

HE remance of railroading never fails to stir our imagination. Every heart vibrates to the tumultous rour of the

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

Today, you can capture the mystic pageantry of railrouding in your own home. Direct its exciting action with your own fingers. Enjoy its stirring adventure every day.

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

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

## Scale Model Railroading

BROUGHT TO NEW HEIGHTS OF REALISM BY

## AMERICAN FLYER

Thrilling Action! Never-Ending Fun!

Spectacular Drama!

#### BY A. C. GILBERT

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

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

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

Slowly you open your throttle and a train starts to snake out of a station. You open it wider . . . to 30 scale miles per hour . . . 50 . . . . 86 . . , i00 or more.

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

#### The Fun Is Just Starting

Now for some really dramatic action. Again you open your throttle and a second train moves forward - possibly from a siding. As it crawls toward the main line, you notice the switch is closed. Quickly you pull one of those magic control levers. The switch opens and your train majestically rolls out into the main iron.

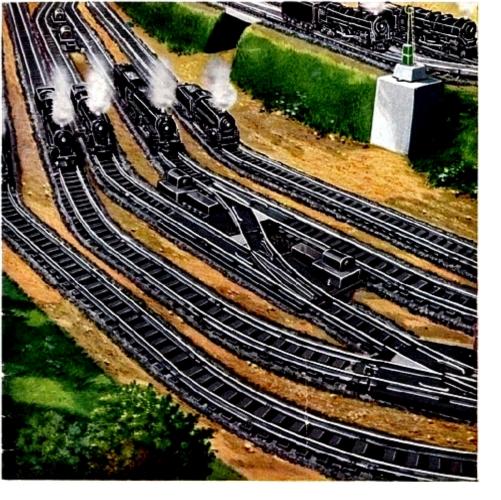
Now you have two trains running on the same track. Here, indeed, is exciting, spectacular action . . . action that will make your blood tingle. "But what," you may ask, "prevents a collision?"

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

#### More Fun And Action

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

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



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

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

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

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

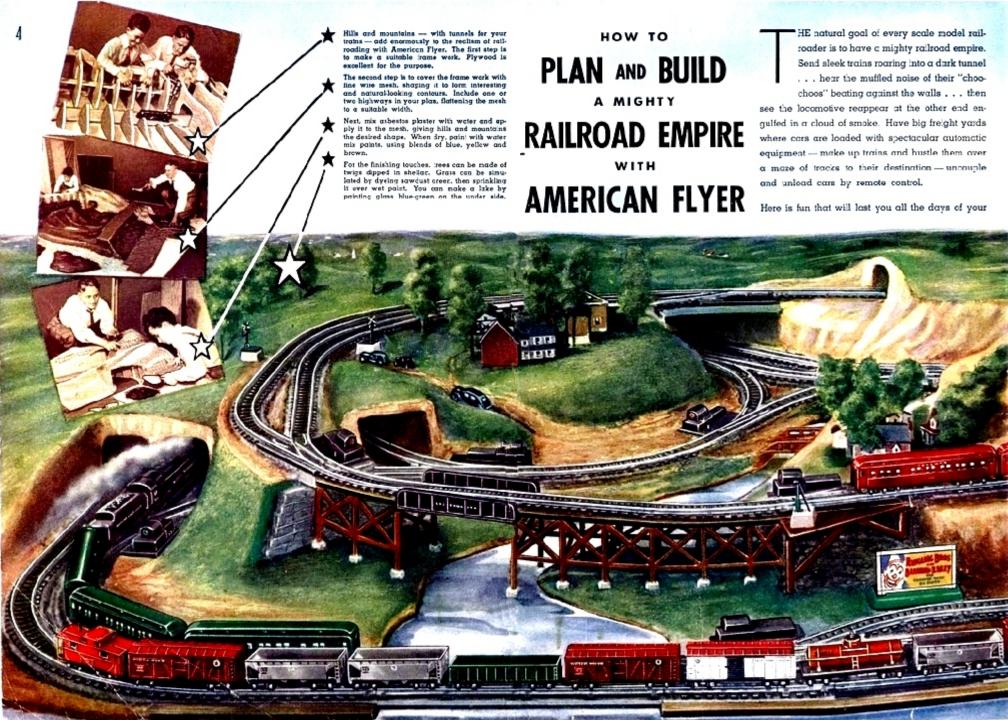
a.C.Gillent

## Ask These 12 Questions

#### WHEN YOU CHOOSE A SCALE MODEL RAILROAD

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

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



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

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

The next step is to select a suitable location for your railroad. A basement is usually an ideal location, though in some homes an attic is just as good or better. Tables about 30" high make the best foundation for your railroad system and can be made of lumber you may have on hand, or plywood.

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

The minimum track diameter required for American Flyer is only 40", so that your table need not be over 46" wide. But if space permits, a table width of 5 or 6 feet is recommended, to allow space for sidings, stations, loading equipment, etc.

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

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

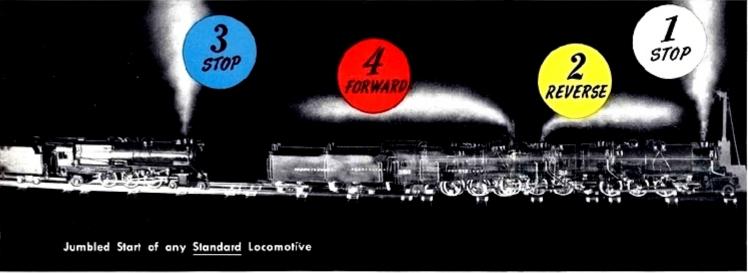
#### Make Your System Grow . . . Month After Month . . . Year After Year

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



## ELECTRONIC PROPULSION Locomotive

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

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

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



## ELECTRONIC PROPULSION

## is the greatest train development of the century

## EXCLUSIVE WITH AMERICAN FLYER

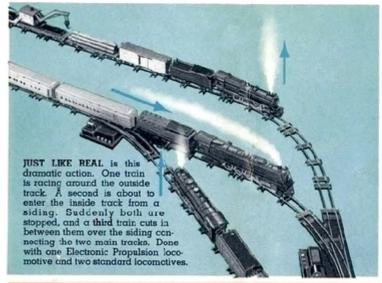
Provides positive. split-second Electronic Control of train — banishes jockeying back and forth after stops — eliminates locomotive stopping because of minor dead spots in track — makes possible operating two trains in opposite directions on same track — permits use of block signals and semaphores without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

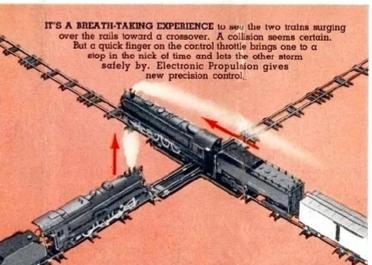
HE new American Flyer Electronic Propulsion locomotives revolutionize scale model railroading, adding new fun—new thrills—new realism. They give the scale model railroader new precision mastery over train speed and over forward and reverse directions.

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

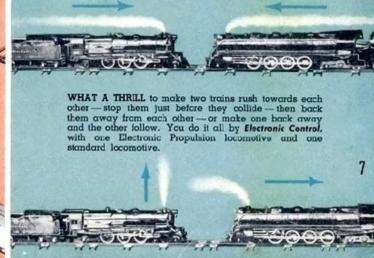
From a dead start the train can be made to glide forward or backward instantly—regardless of the direction in which it was previously traveling. And so tremendous is the power of the Electronic Propulsion locomotive that even when pulling 16 cars it starts without jerking or bucking—and it can hustle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

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









#### AMERICAN FLYER

#### -How it Works

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

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

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

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

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

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

Note - The Electronic Rectiformer can be connected only with A.C. house current.

## "SAFETY FIRST" ELECTRONIC RECTIFORMER

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



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

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

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

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

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



Born of experience in bundary
control valve motors for
Grumman Hellcats
THE MIGHTY PRECISION
POWER PLANT THAT DRIVES
AMERICAN FLYER
LOCOMOTIVES

EVER before have scale model trains been powered with a motor having such an illustrious history as that used in American Flyer locomotives. It is a direct descendant of the hydraulic control valve motors selected by the Grumman Aircraft Engineering Corpora-

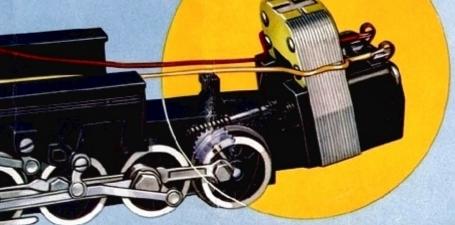
tion for their famous Grumman Hellcats.

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

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

The moor now used as standard equipment in every American Flyer locomotive carries on the great traditions earned in battle service and is built to the same rigid specifications. Certain parts, for example, are machined to an accuracy of two ten-thousandths of an inch. Here, indeed, is watch-like precision applied to scale model locomotives.

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



Illustrated is the new Electronic Propulsion locomotive — with Alnico permanent magnet, so high in magnetic power it can lift 21 times its own weight.



## SUPERPOWER WORM DRIVE

a Sensational American Flyer Development

SMOOTH PRECISION CONTROL
AT ALL SPEEDS



Banishes Jerky "Jack-Rabbit" Pull

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

# AUTHENTIC 2-RAIL TRACK

Built to 3/16" Scale

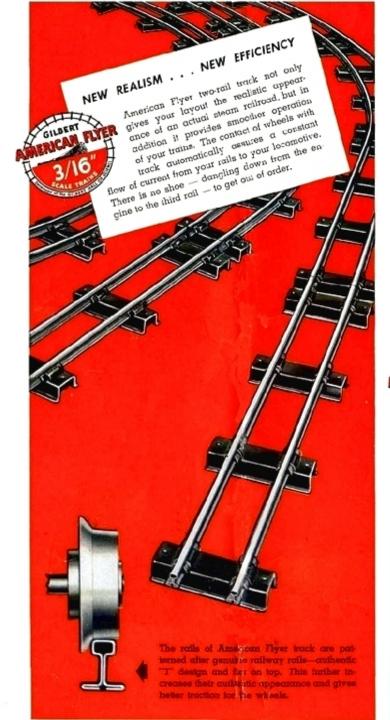
Looks Like a Real Right-of-Way

## PERMITS MULTIPLE TRACK LAYOUTS IN SMALL SPACE

O scale model railroad can look truly realistic unless the track consists of only the two rails on which the wheels run.

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

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





## 100% REALISTIC

Sound

## Smoke

## **EFFECTS!**

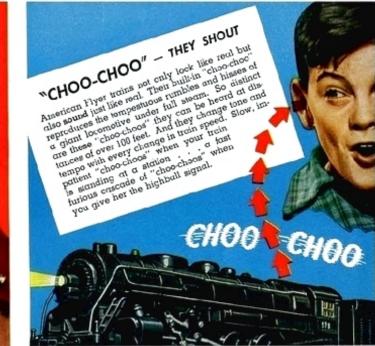
Hear 'em "Choo-Choo"

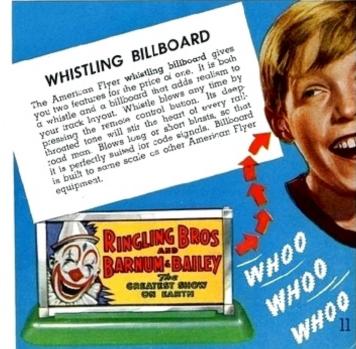
Watch 'em Belch Smoke

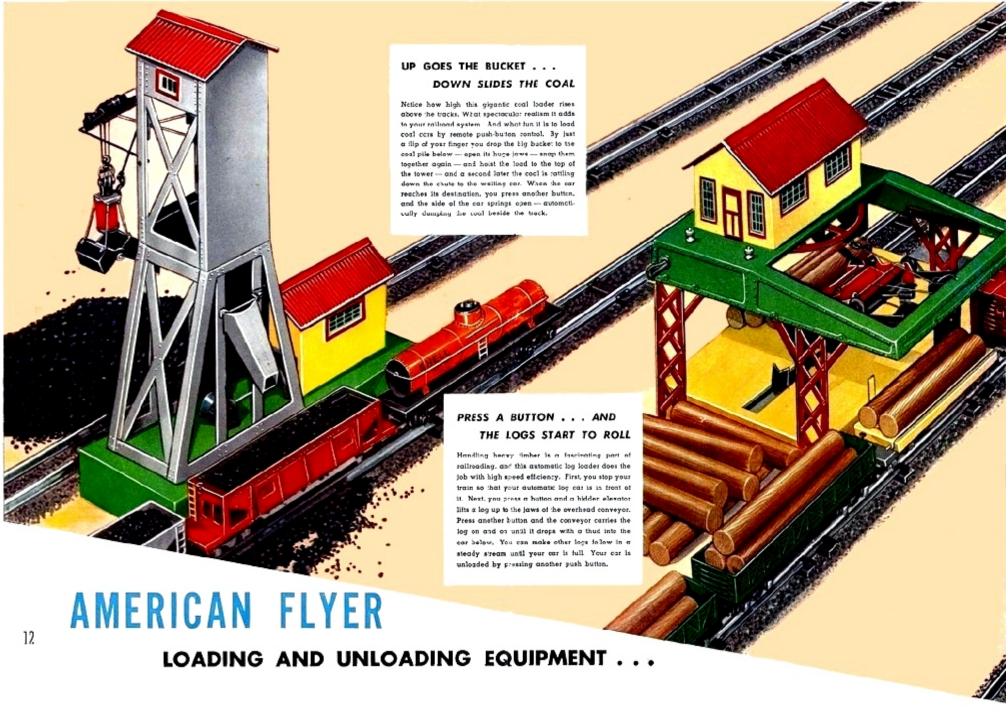
Listen To That Whistle

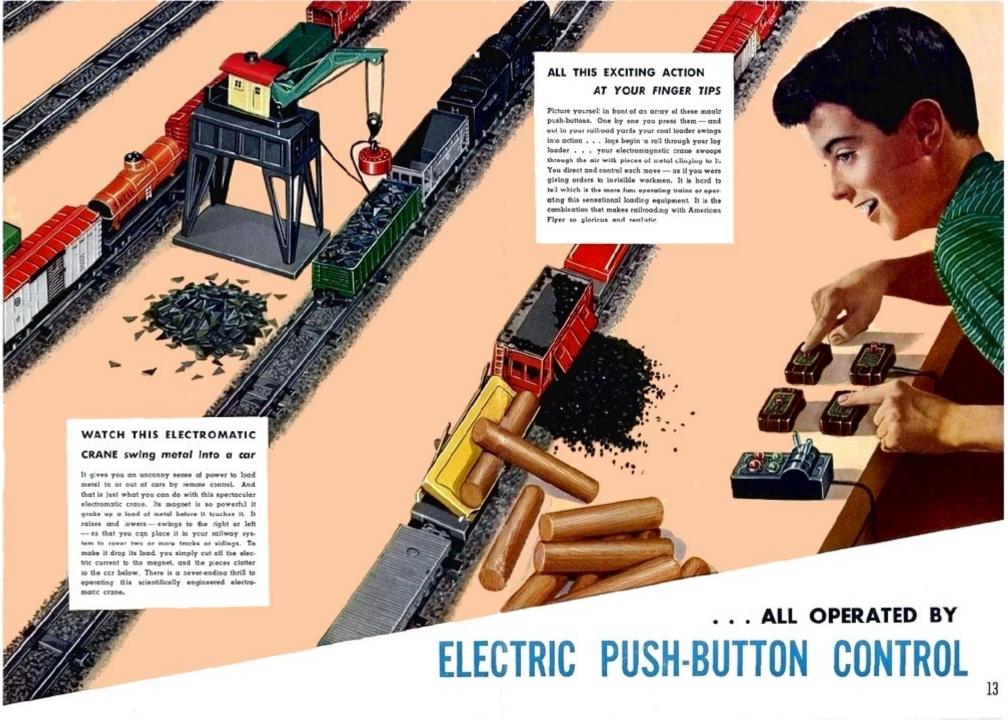
Thrilling exclusive features originated by AMERICAN FLYER











Developed at the Gilbert Hall of Science

## ATLANTIC 4-4-2

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

★ 3/16" Scale Model

★ Remote Control

- \* Automatic Coupling
- 🖈 Superpower Worm Drive ★ Electric Uncoupling
  - \* Two-Rail Track
  - \* Lightweight Plastic Cars

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

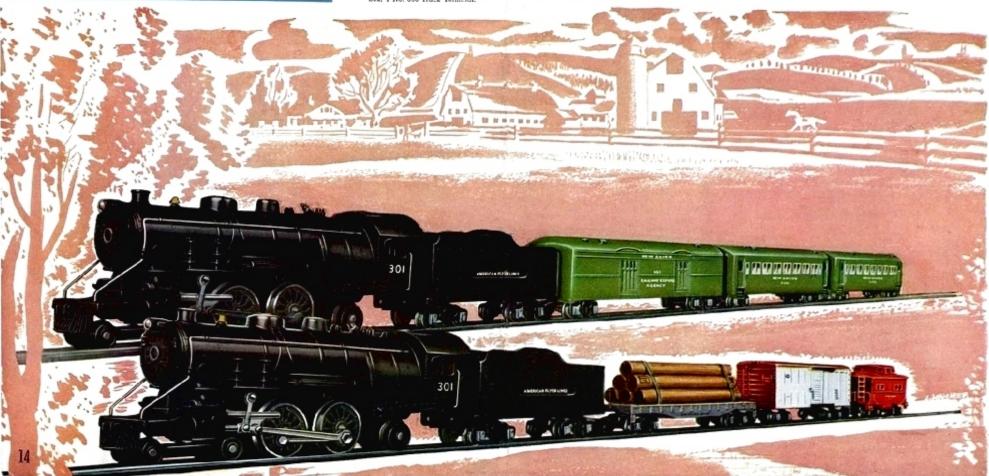
There are miles of thrills in operating this fast freight. The powerful die-cast locomotive, tender, three lightweight plastic cars and true-to-life two-rail trock are all built to 3/16" scale - so that everything is real scale model. The precision motor is a descendant of the control valve motors developed for the famous Grumman Hellcats. Power is transmitted to the huge drive whoels through superpower worm drive that assures smooth starting and stopping and accurate control of train at all speeds. Locomotive has Lucite electric headlight and removable beiler front. Log car has six wooden logs. Box car has sliding doors. Caboose is illuminated. Realistic close couplers automatically couple on curves or straightaway. Uncoupling is done by remote control. Just push a button and the uncoupling device - which is built in a special track section - does the rest. 14 sections of track make 140" oval. 75 Watt Transformer recommended.

Set consists of No. 300 Locometive and Tender, 16" long: 628 log Car. 8\%": 633 Box Car. 7\%\sigma\_6": 630 Caboose with Light, 6". Track: 12 No. 702 curved, 1 No. 700 straight, 1 No. 703 straight with built-in uncoupling device and control lox. 1 No. 630 Track Terminal.

#### No. 4603 ATLANTIC PASSENGER TRAIN . . . 21 PIECES. 50 1/2" LONG . . .

Start this sleek passenger train on its exciting run with smooth precision — just as a real engineer would. There's no jerky "jack-rabbit" jumping here—thanks to its smooth-pulling wormgear drive. The gleaming black locamotive has four mighty drive wheels with eccentric arm double action piston rods and Lucite electric headlight. Its shining eight-wheel tender is filled with imitation coal. The two long, handsome coaches have electric lights, and are of lightweight plastic construction that is the latest word in scale model railroading. It's a big satisfaction to know that locamotive, tender, all care and two rail track are engineered to uniform 3/16" scale. Your train looks right—hugs the track right as it speeds around curves. Automatic coupling and uncoupling devices add to the fun of operating. Track makes 140" oval. 75 Watt Transformer recommended.

Set consists of 1 No. 300 Locomotive and Tender, 16" long: 651-G Baggage Car. 10½": 2 850-G Coaches, 10½". Frack: 12 No. 702 curved, 1 No. 700 straight, 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 590 Track Terminal.



Developed at the Gilbert Hall of Science

## PENNSYLVANIA 4-6-2

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

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

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

Highball this fast freight, and a throbbing chorus of "choo-choos" greets your ears. Bring it to a stop and the "choo-choos" become the panting growls of a mechanical manster eager to be on its way. Die-cost locomotive is finished in locomotive black with jeweled markers, is equipped with the sensational new American Flyer smoke feature. It actually trails clouds of smoke as it pounds down the main iron! Oil car has brake wheel. Caboose has authentic aupola. Hopper car with manual control lever for dumping is extra fun feature. Uncouple cars by remote control while train is moving; couple them anywhere. Run at night, with house lights off, the electric headlight and illuminated caboose cast an awesome glare over the realistic two-rail track. Smoke and "choo-choos" add further realism to the scene. Track makes 140" oval. 100 or 150 Watt Transformer recommended.

Set consists of No. 312 Locomotive and Tencer with "Choo-Choo" and smoke 17½" long: 832 Hopper Car. 6¾": 635 Tenk Car. 7¾": 630 Ceboose, 6". Trock: 12 No. 702 curved. 1 No. 700 streight. 1 No. 705 streight with built-in uncoupling device and control box, 1 No. 680 Track Terminal.

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

Watch the glorious plumes of smoke as this hotshot roars over the rails, wheeling its sleek, modern string of varnish behind it. Listen to the "choo-choos" increase in volume and power as the pistons flash faster and faster. You'll understand why this 3/16" scale model—with two-rail track—delights veteran yard-masters with its sheer realism. Its engine has the modern, precision-made worm drive that enables you to maintain a speed as low as I scale m.p.m. without danger of stalling! It also gives you the steady surge of power you need for high speeds
— up to 120 scale m.p.h.! Amazingly quiet, too. Two de luxe coaclies glitter with lights. They are made of modern plastic light in weight - beautiful, never-fade colors. Baggage car measures 10%" long. Track makes 140" oval. 100 or 150 Wat: Transformer recommended.

So: consists of: No. 312 Locomotive and Tender with "Choo-Choo" and smoke. 17½" long; 651-R Boggage Car, 10¾": 2 650-R Cooches, 10¾". Track: 12 No. 701 curved, 1 No. 700 straight, 1 No. 705 straight with builtin uncoupling device and control box, 1 No. 690 Track Terminal.



Developed at the Gilbert Hall of Science

## **HUDSON** 4-6-4

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

- Real Smoke
- "Choo-Choo"
- 3/16" Scale Model
- \* Superpower Worm Drive \* Two-Rail Track
- \* Remote Control
- \* Automatic Coupling \* Electric Uncoupling

  - \* Lightweight Plastic Cars

#### No. 4611 NEW YORK CENTRAL FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 23 PIECES. 52 3/16" LONG

Powered by a husky New York Central J-3a, this mighty freight with four lightweight plastic cars — is crammed with stirring fun. The majestic locomotive has six big drive wheels, four wheel pony and booster trucks, and a 12-wheel tender that provides tremendous tractive force for high-speed operation. The built-in "choo-choos" are synchronized to vary in intensity with changes in train speed. They are so distinct you can hear them 100 feet away! Great clouds of smoke erupt from the locomotive as it thunders over its authentic two-rail track. And that's not all! You can turn the electric Army searchlight on the floodlight car at any angle. You can press the remote control button of the coal dump ccr, make it swing open to let realistic coal pour into an unloading bin. Cattle car has sliding door. Caboose is illuminated. Track makes 140" oval. 100 or 150 Watt Transformer recommended.

Set consists of: No. 322 Locomotive and Fender with "Choo-Choo" and smoke, 19" long: 716 Assemetic Coal Dump Car with Control Box, 754": 634 Floodlight Car, 834": 629 Cattle Car 7 1/4"; 630 Caboose with Light, 6". Track: 12 No. 702 curved, No. 705 straight with built in uncoupling device and control box, 1 No. 710 Automatic Track Section, 1 No. 690 Track Terminal.

#### No. 4613 NEW YORK CENTRAL PASSENGER TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 24 PIECES. 69 15/16" LONG

It smokes like a Mainliner. It "choo-choos" like a Mainliner. It is a Mainliner . . . in every detail an authentic replica of the gigantic Hudsons that roar their way through the Empire State! Wheeled by the same type engine that operated the control valves in the famous Grumman Hellcat, it is truly a glorious sight. But it's even more exciting at night as it steps bravely through a darkened room, its Lucite electric head lamp throwing a long white beam down its realistic two-rail track, lights sparkling under the imitation shades of the modern lightweight plastic Pullmans and observation car. Quiet even-pulling worm drive gives you the special thrill of having instantaneous, supersmooth control over this husky locomotive at all speeds from a slow crawl to a full "highball." Track makes 160" oval. 100 or 150 Watt Transformer recommended.

Set consists of: No. 322 Locometive and Tender with "Choo-Choo" and smoke, 19" long: 653 R Raggage and Club Car. 12": 2 652 R Pallmane. 12": 654 R Cheerva tion, 113/4". Track: 12 No. 702 curved, 3 No. 700 straight, 1 No. 705 straight with built in uncoupling device and control box, 1 No. 690 Track Terminal.



Developed at the Gilbert Hall of Science

## PENNSYLVANIA K-5

- \* Real Smoke
- ★ "Choo-Choo"
- \* Automatic Log Loader
- ★ 3/16" Scale Model
- \* Remote Control

- \* Superpower Worm Drive
- \* Automatic Coupling
- \* Electric Uncoupling
- \* Two-Rail Track
- ★ Lightweight Plastic Cars

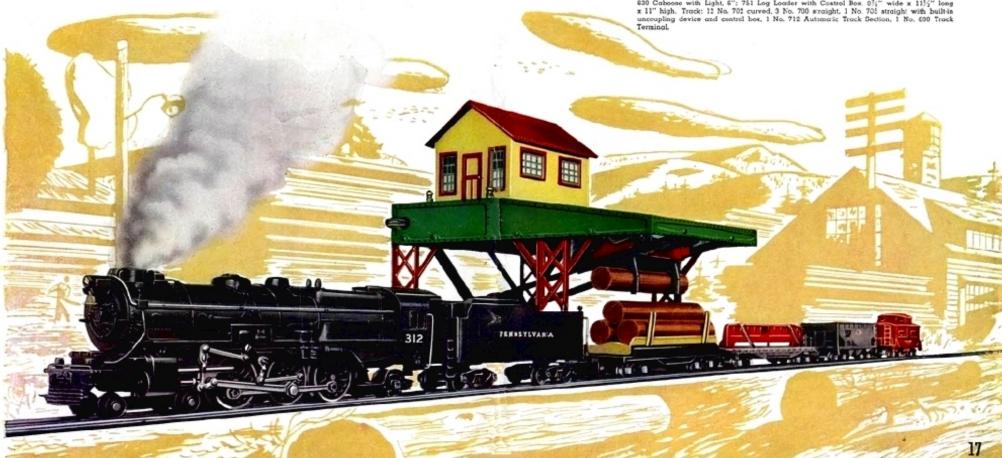
Rolling impressively under billowing clouds of smoke and defiantly snorting its "Choo-Choos," this Red Ball Freight brings you all the glory of railroading.

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

#### 25 PIECES. 49 1/2" LONG

With the stirring noise of its "choo-choos" in your ears . . . with real smoke floating back over the cars, you will feel you are in the lumber country when you bring this four-ccr freight to a stop in front of that gigantic log loader. Press a remote control button and a log almost shoots up to the overhead conveyor. Press another button and the log is carried on and on until it hangs over the log car - then drops with a thud. One log quickly follows another until your car is full. You start your train again . . . "choo-choos" and smoke mount in volume as your train gains speed. Arrived at your destination, you press another button and the logs come tumbling to the ground. Locomotive is authentic replica of famous Pennsylvania K-5 and has Lucite head light. Caboose is illuminated. Other fascinating cars are hopper car, and girder car, fully loaded with a bridge girder. All cars of colorful lightweight plastic. 16 sections of realistic two-rail track make oval of 160 inches. 100 or 150 Watt Transformer recommended.

Set consists of: No. 312 Lecomotive and Teader with "Choc Choc" and smoke. 1714" long: 717 Automatic Log Car with Control Box. 7114;"; 627 Girder Car. 834"; 632 Hopper, 634;"; 630 Caboose with Light, 6": 751 Log Loader with Coatrol Box. 8%" wide x 1116" long



Developed at the Gilbert Hall of Science

## **NEW YORK CENTRAL J-3A**

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

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

#### No. 4620 NEW YORK CENTRAL FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . .

#### 27 PIECES. 52 1/4" LONG

Night and day, powerful trains such as this thunder from the coal mines to city coal yards. And with this magnificent set you can reproduce the exciting action of loading - transporting - and unloading coal. There stands your train, ready to be loaded . . . slow, growling "choochocs" and lazy wisps of smoke rising from the locomotive. By flipping a remote control button, you make the big bucket drop to the coal pile and pick up a big mouthful. Up to the top of the tower goes the loaded bucket, dumping the coal into the chute that carries it to the car below. Now you hustle your train on its way to a crescendo of "choo-choos" and gusts of smoke . . . bring it to a stop . . . and dump your leaded coal car by remote control. Set includes wrecker car with boom and hook on a swivel base, box car and illuminated caboose. Locomotive is 3/16" scale replica of the mighty monsters that speed along the Hudson River, and has Lucite head light. Authentic two-rail track makes 160" oval. 100 or 150 Watt Transformer recommended.

Set consists of: No. 322 Locomotive and Tender with "Choo-Choo" and smoke, 19" long; 716 Automatic Coal Car with Control Box 7%; 633 Box Car, 7%; 635 Wrecker, 83%; 630 Caboose with Light, 6"; 752 Seeboard Coaler with Coatrol Box, 8%; wide x 10%;



Developed at the Gilbert Hall of Science

## NICKEL PLATE 0-8-0

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

- ★ Remote Electronic Control
- ★ Real Smoke
- "Choo-Choo"
- ★ Superpower Worm Drive

\* 3/16" Scale Model

\* Automatic Coupling

\* Electric Uncoupling

\* Two-Rail Track

★ Lightweight Plastic Cars

This authentic

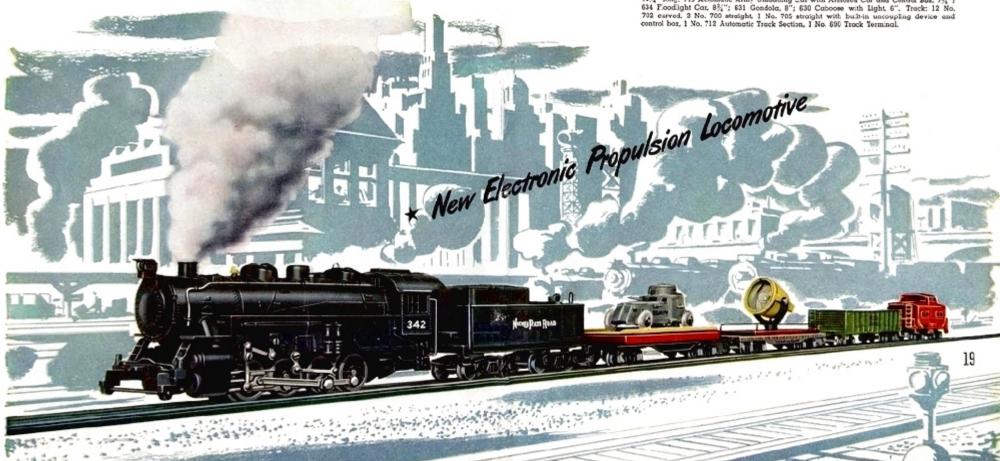
#### SWITCHER

... with smoke streaming from its stack, and its "Choo-Choos" piercing the air . . . is the aristocrat of "yard goats"

No. 4618 NICKEL PLATE SWITCHER WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 24 PIECES. 48 1/4" LONG

Real railroading excitement takes place in the busy classification yards where cars are switched from track to track to make up trains. That's why this powerful die-cast Electronic Propulsion "yard goat" sets a new high for thrilling fun. Its realistic-sounding "choo-choos" and realistic-looking smoke are fully synchronized to the speed of the locomotive. Four fascinating cars: Army automatic unloading car with armored car that rushes off the swiveling, tilting platform by remote control; Army searchlight car with floodlight that turns and twists at any angle, throws long, brilliant beam of light; sturdy gondola; illuminated caboose, All in vivid colors. Locomotive has smooth-pulling worm drive, Lucite electric head light in removable boiler front, eccentric arm triple action piston rods, side rods and connecting rods. Tender is die-cast, coal type, has rear Lucite light — just like a real "yard goar." Automatic coupling on front of locomative, tender and all cars. Electric uncoupling device built in section of track, remote push button control. Track makes 160" oval. No. 14 Electronic Rectiformer must be used.

Set consists of: No. 342 Switcher Locomotive and Tender with "Choo-Choo" and smake. 1434" long: 715 Automatic Army Unloading Car with Armored Car and Central Box, 734";



Developed at the Gilbert Hall of Science

## UNION PACIFIC 4-8-4

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

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

#### No. 4615 UNION PACIFIC FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 24 PIECES. 63" LONG

You will make your friends gasp with wonder as you start this train by remote electronic control... hear its "choo-choos" change tone and tempo with every change of speed... and see great gusts of smoke fill the air. It's an exact replica of trains that thunder through the Rocky Mountains. As the eight great drive wheels pound over the rails, the eccentric arm triple-action piston rods, side rods and connecting rods dizzily flash back and forth! A special feature of this scale-model woncer is the wrecker ear with the revolving cab and boom with hook that raises and lowers! Its hopper car is complete with brake wheel and manual control lever. The log car has six realistic logs. The cabacse is illuminated. All cars are modern, lightweight plastic. Two-rail track is built to same scale as train. Track makes 166" aval. No. 14 Electronic Rectiformer must be used.

Set consists of: No. 832 D.C. Lecomotive and Tender with "Choo-Choo" and smoke, 21½" long: 618 Log Car. 8½": 633 Box Car. 7½;"; 635 Wrecker, 8½": 838 Wrecker, 8½": 830 Car. 7½;"; 635 Wrecker, 8½": 800 Carboose, 6". Track: 12 No. 702 curved, 3 No. 700 straight, 1 No. 705 straight with built-in uscoupling device and control box, 1 No. 690 Track: Tender Tender

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

A gleaming miracle of die-cast metal, this huge, handsomely groomed Union Pacific Electronic Propulsion locamotive rolls impressively along. Smoke whipping in great clouds from its stack . . . thundering "choo-choos" echoing and re-echoing over the pounding of its wheels. Hustling behind its long tender is a full leash of colorful, lightweight plastic cars that are the latest word in scale model perfection. The brilliamly engineered coach, Pullman and observation car have genuine electric lights. All cars have nickel journal boxes. Every car has automatic couplers, so that you can couple them anywhere — uncouple them in a flash. The track is realistic two-rail type—authentic T-rail design. Locomotive has Lucite electric head light placed in removable boiler front. 16 sections of track make 160" oval. No. 14 Electronic Rectiformer must be used.

Det consists of: No. 302 D.C. Locomoëve and Terder with "Choo Choo" and smoke, 21½" long: 653-6 Baggage and Club Car. 12"; 2 652-6 Pullmers, 12"; 544-6 Observation. 11%,". Truck. 12 No. 702 surved, 3 No. 702 straight, 1 No. 705 straight with built-in uncoupling device and control box, 1 No. 690 Track Terminal.



Developed at the Gilbert Hall of Science

## **UNION PACIFIC-8 DRIVE WHEEL**

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

Wonder of the West!

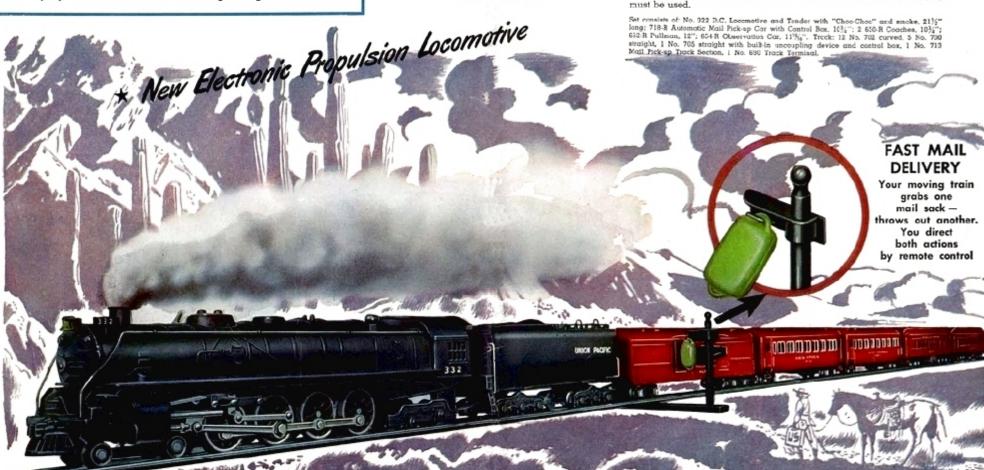
Watch this mammoth Union
Pacific Hotshot hustle its
varnish over the rails as smoke
pours from its stack and its

"Choo-Choos" echo
and re-echo

## No. 4621 UNION PACIFIC PASSENGER TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . .

28 PIECES. 81 7/16" LONG

Picture yourself wheeling this Electronic Propulsion battleship with its string of five brilliantly colored plastic cars. How those eight huge drive-wheels hug the rails. How smoothly the power flows from the mighty electric engine through the precision-built worm drive. How realistically the "choo-choos" rumble and snort—rising and descending in tone as you change train speed. How thilling to see real smoke pouting out and floating like a long plume over the landscape. And what vivid, spectacular action you get when that mail car flashes by. Automatically a metal arm reaches out and grabs up a sack of mail—while another sack comes tumbling to the ground. From its long-beam Lucite head light to the gleaming guard rail on the observation car, it's every Inch a de luxe limited . . . so perfectly built and beautifully finished that it will delight the most critical scale model railroader. The two magnificent ccaches, Pullman and observation car are all illuminated. Two-rail track makes 180" oval. No. 14 Electronic Rectiformer must be used.



Developed at the GILBERT Hall of Science

# AMERICAN FLYER COMPLETE RAILROAD SYSTEM

with two Electronic Propulsion Locomotives

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

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

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

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

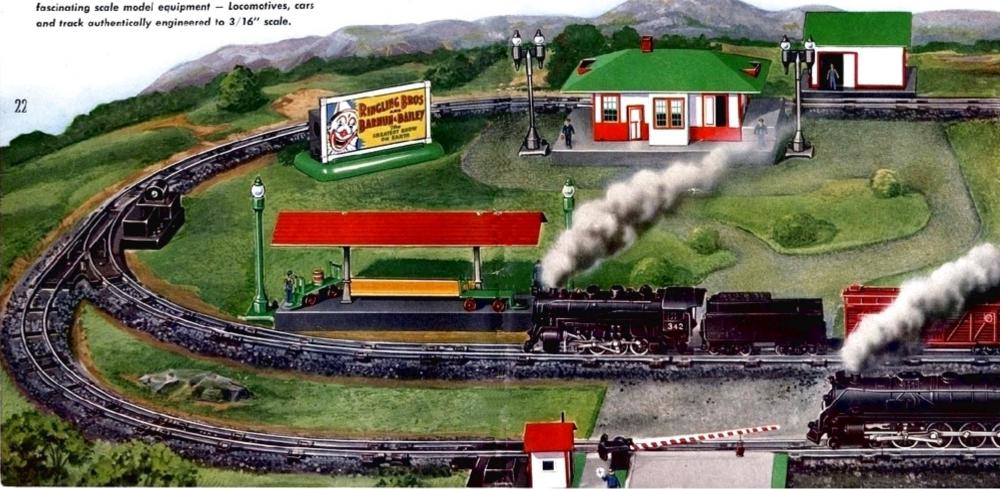
HEAR the "whoo-whoo" of the whistle when your train passes over the automatic trip. Notice how the "choo-choos" and smoke increase in volume and intensity as your trains gather speed . . . just like real mainliners.

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

At night the long-beam Lucite head lights of your locomotives cast a lurid glare over the realistic two-rail track — and twinkling lights from passing our windows, passenger station. tamp posts, crossing gate, water tower and trestle bridge add brilliant splendor to the scene.

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

No. 4822 American Flyer Complete Railroad System comprises 91 pieces. Its 33 sections of track make α 350" layout. No. 14 Electronic Rectiformer included.





## **American Flyer NEW SUPERPOWER** "Safety First" **TRANSFORMERS**

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

Output limited to 15 volts, materially reducing danger of burning out lights, motors, etc. Simplified three terminal post arrangement eliminates complicated equipment circuits. Engineer's Throttle control, standard on all models, shows "miles per hour" train is operating. While made especially for American Fiver trains, these transformers are equally useful with other electrical toys. They operate only on alternating current.

100	TRANSFORMER	RECO	MMC	ENDED	FOR	TRAIN	SET
No. 2	14.	Nos.	4601,	4603	-		
No. 81	3	Nos.	4607,	4609.	4611.	4613	
Nos. 8	B. 12B	Nos.	4619.	4620			

No. 14 Electronic Rectiformer Nos. 4815, 4617, 4618, 4621, 4622, MUST be used for these trains

HO-140, HO-141, HO-151



No. 2 TRANSFORMER, 75. Watts, 60 Cycles

Built to Gilbert Hall of Science precision standards



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

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



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

Green pilot light shizes when current is possing through; ted light when there's trouble.

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



#### No. 14 NEW "SAFETY FIRST" **ELECTRONIC RECTIFORMER**

#### Must be used for Electronic Propulsion locomotives 150 WATTS **60 CYCLES**

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

## 3/6" SCALE



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



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



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



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



Make a list of the ears you need then add a new car every month.

## MODEL ROLLING STOCK and ACTION CARS



No. 651 BAGGAGE CAR . . . Double truck nickel journal boxes, eight wheels, Red or green. 1014" long.



No. 631 GONDOLA CAR . . . Sturdily constructed from railroad blueprints. Has brake wheel. Green, I'.



No. 629 CATTLE CAR . . . Has brake wheel, adder, door you can open or shut. Red. 7 R." long.



Platform on car swivels, titts, shocts ampored truck down incline when you press remote centro, button, 750" long.

Automatic Action!

single button control box.

No. 715 ARMY UNLOADING

CAR . . .



No. 650 COACH with light . Double truck, nickel journal boxes. Red or green. 10%" long



No. 628 LOG CAR . . . Has brake wheel and six realistic logs. Grey chassis, 812" long.

No. 634 ARMY SEARCHLIGHT

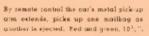
ing. 85," long.

Turns and tilts on swirel base Gray

chassis, black platform, yellow lamp hous



Includes special track section. single button control box.





No. 653 BAGGAGE AND CLUB CAR with light . . . Sliding and hinged doors, Hed or green,



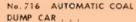
No. 630 CABOOSE Blumingted, Nickel Journal boxes, eight wheels, Red 6" long.

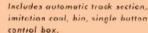
No. 627 GIRDER CAR . . .

Leaded with a realistic bridge girder. Has

brake wheel. Gray chassis, red girder

#### Automatic Action!





Side swings open via remote control, coal pours out into unloading bin. Tuscan red outside, black naids. 7% long.



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



No. 632 HOPPER CAR

Gray, 63/" long.

Nickel journal boxes, ladder, eight wheels.

No. 625 TANK CAR Has adders, hand sail and brake wheel. Orange with black chassis, 7% long.

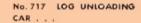


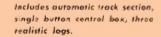
No. 633 BOX CAR

No. 635 WRECKER CAR . . . Cab and boom ture or swivel base: boom and hook raise and lower. Gray chassis. green boom, yellow house, red roof, 8%".



Automatic Action!





Holde 3 loge which are dumped to ground by remote control. Black chassis, yellow partform, 215," long.



No. 654 OBSERVATION CAR with light . . . Observation platorm, imitation window shades. Red or green, 11 % tong.





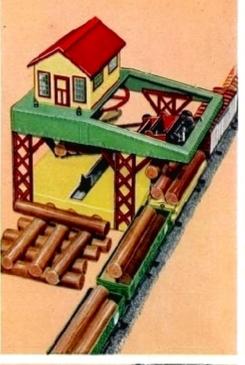
#### No. 752 AUTOMATIC SEABOARD COALER . . .

Bucket drops to coal pile — jaws open and snap together when full. Loaded bucket is then hoisted to top of tower, dumping coal into chute leading to car below. Remote control. Size 8% x 10% x 16%.



#### No. 751 AUTOMATIC LOG LOADER . . .

Elevator lifts log to overhead conveyor, which carries it underneath roof to end of arms and drops log into car below. Action directed by two remote control push buttons. Size 8%" x 11%" x 11".



# BONG ABAND

No. 584 BELL DANGER SIGNAL . . .

with Automotic Track Trip

Lucite blinking signal and sharp warning bell that rings

as trains pass by. Complete with watchman. Brilliant

enamel finish. Size 10" x 51/4".

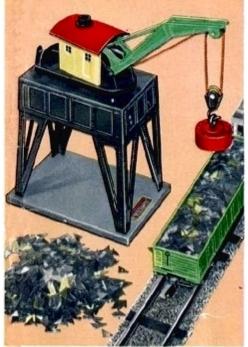
#### No. 596 WATER TANK . . . Includes Push Button

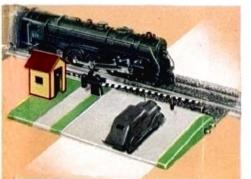
Lower, raise water spout by remote control. Aviation warning light on top of tank. Size 11" x 6" x 5%".



#### No. 583 ELECTROMATIC CRANE . . .

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





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

Your speeding train automatically controls raising and lowering of double arm gates. Ead light shines when gate is down. Die cast. Size 10" x 51/4".

# American Flyer EQUIPMENT FOR 3/16" SYSTEMS

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

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

No. 25 SMOKE CARTRIDGES — For producing real smoke in locomotives in trains Nos. 4607, 4609, 4611, 4613, 4619, 4620, 4615, 4617, 4618, 4621, 4622, HO-140, HO-141. In boxes of 12 cartridges. Keep α supply on hand.



#### BULBS - ALWAYS HAVE EXTRAS ON HAND

Lamps are used as follows: No. 440 in all Locomotives and cors. all stations and equipment except Nos. 579, 580 and 588. No. 451 for Nos. 579 and 580 lamp posts. No. 441 where Red globes are required. No. 442 where Green globes are required. No. 452 for No. 588 Semaphore. No. 453 bulb must be used in No. 720 switches, and can be used in any American Flyer locomotives, cars and equipment.

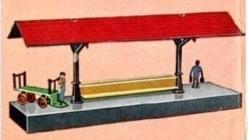
stives, cui		Lamps		
Volts	Glass	Color	Diameter	in Pkg.
14	Round	Clear	7.16"	3
18	Round	Red	9/16"	3
18	Hound	Green	9/16"	3
14	Round	Frosted	5/8"	1
18	Min. Round.	Clean	5/16"	
18	Round	Clear	7/16"	3
	Volts 14 18 18 14 18	Volts Glass 14 Round 18 Round 18 Round 14 Round 14 Round 19 Min. Round	14 Round Clear 18 Round Red 18 Hound Green 14 Bound Frosted 18 Min. Round Clear	Volts         Glass         Celor         Diameter           14         Round         Clear         7.16"           18         Round         Red         9/16"           18         Round         Green         9.16"           14         Round         Frosted         5/8"           18         Min. Round         Clear         5/16"



No. 612 FREIGHT AND PASSENGER STATION with CRANE . . .

Track terminal included.

Passenger section illuminated. Freight section has raised loading plotform, sliding doors. Hand-operated crane has swivel base, boom that raises, lowers. Size 19" x 8" x 5\%".



No. 586F WAYSIDE STATION with FIGURES . . . .

Smart new suburban station with baggage truck, operator and porter. Double bench, long roof and two lights. Enamel finish. Size 12" x 5" x 3\frac{3}{2}".

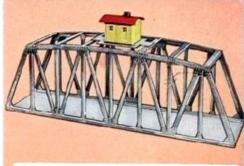


No. 579 SINGLE STREET LIGHT . . . No. 580 DOUBLE STREET LIGHT . . .

With Track Terminal

Electrical contact through terminals in sturdy base.

No. 247 TUNNEL (11" straight) No. 248 TUNNEL (14")



No. 750 TRESTLE BRIDGE . . .

Includes track terminal.

Built of heavy steel. The tender's house has an interior light on the top. Bright ename! finish. Size  $17\%^{\circ} \times 8\%^{\circ} \times 4\%^{\circ}$ .



No. 593 SIGNAL TOWER . . .

With Track Terminal.

A stairway leads up to the lighted operators' room on the second floor. Windows on three sides. Brilliantly colored enamel finish. Size 7½" x 5½".



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

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



No. 577 WHISTLING BILLBOARD . . .

(remote control) Includes signal control box.
Whiatles any time by remote control. Illumizated. Size
4" x 7½" x 4".



No. 585 TOOL SHED . . .

Has bright examel finish, plastic roof and sliding door. Adds realism to sidings, classification yards, etc. Size 4½" x 5½" x 5½".



No. 582 AUTOMATIC BLINKER SIGNAL . . .

With automatic track trip.

Double bull's eye Lucite blakers flash red automatically as train passes. Mounted on sturdy base. Enamel finish. Size 4½" x 2½" x 2½".



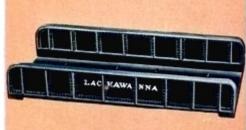
No. 594 TRACK GANG SET (animated) . . .

As train approaches, flagman moves forward, tampers move back, step work. After train passes, men start work. Hus shut-off switch. Size 10" x 3\frac{3}{4}" x 2\frac{1}{4}".



#### No. 578 STATION FIGURE SET . . .

The set comprises sir hand painted workers, a platform truck, two milk cuns and a barrel. They add great reclism to your railroad scenes.



#### No. 581 GIRDER BRIDGE . . .

Sturdy, strong, modern girder type. Slips easily under any straight track section. Finished in black and perfect in every detail. Size 10" x 13;" x 45;".

## AMERICAN FLYER TRACK LAYOUTS

The fun and realism of operating a scale model rail-road increases with your trackage.

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

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

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

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









No. 8

Space — 50" x 80"



-40" x 100"



No. 9 -50" x 90"



No. 25 Space — 50" x 70"



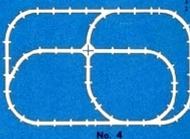
pace - 40" x 90"







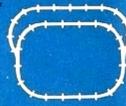
No. 12 -50" × 90"



No. 27

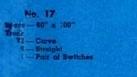
Space - 50" x 70"

No. 4 -70" x 115"



No. 5

No. 14 - 50" x 85"



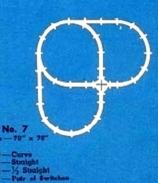


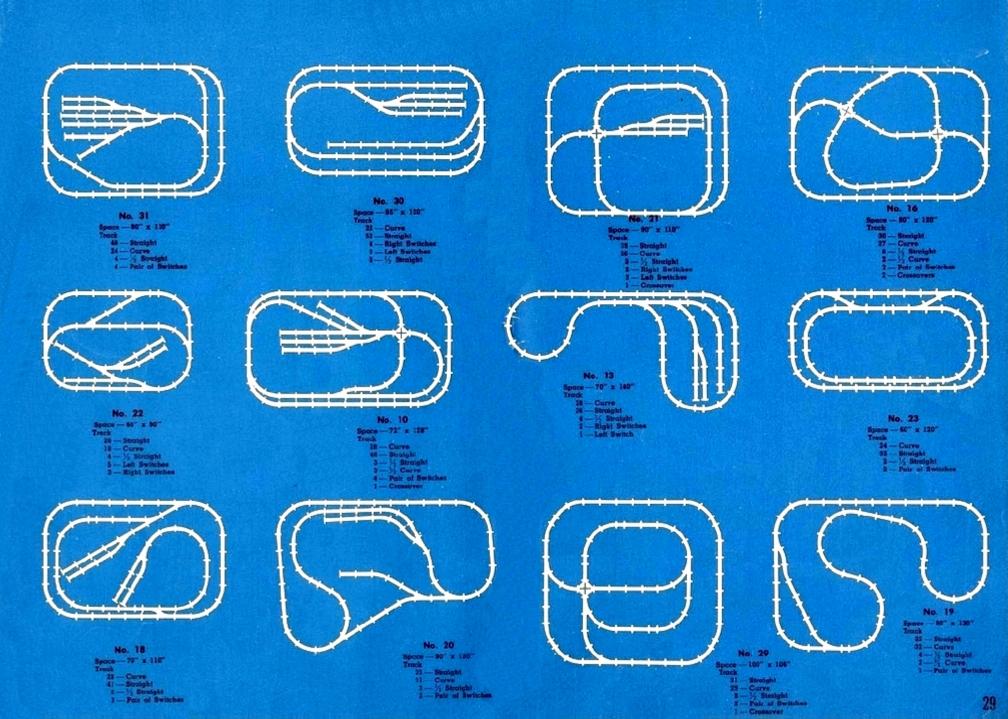
No. 15 Bpace — 45" x 90" rack











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

#### AUTOMATIC BLOCK SIGNAL SYSTEM makes trains stop and go as lights flash red and green

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



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

green, and rear train automotically resumes run.

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

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

## No. 690 TRACK TERMINAL . . . No. 691 12 STEEL TRACK PINS . . . No. 692 4 FIBRE TRACK PINS . . .

#### No. 587 BLOCK SIGNAL . . .

Searchlight type. Operated like a real signal system. Permits one train to follow another on single track without danger of collision. Light floshes sed and green. Electrically operated by remote coatrol for one train. Two train operation works automatically from insulated sections in the track. Encmel finish. Size 51/2" high base 134" x 134"

No. 588 SEMAPHORE BLOCK SIGNAL . . .

Reclistic operation. Semaphore arm goes horizontal, light to sed to stop train - raises to vertical. light to green to proceed. Electrically operated by remote control for one train. Two train nocollision operation works automatically from insulated sections in the track. Enamel finish. Size 71/2" high, base 11/4" x 11/4".

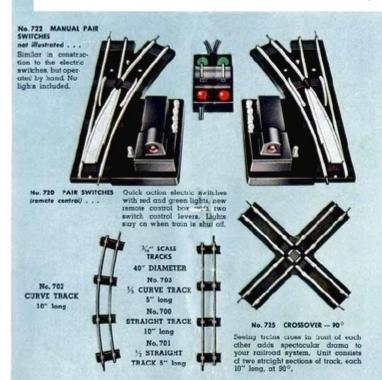
Both equipped with remote control box

#### NEW DOUBLE-ACTION REMOTE CONTROL SWITCHES

#### A sensational American Flyer development



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



#### AUTOMATIC COUPLERS AND **ELECTRIC UNCOUPLING**

#### Uncouple cars instantly by pressing remote control button



Pick up a drag on curves - sidings - anywhere

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

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



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



# AMERICAN FLYER "HO" TRU-MODEL Trains and Equipment

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

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

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

An important innovation in the new Electronic Propulsion loconcitive that gives entire and more positive control over starting, stopping and reversing your train. You reverse your train entirely electrically—by changing the polarity of current on the track. Discretional Propulsion benishes backing up after each stop. For atompti, as you stop and start your train, it instantly resumes its run in the same direction is which it was last surveit \( \gmu \)— unless you insensionally change its direction by lashing remote costrol switch. In addition Electronic Propulsion casures easier starting, smoother pull and more power. You can make your roin crowl along or hit over 120 scale miles per heur — changing from one speed to another in a flash.

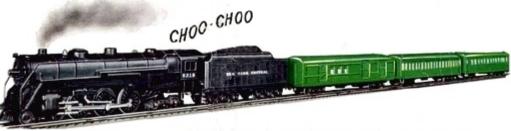
Completing the spectocular realism of these superb "HO" train sets is the two-rail treek mounted on Bakelite roadbed and with ties spaced to "HO" scale. Minimum track diameter is 32".



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

with Electronic Propulsion Locomotive, "Choo-Choo," Real Smoke A marvel of Tru-Model design and precision construction, the 14" die-cast N.Y.C. Hudson Type Electronic Propulsion Locamotive with Alnico permanent magnet motor surges over the Iron, pouring cut clouds of smoke, and roaring its "choo-choos." Eccentric aums, valve levers and piston rods. Lucite headlight. Molded care have autematic couplers.

Set rousins of: 1 HO.151 N.Y.C. Hadson type (46.4) D.C. Lecomotive and Teader, 14" long; I. HC-128 "Lehigh N.E." Gondola, Gray; I. HO-124 "Merchasts Beagatch" Cer. White and Tusenn Red: 1 HO-131 diluminated Calcoose with cupols, end rails and lackent. I.Z. 5-13" sections HC-200 curved track (makes 100" circle): Track Terminal. No. 14 Elektronic Rectificationer must be used. See illustration on transformer may be used.



#### HO-141 3-CAR "HOTSHOT" PASSENGER TRAIN-42" LONG

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

Set consists of: 1 HO-151 D.C. Locometive and Tender, 14" long; 1 HO-133 illuminated Baggap; and Mail Car; 2 HO-135 Passenger Coaches; 12 8½" sections HO-260 curved tracks. Readold Baladhic Readold (coates 100" circle = 32" classical); Track Terminal, No. 14 Electronic Rectificamer must be used.



#### HO-258 REMOTE CONTROL TRACK SWITCHES

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

#### RAILS MOUNTED ON REALISTIC BAKELITE ROADBED (not illustrated)

HO-241 STRAIGHT TRACK, E" Long HO-243 ½ SEC. STRAIGHT TRACK,

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

HO-260 CURVED TRACK, 83/6" Long HO-2641/5 SEC. CURVED TRACK, 43/6" Long Correct track is required to build the circle which is the basic track leyout. All other layouts are elaborations of the circle. 12 sections make a 3.2" diameter circle.

HO-250 TRACK TERMINAL May be attached to any curve section.



#### HO-151 D.C. "N.Y.C." (4-6-4) ELECTRONIC PROPULSION LOCOMOTIVE AND TENDER 14" Long

Die-cast, "Choo-Cheo", real smoke, worm drive, Alnico Permanent Magnet motor, Lucte headight.



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



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



HO-128 GONDOLA CAR "Lehigh New England," gray, 6%



HO-124 "M.D." REFRIGERATOR CAR Ladders, catwalk, White sides, 51%; ".



HO-131 CABOOSE

## ERECTOR

DEVELOPED AT THE GILBERT HALL OF SCIENCE



Hello Boys!

Erector is the world's greatest toy — crammed with real engineering

features. Builds both construction models and engineering models.

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

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

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

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

#### THE A. C. GILBERT COMPANY Erector Square • New Haven Conn., U.S.A.

Fun with Erector scarts the moment you open the big matel bex and start to assumble gladers, wheels, gears and ether paus. No bluepsints are needed. Erector parts have equi dictant holor, so that you only have to count the holes to put them tegether. One thrill follows another as you build bridges that open and close—crames that hoist swived and pick up metal by electro-sang-neits power—and dozens of other colonari, engine-driven engineering marvels.

