

SCALEXTRIC®



ELECTRIC MODEL RACING

27th EDITION

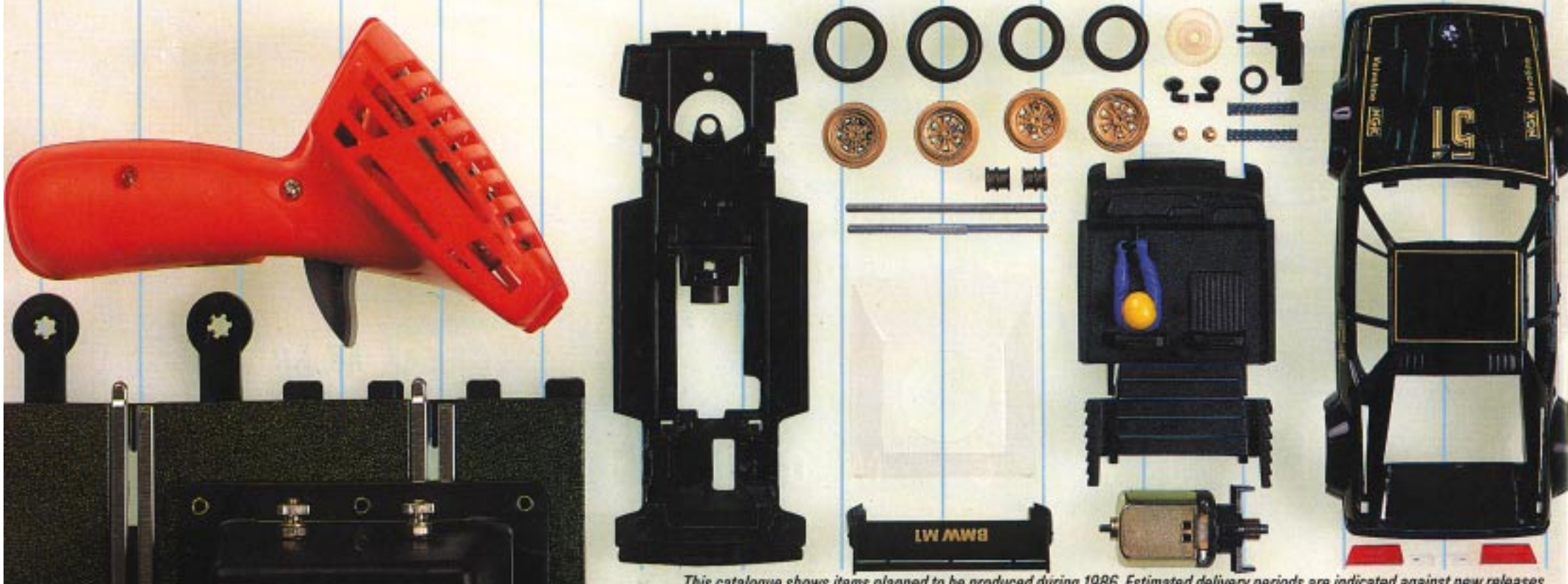
Scalextric brings the fun and excitement of motor racing right into your home where children and adults together can enjoy the thrill of the race.

Anyone can drive the vehicles (no licences needed!) but, as in the real sport, those that practise diligently are the more likely to develop the skill that wins races. Assembly of a set is straightforward. The 12 volts D.C. electric supply from the mains power unit runs through the comfortably sculpted hand throttles to a connector lodged beneath the clip-together track. A guide under the front end of each vehicle holds it in the track slot and picks up the current. But you must drive at the right speed round corners, just as with a real vehicle, or you will come off the track.

The vehicles are built to withstand the sort of knocks to be expected in competitive racing with parts designed to become detached, rather than to break, on impact. They are easy to re-fit.

When you get too good at racing on your set track circuit, there is no end to the variety of other circuits that can be constructed using the parts in the set and an assortment of the extra sections shown on pages 33-35

Scalextric presents this splendid range of sets, vehicles and accessories for you to indulge in the great Hobby Sport of Model Motor Racing.



This catalogue shows items planned to be produced during 1986. Estimated delivery periods are indicated against new releases.

ACCESSORIES

SINGLE SEAT CARS

CARS WITH LIGHTS

ACTION SPECIALS

FORMULA 1 CARS

RALLY CARS

BLOW OUT

FORD XR3i

AUSTIN ROVER

GRAND PRIX

LE MANS 24 hr

FORMULA 1

FLYING LEAP

RALLYE
INTERNATIONALE

POLE POSITION

READY TO RACE
SET

READY TO RACE
SET

READY TO RACE
SET

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SET

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SET



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**C.695
POLE POSITION
RACING SET**

SET CONTENTS

- Wolf Car
- Team Talbot Car
- 8 Straights
- 5 Half Straights
- 1 Rev Start
= Half Straight
- 6 Standard Curves
- 3 Banked Curves
- Crash Barriers
- Bridge Supports
- Track Wedges
- 2 Hand Throttles
- Power Pack for
operation from AC Mains
220-240 volts 50 Hz
Available late 1986

Team Talbot



Wolf



Track circuit space
required 9' 3" x 3' 2"
282 x 97 cms





READY TO
SET
RACE

POLE POSITION

Engines roar, oily smoke drifts across the scene, tension rises as the moment for the start approaches. They're off! And all this is happening with the Scalextric Pole Position set. The start unit contains inconspicuous rollers and smoke generators. When the cars are positioned with their driving wheels on the rollers and the throttle triggers are pressed, the wheels roar round but the cars don't move. Smoke drifts out, apparently from the exhausts. The official starter slides his control button, the rollers drop down and the cars are away. No extra wiring needed for the start unit. All electric connections are made internally through the track. Supply of smoke oil and loading syringe included.

E W

SCALEXTRIC 5

C.697
RALLYE
INTERNATIONALE SET

SET CONTENTS

- Navico Metro 6R4 Car
 - Audi Quattro Car
 - 3 Straights
 - 1 Starting Straight
 - 1 Changeover Track
 - 2 pieces
 - 8 Standard Curves
 - 3 Banked Curves
 - Crash Barriers
 - 2 Hand Throttles
 - Power Pack for operation from AC Mains 220-240 volts 50 Hz
- Available mid 1986

Audi Quattro



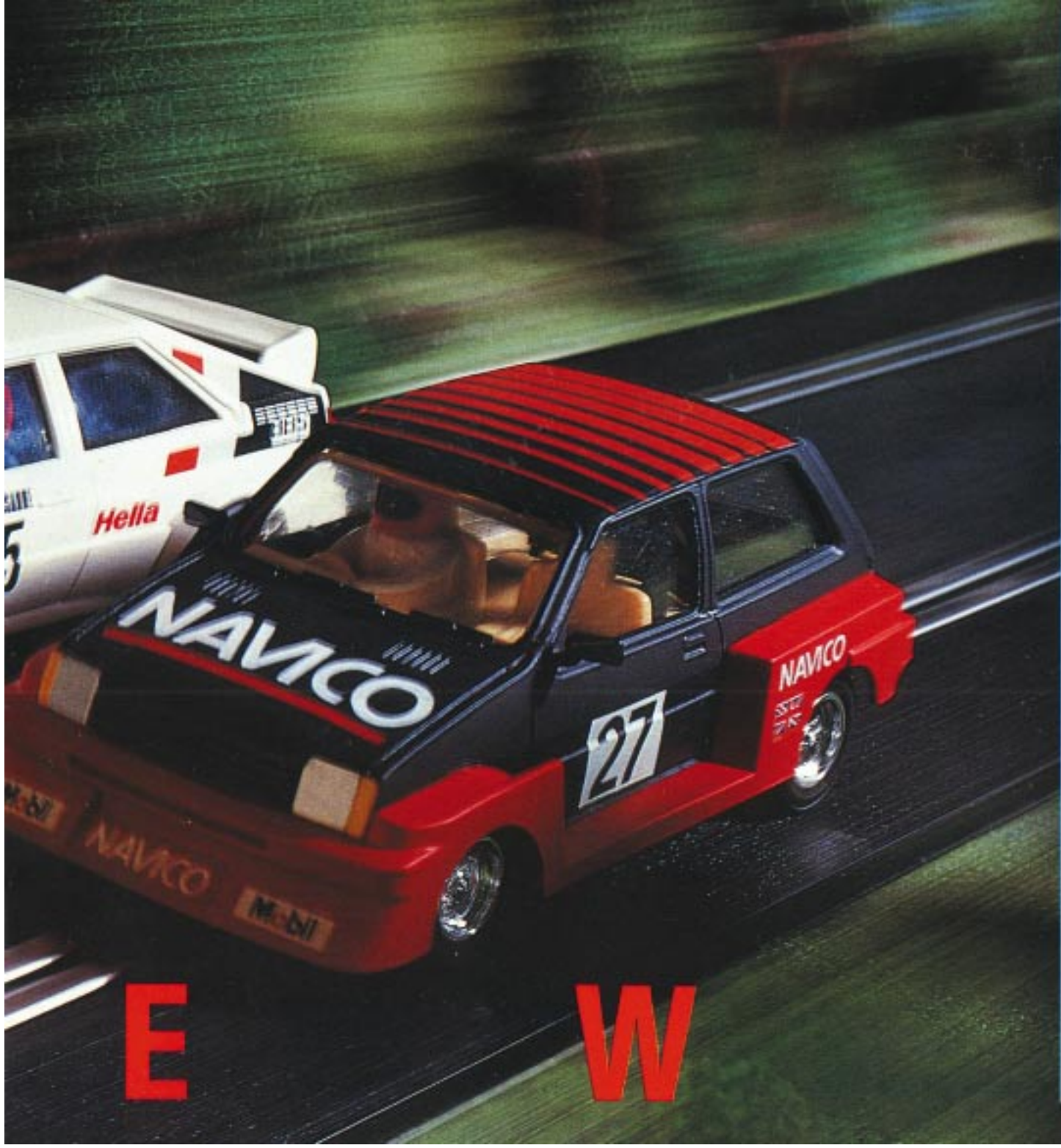
Navico Metro 6R4



Track circuit space
required
7' 5" x 3' 3"
225 x 100 cms



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READY TO
SET RACE

Try your hand at driving the Navico Metro 6R4 over this tortuous rally circuit. With its specially faired wheel arches its a strong performer but can it hold the four wheel drive Quattro? The changeover tracks equalise the running lengths of the two lanes and provide a constant collision hazard to each car as they twist and turn across it.

RALLYE
INTERNATIONALE

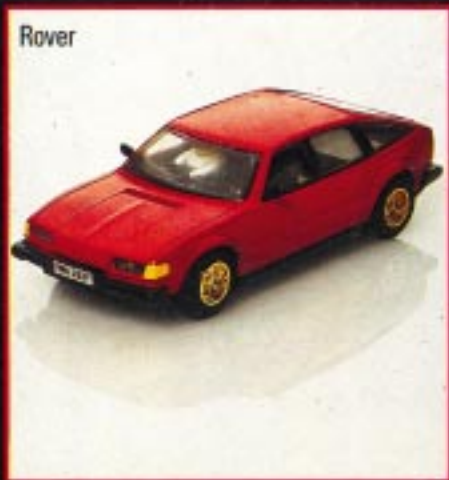
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SCALEXTRIC 7

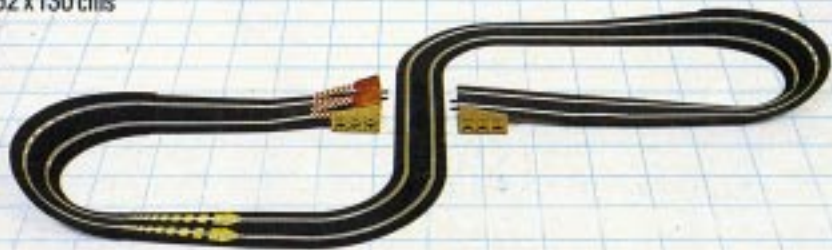
C. 696
FLYING LEAP SET

SET CONTENTS

- Rover Car metallic red
 - BMW Car gold
 - 7 Straights
 - 4 Half Straights
 - 1 Starting Straight
 - 4 Standard Curves
 - 6 Banked Curves
 - Crash Barriers
 - Jump Bridge
 - Hay Bales
 - Track Wedges
 - 2 Hand Throttles
 - Power Pack for operation from AC Mains 220-240 volts 50 Hz
- Available late 1986*



Track circuit space
required
8' 3" x 4' 3"
252 x 130 cms



READY TO
SET RACE

FLYING LEAP

All motoring enthusiasts will have seen cars jumping on TV and now the excitement can be recreated with Scalextric. The jump is a half straight track's length. An extra half straight section is supplied for the faint-hearted to bridge the gap. For champion drivers the half can be added to the main circuit, doubling the length of the jump. Special guides attach to the landing side but skill is needed to put a car to the jump at exactly the right speed. The jump is not suitable for all Scalextric vehicles. Side mirrors must be removed for jumping.

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SCALEXTRIC® 9

**C.680
FORMULA ONE**

SET CONTENTS

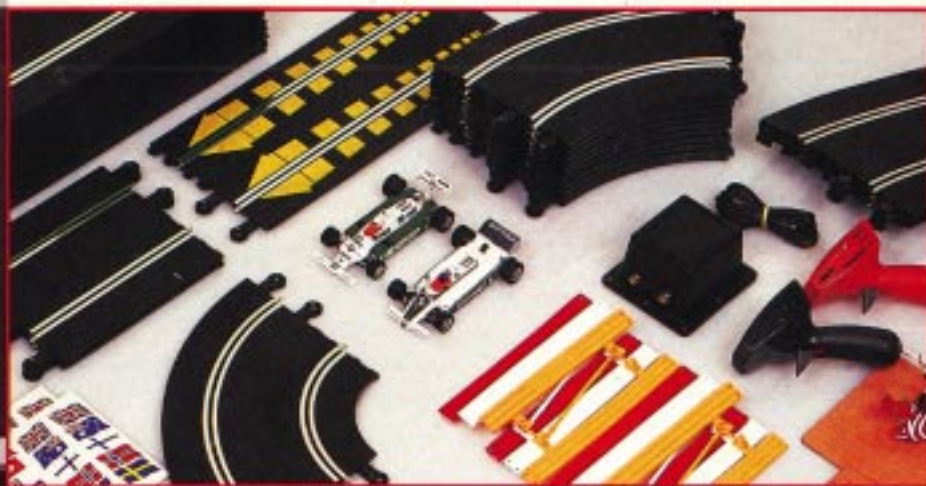
- Brabham BT49C Car
- Williams FW07B Car
 - 12 Straights
 - 2 Half Straights
 - 1 Starting Straight
 - 10 Standard Curves
 - 1 Double Inner Curve
 - 3 Banked Curves
 - Crash Barriers
 - Bridge Supports
 - 2 Hand Throttles
- Power Pack for operation from AC Mains 220-240 volts 50 Hz

*C.681 Export Version
Without Power Pack*

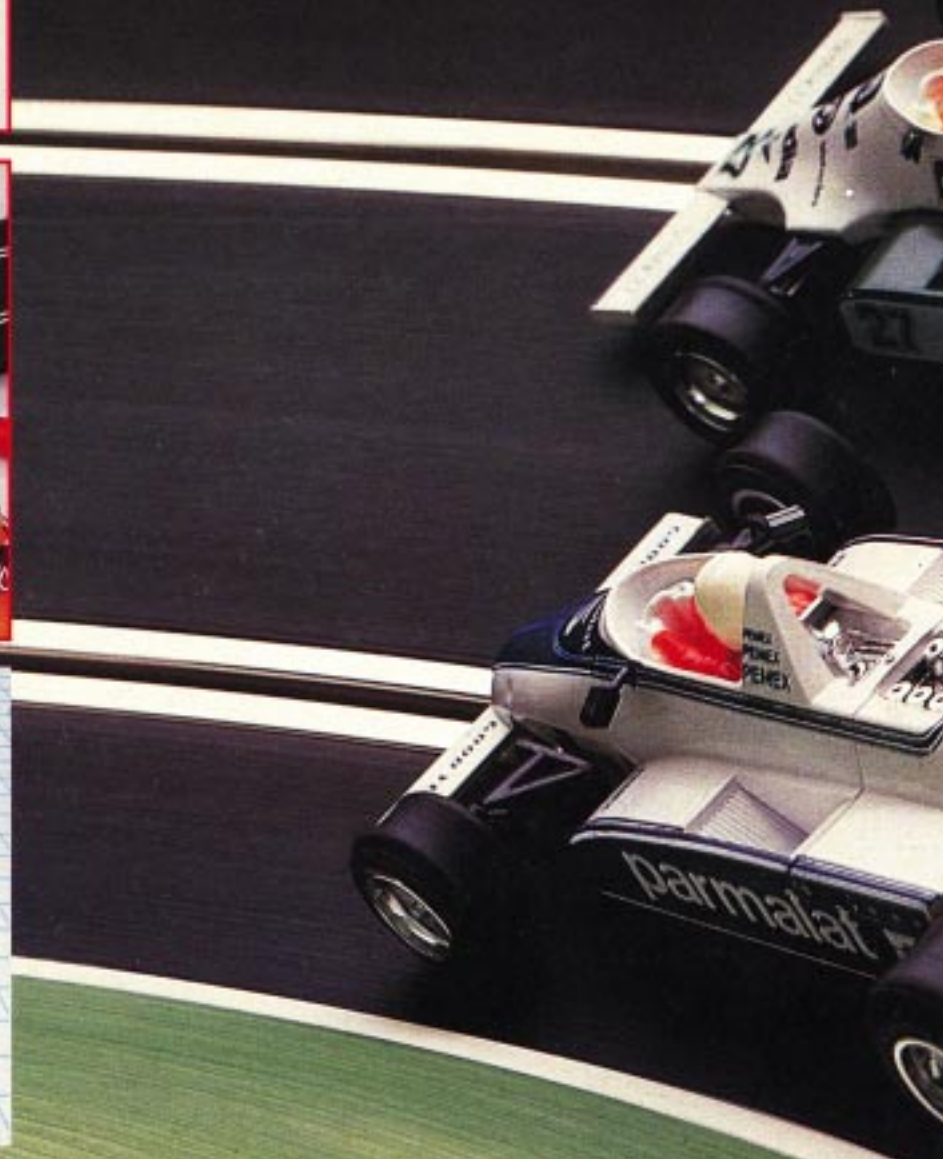
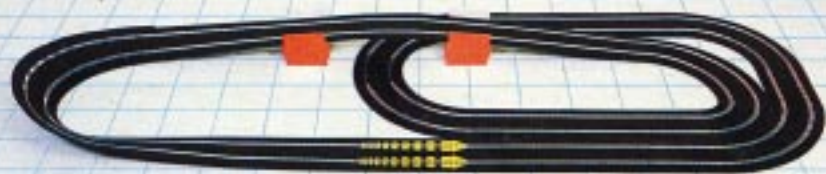
Brabham BT49C



Williams FW07B



Track circuit space
required
8' 3" x 3' 3"
252 x 100 cms



READY TO
SET RACE

FORMULA 1

In keeping with its name and the types of cars, the circuit supplied with this set provides for very fast racing. The only real hazard is the double inner curve which calls for driving care and skill. Real Brabham and Williams cars are long standing rivals of closely matched performance and the Scalextric versions reproduce this brilliantly. Everything needed to set up and race is included with the exception of a mains plug for the power pack.



SCALEXTRIC®

**C.664
LE MANS 24 HOUR
RACE**

SET CONTENTS

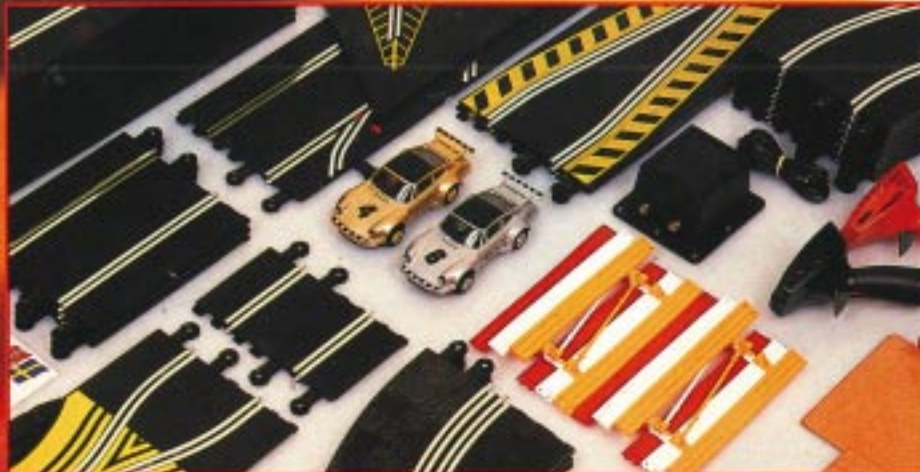
- 2 Porsche Cars with Lights
 - 15 Straights
 - 3 Half Straights
 - 1 Quarter Straight
 - 1 Le Mans Start
 - 1 Skid Chicane
 - 1 Short Chicane
- 2 pieces
- 3 Curved Chicanes
- 9 Standard Curves
 - Crash Barriers
 - Bridge supports
 - 2 Hand Throttles
 - Power Pack for operation from AC Mains 220-240 volts 50 Hz

*C.665 Export Version
Without Power Pack*

Porsche Turbo (gold)

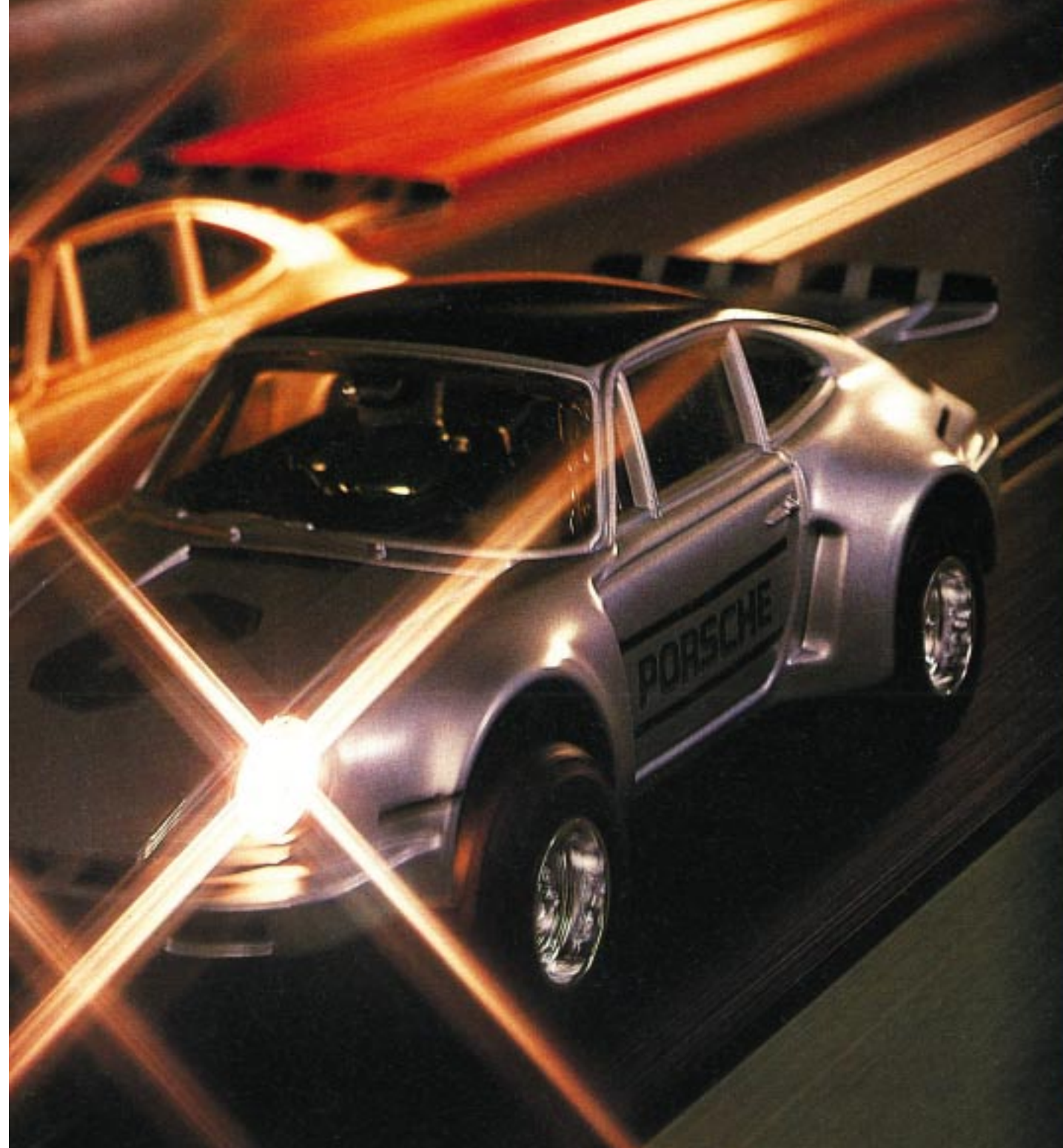


Porsche Turbo (silver)



Track circuit space
required
12' x 4' 9"
365 x 144 cms





**READY TO
SET TO RACE**

The Le Mans 24 hour race was first run in 1923 and has been one of the highlights of the European motor racing season ever since. With this monster Scalextric set you get two superbly finished Porsches with working headlights, a track circuit of 33 ft. (10 metres) running length including skid and curved chicanes and a special Le Mans start. You really can race in the dark and it is a safe bet that a Porsche will be the winner! A mains plug for the Power Pack is required.

LE MANS 24 hr

SCALEXTRIC [®]

C.698
GRAND PRIX SET

SET CONTENTS

- Qudos Car
- Kötzing Car
- 3 Straights
- 1 Starting Straight
- 2 Half Straights
- 8 Banked Curves
- Crash Barriers
- Bridge Supports
- 2 Hand Throttles
- Power Pack for operation from AC Mains 220-240 volts 50 Hz

*C.719 Export Version
Without Power Pack*

Qudos Car



Kötzing Car



Track circuit space
required 5' 9" x 2' 6"
175 x 80 cms





**READY TO
SET TO RACE**

The track sections included with this set make up into a classic figure of eight banked circuit. This has equal running length for each car and allows really high speed racing. The cars are already brightly coloured and marked and a transfer sheet is supplied to enable drivers to personalize their vehicles.

GRAND PRIX

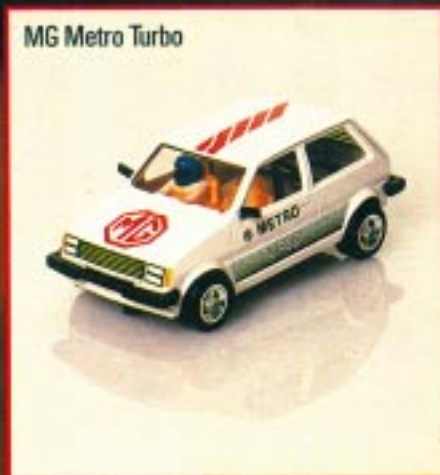
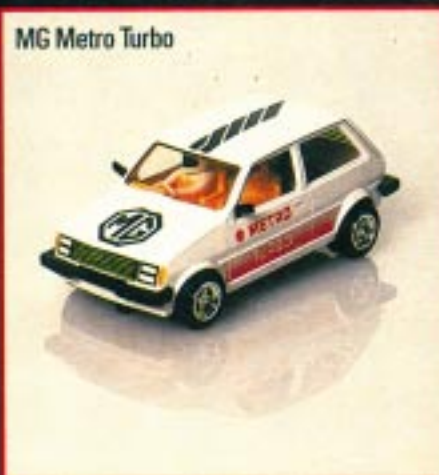
SCALEXTRIC [®] 15

**C.652
AUSTIN ROVER
CHAMPIONSHIP SET**

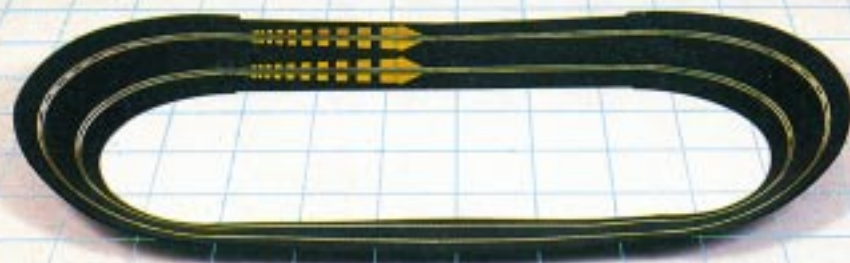
SET CONTENTS

- 2 MG Metro Turbo Cars
 - 3 Straights
 - 1 Starting Straight
 - 6 Banked Curves
 - 2 Hand Throttles
 - Power Pack for operation from AC Mains 220-240 volts 50 Hz

*C.653 Export Version
Without Power Pack*



Track circuit space
required
4' 9" x 2' 5"
144 x 73 cms





READY TO
SET RACE

The two MGs are exceptionally frisky cars and require skilled handling to get them round the bankings at each end of the circuit at maximum speed. Driving them is easy enough but winning is not always so easy! The cars have lifting tailgates and a sheet of transfers is provided for the user to enhance the decoration.

AUSTIN ROVER

SCALEXTRIC®

**C.676
FORD XR3i SET**

SET CONTENTS

- 2 Ford XR3i Cars
 - 4 Straights
- 1 Starting Straight
 - 1 Skid Chicane
- 6 Banked Curves
- 2 Hand Throttles
- Power Pack for operation from AC Mains 220-240 volts 50 Hz

*C.677 Export Version
Without Power Pack*

Ford XR3i (silver)

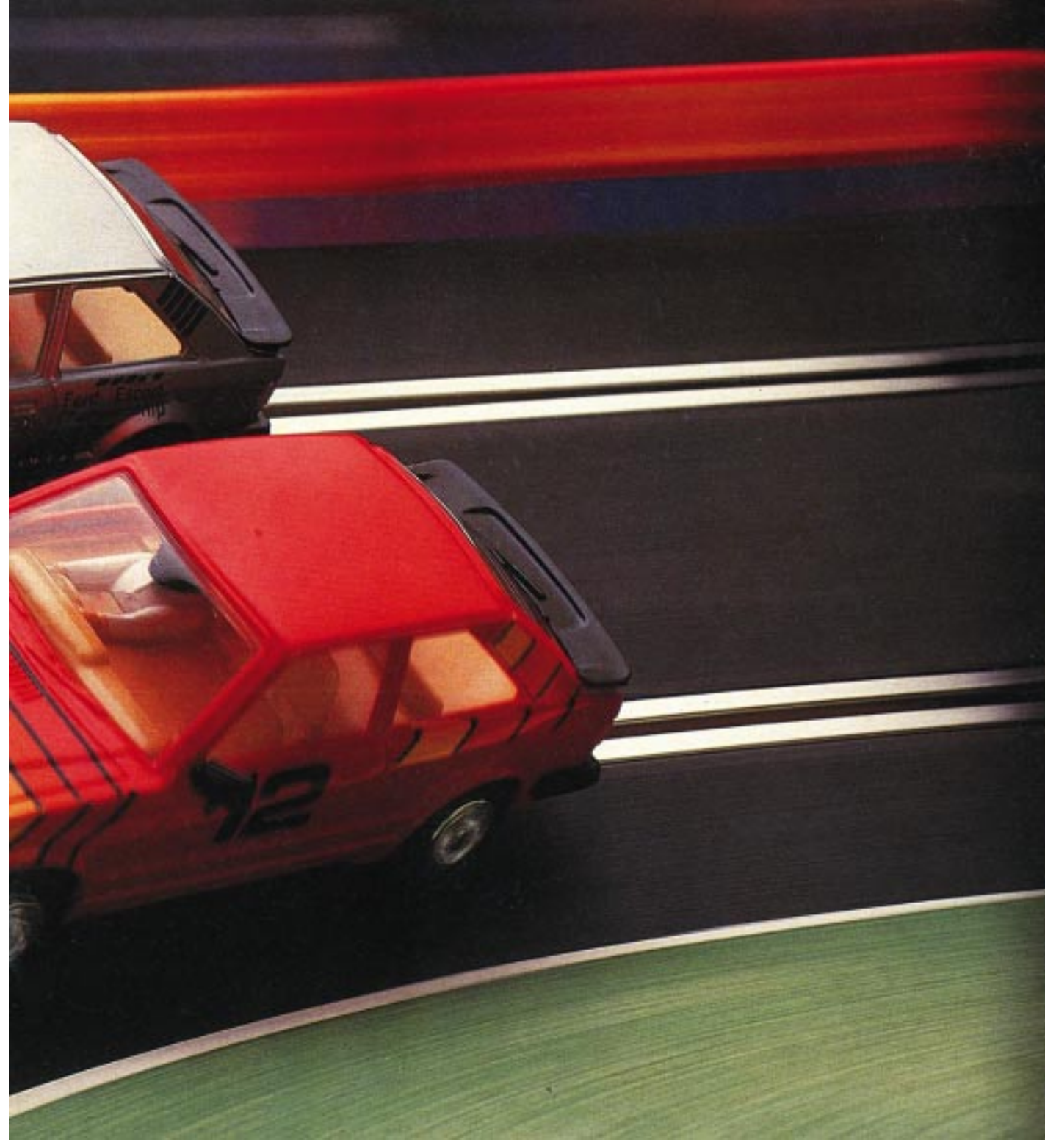


Ford XR3i (red)



Track circuit space
required
5' 11" x 2' 5"
179 x 73 cms





**READY TO
SET TO RACE**

FORD XR3i

The banked oval track would be the fastest and easiest circuit to drive round if it didn't have the skid chicane lurking down one side to catch out the unwary. Even so it is possible for the cars to approach their full speed on the remainder of the track. The cars supplied in this set do not have operating headlights but a sheet of transfers is included which will further enhance their realistic appearance.

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C.670
BLOWOUT™ SET

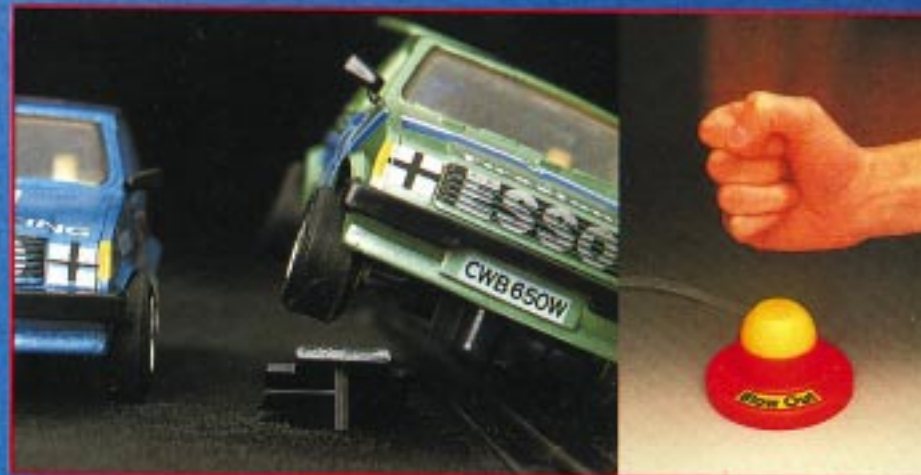
SET CONTENTS

- 2 Metro Cars
- 3 Straights
- 1 Starting Straight
- 2 Blowout Straights
- 6 Banked Curves
- Crash Barriers
- 2 Hand Throttles
- Power Pack for operation from AC Mains 220-240 volts 50 Hz

Unipart Metro



Valvoline Metro



Track circuit space
required
5'11" x 2'6"
179 x 76 cms





**READY TO
SET
RACE**

The Blowout® set gives you all the excitement of ordinary Scalextric high speed racing plus the risk of your opponent inflicting a tyre blowout on your car. The two special blowout track sections have small flaps which jump up when the rubber biffer is operated, simulating a severe puncture. The game is to try and knock your opponent off the road while avoiding him doing the same to you. Exact timing and intense concentration are needed.

BLOW OUT™

SCALEXTRIC®

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C.148 COMPUTERVERSION METRO 6R4
 Model is based on the prototype Metro 6R4 from which was developed the vehicle Tony Pond handled so successfully in the 1985 Lombard RAC Rally.
 Available mid 1986

NEW



C.366 DUCKHAMS METRO
 The crisp colour scheme shows off well the Metros clean lines. Spare long line pick-up braids are included with all vehicles.



C.348 AUDI QUATTRO
 The remarkable performance of the prototype is effectively simulated in the Scalextric version which also has 4 wheel drive.

C.324 VALVOLINE METRO
Competition tuned Metros reach speeds of 125 mph (200 kph). Scaled at about 1:32, Scalextric ones will do even more!



C.347 BMW M1
The classic lean and hungry look of BMW sports cars is faithfully reproduced in this low, track-hugging model.

The impact of trade sponsorship on the world of motor sport has increased remarkably during the past 15 years or so. Before then there was the occasional discreet sticker to be found on a car usually advertising a motor accessory, tyre or oil brand. Nowadays the entire vehicle may be decorated in the house colours of the main sponsor with many sub-sponsors incorporated.

Scalextric has moved with the times and has developed the technology to reproduce these attractive finishes with a high degree of authenticity.

RALLY CARS

C.376 MOBIL XR3i

The Mobil 05 is another Australian inspired subject, modelled on a car racing at Bathurst, 130 miles from Sydney.

Available early 1986



NEW

C.375 PALMER TUBE MILLS XR3i

This model was inspired by a contender in the Australian Bathurst 24 hour race, a mighty test of men and machines.

Available early 1986



NEW



NEW

C.379 FORD CAPRI 3.0s

Because of its relatively large size and weight, the Capri is a specially good car for the less experienced Scalextric driver.

Available early 1986



NEW

C.380 BISON COMPUTERS DATSUN 260Z

The red 260Z dates from 1974 and is one of the older cars modelled by Scalextric. It races well with the Capri.

Available mid 1986

**C.138 SAUDIA LEYLAND WILLIAMS
FWD 78**

Apart from its stunning speed and track holding, the Williams is a lovely model with plated parts and delicately printed finish.



C.139 PARMALAT BRABHAM BT49

The low centre of gravity, wide wheel spacing and broad tyres combine to produce a really potent racing vehicle.



These are the real thoroughbreds. Their designers and promoters spare no effort to achieve fantastic speeds, cornering ability, braking, reliability, fuel economy and driver safety. All these aspects contribute to the excitement of the intensely competitive Grand Prix racing scene. And beyond all this, the pioneering work they do is later reflected in the design of ordinary family saloons for the benefit of us all.

FORMULA 1 CARS

C.362 POLICE CAR

3½ litre Rovers are popular with Police Forces for their power and speed. The roof light cluster illuminates when running.



C.367 DATSUN 4 X 4 HIGHWAYMAN

Available mid 1986

NEW



C.368 DATSUN 4 X 4 HAWAIIAN CRUISER

Available mid 1986

NEW



C.302 LOW LOADER

The trailer can carry a Scalextric car or other loads. Plated cab accessories include horns, aerial, ladder and front crash grille.





C.370 T45 TEAM ROADTRAIN

The massive T45 is 11¼" (28.5 cm) long and a fine scale model with intricate details and a lift-off trailer roof.

Despite the length and height of the articulated vehicles they are quite easy to drive over most normal circuits. As with real juggernauts there are restrictions to be observed and it is recommended to avoid layout circuits with bridges and/or inner curve track sections.

Developed as pick-up trucks for use on rough terrain, customised Datsun 4 x 4 s have become popular as fun buggies. Scalextric has come up with two new striking styles which are exciting to race and have different handling characteristics to ordinary cars.

ACTION SPECIALS



SCALEXTRIC®

C.363 PORSCHE - red
With working headlights



C.364 PORSCHE - black
With working headlights



C.341 FORD XR3i - red
With working head and tail lights



C.342 FORD XR3i - silver
With working head and tail lights

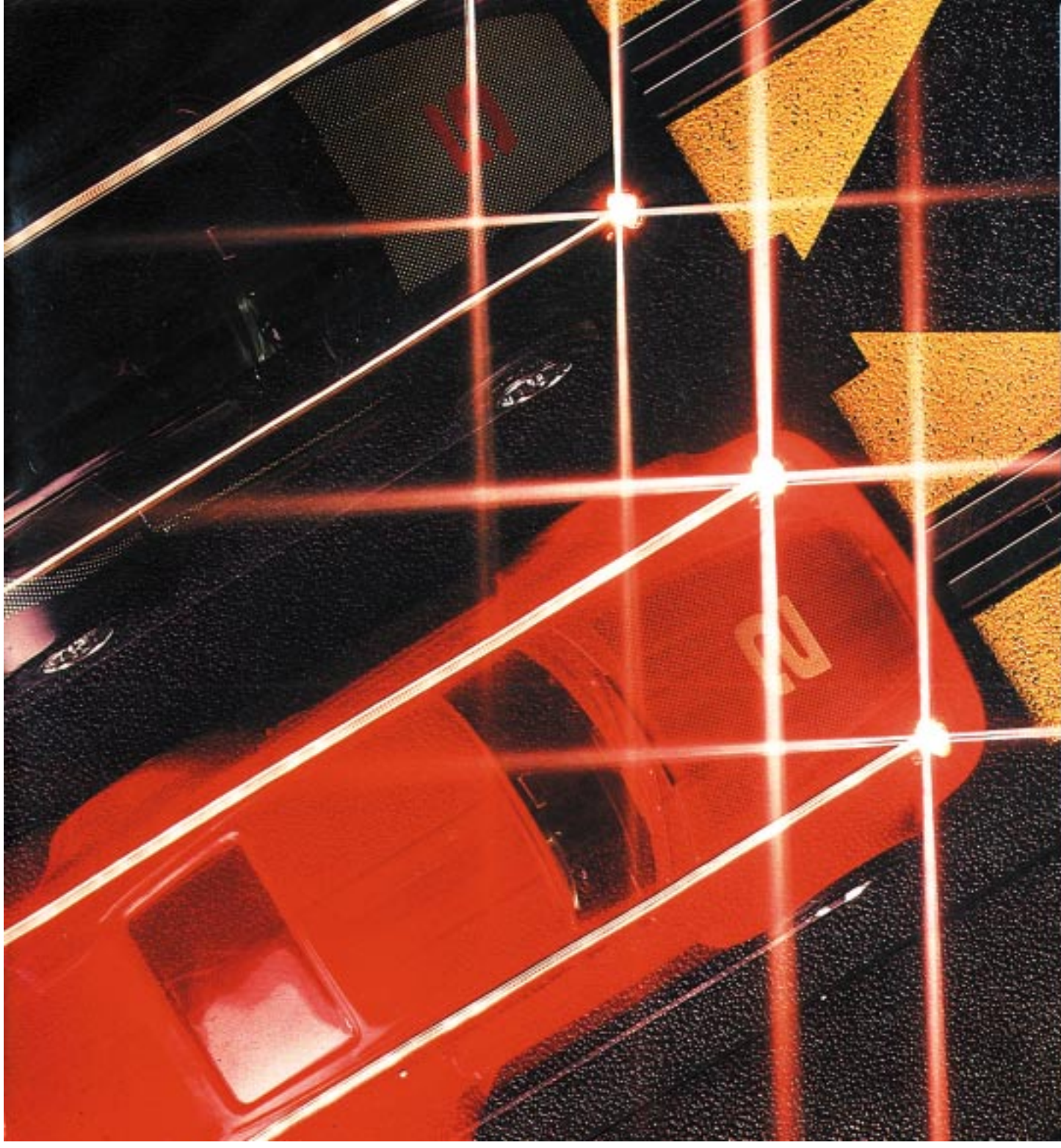


C.144 MARTINI LANCIA
With working headlights
Available late 1986



C.145 PIONEER LANCIA
With working headlights
Available late 1986





No model motoring system could claim to be representative of the racing scene without a Porsche - famed world-wide since 1951 for speed, safety and reliability. The Scalextric models brilliantly capture the lines of the real thing and their specification includes working headlights.

The Ford companies have been interested in motor racing ever since Henry Ford drove one of his own cars to victory in the USA as long ago as 1901. Since the introduction of the first Escorts in 1968, they have been used as a basis for competition models with strings of successes to their name. The XR3i version, modelled by Scalextric, is fitted with working head and tail lights which make a fascinating sight when running in a darkened room.

CARS WITH LIGHTS

SCALEXTRIC

C.378 GRAVES ENGINEERING. FORMULA 2
Available mid 1986



NEW

C.377 TYLER AUTOS. FORMULA 2
Available mid 1986



NEW

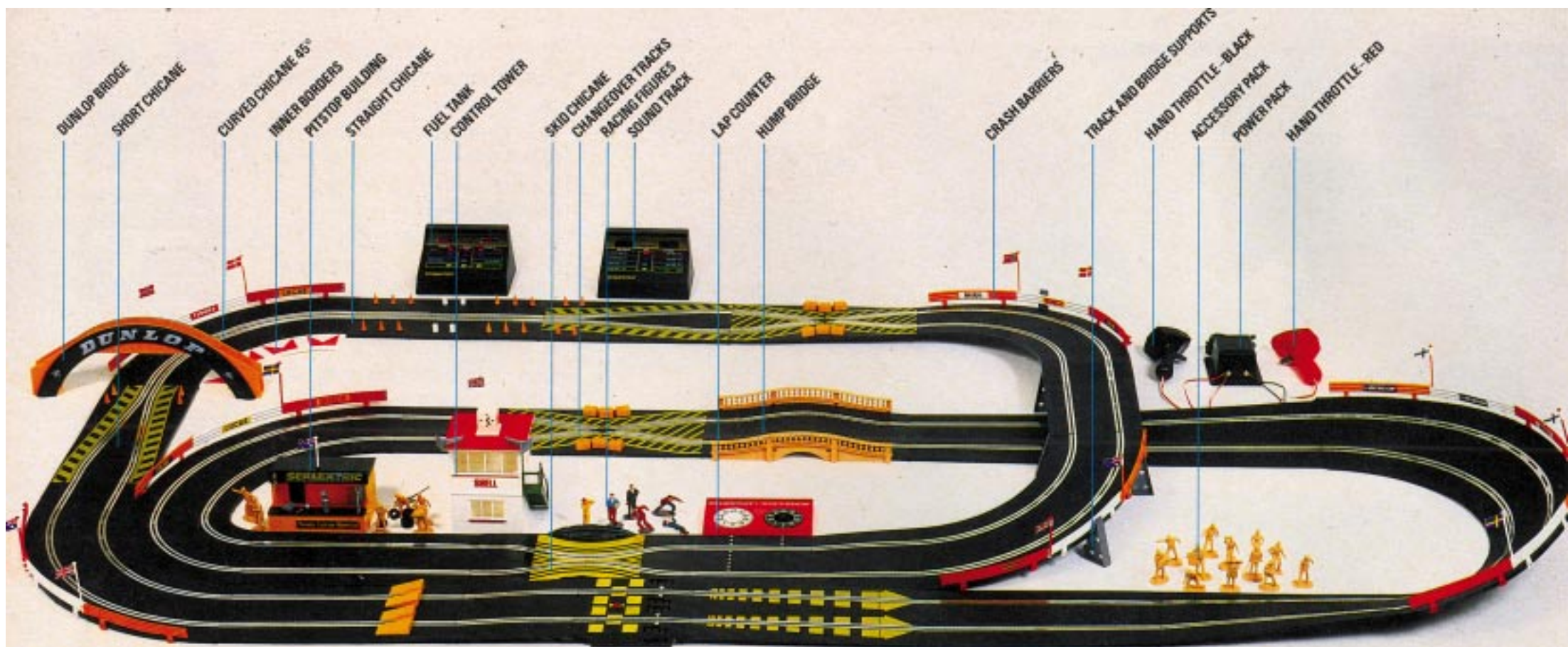
C.356 TRACK ACE



C.357 TRACK BURNER

Motor racing and rallying are expensive sports. For the champions and top class people, sponsorship by large companies helps to pay the bills. For the up and coming hopefuls it is usually a matter of doing everything themselves as economically as possible. Scalextric recognises that many people are similarly placed and offers these simplified vehicles at keen prices. They perform in the same dashing manner as the other cars but are a little less elaborately finished.

SINGLE SEAT CARS



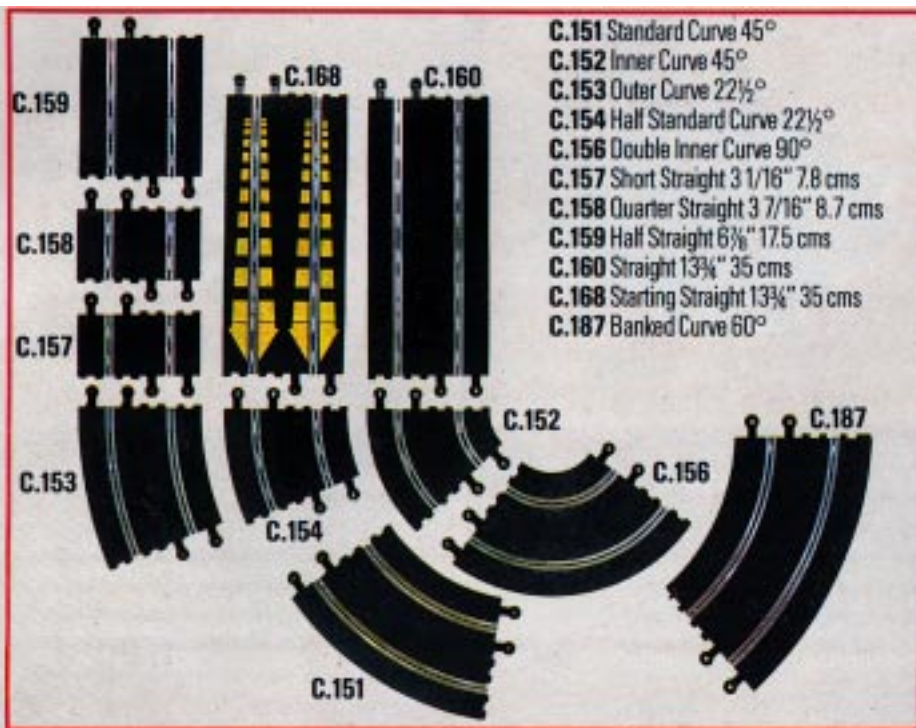
The basic track elements are made up from flexible plastic road surface sections into which are fitted ingeniously designed pressed metal rails. These carry the electric current to power the vehicles and have a groove between each pair of rails which guides the vehicles. The rails also stiffen the bases.

Joining sections together requires a simple knack and setting up a small figure eight circuit can be done in a couple of minutes. The degree of flexibility built into the track enables it to be run up and over bridges and for wedges to be inserted on the outsides of flat curves to create a banking effect. The special banked curve sections C.187 are also flexible and, when laid next to straight sections, will take up a natural

angle giving a smooth transition and thus allowing very fast cornering.

You can extend your circuit in easy stages. An extra straight track added to each side of it will make a surprising difference to the way you have to drive and the occasional hazard such as a hump bridge or chicane will require some extra care and concentration. If you decide to put in some more curves, remember that crash barriers fitted to their outside edges will help to prevent vehicles attempting to fly.

The flagpoles, flags and advertisements included with the barriers will provide something of the race-day atmosphere and to get the full effect there are the trackside buildings, figures and accessories, crowned by the Dunlop bridge.



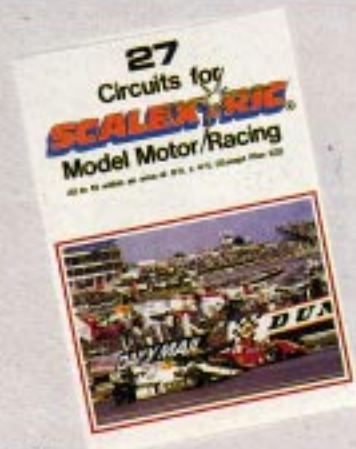
C.178
SKID CHICANE
 13 3/4" 35 cms

The dimensions are the same as those of a Straight C.160. It can therefore be used in place of one of these. When approaching a Skid Chicane, drivers must slow by just the right amount to avoid skidding and at the same time to prevent a more daring opponent slipping through into the lead.



C.174
SHORT CHICANE
 2 PIECES EACH 13 3/4" 35 cms

The gentle angle at which the running slots converge and diverge is no barrier to speed. But there is only room for one vehicle at a time so someone has to give way first if an almighty collision is to be avoided. Many friendships have been strained over this frustrating piece of equipment!



C.500
TRACK CIRCUITS BOOKLET

The publication appreciates the problem many people have with limited space and all the circuits shown and described, except one, will fit within an area of 8' x 4' and are thus suitable for building on a single piece base board. The booklet also contains hints on circuit construction, vehicle maintenance and racing methods.



C.170
REV-START TRACK 6 3/8" 17.5 cms

Vehicles rev up on the starting grid with wheels spinning on built-in rollers. 'Exhaust' smoke is created by generators under the track. Operation of the start button lowers the rollers and the vehicles zoom off together. Smoke oil and loading syringe included. Electrical connections are made through the track and no extra equipment is required.



C.176
STRAIGHT CHICANE
 13 3/4" 35 cms

This is an extension piece for fitting between the two sections of the Short Chicane. Once a vehicle has established a lead into the Chicane area, the opponent following is unable to overtake. The leader has the advantage of being able to decide at exactly what moment to put on a spurt and increase his lead.



C.179
CURVED CHICANE
 45°

The Curved Chicane is an alternative extension piece to fit between the sections of the Short Chicane. Having the running slots closer to the centre of the track base than the similarly sized Standard Curve C.151 allows more room for 'tail swing' and makes this section a good test of a driver's cornering skill.



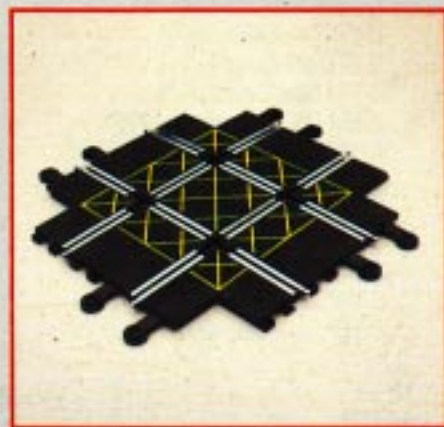
**C.198
INNER BORDERS
PACK OF EIGHT**

May be fitted to Standard Curves C.151 and Curved Chicanes C.178. They provide an extension to the track surface and prevent vehicles de-slotting if their rear wheels are dragging inwards as may happen if taking the curve slowly.



**C.248
HUMP BRIDGE
13 3/4" 35 cms**

The hump bridge has always been one of the most popular of Scalextric track accessories. When used on its own it is quite easy to negotiate but if used close to a chicane or changeover tracks it can cause problems. Two hump bridges joined together more than double the excitement.



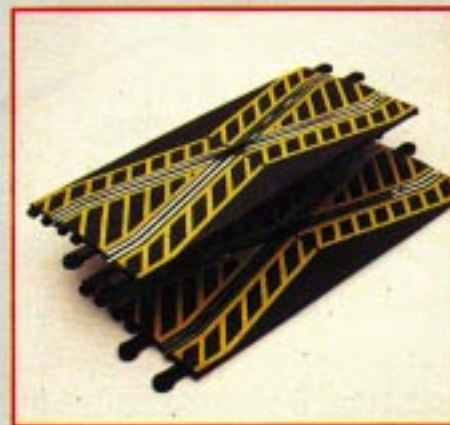
**C.249
RIGHT ANGLE CROSSING
9 3/16" 23.4 cms**

When driving a Scalextric vehicle things happen quickly and you have to keep your eyes on it continuously. Judging whether you can safely shoot over the right angle crossing before the other vehicle gets to it requires an additional pair of eyes!



**C.274
CRASH BARRIERS
PACK OF 12**

After some experience of driving on a particular circuit it will become apparent where vehicles are most likely to 'run out of road'. These are the places to fit crash barriers. They are flexible and clip on to the edges of track sections. Supplied with flagpoles, self-adhesive flags and advertisements.



**C.182
CHANGEOVER TRACKS
2 PIECES EACH 13 3/4" 35 cms**

In figure eight circuits, both vehicles have approximately the same distance to travel each lap. In circuits such as an oval, one vehicle will always be in the outside lane and one in the inner. To equalise the running distance, fit a Changeover Section in each straight arm. Changeovers must be used in pairs.



**C.700
DUNLOP BRIDGE**

Apart from their rubber products, Dunlops are famous for their bridges, designed to look like tyres, built over many international race tracks for the convenience of spectators and for advertising. The Scalextric model is based on the bridge at Donington in Leicestershire and is 15 1/2" 39.4 cms long.



**C.702
CONTROL TOWER**

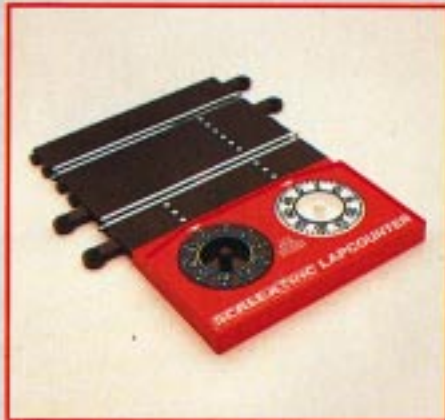
The control tower, the nerve centre of a race track, is supplied in two main sections with separate clocktower, ladder, flagpole and loudspeakers. To position officials in the upper section a cardboard floor will need to be added. Height to top of clocktower 8" 20.3 cms.



**C.710
TRACK AND BRIDGE SUPPORTS PACK**

The six hexagonal banking 'plates' slip into the outer edge grooves of curved track sections. This banks the track and allows faster cornering. Each pair of opposite faces gives a different height enabling a banked corner to be blended smoothly with adjoining track sections. The four bridge supports have alternative height level brackets.

ACCESSORIES



**C.277
LAP COUNTER**
6 1/8" 17.5 cms

A mechanical accessory. The counter dials are triggered by the passing of a vehicle in either direction and record up to 50 laps. Dials may be re-set to zero from any intermediate count point by lifting the central spigot and turning.



**C.703
PITSTOP BUILDING**

One of the key elements in a successful racing team is the efficiency of the mechanics at the pit. The Scalextric figures (unpainted) are all busy and are provided with a useful collection of equipment for getting their car back on the track.



**C.706
ACCESSORY PACK**

Contains an assortment of spectators, a photographer and pit crew (unpainted) together with straw bales, marker cones and oil drums. Suitable oil based enamel for painting the figures is readily available from model shops. These are some of the simple accessories that really lend atmosphere to a racing scene.



**C.709
RACING FIGURES**

More action at the pit. Set of 6 ready painted drivers and mechanics in realistic poses.



**C.450
SOUND TRACK**

The electronic sound track simulates real car racing noises - a fanfare before the start, engines revving on the start grid, racing, skidding and even crashing. It is easily wired between the power pack, hand throttles and start track and requires no extra equipment. The sound of cars accelerating and decelerating is automatically synchronised with the action of the hand throttles.



**C.451
FUEL TANK**

Fuel for racing cars is heavy. In real racing, care is exercised only to fill up with enough to complete a race. The Scalextric electronic fuel tank connects between the power pack, hand throttles and track and incorporates a 'fuel gauge' for each car. As the race proceeds the 'fuel' is used up and warning lights flash when a stop for refuelling becomes imminent.



**C.297
HAND THROTTLE - RED**

**C.298
HAND THROTTLE - BLACK**

The pistol type grip with convenient spring loaded trigger has been found to be the most practical method of exerting accurate control of a fast moving vehicle. Each throttle comes with the wires and plugs needed to connect it between the power pack and a section of straight track.

**C.922
POWER PACK**

For use only from AC Mains 220-240 Volts 50 Hz. The unit is built to conform to British Standard 4435 Part 1. The 12 volt DC output rating gives an ample power supply to operate two Scalextric vehicles.

SCALEXTRIC®

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Your Scalextric Dealer



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