

# SCALEXTRIC

## MODEL MOTOR RACING

1983 CATALOGUE 24TH EDITION



# GRAND PRIX SET

World Championship Racing at its best!  
Two race-ready Formula 1 pacesetters  
-the race is on!

**C.660** Continuous high speed running is just what this Scalextric set was designed for. The figure of eight layout ensures that both cars have racing lanes of equal length and with the banked curves at either end these cars can really be put through their paces. The two Formula 1 cars are typical of the highly engineered cars that can be seen on the competition circuits of the world.

A detailed transfer sheet is provided to enable additional decoration to be included on each car. This gives each driver the opportunity of adding his own personal touch. A speed computer is also included to enable each car's real scale speed to be calculated. Each competitor's performance can thus be compared with that of today's world class racing drivers.

C.661 Export version  
without Power Pack.



The tension before the off...



...flat-out into the straight...



...dicing round the banks

## SUGGESTED EXTENSIONS TO YOUR LAYOUT.

The selection of circuits shown below are designed to challenge even skilled Scalextric drivers. They exemplify many of the characteristics of today's international racing circuits.

### Basic set Circuit

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



### 1st Extension

Components Required

2 x C.160

1 x C.174 (2 pieces)

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



### Further Extension

The components for the 1st extension are required together with the following additional components

1 x C.248

1 x C.178

6 x C.151

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



*Figures and scenic materials not included.*

**BRABHAM BT44B** Scalextric cars have smooth acceleration and delicate throttle response, achieving scale speeds up to 200m.p.h. along fast sections yet constantly requiring precise control and timing.



**WOLF WR5** To have any hopes of winning a Grand Prix top performance cars need to reach speeds of around 185 mph on some sections of the race track and maintain this performance lap after lap.



### CONTENTS

- 1 Wolf Formula 1 car
- 1 Brabham Formula 1 car
- 2 Hand Controllers
- 8 Speed banking curves
- 3 Straight tracks D,
- 1 Starting straight
- 2 Straight tracks C
- 1 Transfer sheet
- 1 Speed Calculator
- 16 Crash barriers
- Mains transformer (plug required).

4 →

5 →



*...screaming over the bridge...*

*...nerves of steel to take the flag!*

# BANGER RACING SET

All-action spins, spills and thrills!

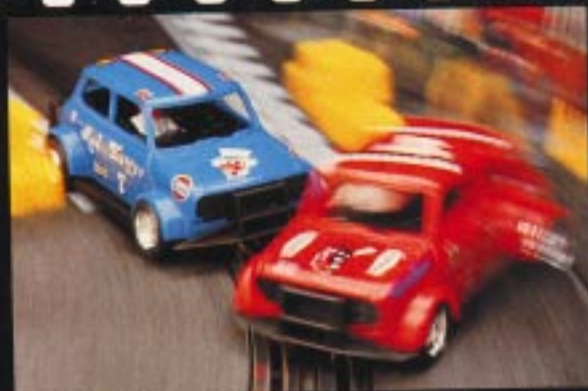
**C.650** This neat oval track circuit includes chicane curves and track borders. Combined with the turn around action of the two Banger Minis it provides fun and excitement for both competitors and spectators alike.

The objective is to complete a set number of laps before your opponent. This is achieved by various means including both straight racing and crashing into other vehicles in an attempt to hinder their progress or eliminate them completely.

Stop inside the tunnel and if your opponent is not concentrating he may fail to recall the direction in which you are facing and you will have the opportunity to catch him unawares. C.651 Export version without Power Pack.



On the grid and rarin' to go...



...cars converge at breakneck speed...



...first one in and he's go



## SUGGESTED EXTENSION TO YOUR LAYOUT.

The conversion into a figure-of-eight circuit gives ultra-competitive equal length racing with the additional thrills of the bridge jump.

### Basic Set Circuit

Approximate Size: 190cm x 91.5cm (6'3" x 3'0")



The cars Mad Hatter and Mini Ho Ho are decorated as typical bangers and feature the turnaround action that allows them to spin and race back in the opposite direction whilst cornering on flat curves.



Windows are removed and the front and rear of the cars strengthened by oversize fenders to protect the drivers during the race!



### Extension

- 1 x C151
- 1 x C179
- 1 x C269

Approximate Size 228cm x 76cm (7'6" x 2'6")



#### CONTENTS

- 2 Banger Racers
- 2 Hand controllers
- 4 Standard curves
- 3 Straight tracks D.
- 1 Starting straight
- 1 Short chicane
- 4 Chicane curves
- Track borders
- Crash barriers
- Card tunnel
- Mains transformer (plug required).

Figures and scenic materials not included.

# V8 CHAMPIONS

Exciting Production Saloon Championship Racing on high speed track with

## SUGGESTED EXTENSIONS TO YOUR LAYOUT.

The track components supplied with this set can be assembled together in different ways enabling racing enthusiasts to build three alternative track formations.

### Basic Set Circuit

Option 1 Approximate Size  
219cm x 89cm (7'2" x 2'11")



### Basic Set Circuit

Option 2 Approximate Size  
219cm x 89cm (7'2" x 2'11")



### Basic Set Circuit

Option 3 Approximate Size  
219cm x 89cm (7'2" x 2'11")



1 →

2 →

3 →



...Tension mounts, all eyes are on the drivers...



...fingers on the throttles for fast acceleration...



...only last minute break

16 feet circuit includes the skill testing change-over tracks.

## TRIPLEX SET

### high power racing Rovers

#### 1st Extension

Approximate Size 27.5cm x 122cm (9'0" x 4'0")

Components Required

- 2 x C158
- 1 x C248
- 1 x C174 (2 pieces)
- 1 x C196



#### Further Extension

Approximate Size 21.8cm x 208cm (7'2" x 6'10")

1st extension with the following

- 2 x C157
- 4 x C151
- 1 x C159
- 1 x C269
- 1 x C160
- 1 x C277



**C.666** The R.A.C. British Saloon Car Championships have resulted in some fine performances being achieved over the past few seasons from the 3500 V8 Rovers. Two of the leading contenders during this series, the Triplex and PMG sponsored cars have been included in this set. The highly detailed and authentic decoration on these models can be added to at the drivers discretion by the transfer sheet also included. In any saloon car event the handling of the vehicle is critical and these two Scalextric models have been designed to display the superb roadholding characteristics necessary for such special competition cars. The 16 feet of track includes the skill testing change-over track (2 pieces) thus ensuring that both lanes are of the same length and that neither of the drivers has an unseen advantage. With flat curves at either end of this racetrack the driver's cornering skills are tested to the limit. C.667 Export version without Power Pack



- CONTENTS**
- 1 Triplex Rover
  - 1 PMG Rover
  - 2 hand controllers
  - 12 Standard curves
  - 3 Straight tracks D
  - 1 Starting straight
  - 2 Changeover tracks
  - Crash barriers
  - 2 hand controllers
  - Mains transformer (plug required).

Figures and scenic material not included.



...a collision...      ...superfast cornering. Take care not to roll it...      ...the chequered flag - could this be a photo finish?

# SUPER STOX SET

Speedster specials for smashing  
spins called Super Stoxxx .....

**C.662** Every inch of this 17 feet track configuration is packed with tension and excitement as the 'Stickshifter' and 'Fenderbender' Stox cars are put through their paces. The right angle crossing, chicane curve, track borders, and jump obstacles establish a totally new form of Scalextric competition—all or nothing. The objective "to stay on the track as long as possible while attempting at the same time to eliminate one's opponent", not as easy as it sounds.

The formidable chicane curves together with the track borders require real skill and an ability to make instant decisions. When opponents are racing towards each other will they keep going and risk collision, or will one of them panic and turn at the last moment? The right angle crossing also offers a unique opportunity to catch one's opponent unawares by hiding in the Aeromotors hangar and racing out just as one's opponent is passing over the crossing, spinning his car around or even sending him crashing out of control. C.663 Export version without Power Pack



Getting in the groove for the go...



...fall-out and into the chicane...



...power-on and SPIN





## SUGGESTED EXTENSIONS TO YOUR LAYOUT.

Add curves and crossovers to make the best use of the spinning Stool!

### Basic Set Circuit

Approximate Size: 216cm x 97cm (7'1" x 3'2")



The unique turnaround spin mechanism allows each car to travel around the track in both directions.



Both the Stick Shift and Fender Bender Stox cars are supplied with alternative sets of exhaust pipes and number boards and both have bannets which can come off as the cars collide.



...take-off! ...happy landings!...

...the double-cross is a smash hit.

### 1st Extension

- Components Required  
 2 x C.158  
 1 x C.176  
 1 x C.182 (2 pieces)  
 1 x C.248

Approximate Size 264cm x 152cm (8'8" x 5'0")



Figures and scenic material not included.



### Further Extension

The components for the 1st extension are required together with the following additional components

- 2 x C.157  
 5 x C.160  
 4 x C.156  
 1 x C.178

Approximate Size 296cm x 112cm (9'9" x 3'8")



### CONTENTS

- |                     |                                    |
|---------------------|------------------------------------|
| 2 Superstox cars    | 4 Chicane curves                   |
| 2 Hand controllers  | 1 Right angle crossing             |
| 8 Standard curves   | 14 Crash barriers                  |
| 1 Starting straight | 2 Sets jump obstacles              |
| 1 Straight D        | 1 Card tunnel                      |
| 4 Straight tracks C | Track borders                      |
| 1 Chicane set       | Mains transformer (plug required). |

# FORMULA 1 SET

Motor Racing at its very best - the Formula 1 World Championship

**C.658** A hazardous circuit consisting of 22 pieces of track and making a circuit length of over 21 feet provides fast straights and the inclusion of the two sorts of curves both banked and flat means that extra driving skills will be required. A skid chicane and tight bends will put any competitors' abilities to the test. On real racetracks around the world Formula 1 cars can achieve speeds of about

185m.p.h. along the fast straights and on some circuits can average approximately 140m.p.h. Scalextric Super Formula cars as included in this set can achieve similar scale speeds and a speed calculator is included in this set to enable the drivers to monitor their performance and see how they compare with world championship drivers. C.659 Export version without Power Pack



1 ...waiting nervously for the starter to signal "the off".

2 ...both cars hug the track when the banked curves are taken at speed,

3 ...too fast into the skid

## SUGGESTED EXTENSIONS TO YOUR LAYOUT.

Adding extra components to extend your layout is great fun and can create some exciting circuits. Care must be taken of course not to make the circuit too difficult.

### Basic Set Circuit

Approximate Size 297cm x 100cm (9'9" x 3'3")



### Suggested Extension

Components Required

- 2 x C157
- 2 x C158
- 1 x C159
- 2 x C151
- 1 x C174 (2 pieces)
- 1 x C196

Approximate Size 350cm x 132cm (11'6" x 4'4")



### Further Extension

The components for the suggested extension are required together with the following additional components.

- 4 x C160
- 4 x C151
- 1 x C176
- 1 x C248
- 1 x C269

Approximate Size 335cm x 190cm (11'0" x 6'3")



Figures and scenic material not included

**MARCH FORD 771** Designed and produced by March Engineering, the six-wheeler was introduced in an effort to combat the problem of air flow and drag around the rear of the car. Reducing the size of the rear wheels alone was not sufficient in that the roadholding and thus the control of the car was considerably reduced. The reduction in roadholding was counteracted by having four rear wheels instead of two.



**ELF RENAULT TURBO RS-01** The Renault team have pioneered the development of Turbo charged cars. The technological advancements achieved at great cost and over a lengthy period of time have proved well worthwhile, however, as the distinct power advantages of these engines makes it almost impossible to out-accelerate turbo charged cars with a car powered by a normally aspirated engine.



#### CONTENTS

- 1 Six Wheel March Ford car
- 1 Renault Formula 1 car
- 2 Hand controllers
- 3 Speed banking curves
- 6 Standard curves
- 9 Straight tracks D.
- 1 Starting straight
- 2 Straight tracks C
- 1 Skid chicane
- Crash barriers
- 1 Speed calculator
- Mains transformer



...and a crash is inevitable.

...no danger of collisions when the flyover is used.

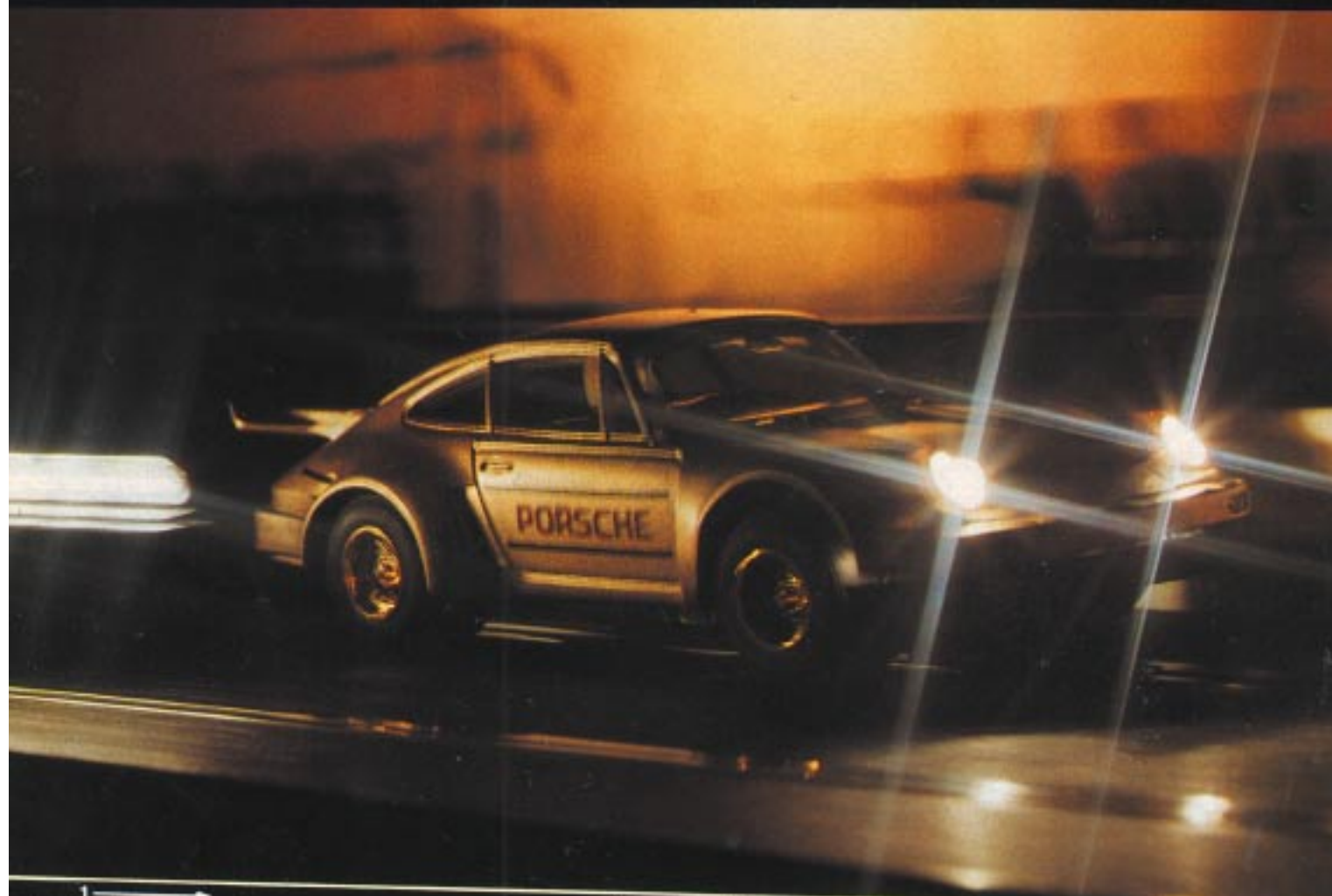
...its a tight squeeze—one driver has to give way.

# LE MANS SET

24 hour endurance racing.  
Realistic day and night driving  
with power-plus lighting.

**C.664** Featuring two superbly finished gold and silver Porsche Turbo cars with working headlights, the Le Mans set also includes over 33 feet of track. A flyover bridge, chicane curve, special Le Mans start and a skid chicane are included to make this the most exciting set in the entire Scalextric range.

The 24 hour endurance race at Le Mans is without doubt world famous and this set enables Scalextric drivers to hold their own Le Mans style endurance races, using the fabulous Porsche Turbo cars, recognised in the field of high speed endurance racing as a symbol of engineering excellence and outstanding reliability.  
C.665 Export version without power pack.



1 Ignition, headlamps on and go...

2 ...neck and neck with foot hard down...

3 ...follow my leader into the

High speed endurance racing day and night.

## SUGGESTED LAYOUTS FOR YOUR SET

**Option 1** Approximate Size: 389cm x 145cm (12'9" x 4'9")



**Option 2** Approximate Size: 365cm x 145cm (12'0" x 4'9")



**Option 3** Approximate Size: 419cm x 175cm (13'9" x 5'9")



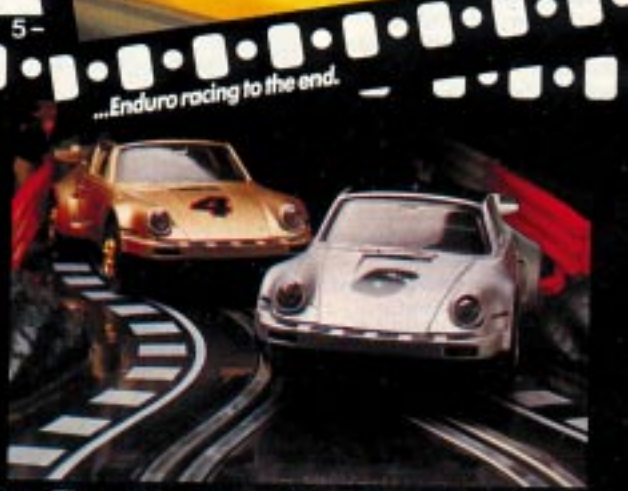
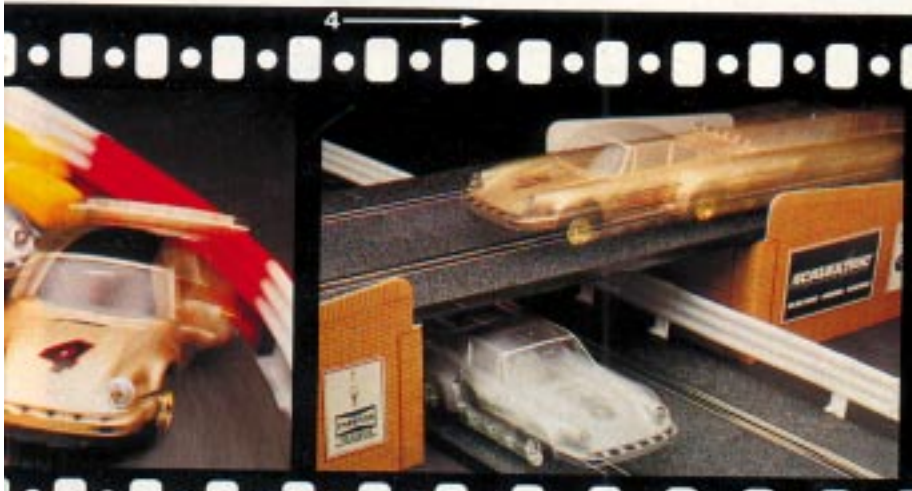
**Option 4** Approximate Size: 427cm x 198cm (14'0" x 6'6")



### CONTENTS

- 2 Porsche Cars with lights
- 2 Hand controllers
- 15 Straight tracks D
- 3 Straight track C
- 9 Standard curves
- 3 Chicane curves
- 1 Straight track B
- 1 Chicane set
- 1 Le Mans start
- Bridge supports
- 1 Skid chicane
- Crash barriers
- Mains transformer (plug required)

*Figures and scenic material not included.*



*...under and over lap after lap...*

*...doing your best not to skid...*

# SUPER FORMULA CARS

## C.138 SAUDIA LEYLAND WILLIAMS

This particular model of the Saudia Leyland Williams team car is the FW07b which had an extremely well designed chassis which was very advanced in relation to its competition when it was introduced. The roadholding characteristics of this model are of particular importance to Scalextric enthusiasts. It handles well on any circuit and with a slightly narrower body design, the Williams allows drivers to squeeze through where other cars would often collide. Plated wheels, engine and gearbox assemblies and fine detailing around the front wheel and axle assemblies create greater authenticity. The green and white livery highlights the many sponsors of the Williams Team, including Saudia Airlines and Leyland vehicles.



## C.137 LIGIER JS11

The highly attractive eye-catching design of the French Ligier can easily be discerned at a race meeting. Finished in dark blue with white panels and red highlights, the Ligier JS11 is an excellent reproduction of its real-life counterpart. The engine and gearbox are well detailed and plated to give a more realistic appearance. The wheels are also plated and the model includes the driver's wing mirrors. In following the manufacturer's design, the car itself is quite wide. The JS11 was powered by a Ford Cosworth V8 engine and amongst its contemporaries was probably the fastest car. During the 1980 season the car achieved victories in the Belgian and German Grand Prix. The Ligier model is very fast and would feature strongly in any Scalextric event.

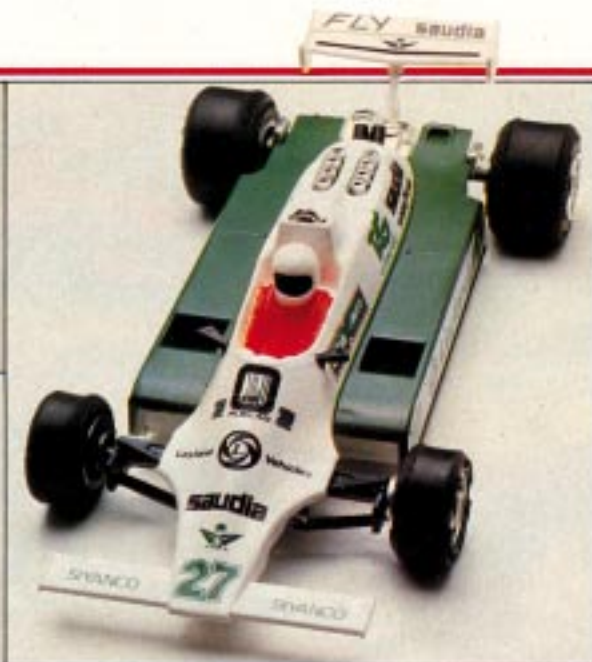


## C.139 BRABHAM BT49c

The racing livery of the Parmalat sponsored Brabham effectively contrasts dark blue panels and coach lines with the white base colour. The engine and gearbox assembly is finished with chrome effect plating to give added realism. Together with the plated wheels and super slick tyres this car is an excellent representation of its successful real life counterpart. The front wheel and axle assembly is also plated thus highlighting the extra detailing. Designed by Gordon Murray and driven by Nelson Piquet the real-life BT49 started the 1981 racing season with victories in the Argentine and San Marino.



**Cars are the centre of motor racing. In designing Scalextric our aim has always been to produce the most authentic and realistic replica of real motor racing that it is possible to have in the home. But as well as taking great care to make Scalextric like real racing in appearance we've been even more careful to ensure that it is like real racing in performance and use. Each car has its own individual handling characteristics and yet each responds superbly to the driver's demands.**



Appearing as the FW07b at the start of the 1980 racing season, this Williams car performed superbly to give Alan Jones victory in the Argentine Grand Prix. Reliability was the hallmark of the car throughout the year and he went on to win the highly coveted World Championship. The FW07b is one of the 'classic' cars in the Scalextric range.



From its first appearance in the Argentine Grand Prix in 1979 the JS11 was always going to be a success. In its first five outings it achieved three wins. It was a very fast car and this was one of the initial reasons for its success. The highly detailed model of the JS11 is a fine addition to any Scalextric collection.



The 1979 Canadian Grand Prix saw the brilliant race debut of the Cosworth DFV V8 powered Brabham BT49. The 1980 season provided some excellent performances from the car with 3 fine victories. 1981 saw some excellent results for the Brabham team and culminated in Nelson Piquet winning the Formula 1 World Championship.

# RALLY CARS

## C.307 XR3 RED

New to the Scalextric range for 1983, the Ford Escort XR3 is an excellent representation of its real-life counterpart. This high performance hatchback has a 1596 cc engine that produces 96b.h.p. at 6000 r.p.m., making it capable of speeds in excess of 110 m.p.h. in standard form. The red and yellow livery with white panel lines was used by the team sponsored by Autoveri Motorsport when racing in Germany last season.



## C.308 XR3 SILVER

Presented in its alternative livery, this black and silver version of the XR3 will make an ideal racing partner to the C.307, ensuring both competitors have cars with the same performance and handling. In real-life the twin choke webber carburettor and electronic ignition help to make this an extremely fast and sporty car.



## C.304 Mc CAIN METRO

The Austin Metro is an extremely successful car, now being raced regularly by enthusiasts. The 1982 Metro Challenge was sponsored by Unipart and attracted considerable entries including the McCain Oven Chips sponsored car drive by Chris Lewis. These cars were racing at 15 separate meetings from March through to October.



## C.303 DATAPOST METRO

Driven during the Tricentrol series by Richard Longman and Alan Cumow, the Datapost Esso sponsored Metros put up some fine performances with Longman achieving 5 wins in the 11 race series. The aerodynamic efficiency helps the Metro achieve speeds of up to 122 m.p.h. on the track. With its fine detailing, LIFTING HATCHBACK and authentic liveries the Metro is one of the most popular models in the Scalextric range.



## C.309 TR7

The Scalextric TR7 in its new racing livery is a colourful, dramatic model featuring headlight assemblies (non-operational) in the raised position. The TR7 is an extremely powerful car with a 3492cc V8 engine beneath the bonnet, the tuning of which can result in a power output of 310b.h.p. at 7500 r.p.m.



## C.280 PMG ROVER C.283 TRIPLEX ROVER

The Patrick Motors Group Rover is an important contender in the Tricentrol RAC British Saloon Car Championships (Group 1). Throughout the past two seasons PMG have been competing with the works racing Rovers. These Scalextric models feature chrome effect wheels, separate wing mirrors and highly detailed liveries.





The range of rally cars offered by Scalextric are based on cars that compete in events throughout the national and international racing networks. Such competitions as the RAC Lombard Rally, the Tricentrol RAC British Saloon Car Championships and the Castrol/Autosport RAC National Rally Championship create tremendous interest and result in a wide variety of cars, entrants and sponsors. In order to provide fair competition the cars are grouped together into various classes competing on reasonably equal terms.



# CARS WITH LIGHTS

Night driving is an essential part of any rally event and Scalextric enthusiasts can stage their own night-time competitions with these models. The Capri features working headlights and rear lights adding even more realism to Le Mans style races. All the tension and drama of high speed endurance racing can be created as the cars race side by side out into the dark hazardous track ahead, with their headlights blazing.

## C.311 CAPRI

New for 1983, the 3.0 litre Ford Capri is a superb contender for any Scalextric endurance race. It includes both front and rear spoilers and has a revised livery. In addition to operating headlights, the Capri also includes working rear lights. Drivers can thus observe the cars headlights as the vehicle is racing towards them and also watch as the tail lights shine out as the car moves away, setting the pace for its competitors. When it comes to performance on a real racetrack, the Ford Capri is unquestionably one of the most successful saloon cars ever to roll onto the starting grid. In the 1982 Tricentral Saloon Championship it won five times in the 11 race sessions.



## C.289 PORSCHE TURBO (GOLD)

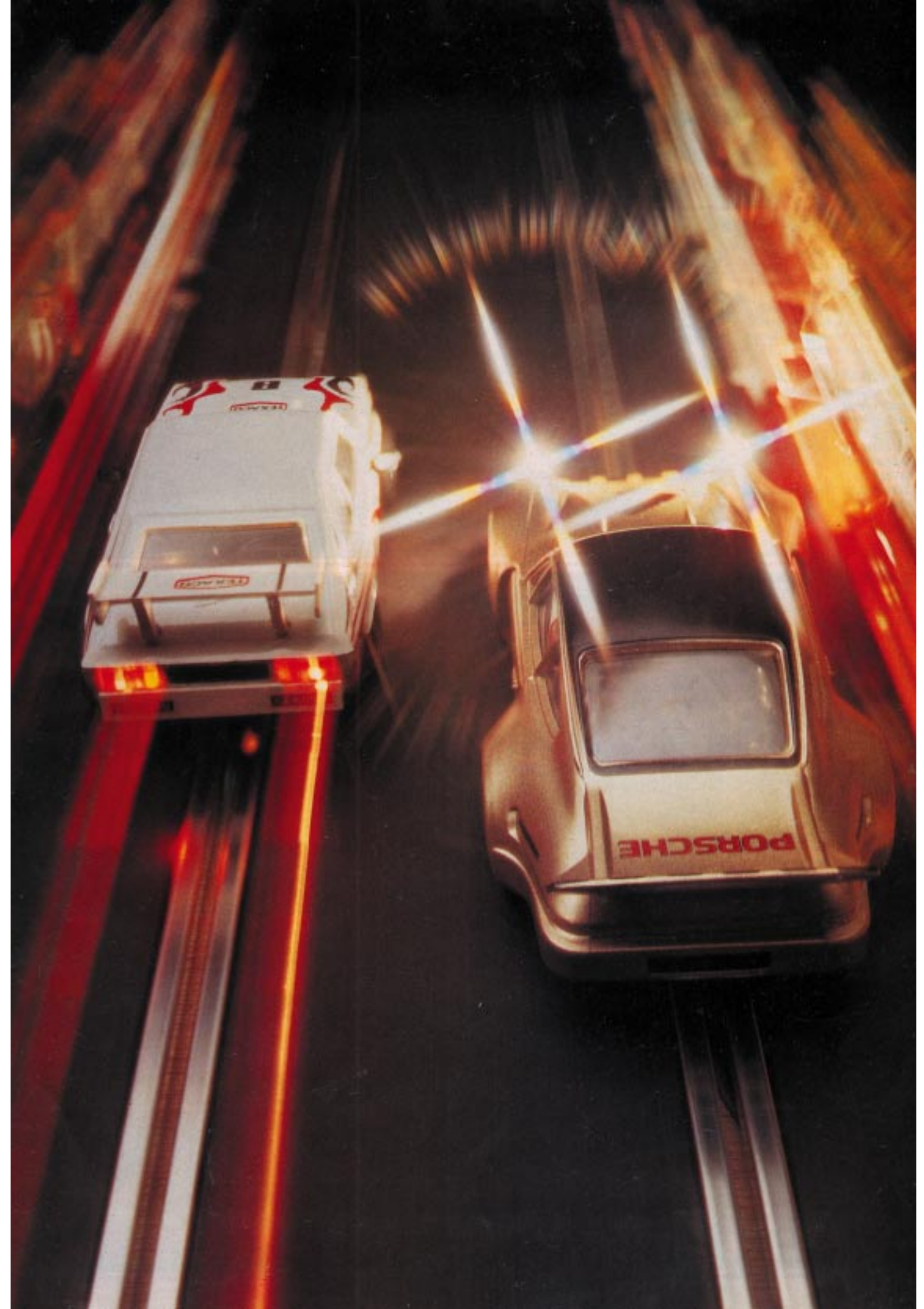
Reliability is a hallmark of Porsche cars and their performance on the racetrack cannot be questioned. 1982 was the 50th Le Mans 24 Hour Race and the event was totally dominated by Porsche. Having won the event outright in 1979 and the Group 5 classes in 1980 and 1981, Porsche in 1982 achieved a one-two-three finish giving the company its 7th overall victory. The Scalextric model, stablemate to the silver version, is supplied in an elegant gold coloured livery with contrasts in red and black and vacuum plated wheels. The Porsche name features strongly on this model and the finish reflects the true life standards of high quality and engineering excellence which are synonymous with the image projected by Porsche cars.



## C.288 PORSCHE TURBO (SILVER)

Porsche cars have a worldwide reputation for producing high performance cars and this turbo powered machine is no exception. The model is based on the Porsche 934, only 31 of which were ever made and they featured modified suspensions, wide spoilers, a huge vision-limiting rear wing and a turbo charged 3 litre flat-six engine producing in excess of 430b.h.p. Supplied ready to race the 934 was an extremely fast car. This Scalextric model Porsche is presented in eye-catching silver with contrasting green and black panel lines. The wheels are vacuum plated and the working headlights make night-time or endurance events exciting and attractive.





# VINTAGE CARS BANGERS AND STOX

## C.312 STOX CAR SILVER

The Scalextric stox car models are supplied with alternative sets of exhaust pipes and number boards and have parts which can come off as the cars collide. The unique turnaround spin mechanism allows these cars to rotate through half or even complete circles enabling either of them to travel around the track in both directions.

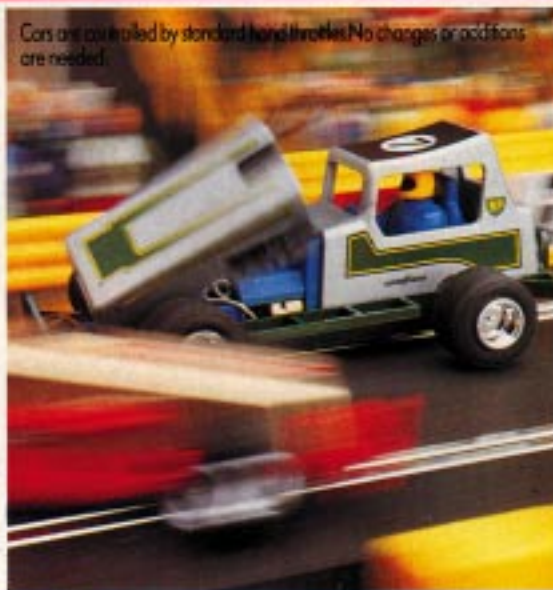
## C.313 STOX CAR GOLD

The spin mechanism on the stox cars enables drivers to control their cars well during realistic tail-out slides around flat curves. C.196 borders around the outside of C.151 track sections allows spinning on the outside lanes. The addition of the new inner borders C.198 makes full circle spinning on the inside track even easier.

These vehicles will not spin around on banked curves.



Cars are controlled by standard hand throttles. No changes or additions are needed.



## C.290 BANGER RACER RED

Banger racing is an extremely popular spectator sport and vehicles similar to these Bangers can often be seen competing. A careful flick on the throttle as the car is approaching the middle of a flat curve will send these cars spinning around to race back in the opposite direction. The bright colours and humorous names are typical of the way these cars are presented in real life.

## C.291 BANGER RACER BLUE

The Mad Hatter banger racer shown here in a blue livery with red and white decoration features vacuum plated chrome effect wheels and a robust chassis to withstand the spills and crashes typical of this style of racing. Some experts will soon be able to rotate their cars through complete circles and come out of the manoeuvre in the direction they want.



## C.305 BENTLEY

This super-charged version of the 4 1/2 litre Bentley had a 5.6litre capacity Roots blower which was mounted between the front dumb irons and driven from the front end of the crankshaft, air pressure being used to force feed fuel from the 45 gallon tank to the supercharger. The vehicle weighed just over 2 tons in racing trim, with a fuel consumption of 8-12mpg. The car developed 240b.h.p. at 4200r.p.m. and had a top speed of around 130m.p.h.

## C.306 ALFA ROMEO

The 2.3litre Straight 8 was current from 1931-1935 and the 8C-2300-8 sports model won at Le Mans for the three consecutive years 1932, 1933 and 1934. This model is based on the car which finished in second place in the 1935 race and was driven by Heide and Stoffel. The original weighed in at 1 3/4 tons and had a fuel consumption of 14mpg.



Vintage cars are not suitable for layouts using banked or inner curve tracks.

Motor racing became popular the moment motor cars were invented. Down through the decades different styles of racing have become fashionable and others have lost their popularity. Some forms of racing and styles of cars will never be forgotten and this is true of the vintage cars included in the Scalextric range. These highly detailed models are replicas of some of the most famous vehicles in automobile history. Stock car and Banger racing is currently a very popular spectator sport with new banger "loops" being built regularly. As such these vehicles are also extremely popular with Scalextric enthusiasts.



# JUGGERNAUTS & POLICE PATROL CAR

## C.301 ROADTRAIN

This model is based on the very successful Leyland T45 Roadtrain and like its counterpart the T6 28 Sleeper, the cab is fitted with a sleeping bunk. The detailing is superb with air horns, air conditioning unit, aerial, ladder and front crash grille all added to the basic cab. These parts together with the wheels have been vacuum plated to make the model even more attractive. Vehicles in this style with similar box trailers can be seen at Grand Prix race tracks throughout the world, having been used to transport the team cars and equipment.

Use of these vehicles with the C156 and C152 inner curves is not recommended.

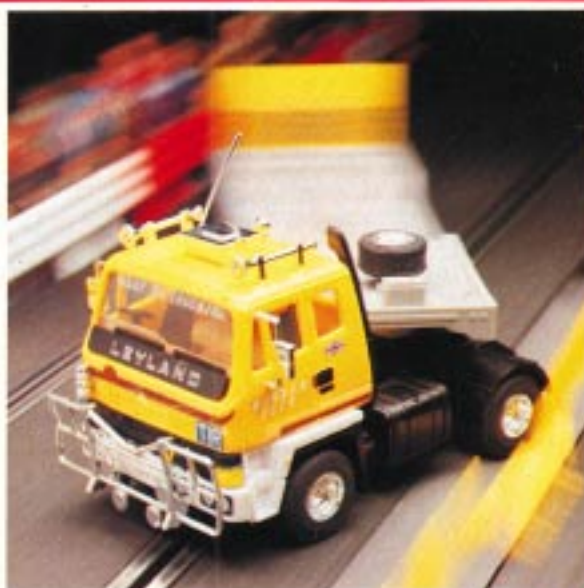
The height of the trailers and extra length wheelbase can sometimes restrict access particularly when attempting to travel over and under flyovers, hump bridges, etc.



## C.302 LOW LOADER

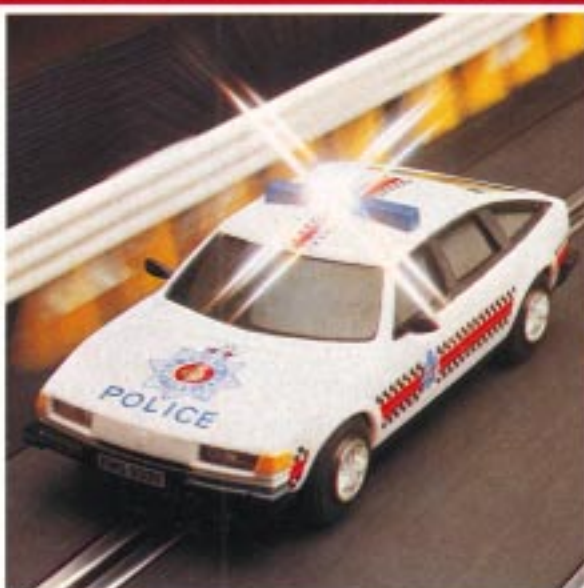
When it comes to transporting cars from one part of the circuit to another then the C312 Low Loader provides the solution. Scalextric cars can be positioned on the trailer section and the vehicle has the power to pull them around.

Of course being larger the juggernauts have more momentum and as such the braking techniques alter considerably. Slowing down as one approaches corners and then accelerating out of them is a technique requiring accurate judgement. Supplied with a loading ramp this highly detailed model makes a fine companion to the C.301 Roadtrain. Complete with vacuum plated wheels the overall length of the complete articulated vehicle is approximately 12 1/2 inches.



## C.315 POLICE ROVER

With its striking side decorations the 3 1/2 litre Rover police car makes an attractive addition to any Scalextric layout. The car is fitted with a working siren and has a single flashing light on the roof. It is supplied with wing mirrors for extra detailing and attractive chrome effect wheels. Real patrol cars can be seen and heard in the course of their duties chasing speeding motorists along motorways. You can stage similar chases on your layout with this exciting Scalextric model.



*Driving juggernauts like these is not for the faint hearted. Careful handling and all round skill is needed when racing with these models. Vehicles similar to both the C301 Roadtrain and the C302 Low Loader can be seen travelling up and down motorways throughout the length and breadth of the land. With both the cab and trailer sections of each model being highly detailed they are just like the real thing.*

*The Scalextric Police Car with its siren sound and flashing light is also typical of the Rover 3500 V8 police traffic control vehicles that can be seen patrolling the motorways.*



*Racing the police car against the juggernauts presents a new and interesting form of competition. - You never know when your patrol car may be involved in a hijack.*

# DAREDEVIL LOOP-THE-LOOP

Power on coming out of the curve. Flat-out down the straight and then....into the hazardous gravity-defying Loop. Keep the power full on - to hesitate is to crash. Easing off the power at just the right moment ensuring that the car speed is not too high. Following through down the exit straights at break-neck speed with the car hugging the track at the far end of the circuit....this is the excitement of the new Daredevil Loop-the-Loop from Scalextric.

## CONTENTS

- 5 track sections pre-formed to Loop race
- 4 base loop supports
- 4 loop-lock struts
- 5 decors/panels



## C.183 LOOP-THE-LOOP

The Daredevil Loop-the-Loop track offers a new and exciting challenge to would-be Scalextric Champions. The Loop-the-Loop can be used on long straight sections of track but, due to the overlap required, reduce the length of that section by 8.7cm or 1 x C.158. The position of the straight track will also be offset by the standard track width. This can be compensated for by using C.158 and C.159 track sections on other parts of the circuit. Cars must enter the Loop at high speed and therefore 4-5 straight sections are required

directly before the Loop. Cars also leave the Loop at speed, therefore three straight sections should be allowed for the car to slow down and banked curves are recommended for use at the end of the straight.

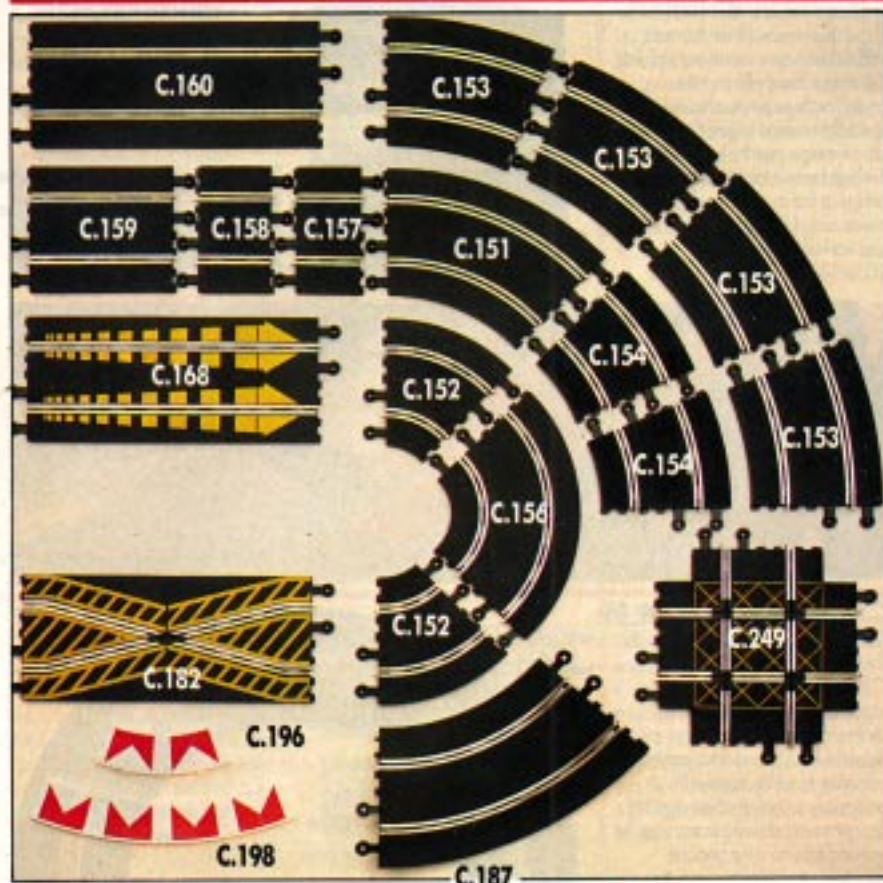
Certain vehicles, due to their weight and speed, are not suitable for use with

the loop, e.g. Police Car, Vintage Cars, Trucks.



# TRACK BASICS

The range of track components available from Scalextric is second to none. All track is available separately to enable you to extend your layout with the specialist pieces of track adding even more fun and excitement to your circuit. The selection available, over 20 different track components, enables any of the major racetracks throughout the world to be reconstructed. Designing your own individual tracks with difficult twists and turns followed by double crossovers, hump bridges, skid chicanes and so on, is also great fun. Track sections clip together and dismantle easily without the use of specialist tools and the track is made from polyethylene which is flexible and virtually unbreakable in normal use.



**C.151 Standard Curve 45°**

**C.152 Inner Curve 45°**

**C.153 Outer Curve 22 1/2°**

**C.154 Half Standard**

**Curve 22 1/2°**

**C.156 Double Inner**

**Curve 90°**

**C.157 Straight A**

7.8cm (3 1/16") Long

**C.158 Straight B**

8.7cm (3 7/16") Long

**C.159 Straight C**

17.5cm (6 7/8") Long

**C.160 Straight D**

35cm (13 3/4") Long

**C.168 Line-up Start**

**C.182 Changeover**

**Tracks**

These are supplied in pairs and whether they are placed at different parts of the circuit or joined end to end they will always provide suspense and drama. By making the cars switch lanes they ensure that neither car has an unfair advantage by always having the inside racing lane on every bend. A pair of tracks each 35cm (13 3/4") long are supplied.

**C.187 BANKED CURVE 60°**

A combination of three sections of banked curve track will make a complete 180° high speed banking section. This combination provides the fastest possible cornering on a Scalextric circuit. The Scalextric cars cling to the track as they hurtle around these bends at scale speeds up to 200m.p.h.

**C.249 RIGHT ANGLE CROSSING**

The ultimate component for tension and drama a right angle crossing could mean a full side-on crash if one's timing is out. Providing a lot of excitement particularly when racing with slot cars or banger racers, the C.249 is equivalent in length to three straight A's (i.e. 23.5cm (9 1/4")). In the hands of skilful drivers cars can avoid each other by mere fractions of a second.

**C.227 LAP COUNTER**

It can disturb a driver's rhythm to keep a count of the laps as the cars fly past. The lap counter is a great aid for advanced racing eliminating the need for keeping a record of the laps. Simply clip the lap counter into the Scalextric layout, set the dials to zero and from then on the laps are counted each time a car passes by.

**C.922 POWER PACK**

The Power Pack provides a 12 volt D.C. supply for operating two cars. For use from A.C. mains 220-240 volt 50Hz.

**C.297/298 HAND THROTTLERS**

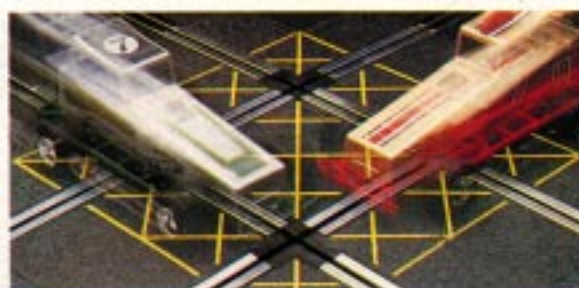
Supplied complete with a simple socket for track connection via the power unit the controllers provide smooth control of the car.

**C.252 POWER BOOST CONNECTORS**

For use on large layouts to avoid a voltage drop on the parts of the layout that are some distance from the profile connectors.

**C.267 TRACK SUPPORTS**

Pack of 6



# BRIDGES, BORDERS, BARRIERS & CHICANES

## C.269 FLYOVER BRIDGE

Without a doubt the flyover bridge is the easiest way to crossover another track. All risks of crashing are minimised when a flyover is used. The bridge itself consists of three separate pieces of track and comes complete with crash barriers, flags and advertising labels and the specialised bridge support. It measures 70cm (27 1/2") in length.



## C.III HIGH HUMP BRIDGE

Cars in the hands of even the most skillful drivers may sometimes pitch into the air and literally fly over the hump. The three pieces of track are specially moulded to give that extra dip as you go over the top. The fun of the high hump is to negotiate the bridge as fast as possible whilst maintaining full contact with the track and not losing control. 103cm (40 1/2") long.



## 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.



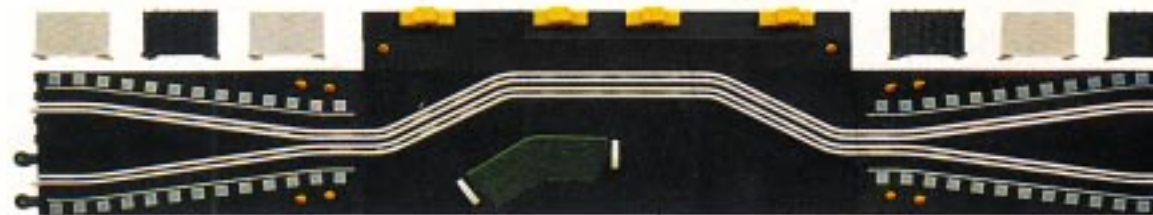
## C.179 CURVED CHICANE 45°

This track component is dimensionally the same as a standard curve (C.151). However the tracks are close together thus creating a chicane section. With more room for tail-out slides this track provides for high speed cornering requiring real skill. It is particularly suitable for Stox cars and Banger racers allowing extra room for spinning around in the opposite direction.



## C.177 GOODWOOD CHICANE SET

The Goodwood Chicane is one of the specialist track components produced by Scalextric. This chicane consists of 5 pieces of track together with track borders, fencing, straw bales, marker cones, half tyres and the embankment. The Goodwood Chicane is 122.5cm (48 1/2") long. Equivalent length 3 x C160 + 1 x C159.



The selection of alternative bridges and chicanes available from Scalextric provides for excitement and drama throughout all parts of a racing circuit. Instead of constructing a really fast circuit sometimes it can be fun to design a difficult layout with a succession of twists and turns followed by hump bridges, and various chicanes.

#### C.248 HUMP BRIDGE

Positioned on a long straight, hump bridges can be taken fairly fast but only top drivers can negotiate them without losing momentum. Combinations of hump bridges and crossovers or chicanes provide hair raising sections. Two hump bridges in a row create a rough bumpy road that will test any drivers' skill. 35cm (1 3/4") long.



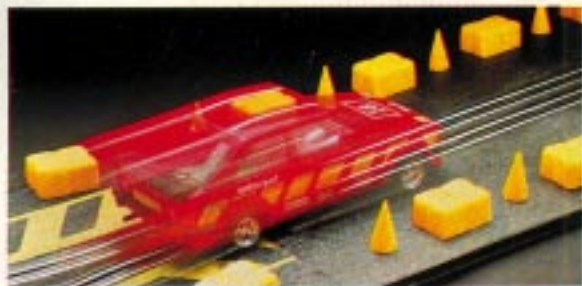
#### C.174 SHORT CHICANE

The short chicane is supplied as two pieces each 35cm (1 3/4") long. Allowing only one car to pass at a time this is best sited on long straights so that the cars can approach at speed and jostle for position. Driving too quickly can result in a spectacular crash, but too slow on the approach and an opponent can slip through.



#### C.176 CHICANE STRAIGHT

An ideal extension to the short chicane this component is equivalent in length to a C.160 standard straight and will thus fit easily in most circuits. The inclusion of the long chicane on a layout increases the penalty a driver must suffer as a result of being beaten into the chicane by a competitor.



# CIRCUIT TIPS

With a little care and attention to detail excellent circuits can be produced that are a pleasure to race on. Paying attention to small details can prevent sections of the circuit where cars constantly deslot.

#### C.198 INNER BORDERS

Track borders really improve a layout, particularly when racing with U turn cars, providing extra room for turning on the inside track. The inner borders for use on the inside edges of the C.151 standard curves are new for 1983 and are supplied in a pack of 8 pieces.



#### C.196 OUTER BORDERS

A very important track accessory, it allows vehicles just that extra amount of room to manoeuvre especially when they are travelling at speed. Sometimes the rear of the car will slide out so far that without the border it would come off the track completely.



#### C.274 CRASH BARRIERS

Scalextric crash barriers are vital to the efficient operation of any circuit, particularly when there is no room for a track border. Around the bends they help to keep the cars on the track and to protect them from collision damage. Supplied in a pack of 12 complete with flagpoles, flags and advertising labels.



#### TRACK OBSTACLES

The straw bales, marker cones and oil drums available in the accessory pack can be used for scenic effect, but they can also be positioned strategically around the circuit to deliberately slow the cars down thus creating a hazard course with penalties for hitting various obstacles.



#### POSITIONING ACCESSORIES

The positioning of various track accessories is critical. Try not to position hump bridges or the start of a run of crash barriers after a corner, try to leave at least one half straight before the bridges. The tail out slides of some vehicles can cause them to clip the edges of the bridge and then come off the track.



The twin track pitstop is another component that should not be placed directly after a corner. If a car is still swinging to the left or right the guide blade that fits into the slot can sometimes clip the manually operated turnout button causing it to activate and the car either races into the pits or if it is travelling too fast careers off the track.

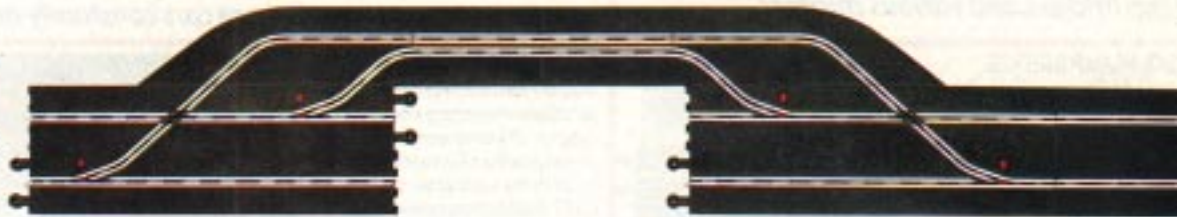


# TRACKSIDE ACCESSORIES

Scalextric provide a super range of accessories for building a basic set into a w detailed highly colourful layout that looks every bit as good as the real thing. With a little forthought and some careful planning realistic scenes can be created. The action centres around the cars.

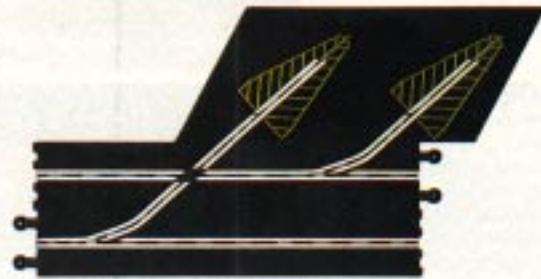
## C.190 TWIN TRACK PITSTOP SET

Pull right off the track into the pits refuel, tyre change, minor adjustments and away you race again. A pit stop during a Grand Prix is a moment of extreme tension and drama. Comprising of 2 turnouts, 2 Layby Sections and a straight 'C' the total length of this exciting set is equivalent to 4 straight 'D's.



## C.180 LEMANS START

Providing a really exciting beginning to any race the LeMans start sorts out the super fast drivers from the world go. It consists of two pieces of track, a turnout and a starting grid 43.7cm (17 3/16") long. Equivalent to C160 + C158 in length. Of course it can also be used as a paddock or layby.



## C.706 ACCESSORY PACK

Ideal for adding more realism to your circuit this pack consists of a selection of figures, (unpainted) straw bales, marker cones and oil drums for positioning around the circuit and jump obstacles.

paddock area without crossing on the track. Note: In every instance where model figures are shown they are supplied unpainted.

## C.700 DUNLOP BRIDGE

An attractive component for adding some height and colour to your circuit. It is generally used for access to the pit/



what happens to them. This should be kept in mind when adding scenic effects to your layout. Crowds of spectators gather and grandstands are erected at corners where the cars are travelling really fast, chicanes where there is more danger and risk of collision and pit areas where the cars have to stop for

minor repairs. All the drama and excitement of a real race meeting can be recreated using these simple additions from Scalextric. With a little care and attention to detail many of the scenes as shown in this catalogue can be duplicated on your own layout.



#### C.704 GRAND STAND

Adding that extra touch of realism to your trackside drama the grandstand is moulded in 3 colours and comes complete with a range of spectators and pressmen in realistic poses. The loudspeakers, flagpoles and flags are also included.



#### C.702 CONTROL TOWER

Every circuit of course always has a control tower. It is the nerve centre from which everything is organised. Officials will watch the circuit and ensure that safe conditions are maintained. The Scalextric control tower comes in 2 sections. In order to position spectators or officials in the higher section an artificial cardboard floor must be constructed.



#### C.275 AUTOSTART

The Autostart guarantees that neither driver has the obvious advantage of knowing when he is going to signal 'go'. Three different stages of lighting indicate warm-up laps, line up for the start and commence racing. Providing a true and fair way of beginning a race the Autostart is supplied with a special starting grid on a C.159 track together with a second piece to equalise the circuit lengths.

#### C.703 PIT STOP

The pit stop is supplied complete with model figures of mechanics, marshals and a team manager. Also included is 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.

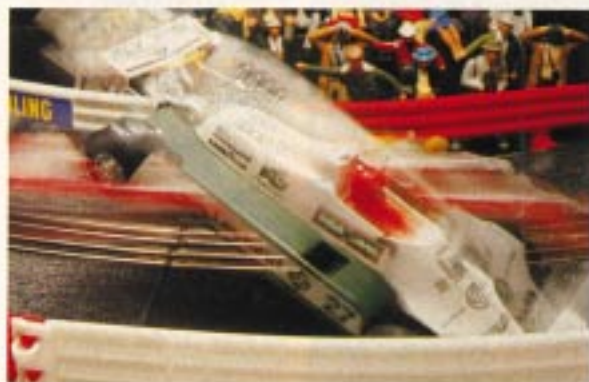


# ELECTRONIC COMPUTER UNITS

## JUST LIKE THE REAL THING

### C.450 SOUND TRACK

Providing a realistic simulation of the sounds that your car would be making in a real Grand Prix, the Scalextric Sound Track adds an extra dimension to your racing with its dramatic trackside sounds.



Picture yourself inside the cockpit of your car and positioned on the starting grid ready to commence the race. The red light is on and your engine is revving freely. A fierce sound is emitted from your exhaust as you rev the engine and wait for the green light to signal the off. Sitting in his car on the other side of the grid is your opponent just as nervous, just as tense. Being in front on that first bend is so important and you both know it. The green light is on and the cars are off, with the engines screaming into life as they accelerate down the start straight changing gear so quickly and efficiently.

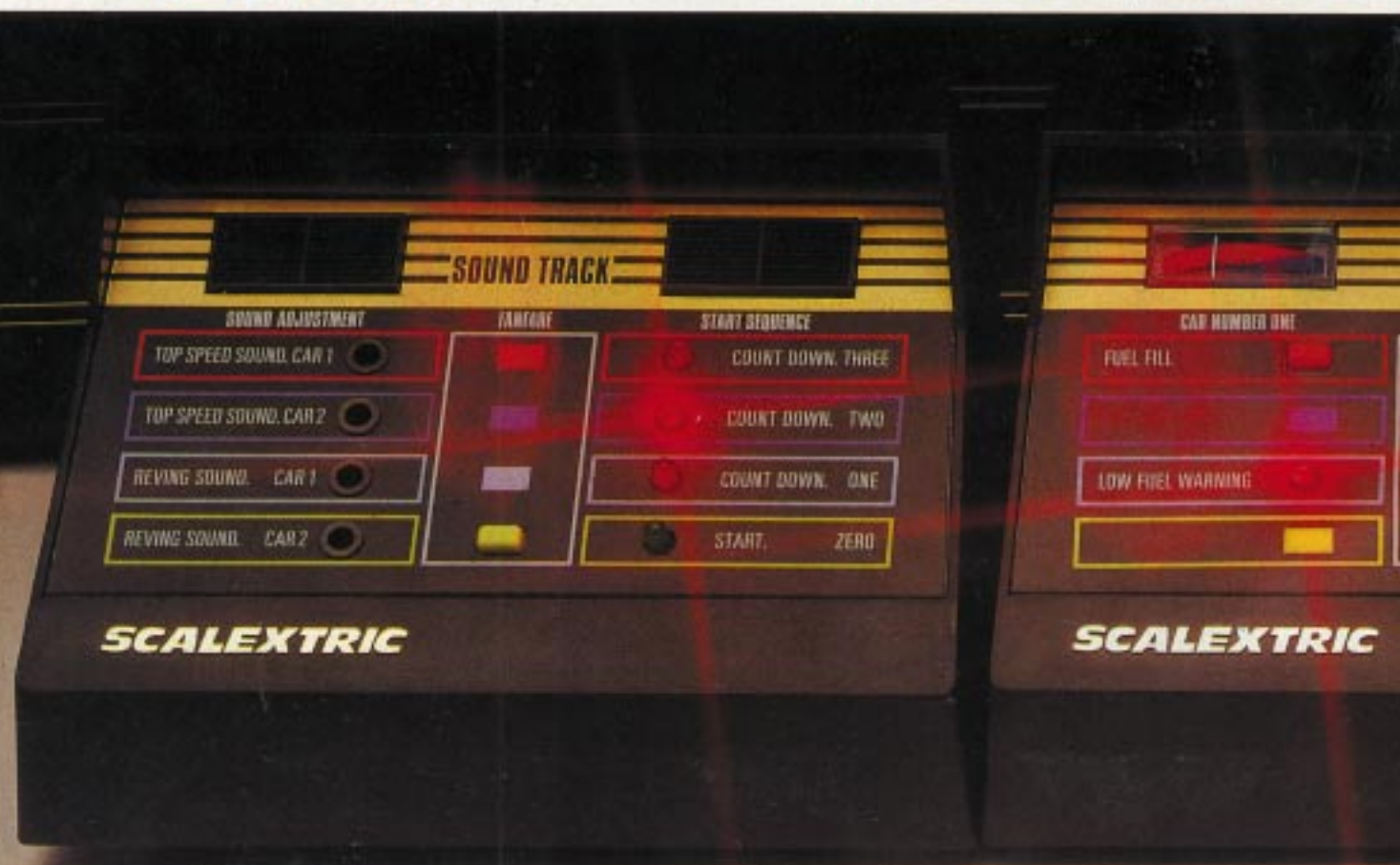
This is the excitement and drama generated by the Scalextric Sound Track Unit as all these sounds are carefully synchronised to the cars' actual movement throughout the race.

The Sound Track is simple to connect into any Scalextric circuit. Just clip the hand throttle connectors into the base of the Sound Track and the leads from the sound track into the circuit track itself. Finally, connect the power leads to the transformer and the unit is ready to race.

The engine revving and top speed sounds are adjustable for each car although they are preset at the factory and should not need initial adjustments.

### C.451 FUEL TANK

Adding yet another dimension to your Scalextric racers, the Fuel Tank simulates the fuel consumption of your car as you actually drive it, eventually cutting the power off to your car as if you had run out of fuel.



Each of these three electronic accessories from Scalextric has been carefully designed to capture a specific aspect of motor racing. Recreate the drama of a real race meeting in your own home with Scalextric cars and these exciting accessories.

The complete picture: all the necessary information is available to you the driver when the three accessories are used together. Every aspect, then, of a real Grand Prix race is available to add to your layout proving without a doubt that only Scalextric is just like the real thing.

Figures and scenic material not included.

When the power circuit is switched on the cars are automatically allocated a full tank of fuel and the fuel level reduces during the race itself. Ultrafast acceleration and heavy use of the hand throttle will burn up fuel much faster than a slower but steady speed.

When the car comes off the track the hand throttle should be released immediately as failure to do so will result in severe loss of fuel.

Each driver has his own independent fuel warning light which signals a critical fuel situation. Prior to the race commencing a pit-stop/refuelling area should be chosen where cars should stop to fill up their tanks. Initially, when the light flashes at odd intervals it indicates that the fuel level is very low and it's time to pull in and refill. Carry on racing and you will experience a loss of power, engine performance is severely restricted and the car speed drops dramatically. Eventually, when the tank is empty, the car stops.

Note: The condition of the track, the pick-up braids and the car motor are all critical to the efficient operation of this unit. The fuel tank capacity has been based around a circuit similar to the Formula 1 set.

### C.452 THINK TANK

An excellent aid to any Scalextric enthusiast the Think Tank provides detailed information concerning the race at the touch of a button. It can be used to monitor a driver's individual performance and skills helping him to watch his speeds gradually increasing as he becomes more experienced.



The Think Tank enables various types of races to be held. You can hold TIME-limited races or races which are limited by distance, i.e. a set number of LAPS. As another alternative PRACTICE sessions can be held where you endeavour to improve on your performance or test drive your car to ensure that it is in top class condition for racing.

The following information, in the form of a digital readout, is provided for both the winner and the loser—speed on your fastest lap (even if you don't win a race you may still hold the track record due to having the fastest lap)—the average speed throughout the race—the time taken on your fastest lap—the total race time itself (the race is considered over when the winner has crossed the finishing line). With all this detailed race information every enthusiast will be able to keep track of the lap times/speeds and performance of a complete day's racing. By keeping a record of the track outline, lap length and best results during a racing session you will soon build up a picture of what type of circuit best suits your skills and where you need to improve. The Think Tank will bring your Scalextric meeting even closer to the realities of real life motor racing.



# MAKING A PERMANENT LAYOUT...?



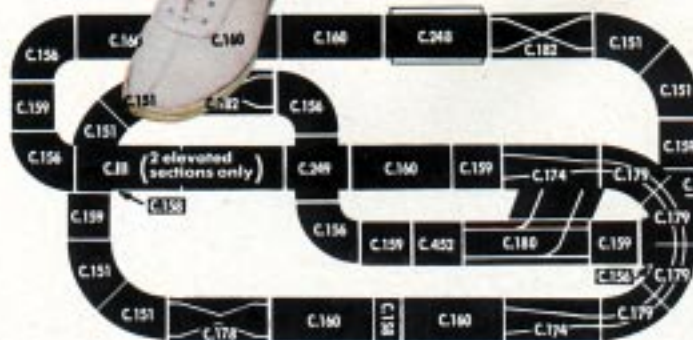
Many people, whilst accepting that a permanent Scalextric layout is an excellent idea, have been put off by the thought of the space of such a layout would occupy. With this in mind we have prepared examples of some of the various methods that have been used successfully to accommodate a reasonable size Scalextric layout.

The most common size for a permanent layout is 8' x 4' in that an exact size baseboard is readily available at most D.I.Y. shops and it allows plenty of choice for the circuit design. Whilst this may seem quite a large size, particularly in view of the space in many modern homes, with some careful planning, a little thought and some ingenuity, a permanent Scalextric layout can be readily accommodated in most homes.

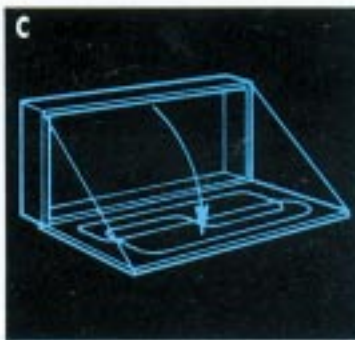
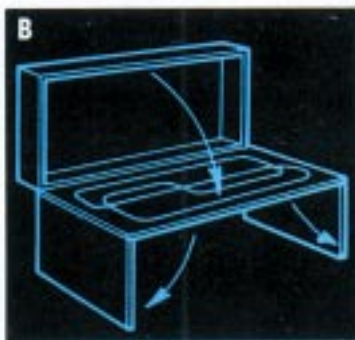
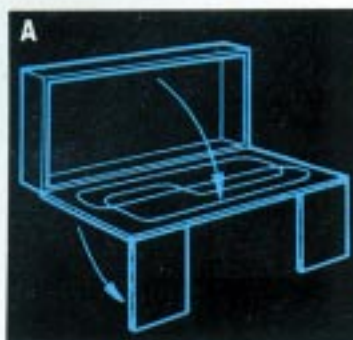
Circuits are often set out in a room in the house and remain there for a considerable time. Whilst the track is easy to assemble if this is done frequently, it is not only extra work in time it can weaken the connections between the tracks. It can be disappointing having spent a lot of time getting the layout to look right, to then have to pack it all away again. No matter how well a carpet is swept it abounds in fluff, which gets around car wheels and motors. Whilst the track is extremely durable if hand controllers or cars are left on the floor they can easily be trodden on and get broken or damaged. For reasons such as these the building of a permanent Scalextric layout is well worthwhile. Such a project may initially seem a difficult task and therefore one that many people will not consider. Over the next few pages it will be shown that this task is by no means difficult and excellent results can be achieved with a minimum amount of effort. The various stages in the construction of an exciting 8' x 4' layout mounted on a bedroom wall are now detailed.

## Materials Required

- 1-8' x 4' sheet of 3/4" blackboard for baseboard.
- 1-5' x 2' sheet of 3/4" blackboard for supports.
- 3-9' x lengths of 6" x 1" finished timber for frame.
- 3-8' lengths of 2" x 1" finished timber (3 for baseboard and 2 for each flap support).
- 7-3" hinges, various screws and rawl plugs
- 2-brass bolts
- Finishing materials for display side when stored, ie cork.
- Small mesh chicken wire
- Mutton cloth (available from most butchers)
- Plaster (Siraipite)
- Various adhesives-Unibond-Evo Silk Tile Adhesive
- Emulsion paints (green/grey/brown)
- Scenic accessories e.g. trees, lichen, flock (a number of brands are available from most model shops)







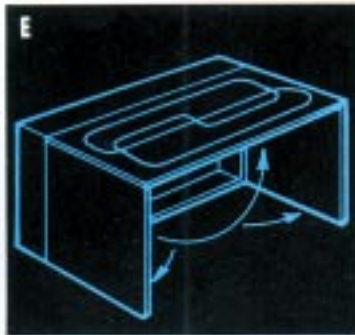
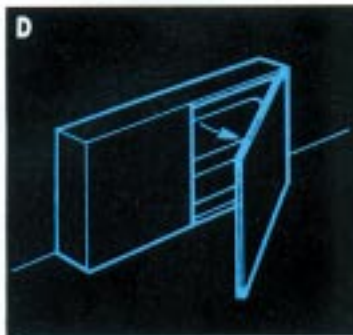
## ALTERNATIVE LOCATIONS

### Wall Mounted Layouts A,B and C

When the unit is folded away the underside can be used as a panel for displaying photographs, posters and pictures. This helps to avoid sticky tape, pins and nails being used on other walls.

### Cupboard Layouts D and E

Illustrations D and E portray a method whereby a layout can be concealed within a cupboard arrangement, the top shelf of which can be used for various models and toys.

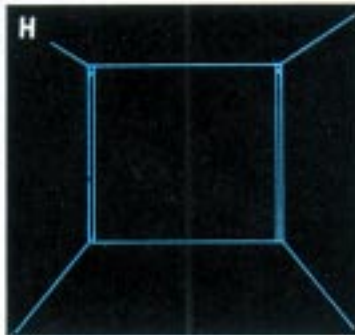
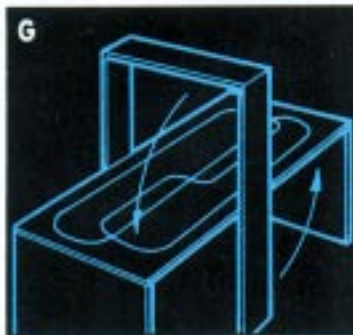


### Double Sided Table Layout F

Sometimes a games room or garage is devoted to various activities. The illustration shows a situation where a board is used for playing table tennis by mounting on trestles (it can thus be stored against a wall when not in use). A permanent Scalextric layout can easily be constructed on the underside of this board with no extra premium on space.

### Room Divider Layout G

In some children's rooms dividers are quite common. A room divider can easily be constructed that also conveniently stores the Scalextric layout as a secondary function. The support legs can be folded back to fit within the framework of the divider.



### End Wall Layout H and I

Similar to the operation of up and over garage doors, this method allows the layout to be stored flat against an end wall of a garage or a room when not in use, occupying a space of no more than 12 inches or so.

**1** First choose your site. As you can see we have chosen a bedroom. Various factors should be taken into account when ascertaining the position of the layout, including the correct play height, the position of the hand throttles and the main electrical supply.

**2** Initially the baseboard should be laid flat on the floor and the frame around it to the exact size. The frame should then be predrilled and the corners secured. The battens must then be firmly screwed to the wall. The frame can then be mounted on the battens, hinges screwed to the baseboard and the assembly offered up to

the frame. The flaps for supporting the layout when in its working position can then be made and fitted.

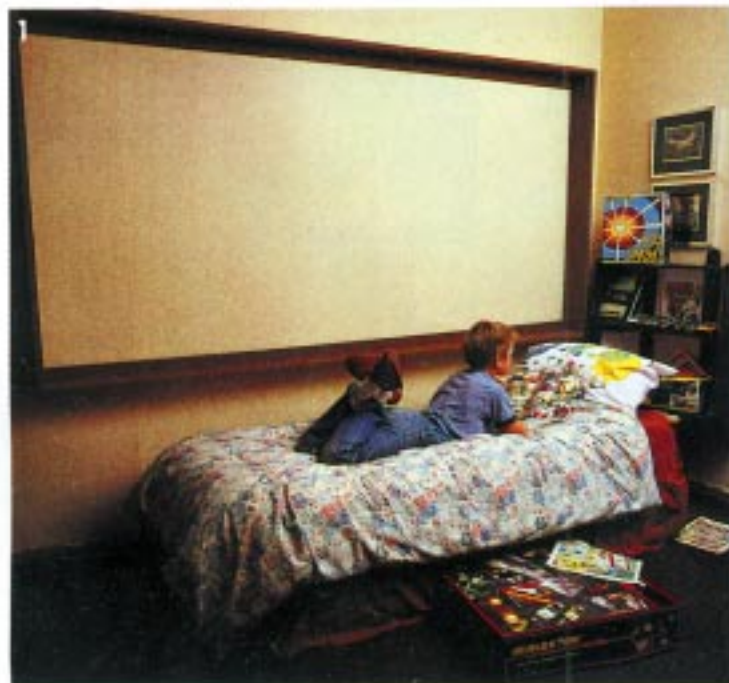
**3** Once the operational aspects of the baseboard have been checked, it can then be removed from the frame and work on the layout can begin.

Having decided upon the design for the circuit layout the track components should be assembled and checked (see layout diagram). Next fit the track components together to form the complete circuit ensuring its location on the baseboard. The positions of

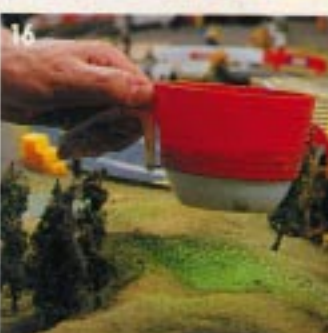


the track should then be marked out on the baseboard and the key points where scenic highlights will be required noted.

It is important when deciding upon the scenic aspects of the layout to combine a realistic approach with the practical aspects of racing on the circuit itself. Do not construct hills, mounds, etc. or position grandstands, control towers or pit stops in front of tight bends or difficult track accessories where cars may come off the track under racing conditions. Replacing cars should not be complicated by having to stretch around such obstacles.



## MAKING A PERMANENT LAYOUT...?



**4-7** The power must then be connected to the circuit and the electrical connections throughout the whole layout checked, this is an important step and can eliminate many problems later on. The electronic accessories should then be sited in their final positions and the wiring runs worked out. Slots in the board must be cut out for the wires. Subsequently the electronic units should be connected into the circuit and the complete set-up again tested for electrical connections and operational efficiency.

**8-9** The bridge supports must then be located and secured in position. The cardboard supports can be fixed as shown in the photograph by cutting a suitable off cut to size and gluing it to the baseboard. This prevents movement of the supports when the layout is folded away. If the grey wedge shaped bridge supports are to be used these should be stuck directly to the baseboard with Evo Stik. Crash barriers and flags should then be added to the layout.

**10** At this stage in the construction the exact positions of the buildings can be finalised together with the positions for the hills, slopes and other scenic accessories. Final adjustments to the positions of the track may be made at this point in the construction. Subsequently the track must be firmly fixed to the baseboard with panel pins or tacks.

**11-13** The landscaping of the layout should be undertaken next, beginning by cutting up the chicken wire, roughly contouring the banks, humps, slopes, etc. and pinning this down to the board. Care should be taken that the height of the hills does not exceed the space available inside the framework when the layout is in the closed position. Mutton cloth

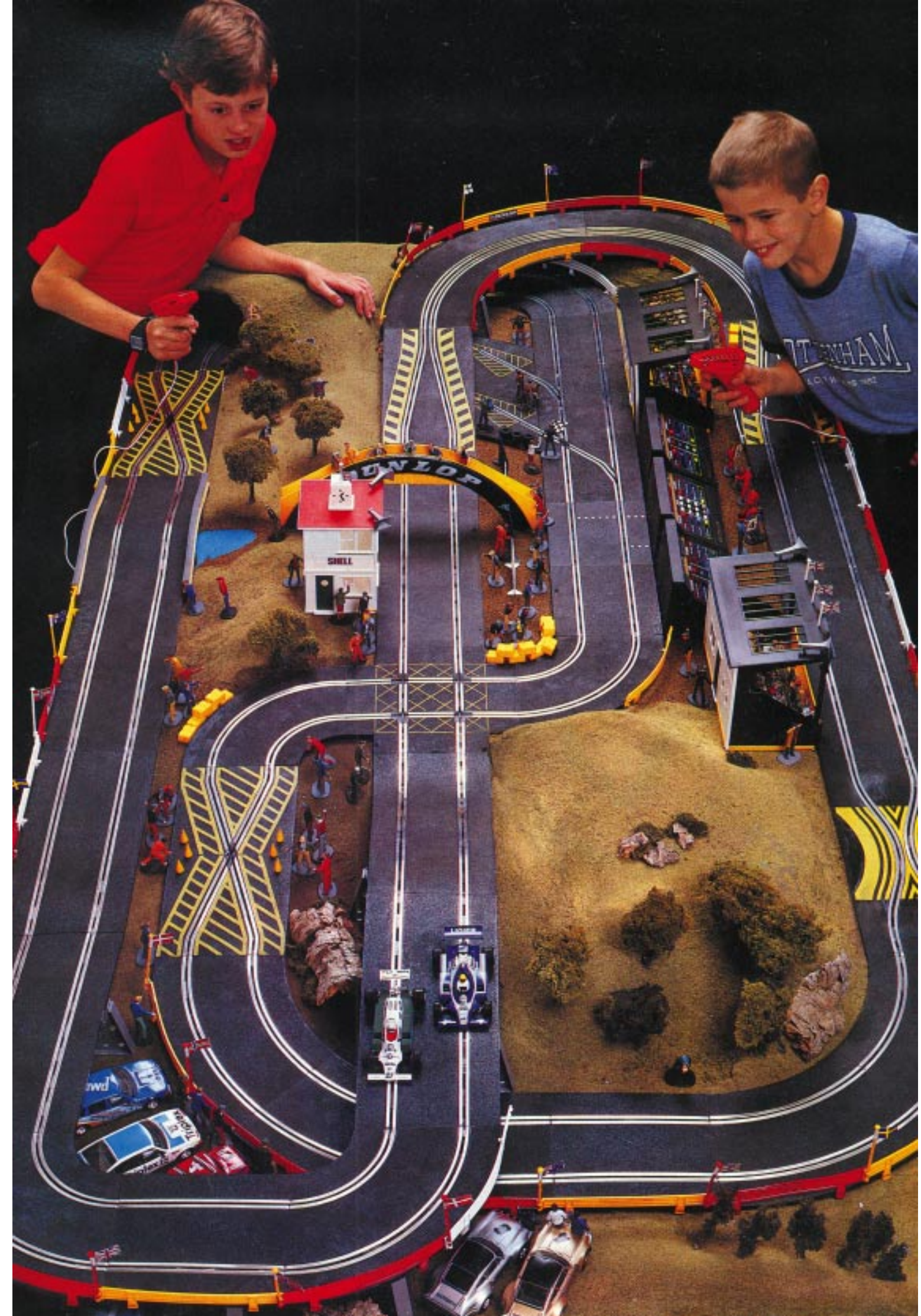


must then be cut to shape, dipped in a solution of 50% water, 50% Unibond and covered over the chicken wire. This should then be left overnight to harden. Unibond adhesive must be added around the edges to ensure a firm fit to the baseboard. Following this plaster should be spread over the cloth and shaped to suit.

**14** Care must be taken at this point not to get the plaster all over the track. After 24 hours the plaster sets completely and emulsion paint (green, brown or grey depending on the scenic areas) can be brushed over all the areas of plaster and bare baseboard. This acts as an excellent base colour for further decoration.

**15-17** Scenic figures, kits and other components can then be painted, the buildings repositioned and the figures sited at the various action points throughout the circuit. The buildings should not be permanently fixed in position due to their height. These will be removed when the baseboard is moved into the upright position. To complete the decoration of the layout itself the figures should be glued in position with Evo Stik and modelling materials, trees, bushes, grass, gravel, etc. used to finish the scenic effects.





# INTERNATIONAL CIRCUITS

*This selection of international circuits can easily be constructed from standard Scalextric track components. On most of these circuits Formula 1 Grand Prix races are held. Hold your own World Championship by racing on a series of these layouts.*



## KYALAMI-SOUTH AFRICA

The Kyalami circuit is situated approximately 20 miles from Johannesburg in South Africa and has a lap-length of 2.55 miles. The high altitude automatically gives turbo charged cars a distinct advantage. Cars can reach speeds of over 200 m.p.h on the straight. The South African Grand Prix normally features very early in the Formula 1 World Championship Series.

## ZOLDER-BELGIUM

The Belgium Grand Prix is raced on the 2.648 mile Zolder circuit. Extremely narrow and not designed for the task of coping with a Grand Prix field the Zolder pits had been the subject of a great deal of justified condemnation in times past but subsequent modifications have made substantial improvements. The lap record held by J. Watson in a McLaren stands at 118.85 m.p.h.

## LONG BEACH-USA(WEST)

The USA (West) Grand Prix is held on the twists and turns of the streets through Long Beach in California. The circuit is 2.02 miles in length and lends itself to some spectacular accidents. There are no fast corners and numerous walls to create problems for the drivers. A slow circuit the lap record is held by Nelson Piquet in the Brabham BT49C at 91.09 m.p.h.



### KYALAMI-SOUTH AFRICA COMPONENTS REQUIRED

Approximate Size 128 x 292cm (4'2" x 9'7")  
3 x C159/9 x C160/1 x C165/7 x C151/  
2 x C152/3 x C153/3 x C154/2 x C156



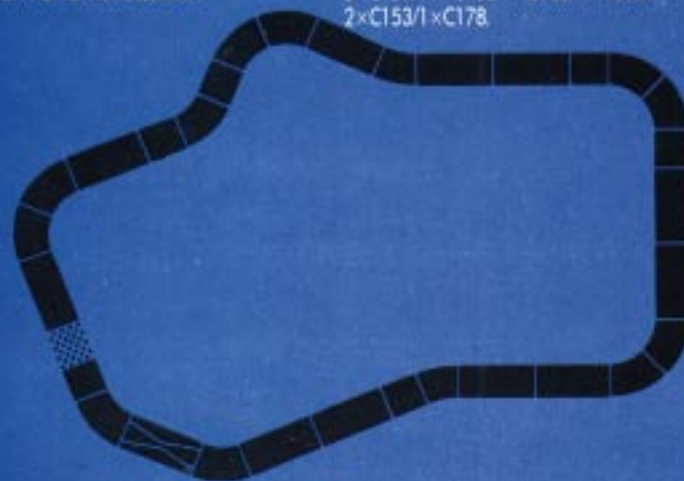
### LONG BEACH-USA(WEST) COMPONENTS REQUIRED

Approximate Size 220 x 315cm (7'3" x 10'4")  
1 x C157/1 x C158/6 x C159/13 x C160/  
1 x C165/3 x C151/2 x C152/4 x C153/  
2 x C154/2 x C156



### SILVERSTONE-ENGLAND COMPONENTS REQUIRED

Approximate Size 232 x 310cm (7'7" x 10'2")  
5 x C159/11 x C160/1 x C165/11 x C151/  
2 x C153/1 x C178



### ZANDVOORT HOLLAND COMPONENTS REQUIRED

Approximate Size  
235 x 289cm (7'8" x 9'6")  
1 x C157/3 x C159/14 x C160/  
1 x C165/12 x C151/4 x C153/  
4 x C154/4 x C156



### SILVERSTONE-ENGLAND

The fastest and largest of the British aerodrome circuits, Silverstone is also one of the fastest circuits in the Formula 1 World Championship with speeds of over 140m.p.h. an average throughout a complete lap being possible. As a closed airfield it was taken over by the Royal Automobile Club who held the first post-war R.A.C. Grand Prix there in 1948. With no slow corners spectators and drivers can enjoy the thrills provided by a variety of really fast twists and bends. The circuit has a lap distance of 2.9 miles and is situated in open countryside near Towcester.

### BRANDS HATCH-ENGLAND

Brands Hatch just off the A20 near Farningham in Kent has graduated from a small motorcycle grass track in 1928 to one of Britain's finest

Grand Prix circuits. The track in 1950 was used exclusively by motorcycles and early Formula 3 single seater machines on which many famous drivers learned to race.

In 1954 the course was extended from 1-1 1/4 miles by adding a loop with its now famous Druids Bend at the top of a steep rise. Extended again in 1960 (2.65 miles) and given permanent stands and pits, it was not until 1964 that the first British Grand Prix was held there.

### ZANDVOORT-HOLLAND

Zandvoort home of the Dutch Grand Prix is situated on the coast near Haarlem, it has a lap distance of 2.6 miles. The double bend of the Hunze Rug where the circuit runs around the back of the pits provides a formidable obstacle. The lap record, held by Rene Arnoux in a Renault, is 119.86 m.p.h.

### MONTE CARLO-MONACO

The unique Monaco circuit is amongst the most famous in the world. It is one of the shortest (2.058 miles) and slowest and yet provides some of the most exciting racing seen in the Grand Prix calendar. The 1982 race was won by R. Patrese in a Brabham BT49 at an average speed of 82.21 m.p.h.

### LE MANS-FRANCE

The Le Mans 24 hour is recognised worldwide as the classic endurance event. 1982 saw the 50th anniversary of this prestigious race. Traditionally it starts at 4 in the afternoon. 1925 saw the first Le Mans style start, the drivers having to run to their cars and erect folded hoods before starting off. The circuit is currently 8.475 miles long and features the longest straight in motor racing at 3 1/2 miles where speeds of well over 200m.p.h. can be achieved.



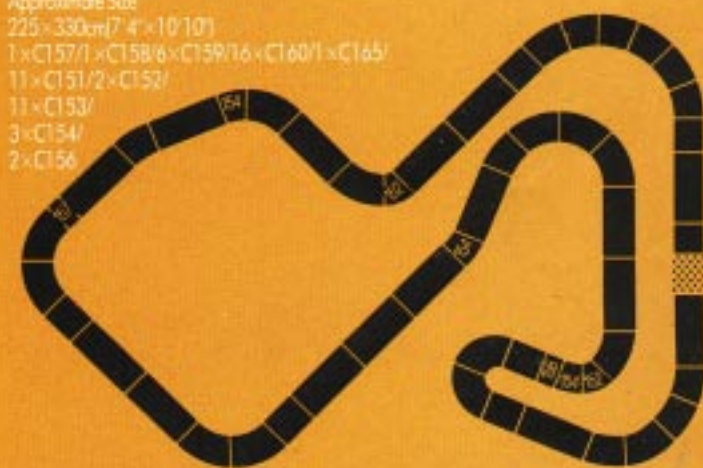
### ZOLDER-BELGIUM COMPONENTS REQUIRED

Approximate Size 150 x 325cm (4'11" x 10'8")  
2 x C157/5 x C159/6 x C160/1 x C165/  
15 x C151/1 x C152/3 x C153/3 x C154/  
2 x C156



### BRANDS HATCH-ENGLAND COMPONENTS REQUIRED

Approximate Size 225 x 330cm (7'4" x 10'10")  
1 x C157/1 x C158/6 x C159/16 x C160/1 x C165/  
11 x C151/2 x C152/  
11 x C153/  
3 x C154/  
2 x C156



### MONTE CARLO-MONACO COMPONENTS REQUIRED

Approximate Size 394 x 264cm (12'11" x 8'8")  
1 x C157/4 x C158/17 x C160/  
1 x C165/7 x C151/5 x C152/  
8 x C153/6 x C154/11 x C156



### LE MANS 24 HOUR CIRCUIT COMPONENTS REQUIRED

Approximate Size 160 x 393cm (5'3" x 12'10")  
4 x C159/13 x C160/1 x C165/4 x C151/  
2 x C152/5 x C153/3 x C154/  
4 x C156



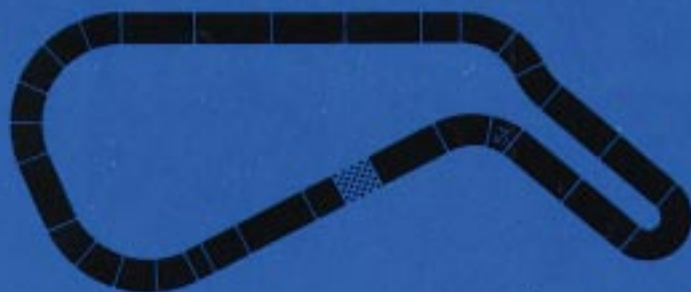
# NATIONAL CIRCUITS

The club circuits as shown on this page are in constant use throughout the year and are a focal point for the gatherings of motor racing enthusiasts. All sorts of events are held at these meetings including modified and production saloon races, special challenge series, e.g. Unipart Metro Challenge, Mini Challenge, races for historic cars and also the various Formula classes.



## MALLORY PARK-Leicestershire COMPONENTS REQUIRED

Approximate Size-  
140cm x 330cm (4'7" x 10'10")  
1 x C158 2 x C151  
2 x C159 11 x C153  
11 x C160 1 x C154  
2 x C156 1 x C165



## SILVERSTONE-Northampton COMPONENTS REQUIRED

Approximate Size-  
143cm x 280cm (4'8" x 9'2")  
2 x C157 12 x C160  
1 x C165 3 x C151  
1 x C152 1 x C153  
1 x C154 2 x C156



## SNETTERTON-Norfolk COMPONENTS REQUIRED

Approximate Size-  
348cm x 193cm (11'5" x 6'4")  
1 x C157 13 x C160  
4 x C159 1 x C165  
5 x C153 2 x C152  
4 x C156 3 x C154  
5 x C151



## DONNINGTON PARK-Derbyshire COMPONENTS REQUIRED

Approximate Size-  
130cm x 351cm (4'3" x 11'6")  
1 x C157 4 x C159  
1 x C165 10 x C160  
9 x C151 3 x C152  
3 x C153 1 x C154  
1 x C156



**MALLORY PARK-Leicestershire.**

Mallory Park is one of Britain's several small club circuits and is situated near Hindley about 8 miles from Leicester. The small 1.35 mile circuit is well sited around a lake in a woodland park.

**SILVERSTONE(CLUB CIRCUIT)-Northampton.**

The club circuit of this track near Towcester, Northampton is considerably shorter than that for the Formula 1 Grand Prix. It has some very fast sections and is 1.608 miles long. The lap record was broken this Spring when Jonathan Palmer lapped the circuit at over 83 m.p.h.

**THRUXTON-Hampshire.**

The Thruxton circuit is 2.356 miles in length and situated about 5 miles west of Andover.

**OULTON PARK-Cheshire**

One of the finest road circuits in the country, Oulton Park in Cheshire was opened in 1953 and has a circuit length of 1.654 miles.

**SNETTERTON-Norfolk.**

Situated in East Anglia near Norwich, Snetterton is one of the largest and fastest circuits in the country. Illustrated in its shortened lap distance of 1.917 miles, access to the circuit is very easy as the A11 London-Norwich road passes the gate.

**DONNINGTON PARK-Derbyshire.**

The Donnington Park circuit has a track length of 1.95 miles and features some fast bends together with some good straight sections.

**CASTLE COMBE-Wiltshire.**

A focal point for motor racing enthusiasts in the South West, the Castle Combe circuit near Chippenham, Wiltshire is 1.84 miles long.

**CADWELL PARK-Lincolnshire.**

The Cadwell Park circuit is situated between the market towns of Louth & Horncastle, Lincolnshire. The hairpin corner provides some fine drama and excitement on this 2.25 mile circuit.



# Austin Rover

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