## For The Advanced

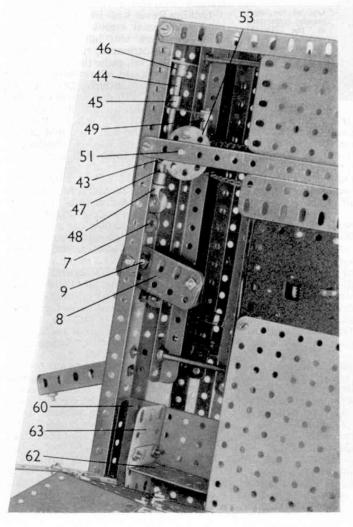
## Meccano Modeller

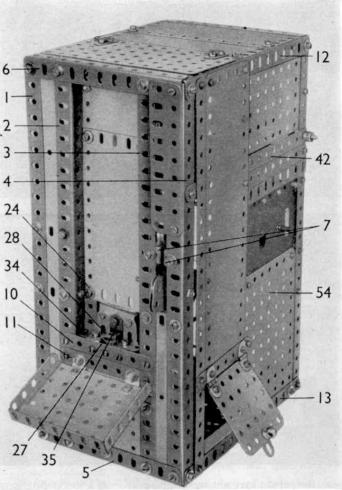
# PENNY-IN-THE-SLOT MATCHBOX MACHINE

THE model shown alongside is a version of one of the various types of automatic vending machines that are often to be seen on railway stations, outside shops, etc. If you place a penny in the slot of the model

# By "SPANNER"

an ingenious but simple mechanism releases a pull-out drawer containing a box of matches. (That is, of course, if the machine has been suitably stocked up!)





Above: The "Penny-in-the-Slot" Matchbox Machine described in this article. Left: Part of the right-hand side of the casing has been removed to reveal details of the coin slot and a portion of the operating mechanism.

The model is not difficult to build, but a little patience may be needed to adjust the mechanism correctly.

#### Framework

Bolt four upright  $12\frac{1}{2}$ " Angle Girders 1, 2, 3 and 4 to the  $5\frac{1}{2}$ " Angle Girders 5 and 6. Between the Angle Girders 1 and 2 are two  $5\frac{1}{2}$ "  $\times 1\frac{1}{2}$ " and one  $2\frac{1}{2}$ "  $\times 1\frac{1}{2}$ " Flexible Plate, and between Angle Girders 3 and 4 are a  $5\frac{1}{2}$ "  $\times 1\frac{1}{2}$ " Flexible Plate and a  $4\frac{1}{2}$ " Flat Girder. Below the Flat Girder bolt two Angle Brackets 7, adjusting the space between them to take a penny. Now bolt two  $2\frac{1}{2}$ " Flat Girders 8 together, with two  $2\frac{1}{2}$ " Strips between them, to form a groove for the coin. These are attached to the Angle Girders 3 and 4 by a 2" Screwed Rod 9 and six nuts.

Two  $3\frac{1}{2}''$  Strips 10 and 11 are secured to the Angle Girders 2 and 3. To the Strip 11 bolt a  $3\frac{1}{2}'' \times 2\frac{1}{2}''$  Flexible Plate and two Obtuse Angle Brackets that support the  $3\frac{1}{2}'' \times 2\frac{1}{2}''$  Flanged Plate with a  $3\frac{1}{2}''$  Angle Girder attached. Four  $7\frac{1}{2}''$  Angle Girders 12, 13, 14 and 15 are bolted to the  $12\frac{1}{2}''$  Angle Girders, and also two  $12\frac{1}{2}''$  Angle Girders 16 and 17 and two