



OPENS INTO
46" WIDE
STADIUM ARENA

COMPLETE WITH

- ★ FLIP RAMP
- ★ SKY HOOK
- ★ EXIT RAMP
- ★ HIGH JUMP WAY
- ★ STANCHIONS AND FOLE



- HANDY STORAGE CASE ● PORTABLE - TAKE IT ANYWHERE
 - DURABLE VINYL CONSTRUCTION
- (STUNT CYCLE, ENERGIZER AND FIGURE NOT INCLUDED!)

FOR
AGES 5
AND UP

STUNT STADIUM

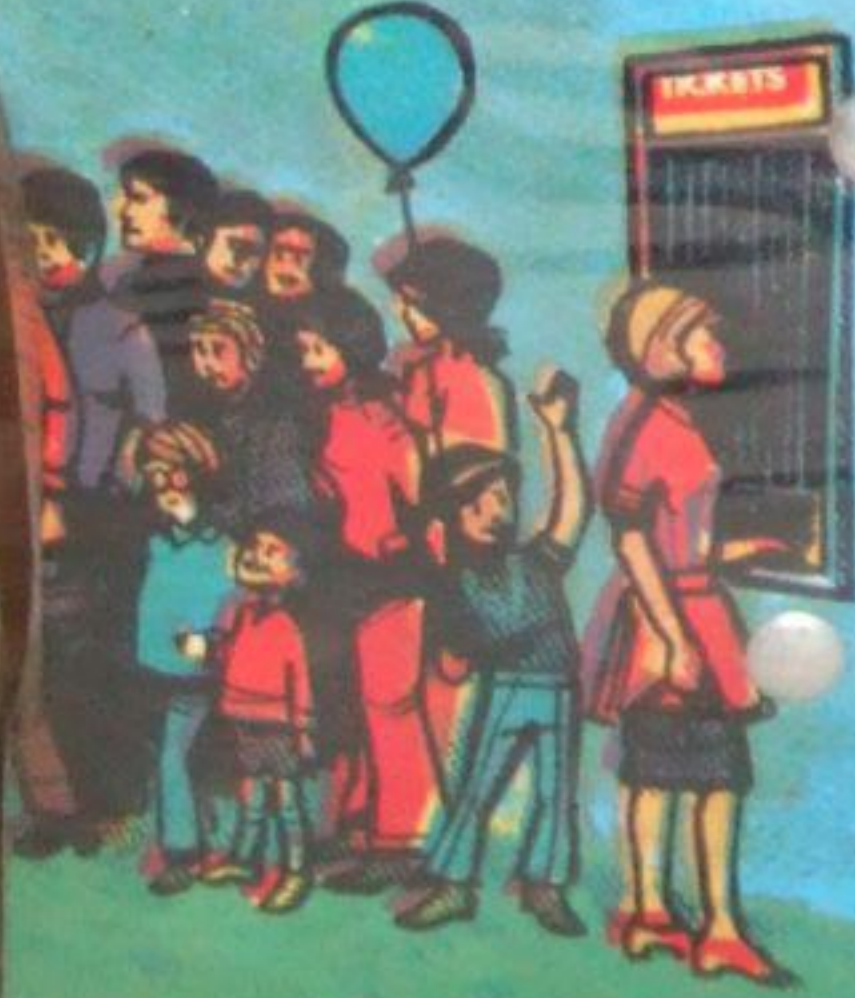




KING
OF THE
STUNTMEN
**EVEL
KNEIEVEL**
★
IDEAL
★

KING
OF THE
STUNTMEN
**EVEL
KNEIEVEL**
★
IDEAL
★

SNACKS



EVEL KNEIVEL

STUNT STADIUM

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COMPLETE WITH:

- ★ FLIP RAMP
- ★ SKY HOOK
- ★ EXIT RAMP
- ★ HIGH JUMP MAT
- ★ STANCHIONS AND POLE

IDEAL

FOR
AGES 5
AND UP

- HANDY STORAGE CASE • PORTABLE - TAKE IT ANYWHERE
 - DURABLE VINYL CONSTRUCTION
- (STUNT CYCLE, ENERGIZER AND FIGURE NOT INCLUDED)



DAREDEVIL

EVEL KNEIVEL

STUNT
SHOW

featuring

- THRILLING MID-AIR SKYHOOK CATCHES!
- BREATHTAKING SOMERSAULTS!
- SPECTACULAR HIGH JUMPS!

GATE 2







**EVEL
KNIEVEL**

**STUNT
STADIUM**

OPENS INTO
46" WIDE
STADIUM ARENA

- COMPLETE WITH
- ★ FLIP RAMP
 - ★ SKY HOOK
 - ★ EXIT RAMP
 - ★ HIGH JUMP MAT
 - ★ STANCHIONS AND POLE
 - ★ HANDY STORAGE CASE • PORTABLE • FOLD • ANYWHERE
 - ★ DURABLE VINYL CONSTRUCTION
 - ★ STUNT CYCLE BRACKET AND RAMP (NOT SHOWN)

FOR
AGES 5
AND UP

**EVEL
KNIEVEL**

**EVEL
KNIEVEL**

SOUVENIRS

STUNT













FOR
AGES 5
AND UP

NO. 3418-1

OPENS INTO
46" WIDE
STADIUM ARENA

COMPLETE WITH:

- ★ FLIP RAMP
- ★ SKY HOOK
- ★ EXIT RAMP
- ★ HIGH JUMP MAT
- ★ STANCHIONS AND POLE

- HANDY STORAGE CASE ● PORTABLE - TAKE IT ANYWHERE
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(STUNT CYCLE, ENERGIZER AND FIGURE NOT INCLUDED)

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- HANDY STORAGE CASE ● PORTABLE - TAKE IT ANYWHERE
- DURABLE VINYL CONSTRUCTION

(STUNT CYCLE, ENERGIZER AND FIGURE NOT INCLUDED)

NO. 3418-1

FOR
AGES 5
AND UP







EVEL
KNIEVEL™

DAREDEVIL

EVEL KNIEVEL

STUNT
SHOW

THRILLING MID-AIR SKYHOOK CATCHES!
BREATHTAKING SOMERSAULTS!
SPECTACULAR HIGH JUMPS!

GATE 2





















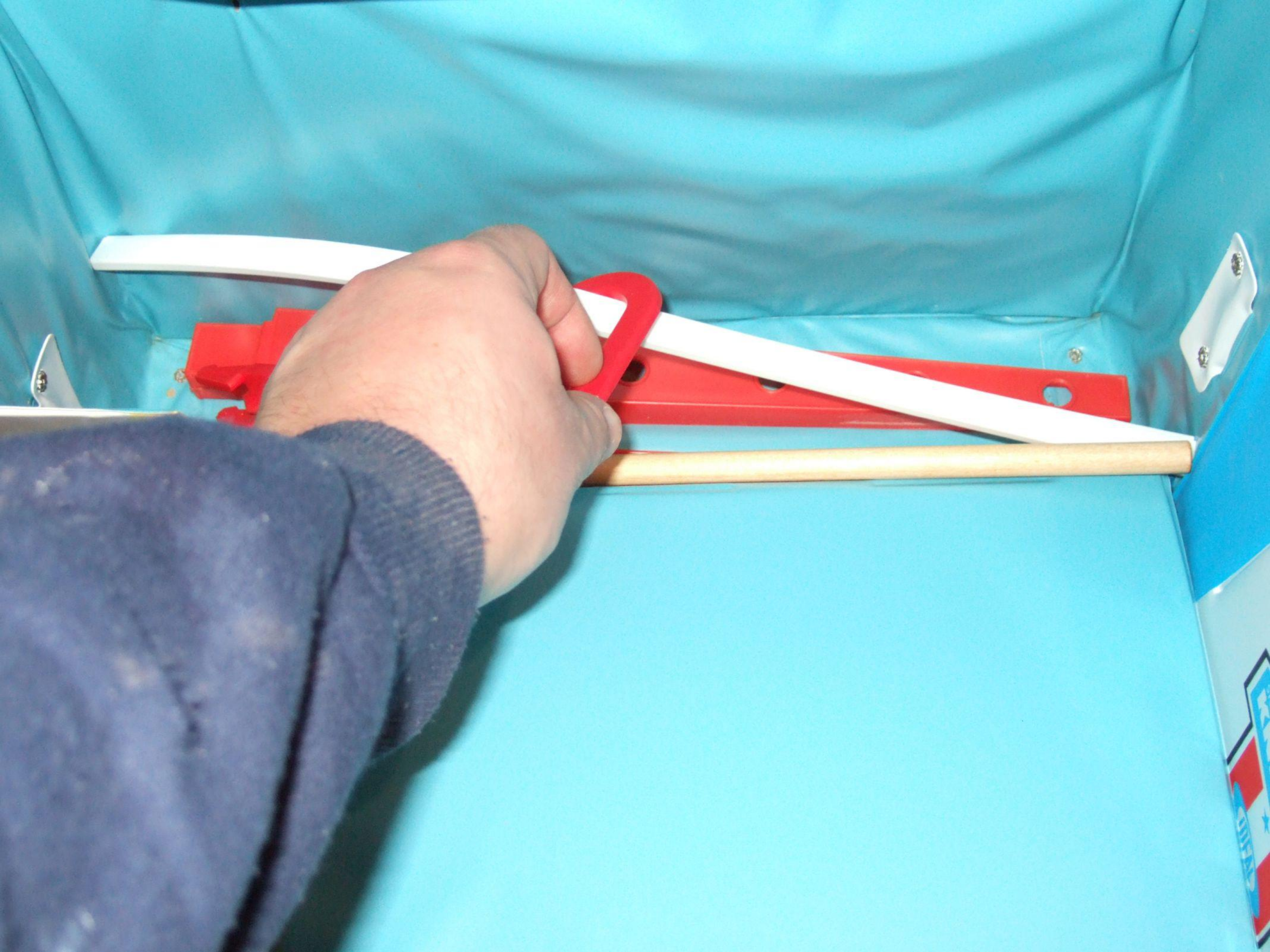












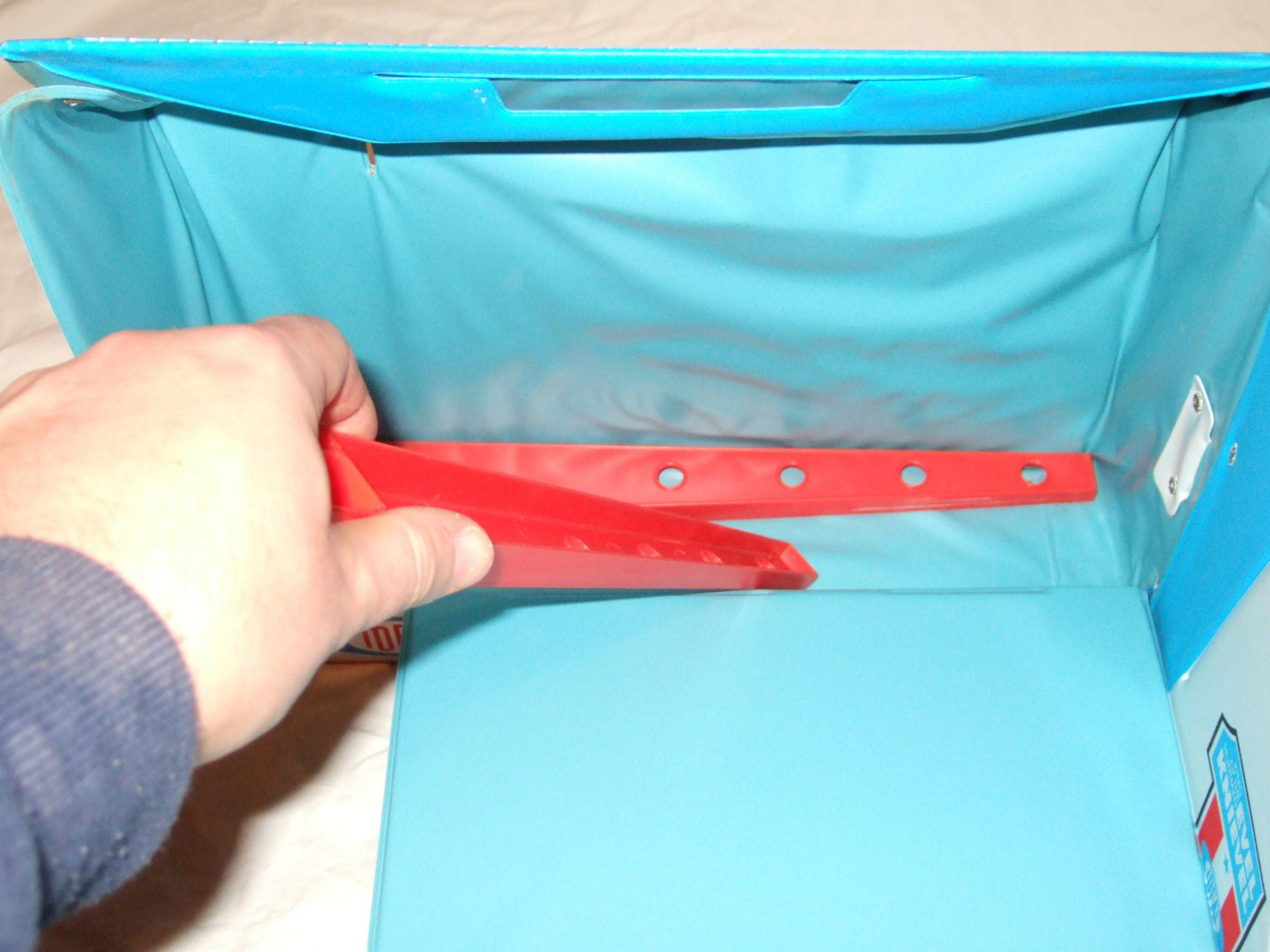


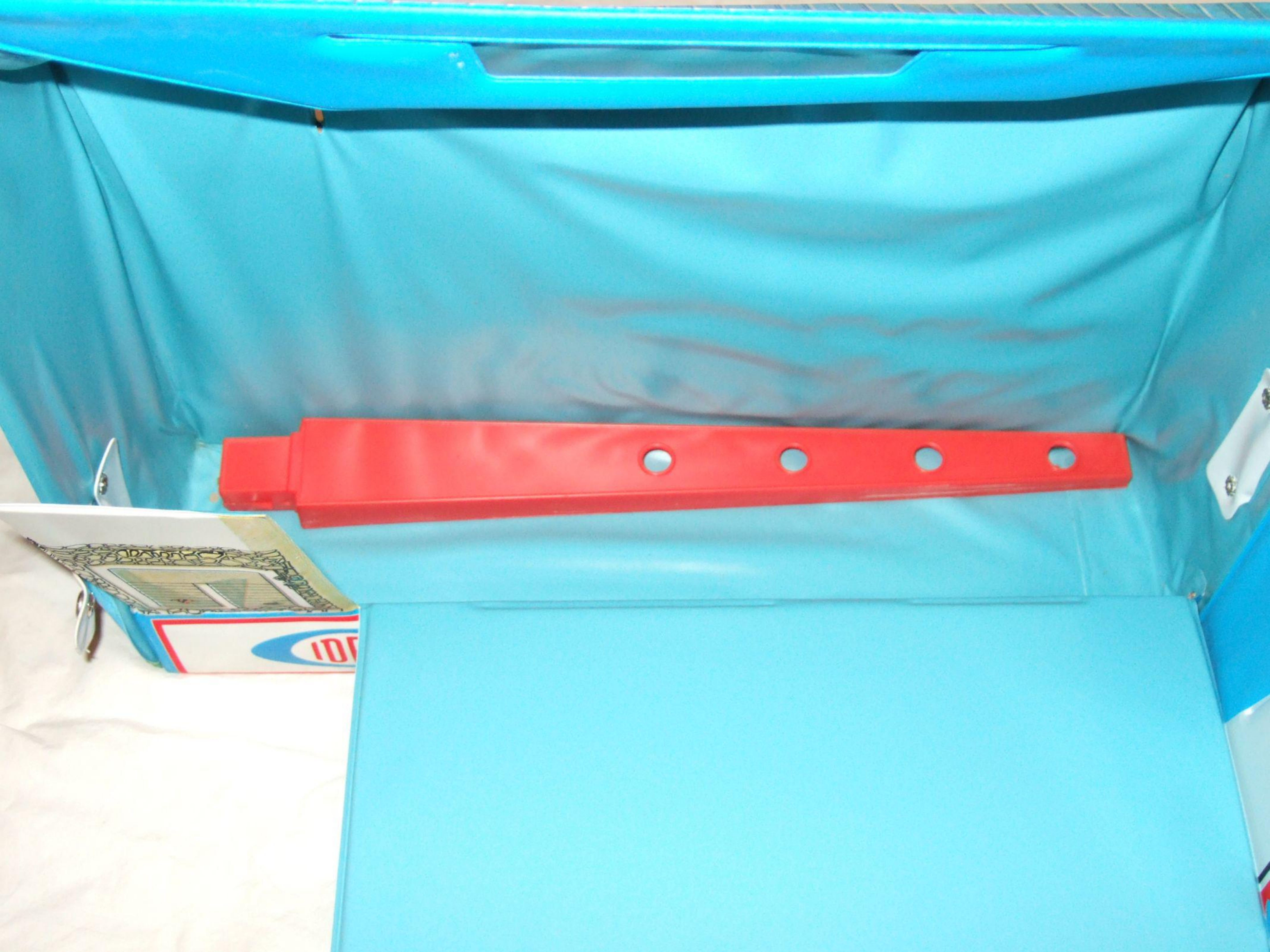


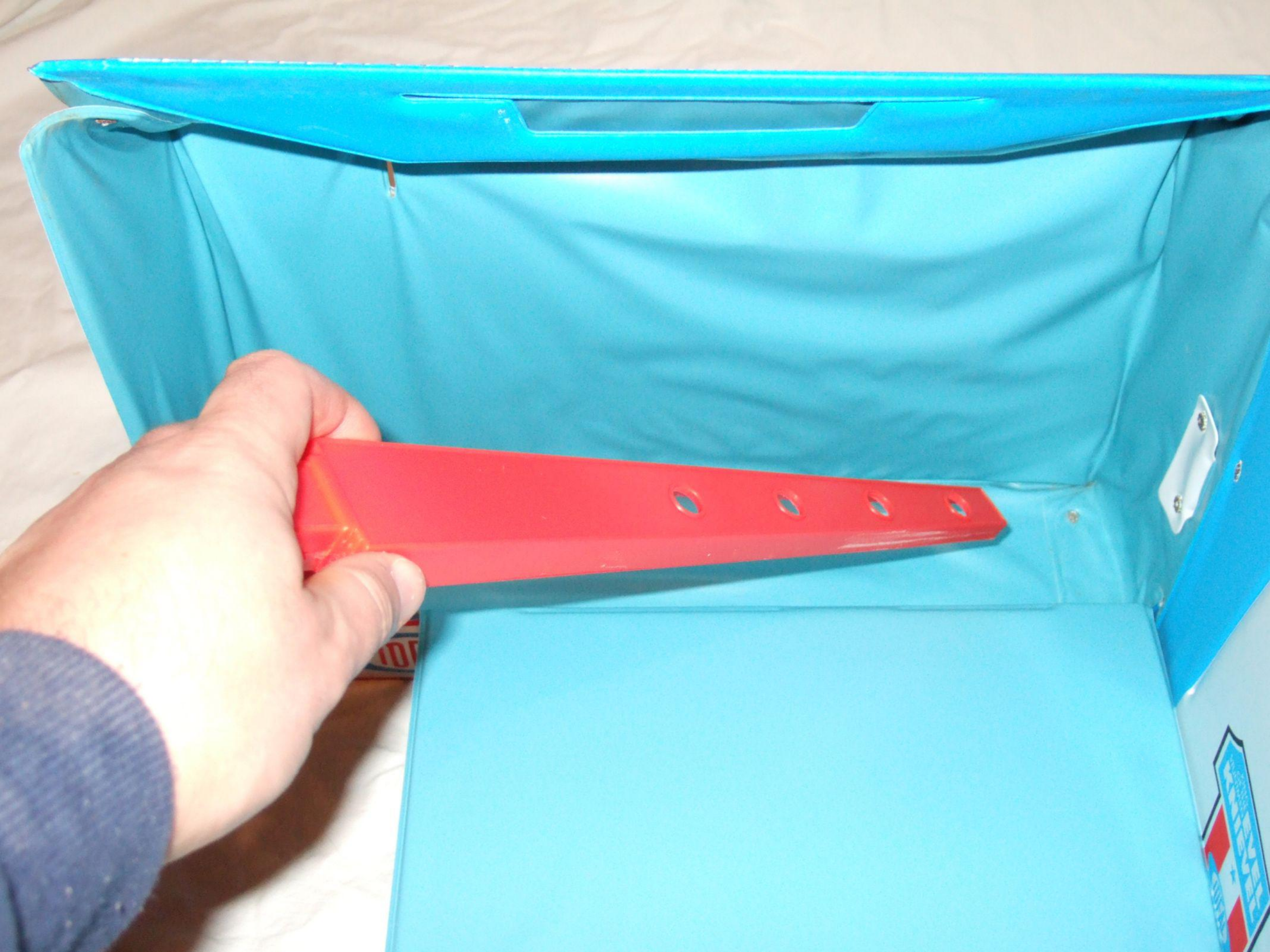




















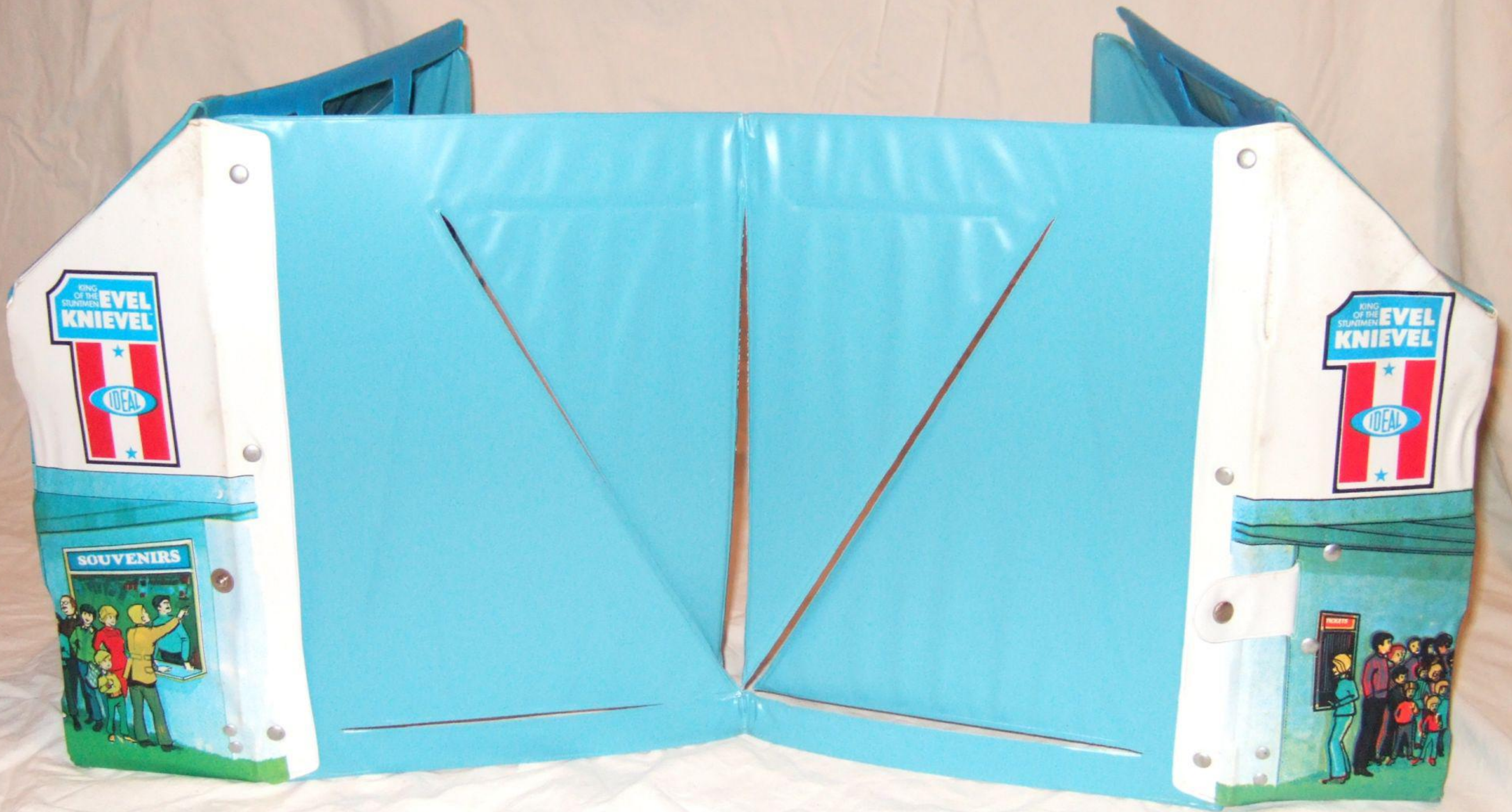




KNIT









© 1978
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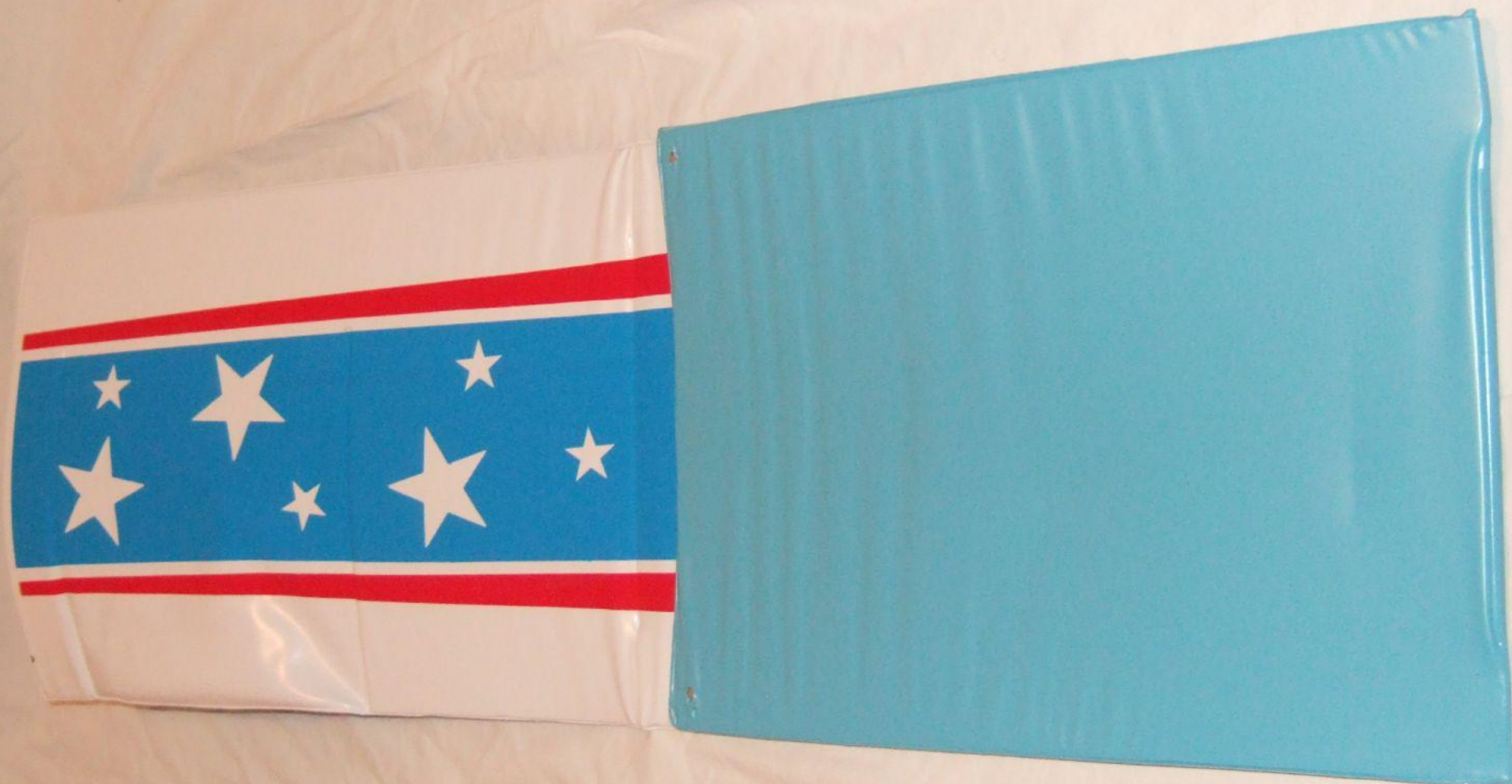
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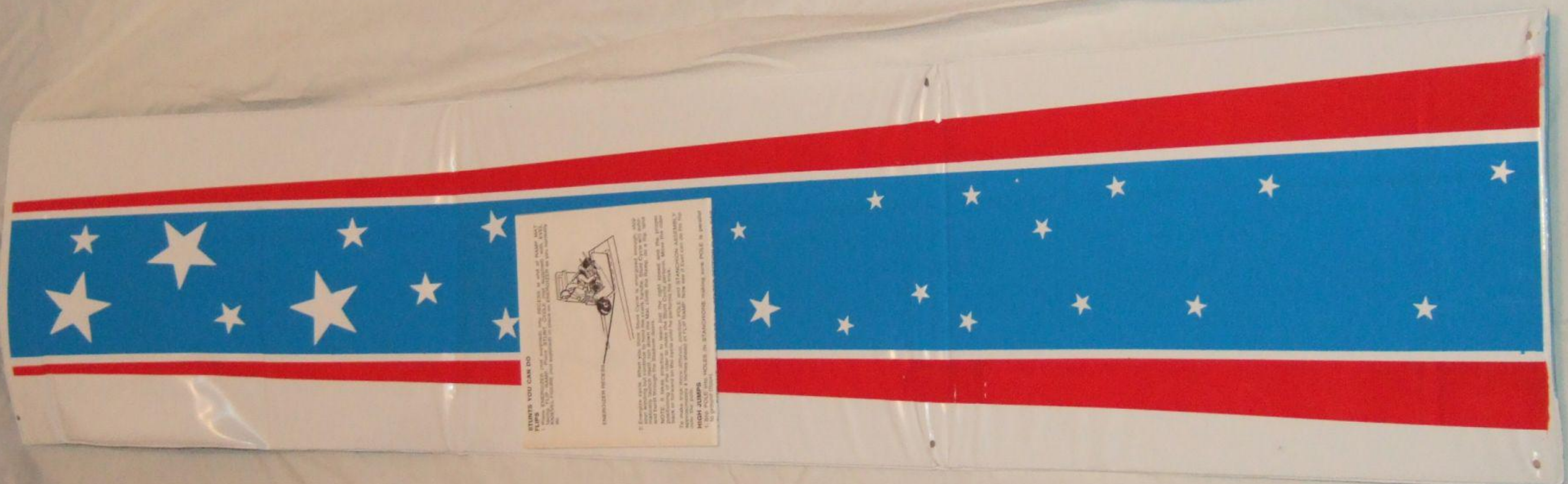












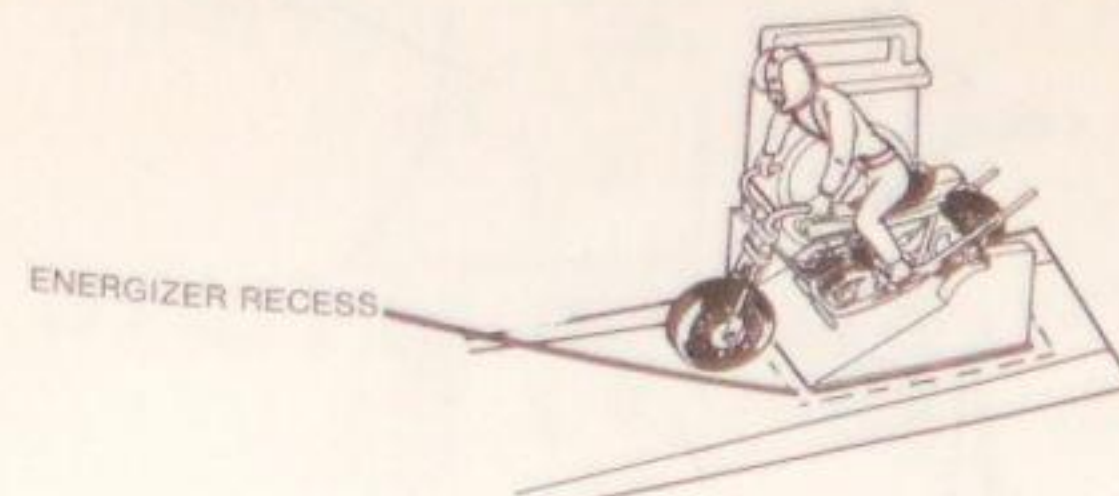
STUNTS YOU CAN DO
FLIPS
The "Hoop" is a simple, yet effective, stunt. It is performed by a person standing on a platform, holding a hoop, and then jumping or flipping over it. The hoop is then caught by the person, and the stunt is repeated. This stunt is often performed by acrobats and circus performers.

PARADES
Parades are a popular way to celebrate special occasions, such as Independence Day. They often feature floats, bands, and people on horseback. Parades are a great way to bring a community together and celebrate their shared heritage.

HIGH JUMPS
High jumps are a popular sport, and they are often performed by athletes at the Olympics. The high jump is a sport in which the athlete jumps over a bar, and the goal is to clear the bar without touching it. The high jump is a very difficult sport, and it requires a great deal of skill and athleticism.

STUNTS YOU CAN DO FLIPS

1. Place ENERGIZER (not supplied) into RECESS at end of RAMP MAT facing FLIP RAMP. Place STUNT CYCLE (not supplied) with EVEL KNIEVEL FIGURE (not supplied) in place on ENERGIZER as you normally do.



2. Energize cycle. When you think Stunt Cycle is energized enough, stop your winding but continue to hold the crank handle. Stunt Cycle will automatically launch itself, run down the Mat, climb the Ramp, do a flip, land and burst through the Stadium doors.

NOTE: It takes practice to learn just the right speed and the proper positioning of the rider to make the Stunt Cycle perform. Move the rider back or forward on the cycle until he performs his trick.

To make trick more difficult, position POLE and STANCHION ASSEMBLY approximately 4 inches ahead of FLIP RAMP. Now see if Evel can do his flip over the pole.

HIGH JUMPS

1. Slip POLE into HOLES IN STANCHIONS making sure POLE is parallel to ground (floor).

ASSEMBLY & PLAY INSTRUCTIONS



CAUTION
As with all toys that go airborne, it is advisable that the area be clear of other children and other obstacles to avoid chances of accidental injuries, damaged property, or loss of the toy can be avoided.

Evel Knivel—The "King of Stuntmen," started racing cars and was soon so good that he had to move on to new challenges. He thrills capacity crowds all over the country with his "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 Knivel 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 Knivel's spectacular standards, but with the Stunt Cycle you already own, you know that to be true. To make your Stunt Cycle even more exciting, we have developed the Stunt Stadium. Its accessories make it an even more thrilling toy. Now you can make the Stunt Cycle do single, double, even triple flips. Jump to spectacular scale distances and as a thrilling finale, have Evel use the Sky Hook to pull himself off the Cycle and send it bursting through the Stadium Doors. The Stunt Stadium itself graphically enhances all the excitement of a true sports arena when opened up to its 46" play area. It also doubles as a handy storage case for all the accessories that come with it plus your Stunt Cycle, Figure and Energizer. You'll enjoy the wildest of the wildest stunts as you play with your Evel Knivel Stunt Stadium.

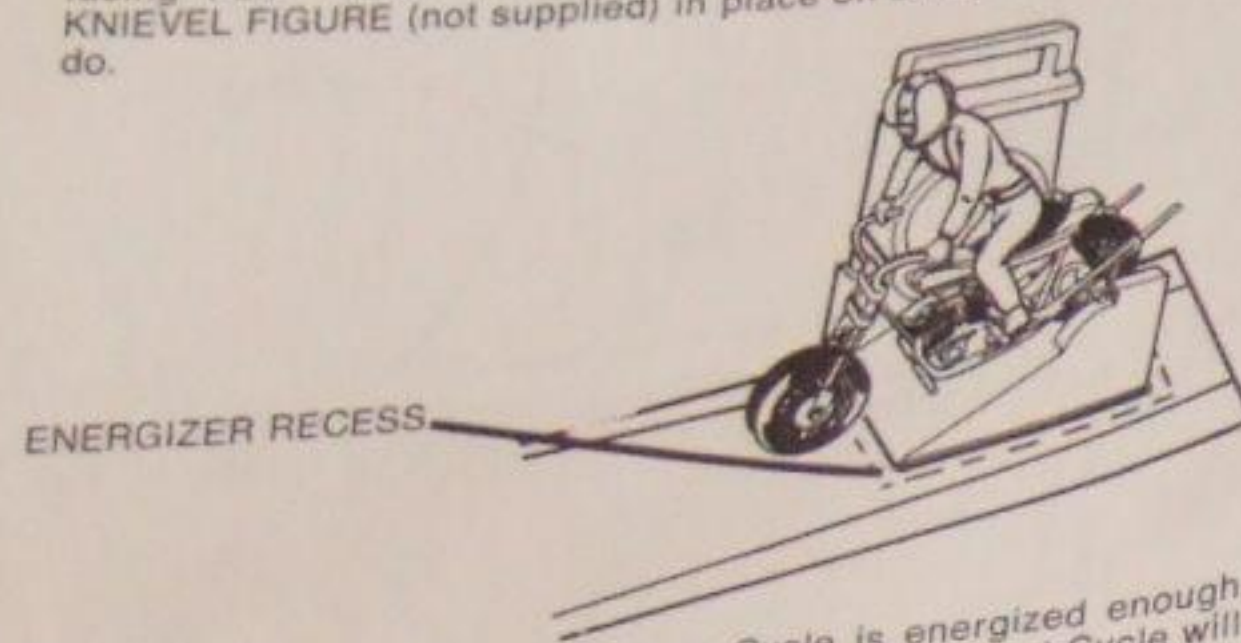
GENERAL INSTRUCTIONS

Before setting up your Stunt Stadium, pick an area that is free of obstructions, such as a driveway, parking lot, playground, etc. It is best to face the Stadium in the general path that your Stunt Cycle will take after it has done its trick. In this way the Cycle will burst through the Stadium Doors and thereby enhance the excitement of the stunt it performed.

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2L-0400

STUNTS YOU CAN DO FLIPS

1. Place ENERGIZER (not supplied) into RECESS at end of RAMP MAT facing FLIP RAMP. Place STUNT CYCLE (not supplied) with EVEL KNEIVEL FIGURE (not supplied) in place on ENERGIZER as you normally do.



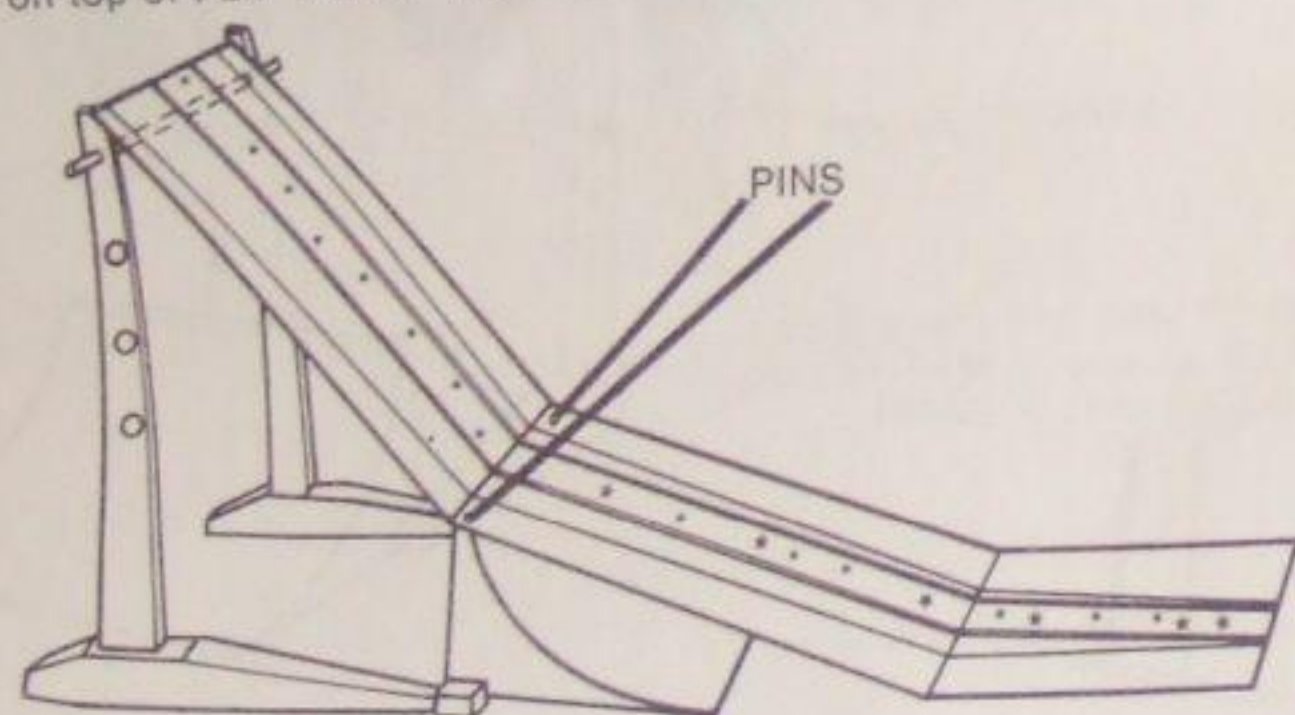
2. Energize cycle. When you think Stunt Cycle is energized enough, stop your winding but continue to hold the crank handle. Stunt Cycle will automatically launch itself, run down the Mat, climb the Ramp, do a flip, and burst through the Stadium doors.

NOTE: It takes practice to learn just the right speed and the proper positioning of the rider to make the Stunt Cycle perform. Move the rider back or forward on the cycle until he performs his trick.

To make trick more difficult, position POLE and STANCHION ASSEMBLY approximately 4 inches ahead of FLIP RAMP. Now see if Evel can do his flip over the pole.

HIGH JUMPS

1. Slip POLE into HOLES IN STANCHIONS making sure POLE is parallel to ground (floor).
2. Place RAMP MAT so both HOLES in its CENTER SECTION fit onto PINS on top of FLIP RAMP. The end of the MAT should rest on the POLE.



3. Place ENERGIZER (not supplied) approximately 2 feet (in a straight line) away from end of RAMP MAT.

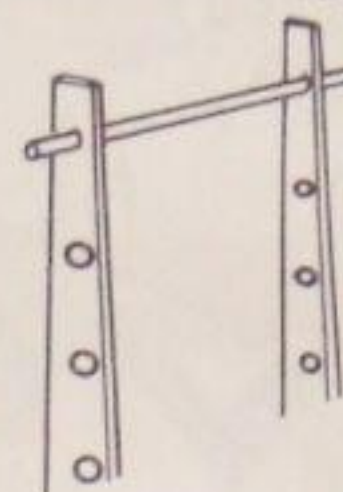


4. Place Stunt Cycle with Evel Knievel figure (not supplied) on Energizer as you normally would. Energize Cycle and watch him go.

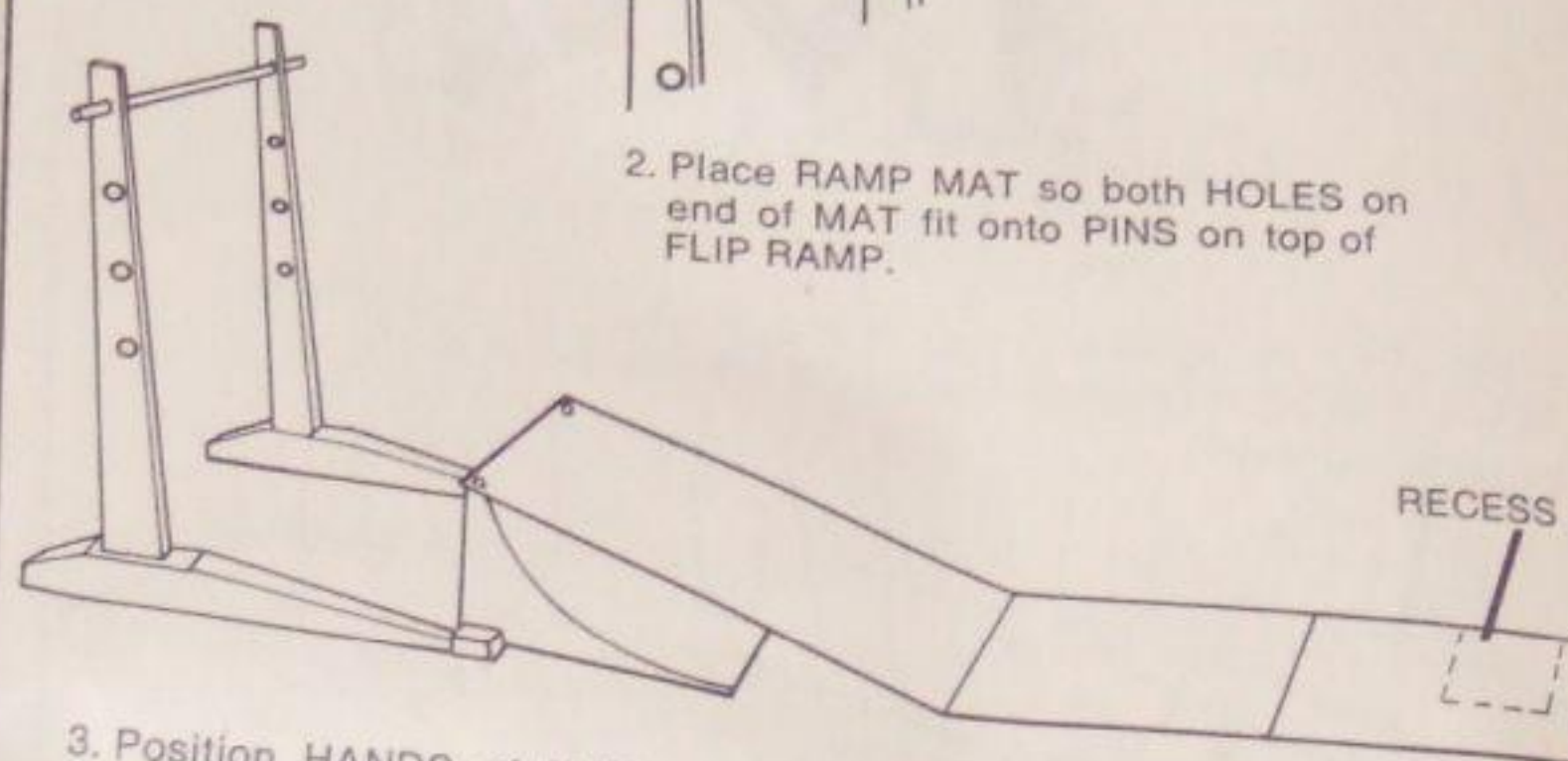
NOTE: This stunt takes plenty of practice. We suggest you set the pole at the lower levels until you get the "hang of it". Then graduate to the upper level to the 50 scale foot high jump.

SKY HOOK TRICK

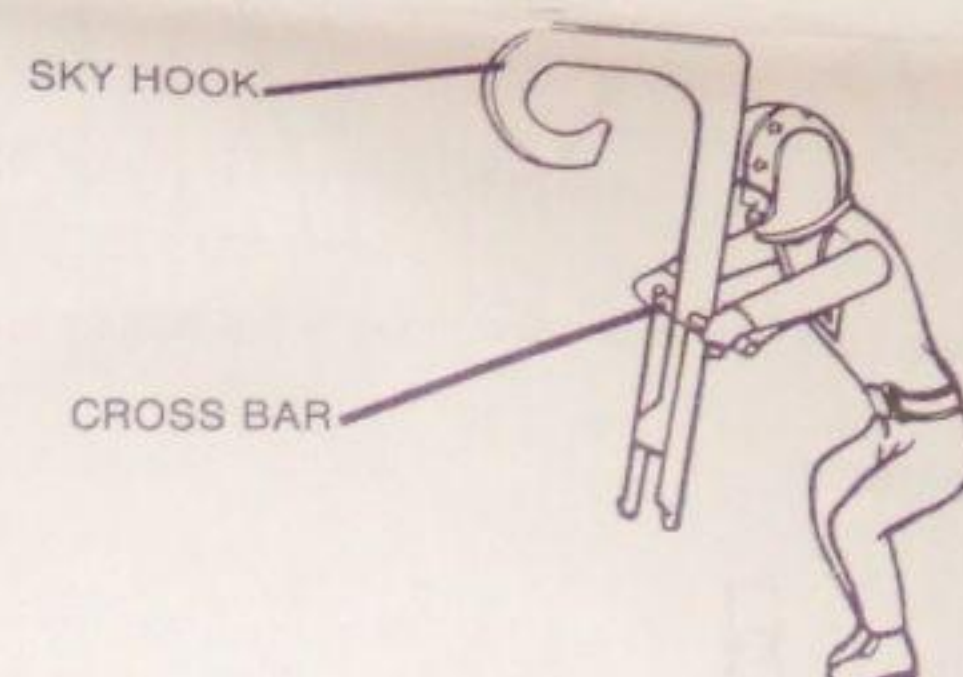
1. Place POLE in uppermost HOLES in STANCHIONS.



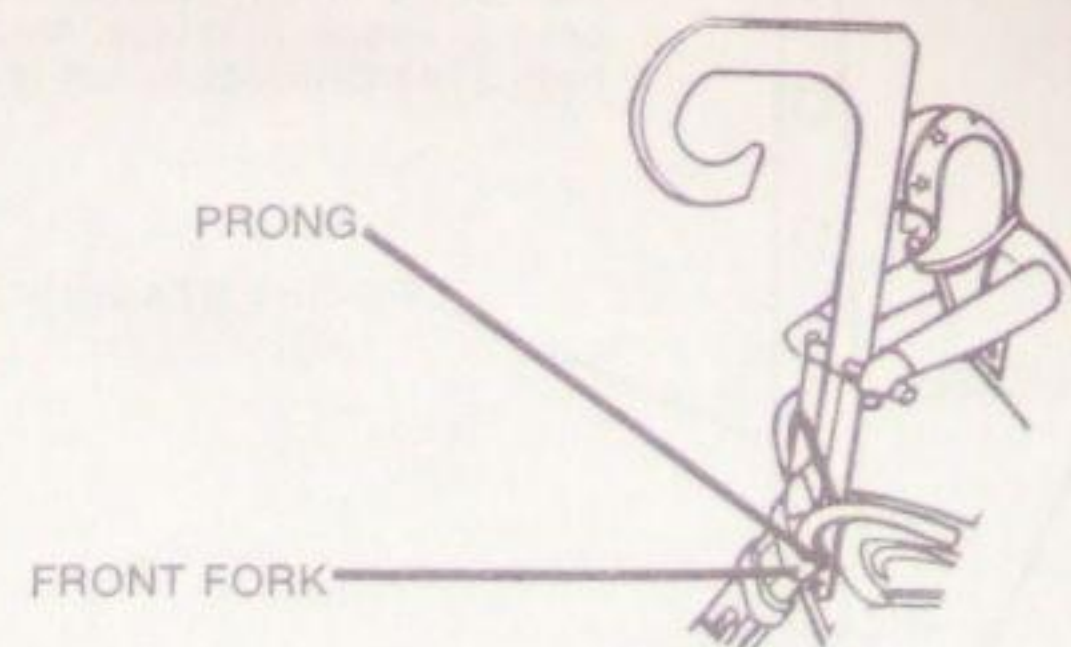
2. Place RAMP MAT so both HOLES on end of MAT fit onto PINS on top of FLIP RAMP.



3. Position HANDS of EVEL KNEIVEL FIGURE (not supplied) onto SKY HOOK CROSS BAR as shown.



4. Push PRONGS of SKY HOOK onto STUNT CYCLE just behind the FRONT FORK.

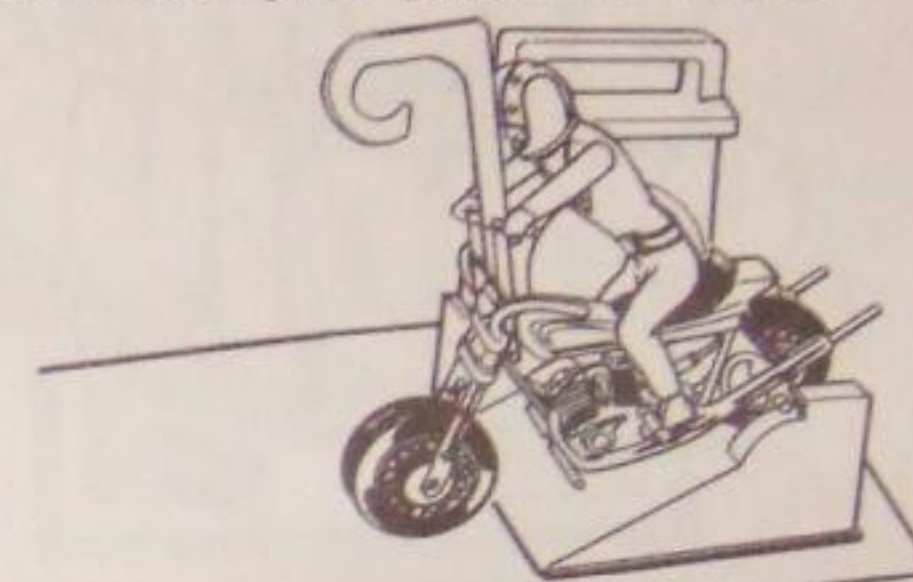


5. Seat Evel Knievel Figure on Cycle but do not put his feet into Stirrups.

NOTE! FEET NOT IN STIRRUPS.



6. Place Energizer on the recess in the RAMP MAT. Place Stunt Cycle with Sky Hook and Evel Knievel Figure in place on the Energizer.



IMPORTANT

This stunt does not need a high "whine" wind. So have the Stunt Cycle leave the Energizer at a slow speed. The Cycle will race along, make its jump, Evel with the aid of the Sky Hook will dismount and hang onto Stanchion Pole as Cycle bursts through Stadium Doors.

Let your imagination be your guide and create other stunts using the accessories from the Stunt Stadium.

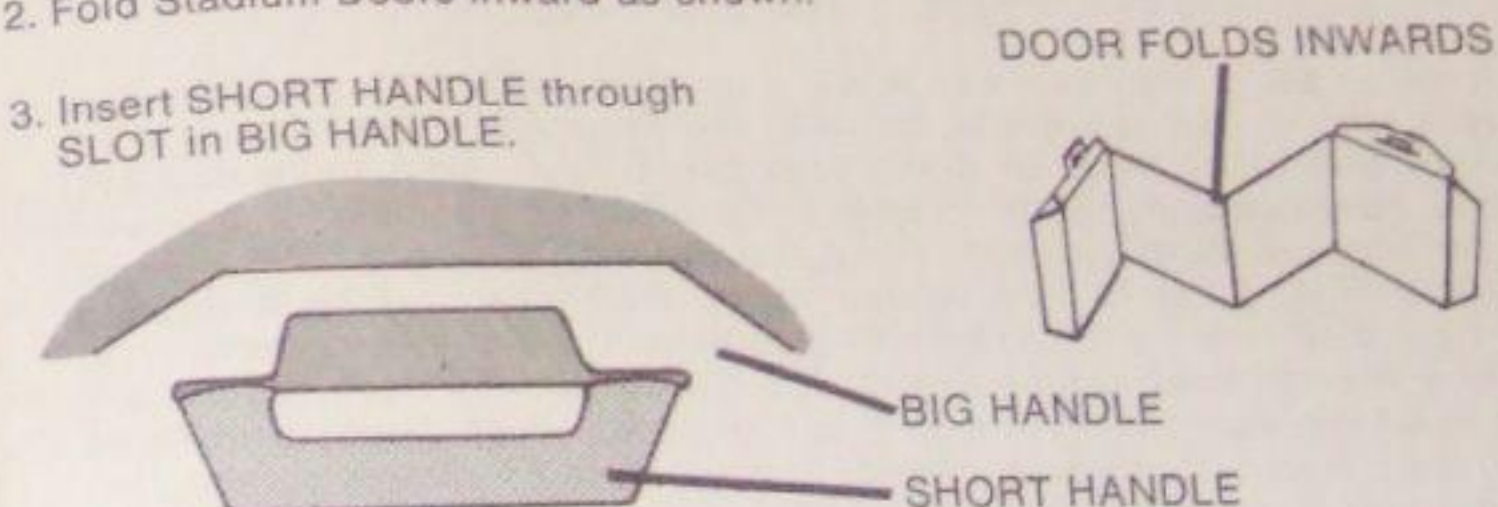
PARTS STORAGE

All the accessories that come with the Stunt Stadium, plus your own Evel Knievel Stunt Cycle, Figure & Energizer. The "Grand Stand" portions of each side of the Case can be folded out to reveal extra storage space.

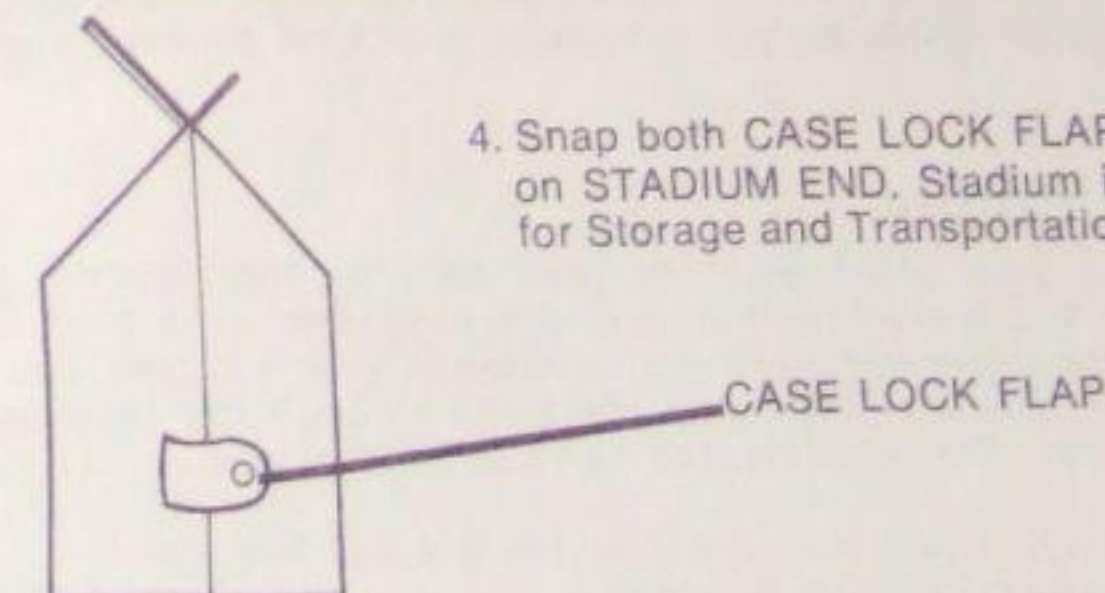
CLOSING CASE

1. Remove DOOR SILL & HEADER from STADIUM DOORS.
2. Fold Stadium Doors inward as shown.

3. Insert SHORT HANDLE through SLOT in BIG HANDLE.



4. Snap both CASE LOCK FLAPS into place on STADIUM END. Stadium is now ready for Storage and Transportation.





ASSEMBLY & PLAY INSTRUCTIONS

CAUTION

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Evel Knievel—The "King of Stuntmen," started racing motorcycles at age 15, and was soon so good that he had to move on to new challenges. 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!

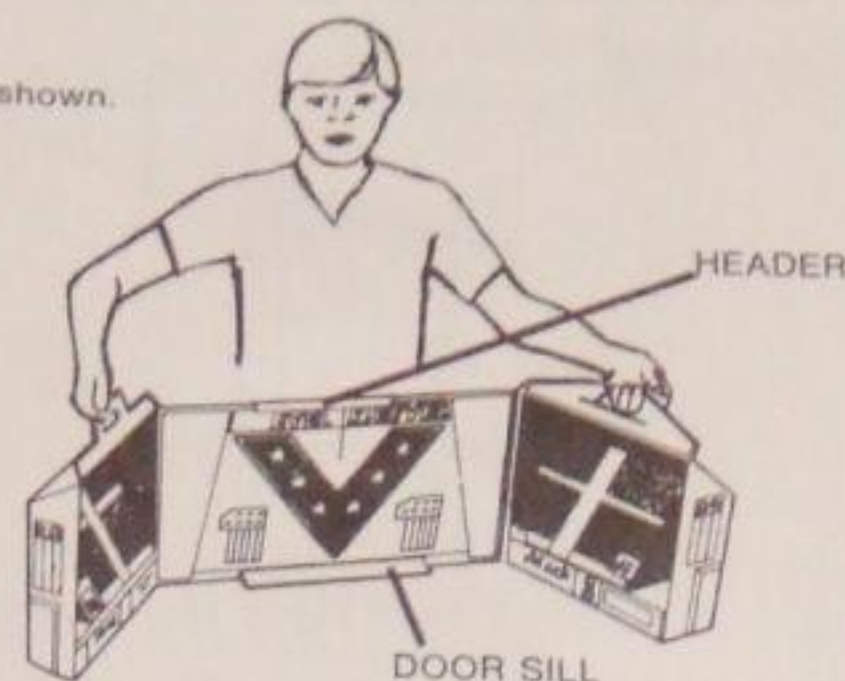
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GENERAL INSTRUCTIONS

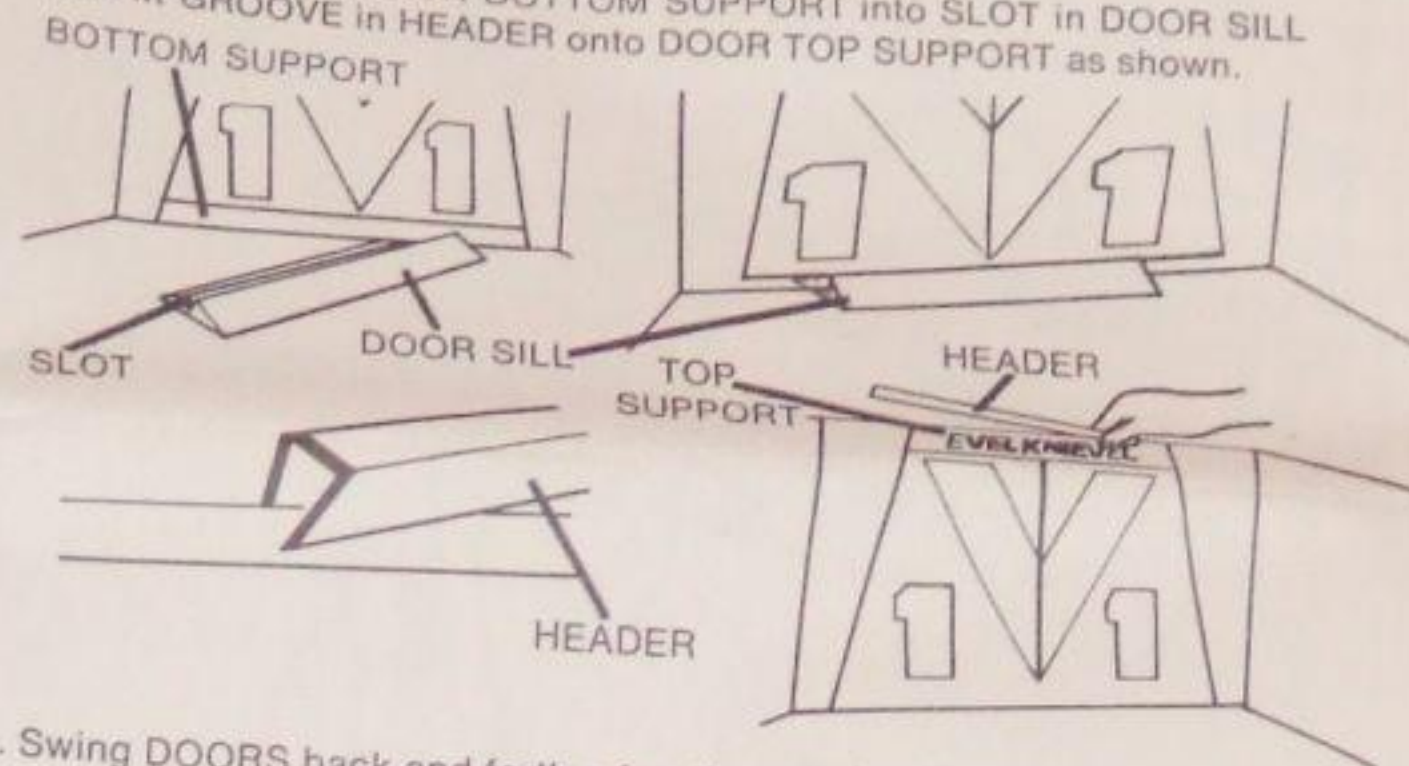
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STADIUM DOOR SUPPORT ASSEMBLY

1. Open STADIUM as shown.



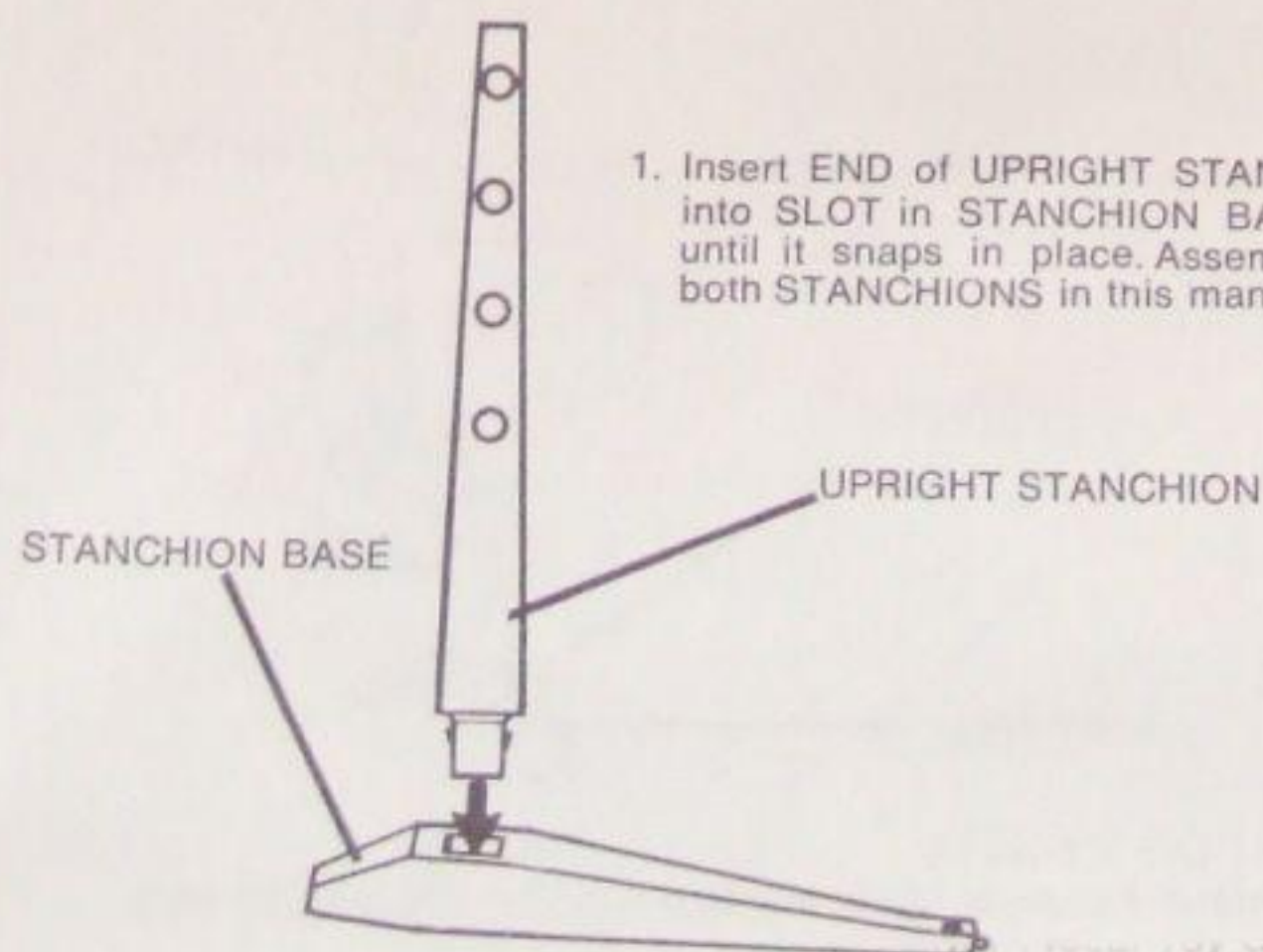
2. Place STADIUM DOOR BOTTOM SUPPORT into SLOT in DOOR SILL and fit GROOVE in HEADER onto DOOR TOP SUPPORT as shown.



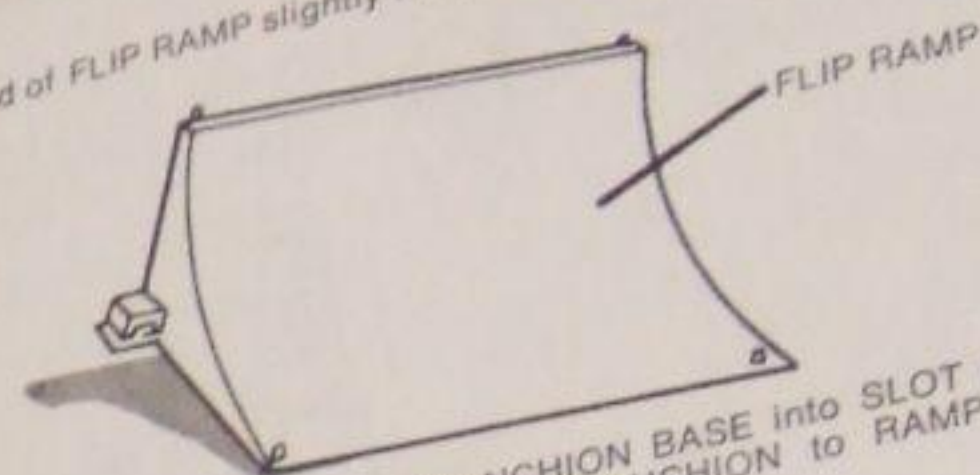
3. Swing DOORS back and forth a few times to break them in.

RAMP ASSEMBLY

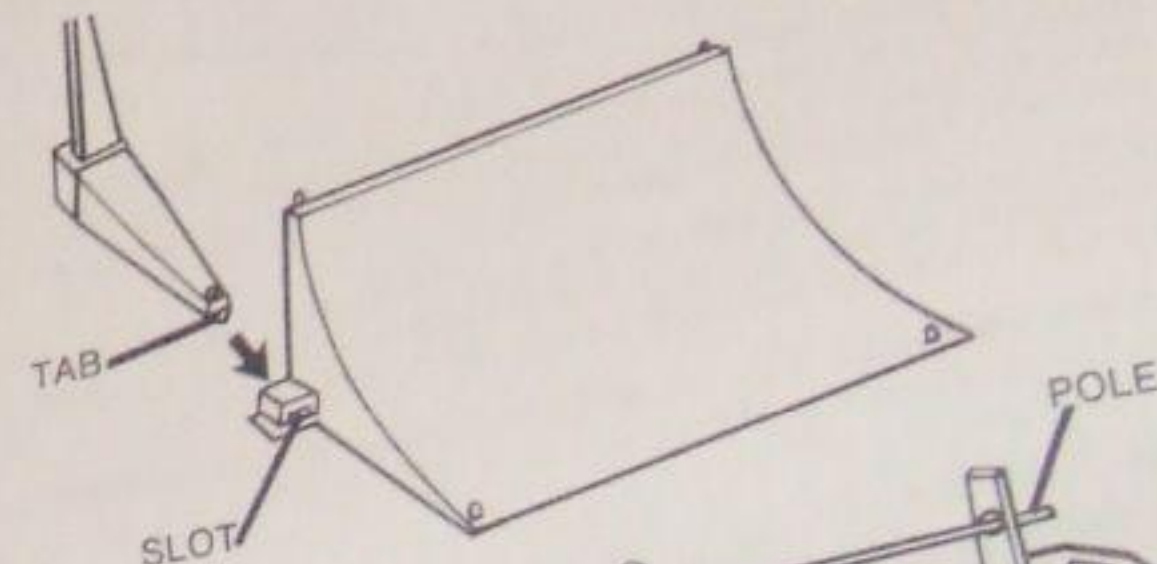
1. Insert END of UPRIGHT STANCHION into SLOT in STANCHION BASE until it snaps in place. Assemble both STANCHIONS in this manner.



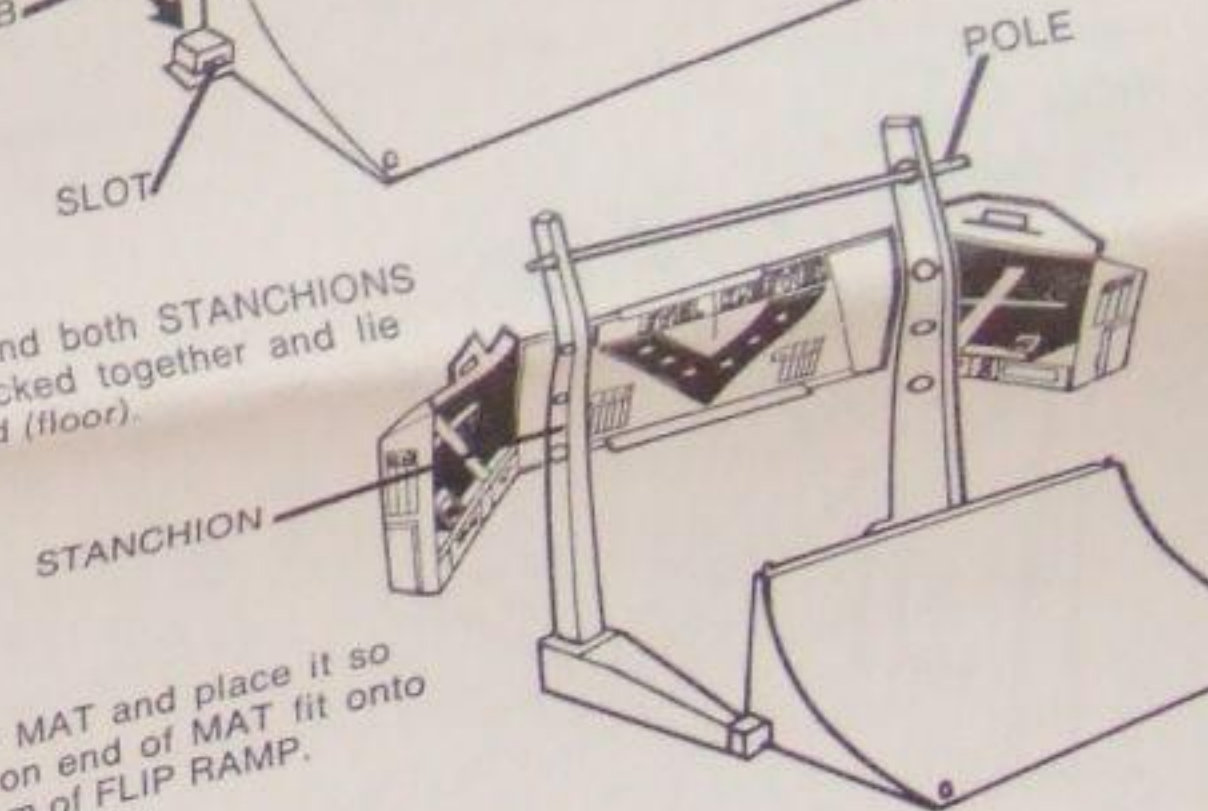
2. Lift tall end of FLIP RAMP slightly off ground (floor).



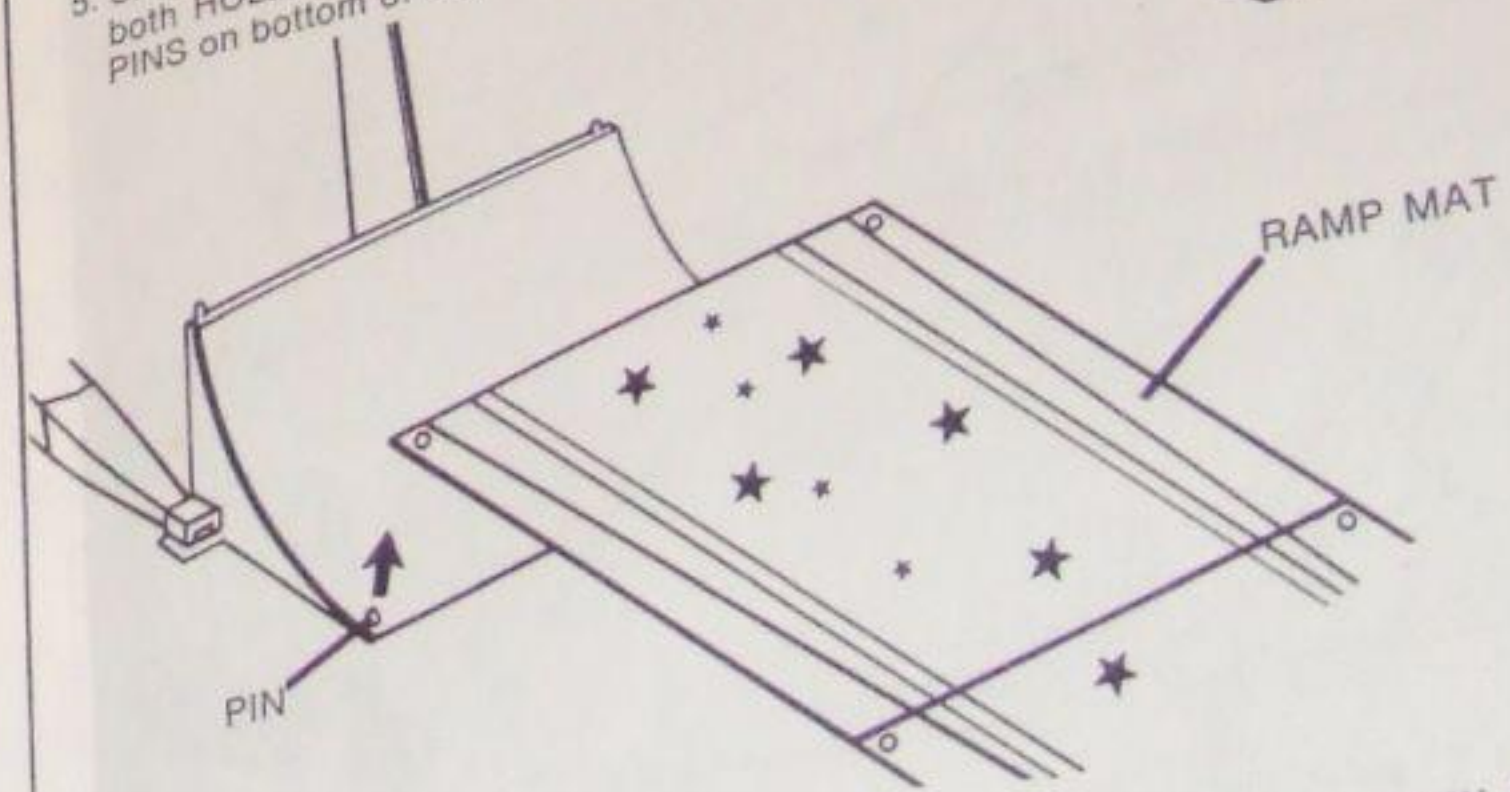
3. Insert TAB on "narrow end" of STANCHION BASE into SLOT in either side of FLIP RAMP. Assemble other STANCHION to RAMP in this manner.



4. FLIP RAMP and both STANCHIONS should be locked together and lie flat on ground (floor).



5. Unfold RAMP MAT and place it so both HOLES on end of MAT fit onto PINS on bottom of FLIP RAMP.



PREPARATION FOR STUNTS

Set up Flip Ramp Assembly & Mat approximately 5 feet away from Stadium Doors.

