



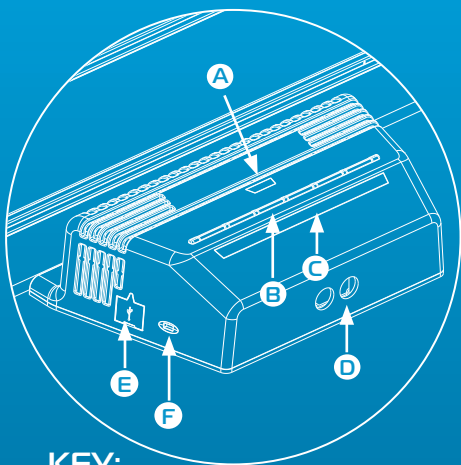
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# QUICK START GUIDE

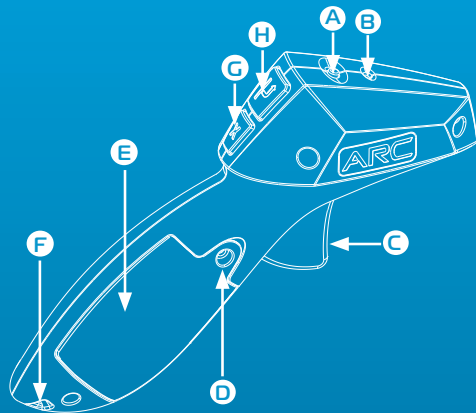
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**KEY:**

- A** Power/Bluetooth LED
- B** Binding Buttons
- C** Binding LEDs
- D** Round Power Sockets
- E** USB Port
- F** Analogue/Digital Switch (note: Analogue mode will switch to ARC AIR functionality. ARC AIR will only run 2 analogue cars, with no lane changing function available)

**KEY:**

- A** Power Switch
- B** Power/Bluetooth LED
- C** Trigger
- D** Battery Screw
- E** Battery Door
- F** Lanyard Loop
- G** Brake Button
- H** Lane Change Button

## Powerbase- Power/Bluetooth LED

Off	Orange Flashing	Green Solid	Red Solid
No power connected.	Power on, no bluetooth connection.	Power on, bluetooth connected.	Power short

## Powerbase- Binding LED

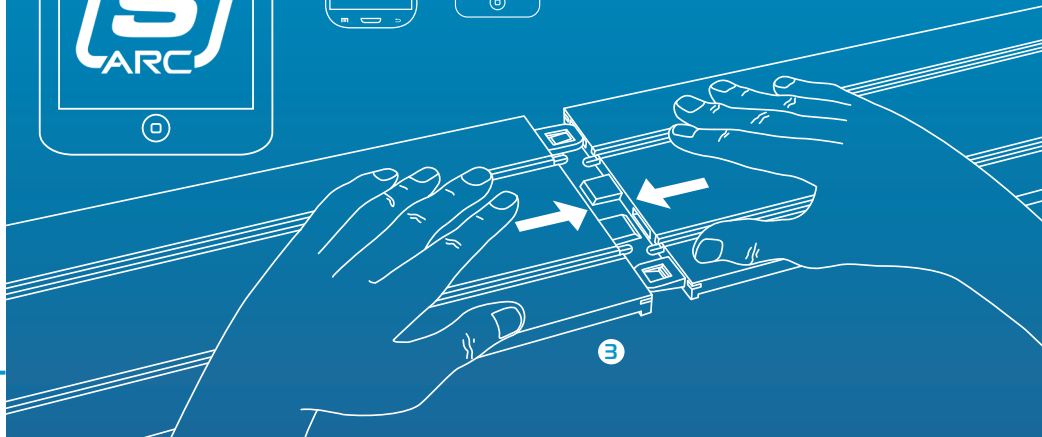
Off	Green Flashing	Green Solid
No controller connected	Channel is in binding mode.	Channel is connected to a controller.

## Controller- Power/Bluetooth LED

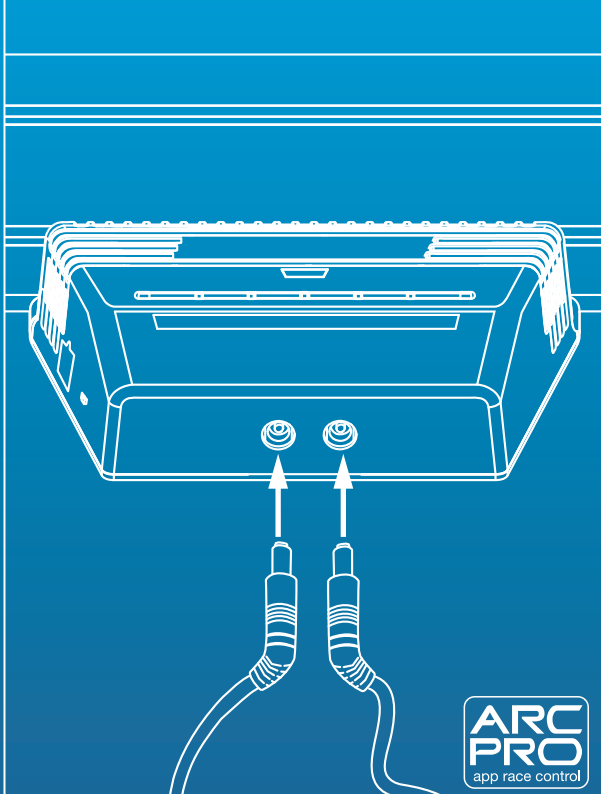
Off	Red Flashing	Red Flashing (intermittent)	Red Solid
Power off or controller in sleep mode.	Controller is in binding mode/ battery is low	Controller is in sleep mode, switch power off.	Controller is connected to a channel on the powerbase.

# QUICK START GUIDE

- 1 Download and install the Scalextric ARC App from Google Play or the iTunes App Store.
- 2 Enable bluetooth on your device.
- 3 Follow the track layout instructions (provided in your set).



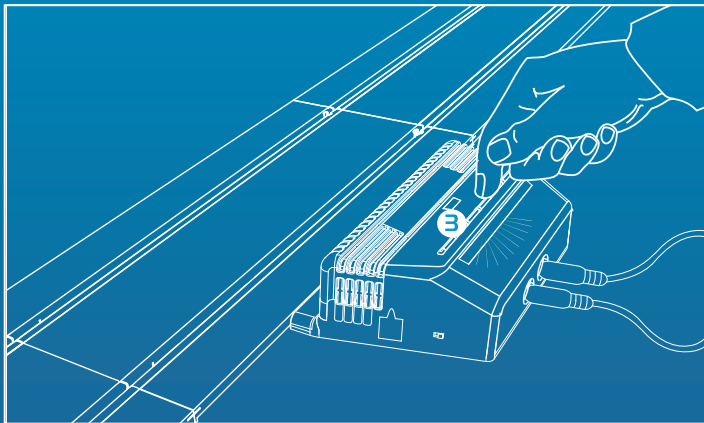
- 1 Insert the round plugs into the powerbase.
- 2 Plug transformer into the wall and turn on.
- 3 The powerbase power/Bluetooth LED will flash orange.
- 4 Open the ARC App on your smart device and follow the on screen instructions.
- 5 When the powerbase power/Bluetooth LED glows solid green, you are ready to race.



## Wireless Controllers

**Please note:** Your hand controllers should already be connected. However if they are not, or you wish to connect your controller to a different colour, please follow the steps below;

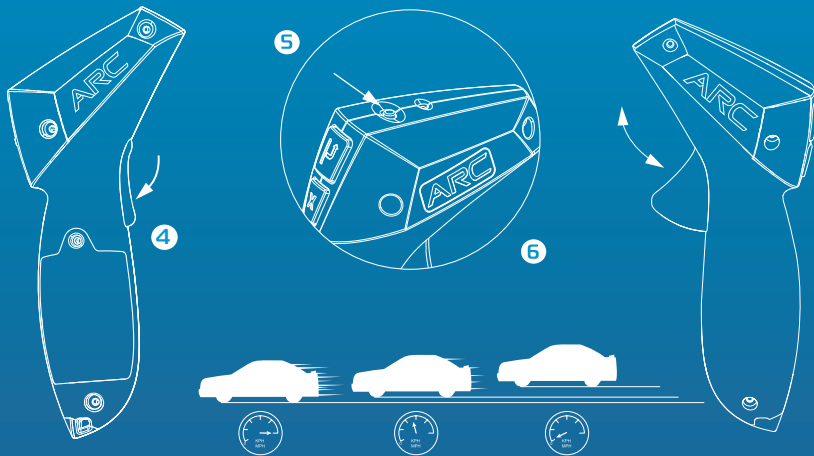
- 1 Insert batteries (2 x AA) and check the hand controller powers on (red LED will flash when turned on for the first time).
- 2 Turn off the controller
- 3 Press and hold binding button on powerbase for colour you wish to connect to – LED will flash green to indicate binding mode.





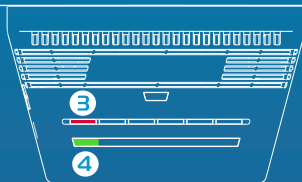
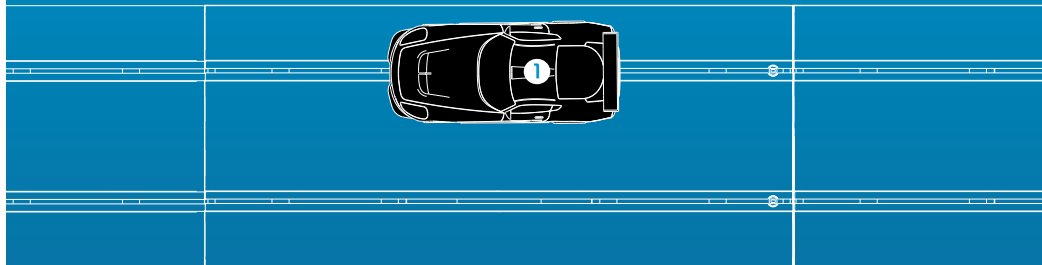
## Wireless Controllers

- 4 Fully depress and hold the trigger.
- 5 Continue holding the trigger and turn the controller on.
- 6 Release the trigger – your controller is now connected!



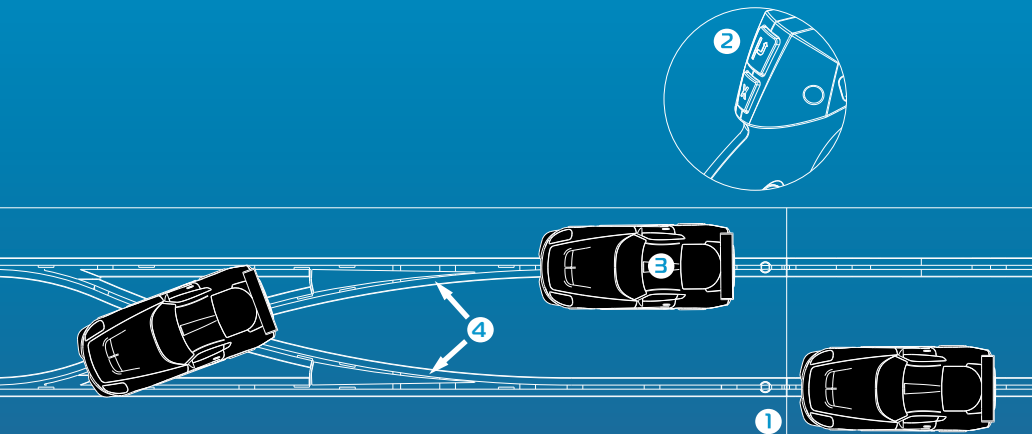
**Please Note:** Your car should already be connected to the controller. However if it is not, or you wish to connect your car to a different colour, please follow the steps below

- 1 Place car onto track. (NOTE; only 1 car on the track at a time)
- 2 Ensure the controller is switched on.
- 3 Double press the coloured button on the powerbase to connect your car to the corresponding controller. This will cause the LED to flash.
- 4 When LED glows solid green, the car is connected.
- 5 Gently pull trigger to test connection.



## USING THE LANE CHANGER

- 1 Identify the sensors on the lane change sections of track.
- 2 During the race, before reaching the sensor, press and hold lane change button.
- 3 Once the car has passed sensor, release the lane change button.
- 4 The lane change point will click and the car will change lanes.

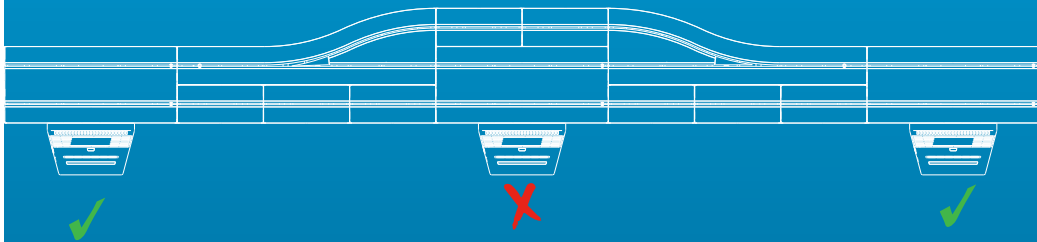


# IMPORTANT

## Pit Lane Setup

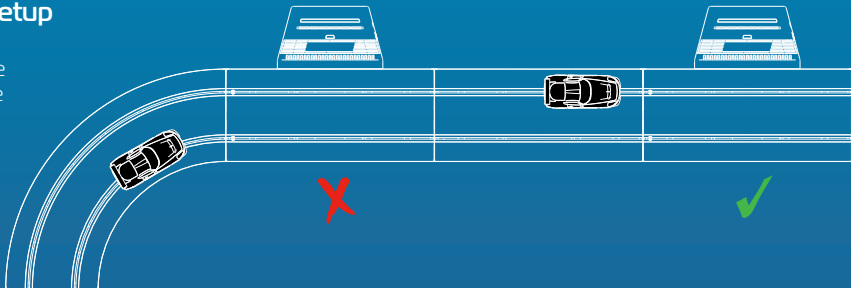
The Powerbase **MUST NOT** go in the centre of the pit lane, as this will not register a lap when going through the pit lane.

To avoid this, connect the power base in the correct position, either before or after the pit lane, when setting up the track.

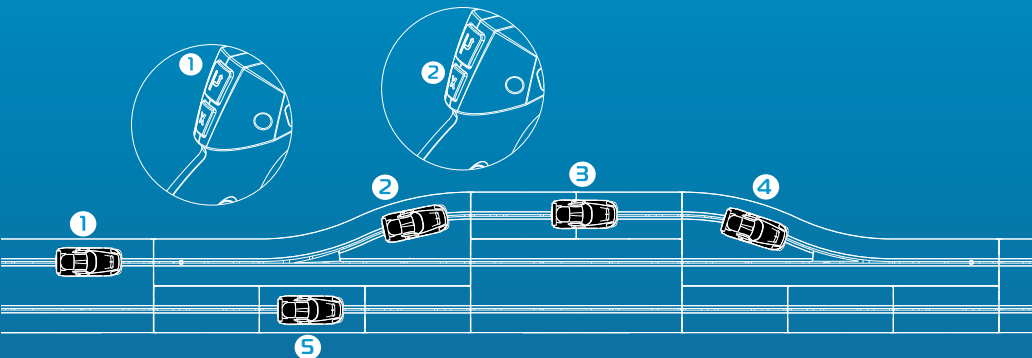


## Powerbase Setup

It is recommended that the powerbase is assembled in the middle or at the end of a straight, not directly after a corner, as this can result in some laps not registering in extreme cases.



- 1 To enter the pit lane, press the lane change button.
- 2 When in the pitlane, press and hold the brake button to come to a full stop. Continue holding the brake button.
- 3 After 2 seconds, pit stop will be activated. Continue holding the brake button until you are ready to leave the pit lane.
- 4 To leave the pit lane, release the brake button and press the trigger as normal.



- 5 You can not enter the pit lane from this lane

Note: The pitstop functionality can be activated anywhere on the track (ie drivers do not have to enter the pitlane in order for the pitstop button to work). However, it is recommended that a pitlane is used when racing in ARC PRO mode in order to avoid collisions in the same lane whilst racing.

## Yellow Flag Mode

- 1 When the Yellow Flag feature is activated in settings, you can use Yellow Flag Mode.
- 2 If a car comes off of the track, tap the screen of your smart device to raise the yellow flag and restrict all racers speed to 5%.
- 3 When the car is reconnected with the track, tap the screen again to return all racers to full power.

## KERS

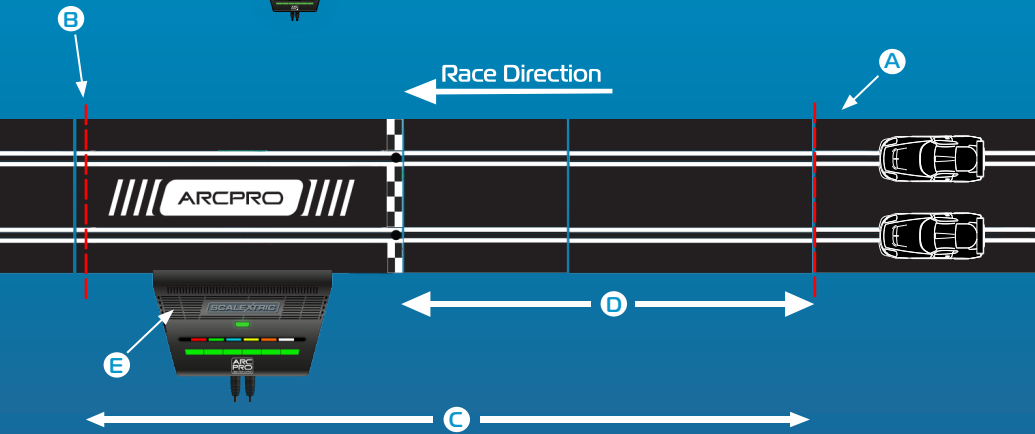
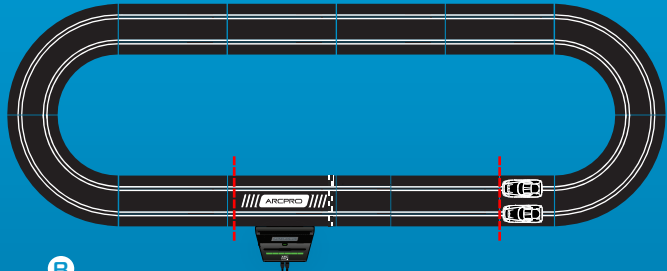
- 1 When the KERS feature is active in settings, you can use KERS
- 2 To activate KERS boost, double press the lane change button; this will unlock the full power for your car.
- 3 When KERS is active, power will be limited to 80%. When fully charged, KERS will give the car 100% power for 3 seconds.

# Example layout:



## KEY:

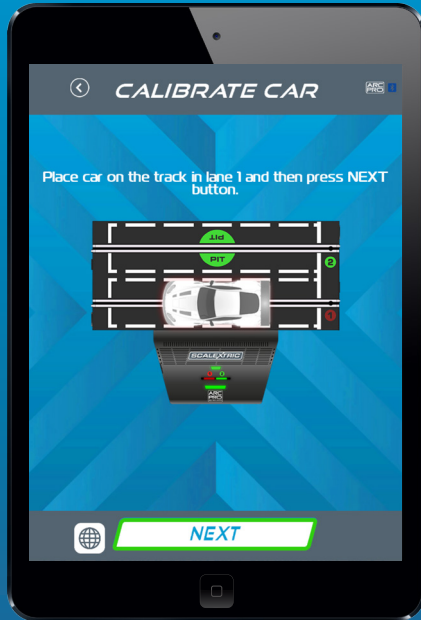
- A** Start Line
- B** Finish Line
- C** Drag straight (Select in App)
- D** Full drag length
- E** Powerbase



Your car must be calibrated to race correctly while the in-race features are active.

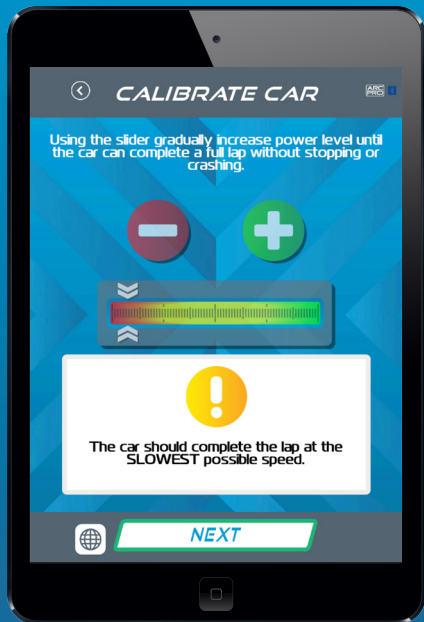
1. Press Calibrate Car

2. Place car in lane 1

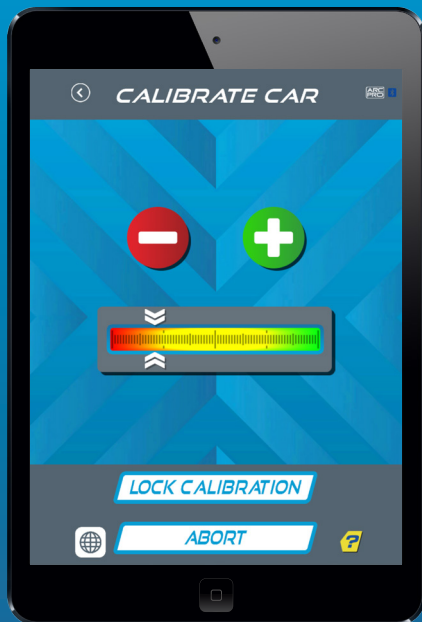




3. The car should complete the lap at the **slowest** possible speed



4. Adjust power as necessary. Press 'Lock Calibration' to complete process.



### 9 DRIVER NAME

### 8 PREVIOUS LAPS

Displays your fastest lap  
Displays your previous lap

BEST LAP: 00:03.460    LAST LAP: 00:04.520

### 7 KERS

When KERS is activate, power will be limited to 80%. When fully charged KERS will give the car 100% power for 3 seconds.



100%

50%

EMPTY

### 1 DRIVER ICON

Pre-selected driver icon.

### 2 DRIVER PLAQUE

### 3 DRIVER COLOUR

### 6 TYRES

When tyre wear is activated the grip levels will fall until you have a blow-out, slowing your car.



100%

<30%

<10%

ZERO  
(FLASHES)

### 4 LAPS & TIMES

On-Track:

Current lap

Race Timer

LAP 007/015

TIME 00:37.552

In The Pits:

Length of time in the pit stop

Race Timer

PIT IN 00:03.485

+ 0 LAPS

### 5 FUEL

When activated fuel load will decrease each lap



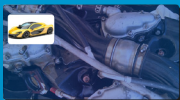
100%

<30%

<10%

EMPTY  
(FLASHES)

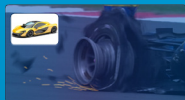
## Race incident icons



Mechanical failure



Oil slick



Tyre blowout



Race incidents

## Arcade icons



Oil slick



Tyre blowout



Invincibility

## Pit icons



Enter pits



Leave pits



Disqualified



Yellow Flag

## Weather icons



Wet weather



Dry weather

**Please note:** The car's speed will be reduced if you are using the wrong tyres for the weather conditions. Change your tyres by entering the pits.

## Events

Slow, chugging rumble	Sticky tyres
Slow-fast alternating rumble	Invincibility
Slow, heavy beats to indicate a powerful engine idling	Race start
Periodic gentle rumble, like an engine ticking over	Pit stop entry
Brief spurt or fast rumble, to signal completion	Pit stop tyres
Fast revving-like rumble	Pit stop fuel
Periodic gentle rumble, about 1 second apart, as an alert	Pit lane 1st sensor / Fuel
Random long and short bursts of rumble	Tank empty / Blow out
Low, long rumble.	Mechanical fail
Long and short bursts of low rumble	Oil slick
A heavy, thunder-like rumble	Light showers/Heavy showers

## In-race gameplay

- Race Start
- Jump start
- Start reaction times
- Lap counting
- Top speed
- Proximity sound
- Practice
- Pit Lane pit stop
- Fuel usage
- Tyre Wear
- Race incidents
- Weather conditions
- Lane Changing
- KERS
- Yellow Flag

## Pre-race configuration

- Set selection
- Car selection
- Track layout selector
- Maximum power limiter
- Hand throttle mapping

## Racing modes

- Quick start mode
- Drag racing
- Arcade mode
- Practice
- Qualifying
- Tournament
- Grand Prix
- Endurance
- Pace Car

## Social media

- Twitter race statistics update
- Facebook race statistics update
- Post-race statistics
- Post-race statistics graph

Device	Symptom	Resolution
App	App not loading – black screen remains after app loads up.	Restart your smart device. If problem persists, delete the app and re-download from the App Store.
App	App crashes to the home screen when attempting to connect to the powerbase.	Restart your smart device and re-download the app from the App Store. If problem persists ensure you have the latest operating system installed.
App	There is no sound.	Check the audio settings on your smart device - there will always be sound from the ARC system.
App	Race is interrupted by a phone call, email or similar notification.	App will automatically pause the race timing. All players should stop racing until the App is resumed as laps and pit stops will not be registered.

Device	Symptom	Resolution
Powerbase	Power short (overload)	Clear track of braids and debris. Check track is connected properly and restart the powerbase.
Powerbase/App	Car stops mid race because of an event.	Recalibrate your car.
Powerbase/App	The cars are not being sensed when passing through the powerbase straight.	Unplug the power to the powerbase and abort your race. Now power up the powerbase and try again.
Powerbase	The App keeps showing I have stopped for a pit stop/ the second sensor is not picking up the car(s).	Ensure that the powerbase straight is flat and there are no bumps before the straight causing the car to jump over the sensor.

## Firmware updates

For information on all ARC PRO updates please visit [www.scalextric.com/ARC](http://www.scalextric.com/ARC)



If you have further problems with your ARC product, please contact the Scalextric Customer Care department on the details below:

Email: [customer care@scalextric.com](mailto:customer care@scalextric.com)

Telephone: +44 (0) 1843 233525

Post: Scalextric Customer Care, Hornby Hobbies, 3rd Floor, The Gateway, Innovation Way, Discovery Park, Sandwich CT9 4JX

[www.scalextric.com](http://www.scalextric.com)



## Regulatory Compliance Information

### FCC Requirements

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This device complies with Industry Canada's licence-exempt RSSs. Operation is subject to the following two conditions:

- (1) This device may not cause interference; and
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

- (1) l'appareil ne doit pas produire de brouillage, et
- (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

### Powerbase

FCC ID: 2ACUF-SSA00185  
IC: 12075A-SSA00185

### Hand Controller

FCC ID: 2ACUF-SSA00189  
IC: 12075A-SSA00189

ICES-003/NMB-003

Cet appareil numérique de la classe B est conforme à la norme ICES-003 du Canada.

### CE Compliance For Europe

Marking by the CE symbol indicates compliance of this system to the applicable Council Directives of the European Union, including the R&TTE Directive (1999/5/EC), EMC Directive (2004/108/EC) and the Low Voltage Directive (2006/95/EC).

### FCC Radiation Exposure Statement

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.



[www.scalextric.com](http://www.scalextric.com)