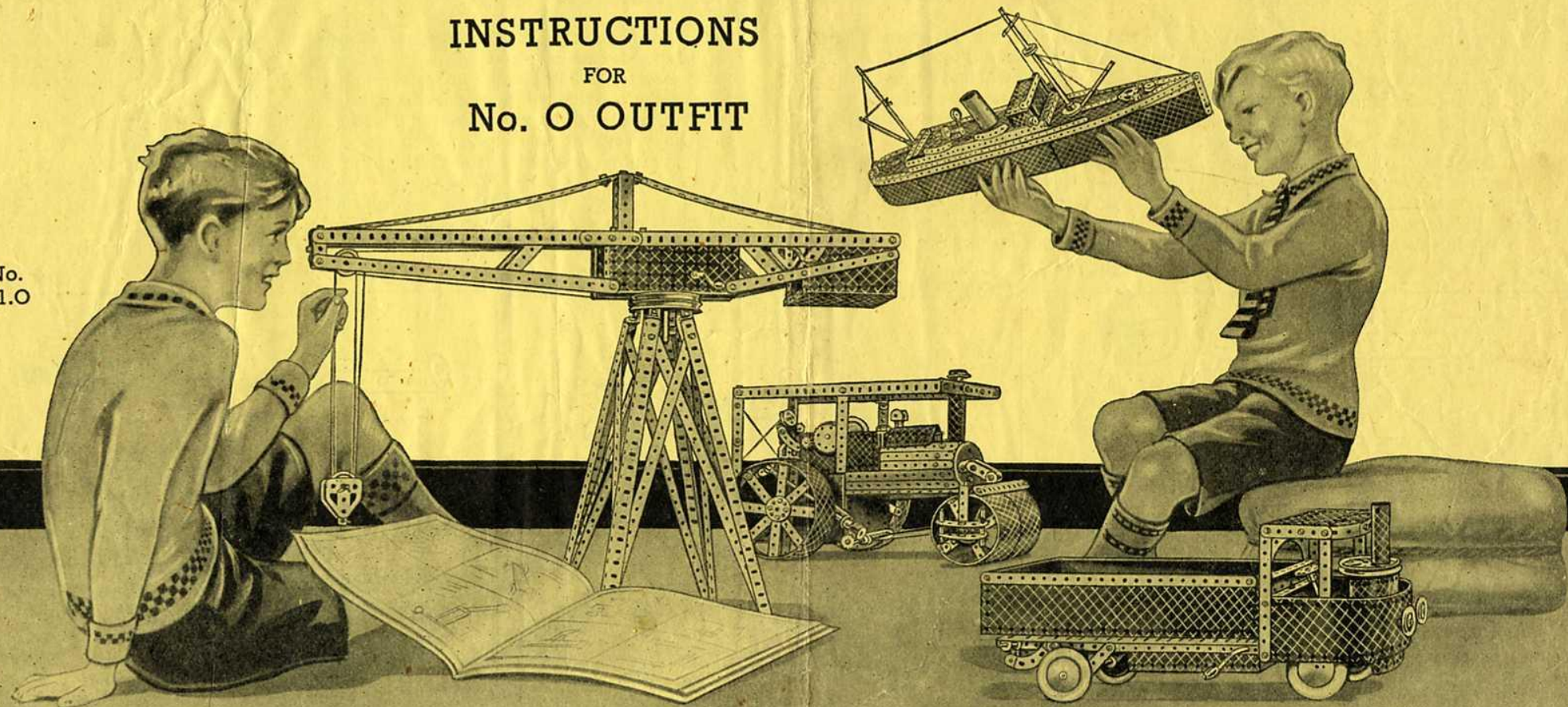


MECCANO

INSTRUCTIONS
FOR
No. 0 OUTFIT

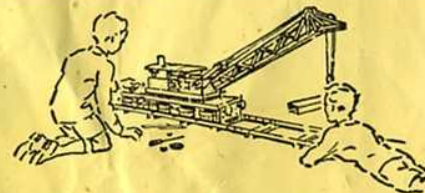
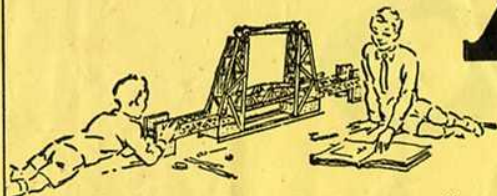
No.
41.0



MECCANO

REAL ENGINEERING IN YOUR PLAY HOURS

HOW TO COMMENCE THE FUN



Each part of this Outfit is actually a real engineering part in miniature. The only tools required for fitting them together and making the splendid models illustrated in this book are a Spanner and a Screwdriver, both of which you will find in the Outfit.

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

								
5			10			12		
No.	Description						Quantity	
2	Perforated Strips, 5½"	4
5	" " 2½"	2
10	Flat Brackets	4
12	Angle Brackets, ½" × ½"	4

							
17			19s				
No.	Description						Quantity
16	Axle Rod, $3\frac{1}{2}''$	1	
17	" " $2''$	1	
19s	Crank Handles, $3\frac{1}{2}''$ Shaft	1	

		
22	24	35
No.	Description	Quantity
22	Pulley Wheels, 1" with set screws ...	2
24	Bush Wheels ...	1
34	Spanners ...	1
35	Spring Clips ...	4
36	Screwdrivers ...	1
37a	Nuts ...	20
37b	Bolts, $\frac{3}{32}$ " ...	18
38	Washers ...	2

48a

52

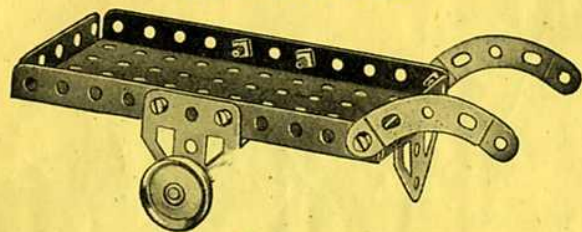
No.	Description	Quantity
48a	Double Angle Strips, $2\frac{1}{2}'' \times \frac{1}{2}''$...	2
52	Perforated Flanged Plates, $5\frac{1}{2}'' \times 2\frac{1}{2}''$...	1

90a

126

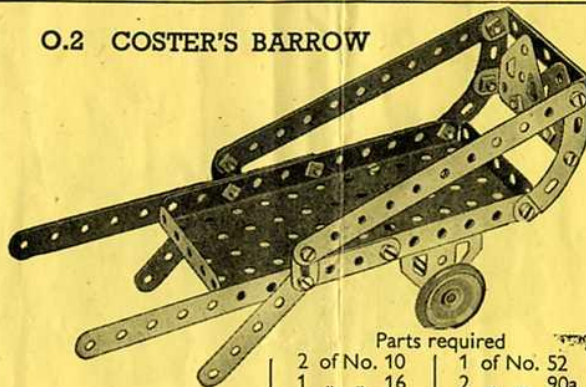
126a

No.	Description	Quantity
90a	Curved Strips, $2\frac{1}{2}''$ Cranked ...	2
111c	Bolts, $\frac{3}{32}''$...	2
126	Trunnions...	2
126a	Flat Trunnions ...	2
155a	Rubber Rings (white) to fit $1''$ Pulleys	2

O.1 HAND CART

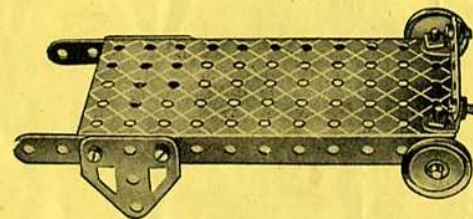
Parts required

1 of No. 16	1 of No. 52	2 of No. 126a
2 " " 22	2 " " 90a	2 " " 155a
8 " " 37	1 " " 126	

O.2 COSTER'S BARROW

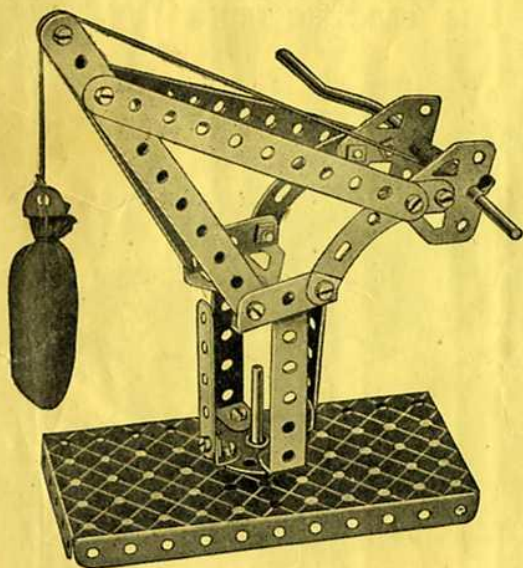
Parts required

2 of No. 10	1 of No. 52
1 " " 16	2 " " 90a
2 " " 22	2 " " 126
16 " " 37	2 " " 126a
2 " " 48a	2 " " 155a
4 of No. 2	
2 " " 5	

O.3 FLAT TRUCK

Parts required

2 of No. 5	2 of No. 22	1 of No. 90a
2 " " 12	8 " " 37	2 " " 126a
1 " " 16	1 " " 52	2 " " 155a

O.4 DOCKSIDE CRANE

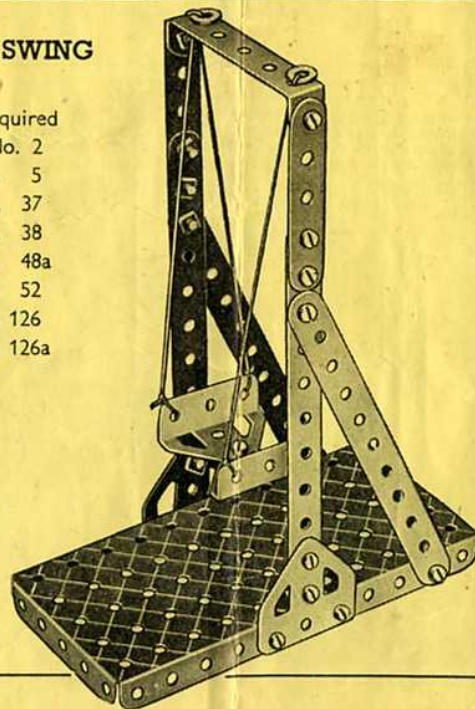
Parts required

4 of No. 2
2 " " 5
3 " " 12
1 " " 17
1 " " 19s
1 " " 22
1 " " 24
2 " " 35
18 " " 37
2 " " 37a
2 " " 38
2 " " 48a
1 " " 52
2 " " 90a
2 " " 111c
2 " " 126
2 " " 126a

O.5 SWING

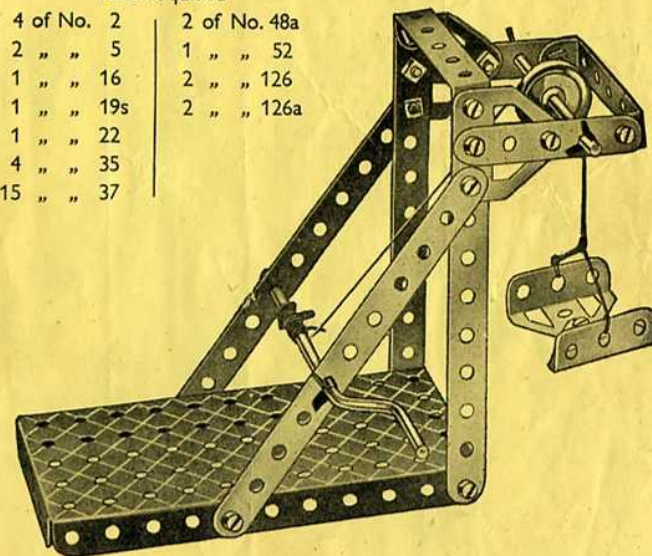
Parts required

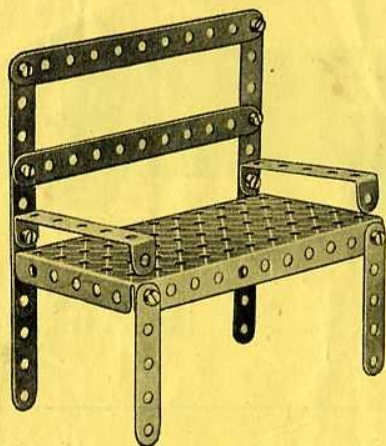
4 of No. 2
2 " " 5
18 " " 37
2 " " 38
1 " " 48a
1 " " 52
2 " " 126
2 " " 126a

**O.6 ELEVATOR**

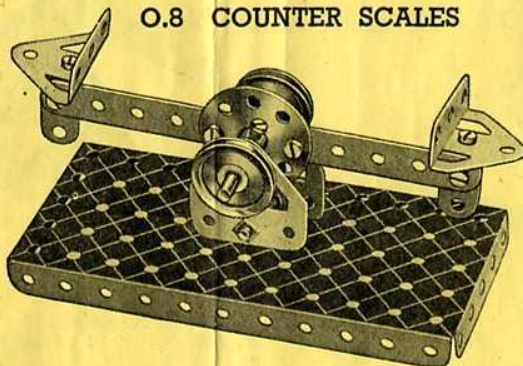
Parts required

4 of No. 2	2 of No. 48a
2 " " 5	1 " " 52
1 " " 16	2 " " 126
1 " " 19s	2 " " 126a
1 " " 22	
4 " " 35	
15 " " 37	

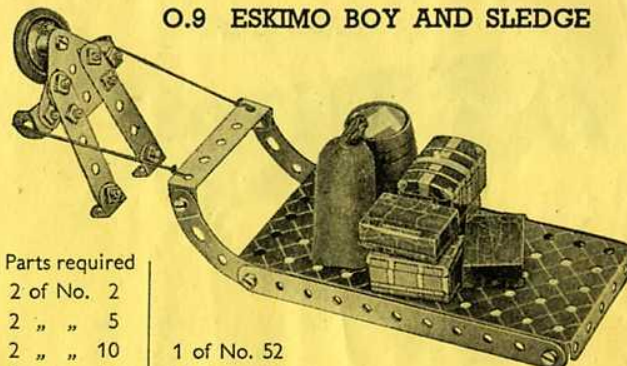


O.7 GARDEN SEAT**Parts required**

4 of No. 2
2 " " 5
10 " " 37
2 " " 48a
1 " " 52

O.8 COUNTER SCALES**Parts required**

1 of No. 2	2 of No. 22	1 of No. 52
2 " " 10	1 " " 24	2 " " 126
4 " " 12	9 " " 37	2 " " 126a
1 " " 17	2 " " 38	

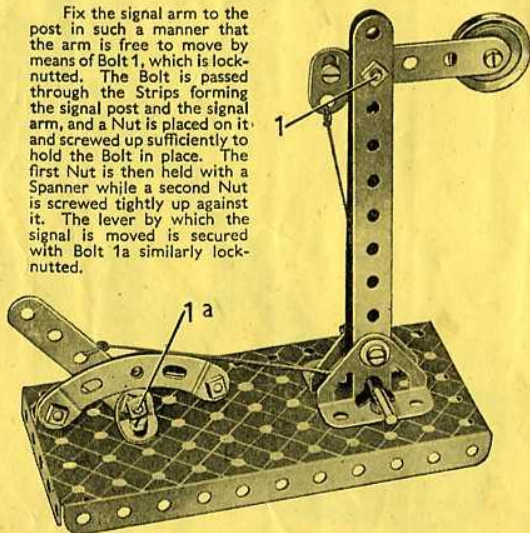
O.9 ESKIMO BOY AND SLEDGE**Parts required**

2 of No. 2	
2 " " 5	
2 " " 10	1 of No. 52
4 " " 12	2 " " 90a
1 " " 22	1 " " 111c
14 " " 37	1 " " 126a
1 " " 48a	1 " " 155a

O.10 SIGNAL**Parts required**

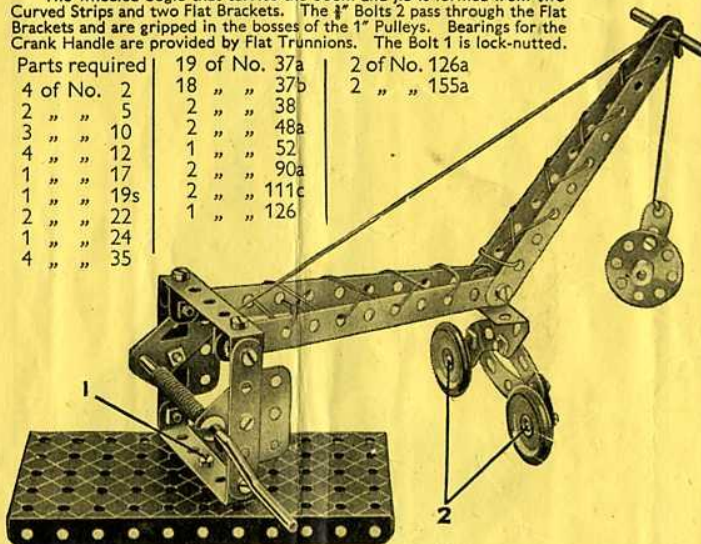
2 of No. 2
2 " " 5
1 " " 10
3 " " 12
1 " " 17
1 " " 22
2 " " 35
11 " " 37
3 " " 37a
2 " " 38
1 " " 52
2 " " 90a
2 " " 111c
2 " " 126

Fix the signal arm to the post in such a manner that the arm is free to move by means of Bolt 1, which is lock-nutted. The Bolt is passed through the Strips forming the signal post and the signal arm, and a Nut is placed on it and screwed up sufficiently to hold the Bolt in place. The first Nut is then held with a Spanner while a second Nut is screwed tightly up against it. The lever by which the signal is moved is secured with Bolt 1a similarly lock-nutted.

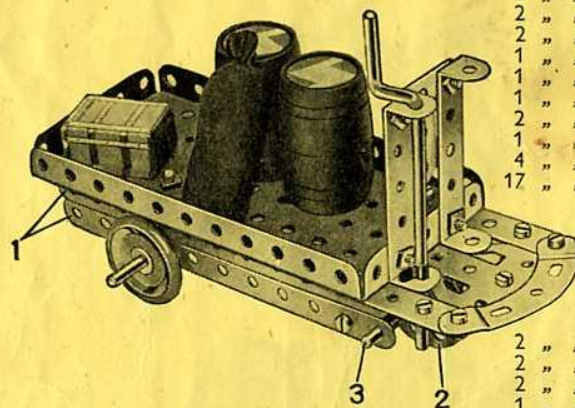
**O.11 RADIAL CRANE**

The wheeled bogie that carries the boom and jib is formed from two Curved Strips and two Flat Brackets. The $\frac{1}{2}$ " Bolts 2 pass through the Flat Brackets and are gripped in the bosses of the 1" Pulleys. Bearings for the Crank Handle are provided by Flat Trunnions. The Bolt 1 is lock-nutted.

Parts required	19 of No. 37a	2 of No. 126a
4 of No. 2	18 " " 37b	2 " " 155a
2 " " 5	2 " " 38	
3 " " 10	2 " " 48a	
4 " " 12	1 " " 52	
1 " " 17	2 " " 90a	
1 " " 19s	2 " " 111c	
2 " " 22	1 " " 126	
1 " " 24		
4 " " 35		

**O.12 ELECTRIC TRUCK****Parts required**

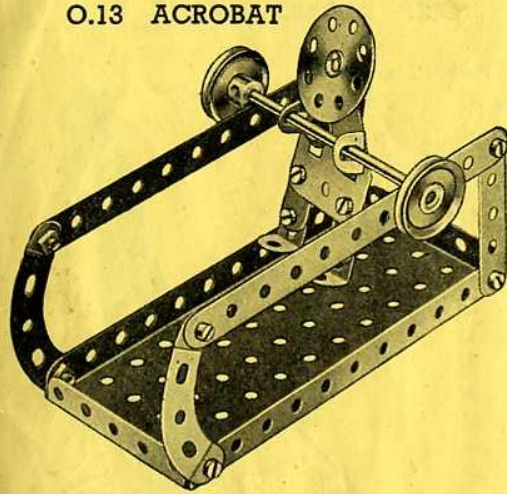
4 of No. 2
2 " " 5
2 " " 10
2 " " 12
1 " " 16
1 " " 17
1 " " 19s
2 " " 22
1 " " 24
4 " " 35
17 " " 37



The two $5\frac{1}{4}$ " Strips 1 are fastened to the Flanged Plate by two Trunnions secured to the Plate on its underneath side. A Bush Wheel 2 is fixed on the Axle Rod 3, which passes through the end holes of the $5\frac{1}{4}$ " Strips that form the sides of the truck frame.

2 " " 37a
2 " " 38
2 " " 48a
1 " " 52
2 " " 90a
2 " " 111c
2 " " 126
2 " " 126a
2 " " 155a

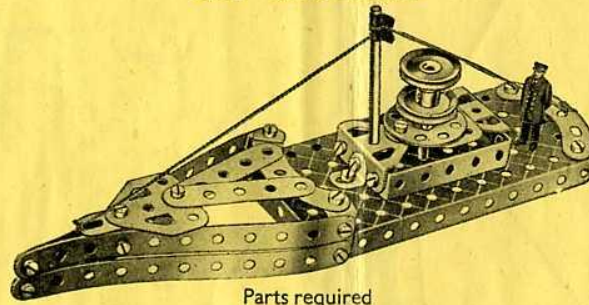
O.13 ACROBAT



Parts required

2 of No. 2
2 " " 5
3 " " 10
4 " " 12
1 " " 16
2 " " 22
1 " " 24
15 " " 37
1 " " 52
2 " " 90a
1 " " 111c
1 " " 126a

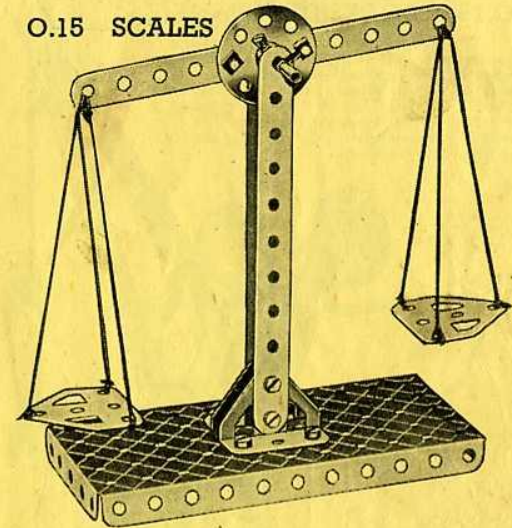
O.14 BATTLESHIP



Parts required

4 of No. 2	2 of No. 22	1 of No. 52
2 " " 5	1 " " 24	2 " " 90a
3 " " 10	3 " " 35	1 " " 111c
4 " " 12	18 " " 37	2 " " 126
1 " " 16	1 " " 37a	2 " " 126a
1 " " 17	2 " " 48a	

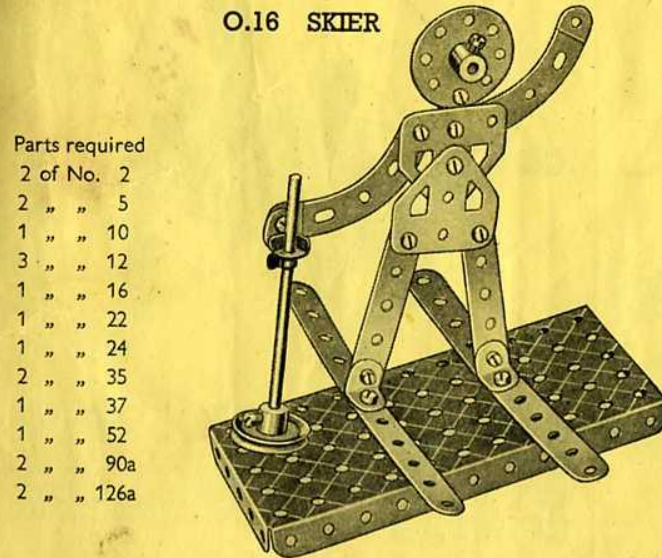
O.15 SCALES



Parts required

3 of No. 2
1 " " 17
1 " " 24
2 " " 35
10 " " 37
1 " " 52
2 " " 126
2 " " 126a

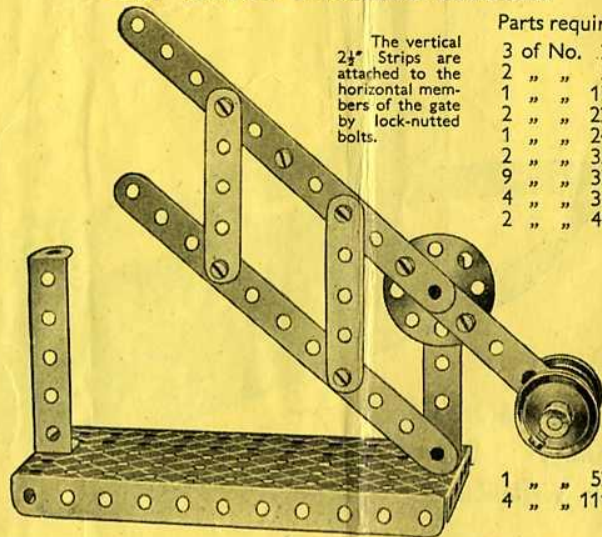
O.16 SKIER



Parts required

2 of No. 2
2 " " 5
1 " " 10
3 " " 12
1 " " 16
1 " " 22
1 " " 24
2 " " 35
1 " " 37
1 " " 52
2 " " 90a
2 " " 126a

O.17 LEVEL CROSSING BARRIER



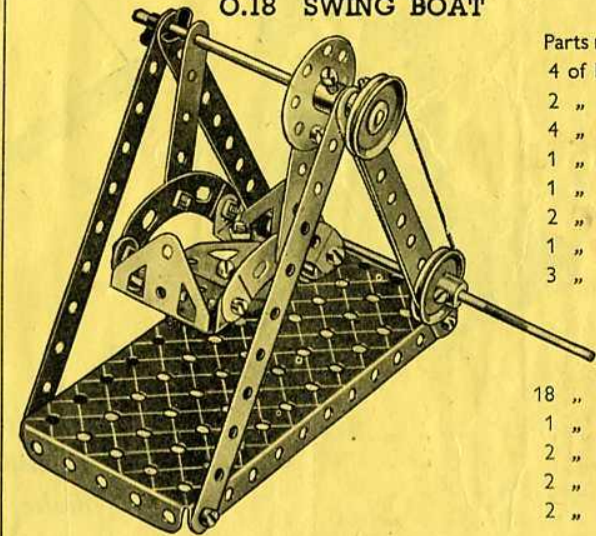
Parts required

The vertical
2 1/2" Strips are
attached to the
horizontal mem-
bers of the gate
by lock-nutted
bolts.

3 of No. 2
2 " " 5
1 " " 17
2 " " 22
1 " " 24
2 " " 35
9 " " 37
4 " " 37a
2 " " 48a

1 " " 52
4 " " 111c

O.18 SWING BOAT



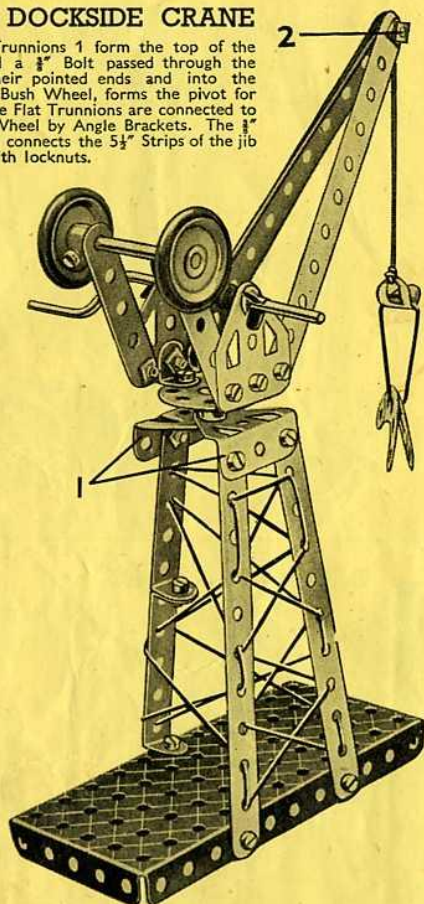
Parts required

4 of No. 2
2 " " 5
4 " " 12
1 " " 16
1 " " 19s
2 " " 22
1 " " 24
3 " " 35

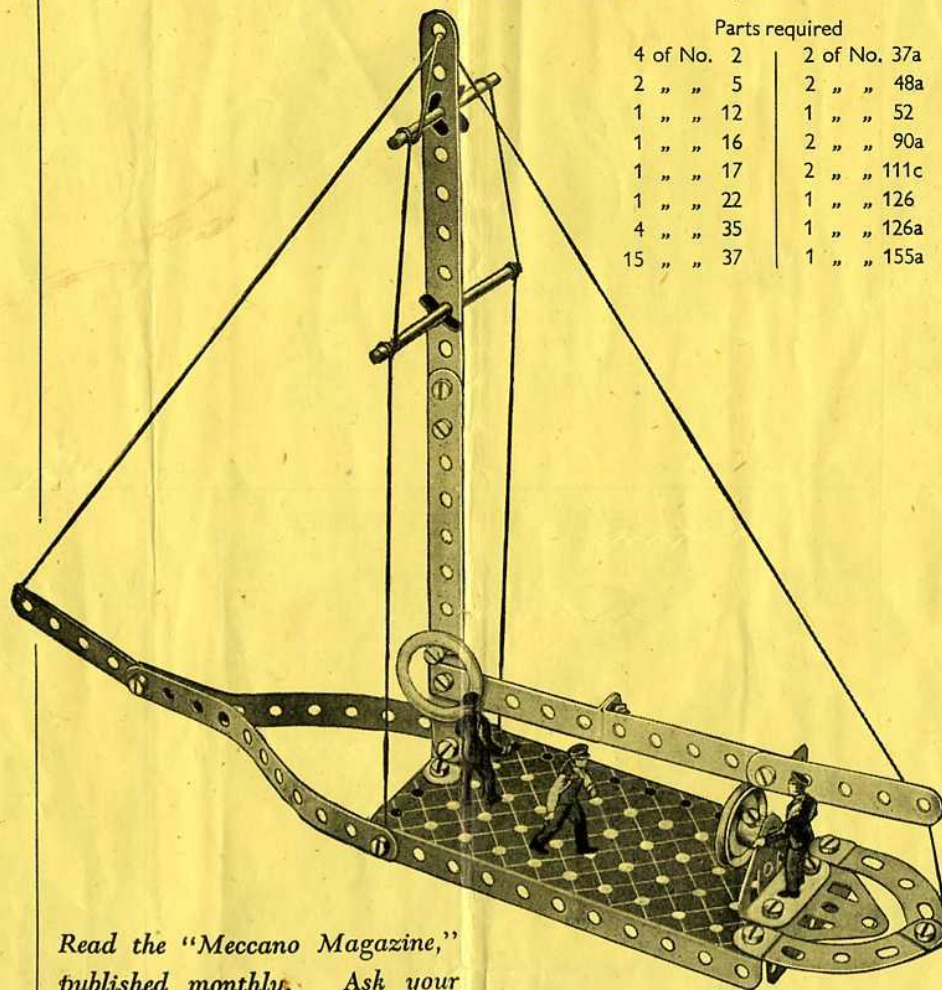
18 " " 37
1 " " 52
2 " " 90a
2 " " 126
2 " " 126a

O.19 DOCKSIDE CRANE

Two Trunnions 1 form the top of the tower, and a $\frac{1}{2}$ " Bolt passed through the holes in their pointed ends and into the boss of a Bush Wheel, forms the pivot for the jib. The Flat Trunnions are connected to the Bush Wheel by Angle Brackets. The $\frac{1}{2}$ " Bolt 2 that connects the $5\frac{1}{2}$ " Strips of the jib is fitted with locknuts.



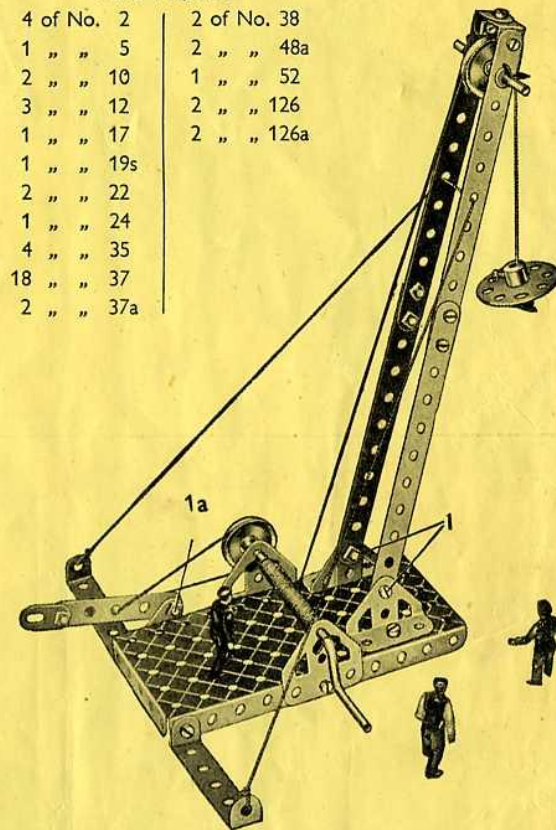
4 of No. 2	Parts required	1 of No. 52
2 " " 5	2 " " 35	2 " " 90a
3 " " 12	17 " " 37a	2 " " 111c
1 " " 17	15 " " 37b	2 " " 126
1 " " 19s	2 " " 38	2 " " 126a
2 " " 22	2 " " 48a	2 " " 155a

O.20 SAILING BOAT**Parts required**

4 of No. 2	2 of No. 37a
2 " " 5	2 " " 48a
1 " " 12	1 " " 52
1 " " 16	2 " " 90a
1 " " 17	2 " " 111c
1 " " 22	1 " " 126
4 " " 35	1 " " 126a
15 " " 37	1 " " 155a

O.21 DERRICK CRANE**Parts required**

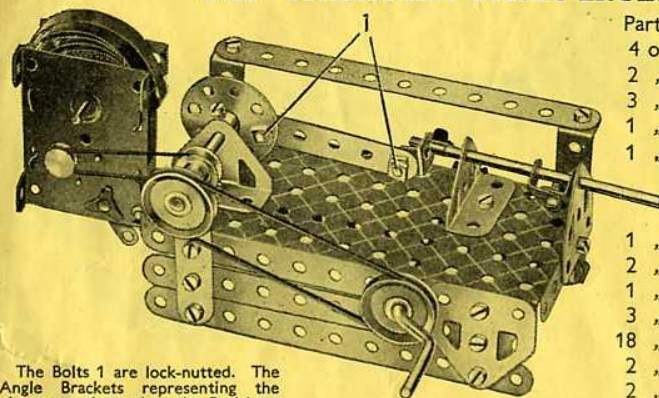
4 of No. 2	2 of No. 38
1 " " 5	2 " " 48a
2 " " 10	1 " " 52
3 " " 12	2 " " 126
1 " " 17	2 " " 126a
1 " " 19s	
2 " " 22	
1 " " 24	
4 " " 35	
18 " " 37	
2 " " 37a	



The construction of the model is commenced by bolting the Trunnions and Flat Trunnions that support the jib and Crank Handle respectively, to the $5\frac{1}{2}$ " x $2\frac{1}{2}$ " 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 $2\frac{1}{2}$ " 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.

*Read the "Meccano Magazine,"
published monthly. Ask your
dealer for full particulars.*

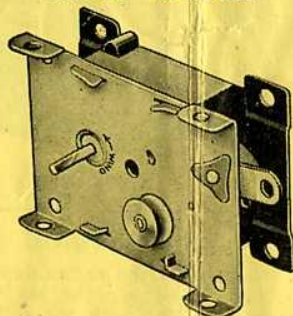
O.22 STATIONARY STEAM ENGINE



The Bolts 1 are lock-nutted. The Angle Brackets representing the piston are clamped to the Rod by a Nut and Bolt fastened in their elongated holes.

Parts required	
4 of No. 2	
2 " " 5	
3 " " 12	
1 " " 16	
1 " " 17	
1 " " 19s	
2 " " 22	
1 " " 24	
3 " " 35	
18 " " 37	
2 " " 37a	
2 " " 38	
2 " " 48a	
1 " " 52	

2 of No. 126
2 " " 126a
Magic Motor

THE MECCANO
MAGIC MOTOR

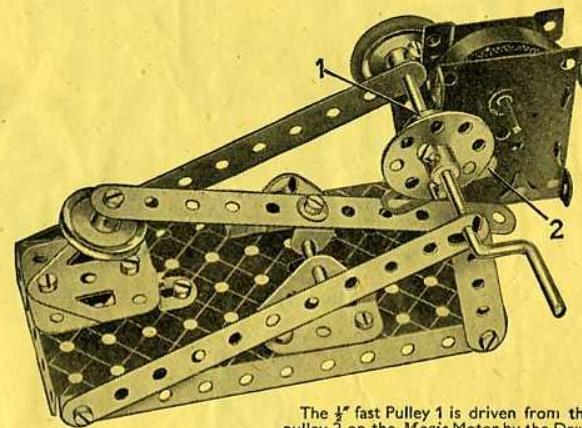
The greatest thrill in Meccano model-building is experienced when a model is set to work by means of a Meccano Magic Motor. The illustrations on this page show how the Magic Motor can be fitted without any difficulty to No. O Outfit models of various types. Fit the model you have just built with one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

Parts required	
4 of No. 2	
2 " " 5	
4 " " 12	
1 " " 16	
1 " " 19s	
2 " " 22	
1 " " 24	
4 " " 35	
18 " " 37	
2 " " 37a	
2 " " 38	
1 " " 48a	
1 " " 52	
2 " " 90a	

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

O.23 MECHANICAL HAMMER

Parts required	
1 of No. 10	
4 " " 12	
1 " " 17	
1 " " 19s	
2 " " 22	
1 " " 24	
3 " " 35	
15 " " 37	
1 " " 38	
1 " " 52	
1 " " 111c	
2 " " 126	
2 " " 126a	
1 " " 155a	
Magic Motor	



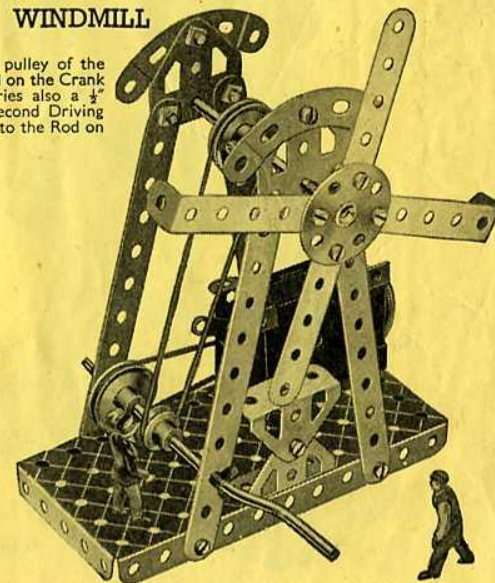
The $\frac{1}{2}$ " fast Pulley 1 is driven from the pulley 2 on the Magic Motor by the Driving Band supplied with the Motor.

O.25 WINDMILL

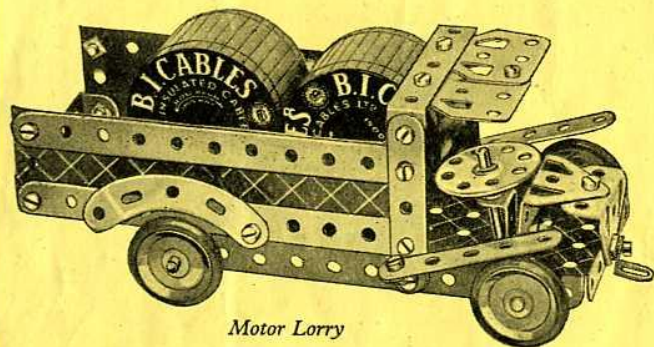
A Driving Band connects the pulley of the Magic Motor to a 1" Pulley fastened on the Crank Handle. The Crank Handle carries also a $\frac{1}{2}$ " Pulley, which is connected by a second Driving Band with a further 1" Pulley fixed to the Rod on which the sails are mounted.

Parts required	
4 of No. 2	
2 " " 5	
1 " " 16	
1 " " 19s	
2 " " 22	
1 " " 24	
3 " " 35	
18 " " 37	
2 " " 38	
2 " " 48a	
Magic Motor	

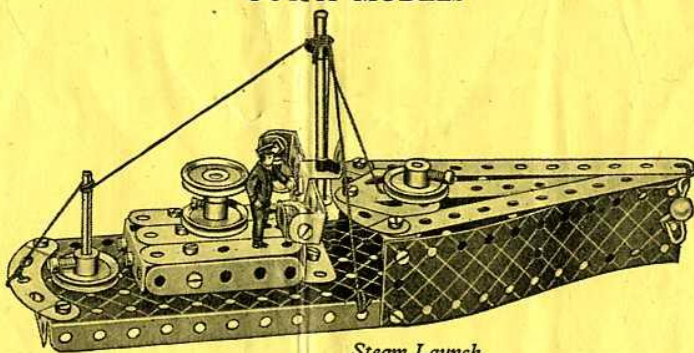
1 of No. 52
2 " " 90a
2 " " 126
2 " " 126a



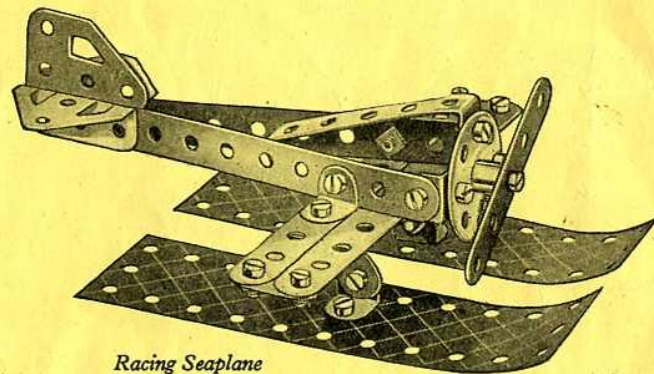
Keep adding to your Outfit

A SELECTION OF MECCANO NO. 1
OUTFIT MODELS

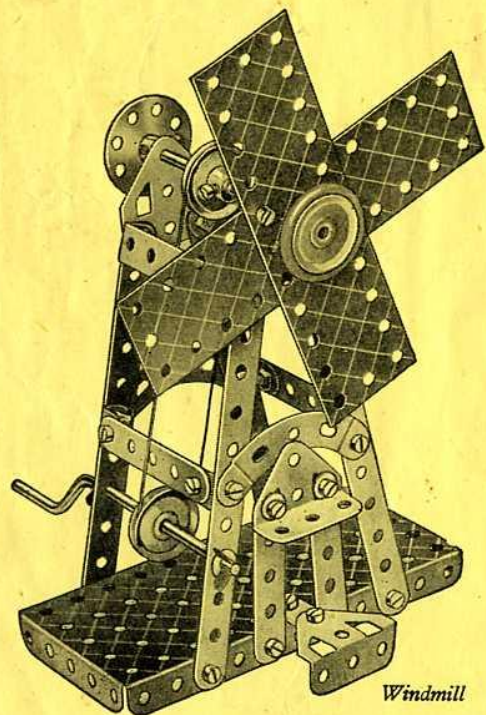
Motor Lorry



Steam Launch



Racing Seaplane



Windmill

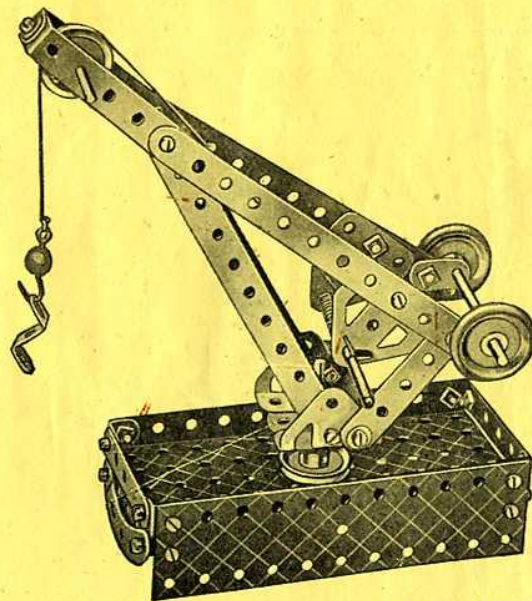
HOW TO CONTINUE

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 Meccano parts listed below. These additional parts will convert your No. 0 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.

Part No.		Quantity
5	Perforated Strips, $2\frac{1}{2}$ " ...	2
12	Angle Brackets, $\frac{1}{2}$ " \times $\frac{1}{2}$ " ...	4
16	Axle Rods, $3\frac{1}{2}$ " ...	1
17	Axle Rods, 2" ...	1
22	Pulley Wheels, 1" diam. with centre boss and set screw	2
34	Spanners ...	1
37a	Nuts ...	8
37b	Bolts, $\frac{3}{16}$ " ...	6
38	Washers ...	2
40	Hanks of Cord ...	1
57c	Hooks, Loaded, Small ...	1
111c	Bolts, $\frac{3}{16}$ " ...	2
125	Reversed Angle Brackets, $\frac{1}{2}$ " ...	1
155a	Rubber Rings for 1" Pulleys ...	2
189	Flexible Plates, $5\frac{1}{2}$ " \times $1\frac{1}{2}$ " ...	2

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.



Dockside Crane