



HAND CARS

KITCHEN BEATERS

THE TOY TINKERS INC.

EVANSTON ILLINOIS

MADE IN U.S.A.

WEATHER VANES

ROCKING HORSES

WITCH WINDMILLS

DRILL PRESSES







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TINKERS  
INC.

EVANSTON  
ILLINOIS

MADE IN  
U.S.A.

ROCKING  
HORSES



WEATHER  
VANES



DRILL  
PRESSES



WATCH  
WIND-  
MILLS





HAND  
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KITCHEN  
BEATER

COR  
LISS



TINKERTOY  
REG. U.S.  
PAT. OFF.  
96175  
CANADA  
86-21095  
U.S.A. PATS.  
1915835  
1915840  
1916634  
2208409  
OTHER  
PATENTS  
PENDING



BALANCING  
TOYS

AUTO TOYS



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**REG. U.S.**  
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INSTRUCTIONS FOR REPLACEMENT

Directions and insert in can to fit tightly  
... wank blades together and drop them to fall  
... the longest sticks first and put them in  
... and all small parts; hold the can on a slant in  
... The next pieces to go in are the large turn  
... Shake the can slightly to settle the pieces  
... Replace cover.



## INSTRUCTIONS FOR REPLACEMENT

Roll Directions and insert in can to fit tightly.  
Stack windblades together and drop them in.

Pick up the longest sticks first and put them  
in sticks and all small parts; hold the can on a slant  
bottom. The next pieces to go in are the large  
ones, etc. Shake the can slightly to settle the  
spools in. Replace cover.

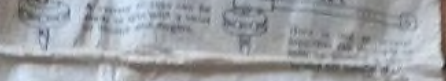
# TINKER TOYS TRICKS

## SECOND SIGHT



Hold a small object in your hand and rotate it clockwise. When you release it, it will appear to move in a straight line, but it is actually following a curved path due to the rotation of your hand.

## THREE TOYS



**THE MAGNETIC POOL**  
Hold a Tinker toy in your left hand and set it spinning. Then, with your right hand, hold a small object (like a coin) and bring it close to the spinning toy. The object will be attracted to the toy.

## WHIRLING TINKER



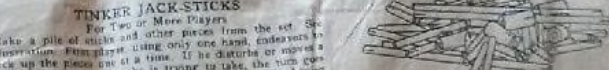
Place a spool in the center of your hand, turn the spool and cover with a handkerchief. Hold the spool in your hand. Then, by a simple motion, away the spool is the center of the trick. The last person who sees the handkerchief is the winner.

## THE RISING ROD



Take a thin rod, hold it vertically and it will rise. Hold it horizontally and it will fall. This is due to the air pressure around the rod.

## TINKER BUZZER



This is a simple toy that you can operate easily after a little practice. Grasp loops A and B with both hands. Twist the string by swinging it around in a circle. When completely wound it will unwind at such speed that the mass of string will fly up in the opposite direction, surprising the hands.

## TINKER JACK-STICKS



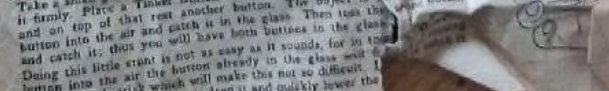
For Two or More Players. Make a pile of sticks and other pieces from the set. Each player, in turn, takes one stick and places it on top of the pile. The first player to have a pile of sticks that is taller than the others wins.

## A TELLING TRICK



In a row on the table place eight spools, each having a No. 1 ball attached, and ask someone to move several one at a time, from the left end to the right end. When you come back to the spools you can name the exact number moved.

## BOTTLE TINKER



This trick will cause extreme amazement and fun at a party. Place a Windlade Holder "H" just inside the neck of an empty milk bottle. Then ask your friends to rest their hand upon the bottle, blowing the piece all the way into the bottle. It is impossible to do this under the above conditions.

## KETCHUP TINKER



Take a small glass, one you can get your hand completely around, and hold it firmly. Place a Tinker Button "U" between the thumb and the finger and on top of that rest another button. The object is to get the bottom button into the air and catch it in the glass. Then toss the top button into the air and catch it in the glass. This will have both buttons in the glass and catch it, thus you will have both buttons in the glass at once.

# TINKERTOY TRICKS

Games, puzzles and amusements are possible with the use of only such parts as are found in  
Here with you will find a few good ones to try on your friends. Before doing so, however, read  
the following rules.  
1. The very simplest trick cannot be executed properly without trying it over a few times.  
2. You will often be asked the question, "How did you do it," but do not on any account explain. Leave  
it to the guessing, for that is half the fun.

3. Execute such tricks as can be repeated without revealing the secret it is best to do them no more than  
once before the same audience.  
4. Never regard a simple trick as too easy and not worth doing. Some of the simple ones are more mystify-  
ing than elaborate stage productions.

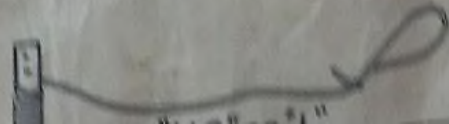
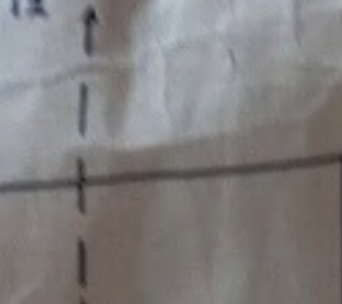
5. The practice and performance of "Tinkertoy Tricks" will find fun and amusement and at the  
same time be a delightful entertainment for your friends.

AND SIGHT

The object of this trick is to determine your confederate's number under the  
cover during your absence from the room. Any number from one to a dozen.  
To do this you must have a confederate. Previously select a fixed point (a  
lamp or chair) indicating twelve on a clock which becomes the imaginary 12  
on the can cover. The pieces (8 for example) are placed under the cover.  
Your confederate casually goes and stands in the direction or position of the  
hour (8) on the clock, thus showing you the number of pieces under the cover.  
You come into the room, quickly note the position of your confederate in re-  
lation to 12 on the clock, utter magic words and give the correct number of  
pieces hidden. If no pieces are put under the cover your confederate sits down.



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# TINKERTOY - THE THOUSAND WONDER BUILDER - INSTRUCTION SHEET

ILLUSTRATIONS SHOW PARTS AND QUANTITIES OF EACH CONTAINED IN ONE SET



The IDEA is to construct with this set all kinds of moving and stationary models that will represent in toy form many of the mechanical and architectural subjects of the day.

In all of the model diagrams you will note dots on each stick. These indicate the length of the stick to be used in the exact location called for. Refer to the above diagram which shows the length of each stick as identified by the dots. Start assembly at base or whatever point you find most convenient. To fit stick in hole of spool, hold it firmly near the end to be inserted, hold spool in the other hand and press stick into hole turning it slightly.

The Windblade Holders "H" act as sockets in holding the cardboard Windblades in position on ends of sticks. See diagram (WH). They also join two sticks together where increased length is required. The oversize cross holes in the 4 Long Bearings "L", and the 2 Cross Bearings "C" allow sticks to turn loosely and act as axle bearings for use in making toys that wheel or roll or that call for a free turning axle. The "U" Buttons act as caps for keeping wheels on axles and are also used for feet and ornaments in certain models.

On all models operated by wind or the breeze from an electric fan, the Cardboard Windblades should fit snugly into slots in Windblade Holders "H"; if loose they may be tightened by folding a narrow strip of paper over the end of windblade before inserting in slot; tear off ends of paper flush with end of Windblade Holder. To obtain motion by wind, the blades must be set on a slant, all in the same direction. For belt driven models use ordinary string that does not stretch. In applying belts it is often a good plan to tie a small rubber band in the line, with rubber stretched to about double its normal length, according to tension required. This automatically takes up slack (see belt tightener diagram).

Because of the principle on which Tinkertoy is founded the designs shown in this book are but a few of the infinite possibilities. One of the prime intents of Tinkertoy is for the users to think up and construct original models.

**HOW TO PREVENT LOOSE RODS IN HOLES.** If, due to continuous use, the ends of rods compress and become smaller than holes, an ordinary wood tooth pick will correct the difficulty. INSERT THIN END OF TOOTH PICK through slot in rod and push it in to spread rod end to normal size; then break tooth pick off on both sides flush with rod. (See diagram "A") A box of FLAT SIDED tooth picks can be bought very cheaply in any 5 & 10 cent store, grocery or drug store.

REPLACEMENT PARTS can be obtained direct from the factory at prices listed below, U.S. postage paid. Shipments to foreign countries require a sufficient amount of postage added.

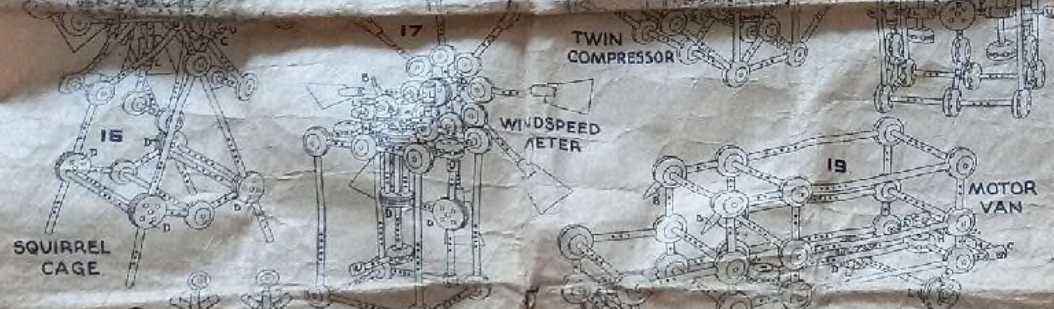
Disk D	two for 10c—four for 15c	Any other	6 pieces	10c
8 Windblades	10c—16 for 15c	Any other	10 pieces	15c
Directions No. 42-T (Same as this)	5	Any other	20 pieces	25c

When ordering parts use identifying numbers or letters  
 THE TOY TINKERS, INC., VANSTON, ILLINOIS, U. S. A.





This trick w  
Place a Wind  
milk bottle.  
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To get the pie  
of paper arou  
through tube  
easily.



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the bottom  
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right up to  
the elastic  
By releasing  
slightly the  
the fist in a  
as often as you  
again with the

TINKER

TINKER  
For  
illustration  
pick up the  
piece other  
to the next  
each size  
count



This trick will cause  
Place a Windblade  
milk bottle. Then ask  
blowing the piece all  
to do this under the  
To get the piece inside  
of paper around a No.  
through tube aiming  
easily.



Take a small glass  
it firmly. Place a  
and on

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