

Please read this carefully before you start building.

In this book you will find all the instructions you need to build Meccano models. There are very clear colour pictures which show you each step in the building of every model.

Perhaps you have never used Meccano before. In that case, look carefully at the section below. It tells you all about the basic methods of building with Meccano.

Remember, all the models in this book are only suggestions. With practice, you'll find you can design and build your own and, if you need extra parts, you can buy Meccano spare parts from your Meccano shop.

So off you go. And have fun.

How to use Meccano.

With just a little practice, Meccano is very easy to use. The only tools you need are a screwdriver and two spanners.

Perhaps you've used your father's tools before, but in case you haven't, this is how they work.

The screwdriver is used to turn Bolts. You simply put the blade of the screwdriver into the slot in the top of the Bolt and turn the screwdriver clockwise (to the right). To undo a Bolt, you turn the screwdriver the other way.

Nuts go on the other end of Bolts to make a tight joint. Start by turning the Nut on the thread of the Bolt with your fingers. Then use the screwdriver to tighten the Bolt. If the Nut and Bolt turn together you can hold the Nut with the spanner while you tighten the Bolt.

There are two spanners in the Multikit so that you can make a locknut. You will need a locknut when you want a piece to move freely between a Nut and Bolt. To make one, you just thread two Nuts onto the end of a Bolt and tighten them against each other.

When bending Flexible Plates form them over the Gun Barrel. Hold the Gun Barrel against the underneath of the Flexible Plate *between the rows of holes*. Place your fingers on top of the Plate and press it over the Gun Barrel. It's rather like folding a piece of paper.

When you're building Meccano models, you will sometimes need certain standard joints. These are called *Basic Constructions* and each one is identified by a number.

It's a good idea to practise these joints, because when you know how to make them, you'll build your Multikit models with no trouble at all.

Numbers BC3, BC4 and BC5 are not needed to build the models in this book. They are included because you will probably need them when you

start building models of your own design.

BC1 This is one way of joining two Strips together so that they can move. It's one example of a locknut. You push the Bolt through the Strips. Thread one Nut onto the Bolt but don't tighten it so much that the Strips cannot move. Then thread on the second Nut and tighten it against the first Nut. You will have to hold the first Nut still with your other spanner.

BC2 This is another kind of locknut. Push the Bolt through one of the Strips. Thread on the first Nut. Then push the second Strip over the end of the Bolt and thread on the second Nut. Tighten the Nuts against the second Strip so that the first Strip moves around the Nuts and the Bolt.

BC3 This is simply two Strips joined together by a third Strip. Note that four Nuts and Bolts are used to make a strong joint.

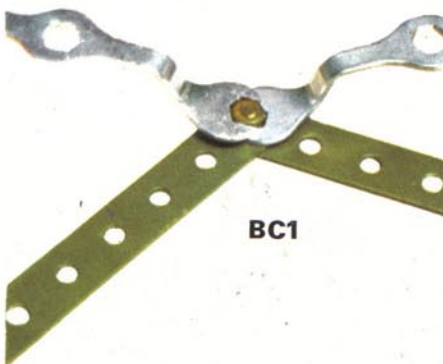
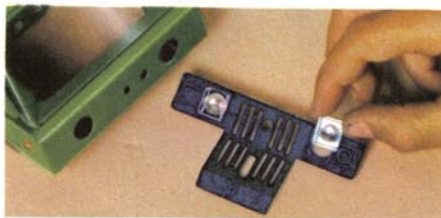
BC4 This is a way of joining two Strips together by using two Nuts and Bolts. (If you only used one, of course, the Strips would be free to move around.)

BC5 This is an Obtuse Angle (that is, more than 90°) Bracket (405), used to join two Strips at an angle to each other.

NOTE: Some of the Multikit models fire harmless projectiles. **But remember,** never point missiles at people.

Note: Models with headlights

Ensure that the headlight glasses are fixed in position *before* attaching the radiator grille.



Bei Baubeginn bitte genau durchlesen!

In diesem Buch sind alle Anweisungen zum Bau von MECCANO-Modellen enthalten. Die guten Farbbilder zeigen jeden Schritt zur Fertigung jedes Modells.

Wenn Sie zum ersten Mal Meccano verwenden, sehen Sie den untenstehenden Absatz sorgfältig durch. Er sagt Ihnen, wie Sie die einfachsten Bauvorgänge mit Meccano ausführen.

Wir möchten darauf hinweisen, daß alle Modelle dieses Buches nur Anregungen sein sollen. In der Praxis wird sich zeigen, daß es noch viele Entwicklungsmöglichkeiten gibt.

Falls weitere Teile benötigt werden – der MECCANO-Fachhändler hat sie!

Nun flott angegangen – viel Spaß!

Handhabung.

Mit nur wenig Übung lässt sich Meccano leicht handhaben. An Werkzeugen werden lediglich ein Schraubenzieher und zwei Schraubenschlüssel benötigt.

Wahrscheinlich hast Du schon einmal die Werkzeuge Deines Vaters benutzt, doch wollen wir vorsorglich deren Arbeitsweise nachfolgend genauer beschreiben.

Mit dem Schraubenzieher werden Schrauben gedreht. Hierzu musst Du die Klinge in den Schlitz des Schraubenkopfes einlegen und den Schraubenzieher dann im Uhrzeigersinn (als nach rechts) drehen. Um eine Schraube zu lösen, drehst Du den Schraubenzieher in der entgegengesetzten Richtung.

Muttern werden am anderen Ende der Schraube angebracht um eine feste Verbindung zu schaffen. Zuerst musst Du die Mutter mit den Fingern auf das Schraubengewinde aufdrehen, und danach kannst Du die Mutter mit dem Schraubenschlüssel festziehen. Wenn sich dabei nun Schraube und Mutter zusammen drehen, kannst Du die Klinge des Schraubenziehers in den Schlitz des Schraubenkopfes einlegen und so die Schraube festhalten, während Du die Mutter festziehst.

In dem Bausatz findest Du zwei Schraubenschlüssel, die Du zur Herstellung einer festen Verbindung durch eine Gegenmutter benötigst: Eine solche Verbindung brauchst Du, wenn sich ein Bauteil zwischen der Mutter und der Schraube frei bewegen soll. Du schaffst eine solche feste Verbindung, indem Du zwei Muttern auf das Schraubengewinde aufdrehst und die beiden Muttern dann gegeneinander fest anziehst.

Wenn Sie Bleche biegen, tun Sie das mit Hilfe eines runden Bleistiftes. Halten Sie den Stift unter das flexible Blech *zwischen die Lochreihe*. Legen

Sie einen Finger oben auf das Blech und drücken Sie auf den Stift als wenn Sie ein Stück Papier falten würden.

Zum Bauen von Meccano-Modellen wirst Du gelegentlich gewisse Standardverbindungen benötigen, die man "Grundbauart" nennt und die durch Kennzahlen unterschieden werden.

Es ist zu empfehlen, dass Du diese Grundbauarten übst, weil Du dann Deine Multikit-Modelle ohne Schwierigkeiten erstellen kannst.

Die Nummern BC3 und BC4 finden für die Modelle in diesem Buch keine Anwendung. Sie sind nur deswegen beigefügt, weil Du sie vielleicht beim Bau von Modellen nach Deinen eigenen Plänen von Nutzen findest.

BC1 Dies ist eine der Möglichkeiten zur Verbindung von zwei Teilen derart, dass die Teile beweglich bleiben. Dies ist ein Beispiel der Schaffung einer festen Verbindung mit einer Gegenmutter. Schiebe die Schraube durch einen Bauteil, drehe eine Mutter auf das Schraubengewinde auf, aber nur so weit, dass sich das Bauteil noch bewegen kann. Drehe dann eine zweite Mutter auf und ziehe diese gegen die erste Mutter fest. Hierbei musst Du die erste Mutter mit dem anderen Schraubenschlüssel festhalten.

BC2 Dies ist eine andere feste Verbindung. Schiebe die Schraube durch einen Bauteil, drehe die erste Mutter auf das Schraubengewinde auf, schiebe dann den zweiten Bauteil über das Ende der Schraube und drehe dann die zweite Mutter auf. Ziehe alsdann die beiden Muttern gegeneinander fest, und zwar derart, dass sich der erste Bauteil um die Muttern und die Schraube drehen kann.

BC3 Hier sind zwei Bauteile einfach durch einen dritten Bauteil miteinander verbunden. Das lässt sich mit zwei Muttern und Schrauben erreichen, doch erreicht man mit vier Muttern und Schrauben eine stärkere Bindung.

BC4 Hier sind zwei Bauteile durch zwei Muttern und Schrauben miteinander verbunden. (Wenn Du nur eine Mutter und Schraube verwendest, können sich die Bauteile natürlich frei drehen.)

BC5 Dies ist ein Arm (405) mit stumpfem Winkel (d.h. mit mehr als 90°), mit welchem Bauteile im Winkelverhältnis zueinander verbunden werden.

ANMERKUNG: Einige 'Multikit' Modelle schießen harmlose Projektile. **Man darf sie aber nicht** auf Personen richten.

Zur Beachtung: Modelle mit Scheinwerfern

Es ist darauf zu achten, dass die Scheinwerfergläser vor dem Einbau des Kühlergrills eingesetzt werden.

A lire attentivement avant de commencer le montage.

Vous trouverez dans ce livre toutes instructions de montage, avec des illustrations en couleurs détaillant étape par étape la réalisation du modèle.

Vous n'avez peut-être jamais construit de Meccano? Alors lisez attentivement le texte ci-dessous, vous y trouverez tout ce qu'il vous faut savoir.

Les modèles illustrés dans ce livre ne sont que des suggestions. Avec de la pratique, vous pourrez concevoir et construire vos propres modèles. Vous pouvez vous procurer des pièces détachées chez votre revendeur habituel.

Et maintenant, a vous de jouer... et amusez vous bien!

Comment utiliser Meccano.

Vous verrez qu'avec un tout petit peu d'entraînement, Meccano est très facile à utiliser. Les seuls outils dont vous avez besoin sont: un tournevis et deux clés.

Vous vous êtes peut-être déjà servi de ceux de votre père. Dans le cas contraire, voici comment ils fonctionnent.

Le tournevis sert à visser un boulon dans une pièce Meccano. Il suffit de mettre la lame du tournevis dans la fente de la tête du boulon et de tourner dans le sens des aiguilles d'une montre. Pour dévisser un boulon, tournez le tournevis dans le sens opposé.

Les écrous se mettent sur l'autre extrémité du boulon afin d'assurer une fixation solide. Commencez par visser l'écrou sur le boulon avec vos doigts. Prenez ensuite le clé pour serrer l'écrou. Si l'écrou et le boulon tournent ensemble, mettez le tournevis dans la fente du boulon et maintenez-le pendant que vous serrez l'écrou.

Il y a deux clés dans ce Multikit, de façon que vous puissiez faire une articulation à contre-écrou. Pour cela, il suffit d'enfiler deux écrous sur le bout d'un boulon et de les serrer l'un contre l'autre. Vous utiliserez ce procédé pour qu'une pièce bouge librement entre en écrou et un boulon.

Pour recourber une plaque, palpez-la sur un crayon rond ou tout autre objet de forme similaire. Maintenez le crayon sous la plaque, entre deux rangées de trous. Posez un doigt sur la plaque et appuyez-la contre le crayon, comme pour plier un morceau de papier.

Pour certains modèles, vous aurez besoin de montages. Ceux-ci sont appelés "montages de base" et chacun possède un numéro.

Il est bon de vous entraîner à faire ces montages de base. Une fois que vous les connaîtrez bien, vous n'aurez absolument aucun problème pour

réaliser vos modèles "Multikit".

Vous n'aurez pas besoin des montages BC3 et BC4 pour construire les modèles de ce livre, mais ils vous serviront pour créer vos propres modèles.

BC1 Ce montage permet à deux bandes de bouger. C'est une articulation à contre-écrou. Vous enfoncez le boulon d'un côté et mettez les deux écrous de l'autre. Serrez ensuite les deux écrous l'un contre l'autre comme indiqué sur l'illustration.

BC2 Est un autre système d'articulation à contre-écrou. Placez un écrou sur une bande et un dessous puis serrez les deux écrous contre une bande.

BC3 Ce sont simplement deux bandes réunies par une troisième. Deux écrous et deux boulons feraient l'affaire, mais quatre permettront une articulation plus solide.

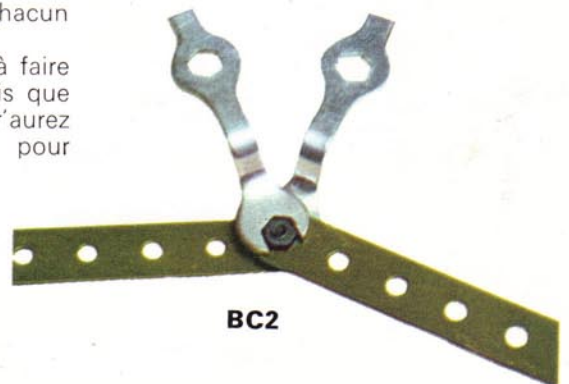
BC4 C'est une façon d'assembler deux bandes entre elles avec deux écrous et deux boulons. Si vous n'en utilisez qu'un, les bandes pourront pivoter.

BC5 C'est une équerre à 135° (405) utilisée pour relier deux bandes selon un angle obtus.

NOTE: Quelques uns des modèles tirent des projectiles inoffensifs. Mais faites bien **attention de ne jamais diriger** les projectiles vers les gens.

Note: Modeles avec phares

S'assurer que les verres des phares soient mis en place *avant* d'attacher la grille du radiateur.



BC2

Prima di cominciare le costruzioni leggere attentamente quanto segue.

In questo manuale troverete tutte le istruzioni necessarie per costruire i modelli MECCANO. Chiare illustrazioni a colori evidenziano la graduale realizzazione di ciascun modello.

Se non avete mai usato il MECCANO, occorre leggere con attenzione la sezione sottostante in cui sono descritti i metodi fondamentali della costruzione.

Tenete presente che tutti i modelli illustrati in questo manuale rappresentano solamente dei suggerimenti od esempi. Con la pratica potrete ideare e costruire modelli di vostra invenzione. Se vi occorrono pezzi MECCANO in più potrete acquistarli separatamente presso il vostro fornitore. Esigete i pezzi sciolti originali MECCANO.

Mettetevi all'opera . . . e buon divertimento!

Le Costruzioni MECCANO

Con un poco di pratica, costruire modelli MECCANO è molto facile. I soli utensili necessari sono un cacciavite e due chiavi per dadi.

Forse avrete già adoperato gli utensili di vostro padre, in caso contrario seguite queste istruzioni.

Il cacciavite serve per avvitate le viti. Inserite la punta del cacciavite nel taglio sulla testa della vite e girate in senso orario. Per allentare una vite, girate il cacciavite nel senso contrario.

I dadi si avvitano alle viti per unire insieme i pezzi MECCANO. Si comincia girando con le dita il dado, in senso orario, sul gambo della vite. Quindi si usa la chiave per stringere bene il dado. Se alle volte il dado e la vite girano insieme, inserire la punta del cacciavite nel taglio della vite tenendo fermo e con la chiave stringete strettamente il dado. Può essere talvolta più facile tenere fermo il dado con la chiave e avvitarla la vite con il cacciavite.

Nella scatola Multikit vi sono die chiavi per dadi per poter fare il "controdado". Per realizzare il "controdado" avvitate due dadi sul gambo di una vite e stringeteli strettamente uno contro l'altro, lasciando tra i dadi e la testa della vite lo spazio utile per il libero movimento di un braccio articolato.

Le piastrine flessibili devono venir piegate usando una matita rotonda o un oggetto analogo. Collocare la matita contro il lato sottostante della piastrina, *tra la fila di fori*. Con un dito, premere il lato superiore della piastrina, sopra la matita, allo stesso modo in cui si piega un pezzo di carta.

Nella costruzione di modelli MECCANO alle volte sono necessarie delle giunzioni di vari tipi, indicate nei manuali MECCANO come "costruzioni di base

MECCANO" ciascuna con una sigla di riferimento.

Sarebbe utile fare una certa pratica con queste giunzioni perchè se imparate a realizzarle con cura, vi sarà più facile poi costruire i vostri modelli Multikit MECCANO.

Le "costruzioni di base" BC3 e BC4 non sono contemplate nei modelli di questo manuale, ma sono qui illustrate perchè vi potranno essere utili quando comincerete a costruire modelli di vostra invenzione.

BC1 E' il modo di congiungere due strisce permettendone l'articolazione. Questo congegno in meccanica è chiamato "controdado". I due dadi, sulla vite di congiunzione, sono stretti uno contro l'altro in modo da non premere contro la striscia; le due strisce devono poter muoversi liberamente sul gambo della vite.

BC2 E' un'altra applicazione del "controdado". Un dado è avvitato al di sopra di una delle strisce e l'altro dado è avvitato al di sotto. I due dadi sono poi stretti contro la striscia mentre l'altra resta libera di girare sul gambo della vite.

BC3 Questa è semplicemente la congiunzione di due strisce per mezzo di una terza striscia. Due viti e due dadi possono bastare per avvitarle le tre strisce insieme, ma quattro formano una congiunzione più solida.

BC4 Questo è il modo di unire due strisce mediante due viti e relativi dadi. Se viene usata una sola vite con il relativo dado le strisce potrebbero muoversi.

BC5 Si tratta di un Supporto ad Angolo Ottuso (405) (cioè più di 90°) usato per congiungere due strisce ad angolo tra di loro.

NOTA: Alcuni dei Modelli "Multikit" sparano proiettili innocui. **Ma bisogna ricordare** di non puntare i missili verso le persone.

Nota: Modelli con i fari

Prima di montare la griglia del radiatore assicurarsi che i vetri dei fari siano fissati in posizione.

Vennligst les dette nøye før du begynner å bygge.

I denne boken vil du finne alle de instruksjoner du trenger for å bygge Meccano modeller. Der er meget klare farge-fotos som viser deg modellbyggingen steg for steg.

Hvis du ikke har brukt Meccano før, bør du studere nedenstående omhyggelig. Der finner du alt du trenger å vite om de grunnleggende fremgangsmåter når du bygger med Meccano.

Husk at alle modellene i denne boken kun er forslag. Etter hvert som du får øvelse, vil du snart kunne konstruere og bygge dine egne modeller. Hvis du skulle trenge ekstra deler, kan du kjøpe Meccano løs-deler i den nærmeste leketøyforretning.

Så sett igang . . . og ha det moro!

Hvordan man bruker Meccano.

Etter litt øvelse, vil man finne at Meccano er meget lett å bruke. Eneste verktøy du trenger, er en skrutrekker og to fast-nøkler.

Kanskje har du brukt din far's verktøy før, men hvis ikke, er dette hvordan de skal brukes.

Skrutrekkeren brukes til å skru en skrue gjennom Meccano-delen. Man setter bladet på skrutrekkeren inn i spalten på toppen av skruen og vrir med urviseren. Skal man skru opp en skrue, vrir du skruen den andre veien.

Mutteren passer i den andre enden av skruen, og gjør at skruen sitter fast. Begynn å skru mutteren i enden av skruen med fingrene. Bruk tilslutt fastnøklen til å "trekke til" mutteren.

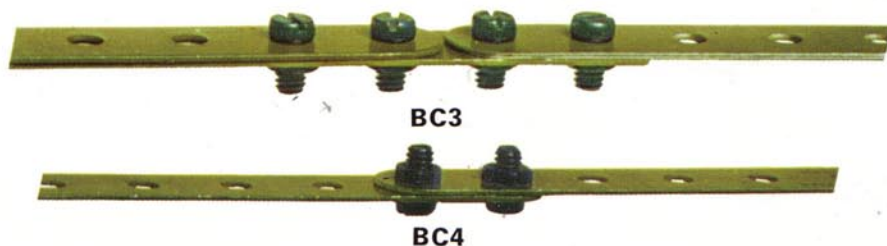
Det er to fast-nøkler i Multikit, slik at du kan lage en "stopp mutter". For å gjøre dette, setter du på to mutre i enden på skruen, og trekker den til mot hverandre. En stopp-skrue trenger du f. eks. når du ønsker at en del skal bevege seg fritt mellom mutteren og skruen.

Når du skal bøye fleksible plater er det lurt å forme dem om en rund blyant eller liknende. Hold blyanten mot undersiden av den fleksible platen, mellom rekken av huller. Sett så fingrene på oversiden av platen og bøy den rundt blyanten, omtrent som når du bretter et stykke papir.

Når du bygger Meccano modeller, vil du av og til behøve visse sammenskruinger. Disse kalles *Grunnkonstruksjoner*, og hver eneste en har et nummer.

Det er lurt å øve på disse sammenskruingene, for når du vet hvordan du lager dem, vil du bygge dine Multikit-modeller uten noen vanskeligheter.

Numrene BC3 og BC4 er ikke nødvendig for å kunne bygge modellene i denne boken, men de er tatt med fordi du sannsynligvis vil trenge dem når du begynner å bygge dine egne modeller.



BC1 Dette er en måte å skru sammen to skinner på, slik at de kan bevege seg i forhold til hverandre. Dette er et eksempel på "stopp-mutter". Du stikker skruen gjennom fra en side, og setter de to mutterne på fra den andre siden. Skru så mutterne mot hverandre slik som anvist på bildet.

BC2 Dette er et annet eksempel på "stopp-mutter". Den ene mutteren befinner seg på oversiden av en ab skinnene, og den andre mutteren er på undersiden, så skrues de to mutterne mot skinner.

BC3 Dette er ganske enkelt to skinner som er satt sammen ved hjelp av en tredje skinne. To muttere og skruer vil greie seg, men fire vil gi en sterkere dammenføyning.

BC4 Dette er en måte å sammenføye to skinner på ved å bruke to muttere og skruer. Hvis du bare bruker en, vil skinnene selvfølgelig ha anledning til å bevege seg.

BC5 Dette er en but vinkel (mere enn 90°). Vinkelbrakett (405) benyttes til å sette sammen to skinner til en vinkel.

HUSK: Noen 'Multikit' modeller kan skyte ufarlige prosjektiler. **Men husk:** sikt aldri prosjektilene på mennesker.

Anmerking: Modeller med frontlys

Påse at frontlys glassene er satt på plass *før* radiator grillen settes på.

S.v.p. aandachtig lezen voordat je begint te bouwen.

In dit boek staan alle nodige voorschriften om Meccano modellen te bouwen. Er zijn duidelijke afbeeldingen in kleuren, die elke volgende stap bij het bouwen laten zien.

Misschien heb je Meccano tot op heden nog niet gebruikt. In dat geval moet je de hieronder geplaatste paragraaf heel zorgvuldig lezen. Hierin vind je alles over de basis bouwmethode van Meccano.

Denk er om dat de modellen in dit boek slechts suggesties zijn. Al doende zul je merken dat je je eigen modellen kunt ontwerpen en bouwen. Als je extra onderdelen nodig hebt kun je Meccano reserveonderdelen bij je Meccano-handelaar kopen.

Klaar? Af! . . . en veel plezier!

Hoe Meccano wordt gebruikt.

Bouwen met Meccano is niet moeilijk. Als gereedschap gebruik je een schroevendraaier en twee moersleutels.

Misschien heb je je vaders gereedschap wel eens gebruikt; zo niet, dan zie je hier, hoe ze werken.

Gebruik de schroevendraaier om een boutje in een Meccano-onderdeel te schroeven. Doe het blad van de schroevendraaier in de gleuf aan de kop van het boutje en draai de schroevendraaier rechtsom. Losschroeven gebeurt in omgekeerde richting.

Moeren om het andere einde van de boutjes zorgen voor een hechte verbinding. Draai de moer met je vingers op de schroefdraad van het boutje. Zet de moer vast met de moersleutel. Zet de schroevendraaier in de gleuf van het boutje om te voorkomen, dat moer en boutje samen draaien als je de moer vastschroeft.

Er zijn twee moersleutels in de Multikit, zodat je een borg- of contra-moer kunt maken. Schroef twee moeren op het einde van een boutje en draai ze tegen elkaar aan. Zo'n borgmoer is nodig bij een stuk dat zich tussen moer en boutje kan bewegen.

Buigzame platen kun je het beste in de juiste vorm brengen rond een penseel of iets dergelijks. Het penseel houdt men tegen de ondervoorkant van het buigzame plaatje *tussen de rij gaatjes*. Plaats je vinger boven op het plaatje en buig dit om het penseel. Het is alsof je een stuk papier moet vouwen.

Als je Meccano modellen bouwt zal je nu en dan zekere verbindingen nodig hebben. Die worden *basisconstructies* genoemd en iedere heeft een nummer.

Het is een goed idee, deze verbindingen toe te passen, want als je weet

hoe ze te maken, kun je je modellen van je Multikit zonder moeilijkheden bouwen.

De nos BC3 en BC4 zijn niet nodig om de modellen uit dit boek te bouwen, maar ze zitten er in omdat je ze waarschijnlijk nodig hebt als je begint, je eigen modellen te bouwen.

BC1 Twee strips zó bevestigen, dat ze kunnen bewegen. Het is een voorbeeld van een borg- of contra-moer. Doe het boutje er aan de ene kant in en de twee moeren aan de andere kant. Draai daarna de moeren tegen elkaar aan, zoals de afbeelding laat zien.

BC2 Een andere soort van borgmoer. Een moer wordt boven de strip gehouden en de andere er onder. Daarna beide moeren tegen de strip aan draaien.

BC3 Twee strips verbonden door een derde strip. Twee moeren en boutjes kunnen het klaren, maar 4 maken er een steverigere verbinding van.

BC4 Twee strips verbinden, door twee moeren en boutjes te gebruiken. Als je er maar één zou gebruiken, zouden de strips vanzelfsprekend vrij kunnen draaien.

BC5 Een stompe hoek (meer dan 90°) kniestuk (405), te gebruiken om twee strips onder een hoek te verbinden.

LET OP: Sommige van de 'Multikit' modellen schieten onschuldige projectielen af. **Maar onthouden:** Deze nooit op mensen richten.

Modellen met koplampen

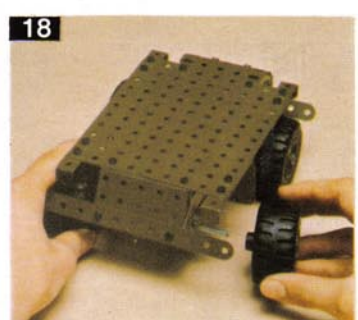
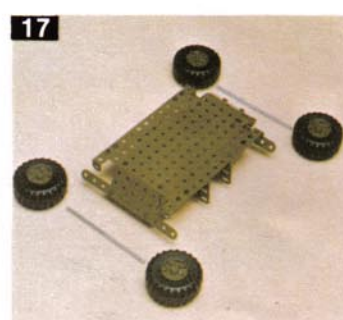
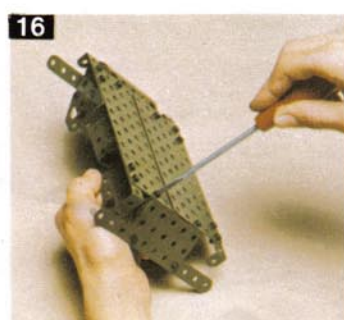
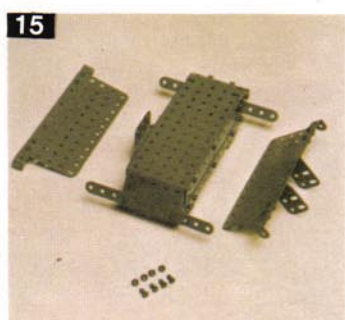
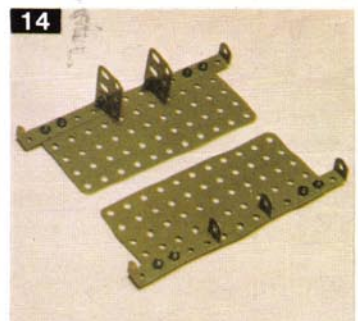
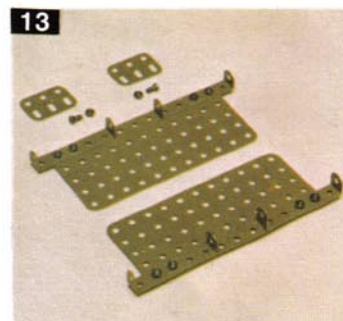
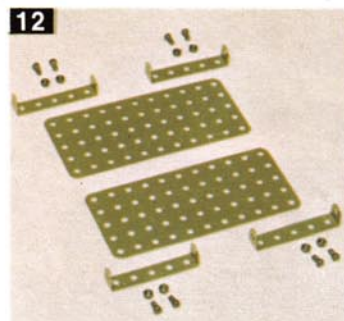
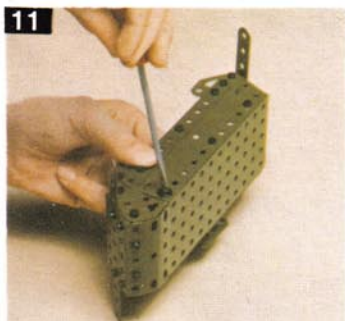
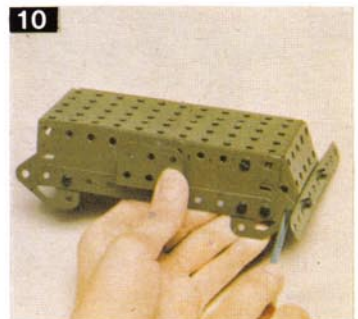
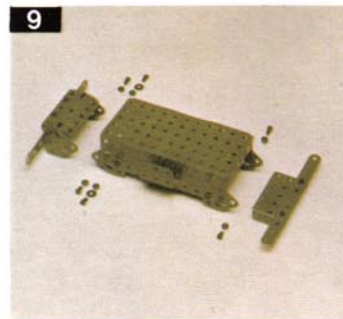
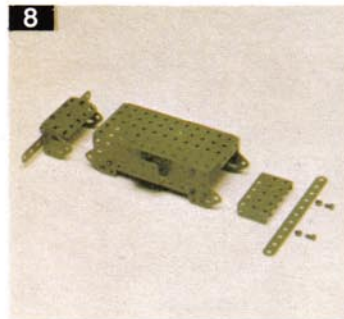
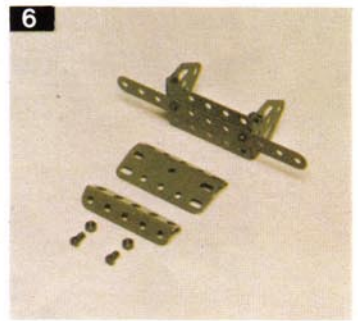
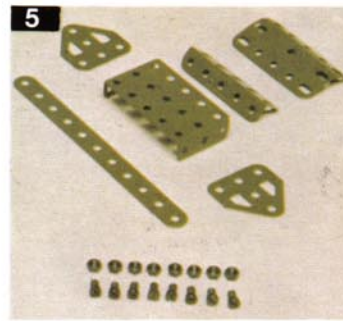
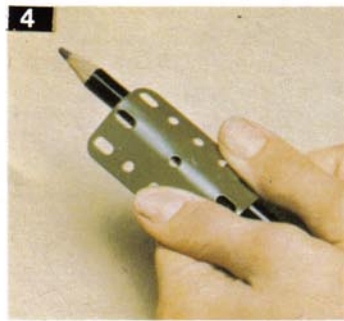
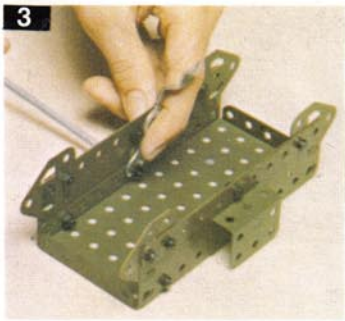
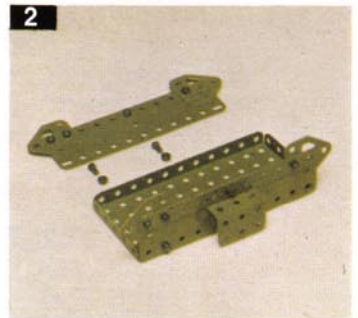
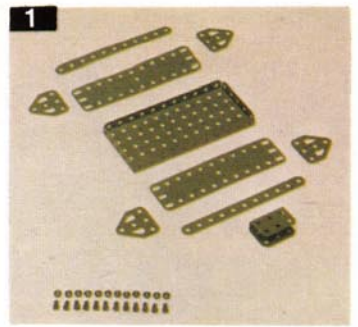
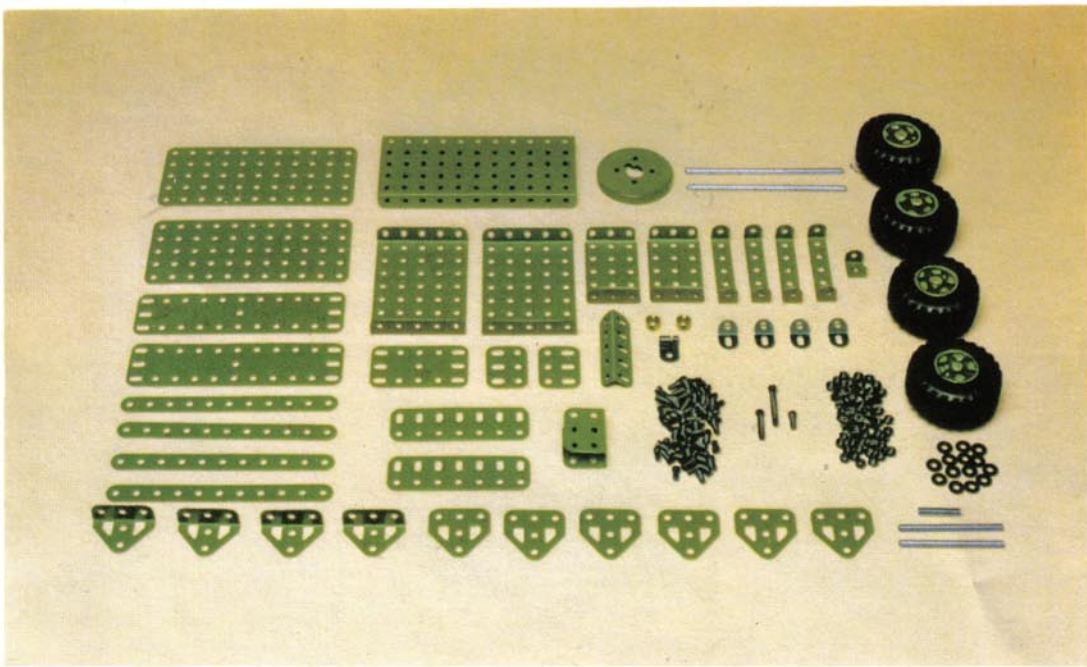
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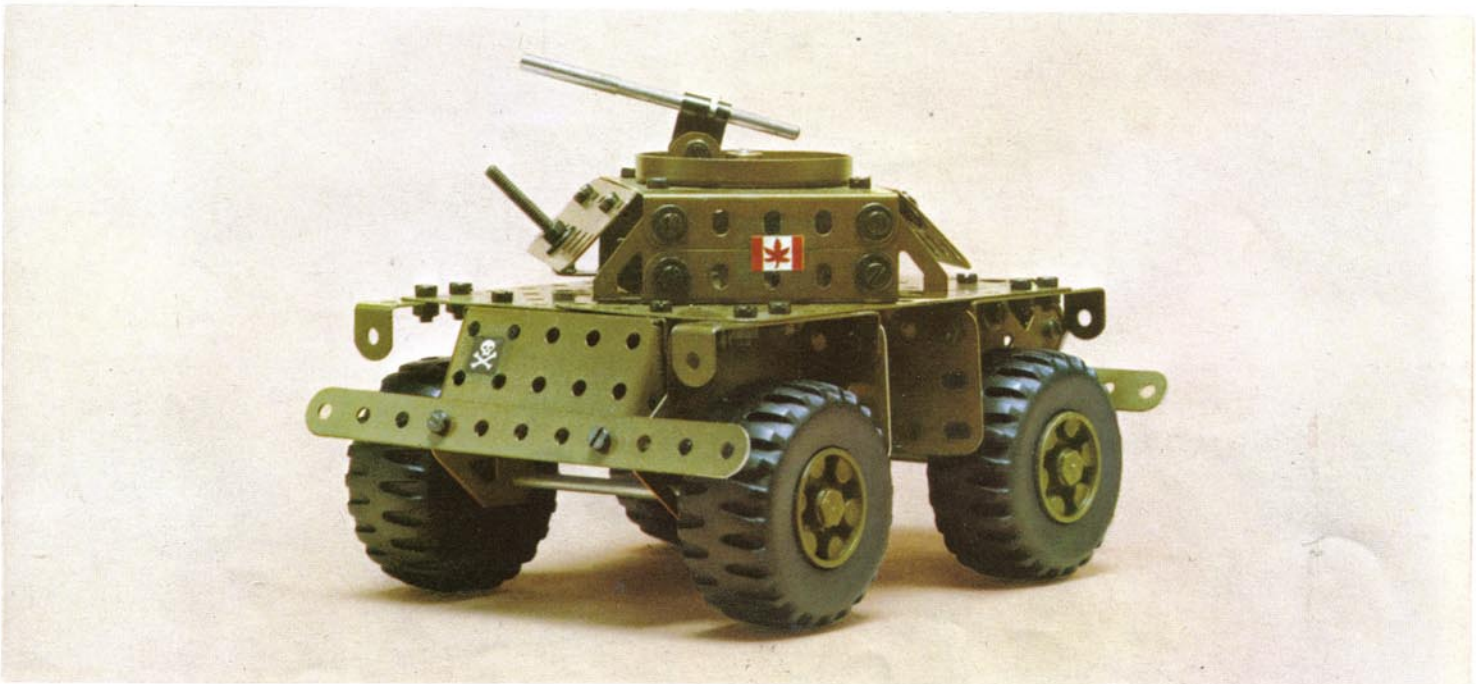
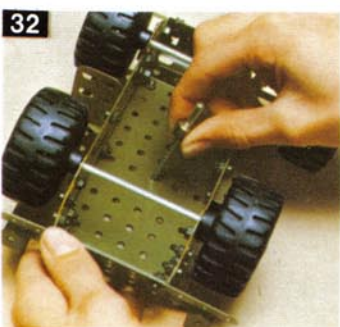
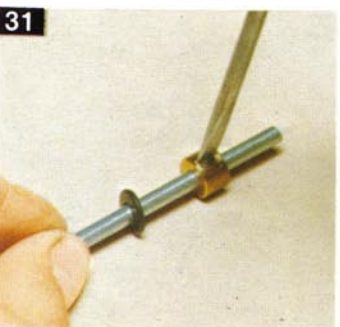
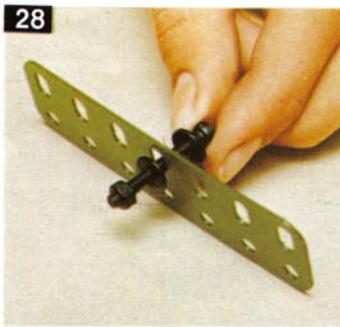
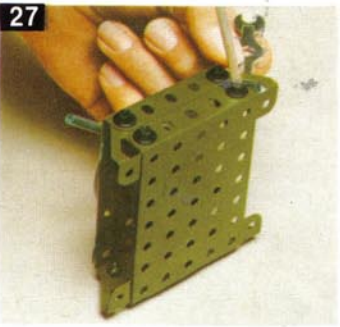
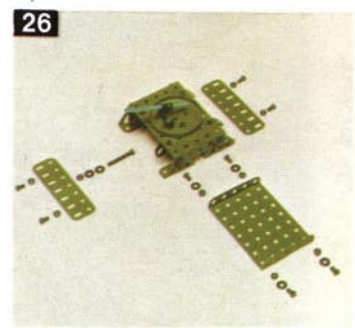
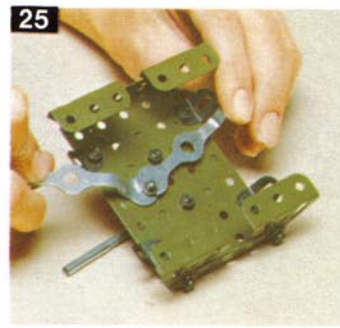
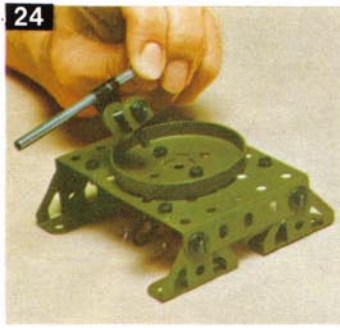
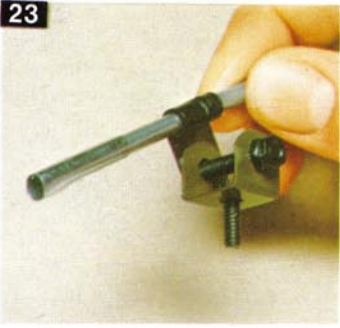
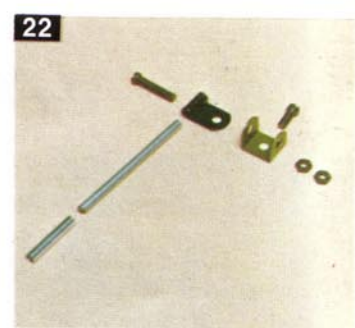
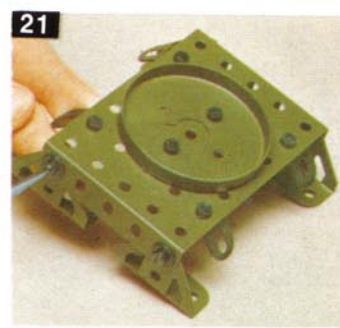
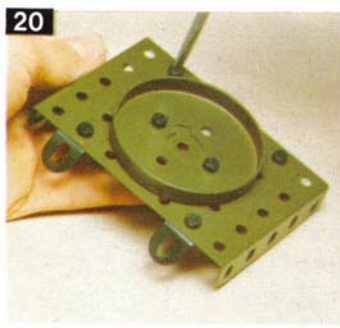
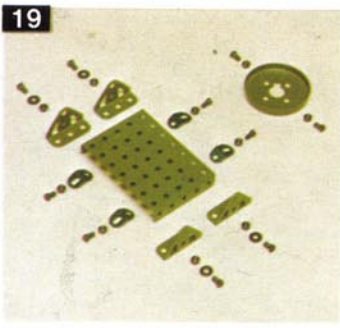


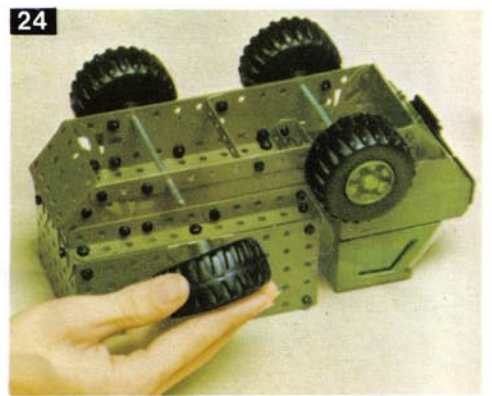
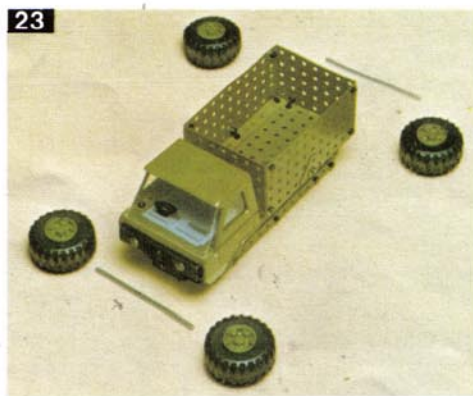
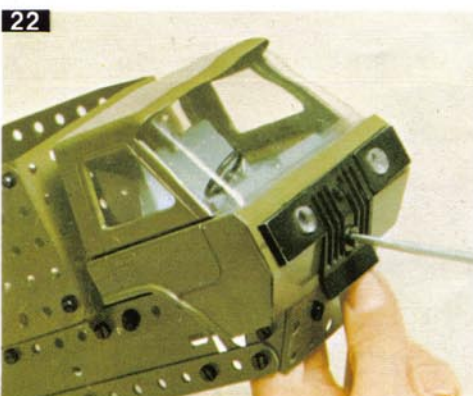
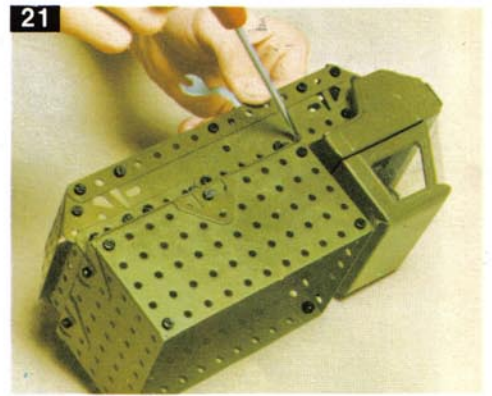
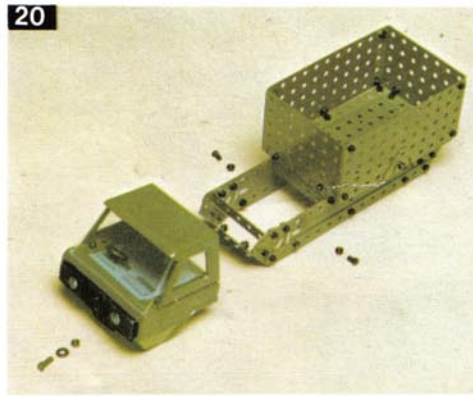
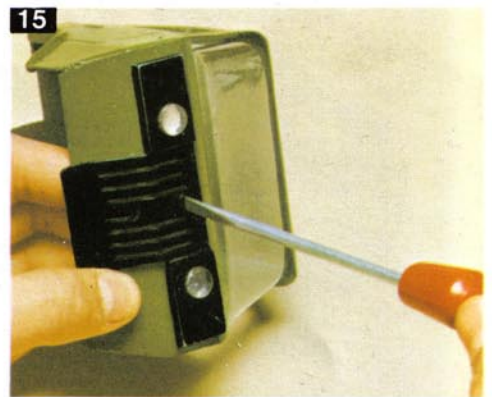
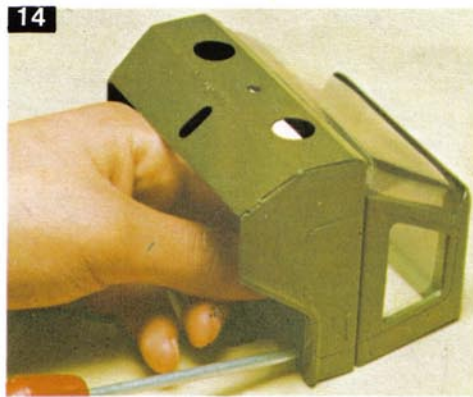
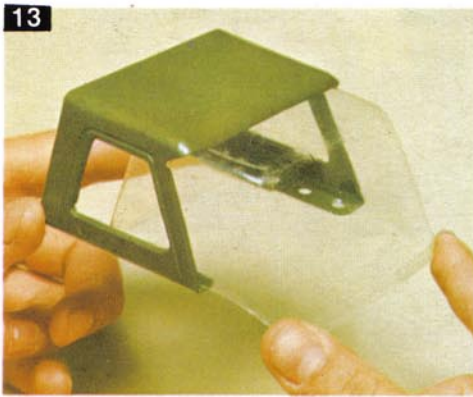
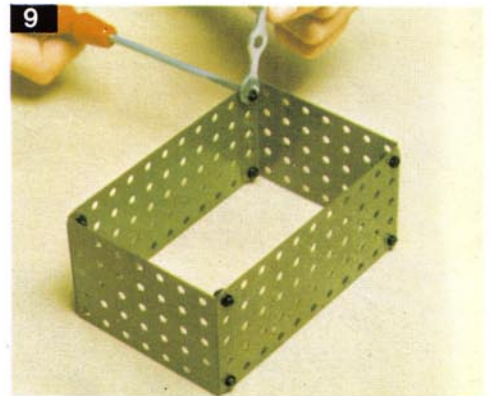
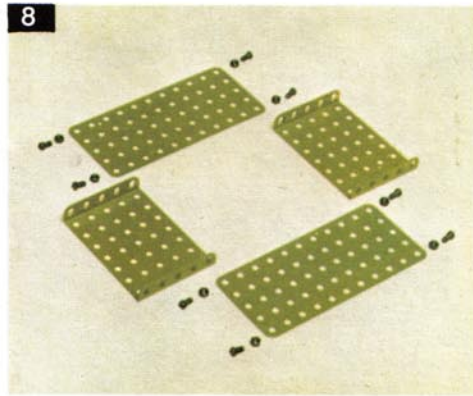
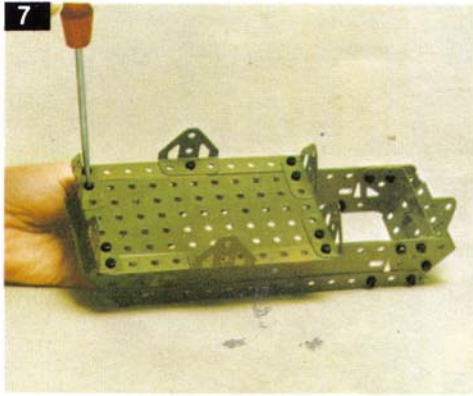
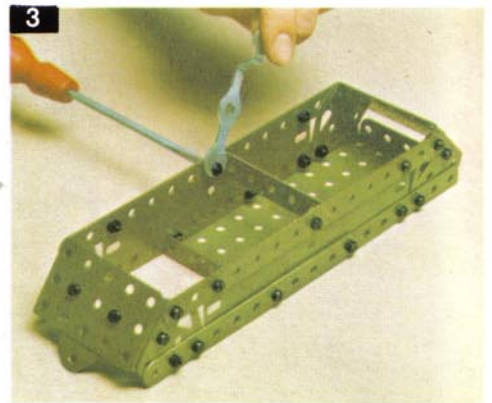
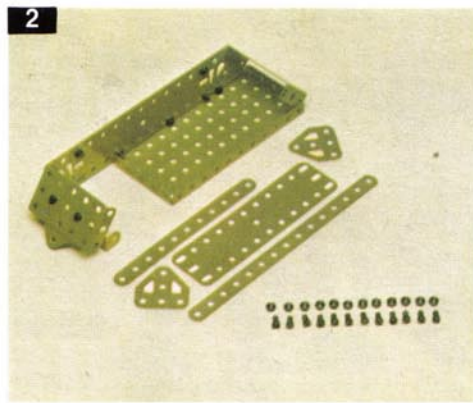
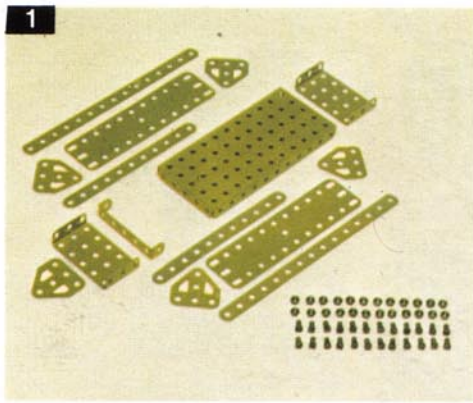
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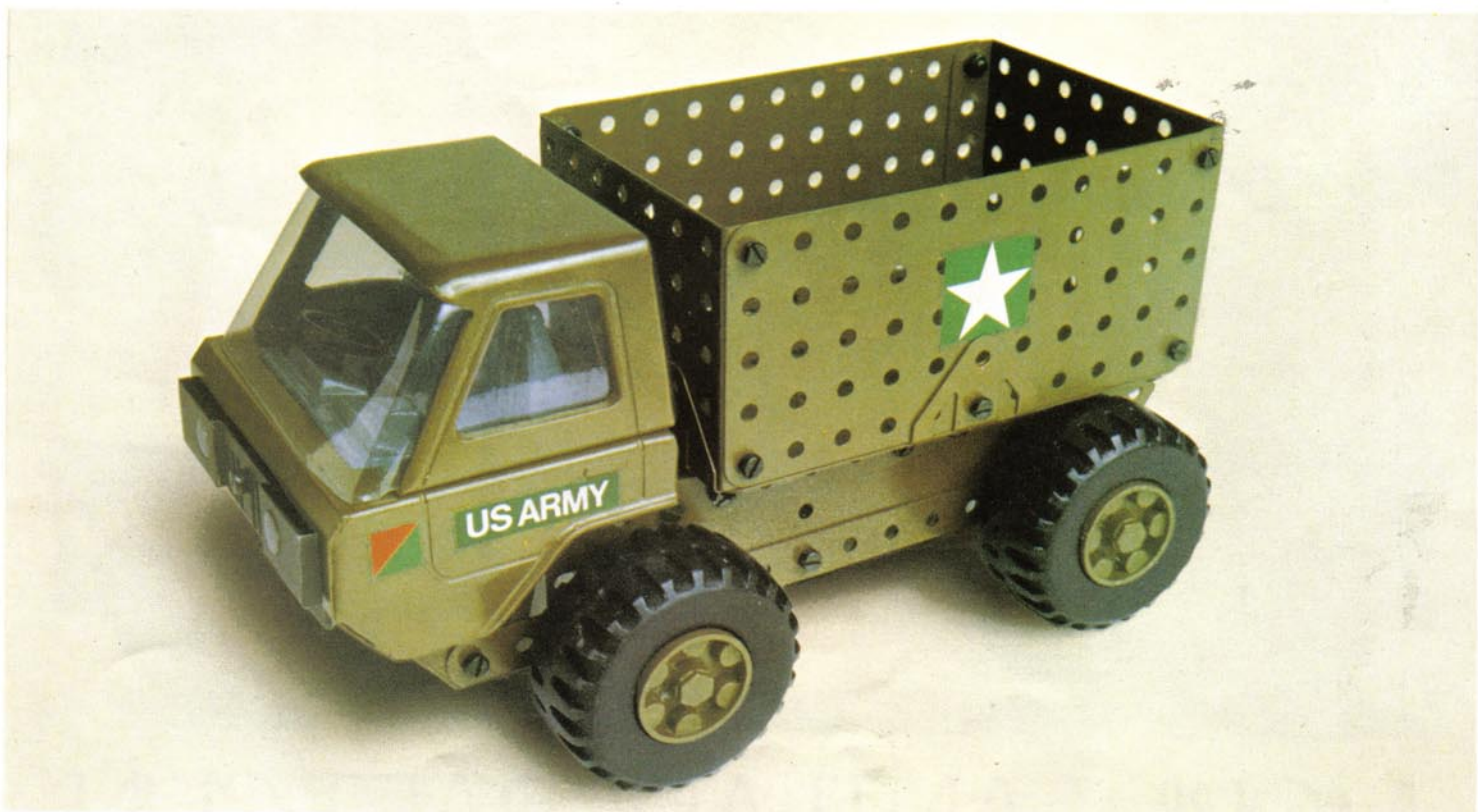
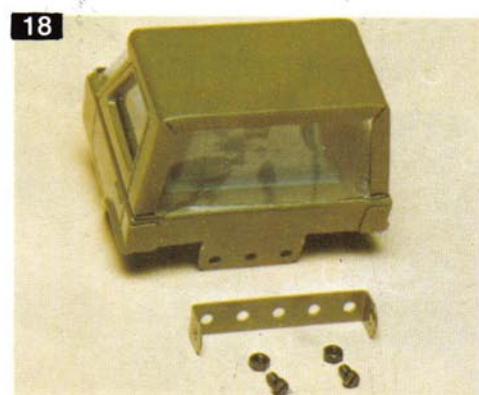
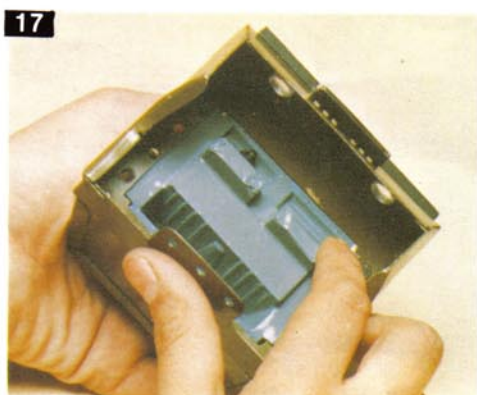
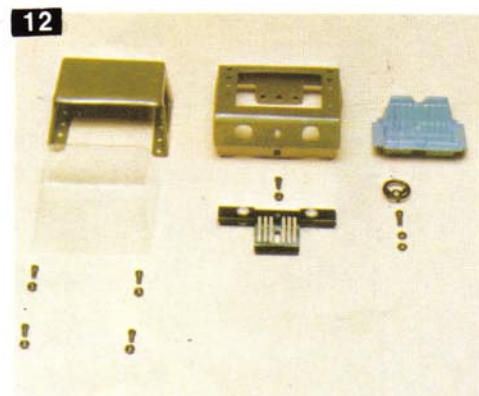
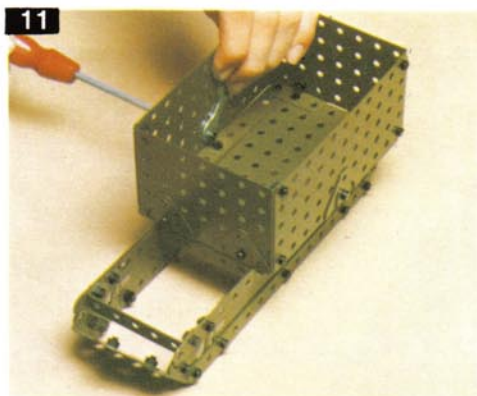
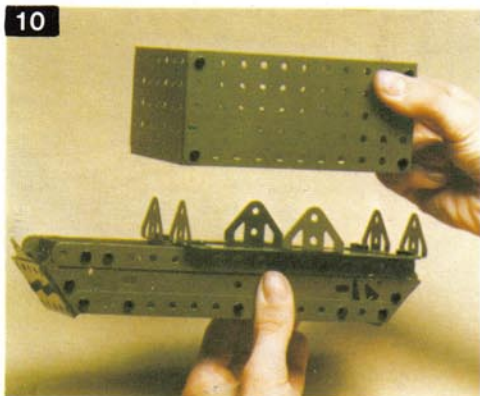
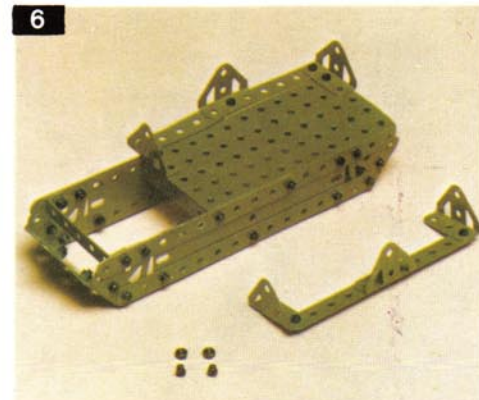
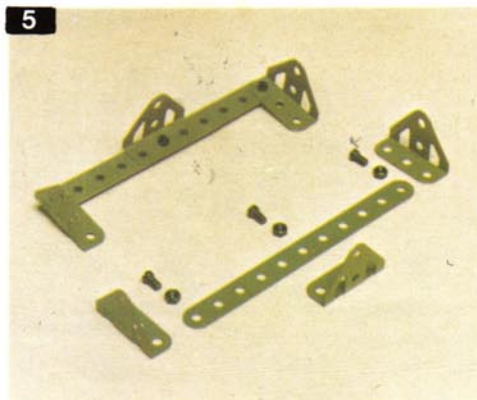
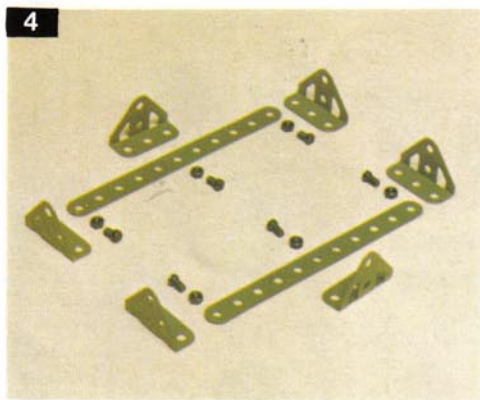


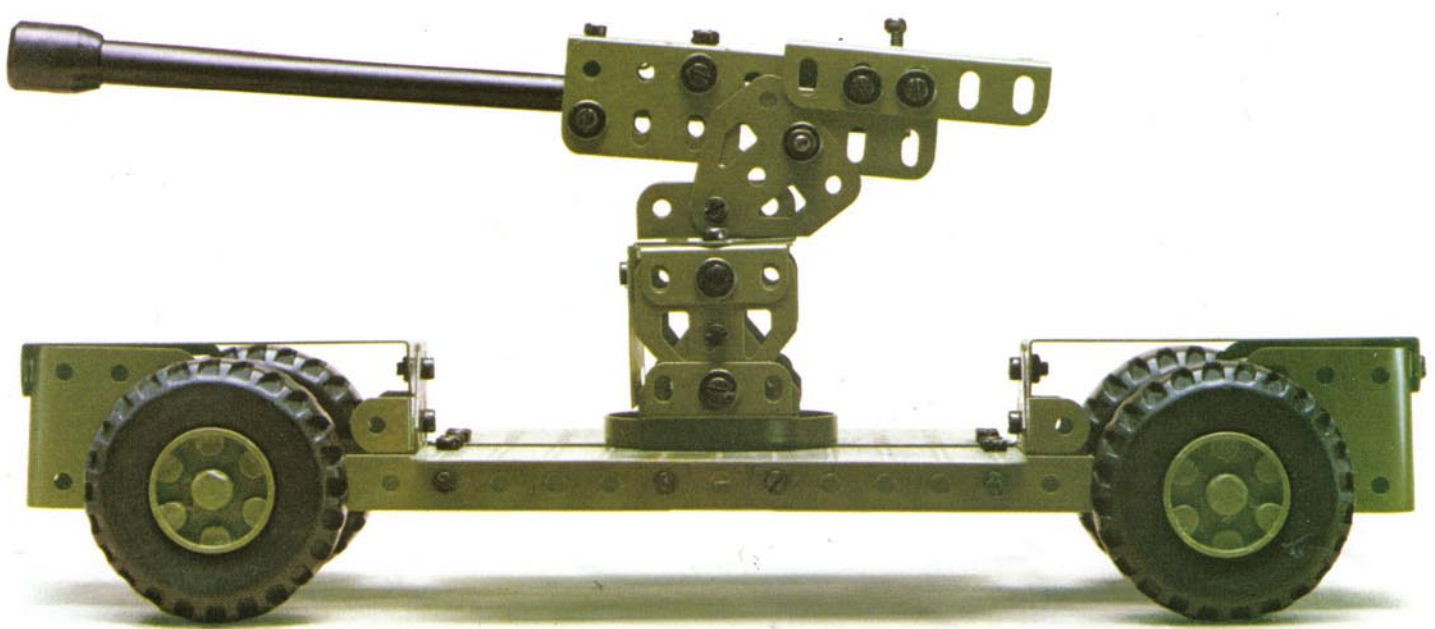
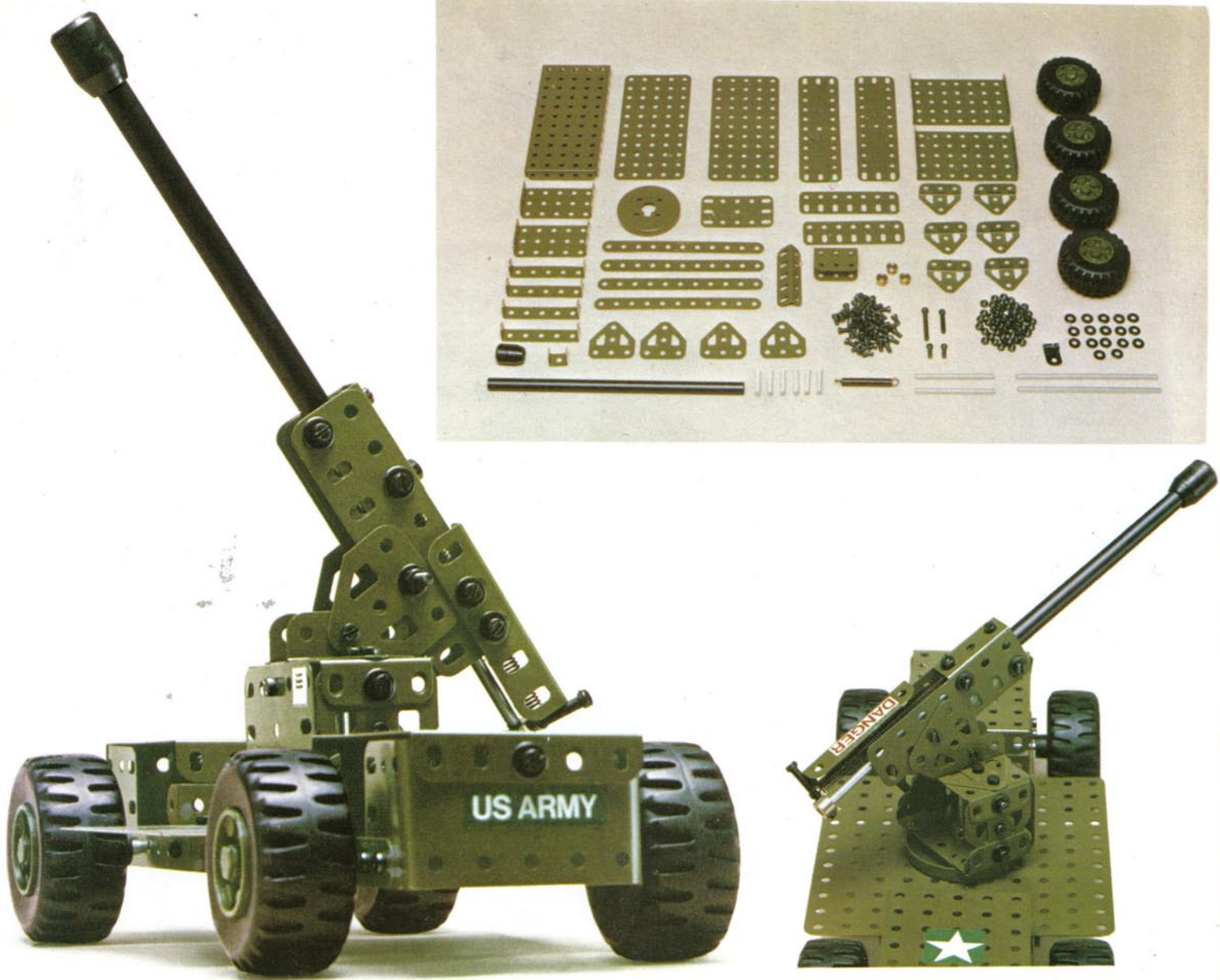
ARMOURIED SCOUT CAR



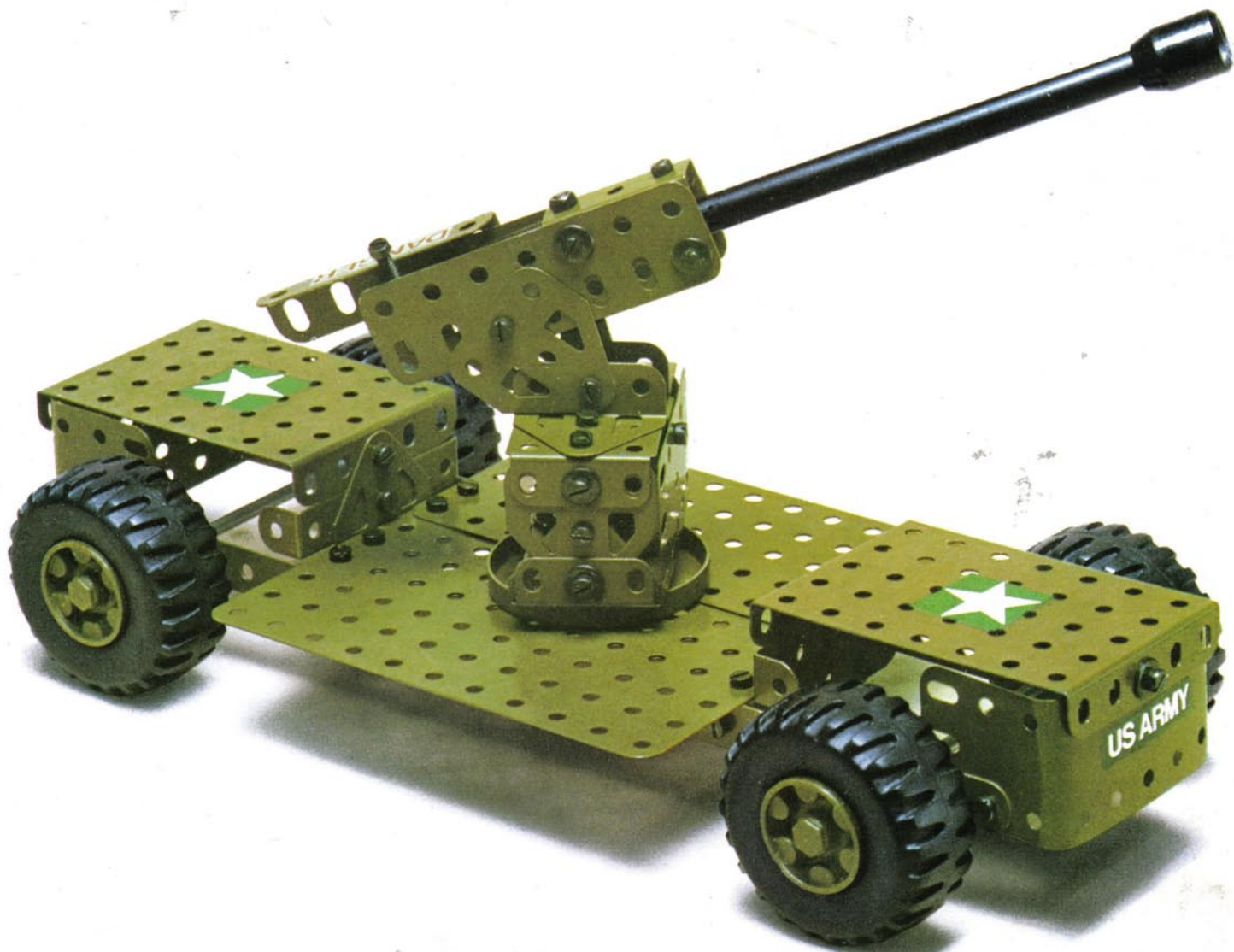
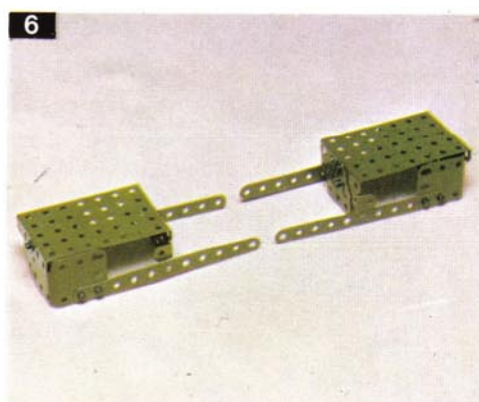
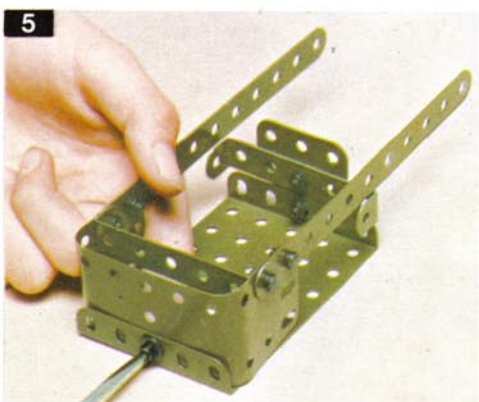
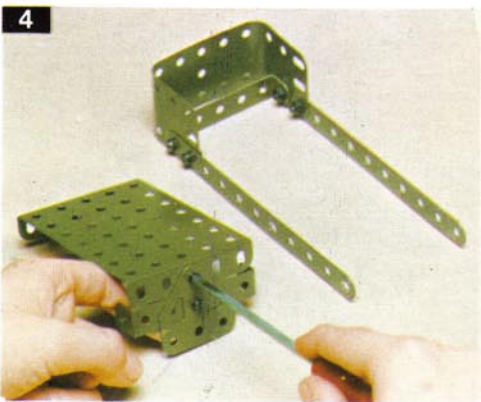
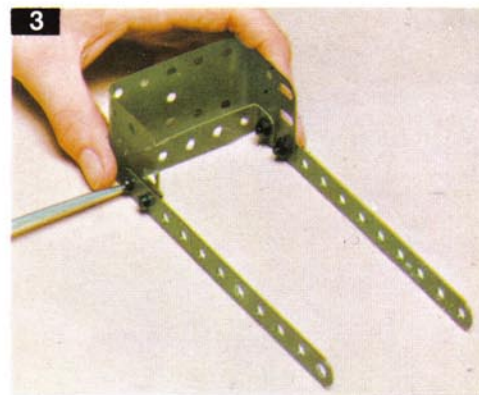
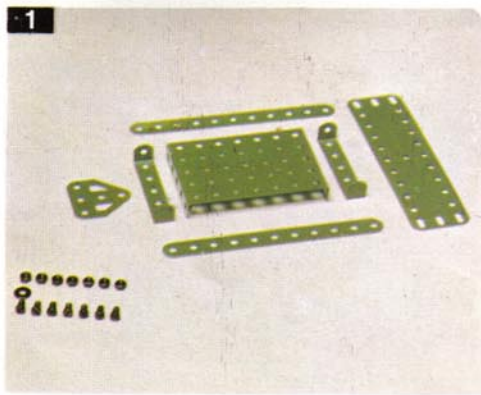


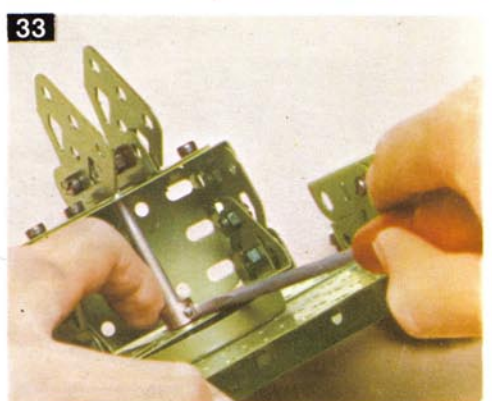
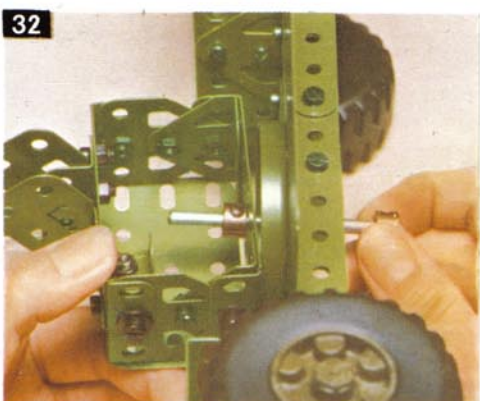
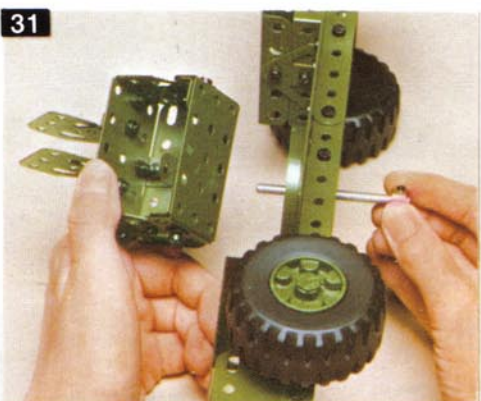
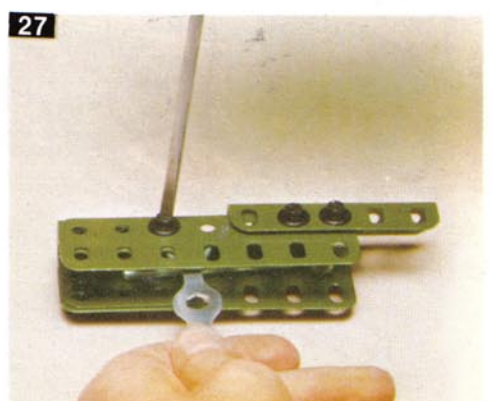
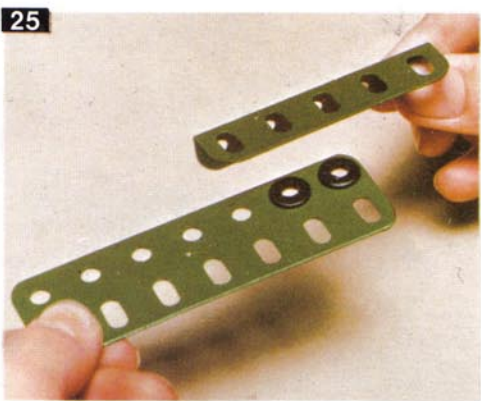
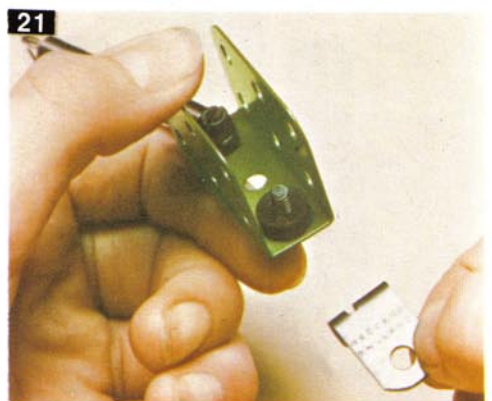
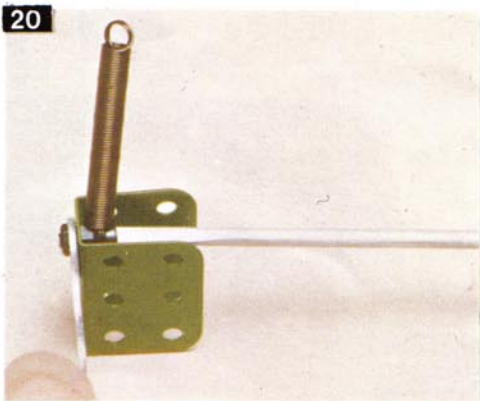
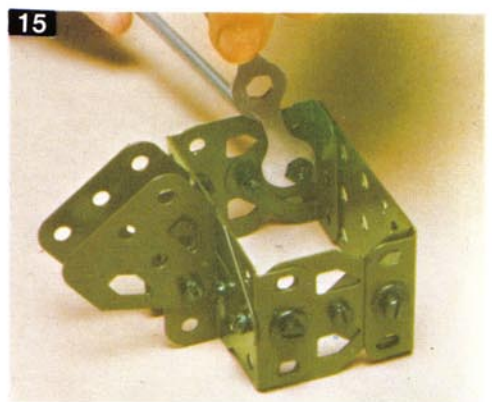
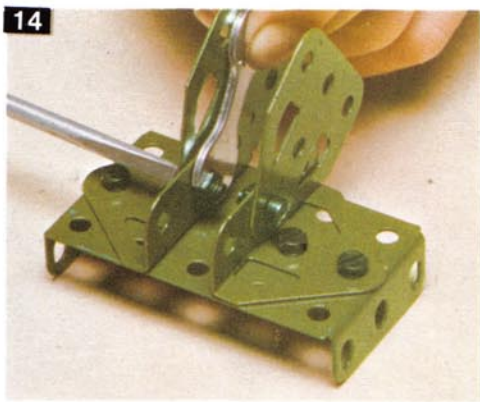
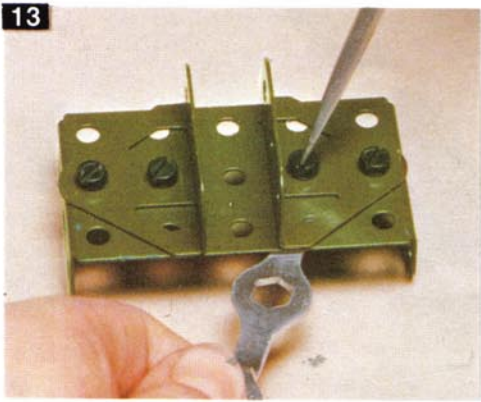
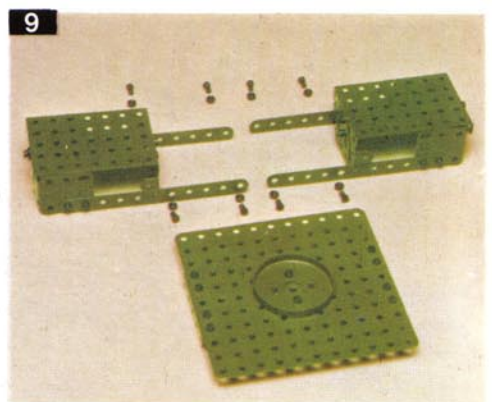
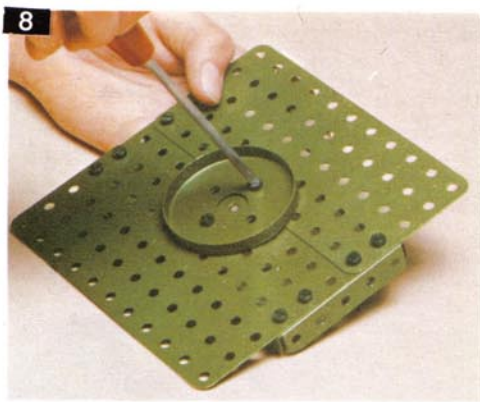
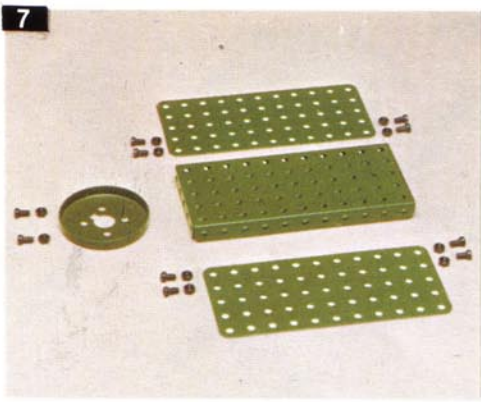


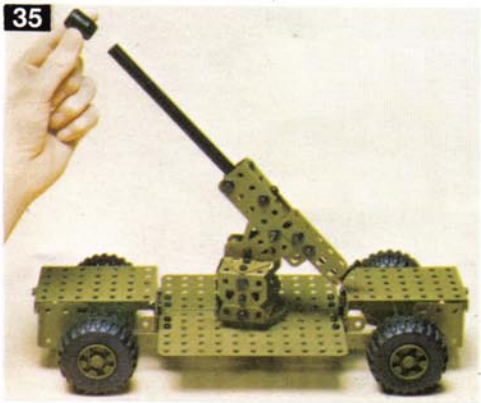
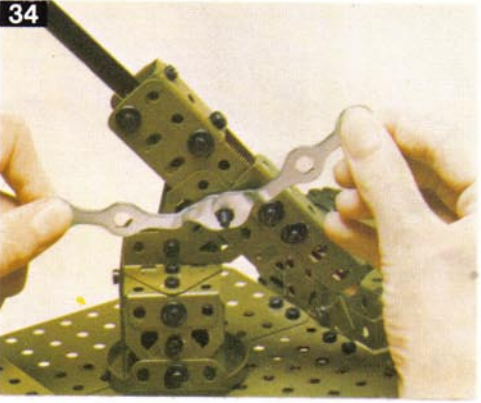
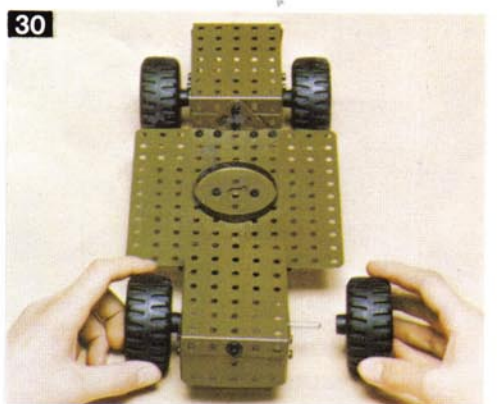
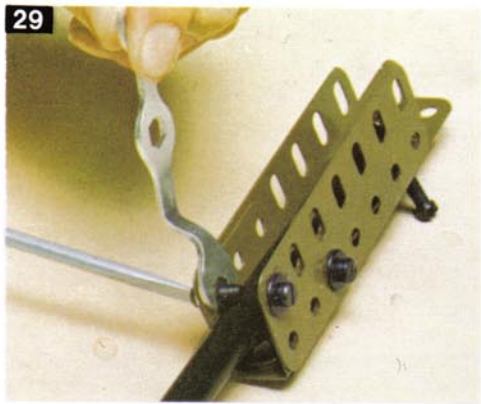
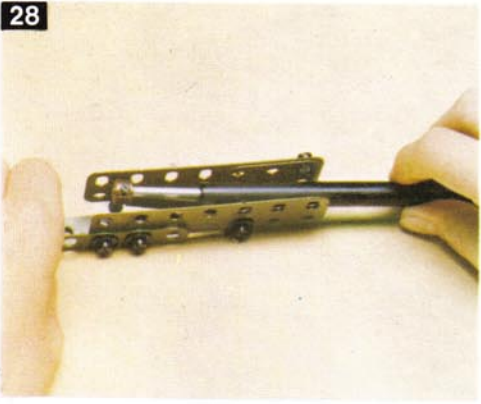
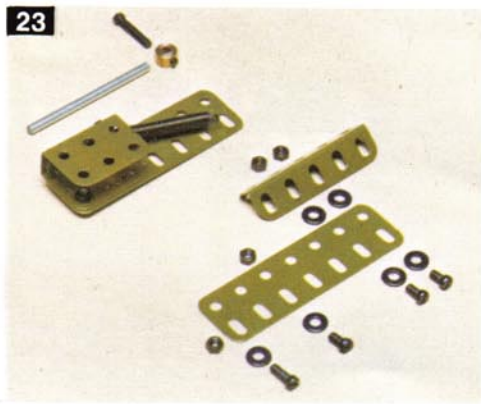
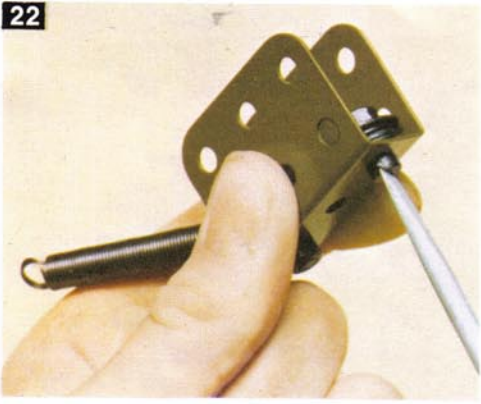
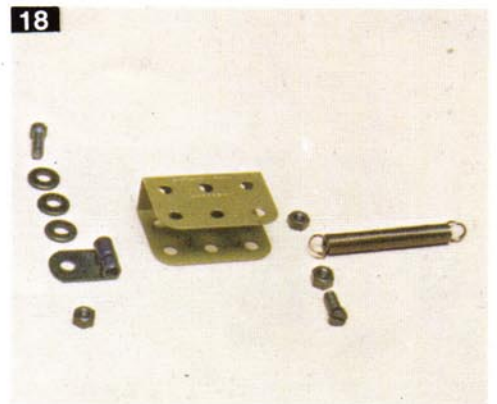
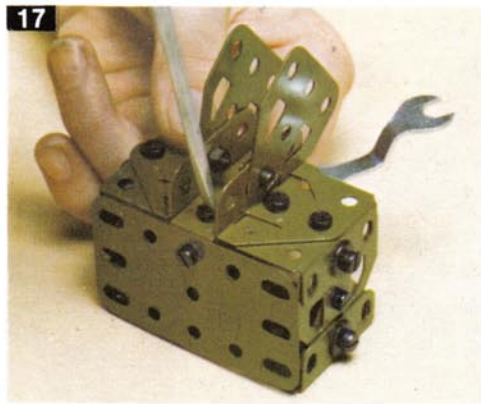
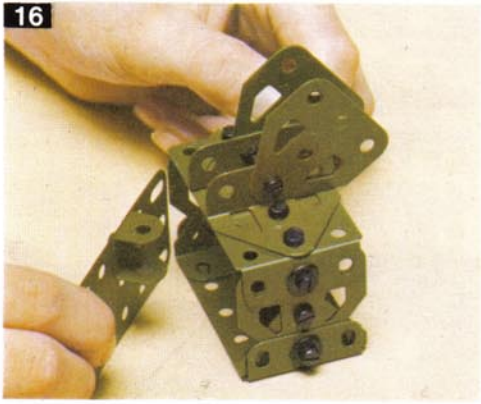
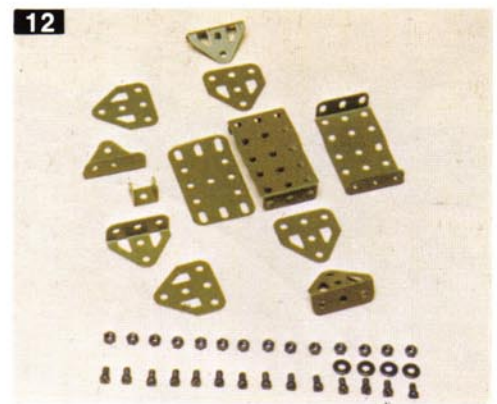
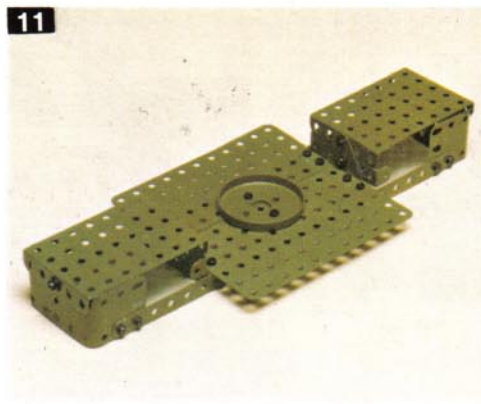
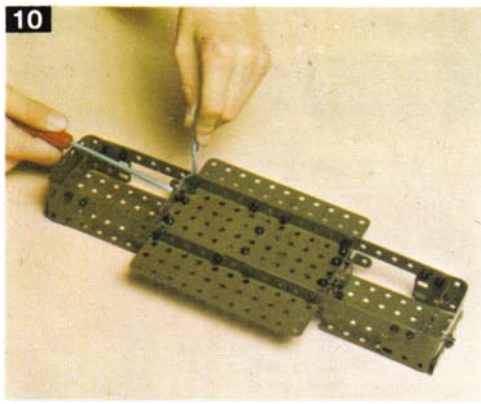


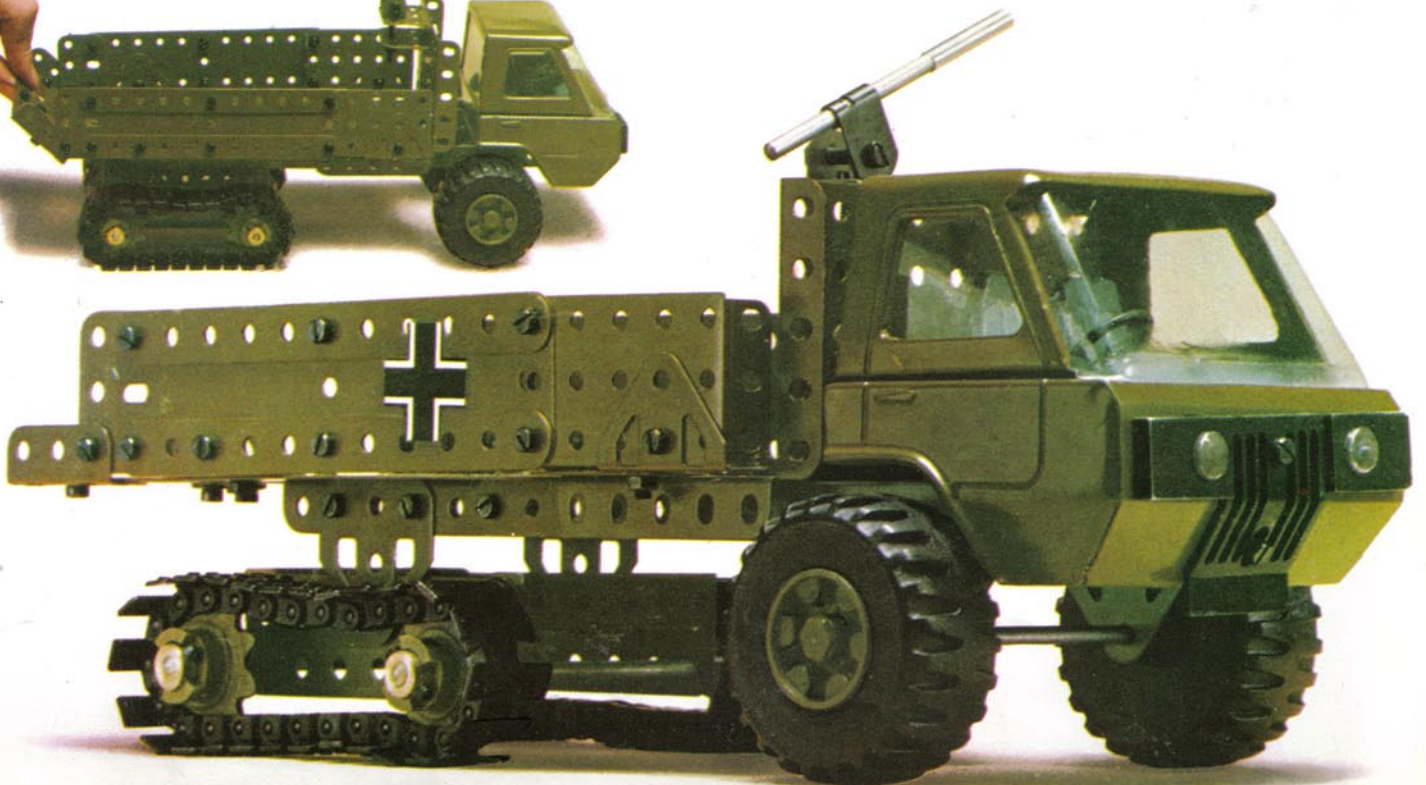
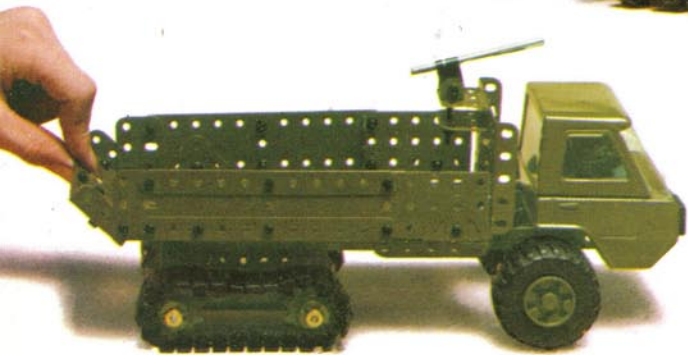
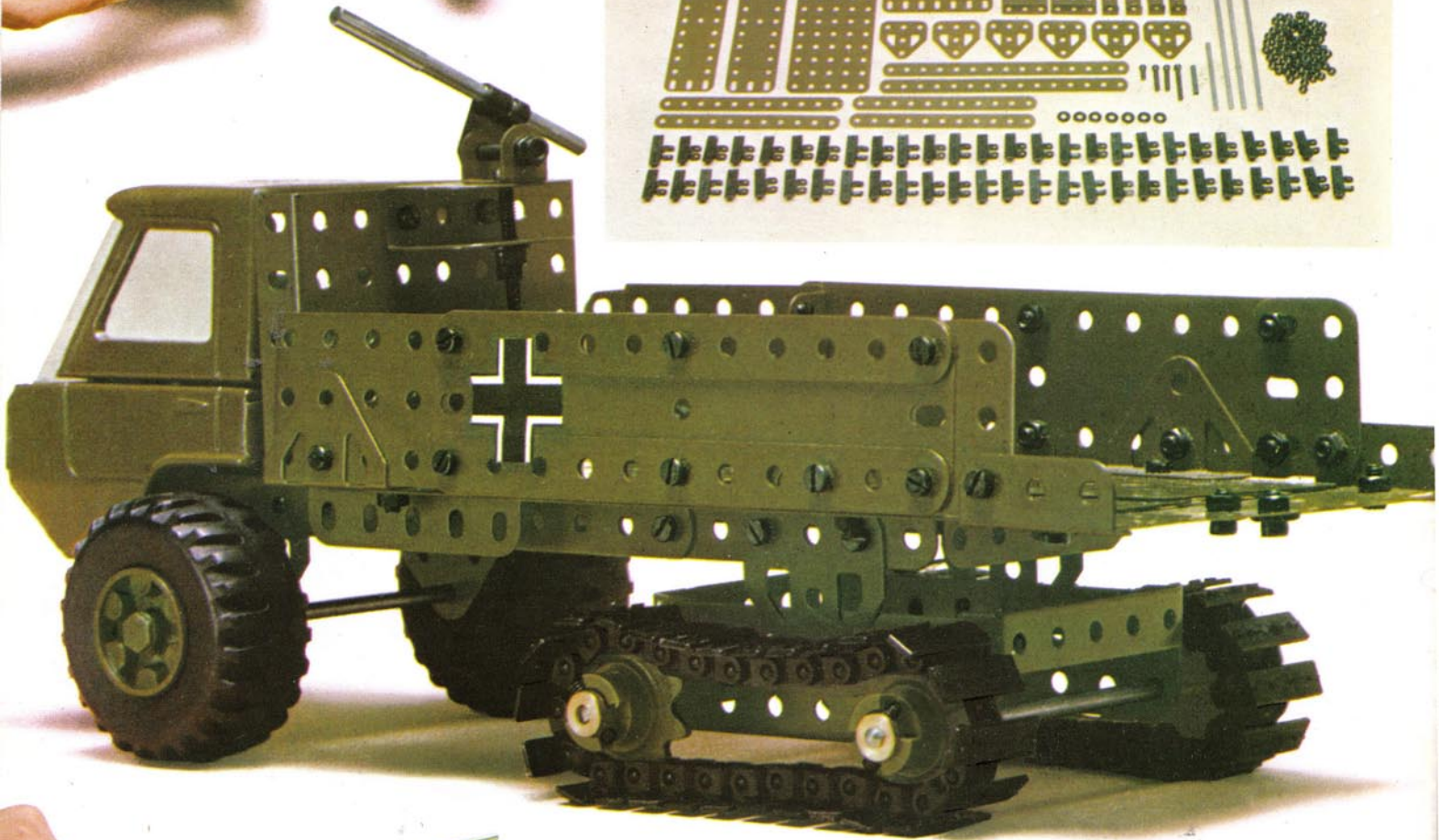
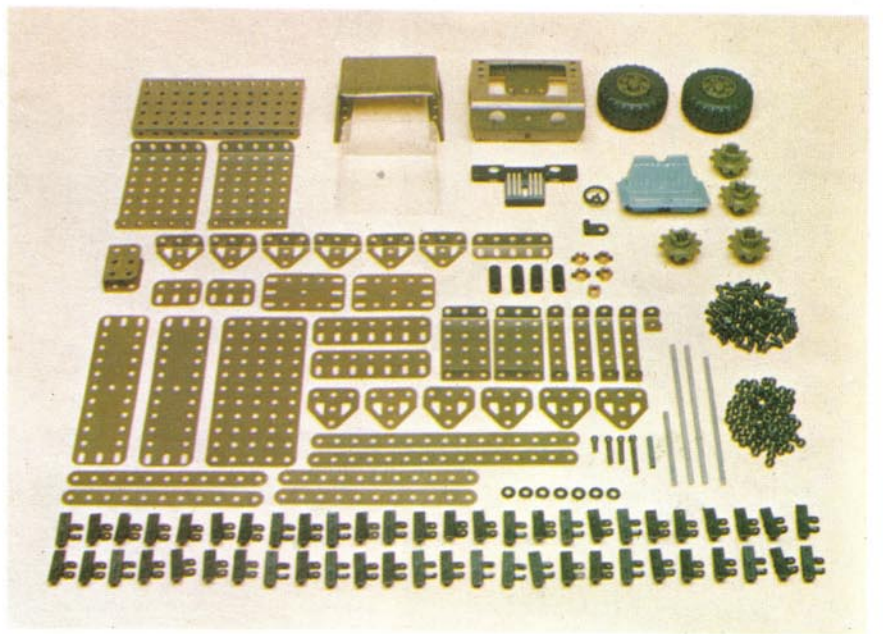
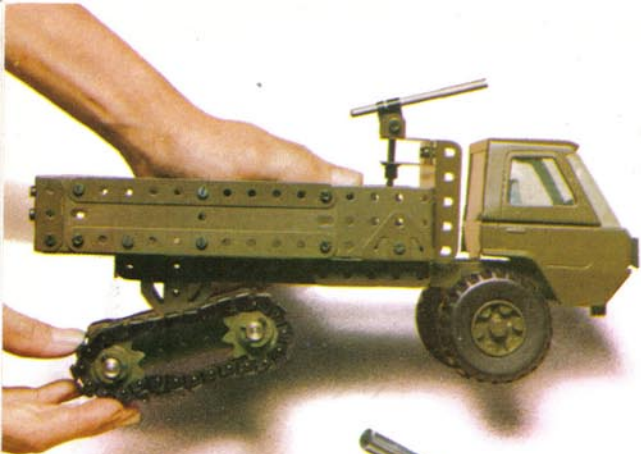


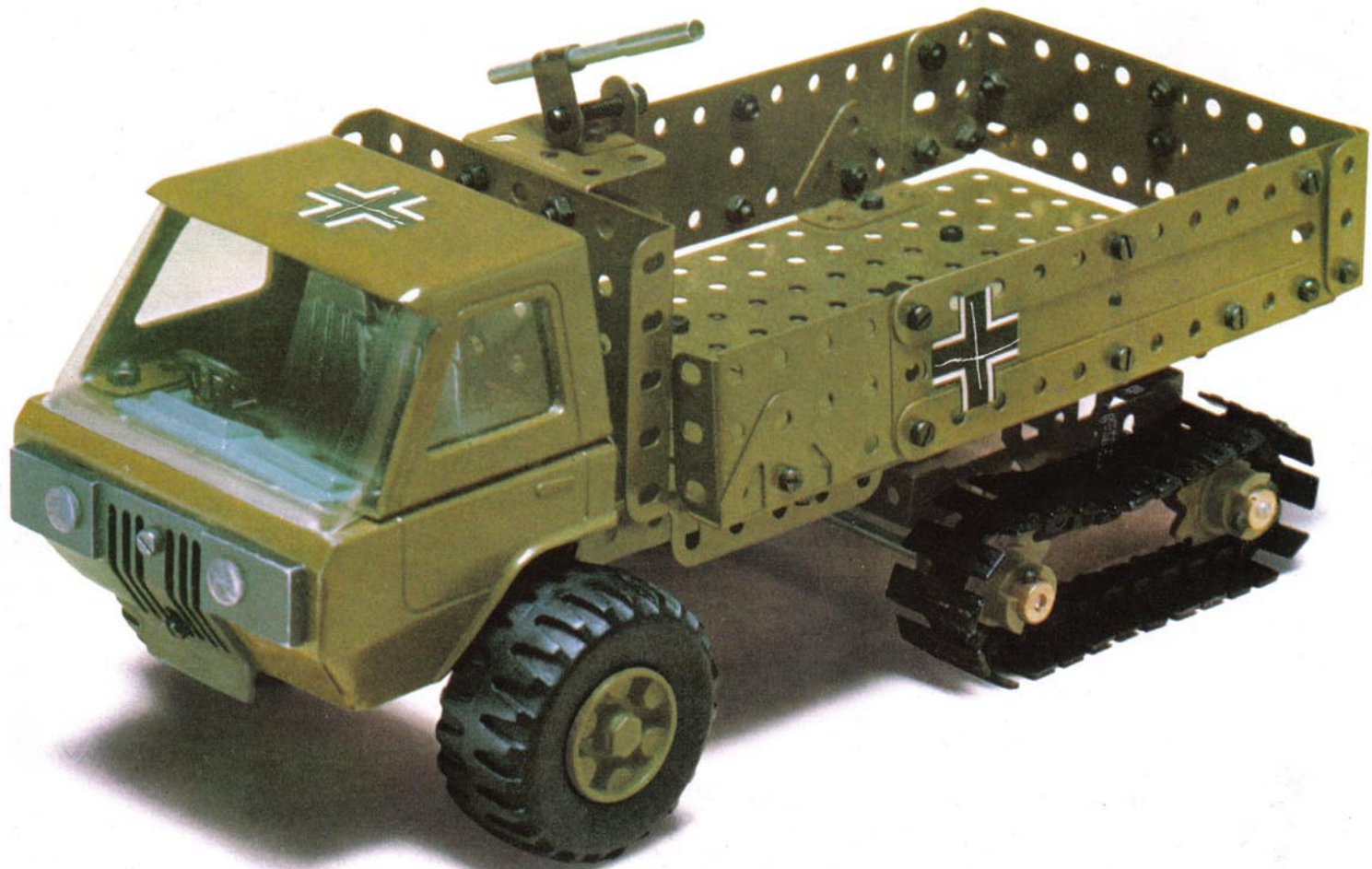
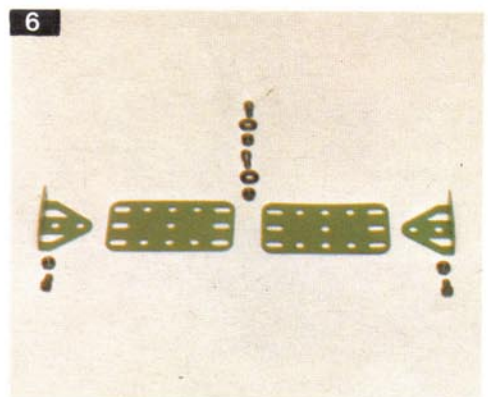
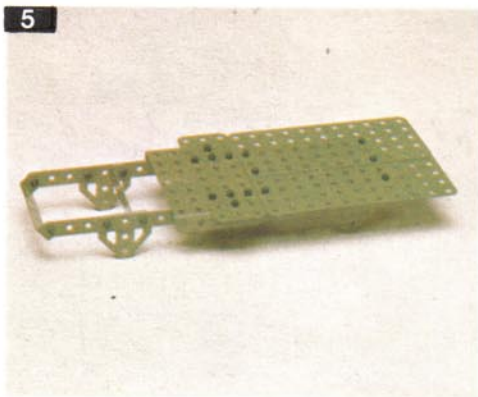
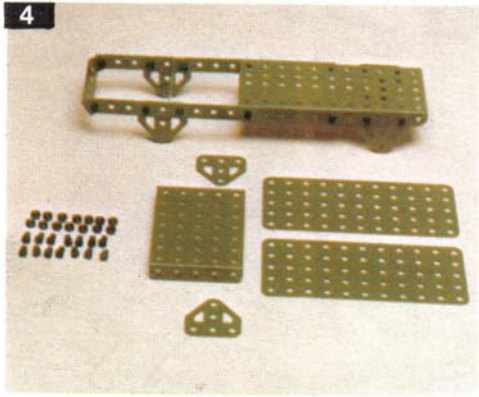
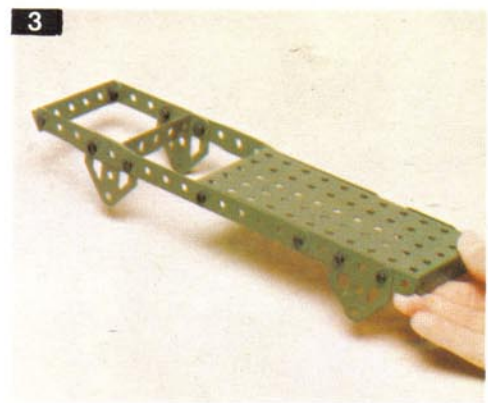
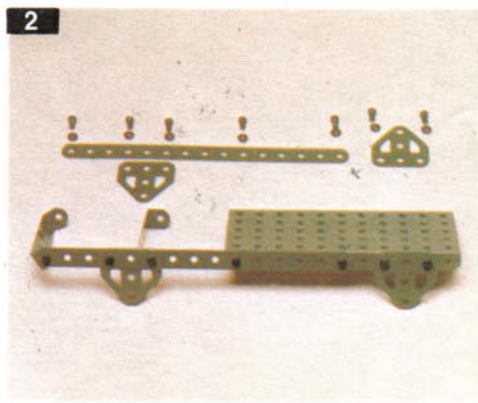
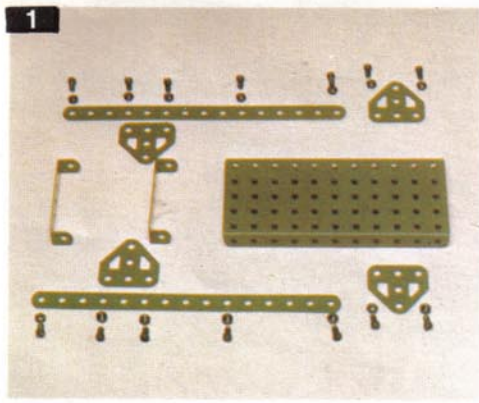
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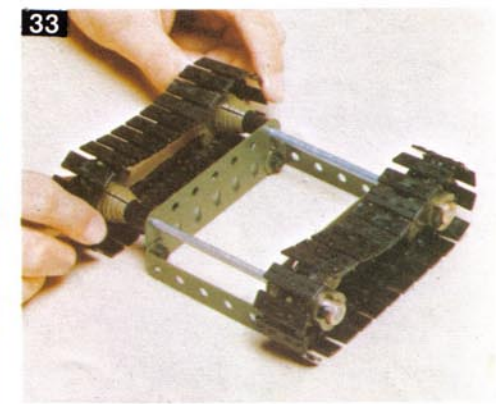
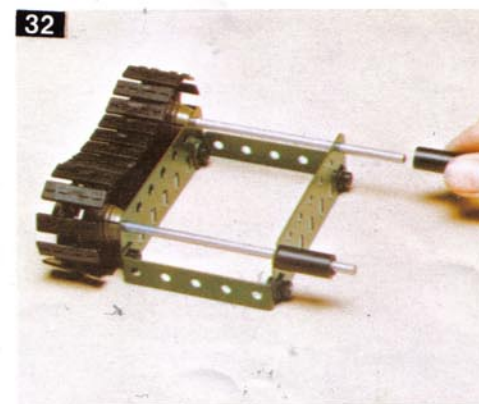
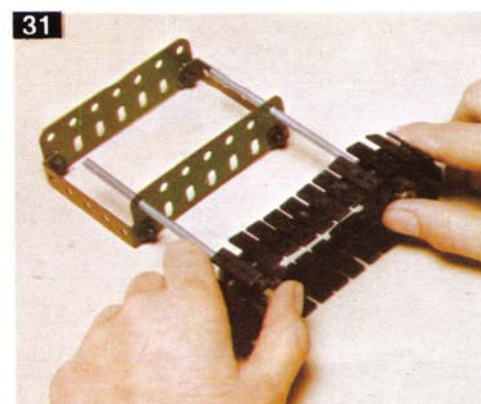
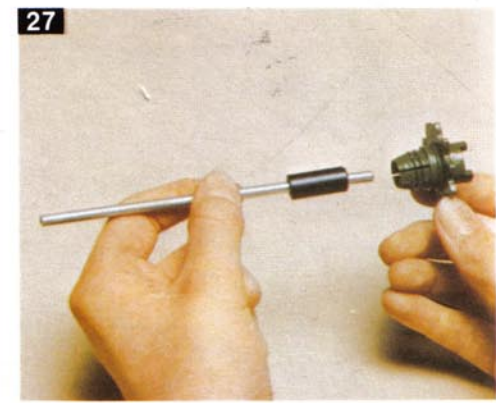
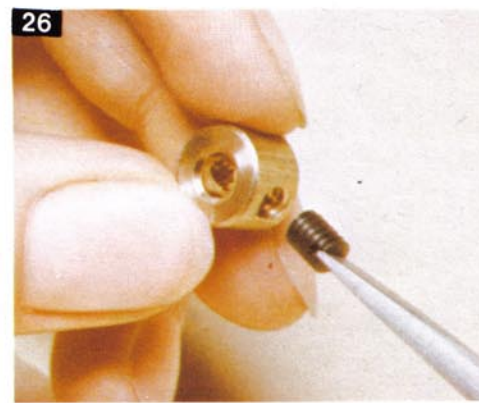
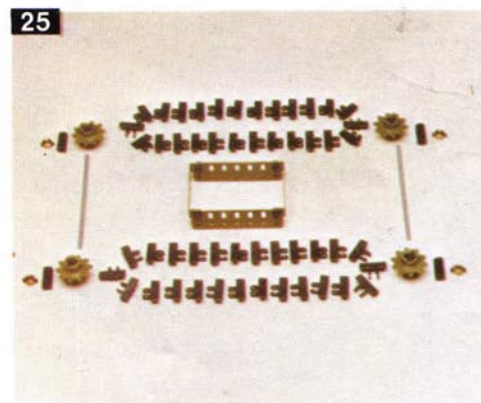
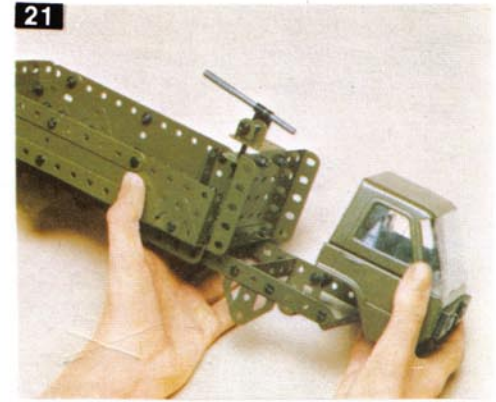
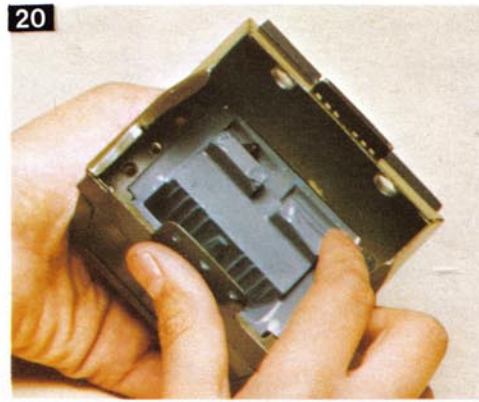
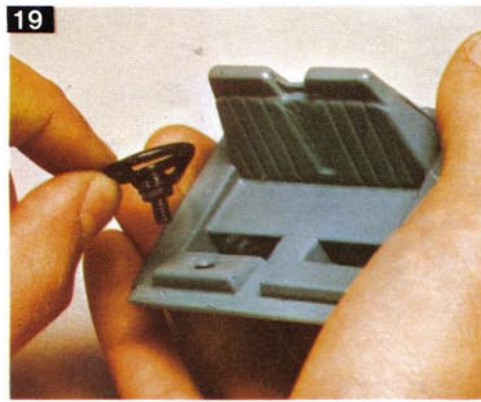
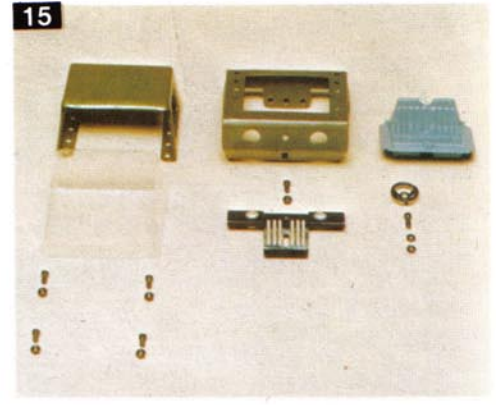
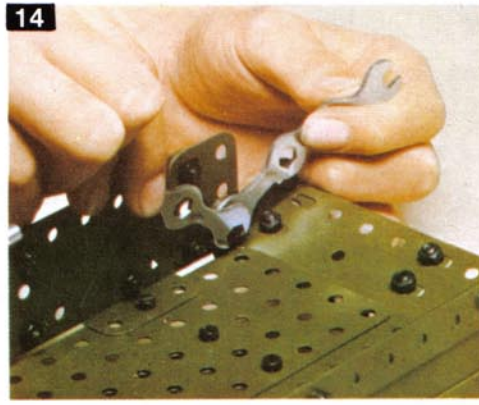
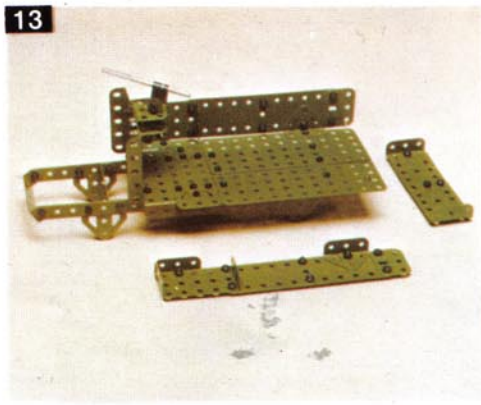
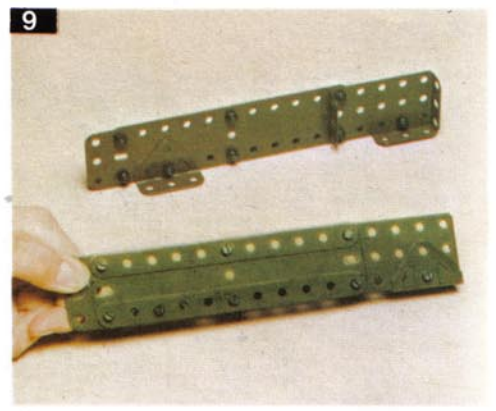
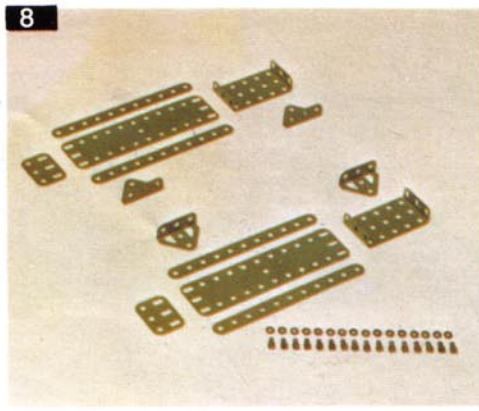


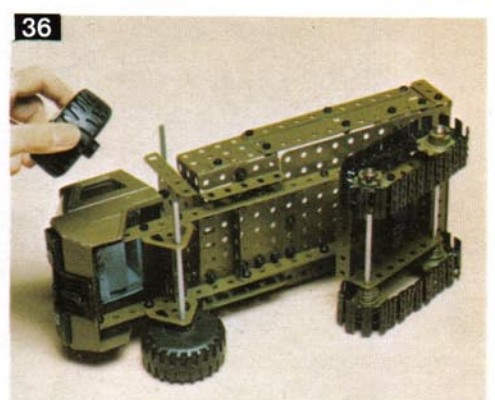
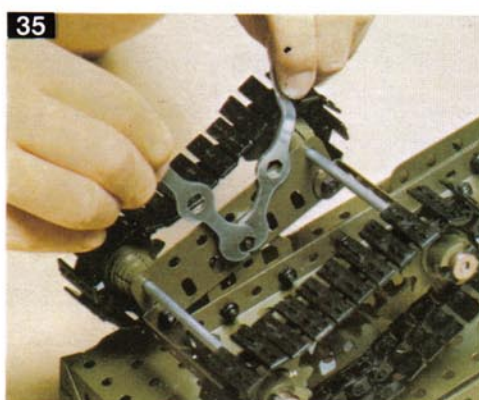
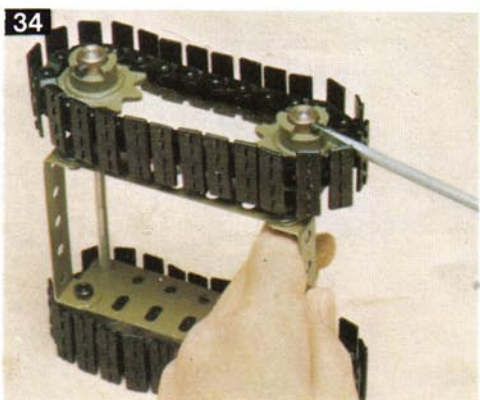
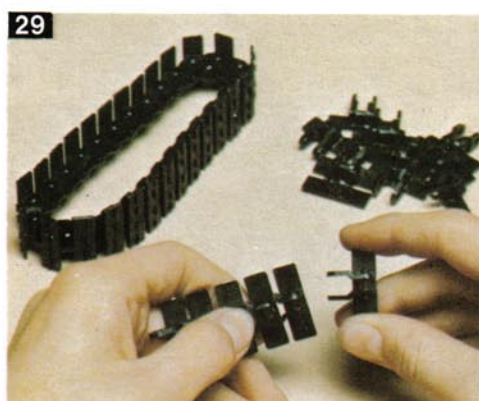
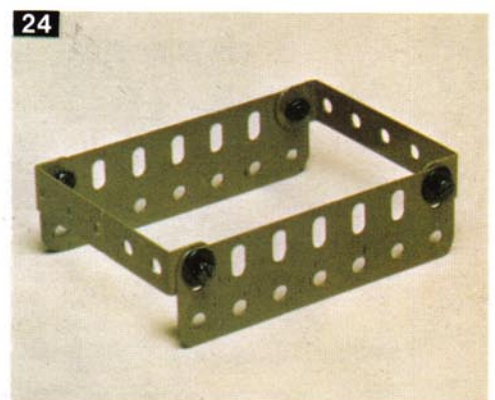
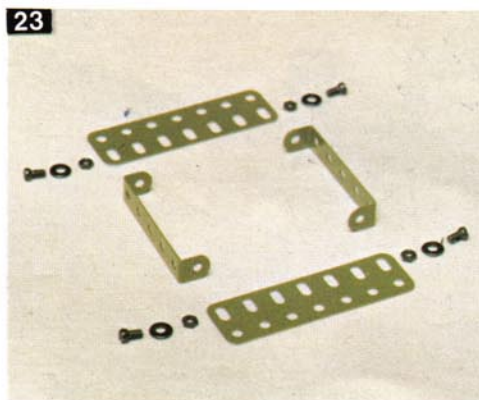
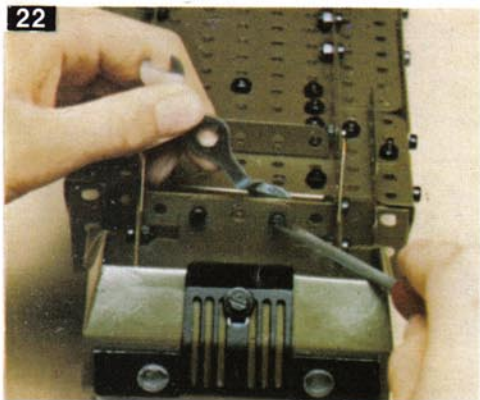
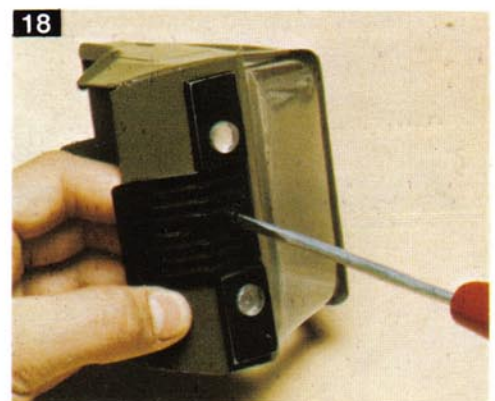
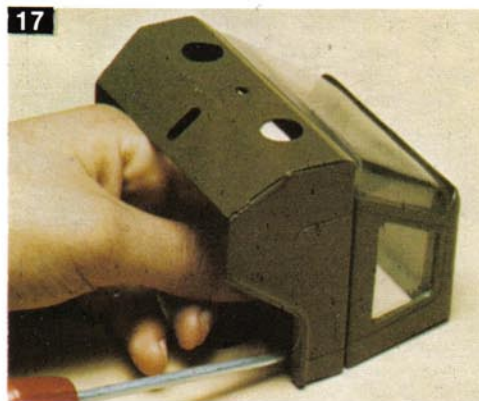
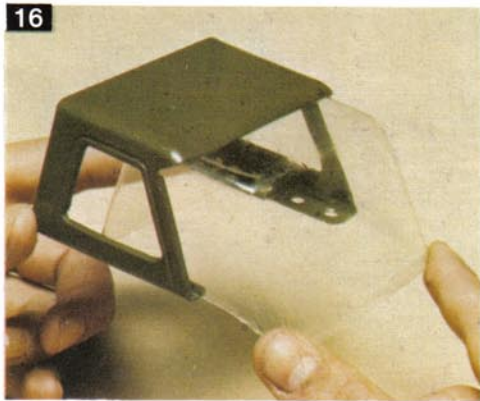
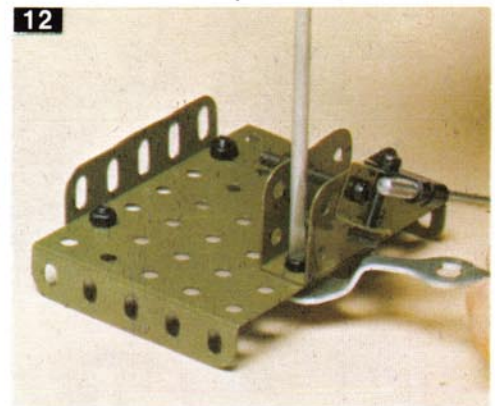
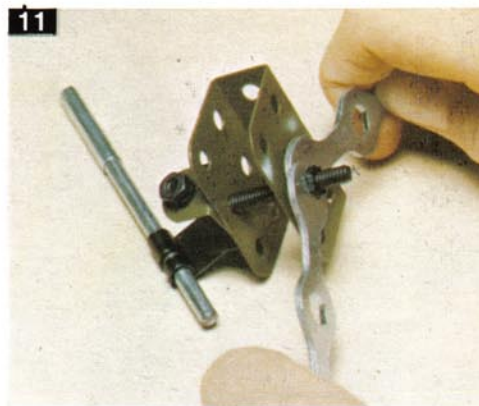
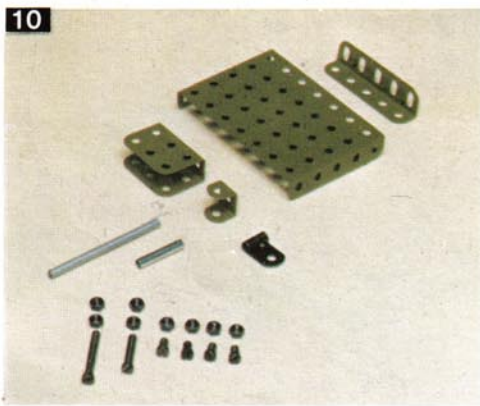


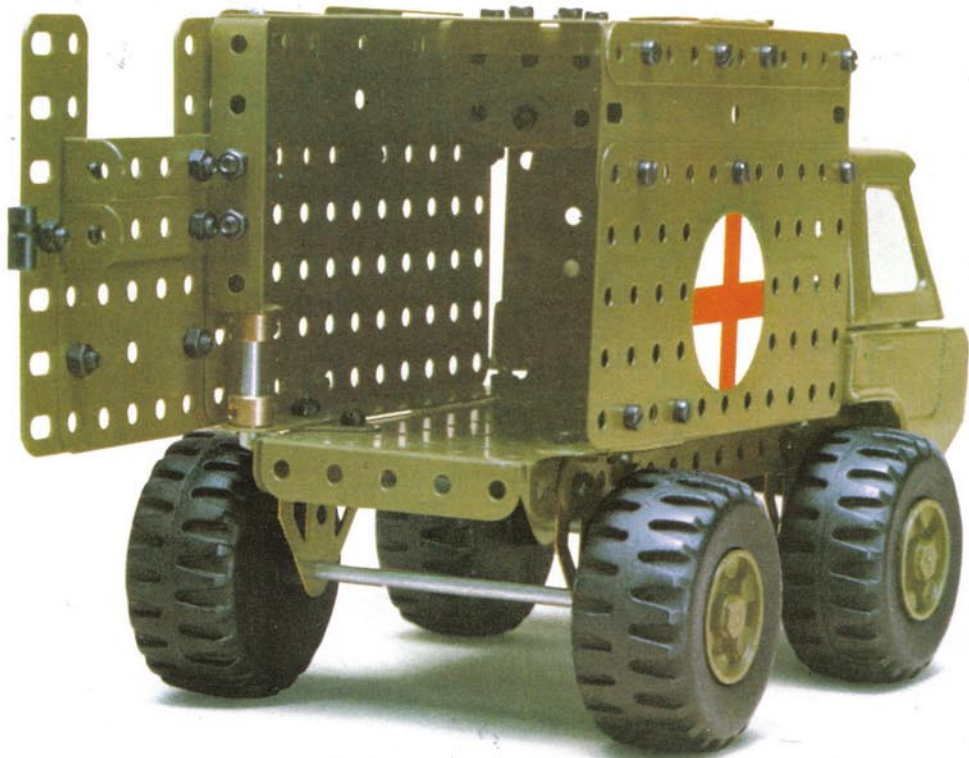
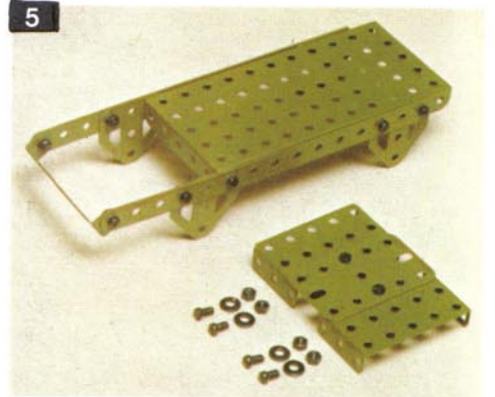
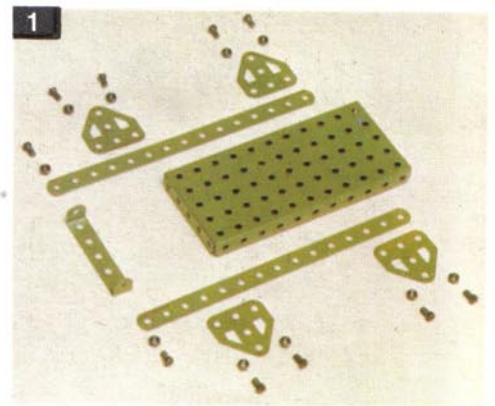
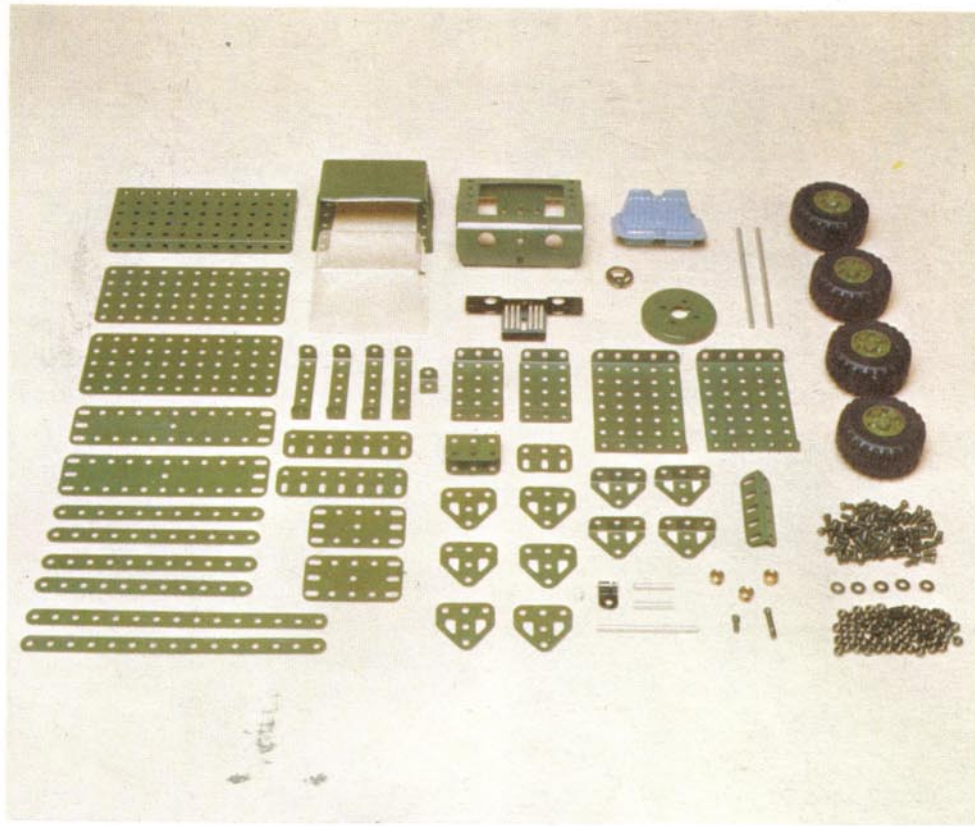




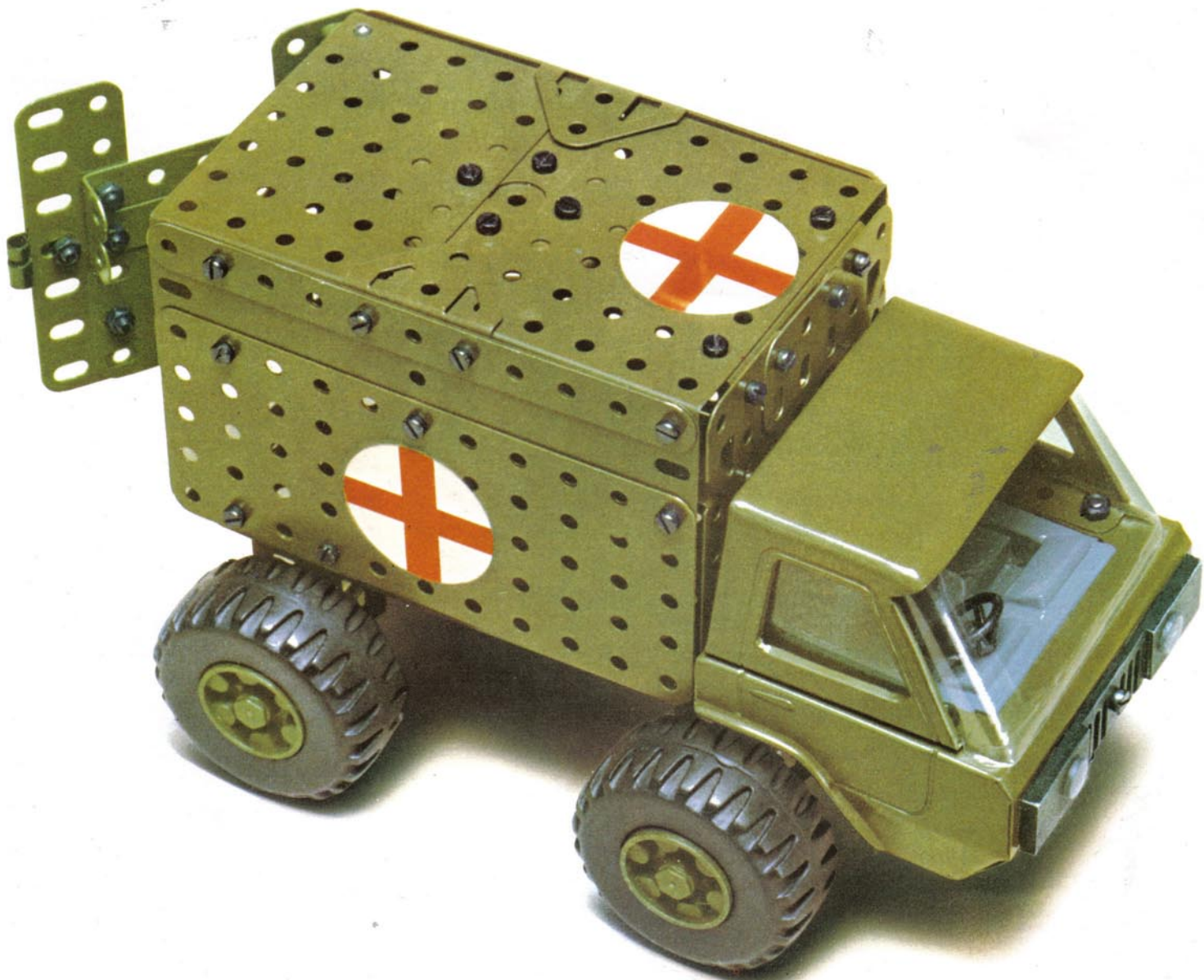
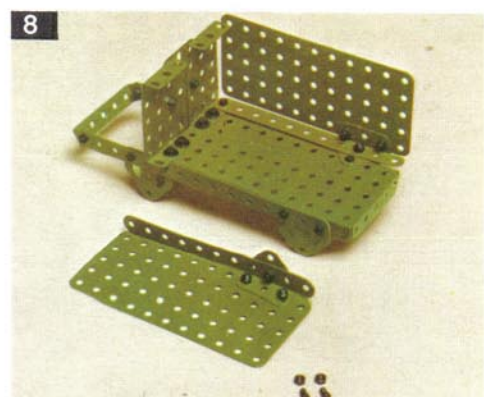
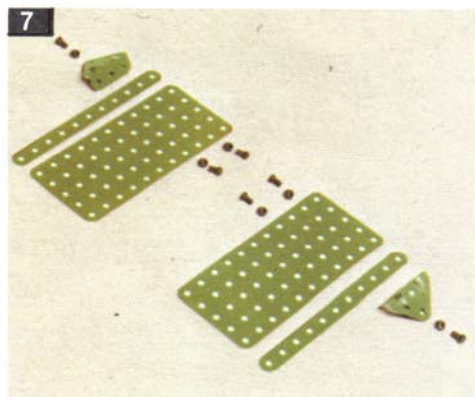
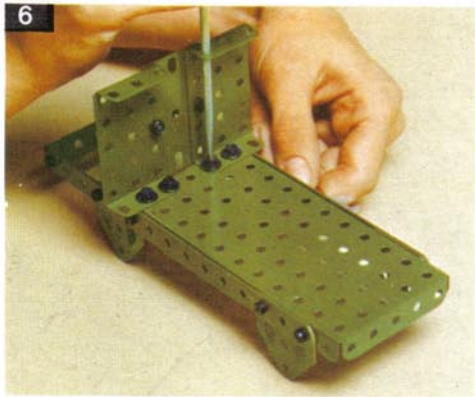
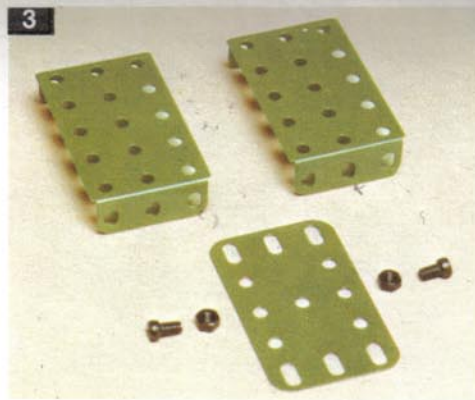
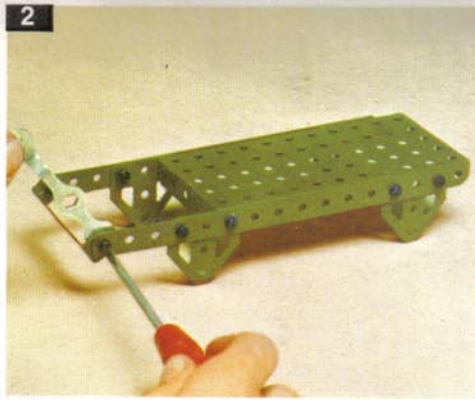
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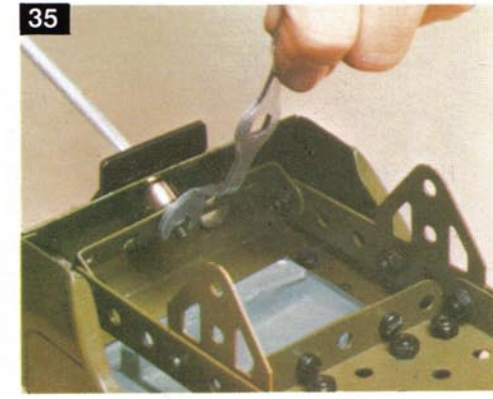
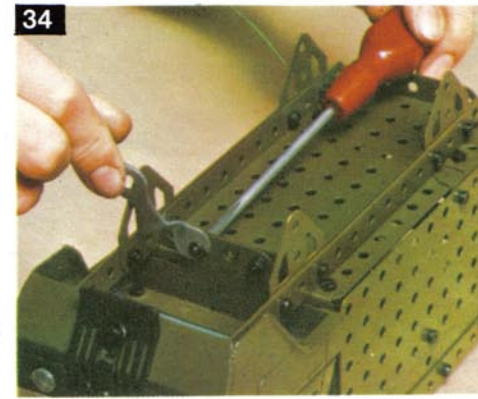
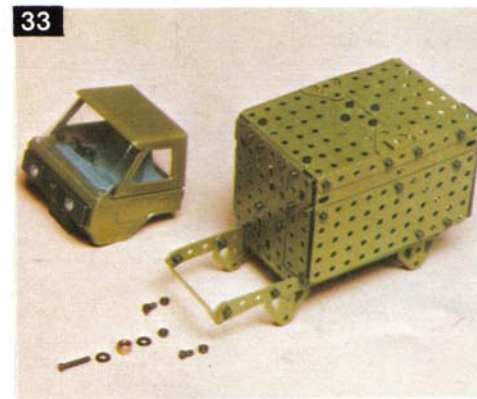
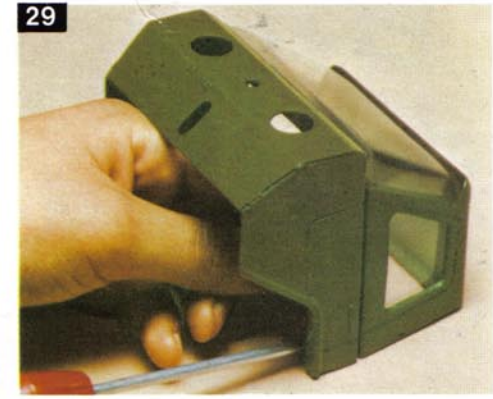
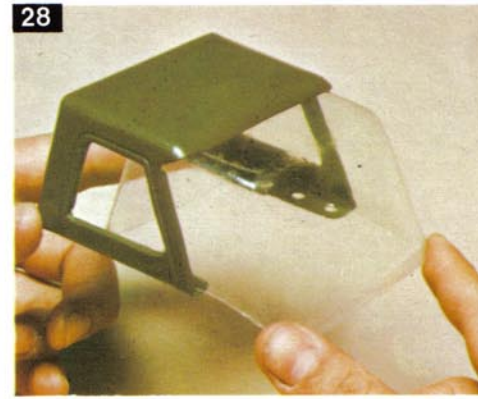
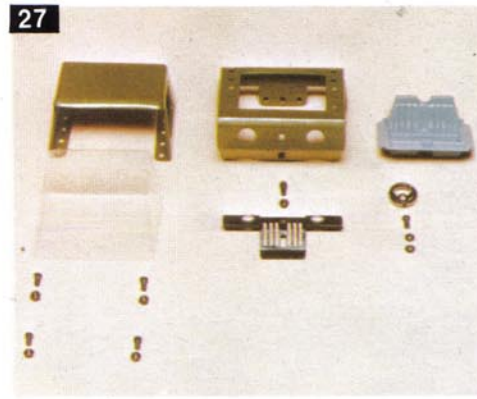
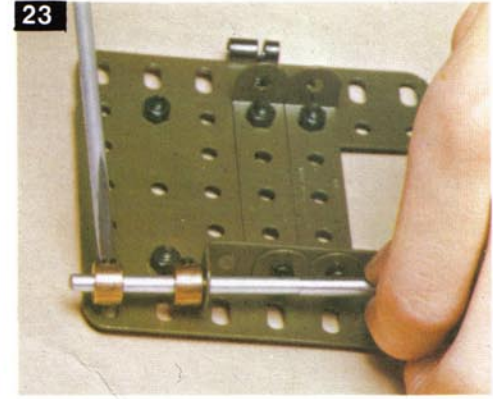
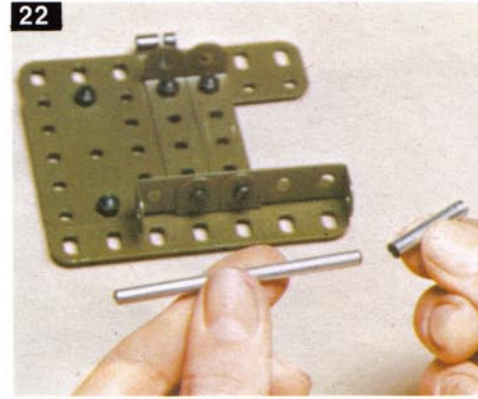
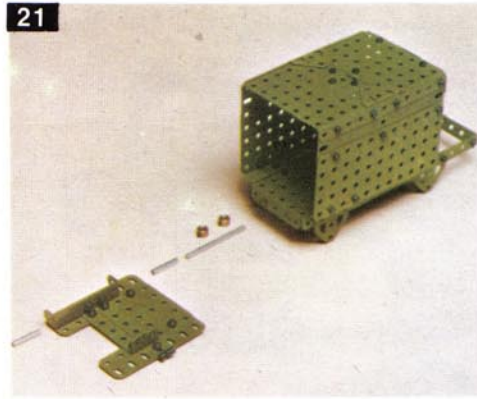
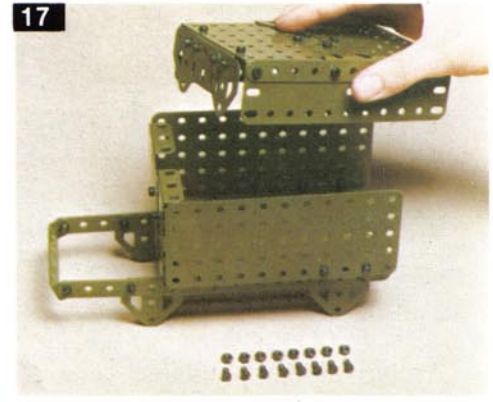
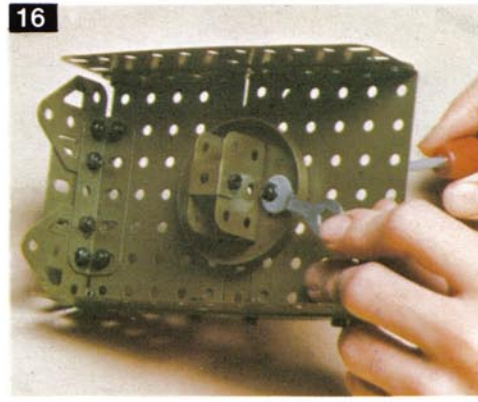
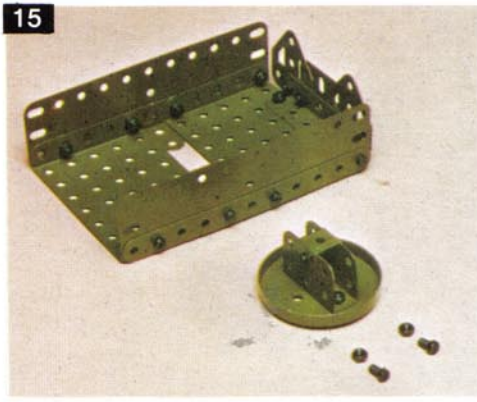
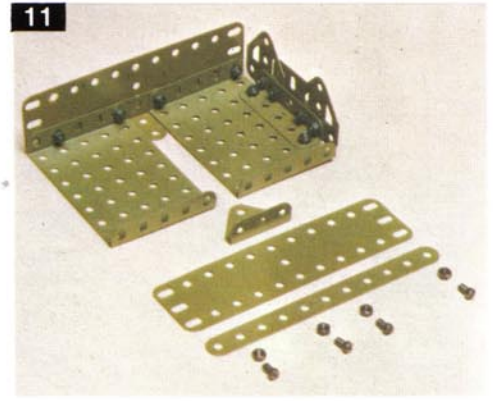
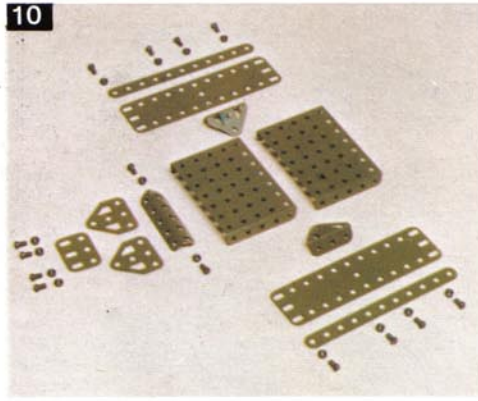
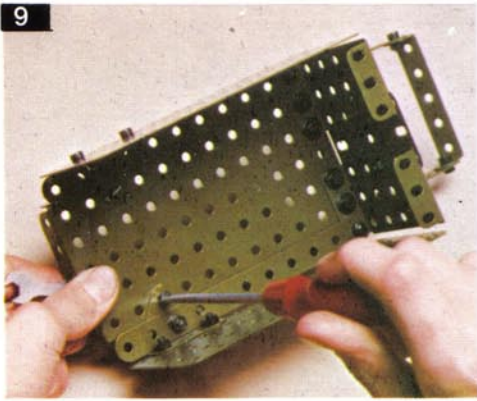


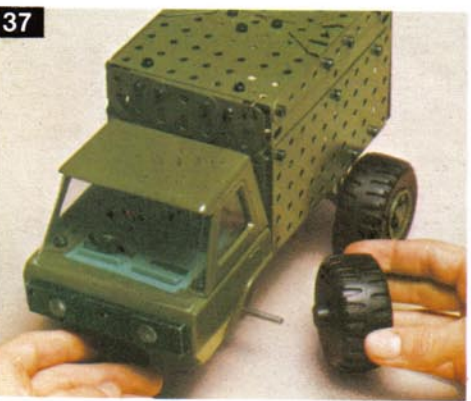
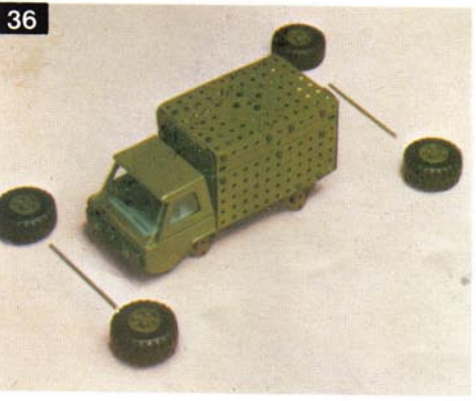
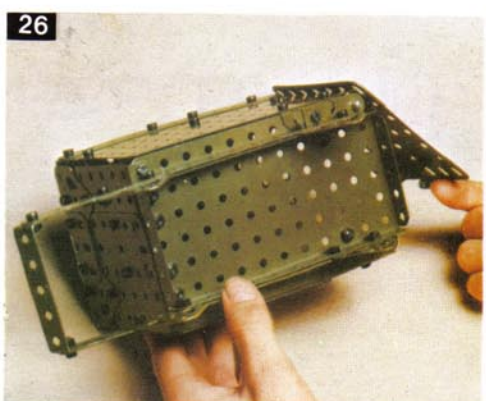
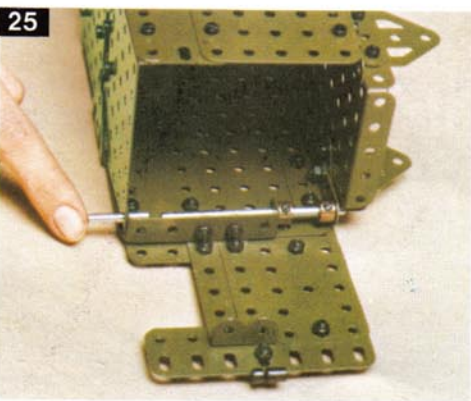
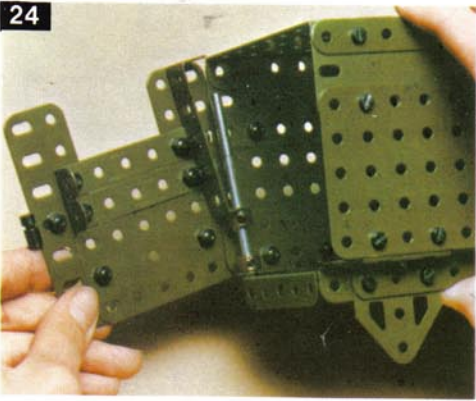
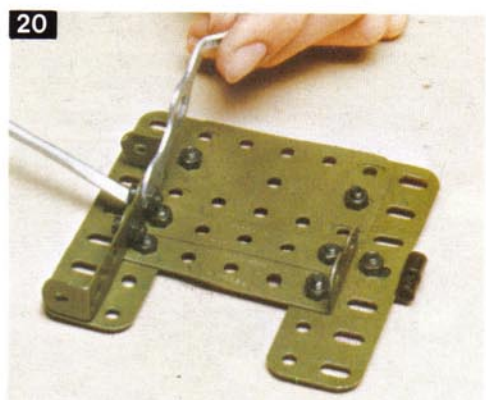
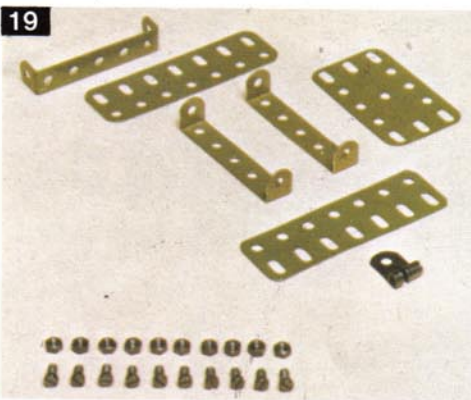
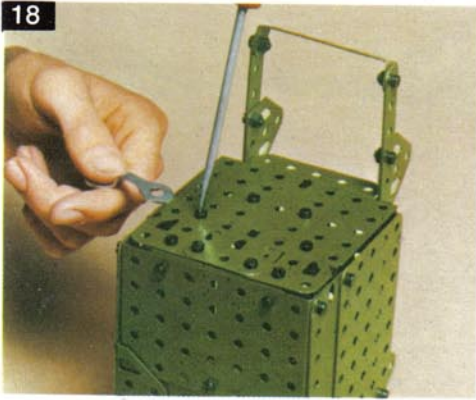
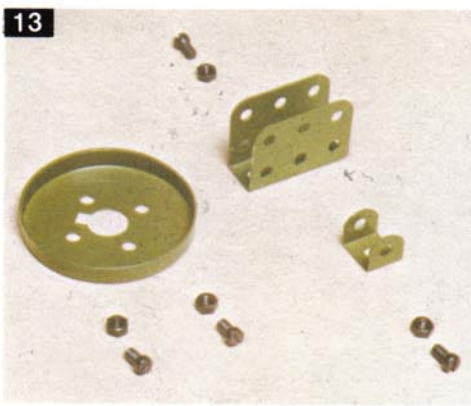
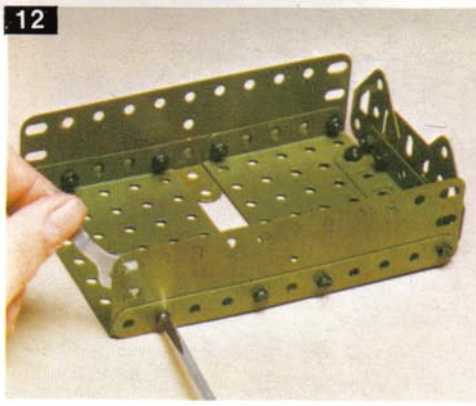


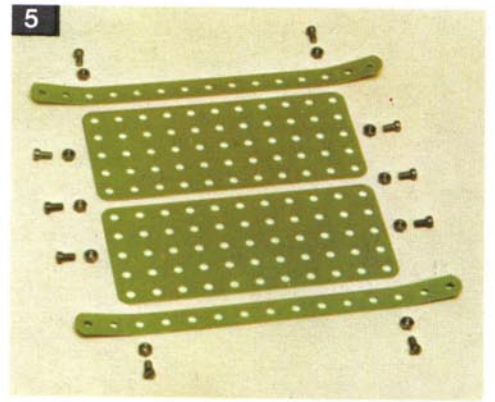
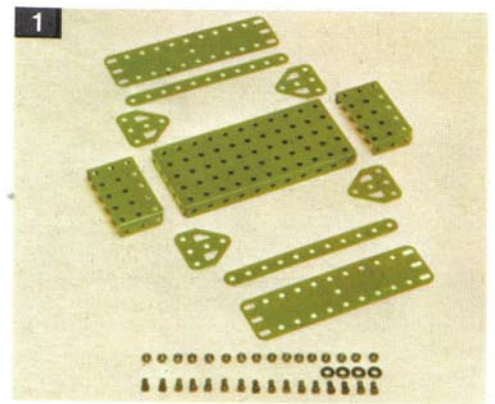
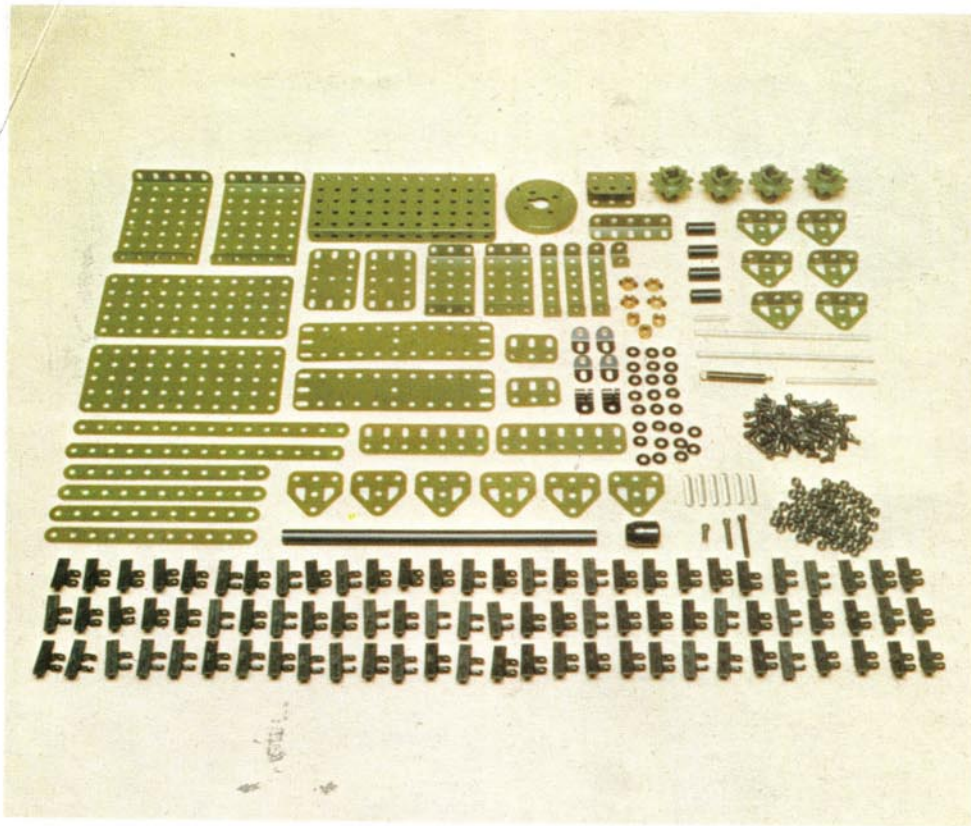


AMBULANCE



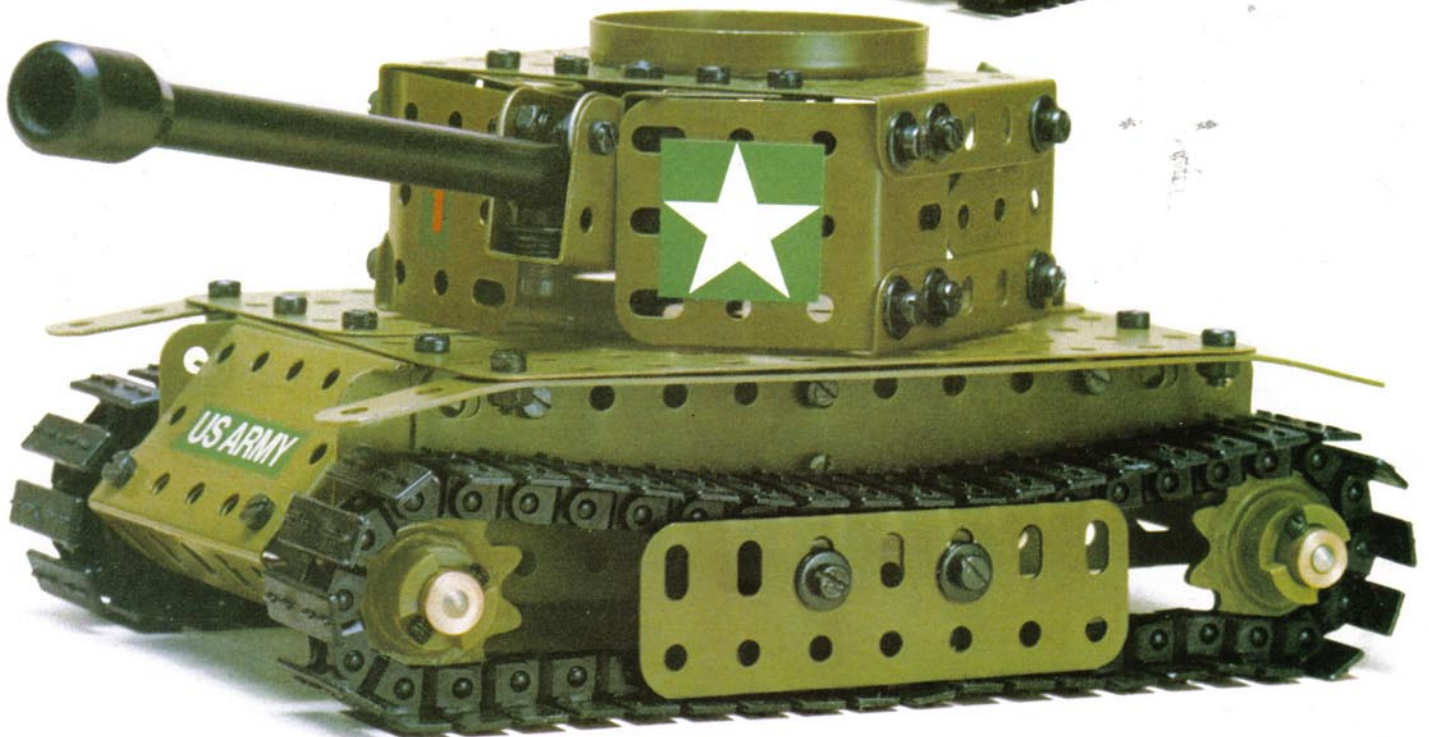
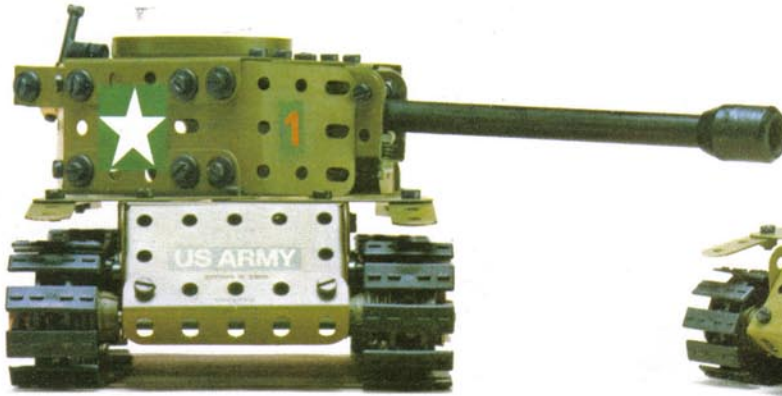
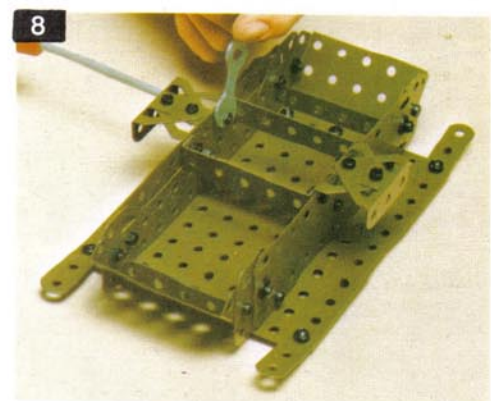
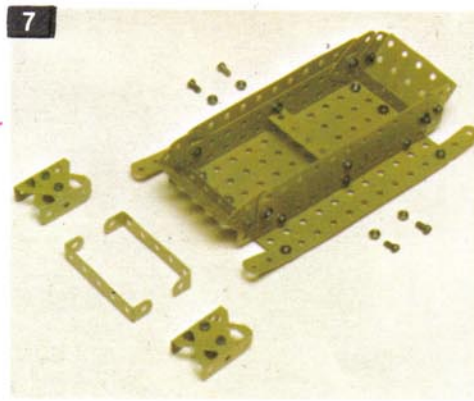
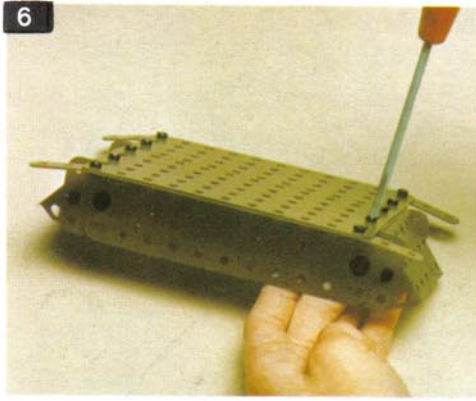
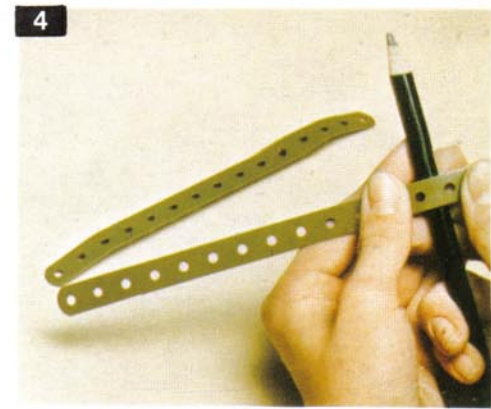
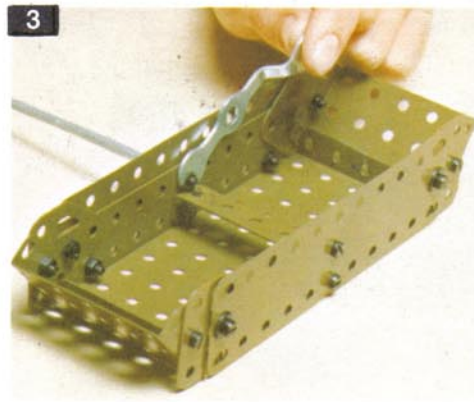
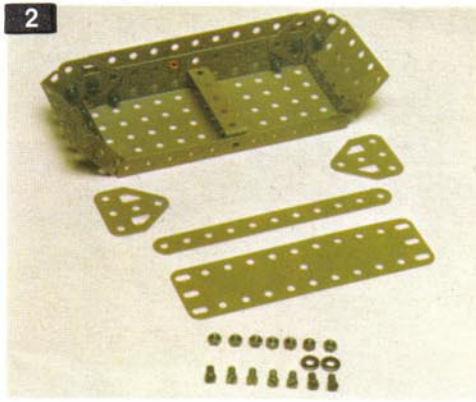


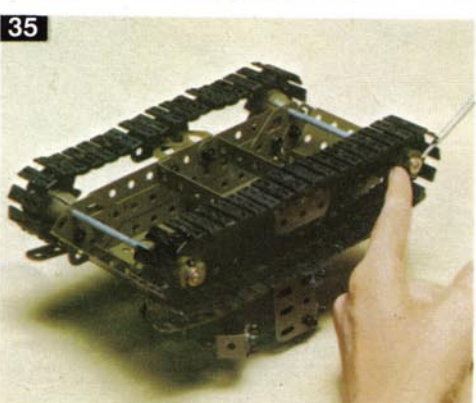
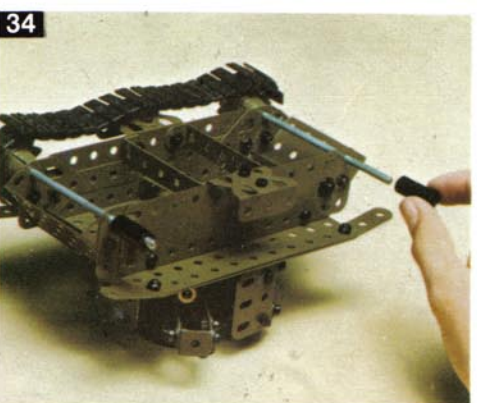
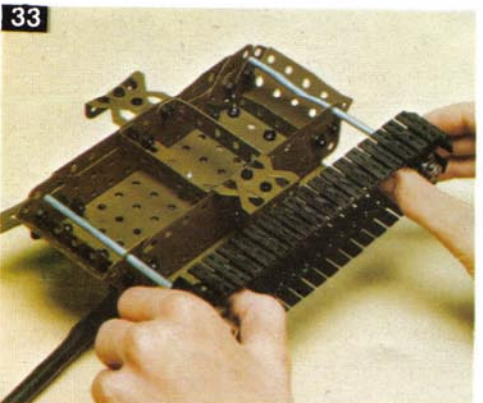
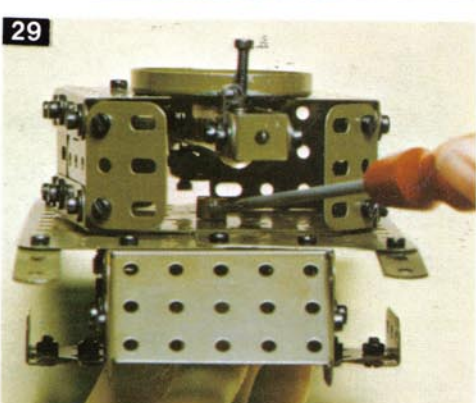
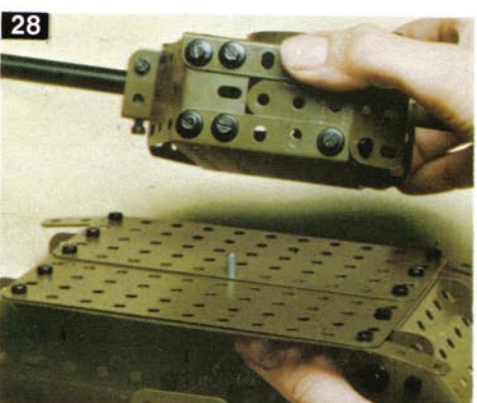
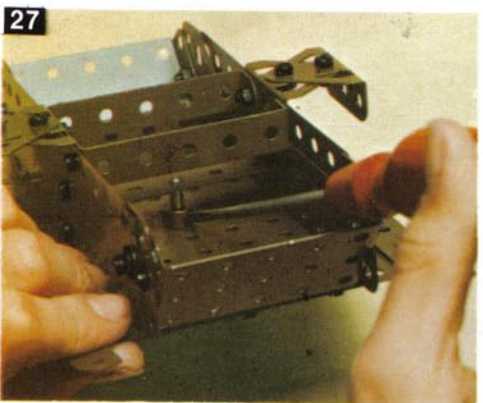
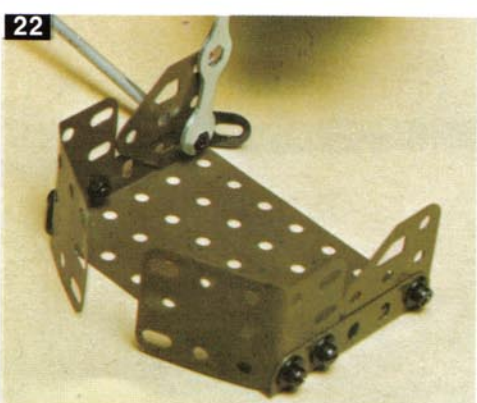
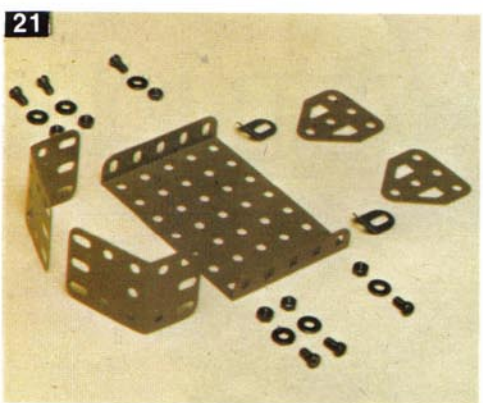
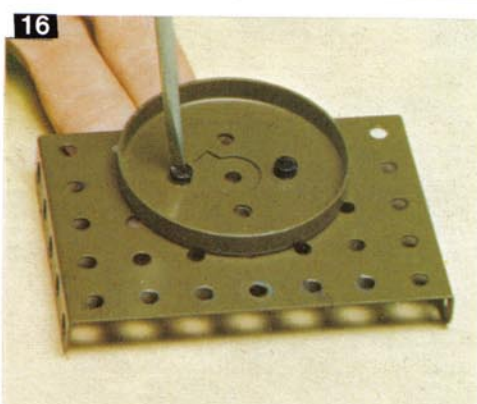
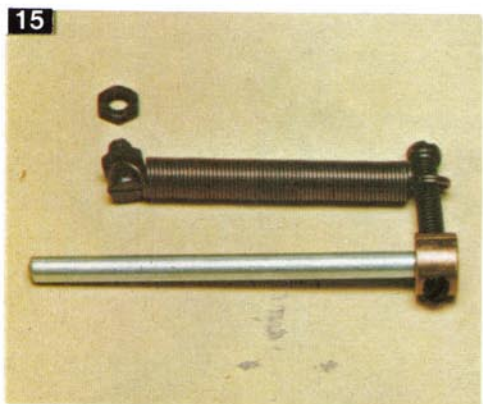
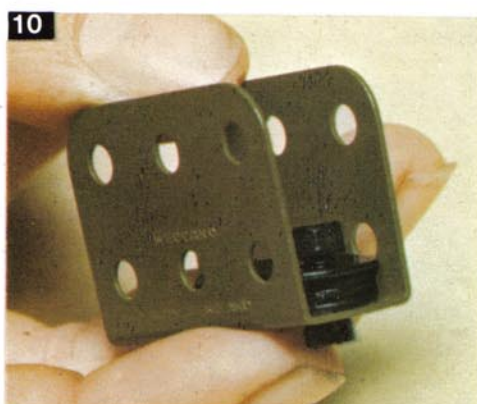
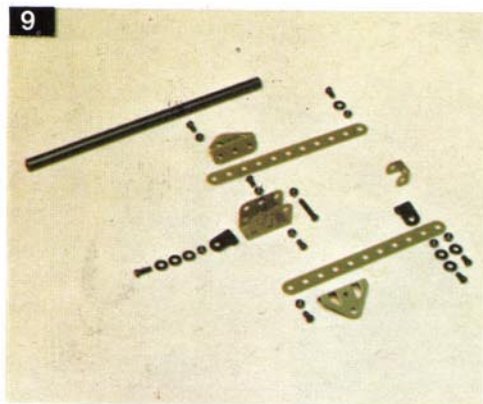


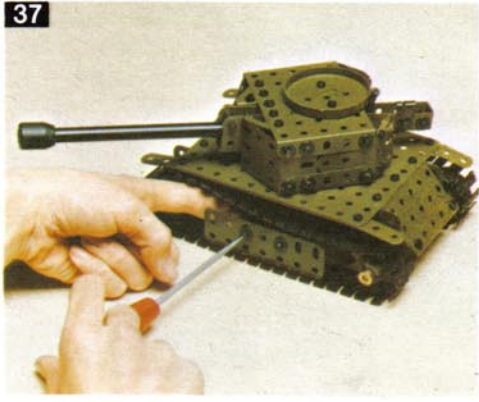
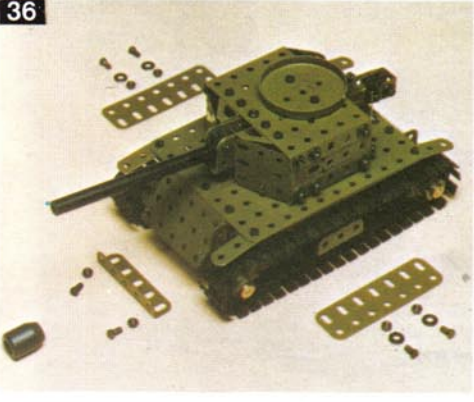
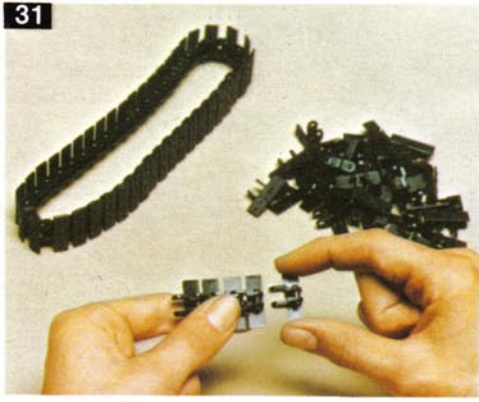
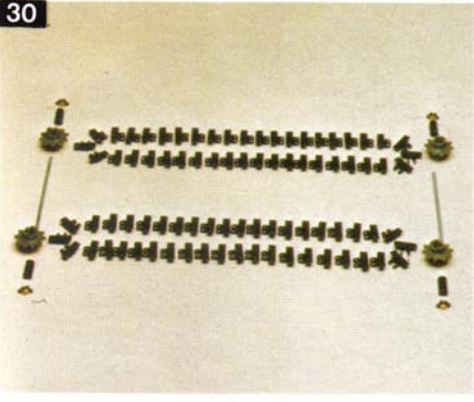
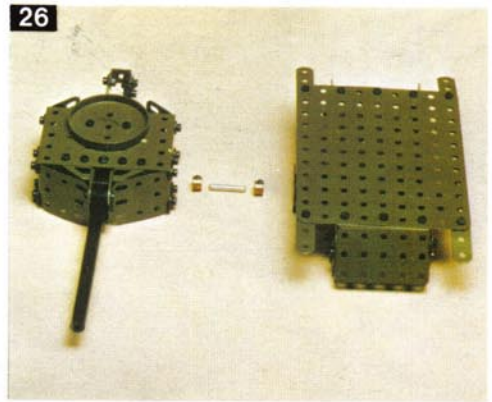
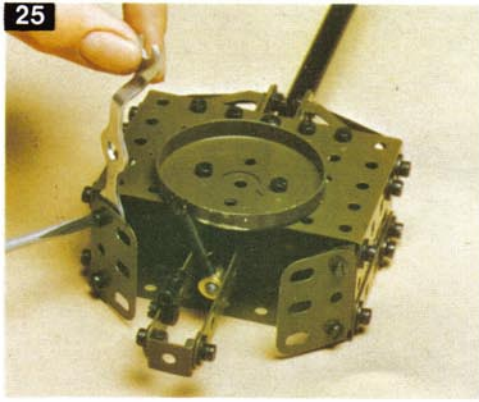
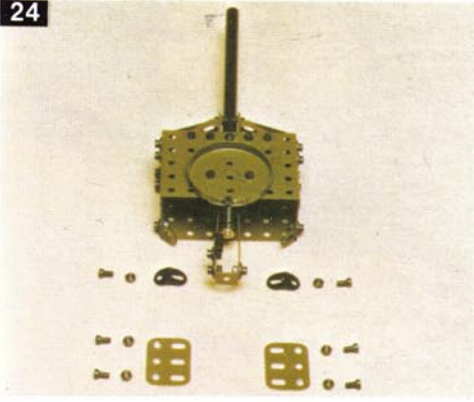
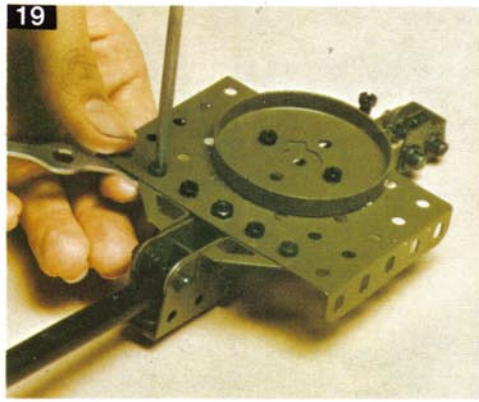
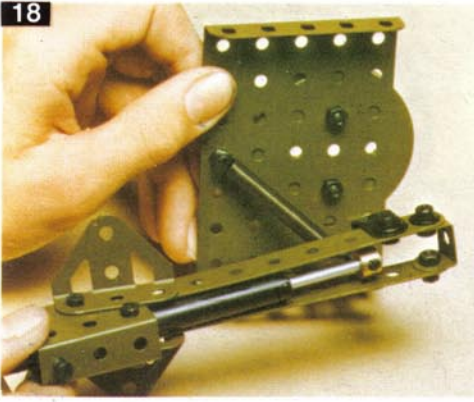
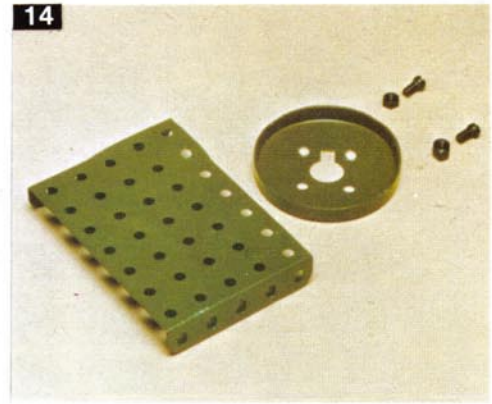
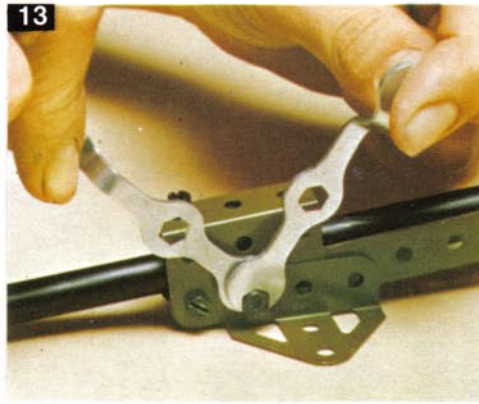
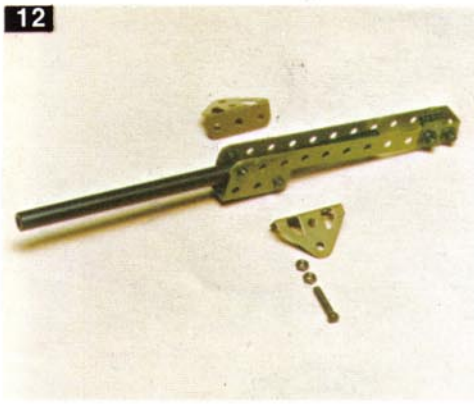


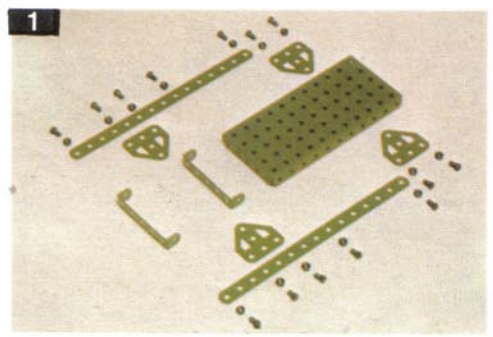
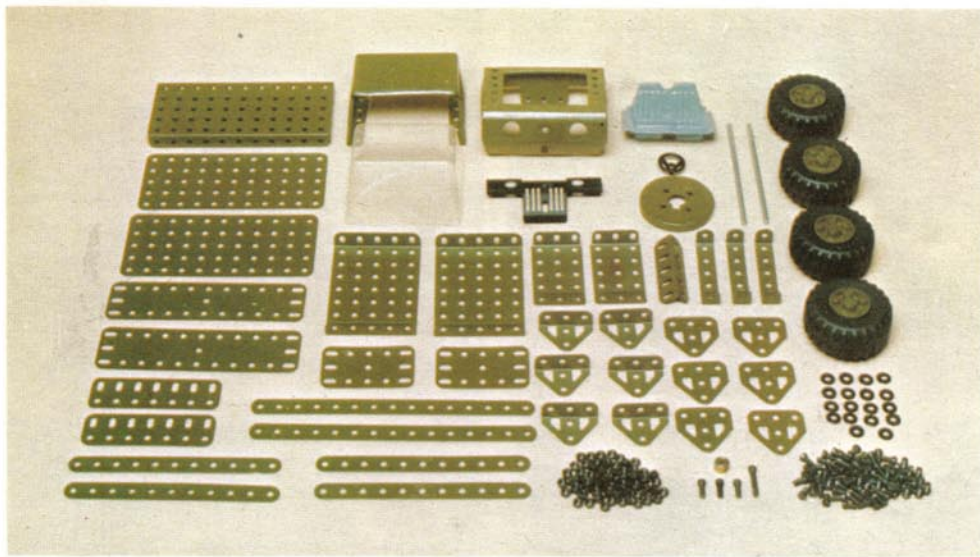
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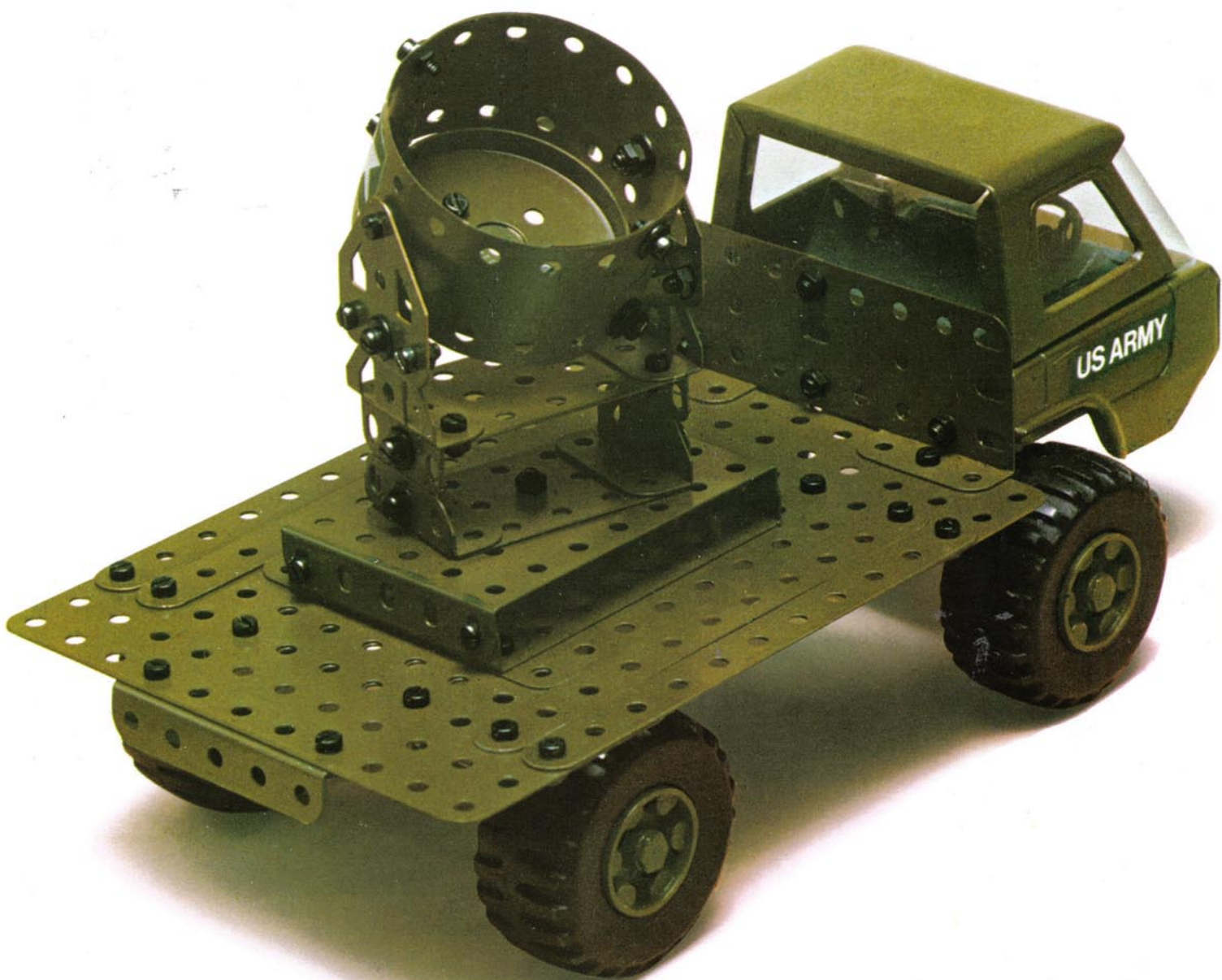
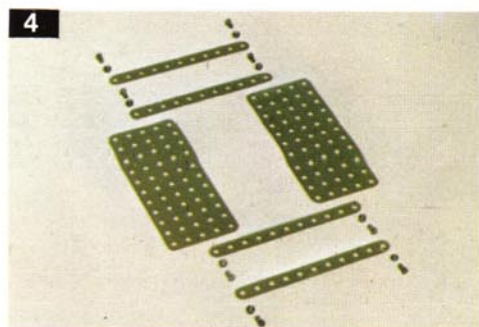
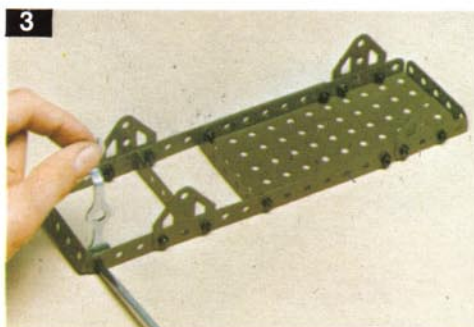
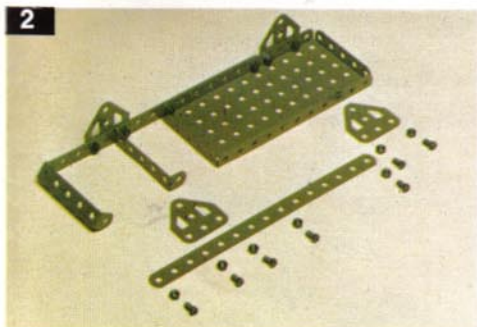


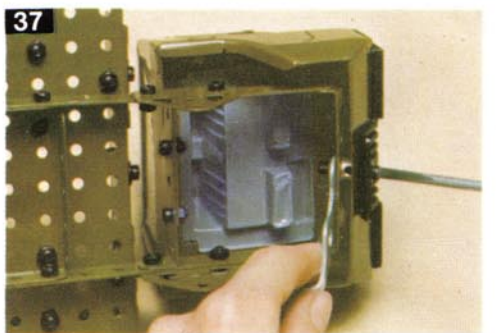
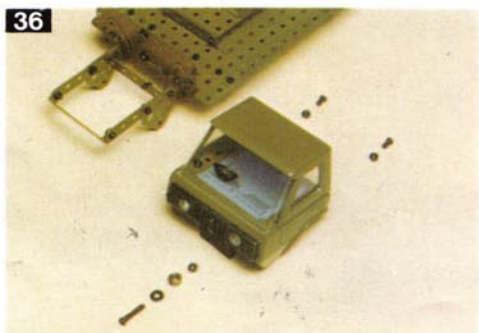
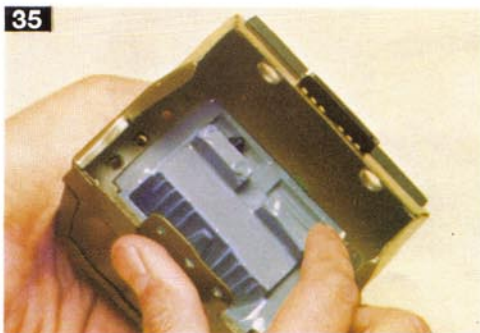
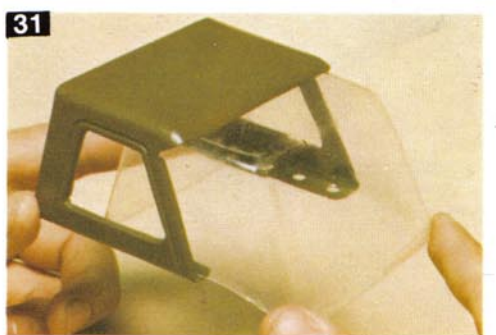
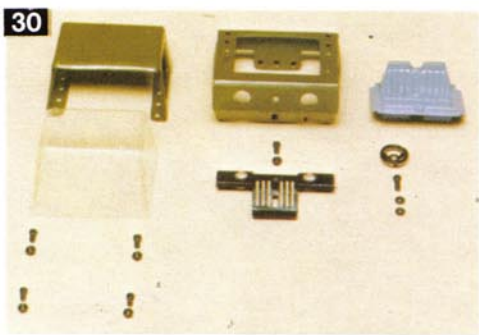
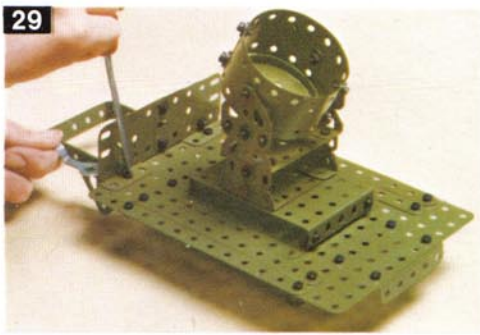
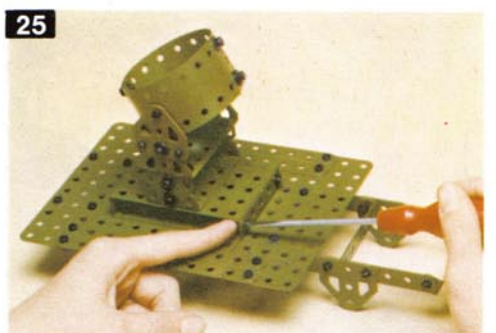
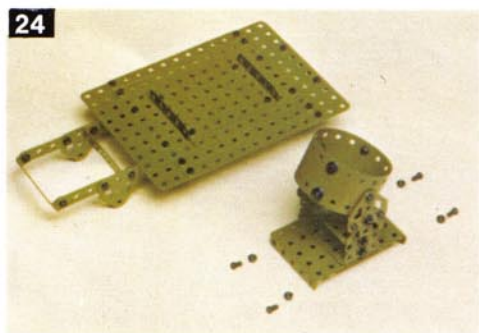
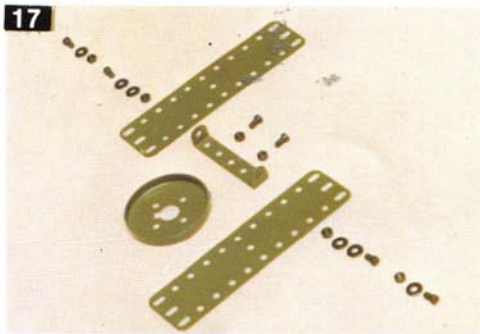
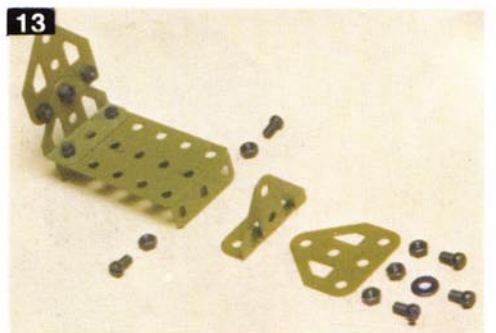
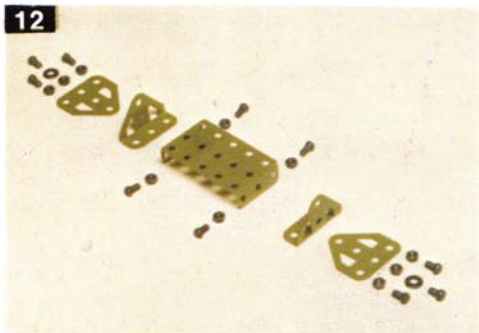
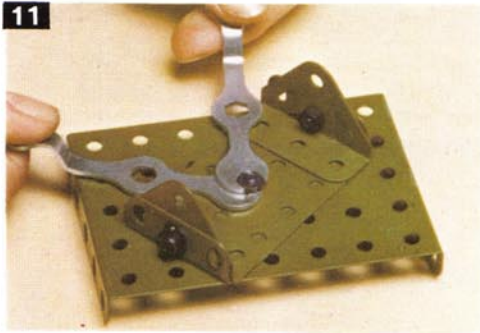
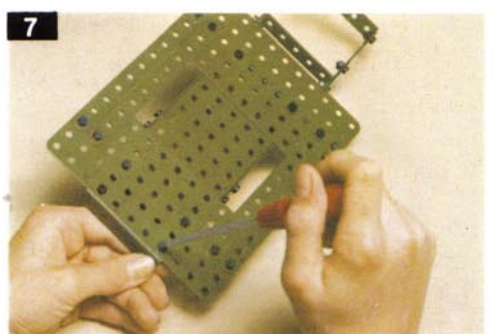
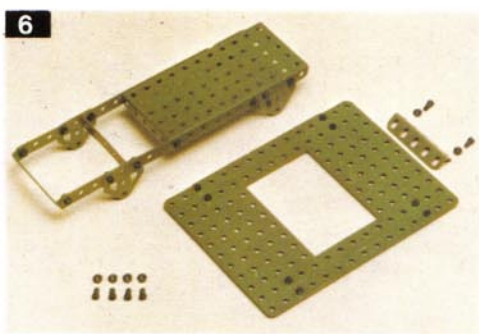
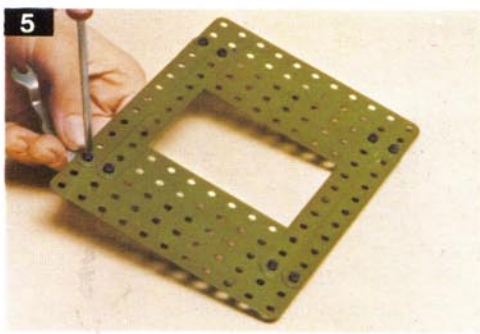


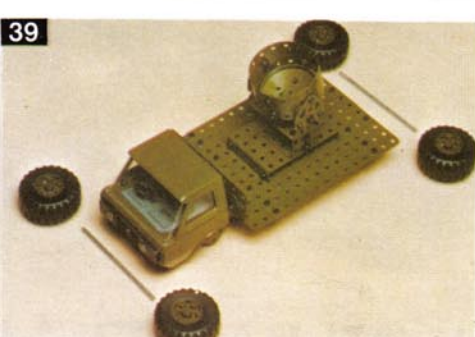
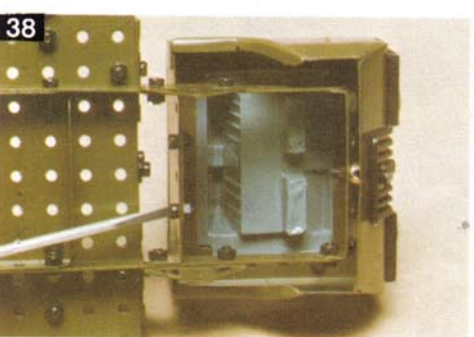
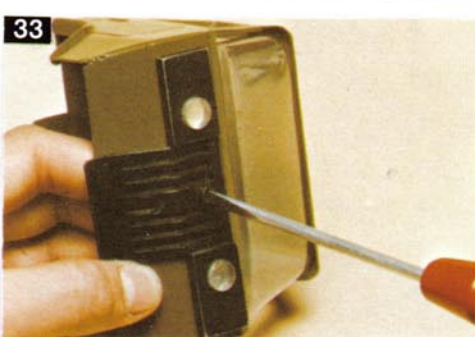
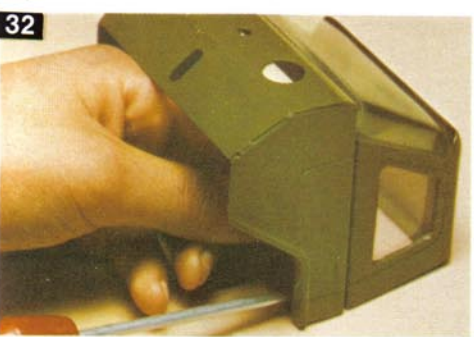
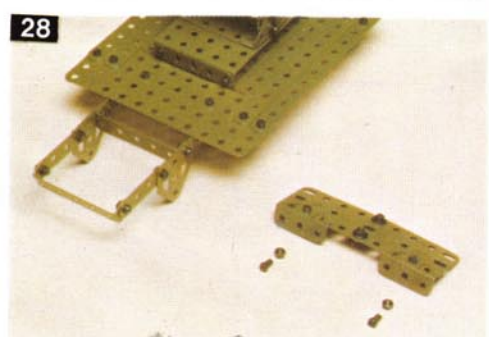
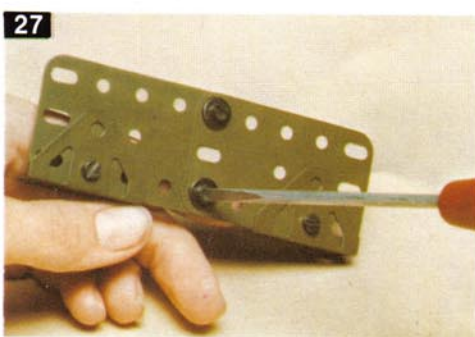
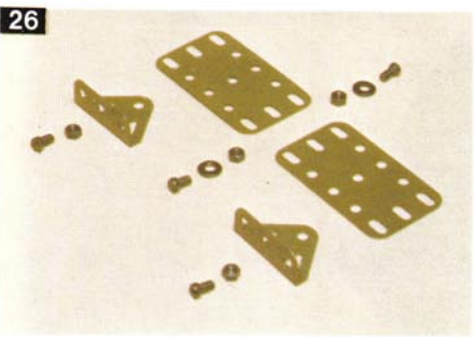
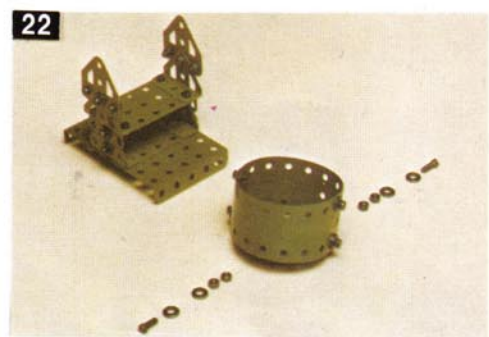
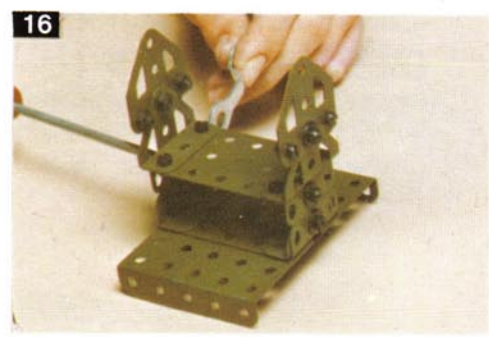
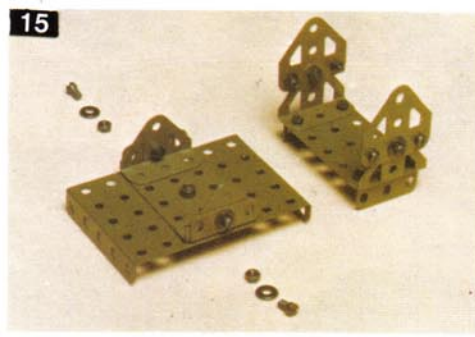
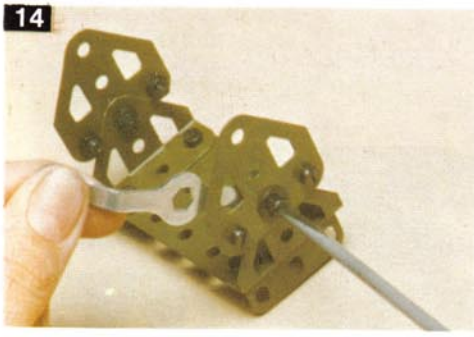
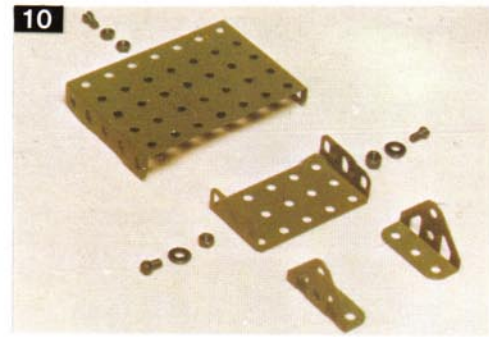
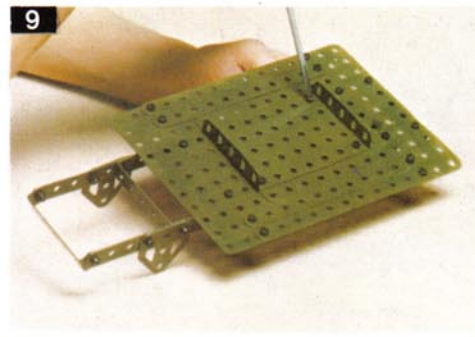
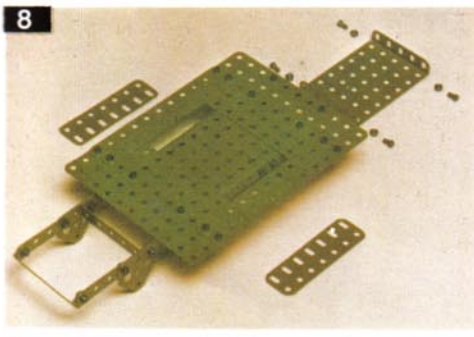


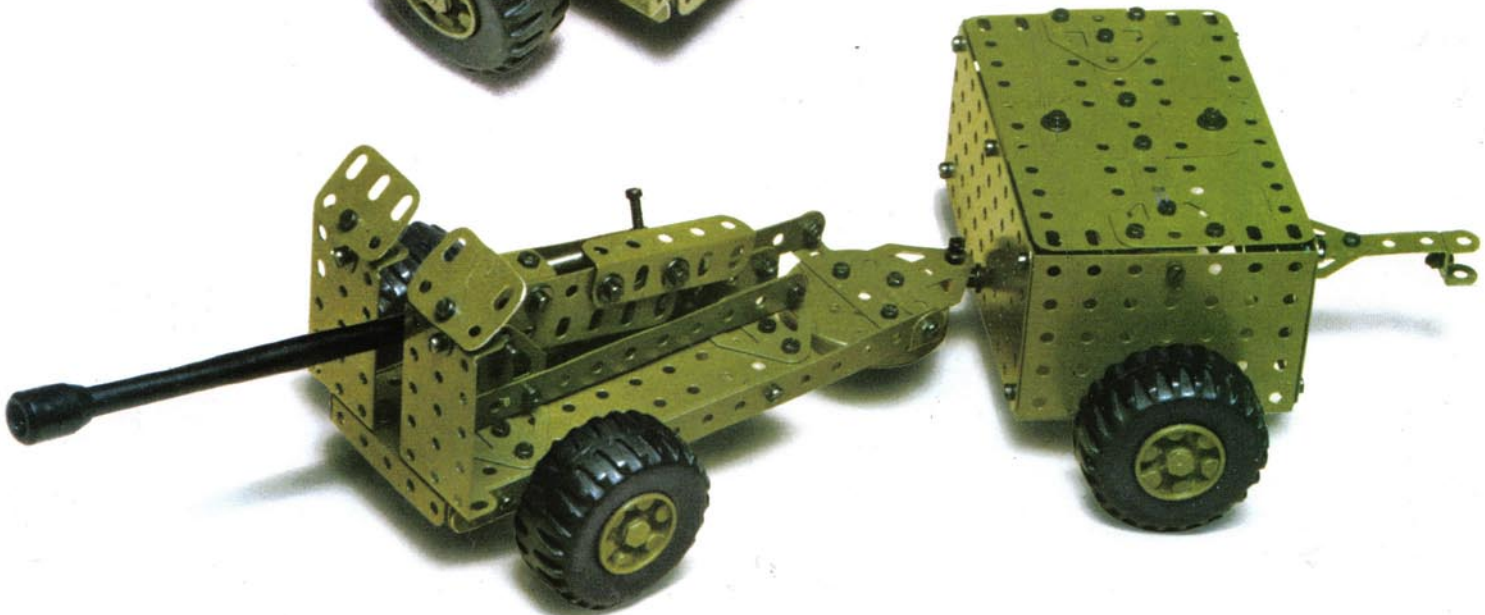
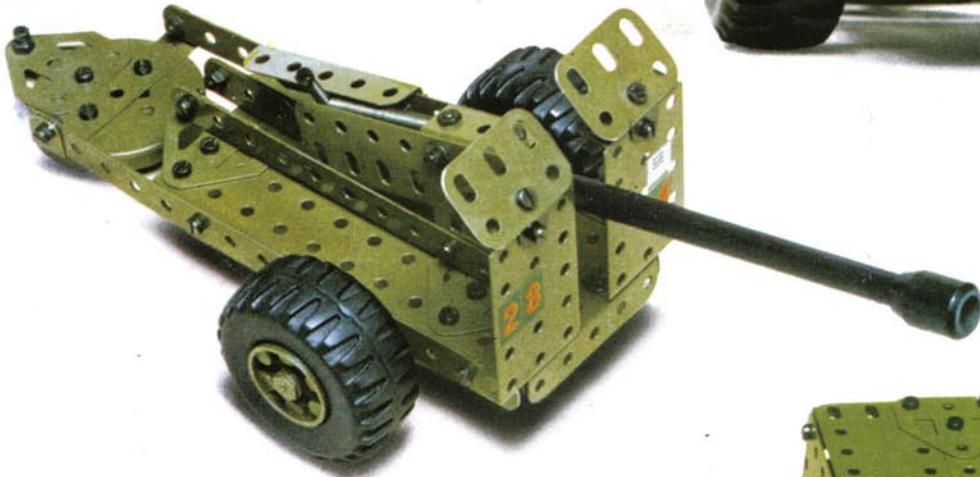
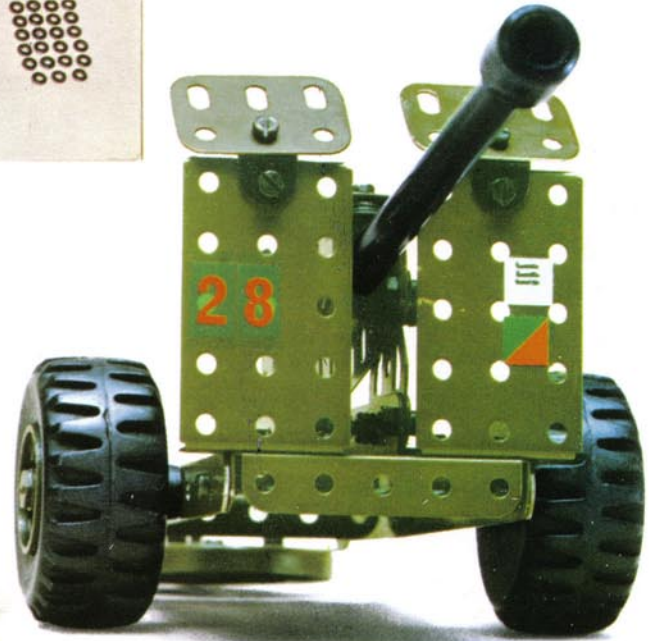
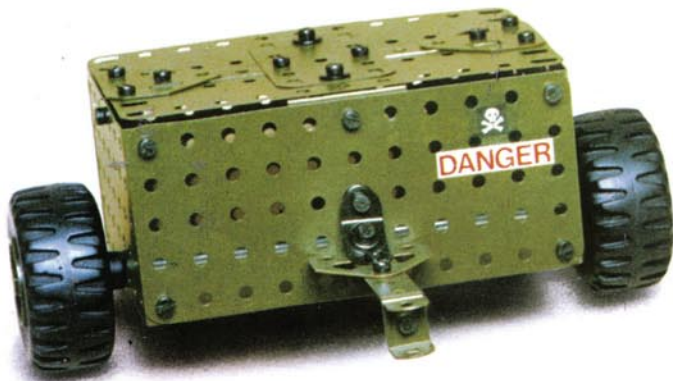
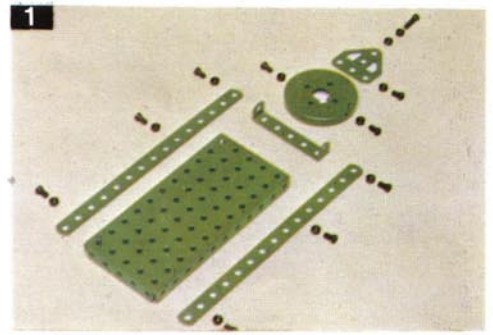
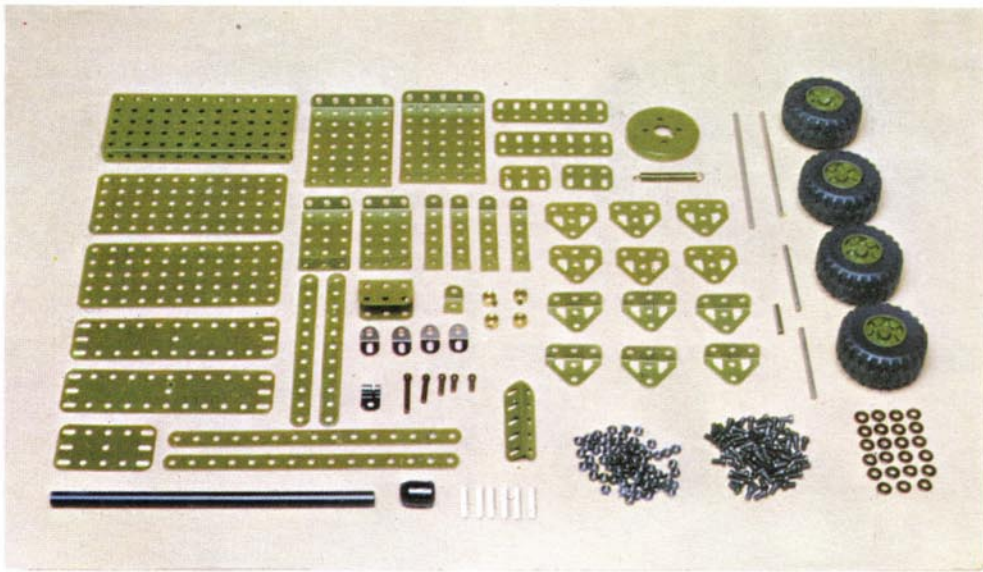
MOBILE SEARCHLIGHT



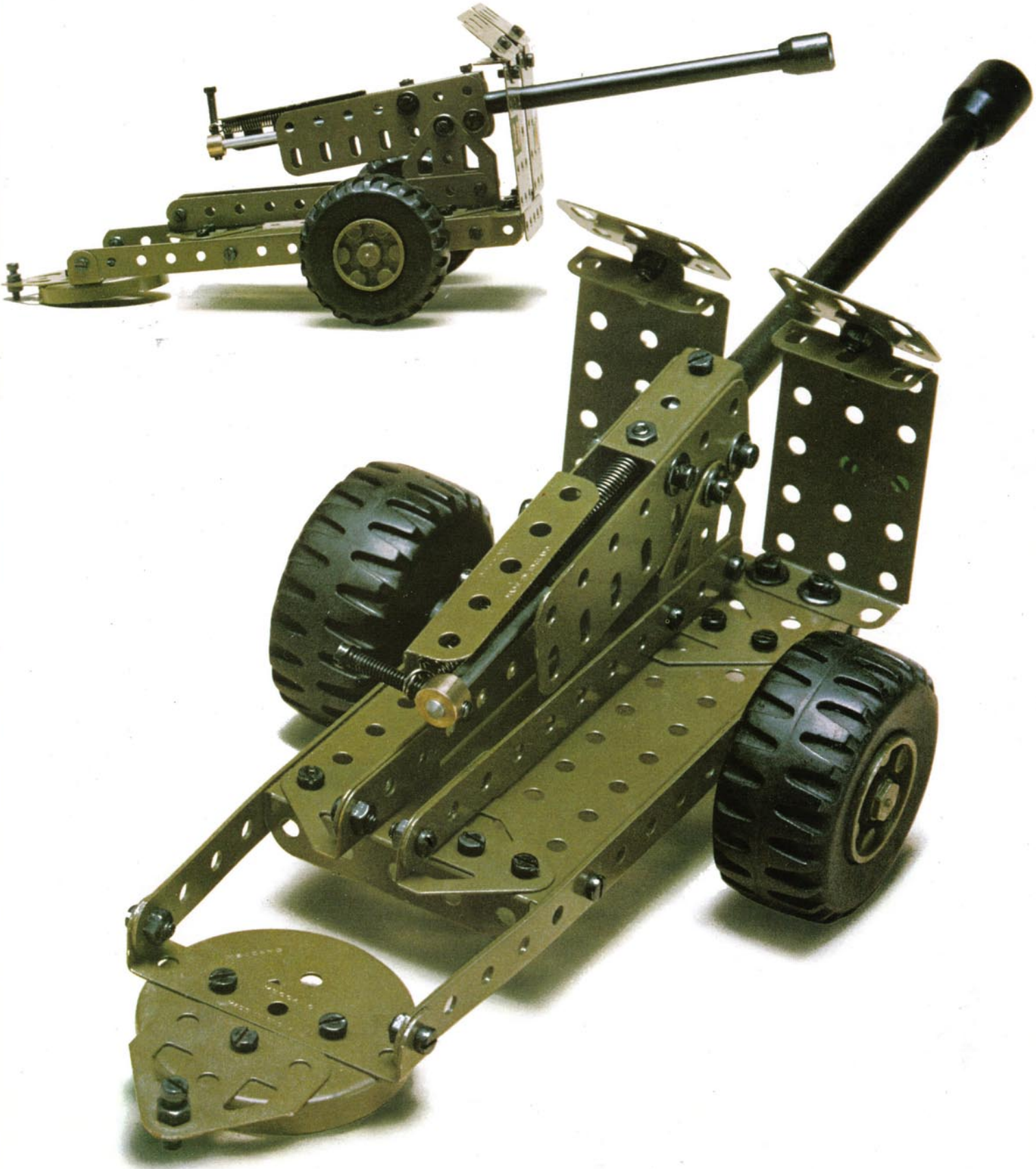
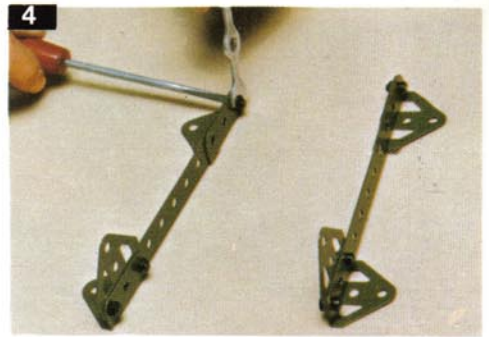
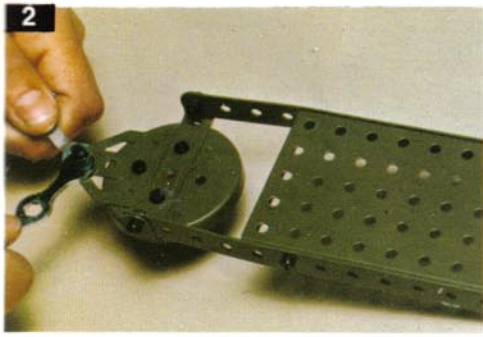


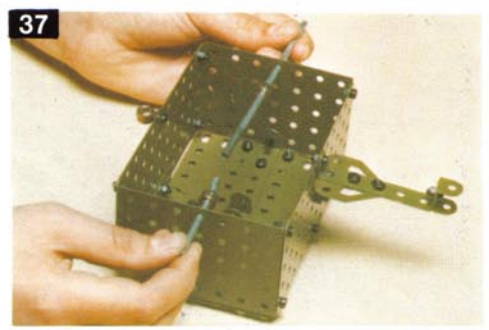
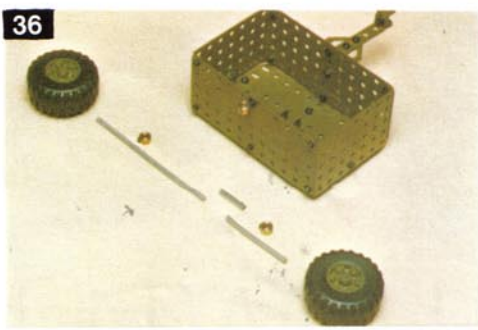
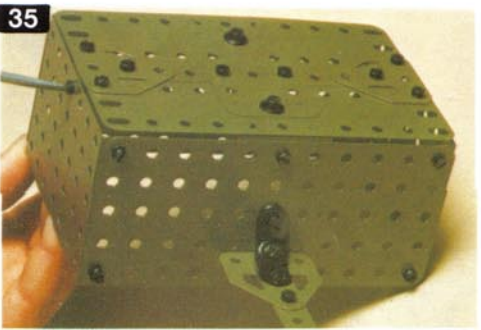
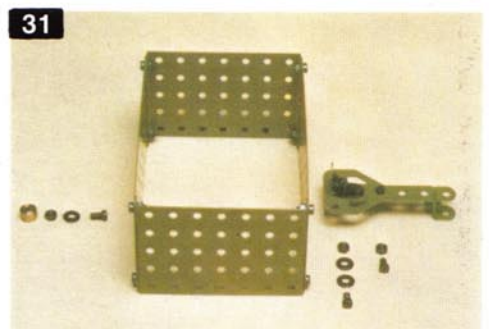
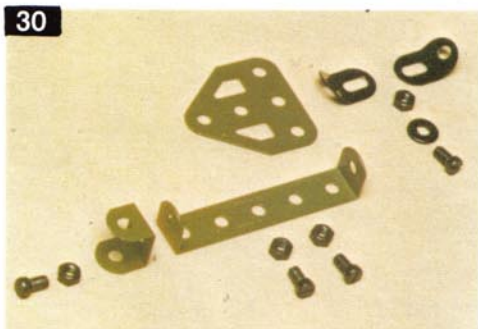
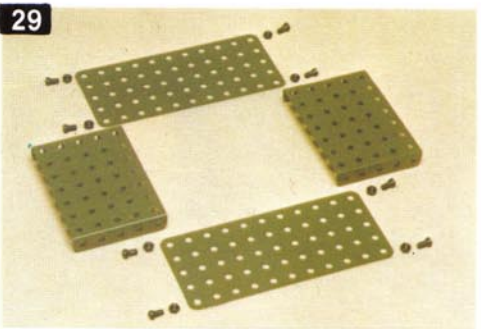
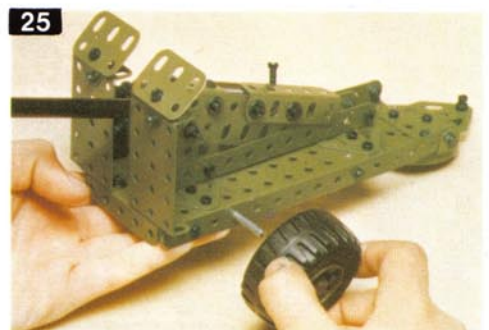
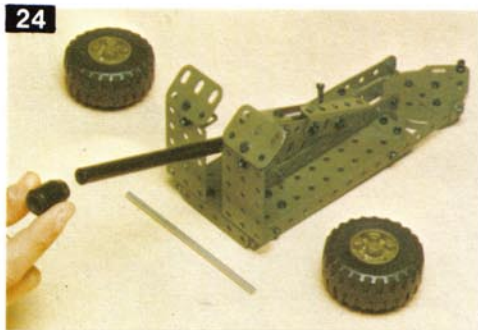
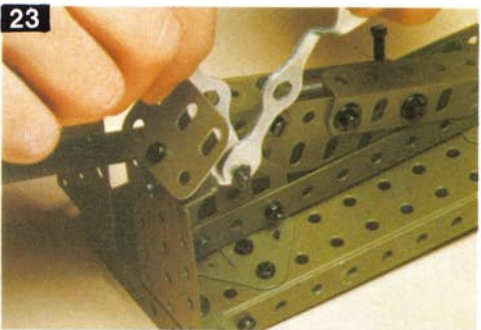
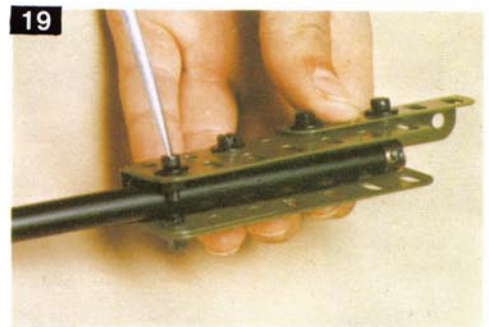
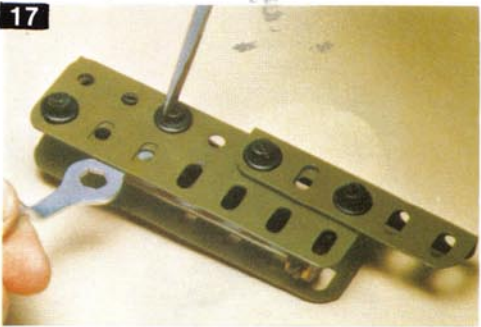
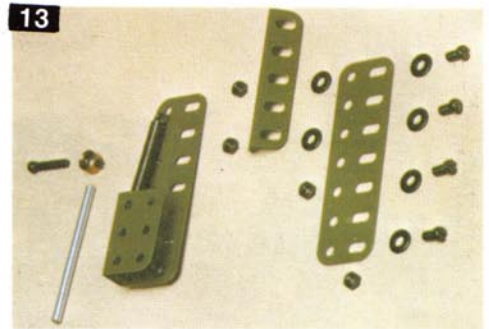
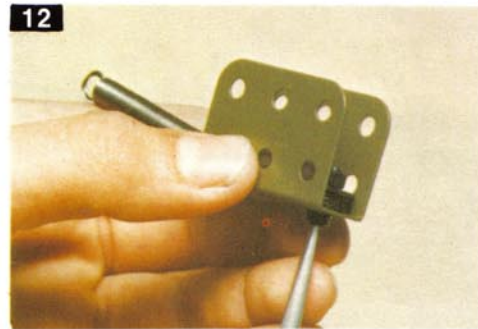
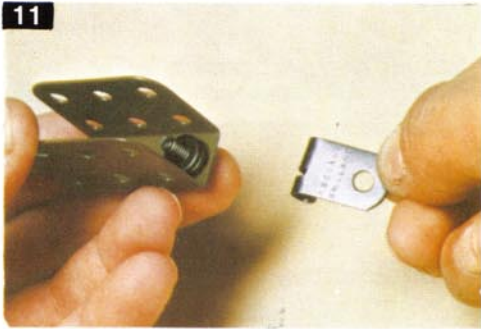
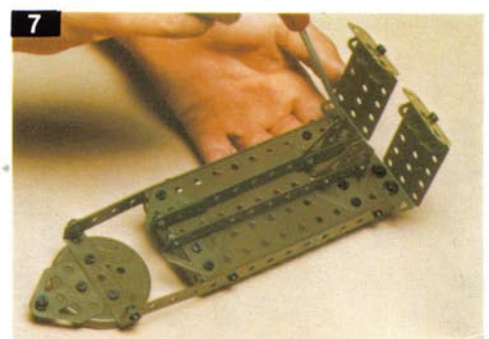
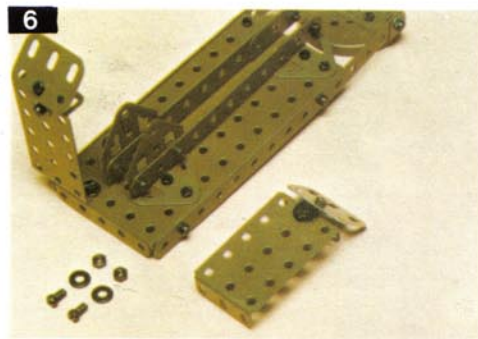
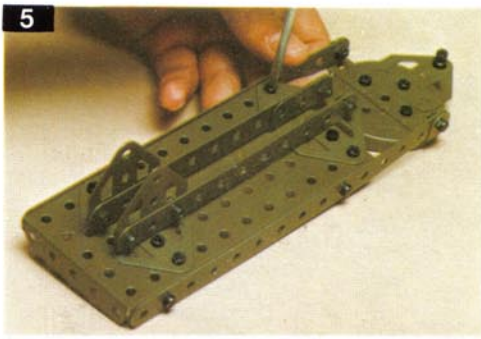


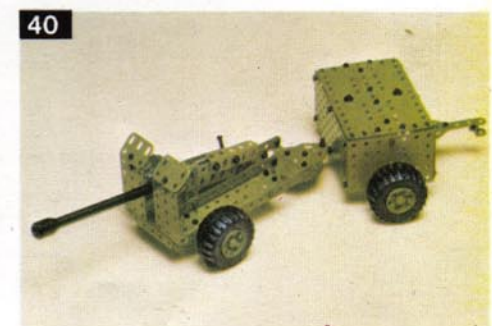
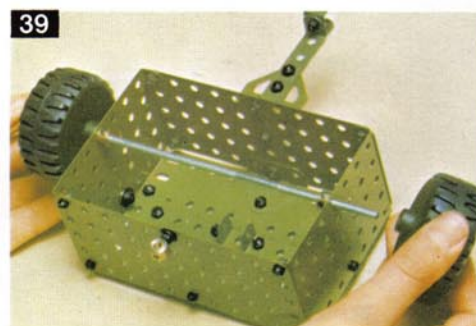
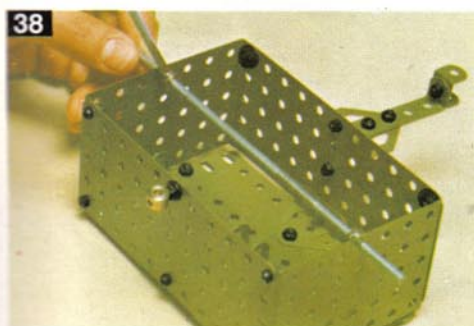
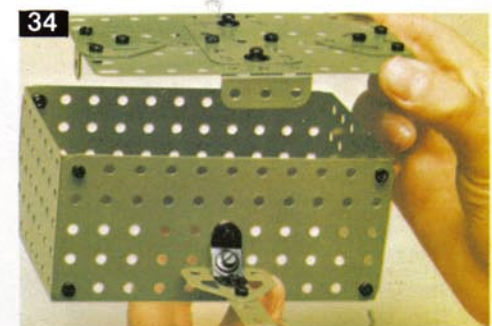
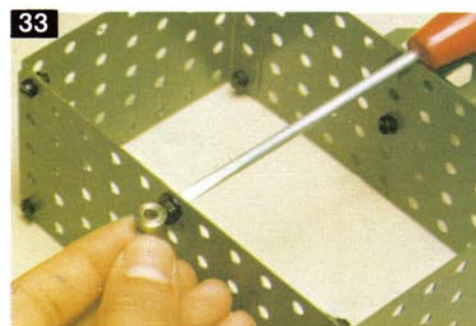
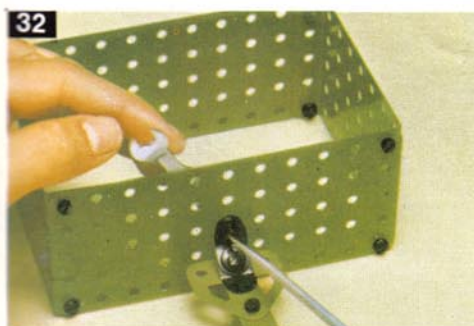
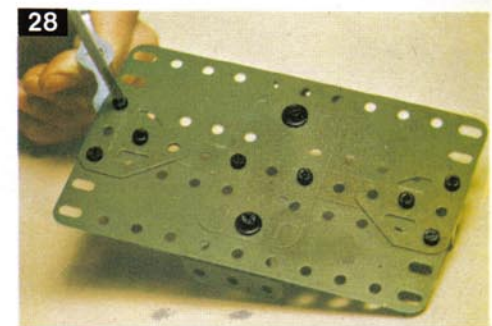
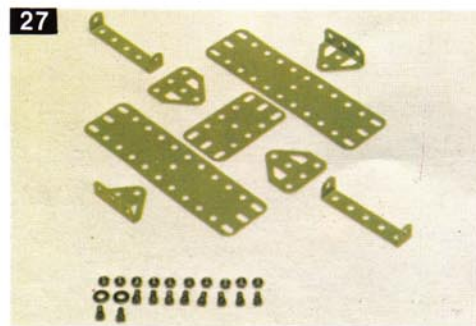
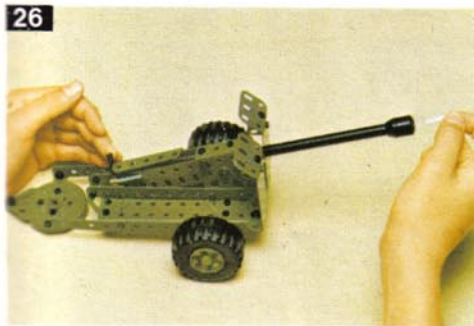
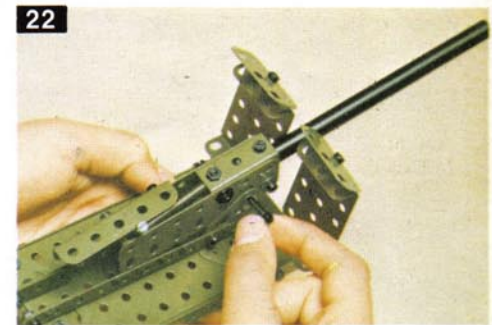
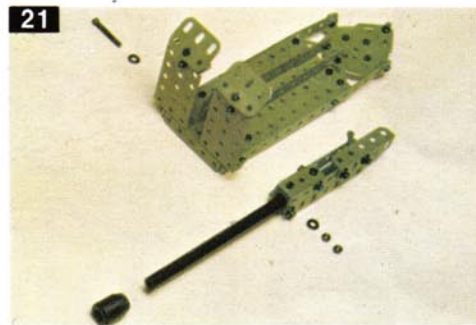
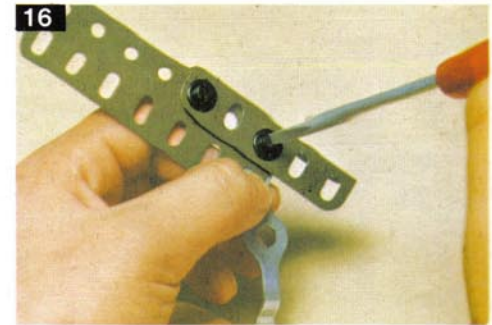
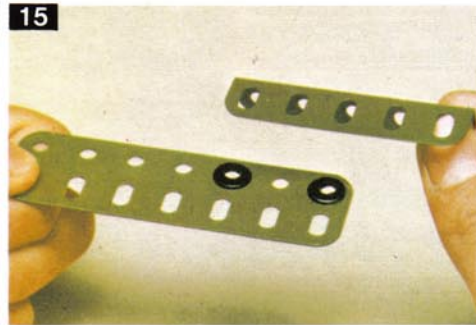
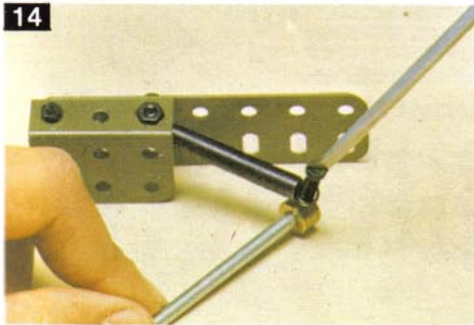
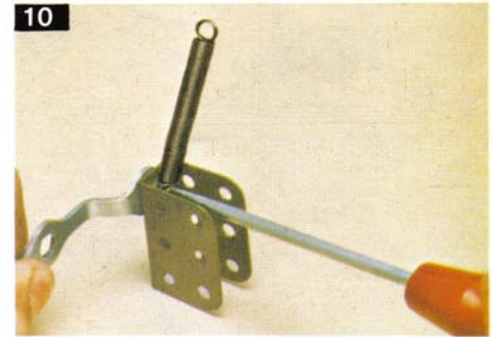
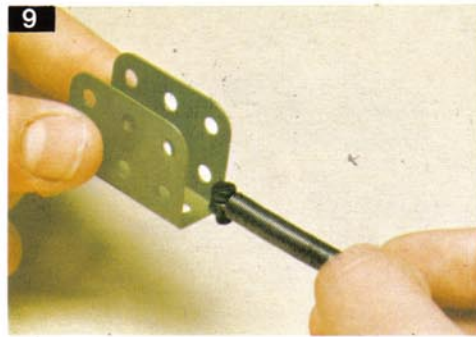
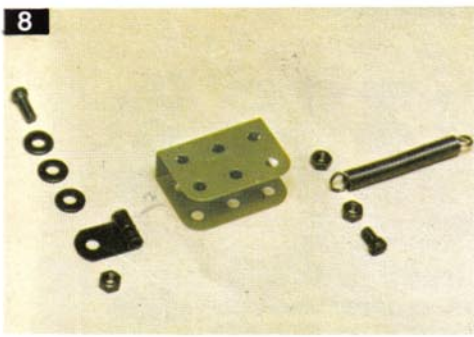


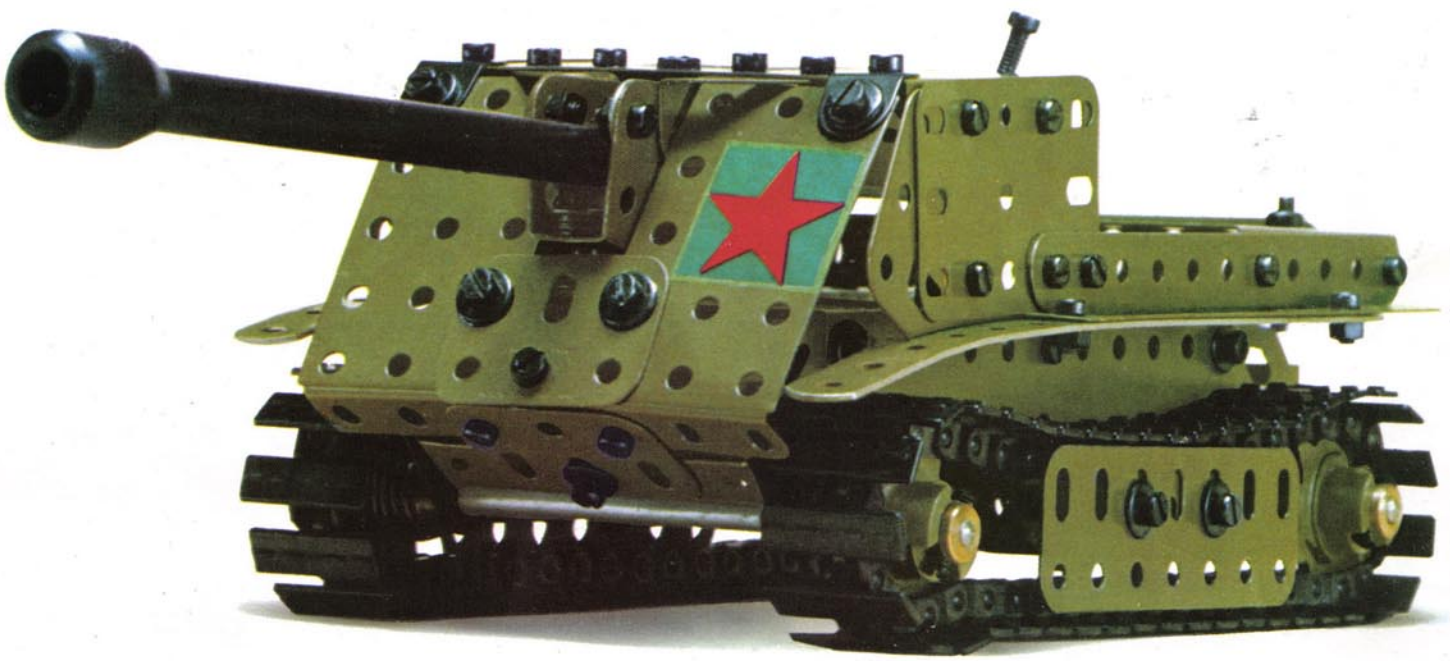
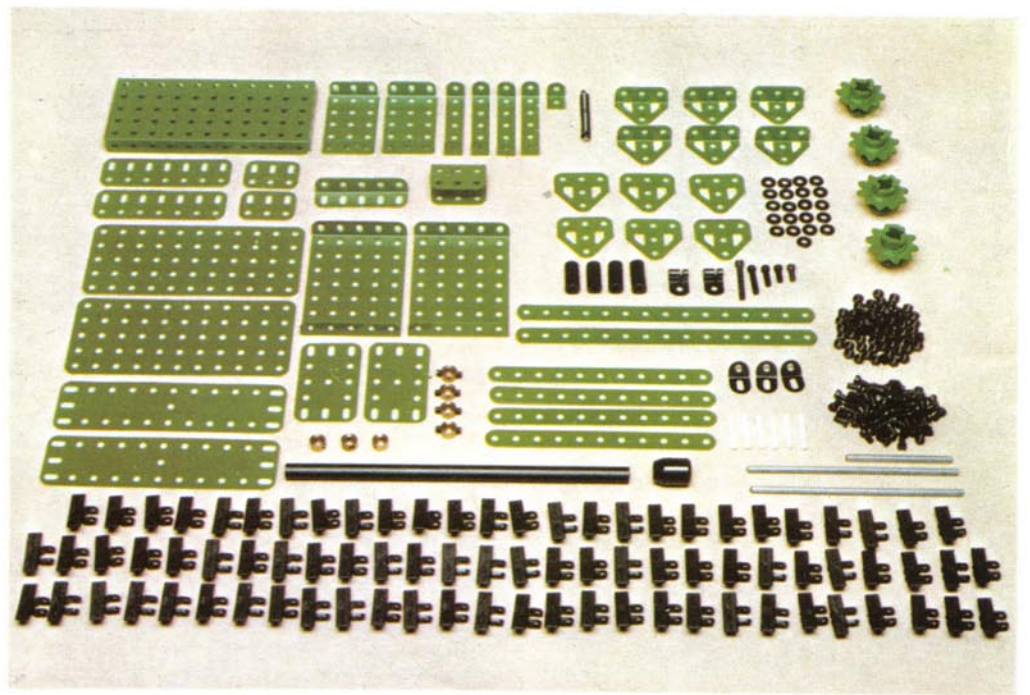


FIELD GUN WITH LIMBER

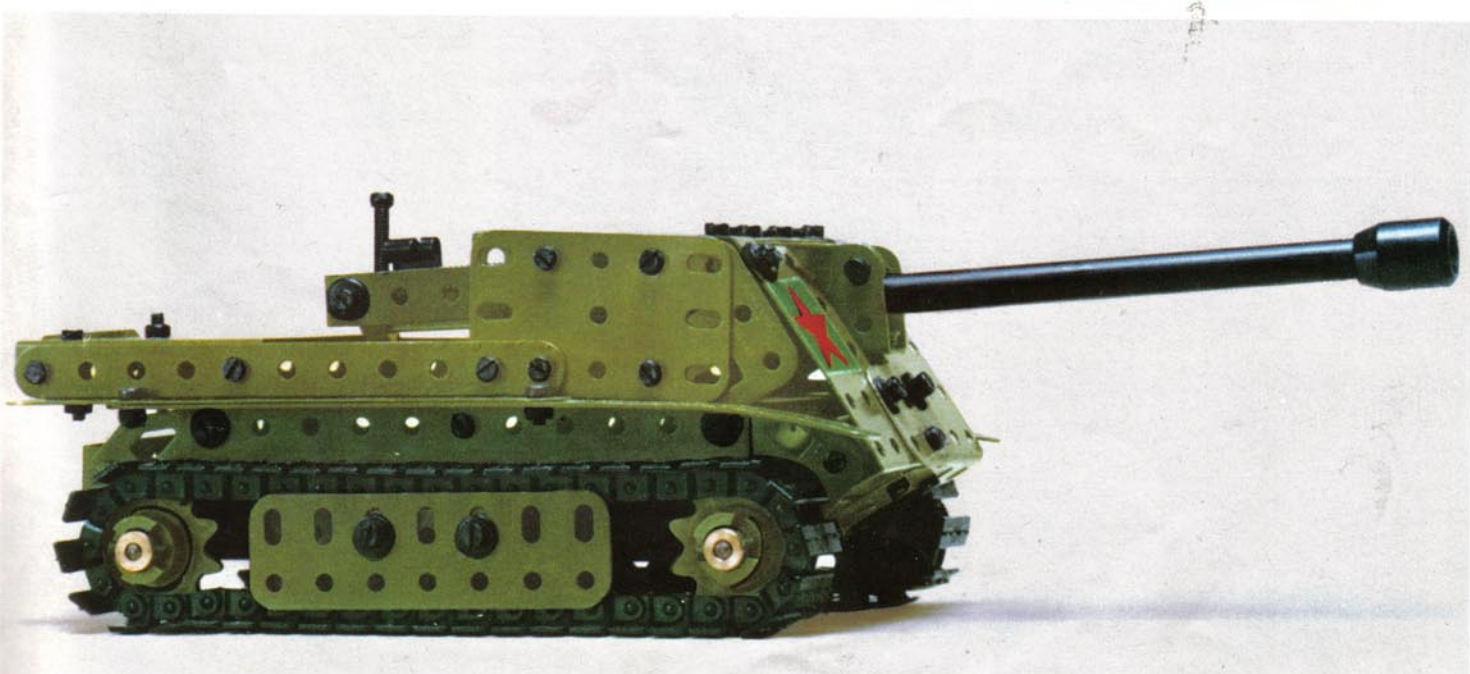
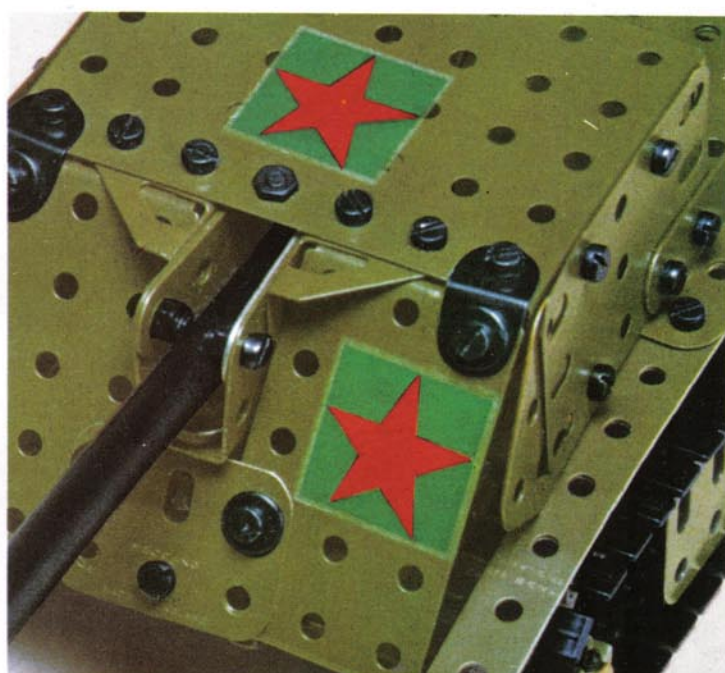
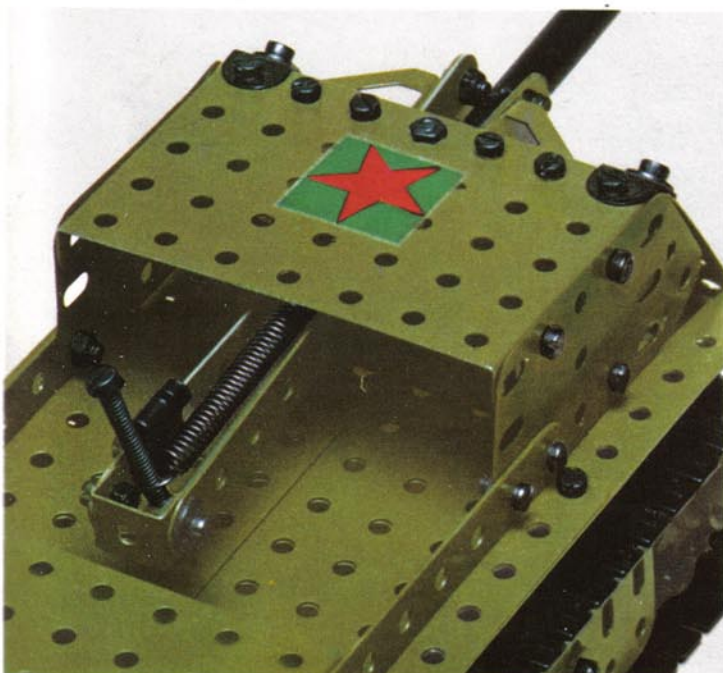
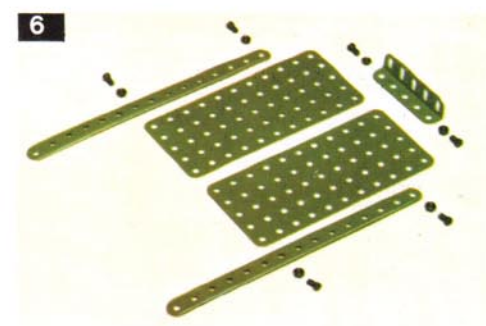
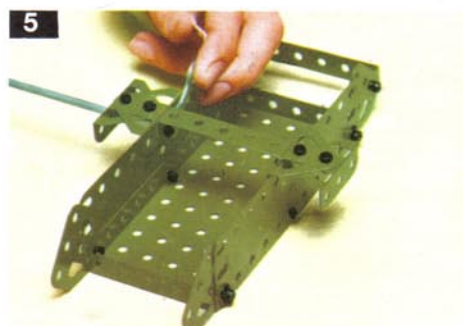
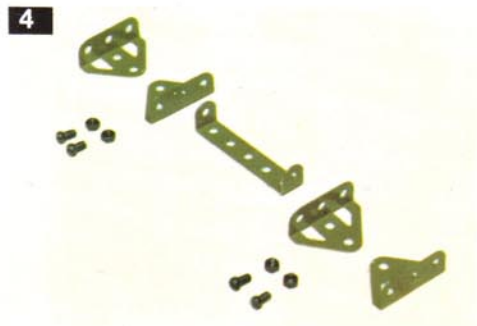
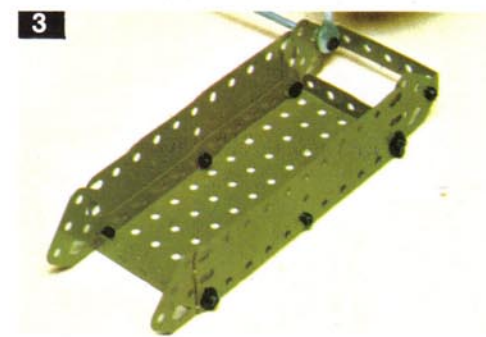
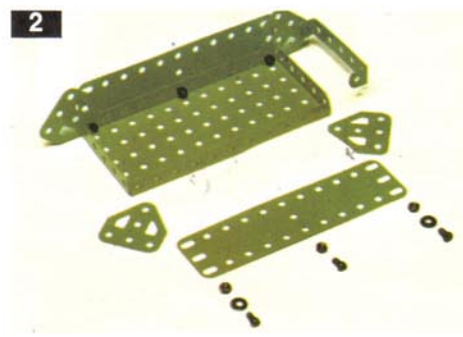
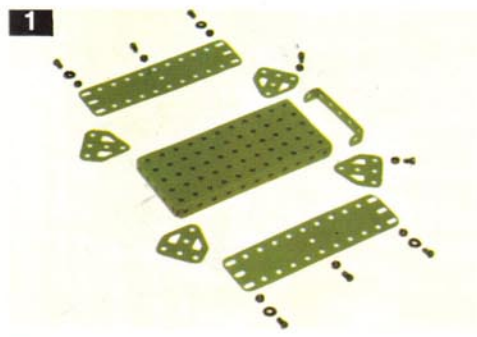


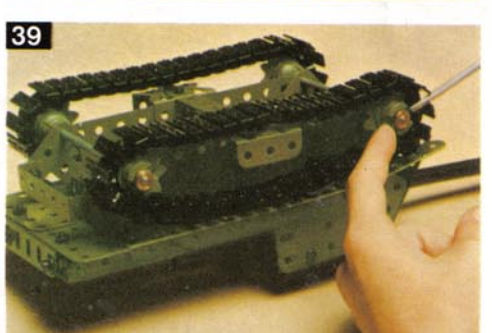
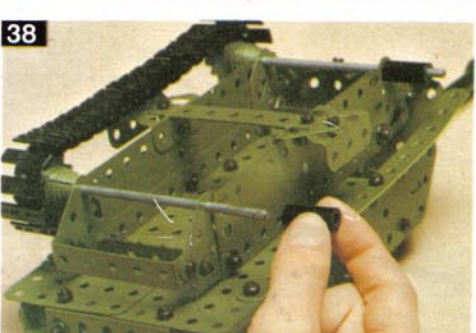
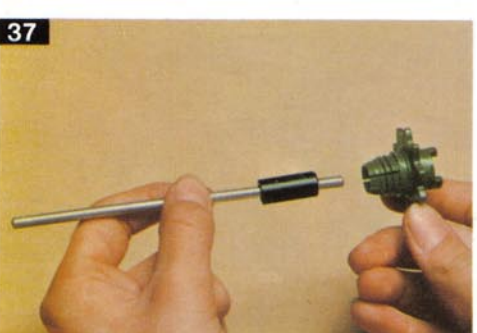
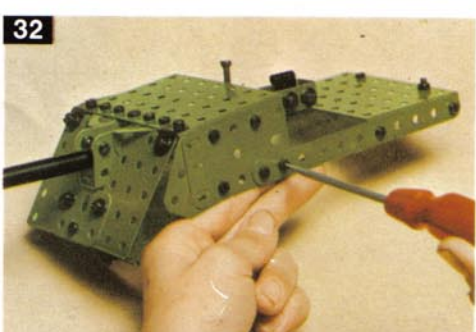
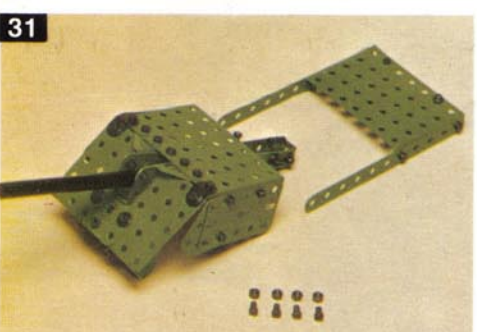
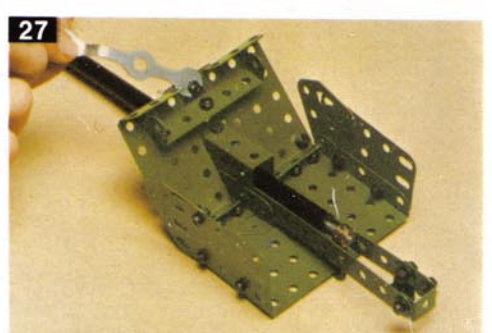
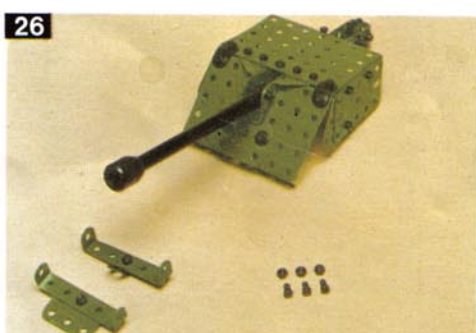
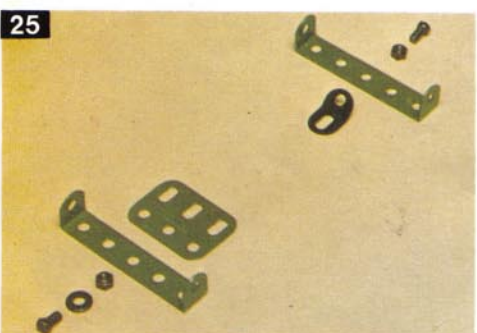
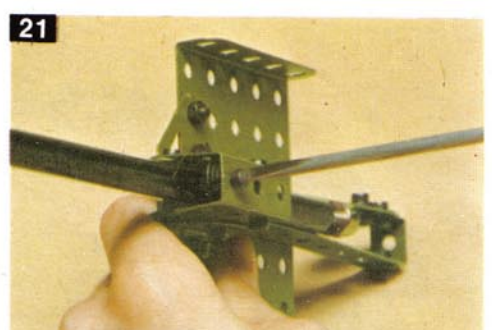
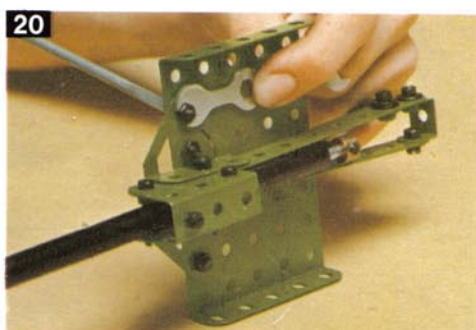
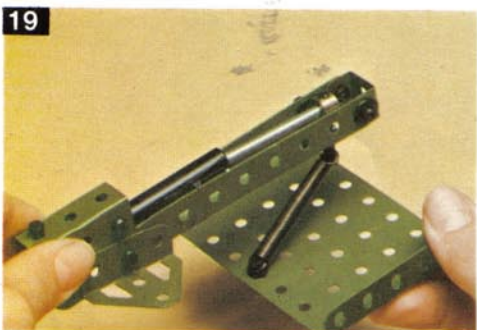
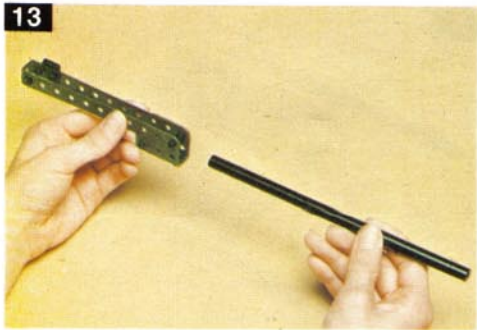
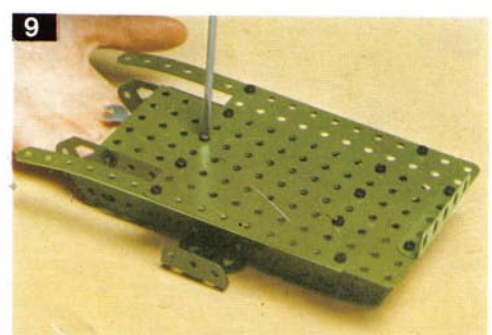
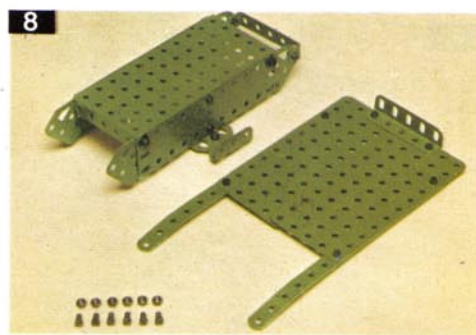
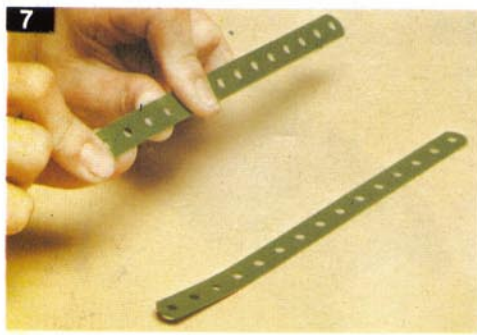


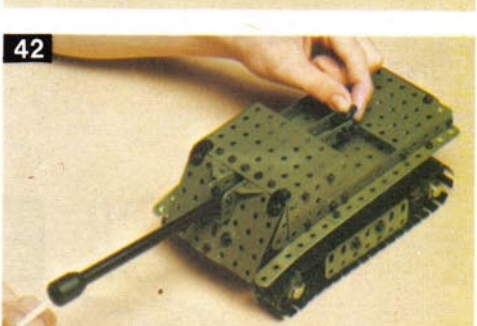
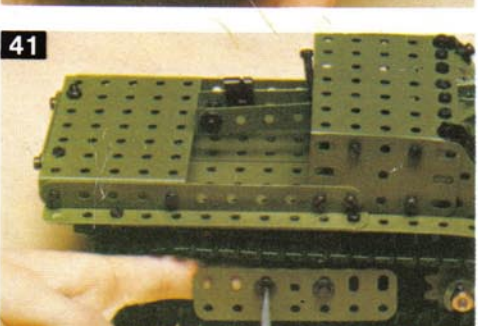
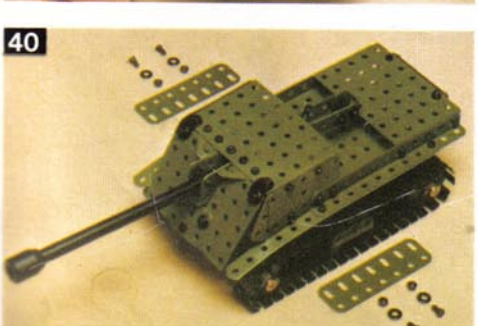
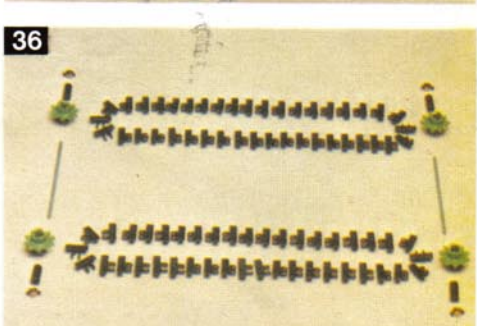
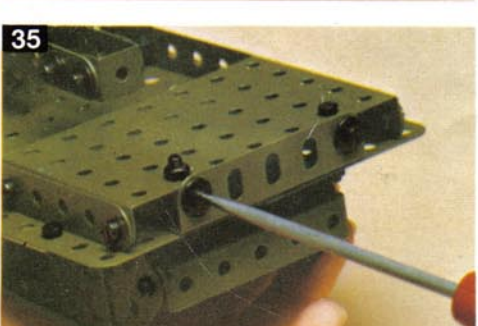
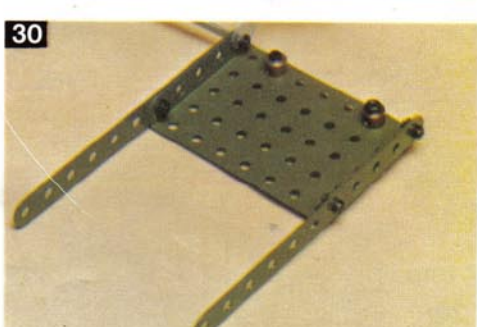
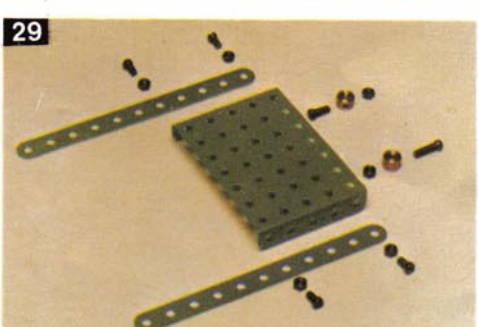
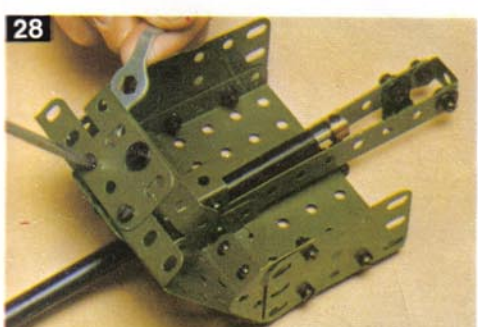
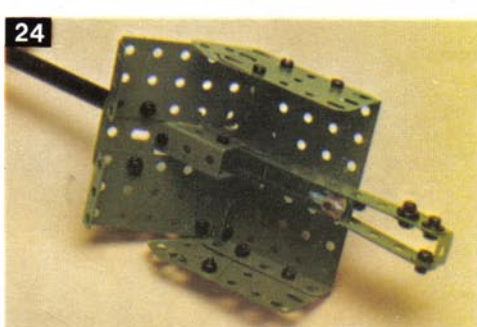
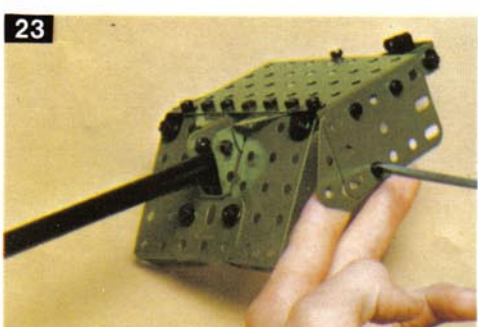
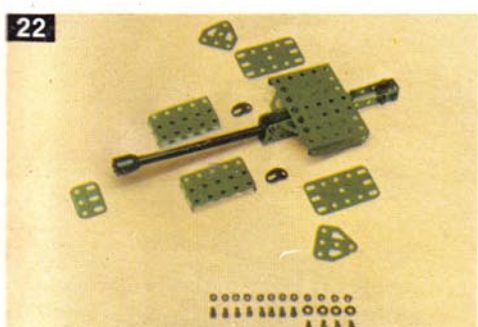
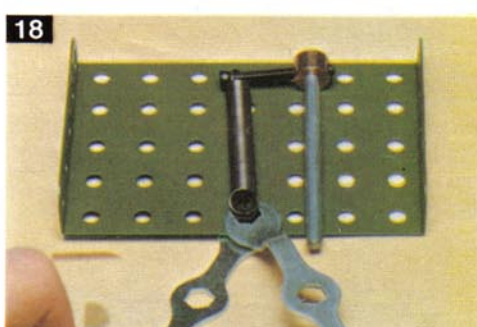
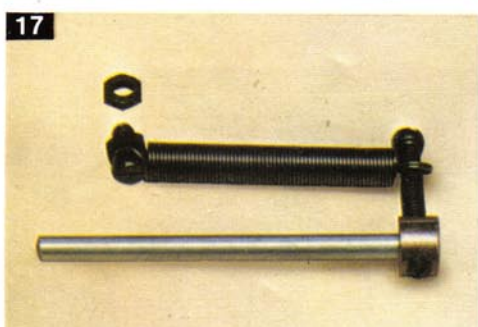
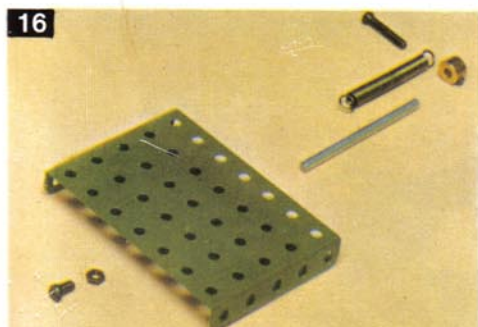
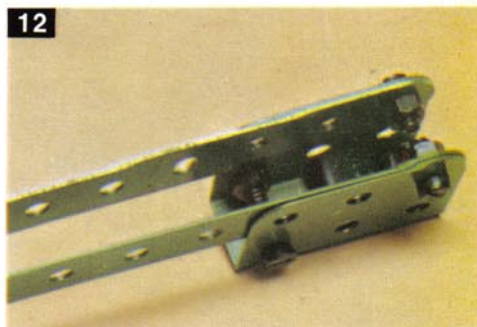
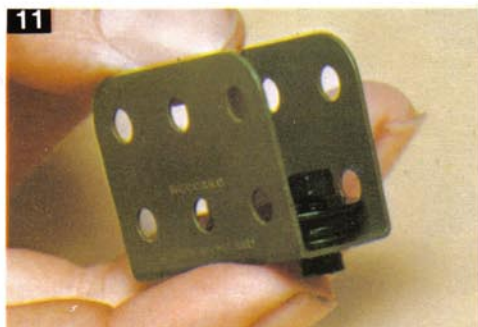
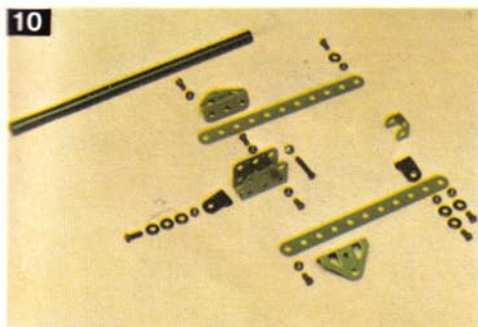


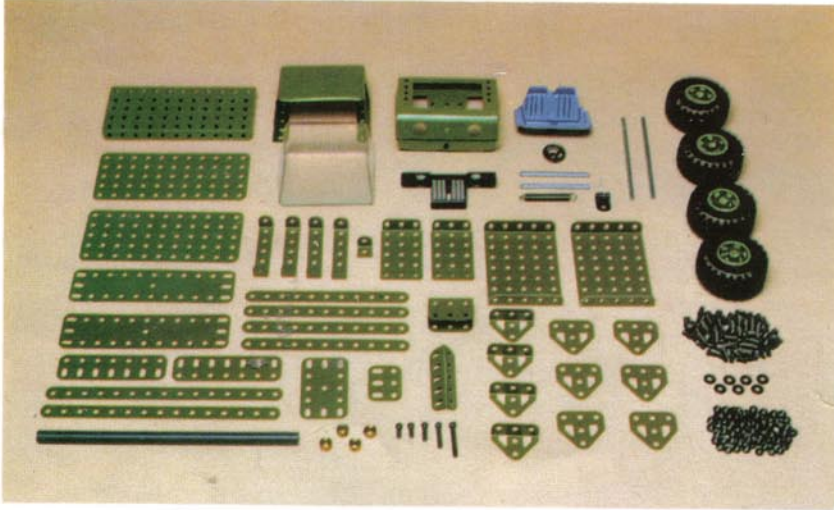
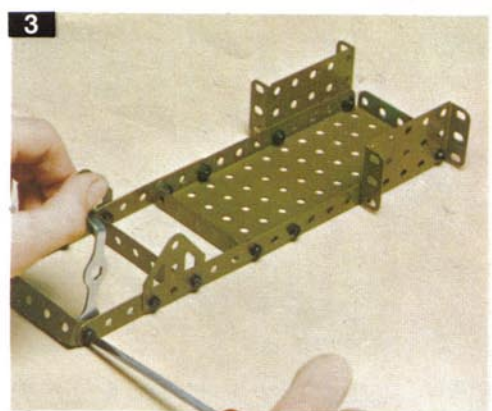
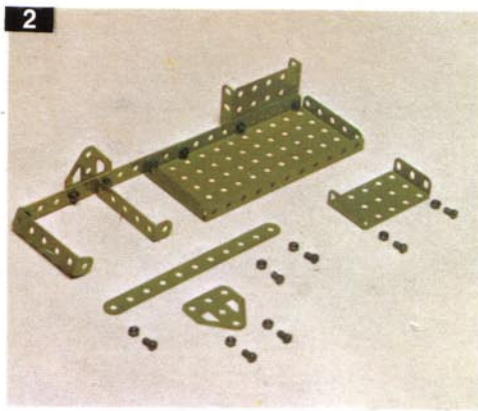
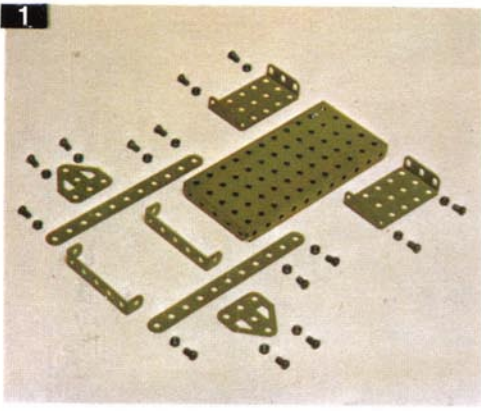


HEAVY TANK

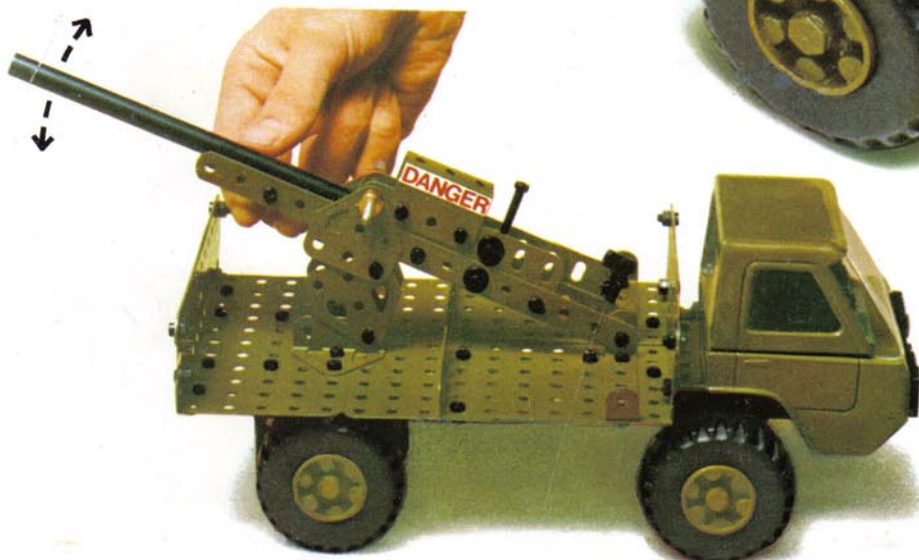
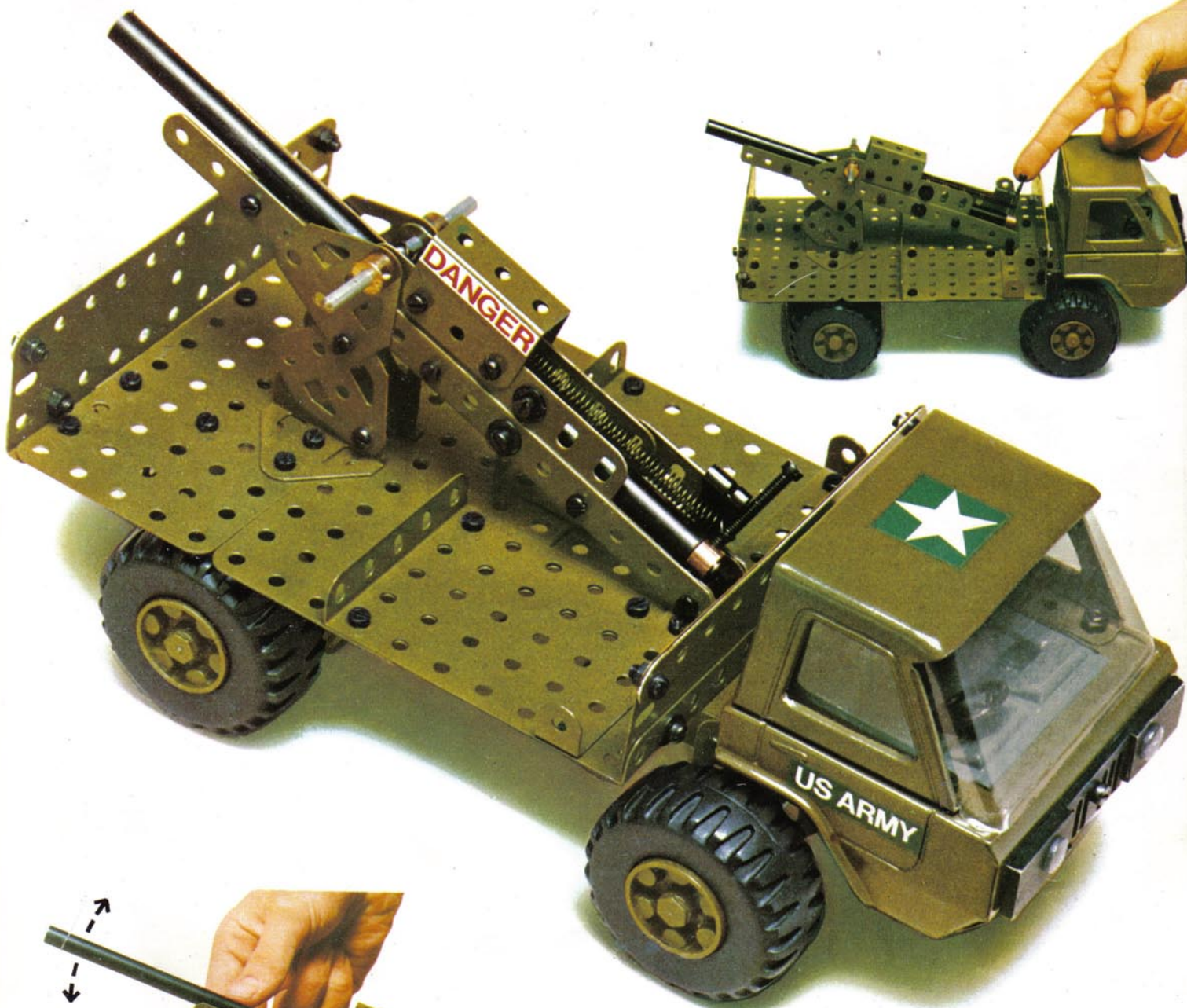
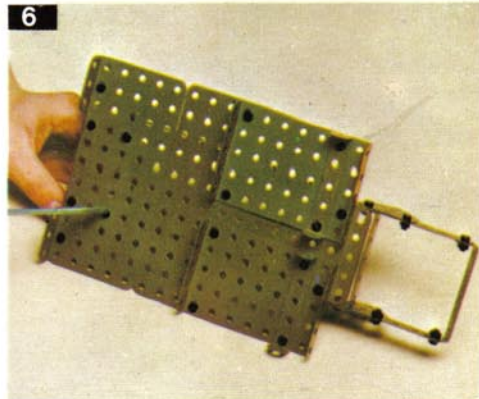
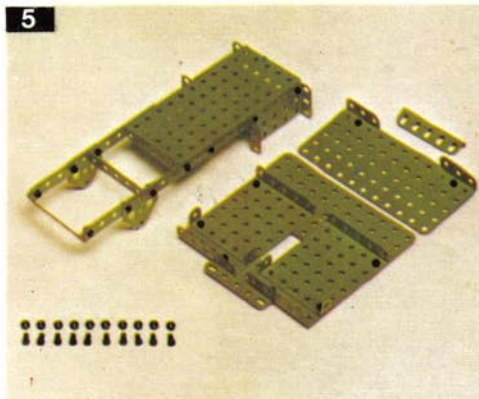
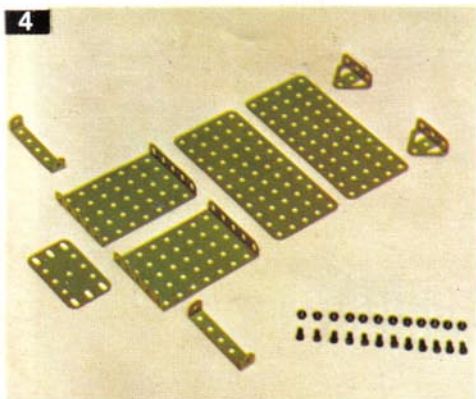


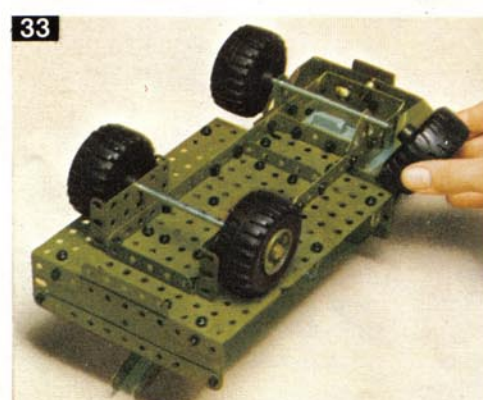
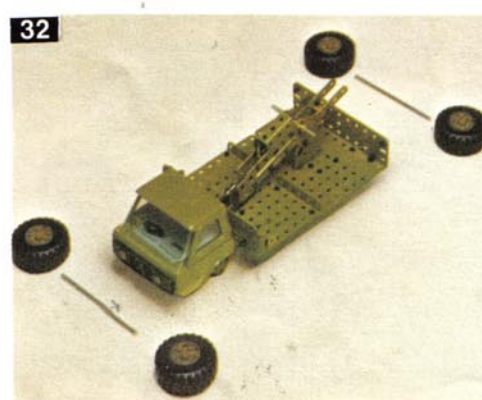
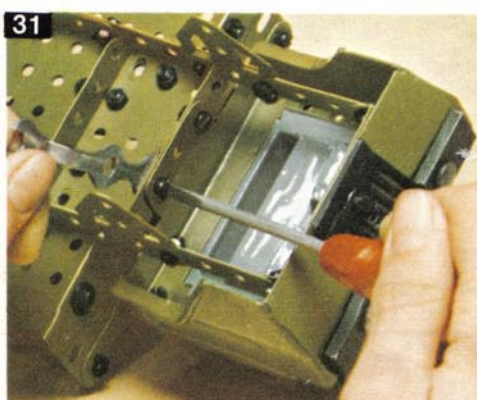
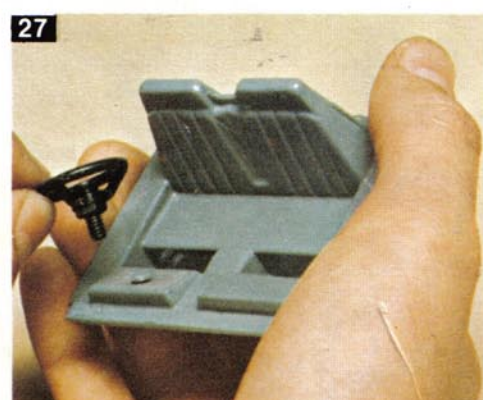
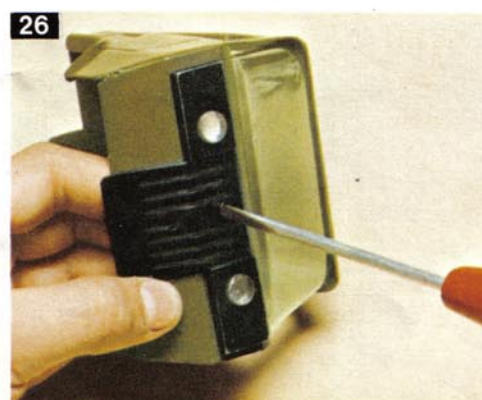
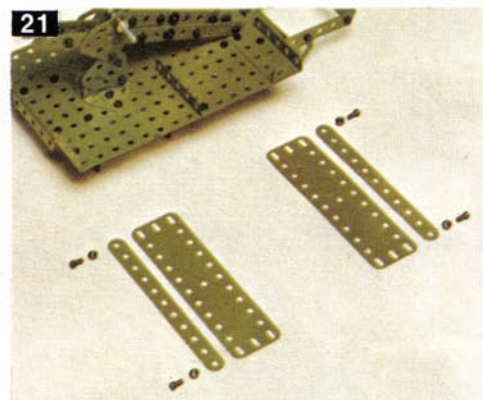
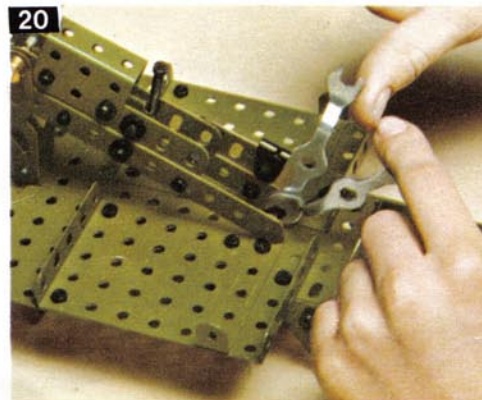
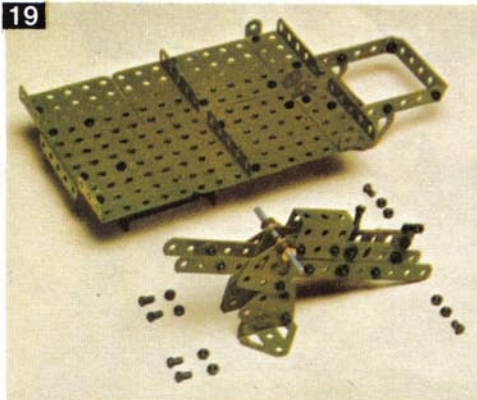
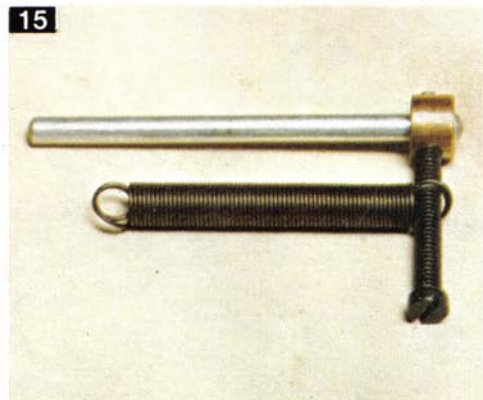
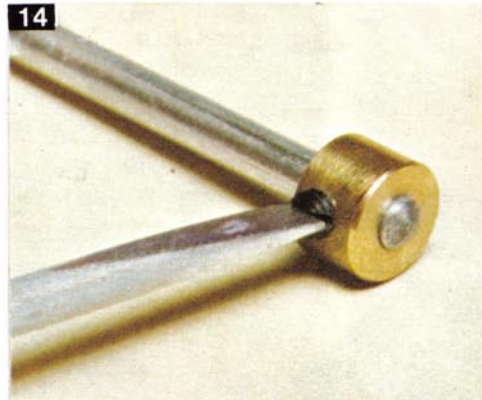
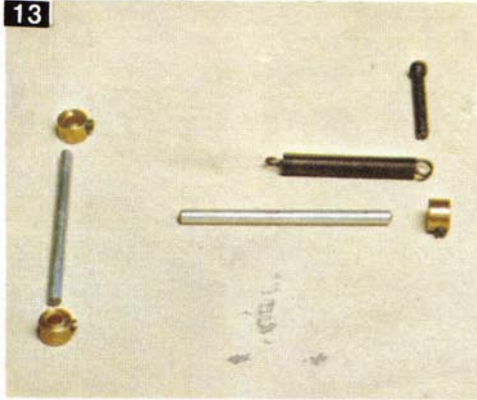
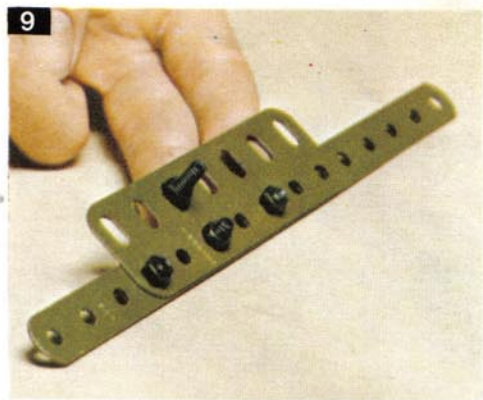
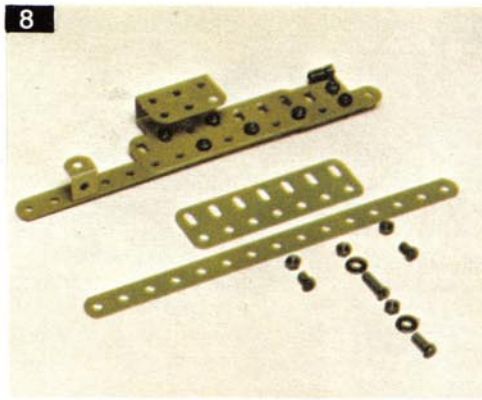
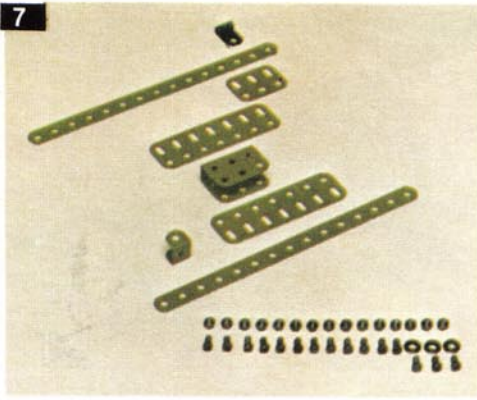


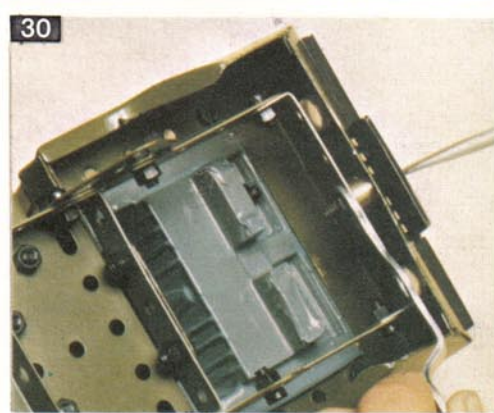
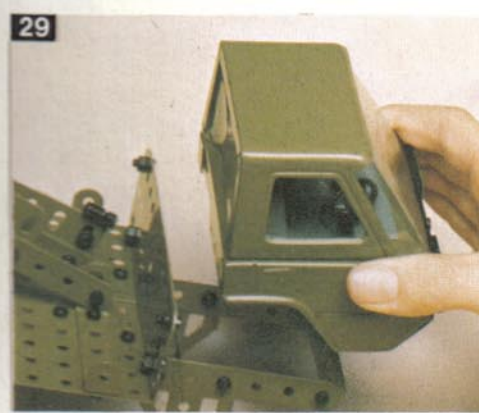
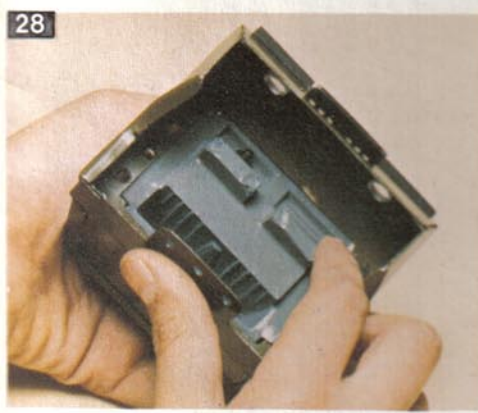
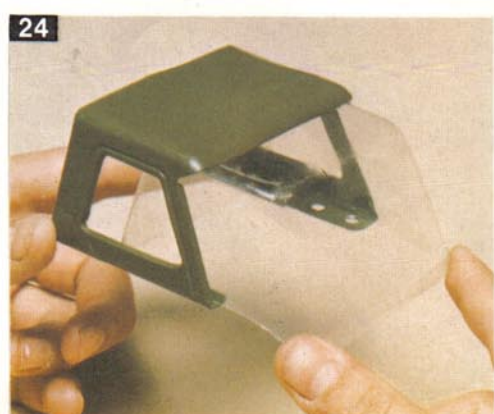
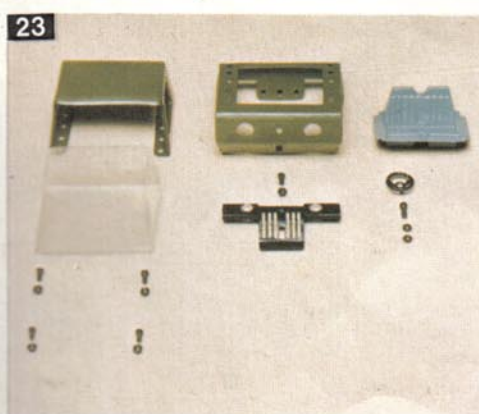
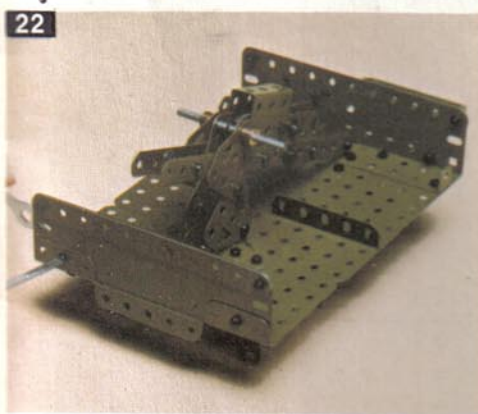
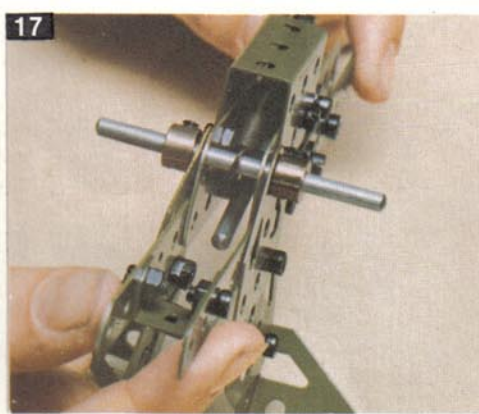
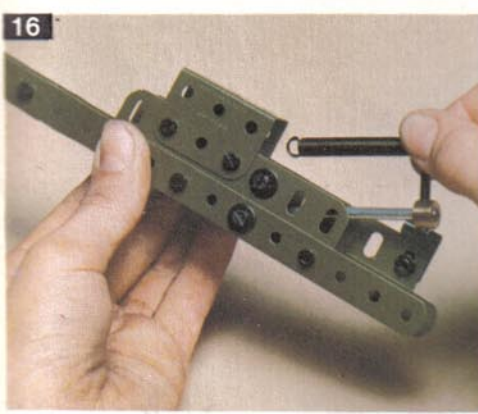
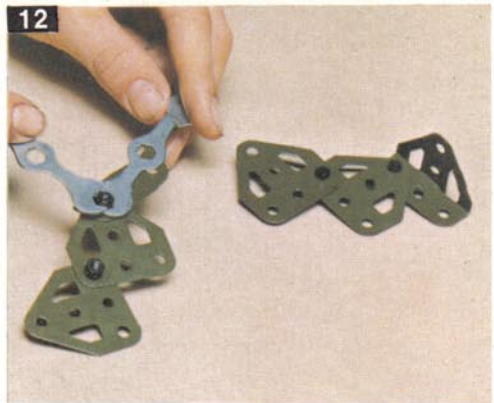
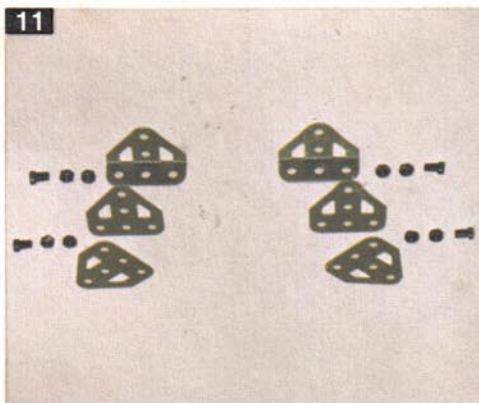
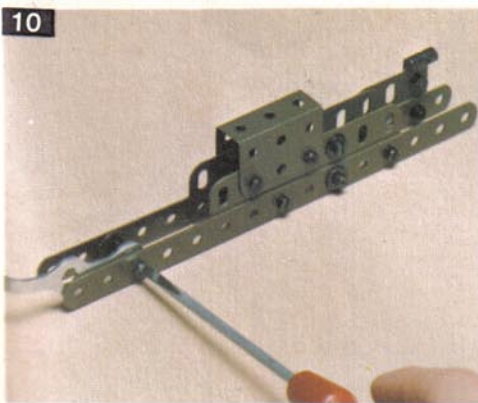


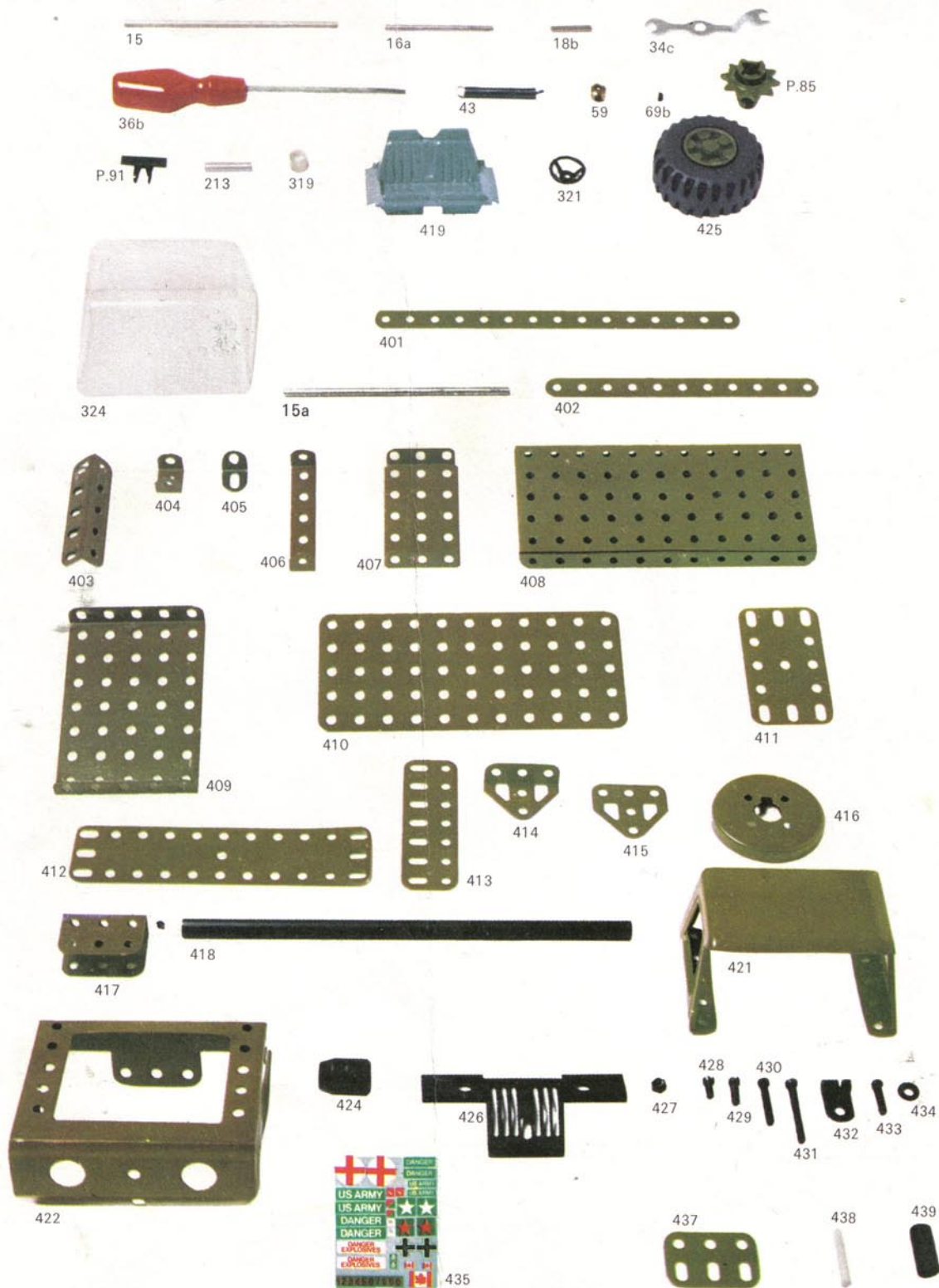


MISSILE LAUNCHER TRUCK









Part No. Description

- | | | | | | |
|------|-------------------------------|-----|--|-----|-------------------------------------|
| 15 | 5" Axle Rod 127 mm. | 403 | 2 1/2" Angle Girder 60 mm. | 421 | Cab Upper |
| 15a | Axle Rod 4 1/2" 114 mm. | 404 | 1/2" x 1/2" Double Bracket 12 x 12 mm. | 422 | Cab Lower |
| 16a | 2 1/2" Axle Rod 64 mm. | 405 | 1/2" x 1/2" Obtuse Angle Bracket 12 x 12 mm. | 424 | Muzzle Brake |
| 18b | 1" Axle rod 25 mm. | 406 | 2 1/2" x 1/2" Double Angle Strip 63 x 12 mm. | 425 | Wheel Complete |
| 34c | Spanner (for Hex. Nut) | 407 | 2 1/2" x 1 1/2" Flanged Plate 63 x 38 mm. | 426 | Grille |
| 36b | Screwdriver (Plastic Handled) | 408 | 5 1/2" x 2 1/2" Flanged Plate 140 x 63 mm. | 427 | Nut (Hexagon) |
| 43 | Tension Spring 2" 50 mm. | 409 | 3 1/2" x 2 1/2" Flanged Plate 90 x 63 mm. | 428 | 7/32" Bolt 5 mm. |
| 59 | Collar with Grub Screw | 410 | 5 1/2" x 2 1/2" Flat Plate 140 x 63 mm. | 429 | 3/8" Bolt 10 mm. |
| 69b | Grub Screw 7/32" 5 mm. | 411 | 2 1/2" x 1 1/2" Flexible Plate 63 x 38 mm. | 430 | 1/4" Bolt 19 mm. |
| P.85 | Small Sprocket Wheel | 412 | 5 1/2" x 1 1/2" Flexible Plate 140 x 38 mm. | 431 | 1 1/8" Bolt 29 mm. |
| P.91 | Caterpillar Link | 413 | 3 1/2" Flat Girder 90 mm. | 432 | Right Angle Rod and Strip Connector |
| 213 | Rod Connector | 414 | Trunnion | 433 | 1/2" Bolt 12 mm. |
| 319 | Headlight | 415 | Flat Trunnion | 434 | 3/8" Washer 10 mm. |
| 321 | Steering Wheel | 416 | Wheel Flange | 435 | Set of S/A Labels |
| 324 | Window | 417 | Channel Bearing | 437 | 1 1/2" Flat Girder 38 mm. |
| 401 | 7 1/2" Strip 190 mm. | 418 | Gun Barrel | 438 | 1" Plastic Shell 25 mm. |
| 402 | 5 1/2" Strip 140 mm. | 419 | Seats | 439 | Plastic Rod 7/8" long 22 mm. |



When you've enjoyed building your Multikit models you'll want to build more. Remember Multikits can be used with standard Meccano, which means you can add even more excitement to your model-building. Build terrific models like this railway crane, or the big combine harvester. How about a fully working Meccano Clock! You can build two models - chiming and non-chiming. Add even more excitement to your Meccano and Multikit models by motorising them with electric or clockwork motors. Some models can even be driven by the Meccano Steam Engine!

Il divertimento che Vi porta la costruzione dei Vostri modelli Multikit Vi inciterà a costruirne ancora di piu'. RicordateVi che i componenti dei Multikit possono essere adattati per uso nel Standard Meccano, il che riempierà di gioia quei momenti passati nella creazione di modelli.

Costruite modelli meravigliosi come questa gru ferroviaria o la grande mietitrebbia. Cosa ne direste di un orologio Meccano che funziona perfettamente? Potete costruire due modelli, con o senza "carillon".

E per rendere ancora piu' divertenti i Vostri modelli Meccano o Multikit, motorizzateli con motori elettrici o a molla. Inoltre, alcuni modelli possono essere azionati dalla macchina a vapore Meccano!

Sicherlich hat Dir das basteln mit den Multi-Kit-Fahrzeugen viel Spass gemacht. Wusstest Du, dass Du Deine Multi-Kit-Modelle durch Kombination mit dem Meccano-Metallbaukasten interessant erweitern kannst? Tolle Fahrzeuge, wie z.B. dieser Eisenbahnkran oder der grosse Maehdrescher kann man bauen. Wie waere es mit einer richtigen Uhr aus Meccano-Teilen? Du kannst zwischen zwei Modellen waehlen - mit oder ohne Schlagwerk.

Man kann sogar noch mehr Spass an den Meccano - oder Multi-Kit-Modellen finden, wenn man einen Meccano-Elektro-oder Uhrwerk-Motor einbaut. Einige Modelle koennen auch mit der Meccano-Dampfmaschine angetrieben werden.

Har du først hatt gleden av å bygge noen 'Multikit' modeller, vil du sikkert ha lyst til å bygge flere ting. Husk da at 'Multikit' kan bli brukt sammen med det vanlige Meccano byggesettet, og at du dermed kan gjøre din modellbygging enda mere spennende. Du kan bygge imponerende modeller slik som denne jernbanekranen, eller en stor forhøster om du vil. Hva synes du om en Meccano - Klokke som virker! Det er to modeller av den: en som kan ringe og en som ikke kan ringe. Få enda mere glede utav Meccano eller 'Multikit' modellene dine ved å motorisere dem med elektriske eller opptreks-motorer. Noen modeller kan til og med bli drevet av en Meccano dampmaskin.

La satisfaction d'assembler les modèles Multikit vous incitera à construire d'avantage: n'oubliez pas que les pièces des Multikits s'adaptent à celles du Meccano Standard, ce qui vous apportera beaucoup plus de possibilités de montage. Construisez des modèles fascinants tels que cette Grue de Dépannage ou cette grande Moissonneuse-Batteuse. Et cette Horloge fonctionne parfaitement - il en existe deux versions: avec ou sans sonnerie. Quelle joie aussi de pouvoir animer vos modèles Meccano et Multikit grace aux moteurs électriques et à ressort Meccano. Certains modèles peuvent même être actionnés par la Machine à Vapeur Meccano.

Als je plezier gehad hebt met het bouwen van Multikit modellen wil je er meer doen. Onthouden dat Multikit gebruikt kan worden met de standaard uitvoering van Meccano wat nog meer opwinding betekent, bij model bouw.

Bouw grote modellen zoals spoorhijksen en dors combinaties Hoe zou je de volledige werkende Meccano klok vinden er zijn twee soorten met slagwerk en zonder.

Voeg nog meer opwinding toe aan je Meccano-Multikit modellen door deze te doen bewegen met electriciteits klokmotoren.

Sommige modellen kunnen zelfs voortbewogen worden door de Meccano stoom machine.

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