







Part of the mechanism that takes the drive from an E208(S) Electric Motor, housed in the cab of a fine model Road Sweeper built from Outfit No. 8,

MECCANO No. E20R(S) ELECTRIC MOTOR. A powerful 20-volt MECCANO No. EO20(S) ELECTRIC MOTOR. A sturdy 20-yolt

power when run from a 12-volt car battery. with perfect safety, through a 20-volt Transformer. Where A.C. supplies are not available, the E20R(S) Electric Motor will give adequate The modern way is to drive models electrically, for longer runs and more precise control. If mains alternating current is available either of the two Meccano 20-volt Electric Motors can be run cheaply, and of the two Meccano 20-volt Electric Motors Canada Alberte A.C.

Meccano Electric Motors

A No. I Clockwork Moror arranged to operate the load hoisting mechanism in a model Forge Crane built from Outfit No. 6.

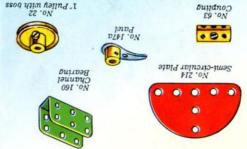
11 WOVKS . . . 11'S Meccano for ideal for reproducing in model for metancing in median form interesting mechanical devices and movements used in real engineering. Several examples are illustrated here.

... outsilagy & H

MECCANO No. I CLOCKWORK MOTOR. pecially intended for driving suitable models built on Outfles Nos. 00 to 5. MECCANO MAGIC MOTOR, Non-reversible,

in operation. cut gears make them smooth and steady The Meccano Clockwork Motors fit easily into Meccano models, and their precision-

Notors Meccano Clockwork



























Vo. 130 Eccentric.

monthly, and can be ordered from any Meccano dealer or newsagent. every Meccano enthusiast should have. This appears illustrated every month in the Meccano Magazine, which measure there are also the new models described and tions, and to them he adds models of his own design. To give good Meccano enthusiast. He begins with the models in his Books of Instruc-So the whole world of engineering structures and machines is open to the

converts it into a No. 0, then Accessory Outfit No. 0a, which converts his No. 0 Outfit can begin with Outfit No. 00 and later can add first Accessory Outfit No. 00a, which by adding the appropriate Accessory Outfit. For instance the youngest Meccano enthusiasts Meccano is a hobby without end. Each Outfit can be converted into the next larger Outfit

can be built with these tools alone, which every boy knows how to use. small Spanner are needed, and these are included in every Outfit. The most complicated models to assemble them. A beginner can start building at once, for only a Screwdriver and a including Strips, Plates, Girders, Pulleys, Cranks and Couplings, and Bolts and Nuts with which Meccano is real engineering for boys. Its parts are similar to those used in real engineering, Parts easily assembled

Even the smaller Outfits provide unlimited fun and scope for interesting development. today. Meccano caters for that urge to construct and experiment that exists in every boy. time, and many other of the wonderful machines and mechanisms they see around them bridges, cranes that lift, swivel and travel, looms that weave cloth, clocks that keep accurate fascinating models of motor cars with gear-boxes and differentials, lift and opening Meccano is a marvellous toy that satisfies this desire; it enables boys to build

in their own particular way. Not every boy plans to be a great engineer or inventor, but it is the desire of all boys to know how things are made and work, and why they work

Engineeving for Boys of all ages

WECCYNO



MECCANO for beginners

There is a Meccano Outfit to suit every boy, whatever his The simplest is the Meccano Outfit No. OO, with which the very youngest can easily build models and toys like those illustrated here, and turn the handles to make them work! The parts it contains are of the same quality and design as those in the larger Outfits, and there are instructions for building twenty simple and interesting toys.

Even the youngest Meccano engineers get real thrills from building models of their own design and as they grow older they can pass on to the larger and more fascinating models that can be achieved using the bigger Outfits.



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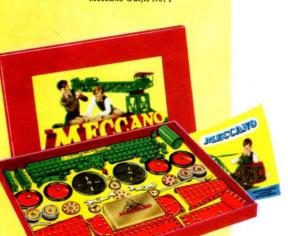




MECCANO



Meccano Outfit No. 1



Meccano Outfit No. 5

The Toy that grows with the Boy ...

How much better it is for boys to make their own toys. They can make what they want—with Meccano! When they have made and played with one model, they can take it to pieces and build another with the same parts. No ready-made toy can compete with Meccano for long and happy play-hours. Meccano grows in interest as accessory outfits and spare parts are added from time to time. It is "The Toy that grows with the Boy.'

Meccano is available in twelve different Outfits ranging from No. 00, the smallest, to No. 10, the largest. These main Outfits are linked together by Accessory or 'A' Outfits, and progress from one main Outfit to the next larger can be made without unnecessary duplication of parts, by the addition of the appropriate Accessory Outfit. For example, a Meccano No. 1 Outfit can be converted into a No. 2 by adding to it a No. 1a Accessory Outfit. A No. 2a would then convert it into a No. 3, and so on. It is not necessary to have the Meccano hopey with the smallest Outfit; a start can be made with any main Outfit in the series. begin the Meccano hobby with the smallest Outfit; a start can be made with any main Outfit in the series.

All Meccano parts are of the same high quality and finish, but the quantity and variety increase in the successive Outfits so that progressively bigger and better models can be built. Any additional Meccano parts wanted can be bought separately from Meccano Dealers.

Meccano Outfits

				£	S.		d.		£	5	d
Meccano O	outfit No.	00	 		5		9	Meccano Outfit No. 5	3	7	6
Meccano O	outfit No.	0	 		10		6		3	19	6
Meccano O	outfit No.	1	 		16		6	Meccano Outfit No. 7	5	2	6
Meccano O	utfit No.	2	 	1	2	1	1		,	15	o
Meccano O	utfit No.	3	 	I	12		6			10	0
Meccano O	outfit No.	4	 	2	5		0				0

Meccano Accessory Outfits

												£	S.	d.	
Accessory Outfit No.	00a	converts	No.	00	into	No	. 0			 	 	7	4	6	
Accessory Outfit No.	0a	,,	,,	0	,,	,,	1			 	 		7	0	
Accessory Outfit No.	la	**	,,	1	**	,,	2			 	 		8	O	
Accessory Outfit No.		,,	,,	2	,,	**	3			 	 		14	0	
Accessory Outfit No.		**	,,	3	,,	,,	4			 	 		16	6	
Accessory Outfit No.		**	,,	4	,,	,,	5			 	 	- 1		II	
Accessory Outfit No.	5a	,,	,,	5	**	,,	6			 	 		18	0	
Accessory Outfit No.	6a	,,	,,	6	,,	,,	7			 	 	1	17	6	
Accessory Outfit No.	7a	,,	**	7	,,	,,	8			 	 	4	5	o	
Accessory Outfit No.	8a	,,	,,	8	22	,,	9			 	 	3	19	6	
Accessory Outfit No.	9a	,,	,,	9	**	,,	10			 	 	21	10	0	
			200	Pric	es in			irchase	Tax				-		

Meccano Models actually work . . .

You can turn them by hand, but the greatest thrill of all is to set them in motion by means of a Meccano Clockwork or Electric Motor. Meccano Motors are described and illustrated in

Meccano Gears Outfit 'B'

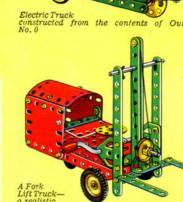
With this Gears Outfit, used with a Meccano main Outfit, it is possible to build a wide range of interesting mechanisms driven through gears, as in real engineering. The machine-cut brass gears, steel sprockets and Rod with Keyway in the Outfit have been selected as having the widest possible uses. It is specially intended for use with the smaller Outfits that do not contain any gears.

Three examples from the Book of Instructions are illustrated below.



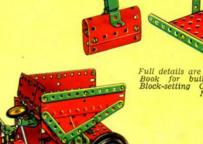


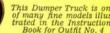


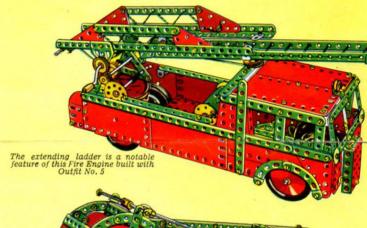
















he will find pictures and details of new models that he can build, what-ever the size of his Outfit, and there are regular announcements of modelbuilding competitions in which he can enter models of his own design. In addition, there are many fine articles, all splendidly illustrated from actual photographs, that give him news of developments in engineering, invention, road transport, aircraft, shipping, etc., with many general contributions telling him about the world around him. The MECCANO MAGAZINE reader is well-informed and up to date.

