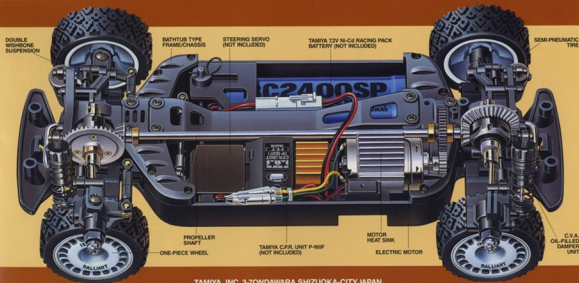


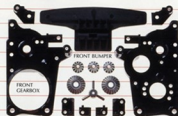


TAMIYA RADIO CONTROL GUIDE BOOK **2000**

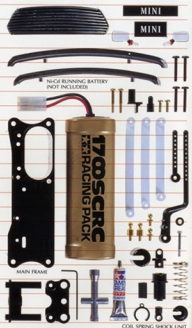
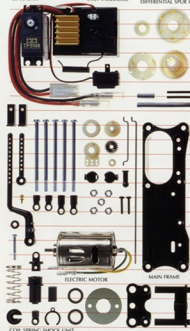
- 1/10 & 1/12 ELECTRIC RADIO CONTROL CAR SERIES
- 1/10 R/C GLOW ENGINE CAR SERIES ● 1/8 R/C GLOW ENGINE CAR SERIES
- 1/14 R/C TRACTOR TRUCKS SERIES ● R/C SAILING SERIES
- R/C AVIATION SERIES ● R/C BOY'S 4WD RACER SERIES
- TAMIYA R/C SYSTEM ● R/C SPARE PARTS ● HOP-UP OPTIONS



TAMIYA, INC. 3-ZONDAWARA, SHIZUOKA-CITY, JAPAN.



C.P.R. UNIT (NOT INCLUDED) DIFFERENTIAL SPUR GEAR



1/18 ROVER MINI COOPER COMPONENTS

2nd Cover	Rover Mini Cooper Components
2-3	Enjoy Radio Control
4-5	Guidance to Electric Powered R/C Car Models
5	Basic Driving Training
6-7	Practice on the Circuit
8-9	Guidance to Participating in Race
10-11	The Challenge of Le Mans
12-13	Daily Maintenance
14-15	How to Build a Circuit
16-17	Improvement of Improving Performance
18-21	Characterizing a Car
22-23	Painting & Decoration of R/C Car Bodies
24-25	Glow Engine R/C Cars
26	R/C Sailing Guide
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28	Guidance for Organizing a Competition
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3rd Cover	World's R/C Scenes

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Shizuoka, Japan

Toys they're not.



TAMIYA
RADIO CONTROL
GUIDE BOOK

ENJOY RADIO CONTROL

A great number of people from around the world are enjoying this Radio Control sport. Cars, tanks, motorboats and sailing ships, plus many aircraft are available in the R/C format. People find excitement in the precise mechanics and high performance of these models. Assembly and finishing, customizing and tuning up, and organizing and participating in competition are just a few of the possibilities in this limitless hobby of radio control modeling.

This guide book was initially compiled to focus on the fundamentals of electric powered R/C car models; however, additional guidance on glow engine powered cars, sailing ships and motor gliders has been included. We hope it is instructional and informative to provide a better understanding of this fantastic sport.

1. RADIO CONTROLLED MODELS

Radio controlled models are nothing but models remotely controlled by radio signals. So most operating models, if they are big enough to mount radio control units, can be converted for radio control. Radio controlled models are classified under kinds of power units; there are ones with gas powered engines, with electric motors, with steam engines, and ones with no power units like sailboats and gliders. There are airplanes, helicopters, gliders, racing cars, buggies, tanks, boats and some others, each of which has many fans.

However, as for the radio control units, most of them in use today are fundamentally the same; they are the digital proportional type, although their capability varies from unit to unit.

●RADIO CONTROL SYSTEM

When you have bought a model, a radio control system designated for the model should be purchased separately which then is to be installed into the model.

Most predominant radio control systems on the market today are the digital proportional type. In short, they are called a radio. The digital proportional radio control system consists of a transmitter which is to be operated by a modeler, a receiver, and servos which are mounted into the model, plus power supplies for the units.

Transmitter

Your transmitter serves as the control box for R/C models. The standard transmitter uses control sticks, while a wheel and trigger type was developed for car models. When the transmitter is in operation, it emits signals by means of radio waves.

Receiver

The receiver accepts signals from the transmitter and converts them into pulses that operate the model's servo(s).

Servo

The servos get the electrical impulses from the receiver and convert them into mechanical movements. The servo motor then rotates

an arm (servo horn) in a programmed direction. This movement then controls a specific model function, such as a car's steering or its speed, a ship's rudder, or the aileron/elevator on aircraft.

★Electric powered R/C models can use amplifier boosted electronic speed control, to eliminate the speed control servo and mechanical speed control unit.

Power source for the R/C system

Normally, twelve UM3 (AA) size batteries are required to operate an R/C system. Eight in the transmitter and four for the receiver.

★The four receiver batteries can be eliminated from electric powered R/C models if a Battery Eliminator Circuitry (BEC) is used. This allows the receiver and servo to draw power from the Ni-Cd running battery of the vehicle.

Tammy's Alkaline battery
Tamiya Ni-Cd battery



Tamiya Ni-Cd battery



●THE NUMBER OF CHANNELS - THE NUMBER OF CONTROL OPERATIONS

The number of channels of the radio control system indicates the number of operations to be controlled at a time. A four channel digital proportional system will employ four servos to control four different types of action. The radio controlled electric car is basically designed to be controlled in two ways, speed control and steering control; therefore, a two channel radio control system is to be employed. In the present market, radio control systems are available with up to eight channels. The two channel type, though the most fundamental, is enough to control cars, tanks, boats, and gliders, except gas powered model airplane (which usually require over three channels).

Some models require a special R/C equipment; such as a 4-channel radio control system, etc. In such cases, the R/C requirements will be shown on the package or in the instruction manual of the model. Consult with your hobby dealer to choose a suitable R/C unit.

2. ABOUT RADIO FREQUENCIES-STATUTORY BANDS FOR RADIO CONTROL

Radio waves are very used widely in the society and are very important for medical emergency, police and military, let alone radio and TV broadcasting. If these radio waves should be interfered with serious problems could develop. Therefore, specific frequency radio waves for different purposes are regulated to be handled by qualified personnel for the purpose of avoiding disaster. Thus a number of frequency ranges are designated for model radio control, and any other frequency ranges than the allocated ones should not be used under any circumstances.

●FREQUENCY BANDS

This phrase "frequency band" is used to denote the frequencies of radio waves. A receiver of the radio control system will accept signals emitted even from another transmitter, if the frequency used happens to be the same, the servos will also be put in motion. In other words, radio control systems on the same frequency will respond to each other, thus causing them to go out of control. However, a number of radio control systems all using different frequency bands can control many models. Hence, it is recommended to employ radio control systems with different frequencies to avoid interfering with each other when organizing racing events in groups.

●FREQUENCY CRYSTALS

The frequency of an R/C system is determined by the crystals used in the transmitter and receiver. The frequency band can be al-

COMPOSITION OF A 2-CHANNEL RADIO

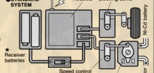
●STICK TYPE

- 1 Steering control stick
- 2 Speed control stick
- 3 Battery level meter
- 4 Trim lever

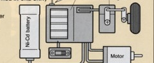
●WHEEL & TRIGGER TYPE

- 1 Speed control trigger
- 2 Steering wheel
- 3 Battery level meter
- 4 Trim dial

●STANDARD SYSTEM



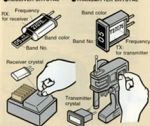
●TAMIYA C.P.R. UNIT (RECEIVER AND ELECTRONIC SPEED CONTROL IN ONE UNIT)



★Eliminated from a BEC radio.

tered by changing crystals with ones of a different frequency.

RECEIVER CRYSTAL TRANSMITTER CRYSTAL



Limitations on changing frequency

Radio waves used for hobby purposes are classified into several frequency ranges, such as 27MHz, 72MHz, etc., and the interchange of frequency crystals is only possible within the same range. In other words, you could not change a 27MHz frequency crystal to a 72MHz range by using a 72MHz crystal.

Use the same frequency crystals in both transmitter and receiver

Replacing only the transmitter's or receiver's crystal will result in loss of control of the model. Crystals in the transmitter and receiver must have the same frequency. Even though the frequency is the same, if made by different manufacturers, they could cause different difficulties. Use spare crystals available from your R/C system manufacturer.

FM and AM crystals are different
There are two types of radio signals: AM (amplitude modulated) and FM (frequency modulated). Each uses its own exclusive frequency crystals, and are therefore not interchangeable between AM and FM.

Radio interference will occur even between AM and FM radios, if on the same frequency.

RADIO INTERFERENCE IS DANGEROUS

Signal waves of radio control systems sometimes reach about 2 kilometers in the air and over 300 to 500 meters on the ground. When there is another person operating a radio control unit, compare the frequency of your radio control unit with his. Avoid the possibility of interference; operating radio control units of the same frequency will inevitably result in interference and get your model out of control. In such a case use an alternate frequency if possible.

Radio controlled models, the fixed frequencies are used commonly among cars, airplanes, boats, and any other kind of model. So radio interference will occur so long as the same frequency is used

regardless of the difference of types of models. Radio signals from other types of radio control units will interfere with your radio control model.

Radio interference will occur even between AM and FM radios, if on the same frequency.

CHECK ON INTERFERENCE

A device called a "monitor" can be used for detecting radio interference. There is another simple way: move your transmitter away from the model to some distance, and watch the response of your servos. If the servos move strangely, interference can possibly be recognized. While operating your models, if you recognize any sign of interference, stop running and check the cause.

BE CAREFUL OF BATTERY POWER FOR R/C SYSTEM

Weak or depleted battery power in a transmitter or receiver can cause loss of control. Check the transmitter battery power by means of its power level indicator prior to operation. Since a meter is not on the receiver, it is recommended to replace these batteries with new ones prior to operation. If the receiver gets its power from the model's Ni-Cd battery, control difficulty can occur when the Ni-Cd depletes. It is best to stop operations and recover the model as soon as its running speed slows, to avoid loss of control.

NECESSARY TOOLS, PAINTS AND GLUE

Not many tools are required so long as you assemble a kit as is. The necessary tools are illustrated below. Tools especially in need are included in the kit, or at least an explanation about tools is given.

Tools

Modeling knife, screwdrivers, long nose pliers, side cutters, etc.



Paints

Use plastic paints for styrene resins, and polycarbonate paints for clear Lexan R/C car bodies. Spray type paints are convenient for finishing larger areas such as bodies. For painting details like figures, bottle paints for brush application are available.



Cement

The type of cement required will differ according to the material. If a special type is required, it will be indicated on the package or in the instructions. On a standard R/C car model, only the instant CA cement (cyanoacrylate) will be required to secure semi-pneumatic tires to the wheels.



Oil and grease

It is necessary to lubricate gearboxes, shafts and bearings. Failure to lubricate will hinder rotation movement and result in serious problems, such as excessive wear and parts breakage. Greases and oils of many types and formulas are on the market. Select the type according to its intended use.



ADVICE ON SELECTING KITS

When buying your first kit, it is important to select a reliable store. A store that provides good servicing to customers, carries an ample stock of parts, and is willing to help and guide beginners to provide long term enjoyment in the hobby. Before purchasing any kit, be sure to clarify any questions about it, and study the contents and performance of the model, so

that you can be satisfied with your purchase of the model kit.

READINESS OF PARTS AND COMPONENTS

Select model, the parts of which are easy to obtain. Tires and gears can wear out; even a spool control switch is an expendable component in a sense. Bodies and chassis may have to be replaced after some collisions. In such a case, your models can be mended easily and economically if the repair and replacing parts are available. For the Tamiya models, such components as ball bearings and more powerful motors are available for improving model performance according to a modeler's controlling skill. Spare parts and components for tuning up are essential to make fun out of radio control to a further extent, so choose a model whose parts and accessories are easy to buy at model stores.

POINTS IN PURCHASING

The assembly kit consists of numerous parts and accessories. So it is recommended to check up on the contents of a kit with a store attendant at the purchasing point. Also read through the assembly pamphlet to see how difficult or easy it is and ask questions, if any. Also you might as well inquire about the technical guidance and servicing by the store.



SAFETY REGULATIONS AND OPERATIONAL BEHAVIOR

Some radio controlled models of airplanes, racing cars and boats powered by gas engines can achieve speeds of over 100 km/h. It can cause serious accident if they should lose control in the midst of operation; it might involve personal injury. Even electric radio controlled cars can attain speeds of 30 km/h. Be sure to abide by the rules stated below and be careful not to endanger or annoy others:

- Do not use the streets for running model cars.
- Do not operate near children or in crowds.
- When operating R/C aircraft, select a safe area where personal and property damage will not occur even if the model should crash.
- Slow down R/C cars emit noise during running and this can be annoying to others.
- Do not operate your model in an area where noise might disturb others.
- Avoid radio interference.
- Inspect your transmitter, receiver and models prior to operation.

GUIDANCE TO ELECTRIC POWERED R/C CAR MODELS

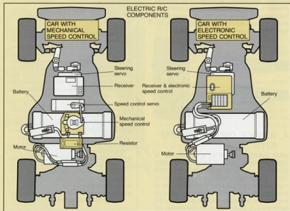
Of the many types of radio controlled models available, electric powered cars are most popular. Entry level kits are simple to construct and maintain, and ideal for learning the basics of this hobby, while the high performance electric racing cars have the potential of satisfying the most discriminating competition racers.

1. TYPES OF CARS

Electric powered R/C cars are classified by the scale size of the model, such as 1/10, 1/12 or 1/24. 1/10 scale is currently the most popular sized electric powered cars. When categorized by the surface they run on, they are roughly divided into three groups: on-road cars, such as formulas and stock types; off-road vehicles; and the dual purpose types such as rally cars and recreational vehicles.

2. RADIO CONTROL SYSTEM

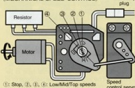
The standard electric R/C car is controlled by a 2-channel, 2-servo radio consisting of a transmitter, receiver and two servos. The servos control the car's direction (steering), and its speed via a mechanical speed control. A mechanical speed control and its servo can be replaced by an amplifier boosted electronic speed control. Normally, the receiver and electronic speed control are two separate units, but Tamiya's C.P.R. Unit combines these into one compact package. Transmitters are available in two types: stick control or wheel and trigger.



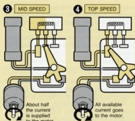
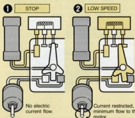
MECHANICAL SPEED CONTROL

This system uses a resistor to impede the flow of electric current that governs the motor's RPM. A 3-step mechanical speed control is used as an example here. At top speed, the resistor is bypassed, and all current goes to the motor. At low speed, the current flow to the motor is impeded by the resistor and bled off as heat. At mid speed, the amount bled off is about half of that at the low speed setting. The speed control servo moves a switch blade on the controller to vary the amount of electric current going to the motor.

(MECHANICAL SPEED CONTROL)



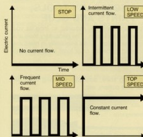
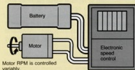
① Stop, ②, ③, ④ Low/Mid/Top speeds



AMPLIFIER BOOSTED ELECTRONIC SPEED CONTROL

The amplifier transistors in the unit control the current going to the motor, by interrupting the flow. The current, and consequently the motor's RPM, is controlled by the frequency of this interruptions. At top speed, no current interruption takes place.

(ELECTRONIC SPEED CONTROL)



3. MOTORS

Electric motors used in radio controlled vehicles are equipped with noise-suppressing condensers, to prevent radio interference. A 540 sized motor is most often used in 1/10



scale model cars. Other sized motors are used depending on the scale or intended use of the model.

★Specially wound, high performance motors for competition are available. These motors can be adjusted and tuned for specific use and their spare parts, such as rotors and brushes are available.

(HIGH PERFORMANCE MOTORS CAN BE DISASSEMBLED)



4. MOTOR POWER SOURCE

Along with motors, the development of nickel-cadmium (Ni-Cd) batteries has brought high performance to electric R/C models. These batteries provide more power than conventional dry cells, and they can be safely recharged for repeated use. A compatible charger is required for recharging.

NI-Cd BATTERIES

Ni-Cd batteries are available in two forms. One is the packaged cell type, and the other is the individual cell. A 7.2V stick type battery pack uses six 1.2V Ni-Cd cells connected in series, and is the standard power source used in 1/10 scale R/C cars. Battery capacity is rated in milli-ampere (mAh), and a higher mAh rating will power the model longer. Smaller sized models may require UM3 (AA) sized Ni-Cd cells or specially sized battery packs.



COMPATIBLE Ni-Cd BATTERY CHARGERS

There are two types of chargers available. An AC (alternating current) type which gets its power from an electric wall outlet; and the DC (direct current) type which uses a vehicle battery as its source of power. Standard chargers take from 4 to 12 hours to charge a Ni-Cd battery. Quick chargers are also available, that shorten the charge time. Always refer to

your Ni-Cd battery specifications when purchasing a compatible charger. Never attempt to charge a different type of battery.

● AC CHARGERS



● DC CHARGERS



● NI-CD BATTERY CAUTIONS

Large mAh capacity Ni-Cd batteries provide enormous current, therefore improper use or handling can cause serious accidents. Always follow the instructions included with the battery, charger and the model.

- Disconnect and remove a battery from the model when not in use.
- Do not dismantle or tamper with Ni-Cd batteries or charger. Do not cut a battery cable, as it could short circuit and cause a fire or burns.
- If cable is worn, be sure to insulate bare wires. Use heat shrink tubing or vinyl tape for insulation.
- Use only a compatible charger for recharging.



● CAUTIONS IN OPERATING THE MODEL

- The ceramic resistor of a mechanical speed control becomes very hot during use. If the car is run at low or mid speeds for extended periods, high heat develops, which could damage the resistor or other vehicle components.

Do not attempt to run the model when its wheel movement is impeded. Avoid putting too much of a load on the motor, such as running in grass, dry sand, etc.



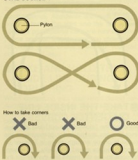
BASIC DRIVING TRAINING

You cannot make yourself a skilled driver just by running a car at will. Make a course using things like empty cans as pylons.

● OVAL COURSE 1

This is the simplest course using two pylons. It looks simple at first sight to drive a car along, but it will require some practice to achieve sharp and rigid turns made with the pylons as vertices of the curves. Practice both ways, clockwise and counterclockwise, until you can make both rounds in about the same period of time. Figure "8" drill can be also done in the same track.

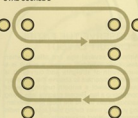
● OVAL COURSE 1



● OVAL COURSE 2

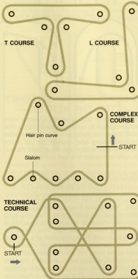
Have two or three pairs of pylons forming gates and run your car through them as accurately as possible. You will find it much harder than the oval course No.1. For the first period of time, arrange the pylons at a wide space, narrow them gradually, then at last put them at a space of one meter. Practice in both rotations, clockwise and counterclockwise.

● OVAL COURSE 2



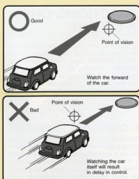
● ROAD COURSE

When finishing course No.1 and No.2 you have mastered the basic driving techniques. Now you should proceed to complex courses. Build a road course with the pylons, from basic figure "T" and "L" courses to more complicated circuits, assortment of figure "L" and hair-pin curves, high speed curve and slaloms.



● CAR STEERS OPPOSITELY?

If you are a novice driver and not sufficiently accustomed to R/C car driving, you may feel as if the car steered oppositely to the transmitter movement when the car runs toward you. To solve this problem, try to imagine you were driving in the R/C car. As you repeat the basic exercise, you will get used to this way of thinking and control the model smoothly.



● WHERE TO LOOK WHEN DRIVING

When you drive a car, it is important what you keep your eye on. Suppose the squares described are the field of vision. Put your point of sight on the forward part of the area of vision with a car placed at the rear. The car moves at a rate of 8.3 meters per second when the hourly speed is 30 km/h. With your point of sight on the car itself, you cannot keep clear of obstacles ahead, because it is too late to notice them; nor can you take corners easily.

● #3190 CORNER MARKERS (5 PCS.)



These bright fluorescent orange markers allow quick and easy layout of race courses in open spaces. Made from soft thick plastic, its rounded disc shape allows R/C cars to run over them without damage.



PRACTICING ON A CIRCUIT

Operating a radio controlled car in the open is one thing, but running it on a closed circuit is entirely different. Even though you are not competing, and only practicing, driving on a circuit will add much to your driving skills. You can also observe techniques used by experienced drivers running highly-tuned cars at the circuit.

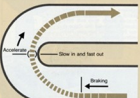
1. CORNERING TECHNIQUES

No particular skill is required for driving a car just straight, and the drag speed is limited by the car's own inherent performance capability. However, at curves, your finesse of taking corners affects the result even among cars of the same performance. Especially in speed races, the cornering technique is one of the decisive factors. After becoming accustomed to the car, try to practice smooth, speedy and stable cornerings.

"Slow-In and Fast-Out" is a golden rule in speed controlling at curves, and "Out-In-Out" instructs how to steer a car. Briefly, you should control speed in "Slow-In and Fast-Out" manner and steer a car in "Out-In-Out" way.

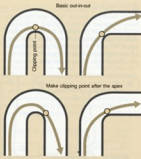
●WHAT'S "SLOW-IN AND FAST-OUT"

Decelerating when entering into a curve and picking up the speed after a vertex of the curve is the technique. In the case of entering bends without reducing speed, the car is forced to slow down before finishing corners to lose speed and stability. In the worst cases, the car might spin or run off the course. It also gets the car moving too late to pick up speed. As a result "Slow-In and Fast-Out" is the fastest way to take corners.



●WHAT'S "OUT-IN-OUT"

It is, as illustrated, a way of turning curves from the outside line of a course into the inside line to which the car will come closest at the vertices (clipping points) and finishing the cornering approaching back to the outside line, thus making the longest possible turning radius. By utilizing the full width of the course, the car will make an easier turn than the actual curve. So the car may be allowed to run through it faster.



★SET THE CLIPPING POINT AFTER THE VERTEX

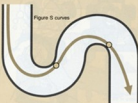
As a matter of fact, however, it seems more advantageous to set the clipping point a little after the vertex, because it allows easier latter half cornering and enable the car more powerful acceleration into the straight course, in spite of sharper first half cornering.

●ACCELERATION DURING THE LATTER HALF OF A CURVE IS IMPORTANT

Both "Slow-In and Fast-Out" and "Out-In-Out" techniques are established from attaching more importance to velocity in the latter half of cornering than the first half. This has something to do with the acceleration of a car; that is a car increasing speed faster than other cars at the latter half can take the lead in the successive straight track, provided the cars should have the same pickup and maximum speed capability. This principle is true anywhere except in a very wide road where you are not required to reduce the speed at all.

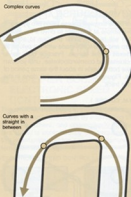
●THE LAST CURVE IS THE MOST IMPORTANT IN A CHICANE

The last curve is the most important in continuous curves. In successive bends of a road, steer your car so that it will make the easiest turn at the last curve. Then you will be able to speed it up as soon as getting into the straight course.



●CONSIDER COMPLEX CURVES AS ONE

Consider complex curves as one integrated compound. In the case of complex curves with different radii, you can manage to get through by considering them as one complex curve and making a cornering passage.



●TAKE THE INSIDE LINE ON GENTLE CURVES

Although the "slow-in, fast-out" and the "out-in-out" rules are basic for cornering, if the curve is gentle enough, there is little, or no need to reduce speed. Naturally, it is advantageous to use the inside line throughout the curve, when possible.



●OBSERVE THE ENTIRE CIRCUIT LAYOUT

Although several tips are offered when describing individual curves, a circuit is a succession of straights and curves. It is therefore important to observe the entire layout and select a smooth running line for completing a lap. Repeat practice laps, trying various routes to find the ideal line. Shortening your lap times during trials is one of radio control's greatest enjoyments.

●WHEN PERFORMANCE GETS BETTER, THE DRIVING LINE SHOULD BE ALTERED

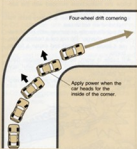
When your car's top speed becomes faster, by using a higher performance motor, etc., more deceleration will be required when entering corners. Not only the speed, but the handling characteristics, tire grip etc. will influence the driving line a car should take.

2. ADVANCED CORNERING TECHNIQUES

Not just steering alone, but combining with throttle control, various cornering techniques can be obtained. Practice and master this for much faster and smoother cornering.

●FOUR WHEEL DRIFT

This technique is achieved by oversteering while deceleration during the early stage of cornering. As the rear wheels start to slide outward and the nose heads towards the inside of the corner, neutralize the steering and add power. The car will take the corner with all wheels sliding. This technique is suitable for rear wheel drive and 4WD race cars.



●TACKING-IN

This technique is unique to front wheel drive cars. Enter a curve straight, then cut power and steer around the curve at the same time. The car will change direction quickly.

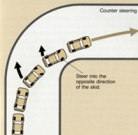


Straighten out and accelerate going through the corner.



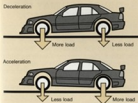
● COUNTER OR OPPOSITE LOCK STEERING

The term means to steer the wheels against the turn of a corner. If a car enters the corner too fast, the rear wheels could start to skid, resulting in a spin. To stop this, steer into the direction of the skid. This technique is used to prevent the car from spinning and is not for enhancing cornering speed.



● WEIGHT LOAD SHIFT ACCORDING TO POWER APPLIED

When running at a steady speed, the load is divided between the car's front and rear wheels in a fixed ratio. During deceleration, more of a load is put on the front wheels because of inertia, resulting in sharper steering response. Opposite of this is acceleration,



where more of a load is put on the rear wheels, producing a slower steering response. Both the four-wheel drift and tack-in use this weight load shift to obtain desired cornering results.

3. PRACTICE AS IF YOU WERE RACING

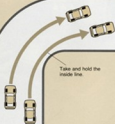
A race is run with many cars at the same time. If you want to become familiar with racing, the best way is to hold practice sessions with your friends as a group. It is important to feel the difference between driving a car by yourself and competition racing. You'll notice that the track seems somewhat narrower with all those cars and it becomes difficult to steer the car on the line you desire. Experience is what counts to get your car ahead of the others.

● START

The result of a race sometimes depends upon the start. However, a quick start is not always advantageous. Accidents are most likely to occur between the start and the first corner because participating cars are running close to one another. Decide how you should start according to the characteristics of your car, course layout, etc.

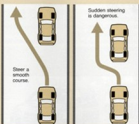
● TAKE AND HOLD THE INSIDE LINE DURING CORNERING

When competing with your rivals during cornering, take and keep the inside line for maintaining the lead. It is difficult for you to beat your opponent in the corner by trying to pass him on the inside line because both cars are running at about the same speed. If your car can manage a higher maximum speed than the others, only then, is passing on the outside line possible. Trying to take the inside line too early can lead to over-running the corner resulting in loss of time and running space for your car. While you're at the edge of the track, your rival can easily pass you on the inside. In order to avoid this, stick to the inside, forcing him to delay his acceleration. Taking and holding the inside line in the corner is a golden rule for taking the lead at corners. Confrontation between cars during cornering are the most exciting moments during a race, but be sure to avoid the selfish type of running that can cause collision and damage that will spoil the overall race for everyone.



● HOW TO PASS OTHERS

There are various places in which you can try to pass another car. A straight is the safest place to do so. It is dangerous to start passing a car when you are following close behind it. When you judge it is possible to pass, steer your car a little as soon as possible and attempt to pass. You may pass on either side, wherever there is more room. If the space on each side is about the same, it is advisable to go inside to make the next corner to negotiate.



Passing on a corner is dangerous as compared with passing on a straight. If the driver of the car you are going to pass is not skilful in control, your car is liable to be involved in its spinning. To make passing easier, it is advisable to go inside the rival's car and pass it after turning the corner. It is very difficult to pass it on the outside of the corner even if your car is much faster.

● IF THE CAR LOST STABILITY

If your car has hit another car and lost its stability, then reduce the speed by turning off the speed control switch. If you try to restore stability by steering, the car must be further disturbed. Start acceleration again only after the car has slowed down and is stable.

● Let's go to the R/C circuit!

Race tracks for R/C car models are becoming increasingly popular. Check an R/C magazine to locate a circuit and visit the one in your neighborhood. Confirm beforehand if it's an on or off-road track, and for electric powered or glow engined cars. As many R/C fans use these sites, frequency control is very important. Follow the site instructions, so everyone can enjoy the circuit.

- ★ Follow the site rules and instructions of the staff.
- ★ Make sure that no one else is using your frequency prior to switching on your transmitter.
- ★ Never turn on your transmitter except when running your R/C car.
- ★ Do not drive for long periods, as someone using your frequency may also be waiting. Yield your position to the next person when you finish one battery or a tank of fuel.
- ★ Clean the site when you leave.



GUIDANCE TO PARTICIPATING IN RACE

Today the radio controlled car races are often held in many places promoted by manufacturers and hobby stores. Participate in the official competition when you get used to operating model cars to some extent. If you attain a good score, you will gain confidence. Even with poor grades, you will see better modelers operating a car which is most likely of better performance and helps you to improve your own control technique and your model. You will also find a different kind of

delight other than playing with models among just your friends.

1. TYPES OF RACES

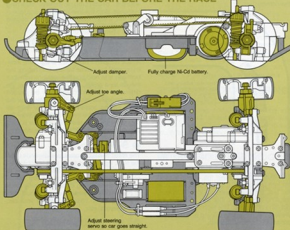
R/C car races can roughly be classified into two types: sprint races and endurance races. In most events, preliminary and final races are held and the winners are determined.

●**Sprint race:** Competed over a short distance and period. The winner is determined by the time required to run the fixed laps, or by the laps completed in a fixed time.

●**Endurance race:** Competed over an extended period, from 30 minutes to several hours. Battery replacement or refueling will be required during the race.

★Usually, the finals run longer distance/time than the preliminaries.

●CHECK OUT THE CAR BEFORE THE RACE



TAMIYA GRAND PRIX TOURING CAR CHAMPIONSHIP

200X Season Xth Round

●Must read the notice side.

Classes	Participants	Cars	Motor & battery	Minimum wheel angle	Site
Rookie	Novices and women				
Touring Car Junior	(Elementary & Junior High School Students)	Tamiya 1/10 4WD & Front Wheel Drive Touring Cars	Stock 540 type Tamiya Ni-Cd 7.2V	FWD: No limit 4WD: 1600g	1st
Touring Car N1 (A/B)	A. Less than 7 times of participation B. More than 7 times of participation		AutoPower or Dynamatic Tamiya Ni-Cd 7.2V		1st
Touring Car Gr.A	No limit		Stock 540 type Tamiya Ni-Cd 7.2V		2nd
FWD Touring Car	No limit	Tamiya 1/10 Front Wheel Drive Touring Cars	Stock 540 type Tamiya Ni-Cd 7.2V		1st
M-Chassis Freshman	Less than 7 times of participation	Tamiya 1/10 M-Chassis Cars	Stock 540 type Tamiya Ni-Cd 7.2V	1300g	2nd
M-Chassis Expert	More than 7 times of participation				1st

X month **X** day, 200X

Entry Deadline:
X month X day

200X Season Tamiya Grand Prix

The 200X Tamiya GP Touring Car Championship comprises 8 rounds using Tamiya 1/10 scale electric powered 4-wheel drive. From wheel drive and M-Chassis R/C cars. Refer above for detailed classification and limitation.

Notes

- Entry one car / one class / one show.
- Photo Class participants are limited to the first time participants to Tamiya G.P.
- Cars are limited to Tamiya 1/10 electric R/C models. Use of Tamiya Hop-Up Options are permitted in some classes.
- Use of any other manufacturer's parts or hand-made parts are prohibited.
- Completed entry form must be received by 8th, X month.



TAMIYA GRAND PRIX

200X Season Xth Round



Name: _____ (Full Name & sex of both) Organization or school: _____ Team name: _____

Address: _____ City: _____

Class: _____ Points: _____ Total: _____ N1/N2: _____ N1/N2: _____ N1/N2: _____

Signature: _____ Date: _____

Phone: _____ Fax: _____

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

●Check off frequency (circle) you have, and bring them with you on the race day.

2. APPLICATION FOR PARTICIPATION

Schedule of races may be announced at the hobby stores or in the magazines. It is mandatory to enroll yourself in the contest roster; in most cases you cannot apply to an event on the very day. You are required to give the class and kind of your car and frequency you will use, besides your name and age.

3. CONFIRMATION OF RULES AND REGULATIONS

Rules of racing events usually tell you how the

●Check spare parts and tools.

race proceeds, how to determine the winners, how to group the models, kinds of motors and batteries to use. Sometimes detailed regulations are provided to regulate the standard equipment of racing cars. Confirm these rules and regulations beforehand with your car, and remodel or modify it necessary for compliance. In official competition, car inspection will be done at the registration area on the day to see whether or not your car is qualified. Of course, a disqualified model is rejected for competition. Therefore, if there is any point you don't understand in the rules and regulations, you should check it with the host organization.

4. PREPARATION BEFORE THE RACE

Prepare your car the day before the race. The most important is the radio control system, because in the race day you will be requested not to turn on the transmitter except when it is your turn to race. In some events, you are requested to place the transmitter in custody of the host organization. Namely, you cannot tune it up on the competition site.

5. THINGS YOU MAY NEED AT THE RACE TRACK

It is needless to say to take a registration card or membership card with you, if anything like that is required. Be sure to bring tools, glue and oil which you use every day. Sometimes you have to mend your car even in the midst of competition. Do not forget to bring fragile parts and accessories which are easy to lose such as screws and bolts. It is advisable, in regards to the length of time of the event, that spare batteries may be recommended to have for caution's sake.



6. REGISTRATION AND CAR CHECK

Leave your home for the race site with ample time for arriving early for registration. Your delay for the registration may upset the whole schedule and annoy others. Very often registration and car check are conducted at the same spot. Undergo the registration desk, you may be given a contest number, perhaps marked on a pennant. During the whole event, you may be referred to with that number when being called or receiving your transmitter; so remember this number. Car check may be done after the registration. Your car will be examined with batteries on board. Even if your car should be disqualified, you might be admitted provided you could repair or modify your car on the spot in accordance with the rules of the organization.

7. BRIEFING FOR DRIVERS

Prior to the races, a briefing is held for letting the contestants know the procedures of the competition. Listen carefully, since how the races proceed, penalties for violating rules and other important affairs are explained.

8. MAKING UP RACING GROUPS

In a radio controlled model race, cars on the same frequency cannot compete at the same time. Therefore, those who use different frequencies will make up a competing group. Before the races the combinations of the groups are announced. You should confirm which race you will be in. When time is getting close to your turn, prepare yourself for the race.

9. TURN ON YOUR TRANSMITTER ONLY WHEN YOU ARE RACING

Using the same frequency at the same time may cause serious accidents. During a race event, never turn on your transmitter unless it is your turn to race. Any radio interference will result in hindering a smooth operation of the race, affecting the schedule of the day and annoying other participants.

10. YOUR TURN TO RACE

Your name or number is called to inform you of your turn. Most racing events hold two or three preliminary races, and then the finals are held. A practice lap may be allowed prior to the actual race in some cases.

★PRELIMINARY HEATS

It is recommended to run the first preliminary heat steadily, giving the priority to complete the race. When this is done, you can challenge the following preliminary for a better result. Keep your coolness during race and always bear in mind that accidents and/or retirement result in nothing!

★FINALS

Following the preliminaries, finalists are qual-

ified. If you succeed in being qualified, do your best at the finals. Finalists are generally regarded to have a high level of driving skills and competing among them is a great honor. Try to fully display your ability to make the race exciting. Even if you fall in remaining in the finals, watching a while hot race competed by highly skilled drivers will surely contribute to improve your own techniques and inspire your RC enthusiasm.

11. AFTER THE RACE

You have run the complete distance and the race is over. Switch off your receiver and transmitter immediately. Although you may be anxious about the result, do not stand around the finish line, as you may be in the way of the officials. Get back to your seat and check your car, preparing for the next competition.

12. ANNOUNCEMENT OF THE RESULTS AND COMMENDATION CEREMONY

After all the races are complete, the results are posted and the winners are honored. The winners should be praised by applause. Whether or not the competition is successful depends upon the attitude of everybody involved.

●ALTERING THE FREQUENCY

In some cases (particularly at the finals), you may be requested by the organizer to alter your frequency band. It is advisable to bring your spare frequency crystals to the race, so that you can help the organizer to proceed the race smoothly.

●MANNERS IN RACE

Spirit of fair play is essential in any game. It is desirable to make a pleasant race event through the fair play spirit of all the participants.

- ★Yield the way when you are about to be passed by a faster car.
- ★When you hit another car, you should apologize. But do not ask for one after being hit. Responsibility should not be claimed by anyone for any collisions during a race.
- ★After all the races are over, clean the site. No rubbish should be left behind.



THE CHALLENGE OF LE MANS

The Le Mans 24 hour race is done with racing sport cars, and the famous Spa-Francorchamps 24 hour race is done with touring type cars. A combination of driving ability and team-work of the pit crew are necessary for winning this type of race. Fuel, tire changes and the correction or replacement of broken parts are essential to the pit crew in the minimum time possible to remain competitive.

Participating in an R/C long distance race requires team effort. In addition to driving the car, battery changes/refueling, spot repairs, plus team management are all vital factors in endurance race competition. Team make cooperation is the key to victory. By entering an endurance event, you will experience another dimension in radio control enjoyment.

1. CARS FOR LONG DISTANCE RACES

In any long distance race, you cannot say for certain that the fastest vehicle will be going to be the winner. We are all familiar with the tale of the "Tortoise and the Hare." The turtle was far slower than the rabbit, but won the race by keeping a steady pace throughout the course. If you have a very high performance car, tuned up to its capacity, and attempt to run a long distance race, you are likely to spin out often if you are initially concerned with leading the pack at the races outset. Long distance vehicles also require a greater degree of precision tuning, better maintenance, and durable parts, and perhaps a different gear ratio. The vehicle that makes the fewest pit stops will likely be the winner.

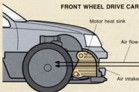
●Credibility & durability are the first requirements

A car made from a kit properly will have this durability and be competitive during the entire race, however, if it is not built and assembled accurately, the chances of it surviving a race are slim.

1. Firmly tighten all screws and nuts, applying liquid thread lock where necessary.
2. Stripped screws and/or nuts must be replaced with new ones.
3. Screw holes in plastic can become enlarged following repeated tightening/loosening of self-lapping screws. Use larger screws, or replace the worn plastic part.
4. Replace double-sided tape.
5. Gather and hold wiring in place using nylon bands, to keep them away from moving parts.
6. When chassis modifications are allowed, reinforcement becomes a priority. Weight-saving holes in the chassis, removing bracing, etc. are most often done, and are effective for sprint race cars, but this can result in unnecessary durability loss for endurance racing cars if done excessively.

●COOLING MOTOR OR ENGINE

Overheating is one of the biggest problems encountered during endurance racing. Particularly in the summertime, the track surface will be very hot and operating motors/engine under these conditions for extended times will result in lowering their performance. Pay attention to effective heat dissipation by adding a heat sink, or using a larger, more effective one. It is also recommended to make sure intake holes in the body, so the motor/engine can receive a regular flow of cooling air. Try not to run the scale looks of the body shell in doing this.



●Pit practice and maintenance for victory

The majority of pit work during the race will be battery changes. By saving time during these stops, you can greatly advance your standing in the race. It is very necessary that your crew practice removing the body, change batteries, replace the body and secure it on the chassis. The more this is practiced, the quicker they will be during the race. One second saved in time is a gain of one second on the leader, and races are won and lost in less time than a second.



●M-CHARGE QUICK-RELEASE BATTERY HOLDER (R3358)

Enables a quick battery replacement on Tamiya M-01, 02 Chassis.

●A powerful motor is not always profitable

A large, powerful motor is a necessity in sprint type races where no battery changes are needed; however, the same does not hold true for long distance racing. Small motors which use little electric current are much better as they require fewer pit stops for battery changes. Another point to consider, is that with the high current flow of the larger motor, the speed controller is more apt to cause trouble, and in any collision, the faster car is

normally damaged to a greater extent because of the higher impact forces. A faster car is also more likely to drive during long races and mistakes in driving are more likely to happen due to the speed at which it is traveling. All of these considerations must be taken into account when selecting a vehicle and motor for long distance racing.

2. LONG DISTANCE RACING ACHIEVEMENT DEPENDS UPON TEAM EFFORT

No matter how fast your car is, you cannot win an endurance race if too much time is spent in the pits. Prolonged driving of fast moving cars is more tiring than you realize, so it is advisable that two or more drivers be used. Preparation for a battery change or refueling, quick repairs of broken parts and recovery of the vehicle when an accident occurs, are all required during a race. Team members should understand and practice individual roles, and reach perfection prior to competition.

●COMPOSITION OF A RACING TEAM

Generally, driver(s), a mechanic, a time keeper and a team manager are the basic members of an R/C endurance racing team.

★Driver

The driver must operate the car in accordance with the team manager's instructions. The driver is most sensitive to the cars performance and therefore likely to be the first to notice any problems. In such cases, he should immediately report it to the team manager and mechanic so appropriate measures can be taken. He should also keep the relief driver informed of the car and track condition.

★Mechanic

He should prepare the battery/fuel, replacement parts and tools, for both planned and unplanned pit stops. Keep the pit area neat and tidy, and take great care in identifying newly charged and depleted batteries. In addition, the mechanic should be aware of the race situation. If the car stops, ups/sets or is off the course due to an accident or problem, he should immediately restore it to the track or bring it to the pits.

★Time keeper

The time keeper plays an important role in as much as he records all of the fundamental data that the team manager uses to formulate his race strategy and tactics. At a minimum, he should record the number of laps run and the lap/stop time from the beginning of the race. If possible, he should calculate the average lap time of each driver's vehicle, time the pit stops, record the time of the race, keep track of who was driving and when a change of drivers occurs.

★Team manager

The team manager observes the progress of the other teams, and advises his driver as to pacing, pit stops etc. The team manager and time keeper should not be drivers in this race.

During the second half of the race, when there is almost no difference between your car and the rivals team, it is the data provided by the time keeper that will give the team manager the necessary information to guide his driver on to victory. It is the manager who is responsible for victory or defeat in long distance races.



●Periodic pit stop maintenance

The number of pit stops made must be reduced to the absolute minimum, if only one stop is for battery changes and/or driver change, then your race is progressing well. Keep in mind though, that it is also necessary to periodically oil bearings, and shafts. Also look for any loosening screws and/or missing parts that may require maintenance during the next stop.

●Trouble pit stops

As soon as a problem is noticed by the driver, he should pit the vehicle the next lap. To keep running the car with a problem will only create a worse problem, and perhaps one that can no longer be repaired during the race. After a bad collision or spin out, observe the vehicle for a lap or so, and if there is a problem pit it as soon as possible. During the latter stages of a race, it is difficult to judge if your vehicle is performing the same as at the beginning. You must compare your performance with your rivals, and if your vehicles running compares favorably with your opponent, keep running it, even though you feel that its performance is not as good as it was at the beginning. If you make a stop and discover that it will take too long to repair the fault, continue running the vehicle, rather than expending the repair time. The manager's judgement on this must be accepted.

●Pit tools and spare parts

Keep the total number of tools in the pit to a minimum; however, make sure that you have all of the required tools to completely assemble the vehicle. A box wrench, for instance, is much better than an adjustable spanner. Needlenose pliers and tweezers are also required. If you take only one glue, the instant cyanoacrylate is recommended. Gummed tape, vinyl tape and soft iron wires are also very useful for making emergency repairs. Take

along enough parts to completely rebuild the vehicle. Extra parts for the front-end and steering, and those parts that require assembly, should be installed prior to the race, so that they can be installed as a unit, rather than part by part during a pit stop.

●CHANGING TIRES

Sponge tires do not normally require replacement in races of two hours or less; however, the sponge may be damaged during an upset or crash. Semi-pneumatic tires will require two or three replacements in a two-hour event. Prepare spare wheel/tires in advance for quick replacement. Secure sponge tires to wheels using double-sided tape, and semi-pneumatic tires using instant cement or cyanoacrylate (CA).

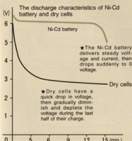


●BATTERY CHANGING OR REFUELING

It is advisable that you know beforehand how long the car will run on one Ni-Cd battery or a full tank of fuel. You can then calculate how many batteries or amount fuel will be required to complete the race. Some extra batteries or fuel should be prepared, because the car will not always run smoothly during the race due to accidents, upsets or obstruction by other cars, thus using extra battery power or fuel.

★NI-CD BATTERY VOLTAGE DROPS SUDDELY

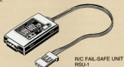
Dry cell voltage falls gradually from the start, while Ni-Cd batteries can deliver a constant, even voltage until it is almost depleted. In other words, its voltage drops suddenly at the end of the charge. This is why a Ni-Cd battery powered R/C car runs at a steady speed for a



certain period, then suddenly stops. It is advisable not to determine the time for a battery change from the car's running speed, but from its running time or number of laps completed.

★FAIL-SAFE UNIT

This unit is designed for R/C cars, which require receiver battery. It works to prevent out of control running due to receiver battery weakness. Servo position is in neutral automatically when receiver battery weakness occurs.



●Radio control battery life

Normally, you will not require a fresh receiver or transmitter battery during a race that is not longer than one hour. If you start the race with fresh batteries or recharged Ni-Cds. Note however, that the more servos you use, the more the receiver battery is used. In glow engine cars, replacement of the receiver batteries will be required if the race lasts two hours or longer. Whatever equipment you use, you must be familiar with the nominal life expectancy of the batteries, and if there is a possibility of the race lasting longer than expected, prepare extra batteries beforehand, just in case they are needed at a pit stop.

3. TECHNIQUES FOR WINNING LONG DISTANCE RACES

Endurance or long distance races are very much like human distance racing. To win, you must establish and keep a steady pace throughout the race, avoiding useless dead-ends with other rivals at all times. Keep clear of trouble on the track and run your car at a steady even pace.

●Start

You do not have to "Jack Rabbit" start. Take it easy and run carefully at the beginning, especially at the first corner, where accidents often occur. Enter the corner high, even if you are left behind at this curve. Accidents at the beginning of the race often leave the driver irritated and confused, and the original plan of pacing is lost. For the first two or three laps be very deliberate in your driving. You will start to relax, learn the track and how the others pace themselves. If you should spin out, don't become upset and dash to catch up. Keep the pace and drive smoothly.

●How to pass and get ahead of rivals

Success in long distance racing usually

●PIT RECORD SHEET

TAMIYA ★★ LONG DISTANCE SERIES				PIT RECORD SHEET			
Team: Tamiya Racing Factory				PIT RECORD SHEET			
Drivers: Taki, Kiyu, Voss							
Pit crew: Arimura, Sano, Fujino							
Laps	Pl	Time	Pl	Operation	Driver	Position	Recorder
Start	5						
1st	43	11' 25" / 11' 49"		Battery/driver change	Taki → Kiyu	2	David
2nd	84	23' 25" / 23' 31"		"	Kiyu → Voss	3	"
3rd	127	25' 21" / 25' 30"		"	Voss → Taki	2	"
4th	170	27' 26" / 27' 15"		"	Taki → Kiyu	4	"
5th	210	29' 17" / 29' 28"		Tire change	Kiyu → Voss	5	"
6th	257	28' 28" / 29' 02"		"	Voss → Taki	3	"
7th	255	27' 11" / 27' 18"		Tire and failure	Taki → Taki	4	"
8th	277	25' 27" / 25' 15"		Battery/driver change	Taki → Kiyu	5	"
9th	321	26' 27" / 26' 24"		"	Kiyu → Voss	3	"
10th	378	109' 59" / 105' 12"		"	Voss → Taki	3	"
11th	405	123' 09" / 123' 15"		Tire change	Taki → Taki	2	"
12th	463	119' 37" / 140' 18"		Battery/driver change	Taki → Kiyu	2	"
13th	496	143' 15" / 145' 08"		"	Kiyu → Voss	3	"
14th	595	162' 29" / 163' 22"		"	Voss → Taki	2	"
15th	578	160' 19" /		Finish /	→	1	"

comes from not being in the lead for most of the race. When you are the front runner, you are always concerned about those who are behind you trying to pass. If you cannot maintain enough distance in the lead over your rivals, it is better to let one or two pass you, then constantly worrying about them. You can then use the leader as a pace setter for you, and when the time comes for you to pass, do it right after a corner that is followed by a long straightaway. Even if your car seems to be slower than others in the race, you still have a good chance of winning. Remember that the faster a car runs, the more battery it consumes, and the faster cars will have to make more pit stops. This is your chance to catch up and pass them. If you can just manage to keep your own pace, throughout the race, you have a good chance for the winner's trophy.

●Relax when cornering

During the endurance races, take the middle or high corner, rather than at the track inside edge. This is where many accidents occur, and those that are trying to catch up from their last spin out will be fighting for that inside lane, and most likely spin out again. If you are there, you could be knocked out in the accident. Stay high in the corner and relax, except for that time when you need the extra speed and dash for winning the race. Relax and win!

●ESTABLISHING A PACE FOR VICTORY

"Safety first" is a golden rule for long distance competition; however, you cannot be the final winner if you always give way to the rival. Driving at a faster pace is sometimes required

to win. This does not mean short spurts of speed or acceleration. You should set a slightly faster pace for several laps, to gradually catch up with, and then outrun your competitor.



4. KEEPING RECORDS

In long distance races, it is advisable to keep a record of the race. Later, you will be able to review it with your team mates and determine where the time was lost. This is a very useful and positive approach to improve and strengthen your team for other long races.

★Car settings

The type of motor or engine, gear ratio, type of tires, damper setting, etc.

★Weather condition & temperature

★Conduct of the race

Lap records, pit stops, time in the pit, driver changes, running position, etc.

DAILY MAINTENANCE



To keep your car at optimum performance, daily maintenance is important. This will also help discover any hidden problem areas. Without this daily care, your car's performance can deteriorate rapidly. Keep it in the best possible condition at all times.

1. MAINTENANCE OF R/C UNITS

Your radio control receiver, transmitter, servos and amplifier boosted speed control are precision electronic instruments. Clean these components after use, especially the connector sockets on the receiver, as they collect dust. Remove plugs and clean the sockets using a soft bristled brush.

⚠ If a malfunction occurs with your radio, do not attempt to dismantle and repair by yourself. No user serviceable parts are inside. Send to the manufacturer or service station for repair.

● C.P.R. Unit



● IF THE RECEIVER ANTENNA CABLE BREAKS

If the antenna breaks at its base, do not dismantle the receiver. Send it to the manufacturer for repair. If the insulation is worn, cover



● C.P.R. Unit

the bare wire using vinyl tape. If left uncovered, accidental contact with metal parts will cause radio interference and loss of control of the model.

2. MAINTENANCE OF ELECTRIC COMPONENTS

Electrical components play a vital role in R/C models, whether battery powered or glow engine. Make sure to check them prior to and after each use.

● ELECTRIC CABLES

Electrical wire/cables can withstand some degree of stretch; however, if excessively pulled, they can break or become detached from a solder joint. Insulation will wear off if rubbed against the ground or a car's rotating part while running. Special attention should be paid to motor/battery cables on Ni-Cd battery powered models, due to the enormous amount of current that flows in these circuits. Any short circuit can cause a fire or serious burns.



Battery connector Motor connector Motor cable

● CONNECTORS

Connectors can become loose and develop bad contact following repeated use. Crimp the tubular contact points using the tip of a screwdriver to maintain firm contact in the plug.



● MECHANICAL SPEED CONTROL

A mechanical speed control passes large currents and its metal contacts repeatedly rub against each other during operation. Metal wears more rapidly than you expect, and this



causes poor electrical contact, scorching of points, and sparking. Scored contact points can be cleaned using fine abrasive paper, but if badly worn, the entire speed control unit should be replaced. Keep dust and sand away from metal contacts, and periodically apply switch lubricant for smooth movement and good contact.

3. MAINTENANCE OF ELECTRIC MOTORS

The electric motor is the vital component in electrically powered R/C models, and it will wear out following extended use. Keep in mind that stiff meshing gears, hindrance of wheel/shaft rotation and running the model in grass or dry sand imposes great stress on the motor and can result in motor burn out.

● REPLACING BRUSHES AND ROTORS

A major reason for reduced motor performance is worn brushes and/or damaged commutator. High performance motors can be disassembled for cleaning, and new brushes and rotors are available for replacement. In these cases, motor performance can be restored to like new.



7510W Rotor for Dynalish 6304 Motor

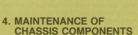
Acto-Power 2WD Motor Brushes

● NOISE SUPPRESSING CONDENSERS

Electric motors generate electromagnetic noise during operation, so R/C electric motors are equipped with noise suppressing condensers to filter out this noise. A standard 540 size motor houses its condenser inside the case so there is little possibility it will come off; however, some high performance motors have their condenser attached outside on the end bell. Check that it is firmly attached and re-solder if necessary.



Soldering



Condenser

4. MAINTENANCE OF CHASSIS COMPONENTS

Properly assembled and operating chassis mechanics are the basis for optimum performance of an R/C car. Keep your car in peak condition by constantly inspecting and maintaining it.

1. LOOSENED OR DAMAGED SCREWS & NUTS

Screws and nuts can become loosened from vibration while running. They can even become bent and distorted from a collision. Tighten screws and nuts and replace those that are bent, cracked or damaged. Stripped screws and nuts must also be replaced.

2. GEARS AND JOINTS

Even durable plastic or metal, gears and joints are subject to wear because they are always in motion during use. Proper lubrication reduces friction, and helps prolong the life of these parts. If gears are exposed, foreign objects such as sand and debris gets between the teeth, damaging the gears. Check and replace any damaged or worn gears and joints immediately.

Ceramic Grease



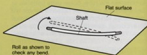
Ball Off Grease

DRILL OFF GREASE

Spray Oil

3. BENT SHAFTS

Shafts can become bent following a collision. Even a slight bend in an axle or propeller shaft can cause vibration and unsteadiness of the car. Periodically remove them from the car to check if they are straight. Bends can be found by rolling the shaft slowly along a flat surface.



Roll as shown to check any bend.

4. DAMAGED OR DISTORTED FRAME/CHASSIS

The frame/chassis is the backbone of your car, and made to withstand extreme stresses. However, it can become damaged or distorted following repeated hard collisions. Check for any distortion by placing the model on a

Place on a flat surface.



Place slowly.



Chassis deformation is suspected

flat surface and gradually raising it from the surface. If a wheel on either side leaves the surface sooner than the other, chassis deformation or an incorrect suspension setting can be suspected. A slight distortion can be corrected by twisting the chassis in the opposite direction, but it is better to replace it with a new one as soon as possible. Check screw holes on the frame/chassis for cracks or damage.

5 SUSPENSION COMPONENTS

Suspension arms and pivots are subject to damage during collisions. Check and replace deformed arms, bent shafts etc. Lubricate all suspension pivot points for smooth operation.

6 OIL DAMPER CHECKS

Oil filled shock absorber units can leak due to improper assembly, rugged use, or the deterioration of the seals and O-rings. Periodically check to see if the damper oil is full, and add oil when required. Check damper piston rods for bends following a collision.

7 STEERING LINKAGE

Because a steering servo saver is constantly receiving external shocks from direct contact with the steering mechanics, it will gradually deteriorate with prolonged use. Plastic ball sockets used at tie-rod ends can become

loose after repeated attachment and removal. Periodic replacement of these parts will be required. In due course, replace any damaged components immediately.

8 CHECKING DRIVE BELT

Drive belt tension has to be checked periodically. Drive belt can be easily adjusted by changing pulley position. In addition, change it when damaged and clean it if it becomes dirty.

9 BODY REPAIRS

Even a slightly damaged or cracked body shell will worsen beyond repair due to running vibrations. Styrene bodies can be repaired using plastic cement or instant glues (Cyanoacrylates). Apply sheet styrene from



It can avoid body deformation from the heat and it can be used for body reinforcement.

the inside for reinforcement. Polycarbonate (Lexan) body shells cannot be repaired with cements, so use cloth tape or fiberglass reinforced tape for repairs. Polycarbonate sheet, cut from a body shell can be used as reinforcement under the cloth tape.

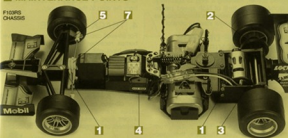
10 LONG TERM STORAGE

Remove all batteries from model. If the car is to be stored for an extended period, remove the wheels, or put the model on a stand with the wheels clear of the ground. This prevents the tires from deforming.

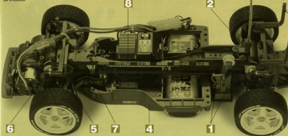
Put the model on a stand with the wheels clear of the ground.



11 MAINTENANCE POINTS



TA09 CHASSIS



12 CHARGING/DISCHARGING OF Ni-Cd BATTERIES

The performance and life span of Ni-Cd batteries is influenced by its treatment and handling. Note the following points.



★ NEVER RECHARGE A BATTERY WHEN IT IS WARM.

In most cases, a Ni-Cd battery becomes heated during use. Let the battery cool before recharging, to avoid damaging it.

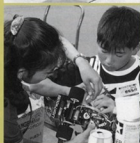
★ COMPLETELY DISCHARGE A BATTERY PRIOR TO RECHARGING.

If you repeatedly recharge a Ni-Cd battery before it is completely discharged, you decrease its capacity for a full charge. Discharge it with a suitable Ni-Cd battery discharger, each use.



★ IF NOT USED FOR A LONG TIME, A Ni-Cd BATTERY BECOMES DIFFICULT TO CHARGE.

In such cases, charging and discharging several times will usually bring it back to normal operation.



HOW TO BUILD A CIRCUIT

Building a racing course, even a simple one, lets you enjoy it far better than running a car in a large open space freely. You can make one very easily, i.e., by drawing lines with chalk or using empty bottles for pylons (when using a lot of someone's possession, like a parking lot, of course, permission should be asked beforehand). To make more room for some knowledge of courses are required.

1. A TRACK BEFITTING THE CARS

You cannot expect thrills and excitement when running cars on a track that is too wide. Conversely, a too narrow track means you cannot enjoy the fastest racing. Considering R/C car size and performance, suggested track dimensions are shown on the following diagram.

	1/10 Electric car	1/8 Engine car
Course length	100 - 200m	200 - 300m
Course width	3 - 4m	5 - 6m
Longest straight	30m or more	50m or more

●COURSE LENGTH

With electric powered R/C cars top speeds at around 40km/h, this equates to a little more than 11 meters per second. Taking into account deceleration at corners, a car will lap a 100m circuit about 15 seconds or less. The top speed of glow ignited R/C cars can exceed 60km/h. The faster a car's top speed, the longer and wider the racing circuit should be.

●COURSE WIDTH

Course width should be determined by the models size and the number of cars that will be raced at the same time.

●COMPARISON OF A 4m WIDE COURSE AND MODEL CARS



★Areas distant from drivers should be made broader.

The farther away from drivers, the narrower the course will look, because of parallax. This can cause problems for drivers. To compensate for this, track sections in these areas should be 1 to 2m wider than other areas.

★Wider sections can be used for the pit area.

Make a very wide section near the drivers control stand to be used as the pit area for endurance racing and other events.

★Vertexes of curves should be made wider.

Cars are apt to deviate from the course outward on high speed curves, and inward on low speed curves. The width of corners should be increased accordingly.

●STRAIGHTAWAY

There should be at least one straight stretch where cars can run at their maximum speed. If a car's top speed is 40km/h, it will travel over 30 meters in less than 3 seconds. Drivers can relax and enjoy top speed driving on these straights. A longer straight may be desired depending upon the car's speed potential. A straight of over 40m will allow drag racing, for cars designed with quick acceleration performance (a 400m full sized track is 40m in 1/10 scale).

2. TRACK CHARACTERISTICS ARE DETERMINED BY CURVES

Circuits are roughly classified in two groups: a high speed course where velocity is important, and a low speed course where control techniques are more important. The features of a track are formed with the number and characteristics of many curves. An ideal circuit conceivable is a mixture of high and low speed courses.

●CURVES AND CORNERS

Curves and corners can be divided into three groups in terms of their layout and a car's possible passing speed. It is recommended to use at least one each of the high, medium and low speed curves, plus a complex one consisting of different radii, on the circuit.

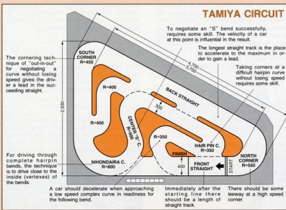
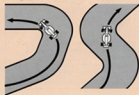
●KIND AND CHARACTERISTICS OF CURVES

High speed curve Medium speed curve Low speed curve



●COMPLEX CURVE

SUCCESSION OF MULTIPLE CURVES
Try to anticipate the course ahead. Watch for places to pass existing opponents.



●COMBINATION OF STRAIGHTS AND CURVES

A circuit's characteristics can be changed by how the straights and curves are combined. A short straight between curves of different radii makes a kind of complex course. A high speed corner, following a long straightaway, emphasizes the thrill of high speed performance. A hairpin corner after a straight requires hard braking and careful steering control.

3. FROM THE DRIVERS POINT OF VIEW

Apart from its size, the biggest difference between real cars and R/C cars is the position of the driver. The following points should be fully considered.

●SECTIONS FAR FROM DRIVERS SHOULD BE MADE SIMPLE

On a circuit, track sections distant from drivers look narrower. Therefore, these sections should be made simpler and wider. Put the demanding, complex corners and high speed curves as near as possible to the drivers' control stand.

●DO NOT OBSTRUCT THE DRIVERS VIEW

Bridges and gates are often seen on real race tracks, and putting them on R/C circuits creates a proper racing atmosphere; however, these decorations can often hinder the drivers view. Avoid positioning them on or near corners, and always check their position by viewing from the control stand.



require more advanced driving skills and proper car setting, thus providing a greater challenge and more total enjoyment. Pebbles should be picked up and tall grass should be removed from the course surface.

● PLAN COURSE DRAINAGE CAREFULLY

Unless built indoors, drainage is very important for both on-road and off-road circuits. If possible, slightly raise either side or the center of the course, so that water does not remain on the running surface.

5. COURSE EDGES

On permanent circuits it is recommended to have shortly mowed lawn or artificial turf on the edges. The area between the course and its edges spaces should be level or have a gentle slope, with the outside being higher. This will reduce damage to cars if they leave the course and it ensures easy entry back onto the track. When the spacing between course lanes is very short, some fencing should be used to prevent cars from short cutting across the course. If you build a temporary circuit using logs, boards etc., these should be 10 to 15cm in

height so that the drivers view is not obstructed. Painting these in light colors will help the drivers recognize the course, and it also enhance a racing atmosphere.

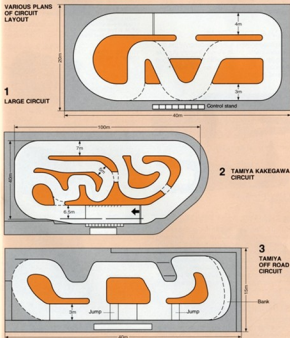
6. DRIVERS CONTROL STAND

In order to provide the best view for drivers, a raised control stand is desirable. You can use large boxes, chairs, or a truck's platform, but be careful of their sturdiness and stability. The larger a circuit becomes, the higher the control stand should be; however, too tall of a stand is inconvenient to get on and off, and ladders may be required. You should also consider hand rails for safety.

7. SPECTATOR SAFETY

R/C cars travel at very high speeds and can cause serious accidents if they deviate from the course and collide with onlookers. To prevent this, fences of at least 50cm high should be used around the course. Glow engine R/C cars emit noise during running and this can be annoying to others. When choosing a location to run these cars, be aware of the environment so that you do not disturb people around you.

VARIOUS PLANS OF CIRCUIT LAYOUT



ENJOYMENT OF IMPROVING PERFORMANCE

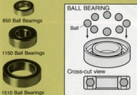
As you attain proficiency in controlling cars, you will be tempted to improve your car. This chapter will introduce handy ways of increasing performance. The most important matter you have to keep in mind when you modify your car is to keep everything in balance. By putting a big motor on your car, you can make it run faster. Still it cannot be an improvement of performance if it has lost stability. Most kits on the market are produced by the manufacturer with all factors considered such as speed, maneuverability and durability. So try to enhance the collective performance of your car.

1. MAKE THE BEST USE OF AVAILABLE POWER

Even though you use a high performance motor or engine, friction during transmission can cause considerable power loss and reduced performance. Keep the friction power loss to the minimum and get the most of the available motor/engine power.

●BALL BEARINGS

Motor and engine power is transmitted to the car's wheels via gears and shafts. Plastic and metal bushings are often used with these shafts, and replacing them with ball bearings is not only simple, but an effective first step for improving your car's performance. Ball bearings consist of an inner and outer race, with steel balls between the races. The balls roll smoothly when the inner or outer race rotates, keeping friction power loss to a minimum. When properly maintained, ball bearings have a much longer life span than plastic or metal bushings. Bushings used in uprights can be replaced with ball bearings after completing the model, while model disassembly is required for replacement if housed inside a sealed gearbox. It is therefore recommended that ball bearings be installed during initial assembly.

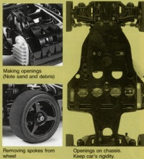


●WEIGHT SAVINGS

Reducing the weight of a model is another effective way to enhance performance. Even though you have the same power output, a lighter car will accelerate quicker, have a higher top speed and sharper handling response.

★CUTTING AND TRIMMING PARTS

Reducing weight by removing structural ribs or making openings in the chassis/frame are often observed. Reducing the weight of heavy components and/or rotating parts greatly contribute to better performance. When doing this however, keep in mind that you must maintain the car's rigidity. A model car is designed by its manufacturer to withstand normal usage shocks. Careless modifications to the chassis structure can result in breakage of the car, beyond repair.



★Most contests limit the minimum weight of a car. Check your car's weight and the contest regulations prior to entry.

★REPLACING WITH LIGHTER PARTS

Several components made from lightweight materials, such as aluminum and titanium are available on the market. A considerable number of steel screws and nuts are used in RIC models and replacement with titanium screws and aluminum nuts will significantly reduce the model's total weight. These are also effective in maintaining/increasing the model's rigidity.



●PREVENTING MOTOR/ENGINE OVERHEATING

The performance of electric motors and glow engines deteriorate with heat buildup. Overheating can result in damage to your



motor/engine. To prevent this, aluminum heat sinks are available, which are effective in heat dissipation.

2. IMPROVING SUSPENSION PERFORMANCE

Shock absorbers are used on suspension systems to absorb and dissipate road shock energy received while running. Simple coil spring dampers can be replaced with coil over oil-filled shock absorbers for a better damping effect.

3. A QUICKER STEERING RESPONSE

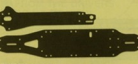
A smooth and quick operating steering system is a must in high performing cars. Spring loaded high-torque servo savers, and special steering servos, with a quicker operating speed, are on the market.

4. ADDING RIGIDITY AND RELIABILITY

Radio controlled cars can run at speeds exceeding 30-40km/h, and are subject to constant vibration and road shock. To fully utilize a car's potential, its entire structure must be built rigid to withstand this. When its performance becomes greater, a more rigid construction will be required.

●CHASSIS/FRAME

The chassis/frame is the foundation of the car. Chassis plates made from extremely durable fiberglass reinforced plastic (FRP) or carbon composite materials, are on the market for several models.



TA20Z FRP chassis set



F-1 Hard Type Carbon-Graphite Chassis Plate

●SHAFTS AND PIVOTS

Kit-supplied shafts can be damaged or deformed from excessive shock. By using optional parts made from more durable materials such as tempered or stainless steel, and carbon composites, greater rigidity and smoother movement is obtained. Universal joint drive shafts are less likely to come off during collisions, and are also more efficient in transmitting power.

5. INCREASING POWER

Installing a higher output motor/engine is the final stage in improving your car's performance. Following careful tuning and reinfor-

cement of your chassis components, the car can make the best use of the higher power.

●USING HIGHER OUTPUT MOTOR/ENGINE

Several types of high performance motors and engines are on the market. Select a suitable one for your model. Some motors/engines were developed for specific usage, such as on or off road running, etc. Specially wound rotors are available for some electric motors, and replacing the stock rotor will provide more available power.

★Modifying a motor and/or engine requires a high degree of knowledge, experience and facilities, and is not recommended. Most contests restrict or prohibit the modification of engines/motors.

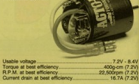
COMPETITION MOTORS

5366S SPORT-TUNED MOTOR



Usable voltage	8V - 8.4V
Torque at best efficiency	300cgm (7.2V)
P.R.M. at best efficiency	18,300rpm (7.2V)
Current drain at best efficiency	12.5A (7.2V)

53154 ACTO-POWER FORMULA MOTOR



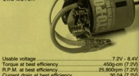
Usable voltage	7.2V - 8.4V
Torque at best efficiency	400cgm (7.2V)
P.R.M. at best efficiency	22,500rpm (7.2V)
Current drain at best efficiency	16.7A (7.2V)

53251 ACTO-TUNED M-SPECIAL MOTOR



Usable voltage	7.2V - 8.4V
Torque at best efficiency	200cgm (7.2V)
P.R.M. at best efficiency	19,000rpm (7.2V)
Current drain at best efficiency	11.6A (7.2V)

53123 ACTO-POWER OFF-ROAD 2WD MOTOR



Usable voltage	7.2V - 8.4V
Torque at best efficiency	450cgm (7.2V)
P.R.M. at best efficiency	23,800rpm (7.2V)
Current drain at best efficiency	30.5A (7.2V)

53265 DYNA-RUN SUPER TORQUE MOTOR



Usable voltage 7.2V - 8.4V
Torque at best efficiency 380gm (7.2V)
R.P.M. at best efficiency 26,500rpm (7.2V)
Current drain at best efficiency 26.0A (7.2V)

53272 DYNA-RUN RACING STOCK MOTOR



Usable voltage 7.2V - 8.4V
Torque at best efficiency 360gm (7.2V)
R.P.M. at best efficiency 18,400rpm (7.2V)
Current drain at best efficiency 15.1A (7.2V)

USING BATTERY OR FUELS WITH HIGHER SPECIFICATIONS

Ni-Cd batteries and glow fuels are power sources for electric and engine powered radio control models. Higher performance Ni-Cd batteries have been developed for competi-

tion, which have larger capacity and/or smoother internal current flow, thus providing the motor with a higher output of power. For glow engines, fuels containing a higher percentage of Nitro Methane are available.



N-Cd 7.2V Racing Pack RC17005P

N-Cd 7.2V Racing Pack RC14005P

LARGER CAPACITY ELECTRONIC SPEED CONTROL

Large electric currents flow in the circuits of Ni-Cd battery powered R/C cars. When high performance motors are used, an enormous current flows during the start. To safely manage these large currents, the use of a high capacity electronic speed control is recommended.



C.P.R. Unit
P.160F

TUNE-UP EXAMPLES



53080 M-43 Stabilizer Set



53304 TA03R Urethane Bumper Set

CHARACTERIZING A CAR

There are a variety of car characters; fast cars, cars with excellent acceleration, cars with good cornering capability, and so forth. Cars assembled from kits come out diversified in quality because they are built up through the assembler's own techniques. Build your car to your own way. The most apparent characterizations are formed in the gear ratio and the steering characteristics.

1. GEAR RATIO SETTING

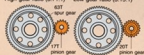
At a given output power of the motor or engine, the maximum speed and acceleration capabilities are determined by the gear ratio. The gear ratio means how many rotations of the pinion gear are required for one rotation of the drive wheel. This is generally adjusted by altering the pinion gear to one with a different teeth number.

●RELATION BETWEEN THE GEAR RATIO AND SPEED/ACCELERATION

You will have a higher gear ratio with a smaller pinion gear (smaller number of teeth) and a larger gear on the rear axle. The opposite makes a low gear ratio. With a high gear ratio, the car has a better acceleration capability, but a limited maximum speed. A car with a low gear ratio has poor acceleration but a higher maximum speed. A car with high gear ratio is suitable for a technical course which is built with hair pin curves demanding low speed driving, while a car with a low gear ratio is for a speed course consisting of longer straightways and curves of larger radii.

★A too low of a gear ratio will overload the motor/engine, resulting in overheating and eventual burn-out.

High gear ratio (3.7:1) Low gear ratio (3.15:1)



●GEAR RATIO AND RUNNING TIME

In general, the higher the gear ratio is, the longer the running time, and vice-versa. When entering a time race such as a 4-minute or 8-minute competition, a suitable gear ratio to complete the race must be chosen. In endurance competitions, the gear ratio influences times of battery change or refueling.

	Large gear ratio	Small gear ratio
Top speed	Low	High
Acceleration	Good	Poor
Running time	Long	Short
Suitable course	Technical course	High speed course

●GEAR RATIO SUITABLE TO THE MOTOR/ENGINE

A wide range of optional pinion gears are on the market for many variations in the gear ratio settings. You should always bear in mind that motors and engines have their own power output characteristics and effective power range. If the motor or engine is replaced with one with higher performance, replacement of the pinion gear will also be required to obtain a suitable gear ratio. The diagrams below indicate suitable pinion gear for Tamiya electric R/C cars and motors.

●GEAR RATIO SETTING PROCEDURE

Start from a large gear ratio (small pinion gear teeth number) and move to smaller gear ratios. Check lap times on a track or running time and select a suitable gear ratio for the track.

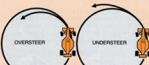
★DRIVE WHEEL DIAMETER

The diameter of the drive wheels are also related to the speed and acceleration characteristics. The larger the diameter of the drive wheels is, the higher the speed of the car will develop within certain limitations.

★Attaching too large a diameter of wheels will overload the motor/engine and resulting in overheating and burn-out.

2. UNDER STEERING AND OVER STEERING (STEERING TENDENCY)

When the steering wheel is turned, the car will also turn in the same direction. However, most cars have the tendency to turn excessively or inadequately. These characteristics are called steering traits. Cars that turn excessively have over steering traits and the others have under steering traits. Cars that



turn in close proportion to the control have neutral steering. This is hardly achieved except with cars that are running at a low speed. A car with slight under steering is easy to drive. A car with over steering will spin when taking corners at a high speed. Even on a straight course, it is unstable. An under steering car has difficulty making sharp turns, and at a high speed it may not be able to take corners and could leave the course. In either case, excessive steering makes a car difficult to control.

●FACTORS TO DETERMINE STEERING CHARACTERISTICS

The steering characteristics are affected by the difference between the traction of the front and rear tires. When the traction of the front tires is greater than that of the rear tires, the result is over steering. The opposite condition causes under steering. Therefore, adjust the traction of the rear tires so that it is a little greater. You will then attain a slight degree of under steering.

The traction of a tire is determined by the following factors. By adjusting these, the steering tendency of a car can be altered.

- ★Tire's material, tread pattern, and contact area with the ground
- ★Car's suspension setting and wheel alignment
- ★Weight distribution between the front and rear wheels
- ★Aerodynamic effect of wing and spoiler

	Understeer (High speed or race)	Oversteer (High speed or race)
Front	Stiff	Soft
Rear	Soft	Stiff
Front	Narrow	Wide
Rear	Wide	Narrow
Front	Stiff	Soft
Rear	Soft	Stiff
Front	Light	Heavy
Rear	Heavy	Light
Front	Small	Large
Rear	Large	Small
Front toe-angle	Toe-in	Toe-out
Rear toe-angle	Toe-in	Toe-out
Front caster angle	Large	Small
Rear caster angle	Positive	negative
Rear center grip	Negative	Positive

The diagram above indicates the steering tendency and its relating factors. In addition, the track and wheelbase greatly influence the car's basic running characteristics.

3. CHOOSING TIRES

Motor/engine power is transmitted to the ground via tires, and a car's stability during running is also greatly affected by the tire's traction. Choosing suitable tires is a very important point in the car's setting.

Two types of tires are used on R/C cars; synthetic rubber semi-pneumatic tires and sponge tires. In addition, tires of various materials, widths, tread patterns etc. are available for broad range of settings.

★The diagram above indicates the grip of Tamiya optional tires. The tire grip may differ depending upon the track surface condition, temperature, etc.

(MOTOR/PINION GEAR DIAGRAM (ACCORDING TO CHASSIS))

●FOR TA03, 06 MODULE

Pinion gear	Motor
12T	9.9:1
13T	9.16:1
14T	8.51:1
15T	7.94:1 TRF-tuned
16T	7.44:1 Dyna-Run touring
17T	7.00:1
18T	6.62:1 Dyna-Run racing stock
19T	6.21:1 Sports-Tuned
20T	5.96:1 RS-540SH
21T	5.67:1
22T	5.41:1
23T	5.18:1
24T	4.96:1

●FOR TA03, 04 MODULE

Pinion gear	Motor
20T	8.44:1
21T	8.01:1
22T	7.67:1 TRF-tuned
23T	7.34:1 Dyna-Run touring
24T	7.03:1
25T	6.75:1
26T	6.49:1
27T	6.25:1 Dyna-Run racing stock
28T	6.03:1 Sports-Tuned
29T	5.82:1 RS-540SH

●FOR TL-01

Pinion gear	Motor
19T	7.96:1 Dyna-Run touring
21T	7.20:1 Dyna-Stock
23T	6.57:1 Sports-Tuned

●FOR F-1, 06 MODULE (RST, SFUR, LIGAR, SFUR, RST)

Pinion gear	Motor
13T	4.85:1
14T	4.50:1
15T	4.20:1
16T	3.94:1 Acto-Power formula Dyna-Run racing stock
17T	3.71:1 Sports-Tuned
18T	3.50:1
19T	3.32:1
20T	3.15:1 RS-540SH
21T	3.00:1
22T	2.86:1
23T	2.74:1

●FOR F-1, 04 MODULE (RST, SFUR, LIGAR, SFUR, RST)

Pinion gear	Motor
20T	4.65:1
21T	4.43:1
22T	4.23:1
23T	4.04:1
24T	3.88:1 Acto-Power formula Dyna-Run racing stock
25T	3.72:1 Sports-Tuned
26T	3.58:1
28T	3.32:1
29T	3.20:1 RS-540SH

★Rubber tires used for F-1

●Diagram based on TAMIYA circuit. Refer to P14 for TAMIYA circuit layout.

●All diagrams are based on cars equipped with ball bearings

●06 module is based on black gear in TA03 chassis. 04 module is based on white gear in TA03P-FR chassis.

●ON-ROAD TIRES

Both sponge and semi-pneumatic tires are good for on-road track running. In case of sponge tires, sponges of different stiffness are used to obtain different traction. Special synthetic rubber caps are sometimes used to cover the surface of sponge tires (these are called "capped tires"). Semi-pneumatic tires for on-road running are roughly divided into the treadless slicks or treaded tires. These are sometimes used in combination with inner sponges.

●SPONGE TIRES



Suitable on paved surfaces like asphalt, etc. Tire's foamed surface grips small undulations on the ground, providing positive traction. Not suitable for wet tracks. Also, their inert is lightweight compared to rubber tires.

●CAPPED TIRES



A soft rubber material covers the surfaces of sponge tire. These tires provide considerable traction even on slippery surfaces such as wet or dusty tracks.

●SEMI-PNEUMATIC SLICKS



Slick tires are often used on the full-sized racing cars. Tires of various compounds are available, providing different traction.

●SEMI-PNEUMATIC TREADED TIRES



Realistic tread patterns are indented on the tire surface. It has less traction than slicks on dry tracks, but can provide adequate grip on wet surfaces.

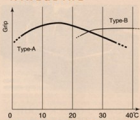
●REINFORCED TIRES



Aramid fiber is included inside of tire tread. It prevents not only deformation of tire under high-speed rotation, but also keeps high grip during cornering.

Reinforced tires are used on M-chassis, F-1, GT and TGX cars. Furthermore two-types reinforced tires, A-type and B-type are prepared for F-1 and GT cars according to circuit temperature. A-type is resistant to changing temperature. Special material is used on B-type for high-grip under high-temperature conditions.

●COMPARISON BETWEEN A-TYPE & B-TYPE



●EFFECT OF INNER

Inner sponge and insert provide even contact between the tire and ground relation, and are effective in increasing overall traction. Insert is ring-shaped synthetic rubber foam to fit the cavity between wheel and tire. Without the inner sponge, the car's weight is carried by side walls of the tires. Therefore the edges are liable to wear. Inner sponge helps these problems, by providing an even contact of the tire surface to the ground.

Belt-shaped inner sponge, inner foam and ring-shaped insert are prepared. We supply standard and hard types as inner sponge, standard and soft types as ring-shaped insert. We recommend to use inner foam and reinforced slicks type-A together for more efficiency.



●INNER SPONGE



This is popular item to provide an equal contact between the tire and ground relation. Just insert belt-shaped sponge into the inside of tire to increase the lifespan of your tires.

●SHAPED TIRE INSERT



Urethane made tire inserts are harder than inner sponge, and more resistant to deformation. This hard type tire insert fits between tire and wheel for heightened grip.

●INNER FOAM



5mm thick inner foam makes space between tire and wheel, acting as a shock absorber to heighten tire traction.

●SECURING TIRE

It's important to secure semi-pneumatic rubber tires to the wheels. In that case, tire-cementing helper is useful. Just set tire into the inside of helper, then hold it down to make a gap between tire and wheel. Now, apply instant cement between them. We recommend to use TAMIYA CA Cement (for rubber tires).



●OFF-ROAD TIRES

Semi-pneumatic tires are mainly used for off-road cars. Tires with various spikes and tread patterns are available. These spikes and patterns, provide positive traction while running on rough terrain. Choose tires according to the running surface. Semi-pneumatic off-road tires can be combined with inner sponges when necessary.

●SPIKED TIRES



Provide excellent traction on soft soil surfaces. Spikes of various lengths, shapes and numbers can be seen. Not suitable on hard surface running because spikes wear rapidly.

●LUG PATTERN TIRES



The tread pattern on these tires are molded laterally, so often seen on full-size construction vehicles. These fat tires are suitable for R/C "Big-Tire" cars, and running on soft soil surfaces.

4. SUSPENSION SETTING

On full-sized vehicles, the suspension is important in providing a comfort ride with passengers. On R/C cars, its main objective is to keep the wheels on the ground and maintain constant traction to obtain the maximum maneuverability.

●A GOOD WORKING SUSPENSION PROVIDES TRACK-HUGGING PERFORMANCE

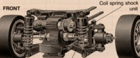
In order to run a radio controlled model smoothly and swiftly over differing road conditions, the suspension system that joins the wheels to the chassis, plays an important role. Various types of suspension system are used

for buggies and on road cars to obtain maximum traction from the tires on the running surface.

●SPRING AND DAMPER STIFFNESS ARE IMPORTANT

Suspension systems such as double wishbone, and trailing arm type are used on R/C model cars just as on full sized vehicles. These are basically composed of upper and lower arms, coil springs, and damper units that absorb the energy stored in the spring upon compression. A simple 3-point suspension system is often used on the Formula-type on-road R/C cars. In this case, front wheels are independently damped by coil springs, while the rear wheels are damped by a single shock unit. When adjusting suspension systems to track conditions, first adjust the coil spring stiffness, then the damper.

●DOUBLE WISHBONE SUSPENSION



●3-POINT SUSPENSION



●COIL SPRING ADJUSTMENTS

Coil springs fitted to suspension units are there to assist the suspension in following the surface it's running on. It is a mechanical device that stores and dissipates shock energy to keep the car running steadily on the track. A too stiff spring results in an uncontrolled suspension that will cause the car to hop around wildly. If it's too soft, the car will bottom out on the ground at each bump on the track. Springs should be adjusted ac-

TA03 CHASSIS CARS SETTING SAMPLE

	TA03F		TA03F-S		TA03R		TA03R-S	
Course	Tamiya circuit	Kaigakura circuit	Tamiya circuit	Kaigakura circuit	Tamiya circuit	Kaigakura circuit	Tamiya circuit	Kaigakura circuit
Module	06M	06M	06M	06M	06M	06M	06M	06M
Person	24T	25T	24T	25T	24T	25T	24T	25T
Spring	Front: Yellow STD	Yellow STD	Yellow short	Yellow short	Red short	Red short	Red short	Red short
	Rear: Yellow STD	Yellow STD	Yellow STD	Yellow STD	Yellow STD	Yellow STD	Blue STD	Blue STD
Shock absorber	Front: Red	Yellow	Red	Yellow	Red	Yellow	Red	Yellow
	Rear: Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
Damping oil	Front: #900	#900	#900	#900	#900	#900	#900	#900
	Rear: #900	#900	#900	#900	#900	#900	#900	#900
Stabilizer	Front: 0mm	0mm	0mm	0mm	3mm	3mm	3mm	3mm
	Rear: 6mm	6mm	6mm	6mm	6mm	6mm	6mm	6mm
Pulley	Front: 4mm	4mm	4mm	4mm	6mm	6mm	5mm	5mm
	Rear: 4mm	4mm	4mm	4mm	5mm	5mm	5mm	5mm
Pulley	Front: 16T	16T	16T	16T	15T	15T	15T	15T
	Rear: 16T	16T	16T	16T	15T	15T	15T	15T

● Refer to page 14, 15 for Tamiya circuit and Kaigakura circuit layout.

● Sports-tuned motor, reinforced coils (A, B) (printed) and reinforced coils type-B (summer) are used.

● Damper (CVA Mini), damper oil (#900) and one-shock piston are used.

● Standard chassis is used as standard in the case.

● Standard spring is from 53313, on-road type spring set, short-type is from 53333, touring car short-type spring set. Stabilizer is from 53376, TA03 car stabilizer set.

according to the overall weight that compresses them. The coil springs included in the kits are designed and matched to the car, and should provide standard performance. If the car is modified and trimmed for lighter weight, use a softer spring. Springs should be stiffened using spacers, after installing higher output motors, in order to compensate for the extra power. Using stiffer springs on rough terrain and softer springs on flat tracks is the normal rule.

ADJUST DAMPER ACCORDING TO SPRING STIFFNESS

The dampers widely used in R/C cars are of the oil filled type. The higher the viscosity of the damper oil, the stiffer the damper, on the other hand, the lower the viscosity, the softer the damper. When using hard springs use harder damper oil, and for soft springs use softer damper oil.

OIL FILLED SHOCK UNITS

From the economical and long-wear plastic cylinders to competition low-friction aluminum cylinders, Tamiya offers a wide range of high performance oil filled shocks to meet your car's requirement. All shock units are designed to provide the smoothest shock action while providing optimum road hugging ability to the vehicle. Adjustments can be made at the coil springs and pistons to compensate for the different track conditions. Oil viscosity can be altered by using the Tamiya Silicone Damper Oil set, to obtain the best possible performance. ● Shock unit dimensions differ according to the vehicle. Refer to illustration and notes.

TAMIYA SILICONE DAMPER OIL

Tamiya's quality Silicone Damper Oil is developed exclusively for oil filled shock units used on R/C car models. It is formulated to maintain constant viscosity throughout a wide temperature range, 3 sets: Soft, Medium and Hard, are available with each set consisting 2 bottles of different viscosity oil. Select oil according to your track requirements.

*FRICTION DAMPERS

This damping system is used on some on-road R/C racing cars. Several discs and pads are overlaid and damping effect is obtained by their friction. By applying oil or grease to the pads, the damping effect can be adjusted. Oils and greases of different viscosities are on the market for this purpose.

Friction damper



●STABILIZER

During high speed cornering, a car tends to roll or incline outward, resulting in less traction of the inner wheels and causing instability of the car. Stabilizers are used to reduce the roll,

and it contributes in improving the car's overall maneuverability.



HOW TO CHECK YOUR CAR'S SUSPENSION SETTING

Place your car on a flat surface, and if its damper springs are slightly compressed with the car's weight, spring stiffness is correct for the car. Press the car down to the ground and release. If the car rises smoothly (not instantly), an adequate damping is obtained. For off-road cars, drop the car to the ground from a height of about 30cm. If the setting is unacceptable, the car will not bump or its bottom does not hit the ground because the dampers absorb shock. Of course, the final adjustment must be done while test running the car.

5. WEIGHT DISTRIBUTION BETWEEN WHEELS

The heavier load is carried by a wheel, the more traction it has because more pressure to the ground is produced. Thus, the weight distribution between the front and rear wheels greatly influences the car's handling characteristics. Generally, the distribution ratio between front and rear is from 35:65 to 45:55. Adjust weight distribution by moving heavy components such as Ni-Cd battery to the desired direction. Front or rear wheel load can be roughly checked by the method described below.



6. WING & SPOILER

The wing attached on many racing cars is employed to gain stability at high speed running. With your radio controlled cars, the rear wing is used to press down the rear wheels for improving the traction on the road. In this way, the gripping power of the rear wheel becomes greater than that of the front wheels and the steering tract changes toward understeering. The faster the car goes, the more effective the wing becomes, that is, the greater the down thrust on the rear wheels. Depending upon the way you adjust the wing, the car can have an excellent cornering characteristic on a low speed curve, but still keep superb stability on the high speed straights. Such a car, also will

show a good adhesion to the road at high speed running. The effect of the wing is lessened when the wing is fattened. The more it is lifted, the greater the down-force. However, it increases the air drag, too, and the velocity of the car slowed. Therefore, the adjustment of the wing must be made carefully, and with the proper adjustment an ideal maneuverability will be attained.



●A TOO LARGE WING WILL INCREASE AIR DRAG

The larger and the more angled a wing is, the more downforce is produced during running by the air flow. However, a too large or too steep wing will produce a more air drag than desired, resulting in reduced speed of the car. The position of a wing/spoiler also influences its effectiveness. If attached at front, it increases the traction of the front wheels, and vice-versa.

DOWNFORCE DIFFERS ACCORDING TO RUNNING SPEED

Wings and spoilers produce more downforce during running, as the car's speed becomes faster. If a car has an oversteer tendency, use a large, steep angled rear wing. During high speed running, it will produce more downforce and augment its rear wheel traction, thus understeering characteristics can be obtained. When the speed becomes low, the effect of the wing lessens, and the car recovers its original oversteer characteristics.

*MOUNT THE WING FIRMLY

If a wing is mounted to the chassis with a flexible stay, the downforce produced by the wing cannot be effectively utilized by the car. Some cars' wings are mounted directly onto their polycarbonate body shell. In such cases, the body itself should be firmly secured to the chassis.

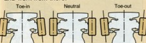
7. WHEEL ALIGNMENT

This is the term for indicating under what condition the wheels are attached to the chassis. Typical factors are toe angles, caster angles and camber angles, which play important roles in R/C car settings.

●TOE ANGLE

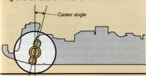
This term indicates the wheels on the both sides are parallel or inclined when viewed from above. If they are inclined forward, it is called "toe-in" and if inclined rearward, they are in a "toe-out" setting. If they are parallel to each other, they are neutral. Toe angles on the front wheels can be adjusted by altering the length of the steering knuckle rods. In addition to the standard adjustable tie-rods, turnbuckle tie-rods are available which allow quick and easy adjustment of the length without removal

of the rod. Rear wheel toe-angle is adjustable on some cars, but in most cases, replacement of suspension arms etc. will be required. Take care not to set an excessive toe-in or toe-out, otherwise the resulting drag will hinder the handling of the car. Begin with a little toe-in and work from there.



●CASTER ANGLE

This angle indicates how much the king pin on the front upright is inclined rearward from the vertical. Generally, a larger caster angle improves the car's straight running stability. However, with a large caster angle, the front wheels become stalled when steered. This may result in reduced traction during cornering and an uneven wear to the tire tread.



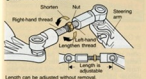
●CAMBER ANGLE

This is the angle of the right and left wheels when viewed from the front or rear. If the wheels incline inward to the top, it is in negative camber. If inclined outward to the top,



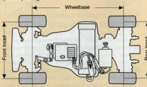
they have a positive camber. The camber angle determines the area of contact on each tire during cornering, and therefore the traction of the tires can be made greater or lesser through its adjustments. To increase traction during cornering, adjust to negative, and for reducing traction, adjust to positive. The steering characteristics can be changed by altering the traction of the front and rear tires. The car can be made to oversteer with the front adjusted to negative camber and the rear to positive. To cause the car to understeer, adjust front to positive camber and rear to negative. Camber angle adjustment is done by altering the length of the suspension upper arms. Use of turnbuckle shafts on upper arms allows easier camber angle adjustments.

●TURNBUCKLE SHAFT



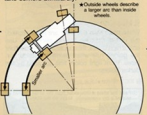
8. WHEELBASE AND TREAD (TRACK)

Wheelbase is the distance between the car's front and rear axles. Tread or track means the distance between the left and right wheels. If the tread is the same, a car with longer wheelbase has better straight running stability and reduced cornering performance. If the wheelbase is the same, a wider tread provides quicker cornering. Cars which have adjustable wheelbase are not common, but in some cases, this can be done by adding spacers or replacing chassis members, etc. Tread can be altered by using wider or narrower wheels or of different offsets. When doing this, you should be careful so that the wheels do not contact the body shells, and also within the limits of race regulations which you are participating.



9. DIFFERENTIAL GEARING

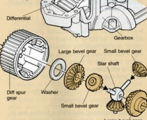
When the car is turning, the distance travelled by the inside wheels is less than that of the outside wheels. The differential gearing provides a smoother cornering performance by absorbing these differences by altering the rotating speed of each wheel. Without the differential, a car is apt to make big turns or take corners awkwardly.



●BEVEL GEAR DIFFERENTIAL

This differential system is used on both the full-sized vehicles and R/C cars. During straight running and if both the left and right wheels rotate with the ground, the differential does not work and the motor/engine power is transmitted to both wheels evenly. When cornering, the bevel gears in the differential unit rotate according to the travel of the left or right wheels, thus absorbing the difference of their rotation. One shortcoming of this system is that when the wheel of either side loses contact with the ground, the power is transmitted only to this wheel to rotate it, and the wheel keeping contact with the ground will not rotate, thus the car's driving force will be totally lost.

●BEVEL GEAR DIFF. (TOURING CAR FRONT)

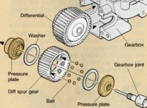


●BALL DIFFERENTIAL

This is a unique differential system used on R/C cars. A ball differential consists of metal balls sandwiched between two pressure plates. The balls work like the small bevel gears in a gear differential, absorbing rotation differential between the right and left wheels during cornering. Even when a wheel leaves the ground, because of the friction caused by the pressure to the balls, power is transmitted to some extent to the wheel that is in contact with the ground, thus a total loss of the driving force is avoided. The pressure can be adjusted by tightening a screw, and adding spacers or washers etc. A too little pressure results in slipping of the balls, so the power is not transmitted to the wheels.

●BALL DIFF

(TOURING CAR REAR)



●TORQUE SPLITTERS AND ONE-WAY DIFF UNITS

There is a slight difference of travel between the front and rear wheels. The rear wheels turn more inward than the front wheels, so the front wheels rotate more than the rear. In a shaft-driven four wheel drive cars, the front and rear wheels are connected with a propeller shaft, and the rotation difference causes stress to the propeller shaft. Torque splitter and one-way diff units are developed to solve this problem. Both systems use a one-way bearing which rotates freely only in one direction, allowing the front wheels to rotate faster than the propeller shaft rotation during cornering.

10. FINE-TUNING AN R/C CAR'S PERFORMANCE

A car's performance characteristics is influenced by many factors. Unthought alteration of various components results in mere confusion. Observe and follow the points described below.

●TRACTION OF THE DRIVING WHEELS IS IMPORTANT

The motor/engine power is transmitted to the car's driving wheels and propels the car. To make the best use of the power, concentrate on obtaining the utmost traction at the driving wheels.

●REAR WHEELS' TRACTION MAKES A CAR STABLE

When a car turns its direction, the front wheels steer while the rear wheels acts like a fulcrum. If these support points do not grip the ground properly, the car's stability will be reduced. In rear wheel drive and four wheel drive cars, the rear wheel traction should be most valued. In front wheel drive cars, balance between the front driving wheels and rear wheels traction should also be carefully considered.

●ALTER STEP BY STEP

Attempting to modify it all in one try should be avoided, because if any effect is obtained, you cannot figure out exactly which alteration led to the obtained result. Alter/adjust one point at a time and perform a test run each time. By repeating this procedure, you will know the individual effect of each adjustment, which greatly helps you in attaining a balanced setting on your car.

●BALANCED ADJUSTMENT BETWEEN THE RIGHT AND LEFT

If a suspension setting is different between the left and right side of your car, it will have different tendencies when taking corners and turns. Settings must be equal on the right and left.

★ In oval track competitions as seen on the full-sized Indy Car events, cars have a different weight distribution on the right and left side, because these cars take corners only in one direction.

●CONSIDER THE WEATHER AND TEMPERATURE

High temperatures cause oil and grease become softer and thus their viscosities are lowered. Greases and oils become stiffer at lower temperatures. Therefore, different greases and oils will be required to obtain the same setting condition during summer and winter. The setting should be also done according to the track surface conditions. When running on a wet or slippery surfaces, higher traction tires and/or larger spoilers to produce stronger down force should be employed.

PAINTING & DECORATION OF R/C CAR BODIES

A large part of R/C car enjoyment is in their construction and running; however, final finishing and decoration can also provide great pleasure. Decorating and finishing is not only self satisfying, but an essential part of the R/C hobby. A beautifully finished car even seems to go faster, and if it has been modified or customized, it will stand apart from the others.

1. PAINTING BODIES

Painting the body shell is the most important single step in finishing the R/C car model. Two types of bodies are used on R/C vehicles. Injection molded styrene plastic resin or vacuum formed transparent polycarbonate (Lexan) car shells. The usable parts and working procedures are very different between these two types of bodies.

SOME PRACTICAL ADVICE ON PAINTING

Plastic paints use organic solvents, and can be harmful if improperly handled. Observe and follow the manufacturers rules for safe use and a good finish on the model.

*Ventilate while painting

Allow adequate ventilation in the painting area while working.

*Avoid open flames

Some paints and thinners are inflammable. Never use them near open flame.

*Paint on a clear day with low humidity

High humidity can cause a cloudy finish (blushing) on the painted surface. If possible, paint on a clear day to avoid this problem.

*Spray paint outdoors in a windless area

A spray can delivers a fine mist of paint that coats wide areas evenly. Spray paint outdoors in a shady, windless area. Use a cardboard box, newspapers, etc. to keep paint off the surrounding areas.

PAINTS AND RELATED ITEMS REQUIRED

*Paints for injection molded bodies

Standard plastic model paints, like enamels, acrylics, and lacquers, can be used in painting injection molded R/C car bodies.

*Paints for polycarbonate bodies

Special formulated polycarbonate paints are required for painting these transparent body shells. Conventional plastic paints easily peel or chip off, even with the slightest shock to the car body.

Some kits include separately molded plastic

parts such as the driver's helmet, spoiler, door mirrors, etc., which are added to the polycarbonate body. These plastic parts must be painted with regular plastic paints and not polycarbonate paint.

*Brushes and other implements

Paint brushes come in several shapes and sizes, such as flat or pointed brushes. In addition, you will need the following when painting: Paint thinner compatible with your paint, empty paint jars or trays, masking tape, scissors, a modeling knife, clips or clothespins, rags and newspapers, etc.

PAINTING INJECTED MOLDED BODIES

The highly detailed and lifelike bodies are injection molded from styrene plastic resin. They are heavier and are more easily damaged in collisions at the track. Standard plastic paints are used in painting these bodies.



*Preparation

① A subassembly to be painted in one color should be assembled prior to painting. Remove excess cement, fill in and clean up joints and seam lines. Smooth the entire surface using a modeling knife and fine abrasive papers.

② Remove all dust and oil from the parts. Wash them in a mild detergent, and rinse well, allowing to air dry.

Objects to be painted should be secured to a base so that you have access to all areas to be painted. For example, make a loop of tape, with the adhesive on the outside, then secure the body to an empty box or can. Small parts should be painted while still on the plastic tree, or by holding with a clip.



Smooth out joints and seams. Hold small parts with clip.

*Painting procedures

First paint the body overall. Add small details after the first coat has completely cured. Spray paint the large areas and brush paint the details.

*Tips on spray painting

● Shake the paint can well prior to use. Test spray to see if it is properly mixed.

● Spray in one direction only, from a distance about 30cm from the model.

● Always use a light coat over the entire surface, and allow to dry. Repeat this procedure two or three times for a perfect finish.

● When the distance between the can and model is too close, or too thick of a coat is applied, the paint will run or contain small air bubbles. In these cases, let the paint dry for two or three days, then sand off using abrasive paper. Clean and smooth the surface and respray.



*Tips on brush painting

● Thoroughly stir bottle paints using a metal or grass rod prior to application. Do not shake the bottle, as this causes bubbles.

● Select a suitable brush size according the area to be painted. Use flat brushes for wider areas and pointed brushes for details.

● Move the brush in one direction only. When the coat has fully dried, another coat applied in a different direction can be used for an even finish.

★ If a paint is too thick, add the exclusive thinner for a smoother application.



*Masking

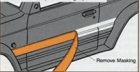
When more than one color are to be applied, the use of masking tape is necessary. Use only a high grade, thin paper tape. Remember the golden rule when painting outside surfaces. Paint light colors first, followed by the darker colors.

EX. 1 White stripe on a blue body

① Paint the white a little wider than the stripe desired and let it dry completely. Mask off the stripe.



② Now paint the entire body blue. Allow to dry and then remove the stripe's masking tape.

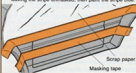


EX. 2 Blue stripe on a white body

① Paint entire body white and allow to dry thoroughly.



② Completely mask the body with acrylic paper and tape, leaving the stripe unmasked. Then paint the stripe blue.



*For curved and irregular borders

If the edge between the two colors is curved or irregular, cover the area with tape and draw the edge line on the tape with a sharp pencil. Using a sharp modeling knife, cut away the tape from where the edges are to meet. Be careful not to cut the body.



Remove excess masking using a sharp modeling knife, to form patterns and curves.

*Some tips on masking

When masking tape is not properly applied, paint will run under the tape and mar the surface. Press the masking tape down firmly with a finger nail for good tape adhesion. Special attention must be paid to recessed body panel lines, projections and undulating surfaces, plus edges and corners of a body, if these areas are masked.



*Cautions when overcoating

Experienced modelers and professionals often use different types of paints to obtain better results. When doing this however, you must accept the fact that you cannot use lacquer paints over acrylics or enamels. The

solvents in lacquer will melt and damage coatings of other paints. Painting acrylic and enamel over lacquer paint is not a problem. When overcoating, use several light coats, and only when the previous coat has completely cured. Do not attempt to finish the job with one thick coat. Even if it is the same type of paint, it will probably melt and ruin the under coating.

● PAINTING POLYCARBONATE (LEXAN) BODIES

Light weight and toughness are features of polycarbonate bodies. Painting these body shells requires special polycarbonate paints, and the painting is done from the inside of the body. Therefore, different procedures are required than those for plastic resin bodies.



★ Preparation

Some polycarbonate bodies' outer surfaces are covered with a thin vinyl protective coating. Do not remove this coating until just prior to applying the decorative stickers.

① Cut away excess areas using a sharp modeling knife. Scribble one or two strokes along the outline of the body. Bend along the scribbled line and the area will snap or tear off. Use only a very sharp knife when scribbling as a blunt knife causes minor injuries than you can imagine. For curved or complicated outlines, use curved scissors for plastics.

② Wash the body thoroughly with detergent to remove the oils, then rinse well and allow to air dry. As paints are applied to the inside of the body, concentrate washing mainly on the inside surface.

★ Mask off the outside when spray painting

When spray painting a polycarbonate body, overspray will mar the outside surface. To prevent this, the outside body shell must be completely covered. Use scrap newspaper etc. to cover the wide areas, holding in place with masking tape. If the body is already protected with a vinyl coating, outside masking is not necessary.

★ Mask off the window areas

Windows of car bodies should remain transparent, so masking is required. Mask from the inside using paper tape. Some kits include masking seals for the car's windows when painting.

★ Paint the details first

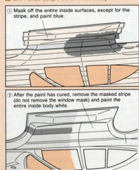
As paints are applied from the inside, but viewed from the outside, the first coat will be the outermost coat on the finished model.

You must be careful when considering the order of painting colors. Color application should start with the details, just the opposite from painting styrene bodies.

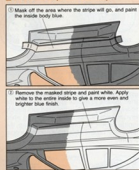
★ Paint darker colors first

When more than one color is to be used, apply the darker color first. The masking procedure is also done in reverse.

■ EX.1 Blue stripe on a white body



■ EX.2 White stripe on a blue body



★ If a lighter color is applied first, followed by a darker color, the overcoated area of the first color will be darkened when viewed from the outside.

TAMIYA MASKING TAPES



● AIRBRUSH PAINTING

Airbrushing combines the advantages of both brush and spray cans. By utilizing its features, a variety of painting effects can be achieved.

★ Paints can be mixed to make custom shades

Airbrushing uses bottle paints, so blending and matching colors to your desires is easy.

★ Fine lines can be done

Airbrush painting is done by spraying misted paint onto the surface, just like spray cans. However, airbrushes can spray lines of about 1-3cm and even down to 1mm in some cases. By using this characteristics, professional effects, such as subtle gradations, camouflage painting, or using it just like a paint brush, is possible.



● NECESSARY ITEMS

An airbrush system consists of the handpiece, compressor, and the connecting hose. Propellant cans can be used instead of a compressor, but their duration time is limited, and they must be disposed of when empty. In the long term, a compressor will be more economical than cans.

★ Tamiya's "Spray-Work" portable airbrush system uses a Ni-Cd 7.2V battery as its power source. It can also be operated from household current, using a compatible AC adapter.



2. MARKINGS

Decal and stickers are another important aspect in finishing car bodies. In addition to kit-supplied stickers, a wide selection of optional stickers is available on the market. One of the self markings can also be made using self-adhesive sticker sheets.

● TIPS FOR APPLYING STICKERS

Although the application seems easy, wrinkled or out-of-position stickers mar a model's final finish. Completely removing the backing from the sticker prior to application will result in wrinkles or bubbles. Follow these procedures:

① Cut the sticker along its colored edge.



② Peel the lining back a little, and place it into position.



③ Remove the remaining lining slowly, while pressing the sticker on the body so no air bubbles are trapped underneath.



3. MORE DETAIL AND CUSTOMIZING

Add details and customize your R/C car, to build the one-off model. It is limited only by your imagination. Add a visor to your drivers helmet using thin transparent sheet styrene. Cut out a photo of your favorite driver from a magazine and glue it in the helmet. Make openings in the front grille, air intakes, etc. and use elastic material from the inside. You can operate your R/C car's headlights and tail lamps by using optional light bulbs and brake lamp units available on the market. However, make sure they have compatible voltage ratings with your battery.



● FUEL-PROTECTIVE TOP COAT

Some polycarbonate paints are damaged with glow engine fuel and exhaust residue. To prevent this, a Fuel-Protective Top-Coat (PC-26) is available from Tamiya. Simply apply over the entire dry painted surface, and it will protect the finish from glow fuels.



GLOW ENGINE R/C CAR

Tamiya's glow engine powered radio control models allow you to enjoy the fascination of internal combustion powerplant operation at low. Maximum performance is ensured by using high quality, reliable glow engine components. Add these to the superbly designed chassis and suspension, and you have Tamiya's new dimension in R/C glow engine enjoyment.

★NOTE: This is a scale model using an internal combustion engine, and is suitable for modelers 14 years of age and older. It is not a toy.

1. RADIO CONTROL SYSTEMS FOR GLOW ENGINE R/C CARS

A 2-channel 2-servo radio system with a receiver battery case, is standard. One servo controls steering, while the other controls throttle and braking. Refer to the safety instructions included with the radio for proper use.



ITEMS REQUIRED FOR STARTING ENGINE

In addition to glow fuel, several other items are required for starting a glow engine. A fuel filter, battery for glow plug and a cableclip to connect the battery to the glow plug.

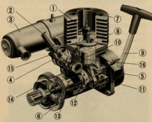


2. ABOUT GLOW ENGINES

Two-stroke glow engines are known for their simple and reliable mechanics. Fuel and air is

mixed in carburetor drawn into the cylinder, compressed and ignited by the glow plug. The explosion (combustion) translated into workable power via the crankshaft. The correct ratio of fuel/air mixture is essential to keep the engine running properly.

● GLOW ENGINE COMPONENTS



- 1 Glow plug
- 2 Needle valve
- 3 Muffler
- 4 Carburetor
- 5 Slow running speed adjuster
- 6 Flywheel
- 7 Recoil starter
- 8 Piston
- 9 Connecting rod
- 10 Ball bearing
- 11 Crank shaft
- 12 Centrifugal clutch
- 13 Idle screw
- 14 Throttle

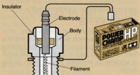
● ABOUT ENGINE COMPONENTS ★ CARBURETOR

The carburetor is the engine component that mixes the fuel and air to the proper ratio and atomizes it. The throttle adjusts the amount fuel/air mixture available to the cylinder. An open throttle allows more intake of the mixture, resulting in increased engine RPM and a higher running speed.



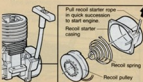
★ GLOW PLUG

The heated glow plug filament ignites the compressed fuel/air mixture in the cylinder, producing combustion, which forces down the piston. This rotates the crankshaft, and the cycle is repeated. The glow plug, once heated, is kept hot by the repeated combustion cycle.



★ RECOIL STARTER

The recoil zip starter is a manual method of starting a glow engine by pulling the rope handle in quick succession, forcing the crankshaft to rapidly rotate. The rope automatically rewinds by the recoil spring in the casing. An electric starter is also offered with some models that use an electric motor for engine start.



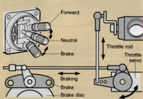
★ CENTRIFUGAL CLUTCH

A centrifugal clutch remains disengaged until the engine reaches a specified RPM. This keeps the car from jumping out when the engine is first started, and at idle. When the proper RPM is reached (by advancing the throttle), the clutch engages and power is transmitted to the transmission.



3. BRAKE UNIT

Most full sized automobiles use the disc brake system, and it is also used on R/C glow engine models to reduce speed; however, the model car system is synchronized with servo movement. The brake is activated when engine power is reduced by moving the transmitter control stick back, or the trigger forward.



4. GLOW ENGINE FUEL

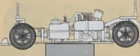
Use only the specified glow engine fuel for your R/C model. Glow fuels contain Methanol and Nitro Methane for combustion, plus lubricant for engine protection.

★ A higher ratio of Nitro Methane can produce higher power output, but will result in engine starting difficulties.



5. ENGINE STARTING PROCEDURE

The standard procedure for starting glow engines is described below. Always refer to the instructions included with your engine and/or model for correct procedure.



- 1 Set the car on a box or support so that all wheels are free to rotate.
- 2 Install batteries in transmitter and receiver. Switch on and check servo functions. Make sure the throttle is at idle when the throttle servo is at neutral.
- 3 Fill fuel tank with glow fuel.
- 4 Press choke button until fuel reaches the carburetor.
- 5 Connect battery to glow plug using cableclip.
- 6 Start engine using recoil or electric starter.
- 7 When engine starts, increase throttle trim on the transmitter 2 or 3 clicks.
- 8 When engine has stabilized, remove glow plug cableclip and return throttle trim to its original position.

6. STOPPING ENGINE

Engine can be stopped by removing the air cleaner and closing off air intake or blocking exhaust; however, fuel remaining in engine and tank could damage internal components. It is therefore recommended that the engine be run at idle until it runs out of fuel.

7. TUNING TIPS FOR GLOW ENGINE R/C CARS

Adjustment of chassis components, such as suspension etc. are common with electric and glow engine powered R/C cars. Several points unique to glow engine R/C cars are discussed below.

● MAKE THE BEST USE OF ENGINE POWER

A simple, but effective first step in tuning your car is to replace the metal/plastic bushings with precision ball bearings. This reduces loss

of engine power from friction, and provides the most power from the engine.

●IMPROVING RELIABILITY AND ENDURANCE

Overheating is one problem with glow engines. To reduce this, cut air intake openings in the body shell to help cool the engine. Replace the engine's heat sink with a larger or more efficient one. Sand and/or debris in the fuel can damage internal engine parts. Install a fuel filter to prevent this.

●FOR QUICKER ENGINE RESPONSE

Glow engines produce usable torque after sufficient RPM is reached (i.e. low torque/low RPM). By using a lighter weight flywheel, the time required to reach high RPM is shortened. This provides quicker throttle response, improving acceleration. Make sure to adjust the engine's needle valve and idle setting after replacing a flywheel.

●BETTER BRAKING

Just like full sized vehicles, a glow engine R/C car is equipped with a braking system. Brakes are used often during running and wear following prolonged use. Replace worn parts when required. Larger diameter brake disks, or ones of composite material are available for some cars, which provide better braking.

●OBTAINING A HIGHER ENGINE OUTPUT

It is not recommended to modify the engine's cylinder or piston, as this requires a high degree of knowledge, experience and facilities. An easier way to obtain more power is to use a glow fuel of higher specifications. Race oriented fuels include a higher Nitro Methane content and are on the market. However, always refer to your engine's instructions and use its recommended fuel.

●TO AVOID RUNNING OUT OF FUEL

Even though refueling is not difficult, sudden stops due to fuel starvation should be avoided.

●TGX-Mk-1 TS CHASSIS TUNE-UP EXAMPLES

53199 TGX

Revised

41013, 41014

41020 VR-105 Over-Size Heat

Size Head

53201

TGX 2-Speed

Transmission

53195 Low-Friction

Aluminum Damper

41010 Electric

Starter Unit

53208

Lightweight Flywheel

ed. To aid in this, a fuel level indicator is available from Tamiya for their glow engine R/C cars. A sensor monitors fuel level in the tank, and when low, a light emitting diode glows alerting time to refuel.

8. MAINTENANCE

Glow engine R/C cars get soiled from oil residue after running, due to the lubricants used in the fuel. Daily clean-up and maintenance is essential for optimum performance.

●CLEANING CHASSIS

To remove the oily residue from chassis components, an alcoholic cleaning spray is recommended. Several types are available from hobby shops; however, use only the cleaner developed for model use and other types could attack the plastic and rubber components.

●ENGINE MAINTENANCE

The engine's internal components are exposed to high heat, pressure and exhaust gases during operation. If left uncleaned, the oily grime can cause rust and corrosion inside the engine. Use an oil spray for cleaning. Remove the glow plug and spray directly into the cylinder and carburetor after running. *Vehicle components such as engine, muffler, exhaust pipe etc. get very hot during use and can cause burns if touched. Allow to cool before cleaning and maintenance.



●CHECKING GLOW PLUG

The glow plug is also subject to high temperatures and pressure. Periodically check and replace when necessary. To check the plug, remove it from the engine and connect it to the battery with the cableclip. The filament should glow a bright red if good.

●AIR FILTER

A clogged air filter hinders the supply of air to the engine, resulting in lowered performance. Periodically check and replace the air filter element when necessary.

●SAFETY PRECAUTIONS

- To avoid serious personal injury and/or property damage, operate all remotely controlled models in a responsible manner as outlined below. Be aware of your surroundings when operating any R/C model.
- Never run R/C models near people or animals, nor use people or animals as obstacles when operating R/C vehicles.
- Never run R/C models on the street or highway, as it could cause or contribute to serious traffic accidents.
- To avoid injury to persons or animals, and damage to property, never run R/C models in a confined or crowded area.
- Be aware of your surroundings. Avoid running R/C models in environments where noise can cause displeasure.
- Never run R/C models near heat and open flame as it can cause serious accidents.
- Running R/C models into furniture or other inanimate objects will cause damage to the objects and the R/C model.
- Make sure that no one else is using the same frequency as yours in your operating area. Using the same frequency at the same time, whether it is driving, flying, or sailing, can cause loss of control of the R/C models, resulting in serious accidents.
- Use only glow fuel. Never use gasoline or other fuel as it can explode and burn, causing serious personal injury and/or accidents. Read the warning on product prior to use. Improper use of glow fuel could result in serious injury and/or property damage. You are solely responsible for the safe use of the product.

●HEAT, FIRE AND FUEL SAFETY

- Vehicle components such as engine, muffler, etc., get very hot during running and can cause burns if touched.
- Do not touch any of the moving parts, such as drive shafts, wheels, gears, etc., as these rotating parts can cause serious injury.
- Use only glow engine fuel. Never use gasoline or other fuels as they can explode and burn, causing serious personal injury and/or property damage. Use fuel only in a well-ventilated area. Keep away from heat and flame. Never fuel or prime with battery connected to engine. Glow fuels are poisonous. Avoid contact with eyes and skin. Keep away from children.

●AVOIDING LOSS OF CONTROL

Top speeds of glow engine R/C cars exceed 50km/h and can be very dangerous if control is lost. Tamiya's R/C Fail-Safe Unit (Item No. 45017) can help prevent control loss. The central processing unit of this system is programmed to continuously monitor pulse signals from the receiver. When radio interference or noise is detected, or the receiver battery voltage becomes insufficient, the unit automatically returns the servos to their neutral position, preventing loss of control.



R/C SAILING GUIDE

Radio controlled yacht models can provide the same enjoyment in "conversing with the wind" as their full sized counterparts can do. Using the natural energy of the wind, the model glides over the water, precisely controlled by its rudder and sails. Following are fundamental tips for operating in this elegant R/C sport.

YAMAHA 40EX COMPONENTS



1. RADIO CONTROL REQUIREMENTS

A 2-channel radio, with a stick controlled transmitter is required for R/C yacht models. Two servos control the sail and rudder.



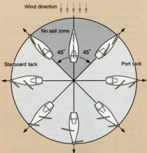
- ① Rudder control stick
- ② Sail control stick
- ③ Battery power level indicator
- ④ Trim levers
- ⑤ Transmitter switch

Rudder control servo:
Steers the vessel in the desired direction.

Sail control servo:
Controls the travel of the sails, so they effectively catch the wind.

2. WIND DIRECTION AND SAIL ZONE

The procedures for R/C sailing are the same as experienced on full-sized yachts. A yacht is



capable of maneuvering as shown in the illustrations. Bear in mind that a yacht cannot sail directly into the wind and there is an approximately 45 degree no-sail zone.

3. CONTROLLING A YACHT MODEL

The sailing performance of a yacht is largely influenced by the wind direction in relation to its sailing direction. The wind direction varies each moment. Control of the sail and rudder obtains smooth sailing, always keeping the direction of the prevailing wind in mind.

4. ADJUSTING MAST AND SAIL

The sailing characteristics of a yacht can be altered by adjusting mast angle and sail tensions.

WEATHER HELM AND LEE HELM

Three basic sailing tendencies are present when the rudder is straight (neutral). When the vessel tends to sail windwards (weather) with the rudder straight, the condition is called a **WEATHER HELM**. Opposite to this, when the vessel sails downwind (lee), it is called a **LEE HELM**. A vessel that sails straight ahead is **JUST HELM**. Helm conditions can be adjusted by mast inclination. Inclining the mast forward (forestay) provides a lee helm, while inclining it aft (backstay), provides a weather helm.



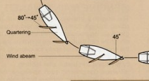
SAILING DOWNWIND

Next, by sailing downwind. Steer the vessel downwind using the rudder. Gradually spread the sails according to the wind's movement, adjusting the rudder to maintain the desired course. This maneuver is called **QUARTERING**.



TACKING: SAILING INTO THE WIND

Allow the vessel to obtain speed, then steer the rudder to turn it windward. You will experience the proper condition for a moment or two, but will again catch the wind, allowing you to sail to the opposite side. Straighten the rudder (neutralize) and allow the vessel to glide in this new direction. This procedure is called **TACKING**.

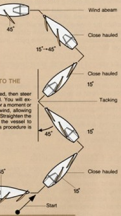


RUNNING

Steer the vessel so that it sails straight off the wind. Open the sail to catch a fair wind. The jib sail will open opposite the main sail. This is called **Running**.

SAILING WIND AHEAD

Try crossing the wind. Operate the rudder so that the port or starboard side receives the wind. When the vessel starts to roll heavily on its side, push the control stick to spread the sail until it starts to chatter, then gradually take in the sail until it catches the wind fully.

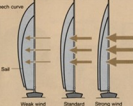


START & CLOSE HAILED

To begin sailing, fully spread the sail and steer the vessel to about 45 degrees to the wind. At first, a sail flutter (called **Shiver**) is experienced. Gradually take in (close) the sail until it catches the wind, and the vessel starts to glide off. This is a **Close Hauled** condition.

ADJUSTING LEECH CURVE (SAIL TENSION)

Proper adjustment of your sails is essential in order to utilize wind power efficiently. During strong winds, the sails should be given extra tension, and less tension during mild winds. Adjust the mainsail by the boom vang, using the adjuster. Extend boom vang rod for weak tension and shorten for more tension. Jib sail curve is adjusted by inclining or declining the sheet adjuster on the jib halyard.



★Moisture can cause troubles with R/C systems and batteries. In particular, contact with salt water can cause almost immediate corroding of precision electronic circuits. Avoid contact with water as much as possible; however, in case the R/C unit and/or batteries accidentally get wet, immediately remove

from the model. Drain and wipe off any water. Allow it to air dry in the shade. If salt water gets inside the R/C unit, remove the case and rinse with fresh water. Test the dried unit prior to reinserting in the model. Send to the dealer/manufacturer for repairs if any malfunction is observed.

SAILING SAFETY PRECAUTIONS

To avoid serious personal injury and/or property damage, operate all remotely controlled models in a responsible manner.

- ① Never sail R/C vessels near people (swimming, fishing, etc.) or animals, as it could cause a serious accident.
- ② To avoid damage to the vessel and prevent accidents, do not sail R/C vessels in fast moving currents or restricted maneuvering areas.
- ③ Never sail R/C vessels near full-sized boats as it could cause accidents.
- ④ Never sail R/C vessels in harbors, ports or traffic routes used by full-sized ships/boats, as it could contribute to accidents.
- ⑤ Sailing in weak or no wind conditions could result in loss of control of the R/C yacht model.
- ⑥ Avoid sailing in shallow waters, among water plants or in areas which could have underwater obstacles. The keel and rudder of the yacht model may become entangled or caught.

R/C MOTOR GLIDERS

As its name implies, gliders use thermals and air currents for flight, and often airborne can remain aloft for extended periods of time. Experienced glider pilots can perform spectacular aerobatics, loops, rolls etc. by using energy conservation as pertain to flight (ie: converting speed into altitude). Conventional gliders require a launching device (bungee cord or winch low) or a special location such as a hillside to take off. Electric motor gliders however, can climb to altitude using its own motor.

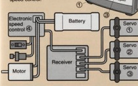
1. R/C EQUIPMENT

A conventional non-powered R/C glider can be controlled by a 2-channel 2-servo radio and stick type transmitter. For a motor glider, the motor requires on/off switching, therefore 3-channels or more are required. Some models require special R/C equipment to obtain optimum function and performance. The manufacturer's suggested equipment list will be shown on the package or in the instruction manual. Consult your hobby dealer for choices of suitable R/C equipment.

★For Tamiya's Peak Spirit glider, a five channel (or more) radio with three micro servo, and an electronic speed control is suggested.

(Adapc R601 R/C System)

1. Rudder control
operates the rudder servo.
2. Elevator control
operates the elevator servo.
3. Air brake control
operates the air brake servo.
4. Motor power control
operates the electronic speed control.



Turns the model right or left. Moving the transmitter stick to the right turns the model right, and to the left, turns the model left.



Controls climb/descent and turning radius of the model. Like a full-sized aircraft, pulling the transmitter elevator stick raises the glider, increasing the glider's angle of attack. Pushing the stick forward, decreases the angle of attack and lowers the nose.

★RUDDER OR AILERON CONTROL

An aircraft changes its direction by movement of its rudder or aileron, or both. Rudder controlled, or aileron controlled model gliders are preferred accordingly. A rudder control glider is very suitable for long, stable soaring flights.

2. MOTOR POWER SOURCE
A Ni-Cd battery pack is most often used for power in electric motor gliders. Battery specifications (capacity, dimensions, weight, etc.) greatly affect the performance of a glider. Use only the glider's specified battery for operating the model.

★Tamiya's Peak Spirit requires a Tamiya Ni-Cd 7.2V battery RCT7050P and a DC quick charger CPU-2000.



3. OPERATION OF THE MOTOR GLIDER

Once you reach the desired altitude, cut the power and the propellers will fold back. The motor glider operation is exactly the same as any conventional glider. Basic soaring techniques are discussed below. One thing you should always avoid is a steep climb without sufficient airspeed. This can stall the glider and could result in a spin and possible crash of the aircraft.

4. THERMAL HUNTING AND SLOPE SOARING

These terms concern ascending air currents. If a glider enters these updraft it can gain altitude without use of motor power, thereby increasing the flight time.

●THERMAL HUNTING

The word "thermal" means a rising current of heated air, caused by the uneven heating of the ground by the sun. Thermals occur over uncovered ground, such as sand and soil. Air over grasslands and water tend to be cooler and generally have descending air patterns. When circling inside a thermal, a glider will gain altitude, so "Thermal Hunting" is the process of finding and making use of these invisible currents by observing a glider's flying attitude.

Used to reduce the glider's speed during landings etc. Pulling the stick back closes the brake and pushing it displays the brake.

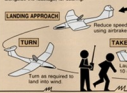


Propeller thrust is required for take off, and climb. Cut the motor power when soaring altitude is reached.

(BASIC OPERATION OF A MOTOR GLIDER)

(TAKE-OFF AND CLIMB)

Have an assistant prepare to launch the glider. Start the propeller and launch the glider into the wind with about a 10 degree nose up attitude. Then adjust the elevator for a straight ahead climb and about 20 degrees nose up. When it reaches altitude, stop the motor and the propeller blades will fold back alongside the fuselage, for soaring.



(SOARING)

Stop the motor so the blades fold.



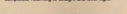
(TURNING)

Move the transmitter rudder stick to the desired turn direction. Once a wing has lowered into a turn, slightly adjust a little up elevator to keep the nose from dropping. To stop the turn, move the rudder in the opposite direction stopping the bank, releasing the elevator control stick to neutral when a wings level attitude is reached.



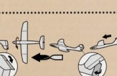
(LOOP)

Apply a little down elevator to lower nose attitude and increase airspeed. When sufficient speed is obtained apply a little up elevator to keep the nose from falling out of the loop. Keep the elevator back during the loop, releasing it to neutral when loop is completed, returning to straight and level flight.



(LANDING)

Give your landing approach downward, then turn 180 degrees to land directly into the wind, adjusting speed. Fully deploy the brake after completing the turn and with the glider in about a 10 degree nose attitude. Fair raise the tail using elevator just prior to touchdown with the fuselage in a level attitude.



(THERMAL)



●SLOPE SOARING

Flows moving towards an upslope or hillside become natural updrafts. Finding and remaining in these ascending currents of air



by doing a figure 8 maneuver, will keep the glider parallel to the hills ridge line, allowing continuous flight.

SAFETY PRECAUTIONS

Radio controlled aircraft models are subject to radio failures, malfunctions of the R/C system and mechanical problems. Always operate your model in a safe area where personal and/or property damage will not occur even if the model should crash. Follow these rules when flying:

- Do not fly near people, buildings or public facilities, or near roads and vehicular traffic.
- Do not fly near electric power lines, power stations, antennas or broadcast transmission towers. They are not only obstructive, but can also cause radio interference.
- Do not fly in strong winds or rainy weather.
- Do not fly alone. Always have an assistant with you.
- Double check your R/C equipment prior to any flight.
- Use only those frequencies authorized for R/C aircraft.
- ★Warnings about the propeller

Take great care during assembly and operating the propeller. It rotates at a very high RPM and the blades have sharp edges. When turning on the motor, make sure no one is alongside or in front of the propeller.

It is a thrill to participate in a race; however, it is a more significant experience to organize a contest. A competition requires many people: timekeepers, course committee members, etc. In small races, such as those organized by hobby stores, players often serve concurrently as officials. It will be appreciated if you can offer a hand as an official. It is not only welcomed by an organization, but it is also rewarding to yourself. The experience of taking part in a race meet as an official will surely help you with organizing another event. Moreover, it will be of much benefit to you when you participate in a contest as racer.

There are many types of races; series, single ones, and others. It is a common purpose to compete with fellow racers and to develop skills. The more races you participate in, the better results you can expect. Many races are organized in a series to compete throughout the year in order to single out a champion.

Points are given to contestants in proportion to records achieved at each individual race. The winner, 2nd, 3rd places and so forth are determined respectively by the total points accumulated in the series.

A big drawback of the point system series is that it is unfavorable to participants who join late. The repechage series has been organized for eliminating this drawback. For example, minor races are held every month to choose a champion of the month. The annual event is conducted to determine a champion of the year. Anyone who has become a champion of the month is eliminated from the following monthly events. In this way, a new champion (competent person to the annual final race) is chosen every month, and contestants from the middle will not be put at a disadvantage. At the same time, this system will give an opportunity to low scores to win a monthly race.

These are two typical systems. It is usually common that employees or members of the host organization are not eligible, but they may be admitted under the condition that they are eliminated from obtaining awards and ranking.

It can be announced through posters. Hand-outs are also good media to publicize the competition. Essential factors such as when, where, qualification, way of grouping, kinds of

cars, type of race and method of determining ranking should be described. If the race is the series system, announcement of dates of the following events is desirable.

Entry forms should be ready at the registration desk. Columns for name, address, age, occupation, entry class, frequency of radio control system, and contest number should be provided along with entrance requirements. It is recommended for a host organization to make an entry register book, as it will be useful for reference. With a series race, it is important to keep records of contestants. Entry forms are made in duplicate; one for participant, the other for the organization to make a ledger.

Name			
Address			
Age (Grade)	Occupation		
Class			
Car Number (check one)			
Frequency	01	02	03 04 05 06 07 08 09
	10	11	12 01 03 05 07 09
Store Grand Prix Entry Card			
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	8
9	1	2	3
4	5	6	7
8	9	1	2
3	4	5	6
7	8	9	1
2	3	4	5
6	7	8	9
1	2	3	4
5	6	7	

●Group by age
●Group by skill and experience

The above two methods are good ways to form groups. There can be a beginner and an advanced class, if sorting is carefully done. Top ranking contestants in the beginner's class can be placed in the advanced class in the next race.

Basically cars are divided into two groups; Stock and Modified.

Cars in this class must use a standard (stock) 540 type electric motor, and be built right from the box. Modifications or tuning up is not allowed, except for the use of the most fundamental items, such as ball bearings. The stock class is highly recommended for beginning drivers as it allows them to quickly become acquainted with the racing environment and gain needed experience.

As modelers gain more experience from racing and learn more about radio control, they are encouraged to modify and increase the cars performance. This can be a frustrating proposition as the costs and technical finesse required, allow only a few to be successful.

it. It is more practical however, to organize a modified class, by setting some limits on the degree of modifications allowed.

Ascertain who the participants are with the entry form. Check if the car is qualified under the requirements of the particular racing class.

During most racing events, entrants run in two or more heat races while working up to final event. As R/C cars on the same frequency cannot run at the same time, grouping should be made so they are separated into different heats. List the number of entrants using the same frequency and sort them out. The number of cars racing in one heat can be from six to eight, depending on track width and length.

Number of participants: 01 band: six drivers, 02: three, 03: five, 04: three, 05: five, 06: three, 61: one, 63: one, 65: two, 67: one, 69: one.

Band Group	1	2	3	4	5	6
1	01	03	05	02	06	63
2	01	03	05	04	65	
3	01	03	05	04	65	
4	01	03	05	04	67	
5	01	03	02	06	69	
6	01	05	02	06	61	

In this example, six drivers use the 01 band. Therefore at least six preliminary heats are required.

Several cars running at high speed race together during a heat, and it may be difficult to confirm their finishing order. Ideally, each car should have its own time keeper, with the ranking determined by the elapsed time for the heat. This method requires many stop-watches. you can use a point system to rank cars by giving points for the cars finishing position. The final ranking is determined by adding the points a car received in each heat race.

Finalists are decided from the results of the preliminary heats. Only one final is held in each class, however, if the schedule will allow, several final groups, such as A-final, B-final etc. can be had so that as many participants as possible can be in a final event. In such cases, racing distances or elapsed times are normally longer as the rankings are higher.

As the final grouping is determined by the results of the heat races, it is possible that two or more cars for the final will have the same frequency. In these cases, it is necessary to change some frequencies. The race organizers can have spare crystals available, but it is better if the race participants themselves have their own spare crystals with them.

A participant should be penalized when he conducts himself against the spirit of fair play or against the smooth progress of a contest. The punishment is disqualification and then imposition of a cut in marks or additional penalty time.

- ★ It is usual that interference to other cars and remodeling exceeding the limit should be liable to disqualification.
- ★ A breakaway is subject to demerit mark. The penalty system should be constituted from the standard of annoyance to other participants or injustice among the entrants.

Ample consideration is desired to be given to conveniences and accommodations in the place of the meeting in order to produce an exciting atmosphere to the race.

Generally a national flag or a flag of the host organization is in use.

A checkered flag of black and white is waved to the winner's car just before and when crossing the finish line.

To help the race proceedings, a score board is desirable to be installed for announcing the records of each heat and ranking to the public.

A stand is very convenient to install so that the drivers can control in better view of the course and the cars while racing.

A bridge made of a tire or advertisement signboards of companies which can be seen along a real racing track, and miniature guard rails used as pylons in the course will enliven the race.



ROYAL MINI COOPER RACING (58215)



PEUGEOT 90K WRC (58250)



MINI COOPER RACING EVOLUTION XI WRC (58251)



STACKUM RACER (58241)



McLaren Mercedes MP4-13 (58230)



Audi R8R (58471)



Subaru Impreza WRC '99 (58242)



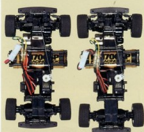
Augerhaupt 3 (Ford F-350) (58236)



TAMIYA R/C TOURING CAR CHASSIS (Refer to the pages for each chassis specifications)

M-01

P31



M-01M

P31



M-02

P31



M-02M

P32



M-02L

P32



M-03

P33



M-04L

P33



TB-01

P39



TA02

P39



TA03F

P40-41



TA03F-S

P41



TA03R

P42-43



TA03R-S

P43



TL-01

P34-36



FF01

P37



FF02

P38



● ENGINE R/C CAR CHASSIS

TG-10Mk.1

P54-55



TG-10Mk.1

P56



For 1/18 Mini Cooper Racing

TG-Mk.1

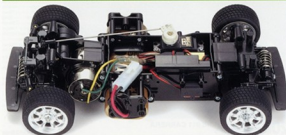
P53-54



M-01

M-01 CHASSIS

Front motor, front drive



Powerful 540 motor is mounted at the front and drives the front wheels. Monocoque type frame/chassis is light in weight and very sturdy. Four wheel independent double wishbone suspension system is equipped with a horizontal mounted coil spring damper at each end.



163 58163 ROVER MINI COOPER '94 MONTE-CARLO

ミニクーパー '94 モンテカルロ

30 years after its first victory in the Monte Carlo Rally, a Mini Cooper once again ran the event in 1994. The comeback of the "Mini of Monte" pleased every motor sports fan in the world.



196 58196 HONDA S-MX LOWDOWN

S-タイプ S-MX ロードダウン

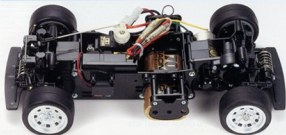
Debuted in November 1999, Honda's "S-MX" multi-utility vehicle has set a new trend in the Japanese car market. Its body shape provides plenty of room for passengers. The large headlight and narrow grille give the S-MX a distinctive look.

●R/C unit & batteries are not included. ●Weight without R/C unit & batteries

M-02

M-02 CHASSIS

Midship motor, rear drive



The chassis utilizes midship mounted motor and rear wheel drive configuration. Four wheel independent double wishbone suspension system is equipped with a horizontal mounted mono-shock coil spring damper unit at each end.



175 58175 HONDA S800 RACING

ホンダ S800

Unveiled to the public in 1965, Honda's S800 was one of the earliest examples of the lightweight 2-seater sports cars in the Japanese automotive history. This compact motor car was very active in the Japanese racing events.



168 58168 ALPINE A110

79A2-2A110

The Alpine A110 swept over the European rally scene during the early 1970's. This famous French rally car is reproduced by Tamiya as a highly realistic electric powered R/C model. The model represents the Alpine A110 that won the 1971 Monte-Carlo Rally.

©No further production. ●Specifications are subject to change without notice.



187 58187 ALFA ROMEO GIULIA SPRINT GTA
アルファロメオ ジュリア スプリント GTA

1/10 Scale

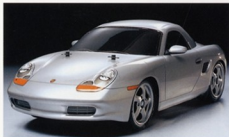
It was back in 1965 when Alfa Romeo of Italy released their Giulia Sprint GTA. They developed this car as a base car to track the European Touring Car Championships. It showed outstanding performance on the track and became a regular on the winners' podium.



180 58160 EUNOS ROADSTER
ユニコス ロードスター

1/10 Scale

Since its debut in 1989, Mazda's Eunos Roadster has been leading the market of light-weight roadsters all over the world. With its superb maneuverability, the Eunos Roadster is enjoying excellent reputation among public.



197 56197 PORSCHE Boxster
ポルシェ ボクスター

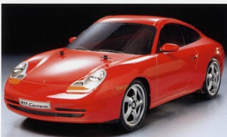
1/10 Scale

In 1997, Porsche has revived the "roadster" configuration in their stable. The "Boxster" is regarded as a new generation Porsche with its numerous advanced features such as their state of the art "Tiptronic" 5-speed automatic transmission etc.

■R/C unit & batteries are not included. ■Weight: without R/C unit & batteries

M-02M

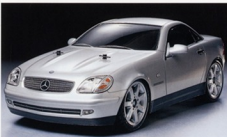
Overall length—2418mm
Overall width—148mm
Chassis weight—847g
Wheelbase—225mm
Track front and rear 136mm
Tire width/diameter—front and rear 25/25mm
Gear ratio—1:5.48
●Body—polycarbonate
●Frame—ABS monocoque type
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)



208 58208 PORSCHE 911 CARRERA
ポルシェ 911 カラ

1/10 Scale

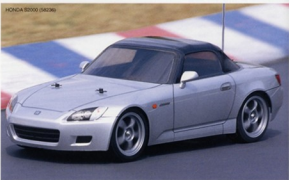
Porsche's latest model of their ever-popular 911 series is joining Tamiya's radio control car lineup. Tamiya's high performing R/C replica uses the popular "M-Chassis" mechanics. A 540 type electric motor is mounted at the rear-mid section of the frame.



202 56202 Mercedes-Benz SLK
メルセデス ベンツ SLK

1/10 Scale

Sporty, light and compact was the concept of Mercedes while developing their latest SLK roadster, and Tamiya's radio control counterpart also features these characteristics. Monocoque type frame and 540 type electric motor provide an agile performance.



HONDA S2000 (S2000)

M-02L

Overall length—2420mm
Overall width—148mm
Chassis weight—850g
Wheelbase—225mm
Track front and rear 136mm
Tire width/diameter—front and rear 25/25mm
Gear ratio—1:5.48
●Body—polycarbonate
●Frame—ABS monocoque type
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

M-02L

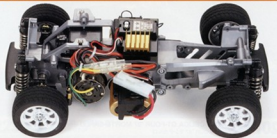
Overall length—2420mm
Overall width—148mm
Chassis weight—850g
Wheelbase—225mm
Track front and rear 142mm
Tire width/diameter—front and rear 25/25mm
Gear ratio—1:5.48
●Body—polycarbonate
●Frame—ABS monocoque type
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

■No further production. ■Specifications are subject to change without notice.

M-03

M-03 CHASSIS

Front motor, front drive



The 540 motor is mounted at the front and drives front wheels. Monocoque type frame/chassis is light in weight and very sturdy. Four wheel independent suspension is damped with coil spring shock units all around.



211 58211 ROVER MINI COOPER RACING

ローバーミニ Cooperレーシング

Originally created by Sir Alec Issigonis in 1959, and tuned by John Cooper, the "Mini" has established worldwide fame on both the commercial and racing scene. Tamiya has reproduced racing version in a 1/10 scale R/C car format.

M-03

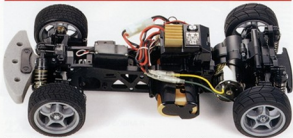
Overall length.....(58211)
Overall width.....187mm
Overall height.....177mm
Chassis weight.....89kg
Wheelbase.....210mm
Track-front and rear 138mm
Tire width/diameter.....front and rear 25/58mm
Gear ratio.....1-6.82
●Body.....polycarbonate
●Frame.....polycarbonate monocoque type
●Suspension.....four wheel independent double wishbone system
●540 type motor included
●Radio control unit.....Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

M-04L

M-04L CHASSIS

Midship motor, rear drive (long wheelbase type)



The M04 is an ABS monocoque chassis with separate polycarbonate gearbox. Four wheel independent double wishbone suspension system is damped by four coil spring shock units. Large urethane bumper protects suspension from damage.



M-04L

Overall length.....(58236)
Overall width.....177mm
Overall height.....177mm
Chassis weight.....89kg
Wheelbase.....210mm
Track-front and rear 140mm
Tire width/diameter.....front and rear 25/58mm
Gear ratio.....1-6.82
●Body.....polycarbonate
●Frame.....polycarbonate monocoque type
●Suspension.....four wheel independent double wishbone system
●540 type motor included
●Radio control unit.....Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

236 58236 HONDA S2000

ホンダS2000

Honda built this new drive roadster to commemorate the company's 50th anniversary. The 2.0 liter DOHC 16V in-line 4-cylinder engine of the S2000 generates estimated 240 bhp of power. Tamiya captures the grace and energy of this new roadster.



M-03

Overall length.....(58234)
Overall width.....187mm
Overall height.....177mm
Chassis weight.....89kg
Wheelbase.....210mm
Track-front and rear 138mm
Tire width/diameter.....front and rear 25/58mm
Gear ratio.....1-6.82
●Body.....polycarbonate
●Frame.....polycarbonate monocoque type
●Suspension.....four wheel independent double wishbone system
●540 type motor included
●Radio control unit.....Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

234 58234 SUZUKI wagon R RR

スズキワゴンR RR

In the middle 90's, Suzuki developed a mini-van light car called the Wagon R, this car was a commercial success and can be seen on the streets everywhere. Suzuki took this popular narrow tread light design and developed it into a normal tread version.

●R/C unit & batteries are not included. ●Electric without R/C unit & batteries



M-04L

Overall length.....(58243)
Overall width.....177mm
Overall height.....177mm
Chassis weight.....89kg
Wheelbase.....210mm
Track-front and rear 140mm
Tire width/diameter.....front and rear 25/58mm
Gear ratio.....1-6.82
●Body.....polycarbonate
●Frame.....polycarbonate monocoque type
●Suspension.....four wheel independent double wishbone system
●540 type motor included
●Radio control unit.....Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

240 58240 BMW M roadster

BMW M C3-ロードスター

One of BMW's latest creations, the M roadster turns heads and enthralled drivers. Equipped with a 3.2 liter DOHC 24-valve in-line 6-cylinder engine and many other features, this powerful car is sure to make automotive history.

●Specifications are subject to change without notice.

TL-01

TL-01 CHASSIS Midship motor, shaft driven WRC



A shaft driven full time 4WD system is incorporated in the light and sturdy monocoque type frame. Front and rear sealed gearboxes house precision bevel gear type differential units. Four wheel independent suspension is assisted by coil spring shock units, assuring excellent maneuverability.



195 58195 ALFA ROMEO 155 V6 TI BOSCH

767-7414155 V6 TI ボスチ

The Bosch sponsored Alfa Romeo 155 V6 TI racing machine showed its high potential during the 1996 International Touring Car Championships (ITC). Tamiya has replicated this impressive racing machine in a ready to assemble electric R/C format.



191 58191 CALSONIC SKYLINE GT-R

767-7414155 V6 TI ボスチ

Nissan's Skyline GT-R has been one of the dominant forces at the Japanese GT Car Championships (JGT-C). For the 1996 season, Nissan further souped up this competitive machine using their latest racing expertise.

■R/C unit & batteries are not included. ■Weight: without R/C unit & batteries

TL-01

- Overall length—462mm
- Overall width—188mm
- Chassis weight—1100g
- Wheelbase—257mm
- Track front and rear 157mm
- Tire width/diameter—front and rear 27/60mm
- Gear ratio—5.7:36
- Body—polycarbonate
- Frame—polycarbonate monocoque type
- Suspension—four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



201 58201 TOYOTA CELICA GT-FOUR '97 MONTE-CARLO

トヨタ セリカ GT-FOUR '97 モンテカルロ

The name "Celica" is one of the established names in the rally sports. The 1997 season saw the entry of Celica in the hand of non-works teams. Its sleek styling and distinctive, irregularly shaped four headlights made it stand out from other rally cars.

1/10 Scale



212 58212 PEUGEOT 406 ST

767-7414155 V6 TI ボスチ

The famous French car manufacturer Peugeot entered their 406 ST racing machine in the German STW (Super Touring Wagen) Cup, and achieved an outstanding success by winning the title. Tamiya has added this attractive racer to 1/10 R/C stable.

1/10 Scale

TL-01

- Overall length—462mm
- Overall width—188mm
- Chassis weight—1100g
- Wheelbase—257mm
- Track front and rear 157mm
- Tire width/diameter—front and rear 27/60mm
- Gear ratio—5.7:36
- Body—polycarbonate
- Frame—polycarbonate monocoque type
- Suspension—four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



216 58216 FORD ESCORT WRC

767-7414155 V6 TI ボスチ

In 1998, the Ford Works team entered their Escort machine in the World Rally Championships (WRC). Tamiya has reproduced this rally car in a 1/10 R/C format. Kit contains stickers for driver Kankkunen and the 1998 Monte Carlo Rally.

1/10 Scale

■Specifications are subject to change without notice.



TL-01

(58223)
Overall length—443mm
Overall width—188mm
Chassis weight—1105kg
Wheelbase—257mm
Track front and rear 150mm
The width/diameter—
front and rear 275/60mm
Gear ratio—1.7:86
●Body—polycarbonate
●Frame—polycarbonate
monocoque type
●Suspension—four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tempo R/C system or 2-
channel radio system
(available separately)

1/10 Scale

223 58223 PENNZOIL NISMO GT-R

The NISMO GT-R is based on the Nissan Skyline, a very popular car among Japanese motorsport enthusiasts. The body of the '98 NISMO GT-R includes louvers added to the hood, and a large wing added to the rear.



TL-01

(58206)
Overall length—443mm
Overall width—188mm
Chassis weight—1105kg
Wheelbase—257mm
Track front and rear 150mm
The width/diameter—
front and rear 275/60mm
Gear ratio—1.7:86
●Body—polycarbonate
●Frame—polycarbonate
monocoque type
●Suspension—four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tempo R/C system or 2-
channel radio system
(available separately)

★Limited release 1/10 Scale

226 58226 SUBARU IMPREZA WRC

Subaru sent new compact machine, Impreza instead of Legacy into 1000 Lakes Rally from 1993. The driver of Subaru, Colin McRae won the victory on 4th race in Portugal and 6th race in Tour-de-Corse. Impreza showed its high potential on stage WRC.



TL-01

(58218)
Overall length—443mm
Overall width—188mm
Chassis weight—1105kg
Wheelbase—257mm
Track front and rear 150mm
The width/diameter—
front and rear 275/60mm
Gear ratio—1.7:86
●Body—polycarbonate
●Frame—polycarbonate
monocoque type
●Suspension—four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tempo R/C system or 2-
channel radio system
(available separately)

1/10 Scale

219 58219 MITSUBISHI LANCER EVOLUTION IV MONTE-CARLO

The Mitsubishi Lancer Evolution IV Monte Carlo is a participant in the World Rally Championship (WRC). Piloted by T. Makinen, the Mitsubishi Lancer Evolution IV won the Portuguese, Catalonian and Argentine rallies.

●R/C unit & batteries are not included. ●Weight without R/C unit & batteries



TL-01

(58208)
Overall length—443mm
Overall width—188mm
Chassis weight—1105kg
Wheelbase—257mm
Track front and rear 150mm
The width/diameter—
front and rear 275/60mm
Gear ratio—1.7:86
●Body—polycarbonate
●Frame—polycarbonate
monocoque type
●Suspension—four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tempo R/C system or 2-
channel radio system
(available separately)

1/10 Scale

228 58228 FORD MUSTANG COBRA R

The Ford Mustang is a distinctive vehicle in American automotive history, and continues to be popular car. The Ford Mustang Cobra R is equipped with a 5.8 liter engine that generates 300hp, and racing car style rear wing.



TL-01

(58228)
Overall length—443mm
Overall width—188mm
Chassis weight—1105kg
Wheelbase—257mm
Track front and rear 150mm
The width/diameter—
front and rear 275/60mm
Gear ratio—1.7:86
●Body—polycarbonate
●Frame—polycarbonate
monocoque type
●Suspension—four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tempo R/C system or 2-
channel radio system
(available separately)

1/10 Scale

233 58233 CASTROL MUGEN NSX

The Castrol Mugen team is another team that used the competitive Honda NSX in the 1996 Japan Grand Touring Car Championship (JGTC). The Castrol MUGEN NSX is flamboyantly painted in green, white, red and black.



TL-01

(58225)
Overall length—443mm
Overall width—188mm
Chassis weight—1105kg
Wheelbase—257mm
Track front and rear 150mm
The width/diameter—
front and rear 275/60mm
Gear ratio—1.7:86
●Body—polycarbonate
●Frame—polycarbonate
monocoque type
●Suspension—four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tempo R/C system or 2-
channel radio system
(available separately)

1/10 Scale

222 58222 FORD SVT F-150 Lightning

Based on the Ford F150 series, a popular vehicle in America's heartland. The SVT (Special Vehicle Team) appeared at this year's Chicago Auto show. The original F-150 base was equipped with the SVT tuning: a 5.4 liter Triton V8 engine equipped with a supercharger and intercooler.

●No further production. ●Specifications are subject to change without notice.



237 58237 LEXUS IS 200
トヨタ アルファード

TL-01	
Overall length	4600mm
Overall width	1870mm
Chassis weight	1500kg
Wheelbase	2570mm
Track-front & rear	1570mm
Tire width/diameter	front and rear 270/60mm
Gear ratio	1-7.36
Body	polycarbonate
Frame	polycarbonate monocoque type
Suspension	four wheel independent double wishbone system
540 type motor included	
Radio control unit	
Tamiya RVC system or 3-channel radio system (available separately)	

1/10 Scale

Known in Japan as the Altezza, this sedan is the 1998 Japanese Car of the Year. The Altezza is equipped with a 2 liter, 4-cylinder engine that generates 210hp, and sports car style 17 inch wheels.



241 58241 FORD FOCUS WRC
フォード フォーダ WRC

TL-01	
Overall length	4180mm
Overall width	1800mm
Chassis weight	1050kg
Wheelbase	2570mm
Track-front & rear	1570mm
Tire width/diameter	front and rear 270/60mm
Gear ratio	1-7.36
Body	polycarbonate
Frame	polycarbonate monocoque type
Suspension	four wheel independent double wishbone system
540 type motor included	
Radio control unit	
Tamiya RVC system or 3-channel radio system (available separately)	

1/10 Scale

The Ford Focus WRC took first place in the Portugal and Safari rallies and continues to be an exciting performer in the World Rally Championships. Armed with a 4-cylinder, 2.0 liter engine and a host of high performance features, this car has performed well in the 1999 season.



■RVC unit & batteries are not included. ■Weight: without RVC unit & batteries



251 58251 LEXUS GS400
トヨタ アリスト

TL-01	
Overall length	4800mm
Overall width	1870mm
Chassis weight	1500kg
Wheelbase	2570mm
Track-front & rear	1570mm
Tire width/diameter	front and rear 270/60mm
Gear ratio	1-7.36
Body	polycarbonate
Frame	polycarbonate monocoque type
Suspension	four wheel independent double wishbone system
540 type motor included	
Radio control unit	
Tamiya RVC system or 3-channel radio system (available separately)	

1/10 Scale

The Lexus name has earned its reputation for high quality cars abroad. Known in Japan as the Toyota Aristo, the Lexus GS400 continues the tradition of high quality luxury cars, rivaling the best luxury cars from around the world.



255 58255 CALSONIC SKYLINE GT-R (R34)
カルソニック スカイラインGT-R(R34)

TL-01	
Overall length	4420mm
Overall width	1800mm
Chassis weight	1070kg
Wheelbase	2570mm
Track-front & rear	1570mm
Tire width/diameter	front and rear 270/60mm
Gear ratio	1-7.36
Body	polycarbonate
Frame	polycarbonate monocoque type
Suspension	four wheel independent double wishbone system
540 type motor included	
Radio control unit	
Tamiya RVC system or 3-channel radio system (available separately)	

1/10 Scale

For the 1999 All Japan GT Championships, Nissan brought out a new machine, the R34. The body was completely remade in carbon fiber and equipped with a large, curved wing on the rear. Tamiya has transformed this renowned car into an RVC assembly model kit.



246 58246 STADIUM RAIDER
スタジアムレイダー

TL-01	
Overall length	4230mm
Overall width	2000mm
Chassis weight	1140kg
Wheelbase	2570mm
Track-front & rear	1700mm
Tire width/diameter	front and rear 30/100mm
Gear ratio	1-7.36
Body	polycarbonate
Frame	polycarbonate monocoque type
Suspension	four wheel double wishbone system
540 type motor included	
Radio control unit	
Tamiya RVC system or 3-channel radio system (available separately)	

1/10 Scale

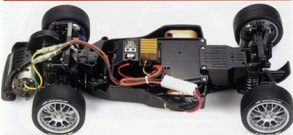
Based on the tough vehicles that participate in stadium races, this truck is designed for the off-road loving RVC enthusiasts. New silver wheels complement the exterior of this off-road vehicle. The large tires have pin spikes for running stability.

■Specifications are subject to change without notice.

FF01

FF01 CHASSIS

Front motor, front drive



The front mounted 540 type electric motor drives the front wheels, giving a crisp handling response. Precision ball type differential is housed at the sealed front gearbox. Bathub type frame/chassis is injection molded of tough ABS resin.



183 58183 VOLVO 850 BTCC

1/10 Scale

In 1996 this Volvo 850 saloon showed its outstanding performance after further development, and made their drivers, R. Rydell and T. Harvey, regular visitors to the victory podium throughout the season.



186 58186 PIAA ACCORD VTEC

1/10 Scale

The Accords were entered from three different racing teams for the 1996 season, and among them, the PIAA Accord in a two-toned black & white color scheme showed impressive racing performance at the track.

※RVC unit & batteries are not included. ※Weight: without RVC unit & batteries



FF01

Overall length.....480mm
Overall width.....180mm
Chassis weight.....970g
Wheelbase.....250mm
Rear front and rear 120mm
Tire width/diameter.....front and rear 27(21)
Gear ratio.....1:7.21
●Body.....polycarbonate
●Frame.....ABS bathub type
●Suspension.....four wheel independent double wishbone system
●540 type motor included
●Radio control unit
●Tampa RVC system or 2-channel radio system (available separately)



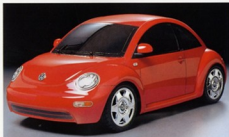
206 56206 VOLKSWAGEN GOLF V5

1/10 Scale

Volkswagen Golf is one of the best-selling cars in the world. This popular vehicle underwent a complete model change and made its debut at the 1997 Frankfurt Motor Show. The V5 is the top-of-the-line model of the 4th generation Golf stable.

FF01

Overall length.....480mm
Overall width.....180mm
Chassis weight.....970g
Wheelbase.....250mm
Rear front and rear 120mm
Tire width/diameter.....front and rear 27(21)
Gear ratio.....1:7.21
●Body.....polycarbonate
●Frame.....ABS bathub type
●Suspension.....four wheel independent double wishbone system
●540 type motor included
●Radio control unit
●Tampa RVC system or 2-channel radio system (available separately)



217 58217 VOLKSWAGEN NEW BEETLE

1/10 Scale

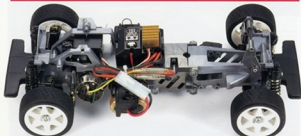
The redesigned Volkswagen New Beetle was revealed at the 1998 Detroit Auto Show. The New Beetle was different from its predecessor, but the familiar shape remains. A gasoline engine or diesel turbo engine mounted in the front.

※RVC unit & batteries are not included. ※Specifications are subject to change without notice.

FF02

FF02 CHASSIS

Front motor, front drive



The 540 motor is mounted at the front and drives front wheels. Monocoque type frame/chassis is light in weight and very sturdy. Four wheel independent suspension is damped with coil spring shock units all around.



224 58224 PEUGEOT 306 MAXI WRC

プラモデル: 1/10 41410

Peugeot enters the rally car arena with its 306 Maxi WRC. Armed with a 4-cylinder, 2.0 liter engine and a host of high performance features, this car has performed well in the 1998 season.



●WRC unit and batteries are not included. ●Weight without R/C unit & batteries

FF02

Overall length—424mm
Overall width—188mm
Chassis weight—950g
Wheelbase—257mm
Track front and rear 157mm
Tire width/front/rear
Front and rear 275/65mm
Gear ratio—1:2.25
●Body—polycarbonate
●Frame—polycarbonate
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

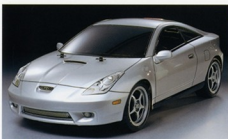


245 58245 ALFA ROMEO 156 RACING

アルファロメオ156レーシング

1/10 Scale

The potential of the Alfa Romeo 156 was realized in this year's Italian Super Turismo Championship. The Selenia team race car, driven by Giovanardi, won this year's championship. This elegant car is now available as a Tamiya R/C car.



FF02

Overall length—424mm
Overall width—188mm
Chassis weight—950g
Wheelbase—257mm
Track front and rear 157mm
Tire width/front/rear
Front and rear 275/65mm
Gear ratio—1:2.25
●Body—polycarbonate
●Frame—polycarbonate
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

248 58248 TOYOTA CELICA

トヨタセリカ

1/10 Scale

At the Detroit Auto Show in January 1999, the Celica, introduced under the name "XYRI", captivated onlookers with its innovative styling. The GT-S engine features a 1.8 liter 4 cylinder DOHC capable of pumping out 180hp.



TA02

TA02 CHASSIS

Midship motor, shaft driven 4WD



TA02 chassis uses a highly sophisticated shaft driven full-time 4WD mechanics. Front and rear sealed gearboxes incorporate precision differential gearing. The four wheel independent, double wishbone suspension system is damped by oil-filled shock units all around.



171 58171 BMW 318i STW
BMW 318i STW

The BMW 318i four-door sedan was turned into a highly competitive racing machine, and entered in the 1995 German Super Touring Car Championships. The car monopolized the constructors and drivers titles for the season.



170 58703 CASTROL TOYOTA TOM'S SUPRA GT
カスロ・トヨタ・トムス・スーパージエー

The race-tuned Supra that competed in the 1995 Japanese GT car championships is now available as a highly realistic and high performing R/C model kit. Tamiya's model of Supra GT uses sophisticated shaft-driven full time 4WD mechanics.

●R/C unit & batteries are not included. ●Weights without R/C unit & batteries

TA02

Overall length—442mm
Overall width—148mm
Chassis weight—1550g
Wheelbase—250mm
Track front and rear 157mm
The wishbones—front and rear 21°tilt
Gear ratio—1:8.91
●Body—polycarbonate
●Frame—ABS bathub type
●Suspension—four wheel independent double wishbone system
●4WD type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

TA02W

Overall length—442mm
Overall width—148mm
Chassis weight—1550g
Wheelbase—250mm
Track—front 157mm and rear 158mm
The wishbones—front 21°tilt and rear 32°tilt
Gear ratio—1:8.91
●Body—polycarbonate
●Frame—ABS bathub type
●Suspension—four wheel independent double wishbone system
●4WD type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

TB-01

TB-01 CHASSIS

Midship motor, shaft driven 4WD



This chassis consists of main/upper frame for low balance and maneuverability. Shaft driven 4WD system transmits the power from 540 motor, which is parallel to the chassis. The upper cover keeps out sand and debris.



257 58257 MITSUBISHI LANCER EVOLUTION V1 WRC
三菱ランサーエボリューションV1 WRC

The Lancer Evolution V1, as its name implies, evolved from the proven technology of its predecessor, the Lancer V. This latest incarnation of the Evolution features two main cosmetic changes, a modified spoiler on the front and the rear.



259 58299 SUBARU IMPREZA GERMAN RALLY CHAMPION '99
カスロ・インプレザ・ドイツラリー選手権優勝車

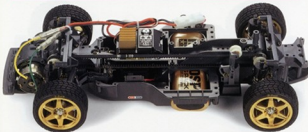
The team Holzer Subaru Impreza WRC challenged Lancia, Corolla and Escort for the German Rally Championships. Impreza won 7 victories out of 8 races and earned the title for the 1999 season. The model features full-time shaft driven TB01 chassis.

●Specifications are subject to change without notice.

TA03F

TA03F CHASSIS

Front motor, ball driven 4WD



Powerful 540 type electric motor is mounted at the front for the optimized weight distribution, and the power is efficiently transmitted to the front and rear wheels via a drive belt. Suspension is four wheel independent double wishbone type, damped by four oil-filled shock units.



182 58182 AUDI A4 STW

アウディ A4 STW

TA03F

Overall length—440mm
Overall width—180mm
Chassis weight—1110g
Wheelbase—257mm
Track front and rear 157mm
Tire width/diameter
front and rear 27/60mm
Gear ratio—1:7.34

- Body—polycarbonate
- Frame—ABS bathtub type
- four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—
- Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale



185 58185 KURE NISMO GT-R

カレ NISMO GT-R

TA03F

Overall length—440mm
Overall width—180mm
Chassis weight—1110g
Wheelbase—257mm
Track front and rear 157mm
Tire width/diameter
front and rear 27/60mm
Gear ratio—1:7.34

- Body—polycarbonate
- Frame—ABS bathtub type
- Suspension—four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—
- Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

■R/C unit & batteries are not included. ■Weight: without R/C unit & batteries



188 58188 OPEL CALIBRA CITI

オペル カリブラ シティ

TA03F

Overall length—440mm
Overall width—180mm
Chassis weight—1110g
Wheelbase—257mm
Track front and rear 157mm
Tire width/diameter
front and rear 27/60mm
Gear ratio—1:7.34

- Body—polycarbonate
- Frame—ABS bathtub type
- Suspension—four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—
- Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

The Opel firm of Germany entered six Calibra's into the 1995 International Touring Car Championships (ITC), to compete against the dominant Mercedes and Alfa Romeo. The Calibra used a Cosworth tuned, 2.5 liter V-6 cylinder DOHC engine.



189 58189 MARTINI ALFA ROMEO 155 V6 TI

マルティニ アルファ ロメオ V6 TI

TA03F

Overall length—440mm
Overall width—180mm
Chassis weight—1110g
Wheelbase—257mm
Track front and rear 157mm
Tire width/diameter
front and rear 27/60mm
Gear ratio—1:7.34

- Body—polycarbonate
- Frame—ABS bathtub type
- Suspension—four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—
- Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

For the 1996 International Touring Car Championships (ITC), the Alfa Romeo constructed a number of Alfa Romeo 155 V6 TI cars. With its eye-catching color scheme and aggressive performance, the Martini Alfa Romeo 155 V6 TI pleased the racing fans.



177 56777 TA03F PRO CHASSIS KIT

TA03F PRO 3.5-4.2

TA03F PRO

Overall length—440mm
Overall width—180mm
Chassis weight—1110g
Wheelbase—257mm
Track front and rear 157mm
Tire width/diameter
front and rear 27/60mm
Gear ratio—1:7.34

- Body—polycarbonate
- Frame—ABS bathtub type
- Suspension—four wheel independent double wishbone system
- 540 type motor included
- Radio control unit—
- Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

Tamiya's radio control expertise has been fully packaged in this state of the art racing weapon. Its low center gravity, front mounted motor configuration and full time 4WD system give it very stable running characteristics.

When further production. ■Specifications are subject to change without notice.



210 58210 SUBARU IMPREZA WRC
スバル インプレッサ WRC

Subaru is one of the potent forces in the current rally racing scene. Their Impreza earned the WRC constructor's title in three consecutive years from '95 to '97. Now the fun of driving a rally machine can be had with Tamiya's R/C counterpart of Impreza.



225 58225 MITSUBISHI LANCER EVOLUTION V WRC
三菱ランサー エボリューション V WRC

The Catalonian Rally in 1998 April witnessed the impressive debut of the Mitsubishi Lancer Evolution V, which finished in third place. T. Makinen and the Lancer Evolution V are going to challenge Subaru and Toyota for the World Rally Championship.



239 58239 PENNZOIL NISMO GT-R (R34)
ペンゼンオイル ニスモGT-R (R34)

Developed from Nissan Skyline, the NISMO GT-R is another contender in the GT championships. The NISMO GT-R is sponsored by Pennzoil, the top market share holder for motor oil products in America. The Pennzoil NISMO GT-R carries the distinct yellow and black Pennzoil colors.

WRC unit and batteries are not included. *Wings, without R/C unit and batteries

TA03F

(58210)
Overall length—442mm
Overall width—185mm
Chassis weight—1105g
Wheelbase—207mm
Track-front and rear 157mm
The width/diameter—
front and rear 275/55mm
Gear ratio—1:8.51
●Body—polycarbonate
●Frame-ABS bathulite type
●Suspension—
four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tamiya R/C system or 2-
channel radio system
(available separately)

1/10 Scale

TA03F

(58220)
Overall length—442mm
Overall width—185mm
Chassis weight—1130g
Wheelbase—207mm
Track-front and rear 157mm
The width/diameter—
front and rear 275/55mm
Gear ratio—1:8.51
●Body—polycarbonate
●Frame-ABS bathulite type
●Suspension—
four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tamiya R/C system or 2-
channel radio system
(available separately)

1/10 Scale

TA03F

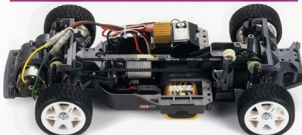
(58238)
Overall length—442mm
Overall width—185mm
Chassis weight—1095g
Wheelbase—207mm
Track-front and rear 157mm
The width/diameter—
front and rear 275/55mm
Gear ratio—1:8.51
●Body—polycarbonate
●Frame-ABS bathulite type
●Suspension—
four wheel independent
double wishbone system
●540 type motor included
●Radio control unit—
Tamiya R/C system or 2-
channel radio system
(available separately)

1/10 Scale

TA03F-S

TA03F-S CHASSIS

Front motor, ball driven ASD short wheelbase type



TA03F-S chassis is 20mm shorter wheelbase than the TA03F. This specification combines the TA03F's fine stability with light, nimble handling. Front and rear sealed gearboxes incorporate precision differential gearing.



218 58218 TOYOTA COROLLA WRC
トヨタコローラ WRC

This car has already had a successful season to date, winning the Monte Carlo heat in the 1998 season. The World Rally Championships have concluded, and Toyota has proved itself by remaining in the top three with Mitsubishi and Subaru.



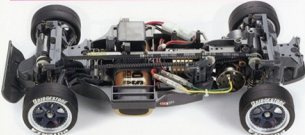
250 58250 PEUGEOT 206 WRC
プジョー206WRC

Peugeot 206 WRC is powered by a 4 cylinder 2-liter engine that generates 300 horsepower. The power is transmitted to the front and rear wheels through a six-speed sequential shift gearbox. The steel chassis is the shortest of the WRCs, measuring 4.01m in length.

*Specifications are subject to change without notice.

TA03R

TA03R CHASSIS Motors: motor, left driven 4802



The motor is positioned rear amidships, and the power is transmitted to all four wheels via drive belt. Position of running battery (not included) is slightly moved forward, to obtain the ideal 50:50 weight distribution between the front and rear wheels.



2023 58203 NISSAN R390 GT1
ニッサン R390 GT1

TA03R

Overall length—428mm
Overall width—146mm
Chassis weight—1115g
Wheelbase—207mm
Track—front 157mm
 & rear 160mm
Tire width/diameter—front and rear 27/60mm
Gear ratio—1:8.51
•Body—polycarbonate
•Frame-ABS bathulb type
•Suspension—four wheel independent double wishbone system
•440 type motor included
•Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



2027 58207 AVEX DOME MUGEN NSX
AVEX 豪華 無限 NSX

TA03R

Overall length—428mm
Overall width—146mm
Chassis weight—1115g
Wheelbase—207mm
Track—front 157mm
 & rear 160mm
Tire width/diameter—front and rear 27/60mm
Gear ratio—1:8.51
•Body—polycarbonate
•Frame-ABS bathulb type
•Suspension—four wheel independent double wishbone system
•440 type motor included
•Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

©1/10 Scale

The two famous Japanese racing factories, Mugen and Dome, combined force to convert Honda's stylish NSX sports car into a highly competitive GT racing machine. This NSX racer is quite active in the Japanese GT car championships.

■R/C unit & batteries are not included. ■Weight: without R/C unit & batteries



TA03R

Overall length—470mm
Overall width—156mm
Chassis weight—1120g
Wheelbase—207mm
Track—front 157mm
 & rear 160mm
Tire width/diameter—front and rear 27/60mm
Gear ratio—1:8.51
•Body—polycarbonate
•Frame-ABS bathulb type
•Suspension—four wheel independent double wishbone system
•440 type motor included
•Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

214 58214 Mercedes CLK-GTR
メルセデス CLK-GTR

In 1997, Mercedes had a spectacular racing season with its state of the art CLK-GTR racing machine. Although the car was developed in a very short and limited period, it brought both the driver's and constructor's titles to the team.



TA03R-TRF

Wheelbase—207mm
Track—front 157mm
 & rear 160mm
Gear ratio—1:7.34
•Frame—carbon double-deck type
•Suspension—four wheel independent double wishbone wheel-traction damper system
•Fully equipped with ball bearings
•Equipped with front one-way unit
•27 option parts included
•Motor (separately available)
•Body (separately available)
•Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

■Limited release 1/10 Scale

227 58227 TA03R-TRF SPECIAL CHASSIS KIT
TA03R-TRF スペシャルシャーシキット

The TA03R-TRF Special Chassis kit is a hopped up version of the TA03R, featuring 27 different top-up parts. The new carbon double deck chassis features two new parts, the motor support plate and carbon steering connector bar.



©No further production. ■Specifications are subject to change without notice.



254 58254 RAYBRIG NSX '99
1/18 71121054 99

Team Kurimatsu and their car, the RAYBRIG NSX, have a loyal following in Japan. The RAYBRIG NSX uses the TA03R chassis and several option parts to create a race worthy machine straight out of the box. The body is faithfully replicated in polycarbonate.

TA03R

- Overall length—240mm
Overall width—194mm
Chassis weight—1113g
Wheelbase—237mm
Track—front 157mm
 & rear 160mm
Tire width/height—front and rear 27/60mm
Gear ratio—1:5.51
●Body—polycarbonate
●Frame-ABS ballbulk type
●Suspension—four wheel independent double wishbone system
●400 type motor included
●Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

TA03R-S

TA03R-S CHASSIS

Midship motor, belt driven 4WD (short wheelbase type)



TA03R-S chassis is 20mm shorter wheelbase than the TA03R. The midship mounted electric motor and short wheelbase contribute to have a responsive handling and excellent maneuverability. Equipped with four coil over oil-filled damper units.



©EVEX DOME, MUSEUM NEX (2007)



193 58193 PORSCHE 911 GT1
1/18 71121091 GT1

1/10 Scale

The Porsche 911 GT1 is a race ready version developed for the famous Le Mans 24 hours endurance race. For the 1996 Le Mans 24 hours race, two GT1's made its debut and earned considerable 2nd and 3rd places.



●R/C unit & batteries are not included. ●W/kit: without R/C unit & batteries

TA03R-S

- Overall length—240mm
Overall width—194mm
Chassis weight—1113g
Wheelbase—237mm
Track—front 157mm
 & rear 160mm
Tire width/height—front and rear 27/60mm
Gear ratio—1:5.51
●Body—polycarbonate
●Frame-ABS ballbulk type
●Suspension—four wheel independent double wishbone system
●440 type motor included
●Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

TA03R-S TRF

- Overall length—240mm
Wheelbase—237mm
Track—front 157mm
 & rear 160mm
Gear ratio—1:7.34
●Frame—carbon double deck type
●Suspension—four wheel independent double wishbone wishbone shock absorber damper system
●Fully equipped with ball bearings
●Equipped with front one-way
●28 option parts included
●Tire reinforced slick type A
●Motor (separately available)
●Body (separately available)
●Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

★Limited release 1/10 Scale



243 58243 TA03R-S TRF SPECIAL CHASSIS KIT
TA03R-S-TRF スペシャルシャシーキット

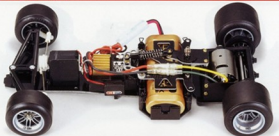
The TA03R-S TRF Special Chassis kit is a hopped up version of the TA03R-S, featuring 28 hop-up parts. The new carbon double deck chassis, precision ball type differential gears, the motor support plate and carbon steering connector bar.

●Specifications are subject to change without notice.

F103RS

F103RS CHASSIS

Midship motor, rear drive



The chassis uses light and sturdy FRP semi-double deck frame/chassis and a suspension system of independent coil springs at the front and a triple pad friction damper at the rear. Precision ball type differential provides excellent cornering performance.



198 58198 PIAA NAKAJIMA REYNARD 97D
ピアナジマ・レイナード 97D

The Team Nakajima's Reynard 97D was entered into the Formula Nippon '97. It was one of the top corners in the 1997 Formula Nippon racing category. This sleek and stylish racer has been reproduced in 1/10 scale radio control format by Tamiya.



194 58194 FORMULA-1 RACING CAR "F103RX" CHASSIS KIT
フォーミュラ1レーシングカー F103RX シャーシキット

The circuit-proven F103 formula car chassis has been further enhanced by incorporating Tamiya's genuine Hop-up Optional parts in kit. Use with Tamiya's 1/10 scale polycarbonate F-1 body shells (available separately).

●RVC unit & batteries are not included. ●Weight: without RVC unit & batteries



179 58179 WILLIAMS RENAULT FW18
ウィリアムズ・R-FW18

In the 1996 Formula 1 Championships, the famous Williams racing team entered their FW18. Driven by talented pilots, the FW18 won the dominant 12 victories out of 16 races during the season, bringing the constructor's championship to the team.



235 58235 McLaren Mercedes MP4/13
マクラーレン・メルセデス MP4/13

Racing giants McLaren and Mercedes teamed up to deliver the McLaren Mercedes MP4/13. Equipped with a McLaren developed carbon fiber/aluminum honeycomb composite chassis and a 2998cc Mercedes Benz F0110G V10 engine, this car has proven itself at the races.



F103RS

Overall length—5817mm
Overall width—205mm
Chassis weight—860g
Wheelbase—260mm
Track—170mm
& rear 160mm
Tire width/diameter—
Rear 30/55mm
& rear 40/54mm
Gear ratio—1:3.7
●Body—polycarbonate
●Frame—
FRP half double-deck type
●Suspension—
front independent coil
spring & rear rigid 3-bar
system
●540 type motor included
●Radio control unit—
Tamiya RVC system or 3-
channel radio system
(available separately)

1/10 Scale

F103

Overall length—5819mm
Overall width—205mm
Chassis weight—860g
Wheelbase—260mm
Track—170mm
& rear 160mm
Tire width/diameter—
Rear 30/55mm
& rear 40/54mm
Gear ratio—1:3.7
●Body—polycarbonate
●Frame—
FRP half double-deck type
●Suspension—
front independent coil
spring & rear rigid 3-bar
system
●540 type motor included
●Radio control unit—
Tamiya RVC system or 3-
channel radio system
(available separately)

1/10 Scale

F103RS

Overall length—5819mm
Overall width—205mm
Chassis weight—860g
Wheelbase—260mm
Track—170mm
& rear 160mm
Tire width/diameter—
Rear 30/55mm
& rear 40/54mm
Gear ratio—1:3.7
●Body—polycarbonate
●Frame—
FRP half double-deck type
●Suspension—
front independent coil
spring & rear rigid 3-bar
system
●540 type motor included
●Radio control unit—
Tamiya RVC system or 3-
channel radio system
(available separately)

1/10 Scale

F103RX

Overall length—5819mm
Wheelbase—260mm
Track—170mm
& rear 160mm
Tire width/diameter—
Rear 30/55mm
& rear 40/54mm
Gear ratio—1:3.7
●Frame—
FRP half double-deck type
●Suspension—
front 3-point system of
independent coil spring
damper & rear adjustable
friction pad damper with a
coil spring shock unit
●Body shell is not included
in kit
●540 type motor included
●Radio control unit—
Tamiya RVC system or 3-
channel radio system
(available separately)

1/10 Scale



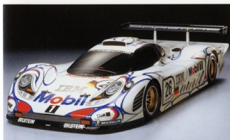
253 58253 TOYOTA GT-One TS020 '99

Toyota claimed 2nd place at the 1999 Le Mans race held on June 13. The all-Japanese crew of car No.3 (Katayama, Tsuchiya, Suzuki) performed remarkably well. Tamiya celebrates this epic Le Mans race with new Le Mans Stickers.

F103RS

Overall length—420mm
Overall width—200mm
Chassis weight—70g
Wheelbase—260mm
Track—front 170mm
& rear 150mm
Tire width/diameter—front 30/50mm
& rear 45/50mm
Gear ratio—1:3.7
•Body—polycarbonate
•Frame—FRP half double-deck type
•Suspension—front independent coil spring & rear rigid T-bar system
•Sport-tuned motor included
•Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale



230 58230 PORSCHE 911 GT1 '81 '98 LM WINNER

ポルシェ911GT1'81LMマン・レーシング

Porsche's 911 is an automotive icon, this radically different Le Mans version is a sure entry into the annals of racing history. This third generation GT1 employed a carbon fiber chassis and bodywork that is quite different from the '97 GT1.

F103RS

Overall length—420mm
Overall width—200mm
Chassis weight—70g
Wheelbase—260mm
Track—front 170mm
& rear 150mm
Tire width/diameter—front 30/50mm
& rear 45/50mm
Gear ratio—1:3.7
•Body—polycarbonate
•Frame—FRP half double-deck type
•Suspension—front independent coil spring & rear rigid T-bar system
•Sport-tuned motor included
•Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

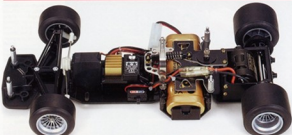


•R/C unit & batteries are not included. •Weight: without R/C unit & batteries

F103LM

F103LM CHASSIS

Modeling motor, rear drive



Tamiya F103LM includes an FRP half-double deck frame/chassis and a suspension system of independent coil springs at the front and a low friction pad damper at the rear. Wide lower deck heightens chassis rigidity and reduces twisting and bending.



F103LM

Overall length—420mm
Overall width—200mm
Chassis weight—70g
Wheelbase—260mm
Track—front 170mm
& rear 150mm
Tire width/diameter—front 30/50mm
& rear 45/50mm
Gear ratio—1:3.7
•Body—polycarbonate
•Frame—FRP half double-deck type
•Suspension—front independent coil spring & rear rigid T-bar system
•Sport-tuned motor included
•Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

1/10 Scale

247 58247 AUDI R8R

アウディR8R

This open topped car features a carbon fiber monocoque chassis and 4.0 liter turbocharged V8 engine. Tamiya has replicated this Le Mans car in a ready to assemble electric R/C format. The body is faithfully replicated in polycarbonate, a driver figure with helmet is included.



F103LM-TRF

Overall length—420mm
Overall width—200mm
Wheelbase—260.5mm
Track—front 170mm
& rear 150mm
Tire width/diameter—front 30/50mm
& rear 45/50mm
Gear ratio—1:3.52
•Frame—carbon half double-deck type
•Suspension—front 3-point system of independent coil spring dampers & rear adjustable low friction pad damper with a rod spring shock unit
•Body shell is not included in kit
•Sport-tuned motor included
•Radio control unit—Tamiya R/C system or 3-channel radio system (available separately)

★Limited release 1/10 Scale

258 58258 F103LM-TRF SPECIAL CHASSIS KIT (FOR GT)

F103LM-TRFスペシャルシャーシキット

Recent successes at the Le Mans races have sparked a rise in popularity of the GT cars such as the Toyota GT-One and the Porsche 911 GT1 '86. Tamiya releases a new F103-TRF special chassis kit for this new breed of car. GT polycarbonate body is not included.

★Specifications are subject to change without notice.



221 56221 BAJA CHAMP
1/10スケール

This is a high performing 4WD off-road model. The suspension arms and drive shafts were elongated, and new friction dampers were incorporated into chassis. A large bumper and a newly designed wing stay were added to the monocoque frame.



160 58160 DIRT THRASHER
1/10スケール

This is an economically priced and high performing, R/C 4WD off-road buggy model. Four wheel independent double wishbone suspension is damped by four large capacity oil filled shock units, providing road hugging performance.



204 56204 BLAZING STAR
1/10スケール

This is a tough, dual-purpose radio control car which is suitable for both on- and off-road running. The heavy duty double wishbone suspension is damped by four large capacity oil filled shock absorber units, providing excellent maneuverability on rough terrain.

●R/C unit & batteries are not included. ●Weight: without R/C unit & batteries

TL-01B BUGGY

Overall length—562mm
Overall width—248mm
Chassis weight—1150g
Wheelbase—270mm
Track front and rear 207mm
Minimum ground clearance—25mm
Tire width/diameter—front and rear 40/40mm
Gear ratio—1:5.58
●Body—polycarbonate
●Frame—AD8 ballfish type
●Suspension—four wheel independent double wishbone type
●4WD type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



87 58067 MANTA RAY
1/10スケール

With its simple construction and superb potential, the Manta Ray is created to meet the requirements of R/C enthusiasts at all levels and ages. The sleek and dynamic body styling takes after manta ray devilfish that propels itself through the ocean deep.

BAJA CHAMP (56221)



4WD BUGGY

Overall length—562mm
Overall width—248mm
Chassis weight—1150g
Wheelbase—270mm
Track front and rear 207mm
Minimum ground clearance—25mm
Tire width/diameter—front and rear 40/40mm
Gear ratio—1:5.58
●Body—polycarbonate
●Frame—AD8 ballfish type
●Suspension—four wheel independent double wishbone type
●4WD type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



46

●Specifications are subject to change without notice.



184 58164 FIGHTER BUGGY RX

This is an ideal machine for those who are just getting into the exciting radio control buggy world. Economical price, ease of assembly and sturdy construction are important features in a beginner's machine. The Fighter Buggy RX fulfills this need.

2WD BUGGY

Overall length—281mm
Overall width—230mm
Chassis weight—180g
Wheelbase—28mm
Track front and rear—205mm
Minimum ground clearance—15mm
Tire width/diameter—front 20/11mm & rear 40/17mm
Gear ratio—1:5.33
●Body—ABS injection molded
●Frame—ABS monocoque type
●Suspension—front swing arm & rear rolling right suspension
●440 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



MAD BULL (58205)



82 58062 MADCAP

Controlling a lightweight 2WD off road racer at will, gliding over rough terrain, and showing off its agile performance...If you are looking for car with this kind of performance, Tamiya's R/C Madcap is the one. Try the Madcap, and experience the true excitement of R/C.

2WD BUGGY

Overall length—405mm
Overall width—230mm
Chassis weight—147g
Wheelbase—27mm
Track front and rear—212mm
Minimum ground clearance—20mm
Tire width/diameter—front 20/11mm & rear 40/17mm
Gear ratio—1:5.33
●Body—polycarbonate
●Frame—ABS bathtub type
●Suspension—four wheel independent double wishbone system
●440 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



4WD CROSS COUNTRY

Overall length—440mm
Overall width—195mm
Chassis weight—100g
Wheelbase—242mm
Track front and rear—160mm
Minimum ground clearance—27mm
Tire width/diameter—front and rear 33/60mm
Gear ratio—1:14.67
●Body—ABS injection molded
●Frame—ABS bathtub type
●Suspension—front double wishbone & rear 4-link rigid axle suspension
●440 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

132 58132 MITSUBISHI PAJERO METALTOP WIDE

The Mitsubishi Pajero is famous for many achievements accomplished by its prototype racers in internationally famous rallies. In the commercial stable of Pajero, the Metaltop Wide is very popular among off-doorers with its performance, comfort and styling.



205 58205 MAD BULL

Chunky lug pattern tires are mated to simple but reliable chassis components, taking form of "Mad Bull" off-road racing buggy. Long throw coil spring shock units are factory assembled, and 115mm diameter tires are factory fitted to the wheels.

2WD BUGGY

Overall length—405mm
Overall width—315mm
Chassis weight—1200g
Wheelbase—264mm
Track front and rear—260mm
Minimum ground clearance—30mm
Tire width/diameter—front 20/11mm & rear 50/115mm
Gear ratio—1:5.33
●Body—PS injection molded
●Frame—ABS monocoque type
●Suspension—front swing arm & rear rolling right suspension
●440 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



MITSUBISHI PAJERO METALTOP WIDE (58132)



231 58231 WILD DAGGER

This sporty metallic blue truck is designed for high-speed off-road use. Equipped with a chassis based on the TL01 and TL01B, this chassis uses an efficient twin motor configuration and new gearboxes and gears for maximum power.

4WD

Overall length—480mm
Overall width—312mm
Chassis weight—1560g
Wheelbase—287mm
Tread-front and rear 270mm
Minimum ground clearance—65mm
Tire width/diameter—front and rear 60/130mm
Gear ratio—1:30.1
Body—polycarbonate
Frame—monocoque type
Suspension—coil spring dampers
Torsion bar independent double wishbone system
540 type motor x2 included
Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



4WD

Overall length—480mm
Overall width—312mm
Chassis weight—1560g
Wheelbase—287mm
Tread—front & rear 270mm
Tire width/diameter—front and rear 60/130mm
Gear ratio—1:34.3
Body—styrene
Frame—aluminum
Suspension—double shock coil spring dampers and metal leaf springs
540 type motor x2 included
Radio control unit—Tamiya R/C system or 2-channel 2-transistor radio system (available separately)

256 58256 JUGGERNAUT 2 (FORD F-350)

The Juggernaut 2 is ready to make its monstrous worldwide debut. It uses four-wheel steering and four-wheel drive, and powered by two RS540 motors. The suspension is damped by leaf springs and friction dampers. 175mm diameter tires are finished with plated hubcaps.

1/10 Scale



65 58065 CLOOD BUSTER

The ultimate in an all-terrain crusher, using mammoth size tires and a custom paint job will attract admirers both young and old. They can't resist the action and excitement these customized pickup trucks offer.

4WD

Overall length—480mm
Overall width—312mm
Chassis weight—1560g
Wheelbase—287mm
Tread-front and rear 270mm
Minimum ground clearance—65mm
Tire width/diameter—front and rear 110/160mm
Gear ratio—1:30.1
Body—PS injection molded
Frame—ABS balltube type
Suspension—coil spring dampers
Torsion bar independent double wishbone system
540 type x2 motor included
Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



89 58089 BULLHEAD

Riding high on 165mm diameter earth-kicking tires, the Bullhead extends the "state-of-art" in radio controlled monster vehicles. The Bullhead is damped by eight long stroke coil shocks, and is powered by two powerful electric motors.

4WD

Overall length—480mm
Overall width—312mm
Chassis weight—1560g
Wheelbase—287mm
Tread-front and rear 270mm
Minimum ground clearance—65mm
Tire width/diameter—front and rear 110/160mm
Gear ratio—1:30.1
Body—PS injection molded
Frame—ABS balltube type
Suspension—coil spring dampers
Torsion bar independent double wishbone system
540 type motor x2 included
Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale





2WD

Overall length—261mm
Overall width—230mm
Chassis weight—1470g
Wheelbase—200mm
Track—front 210mm
Minimum ground clearance—50mm
Tire width/diameter—front and rear 40/33mm
Gear ratio—1:14.7
●Body—PS injection molded
●Frame—ABS space frame
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

192 58192 KING BLACKFOOT

キングブラックフット

A stylish pick-up truck body has been coupled with chunky oversized wheels, providing fun and excitement of customized trucks. Tamiya's radio controlled monster truck "King Blackfoot" features simple and tough components to take the off-road running abuse.

1/10 Scale



2WD

Overall length—261mm
Overall width—230mm
Chassis weight—1400g
Wheelbase—200mm
Track—front 210mm
Minimum ground clearance—50mm
Tire width/diameter—front and rear 40/33mm
Gear ratio—1:14.7
●Body—PS injection molded
●Frame—ABS low type
●Suspension—front swing axle & rear rolling rigid
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

70 58070 MIDNIGHT PUMPKIN

ミッドナイトパンプキン

1/10 Scale

The kit contains that all-time-favorite '53 Ford F-100 pick-up truck fitted out with giant oversized tires for stomping performance at the track. Front suspension is an independent swing axle type while the rear uses a rolling, rigid axle type suspension.



2WD

Overall length—261mm
Overall width—230mm
Chassis weight—1470g
Wheelbase—200mm
Track—front 210mm
Minimum ground clearance—30mm
Tire width/diameter—front 45/36mm & rear 50/36mm
Gear ratio—1:10.00
●Body—polycarbonate
●Frame—ABS bathtub type
●Suspension—four wheel independent double wishbone suspension
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

106 58106 STADIUM BLITZER

スタジアム・ブリンザー

1/10 Scale

The excitement seen in full size Stadium-Truck racing can now be enjoyed with Tamiya's Stadium Blitzzer. The suspension is damped by heavy duty oil-filled shocks at all corners, for the smoothest ride obtainable.



2WD

Overall length—261mm
Overall width—230mm
Chassis weight—1470g
Wheelbase—200mm
Track—front 210mm & rear 220mm
Tire width/diameter—front 45/36mm & rear 50/36mm
Gear ratio—1:10.00
●Body—ABS
●Frame—ABS bathtub type
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

252 58252 BLITZER BEETLE CHROME METALLIC SPECIAL

ブリンザー・ビートル クロームメタリックスペシャル

*Limited release 1/10 Scale

This variation of the Blitzzer Beetle features a chrome metallic body and the original bathtub chassis. Four wheel independent double wishbone suspension system is equipped with large capacity oil-filled dampers at all corners.



2WD

Overall length—261mm
Overall width—230mm
Chassis weight—1400g
Wheelbase—200mm
Track—front 210mm
Minimum ground clearance—30mm
Tire width/diameter—front 45/36mm & rear 50/36mm
Gear ratio—1:10.00
●Body—PS injection molded
●Frame—ABS injection molded
●Suspension—four wheel independent double wishbone system
●540 type motor included
●Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

122 58122 BLITZER BEETLE

ブリンザー・ビートル

1/10 Scale

The ever popular Volkswagen Beetle is customized and rides on oversized tires....Tamiya's "Blitzer Beetle" is an eye catcher at any R/C meeting, with both its looks and performance. Colorful and eye-catching stickers enhance its overall looks.



KING BLACKFOOT (58192)



BIG TRUCK

Overall length—(56301)
463mm
Overall width—183mm
Chassis weight—200kg
Wheelbase—447mm
Tread—847mm
Front 130mm
& rear 130mm
Tire width/diameter—front and rear 225/80mm
Gear ratio—1:15.86, 1:17.76, 1:32.49
●Body #19 injection molded
●Frame aluminum ladder type
●Suspension—front and rear rigid axle with metal leaf springs
●540 type motor included
●Radio control unit—Tamiya R/C system or 4-channel radio system (available separately)

56301 TRACTOR TRUCK KING HAULER

トラクターヘッド キングハウラー

1/14 Scale

The King Hauler demonstrates state of the art model construction and exciting R/C action. It features a rear double-axle drive using propeller shafts and a servo-shifted 3-speed transmission. Powerful 540 type electric motor is mounted above the front axle.



BIG TRUCK

Overall length—(56304)
463mm
Overall width—183mm
Chassis weight—200kg
Wheelbase—447mm
Tread—847mm
Front 130mm
& rear 130mm
Tire width/diameter—front and rear 225/80mm
Gear ratio—1:15.86, 1:17.76, 1:32.49
●Body #19 injection molded
●Frame aluminum ladder type
●Suspension—front and rear rigid axle with metal leaf springs
●540 type motor included
●Radio control unit—Tamiya R/C system or 4-channel radio system (available separately)

56304 TRACTOR TRUCK GLOBE LINER

トラクターヘッド グローブライナー

1/14 Scale

Tamiya has captured the attractive appearance and exciting action of trucks in its 1/14th scale electric powered "Globe Liner" R/C truck model. The rear double axle drive uses rigid propeller shafts for smooth performance.



BIG TRUCK

Overall length—(56305)
463mm
Overall width—183mm
Chassis weight—200kg
Wheelbase—447mm
Tread—847mm
Front 130mm
& rear 130mm
Tire width/diameter—front and rear 225/80mm
Gear ratio—1:15.86, 1:17.76, 1:32.49
●Body #19 injection molded
●Frame aluminum ladder type
●Suspension—front and rear rigid axle with metal leaf springs
●540 type motor included
●Radio control unit—Tamiya R/C system or 4-channel radio system (available separately)

56305 MERCEDES-BENZ 1838LS

メルセデスベンツ 1838LS

1/14 Scale

The 1838LS tractor truck combines a massive aerodynamic silhouette with a powerful 380 horsepower, 12,76cc V8 cylinder turbo diesel engine. Tamiya's R/C model of the 1838LS truck realistically captures the looks of the full sized truck.

●R/C unit & batteries are not included. ●Weight without R/C unit & batteries



BIG TRUCK

Overall length—(56307)
463mm
Overall width—183mm
Chassis weight—200kg
Wheelbase—447mm
Tread—847mm
Front 130mm
& rear 130mm
Tire width/diameter—front and rear 225/80mm
Gear ratio—1:15.86, 1:17.76, 1:32.49
●Body #19 injection molded
●Frame aluminum ladder type
●Suspension—front and rear rigid axle with metal leaf springs
●540 type motor included
●Radio control unit—Tamiya R/C system or 4-channel radio system (available separately)

56307 MERCEDES-BENZ 1850L

メルセデスベンツ 1850L 13.6m バントトラック

1/14 Scale

Mercedes-Benz 1850L delivery truck is regarded as a new trend setter with its aerodynamically sophisticated appearance and extremely reliable mechanics. Tamiya's model of the Mercedes-Benz 1850L realistically captures the looks of the full-sized truck.



BIG TRUCK

Overall length—(56309)
463mm
Overall width—183mm
Chassis weight—200kg
Wheelbase—447mm
Tread—847mm
Front 130mm
& rear 130mm
Tire width/diameter—front and rear 225/80mm
Gear ratio—1:15.86, 1:17.76, 1:32.49
●Body #19 injection molded
●Frame aluminum ladder type
●Suspension—front and rear rigid axle with metal leaf springs
●540 type motor included
●Radio control unit—Tamiya R/C system or 4-channel radio system (available separately)

56309 FORD AEROMAX

トラクターヘッド フォード エアロマックス

1/14 Scale

The massive American Rig is joining Tamiya's 1/14 scale R/C tractor truck stable. Tamiya's model of the Ford Aeromax tractor truck boasts both large scale realism and authentic functions. Servo-shifted 3-speed transmission is mounted at the front of the aluminum ladder frame.



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●Specifications are subject to change without notice.



SEMI TRAILER

Overall length.....(5630)2
Overall width.....138mm
Chassis weight.....520kg
Trail.....near 138mm
Tire width/diameter.....225/55mm

- Aluminum panels
- Aluminum frame
- Suspension: right axle suspension with metal leaf springs
- Retractable support legs
- Wheel shock included
- Can be connected to the separately sold tractor truck

2 56302 SEMI-TRAILER FOR TAMIYA R/C TRACTOR TRUCK

トレーラー・トラック用バリエーション・セミトレーラー

1/14 Scale

Tamiya offers a Semi-Trailer model that can be hitched-up to the 1/14 scale R/C tractor truck. The box type trailer uses hard-anodized aluminum panels for the utmost durability and realism. Rear gate doors are operable as seen on full-sized trailers.



SEMI TRAILER

Overall length.....(5630)2
Overall width.....138mm
Chassis weight.....440kg
Trail.....near 138mm
Tire width/diameter.....225/55mm

- Stainless steel tank
- Aluminum frame
- Suspension: right axle suspension with metal leaf springs
- Retractable support legs
- Wheel shock included
- Can be connected to the separately sold tractor truck

3 56303 TANK-TRAILER FOR TAMIYA R/C TRACTOR TRUCK

トレーラー・トラック用タンク・セミトレーラー

1/14 Scale

Tamiya offers a Tank Semi-Trailer model kit that can be hooked up to their 1/14 scale R/C tractor truck. The tank is made from polished stainless steel, for a brilliant finish. Colorful and authentic sponsor stickers add to the total realism of the model.



■ R/C unit & batteries are not included. ■ Weight: without R/C unit & batteries



SEMI TRAILER

Overall length.....(5630)2
Overall width.....138mm
Chassis weight.....240kg
Trail.....near 138mm
Tire width/diameter.....225/55mm

- Wood-floored platform
- Aluminum frame
- Suspension: right axle suspension with metal leaf springs
- Retractable support legs
- Metal chains included
- Wheel shock included
- Can be connected to the separately sold tractor truck

6 56306 FLATBED SEMI-TRAILER FOR TAMIYA R/C TRACTOR TRUCK

トレーラー・トラック用フラットベッド・セミトレーラー

1/14 Scale

This highly realistic 1/14 scale flatbed semi-trailer model is for use in combination with Tamiya's 1/14 R/C tractor truck. A high degree of fidelity is achieved by using authentic components such as aluminum chassis/frame, wood-floored platform etc.



SEMI TRAILER

Overall length.....(5630)2
Overall width.....138mm
Chassis weight.....250kg
Trail.....near 138mm
Tire width/diameter.....225/55mm

- Aluminum frame
- 3 types adjustable aluminum pole
- Wood-floored table
- Suspension: right axle suspension with metal leaf springs
- Metal chains included
- Can be connected to the separately sold tractor truck
- 4 plastic pipes of 55mm in diameter and 750mm in length are included.

10 56310 POLE-TRAILER FOR TAMIYA R/C TRACTOR TRUCK

トレーラー・トラック用ポール・セミトレーラー

1/14 Scale

The trailer is named a Pole Trailer for its collapsible pole, which allows the rig to carry pipes of various lengths. Trailer also features an aluminum chassis and 4 highly detailed wheels. 5 plastic pipes of 55mm in diameter and 750mm in length are included.

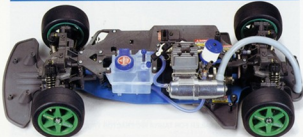


■ Specifications are subject to change without notice.

TGX-Mk.1

TGX-Mk.1 CHASSIS

Start driven 4500 engine car



The chassis uses a 2.5mm thick duralumin plate for the main frame/chassis. A 2.5cc displacement FS-15LT glow engine is mounted amidships, and front and rear gearboxes are connected via center drive shaft. Four double wishbone suspension is equipped with four coil over oil-filled shock units.



6 44006 PORSCHE 911 GT1

ポルシェ 911 GT1

TGX-Mk.1

Overall length—(44006)
242mm
Overall width—240mm
Overall height—200mm
Chassis weight—2000g
Wheelbase—300mm
Track—front 130mm
Rear 130mm
Tire width/diameter—front and rear 36/20mm
Gear ratio—1:8.1
■Body—polycarbonate
■Frame—2.5mm thick duralumin chassis plate
■Wheel double-deck
■Suspension—four wheel independent double wishbone system
■R/C engine included
■Radio control unit—Tamiya R/C system or 3-channel 2-servo radio system (available separately)

1/8 Scale

The Porsche 911 GT1 is a race ready version developed for the famous Le Mans 24 hours endurance race. For the 1996 Le Mans 24 hours race, two GT1's made its debut and earned considerable 2nd and 3rd places.



7 44007 NISSAN R390 GT1

ニッサン R390 GT1

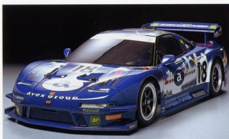
TGX-Mk.1

Overall length—(44007)
242mm
Overall width—240mm
Overall height—200mm
Chassis weight—2000g
Wheelbase—300mm
Track—front 130mm
Rear 130mm
Tire width/diameter—front and rear 36/20mm
Gear ratio—1:8.1
■Body—polycarbonate
■Frame—2.5mm thick duralumin chassis plate
■Wheel double-deck
■Suspension—four wheel independent double wishbone system
■R/C engine included
■Radio control unit—Tamiya R/C system or 3-channel 2-servo radio system (available separately)

1/8 Scale

Nissan's R390 was their state-of-the-art endurance racing machine entered in the 1997 Le Mans 24 Hour event. The car features Tamiya FS15-LT glow engine. Polycarbonate body shell reproduces the aerodynamic silhouette of the full size counterpart in 1/8 scale.

■R/C unit, batteries & fuel are not included. ■Weight without R/C unit, batteries & fuel



TGX-Mk.1

Overall length—(44008)
242mm
Overall width—240mm
Overall height—200mm
Chassis weight—2000g
Wheelbase—300mm
Track—front 130mm
Rear 130mm
Tire width/diameter—front and rear 36/20mm
Gear ratio—1:8.1
■Body—polycarbonate
■Frame—2.5mm thick duralumin chassis plate
■Wheel double-deck
■Suspension—four wheel independent double wishbone system
■R/C engine included
■Radio control unit—Tamiya R/C system or 3-channel 2-servo radio system (available separately)

1/8 Scale

8 44008 AVEX DOME MUGEN NSX

AVEX 東家 MUGEN NSX

The two famous Japanese racing factories, Mugen and Dome, combined force to convert Honda's stylish NSX sports car into a highly competitive GT racing machine. This NSX racer is quite active in the Japanese GT car championships.



TGX-Mk.1

Overall length—(44009)
242mm
Overall width—240mm
Overall height—200mm
Chassis weight—2000g
Wheelbase—300mm
Track—front 130mm
Rear 130mm
Tire width/diameter—front and rear 36/20mm
Gear ratio—1:8.1
■Body—polycarbonate
■Frame—2.5mm thick duralumin chassis plate
■Wheel double-deck
■Suspension—four wheel independent double wishbone system
■R/C engine included
■Radio control unit—Tamiya R/C system or 3-channel 2-servo radio system (available separately)

1/8 Scale

9 44009 Mercedes CLK-GTR

メルセデス CLK-GTR

In 1997, Mercedes had a spectacular racing season with their state of the art CLK-GTR racing machine. Although the car was developed in a very short and limited period, it brought both the driver's and constructor's titles to the team.



TGX-Mk.1

Overall length—(44011)
242mm
Overall width—240mm
Overall height—200mm
Chassis weight—2000g
Wheelbase—300mm
Track—front and rear 130mm
Tire width/diameter—front and rear 36/20mm
Gear ratio—1:8.1
■Body—polycarbonate
■Frame—2.5mm thick duralumin chassis plate
■Wheel double-deck
■Suspension—four wheel independent double wishbone system
■R/C engine included
■Radio control unit—Tamiya R/C system or 3-channel 2-servo radio system (available separately)

1/8 Scale

11 44011 PENNZOIL NISMO GT-R

ペンゾール NISMO GT-R

Developed from Nissan Skyline, the NISMO GT-R is another contender in the GT championships. The NISMO GT-R is sponsored by Pennzoil, the top market share holder for motor oil products in America. The Pennzoil NISMO GT-R carries the distinct yellow and black Pennzoil colors.

■Specifications are subject to change without notice.



18 44018 RAYBRIG NX5
レイブリック NX5

Team Kunimitsu and their car, the Raybrig NX5, have a loyal following in Japan. The Kunimitsu team features drivers Takahashi Kunimitsu and Akira Iida. The Raybrig NX5 features the NX5 body with purple base and red stripes of the Kunimitsu team.

TGX-Mk.I

Overall length—(44018)
300mm
Overall width—250mm
Chassis weight—200g
Wheelbase—300mm
Track—front 180mm
 rear 200mm
Tire width/height—front and rear 36/70mm
Gear ratio—1:5.1
●Body—polycarbonate
●Frame—2.5mm thick
 duralumin chassis plate
 available deck
●Suspension—four wheel independent
 double wishbone system
●FS-15C engine included
●Radio control unit—Tamiya R/C system or 3-
 channel 2-servo radio
 system (available separately)

1/8 Scale



TGX-Mk.I

Wheelbase—(44010)
300mm
Track—front and rear 190mm
Tire width/height—front and rear 36/70mm
Gear ratio—1:5.1
●Plastics FS-15C 1
1980 engine (available
separately)
●Frame—2.5mm thick
 duralumin chassis plate
 available deck
●Suspension—four wheel independent
 double wishbone system
●Radio control unit—Tamiya R/C system or 3-
 channel 2-servo radio
 system (available separately)

10 44010 TGX-Mk.I TS DOUBLE DECK TYPE
TGX-Mk.I TSダブルデッキ仕様

1/8 Scale

Tamiya's TGX Mk.I TS provides glow engine radio excitement in a simple way. Each component is designed and engineered using Tamiya's latest modeling expertise. The kit uses 2.5mm thick duralumin lower deck and glass fiber polyester upper deck.



19 44019 SUBARU IMPREZA WRC '99
スバル インプレッサ WRC '99

Subaru is one of the potent forces in the current rally racing scene. The driver of Subaru, Kariikkunen won the victory on 7th race in Argentina. Impreza WRC '99 showed its high potential on stage WRC.

TGX-Mk.I

Overall length—(44019)
300mm
Overall width—250mm
Chassis weight—200g
Wheelbase—300mm
Track—front and rear 190mm
Tire width/height—front and rear 36/70mm
Gear ratio—1:5.1
●Body—polycarbonate
●Frame—2.5mm thick
 duralumin chassis plate
 available deck
●Suspension—four wheel independent
 double wishbone system
●FS-15C engine included
●Radio control unit—Tamiya R/C system or 3-
 channel 2-servo radio
 system (available separately)

1/8 Scale



TGX-Mk.I TRF

Wheelbase—(44015)
300mm
Track—front and rear 190mm
Tire width/height—front and rear 36/70mm
Gear ratio—1:5.1
●Body (available separately)
●14 optional parts are
included
●Frame—2.5mm thick
 duralumin chassis plate
 available deck
●Suspension—four wheel independent
 double wishbone system of super
 low flexion dampers
●Radio control unit—Tamiya R/C system or 3-
 channel 2-servo radio
 system (available separately)

15 44015 TGX-Mk.I TRF SPECIAL CHASSIS KIT
TGX-Mk.I TRF スペシャルシャシキット

1/8 Scale

Tamiya Racing Factory has produced a fiercely competitive racing machine at equally competitive prices. 14 optional parts are included to enhance the race worthiness of the TGX chassis. The chassis lower deck is made of anodized silver colored aluminum.



●R/C unit, batteries & fuel are not included. ●Weight without R/C unit, batteries & fuel



TGX-Mk.I

Wheelbase—(44017)
300mm
Track—front and rear 190mm
Tire width/height—front and rear 36/70mm
Gear ratio—1:5.1
●Body (available separately)
●Frame—2.5mm thick
 duralumin chassis plate
 available deck
●Suspension—four wheel independent
 double wishbone system
●O.S. MAX 15CV-X engine
included
●Radio control unit—Tamiya R/C system or 3-
 channel 2-servo radio
 system (available separately)

17 44017 TGX-Mk.I TS DOUBLE DECK TYPE w/o S. MAX 15CV-X
TGX-Mk.I TS ダブルデッキ仕様のO.S. MAX-15CV-X仕

●Limited release 1/8 Scale

Tamiya's TGX Mk.I TS provides glow engine radio excitement in a simple way. Each component is designed and engineered using Tamiya's latest modeling expertise. The MAX-15CV-X engine was developed by O.S.

©No further production. ●Specifications are subject to change without notice.



22 44022 TOYOTA COROLLA WRC
トヨタ・コローラ WRC

The Toyota Corolla WRC won the 1999 WRC Manufacturer's Title. Tamiya has faithfully reproduced the looks of the full-sized vehicle. The Corolla offers several standard rally car features, including a gear case cover, undercowl and a wet-type air cleaner.

TXQ-Mk.I

Overall length—4402mm
Overall width—1420mm
Chassis weight—2500g
Wheelbase—257mm
Track—front and rear 190mm
Tire width/diameter—18.1
•Front and rear 360°turn
Gear ratio—1.8:1
•Body—polyurethane
•Frame—2.5mm thick
duralumin chassis plate
with double-deck
•Suspension—
four wheel independent
double wishbone system
•FS-12LT engine included
•Radio control unit—
Tamiya R/C system or 2-
channel, 3-servo radio
system (available separately)

1/18 Scale



27 44027 TXQ Mk.I TS DOUBLE DECK TYPE w/TAMIYA NOWAROSS CI-2
TXQ-Mk.I TSダブルデックタイプw/タミヤ・ノワロッシCI-2

Tamiya releases a TXQ Mk.I chassis kit with a Tamiya Nowarossi engine. Italian glow engine manufacturer, Nowarossi, developed this engine. The chassis kit includes all of the features of the TXQ chassis kit, plus ball bearings and a hard propeller shaft.

TXQ-Mk.I

Wheelbase—257mm
Track—front and rear 190mm
Tire width/diameter—18.1
•Front and rear 360°turn
Gear ratio—1.8:1
•Body—polyurethane
•Frame—2.5mm thick
duralumin chassis plate
with double-deck
•Suspension—
four wheel independent
double wishbone system
•TAMIYA NOWAROSS CI-2
engine included
•Radio control unit—
Tamiya R/C system or 2-
channel, 3-servo radio
system (available separately)

1/18 Scale



•R/C unit, batteries & fuel are not included. •Weight: without R/C unit, batteries & fuel

TG10-Mk.1

TG10-Mk.1 CHASSIS

Shaft driven 4WD engine car



The double deck TG10 chassis features a shaft driven 4WD mechanics and the FS-12LT glow engine. The four wheel independent double wishbone suspension is damped by four oil-filled shock units at all corners.



TG10-Mk.1

Overall length—4402mm
Overall width—1420mm
Chassis weight—1850g
Wheelbase—257mm
Track—front 190mm
& rear 160mm
Tire width/diameter—18.1
•Body—polyurethane
•Frame—2.5mm thick
duralumin chassis plate
with double-deck
•Suspension—
four wheel independent
double wishbone system
•FS-12LT engine included
•Radio control unit—
Tamiya R/C system or 2-
channel, 3-servo radio
system (available separately)

1/10 Scale

12 44012 Mercedes CLK-GTR TEAM CLK SPORTSWEAR
メルセデス・CLK-GTRチームCLKスポーツウェア

The Mercedes CLK-GTR dominated the '97 FIA-GT championships with this sleek, impressive machine. The Team CLK Sportswear enters the competition with their uniquely decorated car, which is adorned with a distinctive picture of a woman on the hood and a man on the side.



TG10-Mk.1

Overall length—4402mm
Overall width—1420mm
Chassis weight—1850g
Wheelbase—257mm
Track—front 190mm
& rear 160mm
Tire width/diameter—18.1
•Body—polyurethane
•Frame—2.5mm thick
duralumin chassis plate
with double-deck
•Suspension—
four wheel independent
double wishbone system
•FS-12LT engine included
•Radio control unit—
Tamiya R/C system or 2-
channel, 3-servo radio
system (available separately)

1/10 Scale

13 44013 RAYBRIG NSX
レイブリック NSX

Team Kunimitsu and their car, the Raybrig NSX, have a loyal following in Japan. The Kunimitsu team features drivers Takahashi Kunimitsu and Akira Iida. The Raybrig NSX features the NSX body with purple base and red stripes of the Kunimitsu team.

•Specifications are subject to change without notice.



16 44016 LEXUS GS 400
トヨタ アリスト

The Lexus name has earned its reputation for high quality cars abroad. Known in Japan as the Toyota Aristo, the Lexus GS 400 continues the tradition of high quality luxury cars, rivaling the best luxury cars from around the world.

TG10-Mk1

(#4016)
Overall length—440mm
Overall width—187mm
Chassis weight—1500g
Wheelbase—257mm
Track—front and rear 155mm
The width/diameter—
front and rear 277/16mm
Gear ratio—1:8.1
●Body—polycarbonate
●Frame—2.5mm thick
duralumin chassis plate
with double deck
●Suspension—
four wheel independent
double wishbone system
●R/C system—
Tamiya R/C system or 3-
channel 3-servo radio
system (available separately)

1/10 Scale



23 44023 CALSONIC SKYLINE GT-R (R34)
カルソニック スカイライン GT-R (R34)

The R34 version of the Nissan Skyline has caused a stir among Japanese automotive circles with its superb performance and sporty styling. The latest version of this sporty vehicle has teamed up with the Calsonic racing team for the latest round of the JGTC championships.

TG10-Mk1

(#4023)
Overall length—440mm
Overall width—187mm
Chassis weight—1800g
Wheelbase—257mm
Track—front and rear 155mm
The width/diameter—
front and rear 277/16mm
Gear ratio—1:8.1
●Body—polycarbonate
●Frame—2.5mm thick
duralumin chassis plate
with double deck
●Suspension—
four wheel independent
double wishbone system
●R/C system—
Tamiya R/C system or 3-
channel 3-servo radio
system (available separately)

1/10 Scale



14 44014 TG10-Mk1 CHASSIS KIT
TG10-Mk1 シャーシキット

Tamiya's experience with the successful TGX chassis assisted in the development of the new TG10-Mk1 chassis. The high speed and frenetic sound of glow engine racing can be found in this easy to use 1/10 scale chassis.

TG10-Mk1

(#4014)
Wheelbase—257mm
Track—front 155mm
front and rear 155mm
The width/diameter—
front and rear 277/16mm
Gear ratio—1:8.1
●Body (available separately)
●Requires T9-12T or G.S.
MkA-120V4 engine
(available separately)
●Frame—2.5mm thick
duralumin chassis plate
with double deck
●Suspension—
four wheel independent
double wishbone system
●Radio control unit—
Tamiya R/C system or 3-
channel 3-servo radio
system (available separately)

1/10 Scale



24 44024 SUBARU IMPREZA WRC '99
スバル・インプレッサ WRC '99

That machine created a unique, all aluminum horizontal four cylinder turbo engine paired with a vertically mounted gearbox. Kankunen and Burns finished in 1st and 2nd place respectively at both the 7th Argentina Rally and the 10th Finland Rally.

TG10-Mk1

(#4024)
Overall length—440mm
Overall width—187mm
Chassis weight—1870g
Wheelbase—257mm
Track—front and rear 155mm
The width/diameter—
front and rear 277/16mm
Gear ratio—1:8.1
●Body—polycarbonate
●Frame—2.5mm thick
duralumin chassis plate
with double deck
●Suspension—
four wheel independent
double wishbone system
●R/C system—
Tamiya R/C system or 3-
channel 3-servo radio
system (available separately)

1/10 Scale



20 44020 TG10-Mk1 PRO RACING CHASSIS KIT
TG10-Mk1-PRO レーシングシャーシキット

This value packed kit is ideally suited for serious racers. The kit uses the TG10 chassis as base, and adds ball bearings, super low friction dampers, a lightweight flywheel, a carbon upper deck, a special lower deck and several other competitive features.

TG10-Mk1

(#4020)
Wheelbase—257mm
Track—front 155mm
front and rear 155mm
The width/diameter—
front and rear 277/16mm
Gear ratio—1:8.1
●Body (available separately)
●Requires glow engine
(available separately)
●12 optional parts included:
●Frame—2.5mm thick
duralumin chassis plate
with carbon double deck
●Suspension—
four wheel independent
double wishbone system
with super low friction
dampers
●Radio control unit—
Tamiya R/C system or 3-
channel 3-servo radio
system (available separately)

1/10 Scale



26 44026 TG10-Mk1 CHASSIS KIT w/TAMIYA NOVAROSS CX-12
TG10-Mk1 シャーシキット (9.5cc/14cc/12cc/12.5cc/11cc)

Tamiya releases a TG10 Mk1 chassis kit with a Tamiya Novarossi engine. This 12 engine is a joint effort between Tamiya and Italian glow engine manufacturer Novarossi, and features a heatsink. The recoil starter is not included, the Tamiya Glow Engine Starter Box is required.

TG10-Mk1

(#4026)
Wheelbase—257mm
Track—front 155mm
front and rear 155mm
The width/diameter—
front and rear 277/16mm
Gear ratio—1:8.1
●Body (available separately)
●Frame—2.5mm thick
duralumin chassis plate
with double deck
●Suspension—
four wheel independent
double wishbone system
●Radio control unit—
Tamiya R/C system or 3-
channel 3-servo radio
system (available separately)
●TAMIYA NOVAROSS CX-
12 engine included
●T.M.A. muffler, special air-
cleanser and reinforced
propeller shaft included

1/10 Scale

TG10-Mk.1

For 1/8 Mini Cooper Racing

TG10-Mk.1 CHASSIS

Shut driven 4WD engine car



The Mini Cooper features the proven TG10-Mk.1 chassis with several modifications. Large eight spoke silver wheels and slick tires are used, as well as the TG10 Mini-Bumper. The chassis features FS-12LT glow engine.



TG10-Mk.1

Overall length—44021
Overall width—202mm
Chassis weight—1420g
Wheelbase—127mm
Front—front and rear 2517mm
Tire width/diameter—1.8:1
Body—polycarbonate
Frame—2.5mm thick
duralumin chassis plate
with/without deck
Suspension—
four wheel independent
double wishbone system
FS-12LT engine included
Radio control unit—
Tamiya R/C system or 2-
channel 2-servo radio
system (available separately)

21 44021 ROVER MINI COOPER RACING

ローバー ミニ Cooper レーシング

1/8 Scale

Originally created by Sir Alec Issigonis in 1959, and tuned by John Cooper, the "Mini" has established worldwide fame on both the commercial and racing scene. Tamiya has reproduced racing version in a 1/8 scale engine car format.



FS-12LT unit, batteries & fuel are not included. Radio control unit, batteries & fuel

TGM-01

TGM-01 CHASSIS

Shut driven 4WD engine car



The FS-15LT engine is connected to a fuel tank and Wet Type Air Cleaner. The chassis is protected from dirt and debris by a new polypropylene undercow. The suspension is damped by oil filled shock absorbers at the all corners.



TGM-01

Overall length—423mm
Overall width—213mm
Chassis weight—2010g
Wheelbase—262mm
Front—251mm
Rear—253mm
Tire width/diameter—1.8:1
Body—polycarbonate
Frame—2.5mm thick
duralumin chassis plate
with/without deck
Suspension—
four wheel independent
double wishbone system
FS-15LT engine included
Radio control unit—
Tamiya R/C system or 2-
channel 2-servo radio
system (available separately)

25 44025 MAD BISON

マッドバイソン

1/8 Scale

Tamiya returns to the realm of glow engine trucks with the new TGM-01 Mad Bison. The Tamiya FS-15LT engine is mounted, along with a newly designed spur gear, counter gear and muffler. The chassis is protected from dirt by a new polypropylene undercow.



FS-15LT unit, batteries & fuel are not included. Radio control unit, batteries & fuel

Specifications are subject to change without notice



WR-02 2WD

Overall length—304mm
Overall width—272mm
Chassis weight—4,710g
Wheelbase—172mm
Track front and rear 200mm
Tire width/diameter—front and rear 66/155mm
Gear ratio—1:13.3
●Body
●ABS injection molded
●Frame
●ABS monocoque type
●Suspension—four wheel double wishbone system
●540 type motor included
●Radio control unit—Tampa R/C system or 2-channel radio system (available separately)

242 56242 WILD WILLY 2 ワイルドウィリー2

The legendary Wild Willy returns, leaping into action. Quick full throttle enables wheelies with both front wheels off the ground. For ease of construction, the gearbox is factory pre-assembled. Solid large bumper protects suspension from damage.

1/10 Scale



WILD WILLY 2 (56242)

WILD CEPTOR (57606)



RC BOY'S 4WD RACER

This is an ideal chassis for those first entering the popular radio control world. Its simple construction allows even an inexperienced modeler to finish the model without difficulty. Sturdy bathtub type frame/chassis protects the vital R/C components.



RC BOY'S 4WD RACER

4WD

Overall length—304mm
Overall width—220mm
Chassis weight—1,200g
Wheelbase—120mm
Track—front 177mm & rear 180mm
Tire width/diameter—front 20/75mm & rear 42/75mm
Gear ratio—1:13.85
●Body-ABS injection molded
●Frame—bathtub type molded of polycarbonate
●Tires are factory attached to the wheels
●Front and rear gearboxes house precision differential gearing
●540 type motor included
●Radio control unit—Tampa R/C system or 2-channel radio system (available separately)



2 57602 VOLTEC FIGHTER

ボルテックファイター

1/10 Scale



4WD

Overall length—304mm
Overall width—220mm
Chassis weight—1,200g
Wheelbase—120mm
Track—front 177mm & rear 180mm
Tire width/diameter—front 20/75mm & rear 42/75mm
Gear ratio—1:13.85
●Body-ABS injection molded
●Frame—bathtub type molded of polycarbonate
●Tires are factory attached to the wheels
●Front and rear gearboxes house precision differential gearing
●540 type motor included
●Radio control unit—Tampa R/C system or 2-channel radio system (available separately)

4 57604 THUNDER BLITZ

サンダーブリッツ

1/10 Scale



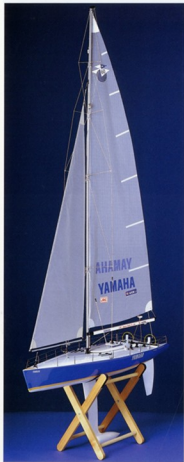
4WD

Overall length—304mm
Overall width—220mm
Chassis weight—1,200g
Wheelbase—120mm
Track—front 177mm & rear 180mm
Tire width/diameter—front 20/75mm & rear 42/75mm
Gear ratio—1:13.85
●Body-ABS injection molded
●Frame—bathtub type molded of polycarbonate
●Tires are factory attached to the wheels
●Front and rear gearboxes house precision differential gearing
●540 type motor included
●Radio control unit—Tampa R/C system or 2-channel radio system (available separately)

6 57606 WILD CEPTOR

ワイルドセプター

1/10 Scale



1-2 56201/56202 YAMAHA ROUND THE WORLD ヨシノボリ・ワールド・ラウンド・ザ・ワールド

Gruesling is what defined the Whitbread "Round the World" yacht race. Yamaha, using their state of the art racing yacht, participated in the 1993-94 event. Now the excitement of sailing can be enjoyed with Tamiya's R/C model of the Yamaha Round the World yacht.

- | | |
|-----------------------------|-------------------------|
| Overall length.....950mm | Overall width.....264mm |
| Overall height.....1814mm | Mast height.....1420mm |
| Keel weight.....approx. 2kg | Sail area.....400sq* |
- One-piece blow molded ABS plastic hull
 - Sprinkcloth sails
 - Aluminum mast and boom
 - Radio control unit
- Adapted: sports sailing

*56201 is not available in some countries.



4 56204 YAMAHA 40EX ヨシノボリ・40EX

Yamaha provides a wide range of sailboats, and their top-of-the-line 40EX cruiser yacht is highly acclaimed by many experts sailors. Tamiya's model of the Yamaha 40EX reproduces its elegant styling and performance in a 1/20 scale R/C replica.

- | | |
|------------------------------|-------------------------|
| Overall length.....602mm | Overall width.....194mm |
| Overall height.....1110mm | Mast height.....810mm |
| Keel weight.....approx. 750g | Sail area.....12.80sq* |
- One-piece blow molded ABS plastic hull
 - Sprinkcloth sails
 - Aluminum mast and boom
 - Radio control unit
- 2-channel 3-servo radio system



5 56205 36CLASS R/C RACING YACHT INNOVATOR 36クラス・RCL-36クラス・イノベーター

The Innovator is a full brown racing yacht aimed at enthusiasts who want maximum performance out of their sport. The Innovator is easily assembled/disassembled for easy storage. The hull is blow molded in one piece.

- | | |
|-------------------------------|-------------------------|
| Overall length.....820mm | Overall width.....145mm |
| Overall height.....2214mm | Mast height.....1020mm |
| Keel weight.....approx. 1.8kg | Sail area.....43.71sq* |
- One-piece blow molded ABS plastic hull
 - Sprinkcloth sails
 - Aluminum 2-piece mast and boom
 - Radio control unit
- Adapted: sports sailing



56203 YACHT CREW SET (ASSEMBLED & PAINTED)
ヨシノボリ・クルー・セット (既組済み・既塗装)

1/20 Scale

*R/C unit & batteries are not included. *Specifications are subject to change without notice.

1-2 56401/56402 PEAK SPIRIT RU

The Peak Spirit R/C motor glider will excite your passions for flight, with its sophisticated construction and performance. The light and tough ABS resin fuselage is blow molded in one piece, for ease of construction and utmost durability. Cable controlled rudder and elevator ensure nimble maneuverability. A servo controlled air brake is extremely effective during spot landings. A powerful Dynatech 02H electric motor is included.

Fuselage length.....1030mm Wing area.....35.6dm²
Wingspan.....1950mm Stallbar area.....5.5dm²
Weight fully equipped.....1320-1500g

● Cable controlled rudder and elevator ● Factory assembled, interchangeable wings ● Folding propeller uses carbon blades ● Reduction unit is fully equipped bearings ● Radio control unit.....Adaptec 1602 FM or 4-channel 3-servo radio system (plus electronic speed control available separately) ● 56402 is not available in some countries.



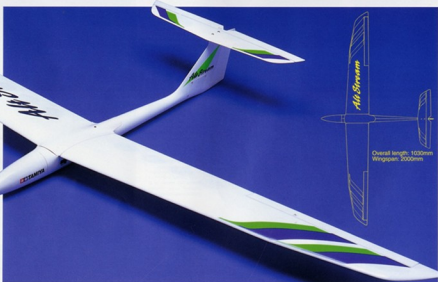
Overall length: 1030mm
Wingspan: 1950mm

3 56403 ALT STREAM

Tamiya's "Alt Stream" R/C glider incorporates highly sophisticated design and construction, to make your flight dream come true. In order to obtain excellent maneuverability during thermal soaring and slope soaring, the Alt Stream is controlled by its rudder, elevator and ailerons. These vital components are connected to the servos via cables, enabling crisp response to the transmitter inputs without play or delay.

Fuselage length.....1030mm Wing area.....35.6dm²
Wingspan.....2000mm Stallbar area.....1115-1200g
Weight fully equipped.....1115-1200g

● Cable controlled ailerons, rudder and elevator ● Factory assembled, interchangeable wing ● Radio control unit.....Tamiya Adaptec 1602 FM (with an additional servo, extension cable and receiver battery box, or other 4-channel 4-servo radio system (available separately))



Overall length: 1030mm
Wingspan: 2000mm



124 58124 SUPER HORNET

This is an economically priced and high performing R/C 2WD off-road buggy model. Front suspension system is a swing axle type while the rear uses a rolling rigid type, both damped by four oil filled shock units. Colorful and eye-catching wheels enhance its overall looks.

2WD

- Overall length—381mm
- Overall width—200mm
- Overall height—180mm
- Body—polyurethane
- Frame—bathtub type
- Suspension—front swing axle & steering rigid axle
- Steered gearbox with diff.
- 540 type motor included
- Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



4WD

- Overall length—381mm
- Overall width—190mm
- Overall height—180mm
- Body—polyurethane
- Frame—bathtub type
- Suspension—four wheel independent double wishbone suspension
- Steered gearbox with diff.
- Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale

161 58161 FORD F-150

The "Outlaw" class pickup truck is extremely popular in the United States. Now you can enjoy this same excitement using Tamiya's R/C model of Ford's F-150 racing pickup. Colorful racing stickers enhance its overall good looks.



146 58146 CHEVY S-10

The Chevy S-10 has brought new standards to the R/C stadium racing world. Its sophisticated shaft driven 4WD system efficiently transmits the power from the 540 type electric motor to all four wheels. Includes colorful self-adhesive stickers.

4WD

- Overall length—418mm
- Overall width—190mm
- Overall height—170mm
- Body—polyurethane
- Frame—bathtub type
- Suspension—four wheel independent double wishbone suspension
- Steered gearbox with diff.
- 540 type motor included
- Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



FORD F-150 (58161)



181 58181 STADIUM THUNDER

The excitement seen in full-size stadium truck racing can now be had with Tamiya's Stadium Thunder. The lightweight, but sturdy ABS resin bathtub type frame/chassis allows easy access to mechanics for maintenance chores. The suspension is damped by oil-filled shocks at all corners.

2WD

- Overall length—420mm
- Overall width—200mm
- Overall height—170mm
- Body—polyurethane
- Frame—bathtub type
- Suspension—four wheel independent double wishbone suspension
- 540 type motor included
- Radio control unit—Tamiya R/C system or 2-channel radio system (available separately)

1/10 Scale



OFF ROAD DRIVING CARE

Even though you own an off-road vehicle, you must select your driving areas with care to keep your vehicle in good condition. Inconsiderate driving will cause trouble and possible damage to your car.

1. UNSUITABLE AND DIFFICULT DRIVING SURFACES

● DRY RIVER BED

A dry river bed where many large rocks are located is perhaps the worst place for driving an off roader. In 1/10 scale, even a stone with a 10cm dia is the same as a 1 meter dia boulder in real life. Driving against these objects is like intentionally destroying your vehicle.



● WATER AND PONDS

You may sometimes run into a puddle or two when running off road. Radio control unit, motor, speed controller, and batteries are very sensitive to moisture. Avoid running into standing water and heavy rain. A splash of water from the car is enough to damage the mechanics.



● GRASSLAND

Grasslands with tall grass and stems are bad for buggies because the grass can become entangled in the shafts and universal joints, which cause an unnecessary load on the motor which can cause overheating.



● GRAVEL AND DRY SAND

These surfaces offer considerable resistance to your vehicle. There is a burden on the motor and it will use much more current. The vehicle will not move as fast on this type of terrain, and on loose dry sand the tire can become buried and spin, without moving the car.



● ASPHALT AND LAWNS

Highspeed cornering on concrete, asphalt or smooth lawns will cause the vehicle to roll.

Slow down a little when cornering on these surfaces.



2. JUMPS

Dynamic jumps are a part of off road driving; however, you can damage your car if it is done recklessly. For 1/10 scale cars, a jump height of only 20cm has a scale height of 2 meters. Special attention must be paid to jumping correctly.

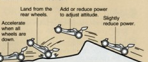
● ENTER THE JUMP RAMP STRAIGHT

To obtain a stable attitude when jumping, you must leave the ramp squarely and not at an angle. If this is not done, the car will tend to tumble while in the air and will land off balance.



● TO OBTAIN A GOOD LANDING ATTITUDE

A jump must be done so that the car's rear wheels hit the ground first, in a level or slightly nose high attitude. To do this it is important to apply only enough power to the car when leaving the ramp. Applying too much power tends to raise the nose too much and not enough power allows the nose to drop and land on the front wheels. If power is slightly reduced when entering the ramp, the jump attitude should be OK.



★ CONTROLLING THE CAR'S ATTITUDE WHEN IN THE AIR

While in the air, a car's attitude can be altered by adding or reducing power. Adding power will raise the nose, due to the torque reaction of the motor and wheels, while reducing power will lower the nose.

● ACCELERATE WHEN ALL WHEELS ARE ON THE GROUND

Applying power before the car lands, or when only the rear wheels have touched, will make

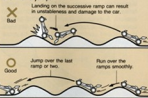
the car "Wheelie" and be very unstable. Accelerate only when all four wheels are down.

● KEEP JUMPS AS LOW AS POSSIBLE

Although they look great, high jumps are not advantageous during competition because the car cannot accelerate while in the air. It is recommended to keep the jump low and land quickly so time is not lost during the jump.

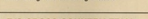
● SUCCESSIVE JUMP RAMP

Special planning and technique is required when going through successive ramp jumps. If the car jumps from the first ramp normally and lands on the following ramp, the landing will be very unstable. Do not jump the initial ramps, but reduce power and run over the ramps smoothly. Clear only the last ramp or two with a jump.



● PASSING ON A PLATEAU OR TABLELAND

Plateaus and tablelands are raised level surfaces between slopes. If the level surface is short enough to jump over, you can use it the same as a ramp jump. If the top surface is fairly long, slightly reduce power and climb smoothly up to the level surface. Add power just before the down slope, leaving off to land on the rear wheels. This prevents the car from "nose-diving" and becoming unstable.



R/C CROSS-COUNTRY TRIAL

Enjoy the versatility of R/C cars in a natural environment. Try a cross country run. Build an obstacle course using natural humps and bumps on the ground. Add ditches, stones and logs for more challenge. The winner can be determined by a pointlessly system. If the car finishes the course without any driving failure, no penalty is applied. If a car runs off the course; backs up to correct a mistake or rolls over, points are deducted.



3. MAINTAINING OFF ROAD CARS

Since off road cars and buggies are designed to run mostly on dirt, and often are run on these surfaces, dust is a major problem compared to on-road-going cars. Always completely clean your car after running it. Dust can be easily removed using brushes with stiff bristles. If the car was driven through loose ground or puddle, ending up with mud all over the car, wipe off mud from easy-to-reach areas using tissue papers or rag and let the rest of the dirt dry off. When completely dried, mud will come off easily by brushing and chipping off using screwdrivers. For nasty mud clogs remove wheel, suspension, etc. for a thorough clean up. Remove all mechanics such as servo, receiver, speed controller, and motor when washing with water to prevent water getting into the mechanics. After washing, completely wipe off moisture and thoroughly dry to prevent any rust, and reapply oil and grease in gearbox, shafts, bearings, and all moving parts.



DRIVING IN THE RAIN

It is recommended to refrain from running your car in the rain because the radio control mechanism is liable to be affected by water. However, races may be held in drizzle. It is necessary to have some basic knowledge of driving in the rain.

1. DRIVING TECHNIQUE IN THE RAIN

Although a light drizzle may seem to augment grip slightly on a dried off-road track, any track will become more slippery when it gets wet. If an on-road circuit becomes wet, its surface grip will be extremely low. The same thing can happen in off road racing during or following a heavy rain.

● AVOID QUICK ACCELERATION/DECELERATION OR SUDDEN STEERING CHANGES

Any wet race track is very slippery, so cars may spin even when they accelerate at the start. Quick acceleration, quick deceleration and sudden steering are taboo. In cornering, keep the steering angle of the front wheels as little as possible so that the turning radius is large.

● AVOID RUNNING THROUGH WATER/MUD PUDDLES

When there are puddles on the racecourse, avoid them even if your car has to make a detour. If you attempt to drive through deep water, the radio control gear may get wet and your car will be slowed by the resistance of water. Furthermore, your car may sink out of control.

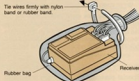
2. WATERPROOFING

The radio control mechanism, particularly the receiver and servos, contains precision electronic circuits carrying weak electric currents for control. If water enters the mechanism, it may cause a short circuit which often causes damage to an electric circuit and makes it impossible to control the car. If a wet electric circuit is kept electrified, its fine wiring begins to corrode gradually by chemical reaction and may be broken even by a slight shock some time later. Such a circuit may become unrepairable. Therefore, the radio control mechanism must be made waterproof. If the weather forecasts rain on the day of racing, it is necessary to make the radio control mechanism waterproof in advance.

● RECEIVER

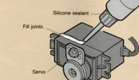
The radio control receiver is most subject to be affected by moisture. To waterproof it, wrap in a vinyl or rubber bag, and firmly close the bag with a tie wire or rubber band. Air

inside the bag may be damp, so do not leave the receiver in the bag for long periods, and remove after use. It is advisable to apply silicone sealant or rubber cement to the receiver case joints.



● SERVOS AND SPEED CONTROL

It is difficult to put servos into vinyl bags because they have moving parts. An electronic speed control in a vinyl bag may hinder heat dissipation. However, at least fill the cable holes and case joints with silicone or rubber cement. A mechanical speed control can be covered with a rubber bag. Mount an electronic speed control where it would be more difficult to get wet.



● NI-Cd BATTERY AND RECEIVER BATTERIES

Batteries are liable to become affected by water. Seal the cable hole on the NI-Cd battery pack. Wrap the receiver battery case in a vinyl or rubber bag.

● SWITCHES

Move the receiver switch to a position which is less liable to become wet, and apply sealant to its cable joints. An application of Tamiya Oil Spray will also help to waterproof the switch.

3. SETTINGS FOR A WET TRACK

Any wet on-road track is extremely slippery, and a wet off-road track will become muddy during the race. A different gear and suspension setting will be required for a car on a wet surface.

● CHOOSE A HIGHER GEAR RATIO

While running on a wet, muddy off-road track, mud will stick on the tires, suspension and chassis, resulting in additional weight, higher resistance to all rotating parts and a heavier load to the motor. Choose a smaller motor pinion gear than usual. This will provide more

power to cope with the additional loads. A higher gear ratio is also preferable for on-road cars by reducing the car's top speed, as it will be more controllable on slippery surfaces.

● PUT PRIORITY ON OBTAINING GRIP

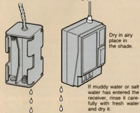
Using high grip tires is the first step in setting up a car for wet surface running. Suspension should be set softer and the spring or springs should be adjusted to obtain as much downforce and traction as possible.

● MAINTENANCE AFTER RUNNING

On a rainy day, the car gets very wet and dirty, and it is almost impossible to prevent water from entering the car. If it is left as it is, the chassis, etc., may rust and the radio control mechanism may develop unexpected trouble. After using the car in rain, be sure to carry out maintenance as soon as possible.

● MAINTENANCE OF CAR BODY AND CHASSIS

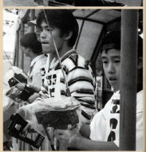
Wipe water off carefully with a soft cloth. The chassis, in particular, should be taken apart; the axes should be removed and thoroughly dried. Oil anew all moving parts because their oil has probably been washed away by water. Adhesive fixing of the servos, etc., may have been weakened by water. It is recommended to refix them with new adhesive. Tamiya Spray Oil gets under water and protects metal surfaces. Use it on moving parts.



● MAINTENANCE OF RADIO CONTROL MECHANISM, ETC.

Remove all the connectors and wipe off water from the whole mechanism. Then, remove it from the car and dry it in an airy place in the shade. If the receiver is wet inside, remove the casing, wipe off water, and dry in the shade. (The receiver must be handled with care.) If the receiver is wet inside with muddy water or salt water, carefully rinse it with clean water. After it has dried completely carry out a performance test. If it does not work, have it serviced by the manufacturer or his agent. As for the electric motor and speed control switch, it is recommended to apply Oil Spray or similar after carefully wiping off all water. Also dry the battery thoroughly.

★ The RC mechanism contains precision electric circuits. Do not attempt to take it apart.



ADSPEC R/C SYSTEM



ADSPEC GT-1 RADIO CONTROL SYSTEM

(45023)
A 2-channel radio control system for use with a wide range of 1/10 scale R/C vehicles. Wheel type transmitter is ideal for control of R/C cars. Servo reverse switch, trim adjuster function, and the independent left/right adjustable trim are attractive functions. P-160F CPR unit included. Uses a 27MHz narrow band frequency.

ADSPEC GT-8 RADIO CONTROL SYSTEM

(45024)
This two channel, two servo transmitter can be used with 1/10 scale R/C cars as well as 1/10 & 1/8 class glow engine cars. The thin body is attached to an easy to hold grip. Designed for stability, a battery is stored in the base of the grip. Functions are the same as the ADSPEC GT-1.



ADSPEC SPORT R/C DRIVE SET (45021)

This set of radio equipment is ideal for a novice to start the exciting electric powered R/C car sport for the first time. The set includes an "Adspect Sport" stick type 2-channel digital proportional R/C transmitter, a C.P.R. unit P-80F steering servo. The C.P.R. Unit integrates the functions of a receiver and electronic speed control in one compact unit, and accepts the use of 380, 520, 540 type and Tamiya Sport-Tuned electric motors. Requires eight UM3 (AA) size batteries for transmitter power source (available separately).



ADSPEC SPORT SAILING R/C SYSTEM

(45022)
This is an ideal radio control unit for Tamiya's Round the World (56202) and Innovator (56205) yacht models. Set includes a stick type 2-channel transmitter, high-torque sail servo, rudder servo receiver and receiver battery case. Left stick of the transmitter is of ratchet type, to suit sail control. Available in 27MHz frequencies. Requires 12 UM3 (AA) size batteries for transmitter and receiver power source.

★Not available in some countries.



ADSPEC R601 FM RADIO CONTROL SYSTEM

(45018)
This is an ideal radio control system for use with Tamiya's R/C aviation models. Using a noise resistant FM radio, the system can control up to six channels. The stick type transmitter is equipped with dual rate adjusters and mixing functions. The system operates on the 72MHz frequency band.

★Set contains a stick type transmitter, three micro servos, a receiver and an electronic speed control. ★Requires a total of 12 UM3 (AA) size batteries for transmitter and receiver power source (not included).

C.P.R. UNIT P-160F (45015)

This Control Processing Receiver (C.P.R.) unit was developed for 1/10 and 1/12 R/C cars, but can be used with boats and aircraft without modification. The compact unit contains a high capacity, amplifier boosted electronic speed control, receiver, switch and

separate servo. Maximum current capacity: 160A constant, 640A momentary. Size is 60 x 45 x 33mm.

R/C FAIL-SAFE UNIT (45017)

The central processing unit of this system is programmed to continuously monitor pulse signals from the receiver. When radio interference or noise is detected, or the receiver battery voltage becomes insufficient, the unit automatically returns the servos to their neutral position.

MOTOR GLIDER PROPELLER BRAKING UNIT (FOR ADSPEC R601-FM) (45019)

This unit is to prevent the propeller of Tamiya's electric powered glider from rotating while gliding. Installed in the motor coupling, connection to speed controller and motor is easy and secure. It brakes propeller rotation automatically as soon as the motor power is cut. This item is a must-have for improved flight performance.

POWER SOURCE

Tamiya Ni-Cd batteries are ideal for use with radio controlled model cars. The rechargeable Ni-Cd batteries are safely packed. They offer powerful pickup for operating your model. The Ni-Cd battery is very economical since it can be recharged over 500 times.



TAMIYA Ni-Cd BATTERY 7.2V 1400mAh RACING PACK RC1400SP (55071)

The Racing Pack RC1400SP has high capacity at a reasonable price. It puts out the same electrical discharge level as the Racing Pack RC1700SP and gives powerful acceleration suitable for racing. It can be safely recharged over 500 times under normal han-

dling and operating conditions, and is extremely economical.

Ni-Cd 7.2V-1700mAh RACING PACK RC1700SP (55065)

Developed by Sanyo, one of world's leading manufacturers in the Ni-Cd battery field, this Ni-Cd battery pack was designed exclusively for electric powered R/C cars use. Its smooth internal current flow provides outstanding acceleration, plus its large capacity ensures prolonged running time for your R/C car.

Ni-Cd 7.2V 2400mAh RACING PACK RC2400SP (55074)

Developed by Sanyo, one of the world's leading manufacturers in the Ni-Cd battery field, this Ni-Cd pack was designed exclusively for electric powered R/C cars use. Its large capacity ensures prolonged running time for your R/C car.

TAMIYA Ni-Cd 7.2V CPU-2000 DC QUICK CHARGER (55070)

High capacity quick charger uses your automobile 12V battery as a power source. CPU controls the Ni-Cd battery voltage so regardless of remaining power, 100% charge is possible. After a full charge, a "trickle effect" automatically maintains optimal power. 1700mAh battery can be fully charged in 35 minutes and 1400mAh battery in 30 minutes. LED bar graph displays battery voltage.

7.2V AUTO DISCHARGER (55058)

To prolong the life of your 7.2V Ni-Cd Racing Pack Batteries, they should be fully discharged prior to recharging. Tamiya's Auto Discharger will safely accomplish this. Just connect a depleted Ni-Cd battery to start discharging. The indicator lamp will automatically turn-off when it is sufficiently discharged. Average discharge time for a depleted battery is approximately 1 hour.

MAINTENANCE MATERIALS

TAMIYA SPRAY OIL

87005



Tamiya Spray Oil is an oil which utilizes a molecular chemical formulated compound, in the U.S.A. which has proved effective as a long lasting lubricant. As it has strong permeability, spraying on bearings, within gear boxes, moving shafts and suspension parts, providing a smoother and less friction operation of all moving parts. It will also displace moisture and ensure longer rust free operation than normal penetrating lubricants. After your cars have been running in the rain or through puddles, spray Tamiya Spray Oil onto the chassis or other metal surfaces. This will penetrate between the water and the metal surface to form a layer which helps to dry up the surface and also protects the metal from rusting.

TAMIYA ENGINE TREATMENT SPRAY

87046



This spray is extremely effective when using on glow engine R/C models. Directly spray into carburetor or plug hole. The specially formulated oil has an excellent lubricating effect and protects engine components from rust and corrosion. It does not attack plastic, so it can also be used for lubricating plastic parts, too.

TAMIYA RC CLEANER SPRAY

87029

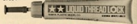


This is a handy cleaner spray for use with radio controlled models. Dirt and oily grime can be spray flushed, making maintenance

chores easier. Spray comes with extension tubing to allow spraying in tight spots. Wipe clean using cloth or brush for better results.

LIQUID THREAD LOCK

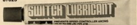
87004



It is essential that this liquid thread lock be applied to all nuts and screws when the model is assembled. This liquid is not a glue, but a securing agent. It will prevent screws from working loose, which will happen if it is not used. It is very effective and easy to use. At any time, screws can be loosened or removed for maintenance or repairs by using about twice the force required when they were originally tightened.

SWITCH LUBRICANT

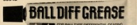
87023



Your speed controller, in order for it to do the job properly, must work smoothly and respond to the slightest movement of the transmitter control. This switch lubricant will provide you with a speed controller that responds correctly each and every time. The lubricant also helps to suppress the arcing that is always present, in any high current flowing switch, and will prolong its life far longer than expected. This switch lubricant is also safe with plastics and the 10g tube is easy to use. Remember, your speed controller is next in importance to your steering, so use the lubricant periodically to ensure proper performance of your R/C car and to prolong its life.

BALL DIFF GREASE

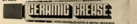
87042



This is the most effective grease available to R/C enthusiasts for their ball type differential gear units. It is specially formulated to prolong component life while maintaining the proper transmission torque. The long nozzle on the tube allows easy application. NOTE: Use only on ball type differential gear units.

CERAMIC GREASE

87025



This grease is formulated using Boron Nitride particles, and is ideal for use on electric powered R/C vehicles. It should be applied to all bearings, shafts and gears. It maintains its viscosity throughout a wide temperature range. Ceramic grease will substantially prolong the life of your R/C vehicle and keep it performing at its best. Each tube contains 10g of lubricant, and the long nozzle makes it easy to apply the proper amount in those hard-to-reach areas.

TAMIYA CLEANING PUTTY

87041



Knead an appropriate amount of this putty until it becomes soft, and firmly press it against the dirty areas on your R/C model. All the dirt, such as oil and dust, will be transferred to the surface of the putty. Can be used repeatedly. Contains four blocks of 28 x 57 x 5mm dimensions.

★Keep out of reach of children. Children must not ingest the putty.
★Keep in the plastic container after use. Avoid storage in direct sunlight or near a heat source.

TAMIYA TIRE MARKER

87043



This is a ball-point pen type marker which comes in handy for radio control car enthusiasts. Used to write letters, signs or codes on the surface of your R/C car tires, such as front or rear, right or left, rotation direction, etc. Silver color ink stands out on tire surface for easy eye-catching. Its push-button mechanism provides handy usage and retracts the ball point when not in use. Can be used on rubber and sponge tires. Ink can easily removed with Tamiya's R/C Cleaner Spray.

CRAFT TOOLS

SIDE CUTTER FOR PLASTIC (74001)



This is a precision side cutter for removing parts from a plastic sprue without damaging the parts. Developed exclusively for plastic modeling, the impact resistant chrome vanadium alloy material was chosen for long life. High quality vinyl covering assures good grip.

LONG NOSE W/CUTTER (74002)



These quality long nose radio type pliers, with cutter, will come in handy during radio control kit construction. They are of high strength steel with a quality finish for long life. The cutter is capable of cutting 2.6mm brass wire

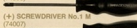
or 2.3mm steel wire. High quality vinyl covering assures a positive grip.

CURVED SCISSORS FOR PLASTIC (74005)

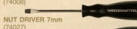


These are quality scissors that will come in handy when trimming polycarbonate bodies of R/C car models. The curved blades enable easy access to polycarbonate body curves, and are made of high quality stainless steel for strength and long life. They can also cut plastichet up to 2mm in thickness.

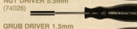
(+) SCREWDRIVER No.2 L (74006)



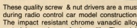
(+) SCREWDRIVER No.1 M (74007)



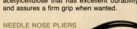
(-) SCREWDRIVER No.1 M (74008)



NUT DRIVER 7mm (74027)



NUT DRIVER 5.5mm (74028)



GRUB DRIVER 1.5mm (74029)



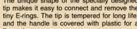
These quality screw & nut drivers are a must during radio control car model construction. The impact resistant chrome vanadium alloy material was chosen for long life. The originally designed pentagonal grip molding is of acetylcellulose that has excellent durability and assures a firm grip when wanted.

NEEDLE NOSE PLIERS w/CUTTER (74034)



These quality pliers with their long slender tips come in handy during R/C model construction and other fine craft applications. The pinching surfaces of the tips are finished flat, to avoid marring the object during holding. The cutter is capable of cutting 1.4mm steel wire.

2mm E-RING TOOL (74032)



These tools are extremely useful during model construction and maintenance of R/C models. The unique shape of the specially designed tip makes it easy to connect and remove the tiny E-rings. The tip is tempered for long life, and the handle is covered with plastic for a firm grip.

000P Shim BALL COLLAR (2 Pcs) (20 Pcs)	000Q Shim BALL CONNECTOR (20 Pcs)	000R Medium FLANGED TUBE (2 Pcs)	000S 1/16mm SHAFT (20 Pcs)	000T NYLON BUSH w/ METAL HOOK (20 Pcs)	000U Shim ADJUSTER (2 Pcs)	000V DAMPER O-RING (Pkg. 10 Pcs)	000W CVA MINI SHOCK UNIT 2 P PARTS (DAMPER COLLAR)
000X CVA MINI SHOCK UNIT 1 W PARTS (DAMPER CYLINDER)	000Y CVA MINI SHOCK UNIT 2 OIL SEAL (2 Pcs)	000Z CVA MINI SHOCK UNIT 2 PETRON ROD (2 Pcs)	0001 DIFFERENTIAL BEVEL GEAR SET	0002 TGS PROPELLER SHAFT	0003 TGS WHEEL AXLE (2 Pcs)	0004 SCREW PIN SET (30mm, 20mm, 25mm)	0005 TGS 4 PARTS (GEAR CASE)
0006 TGS 2 PARTS (F & R SUSPENSION ARMS)	0007 TGS 4 PARTS (BODY MOUNT)	0008 TGS 2 PARTS (BUMPER & ROCK GUARDS)	0009 TGS 2 PARTS (MECHANISM DECK)	0010 TGS 2 PARTS (GEAR SET SPUR GEAR & SHFT CASE)	0011 TGS 2 PARTS (GEAR UPRIGHT & FRONT KNUCKLE ARMS)	0012 TGS TGS SILICONE EXHAUST PIPE	0013 TGS UPPER PLATE
0014 TGS M-1 1 CHASSIS PLATE	0015 TGS ENGINE MOUNT (2 Pcs)	0016 TGS JOINT CLIP (2 DNG & SHOES)	0017 TGS CLUTCH SHOE SET	0018 HT CLUTCH BELL	0019 TGS SUSPENSION ARM 2SP	0020 TGS THROTTLE LINKAGE	0021 TGS DAMPER SPRING (2 Pcs)
0022 TGS CENTER BEAM	0023 TGS DRIVE SHAFT (2 Pcs)	0024 TGS PILOT SHAFT (FOR TRANS)	0025 TGS BRAKE CAR & SHAFT SET	0026 TGS BRAKE PAD (2 Pcs)	0027 TGS PROPELLER JOINT (F & R)	0028 TGS BEVEL PINION & RING GEAR SET	0029 M-CHASSIS SPARE GEAR SET
0030 M-CHASSIS DRIVE SHAFT & CLIP SET	0031 M-1m ADJUSTER (2 Pcs)	0032 TGS 2 FWD TOURING CAR CHASSIS FRAME	0033 FWD TOURING CAR 4 PARTS (GEAR CASE)	0034 FWD TOURING CAR 2 PARTS (F & R SUSPENSION ARMS)	0035 FWD TOURING CAR 2 PARTS (MECHANISM DECK)	0036 1/10 TOURING CAR U-SHAPED SHAFT	0037 TGS 2 FWD TOURING CAR SHFT SHAFT SET
0038 1/10 TOURING CAR 2 PARTS (BODY MOUNT)	0039 1/10 TOURING CAR 1 Thin SHOULDER WADDER (2 Pcs)	0040 TSG1 TOURING CAR FRONT UPRIGHT (Pkg.)	0041 TSG2/TSG3 TOURING CAR F PARTS (FRONT SUSPENSION ARMS)	0042 FWD TOURING CAR DRIVE SHAFT SET	0043 M-CHASSIS 4 PARTS (CHASSIS)	0044 M-CHASSIS 2 PARTS (GEAR CASE)	0045 M-CHASSIS 2 PARTS (GEAR CASE)
0046 M-CHASSIS 2 PARTS (SUSPENSION ARMS)	0047 F10 CHASSIS 2 PARTS (BATTERY HOLDERS)	0048 TYRRELL VAMORA 320 BUMPER WING SET	0049 TYRRELL VAMORA 320 REAR WING SET	0050 BENETTON RENAULT 210 BUMPER WING SET	0051 BENETTON RENAULT 210 REAR WING SET	0052 LIGER MUGEN HONDA J801 BUMPER WING SET	0053 LIGER MUGEN HONDA J801 REAR WING SET

5000 ALPINE A10 & PARTS (GEAR) 5001 MOUNT & FRONT BUMPER 	5002 M-LONG CHASSIS & PARTS 5003 CHASSIS/FRAME 	5004 TACO A PARTS (GEAR CASE) 	5005 TACO B PARTS (GEAR CASE) 	5006 TACO C PARTS (UPRIGHT) 	5007 TACO D PARTS (SUSPENSION) 5008 PARTS 	5009 TACO F PARTS (PULLEY) 	5010 TACO PRO J PARTS (BATTERY) 5011 HOLDER 
5012 TACO PRO L PARTS (GEAR) 	5013 TACO KNUCKLE ARM 	5014 TACO DRIVE BELT 	5015 M-MEDIUM CHASSIS & PARTS 5016 CHASSIS/FRAME 	5017 TACO E PARTS (BUMPER) 	5018 TACO G PARTS (GEAR) 	5019 TACO BUTYRUS CHASSIS 	5020 TACO I PARTS CHASSIS 
5021 TACO J PARTS (UPRIGHT) 	5022 TACO L PARTS (SUSPENSION) 5023 PARTS 	5024 TACO L PARTS (GEAR) 	5025 TACO R B PARTS (FRONT) 5026 GEAR CASE 	5027 TACO L PARTS (BODY MOUNT) 	5028 TACO SHORT BATHUB 5029 CHASSIS 	5030 C-XL SUPER MINI SHOCK 5031 UPRY SET 	5032 R/C BOYS' RWD SPARE GEAR 5033 SET 
5034 KING BACKFOOT PLATED 5035 ROLL BAR 	5036 TACO BATHUB CHASSIS 	5037 TACO UPPER DECK SET 	5038 TACO A PARTS CHASSIS 	5039 TACO C PARTS (SUSPENSION) 5040 PARTS 	5041 TACO G PARTS (GEAR) 	5042 TACO SHORT ADJUSTOR 5043 (8 PCS) 	5044 TACO D PARTS (CENTER) 5045 FRAME 
5046 1/10 SCALE GLOW ENGINE 5047 C TACO GEAR CASE 	5048 1/10 SCALE GLOW ENGINE 5049 R/C TACO FRONT WHEEL HUB 	5050 TACO FRONT UPRIGHT 	5051 TACO BUMPER 	5052 TACO U-SHAPED SHIRT 	5053 TACO ML YCHASSIS 	5054 TACO DRIVE SHAFT (2 PCS) 	5055 TACO FRONT PROPELLER 5056 JOINT 
5057 1/10 SCALE GLOW ENGINE R/C 5058 TACO LONG WHEEL AXLE (2 PCS) 	5059 TACO FRONT SUSPENSION 5060 ARM 	5061 TACO REAR SUSPENSION 5062 ARM 	5063 TACO STEERING ARM 	5064 TACO FRONT HUB CAMBER 	5065 TACO ML L1 UPPER DECK 	5066 TACO ML L1 BATTERY CASE 5067 COVER 	5068 1/10 Scale VEE HEAD TAPPING 5069 SCREW (10 PCS) 
5070 TACO WHEEL AXLE (2 PCS) 	5071 TACO GT CAR SPARE BUMPER 	5072 TACO GT CAR ANTENNA 5073 HOLDER SET 	5074 TACO TACO GEAR COVER SET 	5075 TACO MINI BUMPER 	5076 TACO UNDERCOWL SET 	5077 M-24 A PARTS (GEAR SET) 	5078 M-24 E PARTS (BODY MOUNT) 
5079 M-24 F PARTS CHASSIS 	5080 TACO BODY MOUNT (80-82) 5081 PARTS 	5082 TACO I PARTS (BODY MOUNT) 	5083 TACO G PARTS (GEAR) 				





























































0037 MONSTER PIN SPIKE TIRES (2 PAIRS)	0038 RACING DEVELOPED DRSH WHEEL SET (4X30/34X35)	0039 RACING DEVELOPED 443R FRONT SPOKE TYPE (1 PAIR)	0040 RACING DEVELOPED 443R REAR SPOKE TYPE (1 PAIR)	0041 RACING DEVELOPED 443R FRONT SPOKE TYPE (1 PAIR)	0042 RACING DEVELOPED 443R REAR SPOKE TYPE (1 PAIR)	0043 RACING DEVELOPED 443R FRONT SPOKE TYPE (1 PAIR)	0044 TOYOTA CELICA GT-FOUR RACING RADIAL TIRE SET
							
0045 TOYOTA CELICA GT-FOUR WHEEL SET	0046 SKYLINE GT-R WHEEL SET	0047 RACING DEVELOPED 443R FRONT SPOKE TYPE (1 PAIR)	0048 RACING DEVELOPED F-1 SPOKE WHEEL SET (4X30/34X35)	0049 STADIUM BLITZER FRONT TIRES (2 PAIRS)	0050 STADIUM BLITZER REAR TIRES (2 PAIRS)	0051 STADIUM BLITZER FRONT WHEELS (2 PAIRS)	0052 STADIUM BLITZER REAR WHEELS (2 PAIRS)
							
0053 RACING SLICK TIRE SET (2 PAIRS)	0054 MERCEDES BENZ TIRE ANG WHEEL SET (2 PAIRS)	0055 40MM 90 MESH WHEEL SET (2 PAIRS)	0056 RALLY SLICK TIRES (2 PAIRS)	0057 MAZDA CX50 WHEELS (2 PAIRS)	0058 270MA BLITZER FRONT WHEELS (2 PAIRS)	0059 270MA BLITZER REAR WHEELS (2 PAIRS)	0060 ALFA ROMEO 105 WHEELS (2 PAIRS)
							
0061 CASTROL CELICA WHEELS (2 PAIRS)	0062 LULA T500 WHEELS (2 PAIR) 4X30/34X35	0063 FORMULA MESH WHEEL SET (4X30/34X35)	0064 WIDE RACING SLICK TIRES WINNER SPOKE TYPE (2 PAIRS)	0065 2-PIECE MESH WHEELS (2 PAIR) SCUDPIO TOURING & RALLY CARS	0066 2-PIECE WIDE MESH WHEELS (2 PAIR) AND TOURING CARS	0067 CASTROL PRIMERIA WHEELS (2 PAIR)	0068 TTX RACING RADIAL TIRES WINNER SPOKE (2 PAIR)
							
0069 1/18 SCALE 4X40 METEOROS C-CLASS OTM DRSH WHEELS (2 PAIRS)	0070 1/18 SCALE ALFA ROMEO 150 WHEELS (2 PAIRS)	0071 1/18 SCALE 4X40 CALIBRA 16 OTM WHEELS (2 PAIRS)	0072 M-CHASSIS RADIAL TIRES (2 PAIRS)	0073 MINI COOPER WHEELS (2 PAIRS)	0074 1/18 SCALE CALIBRA WHEELS (2 PAIRS)	0075 5-SPoke ONE-PIECE WHEELS (2 PAIRS)	0076 1/18 F4T MARCHETTI CORSA WHEELS (2 PAIRS)
							
0077 1/18 HONDA CLARKSON GT-R LM WHEELS (2 PAIRS)	0078 FORMULA MESH WHEEL SET WHITE (4X30/34X35)	0079 1/18 5-SPoke TWO-PIECE WHEELS (2 PAIRS)	0080 1/18 5-SPoke TWO-PIECE WHEELS, WIDE (2 PAIRS)	0081 1/18 CELICA SPOKE WHEELS (2 PAIRS)	0082 1/18 HONDA MINI COOPER '94 WHITE CARS CAPPED WHEELS (2 PAIRS)	0083 TOYOTA T86'S EX-1 JTCO WHEELS (2 PAIRS)	0084 M-CHASSIS 40 RADIAL TIRES (2 PAIRS)
							
0085 M-CHASSIS 40 1/18 GP RADIAL TIRES (2 PAIRS)	0086 ALPINE 8710 WHEELS (2 PAIR)	0087 M-CHASSIS 40 DRSH SPOKE SET	0088 HONDA 9000 RACING WHEELS (2 PAIRS)	0089 TTX RACING SLICKS WINNER SPOKE (2 PAIRS)	0090 REPSOL FORD ESCORT RS COSWORTH WHEELS (2 PAIRS)	0091 ELANCO ROADSTER WHEELS (2 PAIRS)	0092 1/18 SCALE PAGA RACING 4700 WHEELS (2 PAIRS)
							

 TAMIYA STANDARD PORSCHE 911 GT1 BODY PARTS SET	 VOLKS-RANGER BEETLE BODY PARTS SET	 KUM NISMO GT-R BODY PARTS SET	 1:16 SCALE R/C WILLIAMS FW18C PARTS BODY PARTS SET	 1:10 SCALE R/C WILLIAMS FW18C PARTS BODY PARTS SET	 1:16 SCALE GLOW ENGINE R/C BODY PARTS SET	 PMA ACCORD VTEC BODY PARTS SET
 1:16 PORSCHE 911 GT1 BODY PARTS SET	 ALFA ROMEO GIULIA SPRINT GTA BODY PARTS SET	 JAGUAR XJ60 BODY PARTS SET	 MAZDA RX-7 BODY PARTS SET	 CALSONIC SKYLINE GT-R BODY PARTS SET	 PORSCHE 911 GT1 BODY PARTS SET	 1:16 OPEL CALIBRA CLIFF BODY PARTS SET
 ALFA ROMEO 158T1 BARCHIN BODY PARTS SET	 HONDA S-MX LOWDOWN BODY PARTS SET	 PORSCHE BOXSTER BODY PARTS SET	 MERCEDES-BENZ SLR BODY PARTS SET	 MITSUBISHI LANCER EVOLVI BODY PARTS SET	 1:16 NISSAN R32 GT-R BODY PARTS SET	 VOLTEC FIGHTER BODY PARTS SET
 PMA NAKAJIMA FORMULA 910 BODY PARTS SET	 NISSAN R32 GT-R BODY PARTS SET	 CELICA GT FOUR 1600 16000000 CARLO BODY PARTS SET	 PORSCHE 911 CARRERA BODY PARTS SET	 1:16 DTM DOME MUGEN NEX BODY PARTS SET	 DORIS DOME MUGEN NEX BODY PARTS SET	 THUNDER BOLTZ BODY PARTS SET
 PENGUIN 48 57 BODY PARTS SET	 SUBARU IMPREZA WRC BODY PARTS SET	 1:16 MERCEDES CLA-GT BODY PARTS SET	 MERCEDES CLA-GT BODY PARTS SET	 VOLKS-RANGER GOLF V5 BODY PARTS SET	 VOLKS-RANGER NEW BEETLE BODY PARTS SET	 TOYOTA COROLLA WRC BODY PARTS SET
 ROVER MINI COOPER RACING BODY PARTS SET	 FORD ESCORT WRC BODY PARTS SET	 MAZDA 1 NEX BODY PARTS SET	 PENGUIN 38 M40 WRC BODY PARTS SET	 MERCEDES CLA-GT TEAM SPORTSWEAR BODY PARTS SET	 RANGER NEX BODY PARTS SET	 PENGUIN, NISMO GT-R BODY PARTS SET
 MITSUBISHI LANCER EVOLUTION V WRC BODY PARTS SET	 TOYOTA GT-ONE T800 BODY PARTS SET	 1:16 SCALE R/C PORSCHE 911 GT1 96 LM WINNER BODY PARTS SET	 CASTROL MUGEN NEX BODY PARTS SET	 LEXUS GS 430 BODY PARTS SET	 SUZUKI MUGEN R32 BODY PARTS SET	 RANGER NEX BODY PARTS SET
 1:10 SCALE R/C MCLAREN MERCEDES MP4-13 BODY PARTS SET	 SUBARU IMPREZA WRC 1600 BODY PARTS SET	 HONDA S2000 BODY PARTS SET	 LEXUS GS400 BODY PARTS SET	 1:16 ROVER MINI COOPER RACING BODY PARTS SET	 PENGUIN, NISMO GT-R JDM BODY PARTS SET	 CALSONIC SKYLINE GT-R JDM BODY PARTS SET

1000A 1/4" X 1/8" FRONT STRAP-DRUM WHEELS (2 PAIR)	1000B 1/4" X 1/8" REAR STRAP-DRUM WHEELS (2 PAIR)	1000C 1/4" X 1/8" FRONT STRAP-DRUM WHEELS (2 PAIR)	1000D RACING DEVELOPED TIRE CAP	1000E 1/4" X 1/8" SPRING SPIRDE FRONT TIRES (2 PAIR)	1000F 1/4" X 1/8" SPRING SPIRDE REAR TIRES (2 PAIR)	1000G 1/4" X 1/8" TAPPING STUDS (20 PCS)	1000H ACTION TURNER COUNTERLOAM (4000 SCREW (2 PCS))
1000T ACTION TURNER COUNTERLOAM (4000 SCREW (2 PCS))	1000U 1/4" X 1/8" STAINLESS STEEL SUSPENSION SHAF SET	1000V RACING DEVELOPED 5.4 STEEL PINION GEAR SET (25T, 21T)	1000W RACING DEVELOPED 5.4 STEEL PINION GEAR SET (25T, 21T)	1000X RACING DEVELOPED 5.4 STEEL PINION GEAR SET (24T, 20T)	1000Y RACING DEVELOPED 5.4 STEEL PINION GEAR SET (24T, 20T)	1000Z RACING DEVELOPED 5.4 SPUR GEAR SET (84T, 144T)	10010 1/4" X 1/8" TURNBUCKLE SHAF SET
10011 DAMPER SPRING SPACER SET	10012 RACING RACIAL-BLACK RIBBER SPOON SET	10013 1/4" X 1/8" SHOCK LIGHT SET	10014 SKYLINE 57-F UNIVERSAL SHAF SET	10015 RACING DEVELOPED 5.4 CARBON REAR SHAF	10016 RACING DEVELOPED 5.4 STEEL PINION GEAR SET (25T, 21T)	10017 RACING DEVELOPED 5.4 SPECIAL KING PIN SET	10018 RACING DEVELOPED 7-F ALUMINUM PINION BODY MOUNT
10019 SKYLINE LONG FRONT ARM SET	10020 ACTO-POWER OFF-ROADER (2ND MOTOR)	10021 1/4" X 1/8" TUNGSTEN CARBIDE OFF-BALL SET	10022 SLEEVED DAMPER (SHORT)	10023 1/16" BALL BEARING SET (2 PCS)	10024 SKYLINE SPEED-TUNED GEAR SET	10025 7-F FRONT 3/8" X 1/8" MEDIUM SPOONER TIRES (2 PAIR)	10026 7-F REAR 3/8" X 1/8" MEDIUM SPOONER TIRES (2 PAIR)
10027 NYLON PANTS COLORING SET	10028 1/4" X 1/8" FLUORESCENT COLOR ANTIMONY PIPES (2 PCS)	10029 7-F FRONT 3/8" X 1/8" SOFT SPOONER TIRES (2 PAIR)	10030 7-F REAR 3/8" X 1/8" MEDIUM SPOONER TIRES (2 PAIR)	10031 ONE-PIECE BALL THRUST BEARING	10032 7-F2D TOURING CAR BALL BEARING SET	10033 7-F2D TOURING CAR BALL BEARING SET	10034 7-F2D TOURING & RALLY CAR ALUMINUM MOTOR MOUNT
10035 1/4" X 1/8" RALLY CAR SHOCK SHAF SET	10036 1/4" X 1/8" TUNING & RALLY CAR BURNING BALL CONNECTOR SET	10037 1/4" X 1/8" TUNING & RALLY CAR LIFETIME BUMPER SET	10038 7-F CARBON GRAPHITE UPPER-DECK PLATE (2 PCS CHASSIS)	10039 7-F CARBON GRAPHITE FRICTION PLATES (2 PCS CHASSIS)	10040 7-F LOW-FRICTION PADS (2 PCS CHASSIS)	10041 7-F TURNBUCKLE TIE RODS (2 PCS CHASSIS)	10042 7-F DIFFUSER SET
10043 1/4" X 1/8" TUNING & RALLY CAR BODY TYPE HAW PROPELLER SHAF	10044 ACTO-POWER FORMULA MOTOR	10045 1/4" X 1/8" TUNING & RALLY CAR ON-TRACK LIFETIME DAMPER SET (2ND 1/4" X 1/8" TUNING & RALLY CAR)	10046 HARD RIBBER SPOON SET (2ND 1/4" X 1/8" TUNING & RALLY CAR)	10047 ALUMINUM KING PIN (2ND-TALLING CHASSIS)	10048 FORMULA CAR-BALL BEARING SET	10049 1/4" X 1/8" ANODIZED ALUMINUM FLANGE LOCK NUTS (BLUE (2 PCS))	10050 1/4" X 1/8" ANODIZED ALUMINUM FLANGE LOCK NUTS (RED (2 PCS))
10051 1/4" X 1/8" ANODIZED ALUMINUM FLANGE LOCK NUTS (GOLD (5 PCS))	10052 1/4" X 1/8" ANODIZED ALUMINUM FLANGE LOCK NUTS (BLACK (5 PCS))	10053 1/4" X 1/8" ON-ROAD TIRE SPRING SET (2ND 1/4" X 1/8" TUNING & RALLY CAR)	10054 1/4" X 1/8" TUNING & RALLY CAR YELLOW CARBON GEAR SHAF SET	10055 1/4" X 1/8" TUNING & RALLY CAR SHAF SET (2ND CHASSIS)	10056 1/4" X 1/8" TUNING & RALLY CAR BALL BEARING SET (2ND CHASSIS)	10057 7-F 1/4" X 1/8" TUNING & RALLY CAR GRAPHITE CHASSIS PLATE (2 PCS CHASSIS)	10058 7-F 1/4" X 1/8" TUNING & RALLY CAR SHAF SET (2ND CHASSIS)

5271X GLASS TIRE (15mm x 2mm)	5271Y 1/8-11T UP GRATED BRAKE SHOE	5271Z 4WD TIE & PWD CAR UNIVERSAL SHOCK SET (2 PAIR)	5271A FORMULA CAR LOW FRONT LOWER LOWER SHOCK SET	5271B PRECTION DAMPER GREASE MEDIUM	5271C PRECTION DAMPER GREASE HEAVY	5271D PRECTION DAMPER GREASE VERY HEAVY	5271E PWD ALUMINUM MOTOR HEAT SHIELD
5281X TURNBUCKLE SHOCK SET (SL BL 6mm)	5281Y RED TIE (CAP 30P)	5281Z TAMPA A/C PARTS BOX	5281A F-1 FIP UPPER CHASSIS SET (F10 CHASSIS)	5281B CROSS COUNTRY AND LOW RIDE CONVERSION KIT	5281C CROSS-COUNTRY AND TORQUE SPLITTER UNIT	5281D 4WD TOURING & RALLY CAR REAR STABILIZER SET (2WD CHASSIS)	5281E CORNER MARKERS (2 POL)
5291X 4WD/MD TOURING & RALLY CAR TURNBUCKLE TIE AND SHOCK SET	5291Y 4WD TOURING & RALLY CAR TURNBUCKLE UPPER ARM	5291Z 4WD TOURING & RALLY CAR POP FRONT DAMPER STRUT	5291A 4WD TOURING & RALLY CAR REAR ARM DAMPED SHOCK	5291B 4WD-TIE & PWD CAR CARBON CHASSIS PLATES	5291C TOX WHEEL AXLE BALL BEARING SET	5291D TOX TURNBUCKLE SHOCK SET	5291E TOX UNIVERSAL SHOCK SET
5301X TOX STABILIZER SET	5301Y 4WD FRONT ONE-WAY SHOCK SET	5301Z TOX 2-SPEED TRANSMISSION	5301A TOX M-Grip SUPER SLICKS (2 PAIR)	5301B TOX SHAPED TIRE INSERTS (2 PAIR)	5301C M-CHASSIS INNER SPONGE SHOCK SHOCK SET	5301D M-CHASSIS UNIVERSAL SHOCK SET (2 PAIR)	5301E M-CHASSIS BALL BEARING SET
5311X TOX STAINLESS STEEL SUSPENSION SHOCK SET	5311Y LIGHTWEIGHT FLYWHEEL	5311Z 1/10 TOURING & RALLY CAR SHAPED TIRE INSERT (2 PAIR)	5311A TOX 3-SPEED TRANSMISSION FRONT GEAR (1/10-1/12)	5311B TOX 3-SPEED TRANSMISSION SPUR GEAR SET	5311C TOX 3-SPEED TRANSMISSION CLUTCH SHOCK SET	5311D 1/10 MINI COOPER RACING SPUR GEAR SET	5311E SUPER GRIP RACIAL TIRES (1/10 TOURING CAR)
5321X M-CHASSIS SLICKS (2 PAIR)	5321Y 1/10 TOURING CAR SHAPED TIRE INSERT, WIDE (2 PAIR)	5321Z 1/10 TOURING CAR HARD JOINT CUP SET (FOR BALL SHOCKS)	5321A 1/10 TOURING CAR HARD JOINT CUP SET (FOR GEAR SHOCKS)	5321B 4WD/MD TOURING CAR ALUMINUM PRESSURE PLATE SET	5321C 1/10 4WD/MD TOURING CAR SUPER SLICKS (2 PAIR)	5321D M-CHASSIS SUPER SLICKS (2 PAIR)	5321E M-CHASSIS SHAPED TIRE INSERTS (2 PAIR)
5331X 1/10 TOURING CAR M2 LUCKS (2 PAIR)	5331Y TIGER TOURING CAR FRONT UNIVERSAL SHOCK SET	5331Z 1/10 TOURING CAR ALUMINUM JOINT HUB-CARRIER (2 PAIR)	5331A 1/10 TOURING CAR M2 RACIAL TIRES (2 PAIR)	5331B 1/10 4WD TOURING CAR SUPER SLICKS, WIDE (2 PAIR)	5331C 1/10 ONE-PIECE WIDE MESH WHEELS (2 PAIR)	5331D WIDE INNER SPONGE SET SHOCKS	5331E 1/10 SUPER GRIP RACIAL TIRES, WIDE (2 PAIR)
5341X 1/10 ONE-PIECE RACING (TOKE) WHEELS (2 PAIR)	5341Y 1/10 ONE-PIECE WIDE RACING SPOKE WHEELS (2 PAIR)	5341Z M-CHASSIS 4mm ALUMINUM SCREW (2 POL)	5341A M-CHASSIS STAINLESS STEEL SUSPENSION SHOCK SET	5341B M-CHASSIS BEARING SET	5341C M-CHASSIS HOLLOW CARBON GEAR SHOCK SET	5341D M-CHASSIS QUICK RELEASE BATTERY HOLDER	5341E M-CHASSIS FRONT & REAR STABILIZER SET

0001 INTERIM TITANIUM SHIPPING SUPPORT (2 PCS)	0007 M-CHASSIS ALUMINUM RECTOR HEAT SHIELD	0003 TCR ALUMINUM ENGINE MOUNT	0009 TCR CARBON PROPELLER SHAFT	0005 TCR BALL DIFFERENTIAL STEERING ROD SET	0011 M-CHASSIS TURNBUCKLE STEERING ROD SET	0007 FORMULA ADJUSTABLE FRICTION DAMPED FRONT SET	0009 FORMULA LIGHTWEIGHT OFF FOUNT SET
0002 TOURING CAR SHIPPED TIRE MOUNT, SOFT (2 PMS)	0008 ACTO-TUNED M-SPECIAL RECTOR	0004 TCR REAR ALUMINUM UPRIGHT SET	0010 M-CHASSIS ALUMINUM RACING STEERING SET	0006 M-CHASSIS 600 SUPER QHP RADIAL TIRES (2 PMS)	0012 M-CHASSIS 600 BINDER SPONGE (ARM) (2 PCS)	0007 FORMULA HEIGHT ADJUSTABLE GEAR CASE	0008 FORMULA LINK-TYPE FRONT SUSPENSION
0003 FORMULA 3.5mm OFF-SET UPRIGHT	0004 TCR HOLLOW CARBON GEAR SHAFT	0005 TCR PRO CARBON BATTERY PLATE SET	0006 CL4 STEEL FRONZ GEARS BATTERY	0007 DYNA-RUN SUPER TOURING MOTOR	0008 TCR REINFORCED SUPER SLICKS (2 PMS)	0009 TCR BALL BEARING SET	0010 TCR STAINLESS STEEL REINFORCEMENT SHAFT SET
0004 TCR BALL DIFFERENTIAL SET	0005 TCR URETHANE BUMPER SET	0006 TCR ALUMINUM MOTOR MOUNT PLATE	0007 TCR BALL BEARING (2 PCS)	0008 HIGH-REBOUND COMFORT SPOKE TIRE, MEDIUM (2 PMS) (1 PMS)	0009 DYNA-RUN RACING STOCK MOTOR	0010 FORMULA CAR REAR SUSPENSION BALL MOUNT SET	0011 TCR ALUMINUM COUNTER SHAFT
0005 TCR ALUMINUM MOTOR REAR SHIM	0006 TCR FLUORESCENT CYCLE REAR SHIM	0007 FORMULA CAR HEIGHT-ADJUSTABLE ALUMINUM REAR ARM MOTOR MOUNT	0008 TCR ARMED FIBER REINFORCED DRIVE BELT	0009 TCR TORQUE SPLITTER UNIT	0010 TCR SUPER LOW FRICTION SPRINGER SET	0011 TCR PROGRESSIVE FORCE SPRINGER SET	0012 TCR 3-SPEED TRANSMISSION STEEL FRONZ GEAR (10-100)
0006 TCR 3-SPEED TRANSMISSION STEEL FRONZ GEAR (100TS)	0007 TCR ALUMINUM BALL CONNECTION (10 PCS)	0008 TCR REAR BODY MOUNT SUPPORT PLATE	0009 TCR ALUMINUM PULLEY (2S)	0010 TCR CARBON REINFORCED PLATE	0011 TCR ALUMINUM REAR UPRIGHT	0012 TCR HARD ALUMINUM FRONT SUSPENSION ARM SET	0013 TCR HARD ALUMINUM REAR SUSPENSION ARM SET
0007 TCR ALUMINUM PULLEY (2S)	0008 TCR BALL BEARING SET	0009 REINFORCED SLICKS TYPE A (2 PMS)	0010 REINFORCED SLICKS TYPE B (2 PMS)	0011 TCR RIM-FORM	0012 TCR BALL BEARING SET	0013 TCR 6-ARMED FIBER REINFORCED DRIVE BELT (SHORT)	0014 TCR TORQUE CONTROL UNIT (10-175)
0008 TCR TORQUE CONTROL UNIT (10-165)	0009 TCR TURNBUCKLE TO-RIGID SET	0010 TCR STAINLESS STEEL SUSPENSION SHAFT SET	0011 TCR PRO CARBON CHASSIS PLATE	0012 TCR ADJUSTABLE L-UPPER ARM SET	0013 TCR URETHANE BUMPER SET	0014 TCR LIGHTWEIGHT DRIVE SHAFT	0015 TCR FIP CHASSIS SET

1000 TAMBA RACING MOTOR 	1006 ALUMINUM DRIVE SHAFT 	1008 TAD TITANIUM SUSPENSION SHOCK SET 	1010 TAD UNIVERSAL DRIVE SHAFT (1 PAIR) 	1012 TAD CARBON REINFORCING PLATE 	1014 TAD CARBON STABILIZER SUPPORT 	1016 RC BOY'S AND BALL BEARING SET 	1018 RC BOY'S AND MOTOR PLATE FOR 540 TYPE MOTOR 
1020 TAD'S 8 CARBON REINFORCED PLATE 	1022 TAD ALUMINUM FRONT HUB CARRIER (1 PAIR) 	1024 RC BOY'S 680 340 MOTOR SET 	1026 RC BOY'S AND RIMMER SPONGE SET (FRONT) 	1028 RC BOY'S AND RIMMER SPONGE SET (REAR) 	1030 RC BOY'S AND LIGHTWEIGHT GEAR SHAFT SET 	1032 RC BOY'S AND LIGHTWEIGHT PROPELLER SHAFT 	1034 FLTY HOLLOW CARBON GEAR SHAFT 
1036 FLTY CARBON PROPELLER SHAFT 	1038 FLTY STABILIZER SET 	1040 TAD ALUMINUM KNUCKLE ARM (1 PAIR) 	1042 TAD ALUMINUM RACING STEERING SET 	1044 VOLTIC FIGHTER FRONT WHEELS (FLUORESCENT YELLOW) 	1046 VOLTIC FIGHTER REAR WHEELS (FLUORESCENT YELLOW) 	1048 VOLTIC FIGHTER REAR WING 	1050 RC BOY'S AND PATTERN TIRE & WHEEL SET 
1052 FLTY LIGHTWEIGHT CHASSIS FRAME 	1054 TAD'S REAR LONG WHEEL AXLE SET 	1056 TAD'S CAM TUNED SPRING SET (SHOCK TYPE) 	1058 LOW FRICTION DAMPER & PARTS DAMPER COLLARS 	1060 REINFORCED ONE-PIECE SPOKE WHEELS (2 PAIR) 	1062 REINFORCED ONE-PIECE MESH WHEELS (1 PAIR) 	1064 TAD'S REINFORCED DAMPER (2W & 1W MOUNT TYPE) 	1066 RC TIRE COORDINATING HELPER 
1068 TAMBA GA CEMENT FOR LONGER TURNS 	1070 8 CHASSIS 880 REINFORCED TIRE TYPE-A (1 PAIR) 	1072 MINI COOPER REINFORCED WHEELS (2 PAIR) 	1074 FLTY SPEED-TUNED GEAR SET 	1076 MED FRONT & REAR STABILIZER SET 	1078 MED ALUMINUM HEAT SINK 	1080 FLTY MED TIE-IN REAR UPRIGHT 	1082 FLTY MED QUICK RELEASE BATTERY HOLDER 
1084 2W SPRING SET SCORCH (2 PCS) 	1086 MED BALL BEARING SET 	1088 2.1 FRONT REINFORCED SLUGS TYPE-A (1 PAIR) 	1090 2.1 REAR REINFORCED SLUGS TYPE-A (1 PAIR) 	1092 ALUMINUM REINFORCED TAPE 	1094 T210 BALL BEARING SET 	1096 T210 LIFETIME BUMPER 	1098 T210 STABILIZER SET 
1100 T210 LIFETIME BUMPER 	1102 T210 CARBON UPPER DECK 	1104 TAD ALUMINUM MOTOR PLATE 	1106 TAD TRIP CHASSIS CONVERSION 	1108 T210 2-SPEED TRANSMISSION 	1110 T210 BALL DIFFERENTIAL 	1112 T210 2-SPEED PINION (UL 1/8) 	1114 T210 2-SPEED PINION (UL SET) 
1116 TAD'S CARBON CHASSIS SET 	1118 TAD'S CARBON STEERING BAR 	1120 TAD ALUMINUM RACING STEERING SET 	1122 T210 ALUMINUM SEARBOX MOUNT 	1124 T210 RACING CHASSIS 	1126 T210 1/8 ALUMINUM SHOCK ARM SET 	1128 MONSTER TRUCK ALUMINUM SHOCK ARM SET 	1130 RC LIGHT BULB SET FOR MONSTER TRUCK 

4001 TUNING CAR RACING RACE KIT 	4002 T810 HARD ALUMINUM ALUMINUM ARM 	4003 T810 HARD ALUMINUM REAR ALUMINUM ARM 	4004 P-1 FRONT REINFORCED BLADE TYPE 8.0 (PAIR) 	4005 P-1 REAR REINFORCED BLADE TYPE 8.0 (PAIR) 	4006 T8X CARBON UPPER DECK 	4007 T8X RACING CHASSIS CARBON (2 PAIR) 	4008 T810 ALUMINUM FRONT HUB CARBON (2 PAIR)
4009 3mm LIGHTWEIGHT DIFFERENTIAL BALL SET 	4010 T810 ALUMINUM REAR UPRIGHT SET 	4011 T810 REINFORCED PROPELLER SHAFT 	4012 M8X STABILIZER SET 	4013 MONSTER TRUCK ALUMINUM SUSPENSION ARM SET 	4014 T810 UNDERCONE SET 	4015 MONSTER TRUCK ALUMINUM STEERING ROD SET 	4016 T810R-SF-3 CARBON CHASSIS SET
4017 T810R-SF-6 FIBER CHASSIS STEERING ROD SET 	4018 TURNBUCKLE T810-ROD SET (PAIR) (70-05) 	4019 M8X ALUMINUM MOTOR HEAT SHIELD 	4020 3MM M8X HOLLOW CARBON GEAR SHAFT 	4021 FORMULA SUPER LOW FRACTION DAMPER SET 	4022 TURNBUCKLE UPPER ARM SET (PAIR) (70-05) 	4023 F100LM CARBON CHASSIS 	4024 F100LM CARBON UPPER DECK
4025 F100 CARBON FRACTION PLATE 	4026 M8X 3mm T810RUM REAR SHOFT 	4027 T810 REINFORCED PROPELLER SHAFT 					

R/C TRACTOR TRUCKS
OPTIONAL &
SPARE PARTS

4028 TRACTOR TRUCK ELECTRICAL UNIT SET 	4029 SEMI-TRAILER LIGHT SET 	4030 TRACTOR TRUCK OIL MOTOR 	4031 ROOF SPOILER 	4032 MUFFINIZED SUPPORT LEG 	4033 ANIMAL GUARD 	4034 TELESCOPIC ANTENNA
4035 TRUCK ALUMINUM FRONT WHEELS (2 PAIR) 	4036 TRUCK ALUMINUM REAR WHEELS (2 PAIR) 					

GLOW ENGINE
PARTS & ACCESSORIES

To keep your glow engine R/C model in the optimum condition, Tamiya provides the line of genuine Glow Engine Parts & Accessories. The fundamental replacement parts, plus optional electric starter unit etc., are available. Periodically check and maintain your model, and always replace any worn parts immediately.

* Tamiya glow engine parts are not available in some countries.

4037 30mm AIR CLEANER FILTER (2 PCS) 	4038 F5-15 OVER-SIZE HEAT SHIELD HEAD 	4039 ELECTRIC STARTER UNIT 	4040 FUEL INDICATOR (F02) TAMIYA, FUTABA, AOS SERIES 	4041 FUEL INDICATOR (F04) SERIES 	4042 30mm AIR CLEANER 	4043 TM-1 MUFFLER 	4044 TM-1 FUEL TANK
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* No further production.



Chassis Type		Big Tire		2WD Buggy	4WD Buggy	Refer to the bottom of page 87												Engined
R/C SPARE PARTS																		
ITEM	4 All-purpose parts	Manitex Tangle	Cold Buster	Shock Buffer	Shock Spring	Manitex	Wild Wing 2	Wild Dagger	Juggernaut	Flyer Buggy	Manitex	Manitex	Manitex	Manitex	Manitex	Manitex	Manitex	Manitex
50028 Double Sided Servo Tape Set	•																	
50038 Tire Set	•																	
50068 Ball Link & Adjuster Rod Set	•																	
50106 2.2V Connector Set	•																	
50170 Nylon Band Set	•																	
50171 Heat Resistant Double Sided Tape	•																	
50186 Silicone Insulated Wire	•																	
50194 Rubber Bag Set	•																	
50195 Steel Antenna	•																	
50197 Snap Pin Set	•																	
50204 Directly Connected Servo Saver	•																	
50245 Snap Connector Set	•																	
50253 Hornet Speed Controller Set (BEC)	•																	
50320 R/C Light Bulb Set	•																	
50354 16T, 17T Air Pinion Gear Set	•																	
50355 18T, 19T Air Pinion Gear Set	•																	
50356 20T, 21T Air Pinion Gear Set	•																	
50357 22T, 23T Air Pinion Gear Set	•																	
50374 Monster Pin Spike Tires (1 pair)	•																	
50398 E-Racing Pin Set	•																	
50398 Racing Developed Dash Wheel Set (4430/3545/35)	•																	
50398 Racing Developed Differential Ball & Plate Set	•																	
50398 Racing Developed 4430 Front Sprocket Tire (1 pair)	•																	
50398 Racing Developed 3645 Rear Sprocket Tire (1 pair)	•																	
50398 Racing Developed Front Upright Set (1 pair)	•																	
50397 Racing Developed 4428 Front Sprocket Tire (1 pair)	•																	
50398 Racing Developed 4445 Rear Sprocket Tire (1 pair)	•																	
50439 Racing Developed Diff Joint Set	•																	
50411 Flare Sheet (Sheet Fluorescent Red)	•																	
50413 Racing Developed 4430 Front Sprocket Tire (1 pair)	•																	
50419 Toyota Celica GT-4000 Racing Radial Tire Set	•																	
50420 Toyota Celica GT-4000 Wheel Set	•																	
50430 1/10 R/C Body Parts Set Caloric Skyline GT-R G.R.	•																	
50432 Skyline GT-R Wheel Set	•																	
50441 Racing Developed 3630 Front Sprocket Tire (1 pair)	•																	
50442 Racing Developed F-1 Spike Wheel Set (3630/3545/35)	•																	
50449 Stadium Blitzer Front Tires (1 pair)	•																	

Chassis Type		Big Tire		2WD Buggy	4WD Buggy	Refer to the bottom of page 87												Engined	
R/C SPARE PARTS		Aluminum parts	Manitex Parts	Good Buster	Good Buster	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts
ITEM		Manitex Parts	Good Buster	Good Buster	Good Buster	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts	Manitex Parts
50450 Stadium Blitzer Rear Tire (1 pair)																			
50451 Stadium Blitzer Front Wheels (1 pair)																			
50452 Stadium Blitzer Rear Wheels (1 pair)																			
50454 Racing Stick Tire Set (1 pair)																			
50456 Mercedes-Benz 190 AMG Wheel Set (1 pair)																			
50458 BMW M3 Mesh Wheel Set (1 pair)																			
50473 Hi-Torque Servo Saver																			
50476 Rally Block Tires (1 pair)																			
50477 24T .25T AW Pinion Gear Set																			
50478 Skyline Sports Rear Gear Case																			
50482 Skyline Body Mount Set																			
50485 Toyota Celica GT-FOUR RC Body Parts Set																			
50487 Window Masking Seal Set A																			
50488 Window Masking Seal Set B																			
50491 Mugen Civic Wheels (1 pair)																			
50493 FWD Touring Car Spins Gear Set																			
50496 Dyna Raster Front Wheels (1 pair)																			
50497 Dyna Raster Rear Wheels (1 pair)																			
50500 Lotus 107B Ford Body Parts Set																			
50503 F-1 Front Suspension Arms Set (F103 Chassis)																			
50504 F-1 Spares Gear Case (F103 Chassis)																			
50505 F-1 T-Bar (F103 Chassis)																			
50506 F-1 Spares Gear Set																			
50507 F-1 Diff Joints Set (F103 Chassis)																			
50508 F-1 Super King Pin Set																			
50509 F-1 Front Spring Set																			
50512 Alfa Romeo 155 Wheels (1 Pair)																			
50519 C.V.A. Mini Shock Unit Set II																			
50520 C.V.A. Mini Shock Unit Set I																			
50522 Control Caster Wheels (1 pair)																			
50523 Sauber C12 Body Parts Set																			
50524 Sauber C12 Bumper Wing Set																			
50525 Sauber C12 Rear Wing Set																			
50526 4WD Touring & Rally Car Plastic Gear Set																			
50532 Lola T9000 Wheels (1 Pair, 4300/4445/9)																			
50536 880 Toyota Supra Gr. N Body Parts Set																			
50540 AMG Mercedes-Benz C-Class DTM D1 Body Parts Set																			
50541 4WD Touring & Rally Car Front Gear Case T801 & 610 Chassis																			
50545 Formula Mesh Wheel Set (2020/2045/9)																			
50547 Wide Racing Stick Tires w/inner Sponge (1 pair)																			
50548 2-Piece Mesh Wheels (1 Pair, 4WD/2WD Touring & Rally Car)																			
50549 2-Piece Wide Mesh Wheels (1 Pair, 4WD Touring Car)																			
50551 Ford Mondeo BTCC Touring Car Body Parts Set																			
50554 4WD & FWD Touring & Rally Car Rear Uprights (2 Sides)																			
50555 4WD T82 & FWD Touring & Rally Car Front Uprights (1 pair)																			
50556 4WD T82 Touring & Rally Car Rear Suspension Arms (2 Sides)																			
50557 Control Pitman Wheels (1 pair)																			
50560 1/8 Body Parts Set "Rally-Car" (1/8 Scale Mercedes C-Class DTM)																			
50561 1/8 Body Parts Set "Alfa Romeo 155 V6 TI"																			
50562 1/8 Body Parts Set "Opel Calibra V6 DTM"																			
50563 T8X Racing Radial Tires w/inner Sponge (1 pair)																			
50564 1/8 Scale AMG Mercedes C-Class DTM Car Wheel (1 pair)																			
50565 1/8 Scale Alfa Romeo 155 Wheels (1 pair)																			
50566 1/8 Scale Opel Calibra V6 DTM Wheels (1 pair)																			
50568 M-Chassis Radial Tires (1 pair)																			
50569 Mini Cooper Wheels (1 pair)																			
50573 Delrin Tapping Screw (10 pcs.)																			
50574 Delrin Countersunk Tapping Screw (10 pcs.)																			
50575 2.5x10mm Tapping Screw (5 pcs.)																			
50576 3mm Grub Screw (10 pcs.)																			
50577 3x10mm Tapping Screw (10 pcs.)																			
50578 3x10mm Countersunk Tapping Screw (10 pcs.)																			
50579 3x10mm Step Screw (5 pcs.)																			
50580 3x10mm Hex Bolt (10 pcs.)																			
50581 3x12mm Countersunk Tapping Screw (10 pcs.)																			
50582 3x12mm Step Tapping Screw (5 pcs.)																			
50583 3x12mm Tapping Screw (10 pcs.)																			
50584 3x10mm Cap Screw (2 pcs.)																			
50585 4x10mm Step Screw (5 pcs.)																			
50586 3mm Washer (15 pcs.)																			

Chassis Type

R/C SPARE PARTS

ITEM	Aluminum parts	Monofilament Good Booster Standard Motor Standard Gear	Big Tire	Wild Wily 2 Wild Digger Juggernaut	2WD Buggy	4WD Buggy	Refer to the bottom of page 87	Engined
50587 3mm Spring Washer (5 pcs.)								
50588 2mm E-Ring (15 pcs.)								
50589 5mm E-Ring (5 pcs.)								
50590 4mm Ball Connector (5 pcs.)								
50591 5mm Ball Connector (5 pcs.)								
50592 5mm Ball Connector (10 pcs.)								
50593 4x6mm Flanged Tube (5 pcs.)								
50594 2x10mm Shaft (10 pcs.)								
50595 Nylon Band w/Metal Hook (10 pcs.)								
50596 5mm Adjuster (5 pcs.)								
50597 Damper O-Ring (Rd.) (10 pcs.)								
50598 CVA Mini Shock Unit II V Parts (Damper Collar)								
50599 CVA Mini Shock Unit II W Parts (Damper Cylinder)								
50600 CVA Mini Shock Unit II CR Seal (5 pcs.)								
50601 CVA Mini Shock Unit II Piston Rod (2 pcs.)								
50602 Differential Bevel Gear Set								
50603 TGX Propeller Shaft								
50604 TGX Wheel Axle (2 pcs.)								
50605 Screw Pin Set (50mm, 32mm, 22mm)								
50606 TGX A Parts (Gear Case)								
50607 TGX B Parts (F & R Suspension Arms)								
50608 TGX D Parts (Body Mount)								
50610 TGX E Parts (Bumper & Side Guard)								
50611 TGX Mechanism Box								
50612 TGX G Parts (R/T Gear Gear & Off Case)								
50613 TGX R Parts (Rear Upright & Front Knuckle Arm)								
50614 13mm Dia. Silicone Exhaust Pipe								
50615 TGX Upper Plate								
50616 TGX-MK-1 Chassis Plate								
50617 TGX Engine Mount (2 pcs.)								
50618 TGX Joint Cup Lung & Short								
50619 TGX Clutch Shoe Set								
50620 18T Clutch Bell								
50621 TGX Suspension Arm Stay								
50622 TGX Throttle Linkage								
50623 TGX Damper Spring (2 pcs.)								
50624 TGX Center Beam								
50625 TGX Drive Shaft (2 pcs.)								
50626 TGX Rear Shaft For Taming								
50627 TGX Brake Cam & Shaft Set								
50628 TGX Brake Pad (2 pcs.)								
50629 TGX Propeller Joint (F or R)								
50630 TGX Bevel Pinion & Ring Gear Set								
50631 M-Chassis Spare Gear Set								
50632 M-Chassis Drive Shaft & Cup Set								
50633 4mm Adjuster (5 pcs.)								
50634 1/10 Opel Calibri Wheels (1 pair)								
50636 5-Spoke One-Piece Wheels								
50637 TA02 & FWD Touring Car Chassis/Frame								
50638 FWD Touring Car A Parts (Gear Case)								
50640 FWD Touring Car D Parts (F & R Suspension Arms)								
50641 FWD Touring Car E Parts (Mechanism Deck)								
50642 1/10 Touring Car U-Shaped Shaft								
50643 TA02 & FWD Touring Car Drive Shaft Set								
50644 1/10 Touring Car D Parts (Body Mount)								
50645 1/10 Touring Car 17mm Thrust Washer (4 pcs.)								
50648 TA01 Touring Car Front Upright (Rd.)								
50649 1/10 Touring Car F Parts (Front Suspension Arm)								
50650 4WD Touring Car Drive Shaft Set								
50651 M-Chassis A Parts (Chassis)								
50652 M-Chassis B Parts (Gear Case)								
50653 M-Chassis C Parts (Springs)								
50654 M-Chassis D Parts (Suspension Arm)								
50655 F103 Chassis D Parts (Battery Holder)								
50656 1/10 R/C F-1 Body Parts Set "Yamato 022"								
50657 Yamato 023 Bumper Wing Set								
50658 Yamato 023 Rear Wing Set								
50660 Beretta Renault 8105 Bumper Wing Set								
50661 Beretta Renault 8105 Rear Wing Set								
50663 1/10 Flat Abarth Corsa Wheels (1 pair)								

[illegible]

Chassis Type	Refer to the bottom of page 87										Engined	
	Big Tire	2WD Buggy	4WD Buggy	2WD Buggy	4WD Buggy	2WD Buggy	4WD Buggy	2WD Buggy	4WD Buggy	2WD Buggy	4WD Buggy	Engined
R/C SPARE PARTS	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi
ITEM	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi	Motor/Funghi
50748 Honda S-MX Lowdown Wheels (1 pair)												
50749 Porsche Boxster Front Wheels (1 pair)												
50750 Porsche Boxster Rear Wheels (1 pair)												
50751 1/8 Opel Calibra Cliff Body Parts Set												
50752 Alfa Romeo 155V6T1 Bosch Body Parts Set												
50753 Honda S-MX Lowdown Body Parts Set												
50754 Porsche Boxster Body Parts Set												
50755 Mercedes-Benz SLK Wheels (1 pair)												
50756 Mercedes-Benz SLK Body Parts Set												
50757 Mitsubishi Lancer Evo.3V Body Parts Set												
50758 1/8 Nissan R350 GT1 Body Parts Set												
50759 1/8 Nissan R350 GT1 Body Parts Set												
50760 R/C Boy's 4WD Spare Gear Set												
50761 R/C Boy's 4WD Front Slicks (1 pair)												
50762 R/C Boy's 4WD Rear Slicks (1 pair)												
50763 1/8 Nissan R350 GT1 Body Parts Set												
50764 1/8 Nissan R350 GT1 Body Parts Set												
50765 PIAA Nakajima Reynard 810 Body Parts Set												
50766 King Blackfoot Plated Wheels (1 pair)												
50767 King Blackfoot Plated Roll Bar												
50768 TADPOLE Bantam Chassis												
50769 Nissan R350 GT1 Body Parts Set												
50770 Celica GT-FOUR '97 Monte-Carlo Wheels (1 pair)												
50771 Celica GT-FOUR '97 Monte-Carlo Body Parts Set												
50772 BWMX Dome Mugen NSX Front Wheels (1 pair)												
50773 BWMX Dome Mugen NSX Rear Wheels (1 pair)												
50774 Porsche 911 Carrera Body Parts Set												
50775 1/8 BWMX Dome Mugen NSX Body Parts Set												
50776 BWMX Dome Mugen NSX Body Parts Set												
50777 Thunder Blitz Front Wheels (1 pair)												
50778 Thunder Blitz Rear Wheels (1 pair)												
50779 Thunder Blitz Body Parts Set												
50780 1/10 Scale R/C Peugeot 406 ST Body Parts Set												
50781 Formula Mesh Wheel Set, Gate (300P/3645S)												
50782 1/10 Scale R/C Subaru Impreza WRC Body Parts Set												
50783 1/10 Scale Volkswagen Golf V5 Wheels (1 pair)												
50784 1/10 Scale R/C Body Parts Set Mercedes CLK-GTR												
50785 1/10 Scale R/C Mercedes CLK-GTR Body Parts Set												
50786 1/10 Scale R/C Volkswagen Golf V5 Body Parts Set												
50787 1/10 Scale R/C Volkswagen Golf V5 Body Parts Set												
50788 TGR Upper Deck Set												
50789 1/10 Scale Volkswagen New Beetle Wheels (1 pair)												
50790 1/10 Scale R/C Volkswagen New Beetle Body Parts Set												
50791 1/10 Scale R/C Toyota Corolla WRC Body Parts Set												
50792 M83 A Parts (Chassis)												
50793 M83 C Parts (Suspension Arms)												
50794 M83 G Parts (Gear)												
50795 1/10 Scale R/C Rover Mini Cooper Racing Body Parts Set												
50796 1/10 Scale Ford Escort WRC Body Parts Set												
50797 5mm Short Adjuster (5 pcs.)												
50798 1/10 Scale R/C Mini 1.1 NSX Body Parts Set												
50799 PF02 C Parts (Center Frame)												
50800 1/10 Scale Glow-Engine R/C TG10 Gear Case												
50801 1/10 Scale Glow-Engine R/C TG10 Front Wheel Hub												
50802 1/10 Scale Glow-Engine R/C TG10 Front Upright												
50803 1/10 Scale Glow-Engine R/C TG10 Bumper												
50804 1/10 Scale Glow-Engine R/C TG10 U-Shaped Shaft												
50805 1/10 Scale Glow-Engine R/C TG10-Mk.1 Chassis												
50806 1/10 Scale Glow-Engine R/C TG10 Drive Shaft (2 pcs.)												
50807 1/10 Scale Glow-Engine R/C TG10 Front Propeller Arm												
50808 1/10 Scale Glow-Engine R/C TG10 Long Wheel Axle (2 pcs.)												
50809 1/10 Scale R/C Peugeot 308 Max WRC Body Parts Set												
50810 Racing Semi-Slick Tires (1 pair)												
50811 1/10 Scale Glow-Engine R/C Nissan GT-R (R35) Body Parts Set												
50812 1/10 Scale Glow-Engine R/C Nissan GT-R (R35) Body Parts Set												
50813 1/10 Scale Glow-Engine R/C TG10 Front Suspension Arm												
50814 1/10 Scale Glow-Engine R/C TG10 Rear Suspension Arm												
50815 1/10 Scale Glow-Engine R/C TG10 Rear Suspension Arm												
50816 1/10 Scale Glow-Engine R/C TG10 Steering Arm												
50817 1/10 Scale Glow-Engine R/C TG10 Front Hub Center												
50818 1/10 Scale Glow-Engine R/C TG10-Mk.1 Upper Deck												
50819 1/10 Scale Glow-Engine R/C TG10-Mk.1 Battery Case Cover												

ITEM	Chassis Type		Big Tire	2WD Buggy	4WD Buggy	Refer to the bottom of page 87																Engined																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
	R/C SPARE PARTS					1/10 Scale R/C	1/8 Scale R/C	1/6 Scale R/C	1/5 Scale R/C	1/4 Scale R/C	1/3 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C	1/1 Scale R/C	1/2 Scale R/C

HOP-UP OPTIONS

Chassis Type	HOP-UP OPTIONS		Big Tire		4WD Buggy		4WD Buggy		Refer to the bottom of page 87		Engined	
	Motor	Motor	Motor	Motor	Motor	Motor	Motor	Motor	Motor	Motor	Motor	Motor
ITEM	53006 1150 Sealed Ball Bearing Set (4 pcs.)	53011 3x3mm Titanium Round Head Screw (10 pcs.)	53012 3x10mm Titanium Round Head Screw (10 pcs.)	53013 3x15mm Titanium Round Head Screw (10 pcs.)	53014 3x20mm Titanium Round Head Screw (10 pcs.)	53015 3x25mm Titanium Tapping Screw (10 pcs.)	53016 3x12mm Titanium Tapping Screw (10 pcs.)	53017 3x15mm Titanium Tapping Screw (10 pcs.)	53018 3x10mm Titanium Countersunk Tapping Screw (10 pcs.)	53019 3x15mm Titanium Countersunk Head Screw (10 pcs.)	53020 3x20mm Titanium Countersunk Head Screw (10 pcs.)	53021 3mm Aluminum Nut (20 pcs.)
	53022 3mm Aluminum Lock Nut (10 pcs.)	53023 4mm Aluminum Nut (20 pcs.)	53024 4mm Aluminum Flange Lock Nut (10 pcs.)	53025 Silicone Damper Oil Bolt Set (#500, #600)	53026 Silicone Damper Oil Medium Set (#400, #500)	53027 Silicone Damper Oil Hard Set (#600, #700)	53028 1150 Sealed Ball Bearing Set (2 pcs.)	53029 850 Sealed Ball Bearing Set (4 pcs.)	53030 1/4-Cap Damper (Short)	53042 Ball D/R. Grease	53047 730 Sealed Ball Bearing Set (4 pcs.)	53053 Mini H-Cap Damper Spring Set
	53054 Short H-Cap Damper Spring Set	53056 1/4" Type Wheel Axle	53062 750W Motor for Dynamich 62N Motor	53063 12T, 1.5T H.P. Steel Pinion Gear Set	53064 14T, 1.5T H.P. Steel Pinion Gear Set	53065 1280 Sealed Ball Bearing Set (2 pcs.)	53066 1280 Sealed Ball Bearing Set (2 pcs.)	53068 RS-640 Sport Tuned Motor	53070 Manta Ray D/R. Set	53071 Manta Ray Torque Splitter Set	53072 Manta Ray Differential Ball & Plate Set	53073 H-Cap Damper (Short) Plastic Parts Set
	53074 H-Cap Damper (Short) Plastic Parts Set	53075 Manta Ray Stainless Steel Propeller Shaft Set	53085 6014 2WD Front Star-Dish Wheels (1 pair)	53086 6020 Rear Star-Dish Wheels (1 pair)	53087 6024 4WD Front Star-Dish Wheels (1 pair)	53088 Racing Developed The Cap	53089 6024 4WD Spine Spike Front Tires (1 pair)	53090 6020 Spine Spike Rear Tires (1 pair)	53091 3x10mm Titanium Tapping Screw (10 pcs.)	53096 3x20mm Titanium Countersunk Head Screw (4 pcs.)	53097 4x10mm Titanium Countersunk Head Screw (10 pcs.)	53098 4WD Stainless Steel Suspension Shaft Set
	53101 Racing Developed 0.4 Steel Pinion Gear Set (20T, 21T)	53102 Racing Developed 0.4 Steel Pinion Gear Set (22T, 23T)	53103 Racing Developed 0.4 Steel Pinion Gear Set (24T, 25T)	53104 Racing Developed 0.4 Spur Gear Set (30T, 154T)	53105 Turnbuckle Shaft Set	53110 6mm Ball Adjuster Set	53111 Damper Spring Spacer Set	53112 Racing Radial/Slick Inner Sponge Set	53113 1/4" Universal Shaft Set	53114 1/4" Universal Shaft Set	53115 1/4" Universal Shaft Set	53116 Racing Developed 6mm Carbon Rear Shaft
	53117 Racing Developed 0.4 Steel Pinion Gear Set (26T, 27T)	53118 Racing Developed Special King Pin Set	53120 Racing Developed F-1 Aluminum Front Body Mount	53121 Skyline Long Front Arm Set	53122 Active Power DR-Powder 2WD Motor	53124 3mm Tungsten Carbide DR Ball Set	53125 Sleeve Damper (Short)	53126 1510 Ball Bearing Set (2 pcs.)	53127 Skyline Speed-Tuned Gear Set	53128 F-1 Front 360° HBR Medium Spange Tires (1 pair)	53129 F-1 Front 3645 HBR Soft Spange Tires (1 pair)	53130 F-1 Rear 3645 HBR Soft Spange Tires (1 pair)

As purpose parts use as spare parts and maintenance. *These use same size nut and screw as indicated in the instructions.

Chassis Type		All-In-One Parts		Big Tire		2WD Buggy		4WD Buggy		Refer to the bottom of page 87		Engined	
HOP-UP OPTIONS		Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper
ITEM		Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper	Mini Cooper
53287	TA03 Carbon Reinforcing Plate												
53288	TA03 Aluminum Rear Upright												
53289	TGX Hard Aluminum Front Suspension Arm Set												
53290	TGX Hard Aluminum Rear Suspension Arm Set												
53291	TA03 Aluminum Pulley (1/5T)												
53292	TL01 Ball Bearing Set												
53293	Reinforced Slicks Type-A (1 pair)												
53294	Reinforced Slicks Type-B (1 pair)												
53295	Tie Inner Foam												
53296	TA03R Ball Bearing Set												
53297	TA03R-S Aerial Fiber Reinforced Drive Belt (Short)												
53298	TA03R Torque Control Unit (1/1-1/7)												
53299	TA03R Torque Control Unit (1/4-1/6T)												
53300	TL01 Turnbuckle Tie-Rod Set												
53301	TL01 Stainless Steel Suspension Shaft Set												
53302	TA03F FRP Carbon Chassis Plate												
53303	TL01 Adjustable Upper Arm Set												
53304	TA03R Urethane Bumper Set												
53305	TA03 Lightweight Drive Shaft												
53306	TA03F FRP Chassis Set												
53307	Tamaya Racing Motor Brush Set												
53308	Aluminum Servo Tray												
53309	TA03R Titanium Suspension Shaft Set												
53310	TA03 Universal Drive Shaft (1 pair)												
53311	TA03R Carbon Reinforcing Plate												
53312	TA03 Carbon Stabilizer Support												
53313	RC Boy's 4WD Ball Bearing Set												
53314	RC Boy's 4WD Motor Plate Set for 540 Type Motor												
53315	TA03R-S Carbon Reinforced Plate												
53316	TA03 Aluminum Front Hub Center (1 pair)												
53317	RC Boy's 4WD 540 Motor Set												
53318	RC Boy's 4WD Inner Sponge Set (Front)												
53319	RC Boy's 4WD Inner Sponge Set (Rear)												
53320	RC Boy's 4WD Lightweight Gear Shaft Set												
53321	RC Boy's 4WD Lightweight Propeller Shaft												
53322	TL01 Hollow Carbon Gear Shaft												
53323	TL01 Carbon Propeller Shaft												
53324	TL01 Stabilizer Set												
53325	TA03 Aluminum Knuckle Arm (1 pair)												
53326	TA03 Aluminum Racing Steering Set												
53327	Vulcan Fighter Front Wheels (Fluorescent Yellow)												
53328	Vulcan Fighter Rear Wheels (Fluorescent Yellow)												
53329	Vulcan Fighter Rear Wing												
53330	RC Boy's 4WD Pattern Tire & Wheel Set												
53331	TL01 Lightweight Chassis/Frame												
53332	TA03R Rear Long Wheel Axle Set												
53333	Tuning Car Tuned Spring Set (Short Type)												
53334	Low Friction Damper V-Pads (Shimpo Collar)												
53335	Reinforced One-Piece Spoke Wheels (1 pair)												
53336	Reinforced One-Piece Mesh Wheels (1 pair)												
53337	TA03 Reinforced Damper Stay (Low Mount Type)												
53338	RC Tire Cornering Helper												
53339	TAMAYA CA Cement for Rubber Tires												
53340	M-Chassis 600 Reinforced Tires Type-A (1 pair)												
53341	Mini Cooper Reinforced Wheels (1 pair)												
53342	TL01 Speed-Tuned Gear Set												
53343	M03 Front & Rear Stabilizer Set												
53344	M03 Aluminum Head Set												
53345	(TL01, M03) Tie-In Rear Upright												
53346	(TL01, M03) Quick Release Battery Holder												
53347	3mm Spring Set Screw (70 pcs.)												
53348	M03 Ball Bearing Set												
53349	F-1 Front Reinforced Slicks Type A (1 pair)												
53350	F-1 Rear Reinforced Slicks Type A (1 pair)												
53351	Aluminum Reinforced Tape												
53352	1/10 Glow-Engine R/C TG10 Ball Bearing Set												
53353	1/10 Glow-Engine R/C TG10 Urethane Bumper												
53354	1/10 Glow-Engine R/C TG10 Stabilizer Set												
53355	1/10 Glow-Engine R/C TGX Urethane Bumper												
53356	TG10 Carbon Upper Deck												

TAMIYA COLOR ACRYLIC PAINT

Tamiya Acrylic Paints are made from water-soluble acrylic resins and are excellent for either brush or spray painting. These paints can be used over dried reds, blues, styrofoam, wood, glass, and metal, plus all of the common model plastics. The paint comes in 23ml bottles, comes in 100% brush- and spray-ready, and can be blended easily. Each bottle contains 23ml, and comes in glossy colors, matt colors, transparent colors, plus the exclusive thinner and fat base.



BECAUSE THEY ARE WATER-SOLUBLE, BUT PERMANENT WHEN DRY, CLEANUP IS BOTH QUICK AND EASY WITH PLAIN WATER.

Water-soluble acrylic paints can be completely removed from brushes and other implements with plain water if done prior to drying. After the paints have dried, they are permanent and water will have no effect on the finished surface. The large, heavy glass bottles are stable and difficult to upset, and the large caps are easy to open. They are with the caps added in the same color of the paint, it is easy to select the shade or color you desire. Tamiya Acrylic Paints are for beginners and young children just getting into the hobby, as they are safe and provide an excellent finish.

THINNER IS USEFUL FOR SPRAY PAINTING AND THE FLAT BASE WILL TONE DOWN THE GLOSS.

The thinner is used for removing dried paint from brushes and spraying implements, plus adjusting the viscosity of the paints for effective spray painting. When the paint is too thick, it is difficult to brush it on evenly, so thin it down a little with the thinner. Water can be used to thin the paint, but with 2 parts of thinner for best results. The fat base is almost indispensable in modeling, as it gives the paint extra body. For a semi-gloss color, mix 10 parts paint with 1 part of fat base, and to achieve a flat color, mix 3 parts of base to 10 parts of paint.

EXCELLENT WHEN TWO OR MORE COLORS ARE REQUIRED FOR SPECIAL EFFECTS.

Overpainting in two or more colors, such as camouflage, is as simple as the preparation of base color, when dried, is permanent and not effected by the overcoat. Acrylics can be painted over any other type of paint with no problems, however, never overpaint acrylics with lacquers. Prior to masking off the model for painting, be sure that the paint is completely cured before the tape is applied. When spray painting, remember that several light coats are preferable to one heavy coat, and the drying time will be considerably lessened.

- Never use lacquer paints over acrylics.
- Surface to be painted must be dry and free of oil.
- Mix paint by gently stirring. Shaking bottle will cause bubbles.

TAMIYA PAINT MARKER

Easy and professional results can be yours with Tamiya's Paint Marker. Use it as you would a marking pen. Enamel paint formulated for the painting of plastic. Even the unskilled painter can now achieve beautiful results on their models. For expert modelers, it is indispensable for touch-up and time saving. Excellent for wood, metal, glass as well as on plastics. Contents: 8 grams.



EXCELLENT FOR FINISHING MODELS OF PLASTIC AND OTHER MEDIUMS.

Shake paint marker well first, then push it against a firm surface to break seal and mix. After the paint has been mixed, it is permanent and water will have no effect on the finished surface. The large, heavy glass bottles are stable and difficult to upset, and the large caps are easy to open. They are with the caps added in the same color of the paint, it is easy to select the shade or color you desire. Tamiya Acrylic Paints are for beginners and young children just getting into the hobby, as they are safe and provide an excellent finish.

UNIQUE FLAT CUT PEN TIP FOR PAINTING OF BOTH NARROW AND WIDE AREAS

For painting and detailing with a brush requires a fine technique, learned with years of practice. Tamiya's Paint Marker, with its tough felt tip frees you from the worry of lack of experience and allows you to detail your subject like never before. The flat cut tip is 4mm wide and 1mm thick. Use the narrow edge to paint small areas, stripes or markings. By using the marker like a fat brush you can paint wide areas and expect a beautiful smooth flowing finish because of the enamel paint characteristics. With its unique tip, it is easy to paint projecting parts with no overflow, edges and endings of cars, motorcycles and figures. Raised surfaces on moulded parts can be highlighted with a light touch using the marker for added realism. Accessories on military models, lights and landing gear detail are now easy to finish realistically. When necessary, the marker tip can be cut to a desired length by a knife, for those special applications.

USE IN COMBINATION WITH TAMIYA ACRYLIC PAINTS.

Enamel paints can be applied over acrylics and vice versa, so the Tamiya Paint Marker can be used to detail plastic, lettering and markings without fear of damaging the under-surface. Tamiya Acrylic Paints can also be applied over Tamiya Paint Marker finishes, so using the two in combination will enhance your model finishing technique and achieve results that will amaze you.

SAME COLOR NAMES, SHADES AND NUMBER AS TAMIYA ACRYLIC PAINTS.

Color names and numbers of the Tamiya Paint Marker match those of Tamiya Acrylic Paints. It is indispensable for touch-up and time saving. Excellent gloss and matt.

TAMIYA COLOR FOR POLYCARBONATE

These paints have been formulated for use on Polycarbonate (Lexan) PVC car bodies. For brush and spray painting. Each bottle contains 23ml. There are bright colors to beautify transparent polycarbonate body shells of your cars, plus an anti-fog protective top-coat for use with gas-powered R/C models.



EASY TO USE, SAFE AND WATER-SOLUBLE. THE PAINT IS SHOCK RESISTANT, PERMANENT AND FLEXIBLE.

Tamiya polycarbonate paints are water-soluble and completely safe. They can be removed from brushes and other implements using plain water, if done prior to drying, making clean-up quick and easy. After the paint has cured, it is resistant to oils, salt and water, is extremely durable and long lasting. As they are water-soluble, they are specially formulated for car bodies, the paint film has good elasticity after curing and is not likely to peel or chip. The paint flows during application. For use with gas-powered PVC models, a fuel-protective top-coat (PC-20) is also available. Simply apply over dry painted surface, and it will protect your paint work from the engine fuel.

EXCELLENT COVERAGE MAKES FOR LIGHT WEIGHT.

It is important when painting polycarbonate bodies to wash them first with a detergent solution to remove all dust and oils. Paint coats such as window frames, panel lines etc., first, then the overall paint. The Tamiya polycarbonate paints are opaque, they have good covering qualities with thin coats, making them perfect for a kit car body, which is extremely important for competition vehicles.

MIXING OF COLORS AND OVERPAINTING IS EASY.

Painting in two or more colors and complicated patterns is not difficult, and the color mix easily to match any hue you desire. As the paint is applied from the inside, but viewed from the outside, the colors will appear, following by the lighter shades. When using masking tape, remove the tape prior to the paint completely drying. Due to its flexibility and transparency for the paint to peel from the body after being cured. If the paint should want to peel away when removing the tape, run a sharp hobby knife along the tape edge. The tape will then come off cleanly without removing the paint from the surface. When spray painting, by adding 4 parts of acrylic thinner to 10 parts of paint. The thinner is also useful for removing cured paint from brushes and model surfaces.

•The painted surface will remain vulnerable to scratches and scuffs, but even though tack free, for about 24 hours.

1/18 & 1/32 SCALE RADIO CONTROL CARS

- 5805 Cold Buster
- 5807 Mustang Pumpkin
- 5808 Mustang
- 5809 Santa Ray
- 5809 Bufiled
- 5810 Mustang Blitzer
- 5812 Blitzer Beetle
- 5812 Super Hornet
- 5813 Mustangs Purple Mustang Wide
- 5814 Chevy S-10
- 5816 Hot Rod
- 5816 Ford F-150
- 5818 Rover Mini Cooper 34 Monte-Carlo
- 5819 Alpine A110
- 5820 Centre Toyota Tami S Supra GT
- 5821 Alfa Romeo 154
- 5823 Honda S800
- 5827 TACOS PRC Chassis Kit
- 5828 Formula Renault VTC
- 5830 Euro Roadster
- 5831 Alfa Romeo
- 5831 Stadium Thunder
- 5832 Alfa Romeo
- 5834 Fugate Buggy DC
- 5835 Kuro NISSA GT-R
- 5836 PIAA Austin VTEC
- 5837 Alfa Romeo Giulietta Sprint GTA
- 5838 Opel Calibra GT
- 5839 Mercedes Alfa Romeo 156 V6 Ti
- 5841 Calsonic Shelby GT-R
- 5842 King Blackbird
- 5843 Porsche 911 GT1
- 5844 F100R Chassis Kit
- 5845 Alfa Romeo 155 V6 Ti Barch
- 5846 Honda S400
- 5847 Porsche Boxster
- 5848 Alfa Romeo 156 JZ
- 5849 Toyota Celica GT-Four 1977 Monte Carlo
- 5850 Mercedes-Benz SLK
- 5851 Nissan Road GT1
- 5852 Basking Bear
- 5853 Mail Boat
- 5854 Volkswagen Golf VR6
- 5857 Javelin Dome Mugen NIKO
- 5858 Alfa Romeo 155
- 5859 Subaru Impreza WRX
- 5861 Rover Mini Cooper Racing
- 5862 Peugeot 406
- 5863 Mercedes CLK-GTR
- 5864 Ford Escort WRC
- 5867 Volkswagen New Beetle
- 5868 Toyota Corolla VTEC
- 5869 Alfa Romeo 155 Junior L. Monte-Carlo
- 5871 BAUA Chassis
- 5872 Plus-Track Flyer Sport F-150 Lighting
- 5873 Arsenal Nissan GT-R
- 5874 Peugeot 306 Maxi WRC
- 5875 Alfa Romeo 155 Junior L. WRC
- 5876 Subaru Impreza WRX
- 5877 TACOS PRC Chassis Kit
- 5878 Alfa Romeo 155 Junior L. WRC
- 5880 Porsche 911 GT1 WRC LM Race
- 5881 WRC Digger
- 5882 Alfa Romeo 155 Junior L. WRC
- 5883 Peugeot 306 Maxi WRC
- 5884 Alfa Romeo 155 Junior L. WRC
- 5885 Peugeot 306 Maxi WRC
- 5886 Honda S2000
- 5887 Lexus LS 350
- 5888 Ferrari Ferrari GT-R (RSC)
- 5889 BMW WRC
- 5890 Ford Focus WRC
- 5891 WRC WRC
- 5892 TACOS PRC Chassis Kit
- 5893 Alfa Romeo 154 RACR20
- 5894 Stadium Radar
- 5895 Audi A8
- 5896 Peugeot 306 WRC
- 5897 Peugeot 306 WRC
- 5898 Peugeot 306 WRC
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- 6000 Peugeot 306 WRC

1/8 & 1/32 SCALE R/C CLOW ENGINE CARS

- 4408 Porsche 911 GT1
- 4407 Nissan R390 GT1
- 4408 Alfa Romeo 156 V6 Ti
- 4409 Toyota GT-R
- 4410 Toyota GT-R
- 4411 Toyota GT-R
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- 4499 Toyota GT-R
- 4500 Toyota GT-R

1/14 SCALE R/C TRACTOR TRUCKS

- 5631 King Hauler
- 5632 Nissan R390 GT1
- 5633 Tamiya Tractor
- 5634 Tamiya Tractor
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1/10 SCALE R/C Buggy 4WD RACER SERIES

- 57600 Voodoo Huffer
- 57601 Voodoo Huffer
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R/C RAILING SERIES

- 56201 Yamaha Road World with Win Racer
- 56202 Yamaha Road World
- 56203 Yamaha Road World
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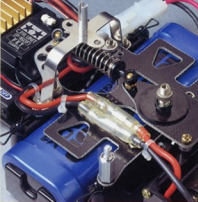
R/C AVIATION SERIES

- 56201 Tamiya Tractor
- 56202 Tamiya Tractor
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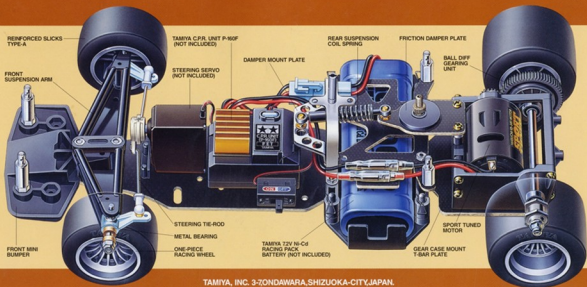
TAMIYA R/C SYSTEMS

- 45015 C.P.R. Line F-160
- 45016 C.P.R. Line F-160
- 45017 C.P.R. Line F-160
- 45018 C.P.R. Line F-160
- 45019 C.P.R. Line F-160
- 45020 C.P.R. Line F-160
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- 45058 C.P.R. Line





TAMIYA ★★ RADIO CONTROL GUIDE BOOK 2000



TAMIYA, INC. 3-ZONDAWARA, SHIZUOKA-CITY, JAPAN.