. Run the next section of the video adjustment tape "set banana".

2. Use the same procedure for setting up the banana as you did the phone.

3. Slide vase over stand after the stand has been secured to the table.

*Note: Remember to stop video tape only when Klunk is in static position during the cycle.

XIII. Video Test Uncle Klunk and Props

1. Run the "video test" section of the adjustment tape.

2. View the tape long enough to correctly determine that the movement is truly out of adjustment. The video display and character must be synchronized exactly.

3. If a movement is in question:

a. Isolate the valve in the valve bank that operates the movement in question. Manually operate the valve by pressing the white manual override button on the valve solenoid.

b. Observe the movement by operating it manually. Look for a smooth operation of the movement in question. Check for cosmetic parts that are binding. If the movement is truly out of adjustment then proceed with the flow control adjustments.

*Remember the air coming out of the cylinder is what you are adjusting.

Santa Conversion of Uncle Klunk

I. Disassemble and remove the following items

- A. Guest chair and base
- B. T.V. Camera
- C. Banana, fruit bowl, and banana stand.
- D. Pee Wee spotlight and plug base
- E. Mom's Picture
- F. Coo Coo Clock, Air Lines, A.C. plug and brackets
- G. "On the air sign"
- F. Klunk's mask, ears and costume
- H. Flower vase

Note: put all these items in individual boxes and place them in storage. Remember to save all the hardware.

II. Remove Klunk's mouth lever and replace it with the Santa mouth lever, see drawing 23A.

III. Remove Klunk's ear plates, see drawing 23A.

IV. Install the Backdrop

- A. Staple the Backdrop to the Rain Curtain header board, across the top of the backwall.
- B. Stretch the material down over the Rain Curtain to the floor.
- C. Roll up the excess material, stretching it tight and staple the roll to the floor.

V. Decorate the backwall

- A. Assemble the fireplace.
 - 1. Unfold the cardboard fireplace and fold the two center pieces toward the inside.
 - 2. Insert the tabs on the center pieces into the slots and secure them into place.
 - 3. Insert the tabs on the top of the fireplace into the slots of the Mantel.
- B. Position the fireplace behind the table. Be sure that the character does not interfere with the fireplace, then staple it securely to the wall.
- C. Using 3" drywall screws, hang the window over the character's right shoulder. Mount the window about three feet off of the ground, in same fashion as you mounted Mom's picture in the Uncle Klunk installation.
- D. Hang Mrs. Claus' picture centering it above the fireplace.
- E. Hang Holly around Mrs. Claus picture using pins.
- F. Hang the wreath, from the Rolfe Christmas package, above Mrs. Claus picture. Use a 3" drywall screw to attach it to the header board.
- G. Hang the garland in a tiered effect over Mrs. Claus picture and out to the sides of the stage. Hang Poinsettia Points at each tiered loop, use pins provided.

- VI. Hang the ornaments from the ceiling grids. Use about six snow flakes and three foil ones from the Christmas package.
- VII. Hang the six stockings on the mantel. The stockings should be stuffed first. Some small items should be wrapped and put in the top of each stocking. Wrapping paper is provided.
- VIII. Place a Poinsettia planter on the left side of the Mantel. This planter was originally on the Rolfe stage. Place the manger on the right side of the mantel.
- IX. Place the fake fire into it's position in the middle of the fireplace.
- X. Return the green overhead floodlights from Rolfe's stage. Aim them 45 degrees towards the center of the stage.
- XI. Assemble and decorate the Christmas tree
 - A. Assemble the tree with the instructions provided in the carton. Bend the branches to make the tree look full and symmetrical.
 - B. Place the tree on the stage to the right of the table, in a position where it will not interfere with the opening and closing of the curtains.
 - C. Install the two sets of lights on the tree. Start at the bottom and string them only on the front of the tree. Plug them into the applause sign circuit or SE3.
 - D. Decorate the tree using the: satin balls, angels, snowflakes, candy canes, tinsel, and tree top ornament. Hang some tinsel upon the holly on the backwall.
- XII. Placing the gifts under the tree
 - A. Wrap the skirt around the base of the tree.
 - B. You will be provided with three rolls of wrapping paper and a number of boxes to wrap. These boxes should be wrapped by someone with a talent for wrapping presents. Try and round up some other boxes of various sizes and wrap them as well.
 - C. Arrange the gifts around the Christmas Tree as you would your own.
- XIII. Dress out Santa
 - A. Secure both boots on his feet.
 - B. Snap the foam padding to his body.
 - C. Put his pants and jacket on. (Similar to Klunk)
 - D. Snap on the leather skull cover to the mechanism and skull.
 - E. Snap on Santa's mask and wig over the skull. Stretch the hole on his mask over the mouth lever. Do not cut the mouth hole any larger.

- F. Install the bearded lower jaw, being sure that the mouth nearly meets the mask and that it is positioned straight. Snap the beard to the mask hair.
 - G. Snap on Santa's hat.
 - H. Santa's bag sits on the floor to the right of the character.
- XIV. Pin the Season Greetings Banner directly over the Uncle Klunk Banner.
- XV. Attach the Merry Christmas sign over the Abomination sign using the 4 wood screws provided. Paint the head of the screws red.
- XVI. Video test using the Uncle Klunk adjustment tape. Check the character for any hindrances to the movements.
- XVII. Run the "Set Phone" section of the adjustment tape and adjust the phone into position.

Note: to get an overall view of Santa Claus, refer to the end of the Uncle Klunk installation tape.

CHAIR CRATE
Packing List

<u>DESCRIPTION</u>	<u>PART NUMBER</u>
1. Abomination Sign	AQ66 - 406
2. Banner Support	ASB - 804
3. Banner Support	ASB - 904
4. Guest Chair	B Chair 1
5. Chair Bases (2)	AQ62 - 125
6. Table Base	AQ63 - 125
7. On the Air Sign	AQ64 - 402
8. Phone Mechanism	M22160
9. Banana Mechanism	M22180
10. Abomination Harness	M22662
11. Coo Coo Box	
12. Costume Box	
13. Clock	B Clock 3
14. Brackets (2)	AQ21 - 3301
15. Banana	AQ69 - 108
16. Phone	AQ68 - 303
17. Fiberglass Rt. Foot	AQ65 - 048
18. Latex Rt. Shoe	AQ34 - 202
19. Flower Vase	AQ72 - 105
20. Red Phone Stand	AQ68 - 103
21. Fruit Bowl	AQ34 - 419
22. Shirt	AQ33 - 1516
23. Right Cuff	AQ33 - 2208
24. Left Cuff	AQ33 - 2308
25. Pants	AQ33 - 3811
26. Bowtie	AQ33 - 5007
27. Jacket	AQ33 - 5701

PACKING LIST

1. Klunk	B Klunk 33
2. Camera	AQ61-240
3. Computer	E31-406
4. Table	AQ20-810
5. Klunk Banner	21-041-050
6. Abomination Mechansim	M22650
7. Mom's Picture	AQ71-803
8. Electronic Equipment	
9. Klunk Video Tape	98-015-045
10. Klunk Catalog	98-015-002
11. RCA to RCA 60'	E99-400
12. Male RCA to 2 Female RCA	24-020-246
13. Plug Base	24-040-165
14. Pee Wee Light	60-105-005
15. Pee Wee Light Bulb	60-040-010

KLUNK INSTALLATION HARDWARE

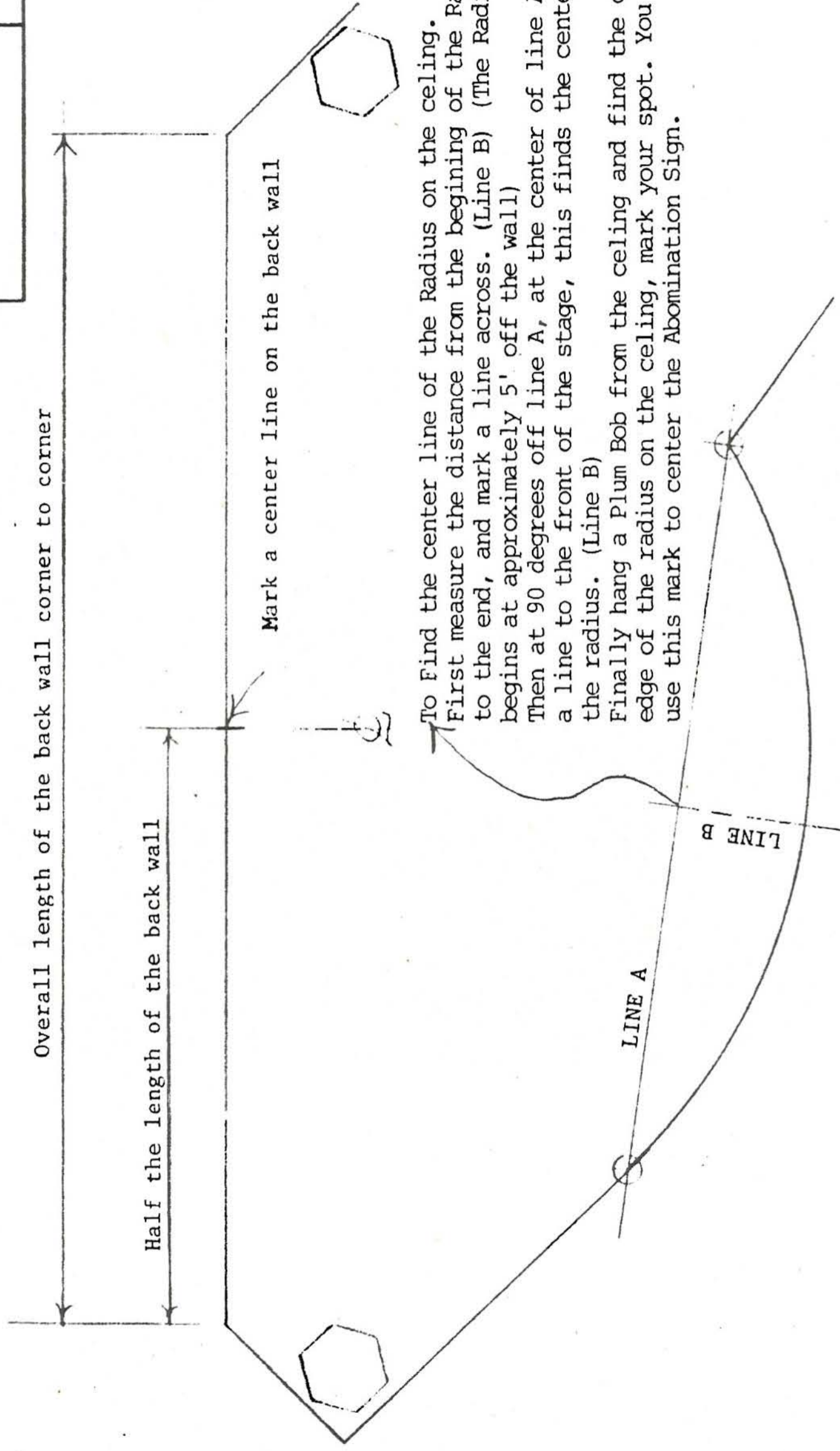
	<u>Quantity</u>	<u>Item</u>
1)	12	3/8-16 x 2" bolts
	12	3/8 nuts
	12	3/8 lock washers
	24	3/8 flat washers
2)	12	#10 3/4" derdynes (hex washer head screws)
3)	10	#10 1 3/4" derdynes (hex washer head screws)
4)	16	3" #8 drywall screws
5)	3	1/4-20 x 1" bolts
6)	2	1/4-20 x 2 1/2" bolts
	9	1/4 nuts
	5	1/4 lock washers
	14	1/4 flat washers
7)	6	1/4-20 x 3" toggle bolts
8)	2	1/4-20 x 3" eye bolts
9)	4	wire crimps (28-045-917) (Abomination Sign)
10)	1	picture hanging wire (21-050-336) (Camera)
11)	8	3/8" x 2" lags
12)	10	4 D common nails
13)	100	8" tie wraps
14)	100	adhesive cable tie mounts (28-035-035)

STOCK	MAT'L.

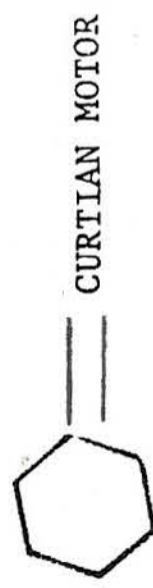
Overall length of the back wall corner to corner

Half the length of the back wall

Mark a center line on the back wall



To Find the center line of the Radius on the ceiling.
 First measure the distance from the beginning of the Radius, to the end, and mark a line across. (Line B) (The Radius begins at approximately 5' off the wall)
 Then at 90 degrees off line A, at the center of line A, mark a line to the front of the stage, this finds the center of the radius. (Line B)
 Finally hang a Plum Bob from the ceiling and find the outside edge of the radius on the ceiling, mark your spot. You will use this mark to center the Abomination Sign.



CREATIVE ENGINEERING INC

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DEBURR AND BREAK ALL SHARP CORNERS ± .010

SCALE: _____

DRAWN BY **BD**

DATE: **7.12.83**

CHK'D. BY _____

ITEM: **KLUNK INSTALLATION**

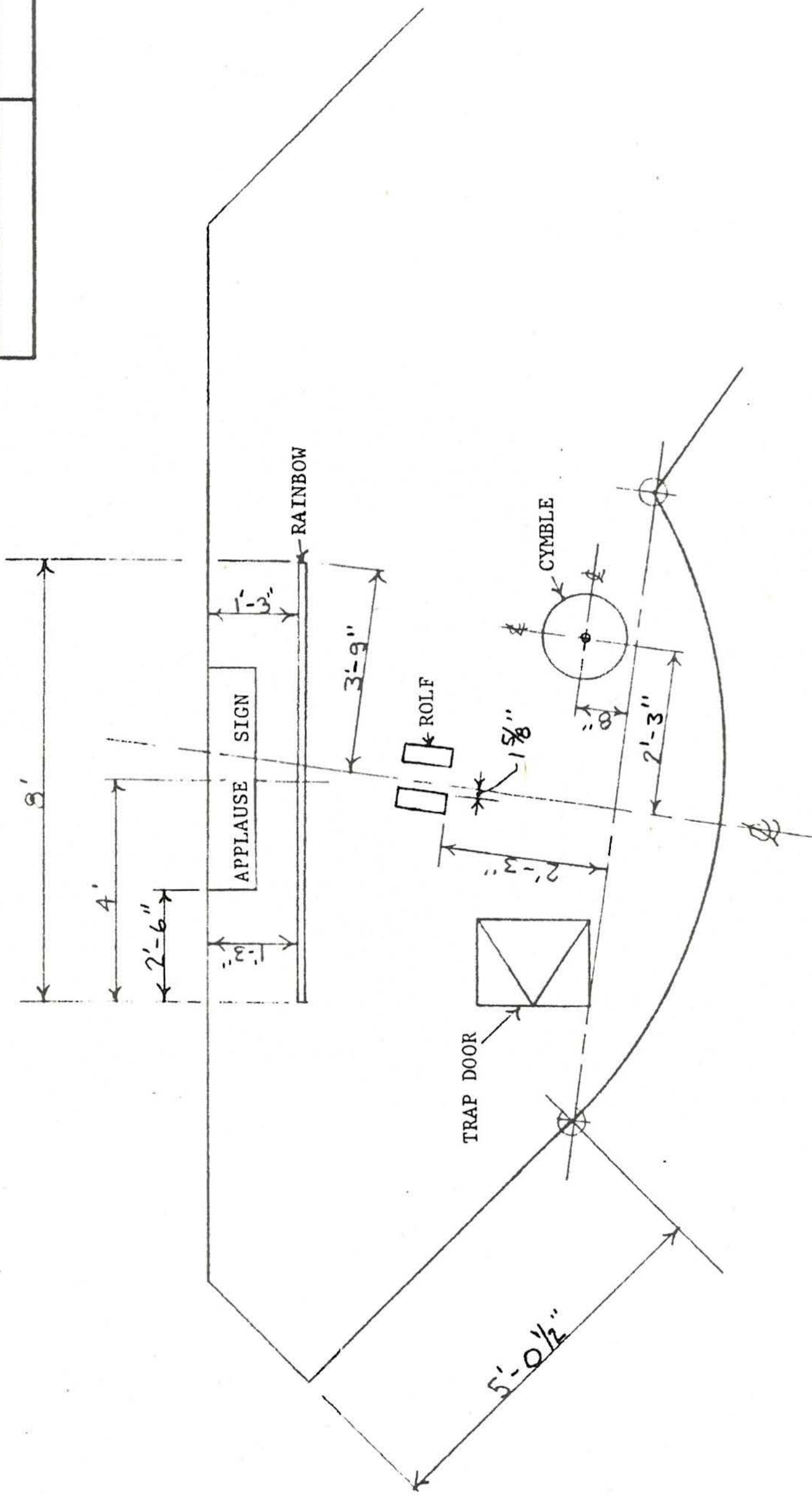
UNTOUCHED DIM: _____
 FRAGILE: **BECHMAL**
 -030 -005

MATL: _____

DRAWING NUMBER **1A**

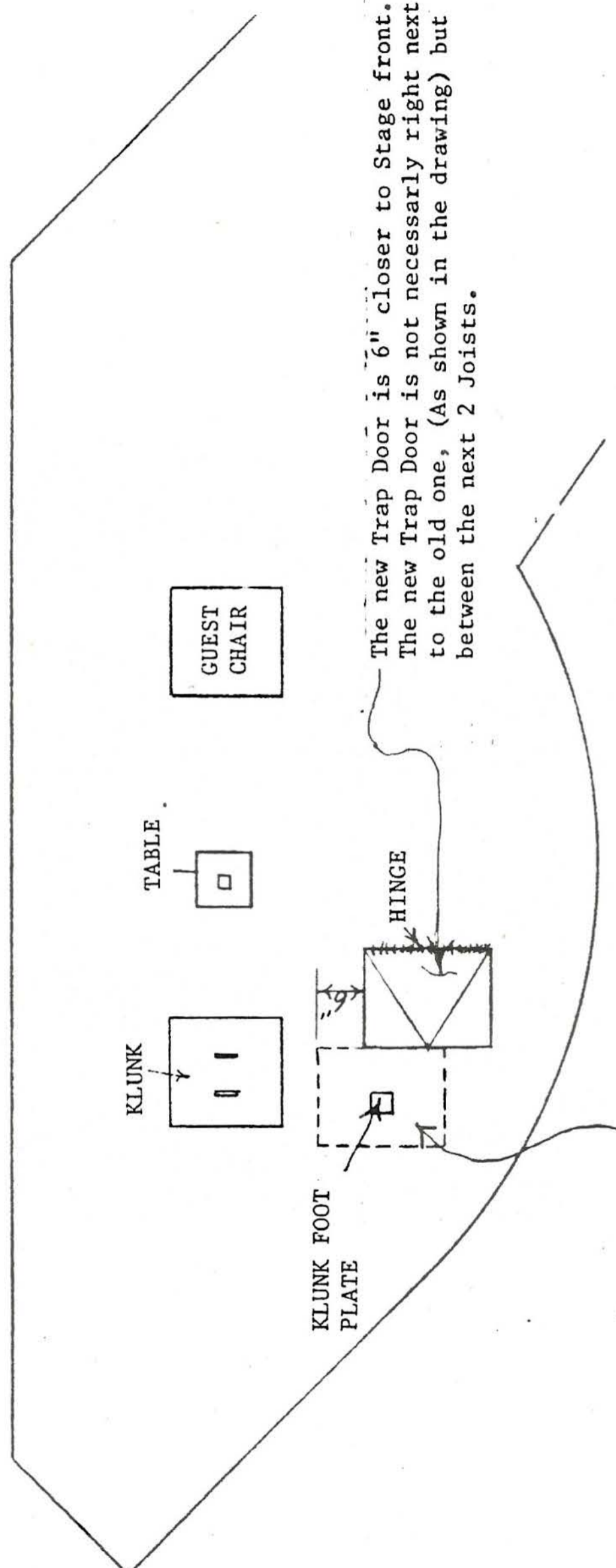
All tol. are Non-accumulative	R. + D. APPROVAL	DATE
	PRODUCTION APP.	DATE
REVISIONS	G. C. APPROVAL	DATE
	REV.	DATE
	BY	

STOCK	MAT'L.
-------	--------



CREATIVE ENGINEERING INC <small>Property of Creative Engineering, Inc. Reproduction W/O Authorization is strictly prohibited.</small>		DRAWN BY: BD CHK'D. BY:
R. + D. APPROVAL DATE: _____ PRODUCTION APP. DATE: _____ Q. C. APPROVAL DATE: _____	SCALE: _____ DATE: 7.12.83 DEBURR AND BREAK ALL SHARP CORNERS ± .010	UNTOLEANCED-DIM- FRAGTL- DECIMAL .010 .005 DRAWING NUMBER 2A
ITEM: ROLF STAGE FOR KLUNK INST'L.		MAT'L:
All tol. are Non-accumulative	REVISIONS REV. DATE BY	

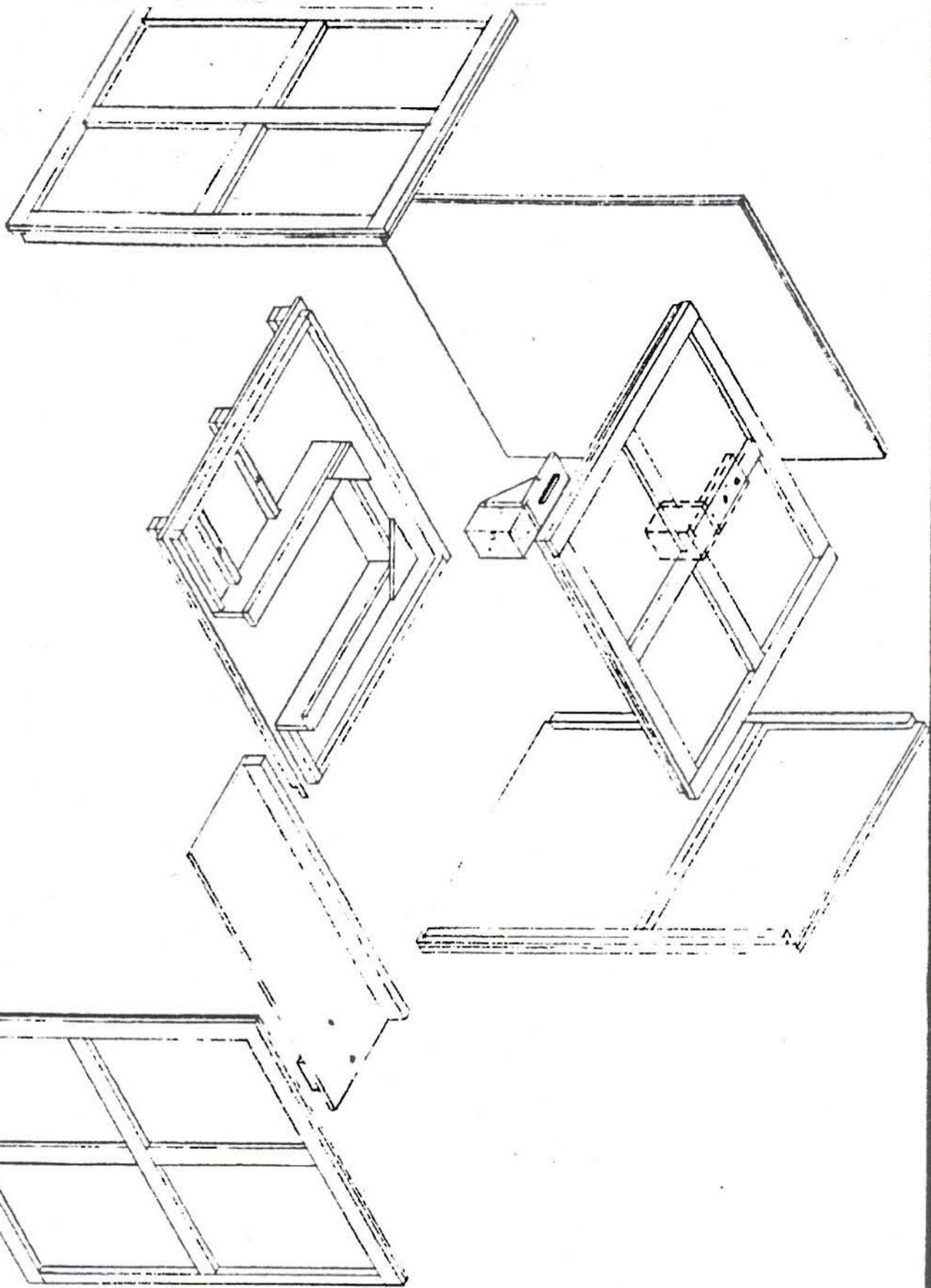
STOCK	MAT'L.
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The new Trap Door is 6" closer to Stage front.
 The new Trap Door is not necessarily right next to the old one, (As shown in the drawing) but between the next 2 Joists.

Note: Nail the old Trap Door closed.

All tol. are Non-accumulative	R.+D. APPROVAL	DATE	CREATIVE ENGINEERING INC	Property of Creative Engineering, Inc. Reproduction W/O Authorization is strictly prohibited.
	PRODUCTION APP.	DATE		DEBURR AND BREAK ALL SHARP CORNERS ± .010
REVISIONS	Q. C. APPROVAL	DATE	DATE: 7.12.83	DRAWN BY: ED
REV. DATE BY	ITEM: KLUNK STAGE TRAP DOOR PLACEMENT		CHK'D. BY	UNTOLENCED-DIM. FRAGTL. DEGRADE
	MAT'L:		± 0.00	DRAWING NUMBER
				3A



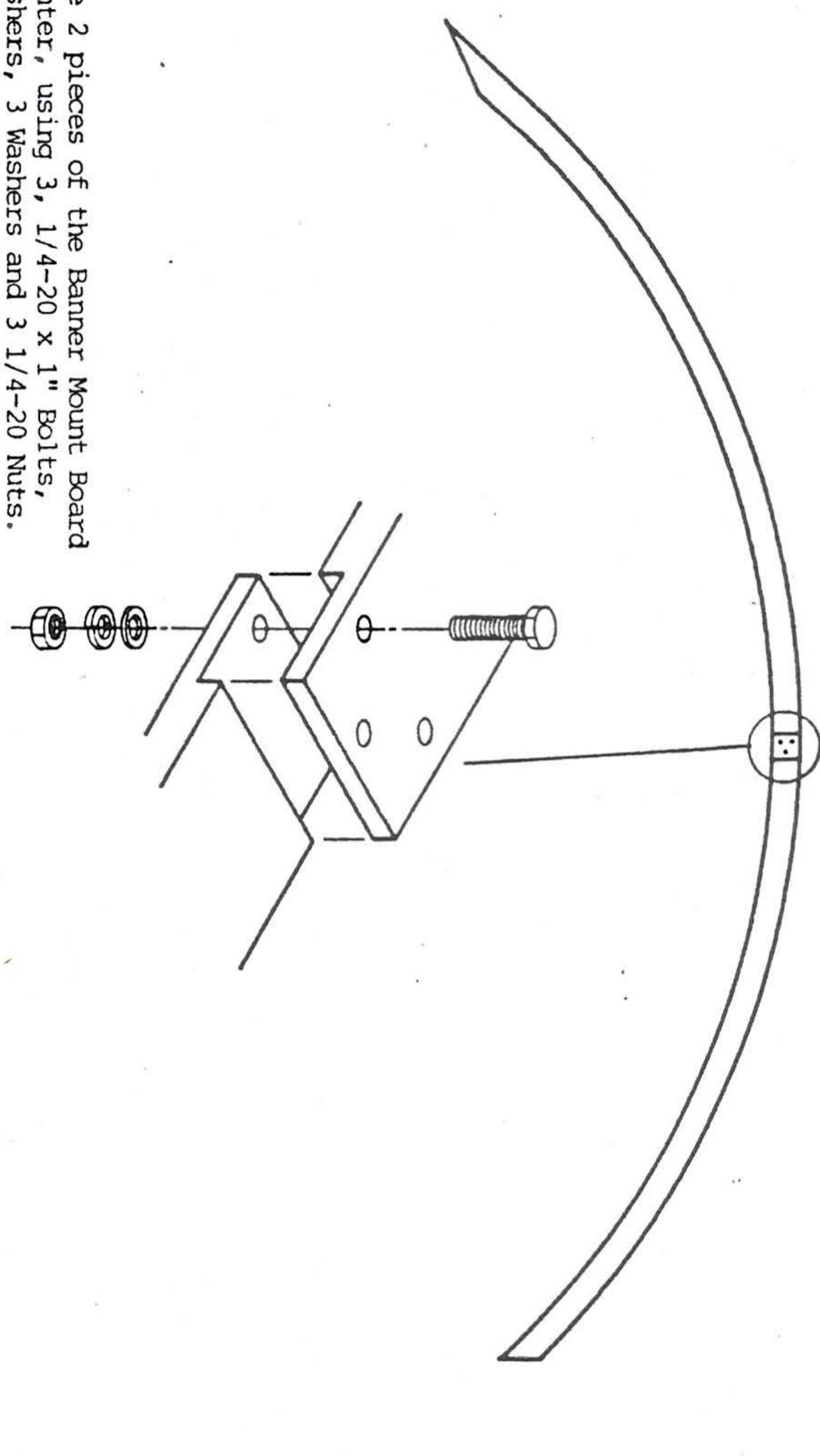
1. Locate and remove front from crate.
- 2) From shelf -F- remove camera box, picture box and table.
- 3) Unhook Klunks hand from under Klunk shelf, unscrew and remove shelf - A-.
- 4) Remove Klunks costume box and valve bank from crate (be careful not to crimp air lines).
- 5) Remove abomination sign mechanism from left hand side of back wall -B-.
- 6) Remove head support -C- from top -D- disassemble crate in order given top, sides and bottom. Save all nuts, bolts and washers.

STOCK	MAT'L
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All tol. are Non-cumulative		H. O. APPROVAL DATE		DEBURR AND BREAK ALL SHARP CORNERS O.D.		SCALE: 1:1		DRAWN BY: [Signature]	
REVISIONS		PRODUCTION APP DATE		DATE		DATE		CHECKED BY: [Signature]	
REV	DATE	BY	O. C. APPROVAL	DATE	DATE	DATE	DATE	DATE	DATE
ITEM: KLUNK CRATE									
MATERIAL									
DRAWING NUMBER: 5A									

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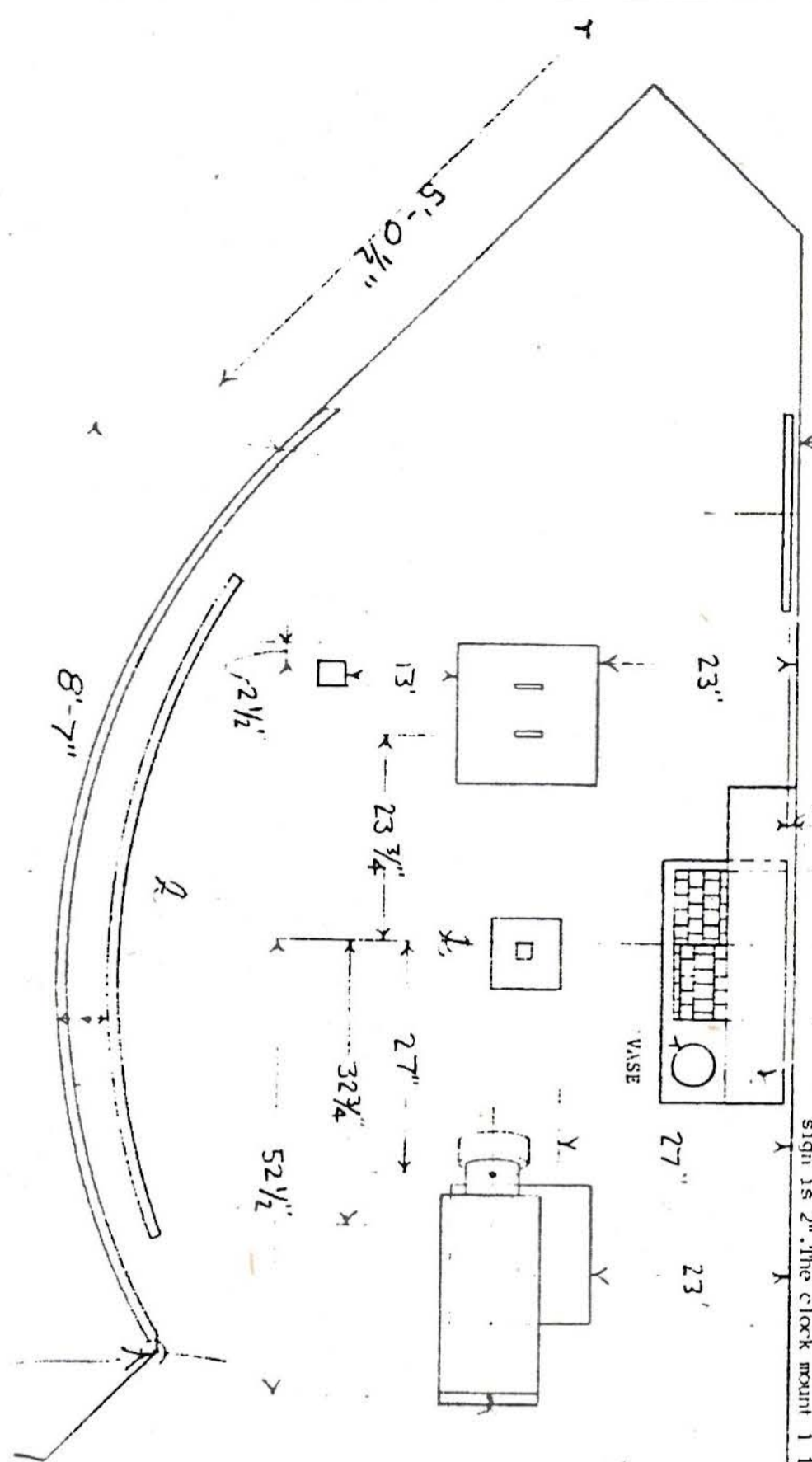
STOCK	MAT'L.
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Attach the 2 pieces of the Banner Mount Board at the center, using 3, 1/4-20 x 1" Bolts, 3 Lock Washers, 3 Washers and 3 1/4-20 Nuts.

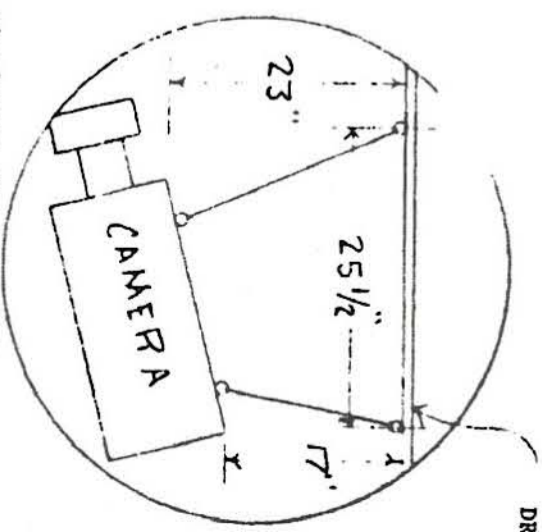
All tol. are Non-accumulative		R. D. APPROVAL	DATE	CREATIVE ENGINEERING <small>Property of Creative Engineering, Inc. Reproduction W/O Authorization is strictly prohibited.</small>	
REVISIONS		PRODUCTION APP.	DATE	DEBURR AND BREAK ALL SHARP CORNERS ± .010	SCALE:
REV.	DATE	BY			DATE: 8-3-83
ITEM:		O. C. APPROVAL	DATE	DRAWN BY	CHK'D. BY
KLUNK BANNER MOUNT BOARD				BD	
MATT.:				UNTOLERANCED DIM. FRACTL. DECIMAL	
				± .020 .XX ± .010 .XXX ± .005	
				DRAWING NUMBER	6

Mom's picture is 18 1/2" down from the Header Board and 1 1/2" off the back wall.



On center line of the back wall, the COO COO Clock 4'-4" from the platform to the bottom of the Clock Shelf. From the peak of the Clock to the bottom of the "ON THE AIR" sign is 2". The clock mount 1 1/2" off the back wall.

The Dimensions are taken from the eyebolts in the ceiling.



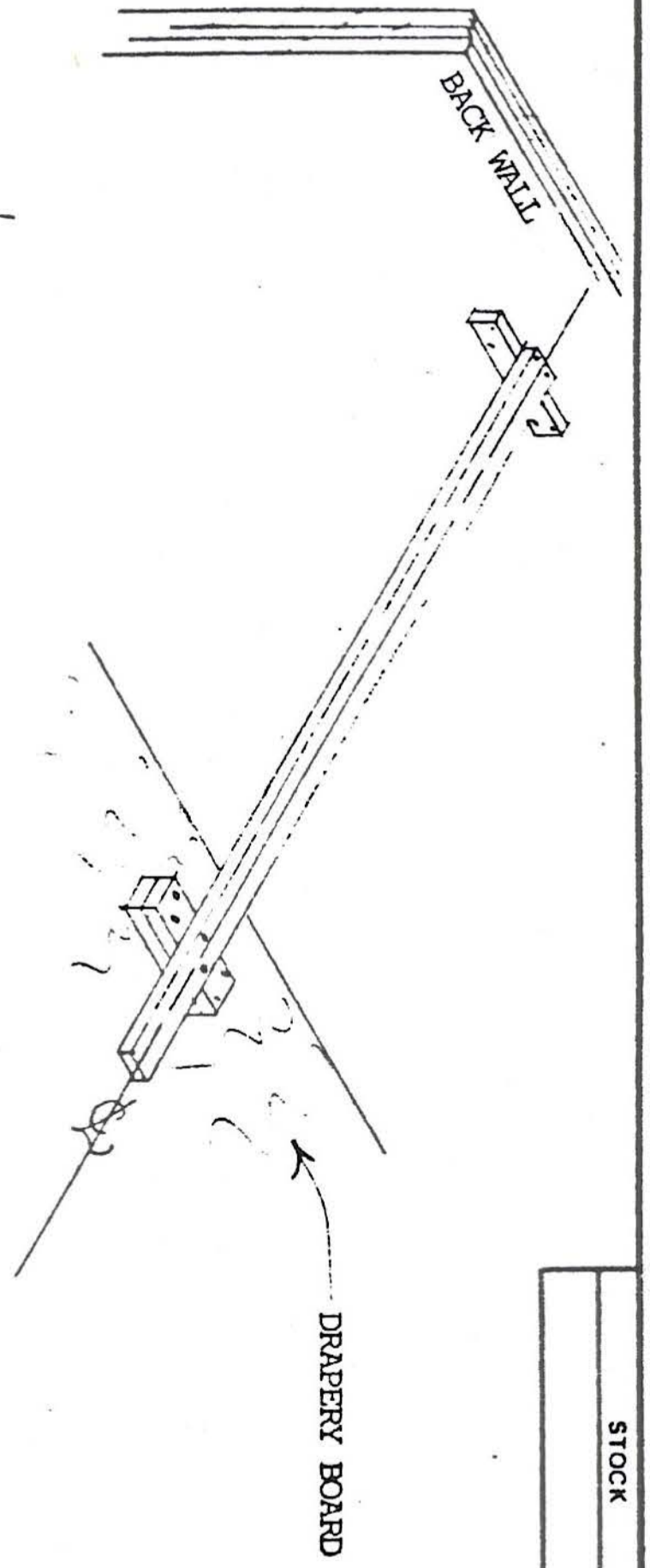
NOTE: The point of the Banner Mount Board is approximately square with the corner of the Stage

The Abominable Sign mounts 6" behind the Banner

STOCK	MAT'L
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CREATIVE ENGINEERING		APPROVED BY		DATE		DEBUR AND BREAK ALL SHARP CORNERS		DRAWN BY		TOLERANCES	
SCALE		DATE		DATE		DATE		CHK'D. BY		FRACT'L. DECIMAL	
1		4/6/83		4/6/83		4/6/83		R		.010	
3		4/6/83		4/6/83		4/6/83		R		.005	
ITEM: UNCLE MUNK AND PROPS											
DESCRIPTION											
DRAWING NUMBER 7A											

STOCK	MAT'L.



Attach the front 2 mount pieces, using 3" Drywall screws. Lay onto the front supports the 2"x 4"x 8' length of wood. Place a level on top of the 8' board, level the board and mark a line on the back wall. Attach the third support piece to the backwall at your level line using 3" Drywall screws. Attach the 8' length of board to the 3 support pieces using 3" Drywall screws.

CENTER LINE OF THE RADIUS

All tol. are Nonaccumulative		R. + D. APPROVAL	DATE	CIRREANTIVE ENGINEERING <small>Property of Creative Engineering, Inc. Reproductions w/o Authorization is strictly prohibited</small>	
REVISIONS		PRODUCTION APP.	DATE		
REV.	DATE	BY		DEBURR AND BREAK ALL SHARP CORNERS ± .010	SCALE: DATE: 8.4.83
ITEM: KLUNK ABOMINATION SIGN			DRAWN BY BD		
MAT'L:			CHK'D. BY		
			UNTOLERANCED DIM. FRACTL. DECIMAL .010 .XX ± .005 ± 020 .XXX ±		
			DRAWING NUMBER 7A		

Step 1) Attach the Support Frame in the ceiling, and attach the mechanism to the Support frame, as indicated in the written text. (Page 2, Steps C 1,2,3,4 and D 1,2,3)

Step 2) Attach the Springs -A-, to the Eyebolts -B- that are attached to the sign. Note the spring has S-Hooks after attaching the Spring -A- close over the end of the S-Hook using pliers.

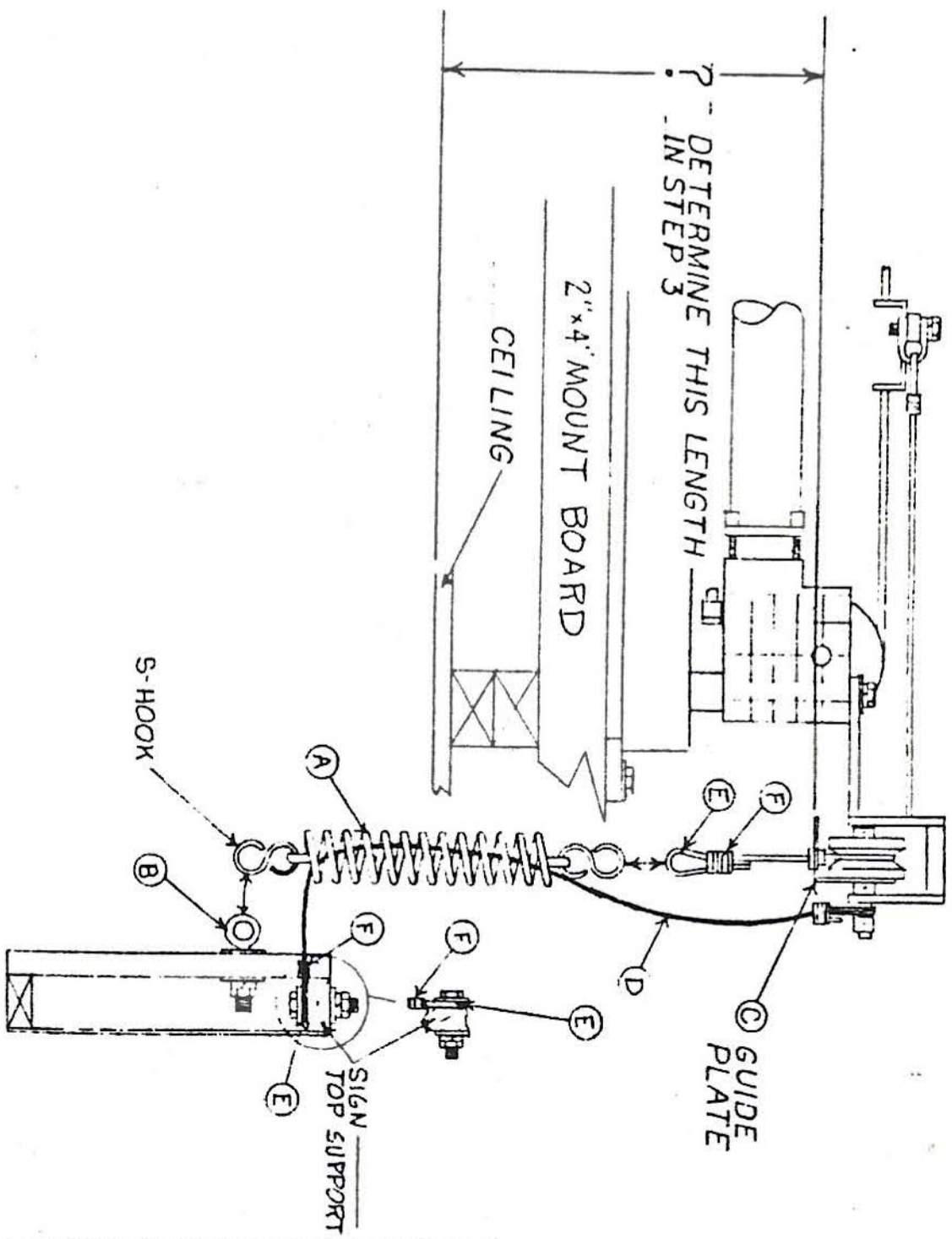
Step 3) Measure and note the dimension from the Guide Plate -C-, to the bottom of the Ceiling. To the noted dimension add 4" (the distance the Sign hangs below the Ceiling) add 18" (the length of the Cylinder stroke) to this add 12", the final dimension is the length your Safety Cables -D- should be when assembled.

Step 4) Attaching one of the Safety Cables.
Prop up the Sign at approximately 4' off the Stage. (Use 2 ladders one at each end of the Abomination Sign, if possible) pass the loose end of one Safety Cable -D- through the Spring -A-. Then at the length determined in Step 3, attach a Cable Thimble -E- and a Cable Crimp -F-, close the crimp. Attach the one Safety Cable -D- to the Sign using the hardware supplied. (1- 1/4"-20 x 1 1/2" bolt, 2 washers, 1 lock washer and one 1/4"-20 nut) Note the assembly in the drawing.

Step 5) Attaching the second Safety Cable.
Place a leveling tool on top of the Sign and have someone hold the Sign level for you. Route the Cable through the Spring and attach the second Safety Cable using the same hardware you used for the first. (Don't close the cable Crimp until you are sure the sign is level)

Step 6) Attaching one main cable.
The top of the Sign should be 22" below the Ceiling, with the cylinder in the fully open position. Have someone hold the Sign at the height for you. Attach the Main Cable to the S-Hook using a Cable Thimble -E- and a Cable Crimp -F-. Allow the Spring to extend from the weight of the Sign, and double check your 22" height before closing the Cable Crimp.

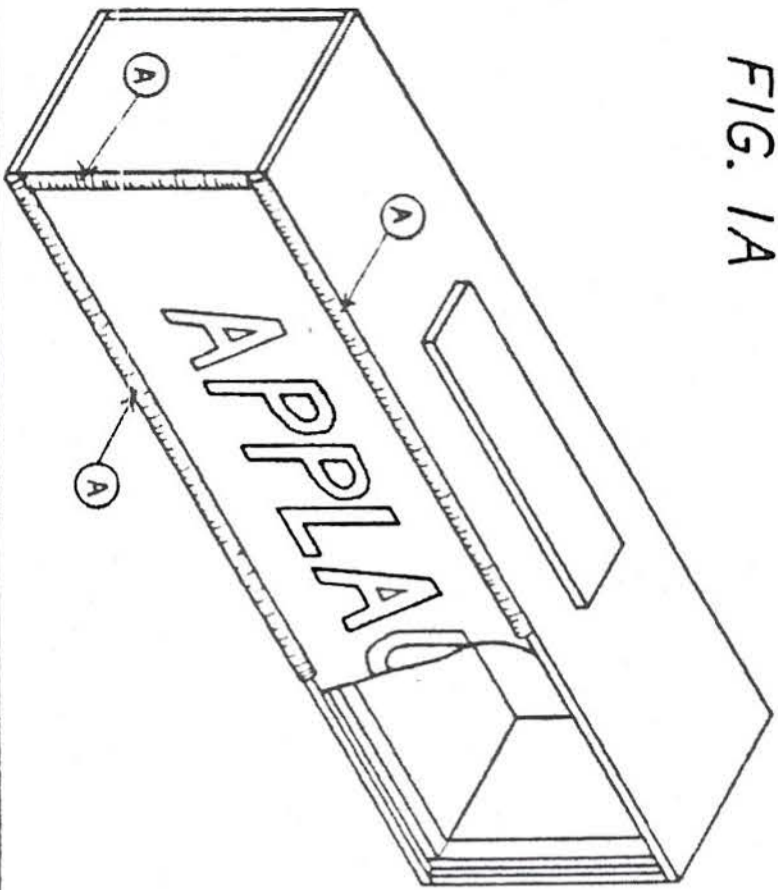
Step 7) Attaching the second Main Cable.
Place a leveling tool on top of the Sign, and have someone hold it level for you. Attach the Main Cable to the S-Hook. Don't forget to allow for Spring tension, double check all dimensions, and make sure the sign is level before closing the final Cable Crimp. (The Abomination Sign being level is more important, than the height being exactly 22") Reinstall the ceiling tiles, and cut out 5" clearance holes around where the cables pass through the ceiling tiles.



STOCK	MATL.
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All tol. and Non-accumulative		R. D APPROVAL DATE	
REVISIONS		PRODUCTION APP DATE	
REV	DATE	BY	DATE
ITEM: ABOINATION SIGN INSTALLTON		DEBURR AND BREAK ALL SHARP CORNERS	
SCALE: 3/11/82		DATE: 3/11/82	
DRAWN BY: [Signature]		CHK'D BY: [Signature]	
DRAUGHTSMAN: [Signature]		DATE: [Signature]	
DRAWING NUMBER: 8B			

FIG. 1A



DISASSEMBLY: (use Dwg. FIG 1A)

Step 1) Pull the plug to the Applause Sign.
 Step 2) Remove the old molding pieces -A-, by pulling them off with your hands if possible. If you can't pull them off with your hands, use a flat Screwdriver to pry them off. Be careful not to scratch the paint.

Step 3) Remove the painted plexiglass Applause Sign from the box. The plexiglass sign should not be glued in, if it is pry it out using a flat Screwdriver. (Be very careful not to crack or scratch the plexiglass)

REASSEMBLY (use dwg. FIG 2A)

Step 1) Attach the new Molding pieces -A- and -B- to the Light Box -C- using 4D Finishing Nails. (Note: Pilot holes are pre drilled through the frame) DO NOT nail on the end molding piece -D-.

Step 2) Slide the old Applause Sign into the attached, grooved, molding pieces.

Step 3) Attach the end molding piece -D- to the nailed on Molding pieces using 2, #6 x 1 1/4" Flat head wood screws -F-.

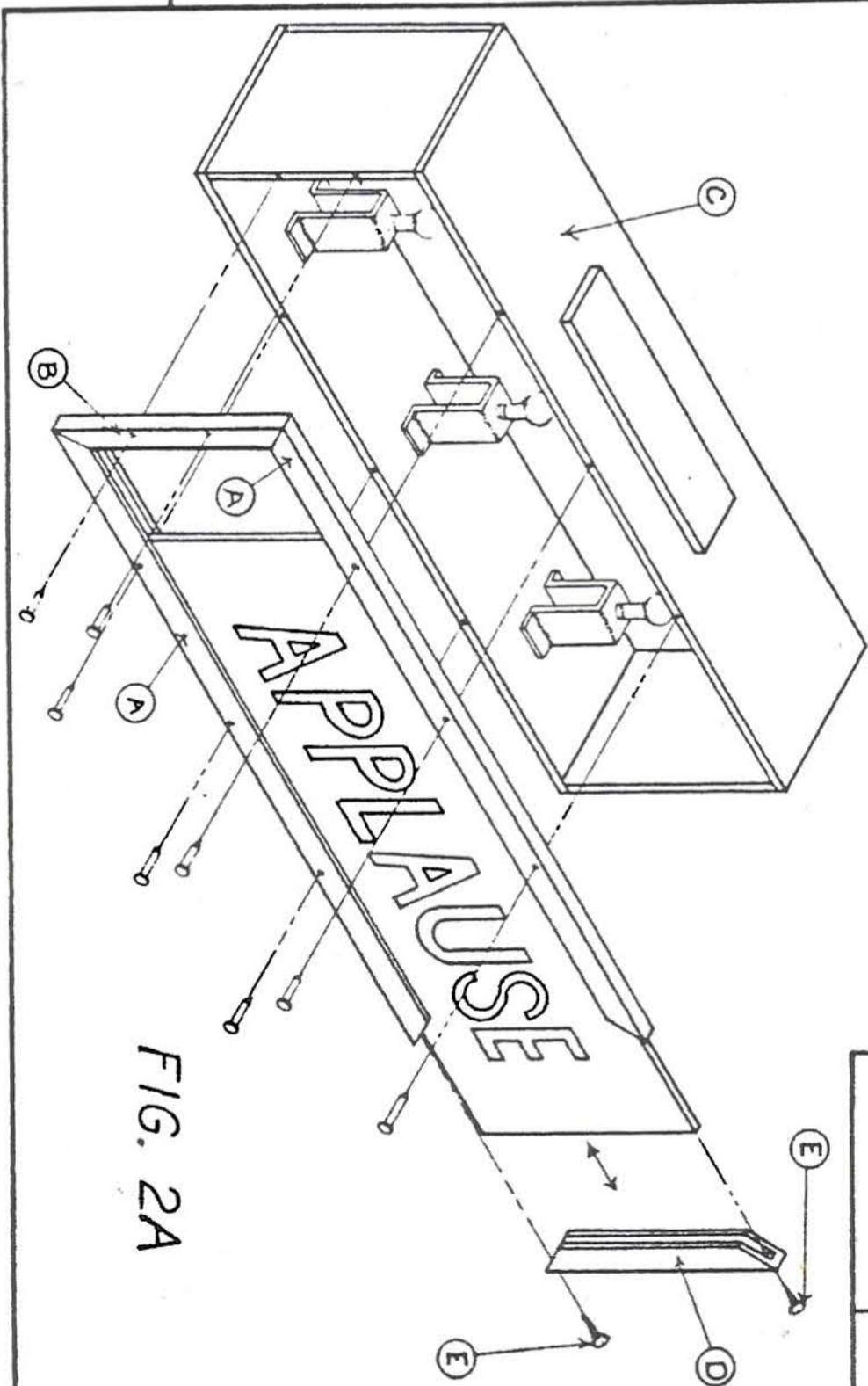


FIG. 2A

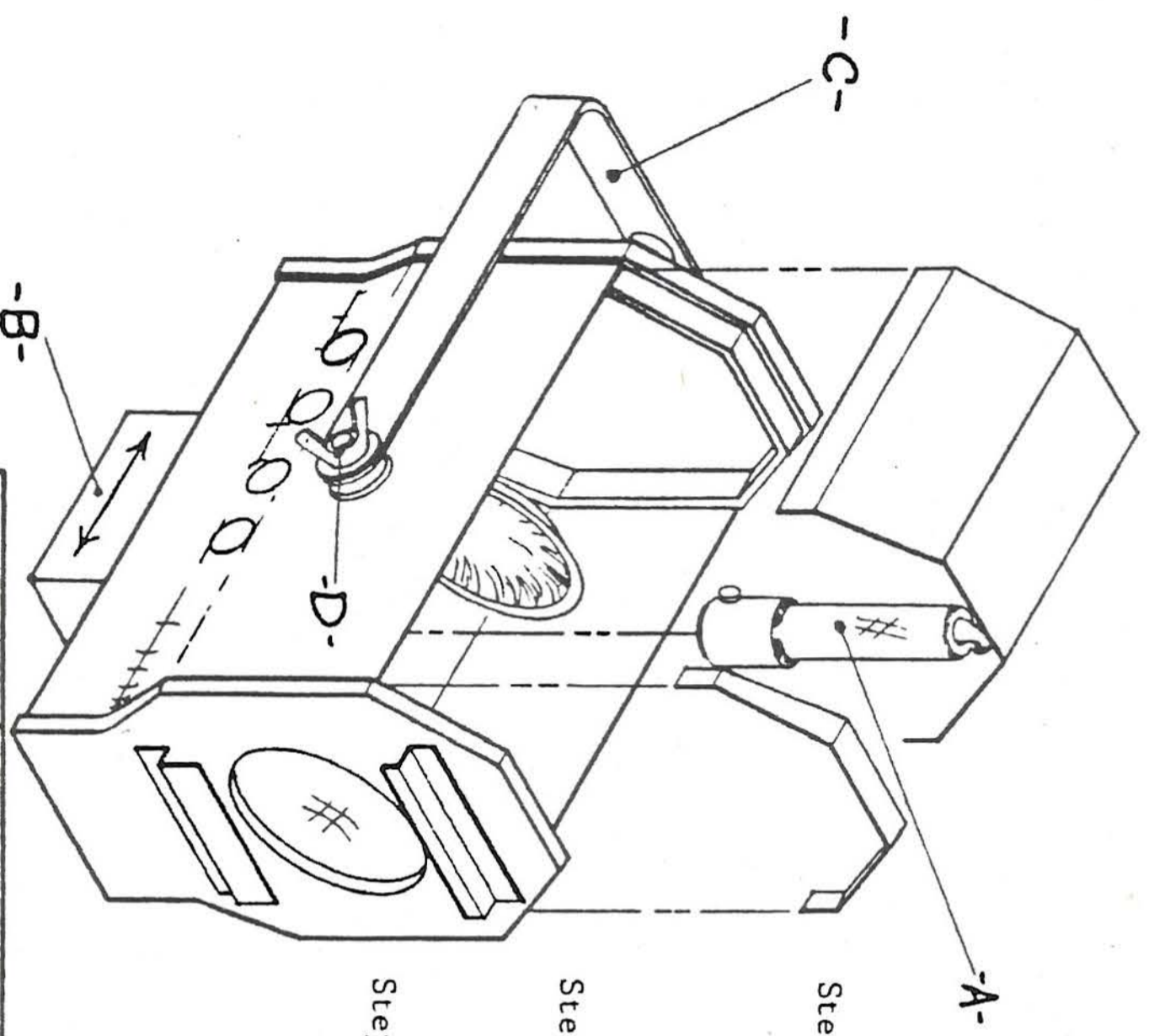
Step 4) Plug back in the Sign, use black touch up paint Part #APK 201 to cover any scratches.

Special: To change over from the "APPLAUSE" Sign to the "ON THE AIR" Sign used with Klunk.
 First unscrew and remove the end molding piece -D-, then slide out the old sign and slide back in the new sign. Finally reattach the end molding piece -D-, and touch up any scratched paint.

STOCK	MAT'L.
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All tol are Non-accumulative		R. O APPROVAL DATE		CIRRENTIVE ENGINEERING		SCALE		DRAWN BY		UNTOLENCED DIM FRACTL. DECIMAL	
REVISIONS		PRODUCTION APP DATE		DEBURR AND BREAK ALL SHARP CORNERS		8.3.83		B		.020	
REV	DATE	BY	DATE	DATE	DATE	DATE	DATE	DATE	DATE	DATE	DATE
ITEM APPLAUSE SIGN RETRO FIT				MATERIAL				DRAWING NUMBER 9A			

STOCK	MAT'L.
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Step 1) Lamp Installation

Handle the Lamp -A- using a clean rag, if you do touch it directly, clean it using Rubbing Alcohol. The Lamp is a push in and turn to lock type, HANDLE CAREFULLY.

Step 2) Mounting

Hang the light using the Mounting Bracket -C-. The Lamp -A- should point up with the Lamp Slide -B- to the bottom.

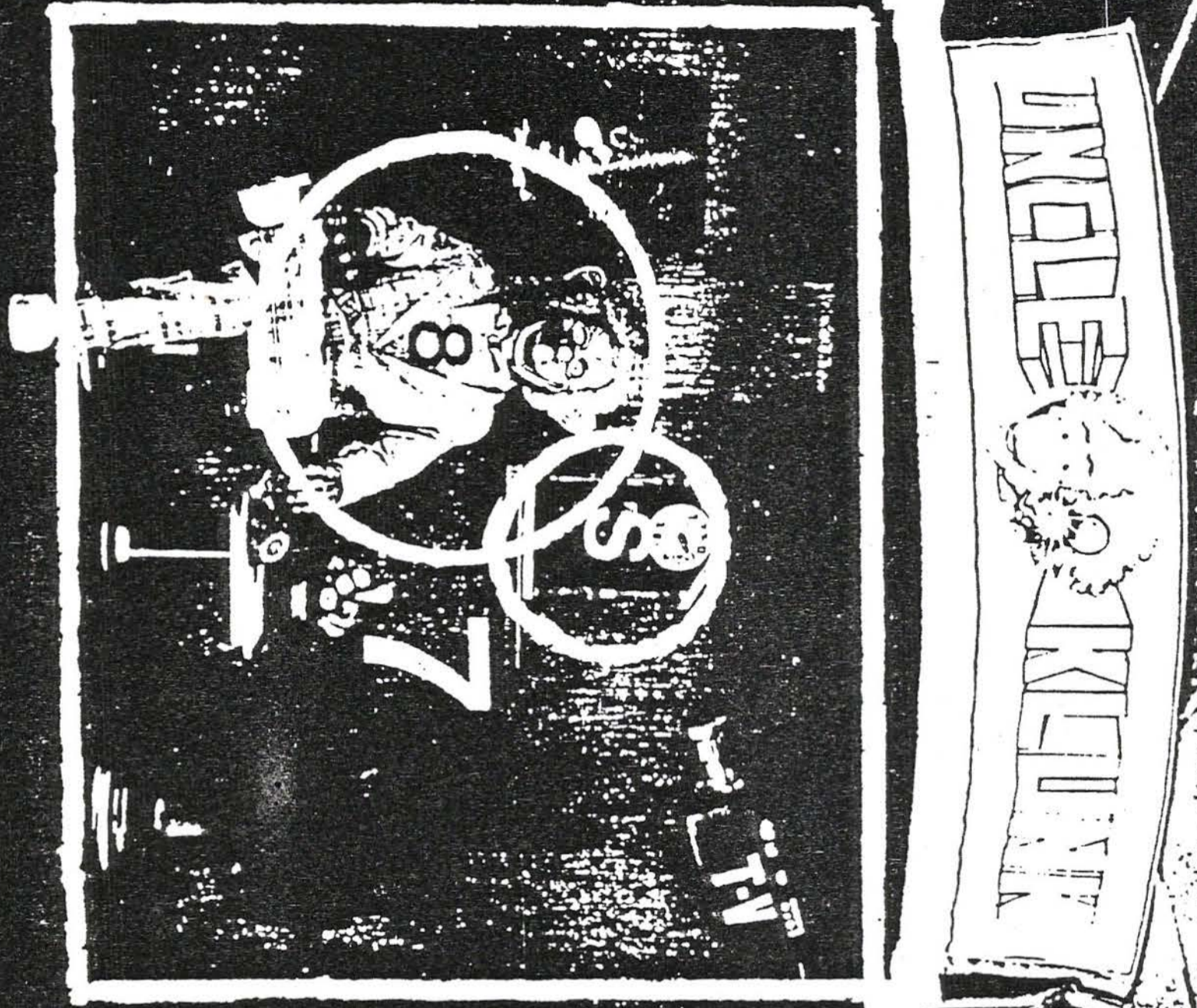
Step 3) Adjustment

The light is adjustable by pushing the Lamp Slide -B- forward and back. Adjust the tilt of the light by loosening and tightening of the Wing Nut -D-.

All tol. are Non-cumulative		R. + D. APPROVAL		DATE	
REVISIONS		PRODUCTION APP.		DATE	
REV.	DATE	BY	O. C. APPROVAL		DATE
			DEBURR AND BREAK ALL SHARP CORNERS		SCALE:
ITEM: MINI SPOT INSTALLATION			DATE: 8/1/83		CHK'D. BY
MAT'L:			DRAWN BY		PD
			UNTOLERANCED DIM. FRACT'L.		DECIMAL
			+ .020		.xx ± .010
					.xxx ± .005
			DRAWING NUMBER		10

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The small Spot Light is centered on the Coo Coo Clock face.
Spotlight #7 covers, in a square, the entire stage.
Spotlight #8 is centered on Klunk's Chest.
Note: Adjust the Lights to the outside of the line shown on the drawing.



DWG. 11A

July 8, 1983

UNCLE KLUNK

Critical Adjustments

- Section (A) Necessary tools, Drawing standards and Notes.
- Section (B) Critical Adjustment Chart.
- Section (C) Basic drawings of movements in need of Critical Adjustments, with reference to the Critical Adjustment Chart.

BY
PROCESS DEVELOPMENT
CREATIVE ENGINEERING, INC.

SECTION -A-

1) Necessary Tools:

- 1, 6" Steel Ruler
- 1, 12' Tape Measure
- 1, Steel Protractor
(Suggested type: Sears Craftsman #9-4029)

2) Drawing Standards:

All critical adjustments will be made using the angular dimensions, unless otherwise noted in the drawing, section -C-. The Pin to Pin dimensions on the Critical Adjustment are approximate.

3) Notes:

The Pin to Pin dimensions referred to, is a measurement from the center of the rear cylinder mount hole, to the center of the front cylinder mount hole.

On the Critical Adjustment chart a (+) or (-) tolerance is referred to, this means that the Pin to Pin or angular measurement can vary the allotted amount.

(Example: The Head Up, Down adjustment on the Critical Adjustment chart has a Pin to Pin of $10 \frac{3}{16}$ " (+) (-) $\frac{1}{8}$ ", and an angle of 154 degrees (+) (-) 1 degree or a Pin to Pin from $10 \frac{1}{16}$ " to $10 \frac{5}{16}$ " and an angle from 153 degrees to 155 degrees.)

For a drawing of the protractor required in most of the critical adjustments, and it's proper use refer to section -C-, drawing AA.

All drawings deal with the character in a static, pressurized position. Except the Coo Coo Bird which is measured in the open position for ease in measurement.

1983

SECTION -B-

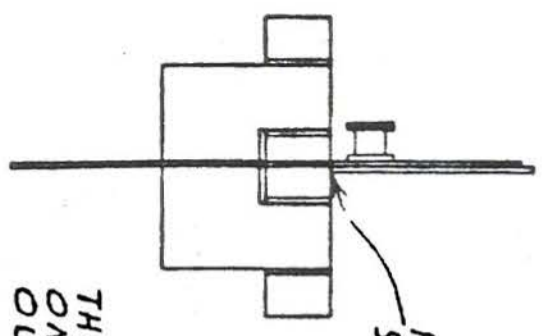
Critical Adjustment Chart

Description	Cyl. open	Cyl. Pin to	Tolerance Degree	Drawing On Angle	Drawing Number
	Cyl. Closed	Pin \pm 1/8"			
Mouth Lever*	C.C.	7 1/4"	90 D.	N/A	1A
Left, Right Ear	C.C.	4 9/16"	100 D.	+1-2 D.	2A
Left, Right Eyes*	R.C. F.O.	8 11/16"	90 D.	+1 D.	3A
Eye Lids*	R.C. F.O.	6 7/8"	N/A	N/A	4A
Head Up, Down	C.O.	10 3/16"	154 D.	+1 D.	5A
Head Left*	C.C.	3 3/8"	N/A	N/A	6A
Head Right*	C.C.	3 3/8"	110 D.	+1 D.	6A
Left Arm Swing	C.C.	7 3/16"	180 D.	+1 D.	7A
Left Arm Raise	C.C.	7 1/8"	125 D.	+1 D.	8A
Left Arm Twist	C.O.	6"	80 D.	+1 D.	9A
Left Elbow	C.C.	7 1/2"	168 D.	+1 D.	10A
Left Wrist Twist	C.O.	4 13/16"	118 D.	+1 D.	11A
Left Wrist	C.C.	2 3/4"	113 D.	+1 D.	12A
Thumb	C.O.	3 3/4"	130 D.	+1 D.	13A
Right Arm Raise	C.C.	6"	115 D.	+1 D.	14A
Right Arm Twist	C.O.	6"	90 D.	+1 D.	15A
Right Elbow	C.C.	7"	95 D.	+2-1 D.	16A
Right Wrist	C.O.	7 1/8"	180 D.	+2 D.	17A
Left Foot Wiggle*	C.C.	3 3/8"	128 D.	+2 D.	18A
Chair Left Right	R.C. F.O.	8 3/16"	0 D.	+1 D.	19A
Chair Lean	C.O.	11 3/4"	95 D.	+2-1 D.	20A
Bird Mouth	C.C.	5 1/16"	90 D.	+1 D.	21A
Bird Carrier*	C.O.	9 1/4"	130 D.	+2 D.	22A

R.C. F.O. Rear Cylinder Closed, Front Cylinder Open

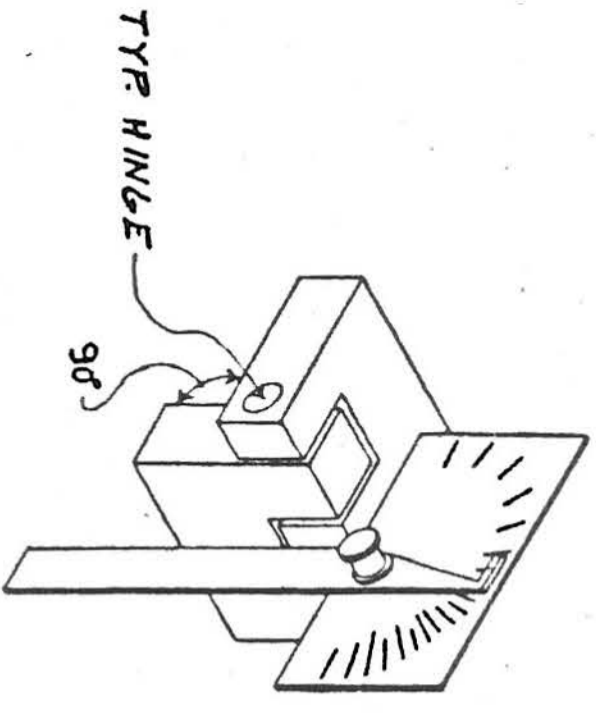
* Refer to the Drawing for complete information

STOCK MATL.



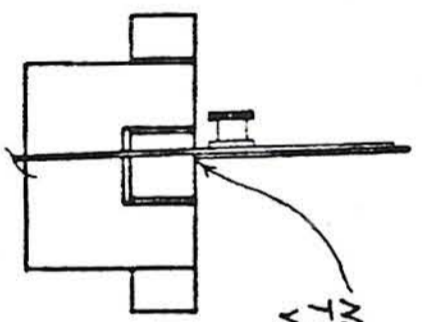
NOTE: PROTRACTOR IS SQUARE WITH HINGE

THE ANGLE CAN BE MEASURED ON THE INSIDE OR THE OUTSIDE OF THE HINGE

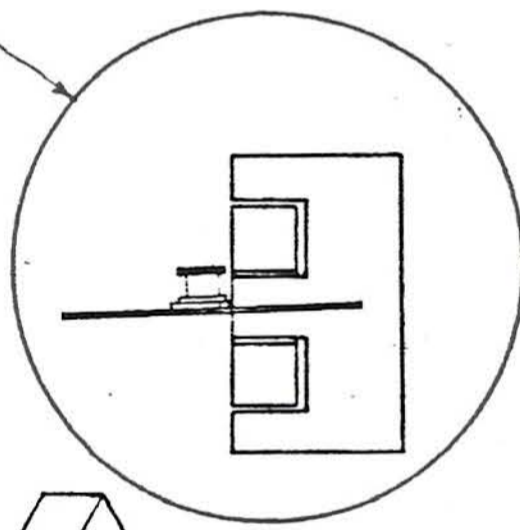


TYP HINGE 90°

CORRECT USAGE

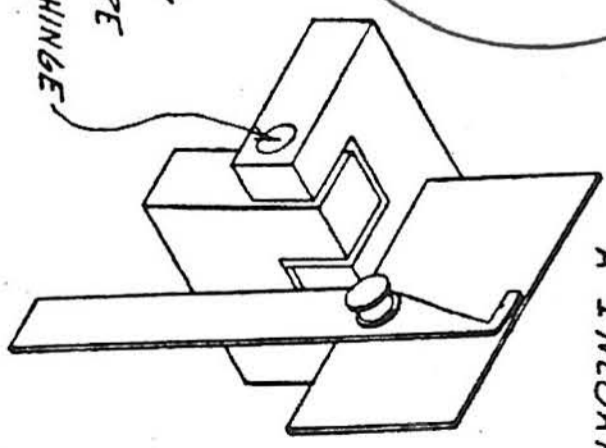


NOTE: PROTRACTOR IS TILTED OFF SQUARE WITH THE HINGE



TOP VIEW SHOWING THE PROTRACTOR TWISTED OFF SQUARE

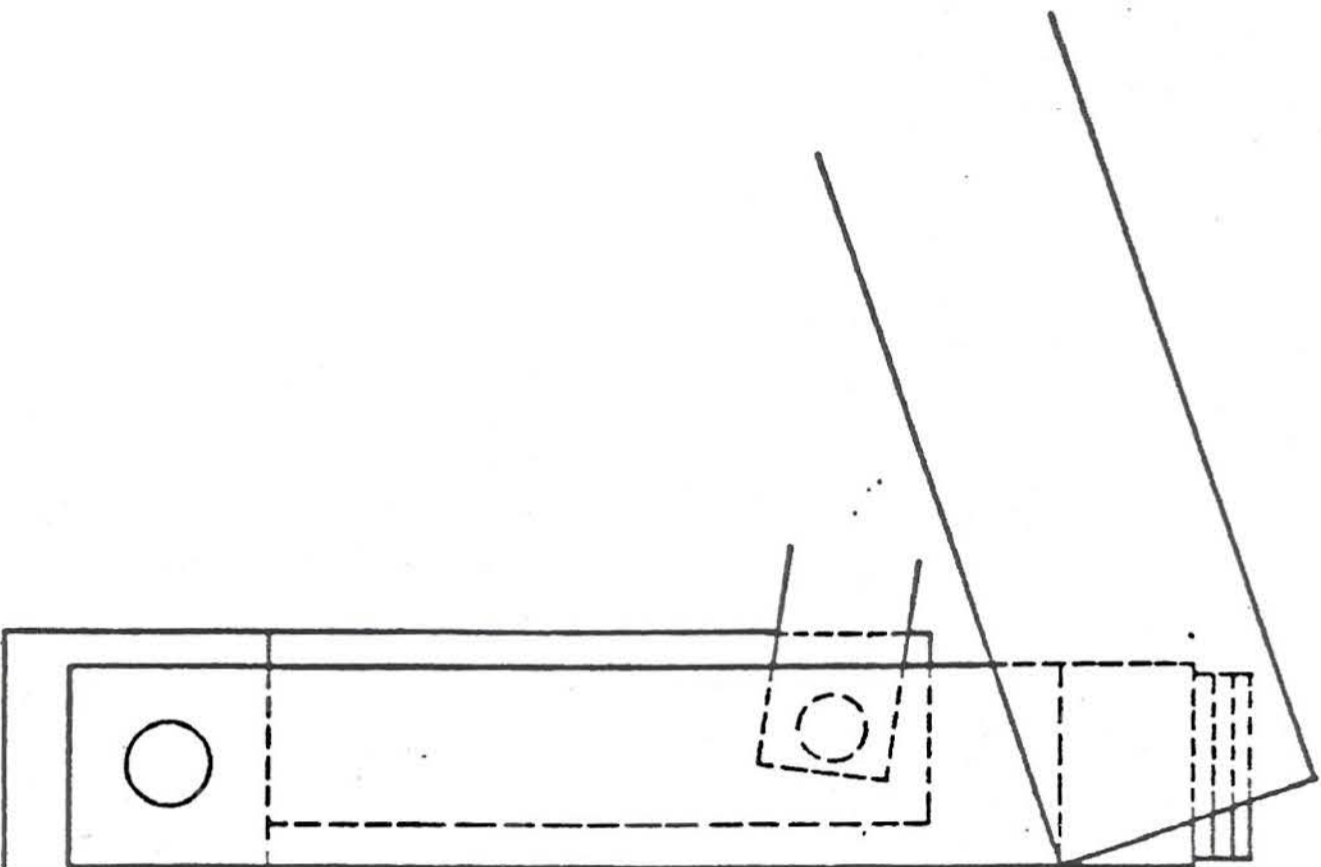
TYP HINGE



INCORRECT USAGE
TILTING AND/OR TWISTING OF THE PROTRACTOR OFF SQUARE WITH THE HINGE WILL CAUSE AN INCORRECT READING

All tol are Non-accumulative		R. D. APPROVAL	DATE	CIRRENTIVE	
		2-18-53		ENGINEERING	
REVISIONS		PRODUCTION APP. DATE	DATE	DESIGN AND DRAWING	
REV	DATE	BY	DATE	SCALE	DATE
			6-29-53		
ITEM: PROPER USAGE OF PROTRACTOR		O.C. APPROVAL		DRAWN BY	
MATERIAL				CHKD BY	
				BD	
				UNTOLEBRANCED DIM. FRACTL. DECIMAL .010 .020 .005	
				DRAWING NUMBER AA	

STOCK	MATL.
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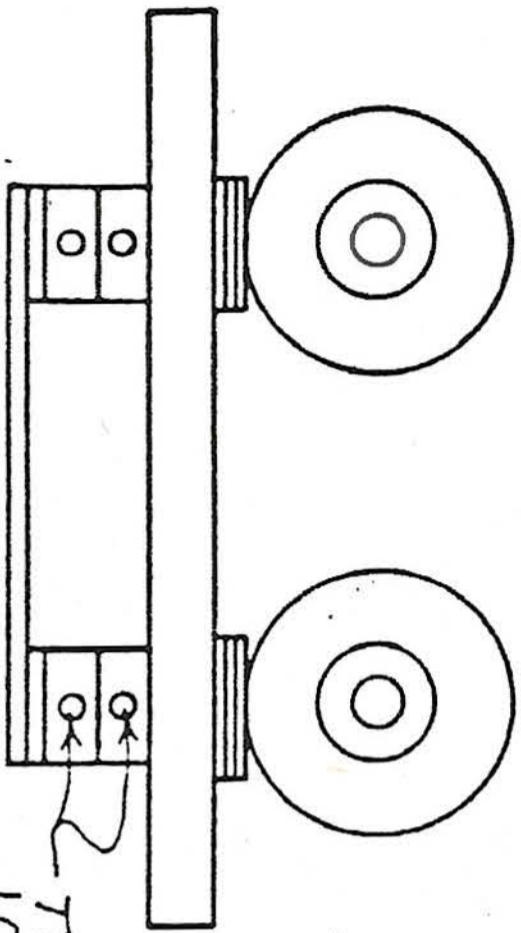
ANGLE IS MEASURED OFF THE FACE PLATE. THE 90° ANGLE IS AN APPROXIMATION. FINAL ADJUSTMENT IS MADE WITH THE LATEX MASK ON. THE MOUTH SHOULD BE CLOSED BUT NOT TOUCHING THE UPPER LIP.

All tol. are Non-accumulative		R. I. D. APPROVAL <i>SB</i>	DATE 2.83
		PRODUCTION APP. DATE	
REVISIONS	DATE	BY	
Q. C. APPROVAL		DATE	
DEBURR AND BREAK ALL SHARP CORNERS		SCALE: _____	
DATE: 6.22.83		DRAWN BY <i>PD</i>	
ITEM: SIDE VIEW OF HEAD SHOWING MOUTH OF LEVER ONLY		CHK'D. BY	
MATERIAL:		DRAWING NUMBER	1-P

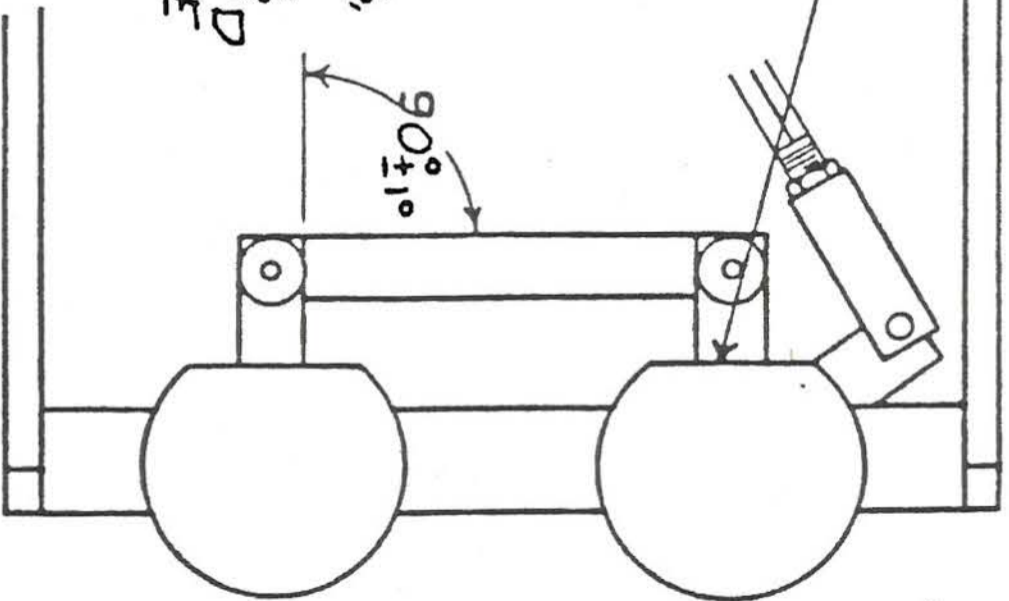
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UNITED FRAMES - 5MM.
 FRACTURE - DECIMAL
 1-000 - 1-005

THE BACK OF THE EYE BALLS
 ARE CUT OFF FLAT. LAY A 6"
 RULER ACROSS THE 2 EYE BALLS
 TO SQUARE THEM TO EACH OTHER



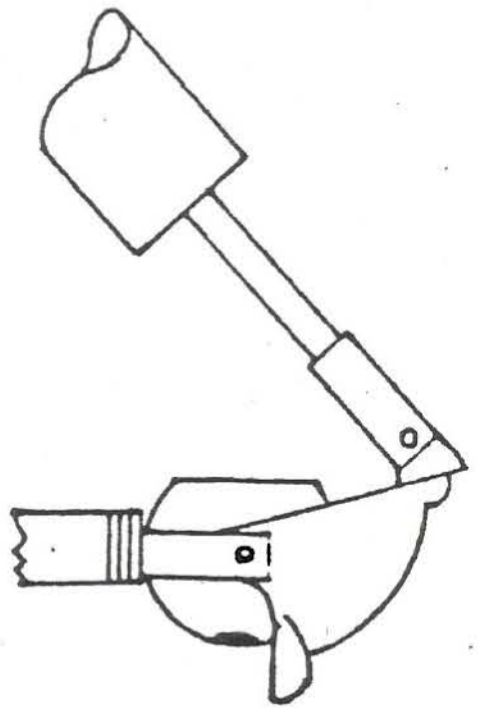
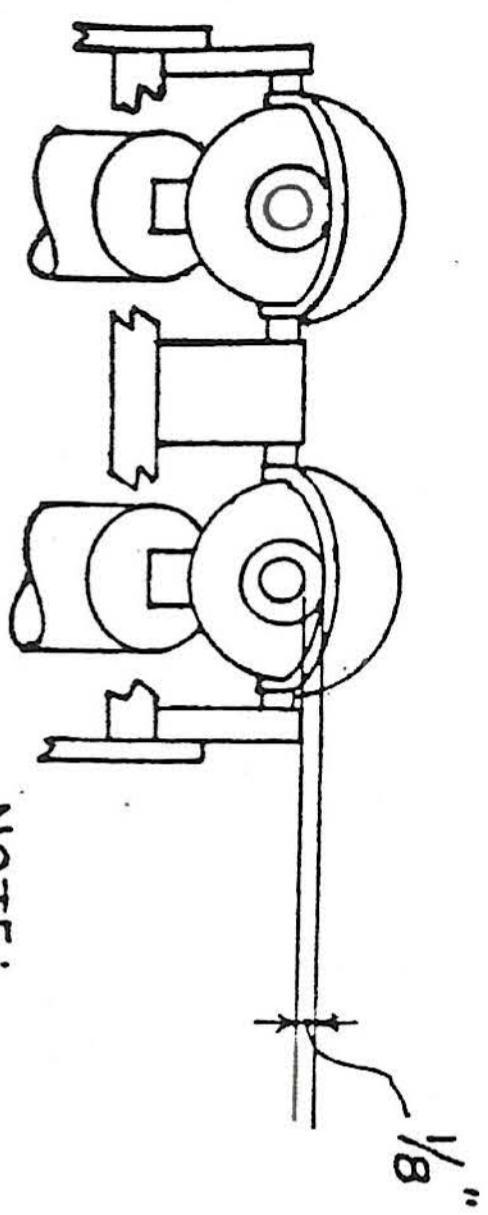
TO ADJUST EYES,
 LOOSEN THE 2
 SHAFT COLLARS
 INDICATED AND
 TURN THE EYE



STOCK	MAT'L.
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All tol. are Non-accumulative		R. I. D. APPROVAL DATE <i>[Signature]</i> 2-93	DEBURR AND BREAK ALL SHARP CORNERS + .010	SCALE: _____	DRAWN BY <i>[Signature]</i>
REVISIONS		PRODUCTION APP. DATE	CIRCUITRY ENGINEERING	DATE: 6-22-83	CHK'D. BY <i>[Signature]</i>
REV.	DATE	BY			
ITEM: TOP AND FRONT VIEW SHOWING EYES ONLY		PROPERTY OF CREATOR ENGINEERING, INC. REPRODUCTION W/O AUTHORIZATION IS STRICTLY PROHIBITED		DRAUGHTSMAN: <i>[Signature]</i>	
MATTL:		UNTOLEERANGED DIM-FRAGILE-DEGMAL-+020-+010-+005		DRAWING NUMBER 3 A	

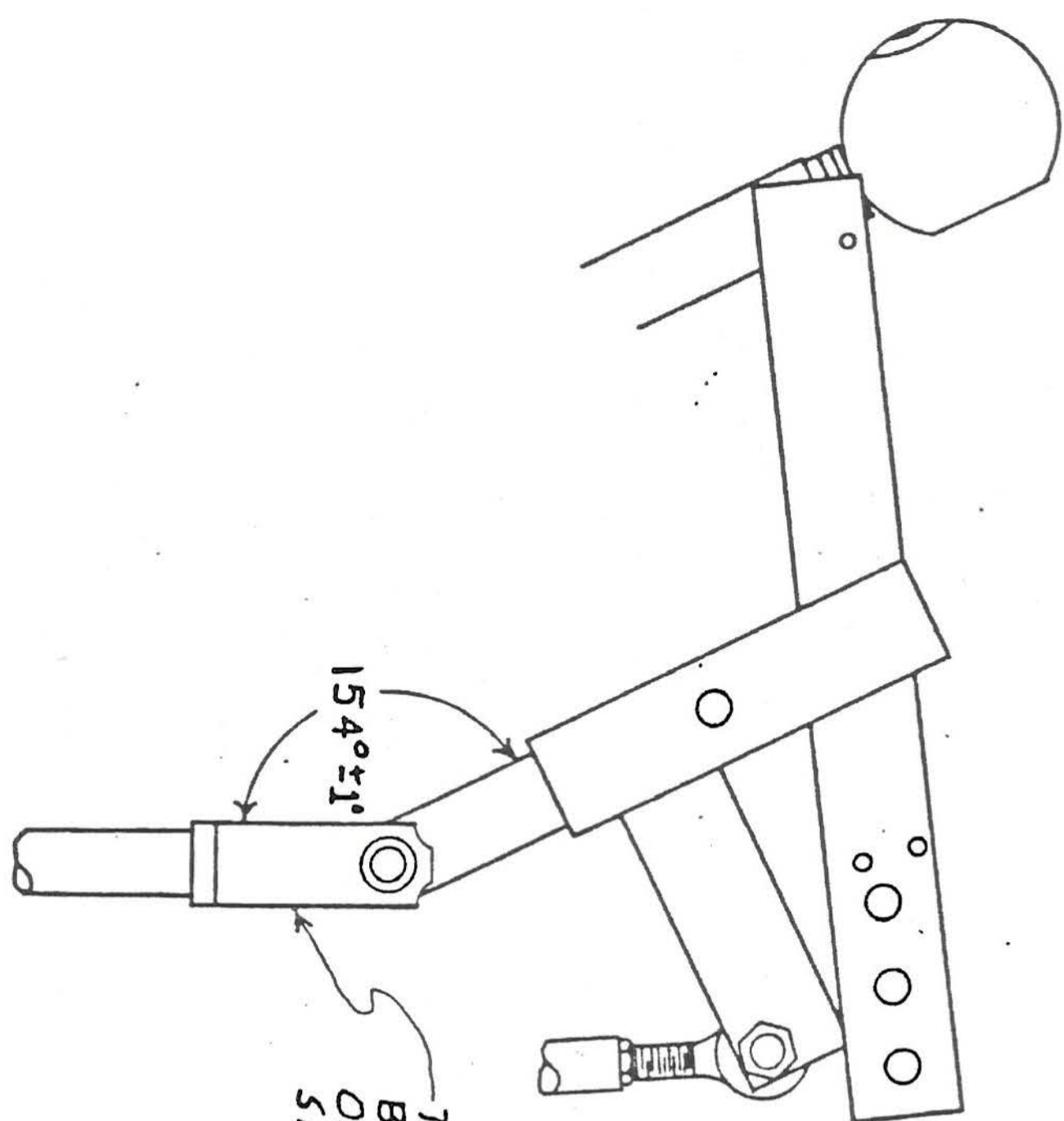
STOCK	MATL.
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NOTE:
 THE EYE LID IS 1/8" ABOVE
 THE PUPIL WHEN THE FRONT CYLINDER
 IS OPEN, AND THE REAR CYLINDER IS
 CLOSED.

All tol. are Non-accumulative		R. D. APPROVAL <i>[Signature]</i>		DATE 7-88	
REVISIONS		PRODUCTION APP. DATE		D. C. APPROVAL DATE	
REV.	DATE	BY			
ITEM: FRONT AND SIDE VIEW OF EYES			DEBURR AND BREAK ALL SHARP CORNERS .010		
MATL:			SCALE: _____		
			DATE: 6-28-83		
			DRAWN BY: CARL R		
			CHK'D. BY		
			PROPERTY OF CREATIVE ENGINEERING, INC. REPRODUCTION W/O AUTHORIZATION IS STRICTLY PROHIBITED		
			UNTOLEMANDED-DMM- FRAGILE-DEGMAT		
			DRAWING NUMBER 4A		

STOCK	MAT'L.
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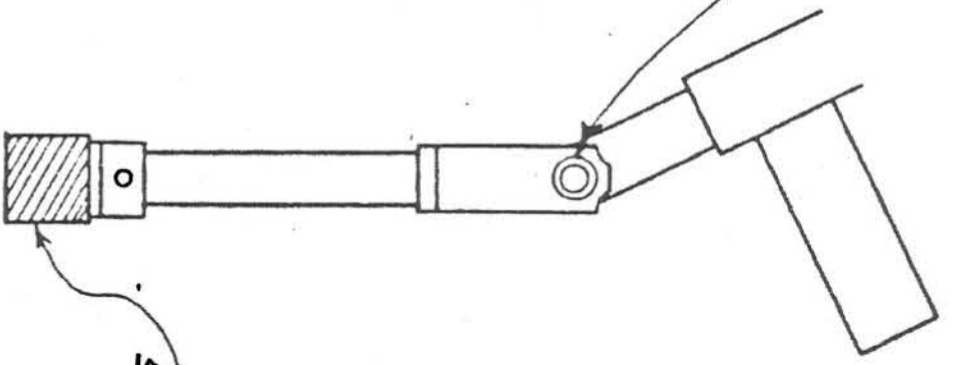


THE ANGLE IS MEASURED BETWEEN THE HINGE ON THE TOP OF THE NECK SHAFT AND THE HEAD

All tol. are Non-accumulative		R.I.D. APPROVAL DATE <i>Vis B</i> 7-83		CIRREATIVE ENGINEERING INC <small>Property of Cirreative Engineering Inc. Reproductions w/o Authorization is strictly prohibited</small>	
REVISIONS		PRODUCTION APP. DATE			
REV.	DATE	BY	Q. C. APPROVAL DATE	DEBURR AND BREAK ALL SHARP CORNERS ± .010	SCALE: DATE: 6-23-83
ITEM: SIDE VIEW OF HEAD AND UPPER NECK			DRAWN BY <i>BP</i>		
MATERIAL:			CHK'D. BY		
			UNTOLERANCED DIM. FRACTL. DECIMAL		
			± .020 .xx ± .010		
			± .xxx ± .005		
			DRAWING NUMBER 5		

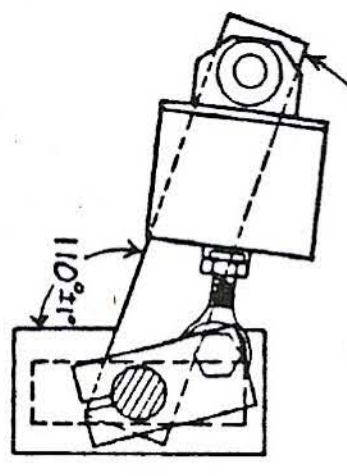
STOCK MATL.

WITH BOTH CYLINDERS IN THE FULLY CLOSED POSITION. THE HEAD WILL BE SQUARE WITH THE SHOULDER BAR



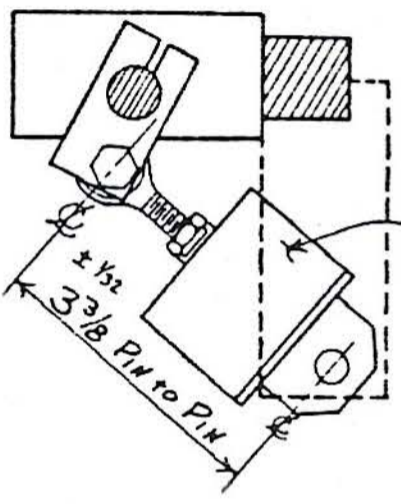
SHOULDER BAR IS SHOWN CUT OFF

ANGLE IS MEASURED BETWEEN REAR MOUNT AND THE CHEST FRAME



TOP VIEW HEAD RIGHT ONLY

SET THIS CYLINDER USING THE PIN TO PIN DIM.

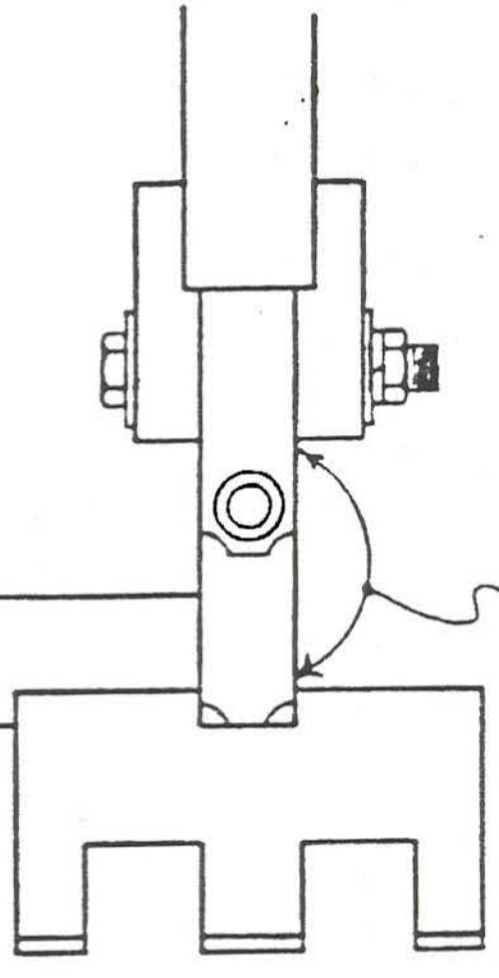


BOTTOM VIEW HEAD LEFT ONLY

All tol are Noncumulative		R I D APPROVAL DATE		DEBURN AND BREAK ALL SHARP CORNERS		SCALE		DRAWN BY	
REVISIONS		DATE		DATE		6 23 83		BD	
REV	DATE	BY		O C APPROVAL	DATE			CHKD BY	
ITEM: ADJUSTMENT OF HEAD LEFT, RIGHT CYLINDERS				MATERIAL				DRAWING NUMBER	
								6A	

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STOCK	MAT'L.
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E-HINGE ATTACHED TO THE CHEST IS SQUARE WITH THE ARM SWING HINGE

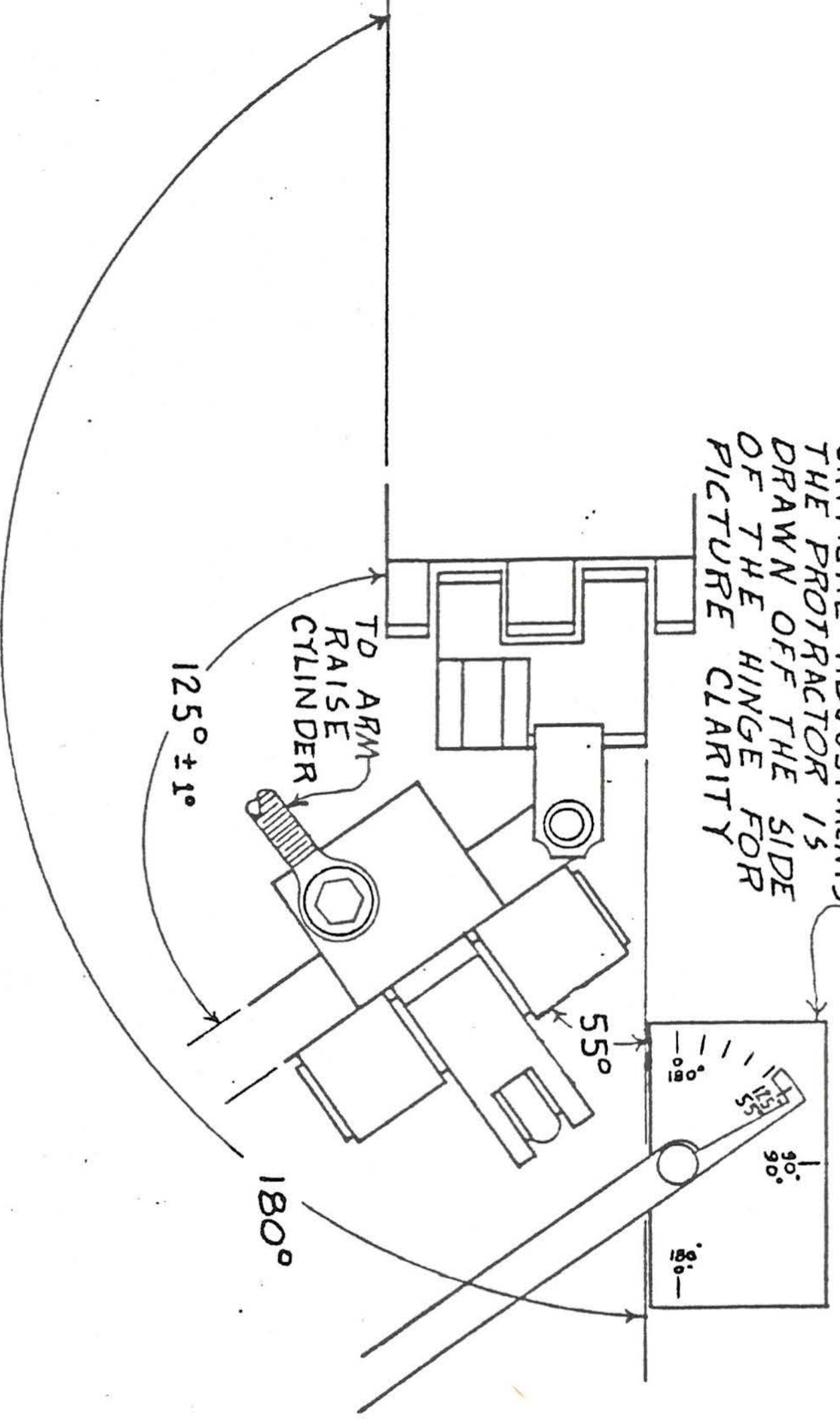
LEFT ARM SWING CYL.

All tol. are Non-accumulative		R. + D. APPROVAL	DATE	DEBURR AND BREAK ALL SHARP CORNERS		SCALE:	DRAWN BY
		<i>[Signature]</i>	2-83	DATE: 6-23-83			<i>[Signature]</i>
REVISIONS		PRODUCTION APP.	DATE	DATE: 6-23-83			CHK'D. BY
REV.	DATE	BY					<i>[Signature]</i>
		ITEM: TOP VIEW SHOWING ARM SWING ONLY					
		MATTL:					DRAWING NUMBER
							7A

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UNTOLEERANGED DIM.
 FRACTIONAL DECIMAL
 1-000 1-1000 1-10000

A PROTRACTOR IS REQUIRED FOR CRITICAL ADJUSTMENTS THE PROTRACTOR IS DRAWN OFF THE HINGE FOR PICTURE CLARITY

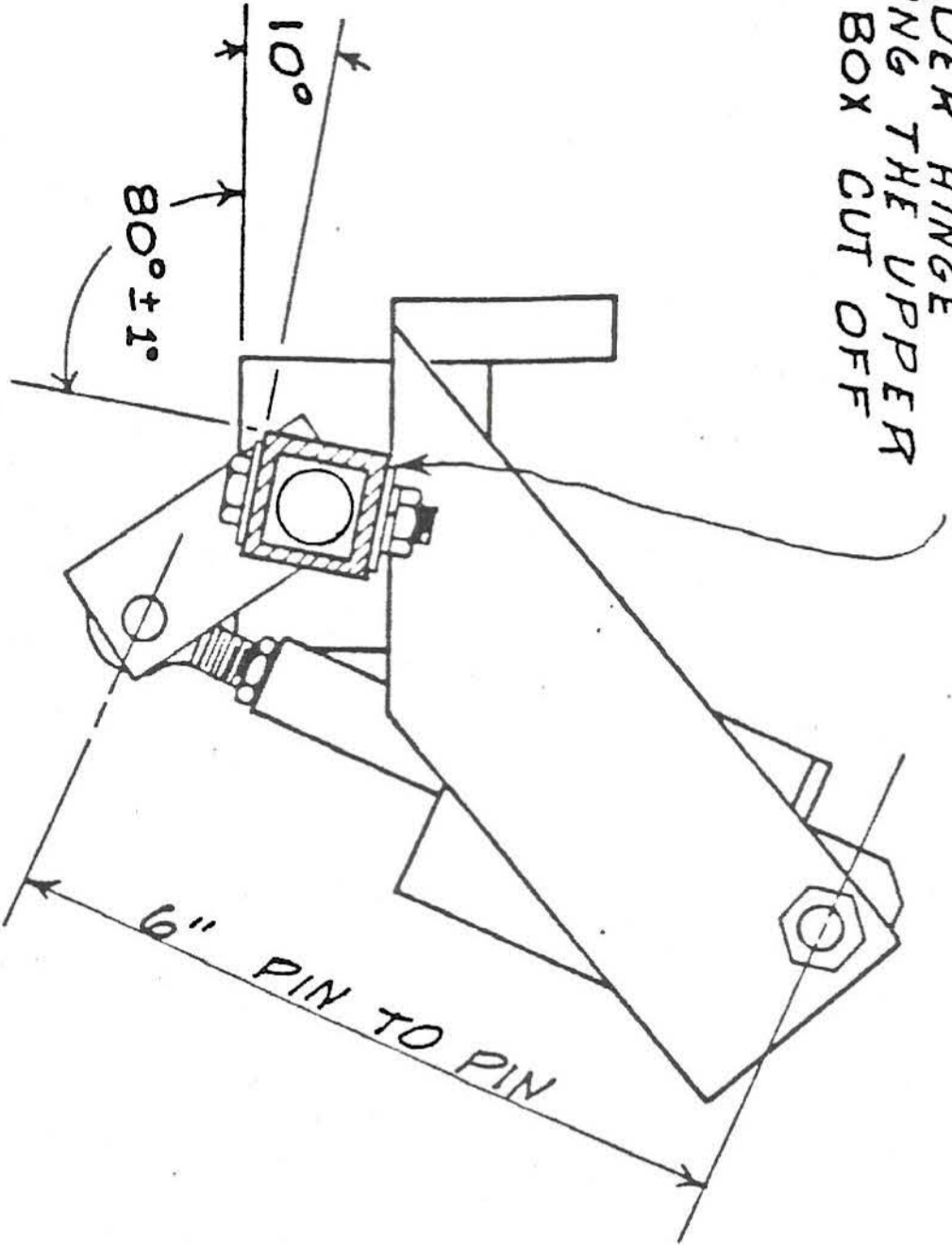


STOCK	MATL.
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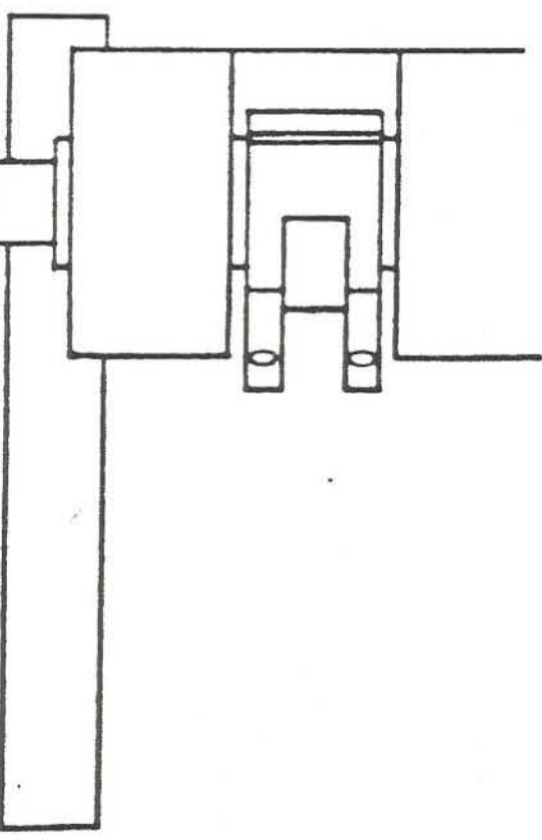
All tol. are Non-accumulative		R + D APPROVAL DATE	DATE	CREATIVE ENGINEERING <small>Property of Creative Engineering, Inc. Reproductions W/O Authorization is strictly prohibited</small>	DEBURR AND BREAK ALL SHARP CORNERS .010	SCALE: _____ DATE: 6.23.83	DRAWN BY BD	CHK'D. BY _____	
REV.	DATE	BY							
ITEM: SIDE VIEW SHOWING ARM RAISE HINGE MATL.:				PRODUCTION APP. DATE		Q. C. APPROVAL DATE		UNTOLERANCED DIMS - FRAC PL. DECIMAL - THRU - THRU -	

DRAWING NUMBER 81

BOTTOM VIEW OF THE SHOULDER HINGE SHOWING THE UPPER ARM BOX CUT OFF



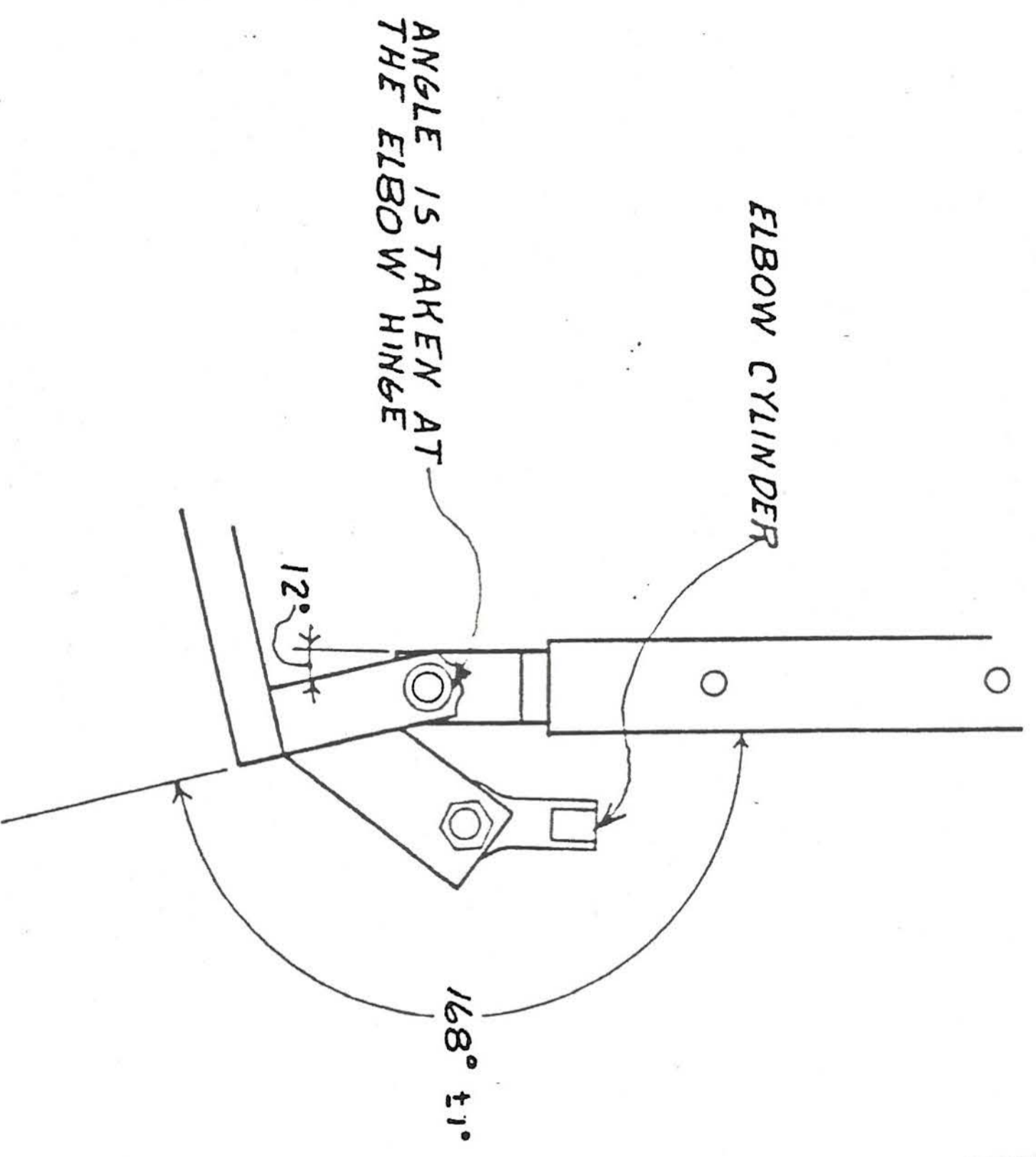
STOCK	MAT'L.
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THE UPPER ARM BOX IS AT 80° TO THE FACE OF THE SHOULDER HINGE. NOTE: THE CYLINDER IS FULLY OPEN

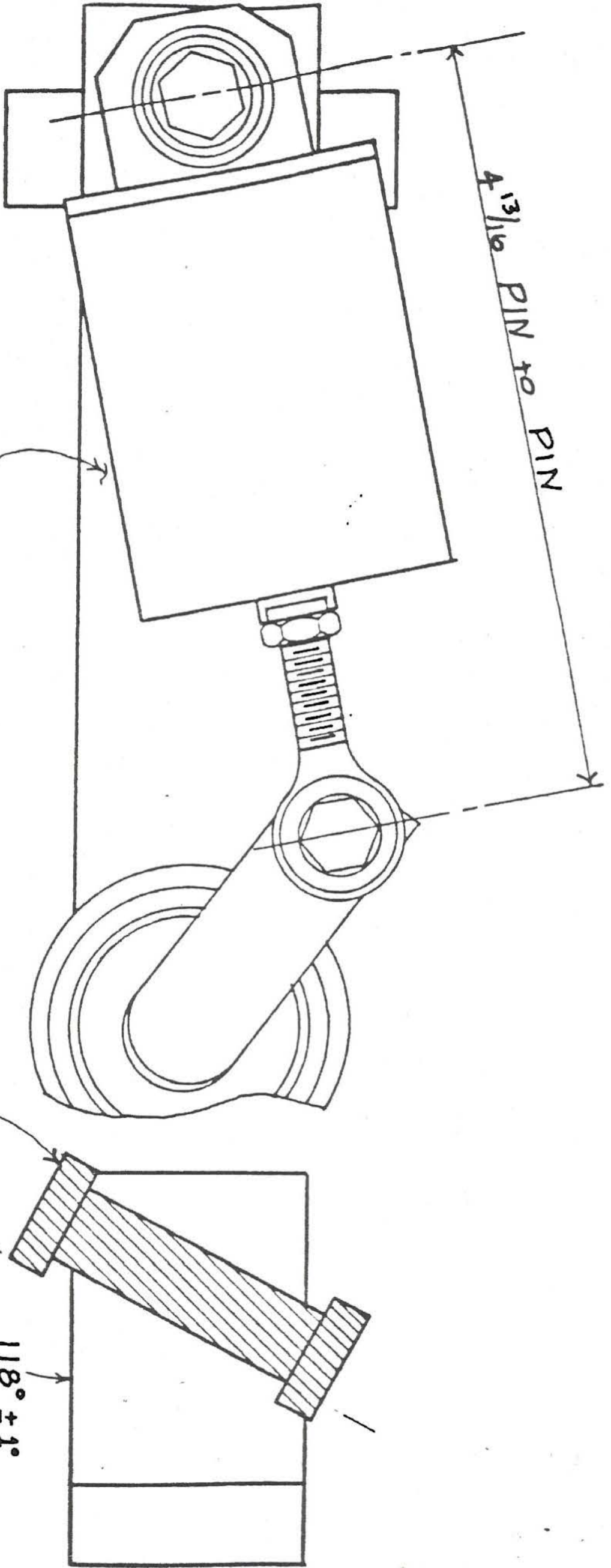
All tol. are Non-accumulative		R.I.D. APPROVAL	DATE	DEBURR AND BREAK ALL SHARP CORNERS		SCALE:	DRAWN BY
		<i>[Signature]</i>	2/83	CIRCUITRY ENGINEERING		DATE: 6.24.83	<i>[Signature]</i>
REVISIONS		PRODUCTION APP. DATE		PROPERTY OF CREATOR ENGINEERING, INC. REPRODUCTION W/O AUTHORIZATION IS STRICTLY PROHIBITED			CHKD. BY
REV.	DATE	BY					<i>[Signature]</i>
ITEM: ADJUSTMENT FOR LEFT SHOULDER TWIST						UNINTERANGED DIM. FRAGILE. BEGIMM	
MATERIAL:						DRAWING NUMBER	
						9A	

STOCK	MAT'L.
-------	--------



All tol. are Non-accumulative		R. I. D. APPROVAL	DATE	DEBURR AND BREAK ALL SHARP CORNERS		SCALE:	DRAWN BY
		<i>[Signature]</i>	3/83	010		DATE: 6-20-83	ED
REVISIONS		PRODUCTION APP. DATE		O. C. APPROVAL DATE			CHK'D. BY
REV.	DATE	BY					
ITEM: SIDE VIEW LEFT ELBOW HINGE							
MATTL:							
CIRRENTYVE ENGINEERING <small>Property of Creative Engineering Inc Reproduction W/O Authorization is strictly prohibited</small>							
<small>UNTERANGED-DIM- FRAGILE-BEGRIME 020 010 005</small>							
DRAWING NUMBER							10

STOCK	MAT'L.
-------	--------



BOTTOM VIEW
OF THE LOWER
LEFT ARM

END VIEW FACING
THE WRIST THE
HAND IS SHOWN
CUT OFF

118° ± 1°

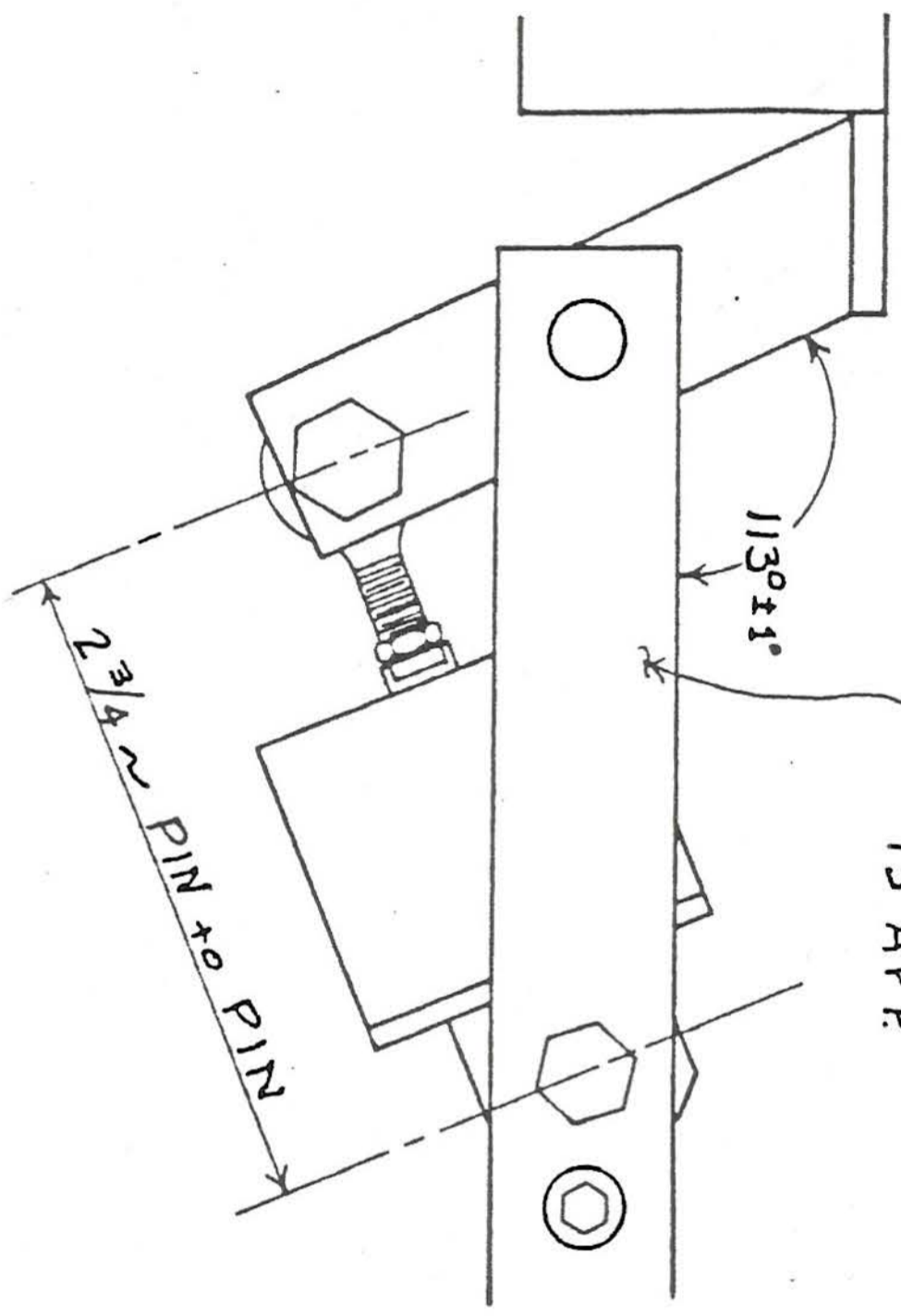
All tol. are Non-accumulative		R. I. D. APPROVAL <i>W.S.</i>	DATE 7/83	DEBURR AND BREAK ALL SHARP CORNERS 010		SCALE: _____	DRAWN BY <i>BD</i>	Property of Creative Engineering, Inc. Reproduction W/O Authorization is Inc. strictly prohibited
REVISIONS		PRODUCTION APP. DATE	Q. C. APPROVAL DATE	DATE: 7.6.83		CHK'D. BY		
REV.	DATE	BY						
ITEM: ADJUSTMENT FOR WRIST TWIST MECH.		MATERIAL:				DRAWING NUMBER 11A		

ADJUSTMENT FOR
WRIST TWIST MECH.

DRAWING NUMBER
11A

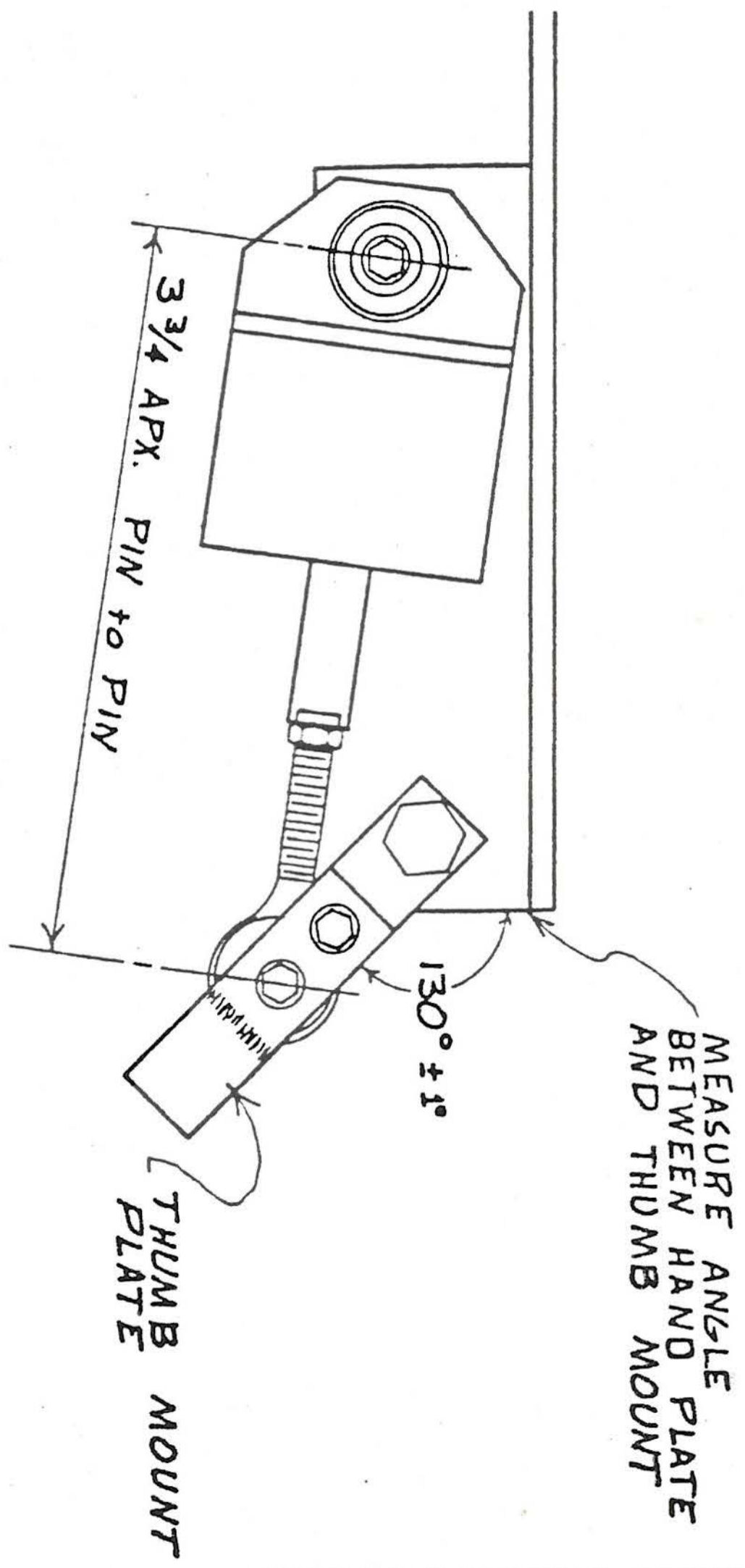
STOCK	MATL.
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ANGLE IS TAKEN BETWEEN THE WRIST EXTENSION PLATE AND THE ACTUATION LEVER. PIN +0 PIN ON THE CYLINDER IS APP



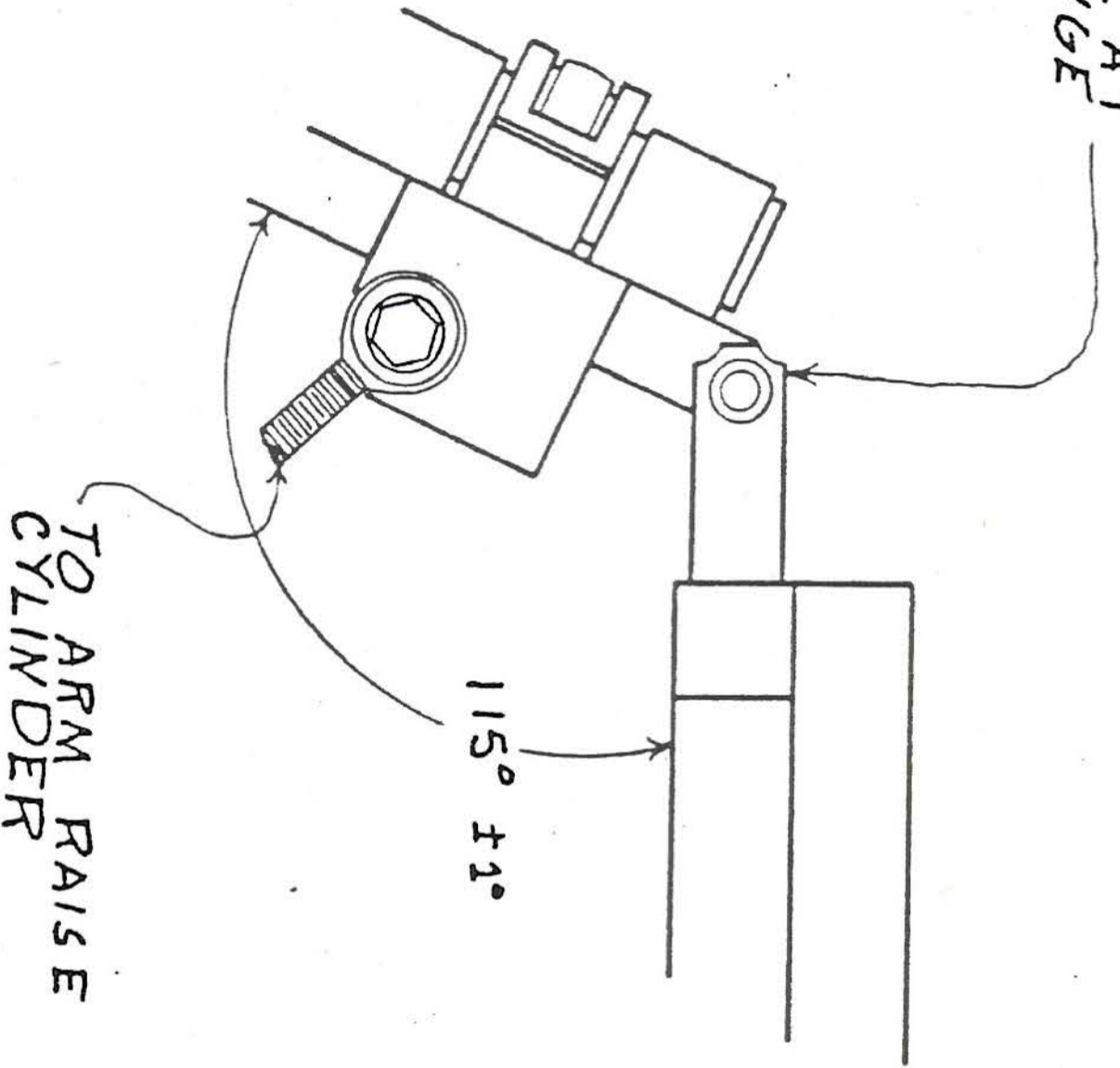
All tol. are Non-accumulative		R.I.D. APPROVAL		DATE	
		[Signature]		7/83	
REVISIONS		PRODUCTION APP. DATE		DEBURR AND BREAK ALL SHARP CORNERS	
REV	DATE	BY		DATE: 6-23-83	SCALE: _____
ITEM: SIDE VIEW LEFT WRIST BEND MECHANISM			DRAWN BY [Signature]		
MATERIAL:			CHK'D. BY [Signature]		
			PROPERTY OF CREATIVE ENGINEERING, INC. REPRODUCTION W/O AUTHORIZATION IS STRICTLY PROHIBITED.		
			UNTOLEERANGED-DIM- FRAGTL- DECHMAT- 020- 010- 005		
			DRAWING NUMBER 12		

STOCK	MAT'L.
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All tol. are Non-accumulative		R.I.D. APPROVAL DATE	CIRREATIVE ENGINEERING INC	
		<i>C. S. E.</i> 7/83	PROPERTY OF CREATIVE ENGINEERING, INC. REPRODUCTION W/O AUTHORIZATION IS STRICTLY PROHIBITED	
REVISIONS	Q. C. APPROVAL DATE	DEBURR AND BREAK ALL SHARP CORNERS 010	SCALE: _____	DRAWN BY <i>BD</i>
REV. DATE BY		DATE: 6-23-83	CHK'D. BY	UNTOLERANCED DIMS - FRONT - DECIMAL - 010 - 000
				DRAWING NUMBER 15
ITEM: SIDE VIEW LEFT THUMB MECH.		MATERIAL:		

MEASURE THE ANGLE AT THE SHOULDER HINGE



STOCK	MATL.
-------	-------

All tol. are Non-accumulative

REVISIONS		
REV.	DATE	BY

R. I. D. APPROVAL DATE
[Signature] 7/83

PRODUCTION APP. DATE

Q. C. APPROVAL DATE

DEBURR AND BREAK ALL SHARP CORNERS
010

SCALE: _____
DATE: 6-27-83

DRAWN BY *[Signature]*
CHK'D. BY

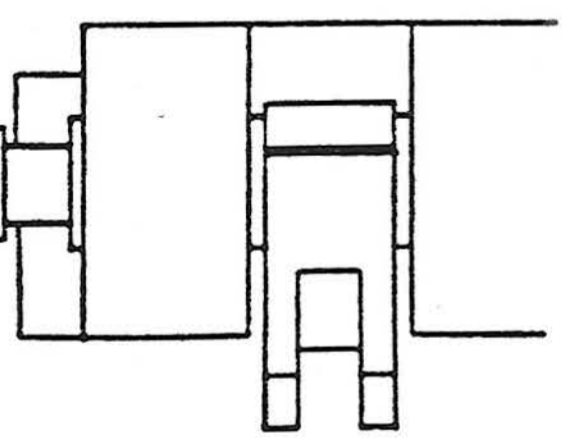
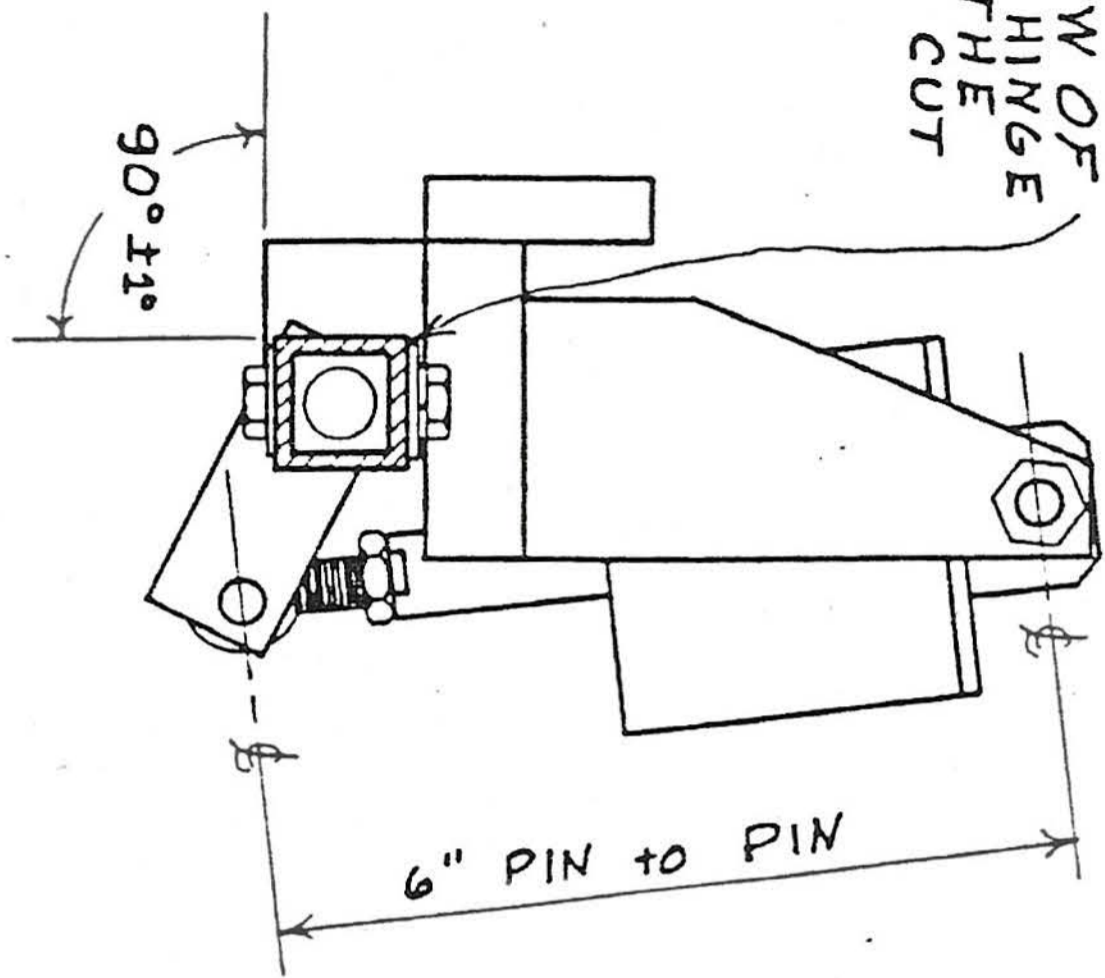
ITEM: SIDE VIEW RIGHT SHOULDER, ARM RAISE

MATL:

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UNTOLEERANGED DIM.
FRAGILE
DRAWING NUMBER **A**

BOTTOM VIEW OF SHOULDER HINGE SHOWING THE ARM BOX CUT OFF



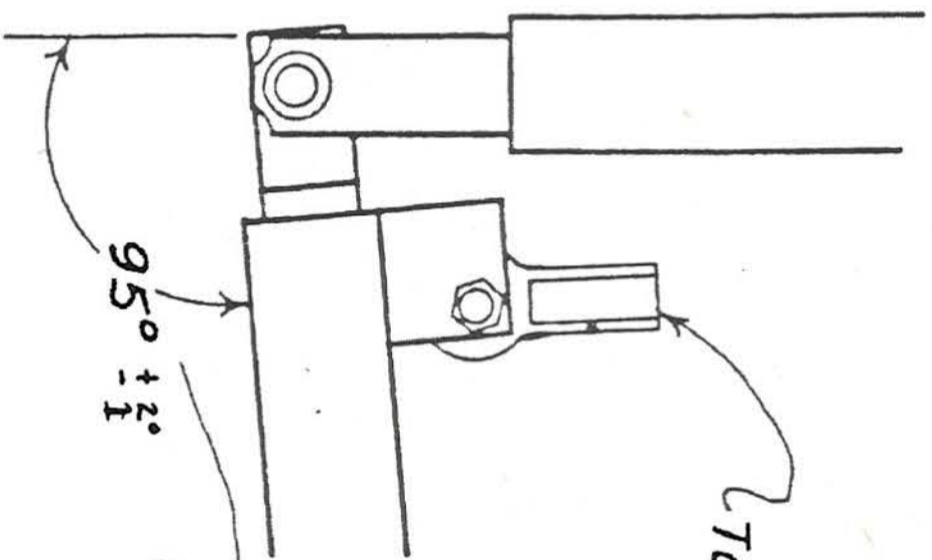
UPPER ARM BOX IS SQUARE WITH THE FACE OF THE SHOULDER HINGE. CYLINDER IS FULLY OPEN

STOCK	MATL.
-------	-------

All tol. are Non-cumulative		R.D. APPROVAL		DATE	
REVISIONS		PRODUCTION APP.		DATE	
REV	DATE	BY	Q.C. APPROVAL		DATE
ITEM: ADJUSTMENT FOR RIGHT ARM TWIST			DEBURR AND BREAK ALL SHARP CORNERS		
MATL:			SCALE: 6.27.83		
			DRAWN BY: PD		
			CHK'D. BY:		
			UNTERMANAGED-DMM		
			FMSGTL DEGMAT		
			030 010		
DRAWING NUMBER			15A		

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STOCK	MATL.
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95° ± 1°

VARIABLE FROM 94° +0 97°

TO THE ELBOW CYLINDER

All tol. are Non-accumulative		R. I. D. APPROVAL	DATE
		PRODUCTION APP.	DATE
		Q. C. APPROVAL	DATE
		DEBURR AND BREAK ALL SHARP CORNERS	DATE: 6.27.83
		SCALE:	
		DRAWN BY	CHK'D BY

REVISIONS	DATE	BY

ITEM: SIDE VIEW RIGHT ELBOW HINGE

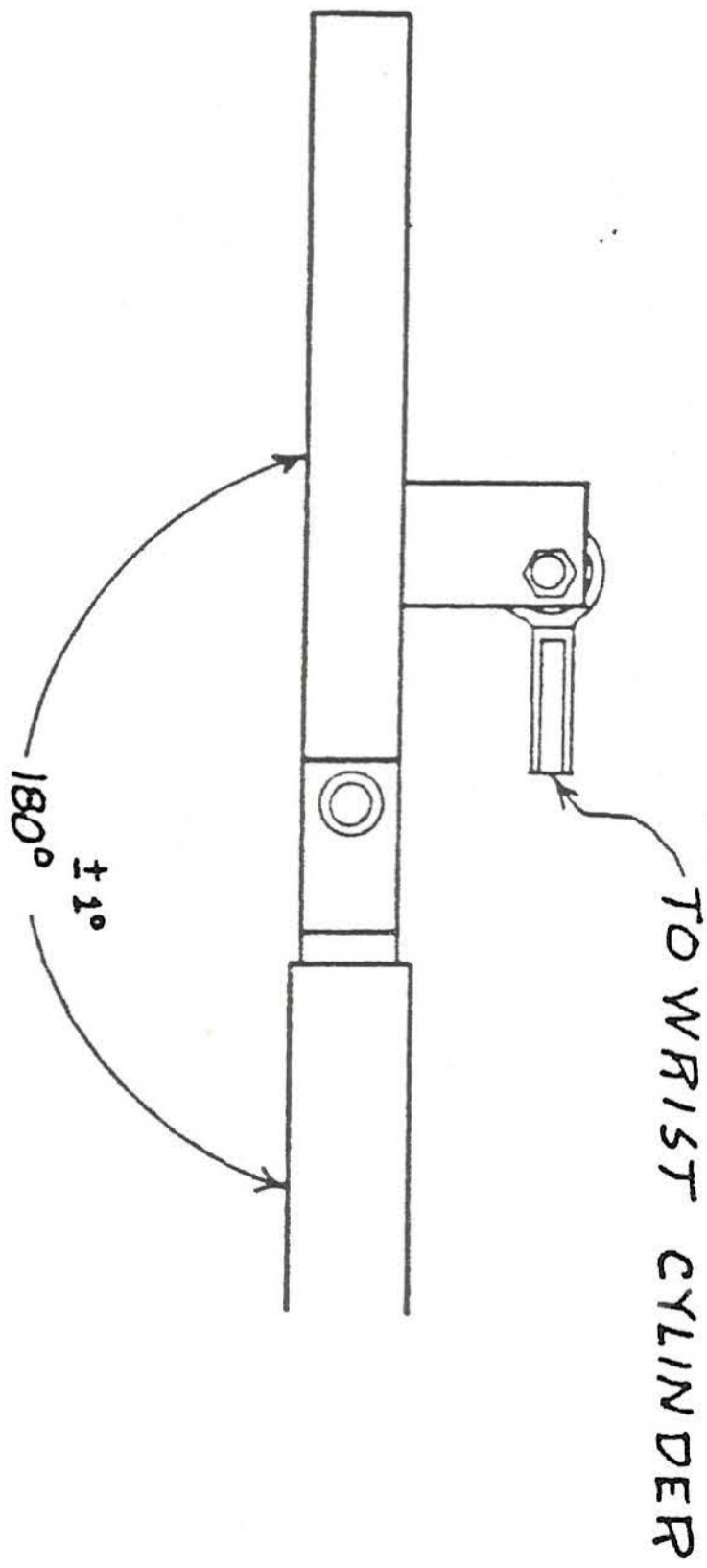
MATL:

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UNDELETED DIM-FRACPL-DECIMAL-000-000-000

DRAWING NUMBER 1 A

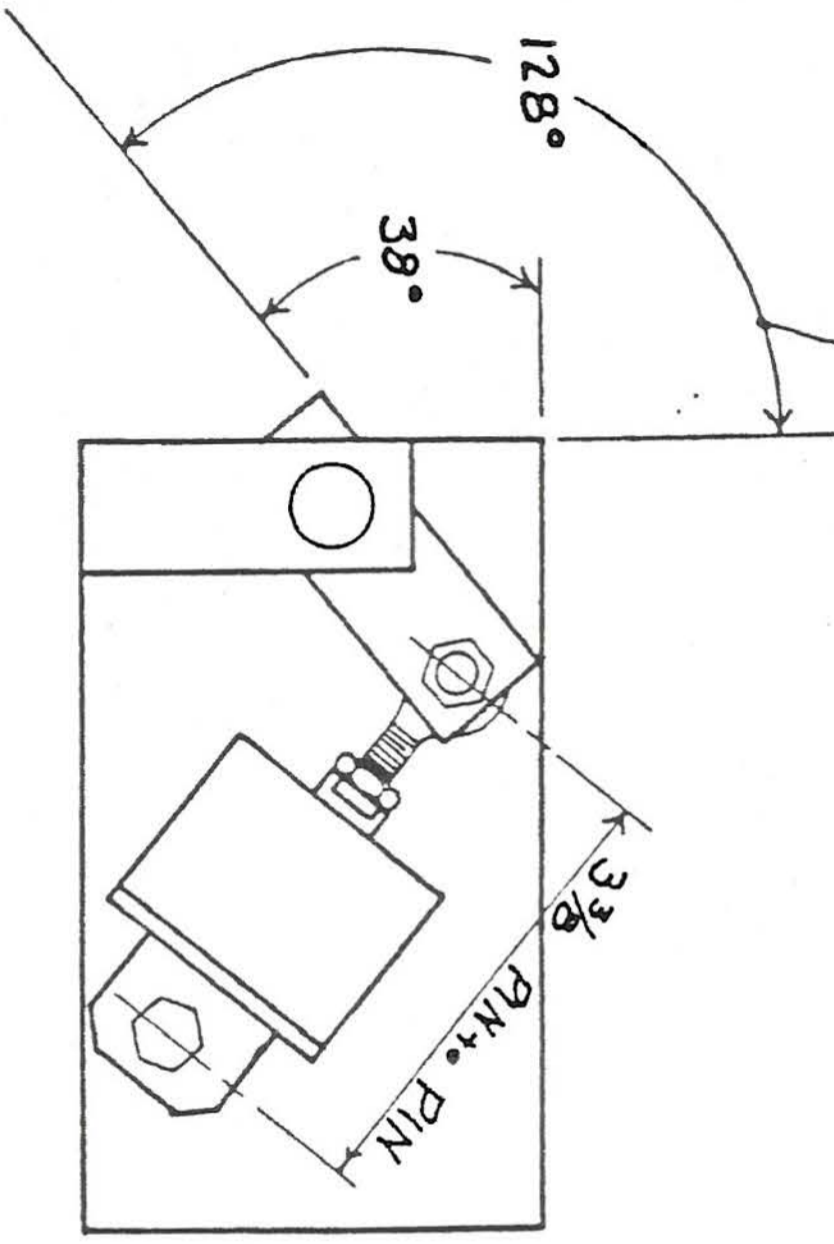
STOCK	MATL.
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		2/83 PRODUCTION APP. DATE	DEBURR AND BREAK ALL SHARP CORNERS .010	
REVISIONS		Q. C. APPROVAL DATE	SCALE: _____	DRAWN BY BD
REV	DATE	BY	DATE: 6.27.83	CHK'D. BY
		ITEM:	RIGHT WRIST HINGE SIDE VIEW	
		MATL:		
			UNTOLEFRAMES-DMM FRAGILE-DEOMAT 030-001-001 DRAWING NUMBER A	

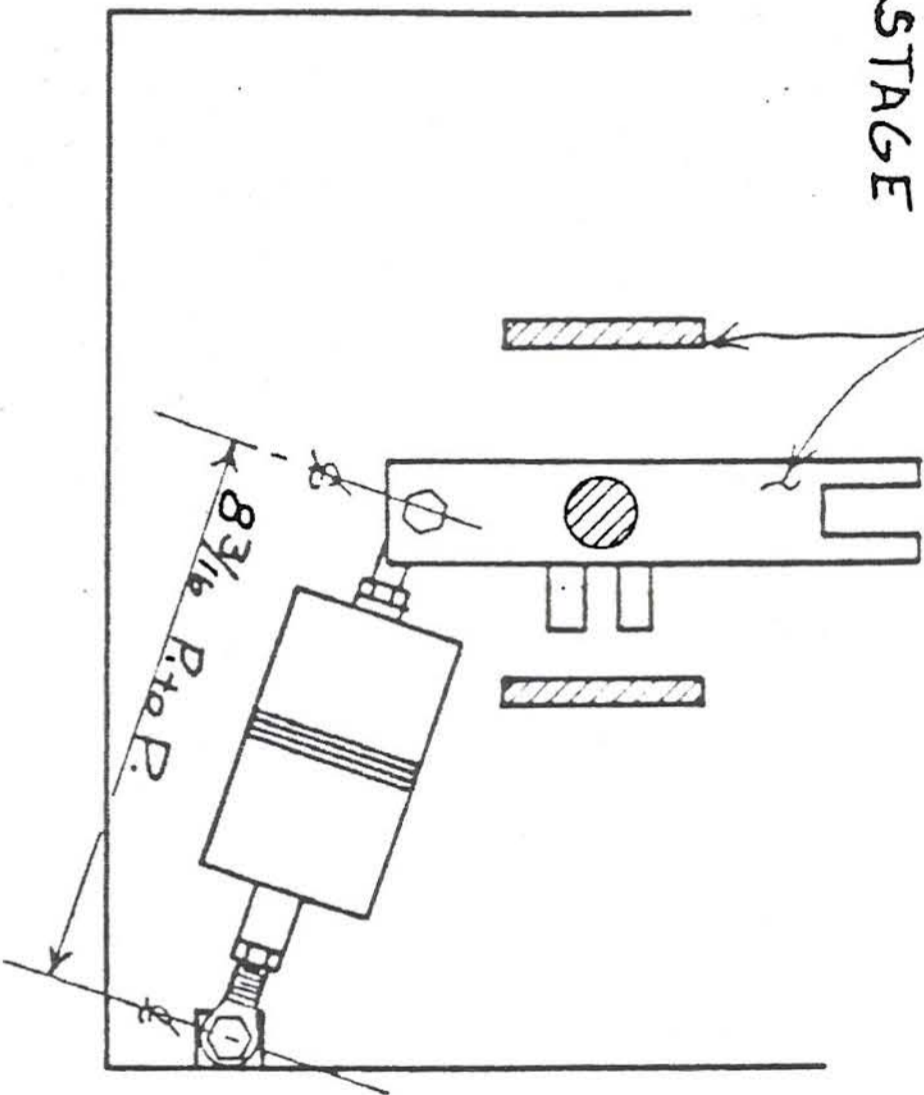
STOCK	MATL.
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ANGLE OF ACTUATION LEVER
TO FOOT MOUNT PLATE



All tol. are Non-accumulative		R. I. D. APPROVAL DATE 2/85		PROPERTY OF CREATIVE ENGINEERING, INC. REPRODUCTION W/O AUTHORIZATION IS STRICTLY PROHIBITED	
REVISIONS		O. C. APPROVAL DATE		DEBURR AND BREAK ALL SHARP CORNERS 010	
REV.	DATE	BY		SCALE:	DATE: 6.27.83
ITEM: TOP VIEW			DRAWN BY: EP		
KLUNK FOOT WIGGLE			CHK'D. BY:		
MATERIAL:			UNTOLERANCED-DIM: 010		
			FRAGILE-DEGMAT: 010		
			DRAWING NUMBER: 18		

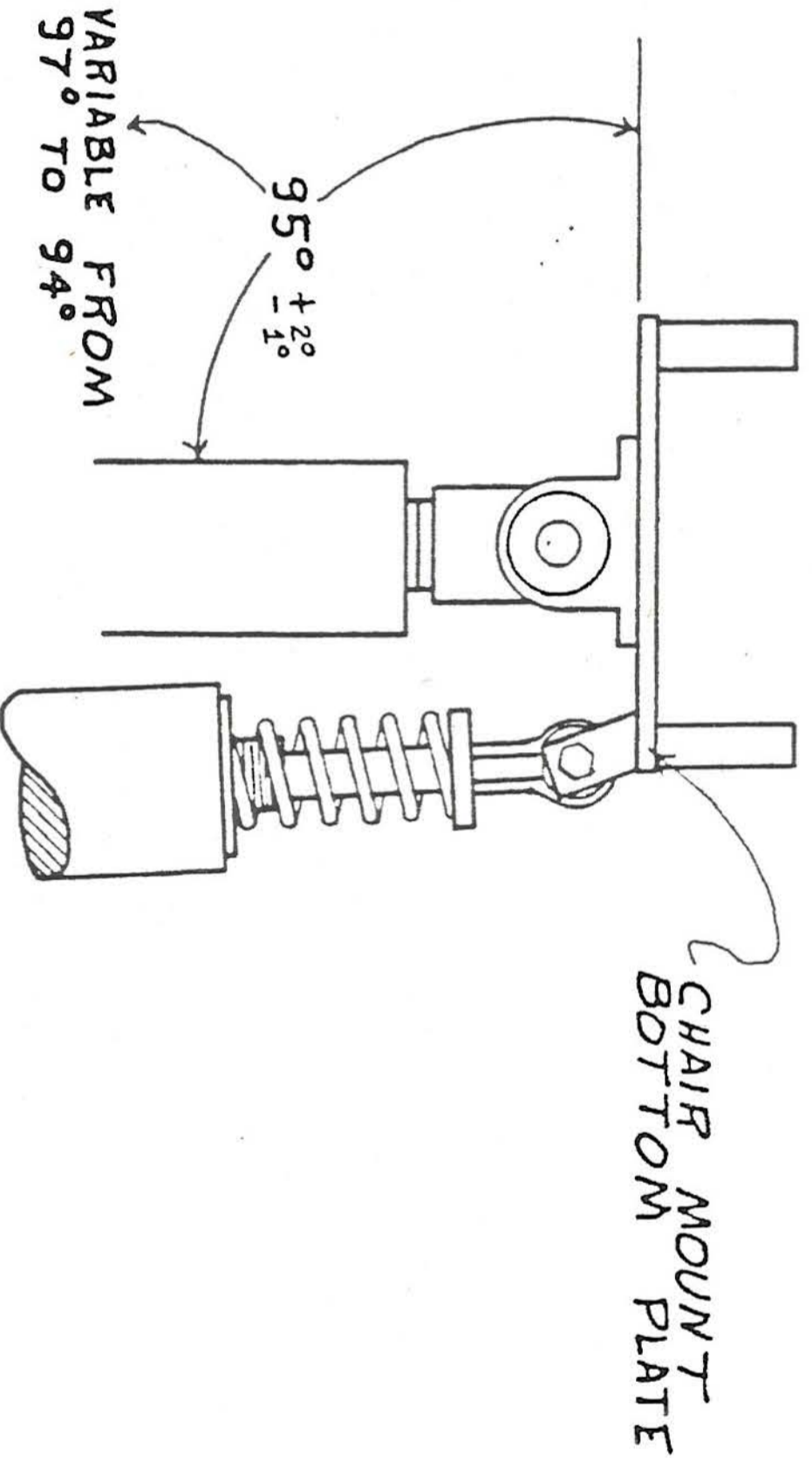
WITH THE REAR CYLINDER OPEN
 AND THE FRONT CLOSED THE
 ACTUATION LEVER AND UPPER
 CHAIR MOUNT PLATES ARE
 SQUARE WITH THE STAGE
 MOUNT PLATE



STOCK	MAT'L.
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All tol. are Non-accumulative		R.I.D. APPROVAL DATE <i>[Signature]</i> 7/63		PROPERTY OF CREATIVE ENGINEERING INC. A subscription is strictly prohibited.	
REVISIONS		O.C. APPROVAL DATE		DEBURR AND BREAK ALL SHARP CORNERS 010	
REV.	DATE	BY		SCALE: _____	DRAWN BY BP
				DATE: 6-27-83	CHK'D BY _____
ITEM: TOP VIEW CHAIR LEFT, RIGHT MECH.			DRAWING NUMBER 19A		
MATERIAL:			UNREMOVED DIMS FRAGILE ORIGINAL 030 010 006		

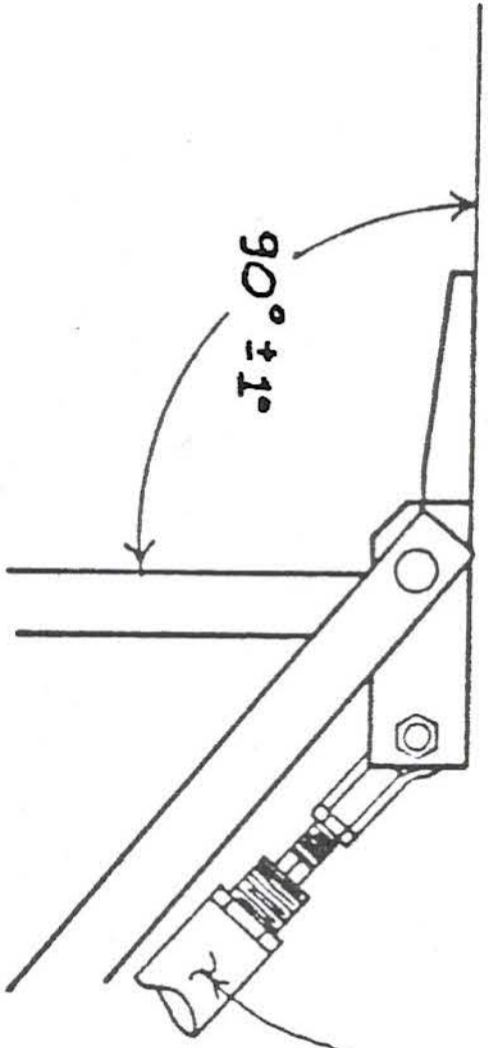
STOCK	MAT'L.
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All tol. are Non-accumulative		R.I.D. APPROVAL DATE		DEBURR AND BREAK ALL SHARP CORNERS		SCALE: _____		DRAWN BY	
		Vic 8/2/83		010		DATE: 6.28.83		CHK'D. BY	
		PRODUCTION APP. DATE						UNTOOLERANGED-BMM- FRAGTL. DEGMAT-010 4-030 788-1 905	
REVISIONS		O.C. APPROVAL DATE						DRAWMAN	
REV.	DATE	BY							DRAWING NUMBER
									20A
ITEM: SIDE VIEW			MATERIAL:						
CHAIR LEAN MECHANISM									

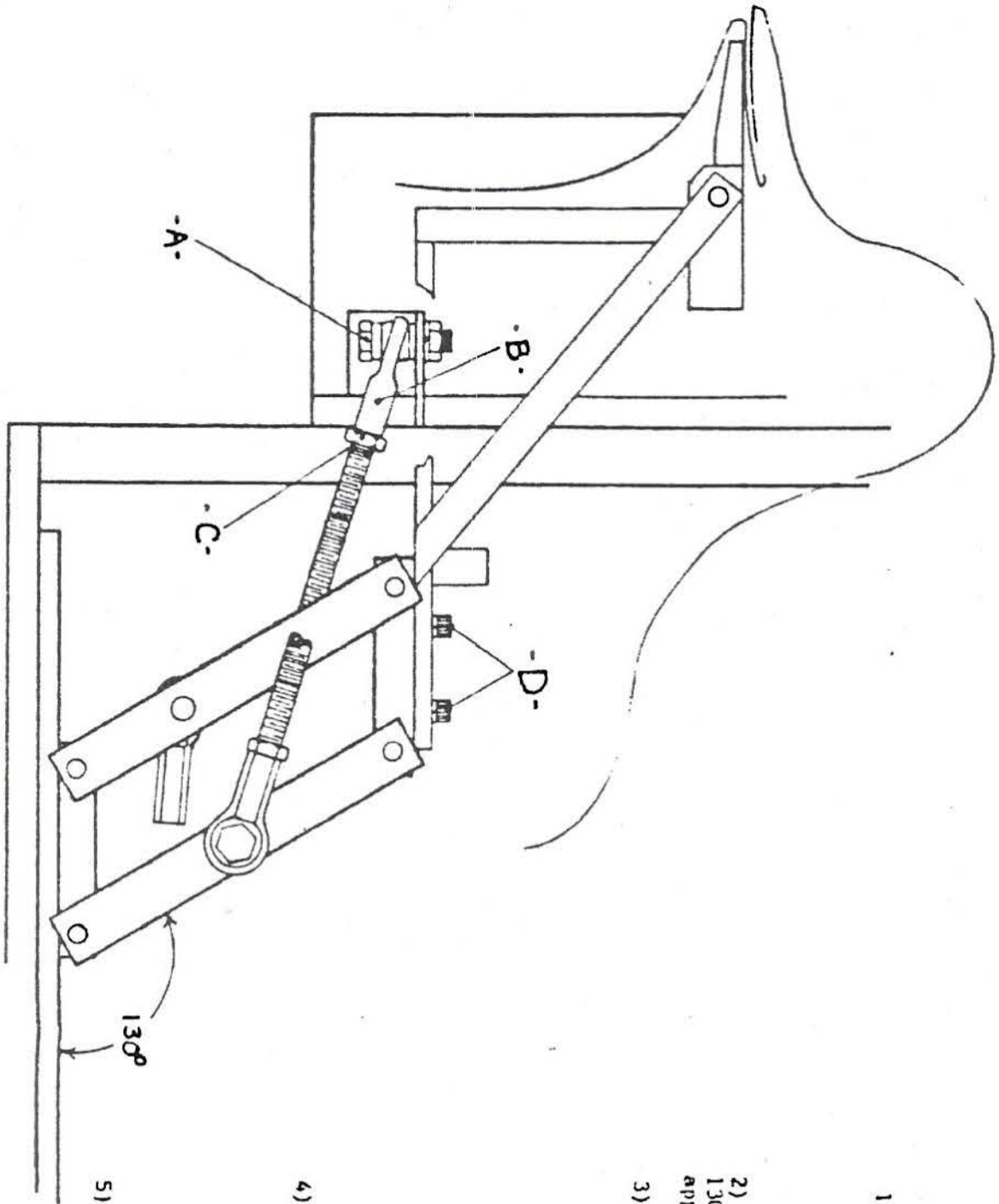
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STOCK	MATL.
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BIRD MOUTH CYL.

All tol. are Non-accumulative		R. I. D. APPROVAL	DATE	DEBURR AND BREAK ALL SHARP CORNERS .010		SCALE: _____	DRAWN BY	Property of Creative Engineering, Inc. Reproduction W/O Authorization to any entity prohibited.
REVISIONS		PRODUCTION APP. DATE	7/83	DATE: 6-27-83		CHK'D. BY	UNTERMANCED-DMM FRAGOFF-DEGMAT 030	
REV.	DATE	BY		ITEM: SIDE VIEW BIRD MOUTH MECH.		DRAWING NUMBER		
				MATERIAL:		21A		

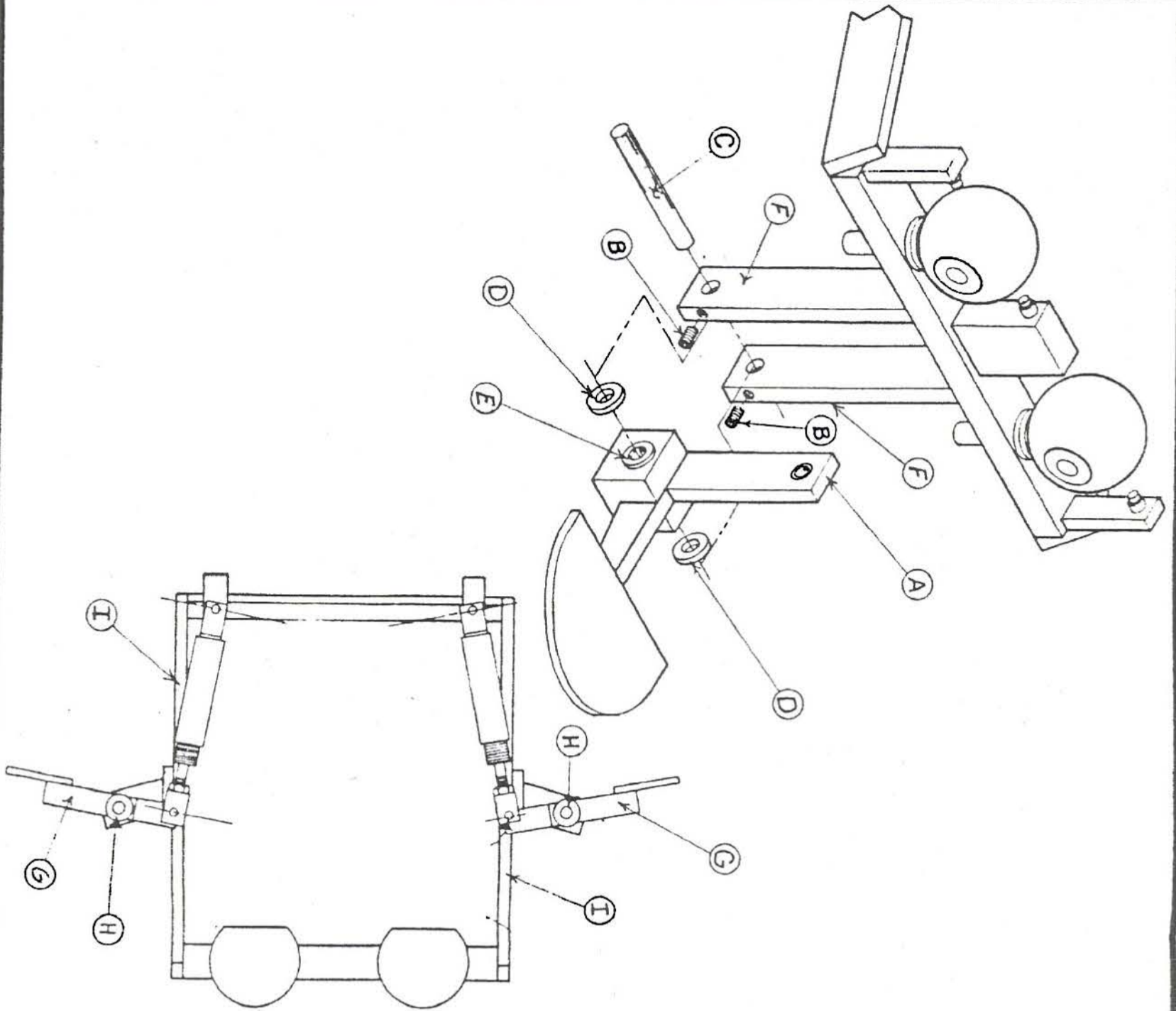


- 1) Working at the Klunk valve bank, manually actuate the bird forward, valve #29. While holding the manual override button down, pull the .125 hose from the B or bottom port and let up the button. This releases the bird forward movement from air pressure.
- 2) With the Bird Forward Cylinder in the open position, adjust the angle to 130 degrees as indicated in the drawing. The Pin to Pin on the cylinder is approximately 9 1/4".
- 3) To adjust the doors, remove the bolts -A- that attach the Rod Ends -B- to the doors. Working with one door at a time, loosen the clevis nut -C- and adjust the Rod End -B- in or out so that the door closes completely. DO NOT allow the door to close far enough to spring the hinge. Then tighten the clevis nut -C- back against the Rod End -B-. Detach the Rod End you were working on from the door, and adjust the other door in the same fashion as the first. When your adjustments are completed the doors should be closed and equal to each other when in the static position. DO NOT pull the doors open from the front of the cylinder, you could break the doors, push the doors open using the cylinder. This adjustment should only be made when absolutely necessary.
- 4) With the doors closed, the nose of the bird is approximately 1 1/4" behind the doors, adjust using the 2 screws -D-. Hold a thin 6" scale against the nose of the bird, close the doors. Measure the distance from the nose to the front of the door, subtract the width of the doors (The doors are 1/2" thick), your measurement should be 3/4". (3/4"-1/2" doors = 1/4", the nose is 1/4" behind the doors) With the mouth cylinder fully closed, the beak is closed.
- 5) Reattach the .125 line at the valve bank, and test the mechanism.

STOCK _____ MAT'L. _____

All Incl. are Non-accumulative		R.I.D. APPROVAL DATE 3-1-83	CREATIVE ENGINEERING		Property of Creative Engineering, Inc. Reproduction by any means is strictly prohibited
PRODUCTION APP. DATE		DATE	DESIGNS AND DETAILS SHOWN CORNERS 010		SCALE
O.C. APPROVAL DATE		DATE	DATE		7-28-83
REV	DATE	BY	DRAWN BY		CH'D BY
			BD		
ITEM		SIDE VIEW		DRAWING NUMBER	
COO COO BIRD				22A	

STOCK	MATL.
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- Step 1) Removal of the Klunk Mouth Lever: Pull or tap out the Fas-Pin attaching the mouth cylinder front mount, to the mouth lever (A).
- Step 2) Loosen the two set screws (B), holding the Mouth Pivot pin (C) into place. Tap out the Mouth Pivot Pin (C), using a Drift Punch and a Hammer. Remove Klunk's mouth lever and place it to the side. Save the 2 Bronze Washers (D), for the assembly of Santa's Mouth Lever.
- Step 3) Attaching Santa's Mouth Lever: Check over the Pivot Pin (C) for burrs, and file down any found. See if the pin (C) will slide easily through the new mouth lever bushings (E). Grease the bushings (E) using black C.E.I. lube.
- Step 4) Place Santa's mouth lever with the two Bronze Washers (D), previously removed in step 3, between the mouth downs (F) and slide the Pivot Pin (C) into place. Tighten down the two set screws (B). Check the Mouth for a smooth and easy movement.
- Step 5) Re-attach the mouth cylinder to the mouth lever, using the Fas-Pin removed in step 1. Test the movement, using the manual override button on the valve bank. (Valve #1)
- Step 6) Removing Klunk's ear plates: Pull out the cotter pins, attaching the two ear cylinders to the ear plate (G). Loosen the set screws in the two shaft collars (H), and remove them. Pull off the ear plates (G) and the load washers. Place a cable tie around the cylinders and the heads side plates (I). Only pull the cable ties tight enough to keep the cylinder from moving, while the character is moving.
- Step 7) Store Klunk's mouth lever, ear plates and all left over hard ware, with the other Klunk apparatus.

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REVISIONS REV. DATE BY	ITEM: KLUNK TO SANTA RETRO-FIT DESCRIPTION:		

UNCLE KLUNK INSTALLATION MANUAL

(WITH SUPPLEMENTAL SANTA INSTALL MEMOS)

Date of Origin: 1983
Archived: 11-5-23
Submission by pikalove
Version 1.0

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