

AURORA AFX[®]

OWNER'S MANUAL

For use with CAMARO CHALLENGE[™] (8601), FIRE AND FRENZY[™] (8603), CORVETTE CLASSIC[™] (8604), FORMULA 1 (8605), 2-MAX RALLY[™] (8606), GHOST RACER[™] (8607), THUNDERBOLT THUNDER[™] (8610), BILL ELLIOT CHAMPIONSHIP[™] (8612) and ULTRA CARLO[™] (8613) Racing Sets.

If you have any questions or need assistance, call our Toll-Free CONSUMER HOTLINE: (800) 427-0397 between 9:00 a.m. and 7:00 p.m. Eastern Time.



Here are a few maintenance items you may need when you use the set:

- Eraser
- Dry Cloth
- Calophone Tape
- Coin
- Toothpick
- Small Screwdriver

CAUTION: UNPLUG POWER PACK BEFORE CLEANING TRACK

1. Always clean the track before you start racing. Use an eraser to clean the Track Flats, then wipe away residue with a moist dry cloth.
2. Blow out any deposits that may have fallen in the track grooves.
3. You may also use the broom race pad provided or a coin to clean the Track Flats. Simply lay a coin flat on the Flats and brush until shiny.
4. NEVER use steel wool to clean the track.



2. Choose a layout from the Layout Sheet

3. Assemble the straight or curved track on a flat, clean surface. Do not assemble track on carpeting.
4. Push the pieces of track together until they are in place.
5. Assemble pieces of track to form the layout of your choice.



4. Flip the details apart to disassemble



CAUTION — ELECTRICALLY OPERATED PRODUCT NOT RECOMMENDED FOR CHILDREN UNDER 8 YEARS OF AGE. AS WITH ALL ELECTRICAL PRODUCTS, PRECAUTION SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.

POWER PACK RATINGS: INPUT: 120 VAC, 60 HZ, 15A OUTPUT: 22 VDC, 750mA

NOTE TO PARENTS: Periodically examine this racing set, power pack, cars and track for potential hazards. Look for loose connections or frayed wiring. Any hazardous parts should be immediately repaired or replaced before use.



Attach a Crash Barrier (shown) to each curve section by joining the Guardrail tabs under the track, then snapping on the piece.

Snap Bridge Support together.

Attach Bridge Supports to track as needed.

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

Slide the Controller Plug into the Terminal Track as shown.

Plug the Power Pack into an electrical wall outlet (110-120 volt AC).

AURORA AFX LAYOUT SHEET

GHOST RACER[™]

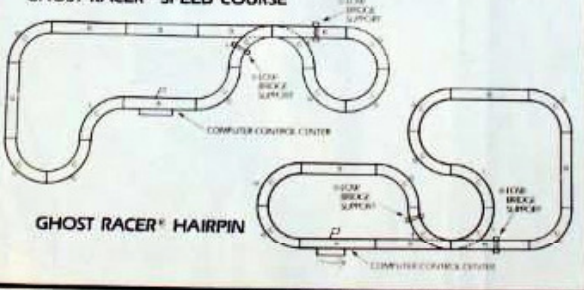
Rev. 08/87

YOUR SET CONTAINS:

- | QTY | ITEM |
|-----|---|
| 1 | 15" Computer Control Center |
| 5 | 15" Straight Track |
| 10 | 9" (1/2) Curve Track |
| 3 | Low Bridge Support |
| 10 | Guard Rail |
| 1 | 22-Volt Power Pack |
| 2 | Controller |
| 1 | Ghost Racer [™] Turbo Corvette |



GHOST RACER[™] SPEED COURSE



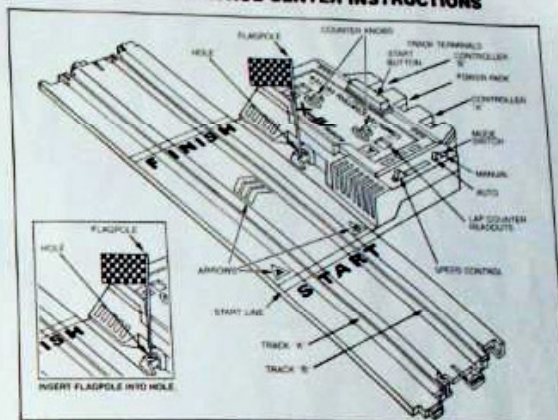
GHOST RACER[™] HAIRPIN

© 1987, 1987 Tomy Corp., a subsidiary of Coleco Industries, Inc., P.O. Box 581, Ardenwood, NY 12012, U.S.A. 20676

TOMY

GHOST RACER[™] COMPUTER CONTROL CENTER INSTRUCTIONS

Guide No. 08807



CONNECTING TO LAYOUT

Use the COMPUTER CONTROL CENTER like a standard 15" Terminal Track. Connect it to any other AFX[™] track, as shown in your Owner's Manual.

CONNECTING POWER PACK

Connect the POWER PACK PLUG to the same TRACK TERMINAL. The ARROWS on POWER PACK PLUG must point in the same direction as the ARROWS on the COMPUTER CONTROL CENTER track.

1. COMPUTER RACING MODE

In the Computer Racing Mode, the COMPUTER CONTROL CENTER controls the speed of the GHOST RACER[™] car. You drive the second car in a race against the GHOST RACER[™] car.

CONNECTING CONTROLLER

When Computer Racing, plug the Controller into the right-side TRACK TERMINAL "B". DO NOT CONNECT a SECOND CONTROLLER.

SETTING GHOST RACER SPEED

1. Turn both COUNTER KNOBS to "0".
2. Press the SPEED CONTROL to the middle of its range.
3. Press the START BUTTON. The GHOST RACER car will start its run and the FLAG will go down.
4. Adjust the SPEED CONTROL so that the GHOST RACER car speeds through but does not leave the slot on the turns. If you later find that the GHOST RACER car is too fast or too slow, you can adjust the SPEED CONTROL to the desired speed at any time.

NOTE: If the GHOST RACER car stops before you have completed setting the speed (after 10 laps), reset Speed 15 to 0.

7. Turn down the GHOST RACER car at the START LINE and reset the LAP COUNTER as in Step 11, above.

NOTE: LAP COUNTER KNOBS CAN BE SET FOR ANY DESIRED NUMBER OF LAPS BETWEEN 1 and 10.

COMPUTER RACING

1. Make sure the MODE SWITCH is set to "AUTO".
2. Place the other car on TRACK "B" (outside lane) at the START LINE next to the GHOST RACER car.
3. Press the START BUTTON and the GHOST RACER car will take off. At the same time also press the START BUTTON, squeeze the trigger on the controller and the second car will take off.
4. The first car to make the preset number of laps on the track will make the victory FLAG go up. The GHOST RACER car will stop automatically.

2. REGULAR RACING MODE

1. Set MODE SWITCH to "MANUAL".
2. Plug second Controller into left-side TRACK TERMINAL "A".
3. Each car will now respond to one of the Controllers. The SPEED CONTROL has no effect.
4. The LAP COUNTER can be used if desired, but neither car will stop when the flag goes up.

TOMY

© 1987 Tomy Corp., a subsidiary of Coleco Industries, Inc., P.O. Box 581, Ardenwood, NY 12012, U.S.A. Color and illustrations may vary.