



(TRADE MARK REG. U.S. PAT. OFF.)

INSTRUCTIONS FOR No. 0 OUTFIT

This outfit will build scores of other fine models in addition to those illustrated. There is no limit!

SPECIAL NOTE—All the "OO" models shown in this manual and the supplementary manuals included can be built with this No. O Outfit.

Price 15 Cents

MECCANO COMPANY

INCORPORATED

ELIZABETH, NEW JERSEY

AMERICAN EDITION

A TALK WITH NEW MECCANO BOYS

Meccano Outfits contain accurately-made and highly-finished engineering parts and enable every movement known to mechanism to be reproduced in model form. With Meccano, the original and only system, you can accomplish more than with any other model-building toy. No study is needed to enable anyone to build models with Meccano—the genius is in the Meccano parts.

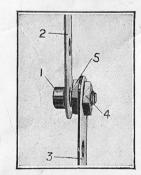
You never come to the end of Meccano fun. There is always more ahead—always some new, ingenious and interesting model to build and there is no limit to them. Each one, as it is completed, "tuned up," and set going, brings a joy and satisfaction beyond anything that boys have ever previously experienced.

As you progress in Meccano you obtain a greater variety of parts, gear wheels, pulley wheels, worm wheels, couplings, cranks, and all manner of perfectly-made real engineering parts. These enable you to construct advanced mechanical movements without any difficulty; it is fascinating and delightful and yet so simple that even an inexperienced boy may join in the fun without first having to study or learn anything.

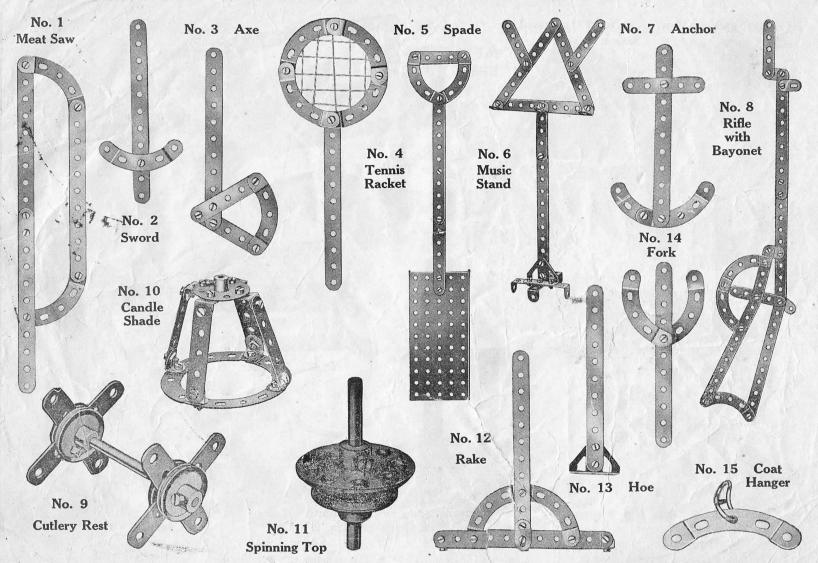
It should be noted that in a number of models included in this Manual it is necessary to attach one part to another so that while the two cannot easily be disconnected, one or both are capable of moving quite freely. This is effected by securing a Meccano bolt and two nuts in the manner shown in the accompanying illustration, which is reproduced from the "Standard Mechanisms" Manual (detail No. 262). The bolt 1 passes through the Strip 2 and is held securely to Strip 3 by means of two nuts 4 and 5 screwed tight against opposite sides of the Strip. Sufficient space is

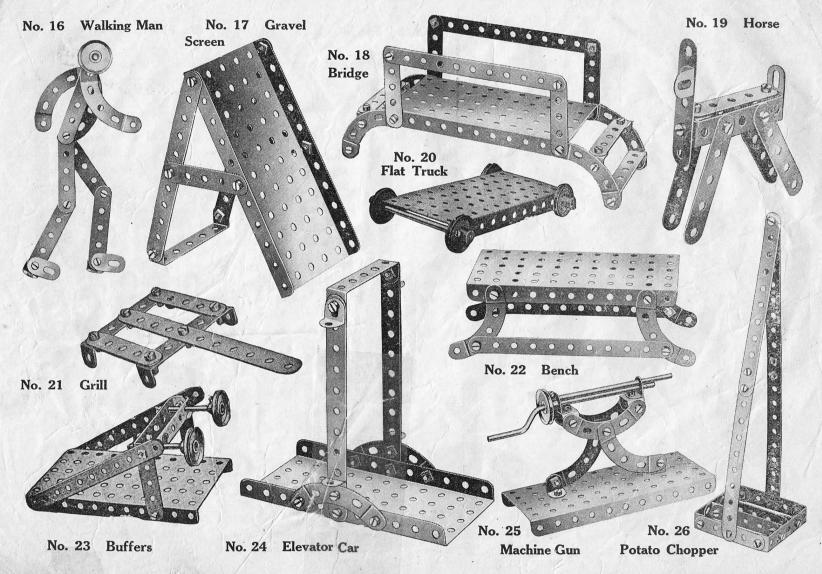
left between the nut 5 and the bolt head to allow free movement of the Strip 2. Examples of the use of this form of pivot will be found in the Wheel Chair (Model No. 93), where it is employed to connect to the Flanged Plate the Cranked Bent Strip carrying the front wheel, and in he Shearing Machine (Model No. 96), wherein the bolt and nut joint is used to make the necessary pivotal connections between the three moving levers. It is also used to secure the right arm of the Blacksmith (Model No. 128) so that his hammer can be manipulated by pulling a piece of string.

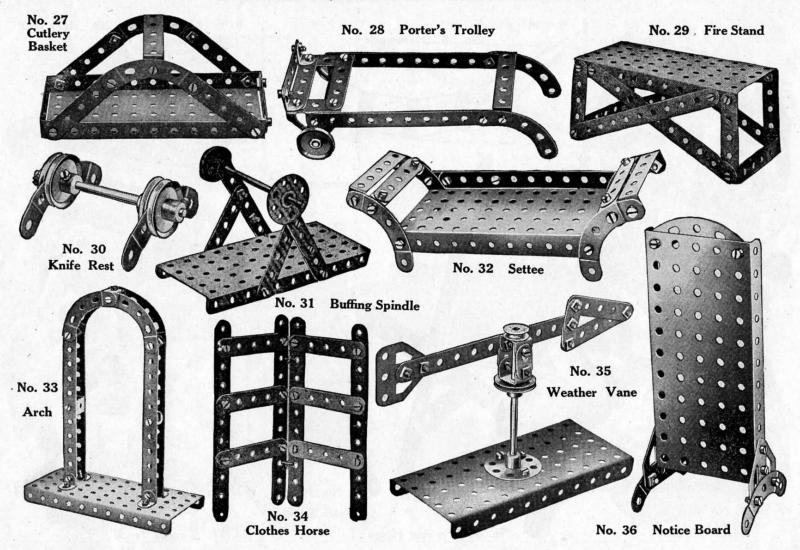
Another form of pivot or swivel joint frequently used in Meccano models is obtained by first placing the Strips 2 and 3 on bolt 1 and locking the nuts 4 and 5 on its shank. The nuts are turned in opposite directions so that they securely grip each other in position on the bolt. This arrangement allows for free movement of both Strips 2 and 3, independently of the bolt. Two examples of this pivotal connection can be seen in Model No. 122.

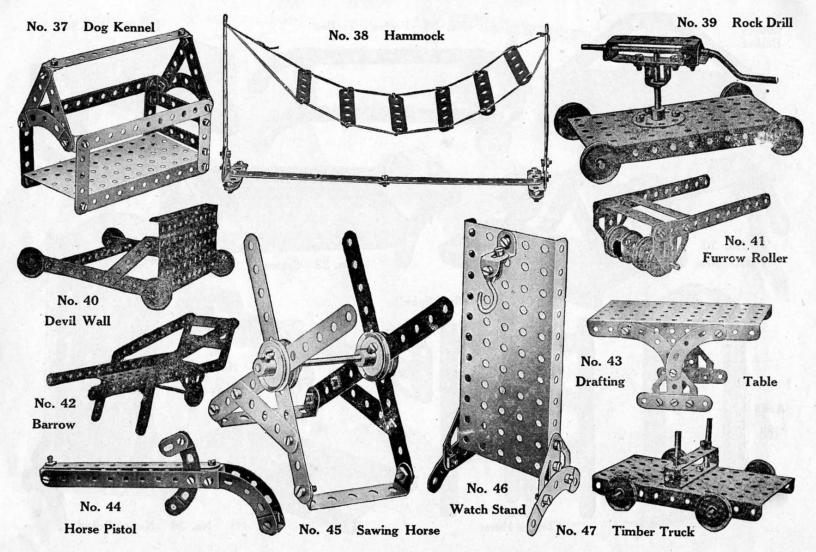


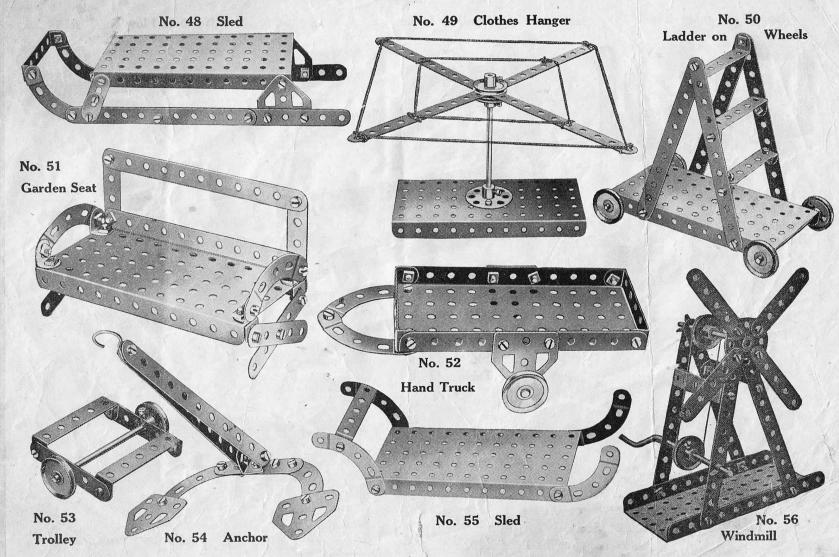
S.M. No. 262

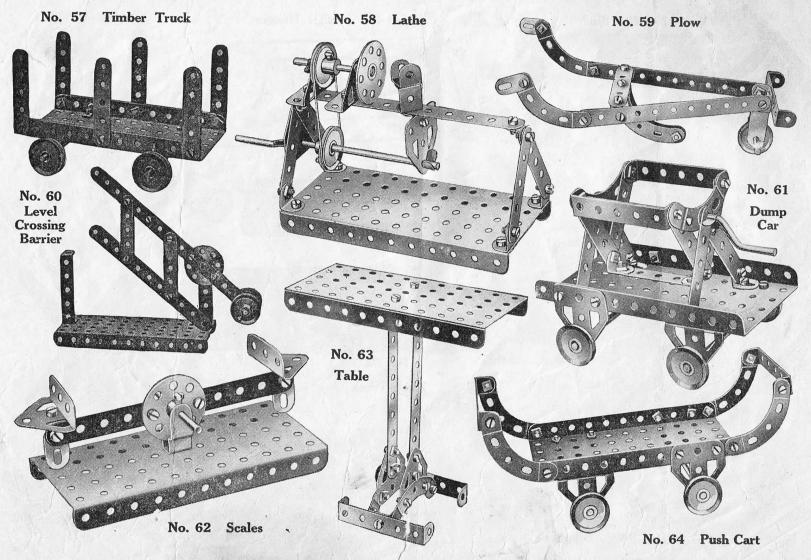


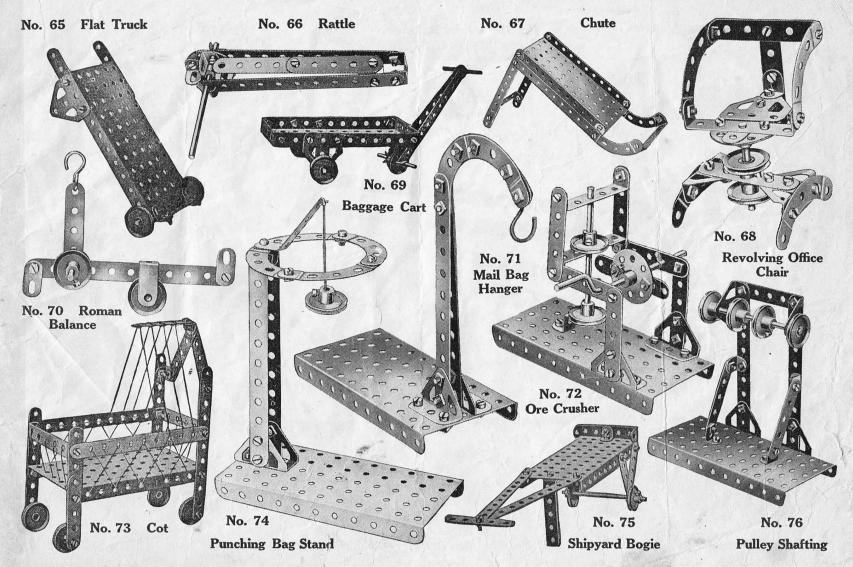


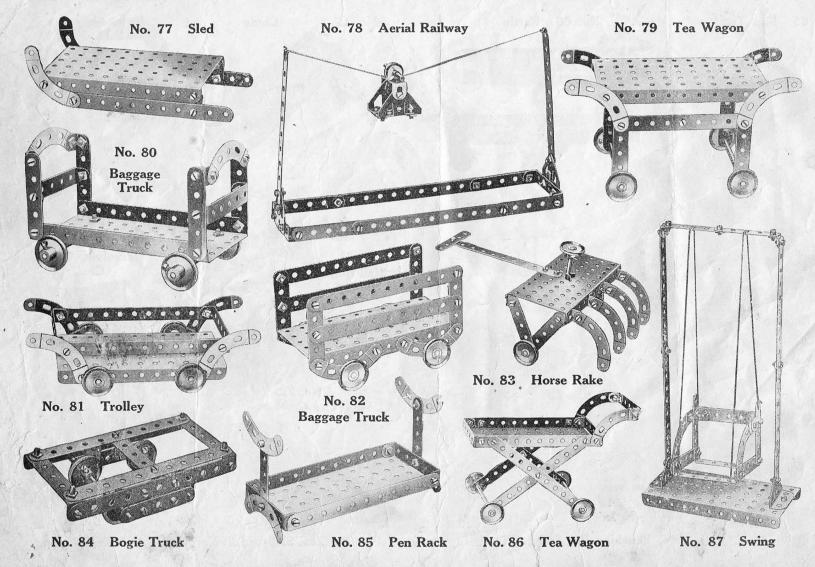


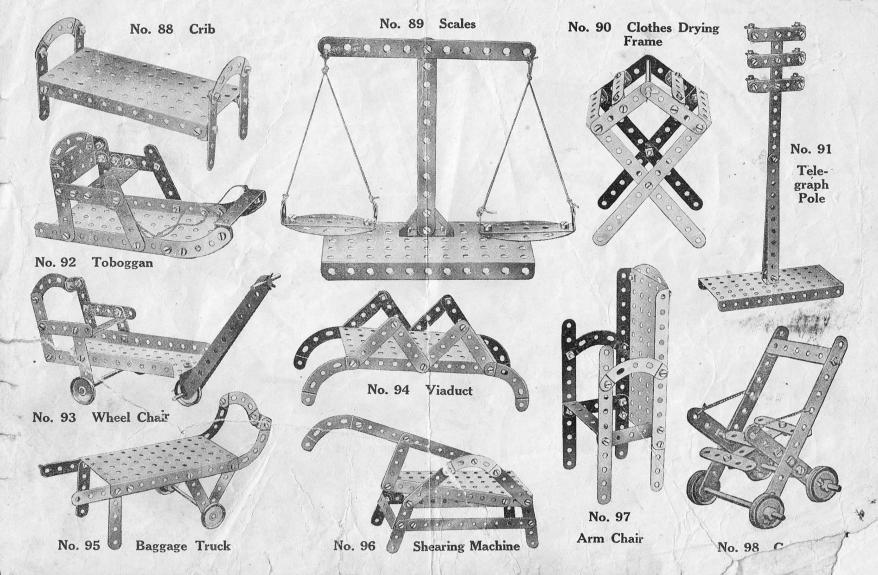


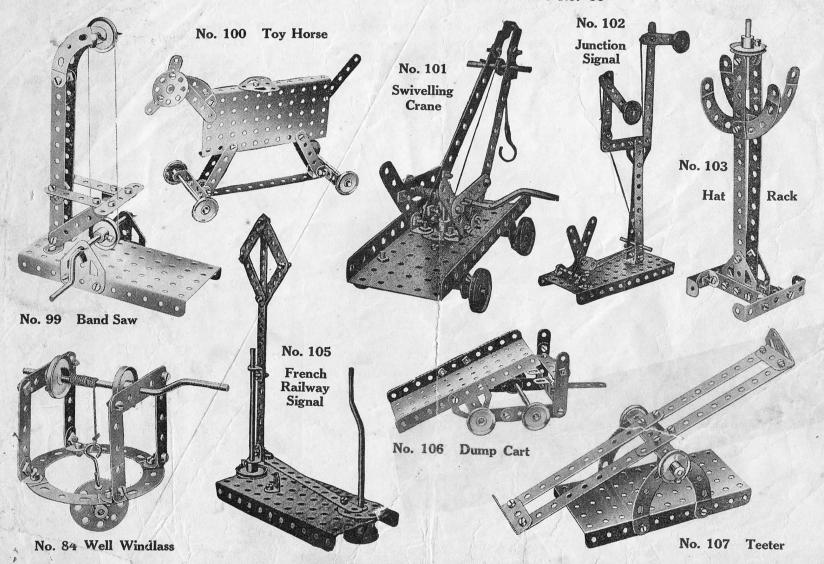


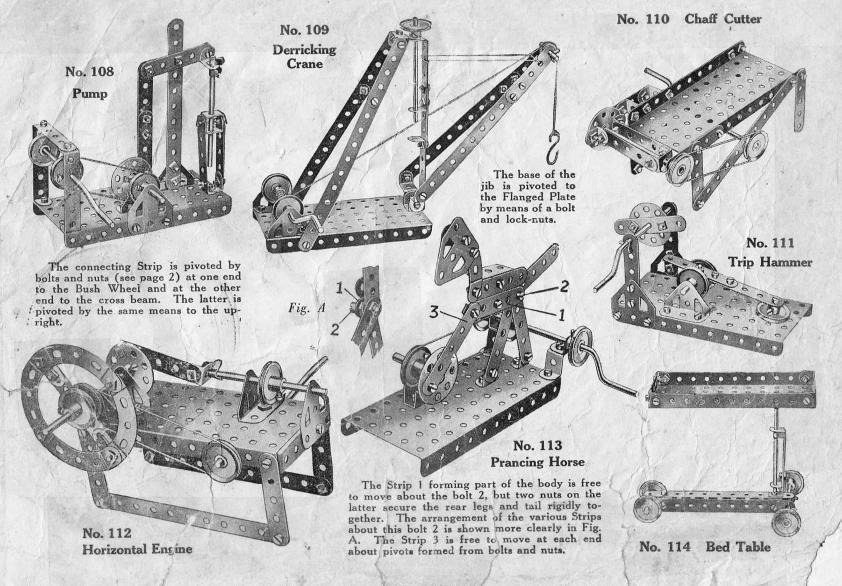






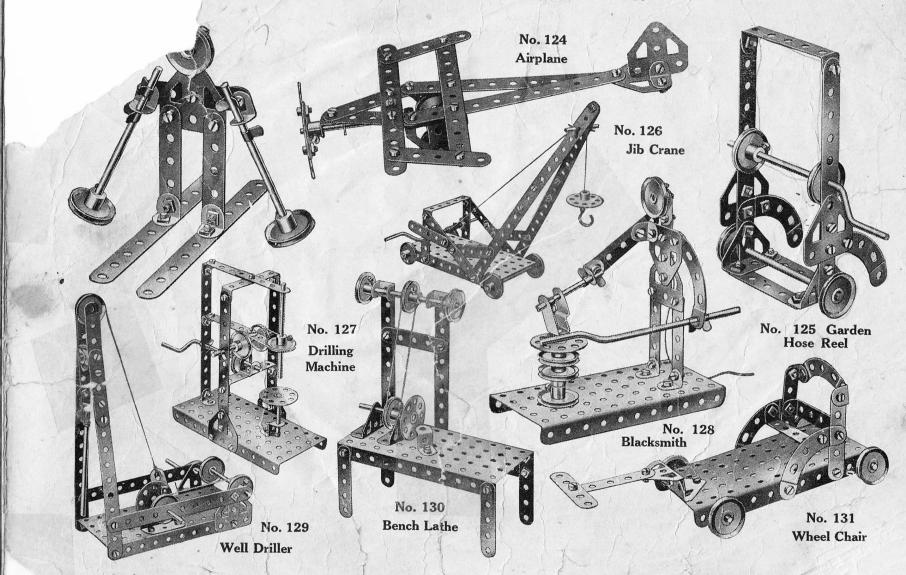






No. 132

Punching Machine



Glorious Fun Without End

YOU will have many, many hours of pleasure with this fine, model-building Outfit you now own. Yet, you have only begun to enjoy Meccano!

The models, shown in the previous pages of this book, are especially designed for the Meccano beginner. When you have mastered them, you will naturally be looking forward toward "greater fields to conquer"—the wonderfully interesting and splendid

variety of models built with the larger Meccano fits! And, that is where, with Meccano alone, it habeen made easy for you to increase your model-building equipment, at the least expense.

Meccano Outfits are made in a progressive series. Each Outfit may be converted to the one of next larger size through the addition of a corresponding "Accessory Outfit" as follows:

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No. 0a. Access. Outfit (price $ 2.00) converts a No. 0 into a No. 10. (729 models). No. 20a. Access. Outfit (price $ 2.50) converts a No. 10 into a No. 30. (790 models). (Less motor and rubber tires.)

No. 20a. Access. Outfit (price $ 2.50) converts a No. 20 into a No. 30. (800 models). No. 30a. Access. Outfit (price $ 5.00) converts a No. 30 into a No. 40. (852 models). No. 40a. Access. Outfit (price $10.00) converts a No. 40 into a No. 50. (910 models). No. 50a. Access. Outfit (price $10.00) converts a No. 50 into a No. 60. (953 models). No. 60a. Access. Outfit (price $20.00) converts a No. 60 into a No. 70. (1000 models).
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DO YOU WANT TO KNOW ABOUT-

The Meccano Guild?

It's great to be a Meccano Guild member! over 100,000 members with more than 300 Meccano Clubs all over the world! Wherever you go the Meccano Guild Badge means hosts of friends! Write to other Meccano boys in every country of the globe! Write—The Secretary, The Meccano Guild of America, Elizabeth, N. J., and learn how you can become a Meccano Guild member.

The Meccano Magazine?

The finest magazine for boys ever published! Beautifully bound and covered, loads of interesting articles and stories on the world's most interesting events and accomplishments. News of new Meccano models, stamp collector's exchanges, and all the livest information for model builders and toy train railroaders. The official publication of the Meccano Guild. Published monthly. 15 cents per issue, \$1.75 for year's subscription.