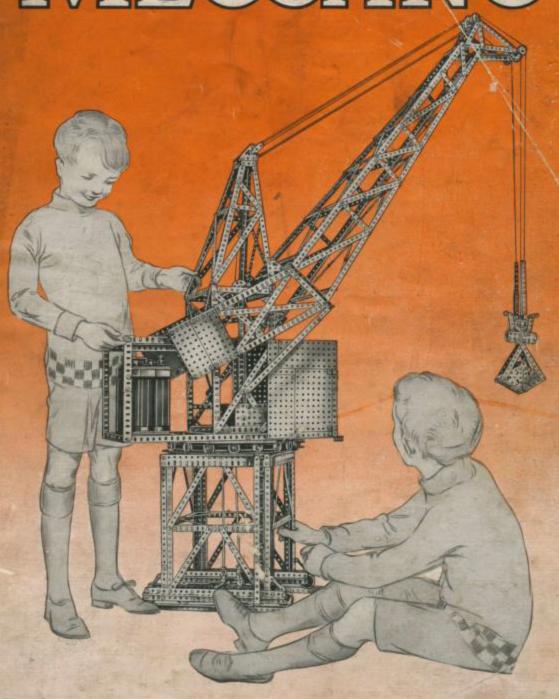
# MECCANO



# **MECCANO**

#### The Engineers of the Future

Year by year the world becomes more dependent on the engineer. In every phase of our daily life we make use of some kind of mechanical or electrical devices. They provide us with heat and light, transport us swiftly over land and sea and through the air, and generate the power to drive the machinery that enables industry to satisfy the world's needs. The demand is always for more power and greater speed, and there are endless possibilities in these directions for engineers of real ability and skill.

The greatest engineers of the past have been those who became interested in mechanical matters while they were boys, and continued and developed this interest throughout their lives. This is why the Meccano boys of to-day will be the engineers of the future. A Meccano boy begins to become an engineer from the moment he builds his first model.

#### Nothing to Study or Learn

The Meccano system is composed of more than 250 different parts, each of which serves a definite mechanical purpose. These perfectly finished steel and brass parts combine to form a complete miniature engineering system with which practically any mechanical movement can be reproduced in model form. There is no limit to the number of models that can be built with Meccano—Cranes, Clocks, Motor Cars, Ship Coalers, Machine Tools, Locomotives—in fact everything that interests boys. The most wonderful thing about Meccano is that while it is real engineering, it is fascinating and delightful, and so simple that any boy can join in the fun of building models without having to study or learn anything.

#### How to Begin

Meccano is sold in ten different Outfits, numbered OOO to 7. All the Meccano parts throughout the Outfits are of the same high quality and finish but the larger Outfits contain a greater quantity and variety of parts, making possible the construction of larger and more elaborate models. Each Outfit (except No. OOO) can be converted to the one next higher by the purchase of an Accessory Outfit (see pages 16 and 17).

#### The Meccano Magazine

The Meccano Magazine is the Meccano boy's newspaper. It is published monthly, and each issue contains details of splendid new Meccano models and new ideas for operating Hornby model railways. Interesting model-building and other competitions are announced each month, and details of all new Meccano products appear in its pages. It is the official organ of the Meccano Guild and the Hornby Railway Company, which have thousands of boy members in all parts of the world. The Meccano Magazine appeals to every boy, for it deals with Engineering in all its branches—Railways, Aviation, Ships, Motor Cars, Hydro-Electric Schemes, Bridges,

Cranes, etc. Specially attractive articles are devoted to Model Railways and Model Speed Boats, and Home Experiments in Electricity and Chemistry. Other sections deal with Books of interest to boys, Stamps, New Inventions, etc.

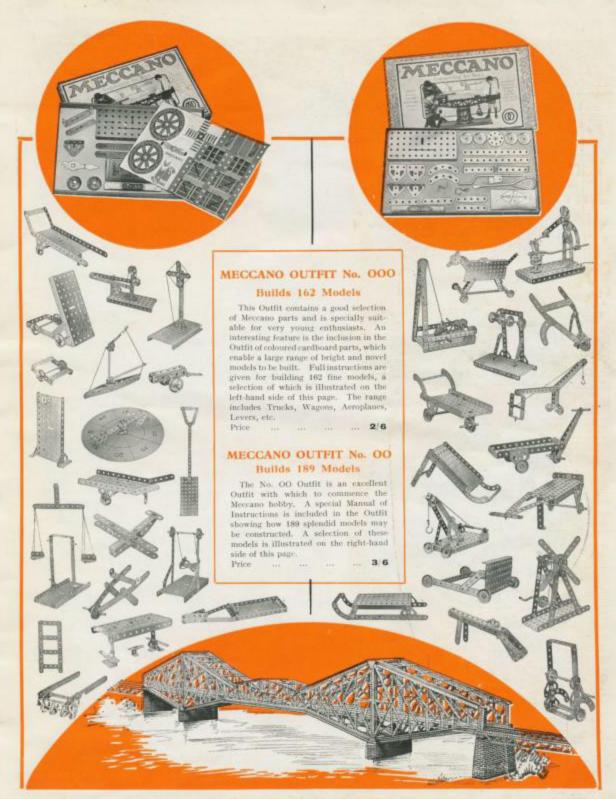
The Magazine may be ordered from any Meccano dealer or newsagent,

price 6d. If it is preferred to have each issue sent direct, the subscription rates are 8/- for 12 months, or 4/- for 6 months, including postage.

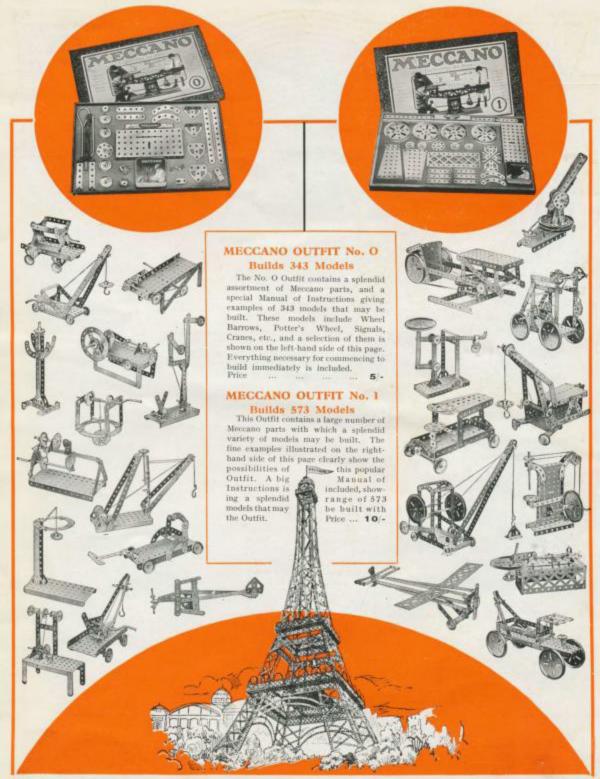
The Meccano Magazine is the world's best magazine for boys.

















#### Monster Locomotives of To-day

It is little more than a century since George Stephenson, appearing before the Parliamentary Committee in support of the Bill for the Liverpool and Manchester Railway, was warned by the company's counsel not to state that his locomotive could travel at 20 miles an hour, lest he should be regarded as a lunatic. To-day we regularly travel long distances at speeds that reach 60 miles an hour and we grumble if the train is a few minutes late!

The L.N.E.R. Flying Scotsman runs the 392.7 miles from London to Edinburgh non-stop in 450 minutes at an average speed of 52.4 m.p.h., and the G.W.R. Cornish Riviera Express runs non-stop from Paddington to Plymouth, 225.7 miles, at an average of 57.1 m.p.h. The Cheltenham Flyer of the same company travels at an average of 71.4 m.p.h. over the 77.3 miles from Swindon to Paddington.

#### Modern Automatic Signalling

In the early days signalling was carried out by a system of flags. From this crude beginning has developed the present wonderfully perfect method of block system working, by which trains are guided and controlled throughout their journeys by a chain of signal boxes connected by telegraph and telephone. The G.W.R. have on all main routes a system of automatic train control that gives audible warning to the driver in the cab of the state of "distant" signals, and if a "distant" signal is passed at danger automatically stops the train before it reaches the next stop signal.

The splendid possibilities of Meccano in the building of locomotive models are well shown in the model of a "Baltic" type passenger tank locomotive shown opposite. The model is designed to a scale of I in, to I ft., and is 44 in, long overall. Among its special features are Walschaerts valve gear and

brakes on all coupled wheels.

- "Flying Scotsman" on the Border Bridge.
- On the footplate of a G.W.R. locomotive. L.N.E.R. High-Pressure locomotive
- No. 10000.
- Close-up of Walschaerts Valve Gear.
- A Southern Railway express at speed. Locomotives in the erecting shops. A Beyer-Garratt articulated loco-





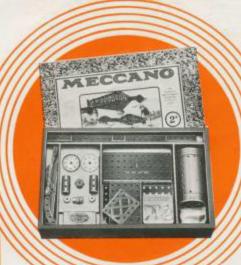




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#### MECCANO X SERIES OUTFITS





#### Prices of Meccano

Meccano Accessory Outfits connect the main Outfits from No. OO to No. 7. They may be well described as the stepping stones to bigger and better models. A No. OO Outfit may be converted into a No. O by adding to it a No. OOa Accessory Outfit, and a No. Oa Accessory Outfit would then convert the equipment into the equivalent of a No. 1 Outfit.

No.	OOa	converts a	No.	000	Outfit	into	No.	0	1/6
	Oa	- 99	**	0	100		-	1	5/6
	1a			1					7/-
	2a			2				3	12/6

#### POWER UNITS FOR

In order to obtain the greatest possible enjoyment from the Meccano hobby, the models should be set to work by means of one of the Meccano power units described here.

#### MECCANO CLOCKWORK MOTORS

These are the finest clockwork Motors obtainable for model driving. They have exceptional power and length of run and their gears are cut with such precision as to make them perfectly smooth and steady in operation.

X Series Clockwork Motor. A fine Motor specially designed to drive with ease any of the X Series models. It is non-reversing ...

No. 1 Clockwork Motor. An efficient and long-running Motor fitted with a brake lever by means of which it can be started and stopped. It is non-reversing ... Price 5/-

No. 1a Clockwork Motor. This Motor is similar in power and length of run to the No. 1 Motor, but is fitted with reversing motion. It has brake and reverse levers ... Price 7/6

No. 2 Clockwork Motor. This is a Motor of super quality. An efficient governor controls the extremely powerful spring and ensures a long steady run at each winding. Brake and reverse levers enable the Motor to be started, stopped or reversed, as required Price 10.

#### MECCANO ELECTRIC MOTORS

The five Meccano Electric Motors listed below have been designed specially to provide smooth-running power units for the operation of Meccano models. The 6-volt Motors may be operated either from a 6-volt Accumulator or through a Transformer direct from the mains, providing that the supply is alternating current. They cannot be run satisfactorily from dry cells. The 20-Volt Motors are most conveniently operated through a 20-volt Transformer from alternating current supply mains

Each Motor is a highly efficient power unit and, with ordinary care, will give long and excellent

No. E1 Electric Motor (6-volt). Non-reversing	444	-146			rice	9/-	
No. E6 Electric Motor (6-volt), Reversing	***	444	144	900	**	15/6	3
No. E1/20 Electric Motor (20-volt). Non-reversing	+++	444	100	200	11	10 -	
No. E20A Electric Motor (20-volt). Non-reversing	444	444	644	1000	**	16 6	ŝ
No. E20B Electric Motor (20-volt). Reversing	+++	111	144	***	99	18 6	š

#### RESISTANCE CONTROLLER

By use of this Controller the speed of Meccano 6-volt Motors may be regulated as desired Price 3/9



No. 1 Clockwork Motor

X Clockwork Motor

No. 2 Clockwork Motor



6-volt 20-amp.



#### **Accessory Outfits**

In this manner a boy who commences with one of the small Outfits may build it up by degrees until he possesses all the parts contained in the largest Outfit. An Accessory Outfit No. OOOa is not supplied, but details of the extra parts required to build all the models in the No. OO Manual will be found in the Instruction Folder included in the No. OOO Outfit.

No. 3a converts a No. 3 Outfit into a No. 4 26 
" 4a " " 4 " " 5 17/6

" 5a\* " " 5 " " 6 55/
" 6a† " " 6 " " 7 225/
\*Carton. †Enamelled cabinet.



#### DRIVING MODELS

Each of these units has side plates and base pierced with the standard Meccano equidistant holes, so that it can be built quite easily into any Meccano model.

#### MECCANO TRANSFORMERS

A Meccano Transformer provides a convenient and safe means of driving a Meccano Electric Motor from the mains supply where this is alternating current. There are six Transformers in the series, all of which are available for the following A.C. supplies:—100/110 volts, 50 cycles; 200/225 volts, 50 cycles; 200/225 volts, 50 cycles; Any of the Transformers can be specially wound for supplies other than these. When ordering a Transformer the voltage and trequency of the supply must always be stated.

No. T6 Transformer (Cutput 25 VA at 9 volts) for 6-volt Electric Motors. Fitted with speed regulator ... Price 21/-

No. T6M Transformer (Output 25 VA at 9 volts) for 6 volt Electric Motors. This is similar to No. T6, but is not fitted with a speed regulator ... Price 16/6

No. T20 Transformer (Output 20 VA at 20 volts) for 20-volt Electric Motors. Fitted with 5-stud speed regulator ... ... Price 2 1/-

No. T20M Transformer (Output 20 VA at 20 volts) for 20-volt Electric Motors. This is similar to No. T20, but is not fitted with speed regulator ... Price 16/6

No. T20A Transformer (Output 35 VA at 20/3½ volts) for 20-volt Electric Motors.

Fitted with speed regulator and output sockets for lighting lamps ... Price 26/6

#### ACCUMULATORS



No. E1 Electric Motor (6-volt)



No. E6 Electric Motor (6-volt)



No. T20 Transformer



Resistance Controller



No. E20a Electric Motor (20-velt)

# AMECICA NO.







# MECCANO

#### CONSTRUCTOR

Meccauto

Every boy who is keen on model-building will ardently desire one of the fine Motor Car Constructor Outfits described on these pages.

Sports four-seaters, coupés, speed cars, and other perfect miniature reproductions of many different types of car can be built with these Outfits. All the models are driven by means of a powerful clockwork

#### No. 1 MOTOR CAR OUTFIT

A range of superb motor car models can be built with this Outfit. Look at the examples illustrated on this pageand think of the fun you could have building this and other types equally graceful and realistic.

No. 1 Outfit is available in four different colour combinations—red and light blue, light blue and cream, green and yellow, and cream and red. It is supplied complete with powerful Clockwork Motor... ... ... ... Price 14/6

#### Built-up Models

Built-up models of motor cars made with No. 1 Outfit are available at the following prices:—

Road Racer ... 14/6 Sports Tourer (with bood) 15/-Sports Tourer ... 14/6 Saloon Coupe ...... 15/6

#### Choice Range of Colours

If extra parts in any of the colours mentioned above are required they may be purchased from any Meccano dealer. By adding separate parts in various colours you are able to construct models in a number of pleasing combinations, thus adding considerably to the interest.

In addition to the four standard colour combinations, the following No. 1 Outfit parts are available in the colours indicated:—

Body Sections: orange, yellow. Wheels: orange, yellow. Wings: orange, green.

IMPORTANT.—It should be noted that the No. 1 Motor Car Outfit parts cannot be used in conjunction with those of the No. 2 Outfit.

#### MOTOR CAR GARAGE

The Meccano Motor Car Garage provides accommodation for any Meccano model motor car or other car of suitable size. It is strongly built, with imitation rough-cast finish. Inside dimensions: Height, 5 in.; length, 13 in.; width, 7½ in. Price 7.



MOTOR CAR

#### **OUTFITS**

538189

motor (included in the Outfit,) giving a long, speedy

and realistic run on each winding.

The motor car parts are finished in rich enamel and nickel or chromium plate, the complete Outfits being masterpieces of miniature automobile craftsmanship. Make up your mind now to own one of these splendid Outfits!

#### No. 2 MOTOR CAR OUTFIT

Larger models of a superior type can be built with No. 2 Motor Car Outfit. They are all perfectly designed, beautifully finished, and the most attractive examples of constructional engineering ever produced. Their handsome and realistic appearance may be judged from the illustrations on this page.

No. 2 Outfit is available in four different colour combinations—red and light blue, light blue and cream, green and yellow, and cream and red. A powerful Clockwork Motor that gives a run of 150 feet on one winding is included ... Price 25/-

#### Built-up Models

Built-up models of any of the Motor Cars that can be made with No. 2 Outfit are available, if required Price 25/+ each.

#### Choice Range of Colours

Extra parts in any of the colours mentioned above may be purchased from any Meccano dealer.

In addition to the four standard colour combinations the following No. 2 Outfit parts are available in the colours indicated:—

Body Sections: orange, yellow. Wheels: orange, yellow. Wings: orange, green.

#### MOTOR CAR LIGHTING SET

This Lighting Set enables the headlamps of Motor Car models built with the 1933 No. 2 Motor Car Outlit to be electrically lighted ... ... Price 2/6

It should be noted that the Lighting Set cannot be used with 1932 type Motor Car Outfit models unless the latest Headlamps (price 4d, each) and Instrument Board (price 6d.) are added.





# KEMEX

#### CHEMICAL OUTFITS



#### KEMEX OUTFITS For Chemical Fun!

The new Kemex Chemical Outfits will provide many hours of fascinating fun. With the apparatus and materials contained in them a boy can make inks and soaps; dye wool, cotton and silk, and bleach fabrics that are already dyed; test foodstuffs for impurities; analyse air and water; grow crystals; write with electricity; smelt metals from their compounds; make invisible inks and a chemical garden; prepare gases, and perform a host of other interesting chemical experiments.

#### No. 1 KEMEX OUTFIT

130 Experiments

This Outfit contains a supply of specially selected chemicals, sufficient to perform 130 attractive and varied experiments. The apparatus provided in the Outfit includes Test Tubes and a Test Tube Holder, a Fennel, Filter Papers, and two Glass Delivery Tubes, with a simple and highly-efficient Spirit Lamp that makes the Outfit completely self-contained.

#### No. 2 KEMEX OUTFIT

250 Experiments

This Outfit includes the whole of the contents of the No. 1 Outfit, and further chemicals that increase the range of experiments up to 250. The additional apparatus includes a porcelain Evaporating Dish, Special Test Tubes to withstand high temperatures, a handsome Test Tube Stand, and an Evaporating Stand.

#### No. 3 KEMEX OUTFIT

350-400 Experiments

This is a splendid complete Outfit that provides a boy with all he requires to carry out between 350 and 400 experiments, and thus enables him to acquire a sound knowledge of the fascinating principles of chemistry. The Outfit includes the contents of the No. 2 Outfit, with additional chemicals and apparatus. The latter includes a gas generating apparatus, consisting of a large Wide-necked Flask with Thistle Funnel and Delivery Tubes, and a Blowpipe and a Charcoal Block. These items open up a series of experiments of outstanding interest.

NOTE. Kemex Outfits are complete in themselves and there are no Accessory Outfits

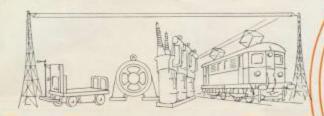
25/-

Price.



ELEKTRON

**ELECTRICAL OUTFITS** 



#### ELECTRICITY!!!

The most wonderful force of the age

The Elektron Outfits provide the necessary material for a progressive series of experiments in magnetism, frictional electricity, current electricity and electroplating. They contain the parts required to construct a Reading Lamp, Electro-magnets, an Electric Bell, an Electric Telegraph, a Shocking Coil and Electric Motors, all of which can be worked from a Bichromate Cell built up from materials included in the Outfit.

Each Outfit is packed in a handsome box, and includes a Manual, splendidly illustrated with actual photographs, giving full directions and explaining every experiment in simple language.

#### No. 1 ELEKTRON OUTFIT

Magnetism and Static Electricity

The No. I Outfit contains two powerful Bar Magnets and a reliable Magnetic Compass, together with everything necessary for the carrying out of a series of fascinating magnetic experiments. In addition there are materials for experiments in frictional or static electricity, and for the construction of an Electric Compass and two forms of Electroscope. There are also parts for constructing a splendid portable Reading Lamp.

Price ... ... ... ... ... 8/6

A No. 1a Elektron Accessory Outfit concerts a No. 1 Elektron Outfit into a No. 2. Price 16/6

#### No. 2 ELEKTRON OUTFIT

Magnetism, Static and Current Electricity

The No. 2 Elektron Outfit contains all that is included in the No. 1 Elektron Outfit, with additional parts that enable a splendid series of experiments in current electricity to be performed. Among these are a Horseshoe Magnet, Coils and Yokes required for the construction of Electro-Magnets that can be used in building a real Electric Bell, and a Buzzer for use in an electric telegraph system. A specially-wound coil and other necessary parts are supplied for assembling into a Shocking Coil that will give hours of fun and excitement; and from other components two different working Electric Motors may be built. Electroplating is among the other fascinating experiments that can be performed with this Outfit.

Price





### MECCANO CONSTRUCTOR

The Meccano Aeroplane Constructor Outfits described on these pages enable boys to design and build their own aeroplanes. A large number of different models may be built by varying the positions



MECCANO

MECCANO



Model of Standard Light Biplane

#### No. O AEROPLANE OUTFIT

The parts contained in this Outfit enable an interesting range of aeroplane models to be built, including high and low wing monoplanes, seaplanes and standard light biplanes. All the parts are interchangeable. Price 5/-Note. The parts in the Nos. O and OIP Outfits are smaller than those in the other Outfits in the series and are not intended for use with these Outfits.

#### No. OIP AEROPLANE HANGAR OUTFIT

This novel and attractive Outfit consists of the complete range of No. O Aeroplane Outfit parts packed in a No. O Aeroplane Hangar instead of in a carton ...

#### No. 1 AEROPLANE OUTFIT

Magnificent models of high and low wing monoplanes and interesting model biplanes representing standard types may be built with this Outfit. The biplanes include models based on the single-seater fighter type of military aircraft, and on the popular light aeroplane ... Price 9:-

Meccano Aeroplane Constructor Accessory Outfit No. 1a, costing 8/6, will convert a No. 1 Outfit into a No. 2.

#### No. 2 AEROPLANE OUTFIT

This Outfit enables a much wider range of models to be built, including triple-engined monoplanes and biplanes, and a racing scaplane of the type that was used in the Schneider Trophy Contests. A particularly interesting model is that of a giant Italian bombing machine, and there are also models of flying boats and amphibians.

Price 16.6

Note .- Meccano Acroplane Parts may be purchased separately. Ash for an illustrated list.



#### Aero Clockwork Motor No. 1

This long-running Motor is specially designed to fit into the fuselage of Meccano Aeroplane models made with No. 1, No. 2, No. 1 Special or No. 2 Special Aeroplane Outfits. It will rotate the propeller at high speed, thus greatly adding to the realism of the model.

Price 2 -

# **AEROPLANE**

#### OUTFITS

of the parts, which are all interchangeable on the famous Meccano principle. The parts in the Nos. 1 and 2 and the No. 1 Special and No. 2 Special Outfits can be used in conjunction with the standard Meccano parts.





Model of Low Wing Scaplane

Model of Light Biplane

#### SPECIAL AEROPLANE OUTFITS

The new Special Aeroplane Constructor Outfits have been designed to enable more realistic models of the latest types of aircraft to be built. They contain many new and improved parts

#### No. 1 SPECIAL AEROPLANE OUTFIT

The parts in this Super Aeroplane Outfit will build over 20 realistic models of different types of aircraft. The range of special parts includes main planes fitted with ailcrons, tail planes with elevators, movable rudder, radial

A No. 1a Special Aeroplane Accessory Outfil, Price 11/6, will convert a No. 1 Special Aeroplane Constructor Outfit into a No. 2 Special.

#### No. 2 SPECIAL AEROPLANE OUTFIT

#### AEROPLANE HANGARS

These splendid hangars, with double doors, have been specially designed

to house model aeroplanes.

No. O1 AEROPLANE HANGAR will accommodate one model made with the No. O or No. O1P Oatfits. Length 111 in. Depth 101 in. Depth 101 in. Price 5 6

No. OZ AEROPLANE HANGAR will accommodate two models made with the No. O or No. OIP Outlits. Length 211 in. Depth 11 in.



#### Aero Clockwork Motor No. 2

This is a more powerful Motor. In addition to rotating the propeller it also drives the landing wheels of No. 1, No. 2, No. 1 Special or No. 2 Special Aeroplane Outfit models, making the machines taxi along the floor in a most realistic manner. An adjustable tail wheel is supplied with the Motor. Price 4 6





## HORNBY SPEED BOATS

