

OPERATING INSTRUCTIONS

Dermo-Marker Tattoo Machine Catalog No. 52-4744

1. To replace *Point*:
 - a. Loosen *Lock Screw* until *Quill* comes out freely.
 - b. Pull *Point* straight out with fingers or forceps.
 - c. Insert desired *Point* (*Shader* or *Outliner*) by pushing shank end of *Point* straight in with fingers or forceps until seated. (Push as far back into *Rod* as possible). Slotted hole in *Rod* will grip *Point*.
2. Insert proper *Quill*, taking care not to damage *Point*. (When using *Shader Quill*, slot is to be aligned with *Point*, making sure that the *Point* does not come out of the side slots before insertion.)
3. Tighten *Lock Screw* and operate. (Note: If parts are not inserted and aligned properly, machine will not start - loosen and readjust while switch is no.)
4. To achieve smooth operation, *Point* must be completely in on the up stroke and is to protrude out enough on the down stroke to obtain proper penetration into skin.
 - a. To adjust *Outliner Point*, loosen *Lock Ring* and turn *Quill Holder* to proper position.
 - b. To adjust *Shader Point*, looser *Lock Screw* approximately 1/4 turn, and also looser the *Lock Ring*, then turn *Quill Holder* to proper position.
 - c. Finger tighten all parts. Do not use a wrench, as you may damage threads and surfaces.
5. Dip *Quill* and *Point* into ink, (this may be done while machine is running) taking care not to touch bottom of ink well, this will damage *Point*.
6. After using, remove *Quill*, *Quill Holder*, *Lock Ring*, and *Sleeve* - clean and sterilize with alcohol.

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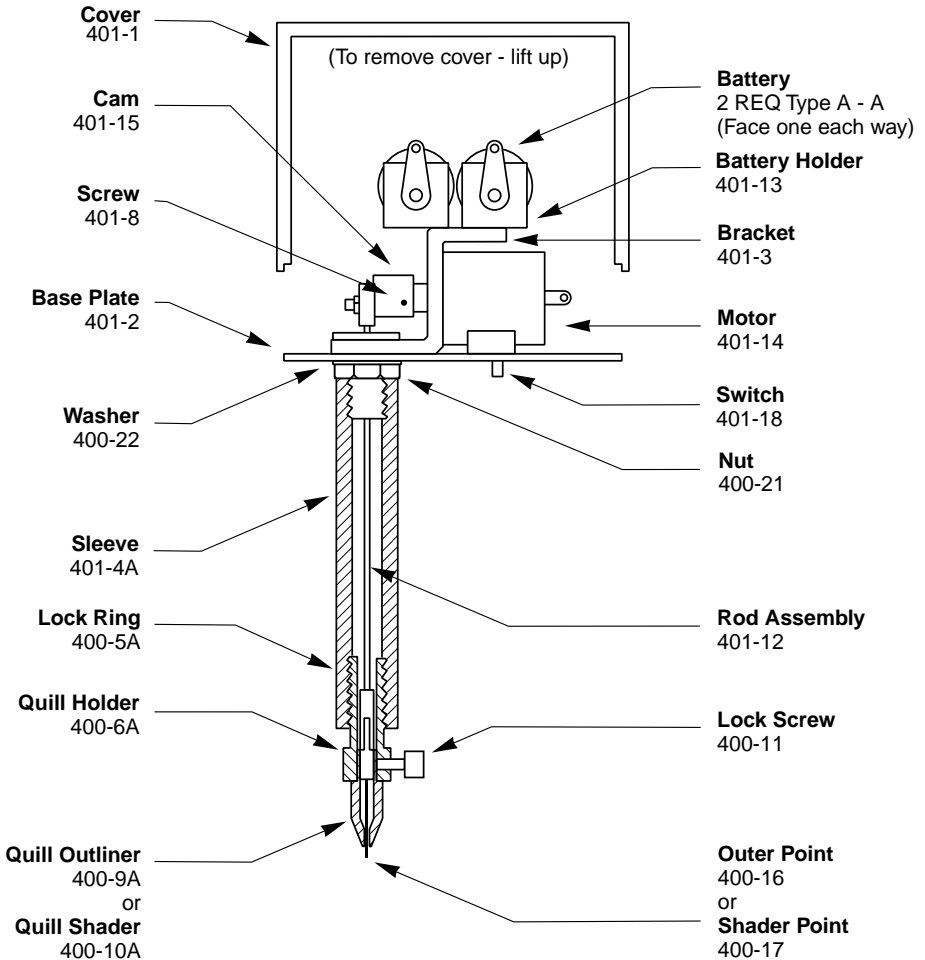
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A P P A R A T U S

PARTS DIAGRAM

TATTOO MACHINE

Catalog No. 52-4744



IMPORTANT

Work Slowly, Dip Point in Ink Often, and Stretch Skin Tight