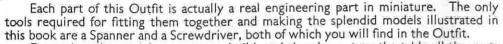


MECCANO

REAL ENGINEERING IN YOUR PLAY HOURS

HOW TO COMMENCE THE FUN



First select the model you want to build, and then lay out on the table all the parts detailed in the "Parts Required" list. If you are not sure of the name of a part, look

it up in the illustrated list given below.

Take Model No. O.5 as an example. Begin by bolting the Flat Trunnions that support the uprights of the swing to the Flanged Plate. Then bolt the uprights themselves to the Trunnions and join their upper ends with a $2\frac{1}{2}'' \times \frac{1}{2}''$ Double Angle Strip as shown. The Strips that form the backstays to the uprights, and the swing seat, can then be added.

When you have built all the models illustrated in this Manual the fun is not over

but is just beginning! Now comes the chance to make use of your own ideas. First of all rebuild some of the models with small changes in construction that may occur to you; then try building simple models entirely of your own design. In doing this you will feel the real thrill of the engineer and the inventor.

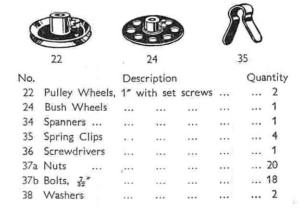
In several of the models shown in this Manual, miniature figures and other items from the Dinky Toys series are included to add realism and to increase the fun. The Dinky Toys are not contained in the Outfits, but may be purchased separately from your Meccano dealer.

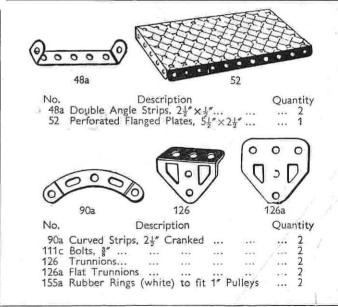
If you ever meet with any small difficulty, or if you wish to have furtherinformation on any point in connection with your model-building, write to Meccano Ltd., Binns Road, Liverpool 13, and your letter will be answered fully and promptly.

CONTENTS OF MECCANO NO. O OUTFIT

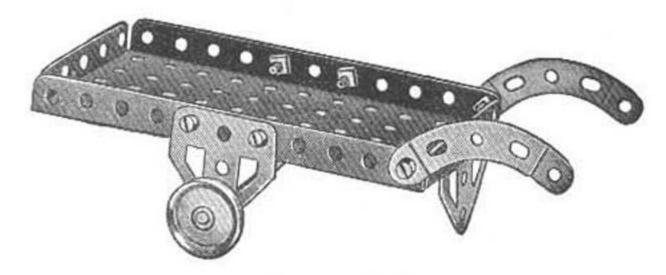
5 10 12 No. Description Quantity 2 Perforated Strips, $5\frac{1}{2}$ 4 5 ,.. , $2\frac{1}{2}$ 2 10 Flat Brackets 4 12 Angle Brackets, $\frac{1}{2}$ $\frac{1}{2}$ 4

)					9
	1	7				-	19s		
No.				Des	cription			Qua	ntity
16	Axle	Rod,	31."		****		577		1
17	**	**	2"						1
195	Crani	k Har	ndles	, 3½"	Shaft		***		1





O.1 HAND CART

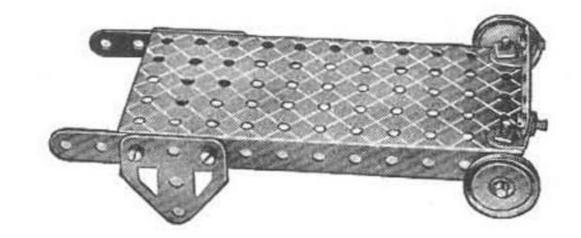


Parts required

1 of No. 16	1 of No. 52	2 of No. 126a
	2 " " 90a	
8 " " 37		

O.2 COSTER'S BARROW Parts required 2 of No. 10 | 1 of No. 52 1 " " 16 | 2 " " 90a

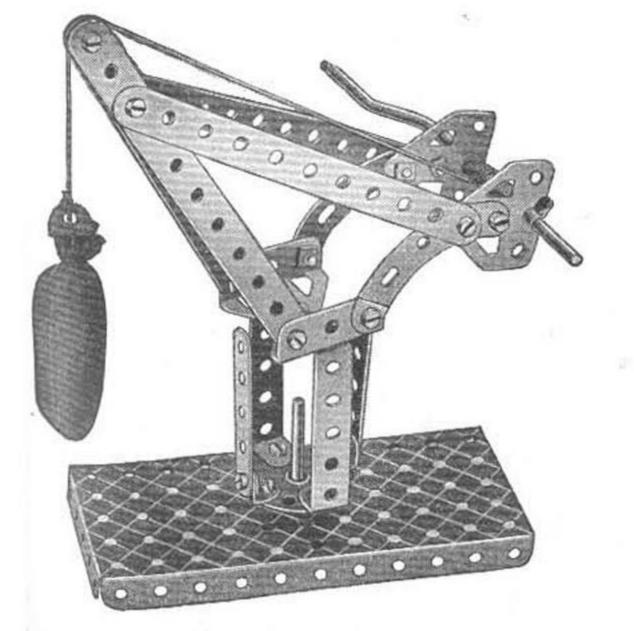
O.3 FLAT TRUCK



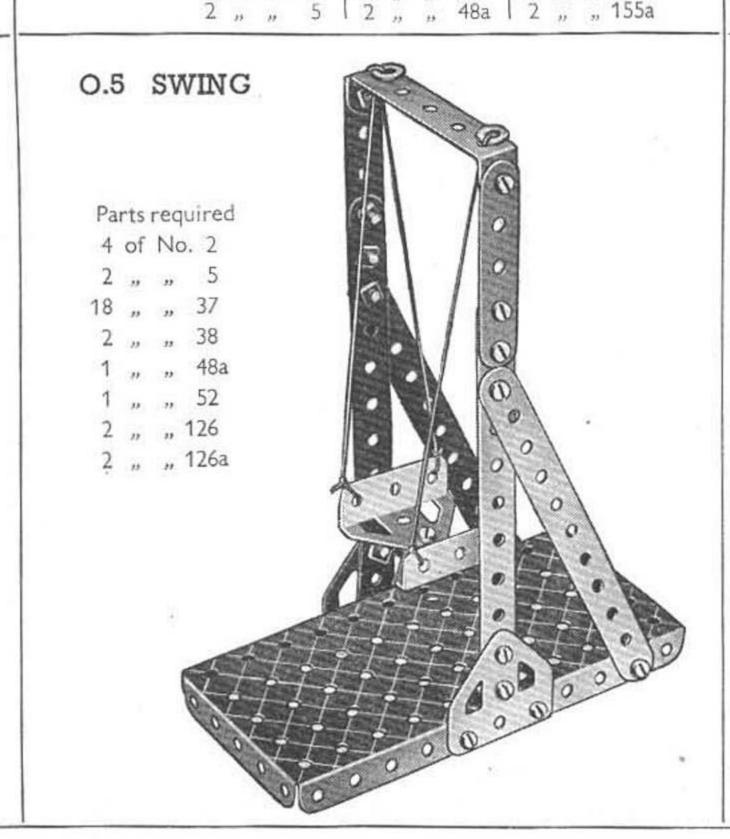
Parts required

							4					
2	of	No.	5	1 2	of I	No.	22	ĺ	1	of	No.	90a
2	,,	22	12	8	,,,	"	37		2	,,	11	126a
1	,,	23	16	1	,,,	,,	52					155a

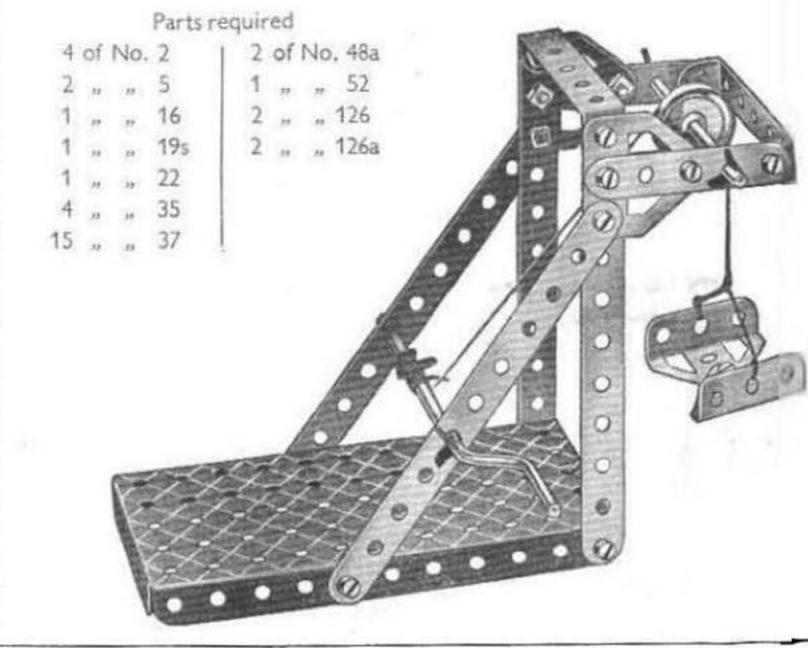
O.4 DOCKSIDE CRANE



Parts required
4 of No. 2
2 ,, ,, 5
3 ,, ,, 12
1 ,, ,, 17
1 ,, ,, 19s
1 ,, ,, 22
1 ,, ,, 35
18 ,, ,, 37
2 ,, ,, 37a
2 ,, ,, 38
2 ,, ,, 48a
1 ,, ,, 52
2 ,, ,, 90a
2 ,, ,, 111c
2 ,, ,, 126
2 ,, ,, 126a



O.6 ELEVATOR



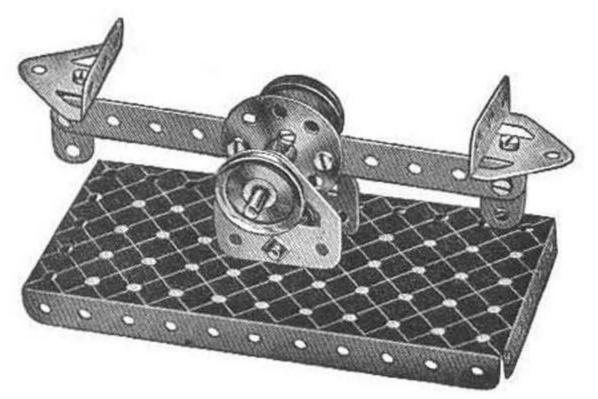
O.7 GARDEN SEAT



Parts required

4 of No. 2

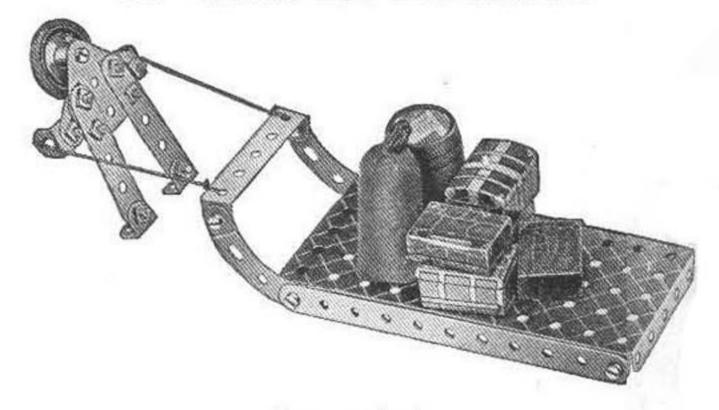
O.8 COUNTER SCALES



Parts required

1 of No. 2	2 of No. 22	1 of No. 52
2 ,, ,, 10	1 ,, ,, 24	2 " " 126
1 " " 17	9 ,, ,, 37 2 ,, 38	2 " "126a

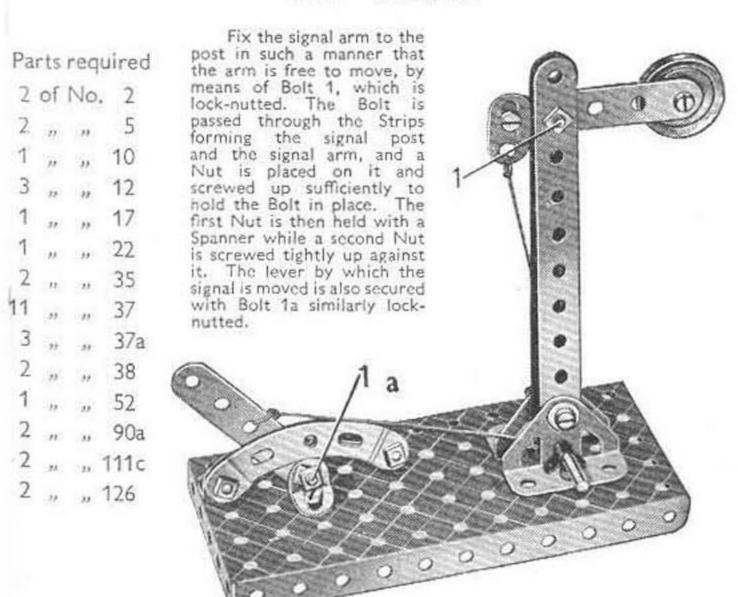
O.9 ESKIMO BOY AND SLEDGE



Parts required

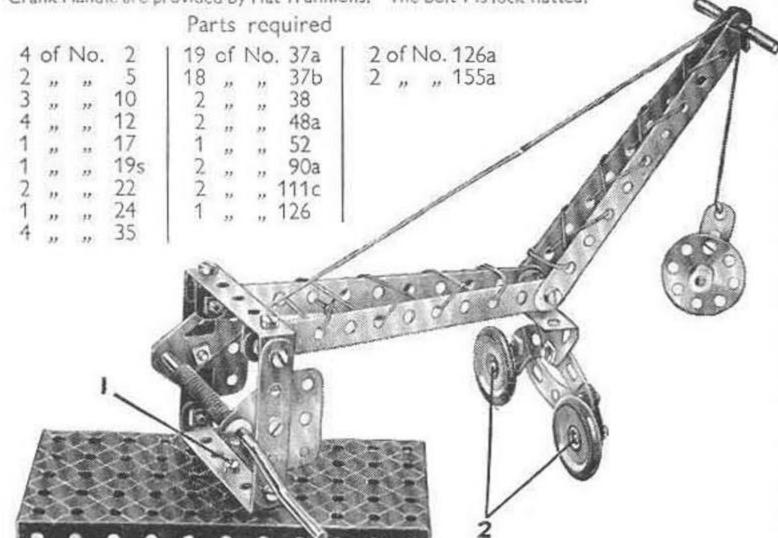
2	of	No.	2	1 1	of	No.	22	2	of	No	. 90a
		23				,,	37	1	22	22	1110
2	23	23	10	1	23	22	48a		,,,		126a
4	13	33	12	1 1	"	**	52	1	"	33	155a

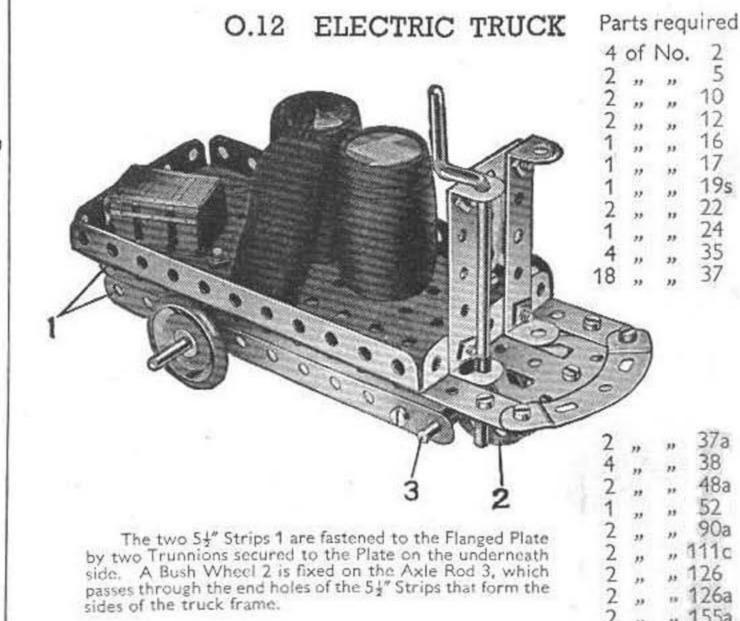
O.10 SIGNAL



O.11 RADIAL CRANE

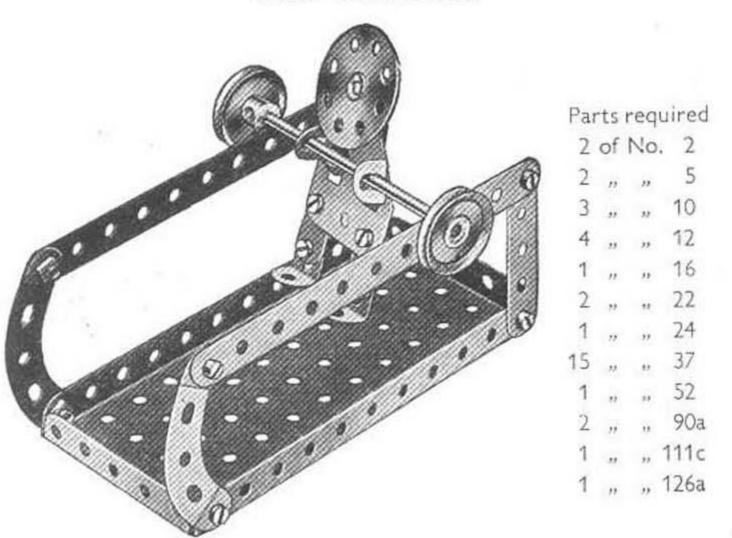
The wheeled bogic that carries the boom and jib is formed from two Curved Strips and two Flat Brackets. The §" Bolts 2 pass through the Flat Brackets and are gripped in the bosses of the 1" Pulleys. Bearings for the Crank Handle are provided by Flat Trunnions. The Bolt 1 is lock-nutted.



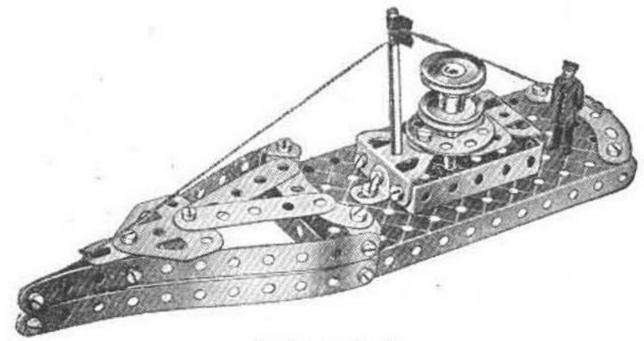


.. 126a





O.14 BATTLESHIP

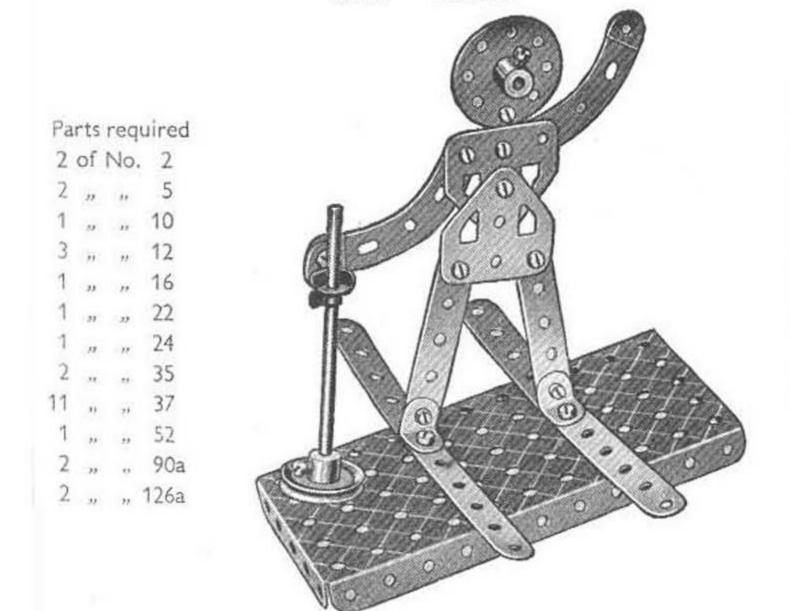


Parts required

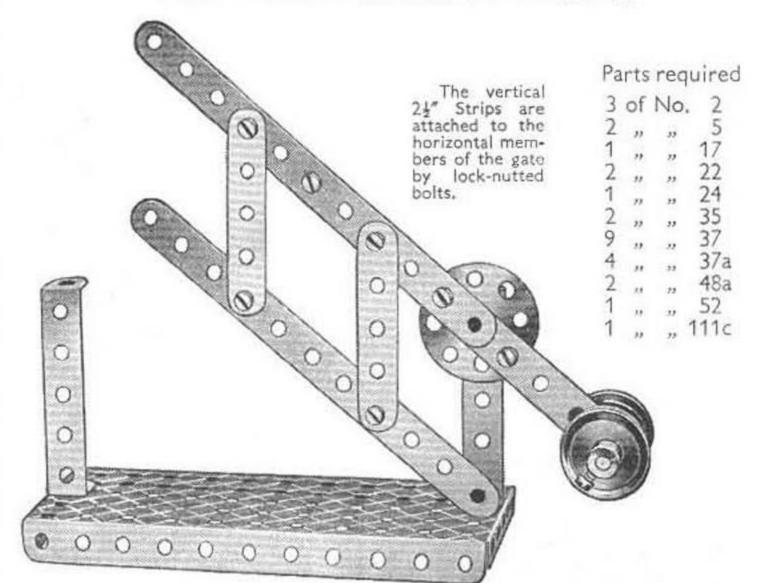
4	of	No.	2	1 2	of	No.	22	1	of	No	. 52
2	11	11	5	1	12	,,	24	2	,,	25	90a
3	11	**	10	3	**	**	35	1	**	.,	111c
4	"	22	12	18	,,,	**	37	2	**		126
1	35	. 77	16	1	22	22	3/a	2	22	22	126a
1	12	22	7/	1 2	22	77	48a	1			

O.15 SCALES Parts required 3 of No. 2 1 ,, , 17 1 ,, , 24 2 ,, , 35 10 ,, , 37 1 ,, , 52 2 ,, , 126a 2 ,, , 126a

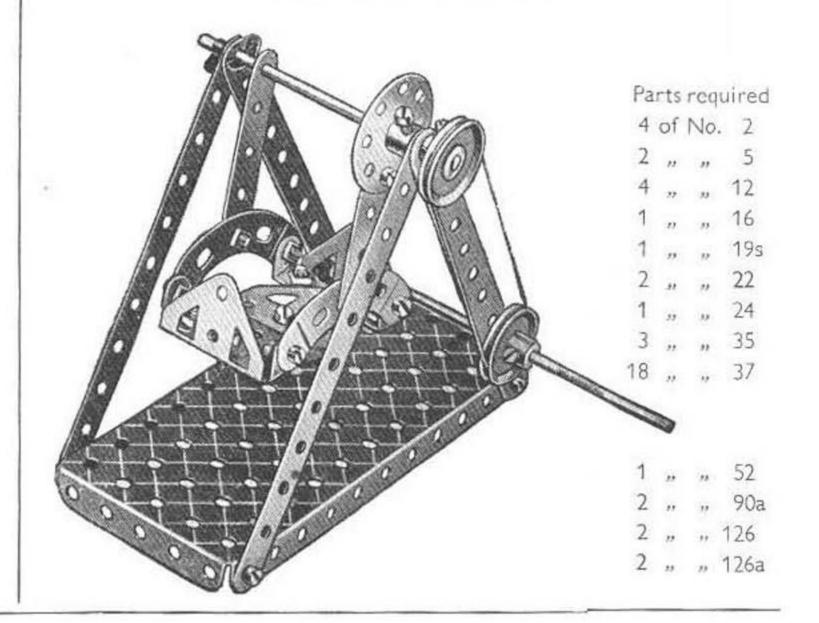
O.16 SKIER



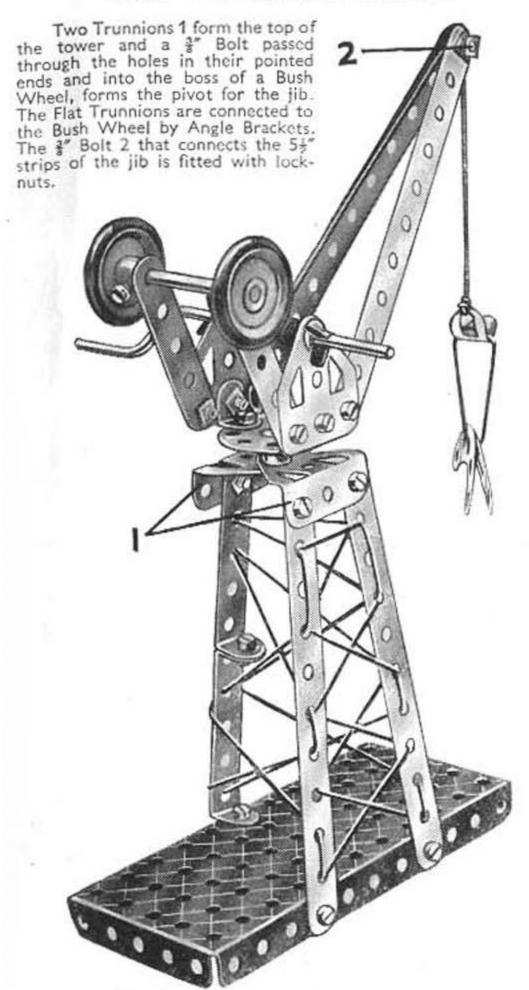
O.17 LEVEL CROSSING BARRIER



O.18 SWING BOAT

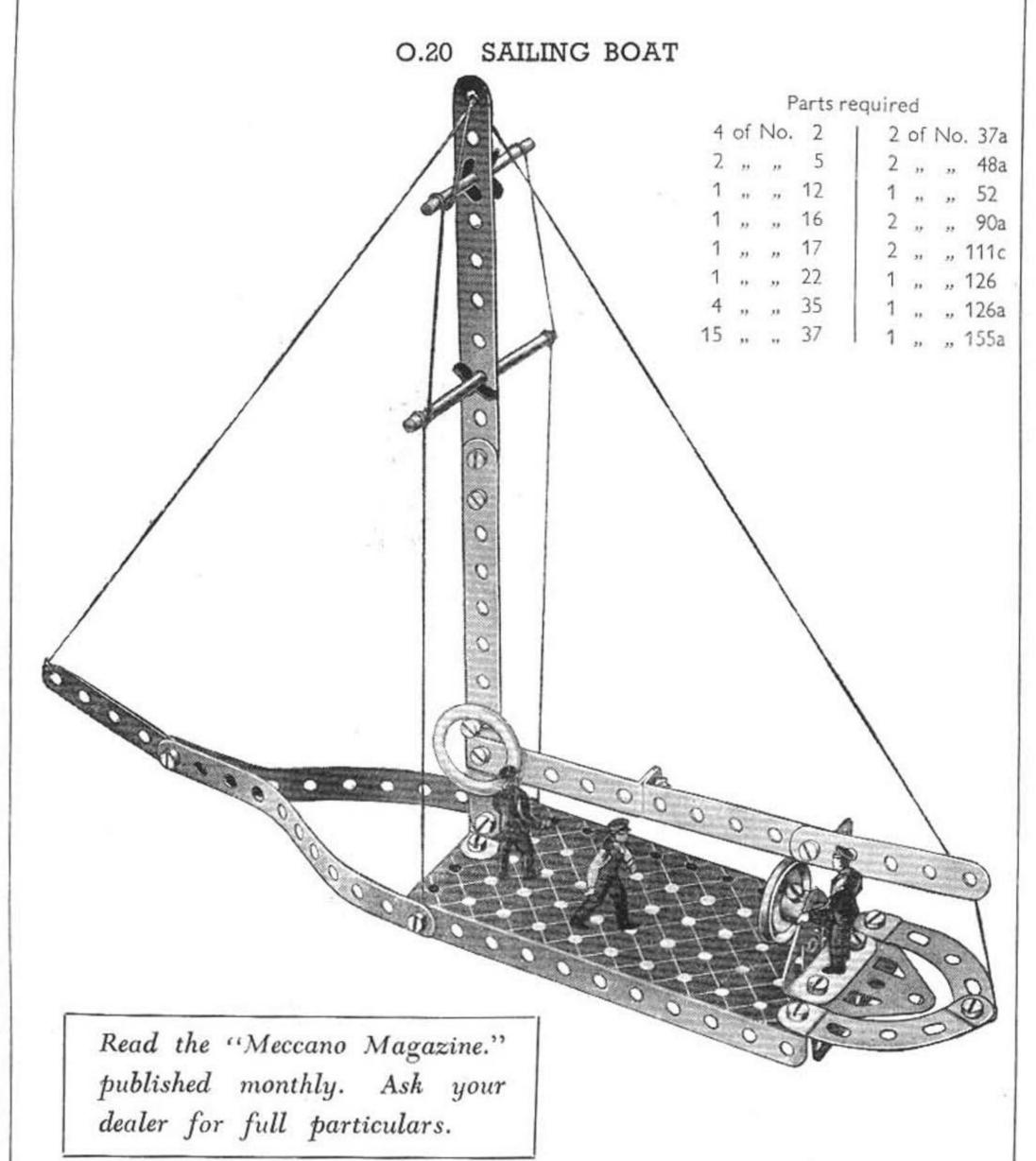


O.19 DOCKSIDE CRANE

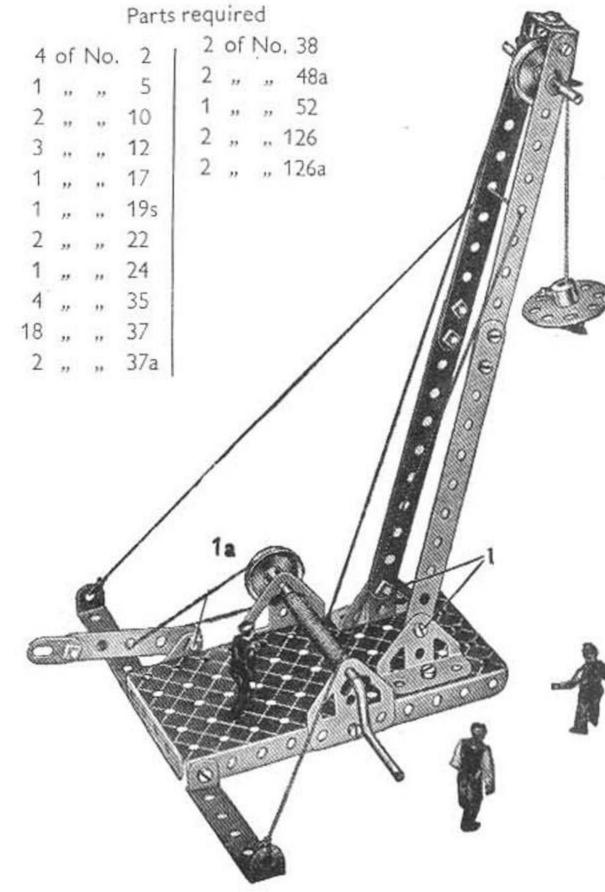


Parts required

							equire				
4	of	No.	2	11	of I	No.	24	1	of	No	52
							35				90a
3	21	25	12	17	**	,,	37a	2	,,	"	111c
1	33	,,	17	15	"	,,	37b	2	33	,,	126
1	25	31	19s				38				126a
2	22	,,	22					2			155a



O.21 DERRICK CRANE

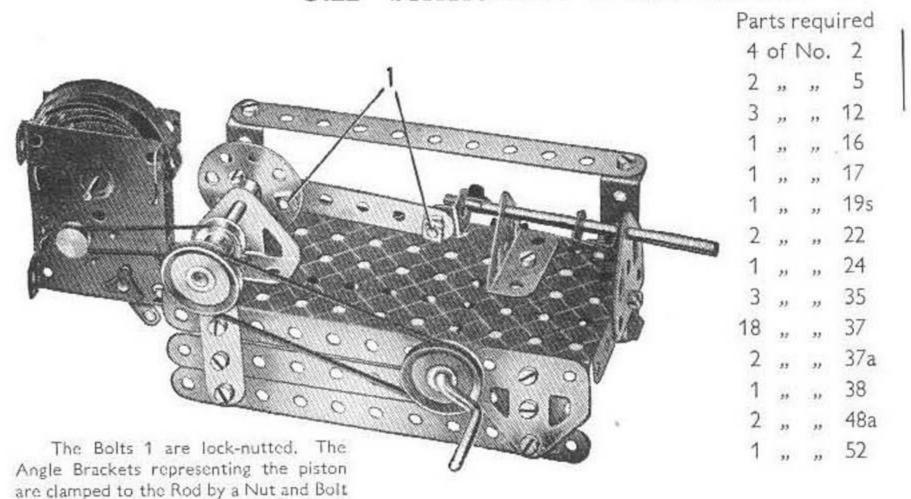


The construction of the model is commenced by bolting the Trunnions and Flat Trunnions that support the jib and Crank Handle respectively, to the $5\frac{1}{2}$ " $\times 2\frac{1}{2}$ " Flanged Plate that forms the base of the model. The jib is then assembled and fastened to the Trunnions by means of the lock-nutted Bolts 1. The brake lever is a $2\frac{1}{2}$ " Strip extended by a Flat Bracket, and is fastened to a second Flat Bracket bolted to the Flanged Plate by means of a Bolt 1a the nut of which is left sufficiently loose to allow the Strip to move. A length of Cord is fastened to the lever and then passed round the 1" Pulley on the Crank Handle.

THE MECCANO

MAGIC MOTOR

O.22 STATIONARY STEAM ENGINE



fastened in their elongated holes.

20	of N	No.	126
2	13	37	126
Ma	gic	Mo	otor

Parts required 3 of No. 2 2 " " 5

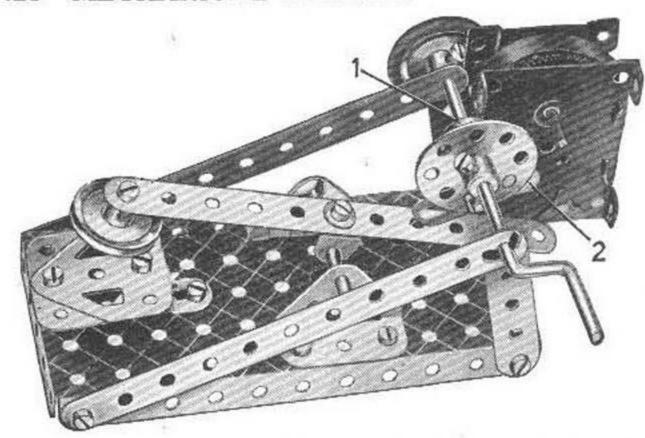
4 of No. 12

1 " "111c 2 " " 126 2 " "126a

1 " "155a Magic Motor

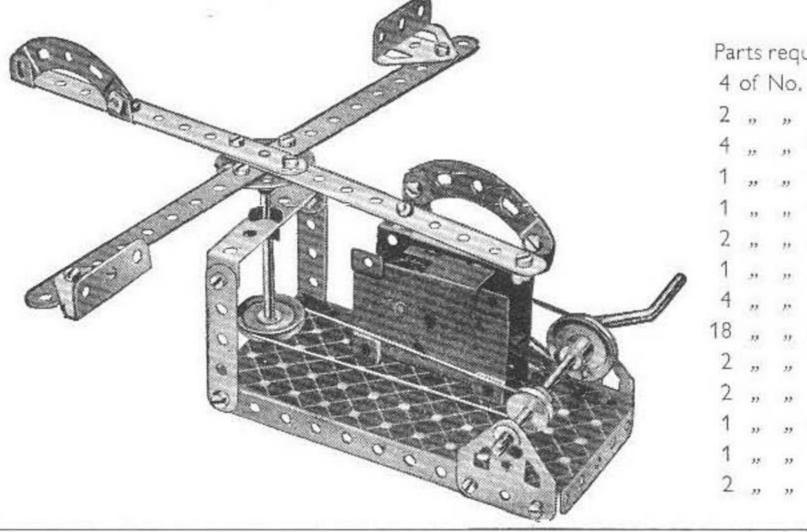
Magic Motor

O.23 MECHANICAL HAMMER



The \$" fast Pulley 1 is driven from the pulley 2 on the Magic Motor by the Driving Band supplied with the Motor.

O.24 MERRY-GO-ROUND

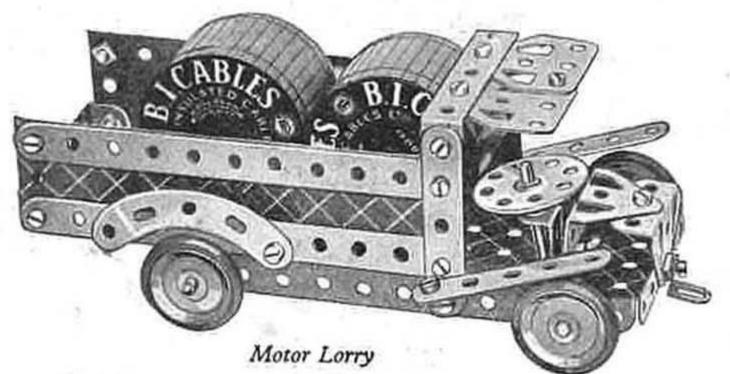


4	of	No.	2
2	1)	>>	5
4	22.	,11	12
1	"	.,,	16
1	11	"	195
2	,,,	**	22
1	,,	22	24
4	"	10	35
18	11	**	37
2	,,	,,	37a
2	22	,,	38
1	3)	27	48a
1	35	22	52
2	,,,	"	90a

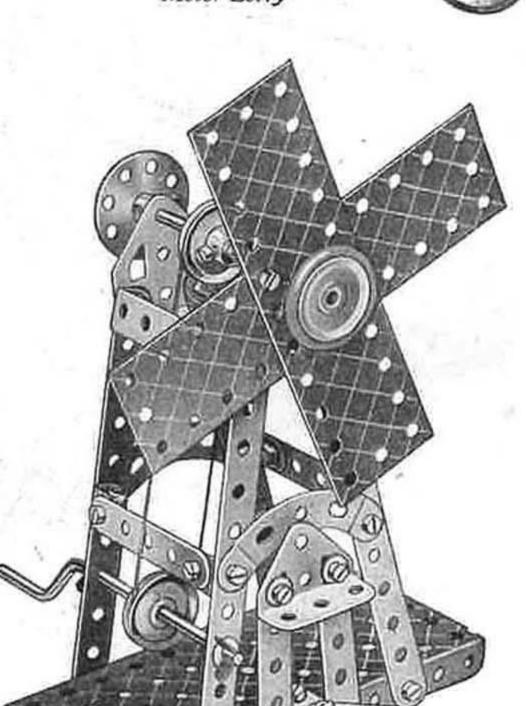
2 of No. 111c 1 of No. 52 2 " " 126 2 " "126 2 " "126a 2 " "126a Magic Motor

The greatest thrill in Meccano model-building is experienced when a model is set to work by means of a Meccano Magic Motor. The illustrations on this page show how the Magic Motor can be fitted without any difficulty to No. O Outfit models of various types. Fit the model you have just built with one of these wonderful Motors, and enjoy the fun of watching it work just like the real thing! 2 " " 90a

O.25 WINDMILL A Driving Band connects the pulley of the Magic Motor to a 1" Pulley fastened on the Crank Handle. The Crank Handle carries also a 1 Pulley, which is connected by a second Driving Band with a further 1" Pulley fixed to the Rod on which the sails are mounted. Parts required 4 of No. 2 1 " " 24 3 " " 35 18 " " 37 2 " " 38 2 " " 48a

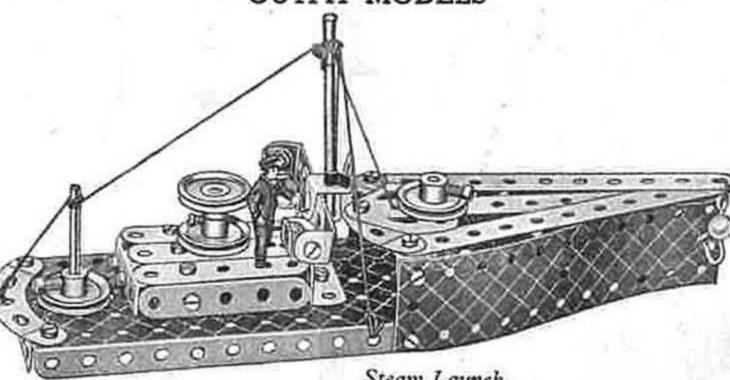






Windmill

A SELECTION OF MECCANO NO. 1 OUTFIT MODELS



Steam Launch

HOW TO CONTINUE

When you have built all the models shown in this Manual you should obtain a copy of the No. 1 Manual from your dealer, together with the selection of Meccano parts listed below. These additional parts will convert your No. O Outfit into a No. 1 Outfit, with which it is possible to build a further 48 larger and more attractive models similar to those illustrated on this page. on this page.

Part No. 5 Perforated	Strips	21*		172.744			Quai
12 Angle Brac	lease			***	•••	***	***
12 Aligie brac	vers.	× 2	***	***	***	***	***
16 Axle Rods 17 Axle Rods		***	***	***	***	***	***
17 Axle Rods	2	**	***	***		***	***
22 Pulley Who 34 Spanners	els, 1"	diam.	with c	entre b	oss an	d set se	crew
	***	***		4.4	**		
37a Nuts	***	***	***		***	***	64
37b Bolts, iv	***	***		***	8.0		***
38 Washers		344	***		1.1	***	
40 Hanks of C	ord	444	**	***	***	***	***
57c Hooks, Los	ided, S	mall	-				***
11c Bolts, ?"	***	•••		***	***	***	
75 Daymerad /	Angle E	racket	5, 4"		***		
			8 S - 40 C				
55a Rubber Rin 89 Flexible Pi	ngs for	1" Pu	lleys	***	***	20.64	200

The more Meccano parts you have, the bigger and better the models you are able to build. Keen and enthusiastic model-builders keep adding to their Outfits, until they are able to build all the wonderful models shown in the Meccano Manuals.

Remember that the model-building possibilities of the Meccano System are limitless.

