

AURORA[®] AFX

THE CLOSEST THING TO REAL RACING

1989?
UK



JAGUAR



TOMY

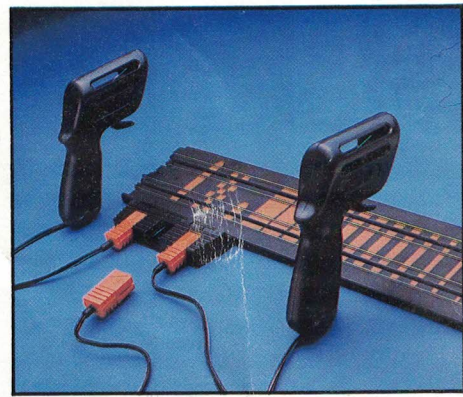
AURORA[®] AFX

Aurora AFX brings all the realistic thrills and skills of motor racing action right into your home. Each superb car in the exciting Aurora AFX range, is an authentic model of a high speed, power performance machine, right down to the last detail. Modelled and moulded from ABS plastic, they're tough enough to take all the crashes and bashes of an all-action, head-to-head race. No other model racing cars can match Aurora AFX for quality, strength and realism, or for genuine race track excitement.

The Aurora AFX track provides

the smoothest, most positive contact possible. But beware, you'll find the straights super-fast, the corners tight and treacherous. You'll need to develop top driver handling skills to become an Aurora AFX race ace. So keep those practice laps going, the more skilful you become, the faster you'll race to the winning line.

Aurora AFX racing sets from Tomy leave the rest behind in terms of quality, speed and value-for-money. It is a range in which every component plays its part in giving you the excitement of experiencing the closest thing to real racing action.



Hand Controller

The speed of the car is controlled by the amount of direct current entering the track. By squeezing the trigger handle the car will speed up or slow down. The Aurora system has a 2 way plug which makes changing the direction of the race simple. The arrow on the plug indicates the direction your cars will travel, turn it round and you have a whole new race!



Guiding the Car

Unlike some other cars, Aurora cars have all four wheels on the track surface to create that "real race feel". The car is placed on the track with its guide pin in the slot, contact is made and the car operates much like the real thing. Come to a corner too fast – and you'll lose control. As you become more experienced you'll learn to "drift" through corners like a real racing driver.

Stopping the Car

When you release the trigger control the car will continue to roll for a short distance, thus creating electricity. The magnetic field created helps slow the car down. This process is known as EMF – 'back electro-motive force'.

The Axles

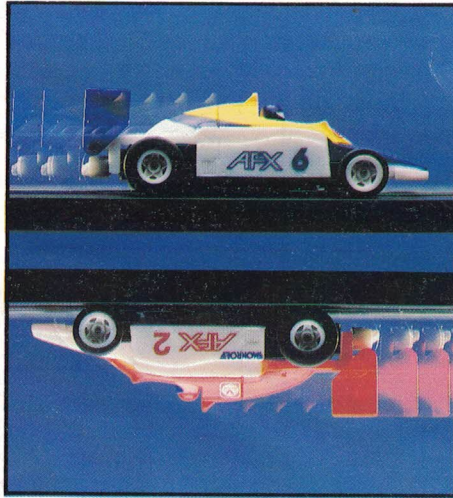
Made of high-grade steel, the axles are plated to inhibit rust.

Pick Up Shoes

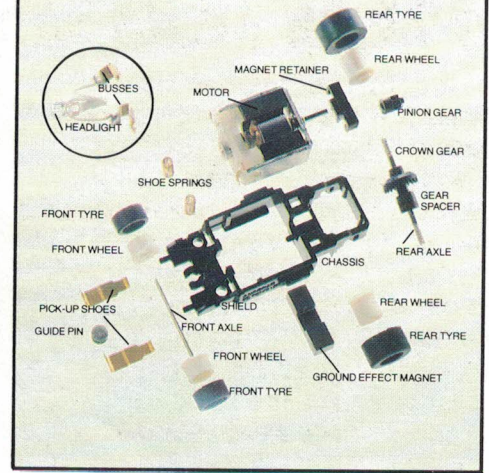
These conduct the power from the track through the busses in the chassis, to the motor which propels the car.

Magnet Ground Effects

Magnets on the bottom of the car help improve stability on the track, especially on corners. The rear mounted magnet will even hold your car on the track when it is turned upside down.



AFX TURBO CAR



The Pit-Stop

The Powerful Aurora Car is constructed from the components illustrated. Aurora Tune-Up Kits are available.





AFX TURBO FORMULA 1 WILLIAMS AND FERRARI

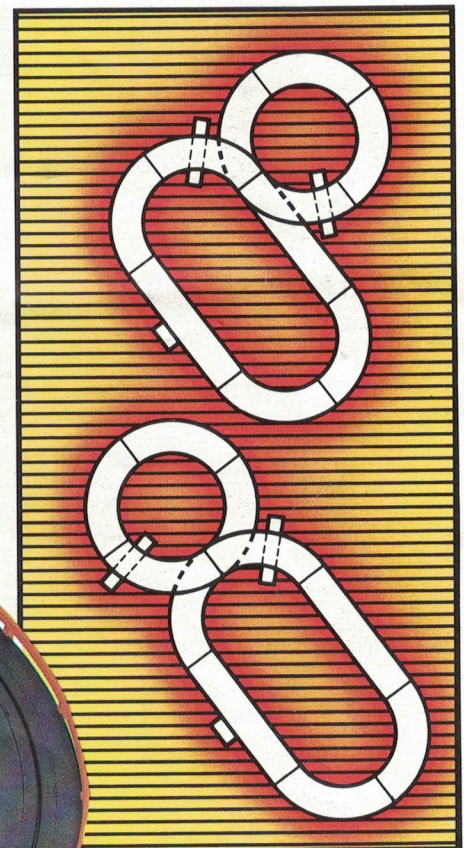
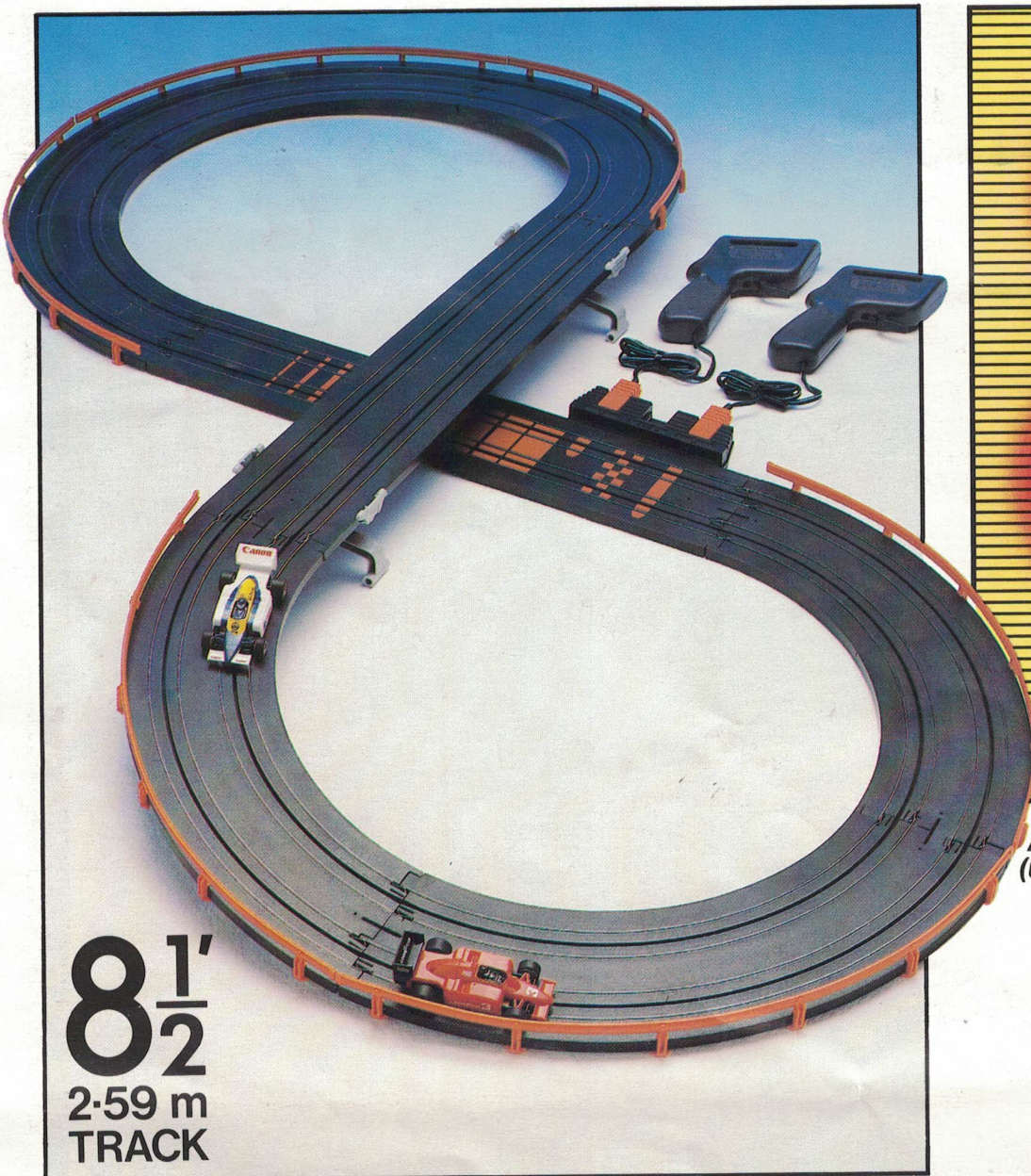


FORMULA 1 DUEL

The straights are lightning fast, the corners hairpin tight. The red hot, turbo chassed Formula 1 cars contest a trial of speed and nerve.

Gives you all the excitement, atmosphere and challenge of the Grand Prix Circuit – from the starting grid to the chequered flag.

Contains: AFX Turbo Formula 1 Williams, AFX Turbo Formula 1 Ferrari, 8 Sections of Track, 2 Piers, 6 Crash Barriers, 2 Hand Controllers, 1 Two-Way Power Pack



ALTERNATIVE LAYOUTS
(using additional track)

8 1/2'
2.59 m
TRACK

Approximate area when assembled 3 ft x 1 1/2 ft (1 x 0.50 metres)



AFX TURBO FERRARI TESTAROSSA AND PORSCHE 959

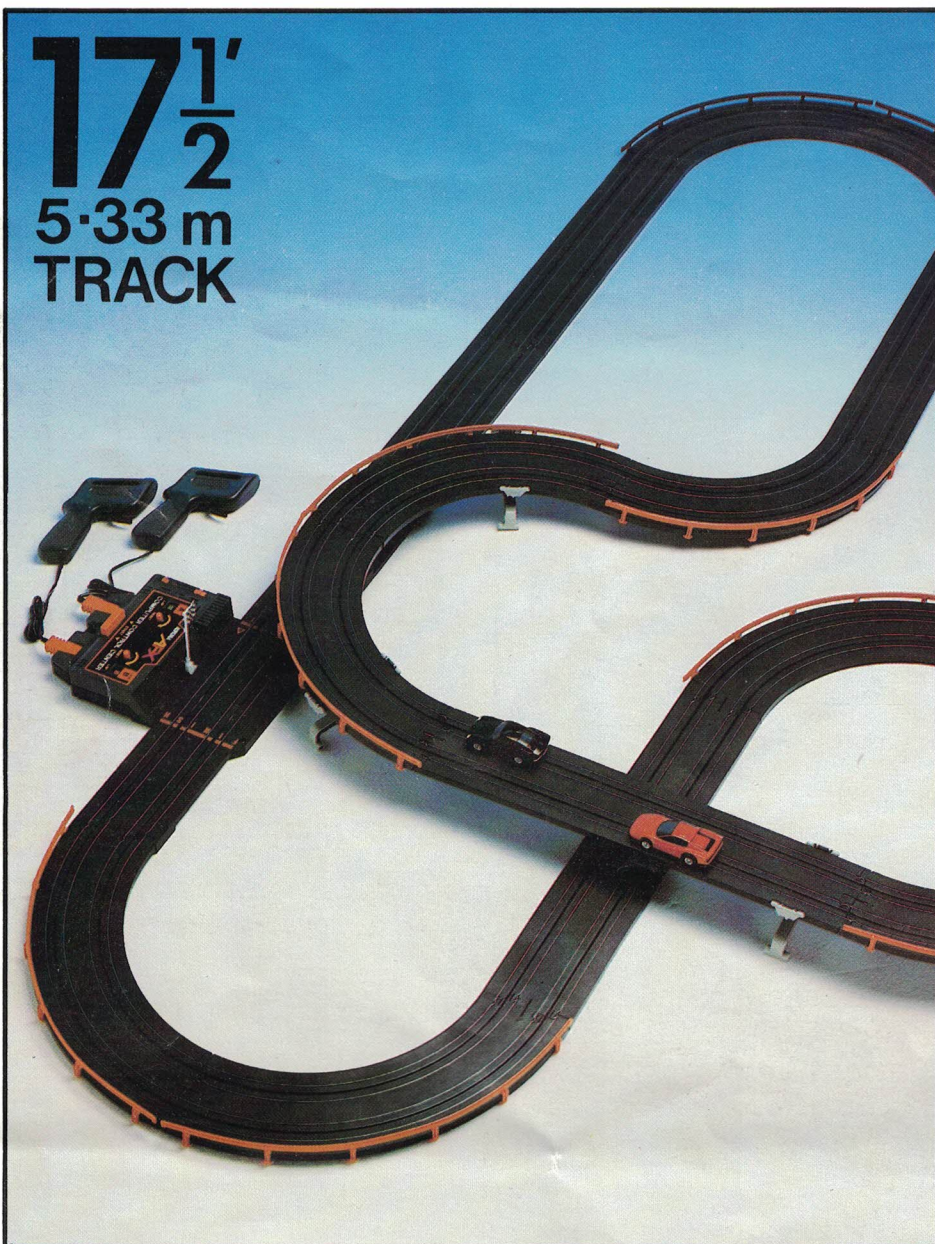


GHOST RACER

Featuring the superb Ferrari Testarossa and the Porsche 959 in an individual test of driving skills against the Ghost Racer. The computer control centre can programme the

speed of the Ghost Racer – the car with no driver! Great for race aces who want to compete in a trial of speed against the best – the computer controlled racer.

Contains: AFX Turbo Ferrari Testarossa and Porsche 959, 16 Sections of Track (including computer control centre) 3 Piers, 10 Crash Barriers, 2 Hand Controllers, 1 Two-Way Power Pack



17 1/2
5-33 m
TRACK



ALTERNATIVE LAYOUTS

Approximate area when assembled 5ft×3ft (1.6×1 metres)



AFX TURBO FIREBIRDS



MIDNIGHT RACERS

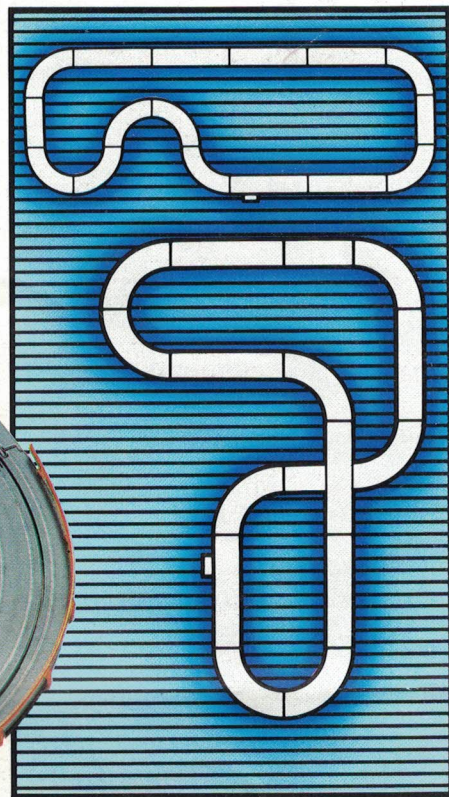
Two perfectly matched Firebirds with full working headlights dice with danger. Lights blazing they race head-to-head over the

hairpins, straights and banked curves as you test your skills on a realistic championship road racing course.

Contains: 2 AFX Turbo Firebirds (with working headlights), 20 Sections of Track (including banked curve), 5 Piers, 8 Crash Barriers, 2 Hand Controllers, 1 Two-Way Power Pack



ALTERNATIVE LAYOUTS



19'
5.80 m
TRACK

Approximate area when assembled 4ft x 4ft (1.24 x 1.21 metres)



AFX TURBO GOLF GTi AND PEUGEOT 205 GTi

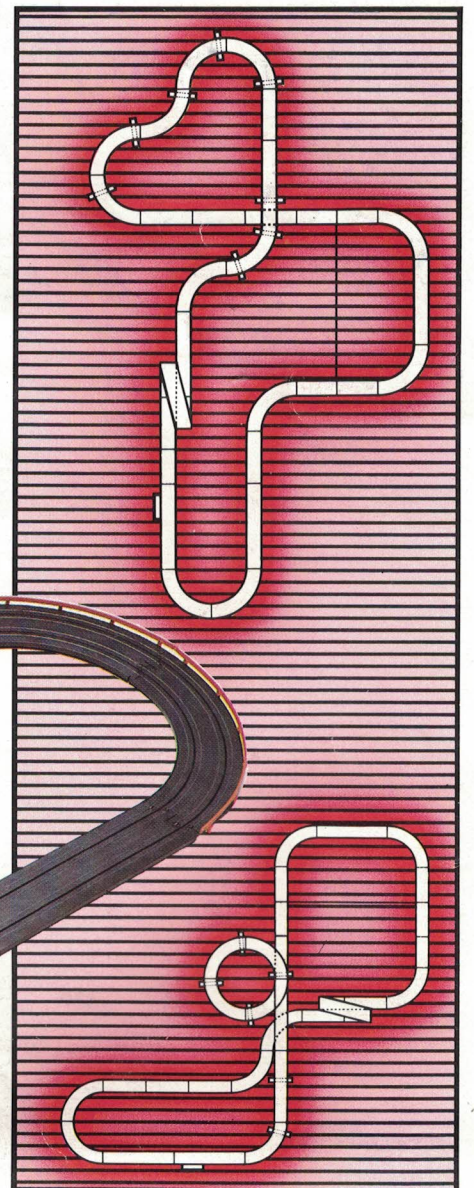
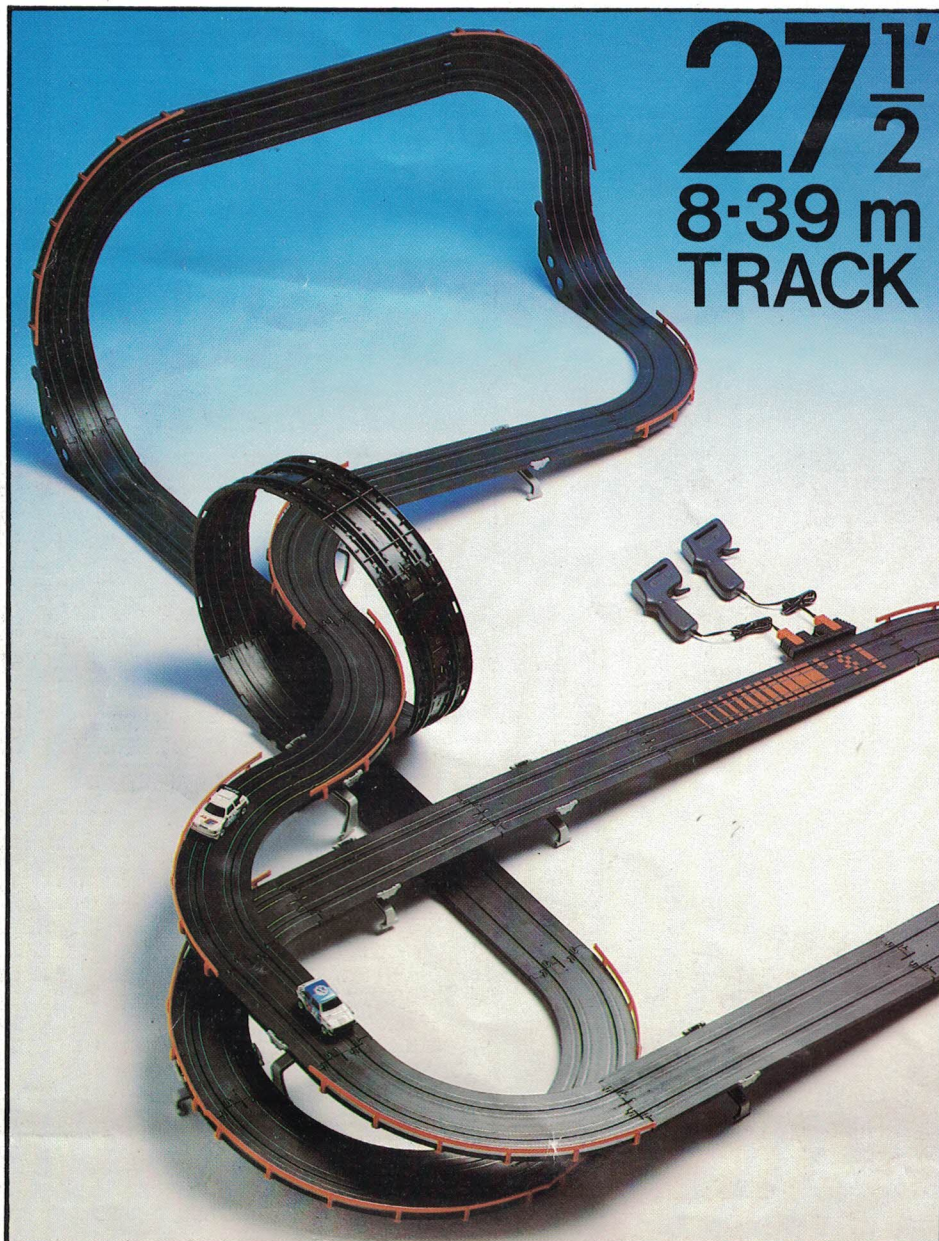


DAREDEVIL RALLY

Every twist and turn of the Daredevil Rally spells danger as two top performance cars defy gravity on the Loop the Loop, Ride the Wall and the treacherous 'S'

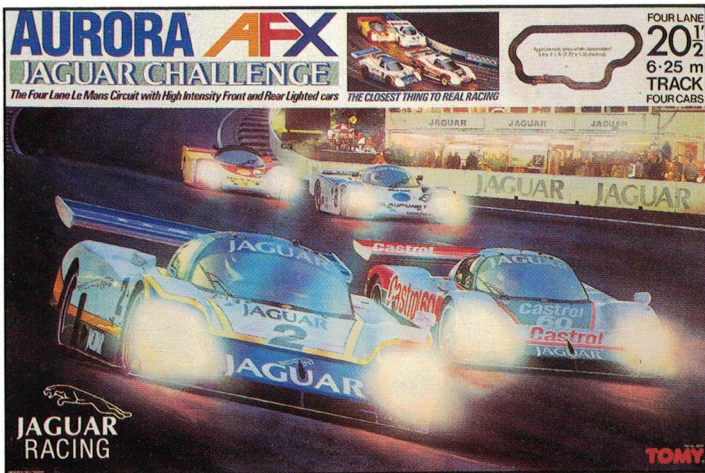
bend. A superbly detailed Peugeot 205 GTi and Volkswagen Golf GTi battle it out in the ultimate challenge of rally skills, thrills and spills!

Contains: AFX Turbo Golf GTi and Peugeot 205 GTi, 36 Sections of Track (including wall climbing track and Loop the Loop), 8 Piers, 12 Crash Barriers, 2 Wall Climb Track Supports, 1 Loop the Loop Tie Bar, 2 Hand Controllers, 1 Two-Way Power Pack



ALTERNATIVE LAYOUTS

Approximate area when assembled 4 1/2 ft x 4 ft (1.33 x 1.30 metres)



JAGUAR XJR-9LM AND PORSCHE 962



JAGUAR CHALLENGE

Jaguar, winner of the 1988 World Sports Car Championship, battle against 2 Porsches around a superb 4 lane replica of the Le

Mans track. With High Intensity, front and rear lights powerfully blazing, they light-up the reflective crash barriers as they race to victory.

Contains: 2 AFX Turbo Jaguar XJR-9LM, 2 AFX Turbo Porsche 962 (with High intensity Front and Rear lights), 49 Sections of Track, 4 Hand Controllers, 2 Two-Way Power packs, Jaguar Racing History Booklet



The Four Lane Le Mans Circuit with High Intensity Front and Rear Lighted cars

THE BIRTH OF A LEGEND

The Le Mans 24 Hours is the fastest and most gruelling sports car race in the world. It's famous tree-lined Mulsanne Straight stretches for 3.5 miles (by far the longest straight in motor racing) allowing the cars to reach speeds of around 240 miles per hour.

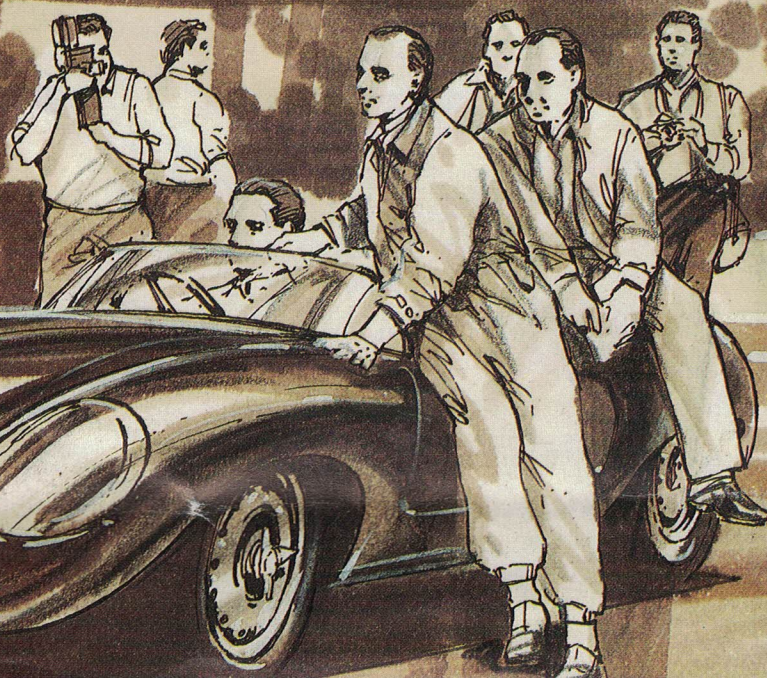
In the 1950s Jaguar cars scored five Le Mans victories. This remarkable feat earned Jaguar a place in the history of motor racing which few manufacturers can rival. The Jaguar Team only took part from 1951 to 1956, but Jaguar cars continued to compete under different ownership until 1964.

JAGUAR RETURNS TO LE MANS

Then, in the mid 1980s major manufacturers came back into sports car racing. Porsche built up a very strong presence winning Le Mans every year from 1981 to 1985.

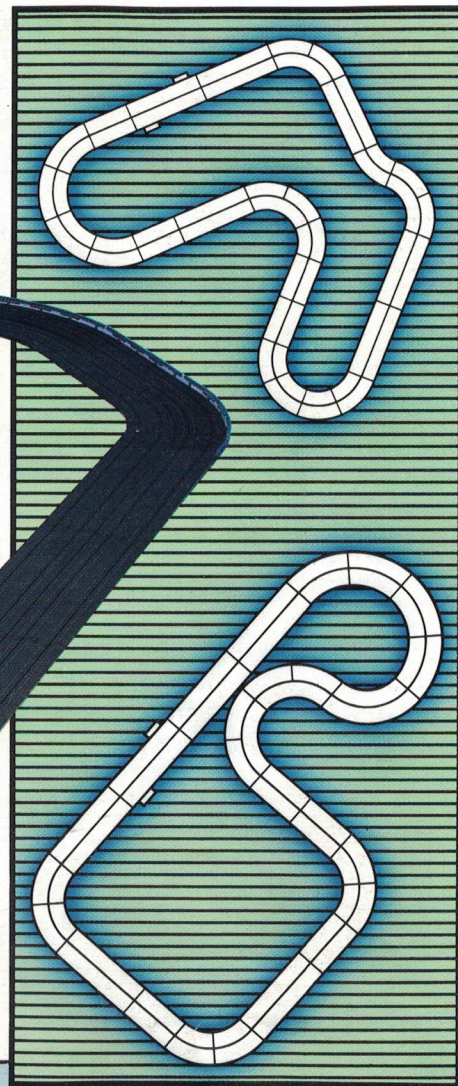
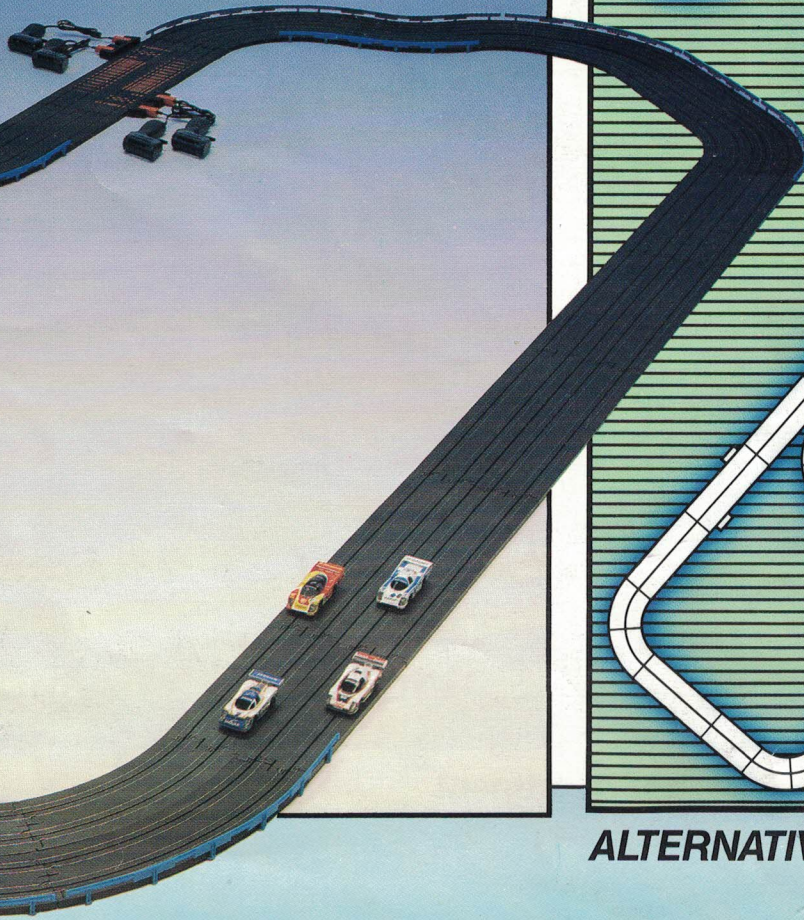
In 1984 the American Group 44 Racing Team entered two Jaguars for Le Mans – the first time they had appeared in 20 years. In 1985 they were back again.

Then in 1987 the new works Jaguar team dominated the World Championship with the Jaguar XJR-8s, winning eight of the ten races held that season. At Le Mans the rivalry between Jaguar and Porsche was intense. Each of the three Jaguar team cars lead the race for brief periods, but finally Derek Bell's Porsche 926C proved victorious as none of the Jaguar cars finished the race.

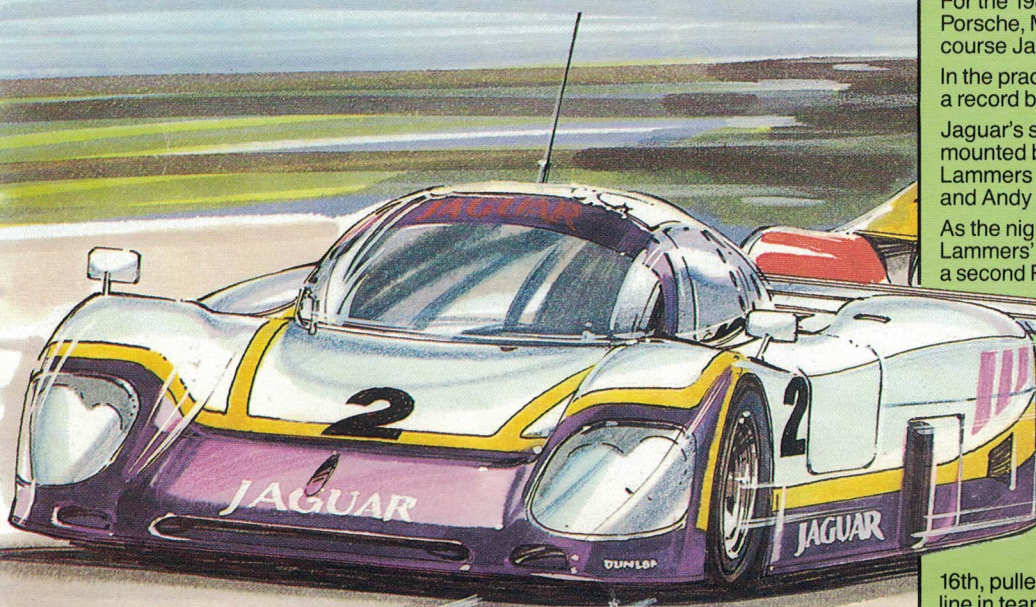


Approximate area when assembled 9ft x 4½ft (2.72 x 1.35 metres)

FOUR LANE
20½'
6.25 m
TRACK
FOUR CARS



ALTERNATIVE LAYOUTS



LE MANS 1988 - THE JAGUAR CHALLENGE

For the 1988 Le Mans, 6 full factory teams registered, Porsche, Mercedes, Toyota, Nissan, Mazda, and of course Jaguar.

In the practice laps Porsche qualified in pole position with a record breaking time.

Jaguar's strongest challenge to the Porsches was to be mounted by the number two car, driven by Dutchman Jan Lammers and his British team mates Johnny Dumfries and Andy Wallace.

As the night closed in, the battle for the lead was between Lammers' Jaguar and one of the Porsches. But, all the while a second Porsche was making up ground it had accidentally lost, to put even more pressure on Lammers and his team mates.

The leading Porsche withdrew with engine problems, leaving Lammers' Jaguar in the lead. But then the Jaguar was forced to stop to change its screen which had been damaged by a rock. The Porsche took over at the front, but minutes later it too was in the pits - to change a damaged water pump. Lammers' Jaguar was back in the lead again.

At last Lammers began the last lap. The two other remaining Jaguars - placed 4th and 16th, pulled in behind him and all three cars crossed the line in team formation. The British supporters in the crowd were ecstatic, the Porsche domination of Le Mans was finally broken, and the Jaguar legend was born again!

ACCESSORIES - CARS & TRACK



▲ 8633 Car assortment 1

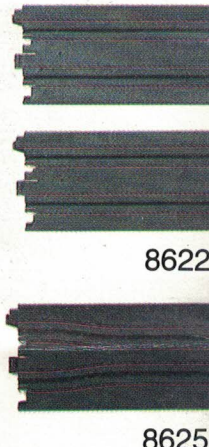
▼ 8635 Car assortment 2



▼ 8664 Super Magnet Assortment



▼ 8665 High Intensity Lights assortment



8622

8625



BMW 320i

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FIREBIRD

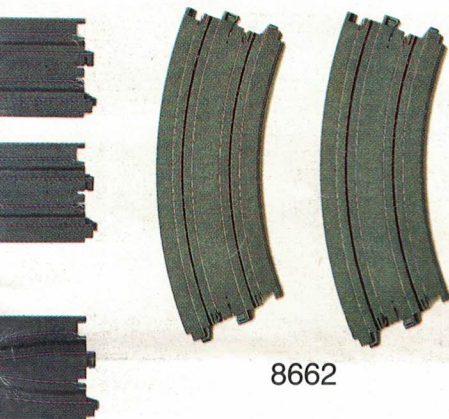
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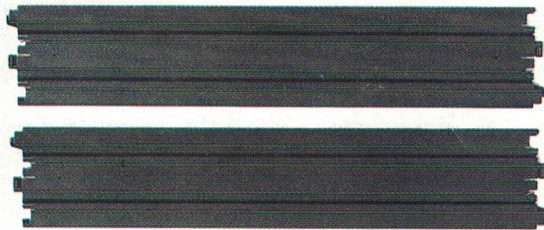


FIREBIRD

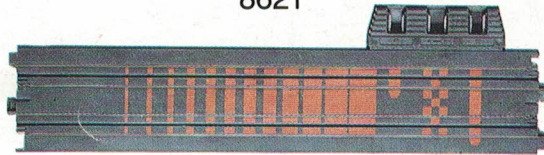
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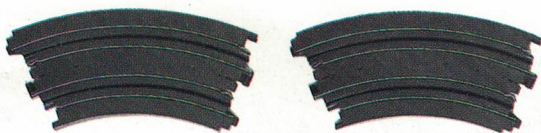
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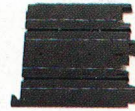
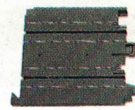
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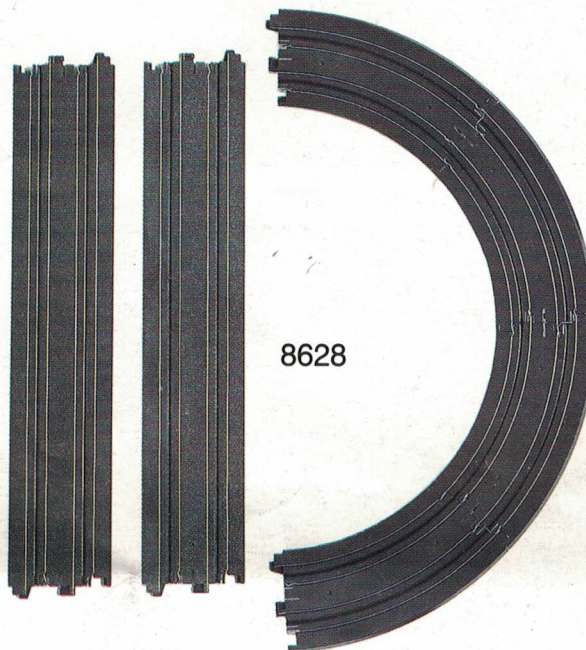
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Accessories

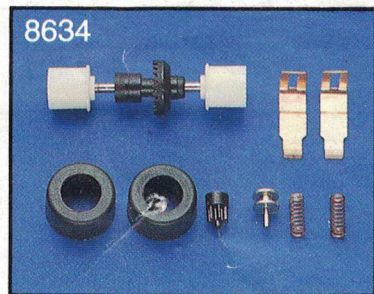
- 8621: 15" Straights
- 8622: 9" Straights
- 8623: 1/4 Curve Sections 9"
- 8628: Banked Curve Set
- 8624: 1/8 Curve Sections 9"
- 8625: 9" Squeeze Track
- 8655: Crossover Track (Not illustrated)
- 8629: Lap Counter
- 8663: 1/8 Curve Sections 15"
- 8627: 15" Terminal Track
- 8662: 1/8 Curve Sections 12"
- 8630: 1 Controller
- 8626: Adaptor Tracks



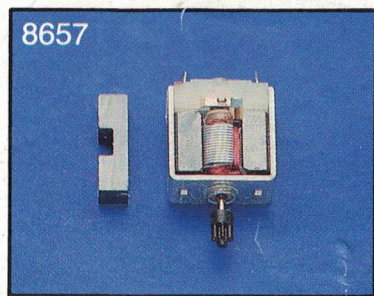
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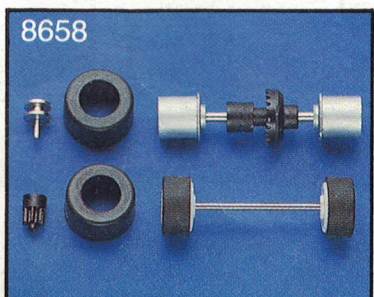
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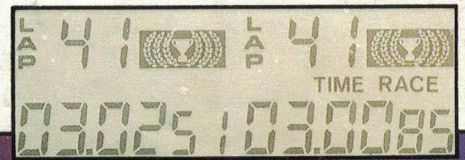
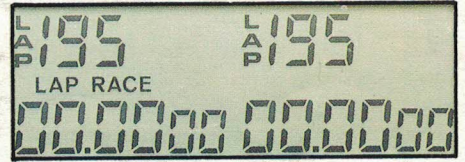
- 8634: Tune Up Kit 1
- 8657: Tune Up Kit 2
- 8658: Tune Up Kit 3

AURORA[®] AFX

ELECTRONIC CONTROL STATION

The ultimate computerised race control centre

Watch the control tower lights. Then count down Red, Amber and Green – Go! Race against the clock, or your competitor in a head to head challenge over distance (up to 195 laps) or time (up to 99 minutes). Your Aurora Electronic Control Centre controls your races and time trials, displaying split times, lap counts and sound effects. Reproducing the excitement of real Grand Prix, Rally and Sports Car racing, your Control Centre leaves you free to concentrate on what's really important – being the fastest driver!



- electronic starting with lights and sound effects
- False start detector
- Lap counting facility up to 195 laps
- Quartz analogue clocks for timed racing up to 99 mins
- Timing accurate to 1/100 of a second for fastest lap and overall race times
- Electronic finishing



®