



Used correctly, domestic batteries are a safe and dependable source of portable power. Problems can occur if they are misused or abused - resulting in leakage or, in extreme cases, fire or explosion. Here are some simple guidelines to safe battery use designed to eliminate any such problems.



SAFETY NOTES

- This product is not suitable for children under 3 years of age because of small parts which can present a choking hazard. Some components have functional sharp edges - handle with care.
- This product is intended for indoor use only.
- The transformer is not a toy. It is a "Transformer for Toys". Before use, check that the transformer is the correct voltage for your mains electricity supply. This set is only to be used with the recommended transformer. The transformer should be examined regularly for damage to the casing, plug pins and cables. In the event of such damage, the set should not be used until the transformer is replaced with a new Hornby recommended unit (C912). Never attempt to open the transformer yourself.
- This product must not be connected to more than the recommended number of power supplies. The output terminals of the transformer must not be connected directly, or indirectly, to the output of any other AC circuit derived from a transformer or mains power supply.
- Before cleaning any part, disconnect the transformer from the mains electricity supply. Do not use liquid for cleaning.
- Please retain these details for future reference.

HORNBY PRODUCT GUARANTEE

Hornby products are guaranteed against defects in materials or workmanship for a period of six months from purchase. To qualify for the guarantee, the product must have been used and maintained according to the manufacturers instructions. If any such defect occurs during the period of guarantee then return to the retailer for assistance if it is convenient to do so or contact one of the Hornby / Scalextric Service Dealers for assistance. Contact details of Service Dealers are enclosed with the product information or are available at www.hornby.com or www.scalextric.com

Alternatively, the product (or component), may be forwarded to Hornby Hobbies Limited, carefully packed, with a note enclosed giving full details to: Repairs Department, Hornby Hobbies Limited, Westwood, MARGATE, Kent CT9 4JX.

Subject to the exclusions below, the product will be repaired or replaced free of charge.

Exclusions:

The fault has been caused or is attributable to mis-use, negligent use or used contrary to the manufacturers recommendations.

Accidental physical damage

Replacement of the following wearing components:

Tyres

Brands

Guide blades

Neoprene locomotive tyres

Products that have been adapted or modified by the user

This guarantee is valid for products purchased in the United Kingdom and is in addition to, and does not diminish, your statutory rights.

For further information about your statutory rights contact your local authority Trading Standards Department or Citizens' Advice Bureau.

Helpline:

Telephone: 01843 233525 Fax: 01843 233527 email: customercare@hornby.com

Hornby Hobbies Limited, Westwood, Margate, Kent CT9 4JX, England

HORNBY

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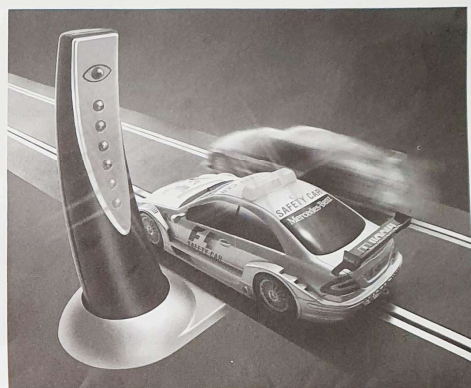
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Printed in China

SCALEXTRIC

3V 12V CE

CHALLENGER



Requires 2 x 1.5 volt AA batteries (not supplied)

CONTENTS

Challenger Car - Mercedes CLK

Gantry

Gantry Base

Smart Keys (4)

Magnet Holder Plate

Spare Guide Blades (2)

Fully compatible with the following track:
• Scalextric • Scalextric Sport • SCX • Carrera • Ninco

Important

This product is not suitable for children under 3 years of age.

Only use good quality Type AA 1.5 volt Alkaline batteries. To fit the batteries, refer to Fig. 1 on page 2, and the diagram inside the battery compartment. Make sure battery compartment is firmly secured.

Do not use re-chargeable batteries.

Do not short-circuit battery terminals.

Please refer to the Battery Safety Guidelines on page 4.

Please read right through these instructions and retain for future reference.

Challenger is provided with a choice of Smart Keys, making it suitable for use with either the Sport or Classic version of the Scalextric Powerbase, and is also compatible with other slot-racing brands (SCX - Carrera - Ninco).

The Challenger Car controls the power required to drive it via the electronics inside, and requires a certain amount of speed to cross over racing curves and 90 degree crossovers. Where possible, these track pieces should be positioned in a fast section of the circuit so that the car has enough speed to cross the non-metallic points.

The Challenger Car has flashing roof lights that will operate all the time the car is on the track. It does not have to be moving.

Assembly and Operation

Assemble the Gantry as shown in Fig. 1 and position on either the outside or inside of your layout as preferred. The track will fit neatly into the groove on the Gantry base. The distance between the Start line and the Gantry should be 30 - 35cm.

For the car to stop before the Start Line, position the Magnet Holder Plate approximately 60mm from the Start Line (See Fig. 2a). This distance is determined by the underside of the track and should only be used as a rough guide.

Insert the correct key for your style of Powerbase:

- For the Sport Powerbase, insert the Sport key into socket 1, and your hand controller into socket 2, as shown in Fig. 2a.
- For the Classic Powerbase, insert the Classic key and your hand controller as shown in Fig. 2b.
- For other slot racing brands, match a key to the jack plug on your hand controller and insert into your power base using Figs 2a and 2b as a guide.

Connect the transformer(s) as shown in Figs. 2a and 2b, (the Sport Powerbase has the option to run from either 1 or 2 power supplies).

There are 3 buttons on the Gantry - **LEARN**, **SLOW** and **FAST**. (See Fig. 1). It is recommended to choose the **SLOW** option to begin with. Challenger is pre-programmed to race either 25 or 50 laps.

You are now ready to race - follow stages 1-5 below.

- Place the Challenger car on the track, locating the guide blade in the slot as shown in Figs. 3a and 3b. The distance between the front of the car and the start line should be 30 - 35cm. The Challenger car will drive forward to the Start Line. **Do not attempt to straighten either the guide blade or the car when placing on the track.**
- Press the **LEARN** button. The Challenger car will make 2 laps of the circuit, then stop at the Start Line. Challenger has now stored your circuit in its memory and is ready to race for 25 laps.
- Place the competing car at the Start Line as normal.
- Press the **SLOW** (or **FAST**) button. The red lights will operate - when all 4 are lit, be ready for the green lights and GO.
- When the race is finished, the Challenger car will drive on to complete a further lap at slow speed, and come back to stop at the Start Line.

To race for 50 laps, follow Stage 2 but press the **SLOW** (or **FAST**) button and then immediately press the **LEARN** button.

When the race is over, Challenger will store your circuit in its memory until you alter the circuit in any way, race on another circuit, or stop a race for any reason. Stages 1 and 2 above will then need to be repeated. If the Challenger car malfunctions, the roof lights will flash in double time to indicate a problem. The car will be stationary and in all other respects shut down. Replace the car on the track as described in Stage 1. It will re-set and drive forward to the Start Line to start racing again as usual.

If the Challenger Car comes off the track for any reason or the race is stopped, replace as described in stage 1 above. If the car does not drive forward and stop at the Start Line, repeat Stage 2 (**LEARN**) and re-start your race.

The Challenger Car is not the same as a standard Scalextric car, therefore you should **NOT** attempt to drive it using a hand controller.

DO NOT attempt to open the Challenger Car. This will invalidate your Guarantee.

Fig. 1

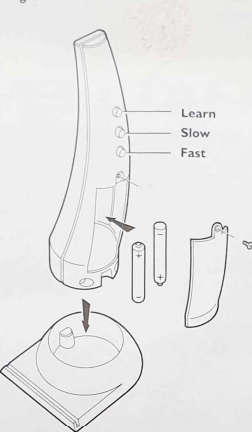


Fig. 2a

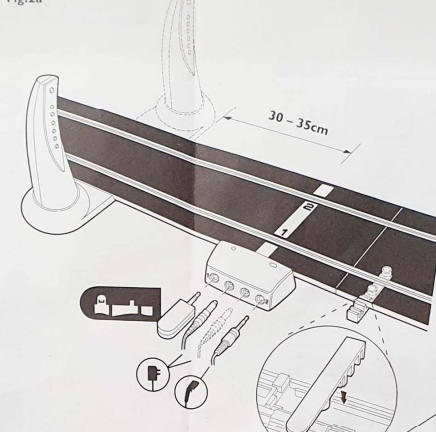


Fig. 2b

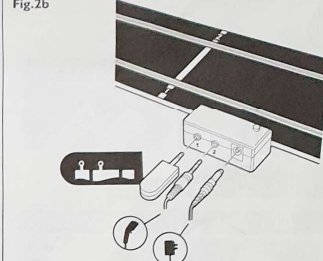


Fig. 3b

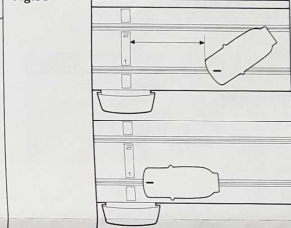
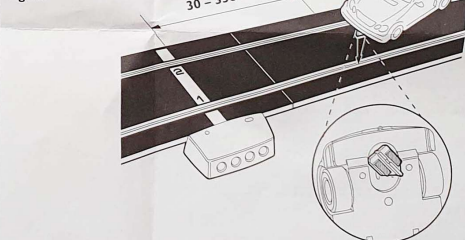
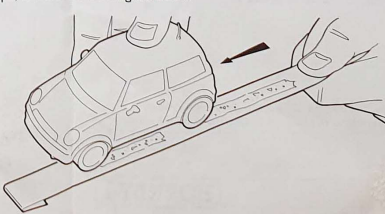


Fig. 3a



Important Keep the track free of obstructions. If the Challenger Car stops due to an obstruction, the motor will cut out after 2 seconds of immobility. If the Challenger Car does not move when replaced on the track (as Stage 1), the roof lights will flash in double time - wait for the Car to cool. It will then be ready to race again. It is essential to keep the tyres of the Challenger Car clean. To do this, run the tyres over a strip of adhesive tape, as shown in the diagram below.

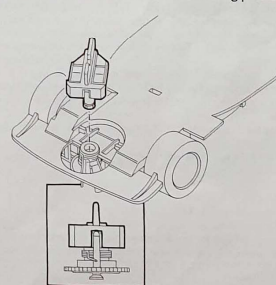


Replacing the Guide Blade

The replaceable guide blade fitted to the Challenger Car is of a special design for use on Challenger only.

Spare guide blades are included in the pack. The guide blade has a recess which has to be located into the pin on the gear wheel. See diagram below.

To avoid damage to the guide spring, **always** remove the Challenger Car from the track when not in normal use, i.e. do not store or leave immobile on the track for long periods.



Guide blades are available as a spares pack (ref C8283) from your Scalextric Service Dealer.