

SCALEXTRIC

... **THE BIG ONE**



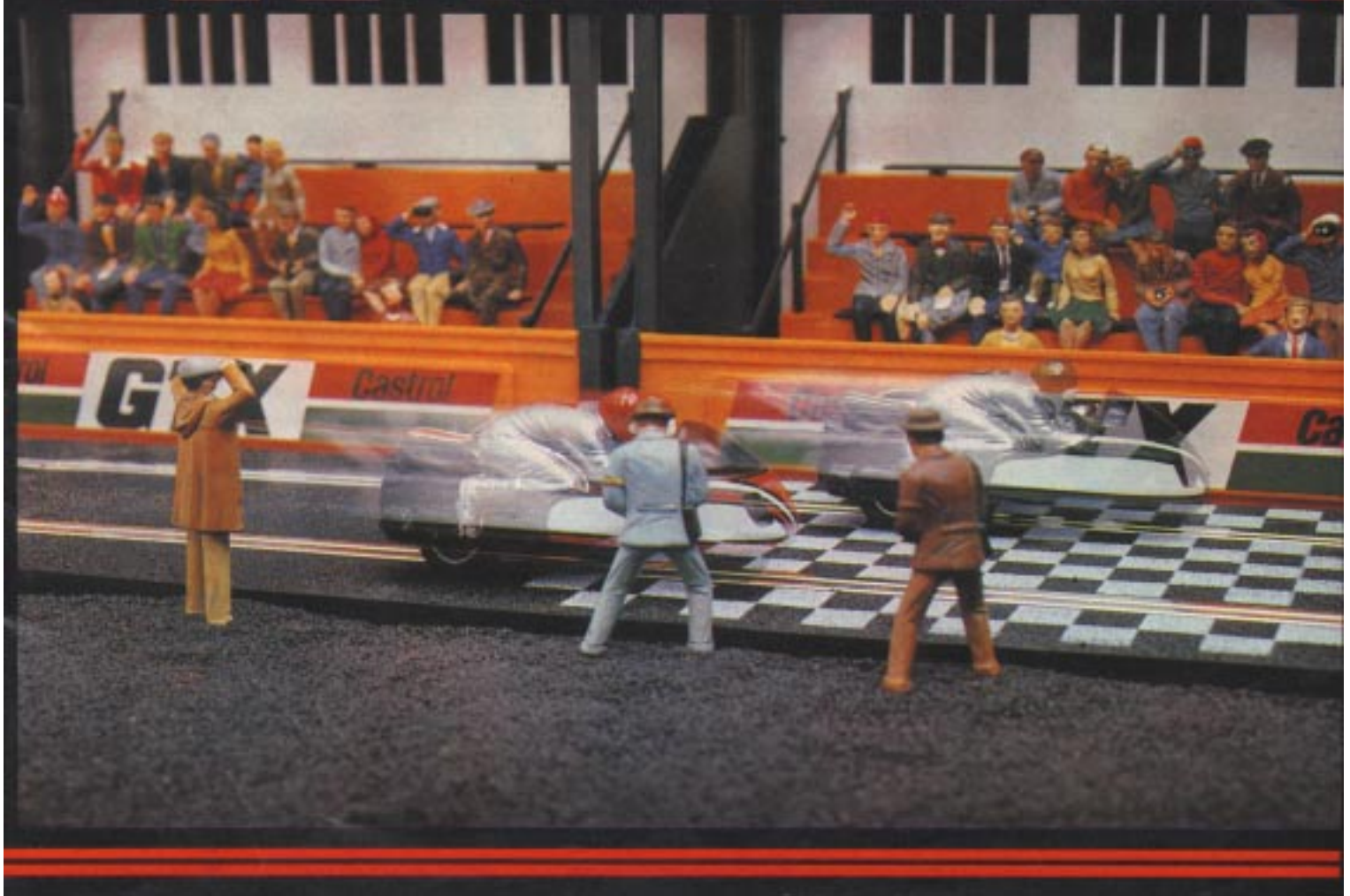
ELECTRIC MODEL RACING 21ST EDITION

<http://www.SLOT32.de>

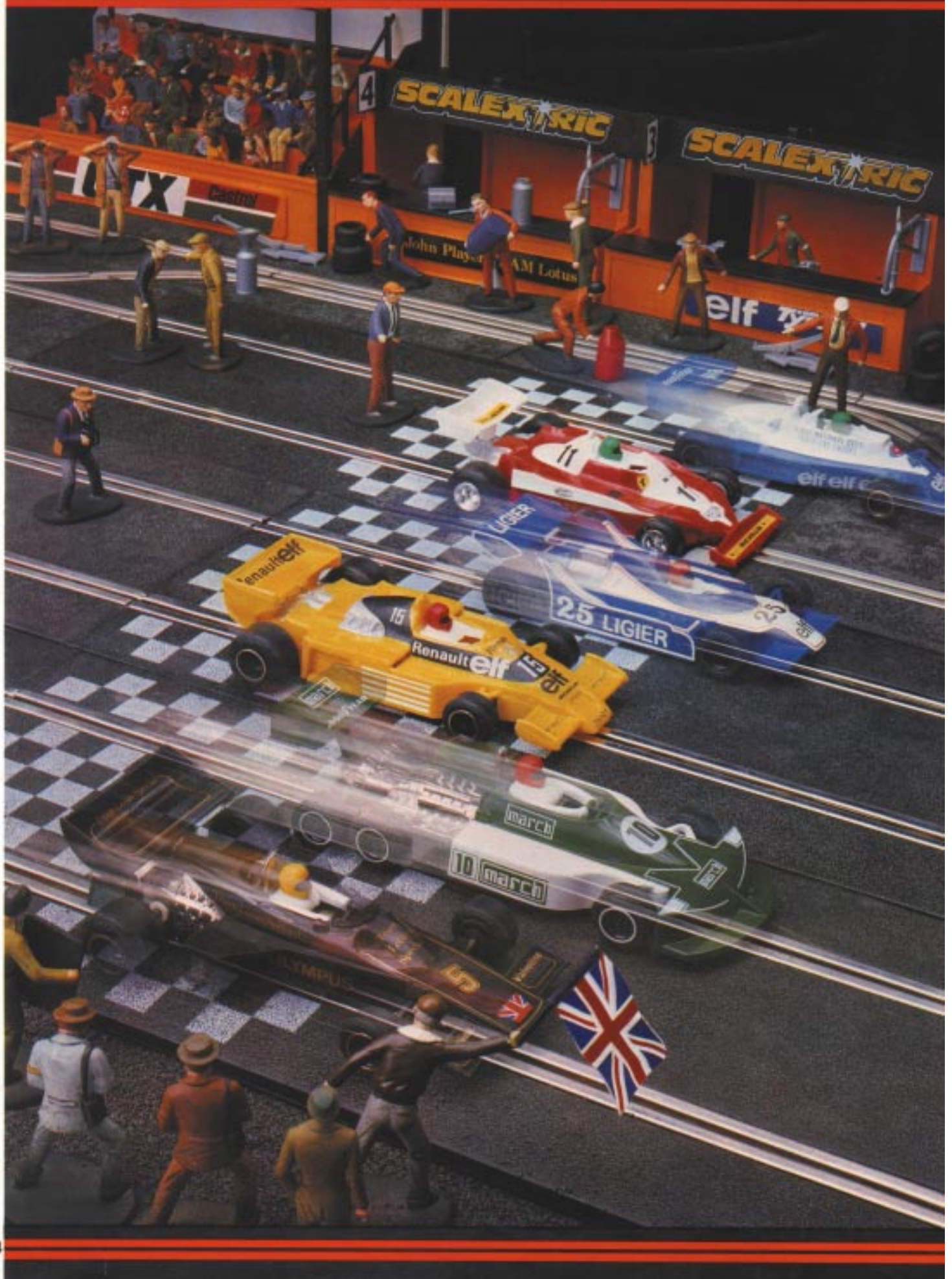
SCALEXTRIC



...SETTING THE PACE FOR 1980



GET OFF TO A GOOD START...



<http://www.SLOT32.de>

SCALEXTRIC

SCALEXTRIC GIVES YOU MORE!

MORE EXCITEMENT

The thrill and excitement of motor racing is unique, holding a fascination for drivers and spectators alike. The immense power surging and roaring from the engine, the smooth acceleration, the pure speed, its all in your hands now. Squeezing every ounce of power from the engine, other drivers are left vainly trying to match your skills. Only the best driver wins, this is the excitement of Scalextric.

MORE REALISM

Recreating the drama, tension and atmosphere of a full racetrack meeting is easy with Scalextric. A whole world of accessories is available to make your layout 'just like the real thing'. With the Pit Stop together with mechanics and tools, the Grand Stand seating the spectators, the Autostart for independent all action starting. Chicanes, Crash Barriers, Flags and a host of other components Scalextric brings realism into your own home.

MORE SKILL

With concentration and effort any driver soon learns how to manoeuvre his car around the track. But when it comes to high speed competition racing then you'll experience the testing moments of being an 'Ace Driver'. Can you take that bend just a little faster or will you spin off? With incredible acceleration and perfect throttle response the cars can lap at scale speeds of 200 mph. Whilst banked curves can be taken at high speed the others all require precisely controlled tail-out slides. Skidding into the chicane and accelerating out, only champion drivers can adapt to all these different driving techniques.

MORE CHOICE

Now with Scalextric there are six different sets to choose from including 2 new sets the 500TT and the 600. The three alternative car ranges give you a total of 17 different models to make your selection from. The greatest variety of all comes in the super range of track components. Replicas of any of the worlds great racing circuits can be made with ease. 2, 4, or even 6 lane racing is all available with Scalextric track. Special additions for 1980 are the Right Angle Crossing and the Twin Track Pit Stop Set.

MORE STYLE

Each Scalextric model has its own handling characteristics. Cars respond sensitively to the drivers commands creating a crash or a near miss exactly as intended by the driver. As in the real world each car has its own style. With engine detail, sleek sporty body lines, 'slick' tyres and superb decoration any one of these highly colourful and dramatic cars will make a fine addition to your collection.

MORE FUN

Youngsters become engrossed with the game in no time at all devoting many hours to this world of fun. Just watch as they delicately place transfers, stickers or extra paint on their new cars personalising these models. The large cars (about 1/32" of the real size) are so easy to play with. And with Scalextric track being easy to put together and take apart, new circuits can be made in minutes. The speed, excitement, and fun of Scalextric holds a fascination unmatched by any other game.

MORE RELIABILITY

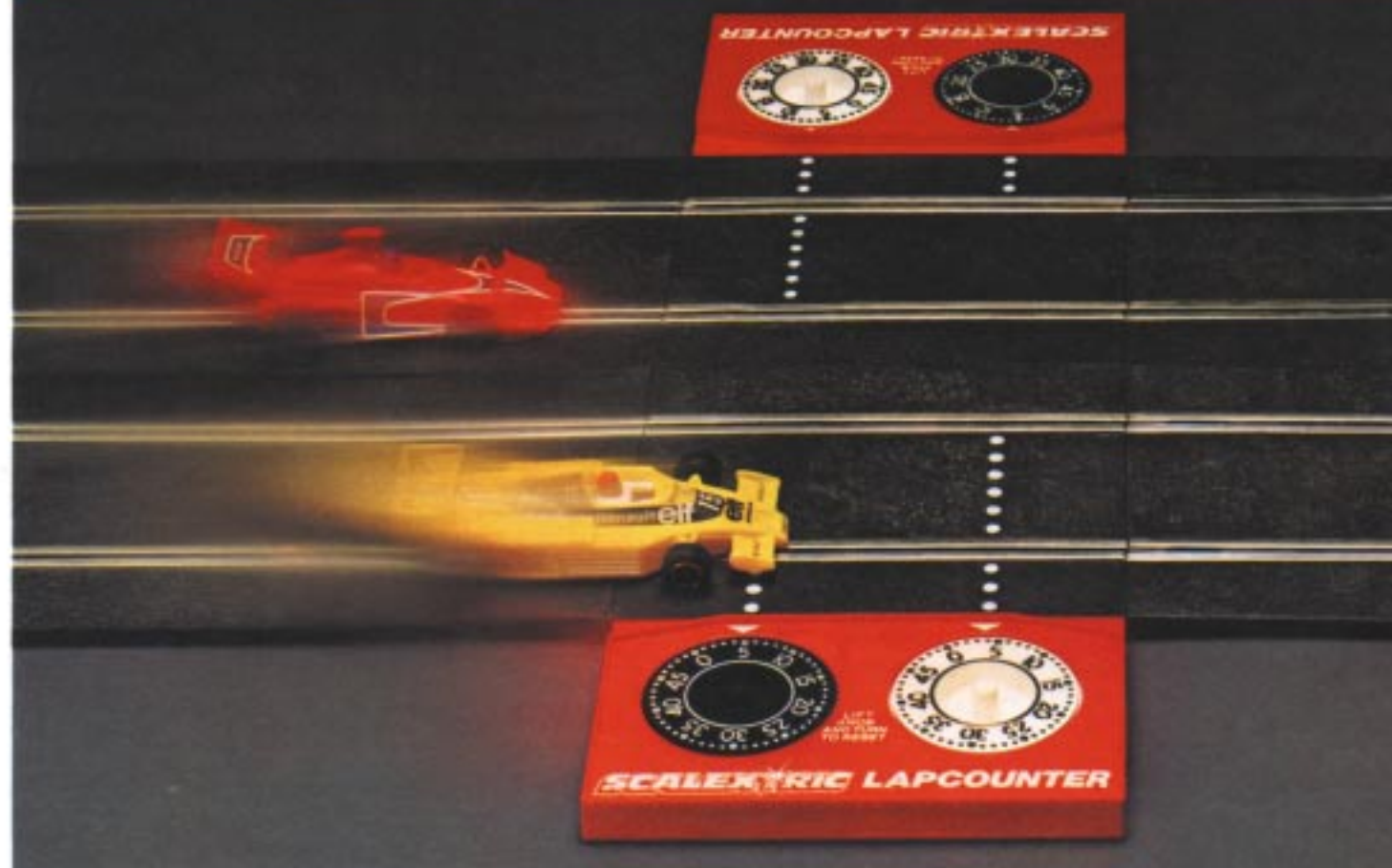
Quality engineered for sparkling performance and reliability Scalextric is made to absorb the knocks and bumps of youngsters at play. The hardwearing and extremely durable track is virtually unbreakable in normal use. Being flexible it will not snap or crack if dropped or accidentally stepped upon. When cars come off the track the aerofoils are merely dislodged, just clip them back in and the cars are ready to race again. All Scalextric products are tested and proven to match up to the stringent 'Toy Safety Standards' and will give hours of uninterrupted family fun.

MORE SERVICE

The after sales service and back up facilities offered by Scalextric are second to none. With a national network of specially appointed service dealers ready and willing to provide spares and services for worn or broken parts there will be no problem in keeping your Scalextric equipment in fine running order. The large service department at our main factory also provides an excellent back up service.



RACING TECHNIQUES



ADD EXTRA VARIETY TO YOUR RACING

Listed below are a selection of tested and proven ways of racing with Scalextric which may be slightly different from the way that you race at this moment. Whichever way you use your Scalextric at present try out these new methods and see which you prefer.

Lap racing

Decide in advance how many laps you will race for and how many practice laps you will each have before racing begins. Line up equally at the start and at the given signal begin racing, if one car leaves the track the other may continue – it is up to each competitor to replace his/her own car on the track. The first to complete the set number of laps wins.

Lap racing with fixed penalties.

a) Lap penalties.

As above but with fixed penalties for a car leaving the track. This recognises that by the time a car which has spun off the track is retrieved and replaced,

it may have become two or three laps behind, which some enthusiasts feel is too severe a penalty. These people therefore use a fixed penalty system. Whenever a car leaves the track its driver cries 'Stop' and all the other drivers must stop their cars instantly (any driver that does not suffers the same penalty as the crashed driver). The crashed driver then retrieves his car and replaces it on the track. All other drivers then move their cars forward one lap (or whatever penalty you wish to fix). When this has been done the appropriate signal is given and proper racing recommences.

b) Time penalties.

As above but instead of fixed lap penalty, a fixed time penalty is incurred. For instance, when a car crashes, all other drivers are entitled to race for three seconds at whatever speed they like (but if they crash during the three seconds then their time is counted as finished). After three seconds all cars stop again and proper racing is recommenced by the agreed signal.

Racing against the clock

Instead of racing for a set number of laps some players introduce variety by racing for a set length of time and

seeing who can complete the most lap in say 3 minutes of racing. This also allows a fascinating race to be run using different cars at different stages of the race.

Multiple car racing

As you will see from our car section there are three different range types of cars we manufacture, and each of these ranges performs differently on a Scalextric track. In addition the different models within the rally range all handle differently to each other. There are many Scalextric enthusiasts who may handle a super formula racing car superbly but are not nearly so skilful at handling a Mini Clubman or Porsche. To enable two people to compete against each other over a range of cars to find the supreme champion the following system can be used.

First draw a table similar to the one shown but listing down the left hand side the cars with which you will be racing. Both drivers then select one of the cars and race against each other for 3 minutes. After which the cars are stopped. The total number of laps each car has completed is written in the table for each contestant against the car he has been racing. When each

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Example table Car

Distance completed in 3 minutes

	Car	Driver A		Driver B	
		Laps	Sections	Laps	Sections
	Elf Tyrrell	16	4	17	3
	TR7	13	11	12	4
	Porsche	12	3	11	0
	Ferrari	14	9	15	16
	Mini	11	1	10	2
Number of track sections in circuit: 25	Total	66	28 (a)	65	25 (a)
	Total distance raced	67	3	66	0

contestant has raced every car their laps can be totalled and the person with the highest total is the winner.

Laps are measured by counting the number of whole laps completed. Sections are the number of whole track sections completed on incomplete laps.

For these purposes banked curves, standard curves, outer curves, double inner curves, skid chicanes, one piece of changeover track, hump bridge, each piece of a chicane set and straight 'D' all count as one track section. A high hump bridge set is regarded as

three track sections. Lap counters, straight 'C', inner curves and half standard curves count as ½ track section. The number of track in sections contained in one lap will obviously vary from circuit to circuit. Count the number of track sections in your circuit and use this figure to convert the total number of sections completed ((a) in the above table) to whole laps.



Penalty cards

Scalextric sets contain special Scalextric Penalty Cards which can be used to create punctures, engine failures, adverse weather conditions, petrol shortages etc. These make Scalextric even more realistic. In real racing there is always some degree of luck present - cars may break down or rain may come during a race and make it impossible for the other competitors to catch the leader.

Obviously with Scalextric racing these sort of conditions do not arise naturally but now they can be brought about with the Scalextric Penalty Cards. It introduces a little element of luck into the game making Scalextric just like the real thing.

SCALEXTRIC SETS, CLOSE TO REALITY

READY TO RACE IN JUST 5 MINUTES

Every Scalextric Set comes complete and ready to race. Each one contains a power transformer, cars, track and controllers, all you need to stage your own Race Meeting (only a mains plug is required).

With six superb sets in varying shapes and sizes the choice is yours to make.

Fully detailed instructions covering the ease of assembly and other aspects of operating Scalextric are contained in every set.

With the vast range of track components and other super accessories Scalextric enables you to hold 4 or even 6 lane racing.

All track components are available separately to enable easy extension of your layout. Each circuit shown in this catalogue can be modified to suit your own racing skills and abilities.

A special 'speed computer' is also included in each set. It can be used to calculate your average scale lap speed. Keep a record of your speeds and watch how quickly your skills improve.

As you build and expand your layout you will be able to recreate the circuits and drama of the real life racing world, just like the Brands Hatch circuit shown here in its Scalextric form and also in the action packed colour photographs. Hurling down the straights, a fast controlled power slide through the bends, dicing for position as you head towards the chicane, suddenly its up over the hill and you've done it, your opponent has spun off the track in his efforts to catch up - the race is yours as the chequered flag and victory lap await you.

If you want it any more real drive a racing car.

Paddock Hill Bend

Hailwood Hill

Lucas

Brabham Straight

Graham Hill Bend

Graham Hill

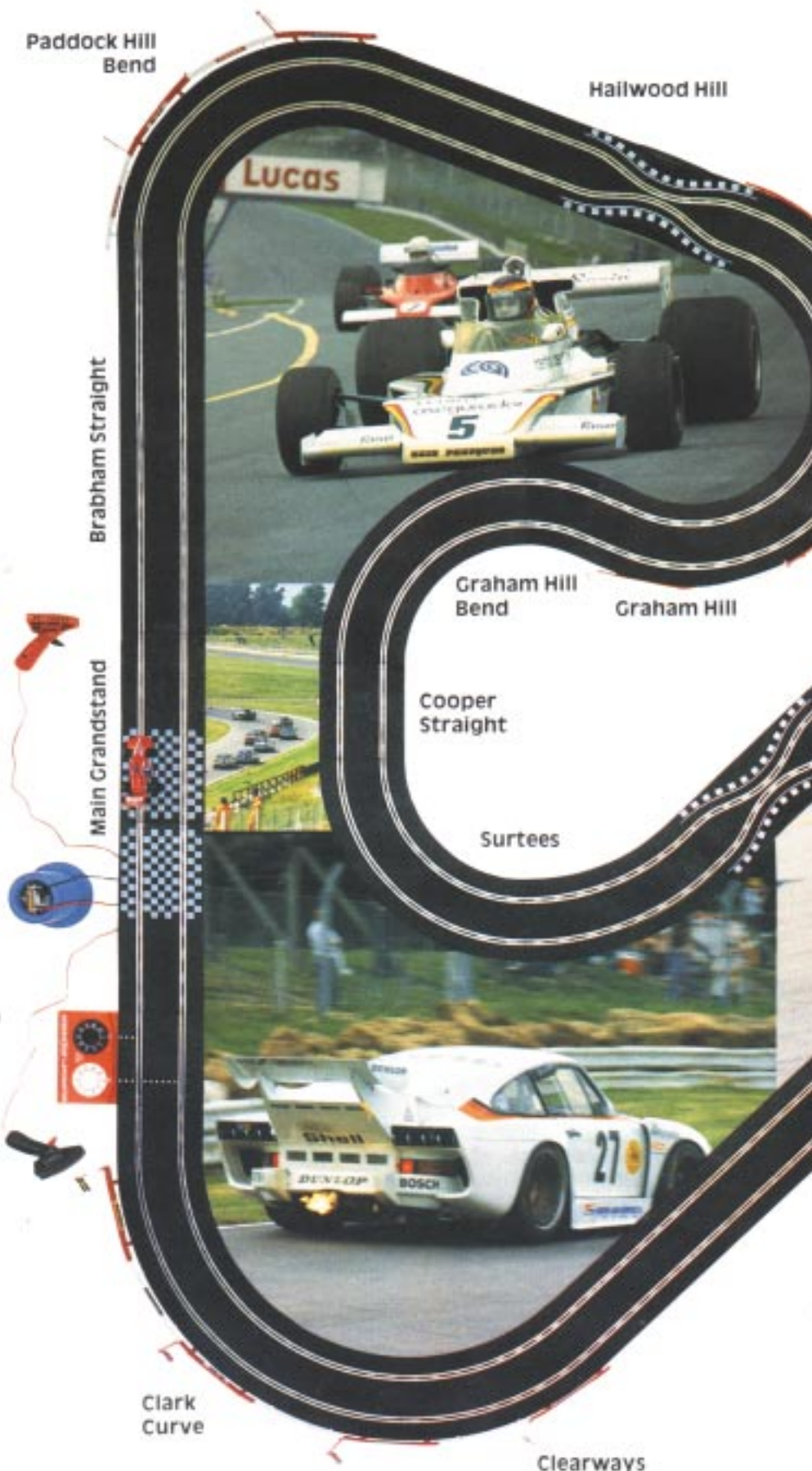
Cooper Straight

Surtees

Main Grandstand

Clark Curve

Clearways



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Brands Hatch

First used for cycle racing in 1926, then as a grass-track motorcycle venue from 1928, Brands Hatch received a hard surface in 1950 and became a popular venue for 500 cc Formula 3 car racing. The original 1-mile circuit was extended to 1.25 miles in 1954. In August 1960 the Grand Prix extension was opened, more than doubling the circuit length to 2.65 miles.

Hawthorn Bend

Druids Hill Bend

Pilgrims Drop

Derek Minter Straight

Westfield Bend

Dingle Dell Corner



600 SET 4 LANE

ACTION PACKED RACING WITH 4 DRIVERS




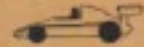






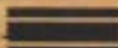







SCALEXTRIC 600 (C 638)

The ultimate in model motor racing this set brings you all the fun and excitement of 4 lane racing. With 2 Skid Chicanes set side by side and 4 cars hurtling towards them at tremendous speeds your skills are tested to the limit. Only 'Ace' drivers get to become the Champions.

Note: The export version of the 600 Set (C 639) does not contain a power pack.

NEW

CONTENTS

	Wolf WRS Grand Prix Car
	Brabham BT44B Grand Prix Car
	UOP Shadow Grand Prix Car
	McLaren M23 Grand Prix Car
	36 Crash Barriers with flags
	Speed Calculator
	4 Fly-over Bridge Supports
	4 Hand Throttles
	4 Straights 'A'
	2 Straights 'C'
	14 Straights 'D'
	2 Starting Straights
	10 Standard Curves
	22 Outer Curves
	2 Half Standard Curves
	2 Skid Chicanes
	2 Lap Counters
	High Output Power Pack (for 220-240 Volt AC Mains Operation)



600 SET 4 LANE

ACTION PACKED RACING WITH 4 DRIVERS

SCALEXTRIC 600 (C 638)

The ultimate in model motor racing this set brings you all the fun and excitement of 4 lane racing. With 2 Skid Chicanes set side by side and 4 cars hurtling towards them at tremendous speeds your skills are tested to the limit. Only 'Ace' drivers get to become the Champions.

Note: The export version of the 600 Set (C 639) does not contain a power pack.

NEW

CONTENTS



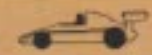
Wolf WR5
Grand Prix Car



Brabham BT44B
Grand Prix Car



UOP Shadow
Grand Prix Car



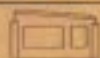
McLaren M23
Grand Prix Car



36 Crash Barriers
with flags



Speed Calculator



4 Fly-over Bridge
Supports



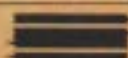
4 Hand Throttles



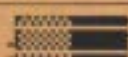
4 Straights 'A'



2 Straights 'C'



14 Straights 'D'



2 Starting Straights



10 Standard Curves



22 Outer Curves



2 Half Standard Curves



2 Skid Chicanes



2 Lap Counters



High Output Power Pack
(for 220-240
Volt AC Mains Operation)



PLUS 2 OPTIONAL CIRCUIT LAYOUTS

2 LANE LAYOUT

Approximate size:
518 cm x 183 cm (17'0" x 6'0")



A

2 LANE LAYOUT

Approximate size:
376 cm x 259 cm (12'4" x 8'6")



B

4 LANE LAYOUT

Approximate size: 305 cm x 122 cm (10'0" x 4'0")



500 SET

RECREATE THE ATMOSPHERE OF A FULL RACING CIRCUIT



SCALEXTRIC 500 (IC 636)

All the 28 feet track run on this circuit is designed to test your cornering skills and throttle response to the maximum. Tight 'U' turns, chicanes, crossovers and 'hairy' straights make this the most formidable 2 lane circuit available from Scalextric. These 3 alternative layouts can be made from the one basic set.

Note: The export version of the 500 Set (IC.637) does not contain a power pack.



CONTENTS

	Elf Tyrrell 008 Super Formula Car		1 Double Inner Curve
	Ferrari 312T3 Super Formula Car		1 Crossover Set (2 pieces)
	36 Crash Barriers with flags		1 Chicane Set (2 pieces)
	Speed Calculator		1 Lap Recorder
	4 Bridge Supports		
	2 Hand Throttles		
	Power Pack (for 220-240 Volt AC Mains Operation)		
	3 Straights 'C'		
	8 Straights 'D'		
	1 Starting Straight		
	10 Standard Curves		
	3 'High Speed' Banked Curves		

3 OPTIONAL CIRCUIT LAYOUTS

CIRCUIT LAYOUT C

Approximate size:
275 cm x 107 cm (9'0" x 3'6")



CIRCUIT LAYOUT B

Approximate size:
366 cm x 213 cm (12'0" x 7'0")



CIRCUIT LAYOUT A

Approximate size:
381 cm x 137 cm (12'6" x 4'6")



400 SET

SCALEXTRIC














HIGH SPEED SUPER FORMULA RACING

SCALEXTRIC 400 (C 634)

The turbo charged Elf Renault and the 6 wheel March Ford show how quick they really are on this large and hazardous track. The straights are fast but watch out for the skid chicane and tight bends on the super 21 foot circuit.

NEW

CONTENTS

	Elf Renault RS01 Super Formula Car
	March Ford Six Wheel Super Formula Car
	24 Crash Barriers with flags
	Speed Calculator
	4 Bridge Supports
	2 Hand Throttles
	Power Pack (for 220-240 Volt AC Mains Operation)
	2 Straights 'C'
	9 Straights 'D'
	1 Starting Straight
	6 Standard Curves
	3 High Speed Banked Curves
	1 Skid Chicane



Note: The export version of the 400 Set (C 635) does not contain a power pack.

CIRCUIT LAYOUT

Approximate size:
297 cm x 100 cm (9'9" x 3'3")



500TT SET

SCALEXTRIC








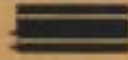




SUPER EXCITEMENT WITH MOTORCYCLES

SCALEXTRIC 500TT (C640)

The fast all action world of motor cycle racing is now at your fingertips with these new racing combinations. With different handling features new styles of driving are required and extra skills will be needed.

NEW

CONTENTS

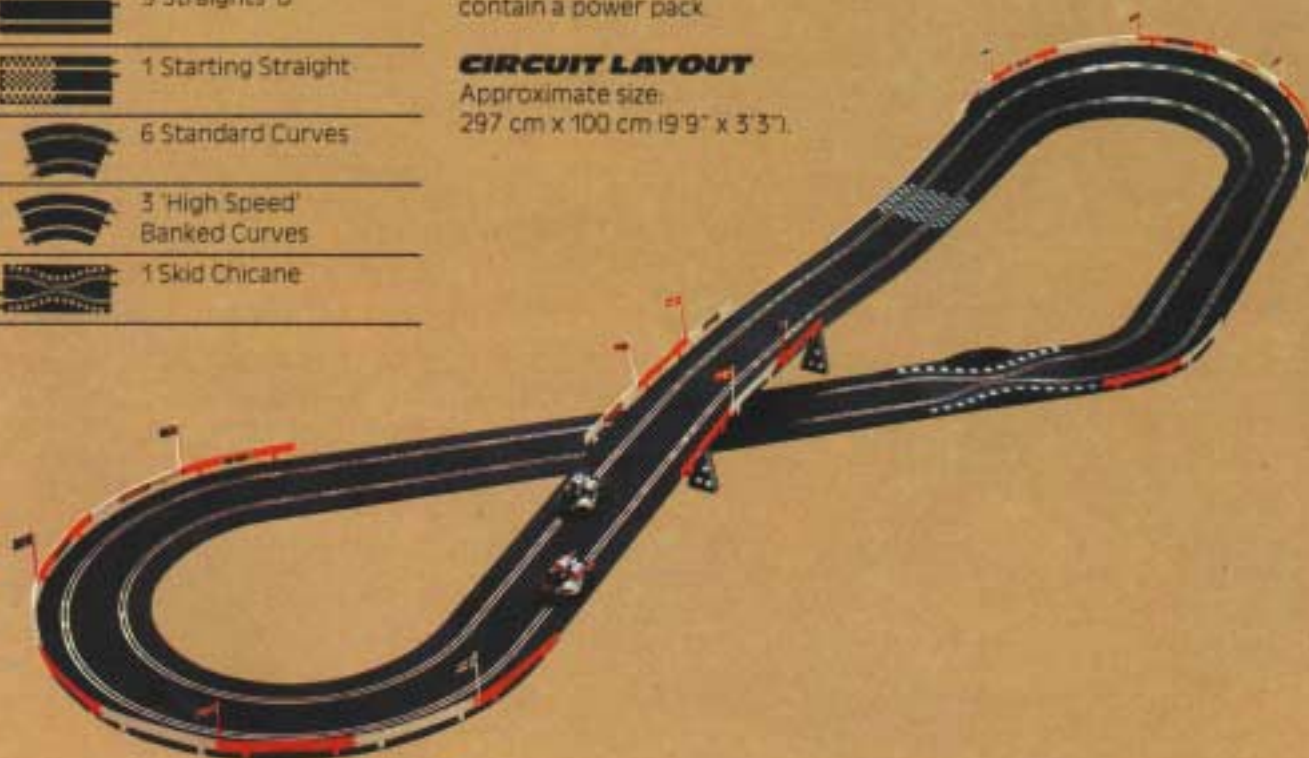
	2 Racing Motorcycle Combinations
	24 Crash Barriers with flags
	Speed Calculator
	4 Bridge Supports
	2 Hand Throttles
	Power Pack (for 220-240 Volt AC Mains Operation)
	2 Straights 'C'
	9 Straights 'D'
	1 Starting Straight
	6 Standard Curves
	3 'High Speed' Banked Curves
	1 Skid Chicane



Note: The export version of the 500TT Set (C.641) does not contain a power pack.

CIRCUIT LAYOUT

Approximate size:
297 cm x 100 cm (9'9" x 3'3")



300 SET

SCALEXTRIC

RALLYCROSS CIRCUIT WITH CHANGEOVER TRACKS

SCALEXTRIC 300 (C 632)

From the Rally range these two TR7 cars are fine examples of today's competition scene. Skilful drivers need split-second reactions to avoid a collision as they race towards the crossover points.

NEW

CONTENTS

	2 TR7 Rally Cars
	24 Crash Barriers with flags
	Speed Calculator
	2 Hand Throttles
	Power Pack (for 220-240 Volt AC Mains Operation)
	1 Straight 'D'
	1 Starting Straight
	8 Standard Curves
	3 'High Speed' Banked Curves
	1 Crossover Set (2 pieces)



Note: The export version of the 300 Set (C 633) does not contain a power pack.

CIRCUIT LAYOUT

Approximate size:
183 cm x 92 cm (6'0" x 3'0")



200 SET

SCALEXTRIC

FIGURE 8 CIRCUIT GIVES EQUAL LANE RACING

SCALEXTRIC 200 (C 630)

Continuous high speed racing is made possible by the banked curves at either end of this circuit. Both of the Wolf WR5 Grand Prix Cars travel over the same length of track with this figure of 8 arrangement.

NEW

CONTENTS



2 Walter Wolf WR5 Grand Prix Cars



16 Crash Barriers with flags



Speed Calculator



4 Bridge Supports



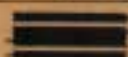
2 Hand Throttles



Power Pack (for 220-240 Volt AC Mains Operation)



2 Straights 'C'



3 Straights 'D'



1 Starting Straight



8 'High Speed' Banked Curves



Note: The export version of the 200 Set (C.631) does not contain a power pack.

CIRCUIT LAYOUT

Approximate size:
172 cm x 73 cm (5'8" x 2'5")



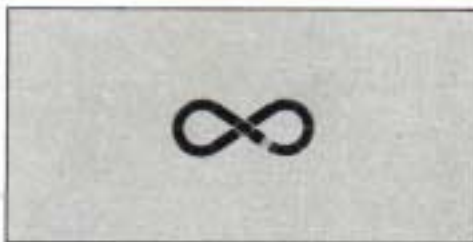
LAYOUT SUGGESTIONS

LAYOUT DIAGRAMS AND EXTENSIONS

With these suggested extensions its easy to expand your layout. Faster straights, more bends, a double cross-over, hump back bridges, all add even more excitement and fun to your Scalextric circuit. Build up from a 200 set to a fantastic extended 600 by purchasing extra track or other accessories regularly.

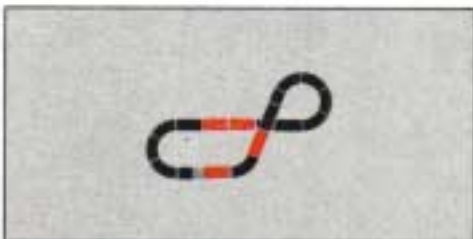


200 SET



200 SET Basic Layout

Approximate size:
172 cm x 73 cm (5'8" x 2'5")



Suggested Extension 1

Approximate size:
250 cm x 107 cm (8'3" x 3'6")

Components Required

2 x C.160
1 x C.174 (2 pieces)



Suggested Extension 2

Approximate size:
183 cm x 152 cm (6'0" x 5'0")

Components Required

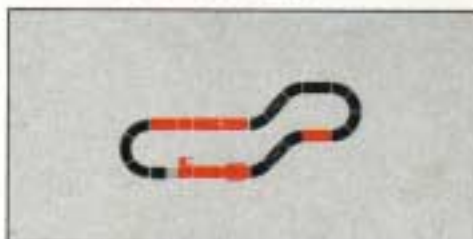
6 x C.151
1 x C.160
1 x C.178
1 x C.182 (2 pieces) 1 x C.248

300 SET



300 SET Basic Layout

Approximate size:
183 cm x 92 cm (6'0" x 3'0")



Suggested Extension 1

Approximate size:
295 cm x 107 cm (9'8" x 3'6")

Components Required

1 x C.159
3 x C.160
1 x C.174 (2 pieces)
1 x C.248
1 x C.277



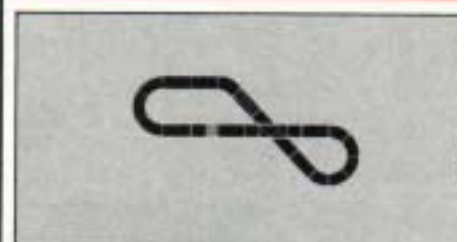
Suggested Extension 2

Approximate size:
275 cm x 122 cm (9'0" x 4'0")

Components Required

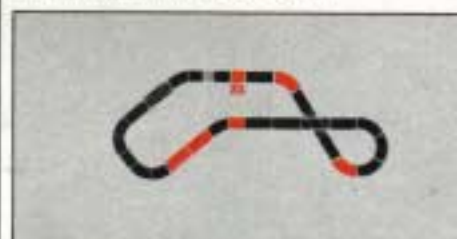
1 x C.111 (3 pieces)
1 x C.159
3 x C.160
1 x C.178

400/500TT SET



400/500TT SET Basic Layout

Approximate size:
297 cm x 100 cm (9'9" x 3'3")



Suggested Extension 1

Approximate size:
343 cm x 137 cm (11'3" x 4'6")

Components Required

1 x C.159
1 x C.174 (2 pieces)
2 x C.187
1 x C.277



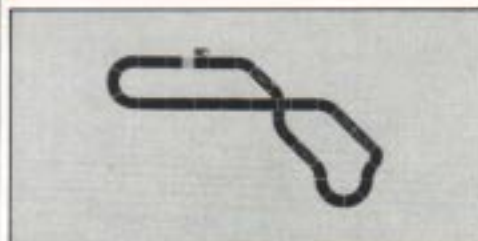
Suggested Extension 2

Approximate size:
335 cm x 173 cm (11'0" x 5'8")

Components Required

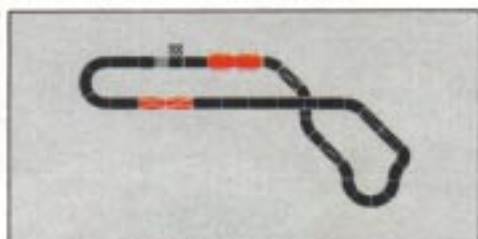
2 x C.151
1 x C.182 (2 pieces)
1 x C.248

500 SET WITH 3 OPTIONAL LAYOUTS



500 SET Basic Layout A

Approximate size:
381 cm x 137 cm (12'6" x 4'6")

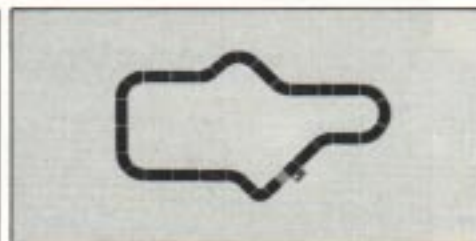


Suggested Extension

Approximate size:
450 cm x 137 cm (14'9" x 4'6")

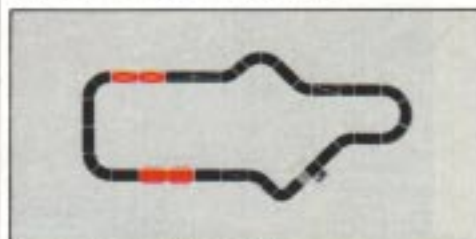
Components Required

2 x C.178
2 x C.248



Basic Layout B

Approximate size:
366 cm x 213 cm (12'0" x 7'0")



Suggested Extension

Approximate size:
427 cm x 213 cm (14'3" x 7'0")

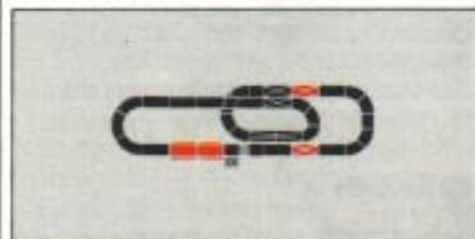
Components Required

2 x C.178
2 x C.248



Basic Layout C

Approximate size:
275 cm x 107 cm (9'0" x 3'6")



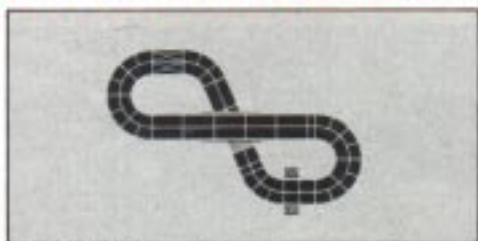
Suggested Extension

Approximate size:
343 cm x 107 cm (11'3" x 3'6")

Components Required

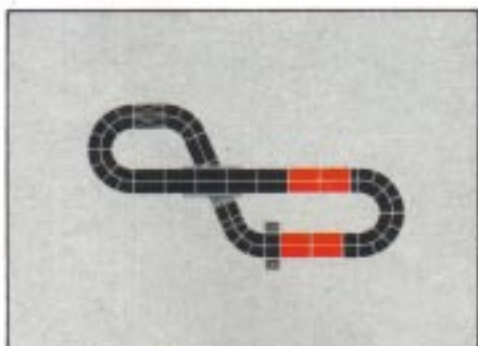
2 x C.178
2 x C.248

600 SET WITH 2 ALTERNATIVE LAYOUTS



600 SET 4 Lane Layout

Approximate size:
305 cm x 122 cm (10'0" x 4'0")



Suggested Extension

Approximate size:
366 cm x 152 cm (12'0" x 5'0")

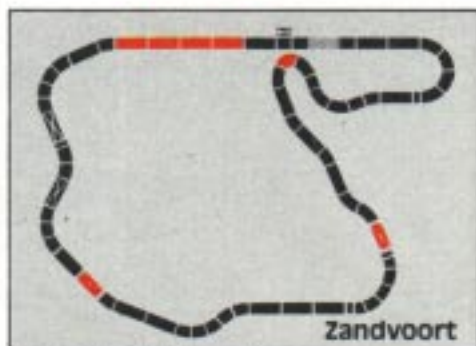
Components Required

8 x C.160



Alternative 2 Lane Layout A

Approximate size:
518 cm x 183 cm (17'0" x 6'0")



Suggested Extension

Approximate size:
457 cm x 335 cm (15'0" x 11'0")

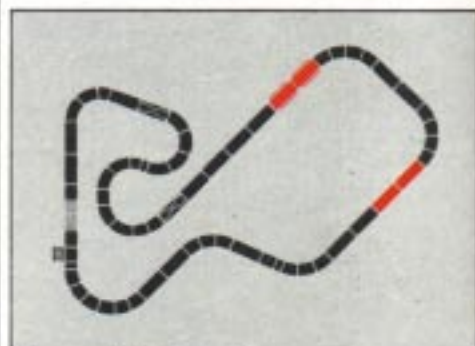
Components Required

1 x C.156
4 x C.160
1 x C.182 (2 pieces)



2 Lane Alternative Layout B

Approximate size:
376 cm x 259 cm (12'4" x 8'6")



Suggested Extension

Approximate size:
442 cm x 320 cm (14'6" x 10'6")

Components required

2 x C.160
2 x C.248

INTRODUCING **SCALEXTRIC**

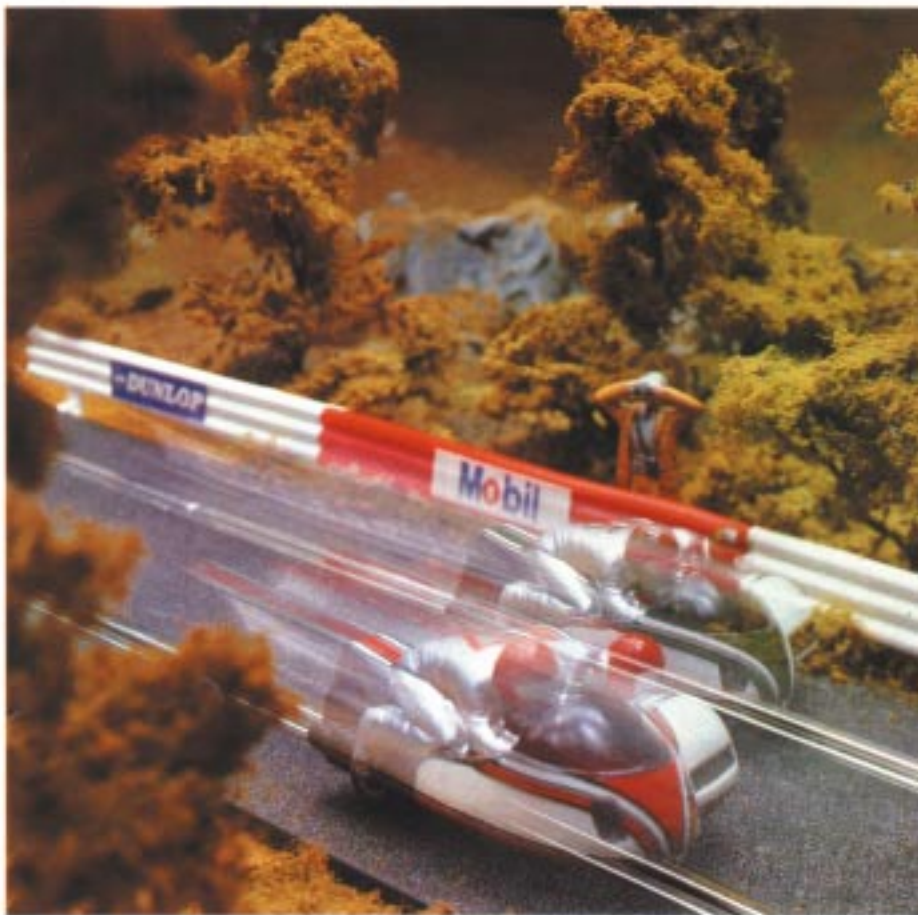
WORLD CHAMPIONSHIP MOTORCYCLE RACING

Once again you'll be out in the front with these new pacy models from Scalextric. The World Motorcycle Sidecar Championships are extremely exciting events with huge crowds turning out to watch the riders dicing with death as they power their machines at fantastic speed through the twists and turns of the ultra fast circuits.

Available in 2 colours the C.281 Motorcycle Sidecar in red and the C.282 Motorcycle Sidecar in green will add a new dimension to your Scalextric racing.

NEW

C.282 Green
C.281 Red





Actual size

FOR HIGH SPEED ACTION AND GREATER EXCITEMENT

There are many different types of racing, Endurance, Grand Prix, Production Saloon Car, Rally, Formule Libre, Rallycross – they all require cars with different handling features and their drivers need different skills. Scalextric brings this world of racing into your home with the variety needed to specialise in the branch which interests you most.

One of the most attractive features of the sport is the variety within each individual class or group of cars. This comes about because of the many different teams and sponsors present in the motor racing world. The colours,

shapes, sizes and particularly the performance of the cars vary considerably adding to the attractive and dramatic presentation of these races. Race preparation is vital, so much effort goes into it that you would hardly believe all that work was involved in making the cars ready for just a few hours racing. The mechanics skills in preparing their cars are stretched to the limit, often they have to work all night replacing or repairing parts which have proved faulty. The Scalextric ranges of cars as presented on the next few pages bring you all the excitement of that real world. Great care is taken in the choice and manufacture of these Scalextric cars to ensure that they are reliable

and highly attractive models, so typical of the real racing world. Because of their large size each car can be expected to handle differently, individual models respond in their own way to the drivers controls. The cars are selected to include all the variety of real motor racing – with 6 Rally, 6 Super Formula and 5 Grand Prix cars each model has its own special characteristics and appeals. With the TR7's and Escort's competing in the RAC rally; with Porsche's, BMW's or Capri's in Saloon Car Racing; with a host of different teams all competing in the Formula 1 World Championship Scalextric brings them all here into the world of model motor racing for you to enjoy.

CARS WITH LIGHTS

Now you can hold 24 hour endurance style races, real night driving with the new 'Cars with Lights' from Scalextric. With the C.119 Porsche and C.118 Escort racing side by side their headlamps blazing out into the dark hazardous track in front of them, the drama and tension of high-speed endurance racing fills the room.

NEW

C.118 Escort
C.119 Porsche



SUPER FORMULA

THE ULTIMATE CARS FOR TOP CLASS DRIVERS

C.134 Elf Renault Turbo RS-01. The Renault team have been making considerable progress over the last two seasons with their unique 1500cc turbo-charged engines. Totally different driving skills are needed when handling a turbocharged car which has the distinct advantage of lower fuel consumption. With a magnificent victory in the 1979 French Grand Prix the turbo-charged engine has ensured a place for itself in the 1980 season. The Renault RS 01 a recent addition to the Scalextric range gives a fine account of itself in any race.



C.136 Ferrari 312 T3. Another magnificent thoroughbred from the Ferrari stables. Running throughout the 78 season on Michelin tyres Ferrari put up some fine performances. The T3 won 4 Grand Prix victories during that season. Ferrari have continued to make a tremendous impact on the racing scene during 1979.



C.137 Ligier JS 11. With the French team switching after 3 lean years to the Ford Cosworth V8 engine their 79 season started in tremendous style with victories in the Argentine, Brazilian and Spanish G.P's. The Scalextric model based on this very successful JS 11 has an eye catching design surpassed only by its high speed performance on the track.



NEW

C.135 Elf Tyrrell 008. The real life ultra light 008 marked Tyrrells return to conventional 4 wheel design. In its first appearance at the 1978 Argentine Grand Prix Patrick Depailler drove the blue and white 008 into 3rd place before a crowd of 100,000. The 008 achieved championship points for its drivers on no less than 12 occasions during the 1978 World Championship including a 1st place in the Monaco Grand Prix. This eye catching model will make a fine addition to any collection.



C.131 March Ford 771. In view of the interest and attention shown towards the subject of six wheel racing cars over the past few seasons it is natural that a six wheel model should be included in the Scalextric line-up. The concept of four rear wheels developed by March cars allows the rear wheels to be reduced in size thus generating considerable improvements in air flow around the rear of the car and reducing drag. This years model is shown in a green racing livery.



NEW

C.126 Lotus 77. Team Lotus was formed in 1954 by Colin Chapman, a man whose name has become synonymous with trendsetting in Grand Prix Design. The Lotus 77 was intended to allow as much flexibility as possible for the vastly different Formula 1 circuits. Just like its counterpart this streamlined Scalextric model has superb handling characteristics and has proved itself a winner in many a Scalextric Grand Prix.



RALLY CARS

NOW WITH DRAMATIC NEW RACING LIVERIES

C.115 Porsche Turbo 935. A highly competitive and very reliable car the Porsche Turbo 935 is one of the most exciting models in the Scalextric range. Porsche have won the World Championship of Makes in 1976, 1977 and 1978 proving that Porsche play a major role in endurance racing today.



NEW

C.117 3.0 Ford Capri. New for 1980 the 3.0 litre Ford Capri is a fine addition to the Scalextric range. The Capri is recognised as one of the most successful models ever in production saloon racing. The Scalextric Capri is finished in an attractive black and red livery.



NEW

C.110 Mini Clubman white. When it comes to Rally Car racing the Mini stamps itself high on the list of all time greats. Throughout the 60's this car dominated the scene. The 'Clubman' as produced by Scalextric was developed from the phenomenally successful Mini Cooper 'S'. This model has flared wheel arches and is supplied with 'slick' racing tyres.

C.112 Mini Clubman green.



NEW

C.109 Escort Mexico. The RAC Rally has been won every year since 1971 by Ford cars. They have totally dominated the British rally scene and the Ford Escort has always been the centre of their success. Continuous improvement and updating has taken place throughout the life of the Escort to maintain its number 1 position. The 'Mexico' on which the Scalextric model is based had a 1598 cc engine which produced 98 b.h.p.



NEW

C.116 BMW 3.0 CSL. The BMW entries are always strong contenders for any race. Yet again the 1978 European Touring Car Championship was won by a BMW 3.0 CSL. The Scalextric Porsche and BMW cars are very competitive and make ideal models to race against each other in your own Touring Car Championships.



NEW

C.114 Triumph TR7 yellow. A 3 1/2 litre V8 engine beneath the bonnet of the TR7 producing 280 b.h.p. places it amongst the most powerful entries for any rally. The TR7 driven by Tony Pond in the 1978 RAC Rally came 1st in its class and 4th overall. This exciting two seater model is a fine competitor in the Scalextric Rally range.



C.113 Triumph TR7 red.

NEW

GRAND PRIX

THE THOROUGHBREDS OF MOTOR RACING

C.103 BRM P160. With one of the most famous names in racing history this BRM was one of the first Formula 1 cars to be raced with a V12 engine to challenge the superiority of the V8's. It also featured rear mounted radiators. The BRM continues to be a popular car in the Scalextric range.



C.108 McLaren M23. The McLaren M23 had its first appearance in South Africa in 1973. It won 3 Grand Prix races that year. Subsequently the M23 driven by Emerson Fittipaldi won the 1974 World Championship. Again in 1976 James Hunt won the World Championship. With 17 Grand Prix wins to its credit the McLaren M23 has been one of the most successful cars in modern motor racing.



C.106 Wolf WR5 blue. The Midnight Blue Wolf WR5 made its first appearance in the 1978 Belgian Grand Prix driven by Jody Scheckter. Subsequently during the 1978 season Scheckter gained championship points on no less than 5 separate occasions. In 1979 James Hunt drove for the Wolf team retiring mid season and being replaced by Keke Rosberg.

C.107 Wolf WR5 red.



C.104 Brabham BT44B. First introduced in 1974 the distinctive 'Lobsterclaw' Brabham was designed by the talented South African Gordon Murray. It featured a triangular shaped chassis to blend with the sloping edges of the Ford V8 engine. It quickly became one of the top Formula 1 racing cars and in the following year won both the Brazilian and the German Grand Prix. The triangular shapes in this design are emphasised by the new Scalextric livery for 1980.



NEW

C.105 Shadow. The Shadow team first entered Formula 1 racing in 1973 and soon established themselves as one of the leading teams. The UOP Shadow featured a very wide monocoque, side radiators, a central oil tank and was powered by a Cosworth V8 engine.



NEW

MOTORCYCLES

A special introduction for 1980 these Scalextric motorcycle sidecars will add extra excitement to your layout. Test your racing skills with these super new models from Scalextric.

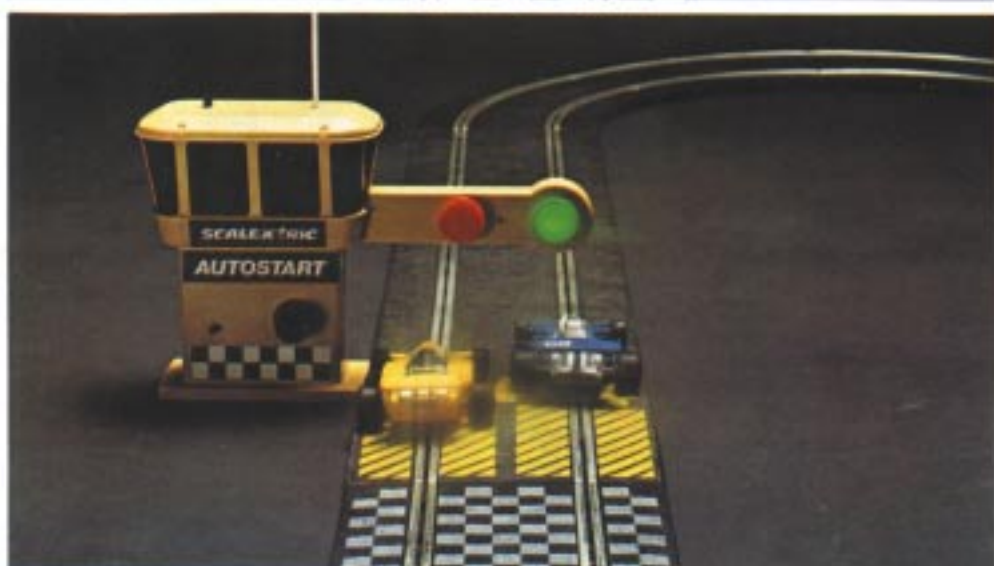
C281 Motorcycle sidecar red

C282 Motorcycle sidecar green



NEW

SCALEXTRIC ACCESSORY RANGE



C.275 Autostart. The start of any real life motor race is always very tense. Engines are revving up and drivers are glancing at their controls as they are constantly alert, waiting, watching the starter, anticipating the signal for 'the off'. With so much tension and drama with everything depending on a good start the role of the starter is vital. Imagine the confusion, the argument the dissatisfaction with the whole procedure which would arise if one of the drivers in the real life British Grand Prix had to start the race himself by shouting 'Ready, Steady - Go!' There is little surprise then that many Scalextric racers decide they need an Autostart unit to commence their own indoor Grand Prix. The use of an Autostart guarantees that neither driver gains the obviously clear advantage of knowing when he is going to say "GO". This is a true and fair way of starting a race.

Note: The Autostart is supplied with a special starting grid on a C.159 track, included also is a second C.159 to be used for equalising the length of both sides of your circuit.

3 PHASE LIGHTING

The Autostart gives 3 phases of lighting to give your circuit even greater realism.



Constant red for warm up laps



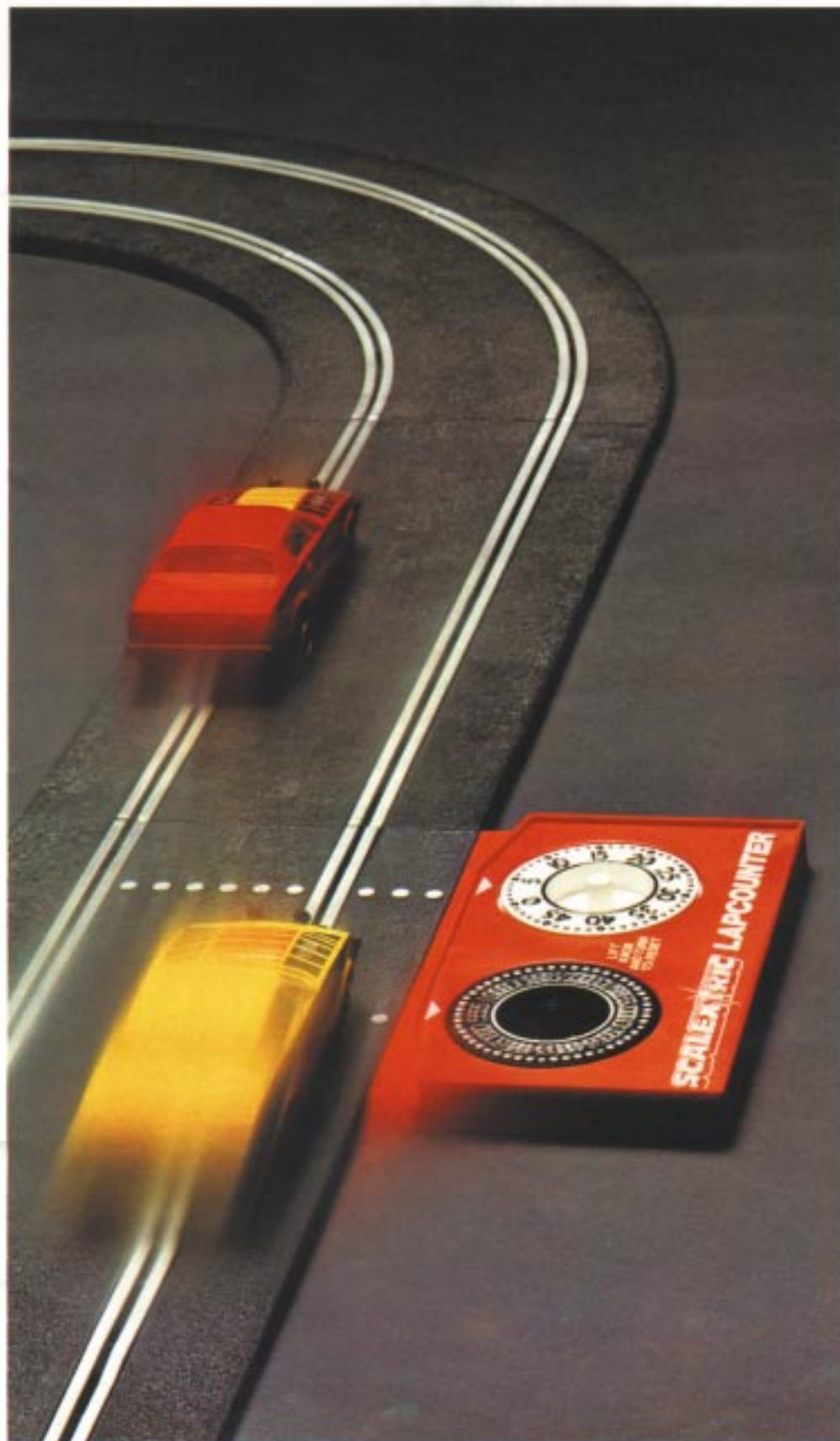
Flashing red for lining up at the start



Green the signal to go

LAP COUNTER **SCALEXTRIC**

SCALEXTRIC ACCESSORY RANGE



C.277 Lap Counter/Speed Computer

The more proficient you become at driving your Scalextric cars the more you will realise that in order to achieve and improve upon your best lap times you will need a great deal of effort and concentration. If you have to keep count of the laps as your car flies past and also keep a watch on your opponents car it can disturb your concentration and prevent you reaching your desired times.

The lap recorder then is a great aid for proper racing. Simply fix the lap counter into the circuit as you would a normal piece of track, set the dials to zero and from then on the laps are counted each time a car passes. The two dials – one for each lane – are easy to read and can be re-set to zero from any point.

By using the lap counter a wide variety of different ways to play with Scalextric is opened up. (See pages 6/7 for details).

Speed Computer

Included with the lap counter is the Scalextric Speed Computer. It can be used on any circuit to convert lap times into speeds in either miles per hour or kilometers per hour. To obtain the track length of your circuit just refer to the back of the speed computer and add up the circuit lengths from the dimensions given. Just compare your speeds with those of the champions in the various Grand Prix races.



PITSIDE ACTION

SCALEXTRIC ACCESSORY RANGE



C.190 Twin Track Pit Stop Set. Now you can pull right off the track into the pits – refuel – tyre change – minor adjustments and away you go again. A pit stop during a Grand Prix is a moment of extreme tension and drama. Any fault has to be diagnosed and put right in seconds, remember the other cars are still racing and even with the shortest delay it will be hard to catch up. You will need all your skill to regain the lead. The twin track pit stop set will add a great deal of excitement and realism to your layout. Comprising 2 manually operated twin track turnouts, 2 lay-by sections and a straight 'C' the total length of this exciting set is equivalent to 4 straight 'D's. **Note:** Cars, buildings and figures not included.

NEW



C.701 Pit Stop. Watching a Formula 1 pit crew in action its hard to believe the speed at which they work. As the car comes into the pits the pit crew manager shouts his instructions, the mechanics work in double quick time. Everywhere there is movement, noise and action, and then as quick as it began its over – the car is back on the race track.

This dramatic action can be a part of your next race with the Scalextric Pit Stop. Mechanics, marshals, and a team manager are included together with a special miniature tool kit with tool box, hammer, vice, oil drum and funnel, and a petrol pump. There is even a working jack that can actually be used to raise the car wheels off the ground.

Note: Model figures supplied unpainted.



SCALEXTRIC

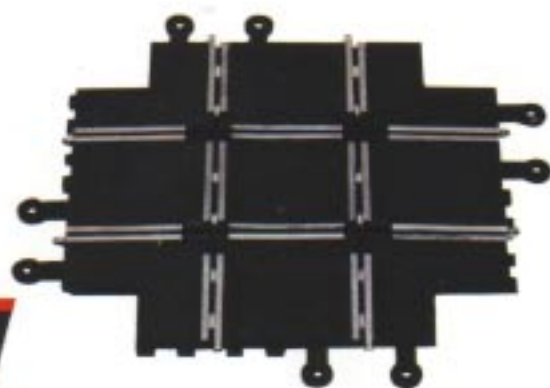
TO COMPLETE YOUR RACING SCENE



C.705 Grandstand. Add even more realism to your trackside drama with the Grandstand. Moulded in three colours the grandstand comes with a range of spectators and pressmen in realistic poses. The loudspeakers, flagpoles and flags are also included.
Note: Model figures supplied unpainted



SPECIALIST TRACK



C.249 Right Angle Crossing. The ultimate component for tension and drama a right angle crossing in your track layout could mean a 'full side on' crash if your timing is out. Equivalent in length to 3 Straight 'A's the addition of a right angle crossing will bring excitement as the cars avoid each other by mere fractions of a second.



C.248 Hump Bridge. Rally car drivers everywhere can tell you of the dangers of driving too fast over a hump bridge. These bridges appear just where you don't expect them testing the drivers skills to the limit. When positioned on long straight track sections the hump bridge can be taken fairly fast but only the best drivers can negotiate these bridges without losing momentum. Three in a row will create a real bumpy ride. 35 cm (13¾") long.



C.111 High Hump Bridge. Even champion drivers have to slow down for the High Hump Bridge. The three pieces of track are specially moulded to give that extra dip as you go over the top. Supplied with four supports, crash barriers, flagpoles and flags this bridge is an ideal way for over and under passing on your Scalextric layout. 103 cm (40½") long.



C.169 Flyover Bridge. The safest way to cross Scalextric track and minimise all risks of a crash is with the Flyover Bridge. This unit includes 3 pieces of track, bridge supports, crash barriers, flagpoles, flags and advertising labels. 70 cm (27½") long.



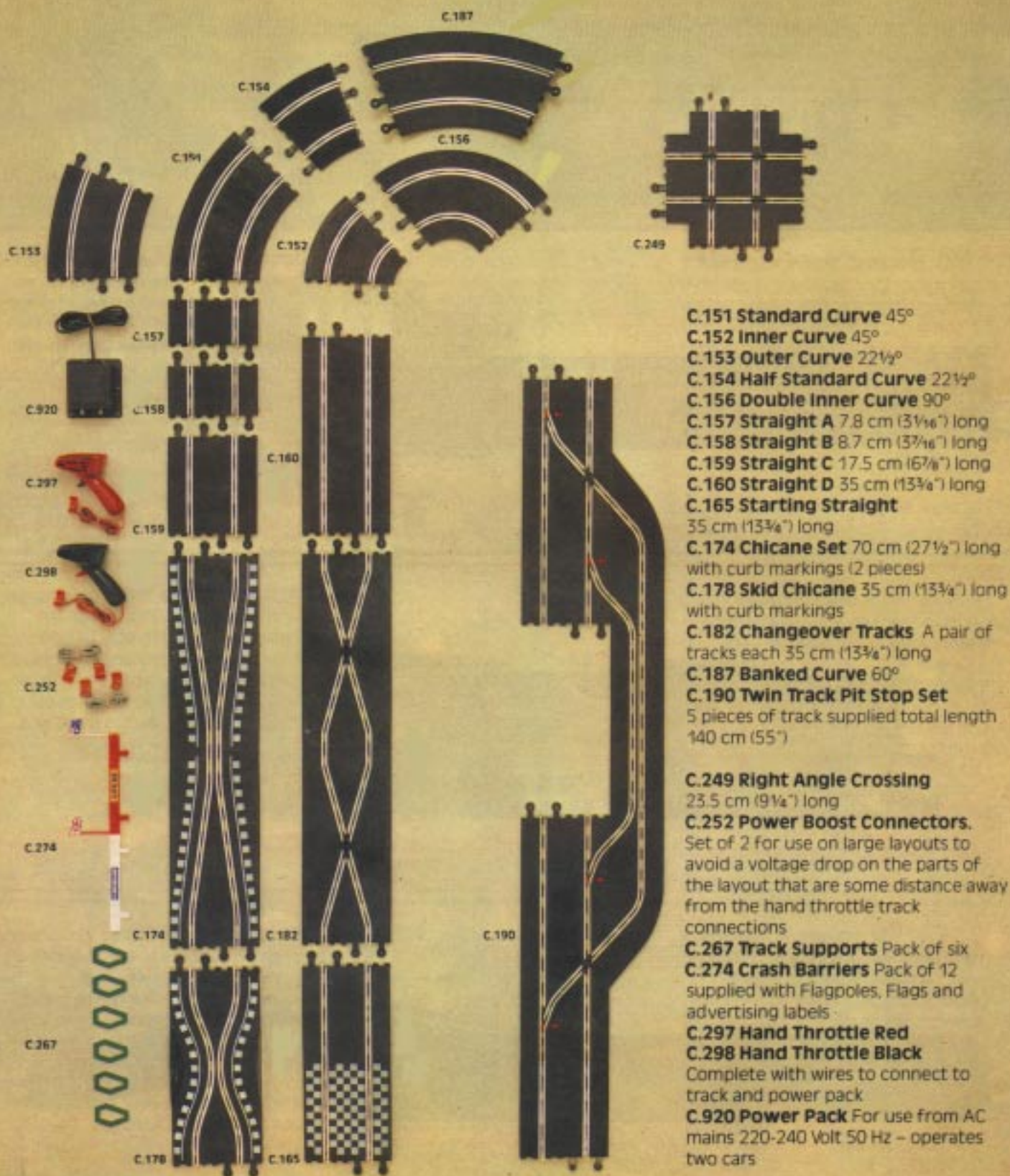
C.174 Chicane Set. Being longer than the skid chicane chances of a crash are even greater. Too close to the other car and both will come off. Remember the driver causing the obstruction has his car replaced last.



C.178 Skid Chicane. When you get to a chicane there's only room for one and with the smooth highly polished surface on the skid chicane the danger is increased. Drive too fast and the car may skid and crash, too slow however and another car can dart in front and take the lead. A real test of skill!



C.182 Changeover Tracks. Crossover from the inside lane to the outside while racing at speed with the changeover tracks. Changeover tracks are a must for flat circuits where an unfair advantage could be gained if a driver has the inside lane on every bend. For extra excitement add another two changeover tracks and create the 'double crossover'.



- C.151 Standard Curve 45°**
- C.152 Inner Curve 45°**
- C.153 Outer Curve 22½°**
- C.154 Half Standard Curve 22½°**
- C.156 Double Inner Curve 90°**
- C.157 Straight A 7.8 cm (3¼") long**
- C.158 Straight B 8.7 cm (3⅞") long**
- C.159 Straight C 17.5 cm (6⅞") long**
- C.160 Straight D 35 cm (13¾") long**
- C.165 Starting Straight**
35 cm (13¾") long
- C.174 Chicane Set** 70 cm (27½") long
with curb markings (2 pieces)
- C.178 Skid Chicane** 35 cm (13¾") long
with curb markings
- C.182 Changeover Tracks** A pair of
tracks each 35 cm (13¾") long
- C.187 Banked Curve 60°**
- C.190 Twin Track Pit Stop Set**
5 pieces of track supplied total length
140 cm (55")
- C.249 Right Angle Crossing**
23.5 cm (9¼") long
- C.252 Power Boost Connectors.**
Set of 2 for use on large layouts to
avoid a voltage drop on the parts of
the layout that are some distance away
from the hand throttle track
connections
- C.267 Track Supports** Pack of six
- C.274 Crash Barriers** Pack of 12
supplied with Flagpoles, Flags and
advertising labels
- C.297 Hand Throttle Red**
- C.298 Hand Throttle Black**
Complete with wires to connect to
track and power pack
- C.920 Power Pack** For use from AC
mains 220-240 Volt 50 Hz - operates
two cars

Skill Rating. Scalextric just like the real world of motor racing gives you fun and excitement from the moment you start racing. In order to get into World Class Formula 1 racing, drivers have to prove their skills and abilities and gain valuable experience in other classes of motor racing. In order that Scalextric drivers can see how their driving skills are improving we have prepared a Skill Rating Chart. This is provided for drivers who reach the stage where they wish to concentrate more on the skilful aspects of racing to improve their competitive abilities. Just time yourself over 10 laps on your Scalextric set and then use the table to see what standard you have achieved. (For the 500 set use the layout C illustrated on page 19.

Time taken (seconds) to race 10 laps on basic layout

	Formula 3 standard	Formula 2 standard	Formula 1 standard
200 set	22	19	17
300 set	50	40	34
400 set	60	42	36
500 set	68	58	50
600 set (4 lane)	54	48	42

Drivers Club. When you reach Formula 1 standard you are entitled to apply for membership of the Scalextric Formula One Drivers Club and all genuine applicants will receive a Club Handbook, Club Badge and Club Wall Poster/Certificate. Entry to the club itself is free but you must enclose postage stamps to the value of 20 pence with your application to cover postage and administrative costs of processing the application. The Club Handbook contains details of the real motor racing scene and shows you how you can use your Scalextric set to actually race against the World Champions by comparing your scale speed times with theirs.

How to apply

1. Your parent or guardian must act as official race referee and time you over ten laps of a basic layout of the Scalextric sets listed.
 2. If you obtain the Formula One standard, complete the application form.
 3. Your parent or guardian must sign the form, stating that you were correctly timed and achieved the qualifying standard.
 4. Timing starts from the moment the command 'Go' is given and continues non-stop until your car has completed 10 laps. If your car leaves the track during the 10 laps, the watch is not stopped, but you may replace the car at the point where it left the track and continue racing.
 5. Send your completed and signed application form to:
Scalextric Formula One Drivers Club,
Dept. 864,
The Old Pines,
Epsom, Surrey.
- You will receive your free poster/certificate, handbook and badge within 21 days. Enclose postage stamps to the value of 20 pence to cover postage and administration costs only.
6. All applications must be on the official form from the Scalextric twenty-first Edition Catalogue, signed by a parent or guardian, and received by 31st December 1980.
 7. Applications on anything but the official form, those which are not signed by a parent or guardian, or those which do not have postage stamps to the value of 20 pence will not be acknowledged.
 8. Membership of the club is limited to the first 100,000 genuine applications.



We at Scalextric would like to hear from any officially organised Scalextric or indoor motor racing club which meets regularly. We hope to offer support to such clubs and perhaps organise a national system of official grading for Scalextric racers, whilst not interfering with clubs own rules and independent running. Secretaries of clubs should write enclosing copies of club rules, details of location and meeting times etc., to:- Scalextric Racing Clubs, Marketing Department, Hornby Hobbies, Westwood, Margate, Kent, for further information.

NOTE: NO APPLICATIONS RECEIVED AFTER THE 31ST DECEMBER, 1980 WILL BE ACCEPTED.

Your Scalextric dealer is:

Scalextric Formula One Drivers Club Official Application Form

Name _____

Address _____

The above has completed 10 laps of a Scalextric set basic layout in a time of seconds and qualifies for membership of the Club.

Signed _____
Parent or Guardian.

Date _____

I enclose postage stamps to the value of 20 pence to cover postage and administrative costs.
This offer applies to U.K. and Eire only.

SCALEXTRIC

... THE BIG ONE



C.512 / 1980

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ELECTRIC MODEL RACING 21ST EDITION

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