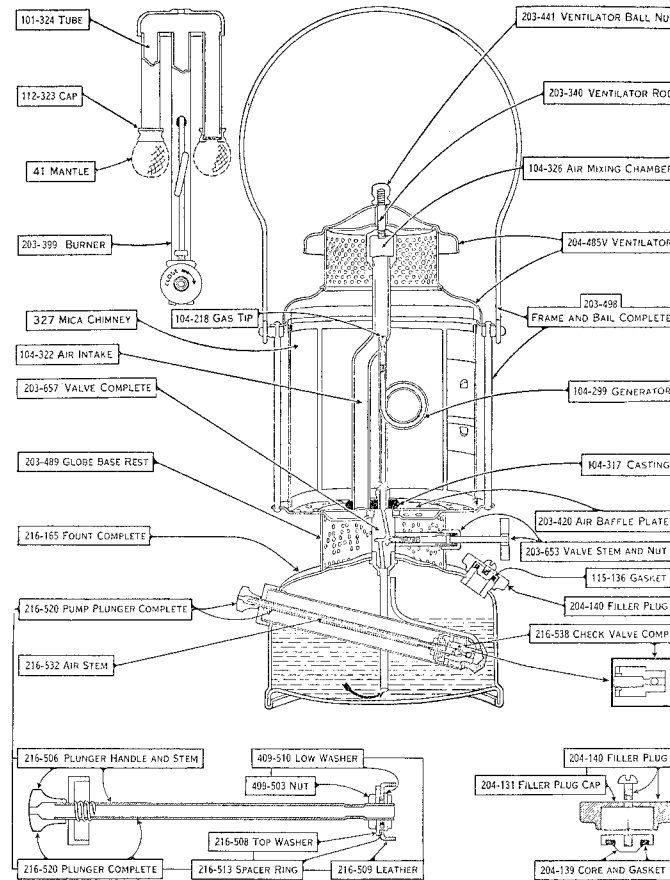


SUGGESTIONS

About the Use and Care of Coleman Quick-Lite Lanterns

- If Lantern blazes up and smokes when you light it.**
Cause—Incorrect Lighting. **Remedy**—Read and follow directions.
Cause—Enlarged opening in gas tip. **Remedy**—Put in new tip, or complete new generator.
Cause—Air Intake 104-322 may be stopped up. **Remedy**—Clean intake.
- If Lantern doesn't light at all.**
Cause—No fuel, lack of air pressure. **Remedy**—See that fount contains clean fuel and then pump in 20 to 25 strokes of air.
Cause—Gas tip 104-218 may be clogged. **Remedy**—Remove and clean gas tip with pick .007. See paragraph 8 inside.
Cause—Generator 104-299 may be stopped up by dirt or carbon. **Remedy**—Put in complete new generator 104-299.
- If light grows dim rapidly or goes out suddenly.**
Cause—Fount may leak air. **Remedy**—Pump up lantern and place fount in bucket of water to test for leak. If bubbles come from filler plug 204-140, put in new gasket 115-136, or get a new plug. If bubbles come from around the bushing where valve 203-657 screws into fount, remove valve. If threads on valve are not damaged, rub soap on them, replace valve, tighten it securely and retest. If leak continues, get new fount.
- If a leak develops at lower end of Generator 104-299.**
Cause—Generator not seated properly into valve 203-657. **Remedy**—Close valve stem 203-653. Then tighten nut at bottom of 104-299 with wrench. If leak continues, put on new generator. If new generator fails to stop leaking, then trouble is with valve 203-657, which should be replaced by new one.
- If generator 104-299 lasts only a short time.**
Cause—May be dirty gasoline. **Remedy**—Strain gasoline through flannel or finely woven cloth when filling fount.
Cause—Continued careless lighting would cause generator to carbonize. **Remedy**—Read and follow directions for lighting.
- If mantles turn black.**
Cause—Air intake tube 104-322 or mixing chamber 104-326 may be stopped up.—**Remedy**—Clean air intake or mixing chamber.
Cause—Dirty screens in burner cap 112-323. **Remedy**—Unscrew burner caps and clean screens, or replace with new ones with wires of each screen placed diagonally with the other.
Cause—Hole in tip 104-218 may be enlarged. **Remedy**—Put on new tip.
Cause—Mantles used may be of inferior quality. **Remedy**—Always use Coleman Mantles.
- If pump does not work.**
Cause—Plunger leather may be dry. **Remedy**—Remove plunger and soften leather with oil.
Cause—Plunger leather worn out. **Remedy**—Put in new leather.
Cause: Check ball not seating.
Remedy: Unscrew pump cap, pull out plunger and air stem shank 216-532. Insert screwdriver in pump barrel, unscrew and remove check valve body 216-538. Wash body thoroughly in gasoline and replace. Insert air stem shank and plunger in barrel and screw on cap. If pump yet does not work, replace the check valve body by a new one.
- If water gets mixed with the fuel.**
Remove filler plug, 204-140, to let out air pressure, and then remove, first the generator, next, the burner, next, the frame, and last, the valve. Shake fount moderately while contents run out. Then rinse fount thoroughly with clean fuel.
- On one filling of two pints of fuel—**
The lantern will provide an average of from 10 to 12 hours' brilliant service, if directions for lighting and using are followed.

PRICE LIST OF PARTS FOR "L427" Lantern With Built-in Pump



Prices subject to change without notice

Name of Part	Net Retail Price	Name of Part	Net Retail Price
104-322 Burner Support Tube only	\$.36	303-498 Frame and Bail	\$1.05
104-317 Burner Support Casting	.18	104-299 Generator	.35
104-218 Gas Tip	.06	216-520 Pump Plunger complete	.60
203-409 Bur. Frame Wash., 2 for	.06	216-532 Pump Air Stem	.24
203-420 Air Baffle Plate	.15	216-509 Pump Leather, 2 for	.09
112-323 Burner Cap complete	.15	216-538 Check Valve complete, for Pump	.18
101-324 Burner Tube	.15	204-139 Filler Plug Core and Screw	.15
112-325 Burner Cap Screens, 2 for	.06	115-136 Filler Plug Gasket, 2 for	.06
104-326 Mixing Chamber	.48	204-140 Filler Plug complete	.48
203-340 Ventilator Rod	.06	216-165 Fount with Filler Plug, Valve and Pump	5.70
203-441 Ventilator Ball Nut	.06	104-950 Wrench	.15
203-653 Valve Stem and Nut	.30	104-903 Tip Cleaning Needle No. 007	.06
203-657 Valve complete	.75		
203-399 Burner, Generator and Valve assembled	2.70		
204-485V Ventilator comp., (Vitreous)	1.50		
203-489 Globe Base Rest	.15		

L427 Lantern uses 2 No. 41 Coleman Junior Mantles.

On account of changing markets, see your dealer or write The Coleman Lamp and Stove Company for prices.

DIRECTIONS

for Assembling and Operating

The Coleman Quick-Lite LANTERN (Model L427)

THERE are three things you must do to get satisfactory service from this lantern:

- Always use a good grade of fresh, clean, water-white gasoline. Do not use any of the doped gasolines in Coleman products.
- Be sure to thoroughly preheat generator coil before opening lantern valve. (See paragraph 4, inside.)
- Clean out the fount of the lantern every few months. This keeps the residue which collects in the bottom of the fount from stopping up the generator. (See Par. 9, inside.)

This Direction folder is written for your convenience. Follow instructions carefully step by step.

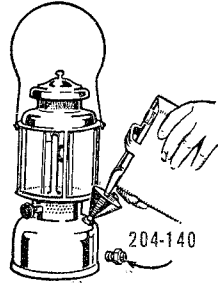
The Coleman Lamp & Stove Co.

World's Largest Manufacturers of Gasoline Appliances
 Factory and General Offices: WICHITA, KANSAS
 Branches: Philadelphia, Chicago, Los Angeles
 Canadian Factory: Toronto, Ontario

Follow These Directions

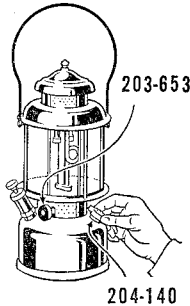
(Read Down)

1. TO FILL—

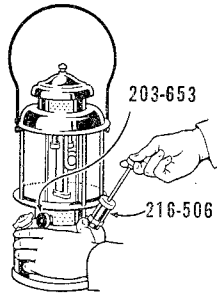


Be sure valve 203-653 is closed tightly to right. Then remove winged filler plug 204-140 and fill fount with two pints of clean gasoline. (Also known as "Petrol," "Motor Spirits," or "Essence.")

Now replace filler plug and tighten with fingers.



2. TO PUMP—



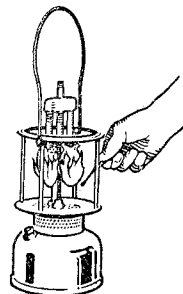
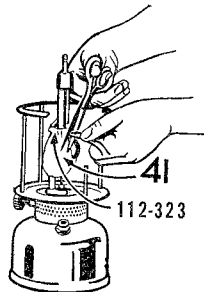
See that valve 203-653 is closed. Then loosen pump plunger one turn to left and pump 20 or 25 full strokes of air into fount. Place ball of thumb over small hole in plunger rod while pumping.

Now turn plunger back to right until closed.

3. TO PUT ON MANTLES—

Unscrew ball nut on top of lantern and remove ventilator and mica chimney—Tie mantles to grooves in burner caps 112-323 with flat side of mantles parallel to generator coil.

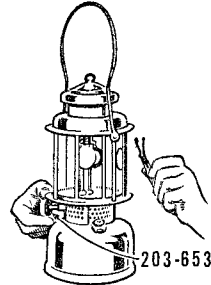
Distribute folds of mantles evenly at top and cut off surplus string.



Then light mantles at bottoms with a match and allow mantles to burn until only a white ash remains—Be careful not to jolt or touch mantles while lighting lantern.

4. TO LIGHT—

Replace mica chimney, ventilator and ball nut—See that generator valve 203-653 is closed—Adjust mica chimney so that the door is directly in front of the generator (104-299) coil—Now open chimney door and, with two lighted matches heat under side of generator coil.



Do not open valve 203-653 until matches are burned down nearly to fingers—Then open and close valve quickly—When the mantles begin to dim, open valve one full turn to left.

5. TO TURN OUT LIGHT—

Turn generator valve (black fibre wheel) to the right till closed—the light will dim and go out in *about one minute*.

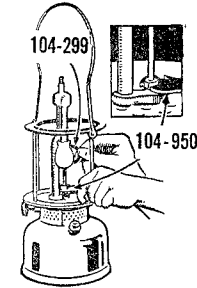
6. TO KEEP LIGHT AT FULL STRENGTH

After two or three nights' use the light may begin to dim. Pump more air into fount in order to keep light burning brightly.

Caution 1—When Lantern is used Indoors—remove the ventilator 204-485V. This permits a better circulation of air around the mantles and prevents overheating the lantern.

Caution 2—When Lantern is used in Hen-houses—to increase winter egg production the burner parts should be thoroughly cleaned occasionally (especially the burner caps and screens) to remove the dust and dirt that may collect caused by the hens scratching. A good time to do this is when changing mantles. By keeping the air mixing chamber, burner tubes, burner caps and screens clean your Quick-Lite Lantern will give more and better light and longer service.

7. HOW TO CHANGE GENERATORS—



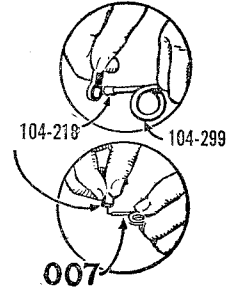
To change generators without disturbing mantles, first, remove ball nut and ventilator and take out mica chimney. Hold generator coil with finger tips or pliers, and loosen pack nut at lower end of generator with wrench.

Lift Generator up, then out, and pull it down from tube without striking mantles.

8. HOW TO CLEAN GAS TIP—

Remove gas tip, 104-218, from upper end of generator, then take cleaning pick, 007, and insert it through gas tip from the inside, thus removing dirt and carbon.

Do not use needles or any other wire to clean tip for fear of enlarging the orifice and hindering your light in giving its best service.



9. CLEAN THE FOUNT OCCASIONALLY

As long as you get satisfactory service from your lamp generators the fount is reasonably clean. However, as soon as the generator begins to clog up faster than you think it should, it is time to clean the fount. This can be done in two ways.

First: Siphon out all the gasoline in the fount, using a small rubber hose or tube as a siphon. Fill fount with clean gasoline and repeat siphoning process. Be sure that the end of the siphon goes clear to the bottom of the fount, for that is where the dirt and sediment is.

Second: Take fount to your Quick-Lite dealer. He is equipped with a special suction pump designed particularly for cleaning founts. He will clean your fount and recondition your lamp for a nominal charge. If your dealer is not able to give you this service, send your lamp to the nearest Coleman branch, where complete service will be promptly given.

Always Use Genuine High Power COLEMAN MANTLES

They are made to furnish 300 candle power of clear, pure white radiance that is always restful to the eyes.

They are made especially for Coleman Quick-Lite Lamps and Lanterns. They are just right in size, shape and texture. They are given just the right chemical treatment. They work perfectly with the gas tip and air intake in producing the splendid brilliance of the Quick-Lite.

This is why we can not guarantee either the quality or quantity of light produced by any Coleman Lamp or Lantern if an inferior low-grade mantle is used on it. So take no chances. Always insist on having Genuine Coleman Mantles.