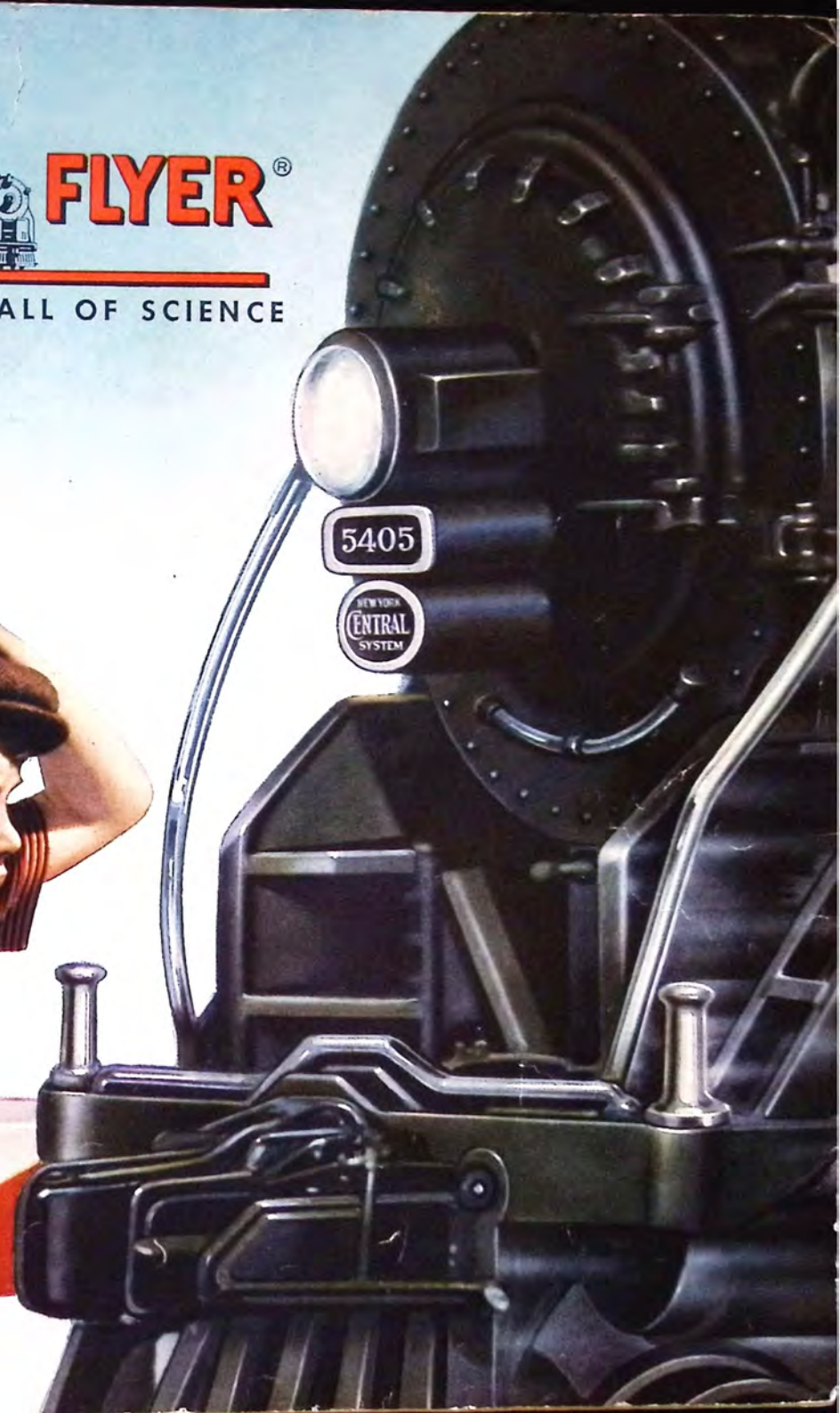


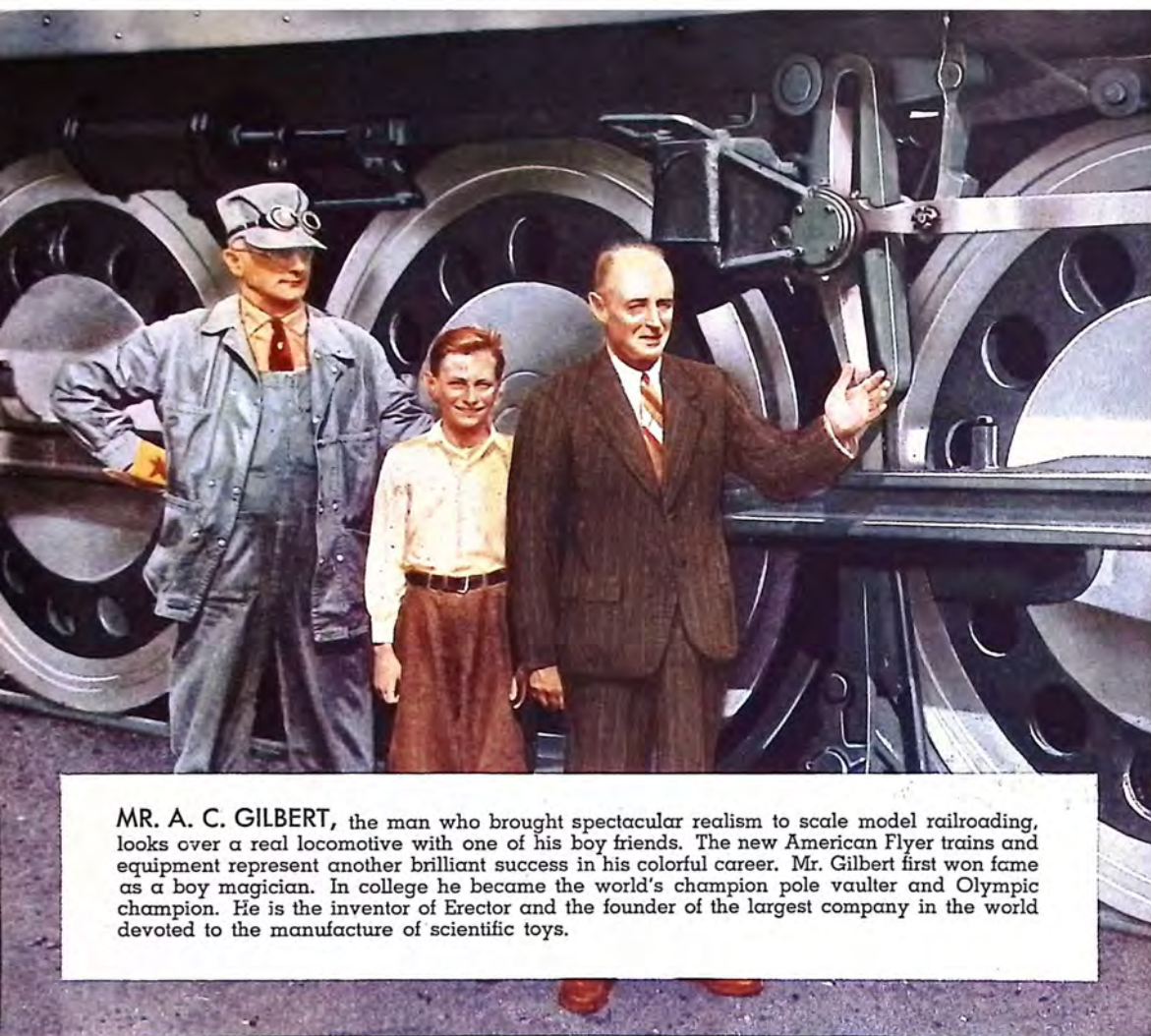
1948

Railroading with **AMERICAN FLYER[®]**



Developed at the GILBERT HALL OF SCIENCE





MR. A. C. GILBERT, the man who brought spectacular realism to scale model railroading, looks over a real locomotive with one of his boy friends. The new American Flyer trains and equipment represent another brilliant success in his colorful career. Mr. Gilbert first won fame as a boy magician. In college he became the world's champion pole vaulter and Olympic champion. He is the inventor of Erector and the founder of the largest company in the world devoted to the manufacture of scientific toys.

THE romance of railroading never fails to stir our imagination. Every heart vibrates to the tumultuous roar of the rails.

You sense the wonder and glory of railroading when you stand on a station platform and a giant locomotive blows its hot breath upon you. You feel it again in the countryside when you see a crack limited pounding down the main — smoke streaming from its stack — its whistle echoing and re-echoing in the distance.

Today, you can capture the mystic pageantry of railroading in your own home. Direct its

exciting action with your own fingers. Enjoy its stirring adventure every day.

From the famous Gilbert Hall of Science now come a fleet of brilliantly engineered trains and a wide range of equipment that carry scale model railroading to new heights of realism and add to it new pleasure and fascination.

Picture yourself at the magic controls of a modern American Flyer railroad system. At your finger tips are the throttles that operate your trains, and an array of remote control push buttons for manipulating your whistle, automatic loading and unloading equipment and all the other spectacular things that make an up-to-the-minute railroad.

SCALE MODEL RAILROADING

BROUGHT TO NEW HEIGHTS OF REALISM BY

AMERICAN FLYER

Thrilling Action! Never-Ending Fun! Spectacular Drama!

BY A. C. GILBERT

Founder of the Gilbert Hall of Science and President of The A. C. Gilbert Company

Stretching out in front of you is a maze of gleaming tracks, sidings, switches and crossovers. Spotted over the landscape are massive bridges, yawning tunnels, colorful stations, crossing gates, yard equipment and other picturesque railroad properties.

"All aboard!" Let's see some action.

Slowly you open your throttle and a train starts to snake out of a station. You open it wider . . . to 30 scale miles per hour . . . 50 . . . 80 . . . 100 or more.

How realistic it looks and sounds. Mighty wheels thundering over the rails. Gleaming piston rods flashing back and forth like the arms of prize fighters. A long leash of sleek cars rocking and swaying in tempestuous motion. American Flyer craftsmen have overlooked nothing to make this crack highliner a perfect replica of a real train.

The Fun Is Just Starting

Now for some really dramatic action. Again you open your throttle and a second train moves forward — possibly from a siding. As it crawls toward the main line, you notice the switch is closed. Quickly you pull one of those magic

control levers. The switch opens and your train majestically rolls out into the main iron.

Now you have two trains running on the same track. Here, indeed, is exciting, spectacular action . . . action that will make your blood tingle.

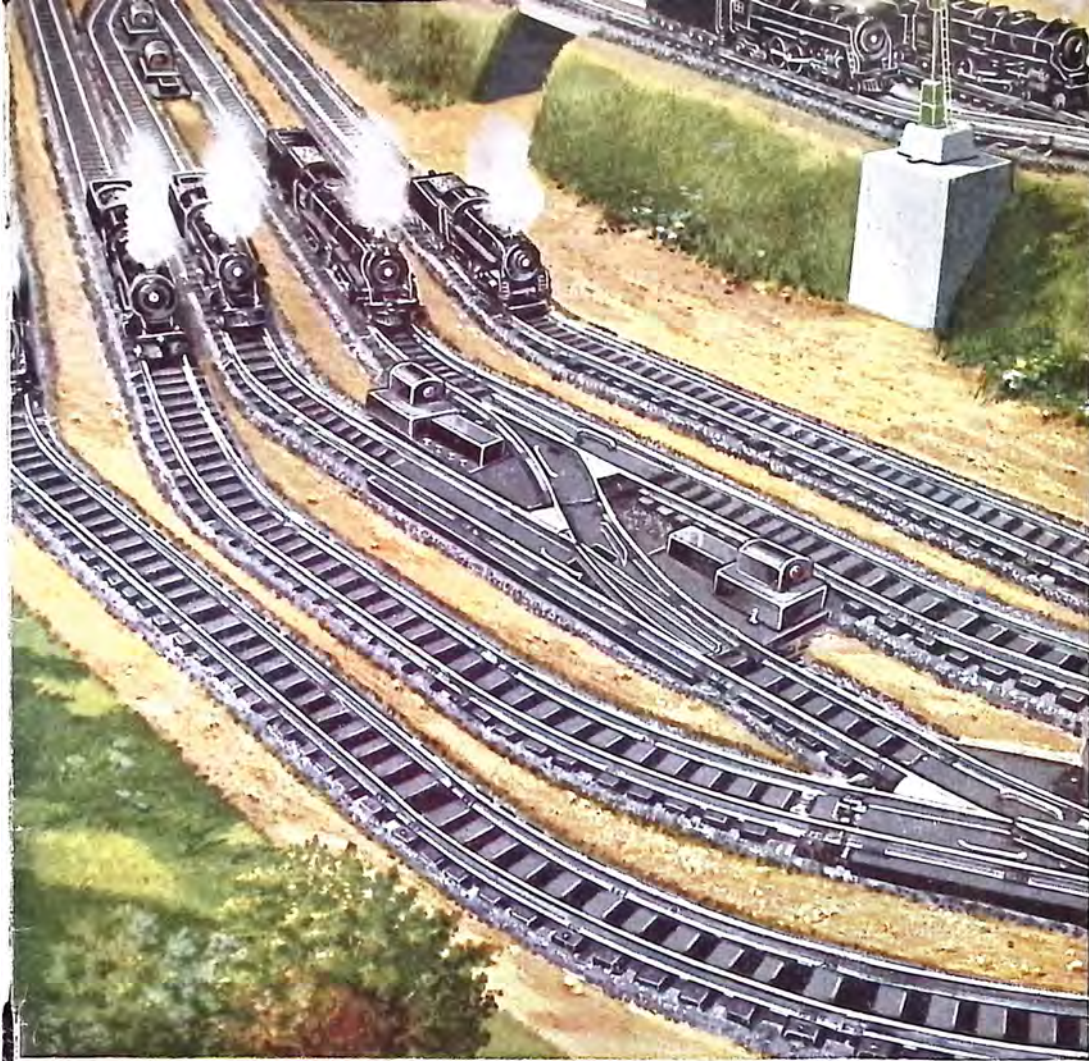
"But what," you may ask, "prevents a collision?"

Well, if you are a good railroad man, your railroad will be equipped with a "block system" — just like a real railroad. As the rear train approaches the block occupied by the first train, your semaphore flashes red, and automatically stops the rear train. When the block is clear, your semaphore flashes green, and your train automatically resumes its run.

More Fun And Action

But more wonders are in store for you. By simply manipulating throttles, levers and push buttons you can duplicate the full drama of real railroading.

You can make trains run forwards or backwards — uncouple one, two or more cars at a time — recouple them anywhere. You can dump a load of coal, logs, or metal—then load the cars again by means of marvelous automatic loading units operated by remote control.



ASK THESE 12 QUESTIONS

WHEN YOU CHOOSE A SCALE MODEL RAILROAD

QUESTION	AMERICAN FLYER	WHY THIS IS IMPORTANT
1—Does locomotive puff real smoke and is the smoke synchronized with train speed?	YES	To be fully realistic, smoke should increase or decrease in volume with every change of train speed. American Flyer trains are engineered to puff smoke this way.
2—Does locomotive reproduce the "choo-choo" sound effects of a real locomotive and are they synchronized with train speed?	YES	No locomotive seems like real unless it <i>sounds</i> like real. American Flyer's "choo-choo" reproduces tempestuous rumbles and hisses of giant locomotive—changes tone and tempo as train speeds up or slows down.
3—Does motor have super-power worm drive?	YES	Banishes jerky "jack-rabbit" pull and provides smooth, steady power from motor to drive wheels. Permits slow speeds without danger of stalling.
4—Are all locomotives, cars and track engineered to uniform 3/16" scale?	YES	No railroad system can be genuine "scale model" if locomotive and cars are made to one scale and track to another scale. American Flyer builds both trains and track to the same scale—3/16".
5—Is track realistic two-rail "T" type?	YES	An important difference between a "toy" railroad and a scale model railroad is in the track. Toy railroads have three-rail track, the middle rail being used to carry the electric current. American Flyer has two-rail track, so that it looks like a real right-of-way.
6—Can a two-loop track layout be laid out in floor space only 6 feet square?	YES	Much of the fun of scale model railroading lies in having extra loops and sidings in the track system. American Flyer 3/16" scale permits almost twice as many loops in the same floor space as "O" gauge track.
7—Are cars made of plastic with die-cast frames?	YES	Just as the trend in real railroad cars is towards light weight materials, so American Flyer cars are made of light weight plastic. One locomotive can pull fifteen or more cars.
8—Does system have Directronic Propulsion locomotive?	YES	Power is supplied to the locomotive in a <i>continuous stream</i> —instead of intermittently, as with locomotives operating on alternating current. Locomotive is not stopped by minor dead spots in track.
9—Does its motor have Alnico permanent magnet?	YES	This new-type, solid metal magnet can lift twenty-one times its weight—makes motor more powerful, trouble-proof, and longer-lasting.
10—Is direction of locomotive always under positive, split-second control?	YES	New Directronic Propulsion locomotive changes direction only when remote control direction switch is thrown. No jockeying back and forth after stops—no uncertainty about direction of train.
11—Can two locomotives be operated either in the same or opposite directions on the same track?	YES	With one Directronic Propulsion locomotive and one standard locomotive, trains can be rushed towards each other—stopped just before they collide—then backed away from each other.
12—Can block signals and semaphores be used without interfering with direction of locomotive?	YES	No complicated wiring is needed to operate Directronic Propulsion locomotives with realistic block signal control. After stops, locomotives automatically resume direction in which they were previously traveling.

All American Flyer trains and equipment are designed and built to give you the thrill of owning a railroad system that is fully and correctly realistic. And your pride in the realistic appearance of your railroad will be further increased when you surround it with special scenic effects which you can easily build yourself: mountains, trees, green fields, lakes, roads, buildings, etc.

At night you can turn off the house lights and enjoy the eerie thrill of seeing your highliners surge through the darkness. The locomotive headlight casts its penetrating beam on the shining rails ahead—Pullmans flash by with lights twinkling from every window—the light

from the caboose blinks its farewell in the distance. Lights from stations, bridges and water tower add to the awesome magic of the scene.

No other hobby brings you such spectacular sights and sounds and such exciting action as scale model railroading. You can enjoy its thrills every day of the year—rain or shine—winter or summer—night or day. And you will constantly be discovering new ways to make up your trains, expand your trackage and arrange your equipment.

A.C. Gilbert

Only AMERICAN FLYER brings you ALL these thrilling "just like real" features!

HOW TO PLAN AND BUILD A MIGHTY RAILROAD EMPIRE WITH AMERICAN FLYER

THE natural goal of every scale model rail-roader is to have a mighty railroad empire. Send sleek trains roaring into a dark tunnel . . . hear the muffled noise of their "choo-choos" beating against the walls . . . then see the locomotive reappear at the other end engulfed in a cloud of smoke. Have big freight yards where cars are loaded with spectacular automatic equipment — make up trains and hustle them over a maze of tracks to their destination — uncouple and unload cars by remote control.

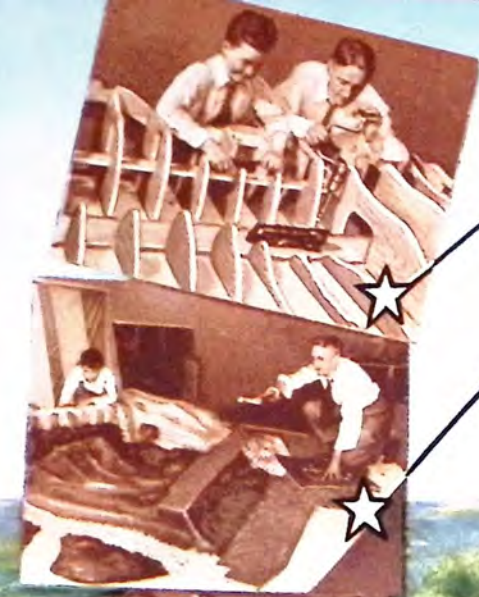
Here is fun that will last you all the days of your

Hills and mountains — with tunnels for your trains — add enormously to the realism of rail-roading with American Flyer. The first step is to make a suitable frame work. Plywood is excellent for the purpose.

The second step is to cover the frame work with fine wire mesh, shaping it to form interesting and natural-looking contours. Include one or two highways in your plan, flattening the mesh to a suitable width.

Next, mix asbestos plaster with water and apply it to the mesh, giving hills and mountains the desired shape. When dry, paint with water mix paints, using blends of blue, yellow and brown.

For the finishing touches, trees can be made of twigs dipped in shellac. Grass can be simulated by dyeing sawdust green, then sprinkling it over wet paint. You can make a lake by painting glass blue-green on the under side.



life. So—right now—why not plan to build a complete American Flyer system? You don't have to do it all at once. Much of the joy of scale model railroading lies in planning ahead and adding new things one by one.

The first step is to pick a partner. A boy's Dad is always a fine choice because operating a railroad together is a sure-fire way to get close to Dad. Or perhaps an Uncle, Grandfather or some of the boys in your neighborhood would like to team up with you.

The next step is to select a suitable location for your railroad. A basement is usually an ideal loca-

tion, though in some homes an attic is just as good or better. Tables about 30" high make the best foundation for your railroad system and can be made of lumber you may have on hand, or plywood.

Thanks to the fact that all American Flyer trains and track are built to 3/16" scale, an amazingly realistic and complete system can be built in comparatively small space. This in itself is a very practical and important reason for choosing American Flyer.

The minimum track diameter required for American Flyer is only 40", so that your table need not be over 46" wide. But if space permits, a table width

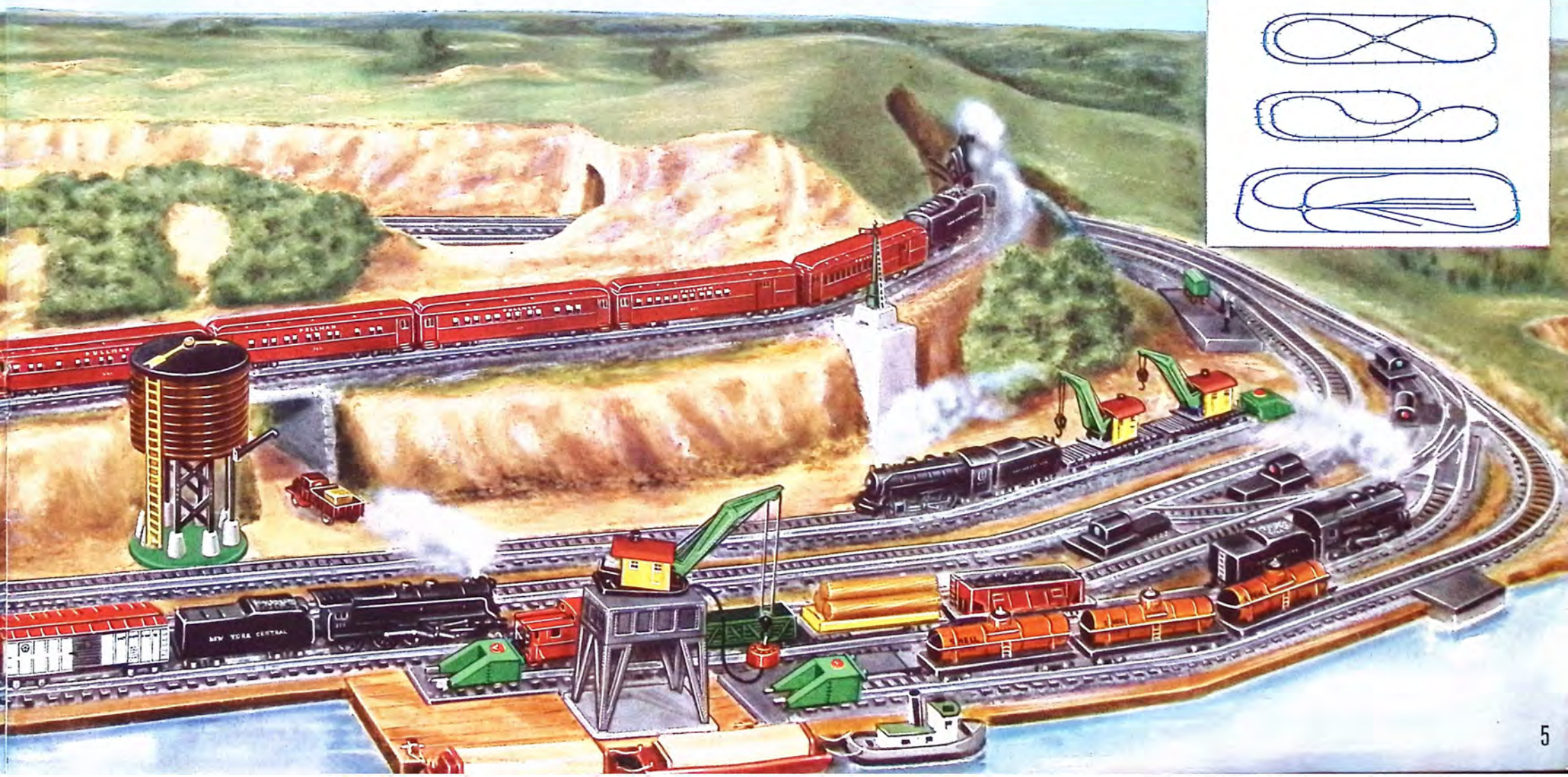
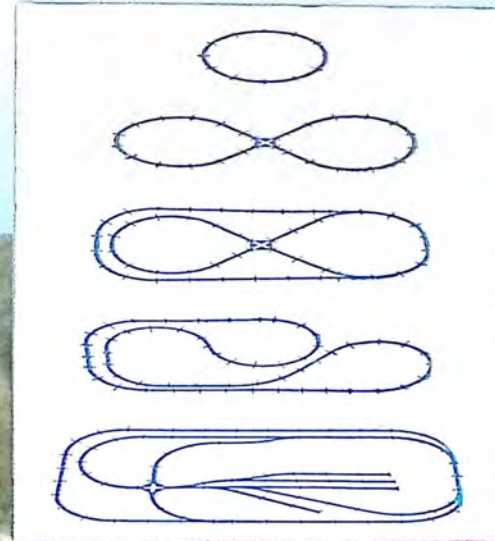
of 5 or 6 feet is recommended, to allow space for sidings, stations, loading equipment, etc.

Your first layout can very well be about 6 x 10 feet. In such a space you can lay sufficient track for the operation of two trains and also have room for a splendid assortment of equipment. From this you can expand to a large rectangular layout such as illustrated on this page, or to a narrow L-shaped layout around the walls.

Further information on building your system and giving it spectacular realism is given in the Instruction Manual that comes with every American Flyer Train set.

Make Your System Grow . . . Month After Month . . . Year After Year

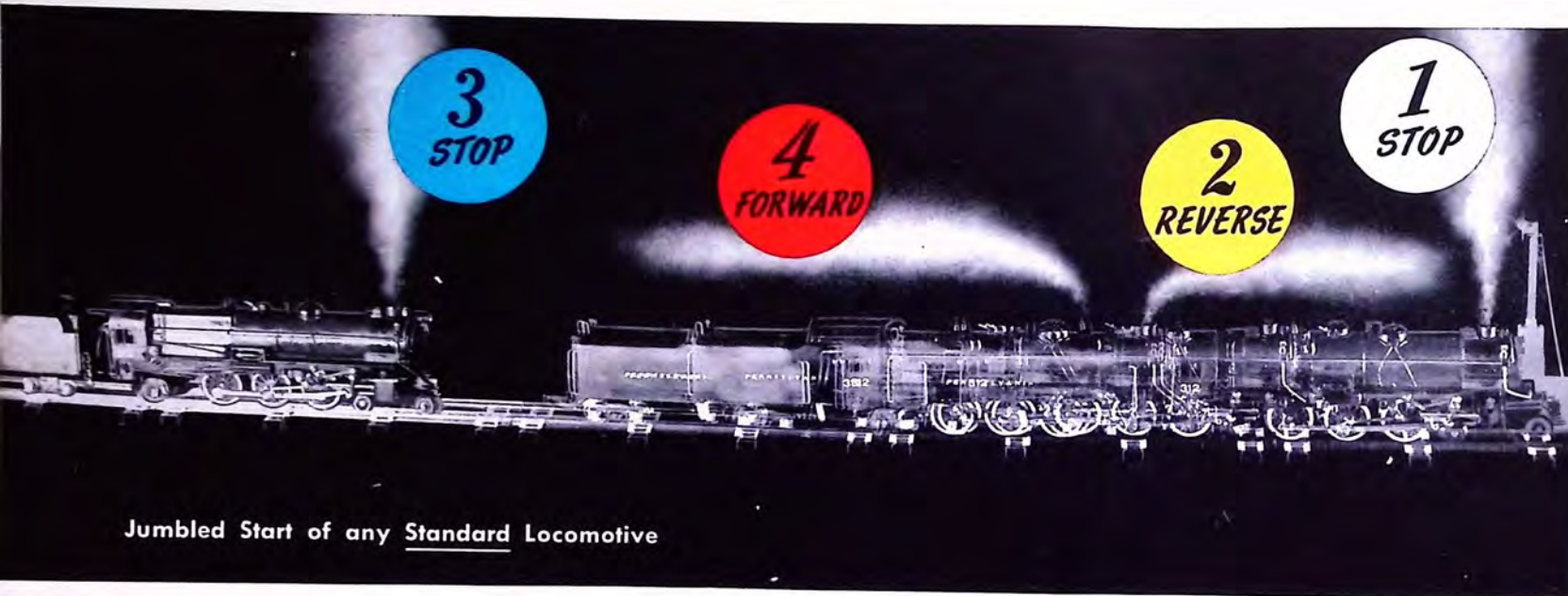
These track blueprints show how you can start with a single loop — and keep adding track, switches and crossovers until you have the scale model railroad of your dreams.



Introducing the Sensational New AMERICAN FLYER

DIRECTRONIC PROPULSION Locomotive

6



Jumbled Start of any Standard Locomotive

Stroboscopic photographs — taken at 1/10,000 of a second — show how it provides simpler, positive remote control of direction of train and banishes jockeying back and forth after stops

ALL STANDARD LOCOMOTIVES —

In order to stop the train and make it resume running in the same direction in which it was previously traveling, it is necessary to (1) stop (2) reverse (3) stop (4) start. The photograph at left accurately portrays the confusion and lack of precision that the scale model railroader experiences in performing these four operations.



Smooth, Positive Start of New Directronic Propulsion Locomotive

NEW DIRECTRONIC PROPULSION LOCOMOTIVE —

To stop and resume same direction, it is only necessary to (1) stop (2) start. After stops, locomotive continues in same direction in which it was previously traveling — unless direction is intentionally changed by throwing direction switch on Directronic Rectifier. Here is new realism — new simplicity — new positive control.

DIRECTRONIC PROPULSION

is the greatest train development of the century

EXCLUSIVE WITH AMERICAN FLYER

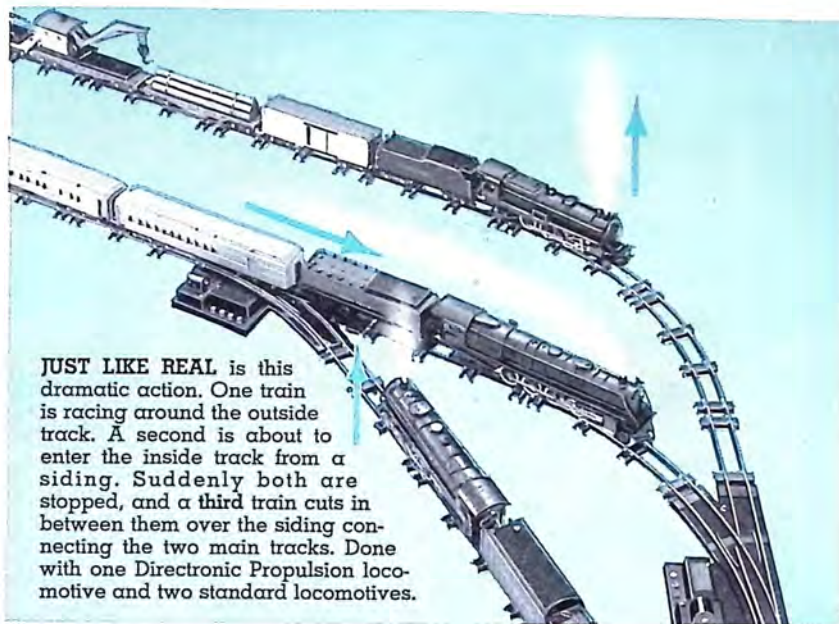
Provides positive, split-second *Directronic Control* of train — banishes jockeying back and forth after stops — eliminates locomotive stopping because of minor dead spots in track — makes possible operating two trains in opposite directions on same track — permits use of block signals and semaphores without interfering with direction of train — assures continuous propulsive power at high or low speeds.

THE new American Flyer *Directronic Propulsion* locomotives revolutionize scale model railroading, adding new fun—new thrills—new realism. They give the scale model railroader new precision mastery over train speed and over forward and reverse directions.

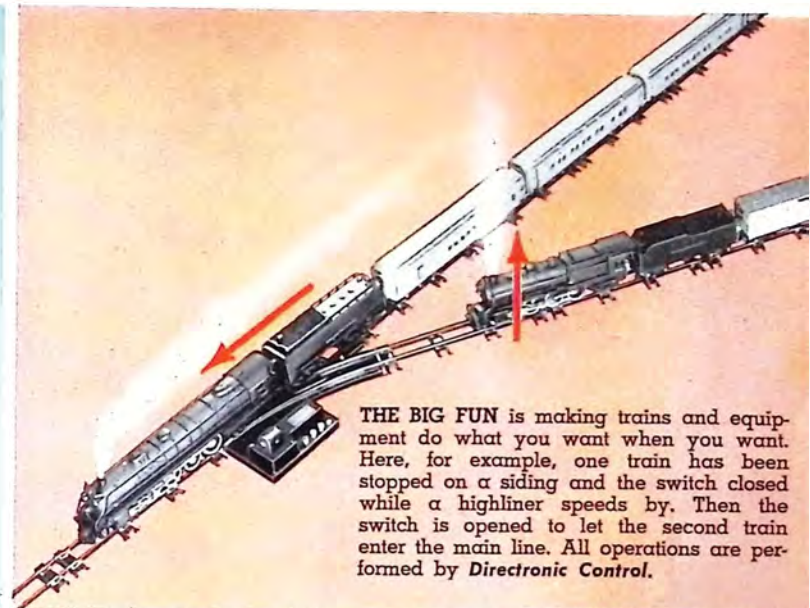
For instance, a train drawn by a *Directronic Propulsion* locomotive can be stopped exactly where you want, without tedious jiggling back and forth. This is particularly important in bringing freight cars into position for use with automatic loading equipment.

From a dead start the train can be made to glide forward or backward instantly—regardless of the direction in which it was previously traveling. And so tremendous is the power of the *Directronic Propulsion* locomotive that even when pulling 16 cars it starts without jerking or bucking—and it can hustle them over the rails at over 75 scale miles per hour.

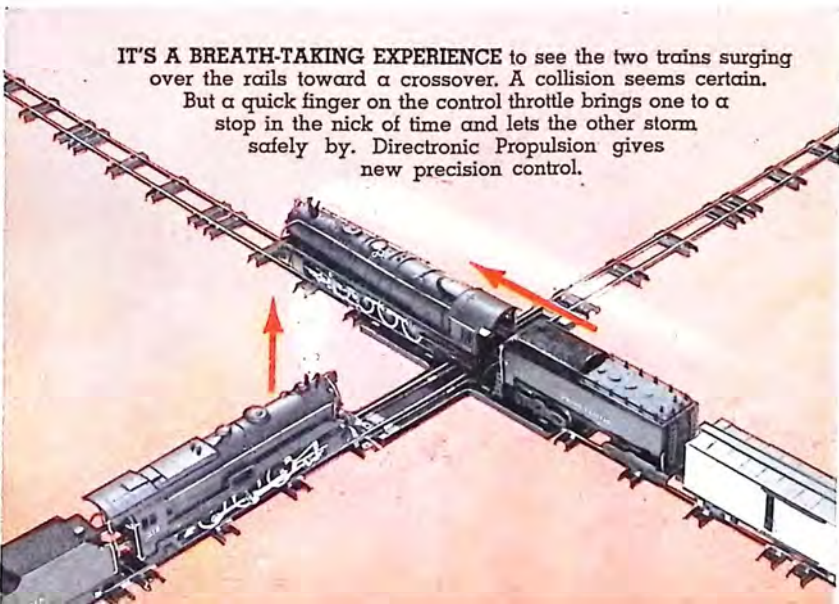
Back of the development of the American Flyer *Directronic Propulsion* locomotive are two brilliant scientific achievements—the invention of the Alnico permanent magnet, a solid metal magnet that takes the place of the wire-wound magnet and is so powerful that it can lift twenty-one times its own weight; and the perfecting of the *Directronic Propulsion* D.C. motor by The Gilbert Hall of Science.



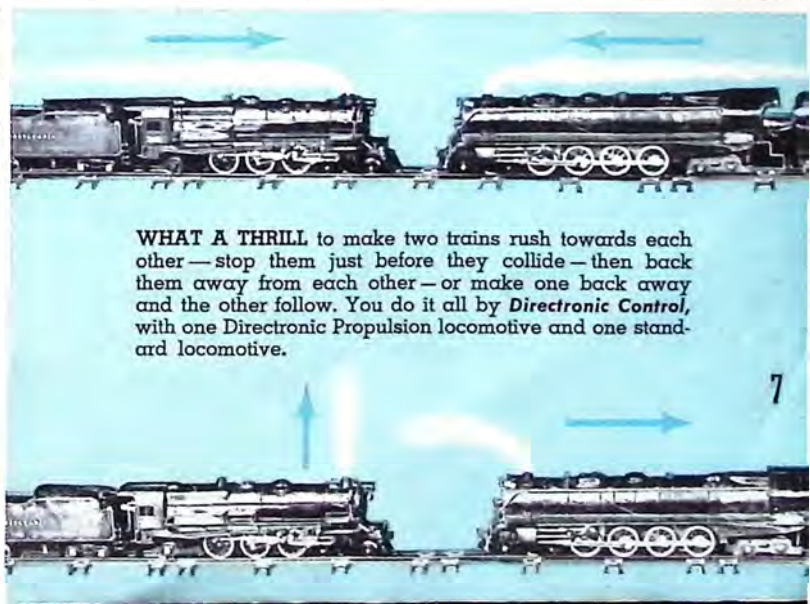
JUST LIKE REAL is this dramatic action. One train is racing around the outside track. A second is about to enter the inside track from a siding. Suddenly both are stopped, and a third train cuts in between them over the siding connecting the two main tracks. Done with one *Directronic Propulsion* locomotive and two standard locomotives.



THE BIG FUN is making trains and equipment do what you want when you want. Here, for example, one train has been stopped on a siding and the switch closed while a highliner speeds by. Then the switch is opened to let the second train enter the main line. All operations are performed by *Directronic Control*.



IT'S A BREATH-TAKING EXPERIENCE to see the two trains surging over the rails toward a crossover. A collision seems certain. But a quick finger on the control throttle brings one to a stop in the nick of time and lets the other storm safely by. *Directronic Propulsion* gives new precision control.



WHAT A THRILL to make two trains rush towards each other—stop them just before they collide—then back them away from each other—or make one back away and the other follow. You do it all by *Directronic Control*, with one *Directronic Propulsion* locomotive and one standard locomotive.

AMERICAN FLYER NEW NO. 15 DIRECTRONIC RECTIFIER

*How it works —
and how
to hook it up*

**Must be used with
Directronic Propulsion Locomotives
—can also be used
with standard locomotives**

The main difference between the new American Flyer Directronic Propulsion locomotives and standard locomotives is that the former are equipped with a Directronic Propulsion D.C. motor and their operation requires both a transformer and the new American Flyer Directronic Rectifier.

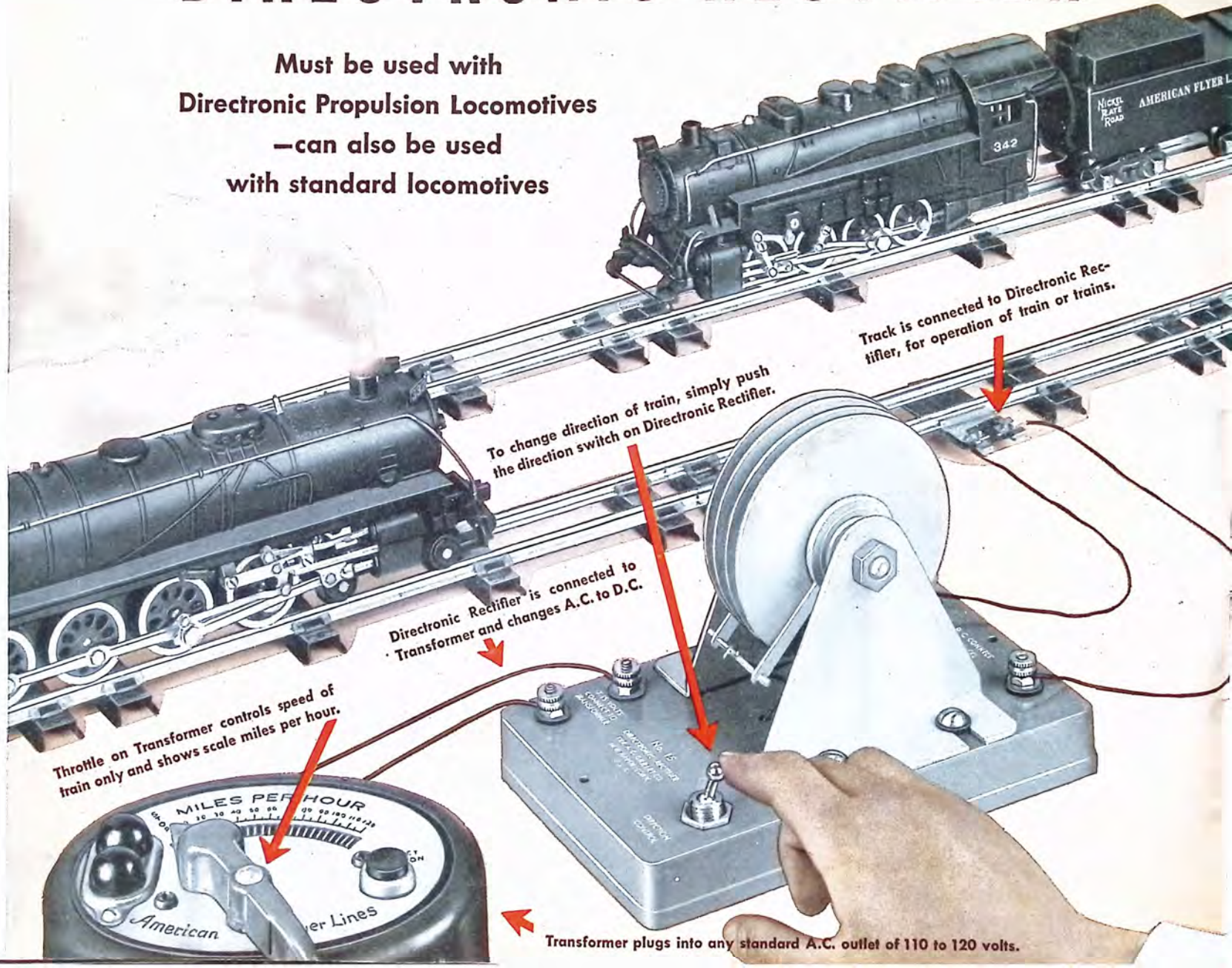
The Directronic Rectifier performs the essential function of converting A.C. to Direct Current, so that power is supplied to the locomotive in a continuous stream—instead of intermittently as with A.C. Thus, American Flyer Directronic Propulsion locomotives have the steady, even pull of a modern electrically-driven locomotive, and for the same reason.

The use of D.C. also permits reversing the locomotives in the simplest and most direct way—by pushing the direction switch on the Directronic Rectifier. This instantly changes the polarity of the current in the track.

The hook-up for Directronic Propulsion locomotives is very simple. A standard transformer is plugged into the house current—the Directronic Rectifier is connected to the transformer—and the track wires to the Directronic Rectifier. All other equipment is connected to the transformer as usual.

The Directronic Rectifier must be used for American Flyer trains Nos. 4615, 4617, 4618 and 4621. It also operates standard locomotives.

Note — American Flyer Directronic Rectifier can be used only with A.C. house current.



Throttle on Transformer controls speed of train only and shows scale miles per hour.

Directronic Rectifier is connected to Transformer and changes A.C. to D.C.

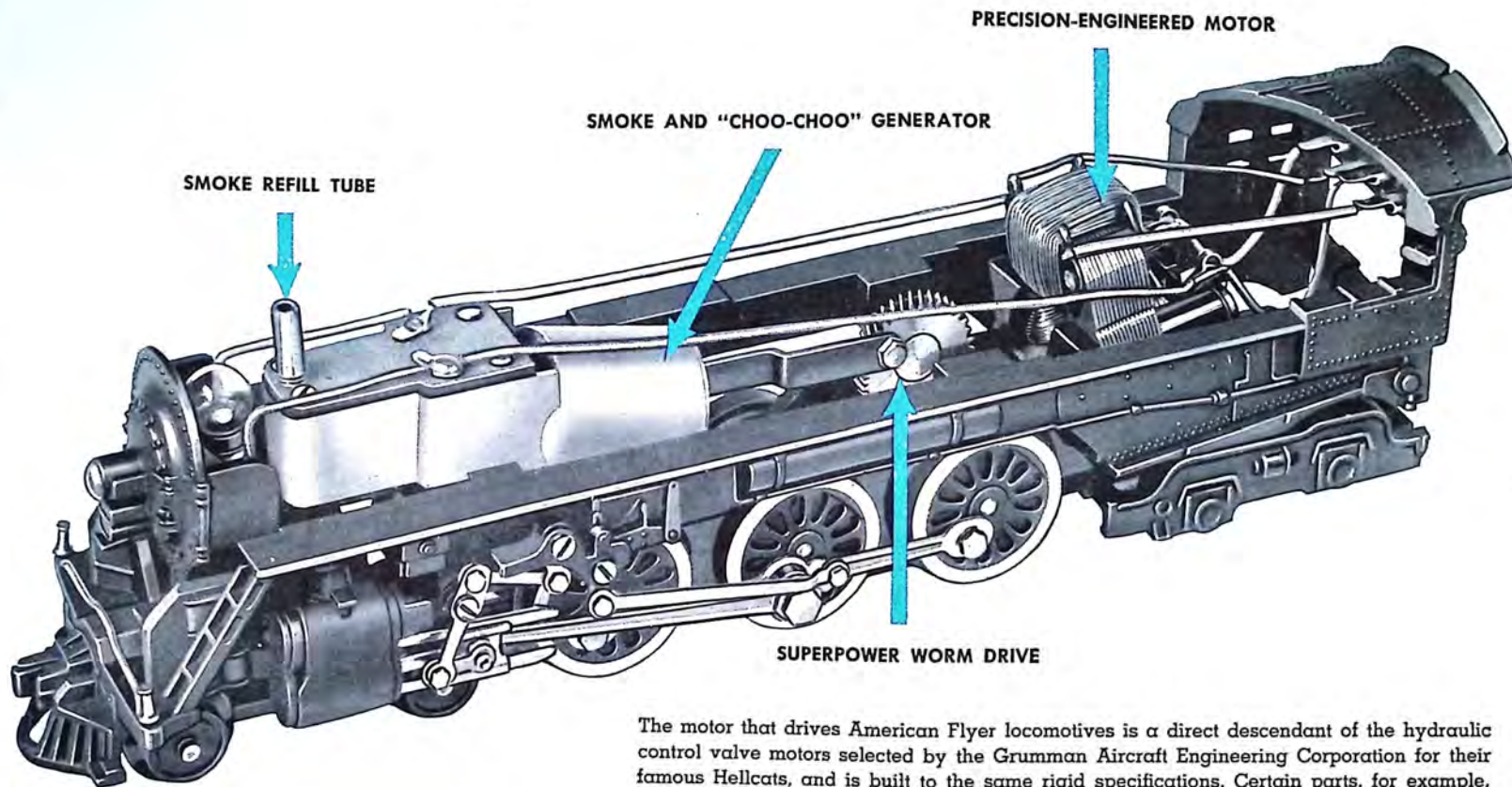
To change direction of train, simply push the direction switch on Directronic Rectifier.

Track is connected to Directronic Rectifier, for operation of train or trains.

Transformer plugs into any standard A.C. outlet of 110 to 120 volts.

THE MIGHTY PRECISION POWER PLANT

that drives American Flyer Locomotives



New piston-type smoke and "choo-choo" generator keeps smoke and "choo-choos" positively synchronized with train speed.

The motor that drives American Flyer locomotives is a direct descendant of the hydraulic control valve motors selected by the Grumman Aircraft Engineering Corporation for their famous Hellcats, and is built to the same rigid specifications. Certain parts, for example, are machined to an accuracy of two ten-thousandths of an inch. Here, indeed, is a power plant that assures an abundance of smooth, surging power — long life — and realistic, precision control of your trains.

American Flyer's new piston-type smoke and "choo-choo" generator is located in the locomotive and operated by the same motor that drives the train. Thus, smoke and "choo-choos" are perfectly synchronized with train speed at all times. So efficient is the mechanism that locomotives start to puff smoke within 3 seconds after they are started. The smoke is clearly visible under all light conditions — even in the dark. And a locomotive will puff smoke for hours on only one smoke cartridge.

The smoke unit is refilled by squeezing the contents of a smoke cartridge into a small hole in the smoke stack. It can be done in a few seconds and the unit requires no cleaning.



SUPERPOWER WORM DRIVE

a Sensational American Flyer Development

SMOOTH PRECISION CONTROL AT ALL SPEEDS



Banishes Jerky "Jack-Rabbit" Pull

An important reason why American Flyer locomotives operate so realistically and quietly — without jerking or bucking—is their precision-made worm-gear drive. By giving a greater reduction in ratio (18:1), worm-gear drive increases the turning torque correspondingly, making possible slower, smoother starting and stopping. In addition, worm-gear drive enables you to maintain slow speeds without danger of stalling and gives you the steady motive power you need for high speeds. A speed of 120 scale miles per hour is easily possible with American Flyer locomotives.

AMERICAN FLYER AUTHENTIC 2-RAIL "T" TRACK

Built to 3/16" Scale

Looks Like a Real Right-of-Way

PERMITS MULTIPLE TRACK LAYOUTS
IN SMALL SPACE

NO scale model railroad can look truly realistic unless the track consists of only the two rails on which the wheels run.

Heretofore standard tracks for electric trains have had a third rail, located in the middle, to carry the electric current. Only the most expensive scale model sets could boast an authentic two-rail track. Also, the locomotives had to be specially engineered to operate on two-rail track.

Today all American Flyer trains are designed to carry the electric current through the wheels, making possible the use of authentic two-rail track. Now, for the first time, scale model trains with this superb realistic feature cost no more than sets with old-fashioned third rail track.



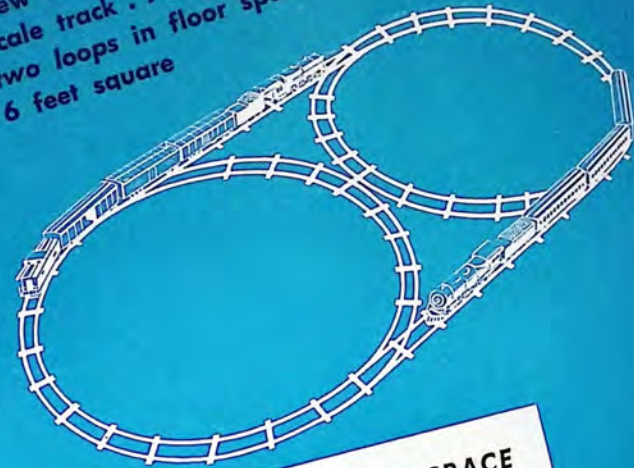
NEW REALISM . . . NEW EFFICIENCY

American Flyer two-rail track not only gives your layout the realistic appearance of an actual steam railroad, but in addition it provides smoother operation of your trains. The contact of wheels with track automatically assures a constant flow of current from your rails to your locomotive. There is no shoe — dangling down from the engine to the third rail — to get out of order.



The rails of American Flyer track are patterned after genuine railway rails—authentic "T" design and flat on top. This further increases their authentic appearance and gives better traction for the wheels.

New American Flyer 3/16" scale track . . . permits two loops in floor space 6 feet square

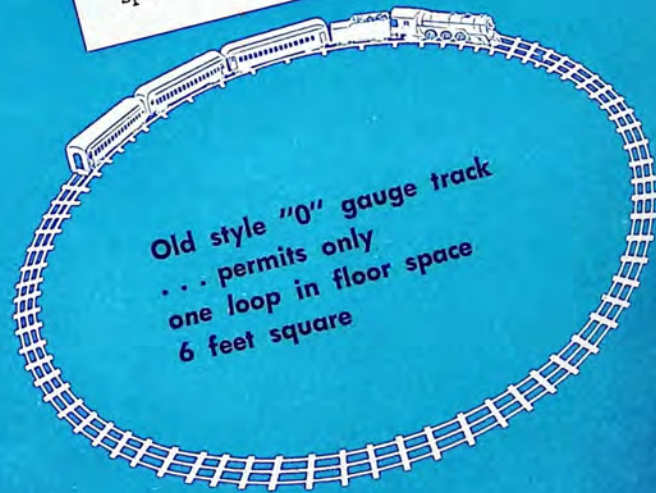


MORE TRACKAGE IN LESS SPACE

An important reason why American Flyer is built to 3/16" scale is that this size is large enough to look impressive yet small enough to fit into a reasonable floor space. The minimum track diameter required for American Flyer is 40", whereas "0" gauge scale model trains and track require a diameter of 72". This means that a track layout that would have to be spread over 16 square yards with "0" gauge track, can be fitted into a space of 9 sq. yds. with American Flyer track.



Old style "0" gauge track . . . permits only one loop in floor space 6 feet square



100% REALISTIC

Sound

AND

Smoke

EFFECTS!

Hear 'em "Choo-Choo"

Watch 'em Puff Smoke

Listen To That Whistle

Thrilling exclusive features
originated by
AMERICAN FLYER

**REAL SMOKE RIGHT FROM THE
THE SMOKE STACK**

No, there's no fake about that smoke. It comes in billowing waves right out of the stack, adding a crowning touch of realism to railroading with American Flyer. But that's not all. So ingeniously is this marvelous new device engineered that the smoke varies in intensity with the speed of your train. Slow, lazy wisps when your engine idles . . . heavier gusts when it picks up speed . . . and long streamers of realistic smoke when your train is rolling along at 75.



MOTHER!

Don't worry about that smoke injuring your draperies. American Flyer scientists have developed a secret formula that looks like smoke but does not smudge up your walls or draperies. It's odorless, too.

"CHOO-CHOO" — THEY SHOUT

American Flyer trains not only look like real but also sound just like real. Their built-in "choo-choo" reproduces the tempestuous rumbles and hisses of a giant locomotive under full steam. So distinct are these "choo-choos" they can be heard at distances of over 100 feet. And they change tone and tempo with every change in train speed. Slow, muffled "choo-choos" when you open the throttle and your train gets under way . . . a steadily mounting volume of "choo-choos" as it goes faster and faster.



WHISTLING BILLBOARD

The American Flyer whistling billboard gives you two features for the price of one. It is both a whistle and a billboard that adds realism to your track layout. Whistle blows any time by pressing the remote control button. Its deep-throated tone will stir the heart of every railroad man. Blows long or short blasts, so that it is perfectly suited for code signals. Billboard is built to same scale as other American Flyer equipment.





**UP GOES THE BUCKET . . .
DOWN SLIDES THE COAL**

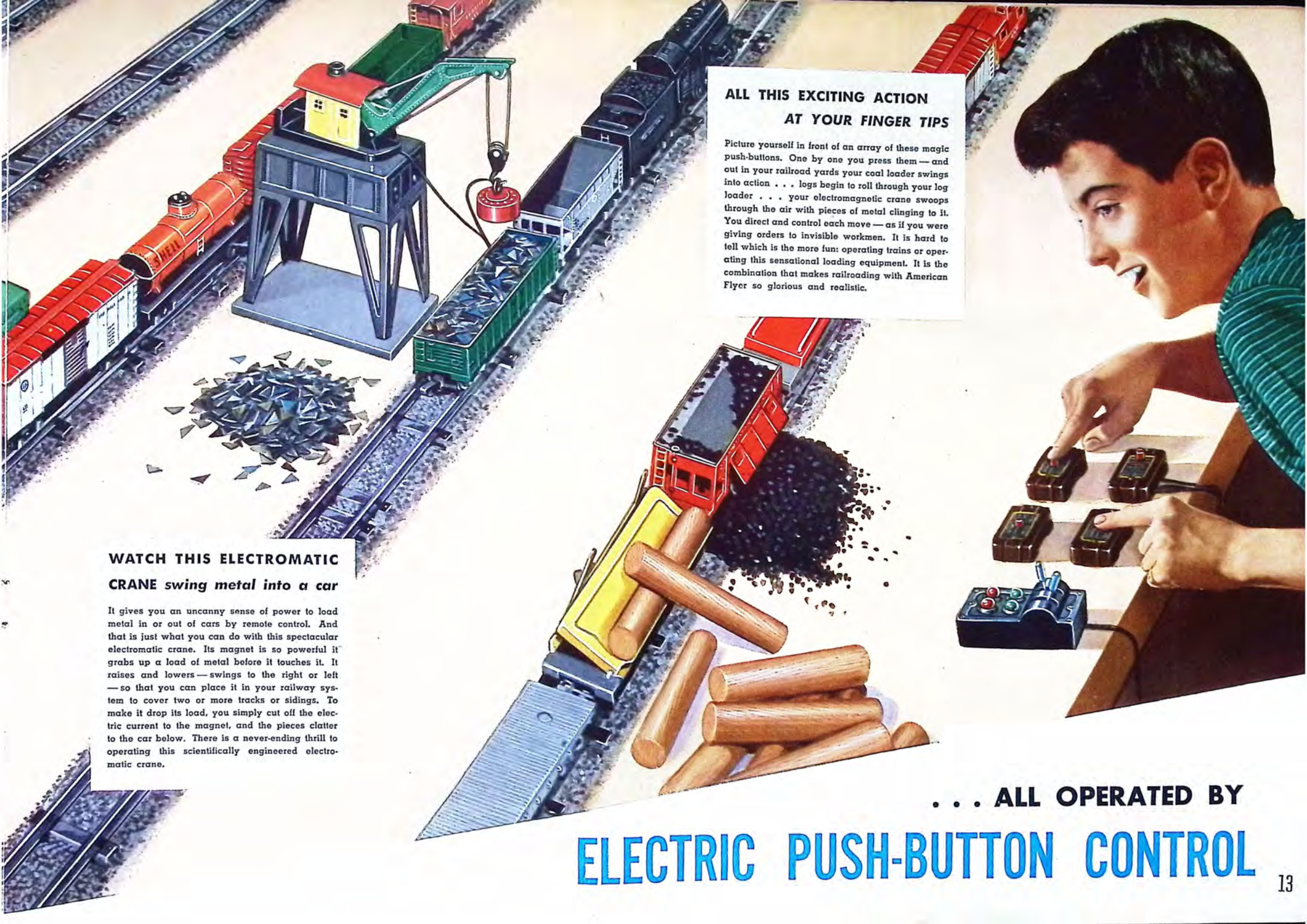
Notice how high this gigantic coal loader rises above the tracks. What spectacular realism it adds to your railroad system. And what fun it is to load coal cars by remote push-button control. By just a flip of your finger you drop the big bucket to the coal pile below — open its huge jaws — snap them together again — and hoist the load to the top of the tower — and a second later the coal is rattling down the chute to the waiting car. When the car reaches its destination, you press another button, and the side of the car springs open — automatically dumping the coal beside the track.

**PRESS A BUTTON . . . AND
THE LOGS START TO ROLL**

Handling heavy timber is a fascinating part of railroading, and this automatic log loader does the job with high speed efficiency. First, you stop your train so that your automatic log car is in front of it. Next, you press a button and a hidden elevator lifts a log up to the jaws of the overhead conveyor. Press another button and the conveyor carries the log on and on until it drops with a thud into the car below. You can make other logs follow in a steady stream until your car is full. Your car is unloaded by pressing another push button.

AMERICAN FLYER

LOADING AND UNLOADING EQUIPMENT . . .



**ALL THIS EXCITING ACTION
AT YOUR FINGER TIPS**

Picture yourself in front of an array of these magic push-buttons. One by one you press them — and out in your railroad yards your coal loader swings into action . . . logs begin to roll through your log loader . . . your electromagnetic crane swoops through the air with pieces of metal clinging to it. You direct and control each move — as if you were giving orders to invisible workmen. It is hard to tell which is the more fun: operating trains or operating this sensational loading equipment. It is the combination that makes railroading with American Flyer so glorious and realistic.

**WATCH THIS ELECTROMATIC
CRANE swing metal into a car**

It gives you an uncanny sense of power to load metal in or out of cars by remote control. And that is just what you can do with this spectacular electromatic crane. Its magnet is so powerful it grabs up a load of metal before it touches it. It raises and lowers—swings to the right or left—so that you can place it in your railway system to cover two or more tracks or sidings. To make it drop its load, you simply cut off the electric current to the magnet, and the pieces clatter to the car below. There is a never-ending thrill to operating this scientifically engineered electromatic crane.

... ALL OPERATED BY

ELECTRIC PUSH-BUTTON CONTROL

AMERICAN FLYER

AMAZING NEW TALKING R.R. STATION



**Produces true-to-life sounds
of a busy railroad station—
Stops train by remote control
—Starts train Automatically**

Here's another exciting American Flyer "first." A railroad station that not only looks like real but literally comes to life with a medley of shouting voices and thrilling railroad noises when your train stops in front of it.

Complete remote control adds to its realism and dramatic action. As your train nears the station, you press a remote control push button, and your train glides to a stop. Then — mingled with the sounds of hissing steam, the chug of pistons and the long wail of the whistle — you hear the voice of the station announcer call "American Flyer through train" — "New York, Philadelphia, Chicago and all points west" — and "All Aboard." As the noises die down, your train automatically starts and resumes its run.

The American Flyer Talking Railroad Station has realistic windows, swinging door and electric interior light. Freight section has two sliding doors. It is 6" x 12" at the base, 8" high, and is finished in brilliant enamel.

The Talking Railroad Station is one of the most spectacular additions you can make to your American Flyer railroad system.

*New York-Philadelphia-Chicago
-and all points West*

Hiss-s-s

*Who-o-o...
Who-o-o*

Chug-Chug

MYSTIC

All aboard

*American
Flyer through
train*

AMERICAN FLYER



COMPLETE TRAIN SETS

8 Fast Freight Trains and
5 Sleek Passenger Trains
from which to choose

★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

B. & O. 4-6-2

Royal Blue

SCALE MODEL FREIGHT
that surges over the rails
at breath-taking speed

★ Two-Rail Track

- ★ Superpower
- ★ 3/16" Scale Model
- Worm Drive
- ★ Automatic Coupling
- ★ Remote Control
- ★ Electric Uncoupling
- ★ Lightweight
- ★ Large 75 Watt Transformer
- Plastic Cars

No. 48T ROYAL BLUE FREIGHT TRAIN . . .
23 PIECES. 41" LONG

Every line of this powerful, streamlined, die-cast locomotive says speed, and there are miles of thrills in operating it. Locomotive, tender, the three lightweight plastic cars, and true-to-life two-rail track are all built to 3/16" scale — so that everything is real scale model. The precision motor picks up speed in a flash and has the stamina to give years of service. Power is transmitted to the six huge drive wheels through superpower worm drive — to assure smooth starting and stopping and accurate control of train at all speeds. Locomotive has Lucite electric headlight mounted in removable front plate. Box car has sliding doors. Gondola car is 8" long. Caboose is illuminated. Realistic close couplers automatically couple on curves or straight-away. Uncoupling is done by remote control. Just push a button and the uncoupling device — which is attached to a track section — does the rest. 14 sections of track make 140" oval. [Set includes large 75 Watt Transformer.]

Set consists of: No. 350 Locomotive and Tender, 17½" long; 633R Box Car, 7½" long; 631 Gondola Car, 8" long; 630 Caboose with light, 6" long. Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 706 uncoupling device with control box, 1 No. 690 Track Terminal.



SET INCLUDES LARGE 75 WATT TRANSFORMER

★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

ATLANTIC 4-4-2

Crack Highliners that Give off Bigger Puffs of Smoke and Louder "Choo-Choos" the Faster They Travel.

- ★ Real Smoke
- ★ "Choo-Choo"
- ★ 3/16" Scale Model
- ★ Superpower Worm Drive
- ★ Remote Control
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

No. 4801A ATLANTIC FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 22 PIECES, 40 13/16" LONG . . .

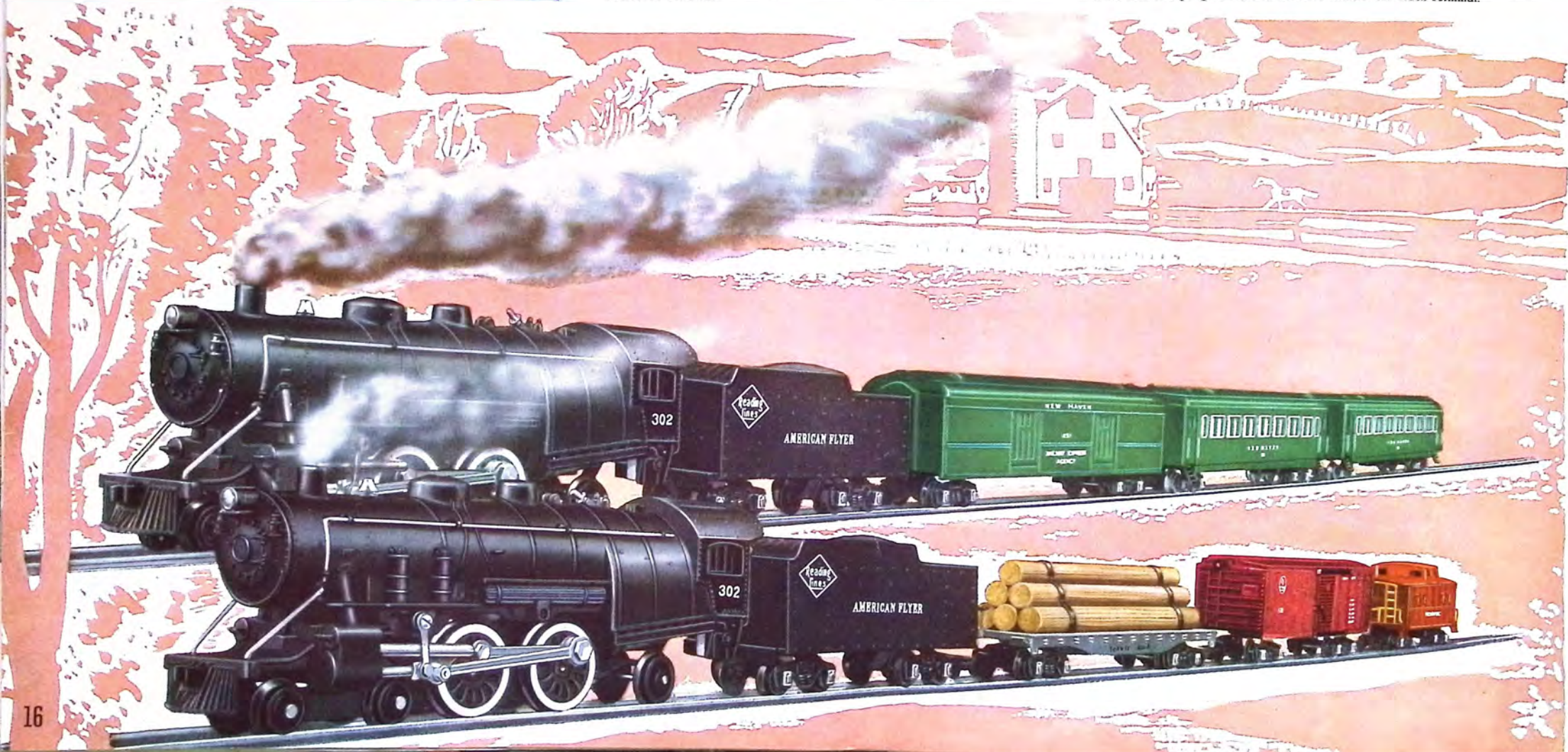
Think of the fun of operating this fast freight by remote control. Listen to those "choo-choos" as your train starts to glide forward. Look at the smoke come billowing up from the smoke stack. And each time you open the throttle wider, the "choo-choo" sounds and smoke mount in volume. The husky die-cast locomotive has Lucite electric headlight and removable boiler front. Behind it are the bunker type tender, log car with six wooden logs, box car with sliding doors, and caboose with electric light. Both train and track are built to 3/16" scale, so that they are in correct proportion to each other. The electric uncoupling device enables you to uncouple cars by remote control. Cars can be coupled again automatically. 14 sections of track make 140" oval. 75 Watt or 100 Watt Transformer recommended.

Set consists of: No. 302AC Locomotive and Tender, 16" long; 628 Log Car, 8 3/4" long; 633-R Box Car, 7 1/4" long; 630 Caboose with light, 6" long. Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal

No. 4803A ATLANTIC PASSENGER TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 22 PIECES, 50 1/2" LONG . . .

Start this sleek passenger train on its exciting run with smooth precision — just as a real engineer would. There's no jerky "jack-rabbit" pull with American Flyer's worm-gear drive. Then watch it puff smoke — and hear those "choo-choos." Notice how perfectly they stay synchronized with train speed. The gleaming black locomotive has four mighty drive wheels with eccentric arm double action piston rods. Lucite electric headlight. The tender is filled with imitation coal. The two long, handsome coaches have electric lights and are of lightweight plastic. It's a big satisfaction to know that locomotive, tender, all cars and two-rail track are engineered to uniform 3/16" scale. Your train looks right — hugs the track right as it speeds around curves. Automatic coupling and electric uncoupling add to the fun of operating. Track makes 140" oval. 75 Watt or 100 Watt Transformer recommended.

Set consists of: 1 No. 302AC Locomotive and Tender, 16" long; 651-G Baggage Car, 10 3/4"; 2 650-G Coaches, 10 3/4". Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal.



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

PENNSYLVANIA 4-6-2

As these Famous Limiteds Pound Down the Main — Their "Choo-Choos" Change Tone with Every Change in Speed

- ★ Real Smoke
- ★ "Choo-Choo"
- ★ 3/16" Scale Model
- ★ Superpower Worm Drive
- ★ Remote Control
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

No. 4607A PENNSYLVANIA FREIGHT TRAIN
WITH "CHOO-CHOO" AND SMOKE FEATURE . . .
21 PIECES. 40 1/4" LONG

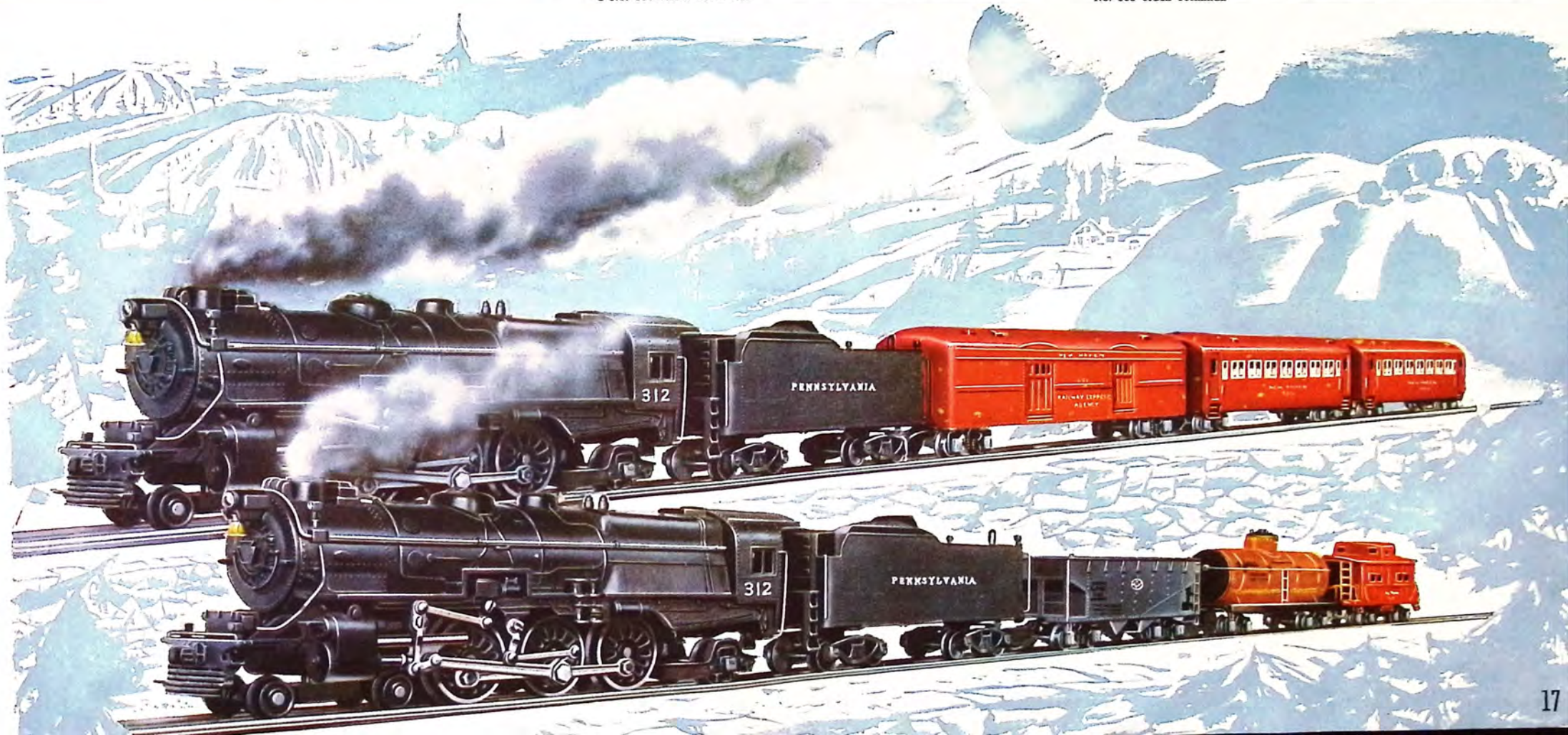
Highball this fast freight, and a throbbing chorus of "choo-choos" greets your ears. Make it snail along and the "choo-choos" become the panting growls of a mechanical monster eager to be on its way. Die-cast locomotive is finished in locomotive black with imitation markers, is equipped with the sensational new American Flyer smoke feature. It actually trails clouds of smoke as it pounds down the main iron! Oil car has brake wheel. Caboose has authentic cupola. Hopper car has ladders. Uncouple cars by remote control while train is moving; couple them anywhere. Run at night, with house lights off, the electric headlight and illuminated caboose cast an awesome glare over the realistic two-rail track. Smoke and "choo-choos" changing in volume with every change in train speed add realism to the scene. Track makes 140" oval. 100 Watt Transformer recommended.

Set consists of No. 312AC Locomotive and Tender with "Choo-Choo" and smoke, 17 3/4" long; 632 Hopper Car, 6 3/4"; 625 Tank Car, 7 3/4"; 630 Caboose, 6". Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal.

No. 4609A PENNSYLVANIA PASSENGER TRAIN
WITH "CHOO-CHOO" AND SMOKE FEATURE . . .
21 PIECES. 50 1/2" LONG

Watch the glorious plumes of smoke as this hotshot roars over the rails, wheeling its sleek, modern string of varnish behind it. Listen to the "choo-choos" increase in volume and power as the pistons flash faster and faster. You'll understand why this 3/16" scale model—with two-rail track—delights veteran yardmasters with its sheer realism. Its engine has the modern, precision-made worm drive that enables you to maintain a speed as low as 1 scale m.p.m. without danger of stalling! It also gives you the steady surge of power you need for high speeds — up to 120 scale m.p.h.! Amazingly quiet, too. Two de luxe coaches glitter with lights. They are made of modern plastic — light in weight — beautiful, never-fade colors. Baggage car measures 10 3/4" long. Track makes 140" oval. 100 Watt Transformer recommended.

Set consists of No. 312AC Locomotive and Tender with "Choo-Choo" and smoke, 17 3/4" long; 651-R Baggage Car, 10 3/4"; 2 650-R Coaches, 10 3/4". Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal.



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

HUDSON 4-6-4

These Majestic New York Central Scale Models Fill the Air with their Realistic Sounding "Choo-Choos"

- ★ Real Smoke
- ★ "Choo-Choo"
- ★ 3/16" Scale Model
- ★ Superpower Worm Drive
- ★ Remote Control
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

No. 4611A NEW YORK CENTRAL FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 26 PIECES. 52 3/16" LONG

Powered by a husky New York Central J-3a, this mighty freight — with four lightweight plastic cars — is crammed with stirring fun. The majestic locomotive has six big drive wheels, four-wheel pony and booster trucks, that provide tremendous tractive force for high-speed operation. Tender has 12 wheels. The built-in "choo-choos" are synchronized to vary in intensity with changes in train speed. They are so distinct you can hear them 100 feet away! Great clouds of smoke erupt from the locomotive as it thunders over its authentic two-rail track. And that's not all! You can turn the electric searchlight on the floodlight car at any angle. You can press the remote control button of the coal dump car, make it swing open to let realistic coal pour into an unloading bin. Cattle car has sliding door. Caboose is illuminated. Track makes 160" oval. 100 Watt Transformer recommended.

Set consists of: No. 322AC Locomotive and Tender with "Choo-Choo" and smoke, 19" long; 716 Automatic Coal Dump Car with Control Box, 7 7/8"; 634 Floodlight Car, 8 3/4"; 629 Cattle Car 7 1/2"; 630 Caboose with Light, 6". Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 712 Automatic Track Section, 1 No. 690 Track Terminal.

No. 4613A NEW YORK CENTRAL PASSENGER TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 25 PIECES. 69 15/16" LONG

It smokes like a Mainliner. It "choo-choos" like a Mainliner. It is a Mainliner . . . in every detail an authentic replica of the gigantic Hudsons that roar their way through the Empire State! With its smoke puffs and "choo-choo" sounds positively synchronized with train speed at all times, it is glorious to see and hear. But it's even more exciting at night as it steps bravely through a darkened room, its Lucite electric head lamp throwing a long white beam down its realistic two-rail track, lights sparkling under the imitation shades of the modern lightweight plastic Pullmans and observation car. Quiet, even-pulling worm drive gives you the special thrill of having instantaneous, super-smooth control over this husky locomotive at all speeds from a slow crawl to a full "highball." Track makes 160" oval. 100 Watt Transformer recommended.

Set consists of: No. 322AC Locomotive and Tender with "Choo-Choo" and smoke, 19" long; 653-R Baggage and Club Car, 12"; 2 652-R Pullmans, 12"; 654-R Observation, 11 1/2". Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal.



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

PENNSYLVANIA K-5

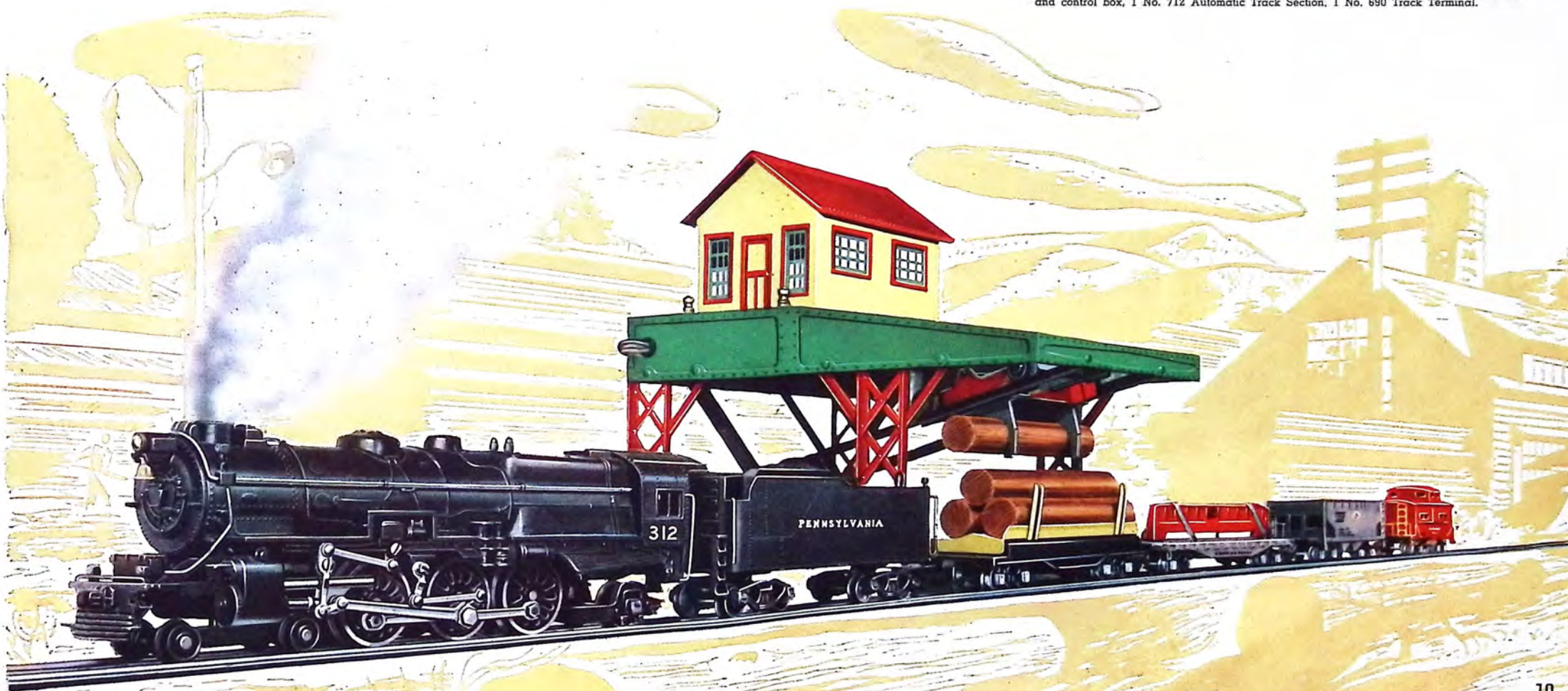
- ★Real Smoke
- ★"Choo-Choo"
- ★Automatic Log Loader
- ★3/16" Scale Model
- ★Remote Control
- ★Superpower Worm Drive
- ★Automatic Coupling
- ★Electric Uncoupling
- ★Two-Rail Track
- ★Lightweight Plastic Cars

*Rolling impressively under
billowing clouds of smoke and
defiantly snorting its "Choo-
Choo," this Red Ball Freight
brings you all the glory
of railroading.*

**No. 4619A PENNSYLVANIA FREIGHT TRAIN WITH
"CHOO-CHOO" AND SMOKE FEATURE . . .
27 PIECES. 49 1/2" LONG**

With the stirring noise of its "choo-choos" in your ears . . . with real smoke floating back over the cars, you will feel you are in the lumber country when you bring this four-car freight to a stop in front of that gigantic log loader. Press a remote control button and a log almost shoots up to the overhead conveyor. Press another button and the log is carried on and on until it hangs over the log car — then drops with a thud. One log quickly follows another until your car is full. You start your train again . . . "choo-choos" and smoke mount in volume as your train gains speed. Arrived at your destination, you press another button and the logs come tumbling to the ground. Locomotive is authentic replica of famous Pennsylvania K-5 and has Lucite head light. Caboose is illuminated. Other fascinating cars are hopper car, and girder car, fully loaded with a bridge girder. All cars of colorful lightweight plastic. 16 sections of realistic two-rail track make oval of 160 inches. 100 Watt Transformer recommended.

Set consists of: No. 312AC Locomotive and Tender with "Choo-Choo" and smoke, 17 3/4" long; 717 Automatic Log Car with Control Box, 7 1/8"; 627 Girder Car, 8 3/4"; 632 Hopper, 6 3/8"; 630 Caboose with Light, 6"; 751 Log Loader with Control Box, 8 3/8" wide x 11 1/2" long x 11" high. Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 712 Automatic Track Section, 1 No. 690 Track Terminal.



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

NEW YORK CENTRAL J-3A

- ★ Real Smoke
- ★ "Choo-Choo"
- ★ Coal Loader
- ★ 3/16" Scale Model
- ★ Superpower Worm Drive
- ★ Remote Control
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

Sleek and gleaming, this mighty battleship highballs its long leash of freight cars under leaping streamers of smoke and to a chorus of "Choo-Choos"

No. 4620A NEW YORK CENTRAL FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 27 PIECES. 52 1/4" LONG

Night and day, powerful trains such as this thunder from the coal mines to city coal yards. And with this magnificent set you can reproduce the exciting action of loading—transporting—and unloading coal. There stands your train, ready to be loaded. By flipping a remote control button, you make the big bucket drop to the coal pile and pick up a big mouthful. Up to the top of the tower goes the loaded bucket, dumping the coal into the chute that carries it to the car below. As you start your train and hustle it on its way, the smoke changes from lazy wisps to great gusts . . . the "choo-choos" come louder, clearer, faster. Now bring your train to a stop and dump your loaded coal car by remote control. Set includes wrecker car with boom and hook on a swivel base, box car and illuminated caboose. Locomotive is 3/16" scale replica of the mighty monsters that speed along the Hudson River, and has Lucite head light. Authentic two-rail track makes 160" oval. 100 Watt Transformer recommended.

Set consists of: No. 322AC Locomotive and Tender with "Choo-Choo" and smoke, 19"; 716 Automatic Coal Car with Control Box, 7 3/8"; 633 Box Car, 7 1/2"; 635 Wrecker, 8 3/4"; 630 Caboose with Light, 6"; 752 Seaboard Coaler with Control Box, 8 3/8" wide x 10 7/8" long x 16 1/2" high. Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 712 Automatic Track Section, 1 No. 690 Track Terminal.



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

NICKEL PLATE 0-8-0

"Shuffle the Deck" (switch cars around) just as they do in real railroad classification yards

- ★ Remote Directronic Control
- ★ Real Smoke
- ★ "Choo-Choo"
- ★ Superpower Worm Drive
- ★ Lightweight Plastic Cars
- ★ 3/16" Scale Model
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track

This authentic

SWITCHER

... with smoke streaming from its stack, and its "Choo-Choos"

piercing the air ...

is the aristocrat of "yard goats"

No. 4618 NICKEL PLATE SWITCHER WITH "CHOO-CHOO" AND SMOKE FEATURE . . .
26 PIECES. 48 1/4" LONG

Real railroading excitement takes place in the busy classification yards where cars are switched from track to track to make up trains. That's why this powerful die-cast Directronic Propulsion "yard goat" sets a new high for thrilling fun. Its realistic-sounding "choo-choos" and realistic-looking smoke are fully synchronized to the speed of the locomotive. Four fascinating cars: automatic unloading car with truck that rushes off the swiveling, tilting platform by remote control; searchlight car with floodlight that turns and twists at any angle, throws long, brilliant beam of light; sturdy gondola; illuminated caboose. All in vivid colors. Locomotive has smooth-pulling worm drive, Lucite electric head light in removable boiler front, eccentric arm triple action piston rods, side rods and connecting rods. Tender is die-cast, coal type, has rear Lucite light — just like a real "yard goat." Automatic coupling on front of locomotive, tender and all cars. Electric uncoupling device built in section of track, remote push button control. Track makes 160" oval. No. 15 Directronic Rectifier and Transformer must be used.

Set consists of: No. 342 D.C. Switcher Locomotive and Tender with "Choo-Choo" and smoke, 14 3/4" long; 715 Automatic Unloading Car with Truck and Control Box, 7 3/4"; 634 Floodlight Car, 8 3/4"; 631 Gondola, 8"; 630 Caboose with Light, 6". Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 712 Automatic Track Section, 1 No. 690 Track Terminal.

No. 4730A NICKEL PLATE SWITCHER

Same as above, but with Universal Motor, which operates on either A.C. or D.C. current.



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

UNION PACIFIC 4-8-4

Their Eight Huge Drive Wheels and Deep-Throated "Choo-Choos" Symbolize Mighty Power Through the Rockies

- ★ Remote Directronic Control
- ★ Real Smoke
- ★ "Choo-Choo"
- ★ Superpower Worm Drive
- ★ 3/16" Scale Model
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

No. 4615 UNION PACIFIC FREIGHT TRAIN
WITH "CHOO-CHOO" AND SMOKE FEATURE . . .
26 PIECES. 63" LONG

You will make your friends gasp with wonder as you start this train by remote Directronic Control . . . hear its "choo-choos" change tone and tempo with every change of speed . . . and see great gusts of smoke fill the air. It's an exact replica of trains that thunder through the Rocky Mountains. As the eight great drive wheels pound over the rails, the eccentric arm triple-action piston rods, side rods and connecting rods dizzily flash back and forth! A special feature of this scale-model wonder is the wrecker car with the revolving cab and boom with hook that raises and lowers! Its hopper car is complete with ladders. Box car has sliding doors. The log car has six realistic logs. The caboose is illuminated. All cars are modern, lightweight plastic. Two-rail track is built to same scale as train. Track makes 160" oval. No. 15 Directronic Rectifier and Transformer must be used.

Set consists of: No. 332 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21 1/2" long; 628 Log Car, 8 3/4"; 633 Box Car, 7 3/4"; 635 Wrecker, 8 3/4"; 632 Hopper, 6 1/2"; 630 Caboose, 6". Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal.

No. 4617 UNION PACIFIC PASSENGER TRAIN
WITH "CHOO-CHOO" AND SMOKE FEATURE . . .
25 PIECES. 72 7/16" LONG

A gleaming miracle of die-cast metal, this huge, handsomely groomed Union Pacific Directronic Propulsion locomotive rolls impressively along, smoke whipping in great clouds from its stack . . . thundering "choo-choos" echoing and re-echoing over the pounding of its wheels. Hustling behind its long tender is a full leash of colorful, lightweight plastic cars that are the latest word in scale model perfection. The brilliantly engineered coach, Pullman and observation car have genuine electric lights. All cars have nickel journal boxes. Every car has automatic couplers, so that you can couple them anywhere — uncouple them in a flash. The track is realistic two-rail type — authentic T-rail design. Locomotive has Lucite electric head light placed in removable boiler front. 16 sections of track make 160" oval. No. 15 Directronic Rectifier and Transformer must be used.

Set consists of: No. 332 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21 1/2" long; 653-G Baggage and Club Car, 12"; 2 652-G Pullmans, 12"; 654-G Observation, 11 3/8". Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Terminal.

★ New Directronic Propulsion Locomotive



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

UNION PACIFIC-8 DRIVE WHEEL

- ★ Remote Directronic Control
- ★ Real Smoke
- ★ "Choo-Choo"
- ★ Automatic Mail Car
- ★ Superpower Worm Drive
- ★ 3/16" Scale Model
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

Wonder of the West!
 Watch this mammoth Union
 Pacific Hotshot hustle its
 varnish over the rails as smoke
 pours from its stack and its
 "Choo-Choos" echo
 and re-echo

No. 4621 UNION PACIFIC PASSENGER TRAIN WITH

"CHOO-CHOO" AND SMOKE FEATURE . . .

29 PIECES. 81 7/16" LONG

Picture yourself wheeling this Directronic Propulsion battleship with its string of five brilliantly colored plastic cars. How those eight huge drive-wheels hug the rails. How smoothly the power flows from the mighty electric engine through the precision-built worm-drive. How realistically the "choo-choos" rumble and snort — rising and descending in tone as you change train speed. How thrilling to see real smoke pouring out and floating like a long plume over the landscape. And what vivid, spectacular action you get when that mail car flashes by. Automatically a metal arm reaches out and grabs up a sack of mail — while another sack comes tumbling to the ground. From its long-beam Lucite head light to the gleaming guard rail on the observation car, it's every inch a de luxe limited . . . so perfectly built and beautifully finished that it will delight the most critical scale model railroader. The two magnificent coaches, Pullman and observation car are all illuminated. Two-rail track makes 180" oval. No. 15 Directronic Rectifier and Transformer must be used.

Set consists of: No. 332 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21½" long; 718-R Automatic Mail Pick-up Car with Control Box, 10¾"; 2 650-R Coaches, 10¾"; 652-R Pullman, 12"; 654-R Observation Car, 11¾". Track: 12 No. 702 curved, 6 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 713 Mail Pick-up Track Section, 1 No. 690 Track Terminal.

★ *New Directronic Propulsion Locomotive*

FAST MAIL DELIVERY

Your moving train
 grabs one
 mail sack —
 throws out another.
 You direct
 both actions
 by remote control



American Flyer NEW SUPERPOWER "Safety First" TRANSFORMERS

"SAFETY FIRST" is the motto of the railroads, and the motto of American Flyer's engineers in perfecting these superpower "Safety First" transformers.

Output limited to 15 volts, materially reducing danger of burning out lights, motors, etc. Simplified three terminal post arrangement eliminates complicated equipment circuits. Engineer's Throttle control, standard on all models, shows "miles per hour" train is operating.

While made especially for American Flyer trains, these transformers are equally useful with other electrical toys. They operate only on alternating current.

TRANSFORMER	RECOMMENDED FOR TRAIN SET
Nos. 2, 2B, 8B	Nos. 4801A, 4803A
Nos. 2B, 8B	Nos. 4607A, 4609A, 4611A, 4613A
Nos. 8B, 12B	Nos. 4619A, 4620A
No. 15 Directronic Rectifier	No. 15 Directronic Rectifier plus 2B, 8B or 12B Transformer must be used for trains Nos. 4615, 4617, 4618, 4621, HO-140, HO-141



No. 2 TRANSFORMER, 75 Watts, 60 Cycles
Built to Gilbert Hall of Science precision standards.

No. 2B TRANSFORMER
Same as above but with built-in circuit breaker.



No. 12B "SAFETY FIRST" NEW TWIN CONTROL TRANSFORMER - 250 Watts, 60 Cycles

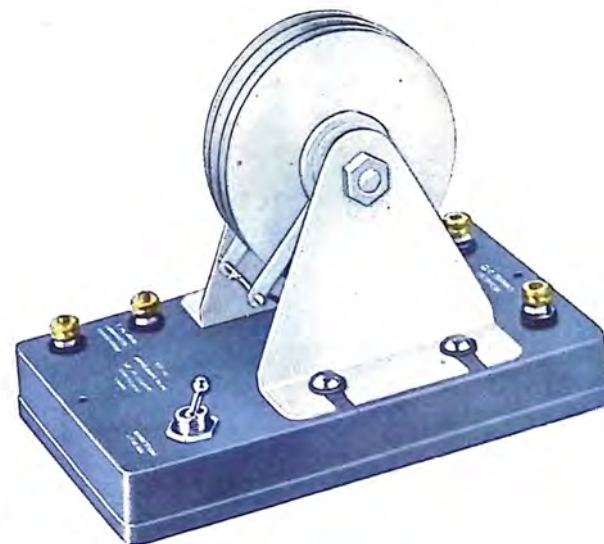
For heavy duty on large track layouts with numerous accessories. Dual speed control throttles. Operates from 2 to 4 trains on the same or 2 separate layouts and at different rates of speed. Built-in circuit breaker protects fixed as well as variable voltage. Red and green pilot lights; handy off-and-on switch.



No. 8B "SAFETY FIRST" TRANSFORMER - 100 Watts, 60 Cycles . . .

Green pilot light shines when current is passing through; red light when there's trouble.

*It is advisable
to buy the
higher wattage transformer
to provide for
future train set additions*



NEW! No. 15 "SAFETY FIRST" DIRECTRONIC RECTIFIER

**Must be used for Directronic Propulsion Locomotives
CAPACITY - 4 AMPERES**

Converts A.C. to D.C. so that power is supplied to the locomotive in a continuous stream instead of intermittently as with A.C. Must always be used with a transformer. Equipped with two sets of terminals, for transformer and track connections. Toggle switch for reversing direction of trains is built into Rectifier. Operates both Directronic Propulsion and Standard locomotives.

3/16" SCALE



American Flyer Cars are built from actual railroad blueprints and made to uniform 3/16" scale. Thus, every car is the correct size from end to end and correctly proportioned to all the other American Flyer cars.



Molded plastic construction makes possible new lightness of weight and new beauty of finish. These ultra modern cars are much lighter than die cast cars, and their permanent colors cannot flake or chip.



Even such fine details as brake wheels, ladders, journal boxes and rivet heads are accurate reproductions of the real thing.



All cars are equipped with automatic couplers, and can be coupled anywhere on the new two-rail track.



*Make a list of the cars you
need, then add a new car
every month*



No. 636 DEPRESSED CENTER FLAT CAR . . .
Authentic design. Gray with yellow cable reel 10 1/2" long.

MODEL ROLLING STOCK *and* ACTION CARS



No. 651 BAGGAGE CAR . . .
Double truck, nickel journal boxes, eight wheels. Red or green. 10 $\frac{3}{4}$ " long.



No. 631 GONDOLA CAR . . .
Sturdily constructed from railroad blue-prints. Has brake wheel. Green. 8".



No. 629 CATTLE CAR . . .
Has brake wheel, ladder, door you can open or shut. Red. 7 $\frac{1}{16}$ " long.



No. 650 COACH with light . . .
Double truck, nickel journal boxes. Red or green. 10 $\frac{3}{4}$ " long.



No. 627 GIRDER CAR . . .
Loaded with a realistic bridge girder. Has brake wheel. Gray chassis, red girder. 8 $\frac{3}{4}$ " long.



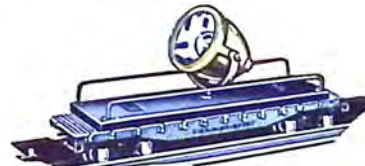
No. 628 LOG CAR . . .
Has brake wheel and six realistic logs. Gray chassis. 8 $\frac{3}{4}$ " long.



No. 653 BAGGAGE AND CLUB CAR with light . . .
Sliding and hinged doors. Red or green. 12" long.



No. 630 CABOOSE . . .
Illuminated. Nickel journal boxes, eight wheels. Red. 6" long.



No. 634 SEARCHLIGHT CAR . . .
Turns and tilts on swivel base. Gray chassis, black platform, yellow lamp housing. 8 $\frac{3}{4}$ " long.



No. 652 PULLMAN with light . . .
Like real — even to the imitation window shades! Red or green. 12" long.



No. 625 TANK CAR . . .
Has ladders, hand rail and brake wheel. Orange with black chassis. 7 $\frac{5}{8}$ " long.



No. 633 BOX CAR . . .
Has ladder, brake wheel. Sliding doors add to the fun. White sides, red roof. 7 $\frac{1}{16}$ " long.



No. 654 OBSERVATION CAR with light . . .
Observation platform, imitation window shades. Red or green. 11 $\frac{1}{16}$ " long.



No. 632 HOPPER CAR . . .
Nickel journal boxes, ladder, eight wheels. Gray. 6 $\frac{3}{4}$ " long.

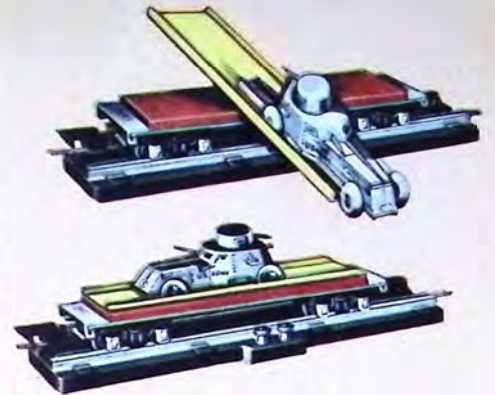


No. 635 WRECKER CAR . . .
Cab and boom turn on swivel base; boom and hook raise and lower. Gray chassis, green boom, yellow house, red roof. 8 $\frac{3}{4}$ ".

No. 715 UNLOADING CAR . . .

Includes automatic track section, single button control box.

Platform on car swivels, tilts, shoots truck down incline when you press remote control button. 7 $\frac{3}{4}$ " long.



Automatic Action!

No. 718 MAIL PICK-UP AND DISCHARGING CAR . . .

Includes special track section, single button control box.

By remote control the car's metal pick-up arm extends, picks up one mailbag as another is ejected. Red and green. 10 $\frac{3}{4}$ ".

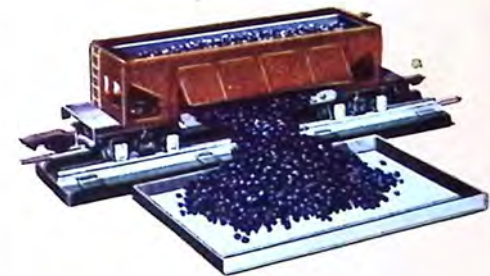


Automatic Action!

No. 716 AUTOMATIC COAL DUMP CAR . . .

Includes automatic track section, imitation coal, bin, single button control box.

Side swings open via remote control. coal pours out into unloading bin. Tuscan red outside, black inside. 7 $\frac{3}{4}$ " long.



Automatic Action!

No. 717 LOG UNLOADING CAR . . .

Includes automatic track section, single button control box, three realistic logs

Holds 3 logs which are dumped to ground by remote control. Black chassis, yellow platform. 7 $\frac{1}{16}$ " long.



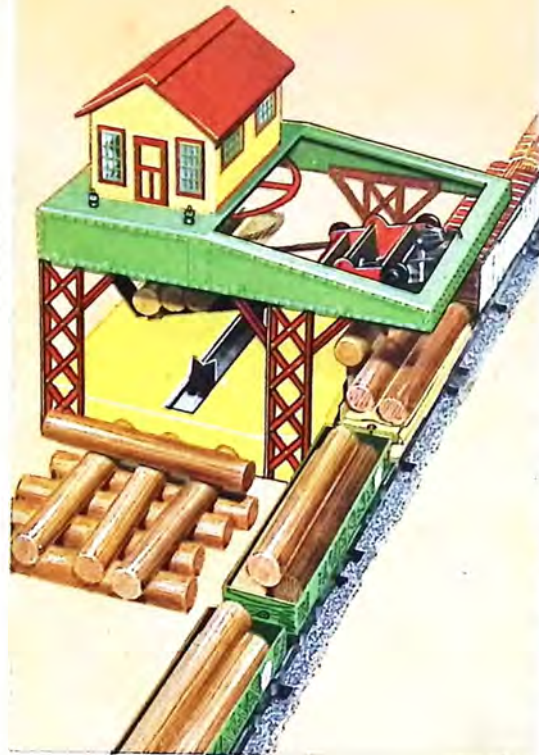
No. 752 AUTOMATIC SEABOARD COALER . . .

Bucket drops to coal pile — jaws open and snap together when full. Loaded bucket is then hoisted to top of tower. Loaded bucket into chute leading to car below. Remote control. Size 8 $\frac{3}{4}$ " x 10 $\frac{1}{4}$ " x 16 $\frac{1}{2}$ ".



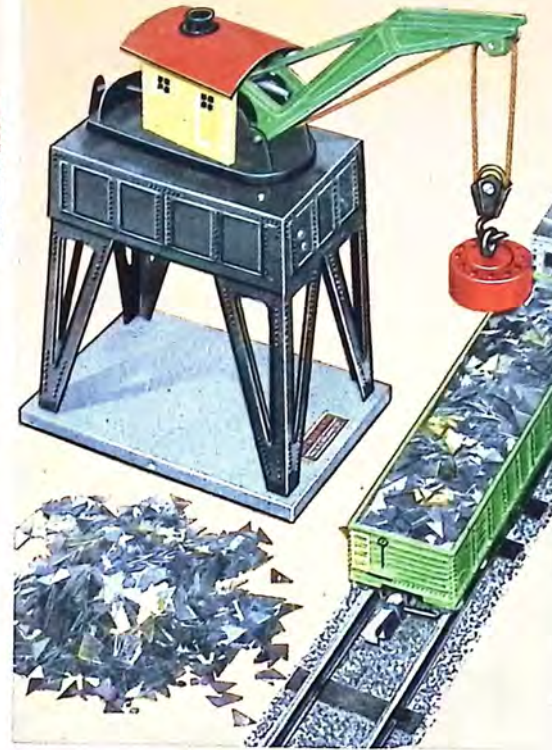
No. 751 AUTOMATIC LOG LOADER . . .

Elevator lifts log to overhead conveyor, which carries it underneath roof to end of arms and drops log into car below. Action directed by two remote control push buttons. Size 8 $\frac{3}{4}$ " x 11 $\frac{1}{4}$ " x 11".



No. 583 ELECTROMATIC CRANE . . .

Grabs up load of steel by powerful electro magnet — hoists it high in the air — swings over car — lowers — and drops metal into car. Every movement controlled by remote control. Size 11" x 4" x 6".



American Flyer EQUIPMENT FOR 3/16" SYSTEMS

(Also suitable for use with "O" gauge system)

- ★ Sensational Action
- ★ Remote or Automatic Control
- ★ True-to-Life Design
- ★ Finished in Brilliant Colors
- ★ All Units Built to Uniform Scale for Vivid Picturesque Realism

No. 25 SMOKE CARTRIDGES — For producing real smoke in locomotives in trains Nos. 4801A, 4803A, 4607A, 4609A, 4611A, 4613A, 4619A, 4620A, 4615, 4617, 4618, 4621, HO-140, HO-141. In boxes of 12 cartridges. Keep a supply on hand.



*New York-Philadelphia-Chicago
-and all points West*

Hiss-s-s

*Who-o-o...
Who-o-o*

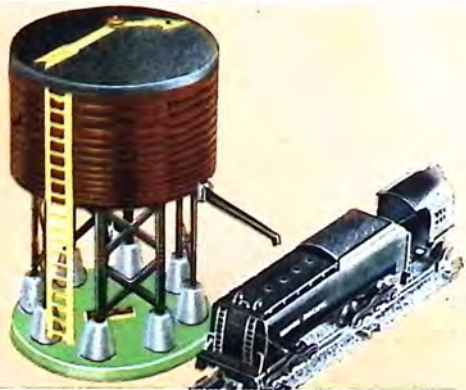
Chug-Chug

*American
Flyer through
train*

All aboard

No. 755 TALKING STATION

Produces true-to-life sounds of a busy railroad station — stops train by remote control — starts train automatically. Built-in automatic electric audio announcer reproduces sounds of hissing steam, chug of pistons and blowing whistle mingled with voice of train announcer. Station is illuminated and has swinging and sliding doors. Size 6" x 12" x 8".



No. 596 WATER TANK . . .

Includes Push Button

Lower, raise water spout by remote control. Aviation warning light on top of tank. Size 11" x 6" x 6 $\frac{1}{2}$ ".

BULBS — ALWAYS HAVE EXTRAS ON HAND

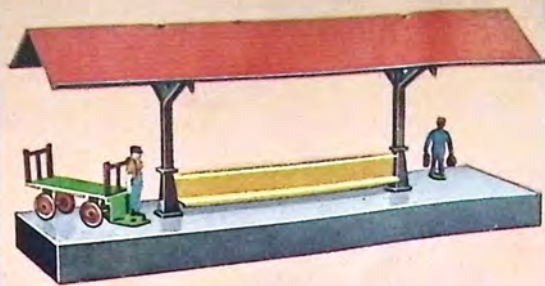
Lamps are used as follows: No. 440 and 453 in all Locomotives and cars, all stations and equipment except Nos. 579, 580 and 588. No. 451 for Nos. 579 and 580 lamp posts. No. 441 where Red globes are required. No. 443 where Green globes are required. No. 453 bulb must be used in No. 720 switches.

No.	Volts	Glass	Color	Diameter	Lamps in Pkg.
440	14	Round	Clear	7/16"	3
441	18	Round	Red	9/16"	3
443	18	Round	Green	9/16"	3
451	14	Round	Frosted	5/8"	1
453	18	Round	Clear	7/16"	3



No. 612 FREIGHT AND PASSENGER STATION with CRANE
Track terminal included.

Passenger section illuminated. Freight section has raised loading platform, sliding doors. Hand-operated crane has swivel base, boom that raises, lowers. Size 19" x 8" x 5 1/4".



No. 586F WAYSIDE STATION with FIGURES

Smart new suburban station with baggage truck, operator and porter. Double bench, long roof and two lights. Enamel finish. Size 12" x 5" x 3 3/4".



No. 579 SINGLE STREET LIGHT . . .
No. 580 DOUBLE STREET LIGHT . . .
With Track Terminal

Electrical contact through terminals in sturdy base.
No. 247 TUNNEL (11" straight) No. 248 TUNNEL (14")



No. 750 TRESTLE BRIDGE

Includes track terminal.
Built of heavy steel. The tender's house has an interior light on the top. Bright enamel finish. Size 17 1/4" x 8 1/4" x 4 1/4".



No. 593 SIGNAL TOWER . . .
With Track Terminal.

A stairway leads up to the lighted operators' room on the second floor. Windows on three sides. Brilliantly colored enamel finish. Size 7 3/8" x 5 1/2".



No. 589 PASSENGER AND FREIGHT STATION
Includes Track Terminal . . .

Big passenger station with realistic windows, swinging door and interior illumination. Brilliantly enameled. Size 6" x 12" x 8".



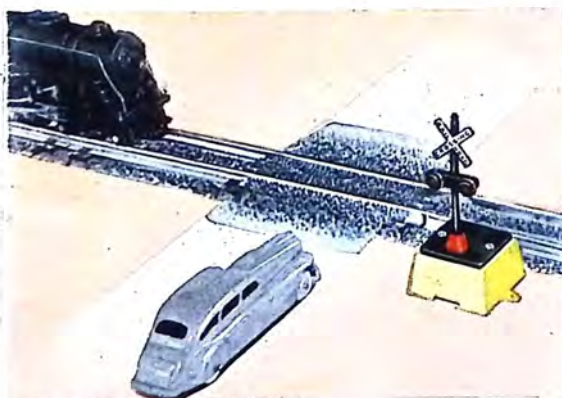
No. 577 WHISTLING BILLBOARD . . .
(remote control) Includes signal control box.

Whistles any time by remote control. Illuminated. Size 4" x 7 1/2" x 4".



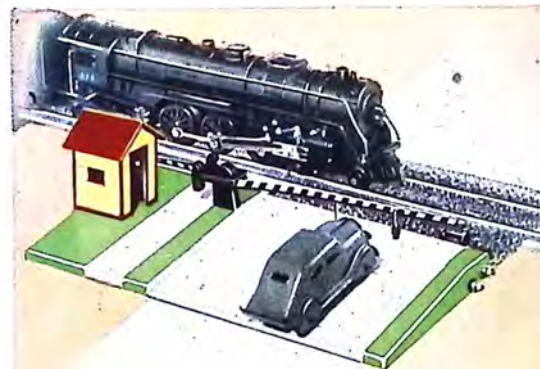
No. 585 TOOL SHED

Has bright enamel finish, plastic roof and sliding door. Adds realism to sidings, classification yards, etc. Size 4 1/2" x 6 3/4" x 5 1/4".



No. 582 AUTOMATIC BLINKER SIGNAL . . .
With automatic track trip.

Double bull's eye Lucite blinkers flash red automatically as train passes. Mounted on sturdy base. Enamel finish. Size 4 1/8" x 2 3/8" x 2 3/8".



No. 591 CROSSING GATE . . .
with Watchman's Shack

Your speeding train automatically controls raising and lowering of double arm gates. Red light shines when gate is down. Die cast. Size 10" x 5 1/4".



No. 578 STATION FIGURE SET

The set comprises six hand painted workers, a platform truck, two milk cans and a barrel. They add great realism to your railroad scenes.



No. 581 GIRDER BRIDGE

Sturdy, strong, modern girder type. Slips easily under any straight track section. Finished in black and perfect in every detail. Size 10" x 1 3/4" x 4 3/4".

AMERICAN FLYER TRACK LAYOUTS

The fun and realism of operating a scale model railroad increases with your trackage.

Every American Flyer train set includes enough straight and curved track sections to make a single circle. But think of the spectacular things you can do by adding switches and extra track sections.

For example, only one switch and several straight sections give you a siding. A second switch and more track permit an inside siding connected to the main track at both ends. You can make your train run over the main line one time—then over the siding.

Now think of the glory of owning a system with double loops, several sidings, crossovers and switches. Look at the layouts on this page and the next. Imagine several trains tearing down the straight-aways—crawling into sidings—and performing other miracles on the high iron!

Why not add a certain number of track sections each month? See how rapidly your system will grow into the railroad empire of your dreams.



No. 1
Space—40" x 40"
Track
12—Curve



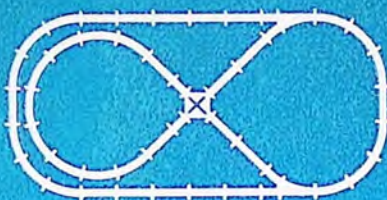
No. 2
Space—40" x 90"
Track
20—Curve
6—Straight
2—Pair of Switches



No. 3
Space—40" x 100"
Track
14—Curve
12—Straight
1— $\frac{1}{2}$ Straight
1—Pair of Switches



No. 9
Space—50" x 90"
Track
32—Curve
16—Straight
2—Pair of Switches



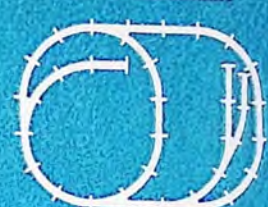
No. 5
Space—52" x 108"
Track
21—Curve
18—Straight
4— $\frac{1}{2}$ Straight
2— $\frac{1}{2}$ Curve
1—Pair of Switches
1—Crossover



No. 8
Space—50" x 80"
Track
16—Curve
12—Straight
1—Pair of Switches



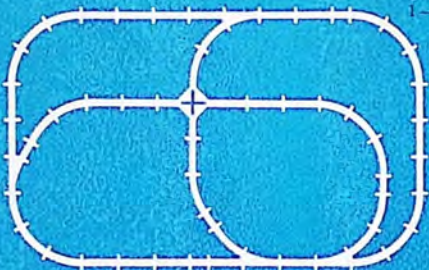
No. 28
Space—45" x 70"
Track
23—Curve
5—Straight
3— $\frac{1}{4}$ Straight
1— $\frac{1}{2}$ Curve
2—Left Switches
1—Right Switch



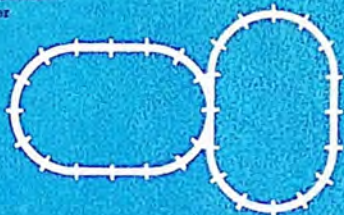
No. 25
Space—50" x 70"
Track
20—Curve
9—Straight
3—Left Switches
2—Right Switches



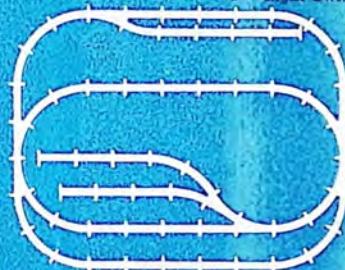
No. 6
Space—40" x 96"
Track
18—Curve
4—Straight
4— $\frac{1}{2}$ Straight
1—Crossover



No. 4
Space—70" x 113"
Track
23—Curve
22—Straight
7— $\frac{1}{2}$ Straight
2—Pair of Switches
1—Crossover



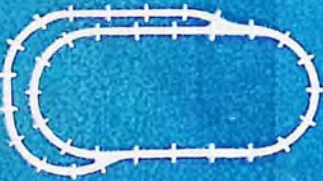
No. 17
Space—60" x 100"
Track
22—Curve
6—Straight
1—Pair of Switches



No. 24
Space—70" x 90"
Track
30—Straight
24—Curve
5—Right Switches
2—Left Switches



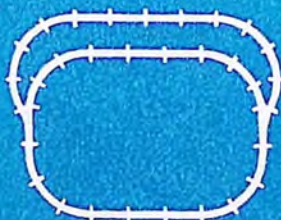
No. 11
Space—40" x 90"
Track
20—Curve
2—Straight



No. 12
Space—50" x 80"
Track
20—Curve
10—Straight
1—Pair of Switches



No. 27
Space—50" x 70"
Track
16—Curve
16—Straight
3—Pair of Switches



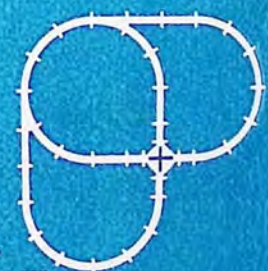
No. 14
Space—60" x 85"
Track
20—Curve
16—Straight
1—Pair of Switches



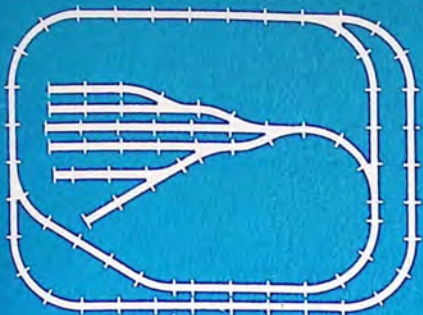
No. 15
Space—45" x 90"
Track
22—Curve
6—Straight
2—Pair of Switches



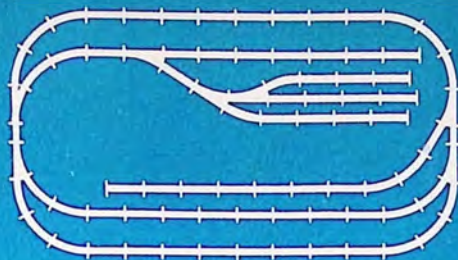
No. 26
Space—60" x 70"
Track
19—Curve
14—Straight
1— $\frac{1}{2}$ Straight
4—Left Switches
2—Right Switches



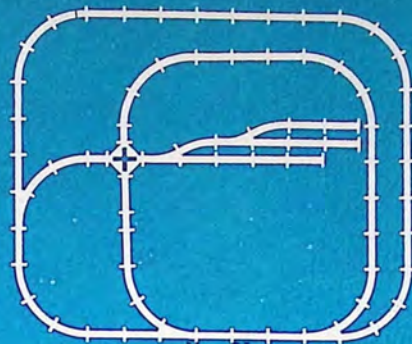
No. 7
Space—70" x 70"
Track
19—Curve
6—Straight
4— $\frac{1}{2}$ Straight
1—Pair of Switches
1—Crossover



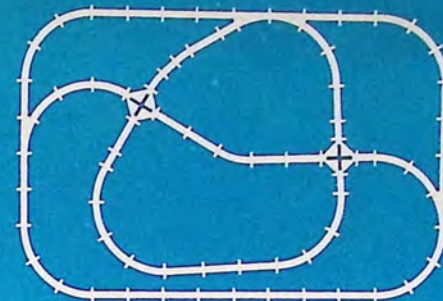
No. 31
 Space—80" x 110"
 Track
 46—Straight
 24—Curve
 4— $\frac{1}{2}$ Straight
 4—Pair of Switches



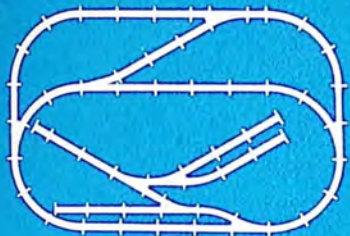
No. 30
 Space—65" x 120"
 Track
 22—Curve
 52—Straight
 4—Right Switches
 3—Left Switches
 2— $\frac{1}{2}$ Straight



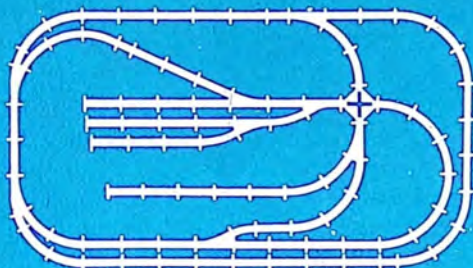
No. 21
 Space—80" x 110"
 Track
 39—Straight
 26—Curve
 3— $\frac{1}{2}$ Straight
 2—Right Switches
 3—Left Switches
 1—Crossover



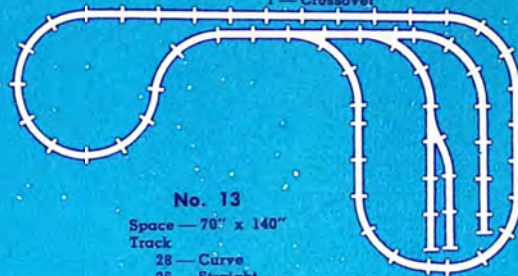
No. 16
 Space—80" x 120"
 Track
 30—Straight
 27—Curve
 6— $\frac{1}{2}$ Straight
 2— $\frac{1}{2}$ Curve
 2—Pair of Switches
 2—Crossovers



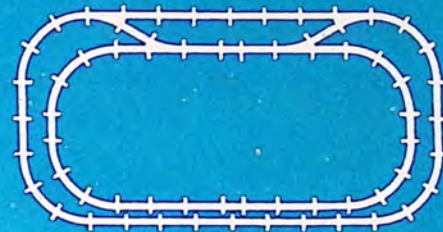
No. 22
 Space—60" x 90"
 Track
 26—Straight
 18—Curve
 4— $\frac{1}{2}$ Straight
 5—Left Switches
 3—Right Switches



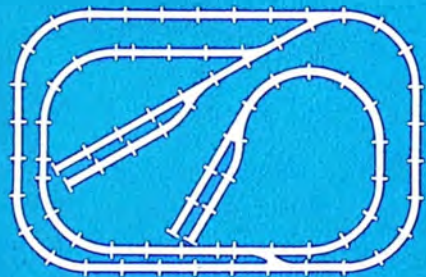
No. 10
 Space—72" x 128"
 Track
 30—Curve
 48—Straight
 3— $\frac{1}{2}$ Straight
 3— $\frac{1}{2}$ Curve
 4—Pair of Switches
 1—Crossover



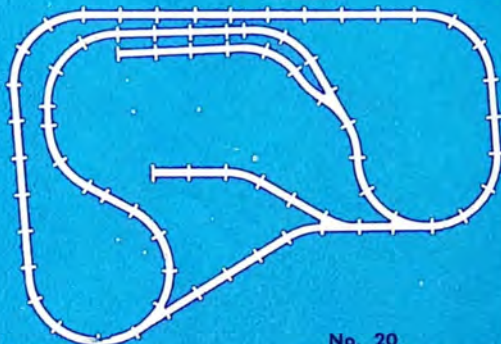
No. 13
 Space—70" x 140"
 Track
 28—Curve
 26—Straight
 4— $\frac{1}{2}$ Straight
 2—Right Switches
 1—Left Switch



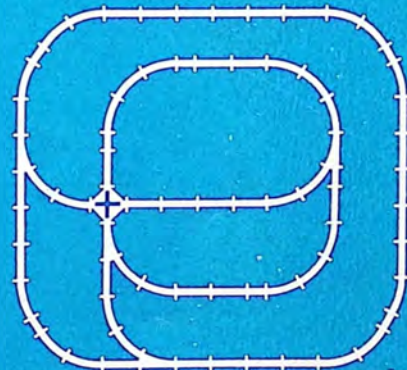
No. 23
 Space—60" x 120"
 Track
 24—Curve
 32—Straight
 2— $\frac{1}{2}$ Straight
 2—Pair of Switches



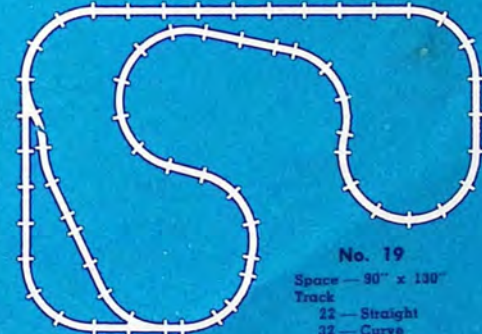
No. 18
 Space—70" x 110"
 Track
 28—Curve
 41—Straight
 3— $\frac{1}{2}$ Straight
 3—Pair of Switches



No. 20
 Space—90" x 130"
 Track
 33—Straight
 31—Curve
 3— $\frac{1}{2}$ Straight
 2—Pair of Switches



No. 29
 Space—100" x 106"
 Track
 31—Straight
 29—Curve
 8— $\frac{1}{2}$ Straight
 2—Pair of Switches
 1—Crossover



No. 19
 Space—90" x 130"
 Track
 22—Straight
 32—Curve
 4— $\frac{1}{2}$ Straight
 2— $\frac{1}{2}$ Curve
 1—Pair of Switches

AMERICAN FLYER Tracks-Switches-Track Controls for exciting realistic action

AUTOMATIC BLOCK SIGNAL SYSTEM

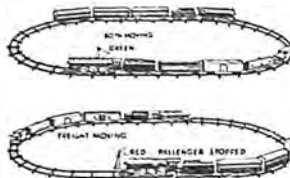
makes trains stop and go as lights flash red and green

When operating two trains on single track, signal system automatically stops rear train when it approaches block occupied by first train. When

single track, signal system when it approaches block block is clear, light turns green, and rear train automatically resumes run.

When running one train you can make the lights flash red and green and raise and lower the semaphore arm — by remote control . . . letting block semaphore signals stop and start your train.

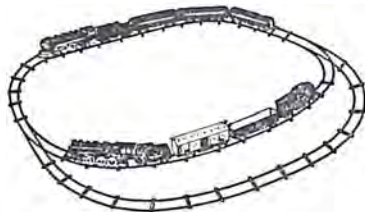
Note—On trains equipped with standard remote control, it is necessary to disengage the control manually to permit the train to operate automatically with block signals and other train controlling equipment.



Get the thrill of highballing two trains on the same track without danger of collision

NEW DOUBLE-ACTION REMOTE CONTROL SWITCHES

A sensational American Flyer development

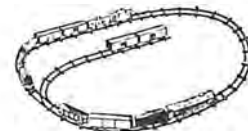


Make one train roar around the track while keeping another train idle on siding

By simply throwing these amazing switches at the right moment you can stop one train — start another—just as a towman "bends the iron" in a real railroad control room. For example: An express is hitting the curves on the main line. A freight on a siding gets under way. The switch ahead is open. A collision seems certain. But . . . with switch control lever you close the open switch, automatically stopping the freight. The express whizzes by. When the main line is clear, you open your switch, start your freight rolling. Readily set for conventional operation or for dead siding.

AUTOMATIC COUPLERS AND ELECTRIC UNCOUPLING

Uncouple cars instantly by pressing remote control button



Pick up a drag on curves — sidings — anywhere

Coupling and uncoupling cars is a big part of the fun of railroading. Just run your train to the car or cars you want to pick up and click—the automatic couplers snap together. To uncouple, press a button — your cars disengage when they pass over the uncoupling unit which is built into a straight section of track and which you can install at any point in your layout.



30

No. 690 TRACK TERMINAL . . .

No. 691 12 STEEL TRACK PINS . . .

No. 692 4 FIBRE TRACK PINS . . .

No. 587 BLOCK SIGNAL . . .
Searchlight type. Operated like a real signal system. Permits one train to follow another on single track without danger of collision. Light flashes red and green. Electrically operated by remote control for one train. Two train operation works automatically from insulated sections in the track. Enamel finish. Size 5½" high, base 1¼" x 1¼".

No. 588 SEMAPHORE BLOCK SIGNAL . . .
Realistic operation. Semaphore arm goes horizontal, light to red to stop train — raises to vertical, light to green to proceed. Electrically operated by remote control for one train. Two train no-collision operation works automatically from track trips. Enamel finish. Size 7½" high, base 1¼" x 1¼".

Equipped with remote control box

No. 693 TRACK LOCKS

not illustrated . . .

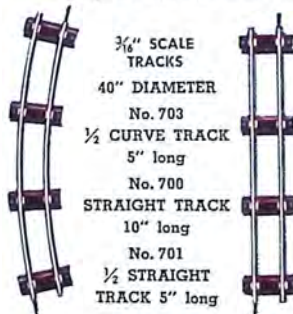
Prevent track sections from pulling apart, even if track is not tacked to floor. Easily inserted in end ties of adjoining track sections.



No. 720 PAIR SWITCHES (remote control) . . .

Quick action electric switches with red and green lights, new remote control box with two switch control levers. Lights stay on when train is shut off.

No. 702 CURVE TRACK 10" long



3/8" SCALE TRACKS

40" DIAMETER

No. 703 ½ CURVE TRACK

5" long

No. 700 STRAIGHT TRACK

10" long

No. 701 ½ STRAIGHT TRACK

5" long



No. 725 RAILROAD CROSSING — 90°

Seeing trains cross in front of each other adds spectacular drama to your railroad system. Unit consists of two straight sections of track, each 10" long, at 90°.

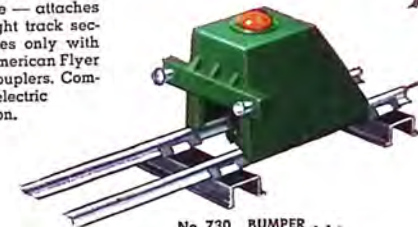
No. 694 AUTOMATIC COUPLERS, TRUCKS, WHEELS AND AXLES . . .



Fine for converting cars with old style couplers to new automatic positive action type that will fit new 3/16" scale track. Sold in pairs.



No. 706 REMOTE CONTROL ELECTRIC UNCOUPLER . . .
A new type — attaches to 10" straight track section. Operates only with new style American Flyer automatic couplers. Complete with electric control button.

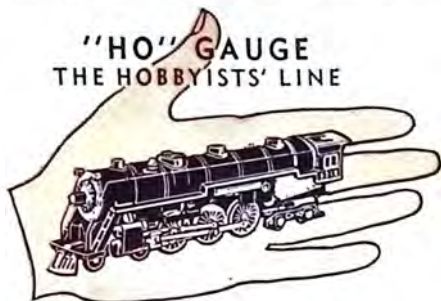


No. 730 BUMPER . . .

Easily snapped on and off. Equipped with recoil spring and light. One section of straight track included.

Developed at the GILBERT Hall of Science

"HO" GAUGE
THE HOBBYISTS' LINE



AMERICAN FLYER "HO" TRU-MODEL Trains and Equipment

- ★ New Directronic Propulsion Locomotive
- ★ Built to Scale from Railroad Blueprints
- ★ "Choo-Choo" ★ Real Smoke
- ★ Superpower Worm Drive
- ★ Two-Rail Track on Realistic Bakelite Roadbed

Not only do these "HO" trains make possible elaborate and exciting track layouts in extremely small space, but they also represent the utmost in realism.

They are the first and only "HO" trains that reproduce the throbbing "choo-choo" sound effects of a real locomotive . . . that give off great billowing clouds of smoke. And both of these thrilling features are automatically synchronized to the speed of the train. Locomotives and cars are built to high precision standards and are correct in every detail.

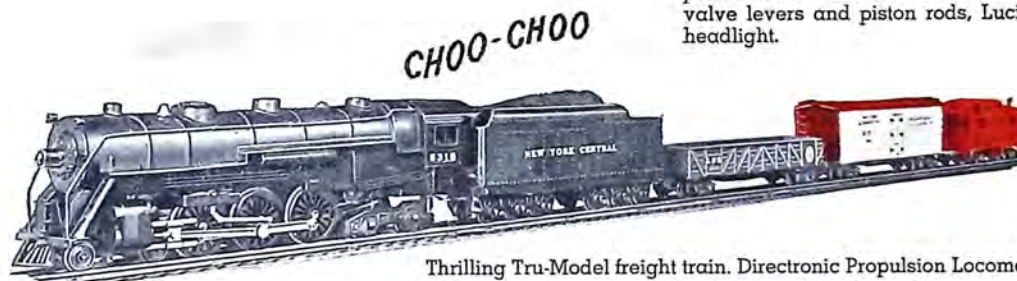
An important innovation is the new Directronic Propulsion locomotive that gives easier and more positive control over starting, stopping and reversing your train. You reverse your train entirely electrically — by changing the polarity of current on the track. Directronic Propulsion banishes backing up after each stop. For example, as you stop and start your train, it instantly resumes its run in the same direction in which it was last traveling — unless you intentionally change its direction by pushing remote control switch. In addition Directronic Propulsion assures easier starting, smoother pull and more power. You can make your train crawl along or hit over 120 scale miles per hour — changing from one speed to another in a flash.

Completing the spectacular realism of these superb "HO" train sets is the two-rail track mounted on Bakelite roadbed and with ties spaced to "HO" scale. Minimum track diameter is 32".



HO-151 D.C. "N.Y.C." (4-6-4) LOCOMOTIVE AND TENDER — 14" LONG

Die-cast Hudson Type Directronic Propulsion Locomotive with Alnico permanent magnet motor, has smoke and "choo-choo" features. Superpower Worm Drive, eccentric arms, valve levers and piston rods, Lucite headlight.



HO-140 3-CAR "HOTSHOT" FREIGHT TRAIN — 31" LONG

Directronic Propulsion Locomotive, "Choo-Choo," Real Smoke

Thrilling Tru-Model freight train. Directronic Propulsion Locomotive with Alnico permanent magnet motor. Molded cars have automatic couplers. Built to precision standards.

Set consists of: 1 HO-151 N.Y.C. Hudson type (4-6-4) D.C. Locomotive and Tender, 14" long; 1 HO-128 "Lehigh N.E." Gondola, Gray; 1 HO-124 "Merchants Despatch" Car, White and Tuscan Red; 1 HO-131 illuminated Caboose with cupola, end rails and ladders; 12 8 3/8" sections HO-260 curved track (makes 100" circle); Track Terminal. No. 15 Directronic Rectifier must be used. See illustration on transformer page.

HO-141 3-CAR "HOTSHOT" PASSENGER TRAIN — 42" LONG. Same as above except it has 1 Baggage and Mail Car and 2 Passenger Coaches, instead of freight cars. Real Smoke and "Choo-Choo."



"HO" GAUGE SWITCHES
(Sold in Pairs Only)

HO-268 REMOTE CONTROL TRACK SWITCHES

Equip your track layout with these fascinating remote control switches and trains obey your bidding as if by magic. The unique control box included with each pair of switches allows you to control them from a distant point. Red and green lights on switches indicate in which direction they are set.

RAILS MOUNTED ON REALISTIC BAKELITE ROADBED (not illustrated)

HO-261 STRAIGHT TRACK, 8" Long

HO-263 1/2 SEC. STRAIGHT TRACK, 4" Long

Better plan to get enough sections of this type so you'll have an exciting "straightaway" in your track layout.

HO-260 CURVED TRACK 8 3/8" Long

HO-264 1/2 SEC. CURVED TRACK, 4 1/4" Long

Curved track is required to build the circle which is the basic track layout. All other layouts are elaborations of the circle. 12 sections make a 32" diameter circle.

HO-250 TRACK TERMINAL

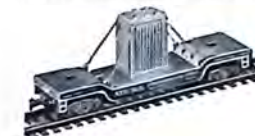
May be attached to any curve section.



HO-133 BAGGAGE AND MAIL CAR
Two four-wheel trucks, automatic couplers. Illuminated. Green, 9".



HO-135 "N.H." PASSENGER COACH
Simulated glass windows, automatic couplers. Illuminated. Green, 9".



HO-129 "N.H." TRANSFORMER CAR
with giant transformer for load. 5 1/2".



HO-127 T&P GONDOLA CAR, Green, 6".
HO-128 LNE GONDOLA CAR, Gray, 6".



HO-125 SHELL TANK CAR
Black metal chassis. Silver plastic tank. 5 1/4".



HO-124 "M.D." REFRIGERATOR CAR
Ladders, catwalk, White sides, 5 1/2".



HO-131 CABOOSE
Cupola, end rails, ladders. Illuminated, 4 1/2".

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OF MODELS

THEY'RE
ALL-
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THEY
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WITH ACTION



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to Build like REAL



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Erector is the world's greatest toy — crammed with real engineering features. Builds both construction models and engineering models.

Look at that towering Erector parachute jump. It's 60 inches high, and you build it yourself. With your own hands you fit the gleaming steel girders together — attach the rigging for the four 'chutes — and install the powerful Erector reversing engine.

Now for a sensational sight! Throw the engine into gear . . . and your parachutes are hoisted up and up until they strike the release mechanism. Then, like a flash, they plummet down — unfold — and lazily float to the ground.

Now get a load of that mighty Ferris Wheel. It's all-steel construction just like the real thing. It operates in either direction at high or low speed.

You can build hundreds of spectacular mechanical marvels with one Erector set. No other construction set contains so many different parts and makes so many different models. And how the Erector reversing engine makes them buzz with action.

THE A. C. GILBERT COMPANY

Erector Square

New Haven Conn., U.S.A.

Fun with Erector starts the moment you open the big metal box and start to assemble girders, wheels, gears and other parts. No blueprints are needed. Erector parts have equi-distant holes, so that you only have to count the holes to put them together. One thrill follows another as you build bridges that open and close — cranes that hoist, swivel and pick up metal by electro-magnetic power — and dozens of other colossal, engine-driven engineering marvels.

