MECCANO

INSTRUCTIONS

FOR

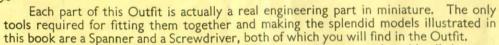
No. O OUTFIT No. 38.0 Creat Britain 20 South Africa 3d Australia...4d New Zealand 3d

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MECCANO

REAL ENGINEERING IN YOUR PLAY HOURS

HOW TO COMMENCE THE FUN



First select the model you want to build, and then lay out on the table all the parts detailed in the "Parts Required" list. If you are not sure of the name of a part, look

it up in the illustrated list given below.

Take Model No. O.5 as an example. Begin by bolting the Flat Trunnions that support the uprights of the swing to the Flanged Plate. Then bolt the uprights themselves to the Trunnions and join their upper ends with a $2\frac{1}{2}"\times\frac{1}{2}"$ Double Angle Strip as shown. The Strips that form the backstays to the uprights, and the swing seat, can then be added.

When you have built all the models illustrated in this Manual the fun is not over

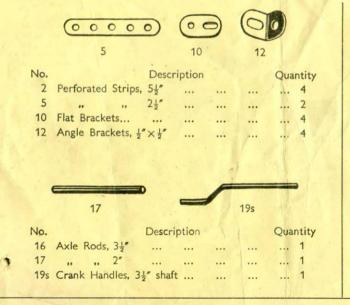
but is just beginning! Now comes the chance to make use of your own ideas. First of all rebuild some of the models with small changes in construction that may occur to you; then try building simple models entirely of your own design. In doing this you will feel the real thrill of the engineer and the inventor.

In several of the models shown in this Manual, miniature figures and other items from the Dinky Toys series are included to add realism and to increase the fun. The Dinky Toys are not contained in the Outfits, but may be purchased separately from your

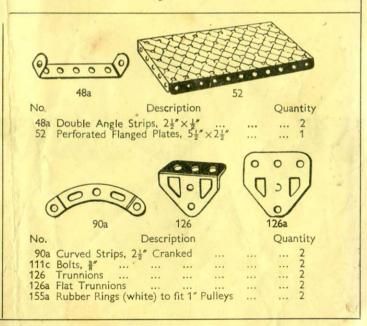
Meccano dealer.

If you ever meet with any small difficulty, or if you wish to have further information on any point in connection with your model-building, write to Meccano Ltd., Binns Road, Liverpool 13, and your letter will be answered fully and promptly.

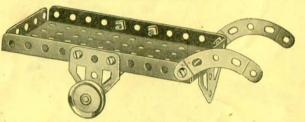
CONTENTS OF MECCANO NO. O OUTFIT







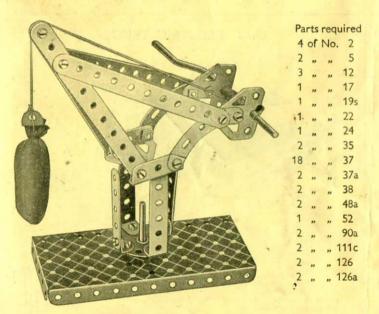
O.1 HAND CART



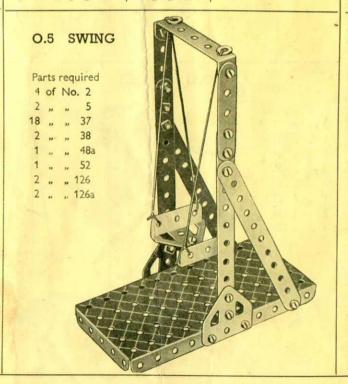
Parts required

1	of	No.	16-	1 1	of	No	. 52	2 of	No.126a
2	,,,	,,	22	2	**	n	90a	2 "	" 155a
8			37	1			126		

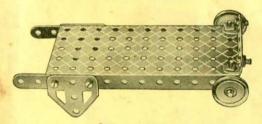
O.4 DOCKSIDE CRANE



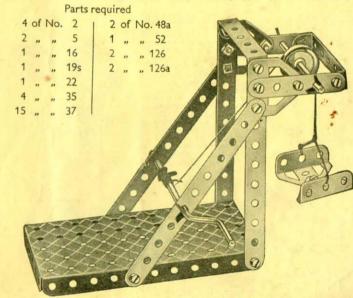
O.2 SLEDGE Parts required 2 of No. 2 8 of No. 37 2 of No. 90a 2 , , 10 1 , , 52



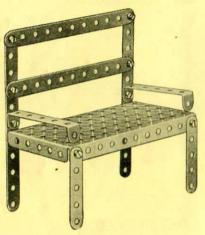
O.3 FLAT TRUCK



O.6 ELEVATOR



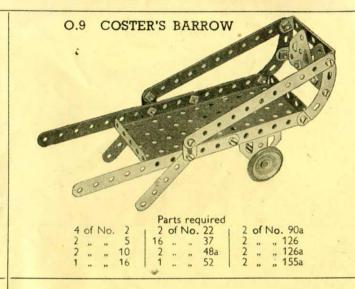
O.7 GARDEN SEAT

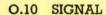


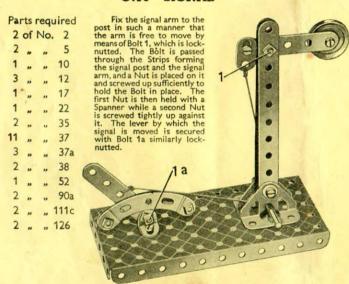
Parts required 4 of No. 2

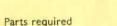


O.11 SCALES

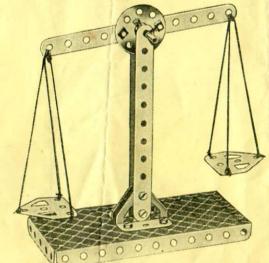


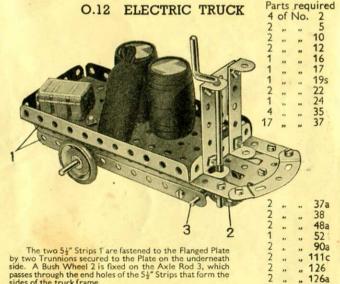




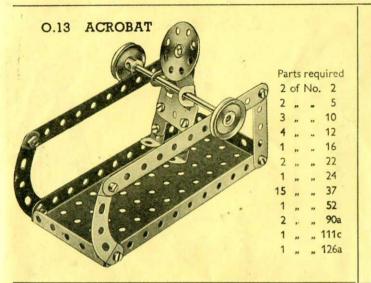


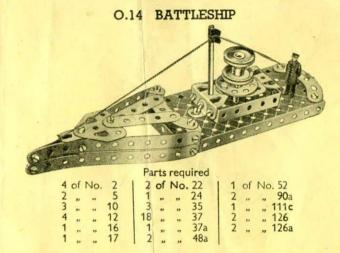
3 of No. 2 1 . . 17 2 " "126a

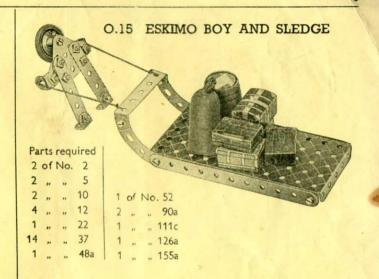


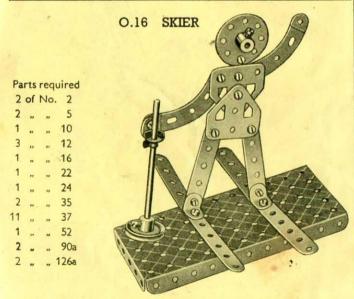


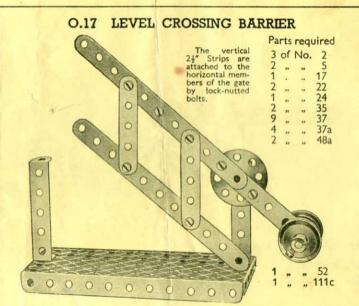
sides of the truck frame.

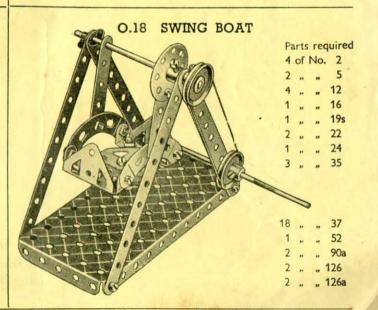


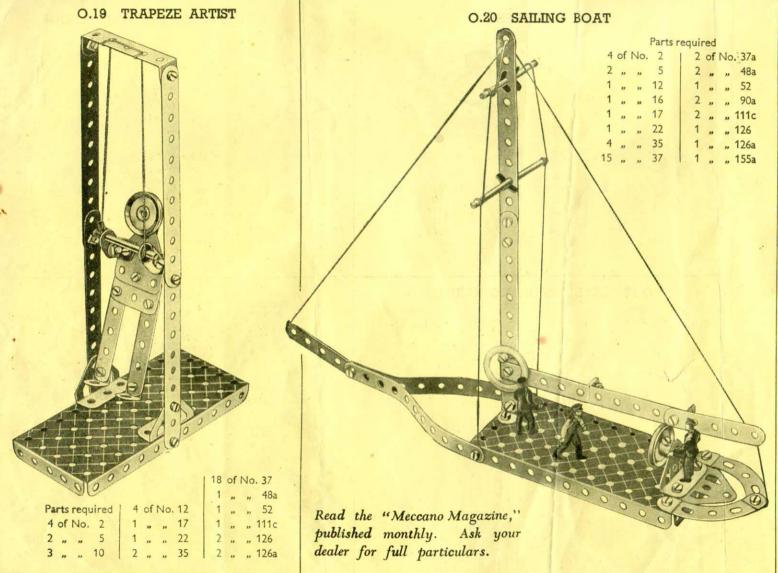




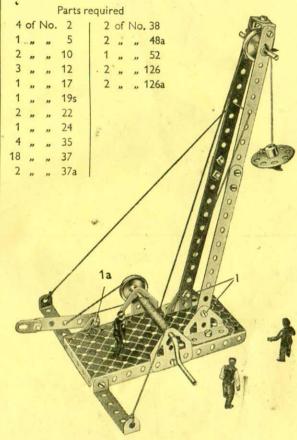






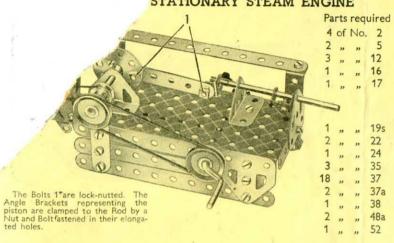


O.21 DERRICK CRANE

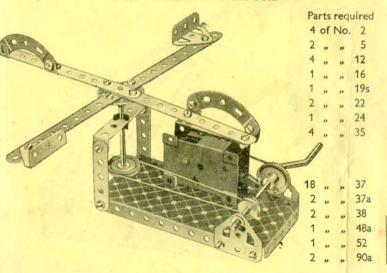


The construction of the model is commenced by bolting the Trunnions and Flat Trunnions that support the jib and Crank Handle respectively, to the 5½" x2½" Flanged Plate that forms the base of the model. The jib is then assembled and fastened to the Trunnions by means of the lock-nutted Bolts 1. The brake lever is a 2½" Strip extended by a Flat Bracket, and is fastened to a second Flat Bracket bolted to the Flanged Plate by means of a Bolt 1a the Nut of which is left sufficiently loose to allow the Strip to move. A length of Cord is fastened to the lever and then passed round the 1" Pulley on the Crank Handle.

STATIONARY STEAM ENGINE

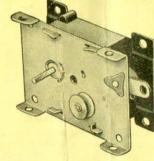


O.24 MERRY-GO-ROUND



2 of No.126 2 " " 126a Magic Motor Parts required 3 of No. 2 2 ,, ,, 5

THE MECCANO MAGIC MOTOR

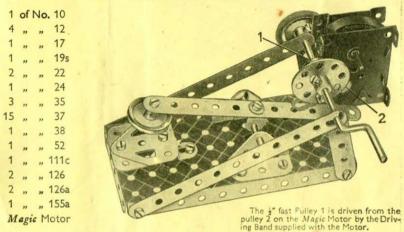


The greatest thrill in Meccano model-building is experienced when a model is set to work by means of a Meccano Magic Motor. The illustrations on this page show how the Magic Motor can be fitted without any difficulty to No. O Outfit models of various types. Fit the model you have just built with one of these wonderful Motors, and enjoy the fun of watching it work just like the real thing !

2 of No.111c 2 " " 126 2 " "126a Magic Motor 1 of No. 52

2 " " 90a 2 " " 126 2 " "126a

O.23 MECHANICAL HAMMER



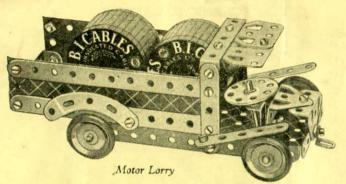
A Driving Band connects the pulley of the Magic Motor to a 1° Pulley fastened on the Crank Handle. The Crank Handle carries also a ½° Pulley, which is connected by a second Driving Band with a further 1" Pulley fixed to the Rod on which the sails are mounted. Parts required 4 of No. 2

2 " " 38

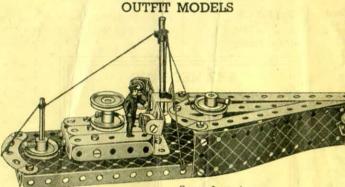
2 " " 48a Magic Motor



Keep adding to your Outfit A SELECTION OF MECCANO NO. 1



Windmill







When you have built all the models shown in this Manual you should obtain a copy of the No. 1 Manual from your dealer, together with the selection of Meecano parts listed below. These additional parts will convert your No. O Outfit into a No. 1 Outfit, with which it is possible to build a further 48 larger and more attractive models similar to those illustrated on this page.

On	ilis page,							
Part	No.						Quan	ntity
5	Perforated Strips	. 24"	***					2
12	Angle Brackets,	1"×1"			***	***		4
16	Axle Rods, 34"		***	- 01	***			1
	Axle Rods, 2"	***	***				***	1
22	Pulley Wheels, 1"	diam.	with	centre	boss an	d set s	crew	2
34	Spanners		***	***	***	***	***	1
37a	Nuts	***	***		***	***		8
	Bolts, 32	***	***	***	***	***		6
38	Washers	***	***	***	100	14.00	600	2
40	Hanks of Cord	***	200	5.55		***	***	1
	Hooks, Loaded, S	mall	600	***	1666	***	***	1
111c			***	***	***	***	***	2
125	Reversed Angle I	Bracket	5, 1	***	1444	***	***	1
1552	Rubber Ring for	T pull	ey		224			2
189	Flexible Plates, 5	2 × 1 2		***	***	***	***	2
	Th							

The more Meccano parts you have, the bigger and better the models you are able to build. Keen and enthusiastic model builders keep adding to their Outfits, until they are able to build all the wonderful models shown in the Meccano Manuals.

Remember that the model-building possibilities of the Meccano System are limitless.

