

Fig. 1.

let me see how quickly you can solve the two.

### SAM LOFTY

Sam's full name is Samuel Lofty and one day while he was scribbling in his drawing book he turned out the jumbled mass of initials L and S seen in Fig. 2. How many of each are there?

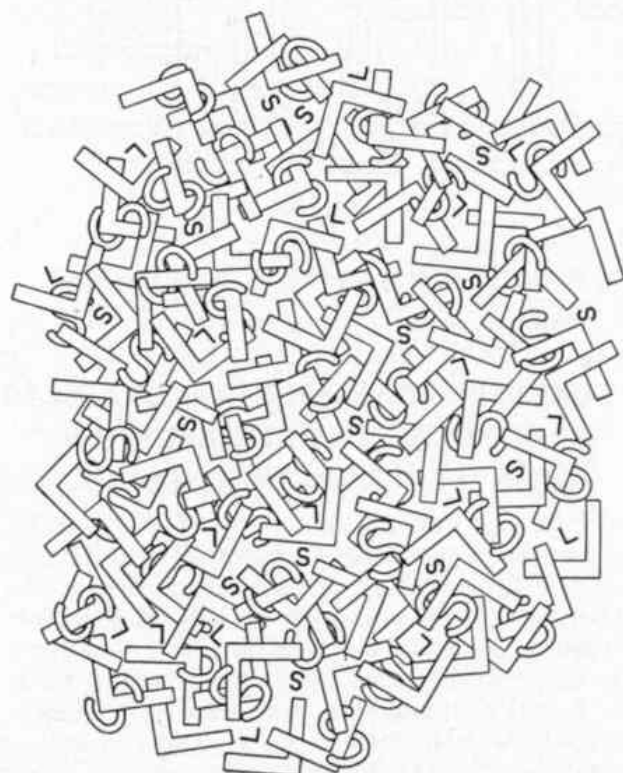


Fig. 2.

## Puzzles for Beginners

### Easy Entertainment for the Christmas Party

By H. Hutchinson

#### FLOWER

I bet you have never grown or seen a flower in a pot like this one. The flower pot is made up of a word square, and the flower of a word diamond. Our artist has given you a start in Fig. 1. Now

#### LADDER

Have you ever watched a window cleaner at work and seen him run up and down his ladder? Now here is your chance to see how quickly you can climb a ladder without even getting out of your chair!

Here is what you have to do. Look at Fig. 3. For each step up the ladder from TIME you take you must change one of the letters to make another word, until you reach the fourth step of the ladder with a word that contains none of the letters in TIME. Now reverse the process, using different words, so that by the time you reach the top of the ladder you will have changed back to the word TIME.

#### NUMBER TRICKERY

"Think of a number and add seven," said Sam.

"All right," said his father.

"Multiply your answer by two," said Sam.

"I've done that," said his father.

"Now subtract four," said Sam.

"That leaves forty-four," said his father.

Then Sam said, "The number you thought of was seventeen."

Sam was right, but can you say how he arrived at the right figure?

#### RIDDLE-ME-REE

My first is in Gerald, but not in Billy;  
My second is in Rose, but not in Milly;  
My third is in Colin, but not in Don;  
My fourth is in Mabel, but not in John;  
My fifth is in Alice, but not in Anne;  
My sixth is in Wendy, but not in Dan;  
My seventh is in Noel, but not in Claude;  
My eighth is in Roger, but not in Maud;  
My whole is a lovable, nursery toy.

T I M E

T I M E

Fig. 3.

Fig. 4.

**ODD ONE OUT**

One day while Sam was out car spotting, i.e. making notes of car and lorry registration numbers, he saw the lorry shown in Fig. 4. It carried 25 boxes and all were named differently. He also noted that the names went in threes, like MAN, BOY and GIRL. Can you pick out eight threes from the names and so find which is the odd one out among them?

**GEOGRAPHY LESSON**

During a geography lesson Sam surprised himself by the discovery that he knew very little about places in the British Isles.

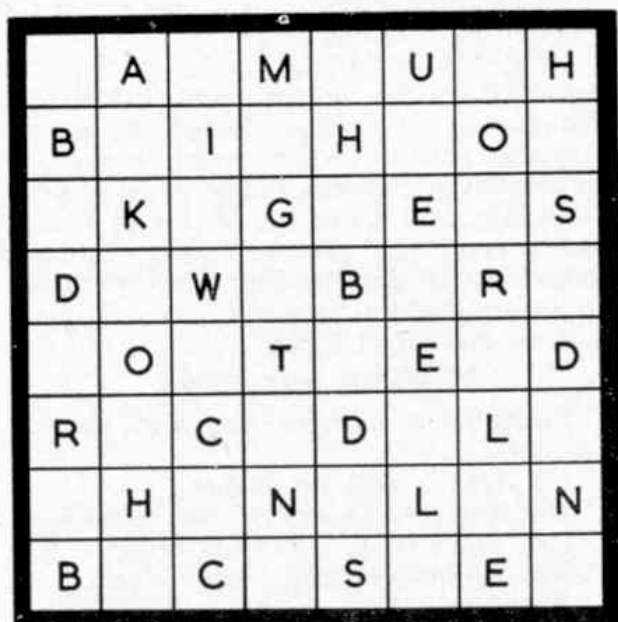
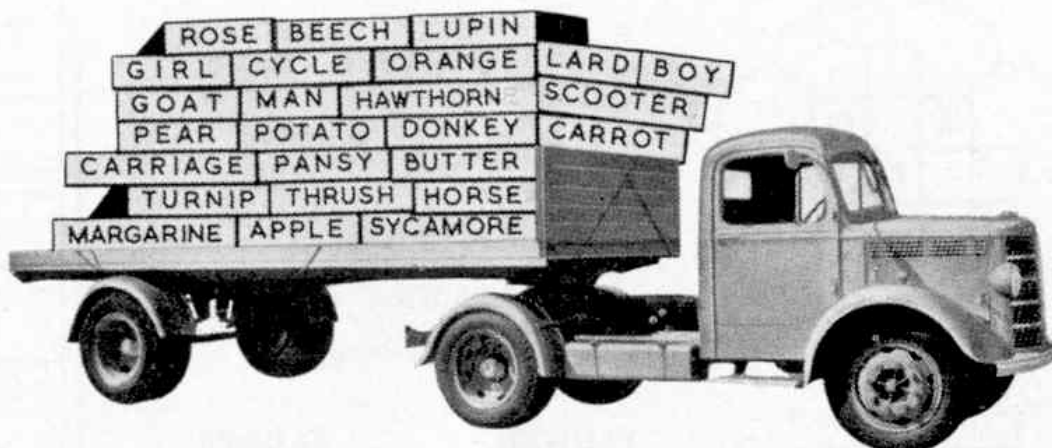


Fig. 5.

One of the questions he could not answer is illustrated by Fig. 5. Can you complete the words across, which are all names of places in the British Isles? If you can, you will discover that the letters in the diagonal from top left to bottom right form the name of something we all love.

**RACING TRICYCLISTS**

Now a very special tricycle track for our junior readers. Suppose you are a racing tricyclist and have to ride on a



number of circuits that overlap each other, as shown in Fig. 6. From this aerial view of the course can you say how many tracks you will have to ride on?

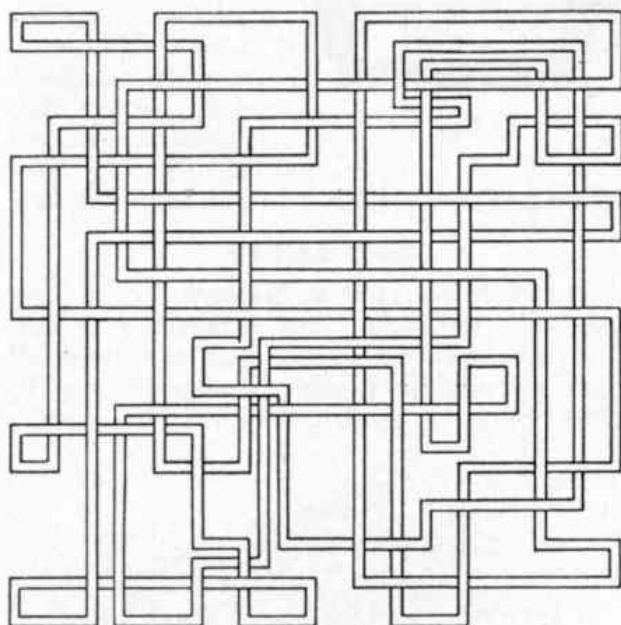


Fig. 6.

**WANTS THE WHOLE ALPHABET**

What a mess! I mean the jumbles of capital letters shown here:

CNETTYOMEANSEMEHIOOMENACSCAR  
EOADEFRSUPERISUITEEFREHING  
RDISAYSYOU EGOTABRONFOINOUROO

But you can make sense out of these by inserting somewhere in them all the letters of the alphabet in their correct order. In the first line you put in all the letters from A to K; in the second line those from L to S; and in the last the letters T to Z.

I feel certain that you can put all the letters in their correct places, but remember that you must keep the letters in their alphabetical order.

### COAT OF ARMS

From the letters making up the Coat of Arms in Fig. 7 can you say what well-known sporting event it represents?



Fig. 7.

### CONTINENTAL TOUR

Sam decided to spend his holidays this year on a cycling tour, and he made it a continental one. His bicycle, as you well can see from Fig. 8, is made up of a number of letters. These when sorted out



Fig. 8.

spell the names of three of the many cities he passed through. Can you spot the cities? All the three places are in one country.

### BROKEN WHEELS

Wheels often get broken, just like those you can see from Fig. 9, which have been broken in two. Sam did his best by sticking them together again, but unfortunately got them hopelessly mixed up. Can you unstick them and piece them

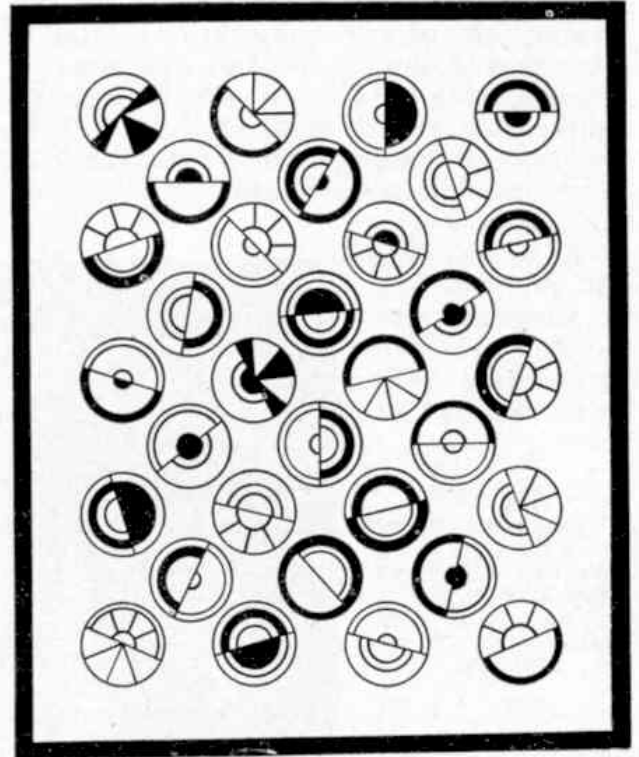


Fig. 9.

together correctly, and then say how many different types of wheel there are?

### TRY THESE

Sam is very good when it comes to saying tongue twisters quickly. He can usually say them without making any mistakes at all. He delights in saying long ones and here is one of his favourites. See if you can say one sentence, or the whole of it, quickly without making a mistake.

Tom Tucker, the trainer, touched the terrible tiger's tail, then tied ten tags to the toy train. Tiddles, the tiger, tore the trainer's thick top-coat to tatters. Tom, terribly terrified, tried to throw the toy train towards Tiddles. Tom then tried to throw the tiger, though Tiddles' teeth tore Tom's thick top-coat. Tom tottered, then toppled towards the toy train. The tiger tried to titter.



# DINKY NEWS

BY THE TOYMAN

## Quick Fun For All

ONE of the best things about Dinky Toys is that they are ready to play with as soon as they are picked up. Many of us indeed are content to play with them in this simple way, and we find it great fun, especially the younger of us, who make the greatest use of our imaginations. But I think that in time most of us soon turn to arranging the models in simple settings representing scenes from real life. It is very easy to arrange simple but realistic scenes to suit almost any collection of Dinky Toys; very often indeed the real problem lies in selecting the most suitable scene from the vast variety of

Fig. 1.  
A cardboard Bailey bridge, in a representation of rugged country, that is ideal for games with Dinky Toys Army models.

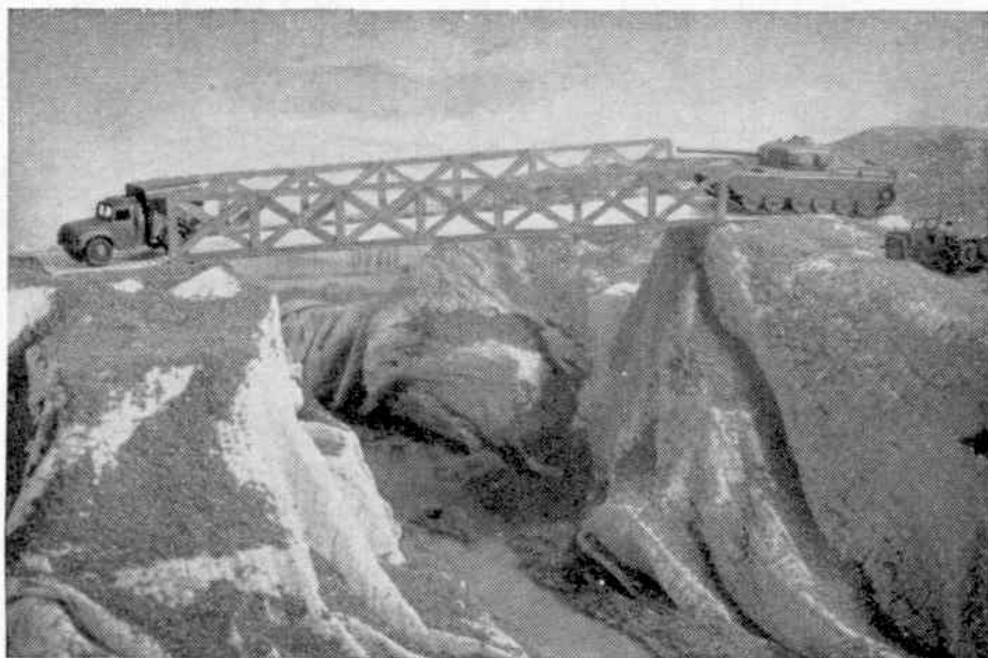
notions that crowd into our minds!

As regular readers of these pages know, I have often described complete layouts or sections of layouts in these articles. Some of these have been quite ambitious and have required a fair amount of space, so that they have taken a long time to assemble. For the best results these complete layouts should be permanent features mounted on a baseboard, and not all collectors may be able to arrange such a large display without perhaps becoming a nuisance to other members of the household! But if you happen to be one of those who do not enjoy the privilege of a large playroom of your own, there is no need to give up the idea of making attractive settings for your Dinkies. Endless pleasure can be obtained from a small temporary layout arranged on any handy table, or even on the floor of the spare room or your own bedroom.

Such layouts are easily put together and—this is really important!—they have the great advantage that they can be altered quickly and easily when a bright new idea comes to mind. And that is worth thinking about by all Dinky Toy enthusiasts.

Recently I made up two scenes of this kind and pictures of them are shown in these pages. I think you will agree that their temporary nature does not limit their realism and play value.

Very often it is best to base a temporary



layout on one particular item and then make this the centre-piece of the scene. This is the plan I adopted in designing the layout shown in Figs. 1 and 3, in which I wished to manoeuvre vehicles included in the new Dinky Toys Army equipment. For the centre-piece I made a simple cardboard structure representing a Bailey bridge. This was very easily formed from a strip of stout cardboard cut out to represent the side girders. The cut out sides were then bent up as shown, and this gave me a bridge strong enough to carry several Dinky Toys models.

There must be something under a bridge, and I thought a river flowing through a deep cutting in rocky country would be a good thing to have. The "river" was simply a piece of glass placed over dark