C597020388

SCALEXTRIC®

INSTRUCTIONS

Scalextric Jaguar and Porsche in action

Enquiries regarding spares and service should be addressed to:

Scalextric Service Centre, Westwood, Margate, Kent, CT9 4JX, England.

ENGLISH

Letters A, B, C etc. refer to illustrations on pages 6/7

A. Electrical Connections

Check that the power pack is the correct voltage for the mains electricity supply. Fit a suitable plug to the power pack mains cable, attaching the wires as follows:—

Blue : to the small pin marked **N** or coloured **black**

Brown : to the small pin marked **L** or coloured **red**

No connection is to be made to the large pin marked **E**, or ⏚, or coloured **green** or **green/yellow**

If a 13 amp type plug is used, fit a 3 AMP FUSE. If another type of plug is used, fit a 5 AMP FUSE in the mains circuit.

Folowing Fig. **A**, turn the starting straight *(or any full straight)* upside down and press in the hand throttle terminal plates. Connect the tagged wire ends to the power pack. The straight may now be turned over ready for assembly to the other track sections.

The power pack will get warm in use and should stand on a firm surface—wall tile, table mat or similar—not carpet.

Disconnect from the mains after use.

HAND THROTTLES GET WARM IN USE AND GIVE OFF A SLIGHT SMELL WHEN NEW. THIS SHOULD CEASE AFTER APPROXIMATELY FIVE MINUTES.

B. Track Assembly (see set box for track plan)

Before assembling the complete layout, familiarise yourself with the method of joining track sections by taking two pieces of track and making test joins. Then assemble all the track sections. Special 'fillets', left and right hand, are provided to fit where banked curves join directly to other track sections.

C. Crash Barriers

Crash barriers should be fitted to the outsides of curves and to fly-overs. Stick the self-adhesive labels to the barriers with flat areas and alternate different coloured, labelled and unlabelled barriers when attaching to track.

D. Fly-overs

Fly-over supports should be positioned at the four corners where a crossing takes place. Use the lowest height spigots on the supports which will allow clearance for the models you are running.

E. Fly-overs

Cardboard or flexible plastic bridge supports are supplied in some sets and these may be turned upside down to provide clearance for high vehicles.

F. Operation

Check that the mains switch is 'on'.

The plastic guide blade on the underside of a vehicle at the front must drop into the slot between each pair of rails. Thus the front of the vehicle will rest on the metal braid 'pick-ups' with the front wheels either clear of, or only lightly resting on, the track. Place a vehicle in one lane of the starting straight. Squeeze the trigger of each hand throttle to establish which throttle controls which lane. Then drive the vehicle round the circuit to check that all track connections are good. Go fast round banked curves. Repeat with the other vehicle in the other lane. You are now ready to race.

Transfers. Some vehicles are supplied with decorative waterslide transfers. To affix, cut out required motifs and soak them in water for about 30 seconds. Then remove them, shake off surplus water, slide each motif into position and, with a clean cloth, carefully press them firmly onto the vehicle body. Allow a few minutes to dry.

G. Maintenance

Track

Keep rail surfaces clean. Use a smooth cloth dampened with methylated spirits.

All track joints must make good connections so as to pass electric current through the whole layout. If a vehicle fails to run on a particular section there are faulty track connections at both ends of the 'dead' section. To correct, slightly bend inwards the inner 'wall' of the rails at the faulty connections with a screwdriver. When testing, always place the vehicles initially on the track section into which the hand throttles are plugged.

Vehicles

Rear Axles. Rear axles run in bearings which are retained in the chassis or body by keyhole shaped slots. After a heavy impact the bearings may be dislodged, causing the axle to jam. This is a feature of the design to avoid breakage. It is a simple matter to fix the axles/bearings back into their keyhole slots.

Pick-Ups. The metal braid 'pick-ups' should be tidy and of equal length and shape. They may be trimmed with scissors. Spare braids are supplied with each vehicle and may be fitted as follows. Remove the guide blade unit *(A)* by pulling it firmly downwards. Ease out eyelets *(B)* attached to the wires from the electric motor. The braids can now be removed. Replace with new ones and refit the whole unit.

Hand Throttle. If a hand throttle should start to overheat it is being overloaded. In this case stop immediately, find and cure the trouble such as :—

(a) Two vehicles in the same lane.

(b) A piece of metal on the track touching both conductor rails of one lane.

(c) Untidy pick-up braids touching each other and causing a short circuit.

(d) A vehicle not running freely due to fluff or hair in the gears.

Never tape the hand throttle trigger down in a fixed position as this could cause serious damage.

In the event of a fault in the circuit, don't keep pressing the trigger in the hope of clearing it. Lay the hand throttle down and trace the cause of the trouble. Scalextric power packs are fitted with an internal overload cut-out and reset device. If a fault causes the cut-out to operate it will normally take a minute or two for the current to be restored after the fault has been found and corrected.

H. Four Lane Racing

Connect two hand throttles to two separate sections of C.160 track. Hook up the other wires to the power pack, noting that there should be four connections to each terminal.

U shaped lane clips are provided in 4 lane boxed sets. They may be fitted beneath the track to help hold parallel sections together.

J. Lap Counter

Lap counters should be positioned as close as possible before the starting point. Ideally there will be a section of straight track between any curve and the lap counter to give vehicles time to stabilise direction after leaving the curve.

K. Rev Start Accessory (included with some types of set)

Connect Rev Start into the circuit at race starting position. Direction of travel of vehicles is indicated by arrows on road surface. Insert brackets into edges of neighbouring tracks to ensure a smooth rise into, and fall from, the Rev Start.

Position vehicle so that driven wheels are between the sets of rollers in its lane or behind them. The front of the vehicle will be resting on the neighbouring track section. To operate 4 wheel drive vehicles on Rev Start remove driving band connecting front and rear axles.

Move START button to position closest to rear of vehicle. This action lifts the rollers which raise the vehicle drive wheels clear of the track surface. Operate the hand throttle and the drive wheels will spin without the vehicle moving. Sliding the START button away from the vehicle will lower the rollers and the vehicles will speed away. The action ensures a fair start when two vehicles are to be raced.

To create the atmosphere of a real race, Rev Start is fitted with two internal smoke generators, one for each lane. Snip off a corner of the sachet of smoke oil provided and tip the contents into a small bottle with a screw top lid and label it. Suck oil into the filler and squirt a MAXIMUM of 0.5 ml *(½ millilitre)* into each of the oil filling positions. Make sure the nozzle of the filler goes exactly into the place indicated by the twin arrowheads.

When START button is moved to lift the rollers, an internal switch automatically turns on the smoke generators which will emit smoke when a hand throttle is on full power. The throttles should be operated in bursts to simulate engines revving with the associated smoke.

When the START button is moved to lower the rollers, the electric supply to the generators is automatically cut off. DO NOT tip up Rev Start when full of oil. DO NOT overfill as the generators may be 'drowned'. Smoke oil is harmless but is not intended for drinking. Additional sachets are available under reference C.521. Place a sheet of plastic or cardboard beneath Rev Start to catch any oil spillage.

L. Flying Leap Accessory (included with some types of set)

The jump is not suitable for all Scalextric vehicles.

The jump take-off and landing equipment is built up on the flat base unit. Push the tall and short pillars upwards through the base and fit side walls onto them. The extra four holes at the take-off end are not used at this stage. Position the base unit under the track. The top edges of the side walls slot into grooves provided under the outer edges of track sections. Note that the cut away in the top edge of one of the landing side walls accepts the tab at the end of the track.

The Landing Catcher. Assemble the four guide strips into the main body by sliding them downwards. Fit the complete catcher onto the track. The pegs under it locate into the holes in the joining tabs and the ridges locate in between the metal rails. Push in firmly. Use the triangular grey track supports to make the circuit solid.

Remove side mirrors from any vehicle when jumping. Making successful circuits over the jump requires some practice. The most common fault is to go too fast. Releasing the hand throttle trigger immediately before the take-off will avoid the car flying off at the next bend.

Long Jump. When jumping has become easy, reconstruct the take-off and landing parts with the tall pillars now used to give extra height at the take-off end. Fit an extra C.159 Half Straight next to the starting straight.

Service

If you have a difficulty, please read the instructions again. Most problems can be resolved by re-connecting a loose wire, making a small adjustment or by cleaning the affected part. A common cause of malfunction is a motor clogged with fluff. This may be cleared with a needle. Occasionally a fragment of pick-up braid may lodge between two track rails and cause a short circuit. It must be located and removed.

A list of Scalextric Service Dealers is included with each set. They will be pleased to help and supply replacement parts. Failing this, contact the Service Department at the factory

SCALEXTRIC®

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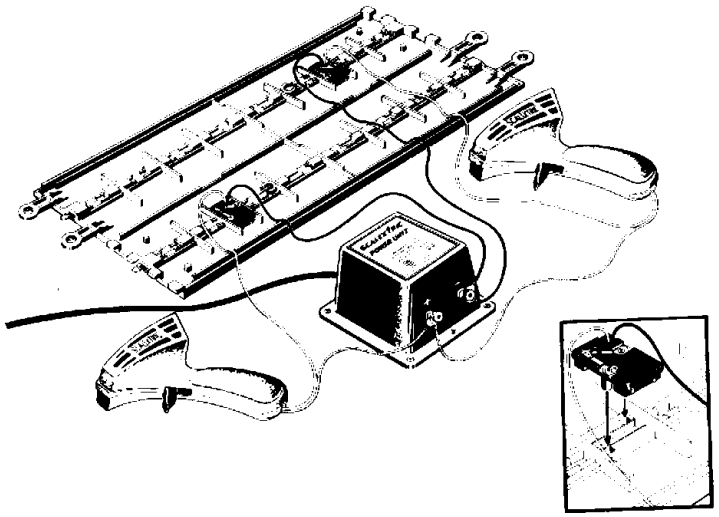

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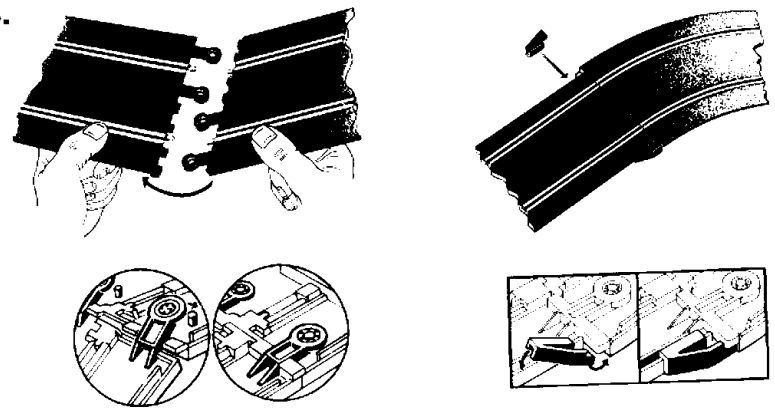

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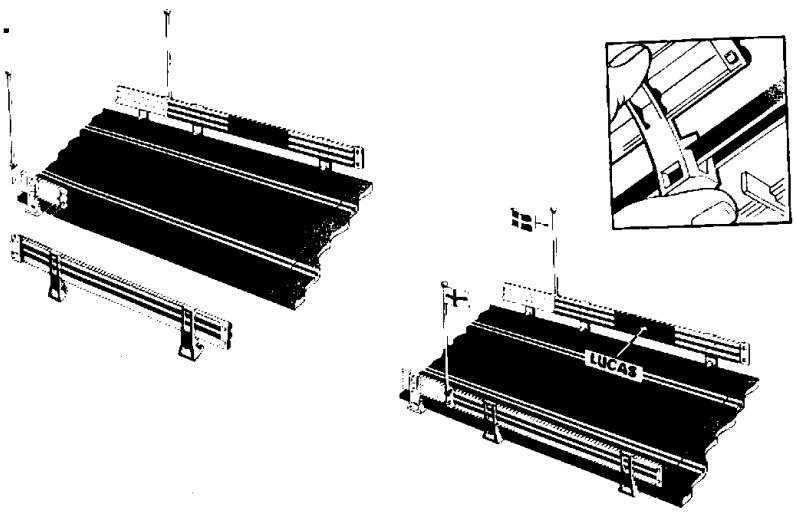

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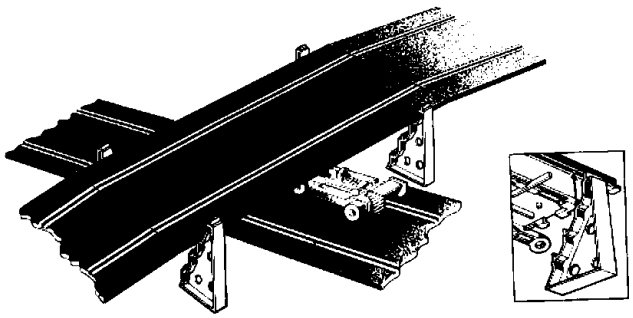

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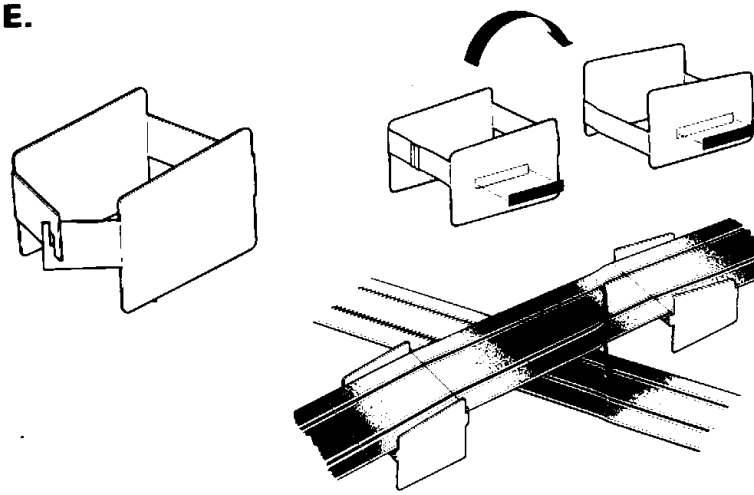

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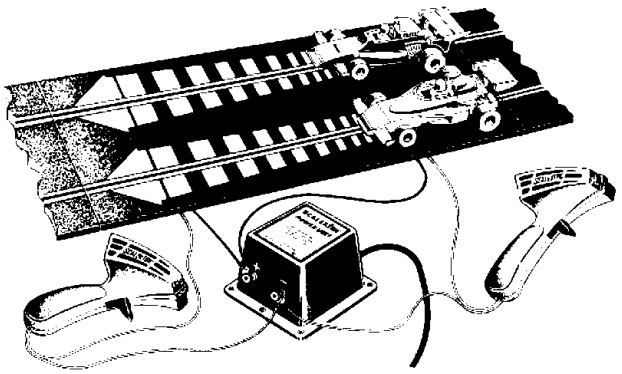

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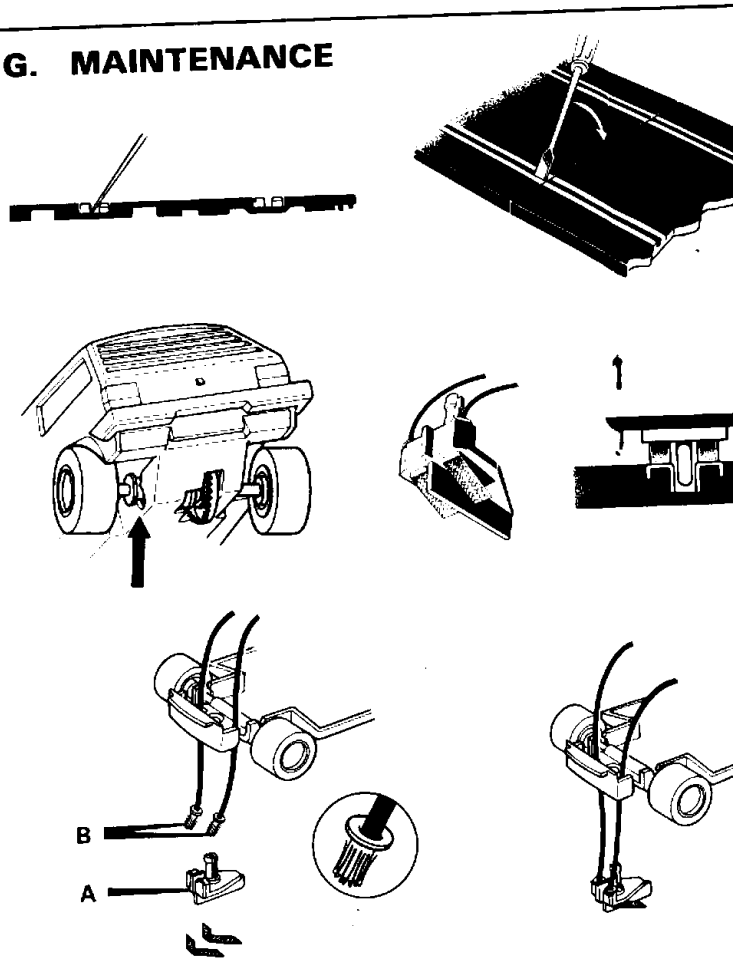

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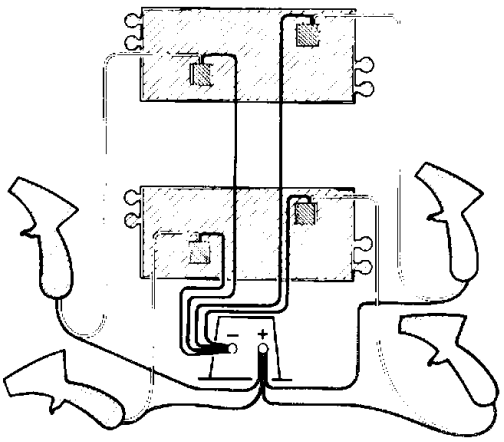
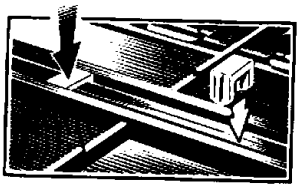
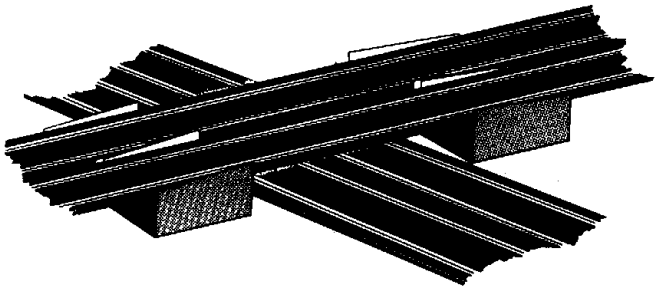
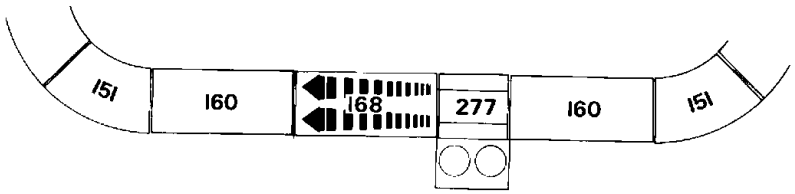
H. FOUR LANE RACING



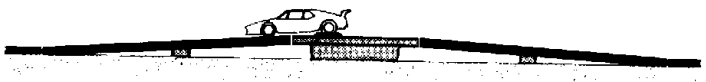


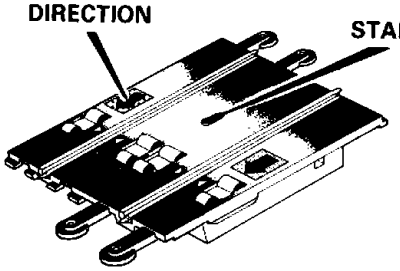


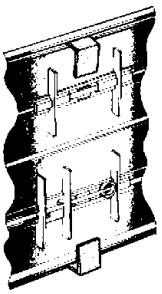
J. LAP COUNTER

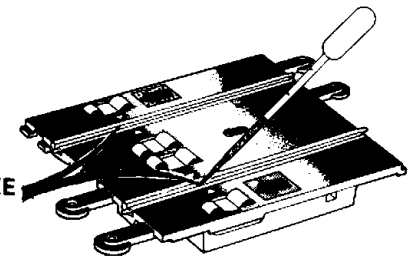


K. REV START









L. FLYING LEAP