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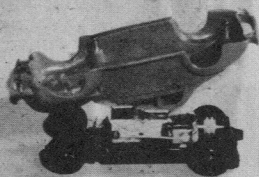
MODELS

FALL 1962 — 35 CENTS

HOT CAR AND RACING KART MODELS

GILBERT AUTORAMA

Tom Mason



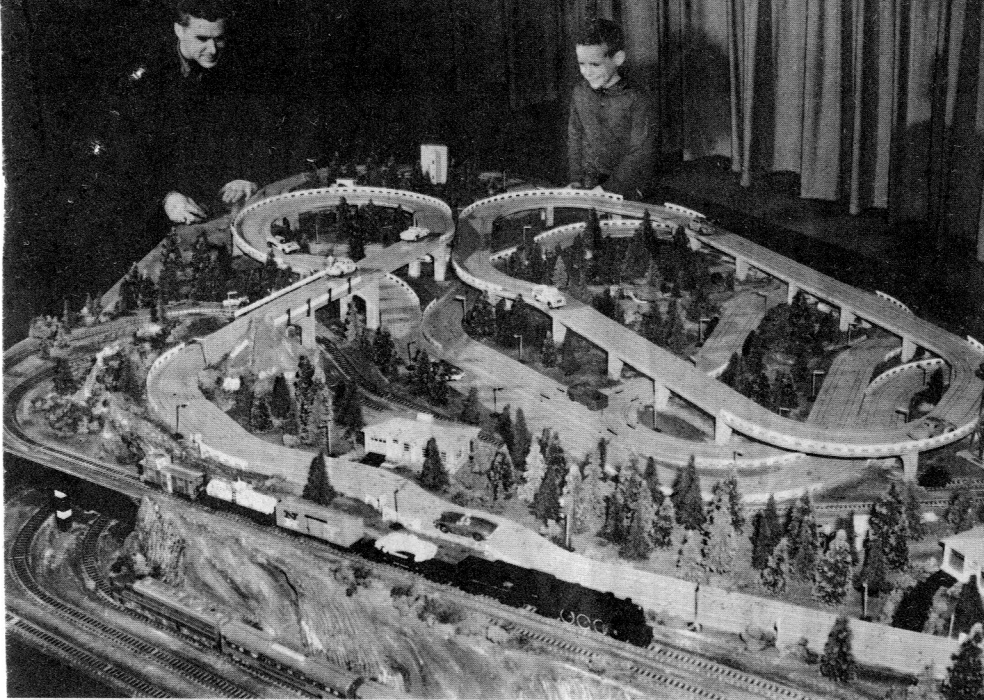
Body is removed from car to show the worm gear rear-wheel drive. Below: A customized Corvette and stock car before decals were added to dress it up.

AS TABLETOP CAR RACING grows in popularity with kids and hobbyists across the nation, the sets available become more varied and exciting. And one leading manufacturer, the A.C. Gilbert Company, makers of Autorama race and highway systems for the past three years, has a good lead in generating authentic excitement coupled with high performance and quality in its sets.

For example, Autorama is the only 1/25" scale system to provide reverse operation for its cars, and a roadway and pickup that permits individual control of two cars traveling in the same lane. A new section of Chicane roadway introduces the excitement of pure chance to racing, while its T-intersections are the equivalent of six railroad switches.

The theme of versatility and excitement will also govern future Autorama developments according to H. J. Fitzpatrick, Gilbert products manager, who aided the development of the first Autorama system three years ago. Autorama's new 1962 "Which Lane?" Chicane Race lends considerable support to this statement.





Elaborate layout is possible through the use of extra track and accessories. Smaller installations can make use of overpasses to create racing at higher levels thus conserving space while obtaining extra roadway footage.

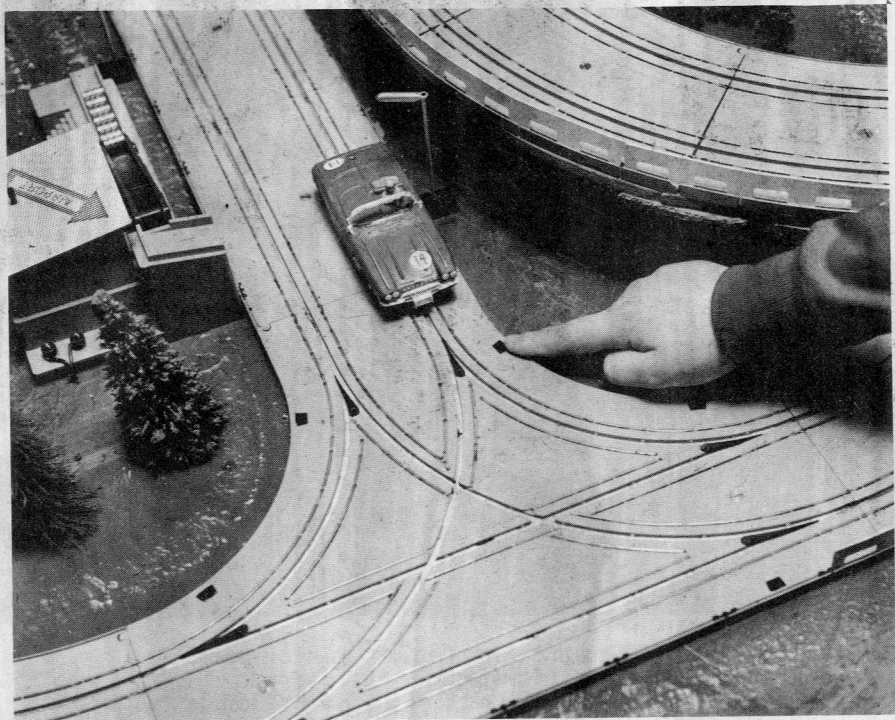
'At \$24.95, the "Which Way?" Chicane Race is the modestly-priced Autorama set for 1962. Containing an oval roadway, the new set is packed with thrills and excitement for both the fun-loving youngster and the avid hobbyist.

Heart of the set is Autorama's new Chicane sections of roadway that narrow down two lanes to one, then expand back to two lanes again. But when a car goes into the Chicane there is no way of predicting which lane it will be in when it emerges. Secret of the random lane selection is a tapered point in the guide slot at the point where the one lane branches off into two lanes. Depending upon how the car's slot guide or

stabilizer strikes this tapered point, the car will unpredictably turn to either the left or the right.

Cars can block or push when traveling in the same lane, adding considerable dimension to racing. Skill, luck and fast judgment are also at a premium when both cars are parallel and about to enter the Chicane, since each driver must make a quick decision whether to risk forcing the other off the road by racing into the narrowed section, or take the chance of slowing down and getting the rear position or the outside lane.

Once out of the Chicane, position is dependent upon the driver's skill in negotiating the remainder of the



A simple flip of a switch on this T-intersection will direct cars to the desired lanes of travel. Each T-intersection is said to be equivalent to six railroad switches. They provide additional roadway dimension.

AUTORAMA

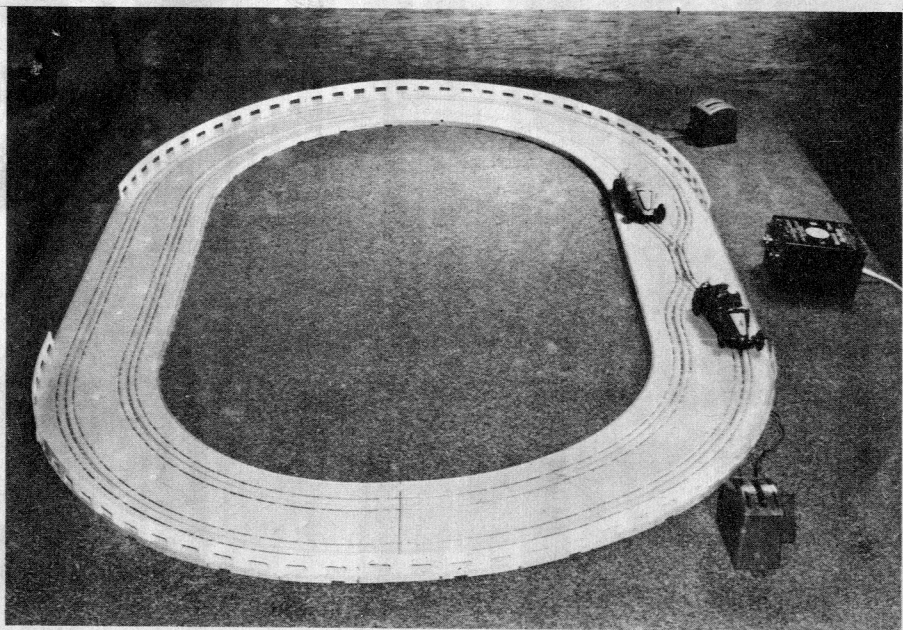
track at the highest speeds possible. Cars in the Chicane Race set are "Flyer Karts," ready-to-run versions of the racing karts seen around the nation's tracks.

A second Autorama set, changed slightly from last year, when it ranked as a best seller, is the Over and Under Figure Eight Race. Listed at \$29.98, this set has two 1940 Ford coupe stock cars, customizing kit, and a trestle set in addition to all the roadway, wire and other components needed for operation. Main changes from the 1961 version are the sub-

stitution of the Fords for Corvettes, and the use of a new bar-type guard rail. Roadway is 2-rail system, which means that each car can travel in one lane only.

The Autorama set with the largest hobbyist potential is the Autorama Superhighway set at \$39.98. This is the only set that contains T-intersections. As mentioned earlier, the T-intersection is the equivalent of six railroad switches, and provides for left and right turns from side roads onto main thoroughfares. With this versatile roadway section, hobbyists can back a car into side streets,

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"Which Way?" chicane racing introduces the unexpected as cars entering the chicane strip can come out on either lane unpredictably. Trick is to keep ahead and plan passing when it's possible. Two chicane strips are possible.

Racing karts are supplied as part of the "Which Way" chicane set. Karts are a little faster than cars because of their light weight but are a little "flightier" on the turns. They can also be run on roadway track.

