

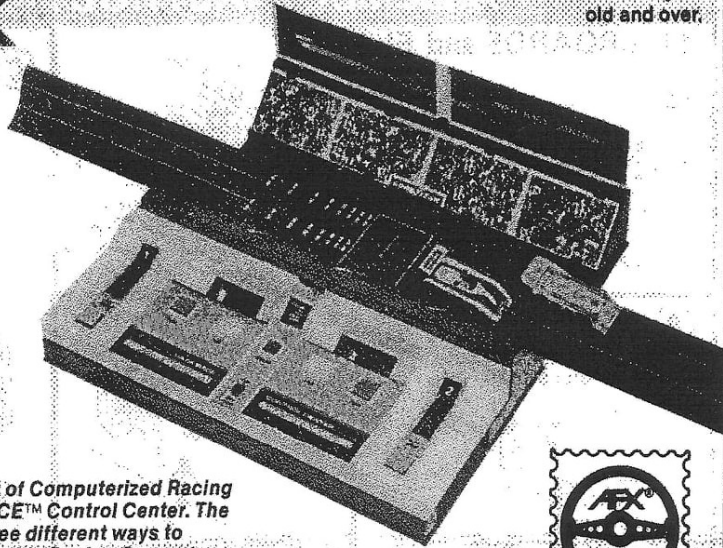
AURORA AFX

DATA RACE™

CONTROL CENTER

No. 1422

Recommended for 8 year
old and over.



Aurora now adds all the excitement of Computerized Racing to any AFX® Race Set with DATA-RACE™ Control Center. The following instructions will explain three different ways to program a race with this fully programmable Racing Computer.

IMPORTANT: We recommend not operating your Data Race™ Control Center with two or more sections of Flex-Track™ Roadway, as it will hamper the performance of your AFX® Cars.



ASSEMBLY INSTRUCTIONS

BATTERY INSTALLATION

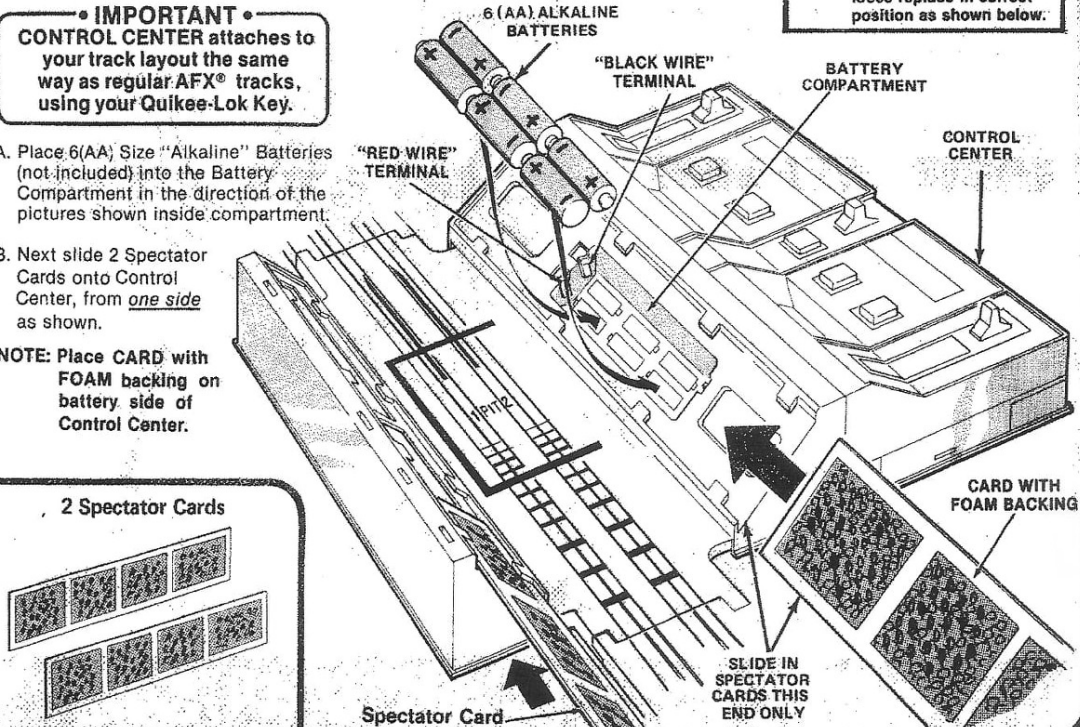
• IMPORTANT •
CONTROL CENTER attaches to your track layout the same way as regular AFX® tracks, using your Quik-Lok Key.

A. Place 6(AA) Size "Alkaline" Batteries (not included) into the Battery Compartment in the direction of the pictures shown inside compartment.

B. Next slide 2 Spectator Cards onto Control Center, from one side as shown.

NOTE: Place CARD with FOAM backing on battery side of Control Center.

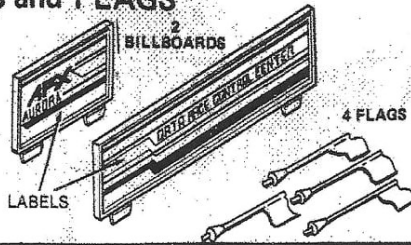
NOTE: If Terminal Contacts pop loose replace in correct position as shown below.



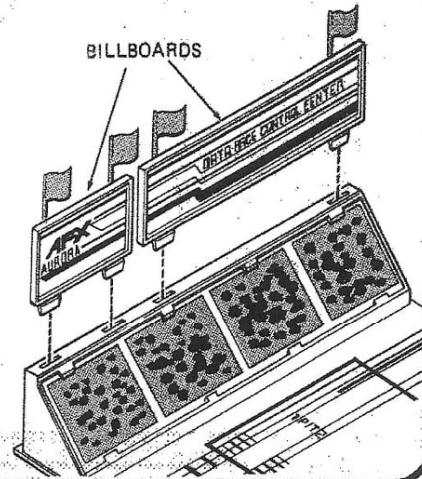
ASSEMBLY INSTRUCTIONS (cont.)

BILLBOARDS and FLAGS

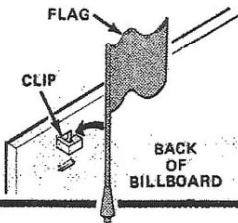
- A** Locate (2) plastic BILLBOARDS and (4) FLAGS.
Next peel LABELS off Label Sheet and apply to "front" of BILLBOARDS.



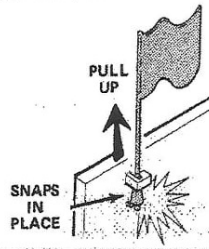
- C** After all (4) FLAGS have been attached, snap BILLBOARDS in Control Center as shown.



- B** 1. Attach FLAGS, one at a time, by first sliding middle of Flag Pole into CLIP located on back of BILLBOARD.



2. Then pull FLAG "UP" until it snaps into place.



PRE-START INSTRUCTIONS

AT THE START OF EACH RACE ALWAYS SET-UP YOUR CONTROL CENTER AS EXPLAINED BELOW.

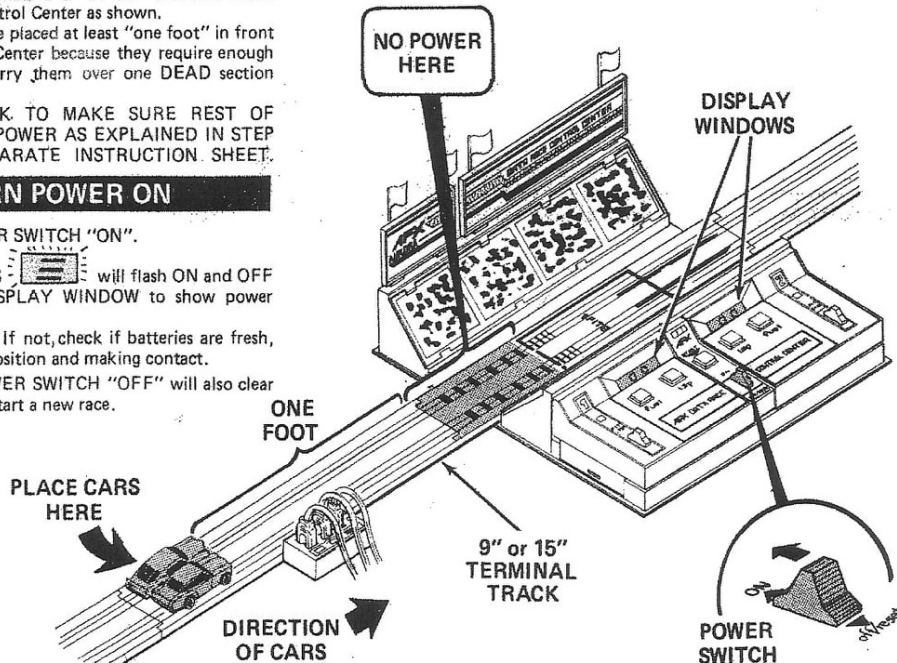
- A. Always assemble a 9" or 15" Terminal Track to your Control Center as shown.
B. Cars must be placed at least "one foot" in front of Control Center because they require enough speed to carry them over one DEAD section of track.

NOTE: CHECK TO MAKE SURE REST OF TRACK HAS POWER AS EXPLAINED IN STEP 4B ON SEPARATE INSTRUCTION SHEET.

4B

TURN POWER ON

- A. Slide POWER SWITCH "ON".
B. Three BARS will flash ON and OFF in each DISPLAY WINDOW to show power is ON.
IMPORTANT: If not, check if batteries are fresh, are in proper position and making contact.
● Sliding POWER SWITCH "OFF" will also clear the system to start a new race.

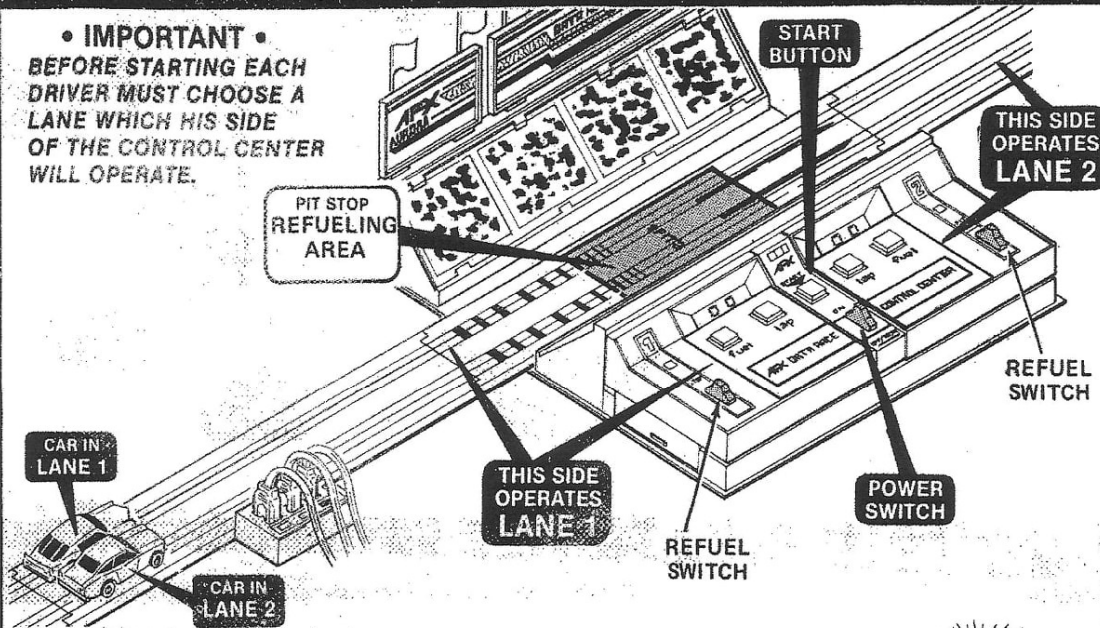


THE FOLLOWING INSTRUCTIONS WILL EXPLAIN 3 SEPARATE WAYS TO PROGRAM A RACE. CHOOSE ONE BEFORE STARTING

Program 1

**COMPLETE CONTROL CENTER FUNCTION
COUNT LAPS W/FUEL MONITORING and TIME LAPS**

• IMPORTANT •
BEFORE STARTING EACH DRIVER MUST CHOOSE A LANE WHICH HIS SIDE OF THE CONTROL CENTER WILL OPERATE.



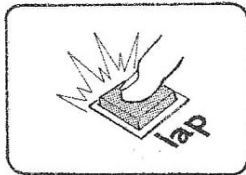
POWER ON

- A. Set up your Control Center as explained in PRE-START instructions (see page 2).
- B. Make sure POWER SWITCH is "ON".

**PROGRAM LAPS
(To set length of race)**

- A. Each driver must continue pressing LAP BUTTON on his side of Control Center until the desired number of laps for each lane is reached.
- B. Laps will increase 5 laps each time LAP BUTTON is pressed to maximum of 95 Laps.

NOTE: The more experienced driver can set higher number of Laps to give the other driver a handicap advantage.



TO START

- A. Press START BUTTON for countdown from "1" to "00"

- B. Power your cars on "00"
- NOTE: Any driver who starts before the "00" signal will be penalized since "00" is the first number to register in display window as cars pass over Control Center.

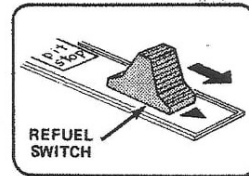
FUEL INDICATOR

Each driver automatically starts out with 90 gallons of fuel.
 • During the race each DISPLAY WINDOW will flash a "L" signal when 18 gallons of fuel remains. This means you must make a "refueling" PIT STOP.
 NOTE: You can check fuel level anytime by pressing FUEL BUTTON.

IF YOU RUN OUT OF FUEL TWO BARS will flash on and Control Center will stop counting laps.
 • If this happens you can still refuel but will lose valuable time.

TO REFUEL

- A. Stop your car in REFUELING AREA on track (see above).
- B. Slide and "HOLD" REFUEL SWITCH for your lane, in direction of arrow until you reach the number of gallons (up to 90 gallons) you think will be required to complete the race.



NOTE: The faster you race your cars the faster the fuel supply will run out, so several refueling PIT STOPS will probably be necessary.

- C. Release REFUEL Switch and continue racing

WINNER

The first driver to complete his preset number of laps is the winner. This is shown by the number of the last lap blinking ON and OFF and stopping the Lap Counting function.

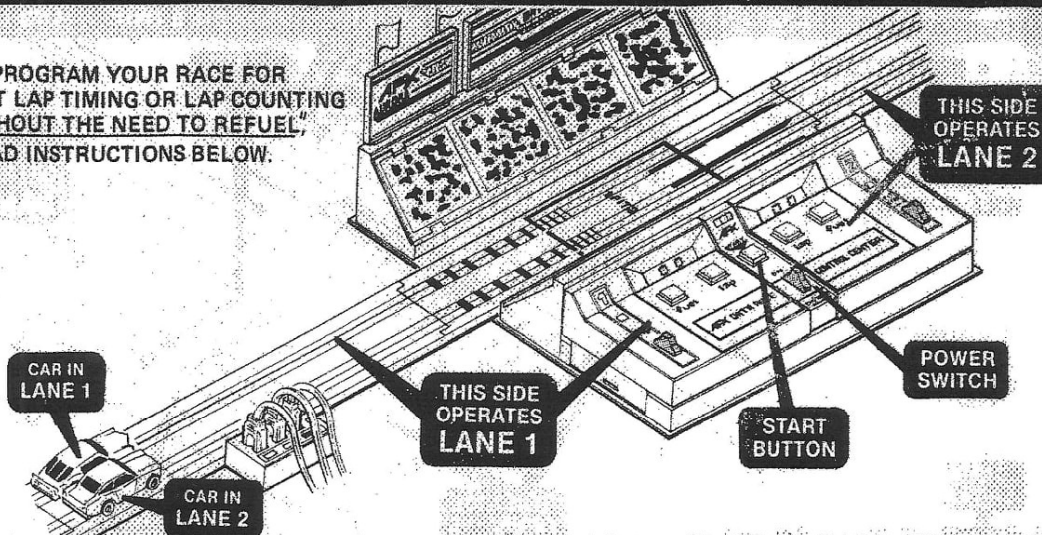
HOW TO CHECK LAP TIME DURING RACE

- Push the LAP BUTTON, for your lane, in "once" to show time of the last lap you completed.
- Pushing the LAP BUTTON in "twice" will give you the fastest lap time so far during race.

SEE REVERSE SIDE FOR PROGRAMS 2 and 3

Programs 2 and 3 PARTIAL CONTROL CENTER FUNCTION

TO PROGRAM YOUR RACE FOR JUST LAP TIMING OR LAP COUNTING "WITHOUT THE NEED TO REFUEL," READ INSTRUCTIONS BELOW.

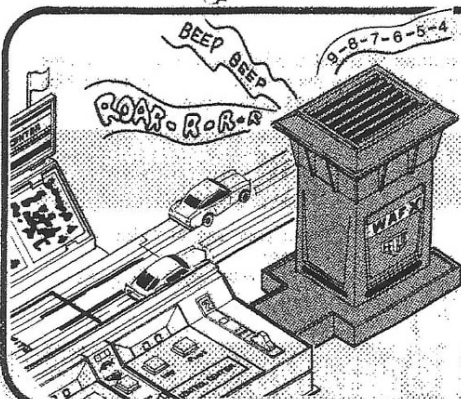


PROG 2 LAP TIMING

- Each driver chooses a lane which his side of the Control Center will operate (see above).
 - Set up your Control Center as explained in PRE-START Instructions (see page 2).
 - Make sure POWER SWITCH is "ON".
 - Each driver presses the "FUEL BUTTON" on his side of Control Center "once".
 - Now press START BUTTON for countdown from "1" down to "0".
 - Power your cars on "GO" As cars race around the layout, Control Center will just time every Lap completed.
- NOTE: For practicing with one car just program one side of Control Center.
- TO CHECK "FASTEST" LAP TIME during a race press LAP BUTTON once.
 - TO CHECK HOW MANY LAPS you've gone during a race press LAP BUTTON "twice".

PROG 3 LAP COUNTING

- Each driver chooses a lane which his side of the Control Center will operate (see above).
 - Set up your Control Center as explained in PRE-START Instructions (see page 2).
 - Make sure POWER SWITCH is "ON".
 - Press START BUTTON for countdown from "1" to "0".
 - Power your cars on "GO" As cars race around the layout, Control Center will just count laps.
- TO CHECK TIME for last completed lap in your lane press LAP BUTTON "once".
 - TO CHECK "FASTEST" LAP TIME during a race press LAP BUTTON "twice".



FOR MORE REALISTIC RACING...

Aurora® offers a separate Data-Race™ Sound Tower accessory for your Computer Control Center.

The Data-Race™ Sound Tower uses the most modern electronic synthesized sounds to reproduce sounds of real racing, starting from the roar of cars, to starting countdown, starter's gun, low level fuel warning, refueling and finally the winner's victory tune.

Available at your local retailer soon!