

# HOW TO RUN YOUR REVELL H-O ELECTRIC TRAIN

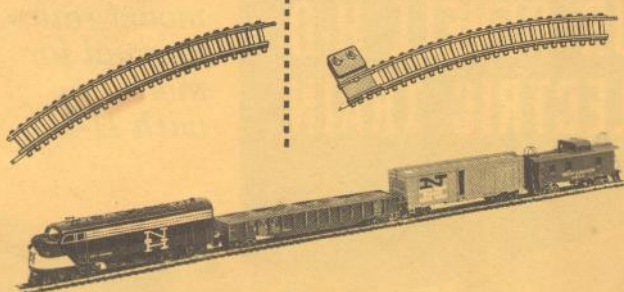
*model railroading  
manual for  
more fun  
with H-O!*



<sup>®</sup>  
**Revell**

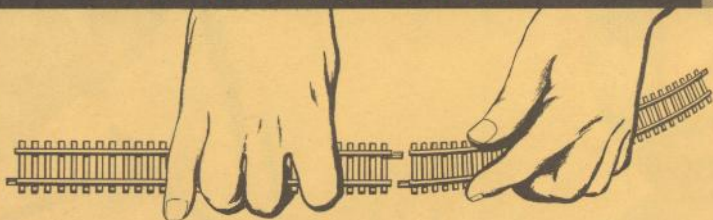
*H-O electric trains*

Lay your train set out on a clean flat surface. You will have a gear-drive engine and freight cars, a caboose, and a full oval of track.



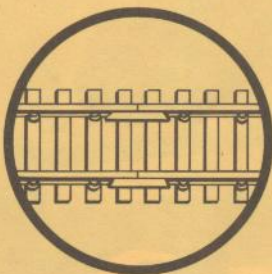
The engine, cars and track in your new Revell H-O Electric Train Set are all of the highest quality. They have been assembled carefully, and inspected many times, with the engine and cars given a final test at the factory. Every set that leaves Revell is in perfect condition for trouble-free operation.

### *How to set up your track:*



Care in assembling and maintaining your H-O track is one of the most important things to remember. Set up your initial oval of track on a table-top, or on the bare, clean floor. For prolonged use, set track up on a flat board and fasten down permanently. Never set up your track on soft carpet.

Be sure that rails are completely inserted into the rail-joining clips. It is very important that all joints are tight — if the track is not properly joined or is bent out of shape, the train may derail.

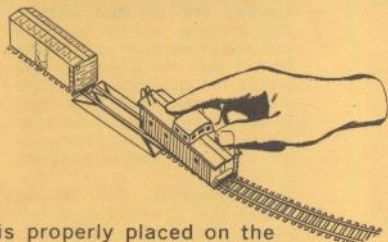




IN ASSEMBLING YOUR TRACK PLACE THE CURVED TERMINAL SECTION CLOSE TO YOUR POWER PACK FOR EASY CONNECTION. PLACE THE RE-RAILER ON THE SIDE NEAREST YOU SO THAT YOU NEED NOT REACH TO PUT THE CARS ON THE TRACK.

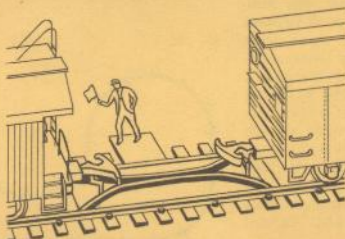
### *automatic re-railer:*

The Re-Railer automatically lines up the wheels of your engine and cars on the rails. Even if they de-rail in running, the automatic re-railer usually guides wheels back on the track without stopping the train. When you first place your train on the track, begin with the engine. Pass it back and forth on the Re-Railer until it moves easily. Do the same with each car. After each car



is properly placed on the rails, gently push it forward until it couples with the one ahead. Check to see that all wheels are correctly on the track.

### *dual-action uncoupler:*



The uncoupler included in most Revell train sets allows you to separate cars from the train without effort—whenever you want. Just back up your train until the couplers you wish to separate are opposite the switchman figure. Cars will uncouple smoothly when the train moves forward. Your uncoupler is particularly effective when placed on sidings or alternate routes, where you would naturally want to leave freight loads.

### *Life-time steel tension couplers*

The Revell H-O steel-tension couplers featured on Revell freight cars and engines are an improved NMRA-type nylon coupler designed to swing freely on trucks, with rugged, realistic trouble-free operation. Revell couplers remain connected while the train is in motion; couple with other NMRA couplers, too. To couple a car, merely run the engine or train slowly to the car and when they touch the couplers will engage.

## *Revell power stations:*

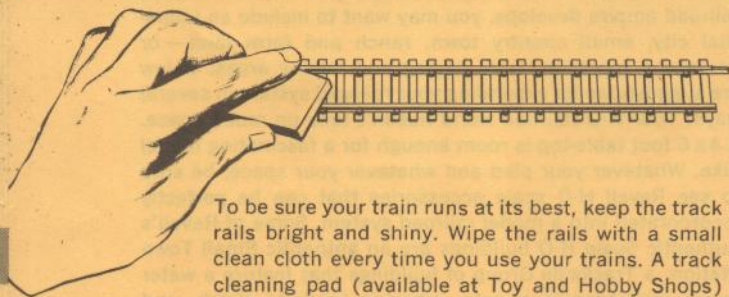


Revell Power Stations convert the AC current from your wall plug to the DC current that runs your train. Look carefully for the set of DC terminals before connecting your train.

Revell Power Stations have one additional set of AC terminals for operation of automatic switches or H-O working accessories. **BE SURE TO CONNECT TRACK TERMINALS ONLY TO THE DC TERMINALS ON THE POWER PACK. ATTACH ANY H-O ACCESSORY TO AC TERMINALS ONLY.**

- Move handle to "Off" before plugging power station into wall.
- Do not attempt to run your Revell H-O Electric Train with an AC toy-transformer such as those used with "O" and "S" gauge trains.
- Be sure to unplug power pack from wall plug when you have finished running the train.

## *care of track:*



To be sure your train runs at its best, keep the track rails bright and shiny. Wipe the rails with a small clean cloth every time you use your trains. A track cleaning pad (available at Toy and Hobby Shops) can be rubbed lightly over the surface of the rails to maintain them in top condition. When you store track, be sure that it is kept flat and does not bend. Don't let metal or Christmas tree tinsel lie on the track, as it will cause a short circuit.



## *care of Revell engines:*

Your Revell engine has been well lubricated at the factory. It will not need servicing of any kind except for an occasional cleaning of the wheels to insure the best electrical contact. To clean the wheels of your engine, wipe the metal wheels that have no tires with a clean cloth and cleaning fluid. Avoid getting fluid on tires or plastic wheels.

A few hours running will enable the moving parts to wear in, and performance will be even better than when the engine was brand new. Be sure to keep oil, dirt and small metal particles away from engine when storing or in use.

## *it's easy to plan your own*

### *growing H-O railroad empire*

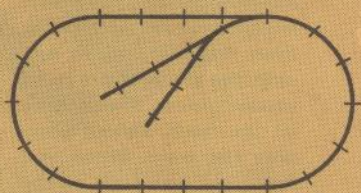
Your first Revell train makes you engineer-in-chief of a top-notch railroad line — and because you're in charge of a real scale model train, there's no limit to the fun you can have! Adding track to a simple oval gives your trains a layout with elbow room for realistic operation! With extra track and a switch or two, you can design an interesting series of curves, a longer straightaway, spurs and sidings to juggle your rolling stock, or a freight yard to make up your trains.

Planning and building realistic scenery is fun, too. As your railroad empire develops, you may want to include an industrial city, small country town, ranch and farm land — or perhaps a mountain with logging and mining areas. Below are suggestions for expanding your railroad system in several ways. Your H-O railroad world needn't take up much space. A 4 x 6 foot table-top is room enough for a fascinating model pike. Whatever your plan and whatever your space, be sure to see Revell H-O scale accessories that can be perfectly incorporated into a model railroad system. Some of Revell's Authentic Scale H-O buildings are an authentic Small Town Station, a Trackside Group of buildings that feature a water tower, switchman's shanty, crossing tender's shack, and interlocking tower; a Bridge and Trestle set, and a beautiful Farmhouse Set with 2-story farmhouse and several out-buildings.

# 3 ways to start your model pike

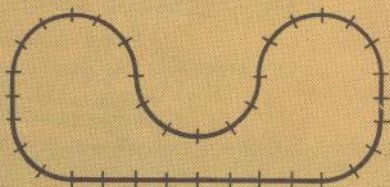
**1 Expanded Oval for More Action —** With 2 sidings you can rearrange your whole train, make up a realistic freight load for a delivery run around the main line, and store extra cars. This layout lends itself to an industrial center built up around the sidings with countryside and small town stations along the outside line.

**Track requirements:** Basic set plus 9 straight, 2 bumpers, 2 left switches. **Layout space:**  $3\frac{1}{2}' \times 6\frac{1}{2}'$ .



**2 Dogbone Offers Scenic Variation —** A dogbone or waterwings track plan is a nice start for a railroad system that can grow and grow. The long straight run suggests point-to-point freight hauls, and the three open areas can be separately landscaped. Later, with additional track and switches you can create a freight yard in the center or at either end. Eventually you might want to add another complete line that joins the dogbone at some point for extra long runs.

**Track requirements:** Basic set plus 12 curved, 10 straight. **Layout space:**  $5' \times 9\frac{1}{2}'$ .



**3 Crossover Provides Busy Double Track —** This track plan offers a wide range of adaptations for a really complete model railroad empire. With the crossovers you get increased runs, the realism of double lines, while sidings provide opportunity for freight pickup, delivery and storage. You can plan scenery on both sides of the oval as well as in the center area, add curves and spur lines so that express trains can pass the way-freights that stop all along the line.

**Track requirements:** Basic set plus 12 curved, 23 straight, 2 left switches, 4 right switches, 2  $3''$  straight, 2 bumpers. **Layout space:**  $4' \times 8'$ .

