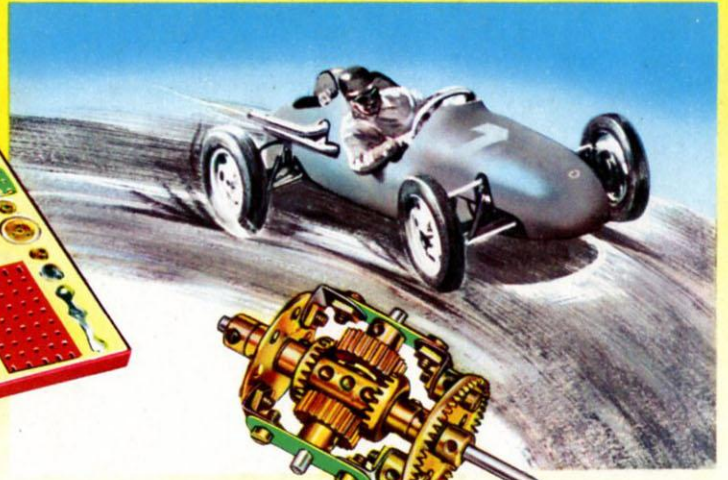


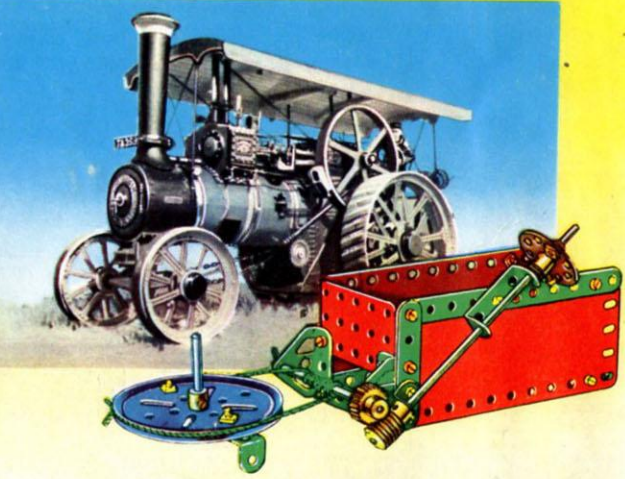
MECCANO

MECHANISMS OUTFIT



What happens when a car turns a corner?
When rounding a bend the inside wheel 'marks time' while the other wheel negotiates the outer sweep. The mechanism that enables the driving wheels to turn at different speeds is called a differential.

MECCANO MECHANISMS OUTFIT
This Outfit offers an ideal way of gaining a sound understanding of basic mechanisms and movements. It is designed for building mechanisms only, although they can be modified as desired for use in Meccano models of all kinds.
Price £1/10/6

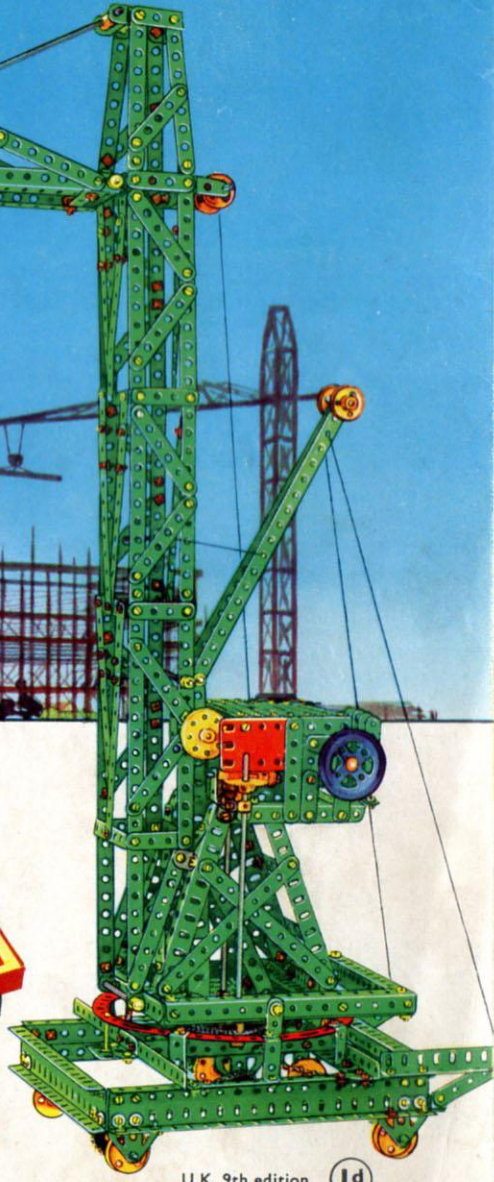
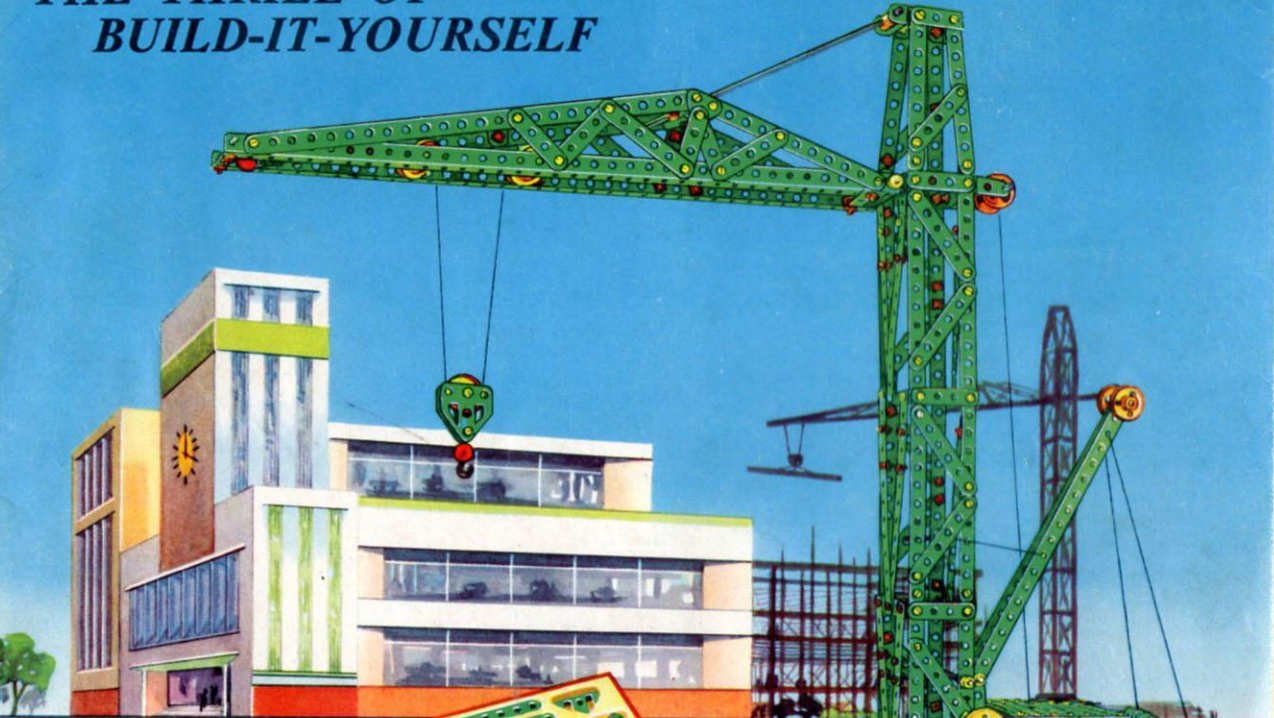


How is a Traction Engine steered?
One of the simplest steering devices is that fitted to many steam traction engines and road rollers, and an excellent example is shown in the mechanism above. A Worm and Pinion device actuates a pivoted wheel mounting.

MECCANO GEARS OUTFIT 'B'
This Gears Outfit is specially intended for use with the smaller Meccano Outfits that do not contain any gears. The machine-cut brass gears have been selected for their wide variety of application in models.
Price 16/6

MECCANO

THE THRILL OF BUILD-IT-YOURSELF



PURCHASE TAX SURCHARGE, 26th July 1961
Some of the prices in this folder are now subject to a small Purchase Tax Surcharge.

U.K. 9th edition



Sectionalised plastic trays accommodate parts snugly in the new Outfits . . . providing improved accessibility—neater storage—greater protection

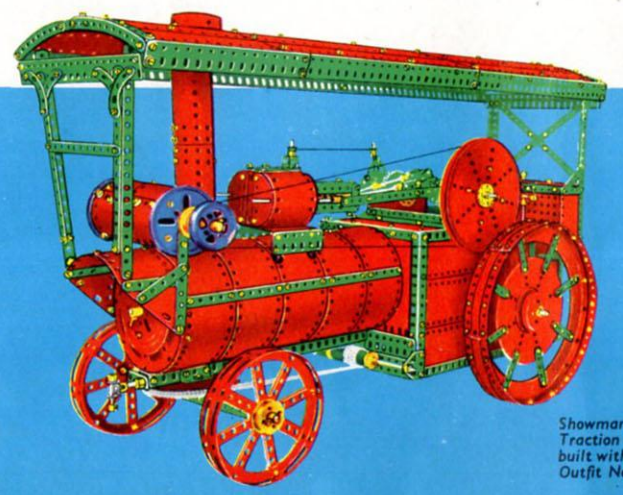
MECCANO

Miniature Engineering for boys of all ages

MECCANO for Happy Boyhood
MECCANO is a progressive hobby that can be started in a small way and developed year by year—keeping pace with a boy's growing skill and inclinations. It caters for that love of construction and experiment which keeps boys happy for hours on end. In every Meccano Outfit there is the challenge to build and invent which enquiring young minds need.

MECCANO—Real Engineering in Miniature
The system is composed of an extensive range of interchangeable metal parts similar to the basic parts used by real engineers—girders, gears, plates, pulleys, cranks, couplings, nuts and bolts, etc.

MECCANO—A Hobby without limit
Meccano parts can be used over and over again to build an almost endless variety of models that work on the same principles as the originals—model cars with gear boxes and differentials; cranes that lift, luff and swivel; looms that actually weave cloth; clocks which keep accurate time; bridges that lift and open—to mention only a few of the possibilities of this wonderful hobby.



Showman's Traction Engine built with Outfit No. 10

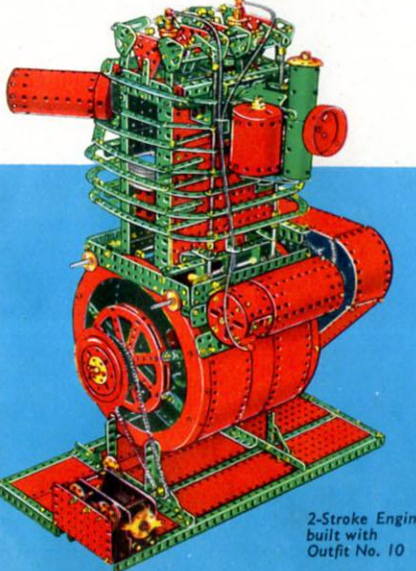


MECCANO—Scope for Invention
Boys whose inventive faculties are aroused by building the models illustrated in the instruction books will soon be inspired to design and build models from their own ideas, gaining great satisfaction and joy in their achievements.

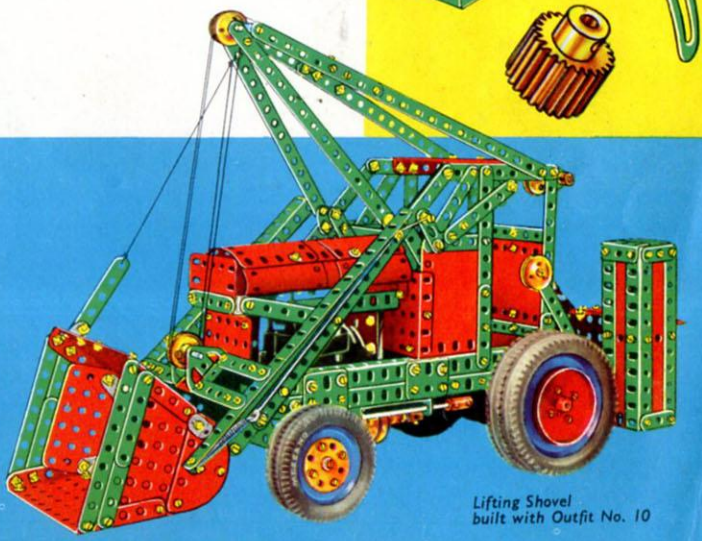
MECCANO the Progressive Hobby
Meccano can be started with any one of the 12 Main Outfits in the series, and developed progressively by the addition of Accessory Outfits and spare parts. Each addition means fresh and more elaborate models. The Main Outfits are numbered from 00 to 10. No. 10 is the largest, and is supplied in a magnificent 4-drawer polished oak cabinet. Each of these Outfits contains the same quality of Meccano parts, but the larger the Outfit the greater the quantity and variety of parts and, therefore, the greater the scope for larger and more highly developed models.

MECCANO Accessory Outfits
Accessory, or 'A' Outfits, are available for easy progression. These Outfits convert a main Outfit into the next larger size. Meccano parts are also available separately in any quantity.

MECCANO MAGAZINE—This is a monthly magazine which keeps boys in touch with Meccano developments. It describes new models, new parts and contains regular features on modern cars and aircraft, space travel and stamps, in addition to articles on transport, science and engineering. Available from Meccano Dealers and Newsagents.



2-Stroke Engine built with Outfit No. 10



Lifting Shovel built with Outfit No. 10

Meccano Outfit No. 10 in wooden cabinet



These two young engineers are just completing a fine model of a Dockside Crane—one of the examples from the No. 6 Outfit Book of Instructions.

MECCANO

MECCANO OUTFIT No. 1



*Years
of fun
in every
Outfit*

MECCANO OUTFIT No. 2



MECCANO OUTFIT No. 3



MECCANO OUTFIT No. 3

MECCANO OUTFIT No. 4



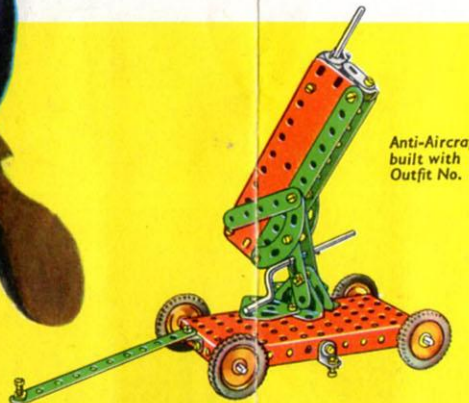
MECCANO OUTFIT No. 6



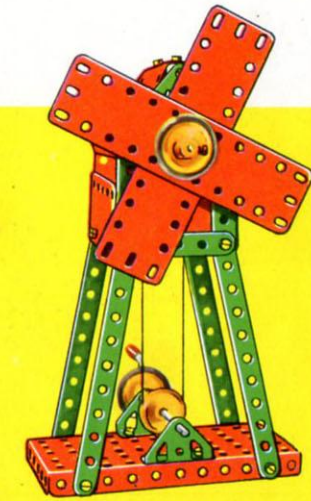
You can start the fascinating Meccano hobby with any one of the twelve Main Outfits, which range from No. 00—the smallest—to the mammoth No. 10. Each Outfit contains a good selection of brightly enamelled interchangeable metal parts, a screwdriver, a spanner, and a Book of Instructions for building numerous models. Even with the smallest Outfit dozens of simple but attractive models can be built. With the larger Outfits, machines and mechanisms of all kinds can be built, their working details accurately reproduced in miniature.

Meccano Main Outfits (Complete with Illustrated Books of Instructions)

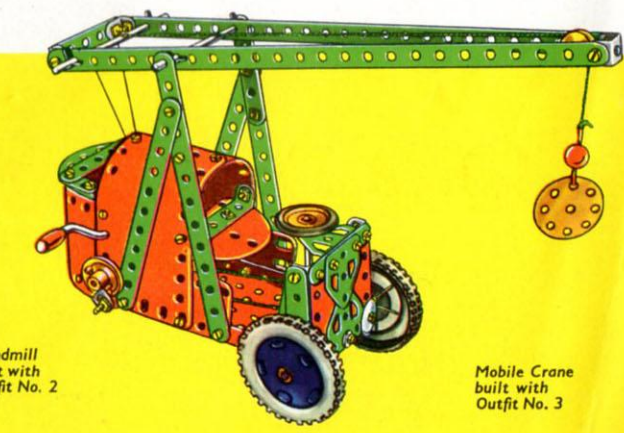
	£	s.	d.		£	s.	d.
Meccano Outfit No. 00	7	3	Meccano Outfit No. 5	...	3
Meccano Outfit No. 0	11	9	Meccano Outfit No. 6	...	4
Meccano Outfit No. 1	17	11	Meccano Outfit No. 7	...	6
Meccano Outfit No. 2	1	6	Meccano Outfit No. 8	...	10
Meccano Outfit No. 3	1	15	Meccano Outfit No. 9	...	17
Meccano Outfit No. 4	2	12	Meccano Outfit No. 10 in 4-Drawer Cabinet	...	46



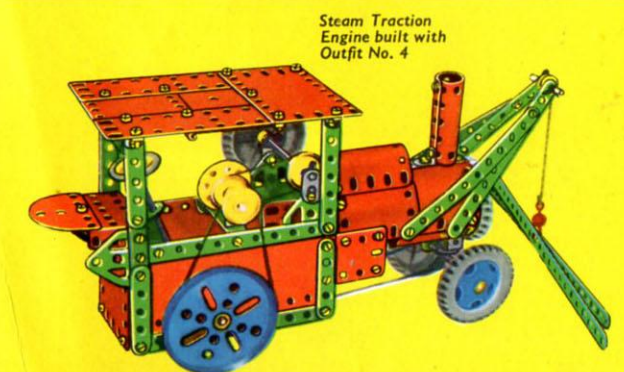
Anti-Aircraft Gun
built with
Outfit No. 1



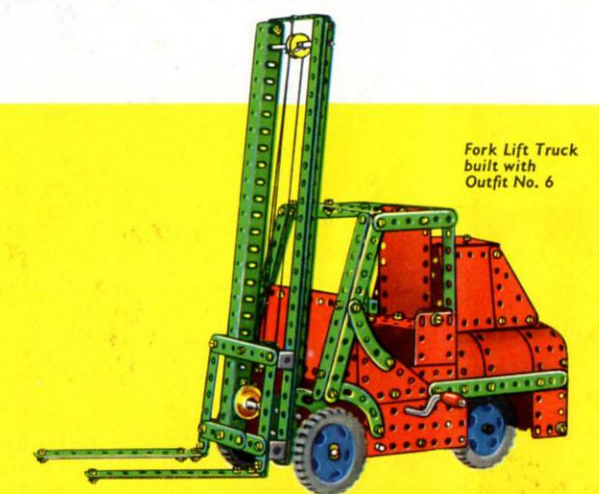
Windmill
built with
Outfit No. 2



Mobile Crane
built with
Outfit No. 3



Steam Traction
Engine built with
Outfit No. 4



Fork Lift Truck
built with
Outfit No. 6

More parts mean bigger and better models! You can convert any Main Outfit into the next larger by the addition of the appropriate Accessory or 'A' Outfit. For example a No. 3 Outfit becomes a No. 4 by adding to it a No. 3a Accessory Outfit. By the further addition of a No. 4a Accessory Outfit you then have a No. 5 . . . and so on.

Meccano Accessory Outfits (Complete with Illustrated Books of Instructions)

	£	s.	d.		£	s.	d.
No. 00a converts No. 00 into No. 0	4	11	No. 5a converts No. 5 into No. 6	...	19
No. 0a " " " " " 1	7	6	No. 6a " " " " " 7	...	1
No. 1a " " " " " 2	8	6	No. 7a " " " " " 8	...	4
No. 2a " " " " " 3	15	0	No. 8a " " " " " 9	...	4
No. 3a " " " " " 4	18	6	No. 9a " " " " " 10	...	22
No. 4a " " " " " 5	1	5			

MECCANO MOTORS . . . for driving Meccano models

It's so thrilling to build grand engineering models in miniature with Meccano; it's better still to make the finished models work just like the real thing, using Meccano clockwork and electric motors to provide the power.

Meccano Clockwork Motors

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

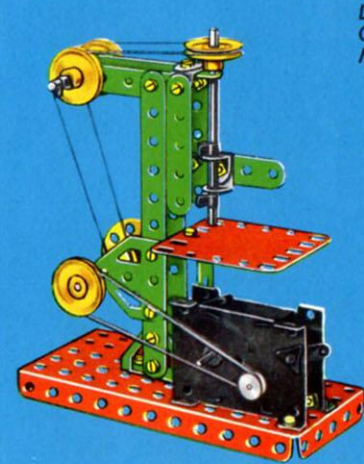
Meccano Magic Motor. Non-reversible. Specially intended for driving suitable models built from Outfits Nos. 00 to 5.
Price 6/11

Meccano No. 1 Clockwork Motor. Suitable for driving many of the larger models. It is fitted with reversing mechanism.
Price £1/0/6

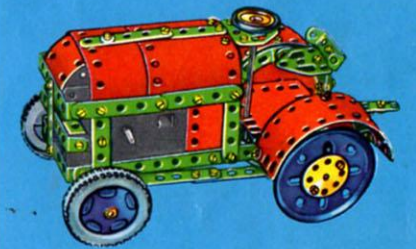
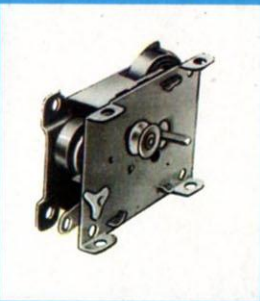
Meccano Electric Motor

The modern way is to drive models electrically, for longer runs and more precise control. If mains alternating current is available the Meccano Electric Motor can be run cheaply, and with perfect safety, through a Transformer. Where A.C. mains supply is not available, the Motor will give adequate power when run from a 12-volt car battery.

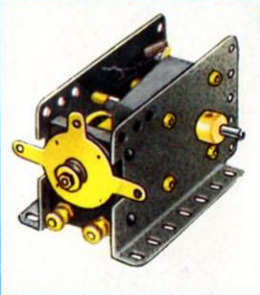
Meccano No. E15R Electric Motor. A powerful 15/20-volt motor with reversing switch
Price £2/2/6



Drilling Machine constructed with
Outfit No. 2 (powered by Meccano
Magic Motor).



Farm Tractor built with Outfit No. 6
(powered by Meccano No. 1 Clock-
work Motor).



Meccano No. E15R Electric Motor.