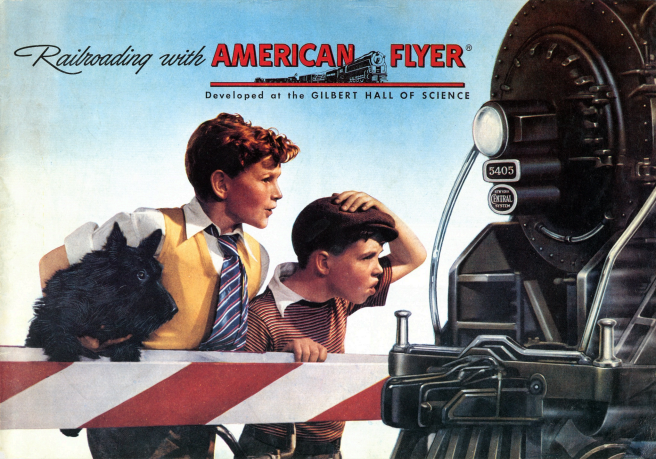


Railroading with **AMERICAN FLYER®**



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 imaginations. 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 reaching 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 leech of sleek cars rocking and swoying 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.



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 highlines surge through the darkness. The locomotive headlight casts its penetrating beam on the shining rails ahead—Pullmons 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

Ask THESE 12 QUESTIONS

WHEN YOU CHOOSE A SCALE MODEL RAILROAD

QUESTION	AMERICAN FLYER	WHY THIS IS IMPORTANT
1—Do they pull 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 pull smoke this way.
2—Does it 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 sounds 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 it have an Electronic Propulsion locomotive?	YES	Power is supplied to the locomotive in a continuous stream—instead of intermittently, as with locomotives operating on alternating current. Locomotive is not stopped by minor dead spots in track.
4—Is direction of locomotive always under positive, split-second control?	YES	New Electronic 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.
5—Can two locomotives be operated either in the same or opposite directions on the same track?	YES	With one Electronic Propulsion locomotive and one standard locomotive, trains can be rushed towards each other—stopped just before they collide—then backed away from each other.
6—Can block signals and semaphores be used without interfering with direction of locomotive?	YES	No complicated wiring is needed to operate Electronic Propulsion locomotives by realistic block signal control. After stops, locomotives automatically resume direction in which they were previously traveling.
7—Does 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.
8—Does motor have super-power worm drive?	YES	Bushes jerky "jack-rabbit" pull and provides smooth, steady power from motor to drive wheels. Permits slow speeds without danger of stalling.
9—Are all locomotives, cars and track engineered to the same 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— $3/16"$.
10—Is track realistic two-rail 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.
11—Can a two-loop track layout be laid out to 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.
12—Are cars made of light weight plastic?	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.

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

4

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. Shattering 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 building touches, trees can be made of twigs dipped in shellac. Grass can be simulated by drying sawdust green, then sprinkling it over wet paint. You can make a lake by painting places 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

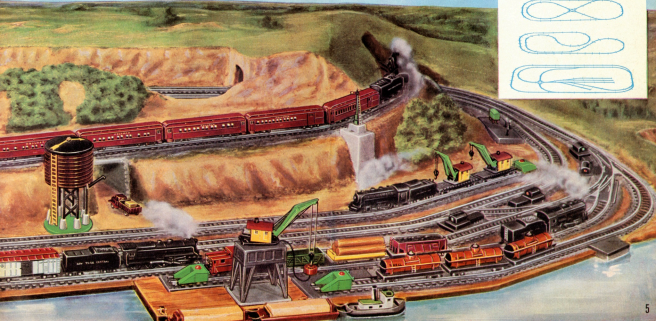
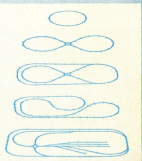
of 5 or 6 feet is recommended, to allow space for sidings, stations, loading equipment, etc.

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

ELECTRONIC PROPULSION Locomotive

6



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.



NEW ELECTRONIC 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 Electronic Rectifier. Here is new realism — new simplicity — new positive control.

ELECTRONIC PROPULSION

is the greatest train development of the century

EXCLUSIVE WITH AMERICAN FLYER

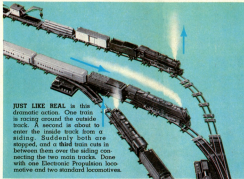
Provides positive, split-second Electronic Control of train—banishes jockeying back and forth after stops—eliminates locomotive stopping because of minor dead spots in track—makes possible operating two trains in opposite directions on same track—permits use of block signals and semaphores without interfering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

THE new American Flyer Electronic 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.

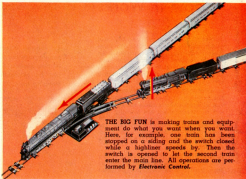
For instance, a train drawn by an Electronic Propulsion locomotive can be stopped exactly where you want, without tedious jiggling back and forth. This is particularly important in bringing freight cars into position for use with automatic loading equipment.

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 Electronic 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.

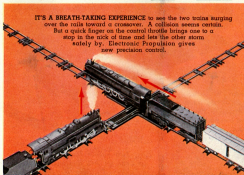
Back of the development of the American Flyer Electronic Propulsion locomotive are two brilliant scientific achievements—the invention of the Alnico permanent magnet, a solid metal magnet that takes the place of the wire-wound magnet and is so powerful that it can lift twenty-one times its own weight; and a special electronic tube developed by the Gilbert Hall of Science in cooperation with the Research Department of the Sylvania Electric Company.



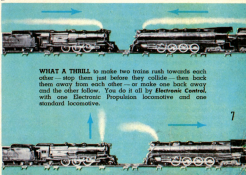
JUST LIKE REAL is this dramatic action. One train is racing around the outside track. A second is about to enter the inside track from a siding. Suddenly both are stopped, and a third train cuts in between them over the siding connecting the two main tracks. Done with one Electronic Propulsion locomotive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

AMERICAN FLYER

NEW NO. 14
"SAFETY FIRST"

ELECTRONIC RECTIFIER

—How it Works

The secret of the power and brilliant performance of the new American Flyer Electronic Propulsion locomotives lies in the recently perfected American Flyer Rectifier, which converts A.C. house current into low voltage Direct Current through a specially designed electronic tube.

In order to appreciate the importance of this development, it must be remembered that all standard locomotives are equipped with a universal motor and normally operate on A.C., the type of current with which practically all homes are supplied. The conventional transformer reduces house current to an output of 15 volts but the current is still A.C.

A major disadvantage of A.C. for operating scale model trains is that power is supplied intermittently. It is much like the pulse beat you feel in your wrist.

The new American Flyer Electronic Rectifier not only reduces house current to an output of 15 volts but, in addition, transforms it into D.C. and D.C. flows in a continuous stream. Is thus operating on D.C. American Flyer Electronic Propulsion locomotives have the same steady, even pull of a modern Diesel-electric locomotive, and for the same reason.

The use of D.C. also permits reversing the locomotive in the simplest and most direct way — by pushing a direction switch which changes the polarity of current on the track.

The Electronic Rectifier must be used for Electronic Propulsion locomotives. It also operates standard locomotives; and has an A.C. outlet for other equipment.

Note—The Electronic Rectifier can be connected only with A.C. house current.

To change direction of train, simply push the direction switch. At slow speeds, direction of train can be changed without first stopping train.



Electronic Rectifier has two outlets. One is a D.C. outlet for operating either Electronic Propulsion or standard Locomotives. The other is an A.C. outlet for operating track controls and equipment.



New Electronic tube changes A.C. to low voltage D.C.

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

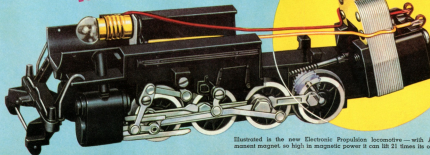
Electronic Rectifier plugs into any standard A.C. outlet of 110 to 120 volts.

Two built-in circuit breakers — one for A.C. and one for D.C.



Born of experience in building
control valve motors for
Grumman Hellcats

THE MIGHTY PRECISION
POWER PLANT THAT DRIVES
AMERICAN FLYER
LOCOMOTIVES



Illustrated is the new Electronic Propulsion locomotive—with Alnico permanent magnet, so high in magnetic power it can lift 25 times its own weight.

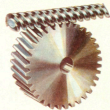
NEVER before have scale model trains been powered with a motor having such an illustrious history as that used in American Flyer locomotives. It is a direct descendant of the hydraulic control valve motors selected by the Grumman Aircraft Engineering Corporation for their famous Grumman Hellcats.

Tucked away in the wings, these motors activated the hydraulic valves which forced the wing flaps down when the pilot went into a dive or prepared for landing.

Grumman Hellcats have won lasting fame for their fine engineering and tough fighting qualities. In the brilliant victories which the Hellcats scored, American Flyer motors played a valiant part. Time and again these motors gave the Navy flier a silent helping hand in winning his fight and making a safe return to his ship.

The motor now used as standard equipment in every American Flyer locomotive carries on the great traditions earned in battle service 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 watch-like precision applied to scale model locomotives.

This modern, finely engineered power plant assures an abundance of smooth, surging power — long life — and realistic, precision control of your trains.



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 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.

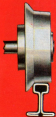
Heretofore standard tracks for electric trains have had a third rail, located in the middle, to carry the electric current. Only the most expensive scale model sets could boast an authentic two-rail track. Also, the locomotives had to be specially engineered to operate on two-rail track.

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 squeezed into a space of 3 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 Belch Smoke

Listen To That Whistle

Thrilling exclusive features
originated by
AMERICAN FLYER

REAL SMOKE RIGHT FROM THE SMOKE STACK

No, there's no fake about that smoke. It comes in billowing waves right out of the stack, adding a crowing touch of realism to railroad play. American Flyer. But that's not all. So ingenious 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 streams 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.

"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 temperate 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, impatient "choo-choos" when your train is standing at a station . . . a fast, furious cascade of "choo-choos" when you give her the highball signal.



WHISTLING BILLBOARD

The American Flyer whistling billboard gives you two features for the price of one. It both whistles 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**

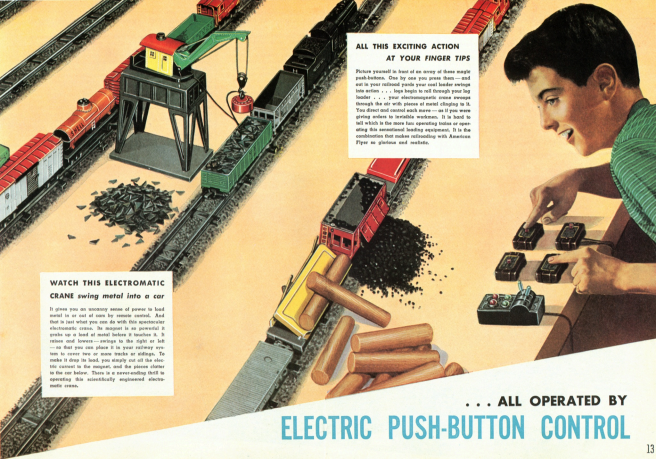
Notice how high this gigantic coal loader rises above the tracks. What spectacular realism it adds to your railroad system. And what fun it is to load coal cars by remote push-button control. By just a flip of your finger you drop the big bucket to the coal pile below—open its huge jaws—scoop them together 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 lands your coal loader swings into action . . . logs begin to roll through your log loader . . . your electromechanical crane sweeps 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 amazing sense of power to load and unload at will by remote control. And that is just what you can do with this spectacular electromechanical crane. Its magnet is so powerful it picks 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 in operating this scientifically engineered electromechanical crane.

**... ALL OPERATED BY
ELECTRIC PUSH-BUTTON CONTROL**

★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

ATLANTIC 4-4-2

Crack Highliners that Surge Over the Rails
at Breath-Taking Speed

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

No. 4601 ATLANTIC FREIGHT TRAIN . . . 21 PIECES.
40 13/16" LONG . . .

There are miles of thrills in operating this fast freight. The powerful die-cast locomotive, tender, 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 is a descendant of the control valve motors developed for the famous Grassman Helicopters. Power is transmitted to the huge drive wheels through superpower worm drive that assures smooth starting and stopping and accurate control of train at all speeds. Locomotive has Lucite electric headlight and removable boiler front. Log car has six wooden logs. Box car has sliding doors. Caboose is illuminated. Realistic close couplers automatically couple on curves or straightaway. Uncoupling is done by remote control. Just push a button and the uncoupling device — which is built in a special track section — does the rest. 14 sections of track make 140" oval. 75 Watt Transformer recommended.

Set consists of: No. 300 Locomotive and Tender, 16" long; 818 Log Car, 8 1/2"; 633 Box Car, 7 1/2"; 838 Caboose with Light, 6". Track: 12 No. 703 curved, 1 No. 790 straight, 1 No. 792 straight with built-in uncoupling device and control box, 1 No. 680 Track Terminal.

No. 4603 ATLANTIC PASSENGER TRAIN . . . 21 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" jumping here—thanks to its smooth-pulling worm-gear drive. The gleaming black locomotive has four mighty drive wheels with eccentric arm double action piston rods and Lucite electric headlight. Its shining eight-wheel tender is filled with imitation coal. The two long, handsome coaches have electric lights, and are of lightweight plastic construction that is the latest word in scale model railroading. 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 uncoupling devices add to the fun of operating. Track makes 140" oval. 75 Watt Transformer recommended.

Set consists of: 1 No. 300 Locomotive and Tender, 16" long; 631-G Baggage Car, 30 1/4"; 2 630-G Coaches, 10 1/2". Track: 12 No. 703 curved, 1 No. 790 straight, 1 No. 792 straight with built-in uncoupling device and control box, 1 No. 680 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-Choo's" Change Tone with Every Change in Speed

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

No. 4407 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-choo" greets your ears. Bring it to a stop and the "choo-choos" become the pattering growls of a mechanical monster eager to be on its way. Die-cast locomotive is finished in locomotive black with jeweled 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 broken wheel. Caboose has authentic cupola. Hopper car with manual control lever for dumping is extra fun feature. Uncouple cars by remote control while train is moving; couple them anywhere. Run at sight, with house lights off, the electric headlight and illuminated caboose cast an awesome glow over the realistic two-rail track. Smoke and "choo-choos" add further realism to the scene. Track makes 140" oval. 100 or 150 Watt Transformer recommended.

Set consists of No. 312 Locomotive and Tender with "Choo-Choo" and smoke, 17 1/2" long; 632 Hopper Car, 8 1/2"; 625 Tank Car, 7 1/2"; 630 Caboose, 8". Track: 22 No. 702 curved, 1 No. 708 straight, 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 690 Track Terminal.

No. 4405 PENNSYLVANIA FREIGHT TRAIN . . .

Same as above, but without "Choo-Choo" and smoke feature. 15 or 200 Watt Transformer recommended.

No. 4409 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 glister with lights. They are made of modern plastic—light in weight—beautiful, never-fade colors. Baggage car measures 10 1/4" long. Track makes 140" oval. 100 or 150 Watt Transformer recommended.

Set consists of No. 312 Locomotive and Tender with "Choo-Choo" and smoke, 17 1/2" long; 650-B Baggage Car, 10 1/4"; 2 650-B Coaches, 10 1/4". Track: 22 No. 702 curved, 1 No. 708 straight, 1 No. 705 straight with built-in 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. 4411 NEW YORK CENTRAL FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 22 PIECES. \$2 3/16" LONG

Powered by a husky New York Central 3-3a, this mighty freight — with four lightweight plastic cars — is crisscrossed with stirring fun. The majestic locomotive has six big drive wheels, four-wheel pony and booster trucks, and a 12-wheel tender that provides tremendous tractive force for high-speed operation. 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 Army 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 140° oval. 100 or 150 Watt Transformer recommended.

Set consists of: No. 322 Locomotive and Tender with "Choo-Choo" and smoke, 18" long; 716 Automatic Coal Dump Car with Control Box, 11 1/2"; 634 Floodlight Car, 8 1/2"; 629 Cattle Car 7 1/2"; 630 Caboose with Light, 6". Track: 12 No. 702 curved, 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 719 Automatic Track Section, 1 No. 680 Track Terminal.

No. 4610 New York Central Freight Train

Same as above, but without "Choo-Choo" and smoke feature.

No. 4613 NEW YORK CENTRAL PASSENGER TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 24 PIECES. \$9 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! Wheeled by the same type engine that operated the control valves in the famous Grinnell Hallcat, it is truly a glorious sight. 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 or 150 Watt Transformer recommended.

Set consists of: No. 322 Locomotive and Tender with "Choo-Choo" and smoke, 18" long; 653 R Baggage and Club Car, 12"; 2 654 R Pullmans, 12"; 654 B Observation, 11 1/2"; Tender: 12 No. 702 curved, 3 No. 705 straight; 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 680 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-Choos," this Red Ball Freight brings you all the glory of railroading.

No. 4619 PENNSYLVANIA FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . .

25 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 at 180 inches. 100 or 150 Watt Transformer recommended.

See contents of No. 312 Locomotive and Tender with "Choo-Choo" and smoke. 17 1/2" long. 717 Automatic Log Car with Control Box. 9 1/2" x 6 1/2" 637 Girder Car, 6 1/2" x 6 1/2" 638 Hopper with Light, 6" x 7 1/2" Log Loader with Control Box. 6 1/2" wide x 11 1/2" long x 1 1/2" high. Tractor 12 No. 708 curved, 9 No. 708 straight, 1 No. 705 straight with built-in uncoupling device and control box. 1 No. 712 Automatic Track Section, 1 No. 680 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. 4620 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 . . . slow, growling "choo-choos" and lazy wisps of smoke rising from the locomotive. 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. Now you hustle your train on its way to a crescendo of "choo-choos" and guests of smoke . . . bring it 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 moosemen that speed along the Hudson River, and has Lucite head light. Authentic two-rail track makes 160' oval. 100 or 150 Watt Transformer recommended.

Set consists of No. 322 Locomotive and Tender with "Choo-Choo" and smoke, 18" long; 718 Automatic Coal Car with Control Box, 7 1/2"; 623 Box Car, 7 1/2"; 626 Wrecker, 6 1/2"; 626 Caboose with Light, 8"; 752 Redwood Coaler with Control Box, 8 1/2" wide x 30 1/2" long x 16 1/2" high. Track: 32 No. 702 curved, 3 No. 703 straight, 1 No. 704 straight with built-in uncoupling device and control box, 1 No. 712 Automatic Track Section, 1 No. 680 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 Electronic Control
- ★ Real Smoke
- ★ "Choo-Choo"
- ★ Superpower Worm Drive
- ★ 3/16" Scale Model
- ★ Automatic Coupling
- ★ Electric Uncoupling
- ★ Two-Rail Track
- ★ Lightweight Plastic Cars

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 ...

24 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 Electronic 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: Army automatic unloading car with armored car that rushes off the swiveling, tilting platform by remote control; Army searchlight car with floodlight that turns and twists at any angle, throws long, brilliant beam of light; stately gondola; illuminated caboose. All in vivid colors. Locomotive has smooth-pulling worm drive, Lucite electric head light in removable boiler front, eccentric cam 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. 14 Electronic Rectifier must be used.

Set consists of: No. 342 Switcher Locomotive and Tender with "Choo-Choo" and smoke, 14 1/2" long; 715 Automatic Army Unloading Car with Armored Car and Control Box, 7 1/2" long; 634 Floodlight Car, 8 1/2" long; 631 Gondola, 8" long; 630 Caboose with Light, 6" long; 12 No. 702 curved, 3 1/2" long; 705 straight, 1 3/4" long; 705 straight with built-in uncoupling device and control box, 1 No. 712 Automatic Track Section, 1 No. 690 Track Terminal.

★ New Electronic Propulsion Locomotive

★ 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 Electronic 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 . . .
24 PIECES, 43" LONG

You will make your friends gasp with wonder as you start this train by remote electronic control . . . hear its "choo-choos" change tone and tempo with every change of speed . . . and see great gusts of smoke bill 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 single-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 broken wheel and manual control lever. 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 180° oval. No. 14 Electronic Rectifier must be used.

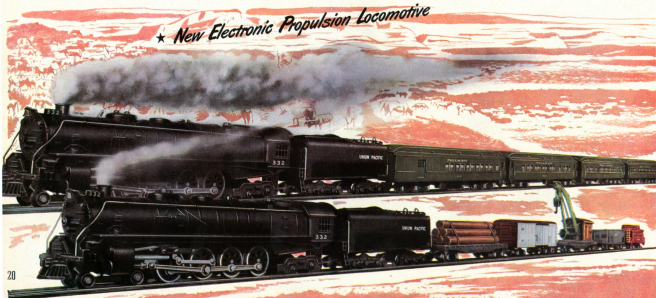
Set consists of: No. 332 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21½" long; 608 Log Car, 8½"; 610 Box Car, 7½"; 609 Wrecker, 8½"; 612 Hopper, 6½"; 620 Caboose, 4". Track: 12 No. 781 curved, 3 No. 700 straight, 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 690 Track Terminator.

No. 4617 UNION PACIFIC PASSENGER TRAIN
WITH "CHOO-CHOO" AND SMOKE FEATURE . . .
25 PIECES, 73 7/16" LONG

A gleaming miracle of die-cast metal, this huge, handsomely groomed Union Pacific Electronic Propulsion locomotive rolls impressively along. Snakes whipping in great clouds from its stack . . . thundering "choo-choos" echoing and re-echoing over the pounding of its wheels. Hastening 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 180° oval. No. 14 Electronic Rectifier must be used.

Set consists of: No. 332 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21½" long; 603-G Hopper and Club Car, 12"; 1 603-G Pullman, 13"; 604-G Observation, 11½"; Track: 12 No. 781 curved, 3 No. 700 straight, 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 690 Track Terminator.

★ *New Electronic Propulsion Locomotive*



★ AMERICAN FLYER ★

Developed at the Gilbert Hall of Science

UNION PACIFIC-8 DRIVE WHEEL

- ★ Remote Electronic 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 . . .

28 PIECES. 81 7/16" LONG

Picture yourself wheeling this Electronic 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 do-dash 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. 14 Electronic Rectifier must be used.

Set consists of: No. 323 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21 1/2" long; 719-B Automatic Mail Pickup Car with Control Box, 10 1/2"; 2 651-B Coaches, 10 1/2"; 651-B Pullman, 12"; 654-B Observation Car, 13 1/2"; Track: 12 No. 723 curved, 5 No. 709 straight, 1 No. 708 straight with built-in uncoupling device and control box, 1 No. 713 Mail Pickup Track Section, 1 No. 690 Track Terminal.

★ *New Electronic Propulsion Locomotive*

FAST MAIL DELIVERY

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



Developed at the GILBERT Hall of Science

AMERICAN FLYER COMPLETE RAILROAD SYSTEM

with two Electronic Propulsion Locomotives

Two handsomely groomed trains that fill the air with realistic smoke and "Choo-Choos" as they thunder past stations and over bridges — Electromatic crane and other fascinating scale model equipment — Locomotives, cars and track authentically engineered to 3/16" scale.

Think of the thrill of being at the remote controls and making these marvelous trains and equipment throbb with action.

LISTEN to those "choo-choos" as your locomotives stand ready to race over the rails.

LOOK at the smoke that comes billowing up from their smoke stacks.

HEAR the "who-who" of the whistle when your train passes over the automatic trip. Notice how the "choo-choos" and smoke increase in volume and intensity as your trains gather speed . . . just like real mainliners.

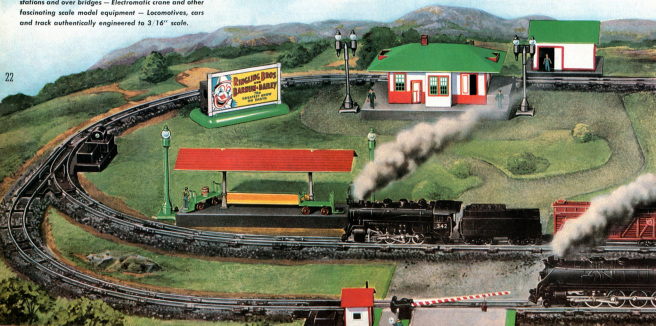
One thrill follows another more rapidly than at a three-ring circus. See that crossing gate lower when a train approaches — raise when it has passed. Watch that mail car automatically toss out one sack of mail and pick up another while the train is in motion. Make your electromatic crane pick up a load of metal—hoist it high in the air—swivel around — and drop the clattering pieces in the car below.

At night the long-beam Lucite head lights of your locomotives cast a lurid glare over the realistic two-rail track — and twinkling lights from passing car windows, passenger stations.

lamp posts, crossing gate, water tower and trestle bridge add brilliant splendor to the scene.

With two locomotives and a wide variety of both passenger and freight cars, you can make up trains in countless different ways. Two passenger trains or two freight trains. You can uncouple a string of cars in a split second. Couple them anywhere.

No. 4622 American Flyer Complete Railroad System comprises 91 pieces. Its 33 sections of track make a 350' layout. No. 14 Electronic Rectifier included.



THIS COMPLETE SYSTEM, laid out as illustrated, occupies a space 50 x 90 inches.

Set consists of: No. 332 D.C. Locomotive and Tender with "Choo-Choo" and smoke, 21 1/4" long; 718-R Automatic Mail Pick-up Car with Control Box, 10 1/4"; 650-R Coach, 10 1/4"; 652-R Pullman, 12"; 654-R Observation, 11 1/4"; 342 D.C. Switcher Locomotive and Tender with "Choo-Choo" and smoke, 14 1/4"; 625 Cattle Car, 7 1/4"; 633 Box Car, 7 1/4"; 715 Army Unloading Car with Armored Car and Control Box, 7 1/4"; 634 Searchlight Car, 8 1/4"; 631 Gondola, 8"; 630 Caboose with Light, 6". Track: 16 No. 702 curved, 13 No. 700 straight, 2 No. 705 straight with built-in uncoupling device and control box, 1 No. 713 Automatic Mail Pick-up Track Section, 1 No. 712 Automatic Track Section for Army Unloading Car, 1 pair No. 720 track switches with control box, 1 No. 690 Track Terminal. Other equipment: No. 577 Waving Billboard with Control Box, 2 No. 579 Single Street Lights with Track Terminals, 2 No. 580 Double Arc Lights with Track Terminals, 589 Passenger and Freight Station with Track Terminal, 585 Tool Shed, 750 Trestle Bridge with Track Terminal, 583 Electromatic Crane with Control Box, 581 Girder Bridge, 586 Water Tank with Control Box, 586-F Wayside Station with Two Figures and Track Terminal, 578 Station Figure Set (3 figures), 581 Automatic Crossing Gate, No. 14 Electronic Rectifier.

ALL CONTROLS AT YOUR FINGER TIPS

Operating both trains — blowing whistle — coupling and uncoupling cars — loading and unloading freight cars with metal, are all controlled by turning a lever or pushing a button. In addition the new Electronic Propulsion locomotives provide positive, split-second remote control of direction of train — banish jockeying back and forth after stops — eliminate locomotives stopping because of minor dead spots in track — permit use of block signals and semaphores without interfering with direction of train — assure continuous propulsive power at high or low speeds.



American Flyer NEW SUPERPOWER "Safety First" TRANSFORMERS



No. 2 TRANSFORMER, 75 Watts, 60 Cycles . . .

Built to Gilbert Hall of Science precision standards.



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 on-off-on switch.



No. 88 "SAFETY FIRST" TRANSFORMER — 100 Watts, 60 Cycles . . .

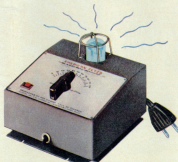
Green pilot light shows when current is passing through; red light when there's trouble.

"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
No. 2	Nos. 4801, 4803
No. 8B	Nos. 4807, 4809, 4811, 4813
Nos. 8B, 12B	Nos. 4819, 4823
No. 14 Electronic Rectifier	Nos. 4815, 4817, 4818, 4821, 4822, HO-142, HO-141, HO-151
MUST be used for these trains	



No. 14 NEW "SAFETY FIRST" ELECTRONIC RECTIFIER

Must be used for Electronic Propulsion locomotives
150 WATTS 60 CYCLES

Changes A.C. to D.C. through specially designed electronic tube. Operates Electronic Propulsion or standard locomotives. One unit may be used to operate one Electronic Propulsion locomotive and one standard locomotive on the same or different tracks — or two Electronic Propulsion locomotives on same tracks. Switch for reversing direction of train is built into Rectifier. Throttle shows scale miles per hour. Unit also has A.C. outlet for operating switches, automatic loading equipment and other equipment. Electronic tube has long life, and may be replaced on easily as a radio tube. Built-in circuit breaker for both A.C. and D.C.

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

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.

MODEL ROLLING STOCK *and* ACTION CARS



No. 651 BAGGAGE CAR . . .
Double truck, nickel plated boxes, eight wheels. Red or green. 18 1/2" long.



No. 650 COACH with light . . .
Double truck, nickel plated boxes. Red or green. 19 1/2" long.



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



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



No. 654 OBSERVATION CAR with light . . .
Observation platform. Imitation window shades. Red or green. 11 3/4" long.



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



No. 627 GIRDER CAR . . .
Loaded with a realistic bridge girder. Has knuckle wheel. Grey chassis, red girder. 8 1/4" long.



No. 630 CABOOSE . . .
Eliminated. Nickel plated boxes, eight wheels. Red. 8" long.



No. 625 TANK CAR . . .
Has ladders, hand rail and knuckle wheel. Orange with black chassis. 7 1/2" long.



No. 632 HOPPER CAR . . .
Nickel plated boxes, ladders, eight wheels. Grey. 8 1/4" long.



No. 629 CATTLE CAR . . .
Has knuckle wheel, ladder, door you can open or shut. Red. 7 1/2" long.



No. 628 LOG CAR . . .
Has knuckle wheel and six realistic logs. Grey chassis. 8 1/4" long.



No. 634 ARMY SEARCHLIGHT CAR . . .
Turns and lifts an swivel beam. Grey chassis, black platform, yellow lamp house. 8 1/2" long.



No. 633 BOX CAR . . .
Has ladders, knuckle wheel. Sliding doors add to the fun. White sides, red roof. 7 1/2" long.

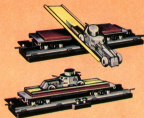


No. 635 WRECKER CAR . . .
Climb and lower have an swivel lower boom and knuckle raise and lower. Grey chassis, green boom, yellow hoists, red roof. 8 1/2" long.

No. 715 ARMY UNLOADING CAR . . .

Includes automatic track section, single button control box.

Platform on car swivels. Side, slants outward track down incline when you press remote control button. 7 1/2" 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 raised pick-up arm, extends, picks up one mailing as marker is elected. Red and green. 16 1/2" long.



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. Tuxons and outside, black inside. 7 1/2" 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. 9 1/2" long.



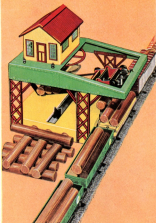
No. 752 AUTOMATIC SEABOARD COALER . . .

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



No. 751 ELECTRIC LOG LOADER . . .

Elevator lifts log to overhead conveyor, which carries it underneath roof to end of cars and drops log into car below. Action directed by two remote control push buttons. Size $8\frac{1}{4}'' \times 11\frac{1}{2}'' \times 11''$.



No. 583 ELECTROMAGNET 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 $11'' \times 4'' \times 6''$.



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 train. Nos. 4607, 4608, 4611, 4613, 4619, 4620, 4615, 4617, 4618, 4621, 4622, HO-140, HO-141. In boxes of 12 cartridges. Keep a supply on hand.



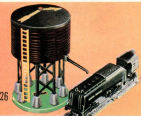
BULBS — ALWAYS HAVE EXTRAS ON HAND

Lamps are used as follows: No. 440 in all Locomotives and cars, all stations and equipment except Nos. 519, 560 and 565. No. 401 for Nos. 519 and 560 lamp ports. No. 441 where Red gliders are required. No. 442 where Green gliders are required. No. 402 for No. 560 Searchlight. No. 455 bulbs must be used in No. 720 switches, and can be used in any American Flyer locomotives, cars and equipment.

No.	Volt.	Glass	Color	Diameter	Lamps in Pkg.
440	14	Round	Clear	$7/16''$	3
441	18	Round	Red	$9/32''$	3
442	18	Round	Green	$9/32''$	3
451	14	Round	Frosted	$5/8''$	1
452	18	Mini. Round	Clear	$5/16''$	1
453	18	Round	Clear	$7/16''$	3

No. 594 WATER TANK . . .

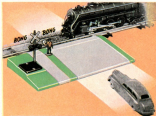
Includes Push Button



Lower, raise water signal by remote control. Aviation warning light on top of tank. Size $12'' \times 6'' \times 6\frac{1}{2}''$.

No. 584 BELL DANGER SIGNAL . . .

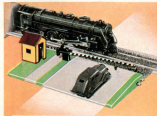
with Automatic Track Trip



Double blinking signal and sharp warning bell that rings as train pass by. Complete with watchman. Brilliant enamel finish. Size $10'' \times 5\frac{1}{4}''$.

No. 591 CROSSING GATE . . .

with Watchman's Shock



Your speeding train automatically controls raising and lowering of double arm gates. Red light shines when gate is down. The rest. Size $12'' \times 5\frac{1}{4}''$.



No. 412 FREIGHT AND PASSENGER STATION with CRANE . . .

Track terminal included. Passenger section illuminated. Freight section has raised loading platform, sliding doors. Hand-operated crane has swing base, boom that raises, lowers. Size 19" x 6" x 2 1/2".



No. 584F WAYSIDE STATION with FIGURES . . .

Smart new miniature station with baggage truck, operator and porter. Double bench, long roof and two lights. Enamel finish. Size 12" x 5" x 2 1/4".



**No. 579 SINGLE STREET LIGHT . . .
No. 580 DOUBLE STREET LIGHT . . .**

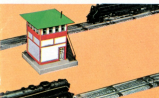
With Track Terminal

Electrical contact through terminals in sturdy base.
No. 547 TUNNEL (17" straight) No. 548 TUNNEL (16")



No. 750 TRETTLE BRIDGE . . .

Includes track terminal. Built of heavy steel. The tender's house has an interior light on the top. Bright enamel finish. Size 17 1/2" x 6 1/2" x 4 1/2".



No. 592 SIGNAL TOWER . . .

With Track Terminal. A stairway leads up to the lighted operator's room on the second floor. Windows on three sides. Brilliantly colored enamel finish. Size 7 1/2" x 4 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 13" x 8".



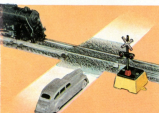
No. 577 WHISTLING BILLBOARD . . .

(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 4 1/2" x 1 1/2".



No. 582 AUTOMATIC BLINKER SIGNAL . . .

With automatic track trip. Double bull's eye Lucite lenses flash red automatically as train passes. Mounted on sturdy base. Enamel finish. Size 4 1/2" x 2 1/2" x 2 1/2".



No. 594 TRACK GANG SET (unpainted) . . .

As train approaches, bagman moves forward, tampers move back, stop work. After train passes, men start work. Has shut-off switch. Size 10" x 2 1/2" x 2 1/2".



No. 578 STATION FIGURE SET . . .

The set comprises six hand-painted workmen, 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 painted in every detail. Size 10" x 1 1/2" x 4 1/2".

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!

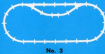
Why not add a certain number of track sections each month? See how rapidly your system will grow into the railroad empire of your dreams.



No. 1
Space—48" x 48"
Track
12—Curve



No. 2
Space—48" x 96"
Track
20—Curve
4—Straight
2—Pair of Switches



No. 3
Space—48" x 100"
Track
14—Curve
12—Straight
1—1/2 Straight
1—Pair of Switches



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



No. 5
Space—52" x 100"
Track
21—Curve
19—Straight
4—1/2 Straight
2—1/2 Curve
1—Pair of Switches
1—Crossover



No. 8
Space—50" x 90"
Track
18—Curve
12—Straight
1—Pair of Switches



No. 28
Space—45" x 70"
Track
23—Curve
3—Straight
2—1/2 Straight
1—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



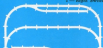
No. 6
Space—42" x 96"
Track
18—Curve
4—Straight
4—1/2 Straight
1—Crossover



No. 4
Space—70" x 110"
Track
21—Curve
21—Straight
7—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
20—Straight
24—Curve
5—Right Switches
2—Left Switches



No. 11
Space—42" x 90"
Track
20—Curve
2—Straight



No. 12
Space—50" x 90"
Track
20—Curve
10—Straight
1—Pair of Switches



No. 14
Space—60" x 80"
Track
20—Curve
20—Straight
1—Pair of Switches



No. 15
Space—48" x 90"
Track
21—Curve
6—Straight
2—Pair of Switches



No. 26
Space—50" x 70"
Track
19—Curve
14—Straight
1—1/2 Straight
4—Left Switches
2—Right Switches



No. 7
Space—70" x 70"
Track
19—Curve
9—Straight
4—1/2 Straight
1—Pair of Switches
1—Crossover



No. 27
Space—50" x 70"
Track
18—Curve
18—Straight
2—Pair of Switches

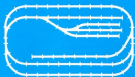


No. 31

Space—80" x 110"

Track

- 40—Straight
- 16—Curve
- 4— $\frac{1}{2}$ Straight
- 4—Pair of Switches

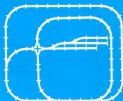


No. 30

Space—65" x 100"

Track

- 22—Curve
- 21—Straight
- 4—Right Switches
- 2—Left Switches
- 2— $\frac{1}{2}$ Straight

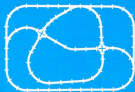


No. 21

Space—80" x 110"

Track

- 28—Straight
- 26—Curve
- 8— $\frac{1}{2}$ Straight
- 2—Right Switches
- 2—Left Switches
- 1—Crossover



No. 16

Space—80" x 120"

Track

- 26—Straight
- 27—Curve
- 4— $\frac{1}{2}$ Straight
- 2— $\frac{1}{2}$ Curve
- 2—Pair of Switches
- 2—Crossovers



No. 22

Space—82" x 92"

Track

- 26—Straight
- 18—Curve
- 4— $\frac{1}{2}$ Straight
- 5—Left Switches
- 2—Right Switches



No. 10

Space—72" x 118"

Track

- 18—Curve
- 40—Straight
- 2— $\frac{1}{2}$ Straight
- 2— $\frac{1}{2}$ Curve
- 4—Pair of Switches
- 1—Crossover



No. 13

Space—70" x 140"

Track

- 18—Curve
- 26—Straight
- 4— $\frac{1}{2}$ Straight
- 2—Right Switches
- 1—Left Switch



No. 23

Space—80" x 122"

Track

- 14—Curve
- 22—Straight
- 2— $\frac{1}{2}$ Straight
- 2—Pair of Switches

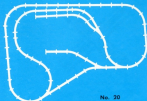


No. 18

Space—75" x 130"

Track

- 20—Curve
- 41—Straight
- 2— $\frac{1}{2}$ Straight
- 2—Pair of Switches



No. 20

Space—80" x 130"

Track

- 21—Straight
- 21—Curve
- 2— $\frac{1}{2}$ Straight
- 2—Pair of Switches

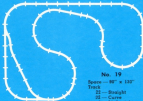


No. 29

Space—100" x 106"

Track

- 22—Straight
- 21—Curve
- 8— $\frac{1}{2}$ Straight
- 2—Pair of Switches
- 1—Crossover



No. 19

Space—80" x 130"

Track

- 22—Straight
- 22—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



Get the thrill of high-flying two trains on the same track without danger of collision

single track, signal system automatically stops rear train when it approaches block black 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.

When the train equipped with standard remote control, it is necessary to disconnect the control manually to permit the train to operate automatically with block signals and other train controlling equipment.

NEW DOUBLE-ACTION REMOTE CONTROL SWITCHES

A sensational American Flyer development



Slide up train near round the track while keeping another train safe on siding

By simply throwing these amazing switches at the right moment you can stop one train — start another — just as a locomotive "hands the line" in a real railroad control room. For example: An express is letting the curves on the main line. 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 whistles 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

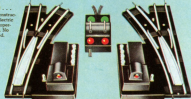


Pick up a drag on curves — sidings — anywhere

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 rail which is built into a straight section of track and which you can install at any point in your layout.

No. 713 MANUAL PAIR SWITCHES

Similar in construction to the electric switches, but operated by hand. No lights included.



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 18" long



No. 723 CROSSOVER — 90"

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

No. 674 AUTOMATIC COUPLERS, TRUCKS, WHEELS AND AXLES . . .



Find the connecting point with old style couplers in new automatic positive action type that will fit new 1/2" scale track. Sold in pairs.



No. 781 REMOTE CONTROL ELECTRIC UNCOUPLER . . .

A new type — built into 10" straight track section. Operates only with new style American Flyer automatic couplers. Complete with electric control button.



No. 736 BUMPER . . .

Steadily uncoupled on end off. Equipped with steel spring and light. Close section of straight track included.

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 switched sections in the track. Economical flash. Size 5 1/2" high, base 1 1/2" x 1 1/2".

Both equipped with remote control line

No. 588 SEMAPHORE BLOCK SIGNAL . . .

Realistic operation. Semaphore arm goes horizontal, light to red to stop train — remains in vertical, light to green to proceed. Electrically operated by remote control for one train. Two train operation works automatically from switched sections in the track. Economical flash. Size 7 1/2" high, base 1 1/2" x 1 1/2".

Both equipped with remote control line



AMERICAN FLYER "HO" TRU-MODEL Trains and Equipment

- ★ New Electronic 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 alternate and exciting track layouts in extremely small spaces, 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 in the new Electronic Propulsion locomotive that gives easier and more positive control over starting, stopping and reversing your train. You reverse your train electrically—by changing the polarity of current on the track. Electronic Propulsion batteries backup on every switch stop. For example, as you stop and start your train, it instantly reverses 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, Electronic Propulsion carries motor starting, smoother pull and more power. You can make your train crawl along at 100 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 in "HO" scale. Minimum track diameter is 32".



**HO-140 3-CAR "HOTSHOT"
FREIGHT TRAIN—31" LONG**
with Electronic Propulsion
Locomotive, "Choo-Choo,"
Real Smoke

A marvel of Tru-Model design and precision construction, the 14" die-cast N.Y.C. Hudson Type Electronic Propulsion Locomotive with Alnico permanent magnet motor surges over the iron, pouring out clouds of smoke, and roaring its "choo-choos." Eccentric arms, valve levers and piston rods. Lucite headlight. Molded cars have automatic couplers.

Set consists of: 1 HO-140 N.Y.C. Hudson type (A-6-4) D.C. Locomotive and Tender, 14" long; 1 HO-128 "Lough N.E." Gondola; Gray 1 HO-134 "Marathon" Baggage Car, White and Tan 1 HO-121 Illuminated Coalcar with cupola, and rails and ties. 12 8 1/2" sections HO-260 curved track (radius 100" circle); Track Terminal, No. 14 Electronic Reverser must be used. See Illustration on transformer page.



**HO-141 3-CAR "HOTSHOT"
PASSENGER TRAIN—42" LONG**
with Electronic Propulsion
Locomotive, "Choo-Choo,"
Real Smoke

Thrilling Tru-Model passenger train. Electronic Propulsion Locomotive with Alnico permanent magnet motor. Built to high precision standards and correct in every detail. Molded 9" cars, green, have automatic couplers.

Set consists of: 1 HO-141 D.C. Locomotive and Tender, 14" long; 1 HO-131 Illuminated Baggage and Mail Car; 1 HO-129 Passenger Coach; 12 8 1/2" sections HO-260 curved track, Bakelite (radius 100" circle); 12" diameter; Track Terminal, No. 14 Electronic Reverser must be used.



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**

Before glue to get smooth sections of this type, you'll have no exciting "wobble" in your track layout.

HO-264 1/2 SEC. CURVED TRACK, 8 1/2" Long
HO-266 1/2 SEC. CURVED TRACK, 4 1/2" Long

Curved track is required to build the circle which is the train track layout. All other layouts are combinations of the circle. 12 sections make a 1/2" diameter circle.

HO-260 TRACK TERMINAL

May be attached to any curve section.



**HO-151 D.C. "N.Y.C." A-6-4
ELECTRONIC PROPULSION
LOCOMOTIVE AND TENDER
14" Long**

Die-cast, "Choo-Choo", real smoke, worm drive, Alnico Permanent Magnet motor, Lucite headlight.



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



HO-121 "N.H." PASSENGER COACH
Round glass windows, automatic couplers. Illuminated. Green, 9".



HO-128 GONDOLA CAR
"Lough New England," gray, 6".



HO-124 "N.E." REFRIGERATOR CAR
Lockers, corrals, White sides, 8 1/2".



HO-131 COALCAR
Cupola, and rails, bottom, Bakelite. 4 1/2".

ERECTOR

DEVELOPED AT THE
GILBERT HALL OF SCIENCE

THEY
WHISTLE

THEY'RE
ALL-
ELECTRIC

THEY
BUZZ
WITH ACTION



Made of **STEEL**
to Build like **REAL**



*Hello
Boys!*

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 land safely 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 snap-fitted 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, revolve and pick up metal by electro-magnetic power — and dozens of other unusual, engine-driven engineering marvels.

