



HE romance of railroading never fails to stir our imagination. Every heart vibrates to the tumultous roar of the

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

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

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

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

Picture yourself at the magic controls of a modern American Flyer railroad system. At your finger tips are the throttles that operate your trains, and an array of remote control push buttons for manipulating your whistle, auto-matic 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 Jun! Spectacular Drama!

#### BY A. C. GILBERT

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

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

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

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

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

#### The Fun Is Just Starting

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

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

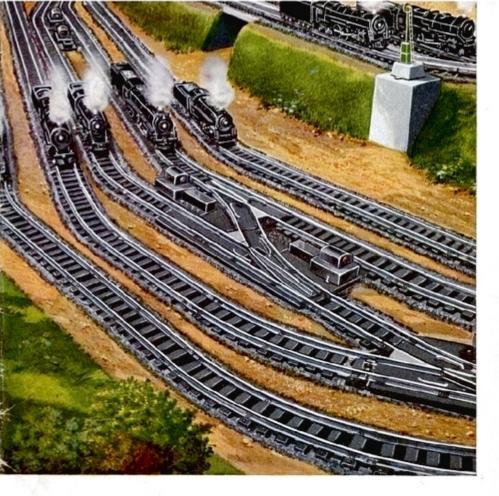
Now you have two trains running on the same track. Here, indeed, is exciting, spectacular action . . . action that will make your blood tingle. "But what," you may ask, "prevents a collision?"

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

#### More Fun And Action

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

You can make trains run forwards or backwords uncouple one, two or more cars at a time recouple them anywhere. You can dump a load of cool, 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 ceric 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 cabcose 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 as summer—night or day. And you will constantly be discovering new ways to make up your trains, expand your trackage and arrange your equipment.

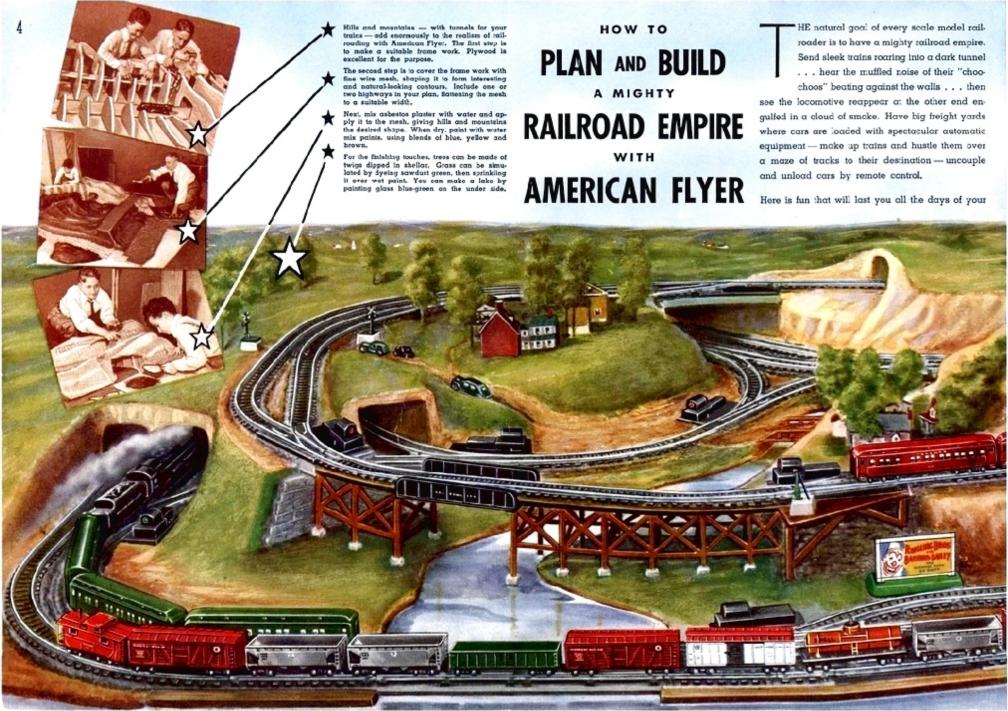
a.C.Gillert

# Ask These 12 Questions

#### WHEN YOU CHOOSE A SCALE MODEL RAILROAD

QUESTION	AMERICAN FLYER	WHY THIS IS IMPORTANT
1—Does tocomotive pull real smoke and is the smoke syn- chronized 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 engi- neered to putf smoke this way.
2—Does locomotive reproduce the "choo-choo" sound effects of a real locomotive and are they synchronized with train speed?	YES	No locomotive seems like real unless it sounds like real. American Flyer's "choc-choo" reproduces tempesuous rumbles and hisses of giant locomotive—changes sone and tempo as train speeds up or slows down.
3—Does motor have super- power worm drive?	YES	Banishes jerky "ack-rabbit" pull and provides amooth, steady power from motor to drive wheels. Permits slow speeds without danger of stalling.
4—Are all lecomptives, cars and track engineered to uni- form 3/16" scale?	YES	No railroad system can be geruine "scale model" if locomotive and cats are made to one scale and track to another scale. American Flye: builds both trains and track to the same scale—3/16".
5—Is track realistic neo-rail "T" type?	YES	An important difference between a "toy" railtyad and a scale model railroad is in the track. Toy railroads have three-rail track, the middle rail being used to carry the descrit current. American Flyer has two-rail track, so that it looks like a real right-of-way.
6—Con a two-loop track lay- out be laid out in floor space only 6 feet square?	YES	Much of the fun of scale model railroading lies in having extra loops and sidings in the track system. American Flyer 3/16" scale permits almost twice as many loops in the same floor space as "O' gauge track.
7—Ase cars made of plastic with die-cast frames?	YES	Just as the trend in real railroad ears is towards light weigh materials, so American Flyer ears are made of light weight plastic One locomotive can pull fifteen or more ears.
8—Does system have Direc- tronic Propulsion (ocomotive)	YES	Power is supplied to the locomotive in a continuous stream— instead of intermittently, as with locomotives operating on alec- nating current. Locomotive is not supped by minor dead spots in track.
9—Does its motor have Alnico permenent magnet?	YES	This new-type, solid metal magnet can lift twenty-one times its weight—makes motor more powerful, trouble-proof, and longer- lasting.
19—D direction of locemotive always under positive, split- second control?	YES	New Directronic Propulsion Iocomotive changes direction only when remote control direction switch is thrown. No jockeying back and forth after stops—no uncertainty about direction of trair.
11—Can two locomotives be operated either in the same or opposite directions on the same track?	YES	With one Directronic Propulsion locomotive and one standard locomotive, trains can be rushed towards each other—supped just before they collide—then backed away from each other.
12—Can block signals and semathores be used without interfering with direction of locomotive?	YES	No complicated wiring is needed to operate Directronic Propul- sion locomotives by realistic block signal control. After stops, locomotives automatically resume direction in which they were previously traveline.

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



# DIRECTRONIC PROPULSION Locomotive

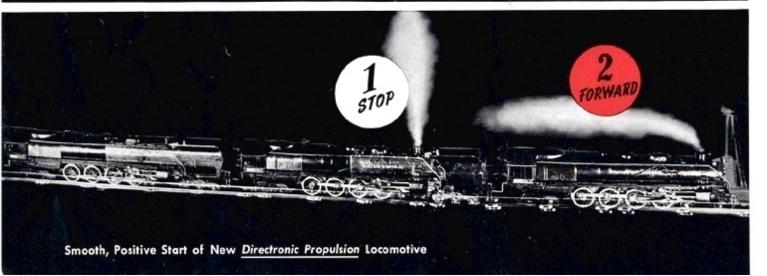
Jumbled Start of any Standard Locomotive

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

#### ALL STANDARD LOCOMOTIVES -

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

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



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# DIRECTRONIC PROPULSION

# is the greatest train development of the century

# EXCLUSIVE WITH AMERICAN FLYER

Provides positive, split-second Directronic Control of train — banishes jockeying back and forth after stops — eliminates locometive 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 Directronic Propulsion locomotives revolutionize scale model railroading, adding new fun-new thrills—new realism.

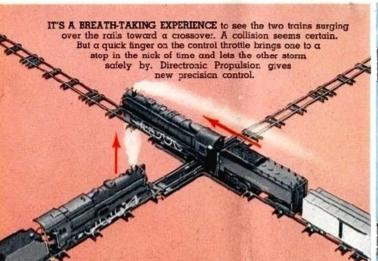
They give the scale model railroader new precision mastery over train speed and over forward and reverse directions.

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

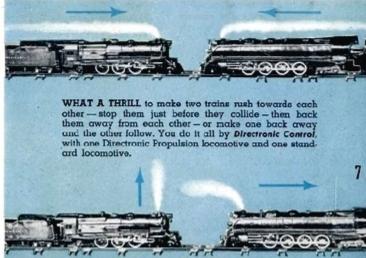
From a dead start the train can be made to glide forward or bockward instantly—regardless of the direction in which it was previously traveling. And so tremendous is the power of the Directronic Propulsion locomotive that even when pulling 16 cars it starts without jerking or bucking—and it can hustle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

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









# How it works — and how to hook it up

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

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

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

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

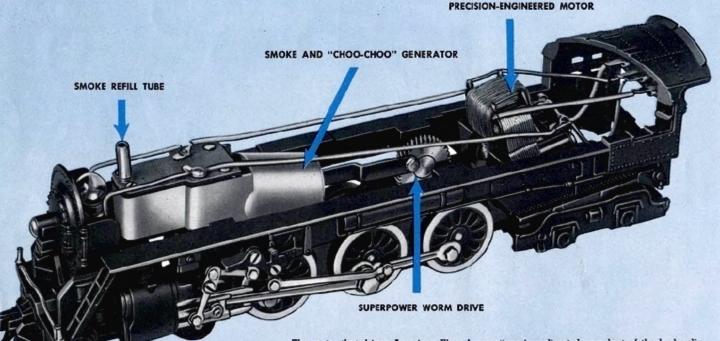
The Directronic Rectifier must be used for American Flyer trains Nos. 4615, 4617. 4618 and 4621, it also operates standard locomotives.

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



# THE MIGHTY PRECISION POWER PLANT

that drives American Flyer Locomotives



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

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

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



# SUPERPOWER WORM DRIVE

a Sensational American Flyer Development

SMOOTH PRECISION CONTROL
AT ALL SPEEDS



Banishes Jerky "Jack-Rabbit" Pull

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

# AMERICAN FLYER AUTHENTIC 2-RAIL "T" TRACK

Built to 3/16" Scale

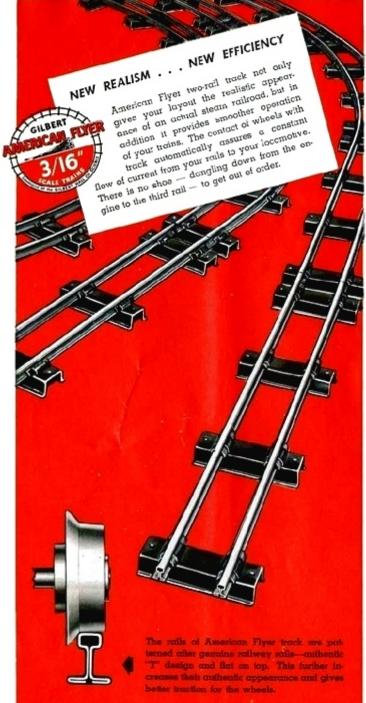
Looks Like a Real Right-of-Way

## PERMITS MULTIPLE TRACK LAYOUTS IN SMALL SPACE

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 boost an authentic two-rail track. Also, the locomotives had to be specially engineered to operate on two-rail track.

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





# 100% REALISTIC

Sound

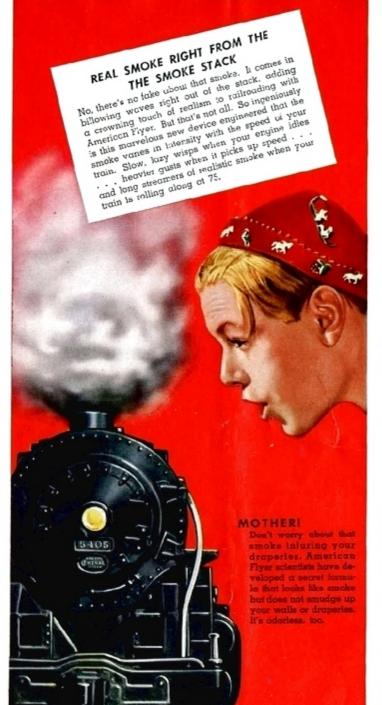
# Smoke EFFECTS!

Hear 'em "Choo-Choo"

Watch 'em Puff Smoke

Listen To That Whistle

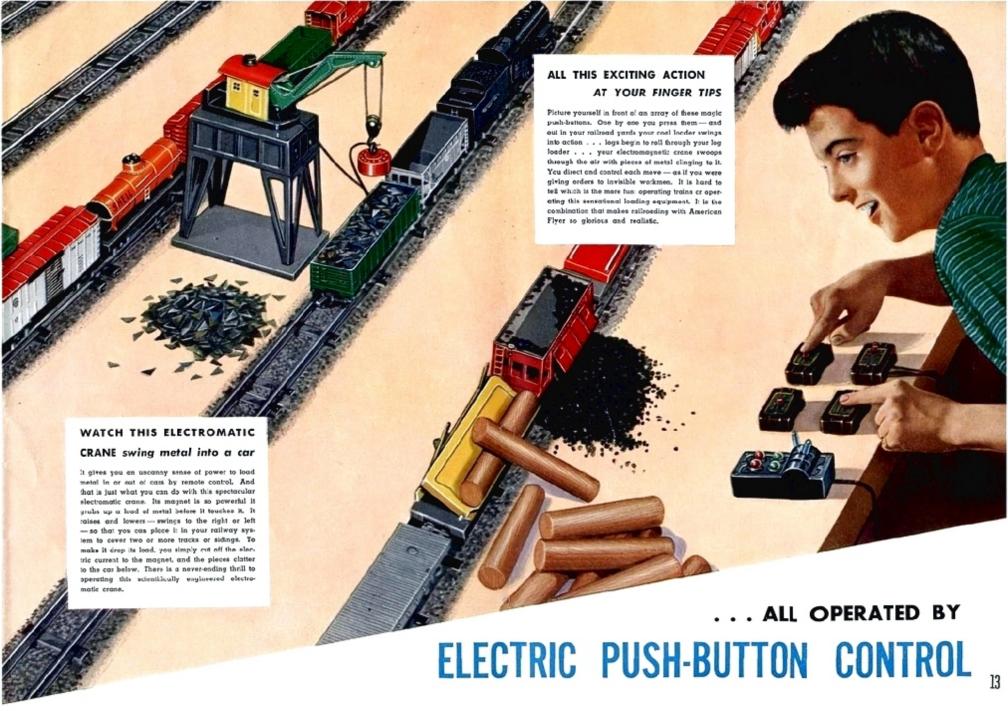
Thrilling exclusive features
originated by
AMERICAN FLYER





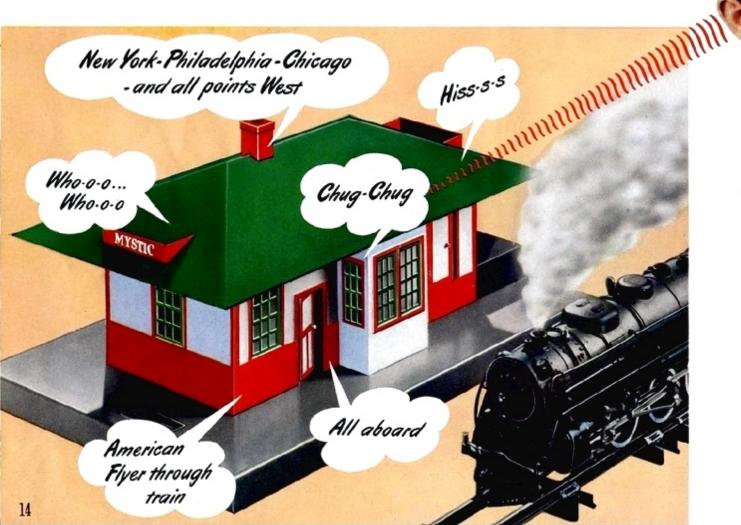


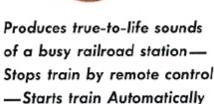




### AMERICAN FLYER

# AMAZING NEW TALKING R.R. STATION





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

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

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

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



## COMPLETE TRAIN SETS

8 Fast Freight Trains and 5 Sleek Passenger Trains from which to choose \* AMERICAN FLYER \*

Developed at the Gilbert Hall of Science

B. & O. 4-6-2

Royal Blue

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

\* Two-Rail Track

★ Superpower ★ 3/16" Scale Model

Worm Drive \* Automatic Coupling

\* Remote Control \* Electric Uncoupling

🖈 Lightweight 🖈 Large 75 Watt

Plastic Cars Transformer

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

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

Set consists of: No. 350 Locomotive and Tender,  $17\frac{1}{2}$ " long; 633R Box Car,  $7\frac{11}{4}$ " long; 631 Gondola Car, 8" long; 630 Caboses with tight, 6" long, Frack: 12 No. 702 curved, 2 No. 700 arraight. I No. 706 uncoupling device with control box, I No. 500 Track Terminol.



Developed at the Gilbert Hall of Science

# ATLANTIC 4-4-2

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

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

  - \* Lightweight Plastic Cars

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

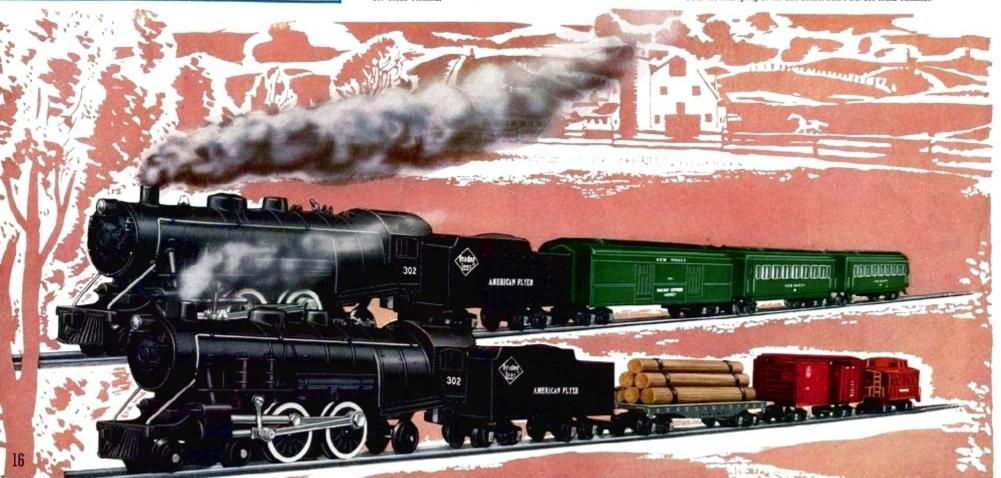
Think of the fun of operating this fast freight by remote control. Listen to those "choo-choos" as your train starts to glide forward. Look at the smoke come billowing up from the smoke stack. And each time you open the throttle wider, the "choo-choo" sounds and smoke mount in volume. The husky die-cast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

Set consists of: No. 312AC Locomotive and Tender, 16" long; \$28 log Car, 8%" long; 633-R Box Car, 7%;" long; 630 Caboose with light, 6" long, Track; 12 No. 703 curved, 2 No. 700 straight, 1 No. 706 uncoupling device and convol box, 1 No. 690 Trock Terminal

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

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

Set consists of: 1 No. 502AC Locomotive and Tender, 16" long; 651-G Baggage Car, 10½"; 2 650-G Coaches, 10½". Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 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
- ★Superpower Worm Drive
- \* Remote Control
- \*Automatic Coupling
- ★ Electric Uncoupling
- ★Two-Rail Track
- ★ Lightweight Plastic Cars

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

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

Set consists of No. 312AC Locomotive and Tender with "Choo-Choo" and smoke, 17½" long: 632 Hopper Car, 6¾"; 625 Tank Car, 7½"; 630 Caboose, 6". Track: 12 No. 702 curved, 2 No. 700 straight, 1 No. 705 uncoupling device and control box,

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

Watch the glorious plumes of smoke as this hotshot roors 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, toc. Two de luxe coaches glitter with lights. They are made of modern plastic—light in weight—beautiful, never fade colors. Baggage car measures 1034" long. Track makes 140" oval. 100 Watt Transformer recommended.

Set consists of: No. 312AC Locomotive and Tender with "Choo-Choo" and smoke. 1744" long: 651-8 Boggage Car, 1944"; 2 650-8 Coaches, 1944", Track: 12 No. 702 ctrved, 2 No. 703 straight, 1 No. 706 uncoupling device and control box, 1 No. 690 Track Ferminal.



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. 4611A NEW YORK CENTRAL FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 26 PIECES. 52 3/16" LONG

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

Set consists of: No. 122AC Locometive and Tencer with "Choc-Choo" and anoke, 19" long: 716 Automatic Cool Dump Car with Control Box. 7%": 634 Foodlight Car, 84"; 629 Carte Car 7%; 330 Cabcone with Light, 6" Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling dovice and central box. 1 No. 712 Automatic Track Section, 1 No. 890 Track Terminel.

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

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

Se: consists of: No. 312AC Locomotive and Tender with "Choo-Choo" and smake, 19" long: 453-R Baggage and Club Car, 12"; 2 652-R Pullmans, 12"; 654-R Observation, 11%,". Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 unroupling device and control box, 1 No. 890 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

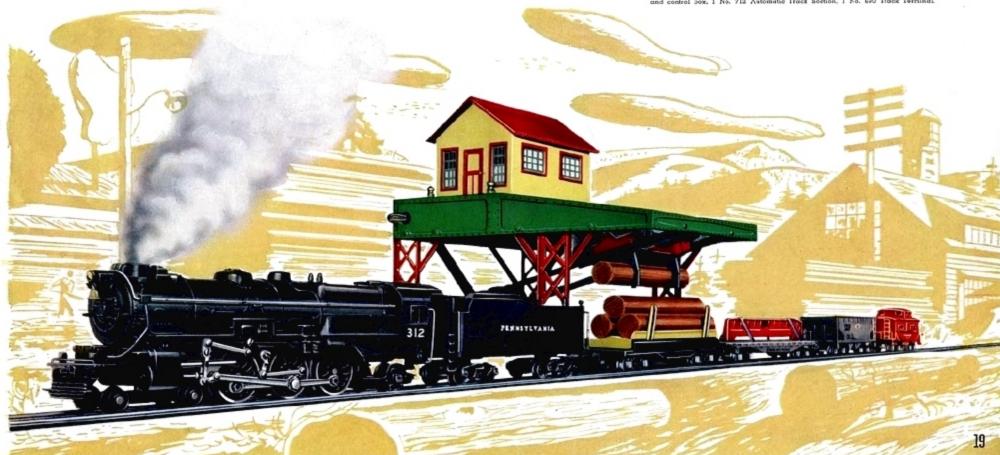
- ★Superpower Worm Drive
- \*Automatic Coupling
- **★Electric Uncoupling**
- **★Two-Rail Track**
- **★Lightweight Plastic Cars**

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. 4619A PENNSYLVANIA FREIGHT TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 27 PIECES. 49 1/2" LONG

With the stirring noise of its "choo-choos" in your ears... with real smake floating back over the cars, you will feel you are in the lumber country when you bring this four-car ireight to a stop in front of that gigantic log loader. Press a remote control button and a log almost shoots up to the overhead conveyer. 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 leaded with a bridge girder. All cars of celorful lightweight plastic. 16 sections of realistic two-rail track make oval of 160 inches. 100 Watt Transformer recommended.

Set consists of: No. 312AC Locomotive and Tender with "Choo-Chio" and smoke, 173/4" long; 717 Automatic Log Car with Control Box, 713/4; 527 Girder Car, 814": 532 Hopper, 514": 542; 632 Girder Car, 814": 532 Hopper, 514": 514; 751 Log Locader with Control Box, 814" wide x 111-2" long x 11" high. Track: 12 No. 702 curved, 4 No. 700 straight, 1 No. 706 uncoupling device and control Box, 1 No. 712 Automatic Track Section, 1 No. 600 Track Terminal.



Developed at the Gilbert Hall of Science

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

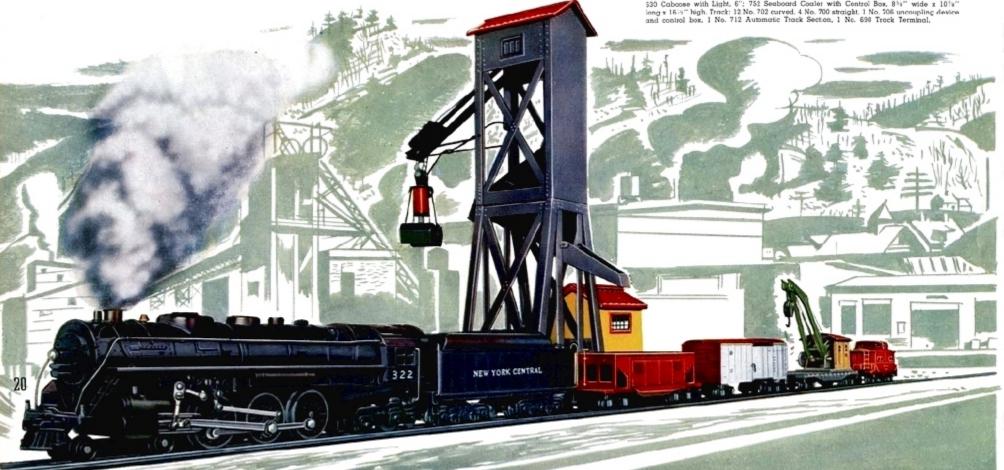
- \* Real Smoke
- \* "Choo-Choo"
- \* Coal Loader
- \* 3/16" Scale Model
- \* Superpower Worm Drive
- \* Remote Control
- \* Automatic Coupling
- \* Electric Uncoupling
- \* Two-Rail Track
- \* Lightweight Plastic Cars

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

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

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

Set consists of No. 322AC Locomotive and Tender with "Choo-Choo" and smoke, 19" loag: 716 Automatic Coal Car with Control Box. 7\(\frac{1}{2}\)": 633 Box Car. 7\(\frac{1}{2}\)\(\frac{1}{2}\)": 635 Wrecker, 8\(\frac{1}{2}\)\(\frac{1}{2}\)": 635 Wrecker, 8\(\frac{1}{2}\)": 635 Wrecker, 8\(\f 530 Caboose with Light, 6": 752 Seaboard Coaler with Centrol 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 Directronic 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 . . . 26 PIECES. 48 1/4" LONG

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

Set consists of: No. 342 D.C. Switcher Lockmetive and Tender with "Choo Cheo" and amoke, 143"; 10ag; 715 Automatic Inloading Car with Truck and Control Bor. 73a"; 534 Floodlight Car, 83a"; 531 Gondola, 8": 530 Caboose with Light, 6". Track: 18 No. 702 curved, 4 No. 700 streight, 1 No. 706 uncoupling device and control box, 1 No. 711 Automatic Track Section, 1 No. 691 Track Terminal.



Developed at the Gilbert Hall of Science

# UNION PACIFIC 4-8-4

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

- ★ Remote Directronic Control ★ 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 . . . 26 PIECES. 63" LONG

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

Set consists of: No. 332 D.C. Locomorive and Tender with "Choo-Choo" and snoke, 214" kear; 528 Log Car, \$14"; 633 Box Car, 71%;"; 635 Wrecker, \$14"; 632 Hopper, 61%"; 650 Ceboose, 6". Track: 12 No. 702 curved, 4 No. 700 straight. 1 No. 708 uncoupling device and control box, 1 No. 500 Track Terminal.

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

A gleaming miracle of die-cast metal, this huge handsomely groomed Union Pacific Directronic Propulsion locomotive rolls impressively along, smoke whipping in great clouds from its stack . . . thundering "choo chood" 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 sacele model perfection. The brilliantly engineered coach, Pullman and observation car have genuine electric lights. All cans have nickel journal boxes, Every car has automatic couplers, so that you can couple them anywhere—uncouple them in a flash. The track is realistic two-rail type—authentic T-rail design. Locomotive has Lucite electric head light placed in removable boiler front, 16 sections of track make 160" oval. No. 15 Directronic Rectifier and Transformer must be used.

Set consists of: No. 332 D.C. Locemetive and Tender with "Choo-Choo" and smake, 215" long; 853.G Reggage and Chib Car, 12"; 2.852.G Pullmons, 12"; 654-G Observation, 11%; Track: 12 No. 702 curved 4 No. 700 straight, 1 No. 700 uncoupling device and control box, 1 No. 690 Track Terminal.



Developed at the Gilbert Hall of Science

## UNION PACIFIC-8 DRIVE WHEEL

★Remote Directronic Control

★Real Smoke

★"Choo-Choo"

\*Automatic Mail Car

★Superpower Worm Drive

★3/16" Scale Model

\*Automatic Coupling

★Electric Uncoupling

**★Two-Rail Track** 

★Lightweight Plastic Cars

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

UNION PACIFIC PASSENGER TRAIN WITH "CHOO-CHOO" AND SMOKE FEATURE . . . 29 PIECES. 81 7/16" LONG

Picture yourself wheeling this Directronic Propulsion battleship with its string of five brilliantly colored plastic case. How those eight huge drive-wheels hug the rails. How smoothly the power flows from the mighty electric engine through the precision-built worm-drive. How realistically the "choo-choos" rumble and snort—rising and descending in tone as you change train speed. How thrilling to see real smoke pouring out and floating like a long plume over the landscape. And what vivid, spectacular action you get when that mail car flashes by.

Automatically a metal arm reaches out and grabs up a sack of mail—

while another sock comes tumbling to the ground. From its long-beam

Lucite head light to the gleaming grard rail on the observation car, it's

every inch a de luxe limited . . . so perfectly built and beautifully finished that it will delight the most critical scale model railroader. The two magnificent coaches, Pullman and observation car are all illuminated. Two-rail track makes 180" oval, No. 15 Directronic Rectifier and Transformer must be used.

Set consists of: No. 332 D.C. Locometive and Fender with "Choo-Choo" and smake, 2116" long: 718-R Automatic Mail Pick-up Car with Control Box, 1034"; 2 653-R Coaches, 1034"; 652-R Pullman, 12"; 554-R Observation Car, 1115/4", Truck; 12 No. 703 curved, 6 No. 700 straight, 1 No. 7(6 uncoupling device and control box. 1 No. 713 Mail Pick-up Track Section, No. 690 Track Terminal



# American Flyer NEW SUPERPOWER "Safety First" TRANSFORMERS

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

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

TRANSFORMER	RECOMMENDED FOR TRAIN SET			
Nos. 2, 23, 8B	Nos. 4301A, 4803A			
Nos. 2B. 8B	Nos. 4607A. 4609A. 4611A. 4613A			
Ncs. 8B, 12B	Nos. 4619A, 4620A			
No. 15 Directronic Rectifier	No. 15 Directronic Rectifier plus 2B, 8B or 12B Transformer must be used for trains Nos. 4615, 4617, 4618, 4621, HO-140, HO-141			



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

No. 2B TRANSFORMER

Same as above but with built-in circuit breaker.



#### No. 128 "SAFETY FIRST" NEW TWIN CON-TROL TRANSFORMER - 250 Watts, 60 Cycles

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



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

Green pilot light shines when current is possing through; red light when there's trouble. It is advisable
to buy the
higher wattage transformer
to provide for
future train set additions



#### NEW! No. 15 "SAFETY FIRST" DIRECTRONIC RECTIFIER

#### Must be used for Directronic Propulsion Locomotives CAPACITY — 4 AMPERES

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

# 3/16" SCALE



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



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



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



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



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



No. 636 DEPRESSED CENTER FLAT CAR . . . Authentic design. Gray with yellow cable seel 1016" long.

## MODEL ROLLING STOCK and ACTION CARS



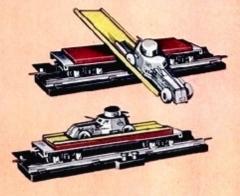
No. 651 BAGGAGE CAR . . . Double truck, nickel journal boxes, eight wheels. Red or green. 10%" long.



No. 631 GONDOLA CAR . . . Sturdily constructed from railroad blueprints. Has brake wheel. Green. 8".



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



Platform on car swivels, tilts, shoots truck down incline when you press remote control button. 734" long.

Automatic Action!

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

Includes special track section,

By semote control the car's metal pick-up arm extends, picks up one mailbay as another is ejected. Red and green, 1034".

single button control box.

No. 715 UNLOADING CAR... Includes automatic track section. single button control box.



No. 650 COACH with light . . . Double truck nickel journal boxes. Red or green. 103/2" long.



No. 627 GIRDER CAR . . . Loaded with a realistic bridge girder. Has brake wheel. Gray chamis, red girder. 83/4" long.

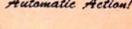


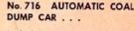
No. 628 LOG CAR . . . Has brake wheel and six realistic logs. Gray chassis, 8%" long.

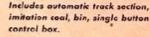


No. 634 SEARCHLIGHT CAR . . . Turns and tilts on swivel base. Gray chassis, black platform, yellow lamp housing. 8%" long.

Automatic Action!



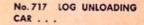




Side swings open via semole control, coal pours out into unloading bin. Tescan red outside, black inside. 71/4" long.



Automatic Action!



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

Holds 3 logs which are dumped to ground by remote control. Black chassis, yellow platform. 7%" long.



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



No. 632 HOPPER CAR . . .

Gray. 63/2" long.

Nickel journal boxes, ladder, eight wheels.

Muminated. Nickel journal boxes, eight

No. 630 CABOOSE . . .

wheels. Red. 6" long.

No. 625 TANK CAR . . . Has ladders, hand rail and brake wheel. Orange with black chassis, 714" long.



No. 633 BOX CAR . . .

Has kidder, brake wheel. Sliding doors add

No. 635 WRECKER CAR . . . Cab and boom turn on swivel base: beem and hook saise and lower. Gray chassis, green boom, yellow house, red roof. 8%".



with light . . . Like real - even to the initation window shades! Red or green. 12" long.

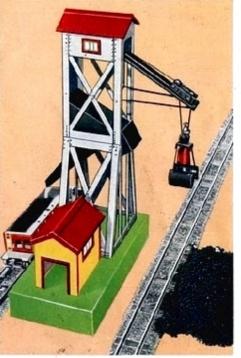


No. 654 OBSERVATION CAR with light . . . Observation platform, imitation window shades. Red or green. 11%" long.



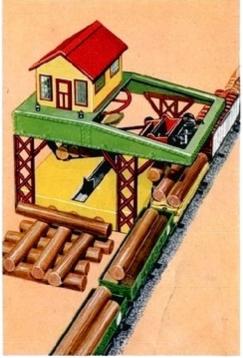
#### No. 752 AUTOMATIC SEABOARD COALER . . .

Bucket drops to coal pile — jaws open and snap together when full. Loaded bucket is then haisted 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%".



#### 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".



# 26

#### 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 61/5".



# 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. 4601A, 4803A, 4607A, 4609A, 4611A, 4613A, 4619A, 4620A, 4615, 4617, 4618, 4621, HO-140, HO-141. In boxes of 12 cartridges. Keep a supply on hand.



#### BULBS - ALWAYS HAVE EXTRAS ON HAND

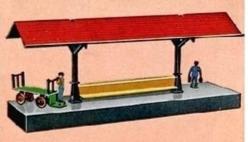
Lamps are used as follows: No. 440 and 453 in all Lecomotives and cars, all stations and equipment accept Nos. 579, 590 and 588. No. 451 for Nos. 579 and 581 lamp posts, No. 461 where Red globes are required. No. 443 where Green globes are required. No. 453 which must be used in No. 220 whiches

0.	453	purp mus	De used i	n No. 720 sw	itches.		
٥.		Volts	Glass	Celor	Diameter	Lamps in Pkg.	
0		14	Round	Clear	7/16"	3	
1		18	Round	Red	9/16"	3	
3		18	Round	Green	9/16"	3	
1		14	Round	Frosted	5/8"	1	
3		18	Round	Clear	7/10"	3	



No. 612 FREIGHT AND PASSENGER STATION 

Passenger section illuminated. Freight section has rulsed loading platform, sliding doors. Hand-operated crare has swivel base, boom that raises, lowers. Size 19" x 8" x 51/4".



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

Smart new suburban station with baggage truck, operator and porter. Double bench, long root and two lights. Enamel finish. Size 12" x 5" x 334".



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 enomel finish. Size 1734" x 814" x 414".



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 71/2" x 51/2".



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

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



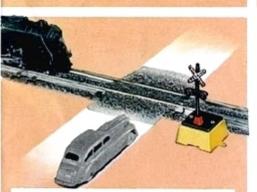
No. 577 WHISTLING BILLBOARD . . .

(remote control) Includes signal control box. Whistles any time by remote control. Illuminated. Size 4" x 7%" x 4".



No. 585 TOOL SHED .

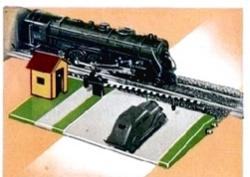
Has bright examel finish, plastic roof and sliding door. Adds realism to sidings, classification yards, etc. Size  $4\frac{1}{2}$ " x 634" x 534".



No. 582 AUTOMATIC BLINKER SIGNAL . . .

With automatic track trip.

Double bull's eye Lucite blinkers flash red automatically as train passes. Mounted on sturdy have. Enamel finish. Size 4/6" x 2%" x 2%".



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

Your speeding train automatically controls raising and lowering of double over gotes. Red light shines when gote is down. Die cost. Size 10" x 51/4".



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

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



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

Sturdy, strong, modern girder type. Slips easily under any straight track section. Finished in black and perfect in every detail. Size 10" x 134" x 436".

# AMERICAN FLYER TRACK LAYOUTS

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

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

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

Now think of the glory of owning a system with couble loops, several sidings, crossovers and switches. Look at the layouts on this page and the next. Imagine several trains tearing down the straightaways 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.









12 - Curve

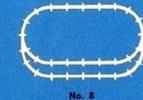
No. 2 - 40" x 90" 20 - Curve 2 - Pair of Switches

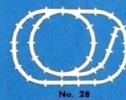


Space - 50" x 90" Track 32 — Curve 18 — Straight 2 — Pair of Switches

No. 9









No. 5 Space — 52" x 108" Track

- Curve - Straight - 1/4 Straight - 1/4 Curve

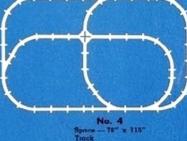
Space — 50" x 80"



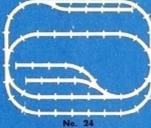
No. 25 co - 50" x 70" Curve Z - Right Switches



No. 6

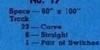


















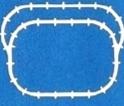


No. 12

Space - 50" x 95"

1 - Pair of Switches

No. 27 Space — 58" x 70" 18 - Curve 16 — Straight 3 — Pair of Switches



No. 14 Space — 60" x 85" Track

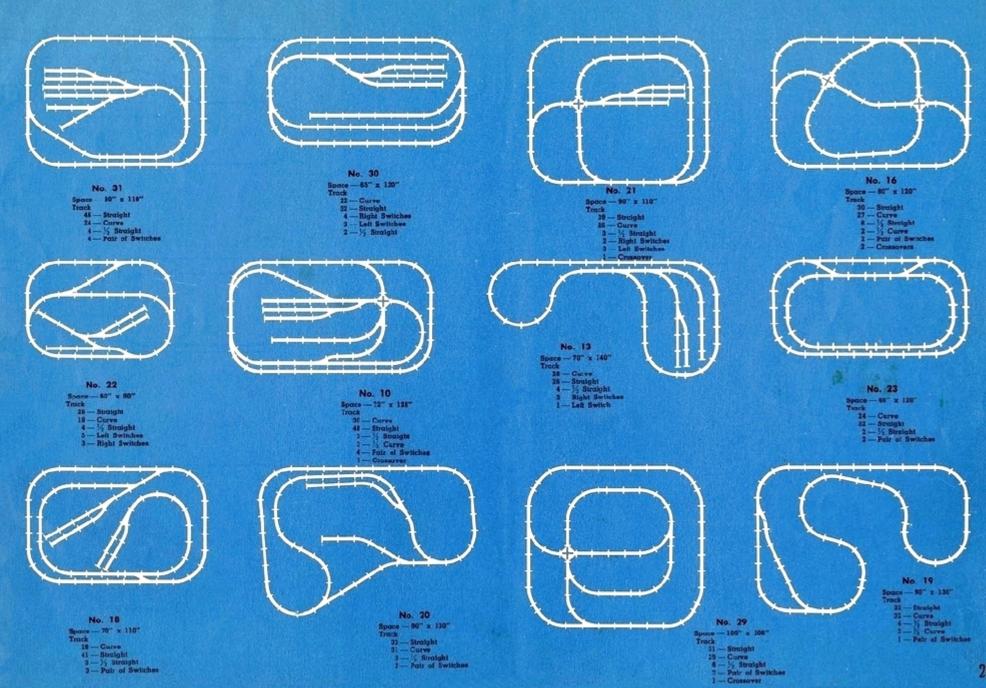


No. 15 Space — 45" x 90" Curre Straight
 Pair of Switches





No. 7 19 - Curve 6 — Straight 4 — ½ Straight 1 — Pair of Switches



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

#### AUTOMATIC BLOCK SIGNAL SYSTEM

#### makes trains stop and go as lights flash red and green

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



control . . . letting block semaphore signals stop and start your train.

Get the thrill of highballing two trains on the same track without denger of cellision

matically resumes run. When running one train you can make the lights Bash red and green and raise and lower the semaphore crm - by remote

Now-On trains equipped with standard remote control, it is necessary to disensage the control transally to permit the train to operate automatically with block signals and other train controlling equipment.



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

Searchlight type. Operated like a real signal system. Perfect some train to follow another on single track without dealer of collision. Light firsthes that and grees. Electrically operated by remote control for other train. Two train operation works automatically from the control for other trains. ation works automatically from insulated sections is the track. Enomel finish, Size 51/5" high, base 13/4" x 13/4".

#### No. 588 SEMAPHORE BLOCK SIGNAL . . .

Reglistic operation, Semcphore arm goes horizontal, light to red to stop train - raises to vertical, light to green to proceed. Electrically operated by remote con-trol for one train. Two train nocollision operation works automatically from track trips. Enamel finish, Size 71/2" high, base 134"

Equipped with semote control box

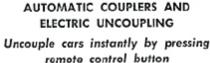
#### NEW DOUBLE-ACTION REMOTE CONTROL SWITCHES

#### A sensational American Flyer development



Make one train roar around the track while keeping another train idle on siding conventional operation or for dead siding,

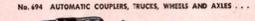
#### By simply throwing these amazing switches at the right moment you can stop one train -start another-just as a towerman "bends the iron" in a real railroad control room. For example: An express is hitting the curves on the main line. A freight or a siding gets under way. The switch ahead is open.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





Pick up a drag on curves - sidings - anywhere

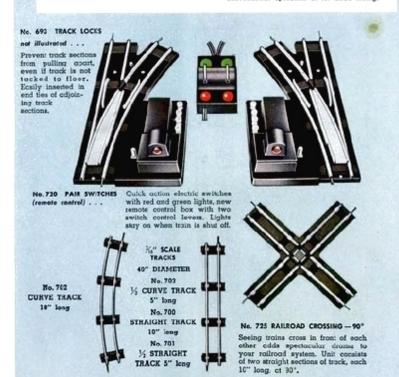
Coupling and uncoupling cars is a big past of the fun of railsoading. Just run your train to the car or cars you want to pick up and click - the automatic couplers emap together. To uncouple, press a button - your cars diseasage when they pass over the uncoupling unit which is built into a straight section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





with recoil spring and light. One

section of straight track included,



Developed at the GILBERT Hall of Science



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

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

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

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

An important innovation is the new Directronic Propulsion Locasolities that gives easier and more positive control over starting, stopping and reversing your train. You reverse your train entirely electrically by changing the polarity of current on the track. Directronic Propulsion behaviors beening up offer each stop. For example, as you stop and stort your train, it insteadly returnes in run in the same direction in which it was less traveling—unless you intensitiedly change its direction by pushing remote control switch. In addition Directronic Propulsion assures easier stating, smoother pull and more power. You can make your train crowl clong or hit over 123 sectle miles per hour—changing zom one speec to conther in a licah.

Completing the spectocular realism of these superb "HO" from sets is the two-coll treck mounted on Bakelite readed and with the spaced to "HO" seeks. Mistmum treck dismoster is 22",



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

Directronic Propulsion Locomotive, "Choe-Choo," Roal Smoke couplers. Built to precision standards.

Set consists of: 1 HO-181 N.Y.C. Hulson type (4-54) D.C. Locorotive and Tender, 14" long; 1 HO-128 "Gebus N.S." Gordets. Gray: 1 HO-124 "Wercharts Despatch" Car. White and Taxon Red: 1 10-134 simulated Catooov with cupols, and rath and ladders: 12 Mg. sections HO-260 curved tack (makes 140° circle); Track Terminal. No. 15 Directionic Horistic mant be used. See illustration on transformer page.

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



HO-248 REMOTE CONTROL TRACK SWITCHES

Equip your track loyout with these fearinating remote control switches and raths chery your bidsing as if by magic. The unique central box isolated with each point of switches allows you to control them from  $\alpha$  distant point. Red and green lights on articles indicate in which direction they are set.

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

HO-261 STRAIGHT TRACK, 8" Long HO-263 ½ SEC. STRAIGHT TRACK, 4" Long

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

HO-240 CURVED TRACK Eth\* tong
HO-264 % SEC CURVED TRACK, 4%," Lang

Curved track is required to build the circle when is the basic brack layout, All ather layouts are elaborations of the circle, 12 sections make

NO.250 TRACK TERMINAL

May be attached to any curve section.



HO-133 BAGGAGE AND MAIL CAR Two four-wheel trucks, automatic couplers. Bluminated, Green, 97.



HO-135 "N.H." PASSENGER COACH Simulated class vindows, automatic couplers. Elaminated. Green, 9".



HO-129 "N.H." TRANSFORMER CAR with giant transformer for load, 51%".



HO-127 TSP GONDOLA CAR, Green, 6". HO-128 LNE CONDOLA CAR, Gruy, 6".



HO-125 SHELL TANK CAR Black metal chanis, Silver plantic



HO-124 "MD." REFRIGERATOR CAR Ledden, catwalk, White sides, 51% c\*.



HO-131 CABOOSE Cupcle, and rails, ladders, Humin-

# 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 Erector reversing engine.

Now for a sensational sight! Throw the engine into gear . . . and your parachutes are hoisted up and up until they shike 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 spectacular mechanical marvels with one Erector set. No other construction set contains so many different parts and makes so many different models. And how the Erector reversing engine makes them buzz with action.

#### THE A. C. GILBERT COMPANY

**Erector Square** 

New Haven Conn., U.S.A.

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

