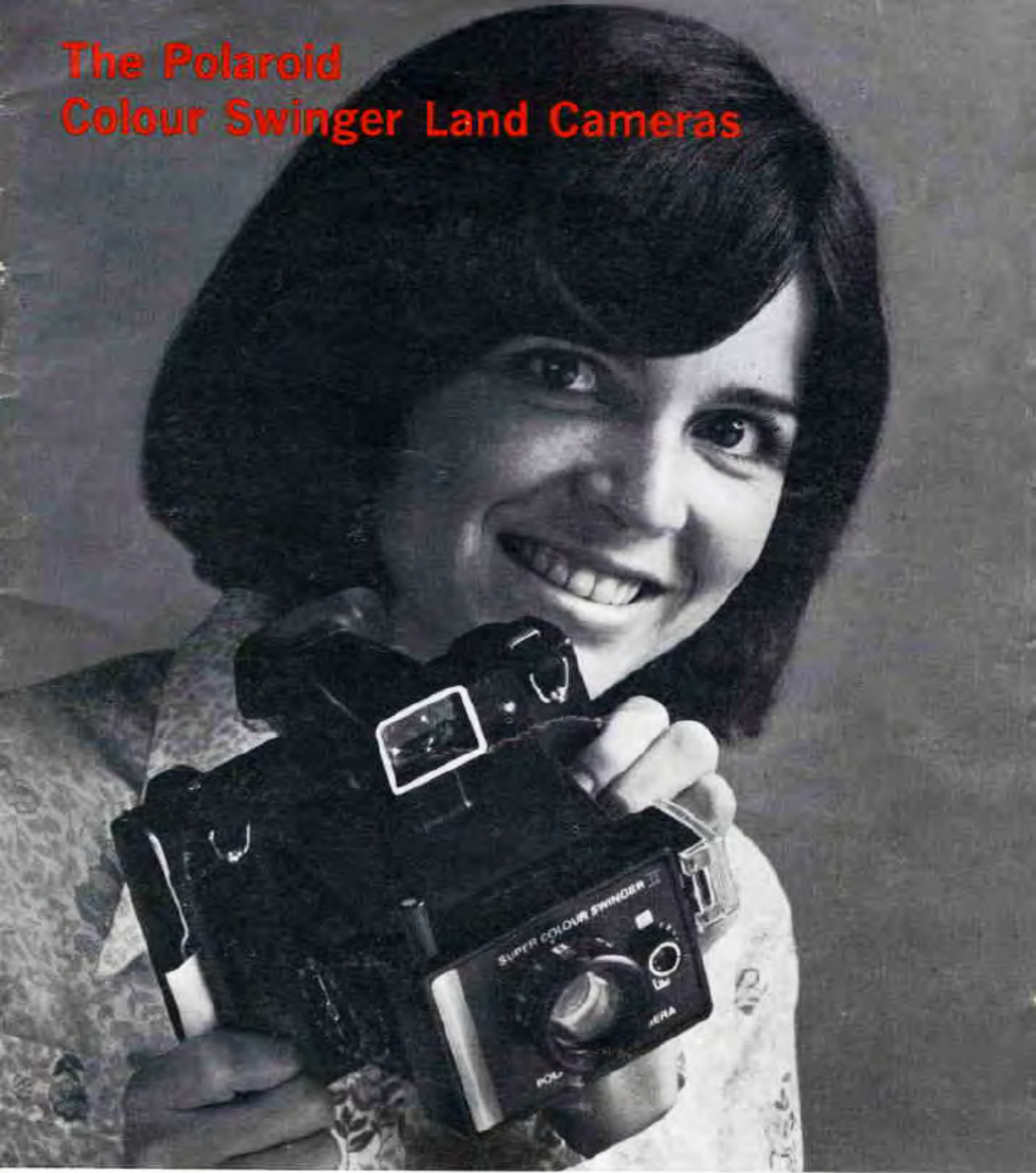
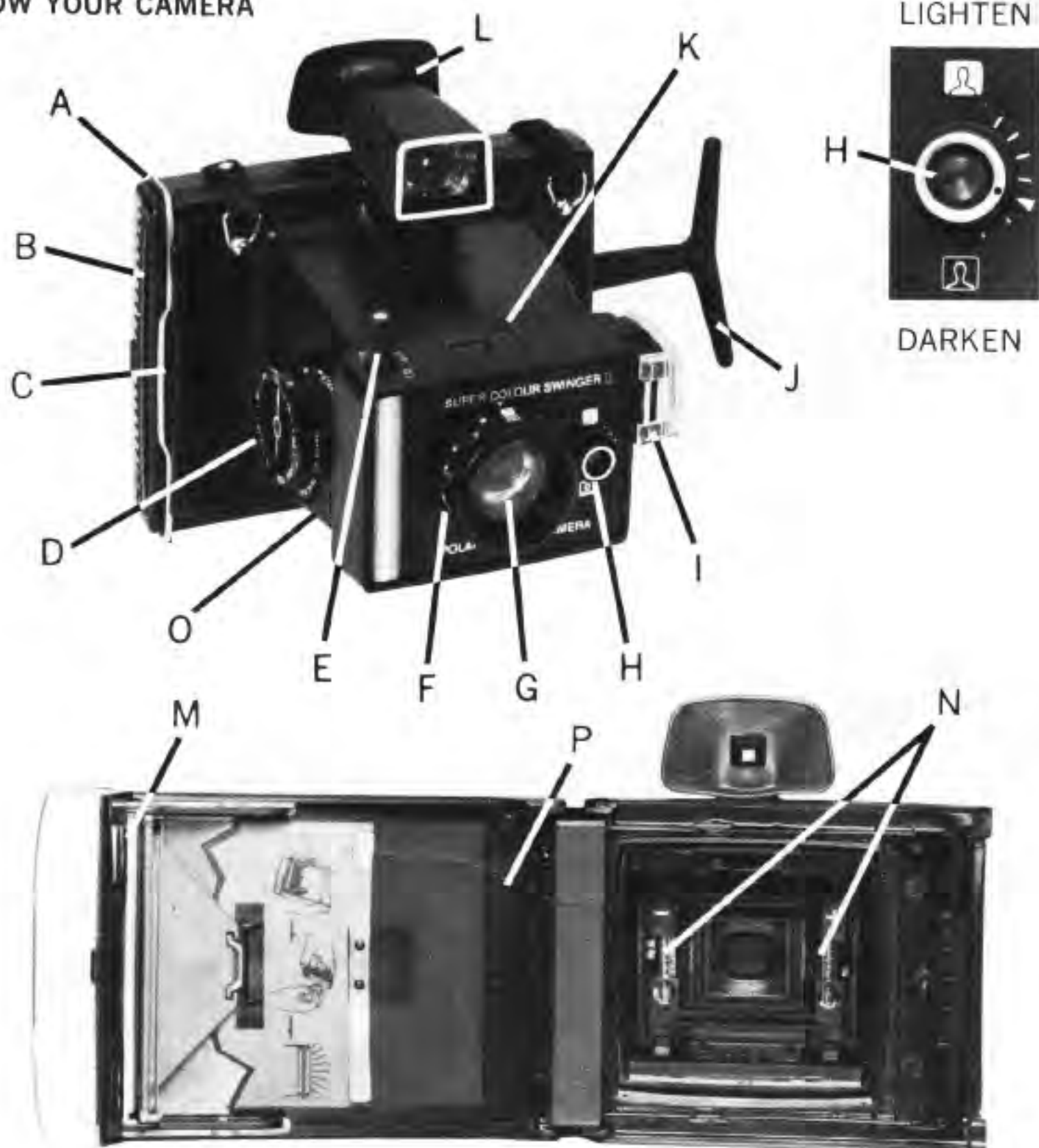


The Polaroid Colour Swinger Land Cameras



**Colour Swinger
Colour Swinger II
Super Colour Swinger
Super Colour Swinger II**

KNOW YOUR CAMERA



The camera shown above is the **SUPER COLOUR SWINGER II**.
The chart below describes the features of the four camera models.

Camera Model	Film Types	Film Selector	Development Timer	Tripod Mount
Super Colour Swinger II	88 colour & 87 b/w	Yes	Yes	Yes
Super Colour Swinger	88 colour & 87 b/w	Yes	No	Yes
Colour Swinger II	88 colour	No	Yes	No
Colour Swinger	88 colour	No	No	No

LIST OF CAMERA PARTS

- | | |
|---|--|
| A. Back lock | I. Flash cube socket and shield |
| B. Yellow tab slot | J. T-handle |
| C. White tab slot | K. Film Selector |
| D. Development timer
(Super Colour Swinger II and
Colour Swinger II only) | (Super Colour Swinger II and
Super Colour Swinger only) |
| E. Shutter release and lock | L. Viewfinder |
| F. Lens ring and distance scale | M. Developer spreader |
| G. Lens (3-element, 114mm, f/9) | N. Battery holder |
| H. Electric eye and
LIGHTEN/DARKEN control | O. Tripod mount |
| | (Super Colour Swinger II and
Super Colour Swinger only) |
| | P. Camera serial number |

FOUR IMPORTANT POINTS TO REMEMBER

1. FILM: Your camera model will take **only** the film or films indicated below. Each film pack makes 8 prints, 3¼ x 3⅜ in. (approx. 8.2 x 8.6 cm).

Camera Model	You can use the Polaroid Land films indicated
Super Colour Swinger II & Super Colour Swinger	Type 88* colour and Type 87 black and white
Colour Swinger II & Colour Swinger	Type 88* colour only

*The new, improved Polaroid Polacolor 2 Land film, Type 88.

2. FLASH: Use regular flashcubes (range 4-10 ft.; 1.2-3m) or Hi-Power cubes (range 4-14 ft.; 1.2-4.5m). Do not use Magicubes.

3. BATTERIES: Both daylight and flash pictures are dependent on good batteries. Alkaline batteries are recommended. Change them whenever necessary, or at least once a year (see page 16).

4. IN CASE OF TROUBLE: If you are unable to get good pictures, this may be due either to a fault in the camera, or to incorrect operation of the camera. Before you send your camera in for repair, please write to Customer Service, giving full details of the trouble, or call us (for full details, see page 23) so that we may discuss the problem with you.

FLASH SAFETY PRECAUTIONS: Never use flash closer than 4 ft. (1.2m) from your subject; never shoot flash pictures in explosive atmospheres.



THE DEVELOPMENT TIMER

The SUPER COLOUR SWINGER II and the COLOUR SWINGER II models have a development timer. It helps you develop your pictures for the right length of time.

To set the timer: Wind the arrow clockwise to the red dot (A); be sure it stays there. Then turn the number ring so the desired time is at the point of the arrow.

To start the timer: Push the button (B) away from START.

Never try to turn the arrow counter-clockwise — you will damage the works. If you have turned the arrow too far, start the timer and let it run for a few seconds, and then reset it.



THE SHUTTER LOCK

The shutter release button should be locked when the camera is not in use. To lock the button, turn it clockwise. This is recommended because steady light pressure on the shutter button could depress it enough to drain the batteries. If the batteries are weak or dead, the shutter and flash will not operate.



Give earth
a chance . . .
. . . please
don't litter.





HOW TO LOAD FILM

Always do this in the shade or in dim light, not in direct sunlight, to avoid fogging the film.

1. Open the package: Handle the film bag carefully and only by the edges. Tear the bag along the dotted line and remove the pack. Hold it only by the edges.

Please be sure to read the film instruction sheet carefully.



2. Unlock and open the camera back: Push up both ends of the back lock and open the back all the way.

3. Insert the pack: Hold the film pack by the edges as shown. Push the closed end of the pack under the light shield (A) against spring tension and then push the pack down into the camera.

On some colour film packs you may find instructions advising you to set the LIGHTEN/DARKEN control one mark toward LIGHTEN for all pictures made with that pack. Please follow that advice; it is important.



4. Check the white tabs: Be sure that they are not caught between the pack and the camera.



5. Close and lock the back: Hold the back closed and push down on the centre of the lock (B). The black tab (C) on the safety cover must stick out in front of the lock.

6. Grip the black tab: Hold the camera by the T-handle and get a grip on the black tab. The black tab is the end of the safety cover.

7. Pull the safety cover all the way out of the camera: Pull it straight and be careful not to rip it.



8. Look for the white tab: When the safety cover is removed, a white tab (A) should stick out of the small slot next to the lock.

If you can see a white tab, you are now ready to take picture No. 1.



IF NO WHITE TAB APPEARS WHEN YOU PULL OUT THE SAFETY COVER

If there is no white tab in the slot, do the following in the shade or indoors, but not in bright sunlight:

1. Unlock the back of the camera, open it part way and, without disturbing or moving the film pack, push the white tab out into the open.



2. Close and lock the back of the camera, making sure that the white tab is outside and in front of the lock.





SET CAMERA FOR EXPOSURE

If your camera has a Film Selector, set it to:

3000 for Type 87 black and white film.

75 for Type 88 colour film.

If your camera has no Film Selector:

Use Type 88 colour film only.



Check the LIGHTEN/DARKEN control: Ordinarily it should be at the Normal position, as shown. To lighten or darken another flash or daylight picture of the same subject in the same lighting conditions, turn the control toward LIGHTEN or DARKEN.

Remember to return the LIGHTEN/DARKEN control to the Normal position when a special setting is no longer necessary.

SET THE LENS FOR DISTANCE

For 75 speed film: For most pictures of people, set the lens to 5 ft. (1.5m). Use the Colour Spot in the viewfinder to place your subject at this distance (see below).

For other distances, always measure and set the lens to the right mark. For the sharpest pictures of distant scenes, turn the lens to ∞ .

For 3000 speed film: For almost all pictures, turn the lens to 5 ft. (1.5m); everything from about 3 ft. (90 cm) to far away will be in focus. For the sharpest pictures of distant scenes, turn the lens to ∞ .



THE COLOUR SPOT

The Colour Spot (shown right) enables you to place most people 5 ft. (1.5m) away from the camera. To use, place the spot over your subject's face. Back up or move closer until the spot covers your subject from the top of the head to the chin. Set the lens to 5 ft. (1.5m).

With groups, try to have everyone about the same distance away and use the Colour Spot on one face for 5 ft. (1.5m).

Do not use the Colour Spot with small children or pets; measure the distance in some other way.





HOW TO TAKE A PICTURE

Aim: Frame your subject as you want it to appear in the finished picture. Your subject's face need not remain in the Colour Spot when you take the picture.

Shoot: Hold the camera as shown, so your right thumb stops your forefinger from pushing the camera down. Press the red button smoothly and slowly without moving the camera. Hold the button down for about a second, then let it come up.

FLASH PICTURES

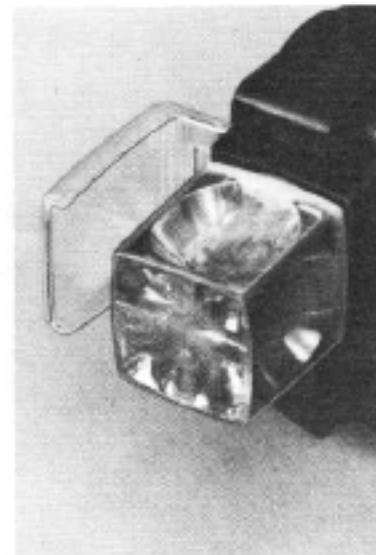
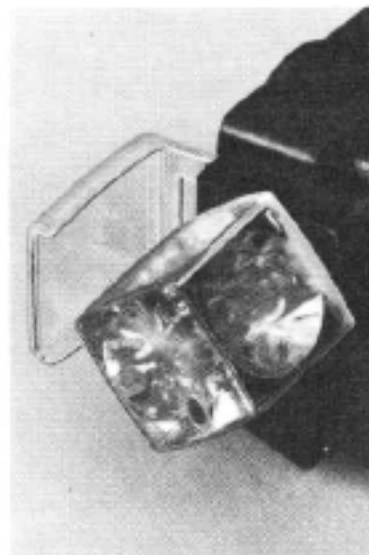
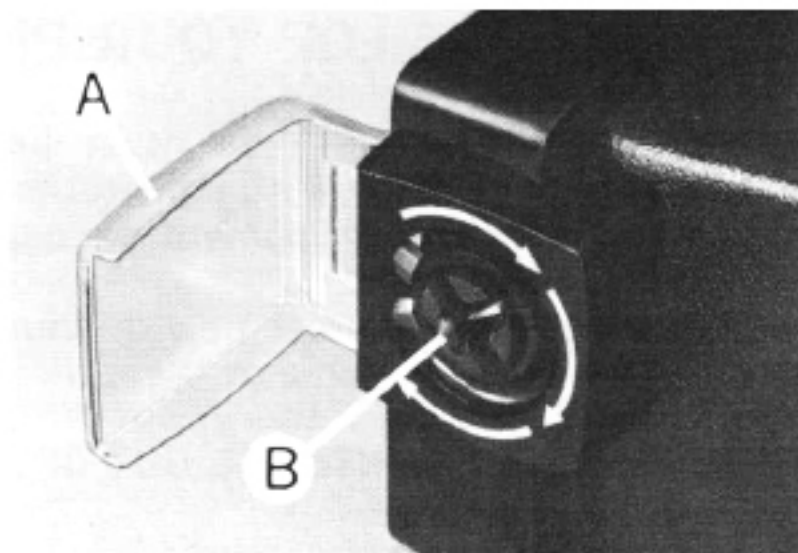
This camera uses regular flashcubes or Hi-Power cubes. Each cube contains four flashbulbs.

Swing out the shield (A). This uncovers the flashcube socket (B).

Insert and wind: A new cube goes in at a 45 degree angle. Press it into the socket firmly, then turn it clockwise as far as it will go to wind up the spring motor. It will stop with one bulb pointing straight ahead. After each flash the spring motor turns the cube to the next good bulb. After the fourth flash the cube stops at a 45 degree angle.

If you insert a partly used cube, wind up the motor and place the cube so a new bulb points straight ahead and a used bulb points straight down.

To remove a cube, pull it straight out.



FLASH RANGE

This camera gives best flash pictures when your subject is about 5 ft. (1.5m) away from the camera.

The flash range extends from 4 to 10 ft. (1.2 to 3m) with regular flashcubes; from 4-14 ft. (1.2-4.5m) with Hi-Power cubes. If your subject is too far away, your pictures will be too dark. Do not take flash pictures from closer than 4 ft. (1.2m).



HOW TO DEVELOP YOUR PICTURE

IMPORTANT: The film tabs must be pulled out of the camera **straight** to assure proper picture development.

Set the development timer now, if your camera has one. Do not start it yet.

FIRST, PULL THE WHITE TAB OUT OF THE CAMERA



1. Let the camera hang freely: Don't hold onto the camera body! Use the T-handle (A), as shown.



2. Pull the white tab (B) all the way out of the camera: This causes a yellow tab (C) to pop out of a narrow door in the end of the camera. Be sure that the neck strap of the camera does not block the tab slot during tab pulling.

IF A YELLOW TAB DOES NOT COME OUT, DON'T PULL ANOTHER WHITE TAB!

Dirt in the developer spreader may cause the yellow tab to get jammed. First, remove the jammed yellow tab, as shown on page 15. Then clean the developer spreader (see page 17).

NEVER PULL A WHITE TAB IF YOU CAN SEE A YELLOW TAB, OR YOU WILL CAUSE A JAM!

If you accidentally pull a white tab while a yellow tab is showing, don't pull another. Instead, follow the steps shown on page 15.

THEN, PULL THE YELLOW TAB OUT

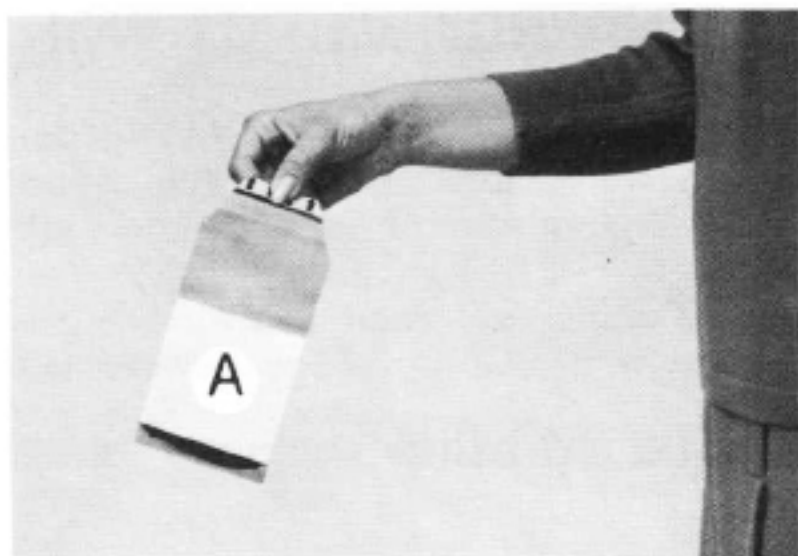


3. Grip the center of the yellow tab.



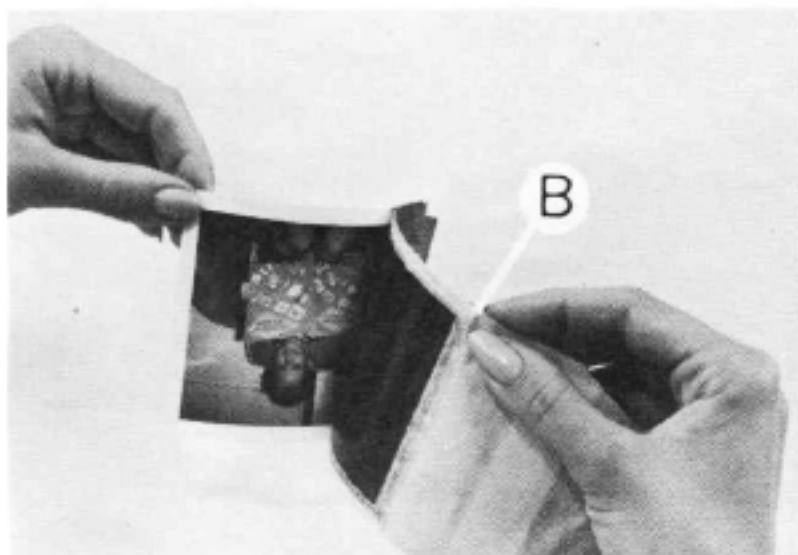
4. Pull the yellow tab all the way out of the camera: Pull straight and smoothly, at medium speed, without slowing down or stopping. If you do not pull straight, some of the picture area may not develop.

THE PICTURE IS NOW DEVELOPING OUTSIDE THE CAMERA, SO START TIMING DEVELOPMENT RIGHT AFTER PULLING THE TAB OUT.



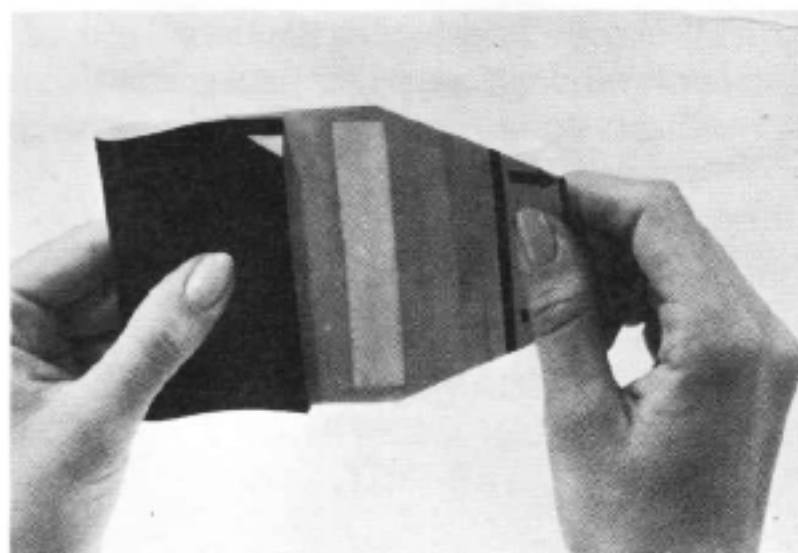
5. Develop the picture for the full time given in the film instruction sheet: Let the film hang from the yellow tab without moving, or lay it down flat.

Don't touch or bend the part (A) where the picture is developing.



6. Lift off the print: After the full development time, rapidly strip the print from the negative, starting at the end (B) nearest the yellow tab. Never allow the print to drop back onto the damp negative.

Avoid contact with chemicals left on the negative after the print is removed. Fold the negative, moist side in, and discard it. **Please read the CAUTION notice, page 23.**



CARE OF PICTURES

A colour print will be slightly moist at first, so don't touch the surface for a few minutes. It will harden to a tough glossy finish.

If the print curls after you lift it off the negative, do not try to straighten it; you may crack or otherwise damage the picture. It will straighten out in about an hour, depending on the humidity and temperature.

FOR COPIES AND ENLARGEMENTS

Contact your dealer or the nearest Polaroid office (see last page for addresses).

For best copies and enlargements, you must start with sharply focused, well exposed pictures. Pick colour pictures with plenty of colour in them. Avoid scratching or fingerprinting your pictures. Remember — the better the original picture, the better the copy or enlargement.

IF NO YELLOW TAB APPEARS WHEN YOU PULL THE WHITE TAB, STOP!

Do not pull another white tab. Instead, do the following in the shade or indoors:

1. Carefully open the camera back without moving the pack. You can use a pencil point to make sure the pack does not move.



2. Take hold of the yellow tab that failed to come out through the slot. Still being careful not to move the pack, gently pull the yellow tab all the way out of the camera and discard that piece of film. **Do not** try to save it.



3. While the back is open, **check that the developer spreader and the yellow tab slot are clean.** If necessary, clean them as shown on page 17.

4. Close and lock the camera back, making sure that the next white tab (A) is outside and in front of the lock (B), as shown.



IF YOU ACCIDENTALLY PULL TWO WHITE TABS IN A ROW

You will get two yellow tabs out at the same time. Both pieces of film will be ruined, and unless you are careful, you may lose a third picture.

Do not open the camera. Grip both yellow tabs firmly, pull them both out together, and discard both pieces of film. This may cause developer to be spread around the inside of the camera back. Open the back of the camera and, without disturbing the film pack, clean the camera as shown on page 17.





CHANGE BATTERIES EVERY YEAR

There are two batteries to operate the shutter and to fire the flashcube. If they get weak you will get all-black pictures. If you are not sure of the condition of the batteries, test them as explained below, and change them if necessary. In any event, the batteries should be changed at least once a year.

The battery holder and batteries are marked with plus + and minus - signs to show how new batteries should be inserted.

Take hold of the finger grip (A) on the holder latch. Pull down to unlatch it. The holder swings out on a hinge. Put in new 1.5V alkaline batteries in the shown positions. To replace the holder, push it back up until the latch snaps into place.

To test the batteries: Be sure there is no film or flashcube in the camera. Set the Film Selector to 75 if your camera model has one. Completely cover the electric eye with your finger to exclude all light. Stand facing lamp light (not direct sun). Press the shutter button. You will hear one click. Hold the button down for a few seconds. If the batteries are in order, you will hear a second click of the shutter when you uncover the electric eye. If the batteries are weak or dead or improperly installed, you will hear only the first click.

GENERAL CARE OF CAMERA AND FILM

Protect your camera and film: Keep them in a carrying case or bag when not in use.

It is particularly important to protect film from heat and humidity. **Don't** remove film from its sealed wrapper until you are ready to use it. **Don't** leave a loaded camera or packages of film in direct sunlight, or in a car in hot weather. If you store film or a loaded camera in a closet, keep it near the floor where it is cooler.

Extreme heat can damage your film even if it is in a sealed package.

Salt water can cause corrosion in parts of your camera, and dry salt deposits can scratch the lens. Rain, water and high humidity can also cause damage, so always keep the camera dry.

Dust and sand can scratch the lens; if they get inside the camera, they can affect its operation.

How to clean the lens: Breathe on it to dampen the surface, then wipe it lightly with clean, dry, absorbent cotton. Never use silicone coated eyeglass tissues. Clean the viewfinder windows in the same way.

YOU MUST KEEP THE DEVELOPER SPREADER CLEAN

The spreader must be kept clean or you will not get good pictures. The two steel rollers in the spreader assembly play a leading part in development of your picture. **Inspect them frequently; if possible, do it before loading each new film pack.** If the rollers are not kept clean, you may have the following problems: (1) no yellow tab appearing when a white tab is pulled; (2) developer chemicals smeared on the back of a picture; (3) repeated spots on the face of a print.

1. Remove the spreader assembly: Use two hands and lift both steel loops (A) together. Lift the assembly out of the camera.

2. Clean the rollers: Wipe the rollers clean with a dry, lint-free cloth. Never scrape them with anything metallic, nor with your fingernail. Rotate **both** rollers, to be sure they are completely clean. On the side (B), where the rollers are partially covered, there is a narrow slot. Inspect the slot and clean it if necessary.

If any particles on the rollers or in the slot are particularly difficult to remove, use a damp cloth. **Never submerge the rollers in water;** doing so could eventually hamper the free rotation of the rollers.

3. Clean the tab slot: If dirt collects here, the yellow tab cannot pop out. Carefully open the narrow door (C) and clean the slot (D) with a cloth.

4. Replace the spreader assembly: First, be sure the roller assembly is the right way up. The edge outline (E) of the assembly should match the outline printed inside the camera door. With your thumbs in the position shown, press lightly in the direction of the rollers and then down. The assembly will click into place.





PICTURE HINTS -- DAYLIGHT

The best light for pictures of people: On a very bright, hazy day the light is even and the shadows are soft.

Stand so the light on the subject is coming from **behind** you or from the side, but not from in front of the camera.



To fill the picture nicely: Shoot two heads close together.

Give your subjects something to do, or to hold; they will be more relaxed.

In the shade or on a dark day: The shutter will move quite slowly because the light is not bright. Therefore, you have to be very careful not to shake the camera. Hold the shutter release button down for at least a second and don't move at all until you let it up.



For pictures of places and things: Try to shoot on bright, sunny days when you can see shadows at one side of your subject. You won't get your best pictures when the sun is right overhead.



For real close-ups, use 3000 speed film: Set the lens to 3½ ft. (1m). You can then get sharp pictures of objects down to about 18 in. (50 cm) from the lens. Don't try this with flash.

Don't try to make daylight pictures with a used or unused flashcube in the socket.

PICTURE HINTS — FLASH

Get close to your subjects: For all flash shots of one, two (or even three) people, you will get best results if your subjects are about 5 ft. (1.5m) from the camera. Always use the Colour Spot carefully. For larger groups, back up a bit, and set the correct distance.



Line up groups: Try to have everyone about the same distance from the camera so they will all be lighted evenly. If some are nearer to the camera than others, parts of your picture will be much too light or too dark.



Spare the eyes: Let your subjects look elsewhere than right at the flash.



Pick a good background: For colour shots always try to have your subjects near a brightly coloured background. For black and white, any light-toned nearby background will be good.

Don't try to make flash pictures in daylight.

TEMPERATURE IS IMPORTANT!

The important thing is the temperature of the camera and film at the time you are **developing** the picture.

When development is not at the standard recommended temperature, the developing time must be adjusted. See your film instructions for full details.

When the temperature gets below 65°F (18°C), colour film won't develop well without the Cold-Clip, described below.

HOW TO USE THE COLD-CLIP

The Cold-Clip is carried in a pair of slots on the back of the camera.

1. Before taking a picture, warm the Cold-Clip in an inside pocket, or between your body and arm, for about 5 minutes.

2. Take the picture; then pull the white tab out of the camera. Just before pulling the yellow tab, take out the warmed Cold-Clip and hold it as shown.

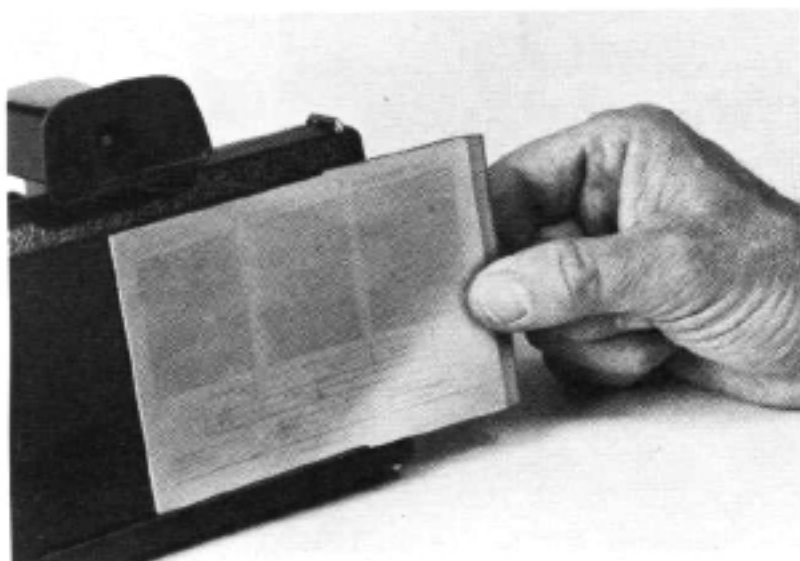
3. Pull the yellow tab out of the camera and place the entire film unit inside the Cold-Clip with the tab hanging out as shown. This must be done within 10 seconds after pulling the tab out.

4. Put the Cold-Clip, with the film inside, between your body and arm while the picture develops. Don't squeeze the Cold-Clip tightly, or you may force developer from the film. Develop the picture for 60 seconds inside the Cold-Clip, then remove and separate.

If developer gets on the Cold-Clip, wipe it clean before using it again.

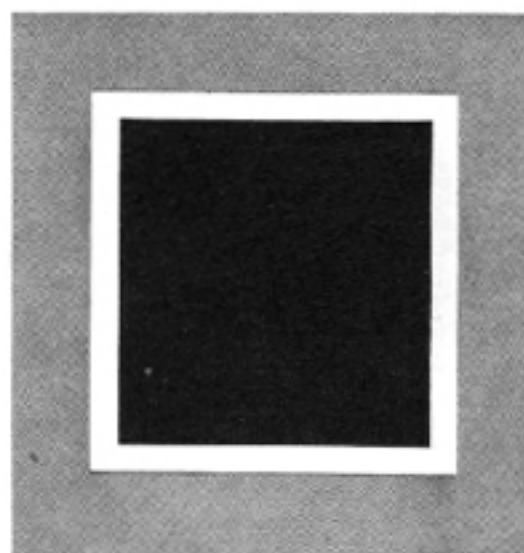
Don't use the Cold-Clip for black and white pictures.

Please read the CAUTION notice on p. 23.

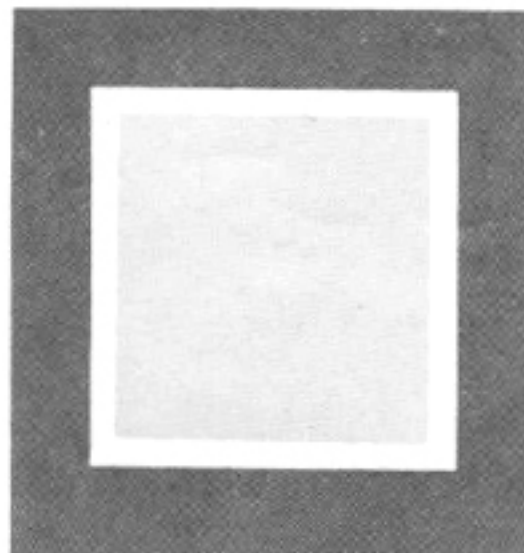


POSSIBLE PICTURE PROBLEMS

Black picture (not exposed): Be sure — the batteries are not dead or improperly installed; the Film Selector (if your camera model has one) was set correctly; the flash fired properly; there was no flashcube in the socket when you took a daylight picture.



White picture (light struck): Do not pull the safety cover out of the film pack before putting it into the camera; do not take a partly used film pack out of the camera; be sure the Film Selector (if your camera model has one) was not set for colour with black and white film.



Many small white specks (too rapid tab pull): Try to pull the yellow tab a little more slowly.

Colour prints may have a pink mottle, in addition to white specks, as a result of pulling the yellow tab too fast.



Missing corner; orange-red mark on colour pictures (angled tab pull): Pull the yellow tab out straight — always use the T-handle when pulling tabs.





Oblong in print (white tab caught): Be sure to pull the white tab straight and all the way out of the camera. If even part of it stays attached, it will be pulled back into the camera, onto the picture, when you pull the yellow tab.



Repeated spots (dirty rollers): Clean the spreader assembly.



Black and white prints gray and muddy; colour prints with weak colours: Develop the picture for the full time given in the film instructions. Remember, in cool weather you must develop black and white pictures longer; for colour pictures, use the Cold-Clip.

Overall bluish or reddish tint: If you develop for too long a time, colour pictures may look too blue overall. Pictures with a definite pink or reddish overall tint probably were not developed for the full recommended time. A pink mottle on colour prints is usually caused by pulling the yellow tab too fast (see page 21), rather than by underdevelopment.

Fuzzy picture (possible movement): Be sure that both the camera and your subject don't move while you snap the picture. Squeeze the shutter button gently, to prevent camera shake. Hold the camera so your thumb stops your forefinger from pushing the camera down.

WARRANTY

IF THIS CAMERA PROVES DEFECTIVE WITHIN ONE YEAR OF ORIGINAL PURCHASE DATE, WE WILL REPAIR OR, AT OUR OPTION, REPLACE IT FREE OF CHARGE. WE WILL MAKE NO CHARGES FOR LABOUR, SERVICE AND PARTS. WE WILL ALSO SUPPLY ONE PACK OF FILM TO REPLACE PICTURES SPOILED BEFORE THE DEFECT WAS IDENTIFIED.

THE WARRANTY DOES NOT COVER DAMAGE CAUSED BY ACCIDENT, MISUSE, OR TAMPERING WITH THE CAMERA. A CHARGE WILL BE MADE FOR SUCH REPAIRS.

TO TAKE ADVANTAGE OF THE ABOVE WARRANTY, THE CAMERA MUST BE RETURNED TO AND REPAIRED BY A POLAROID SERVICE CENTRE (LIST ON NEXT PAGE) OR AN AUTHORISED INDEPENDENT REPAIR STATION (LIST AVAILABLE ON REQUEST). FOR RETURN INSTRUCTIONS, SEE BELOW.

TO OBTAIN INFORMATION AND HELP

If you ever have a problem with the camera or film, or if you don't know whether or not a repair is needed, we urge you to seek help promptly to avoid film waste and disappointment. See your dealer or write to the nearest Polaroid Office (next page). When writing, send sample pictures and, most important, state what camera model you have. Please be sure to include a clearly printed return address.

TO RETURN A CAMERA FOR REPAIR

To return your camera for repair, you may either ask your dealer to handle the return for you or you may mail the camera yourself. Pack it carefully to assure safe travel and send it by insured parcel post mail. Address it to the nearest Polaroid Service Centre. (See next page for addresses and for information about Authorised Independent Repair Stations.)

Whichever method you select, be sure to include a note describing the nature of the problem or sample pictures which illustrate it.

If you are near a Service Centre, it may be more convenient for you to bring the camera in, instead of mailing it.

CAUTION: The Polaroid Land process uses a caustic jelly which is safely packed inside sealed containers within the metal-plastic pack. **If accidentally you should get some of this jelly on your skin, wipe it off immediately.** To avoid an alkali burn, wash the area with plenty of water as soon as possible. **It is particularly important to keep the jelly away from eyes and mouth.** Keep discarded materials out of reach of children and animals, and out of contact with clothing and furniture, as discarded materials still contain some jelly.