



MECCANO

TRADE MARKS 296321, 501113, 76, 12633, 10274, 55/13476, 569/13, 884/25, 2913, 80, 124, 336, 4174, 91637, 83171, 157149, 32822, 200639, 209733, 214061, 214062, 12892, 29094, 33316, 1818, 16737, 383/13, 5848, 50204, 10/12258, 22826, 18982, 20063/925, 9048, 5549, 2189, 16900, 72286, 2389, 41812, 5403, 7315, 18066, 139420, 494933-4-5-6, 29041, 26877, 6595, 404718, 410379, 55098, 12240

HORNBY'S ORIGINAL SYSTEM—FIRST PATENTED 1901

INSTRUCTIONS

FOR OUTFITS

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Canadian Branch: Meccano Limited, 34, St. Patrick Street, Toronto

No. 31.1

CANADA

MECCANO

The Finest Hobby in the World for Boys

The Meccano system is composed of over two hundred and fifty different parts, mostly made of steel or brass, each one of which has a definite mechanical purpose. These parts combine to form a complete miniature engineering system with which practically any mechanical movement may be reproduced in model form. More can be accomplished with Meccano than with any other constructional toy, for no other system has such possibilities. The genius is in the parts and you can commence to build models as soon as you get your Outfit home. A screwdriver, provided in the Outfit, is the only tool necessary.

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 feature about the system is that it is *real engineering* in miniature; it is fascinating and delightful and it gives you a satisfaction beyond anything that you have ever previously experienced.

The "Meccano Magazine"

The *Meccano Magazine* is the Meccano boy's own newspaper. It tells him of the latest Meccano models; what Meccano Clubs are doing; how to correspond with other Meccano boys; the Competitions that are running, etc. It contains splendid articles on such subjects as Railways, Famous Engineers and Inventors, Electricity, Bridges, Cranes, Wonderful Machinery, Aeronautics, Latest Patents, Radio, Stamps, Photography, Books and other topics of interest to boys, including suggestions from Meccano boys for new Meccano parts and correspondence columns in which the Editor replies to his readers' enquiries. The publishing date is the first of each month. If you are not already a reader of the *Meccano Magazine* write to the Editor for full particulars, or order a copy from your Meccano dealer or from any newsagent.

Model-Building with Meccano

Make the simple models first—they will provide hours of fun—and then try to improve them. Every model can be made in a dozen different ways. It is important to screw up all the nuts and bolts tightly to ensure that your models will be strong and firm when they are completed.

Every keen and inventive Meccano model-builder should obtain copies of the special Manuals "How to use Meccano Parts" and "Meccano Standard Mechanisms." In the former the principal uses of Meccano parts are outlined, while the latter shows a large number of real engineering mechanisms, built of Meccano parts, that can be incorporated in various models. You can obtain copies of these Manuals from your dealer, or direct from Meccano Ltd., Old Swan, Liverpool.

How to Build up Your Outfit

Meccano is sold in ten different Outfits, numbered 000 to 7. All Meccano parts 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 more elaborate models. Each Outfit from No. 00 upwards may be converted into the one next higher by the purchase of an Accessory Outfit. Thus, a No. 00 may be converted into a No. 0 by adding to it a No. 00A. A No. 0A would then convert it into a No. 1, and so on. In this way, no matter with which Outfit you commence, you may build it up by degrees until you possess a No. 7 Outfit. It is important to remember that Meccano Parts may be bought separately at any time in any quantity from your Meccano dealer.

Amateurs To-day—
Experts To-morrow

