Town & Country

STUNT CYCLE

FOR CHILDREN 5 and UP

KING OF THE STUNTMEN EVEL KNIEVEL

IDEAL

WHEELIES

STANDING JUMPS

KING OF THE STUNTMEN EVEL KNIEVEL

STUNT CYCLE

RACES AT TOP SPEED FOR OVER 100 FEET

TRUE CYCLE ACTION WILL JUMP WHEELIE AND RACE AT TOP SPEED AMAZING ACTION SUPERBIKE FOR THE KING OF THE STUNTMEN

KING OF THE STUNTMEN EVEL KNIEVEL

STUNT CYCLE

IDEAL

GYRO POWERED MOTOR

KING OF THE STUNTMEN
KNIEVEL
STUNT CYCLE
STUNTMEN
TRUE CYCLE ACTION WILL JUMP WHEELIE AND RACE AT TOP SPEED. AMAZING ACTION SUPER-BIKE FOR THE KING OF THE STUNTMEN
Complete with articulated STUNT CYCLE and HELMET/VIZER
RACES AT TOP SPEED
GYRO POWERED MOTOR
STUNT CYCLE
KNIEVEL
KING OF THE STUNTMEN

IDEAL

No. 3407-4

KING OF THE STUNTMEN

# EVEL KNIEVEL™

# STUNT CYCLE

TRUE CYCLE ACTION WILL JUMP, WHEELIE AND RACE AT TOP SPEED. AMAZING ACTION SUPERBIKE FOR THE KING OF THE STUNTMEN

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SE THESE DECALS TO DECORATE
OUR EVEL KNIEVEL STUNT CYCLE.
4L-0376

ENERGIZER
PUSH IN
THIS
DIRECTION
SLOT
METAL

3. Place Stuntcycle onto
ENERGIZER. With METAL
PINS on each side of bike's
rear wheel in SLOT of
ENERGIZER base as shown.

3. Place Stuntcycle onto ENERGIZER, with METAL PINS on each side of bike's rear wheel in SLOT of ENERGIZER base as shown.

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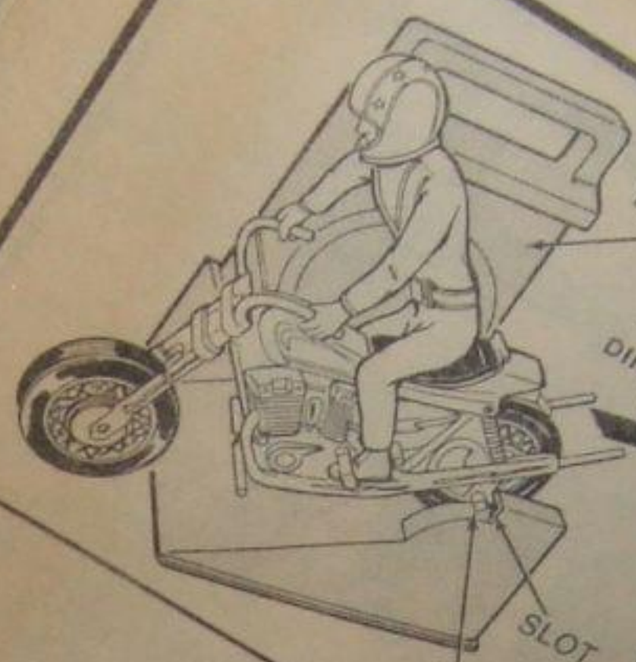
2. Place Stuntcycle on Energizer and wind until sound reaches a very high whine before slowing your wind. Bike will launch automatically and actually rear up on its back tire in a fantastic wheelie start.

**NOTE:** It takes practice to learn just the right speed and the proper positioning of the rider to make Stuntcycle do a wheelie. On rugs, winding to extra-high speed may be necessary; however, on asphalt driveways and concrete walks less winding is necessary, and you may have to position Evel Knievel figure further forward,to prevent cycle from flipping over as it launches from the Energizer.

4L-0316

USE THESE DECALS TO DECORATE YOUR EVEL KNIEVEL STUNT CYCLE.




3. Place Stuntcycle onto ENERGIZER, with METAL PINS on each side of bike's rear wheel in SLOT of ENERGIZER base as shown.

4. Turn handle in direction of arrow wind faster and faster, until you think Stuntcycle is increasing pitch of will automatically the Energizer.

## E TO

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USE THESE DECALS TO DECORATE YOUR EVEL KNIEVEL STUNT CYCLE.

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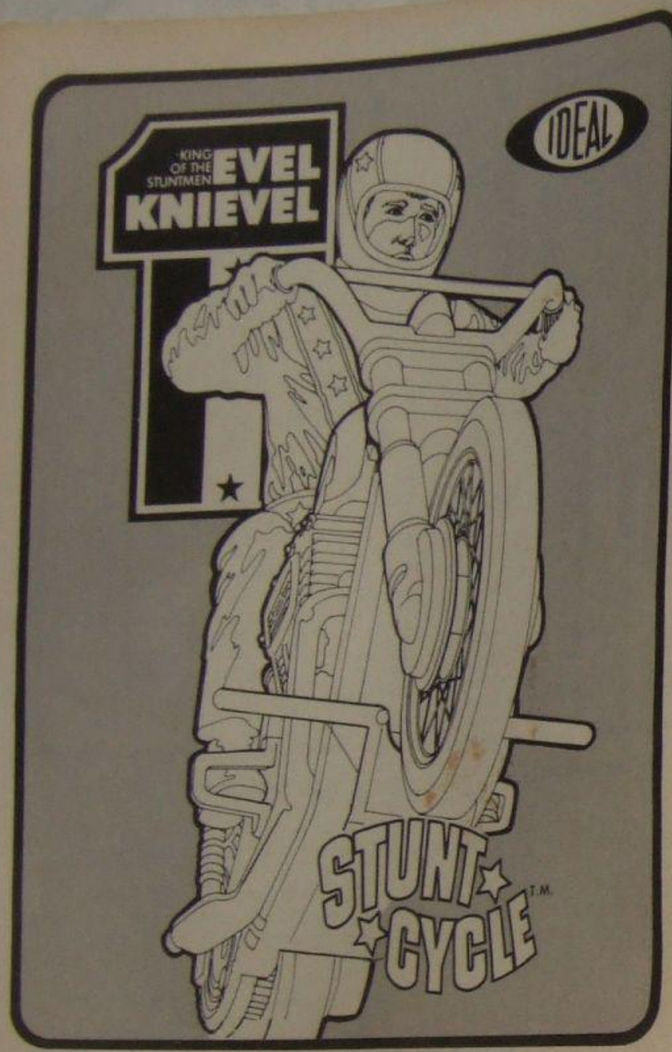
YOUR EVEL KNIEVEL STUNT CYCLE. 4L-0316

S-277




# Assembly and Play Instructions

Evel Knievel—the "King of Stuntmen"! He started racing motorcycles at age 15, and was soon so good that he had to move on to new challenges. He could start a race from the back row, facing in the opposite direction, and *still* win. So he turned to stunting and earned a reputation as a "terror on wheels"—crashing through fire walls, jumping boxes filled with rattlesnakes, zipping down the landing ramp past leashed mountain lions waiting at the end. Today he thrills capacity crowds all over the country with his ever-lengthening "World's Longest Motorcycle Jump"—currently over the fantastic total of 19 parked cars! In spite of spectacular crashes resulting in countless broken bones, Evel Knievel continues his quest for ever-more-thrilling motorcycle feats—the latest of which is a planned mile-long jump on a jet-powered cycle and parachute over Idaho's Snake River Canyon!

It would seem impossible to make a toy that could perform up to Evel Knievel's spectacular standards, but now you can create your own daredevil stunt sensations with the Evel Knievel STUNTCYCLE! Your Evel Knievel STUNTCYCLE is one of the most amazing toys ever created —the ONLY toy motorcycle that actually runs, jumps, and stunts on 2 WHEELS with PERFECT BALANCE! Add the fully posable Evel Knievel Figure in dozens of daredevil stunt positions and you can put on your very own Motorcycle Thrill Show starring the "King of Stuntmen"! The Stuntcycle features an impact-absorbing front fork that recoils on contact with floor or obstacles to prevent damage to the Stuntcycle. A 2-position kickstand holds the bike upright when at rest and can be retracted when the Stuntcycle is speed racing. You'll enjoy the wildest stunts on wheels with the Evel Knievel STUNTCYCLE.

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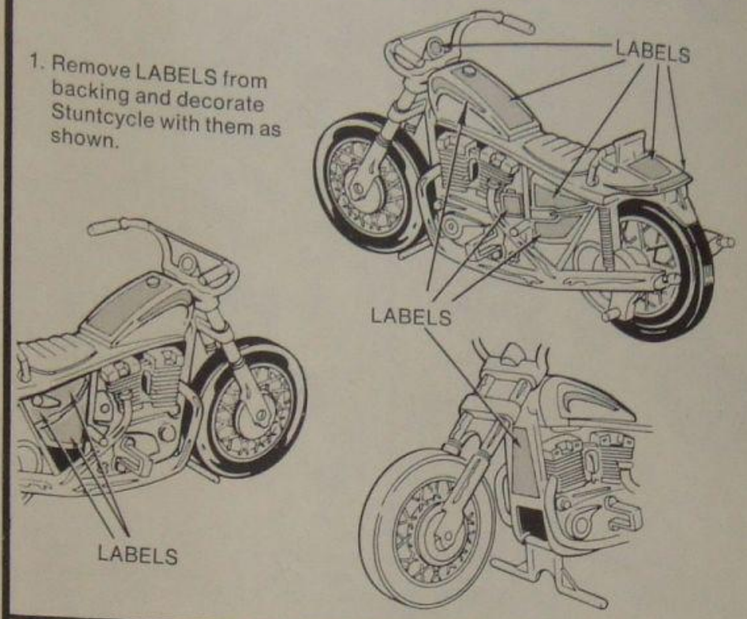
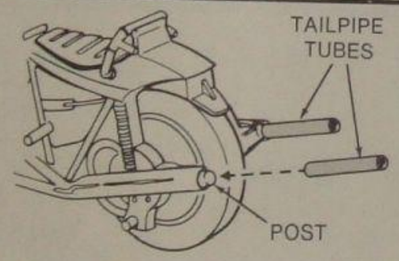
## A LABELS and TAILPIPES

1. Remove LABELS from backing and decorate Stuntcycle with them as shown.

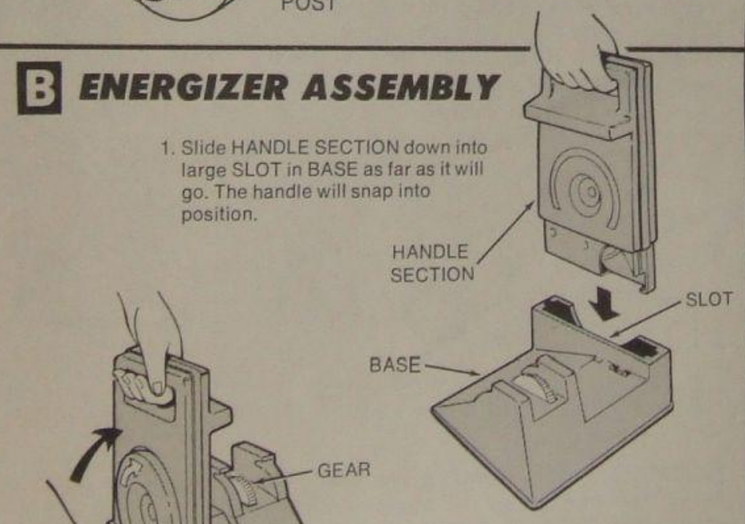



2. Push TAILPIPE TUBES onto POSTS at rear of CYCLE, as shown.

## B ENERGIZER ASSEMBLY

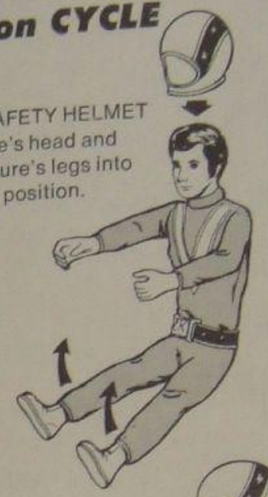
1. Slide HANDLE SECTION down into large SLOT in BASE as far as it will go. The handle will snap into position.




2. Test assembled ENERGIZER by turning HANDLE in Direction of Arrow. If exposed GEAR in BASE does not turn, make sure HANDLE SECTION is properly snapped into BASE.

## C SEATING EVEL KNIEVEL on CYCLE

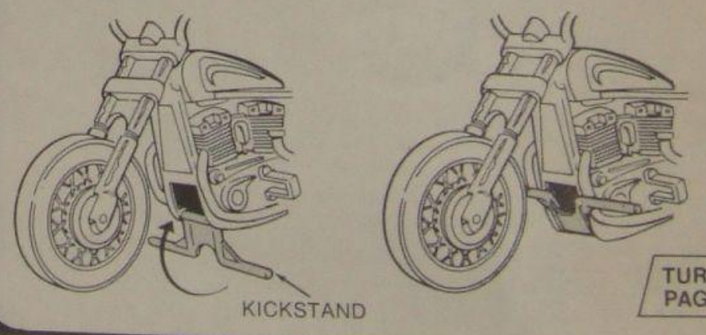
1. Place SAFETY HELMET on figure's head and bend figure's legs into a sitting position.



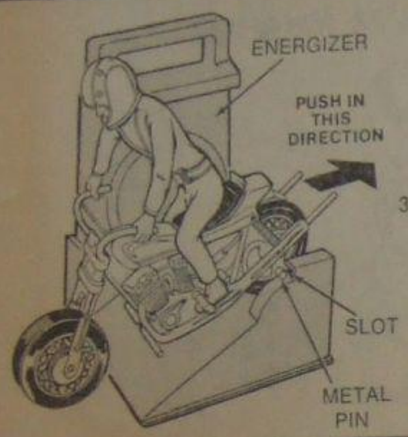
2. Push hands onto HANDLE-BARS of cycle.
3. Bend figure's feet outward. Place toe of left foot in left stirrup. Press heel in front of pin that extends from side of cycle. Secure right foot the same way.
4. NOTE: Evil Knievel DOES NOT SIT DOWN wholly on the seat, but rides in true stuntman fashion supported only by his toes and hands.

## D ENERGIZING the STUNTCYCLE

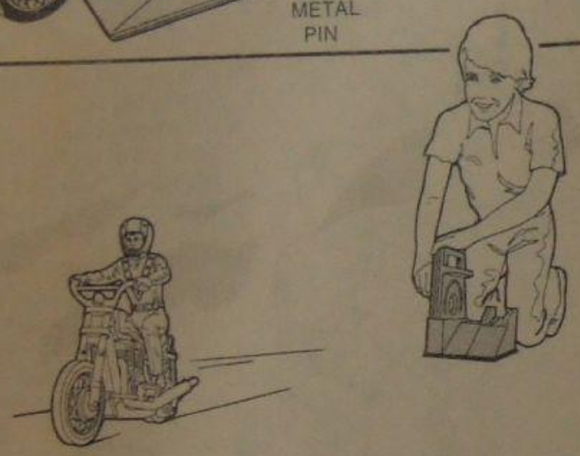
1. Pick an area that is fairly free of obstructions, such as a driveway, parking lot, playroom, etc. The Stuntcycle travels far and fast—so give it room to give its best performance!
2. Lift KICKSTAND into the "UP" position.




TURN PAGE

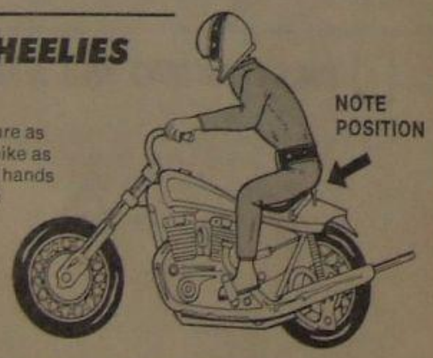



3. Place Stuntcycle onto ENERGIZER, with METAL PINS on each side of bike's rear wheel in SLOT of ENERGIZER base as shown.



4. Turn handle in direction of arrow on Energizer. START SLOWLY, then wind faster and faster, with constant pressure on the handle. When you think Stuntcycle is energized enough (you'll learn to judge by the increasing pitch of its sound), *SLOW DOWN* your winding. Stuntcycle will automatically launch itself from Energizer. Seven to ten turns of the Energizer handle is plenty.

## E TO DO WHEELIES




1. Position Evel Knievel figure as shown—as far back on bike as possible, but keeping his hands on handlebars and feet in stirrups.

2. Place Stuntcycle on Energizer and wind until sound reaches a very high whine before slowing your wind. Bike will launch automatically and actually rear up on its back tire in a fantastic wheelie start.

**NOTE:** It takes practice to learn just the right speed and the proper positioning of the rider to make Stuntcycle do a wheelie. On rugs, winding to extra-high speed may be necessary; however, on asphalt driveways and concrete walks less winding is necessary, and you may have to position Evel Knievel figure further forward,to prevent cycle from flipping over as it launches from the Energizer.

## F OTHER STUNT POSITIONS

### Cross-Bike Stand

Pose Evel Knievel as shown. Place RIGHT hand of figure on RIGHT handlebar. Place RIGHT foot in LEFT stirrup. Twist figure lightly forward, bending LEFT leg until it is about ½" off the ground. Launch Stuntcycle in normal manner.

### Headstands

Pose figure as shown. Push hands onto handlebars and position Evel Knievel's head on forward part of saddle. Launch Stuntcycle in normal manner.

### Saddlestands

Pose Evel Knievel as shown. Place figure's toes under saddle strap with heels against seat horn. Lean figure forward. Launch Stuntcycle in normal manner.

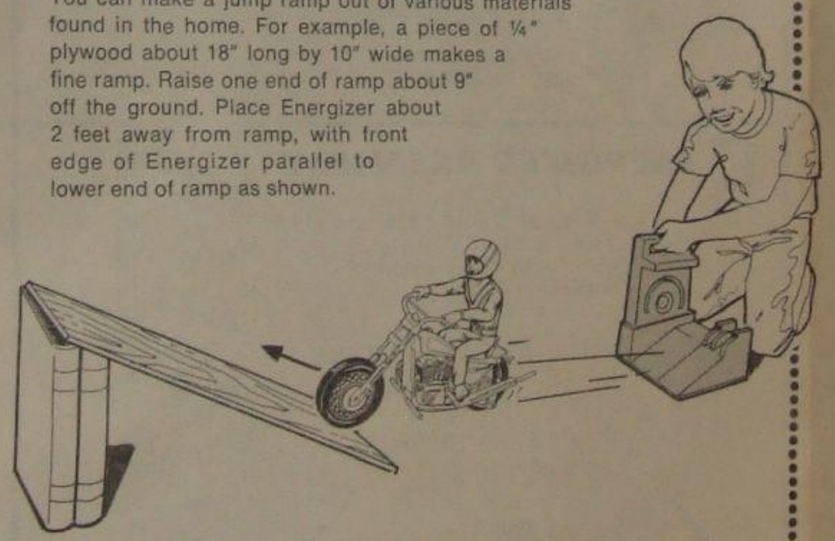
### Other Trick Stands

(Extra figures sold separately.)

Since Evel Knievel is fully posable, you can invent dozens of your own daredevil stunt rides, using Handlebars, Stirrups, Saddle Strap, etc. You can even have 2 figures ride the Stuntcycle in various poses as shown.
**NOTE:** To give the Stuntcycle added stability on long trick-stand runs you may, if you wish, leave the kickstand in the "down" position.

## G JUMPS

You can make a jump ramp out of various materials found in the home. For example, a piece of ¼" plywood about 18" long by 10" wide makes a fine ramp. Raise one end of ramp about 9" off the ground. Place Energizer about 2 feet away from ramp, with front edge of Energizer parallel to lower end of ramp as shown.

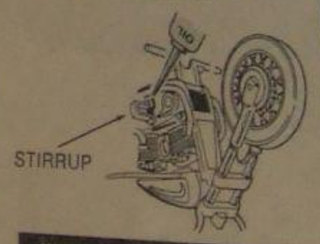


Position Evel Knievel figure on bike with hands on handlebars and feet in stirrups. Energize Stuntcycle and it'll carry Evel Knievel soaring through space, land with perfect balance, and continue its run! By adjusting the angle of the ramp and the speed of the Stuntcycle, you may by able to make Evel Knievel and his Stuntcycle do a complete mid-air flip! Or set up a landing ramp and see if you can duplicate Evel Knievel's real-life record-setting leaps over parked toy cars!

### *TO MAINTAIN THE STUNTCYCLE'S HI-PERFORMANCE ACTION:*

DO NOT run Stuntcycle on long-fiber shag rugs, on sand, or on loosely packed dirt, as lint or particles may collect and clog the mechanism.

**A)** To keep cycle in top running condition, place a drop of lightweight household lubricating oil into **HOLE** under STIRRUPS onto METAL bearings.




**B)** If Stuntcycle steers too much to the RIGHT, restore wheel alignment by giving the front fork a slight twist to the RIGHT and releasing. If cycle steers LEFT, gently twist front fork slightly to the LEFT and release.

***WARNING:***
**DO NOT** use your hand to slow or stop the rear wheel of Stuntcycle while it is spinning. It's best to let cycle run out of power by itself.

***For lots more Evel Knievel wild-wheelin' 'action, look for these exciting items at your local dealer:***

- Extra individual Evel Knievel Figures, in your choice of red, white or blue uniform—fully posable and complete with Safety Helmet and Swagger Stick. Perfect for double stunt rides and other action.
- Evel Knievel SCRAMBLE VAN — An authentic rollin' replica of Evel Knievel's traveling headquarters, featuring removable side panels, detachable Bike Trailer, special jump ramp and many accessories.

Now that you've got the fun rollin' with your EVEL KNIEVEL STUNTCYCLE, why not set a real excitement record by getting all your friends together to run their Stuntcycles in a Championship Daredevil Stunt Show or Stunt Competition!

MADE IN HONG KONG

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JUMP, WHEELIE,
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THE KING OF THE STUNTMEN
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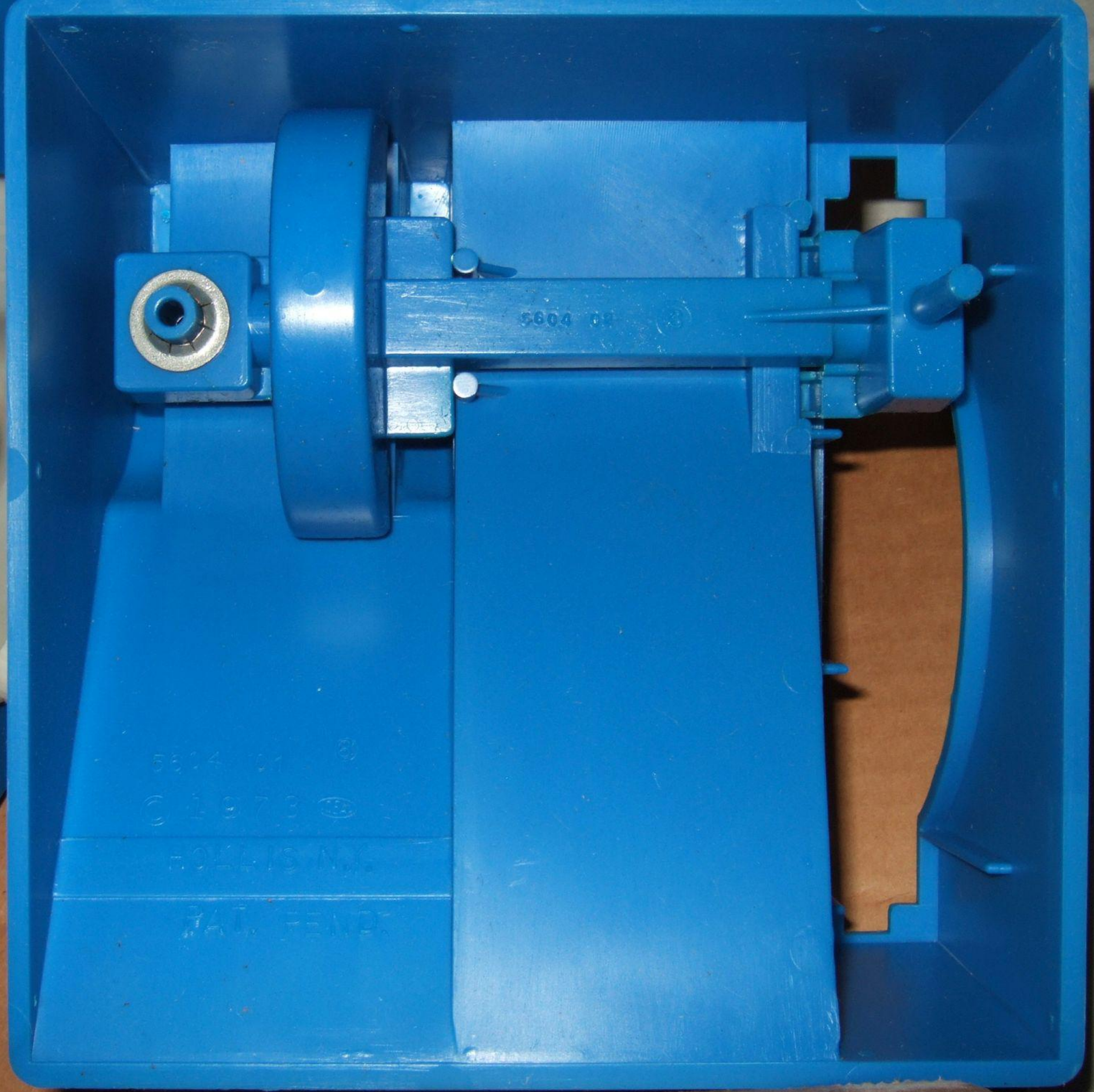

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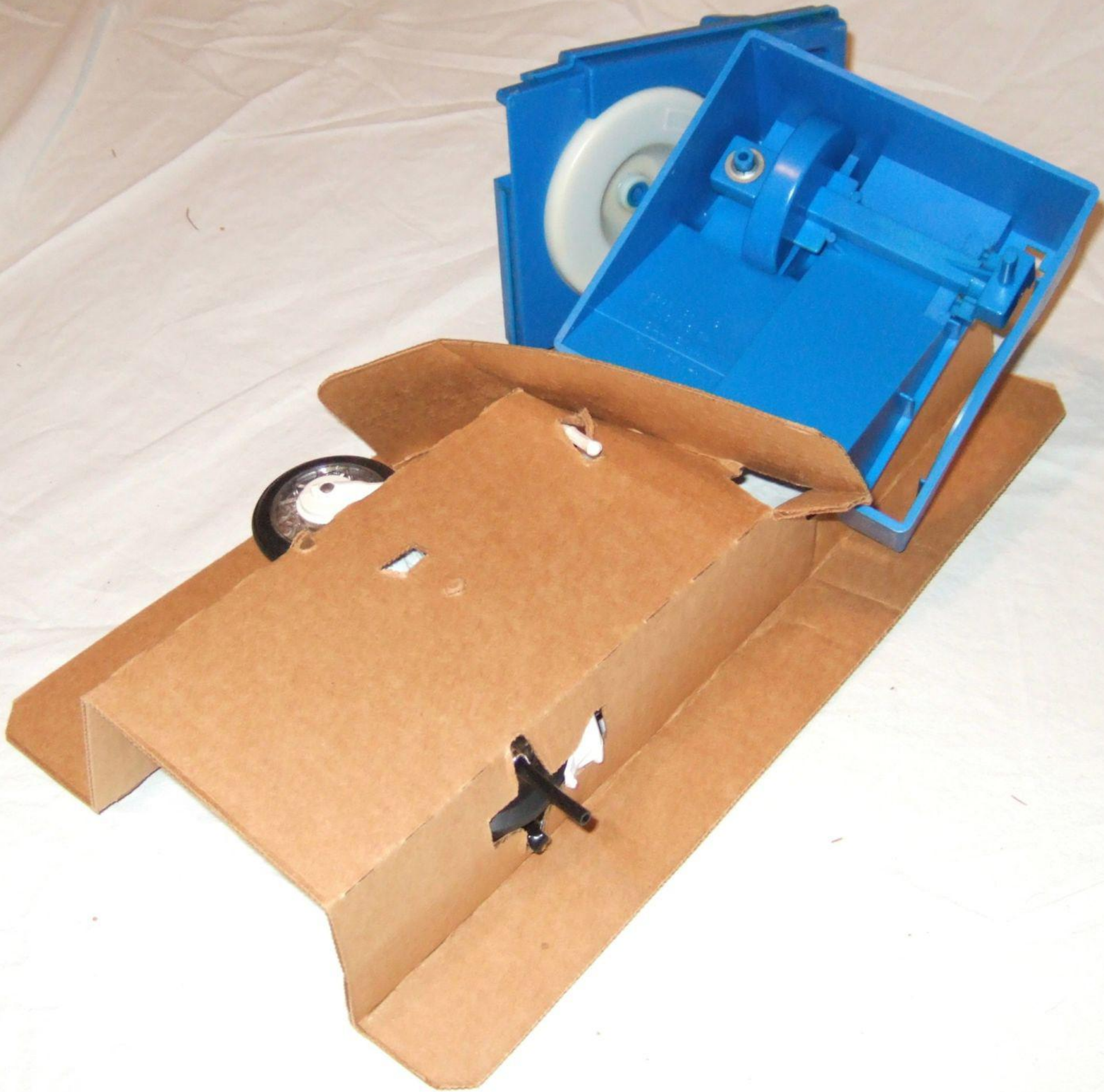

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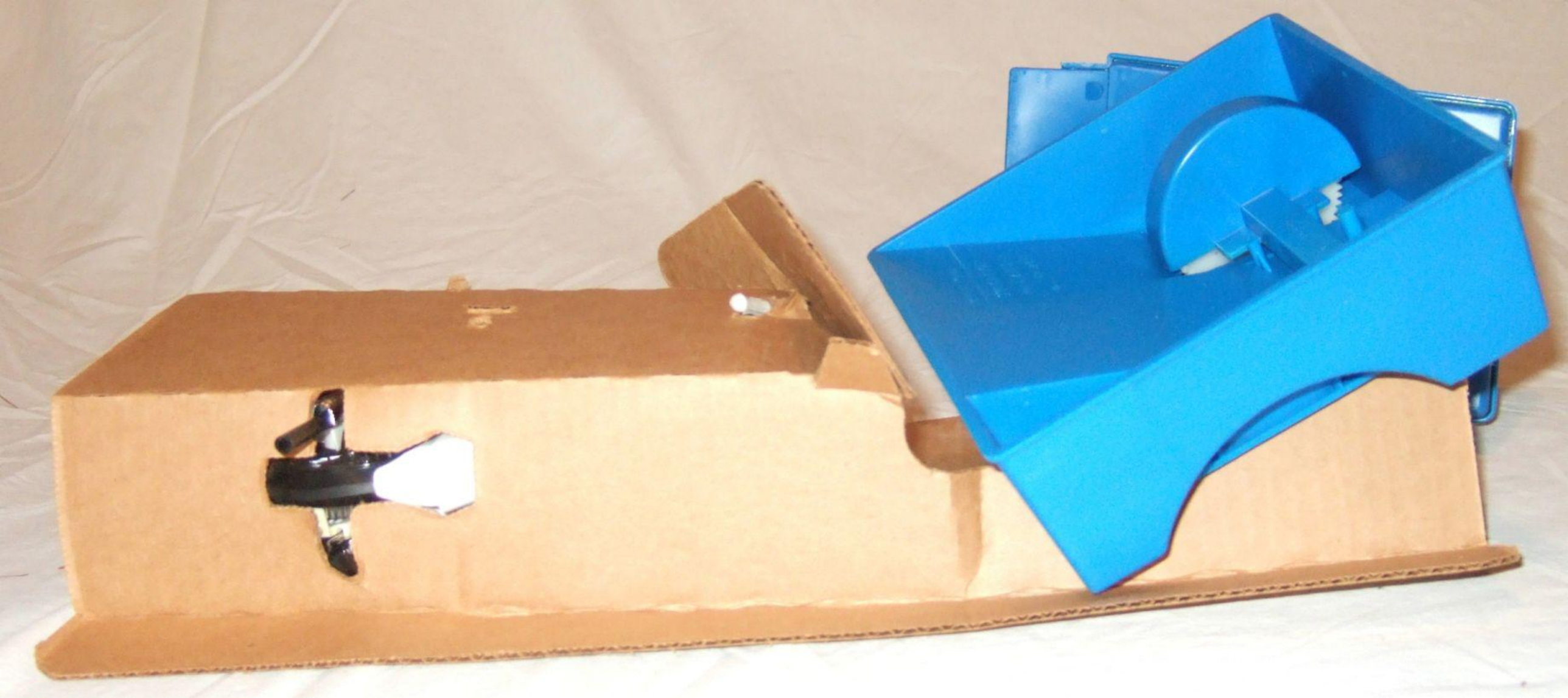

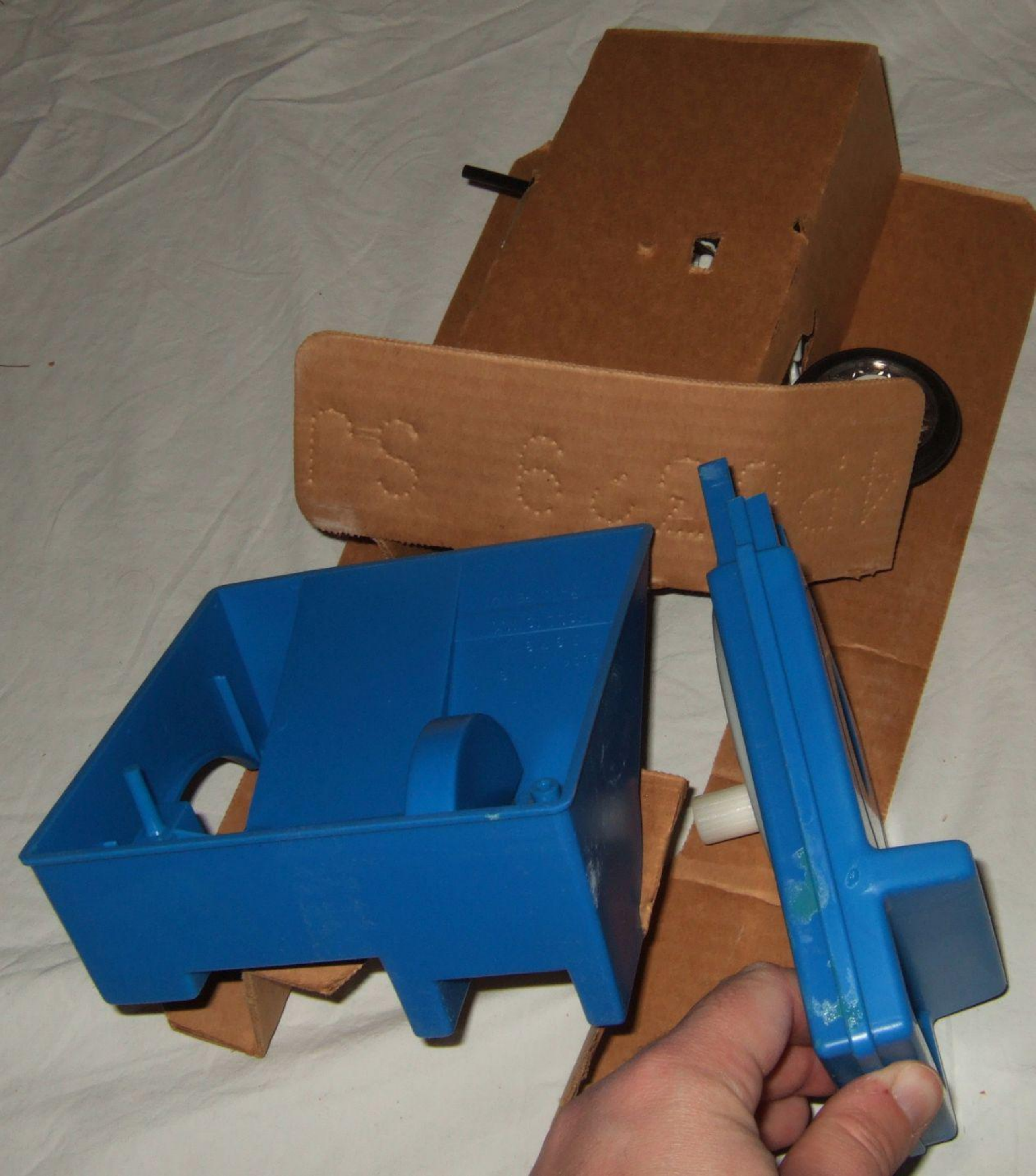

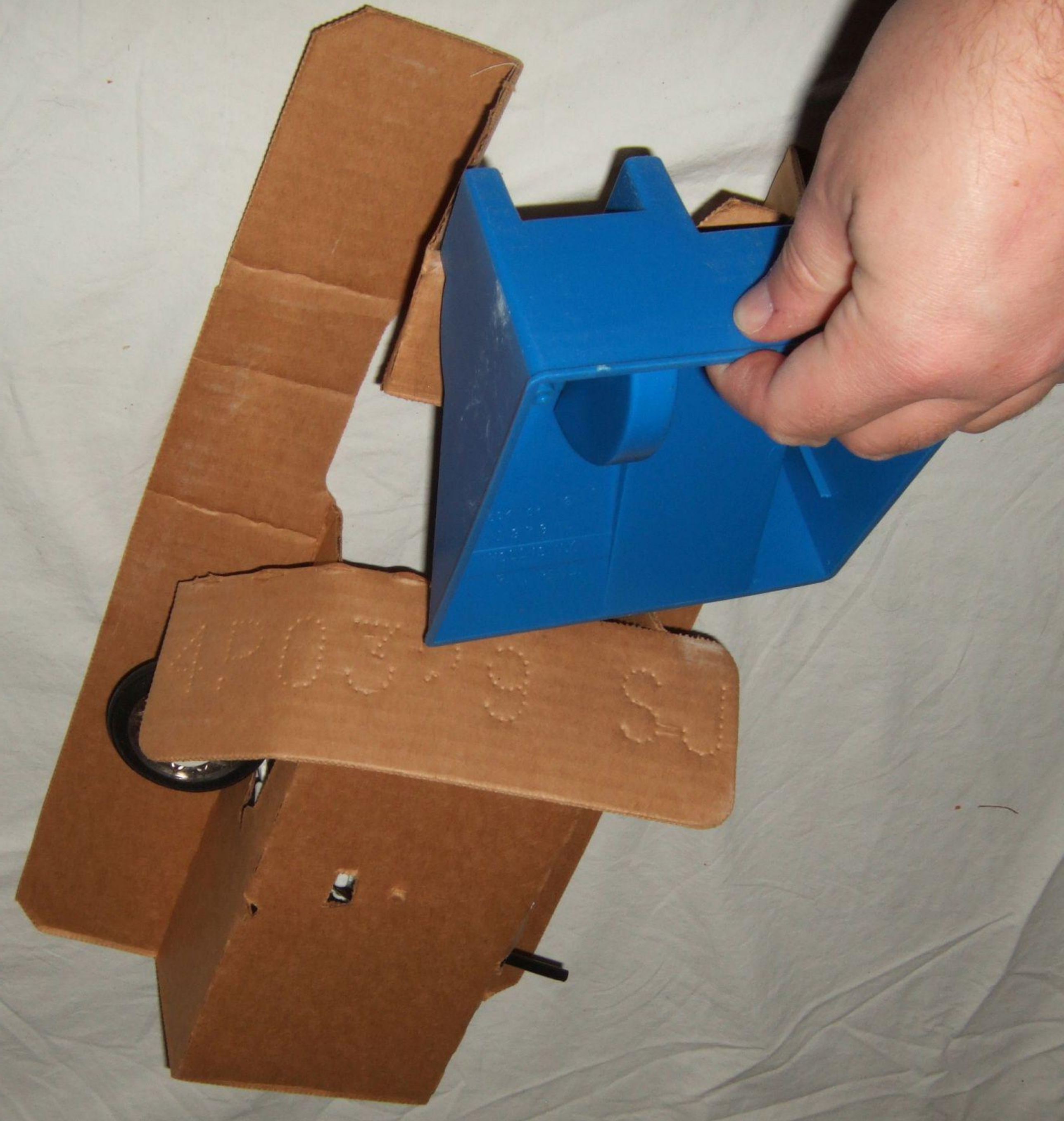

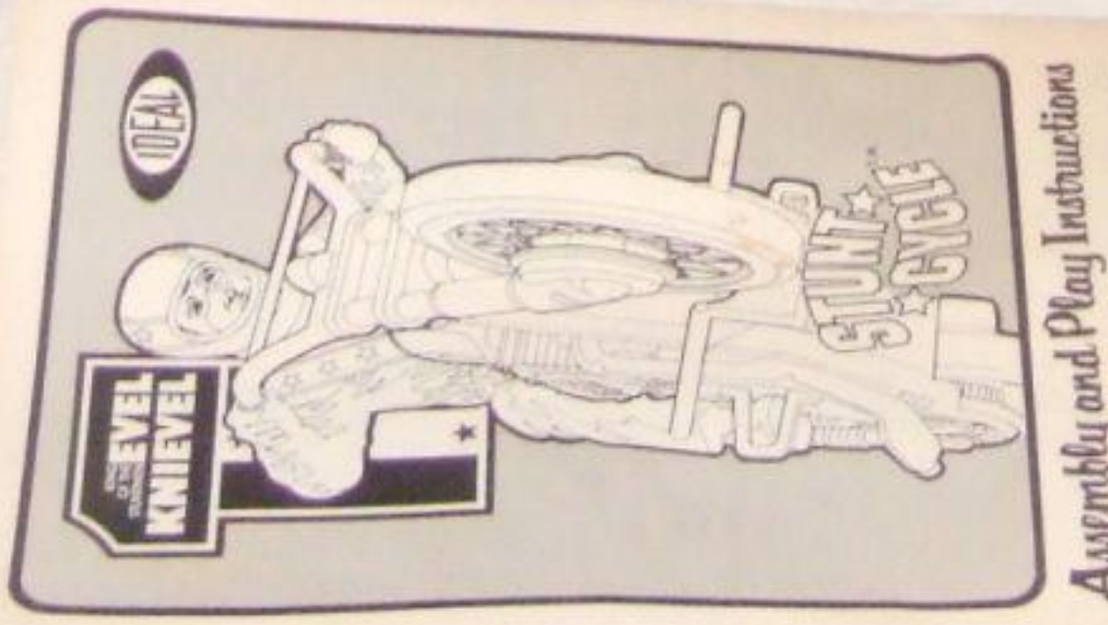


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