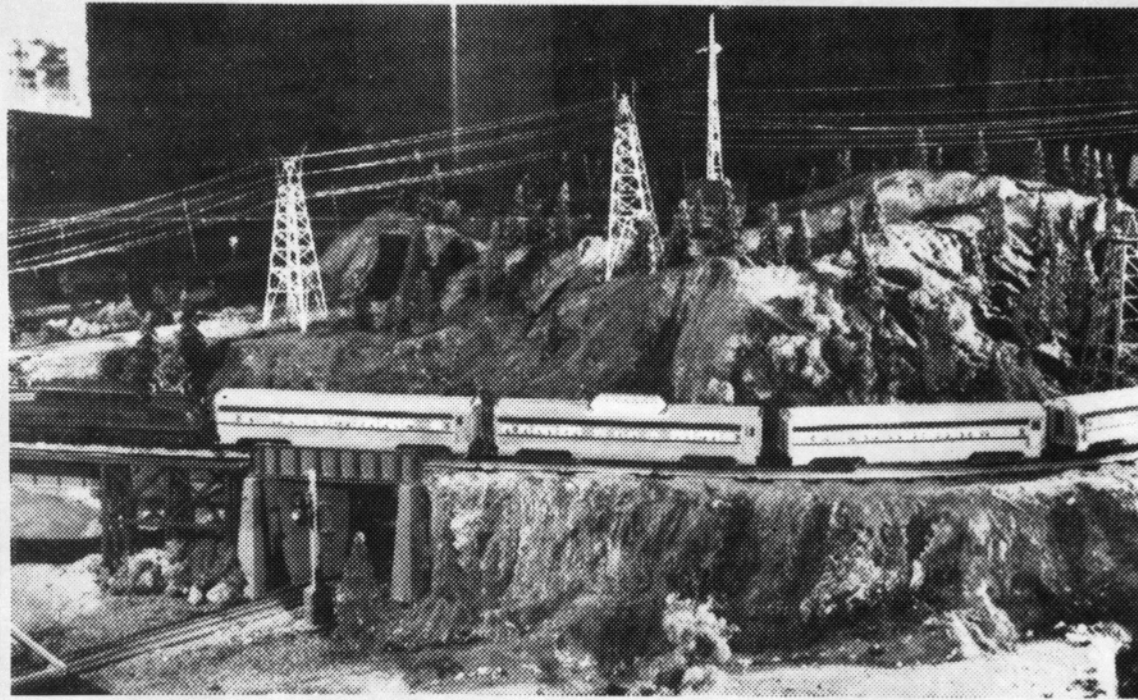
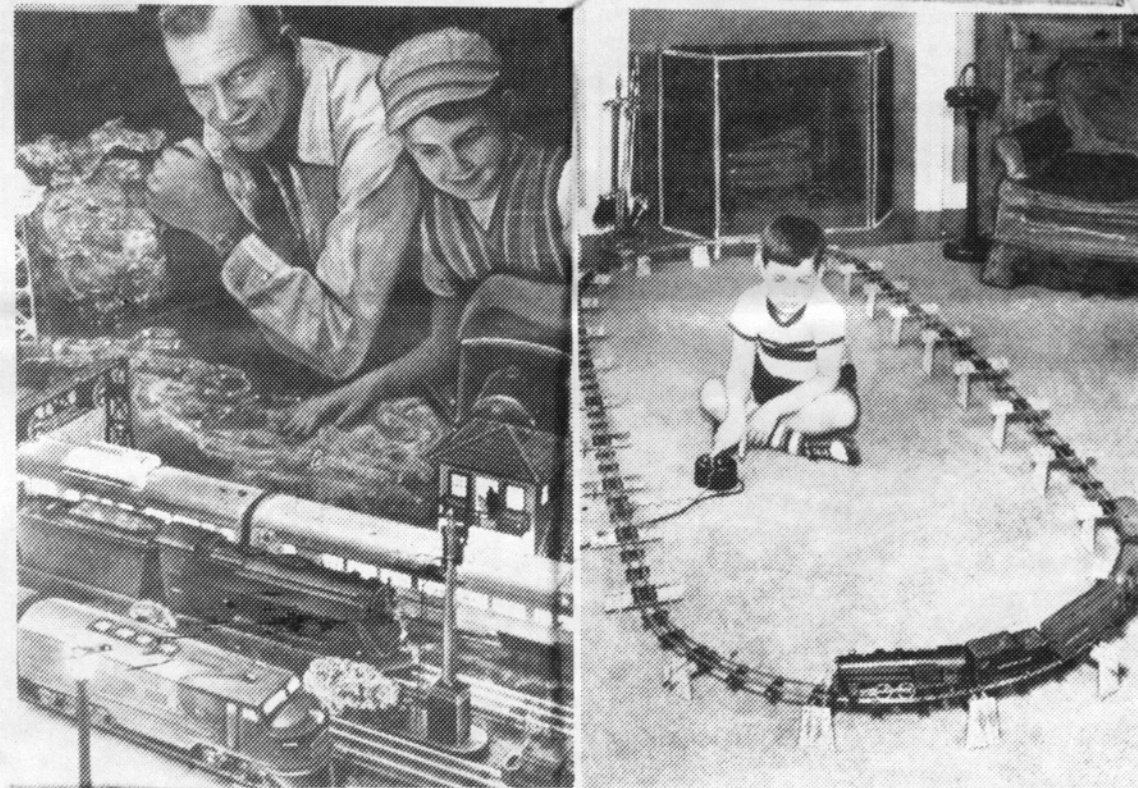


All Aboard for Trainland



STREAKING THROUGH THE NIGHT is the Congressional Limited. But not the real thing. This realistic scale model was copied from the blueprints of the original. Even the detail and color markings are exactly in scale. The locomotive is powered by two engines. Passenger cars are of solid aluminum, are illuminated and show tiny passengers inside. (Lionel)



LIVING ROOM FERROEQUINOLOGISTS admire different train set-ups. Junior railroader at right, surrounded by A. C. Gilbert's unique trestle arrangement, throws switch setting train in motion. Giant-like father and son team, at left, look on as three Lionel trains race into the depot simultaneously. Train sets — complete with all accessories — can cost over a thousand dollars.

Ferroequinology, an adult word for the study and practice of scale-model railroading, is fast becoming the nation's leading hobby—for adults as well as children.

At the end of World War II, an estimated 35 per cent of all electric trains was sold to adults for their own use. The number of adults interested in scale-model trains has increased until it is an even bet that the next set sold will be to a "grownup."

Lionel, the country's leading producers of electric trains, is catering specifically to the adult trade. Improvements available this Christmas consist largely of items that would appeal to older ferroequinologists.

The trolley tracks are being ripped up from Main Street, U.S.A. As a consequence, the

trolley is following the path of the buffalo to near-total extinction.

Lionel has resurrected the trolley for model railroad fans. That firm is manufacturing a motor-driven trolley car that runs on the same track as the trains. Whenever this rolling innovation bumps into a train or other object, the motor automatically reverses the car's direction.

Modern railroad technique has outdated the ice man. Lionel, continuing its reconstruction of memory lane, has built an Ice Depot set.

The push of a button brings out a little man on the roof. The flick of a switch sends him into action: he shovels realistic blocks of ice into a waiting car.

One of the highly touted new products is a scale model of the famed "Congressional," a crack-

crack express going between Washington and New York. This is aimed at the adult market which has actually used the real train. The scale-model engine, a close replica of the original, has two powerful motors.

One of the more adult developments listed by A. C. Gilbert, manufacturers of the American Flyer, is a miniature commuter station. Hurrying commuters get on and off trains, then mill around the platform.

That firm has also built stock yards which feature mechanical steers which board and get off cattle cars.

New this year come such refinements in railroading as a fully automatic coal and log loader. The A. C. Gilbert firm also announces a log-carrying car which tilts the logs onto a siding. The newest cabooses feature a lantern-carrying train-

Modern Toys Are Lures on Road to Education

NEW YORK, N. Y.—If a child could own and operate every toy on the market today, he would accumulate enough knowledge for a college degree.

That is not the opinion of any well-known toy manufacturer or educator.

It is the opinion of one played-out reporter after an afternoon matching wits with the toys at the Toy Guidance Council's New York showroom.

Any kid able to use the hundreds of toys on the market today deserves a Master of Toys degree. This degree could be given on a credit system. One point, for example, might be given when the child is able to use alphabet blocks intelligently. At least 25 points ought to be given to the child able to duplicate the Brooklyn bridge with an Erector set.

The remarkable thing is that kids can't see it coming. The education is camouflaged. It even looks like fun. According to most kids, it is fun.

The educators begin their work when the child is still a member of the bib-and-diaper set. Crib exercisers enable the toddler to grasp objects firmly. What objects? Why, toys and games, of course. Toys and games that enable the brain cells to keep pace with the muscle cells.

The child is then given a train set known as "chuggedy-chug." In the good old days a toy train was considered satisfactory if it would do two things: slide easily and go "choo-choo." Then they added frills, a roundhouse and trestles.

That's the catch. "Chuggedy-chug" has a roundhouse all right. Trouble is that you can't use the roundhouse unless you know how to count.

And once they've got the child counting, there's no stopping the educators. Their enthusiasm is wild.

They hand the baby a game called "Candyland." Any child that immediately envisions an eating treat, better forget such thoughts. This is a board game with a gimmick: all moves are based on a child's ability to distinguish colors.

While all this is going on, the educators keep rolling blocks, alphabet blocks, from their white towers.

By the time he can crawl, today's youth is able to count, pro-

REMEMBER BABY

If friend or neighbor might be embarrassed by Christmas gifts, it is often a good idea to select a gift for youngster instead. A sterling silver bib pin or a jeweler's gift certificate for bronzing of baby's first shoes will be appreciated.

ounce the alphabet and name the colors. A decade ago he would have been classed as a prodigy and enrolled in Harvard law school at the age of 15.

But, the toy manufacturer's brain trust has just begun to fight. By now the child is set for a little basic philosophy. "Annie Oakley" is a children's game based on a wild west chase

for bad men. The good guys never lose, which is as it should be.

With this firm base in ethical theory, the child is well prepared to face the passing of years . . . and more educational games.

"Pathfinder" can be played well only when the child has an understanding of basic geometry.

"Game of the States" teaches geography and natural history. Traffic regulations are learned by playing "Drive-ur-Self."

Toddlers with Wall Street aspirations are given games of high finance such as "Easy Money"

and "Monopoly." Once the money is made, it must be spent wisely. The child is set for science research.

Chemistry sets are introduced. First the child is given the simpler models with a mere 100 ex-

periments. Just before commencement exercises the child must master the final test, the set with over 700 experiments. It bears the ominous title, "The Atomic Energy Set."

Degree clenched in fist, the average 7-year-old of today is ready. Ready for the second grade.



CARPENTER grimaces as he planes edge of bookcase base. Tool sets make good presents for all males.



INTENSE ENGINEER builds bridge from complex Erector set. Comes in sizes for six age groups. (A. C. Gilbert)



DRIVER OF THE FUTURE cracks up toy auto as he plays game which teaches the value of safe driving practices. One player turns wheel, controlling auto's progress along moving highway. Competitor controls mobile highway's speed.



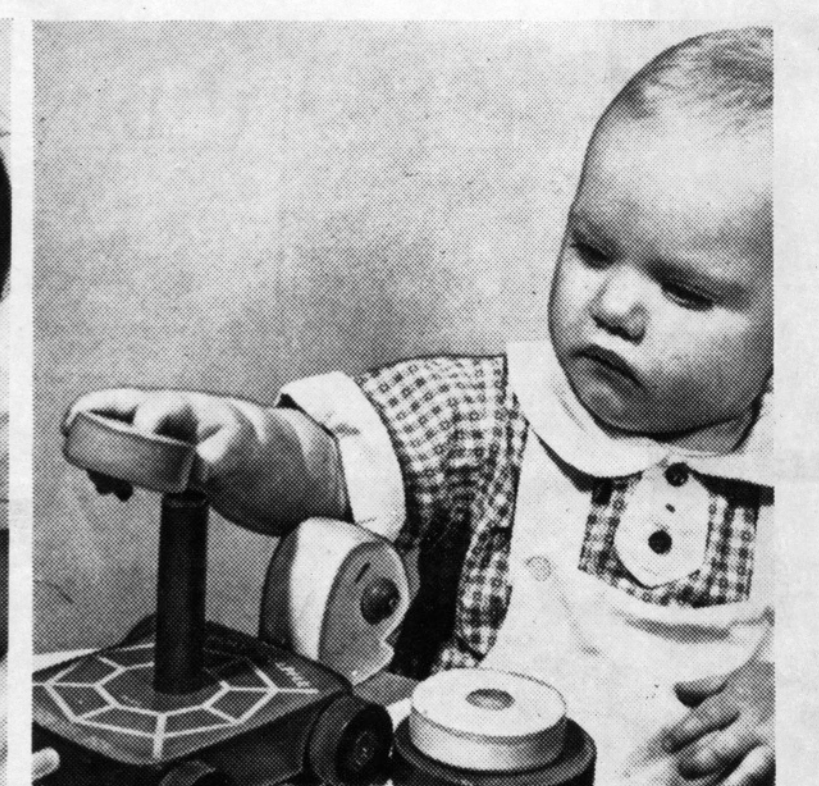
CONVERTIBLE sportscar contains 60 pieces. When assembled, it will start and stop by remote control.



PINT-SIZED chemist examines test tube as he attempts to build pint-sized atomic reactor from ingredients.



MINDS MEET as two children undertake a wit-battle with new game designed to camouflage education in a shrubbery of enjoyment. Game is slanted to several age levels: young and old may join in the fun on equal competitive terms.



IN DEEP CONCENTRATION, child attempts to fit round peg on round hole. It's not so easy as it sounds — when you're a little over a year old. This is first step in "learn-as-you-play" plan of modern toy manufactures. (Toy M'frs of U.S.A.)