

SCALEXTRIC brings the excitement of motor racing to your home. Motor racing in miniature—and all you have to do is assemble the track, plug in the control unit and connect up the Transformer/Rectifier (or batteries) and away you go on a skilful, thrilling race. SCALEXTRIC racing requires skill and co-ordination—in many ways similar to that of motor racing—the car travels at a scale speed of 130 m.p.h. on the straight—you can corner accurately by carefully reducing the car's speed with the hand controller, boost the speed again and away you go into the lead. By skilful manoeuvre you can beat your opponent's car to the bend and block him as you swing away down the straight.

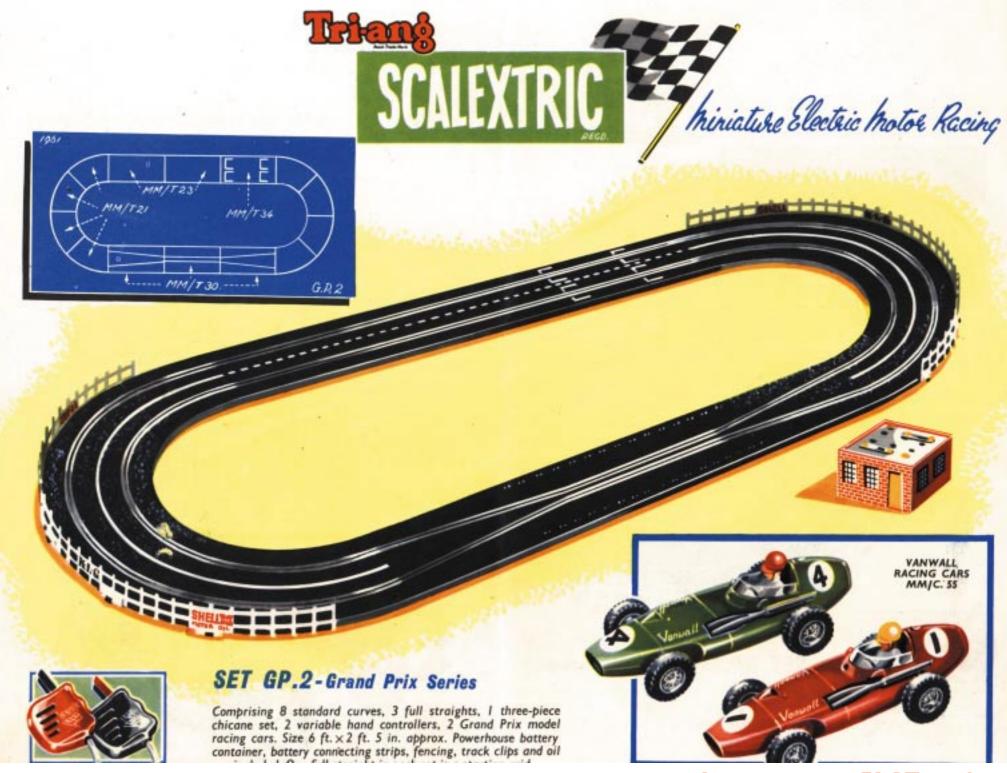
SCALEXTRIC makes new friends!

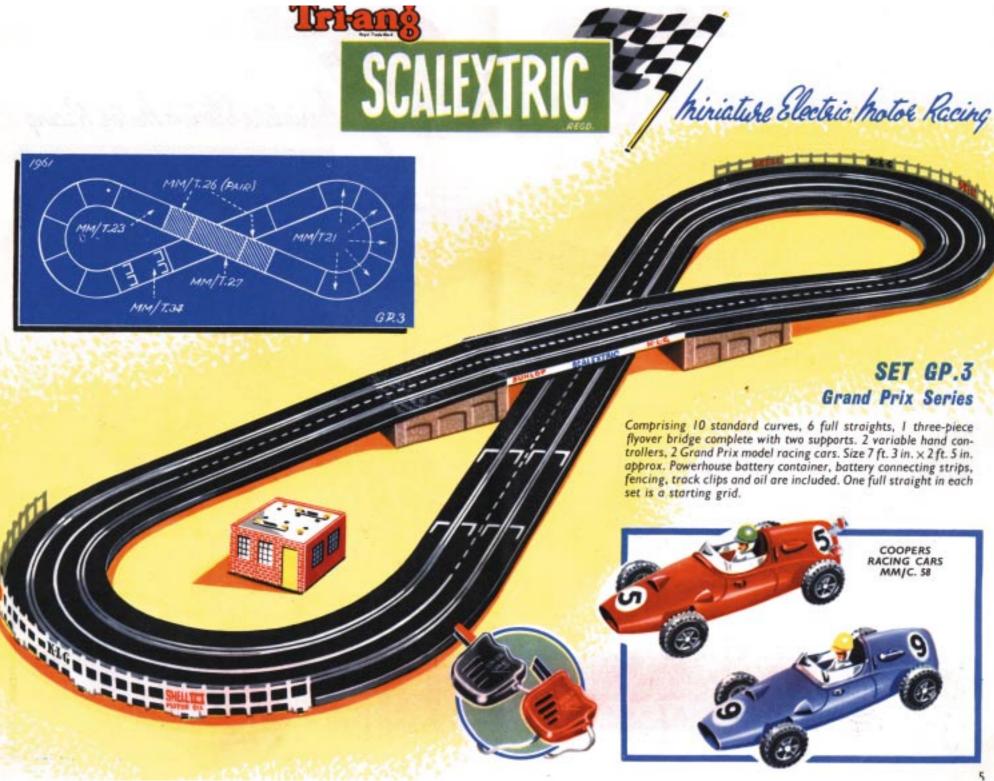
Friends will be quick to call when the news gets around that you have a Scalextric kit. We have yet to meet anyone who could resist these model cars, so you will not want for racing opponents. If two or three owners can get together locally then a pooling of track resources should lead to some pretty exciting circuits. All kinds of races can be organised, handicaps, team races, regularity tests, hill climbs, speed dashes and so on, but remember that, like full-size cars, no motor will go flat out for ever—so rest cars now and then if there is any sign of overheating. (A spare car is a good thing to have, the fun can continue unabated—anyway, you will almost certainly be tempted by some of the new designs coming out!)



SCALEXTRIC models must be driven like real cars!

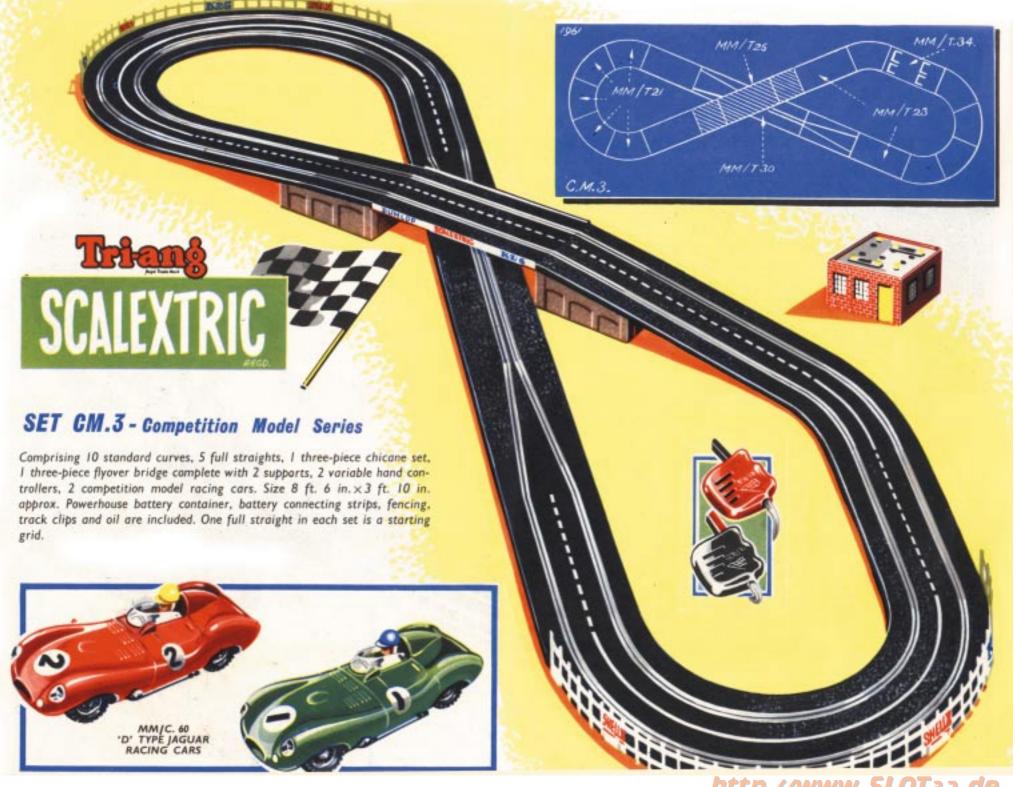






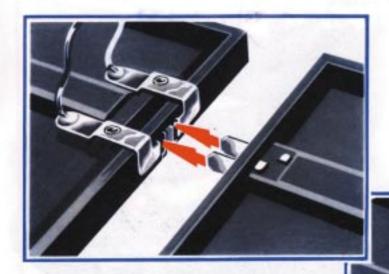




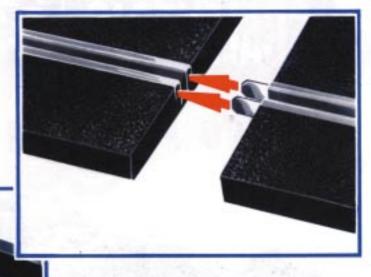


http://www.SLOT32.de

TRACK AND POWER HOOK-UP



One of the many
big attractions of your
SCALEXTRIC Set
is the "Plexytrack"
—pliable, flexible
and virtually
indestructible



Fit the track harness on Hand Controller as shown in illustration. Power leads may be attached to batteries or to a Transformer/Rectifier. If cars run in reverse, change the leads over on the power pack.

The track may be connected more permanently by use of Track Clips.

Assemble as you would the lines of a model railway by slotting the various sections together.

Maintenance

Keep the <u>rubber track</u> free of dirt or grease by periodically wiping with a dry cloth.

Rails only. Wipe with oily rag or track cleaner to remove dirt and prevent rust.



The Hand Controller is your only means of control over the movements of the car. With this you can simulate all the speed and excitement of a big motor race. The Hand Controller is designed to fit snugly in either the right or left hand, and is spring loaded in the same way as is the accelerator on a car. Grip the Hand Controller lightly, with the thumb resting on the ribbed top of the Button Slide. By pressing down with

Variable Speed Hand Controller

your thumb the speed of the car can be increased from a slow crawl to a high speed which can only be used to boost the car along the straight.

Warning Release Button Slide immediately if car should stop whilst racing is in progress. Do not place metal objects across track pick-up rail as this will result in the burning out of your Hand Controller.





GRAND PRIX CARS









THE MOTOR

This 12 volt motor has been specially designed to give racing speeds and is standard to all models.

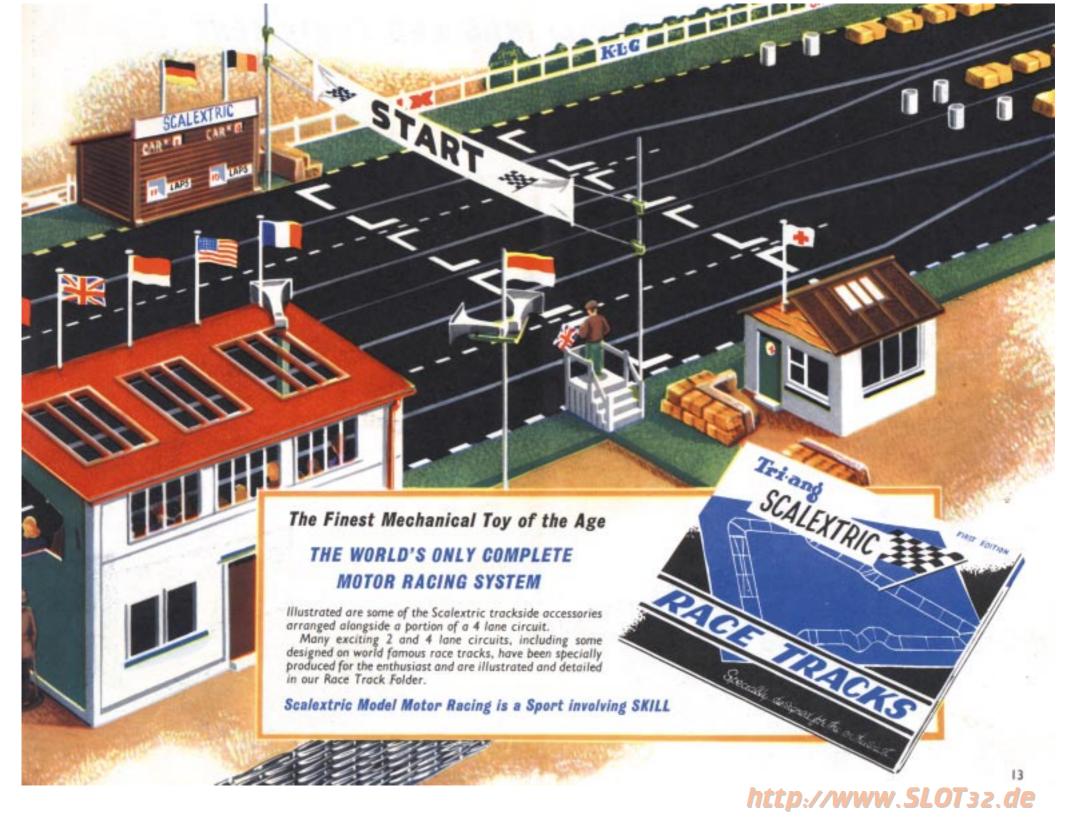
It is of robust construction and readily accessible for servicing as shown.

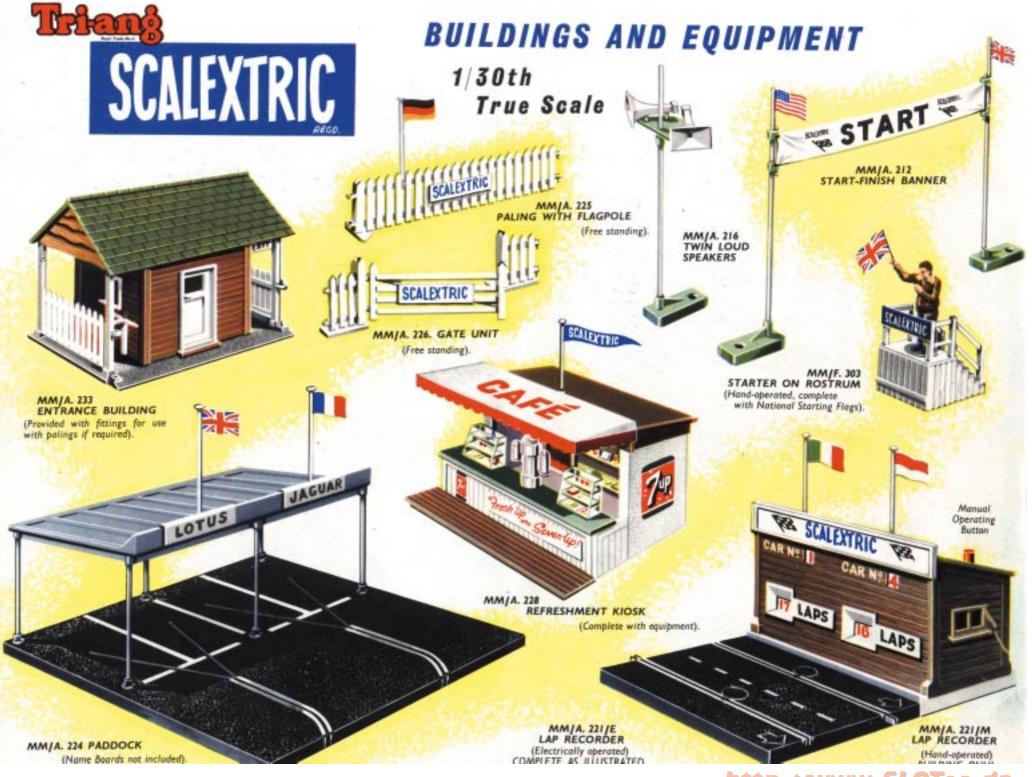




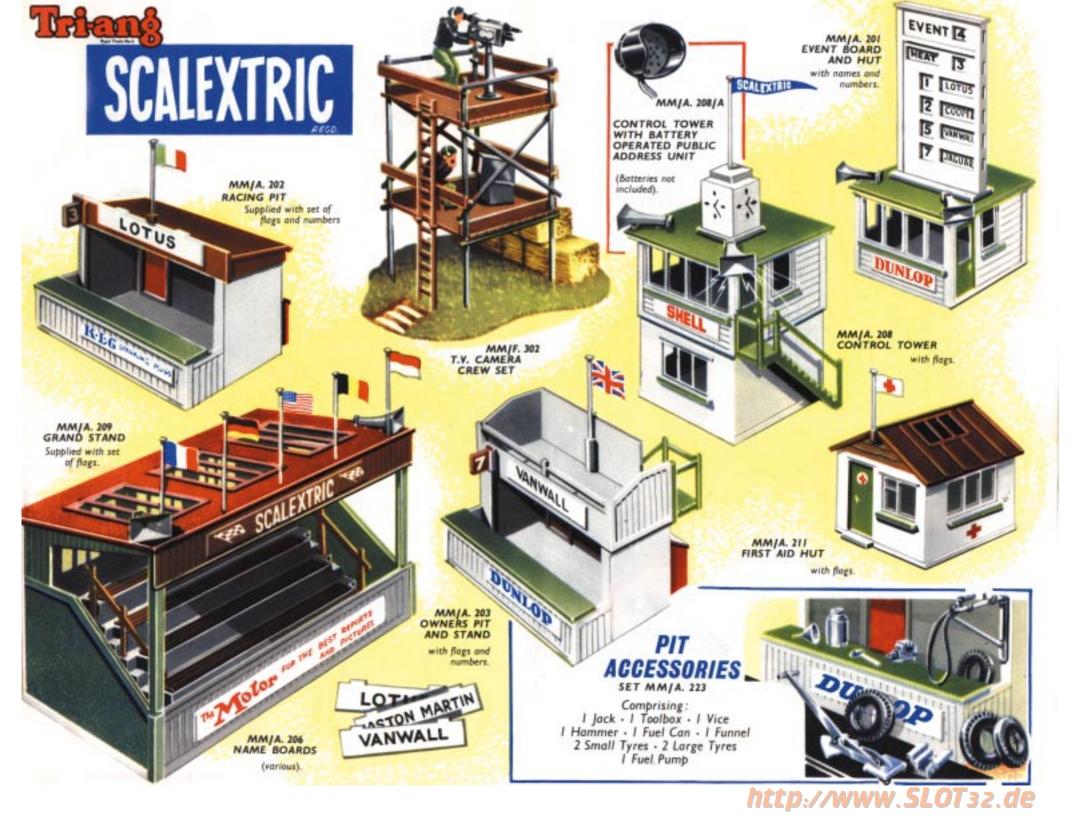


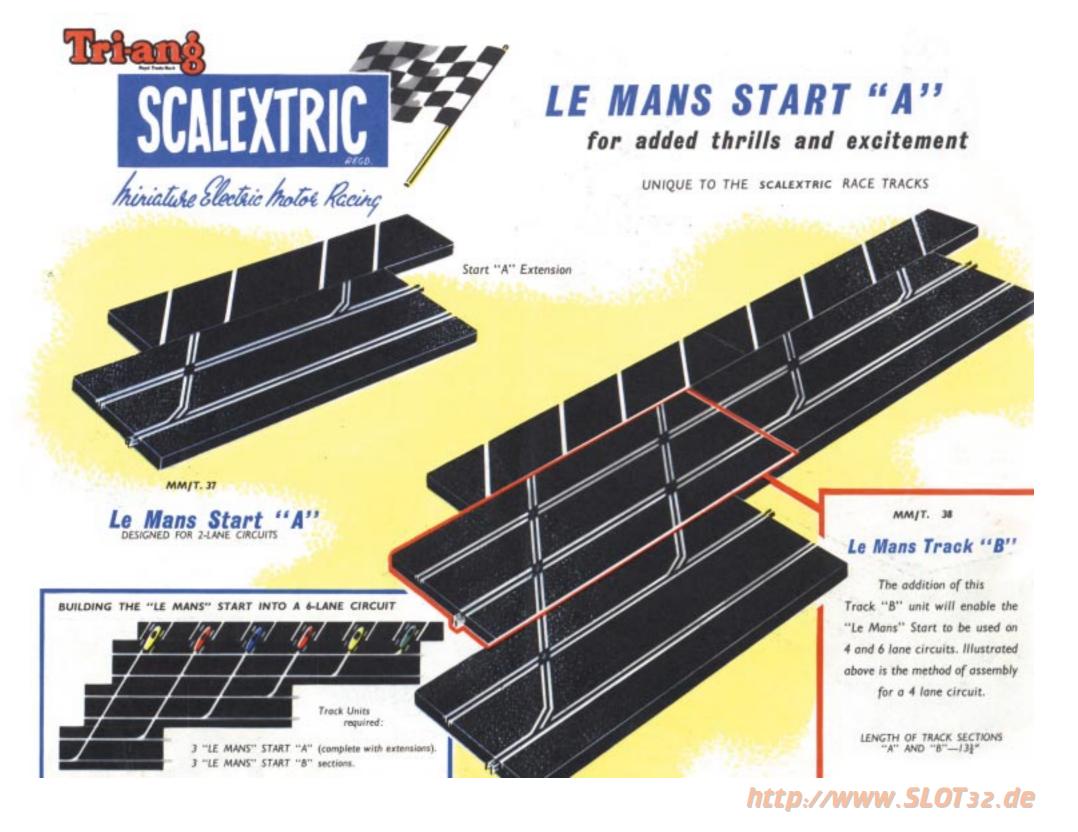
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"GOODWOOD" Chicane

modelled on
the famous hazard
used in the Grand Prix Circuit
at Goodwood Park

-England

SET MM/T.46

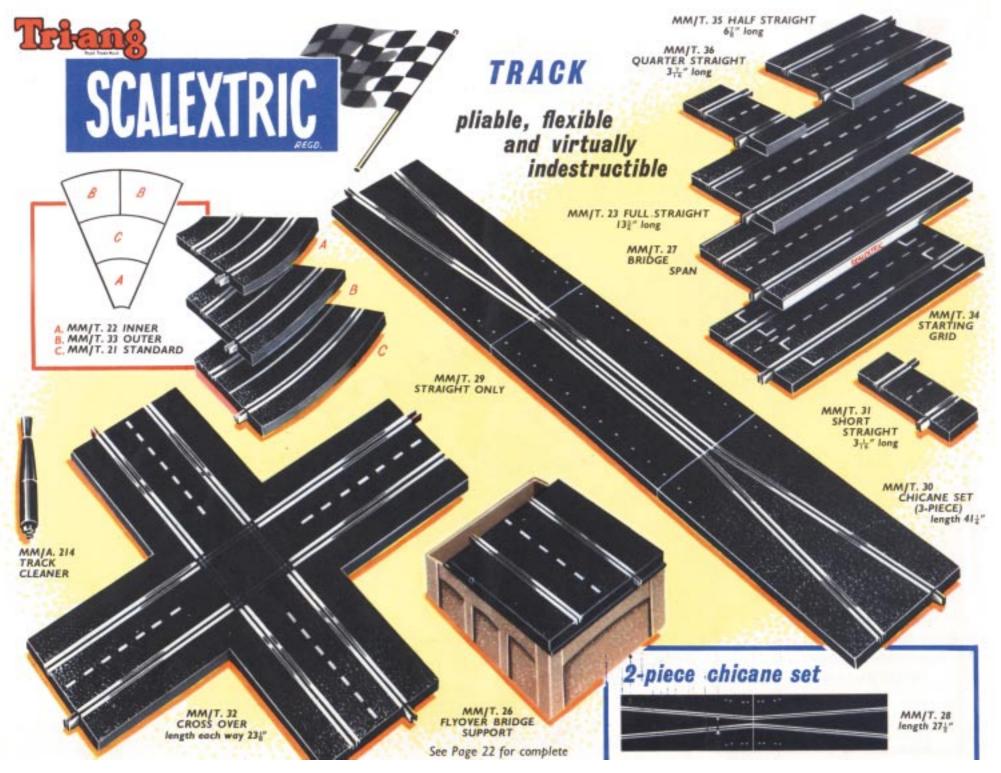
Comprising:

- 2 CONVERGING TRACKS -133" long
- I HALF STRAIGHT OFFSET -67" long
- 2 CURVED TRACKS -67" long
- **3 EXTENSION PIECES**
- 2 BUSHES
- I GOODWOOD WALL
- 2 HALF TYRE MARKERS
- 12 OIL DRUM MARKERS
- 12 STRAW BALE BARRIERS
- 2 DOZ. TRACK CLIPS

Overall length 481"

Holes are provided to accommodate oil drums and bales.
Straw bales may also be built up as illustrated.

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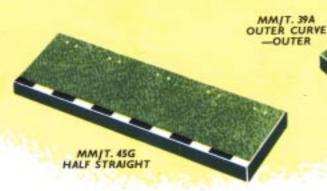


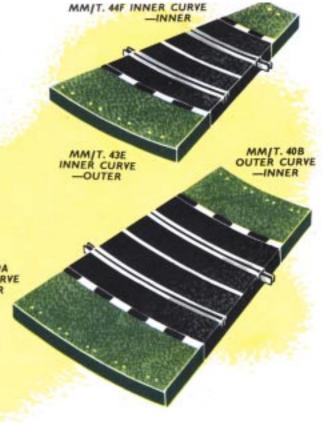
MM/T. 41C STANDARD CURVE

TRACK BORDERS

MM/T. 42D STANDARD CURVE
—INNER

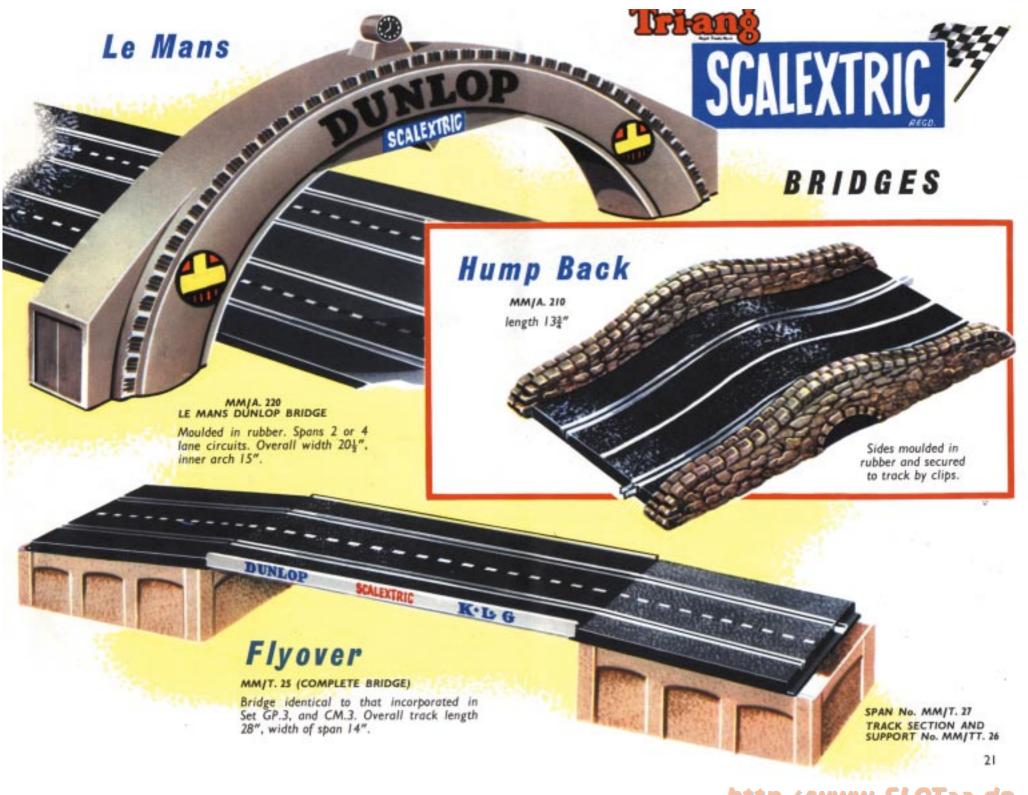
These have been introduced to enable the width of the track to be increased where necessary. Higher speeds can be maintained without "running out of road". Holes are provided for the addition of straw bale, oil drum and half tyre barriers.



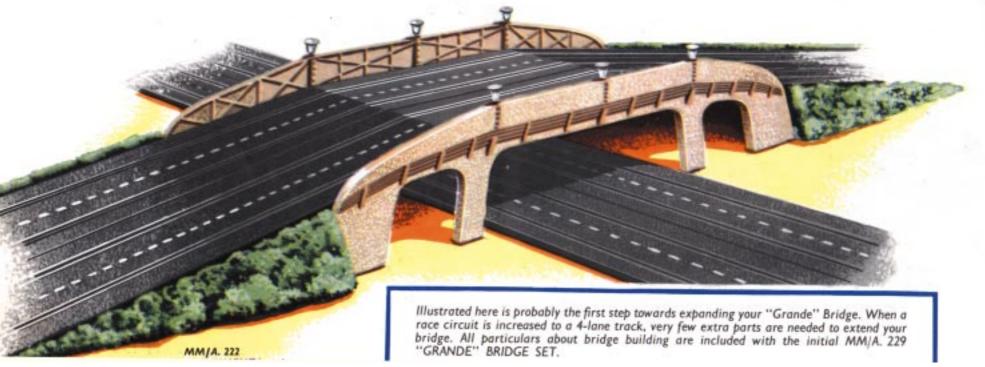


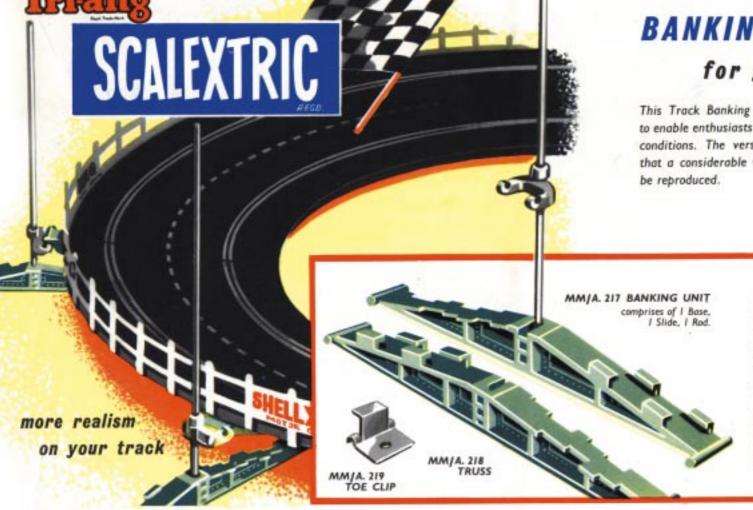












BANKING

for greater speed

This Track Banking Equipment has been designed to enable enthusiasts to reproduce high speed racing conditions. The versatility of these units ensures that a considerable variety of track conditions can

FLAGS

National Flags and Pit Numbers

These flags and pit numbers will help create a realistic atmosphere in the pits and round the track. Sheet No. MM/A, 236 is included with trackside buildings.

SHEET No. MM/A. 235

Signal and International Starting Flags.

SHEET No. MM/A. 236

International Flags, Pit Numbers and Car Numbers.

SHEETS AVAILABLE SEPARATELY

TRUSS UNITS

Can be extended by jaining as shown in illustration. Reverse truss and fit lugs into slots—press and slide until fully connected. To adjust height of track, slide self-gripping rod clips to required position.



MULTIPLE UNITS FOR FOUR AND SIX LANE TRACKS-

can be supported by joining additional Truss Units MM/A 218 as shown above for four-lane track.



General Racing Notes

GENERAL (to apply to all types of races)

- I Chaice of track shall be by tossing a coin.
- A car may only obstruct an opponent whilst forward movement is maintained.
- 3 Where obstruction is caused by stoppage of car, obstructing car shall be replaced after the innocent car.
- 4 Winner shall be first car completing agreed course.
- 5 The judges decision shall be final.

Grand Prix Races

- 6 Race shall be over an agreed number of laps.
- 7 Corner marshals shall be appointed to replace cars on the track. (Optionally; competitors replace their own decallments).
- 8 A lap-recorder shall mark off laps if race exceeds ten laps. (Optionally; competitors announce number of each lap as they complete it).
- Lap-recorders shall advise each competitor of entering last five laps.
 (Or as may be agreed).

Le Mans Races

- 10 Race shall be for a given time, contestants completing as many laps as passible.
- 11 A lap-recorder shall mark off lops. (Optionally; as rule 9).
- 12 Lap-recorder shall advise competitors of laps run 30 seconds before end of race. (Or-as may be agreed).
- 13 Rule 8 shall apply.

Team Races

- 14 Time or lab scoring may be chosen.
- 15 Teams of two, three and four may drive a car for an agreed number of laps each.
- 16 Cars will be changed without abstructing other cars already on the track.
- 17 Team cars shall be lettered A, B, C, etc.
- 18 All team members must race an agreed minimum number of laps (or time) for team to qualify.
- 19 Lap recording shall be as appropriate to style of racing.

Tournament Racing

- 20 Any number of competitors may take part. Every competitor races against everyone else.
- 21 Results to be tobulated "Football League" fashion, with three points for winner; two points for loser if an same lap at end of race; one point if still running; nil if retired for any reason.

Time Racing

- 22 All contestants must qualify by time trials over an agreed number of laps.
- 23 Entrants should be permitted to make as many timed attempts as programme arrangements and other would-be qualifiers bermit.
- 24 Two (or agreed number) fastest timed cars take part in a competitive race under any system outlined above.
- 25 Consolation or graded races may also be run amongst the next fastest cars.

The above suggested rules are offered as a basis for domestic or club entertainment. They have all been tried and found practical—the type selected will depend very largely upon how many are present wishing to take part, how many cars are available, and how much time there is. Wherever possible, it is desirable that competitors bring their own cars to meetings, but no rule has been formulated to that effect, again it must depend on circumstances.

Handicap roces have been deliberately amitted as unless lap recording is very skilfully done, such events tend to be most difficult to follow, or to produce a generally accepted result.

An alternative to normal clockwise racing, is to hold an occasional meeting with the direction changed, i.e., anti-clockwise, which has a levelling effect on drivers where one or two tend to be much more skilled than the rest, racing in the accepted direction.

