



No. 3452-0



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U.S. Patent No. 3,850,067 and other pending

For children 5 and up



**SUPER JET CYCLE**



Super Jet Cycle, does jumps, wheelies and races along at incredible speed. Amazing, blazing Twin Jet Pods, super bike for the king of the stuntmen.

**GYRO POWERED MOTOR**

Features: Super Jet Cycle, Twin Jet Pods, Gyro Powered Motor



**SUPER JET CYCLE**





Features: Super Jet Cycle with blazing twin  
jet pods • Evel Knievel Figure • Energizer  
Needs no batteries or electricity

No. 3452-0

# SUPER JET CYCLE



3P-1062  
RC







3P-1062  
RC

REPLA









Features: Super Soft  
1st Prize

FELT

Check

MADE IN CHINA





MADE IN HONG KONG P















Features: Super Jet Cycle with blazing twin  
jet pods - Evel Knievel Figure - Light driver  
Requires no batteries or electricity

No. 3452-0

# SUPER JET CYCLE

















IDEAL



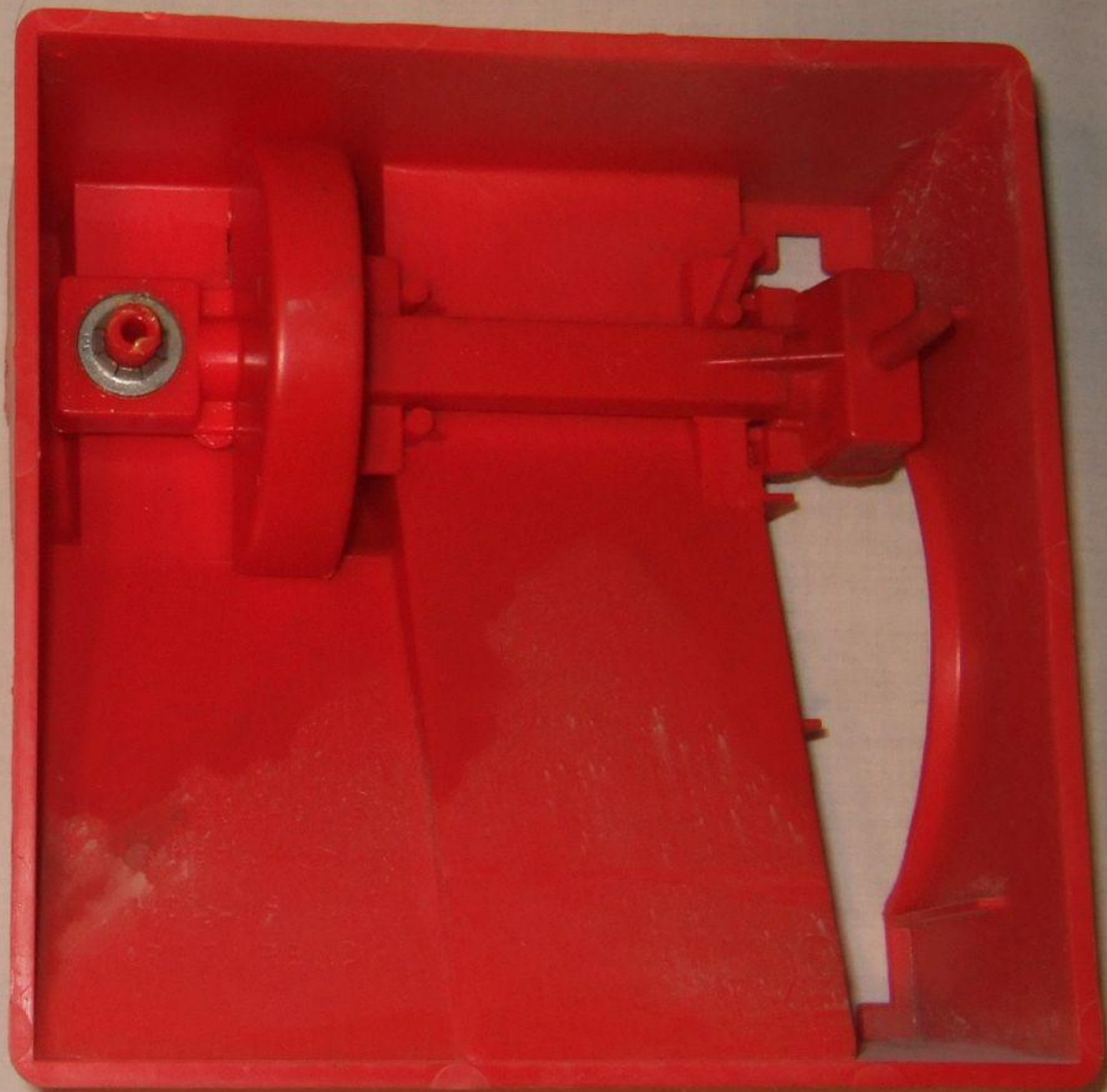
SUPER  
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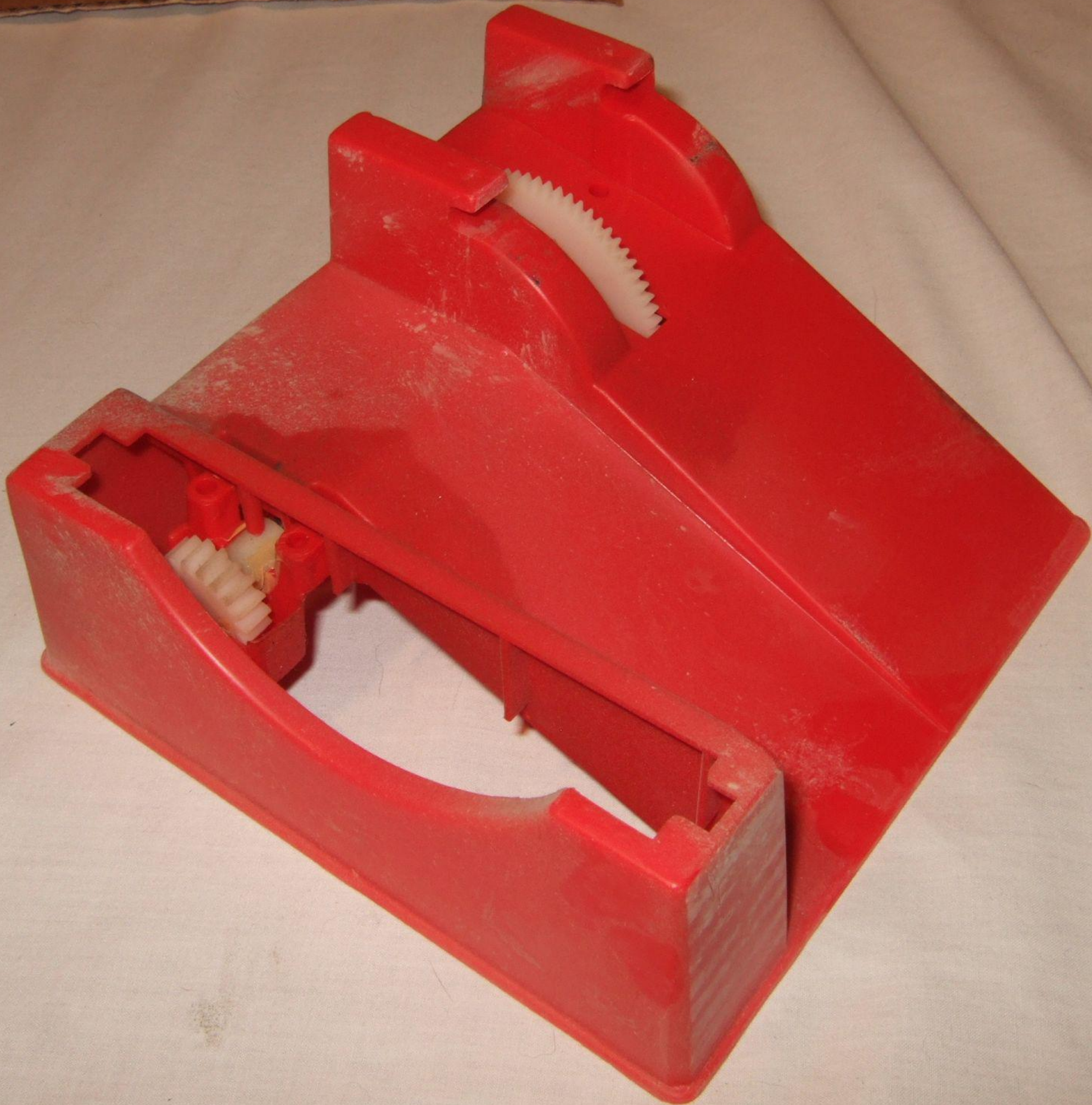
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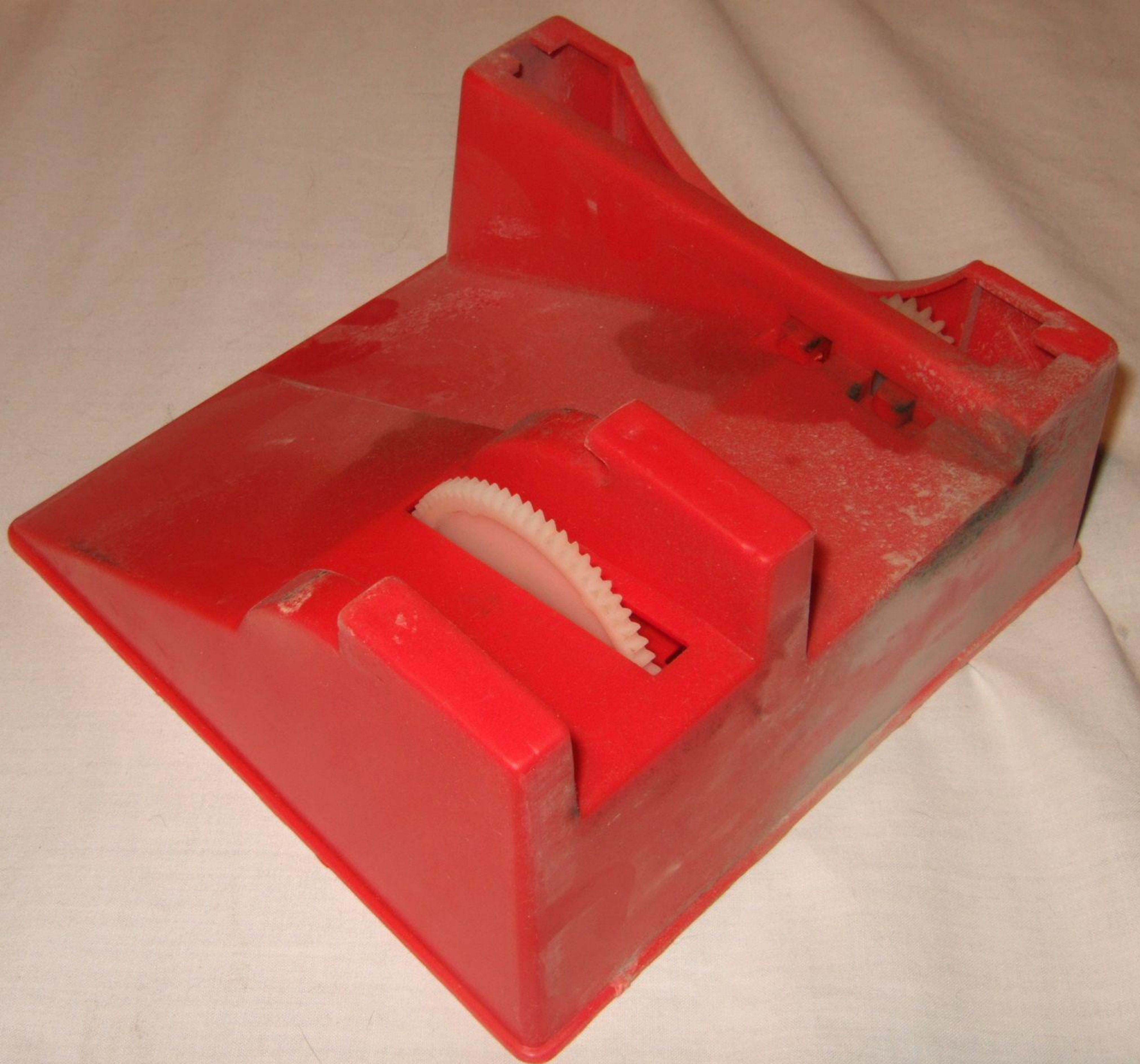
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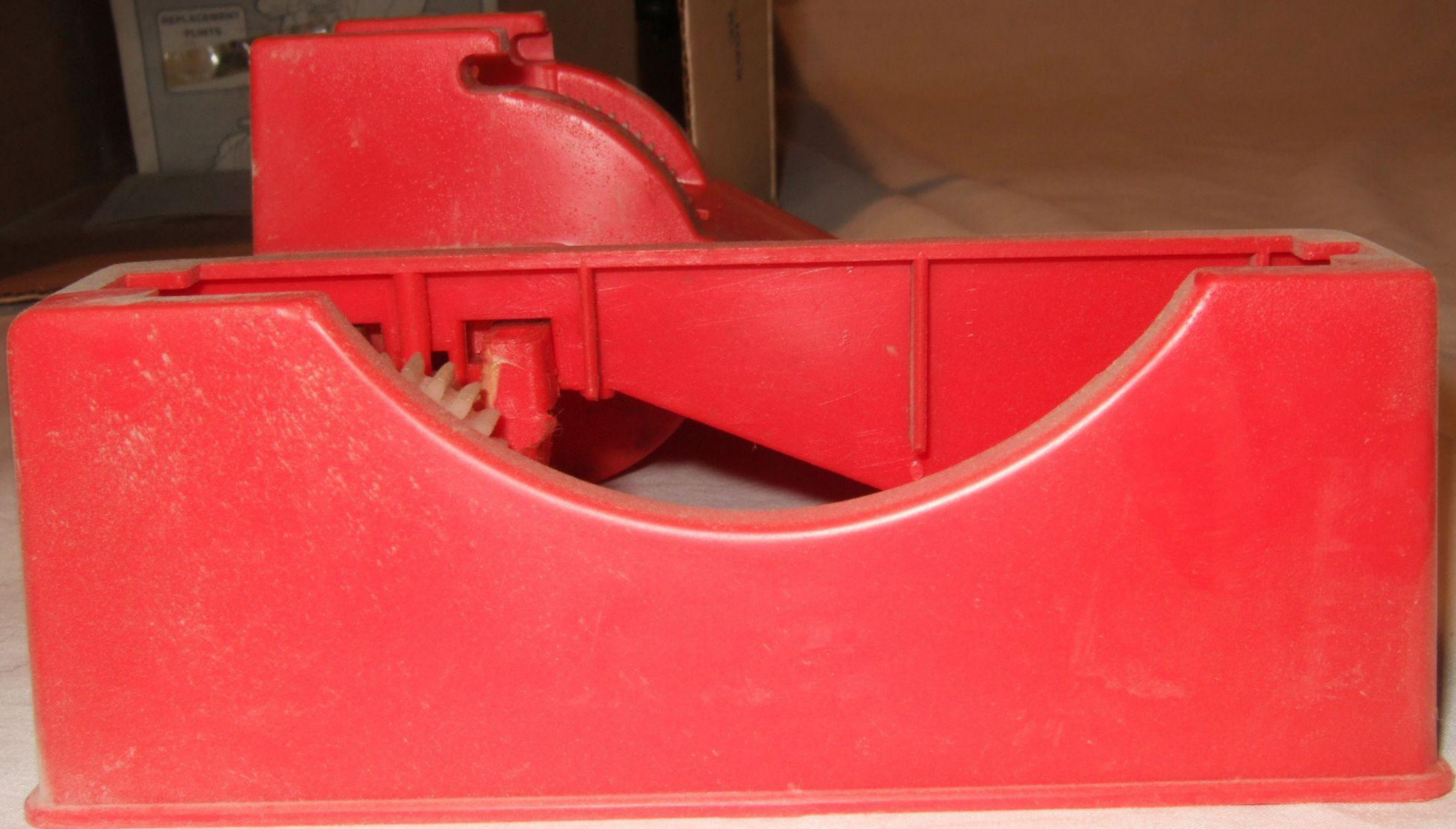




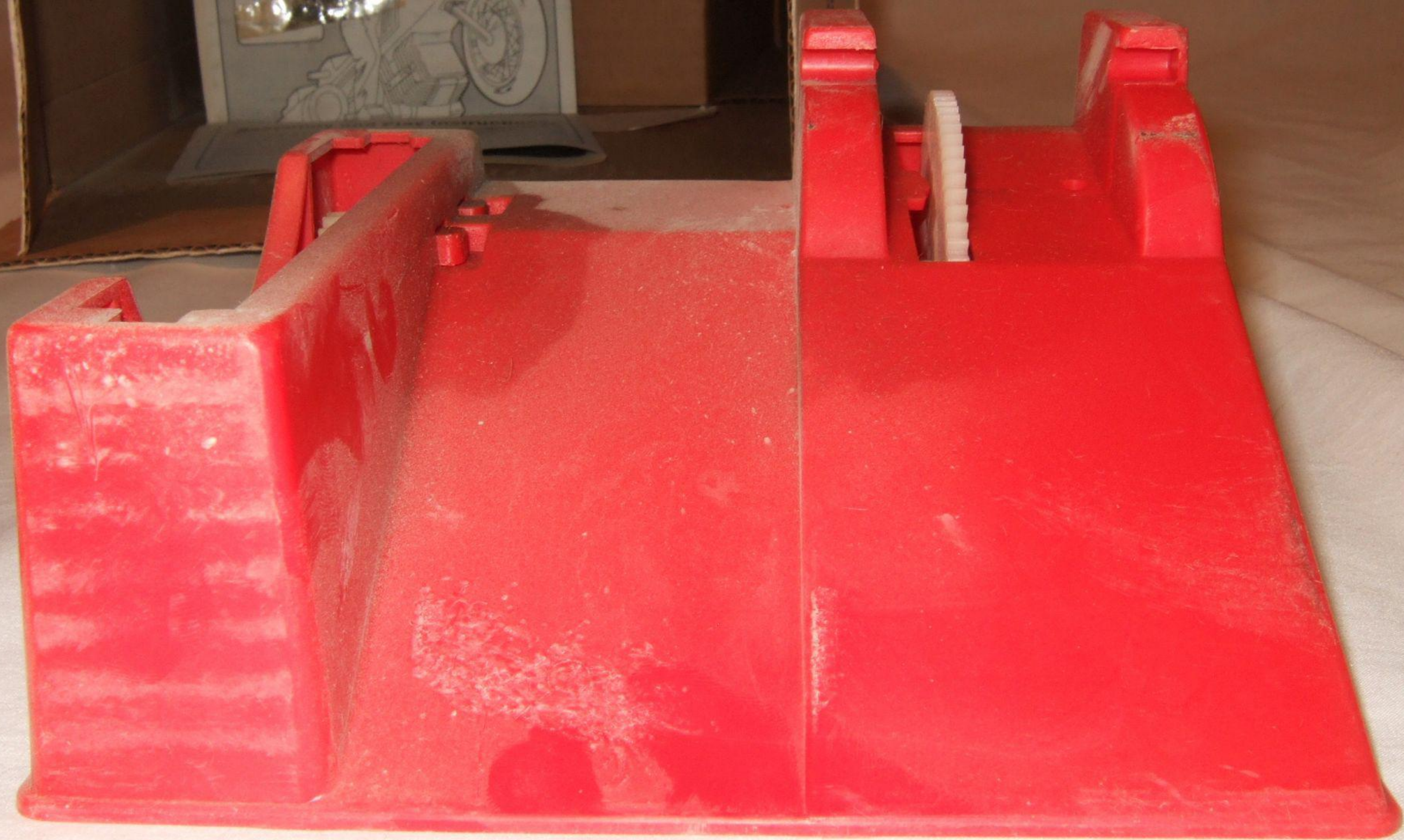
































# D ENERGIZING SUPER JET CYCLE



## Assembly and Play Instructions

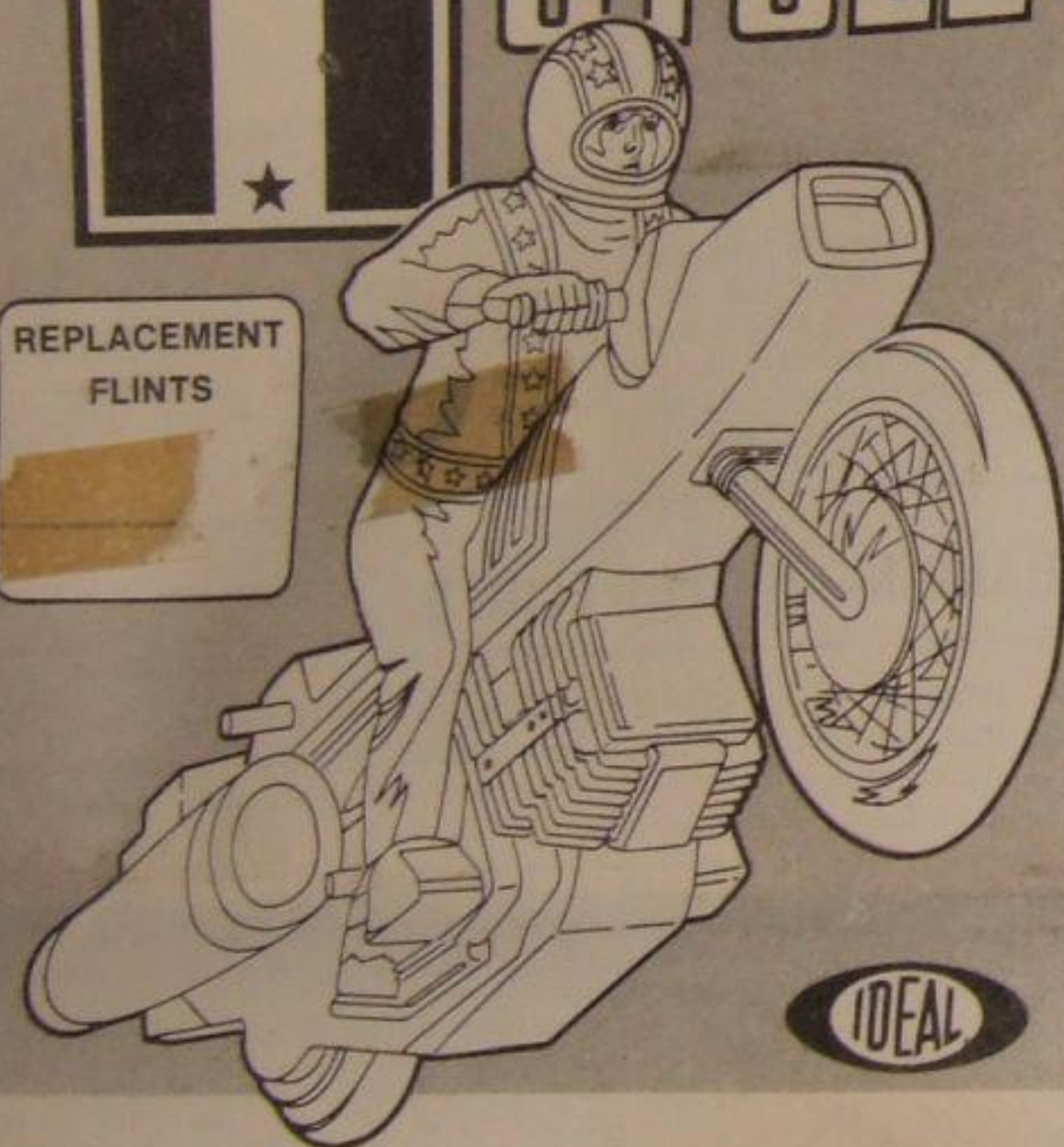
You are now the proud owner of the Energizing Super Jet Cycle. To make another jump, simply push the vehicle forward. The most amazing cycle ever made, on wheels with a built-in motor. It's a real cycle, with a built-in motor. It's a real cycle, with a built-in motor. It's a real cycle, with a built-in motor.





# SUPER JET CYCLE

REPLACEMENT FLINTS

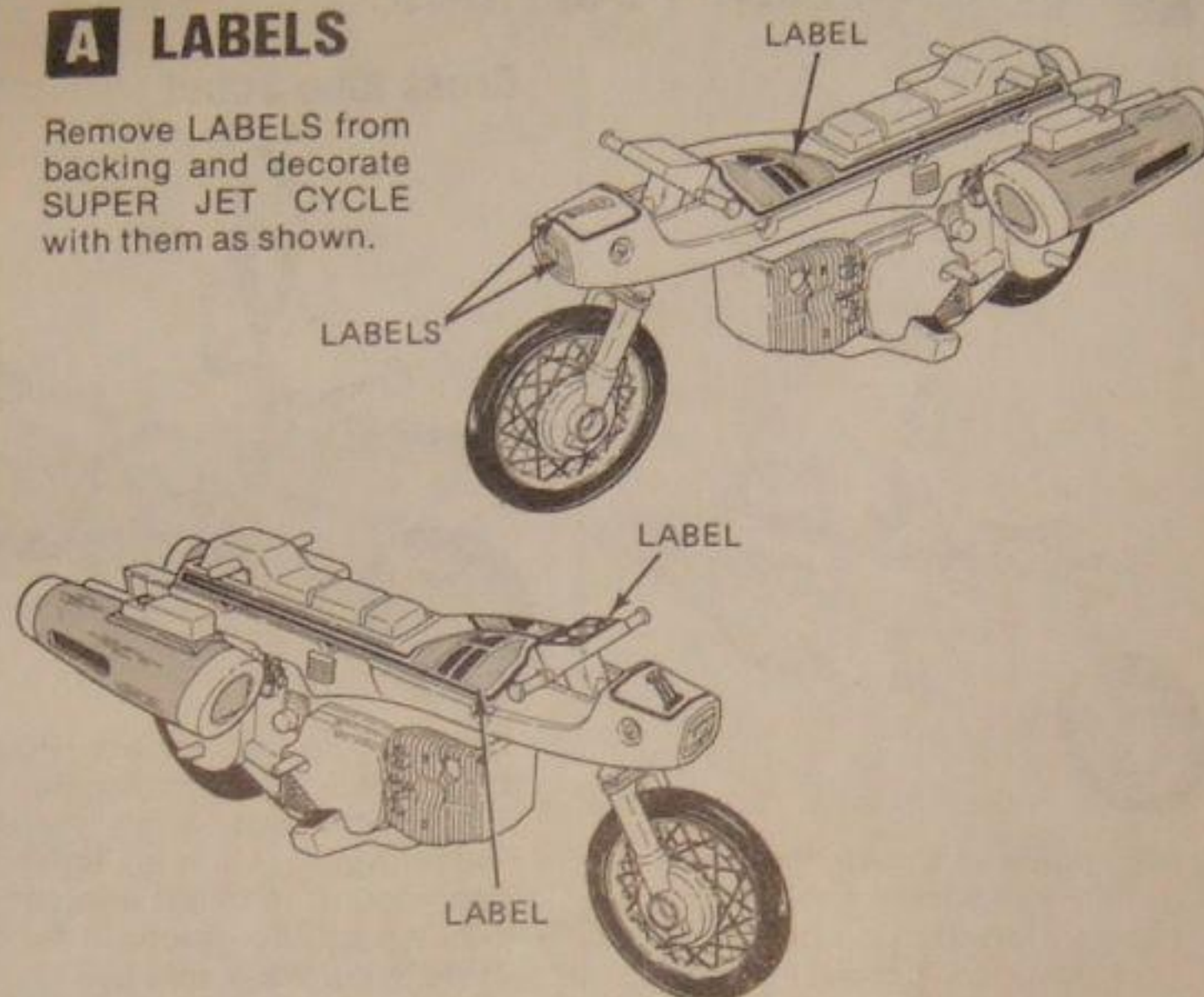


## Assembly and Play Instructions

You are now the proud owner of the Evel Knievel Super Jet Cycle. If Evel were to make another jump over a canyon, this is the way we visualize that vehicle would look. Like its brothers, the Evel Knievel Stunt Cycle, the Chopper, and the Trail Bike - it is one of the most amazing toys ever created. It actually runs, jumps, and stunts on TWO WHEELS with PERFECT BALANCE, with its jet pods "blazing away." With your Evel Knievel Figure posed in dozens of daredevil stunt positions, you can put on your own motorcycle thrill show. The Super Jet Cycle features "blazing" jet pods, impact absorbing front fork, traction grabbing tires with a precision balanced gyro motor.

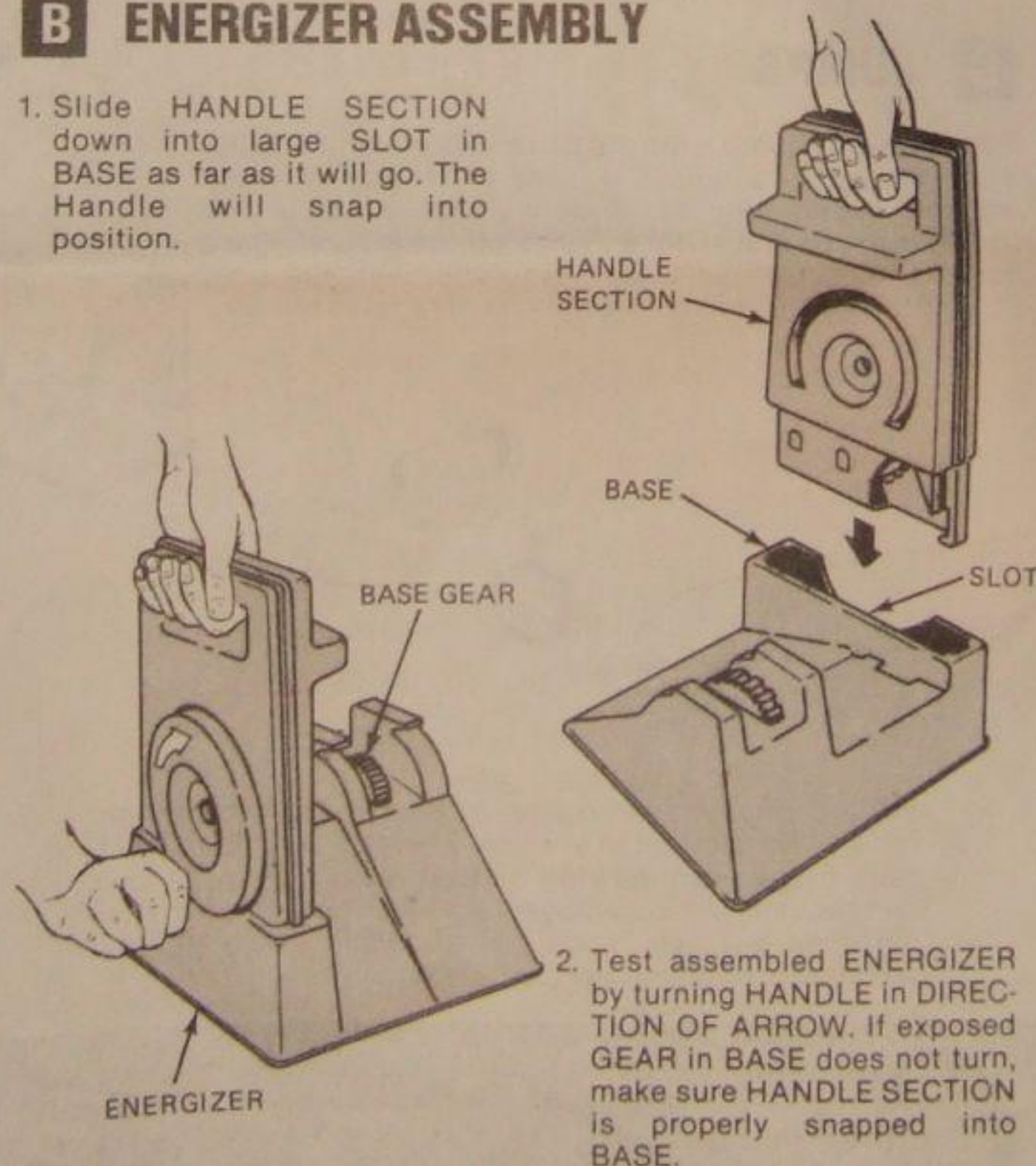
### A LABELS

Remove LABELS from backing and decorate SUPER JET CYCLE with them 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 FIGURE on BIKE

1. Place Safety Helmet on figure's head and bend figure's legs forward at the waist, with a slight bend at the knees. (Fig. 1)
2. Push hands onto HANDLE BARS of BIKE.
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 Bike. Secure right foot the same way. (Fig. 2)
4. Note: Evel Knievel DOES NOT SIT DOWN wholly on the seat, but rides in true stuntman fashion supported by his hands and toes.



Fig. 1

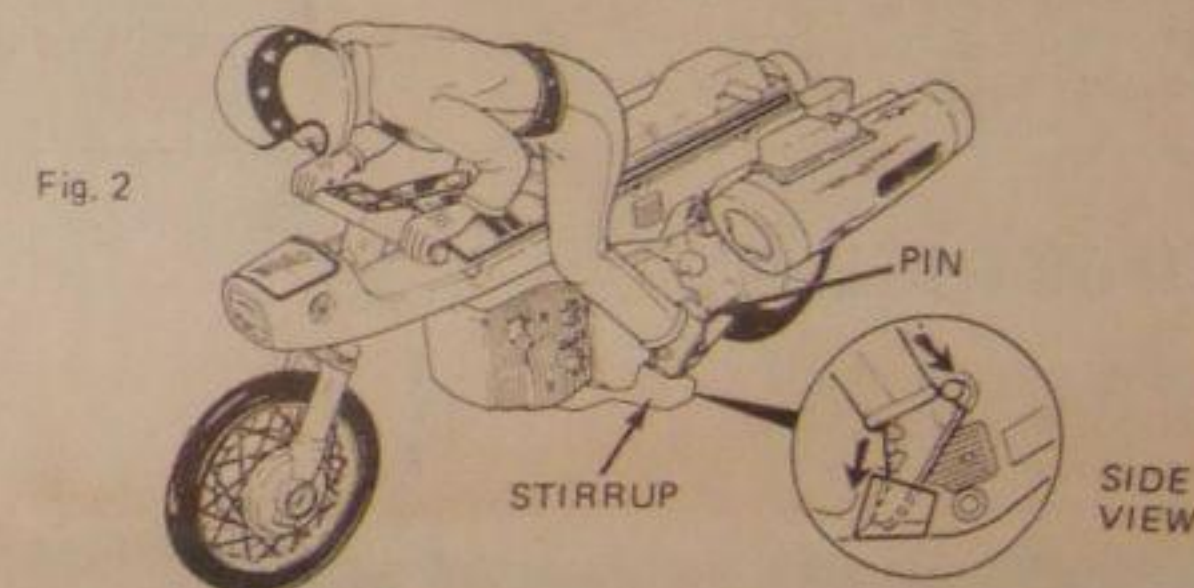
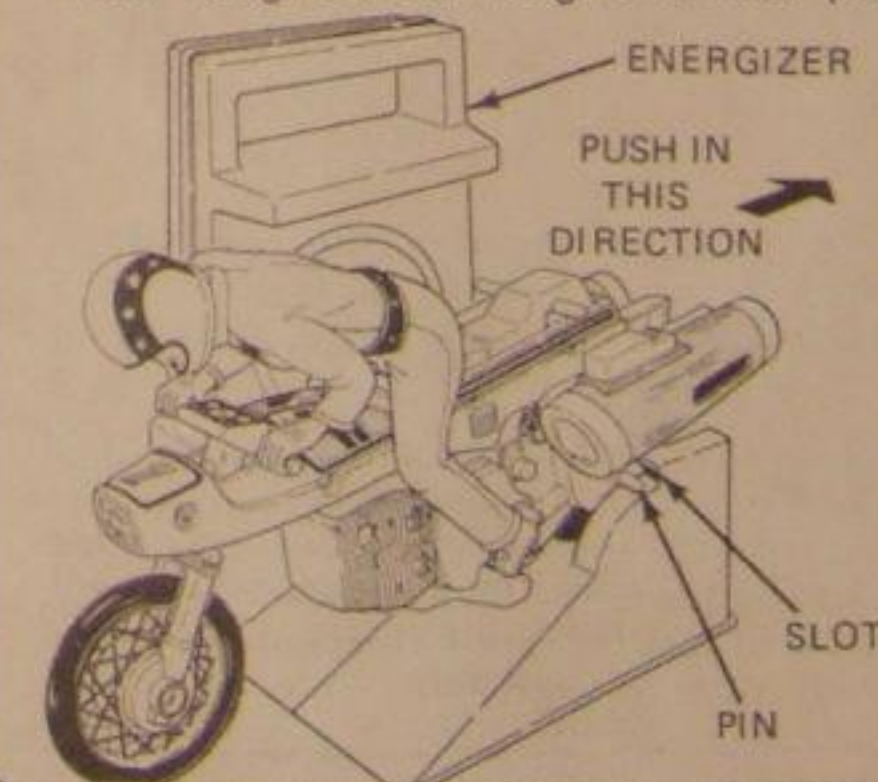


Fig. 2

### D ENERGIZING SUPER JET CYCLE

**IMPORTANT:** Before winding bike on Energizer push bike forward a few times to break the Flint in.

1. Pick an area that is fairly free of obstructions, such as a driveway, parking lot, playrooms, etc. The Super Jet Cycle Travels far and fast - so give it room to give its best performance.

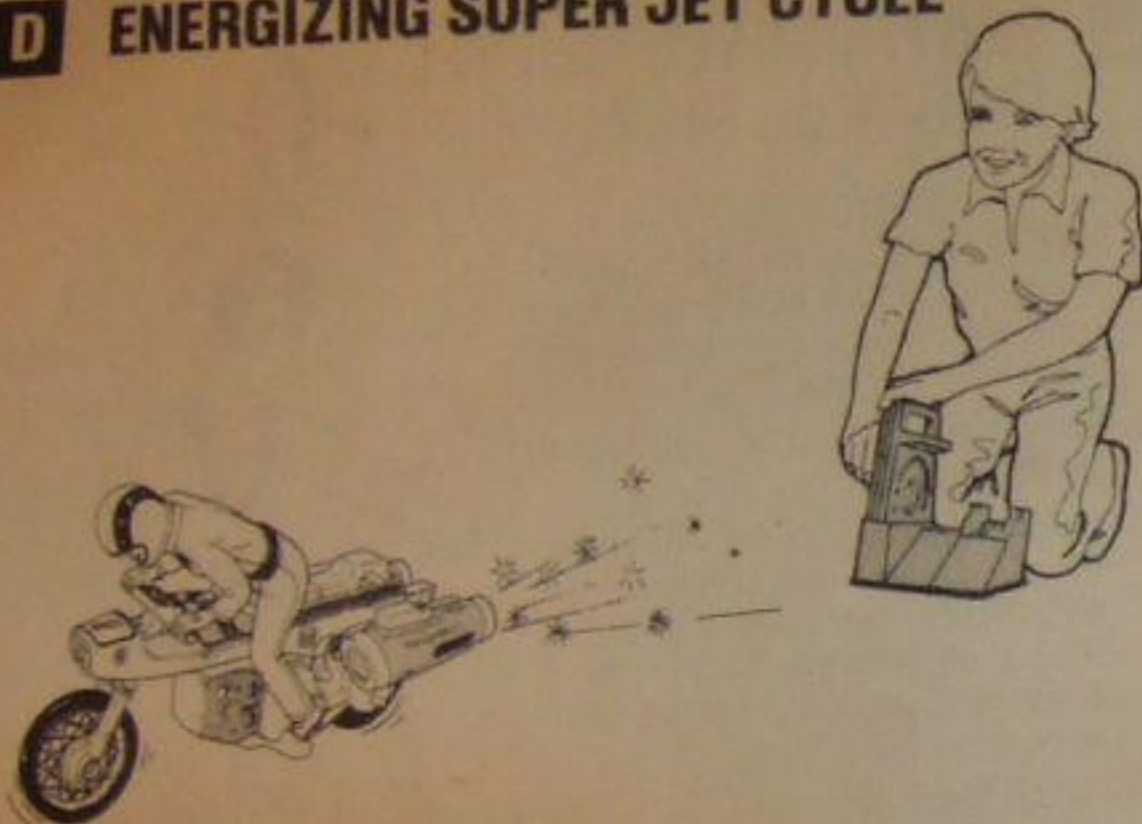


2. Place your Cycle onto ENERGIZER, with PLASTIC PINS on each side of cycle's rear wheel in SLOTS of ENERGIZER BASE as shown.

TURN PAGE



## D ENERGIZING SUPER JET CYCLE



3. Turn Handle in Direction of Arrow on Energizer. **START SLOWLY**, then wind faster and faster, with constant pressure on the handle. When you think the Super Jet Cycle is energized enough, (you'll learn to judge by the increasing pitch of its sound) **STOP** winding but hold onto Handle. The Cycle will automatically launch itself - with jet pods "blazing" - from the Energizer. Seven to ten turns of Energizer Handle is plenty.

## E TO DO WHEELIES

1. Position Evel Knievel figure as shown - as far back on the bike as possible, with his feet in the stirrups and his hands on the Seat Grips.

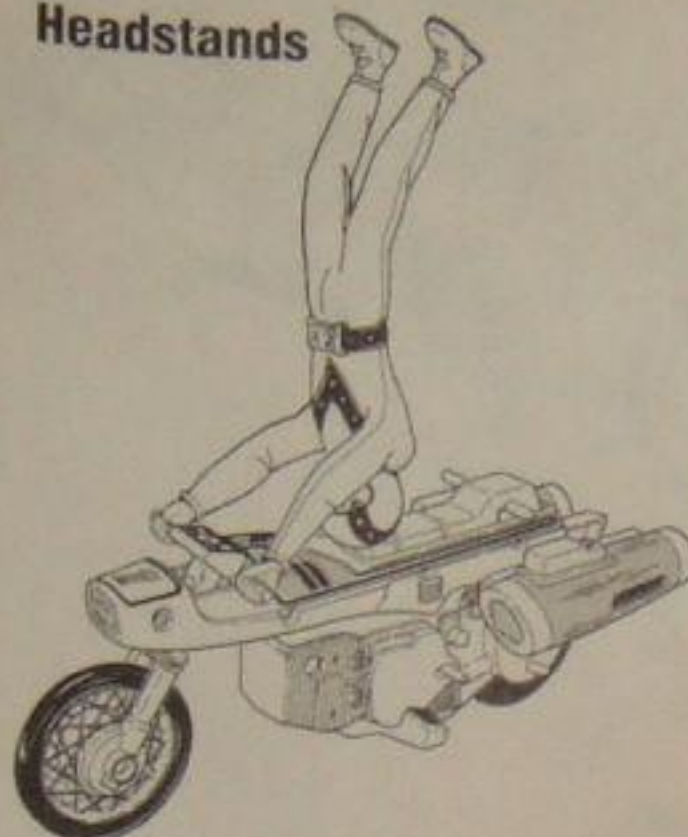


2. Place Bike on Energizer and wind until sound reaches a very high whine. **STOP** winding but hold onto handle. Bike will launch automatically and actually rear up on its back tire in a fantastic wheelie start.

**Note:** It takes practice to learn the correct speed and the proper positioning of the rider to make the bike do a wheelie. On rugs, wind-driveways and concrete walks, less winding is necessary, and you may have to position the figure further forward to prevent the cycle from flipping over as it launches from the Energizer.

## F OTHER STUNT POSITIONS

### Headstands



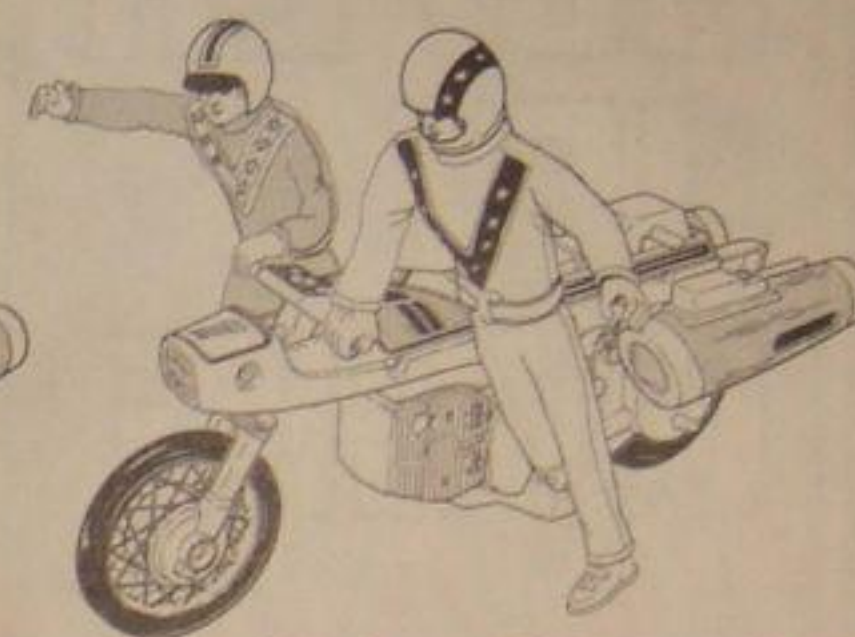
Pose figure as shown. Push hands onto handlebars and position head on forward part of saddle. Launch cycle in normal manner.

### Cross Bike Stand



Pose figure as shown. Place right hand on right handlebar. Place right foot in left stirrup. Twist figure slightly forward, bending left leg until it is about 1/2 inch off the ground. Launch cycle in normal manner.

### Flying Angel Stunt



(Extra figures sold separately)

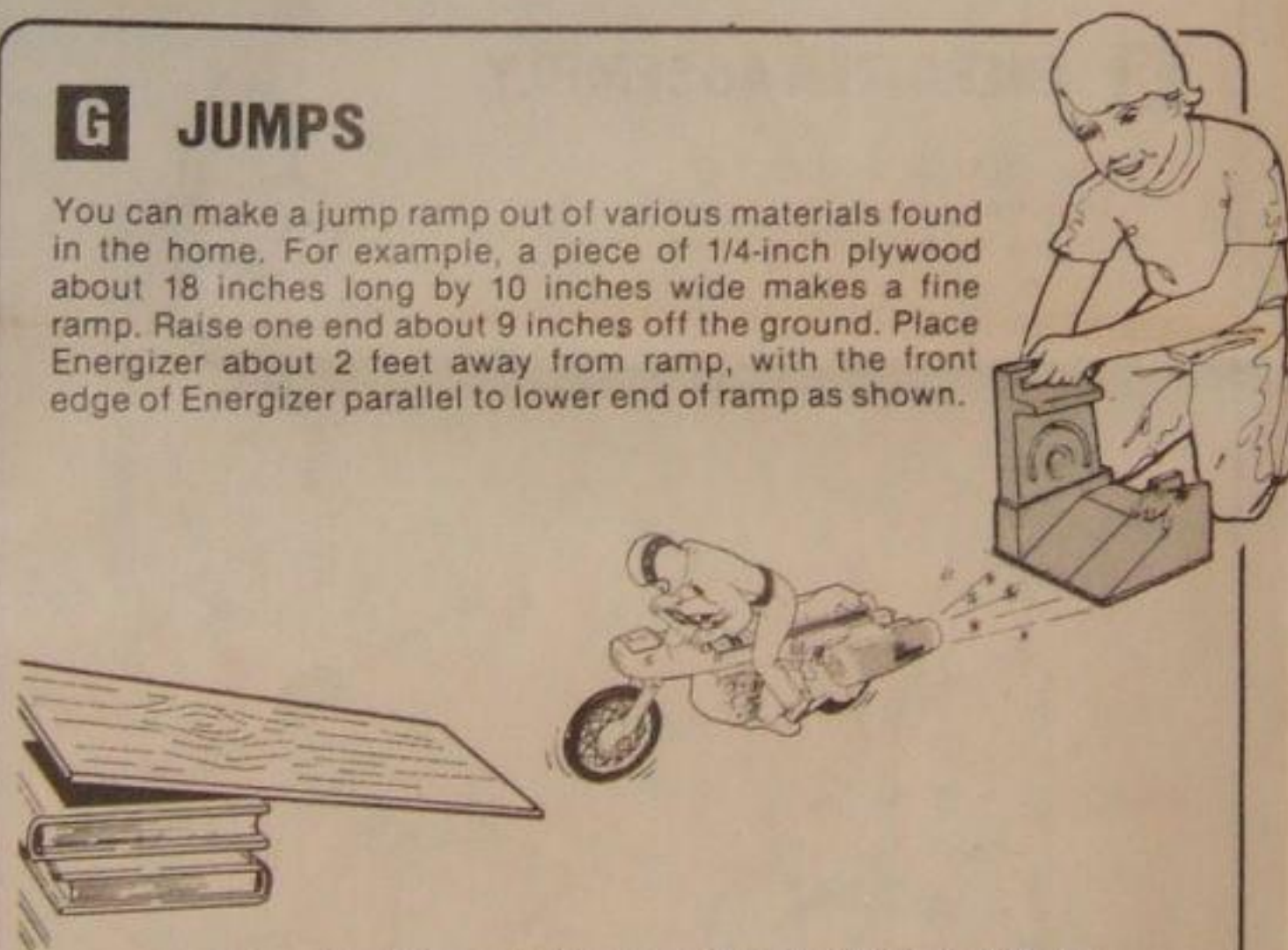
Since Evel Knievel is fully poseable, you can invent dozens of your own daredevil stunt rides, using handle bars, stirrups, etc. You can even have two figures Evel and (Robbie Knievel - not included) ride in various poses as shown.

### Piggy-Back Stunt



## G JUMPS

You can make a jump ramp out of various materials found in the home. For example, a piece of 1/4-inch plywood about 18 inches long by 10 inches wide makes a fine ramp. Raise one end about 9 inches off the ground. Place Energizer about 2 feet away from ramp, with the front edge of Energizer parallel to lower end of ramp as shown.



Position Evel Knievel figure on Bike with his hands on handlebars and feet in stirrups. Energize Bike, and it will carry Evel Knievel soaring through space, land with perfect balance, and continue on its run! Then set up a landing ramp and see if you can duplicate Evel's real-life record-setting leaps over parked toy cars and trucks.

**CAUTION:** As with all toys that go airborne, it is advisable that the flight area be clear of other children and other obstacles. In this way, chances of accidental injuries, damaged property and a broken toy can be avoided.

## CHANGING JET POD FLINTS

### NOTE

When Jet Pods cease to "blaze" while cycle is running, it means that new **FLINTS** must be installed. Standard replacement cigarette lighter **FLINTS** can be used. Ask your parents to obtain them for you from their local dealers.

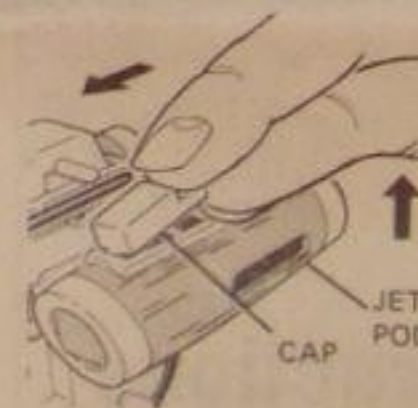


Fig. 1



Fig. 2

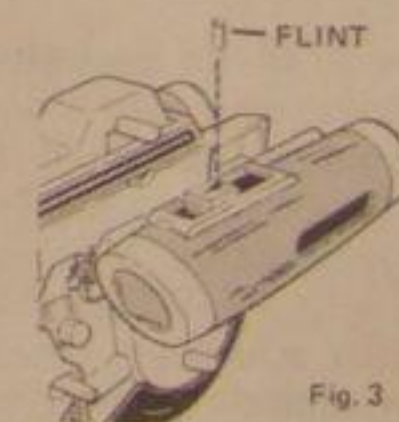


Fig. 3

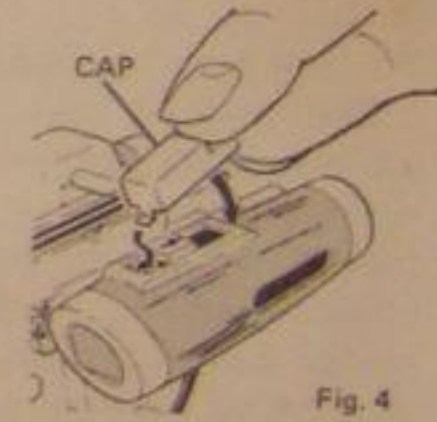


Fig. 4

**WARNING:** Do not use your hands to slow or stop the rear wheel of the Super Jet Cycle while it is spinning. It's best to let cycle run out of power by itself.

**DO NOT RUN CYCLE ON LONG FIBRE SHAG RUGS, ON SAND, OR ON LOOSELY PACKED DIRT. AS LINT OR PARTICLES MAY COLLECT AND CLOG MECHANISM.**











RIGHT SIDE



SUPER JET CYCLE LABELS  
4L-0434

LEFT SIDE



CONTROL PANEL

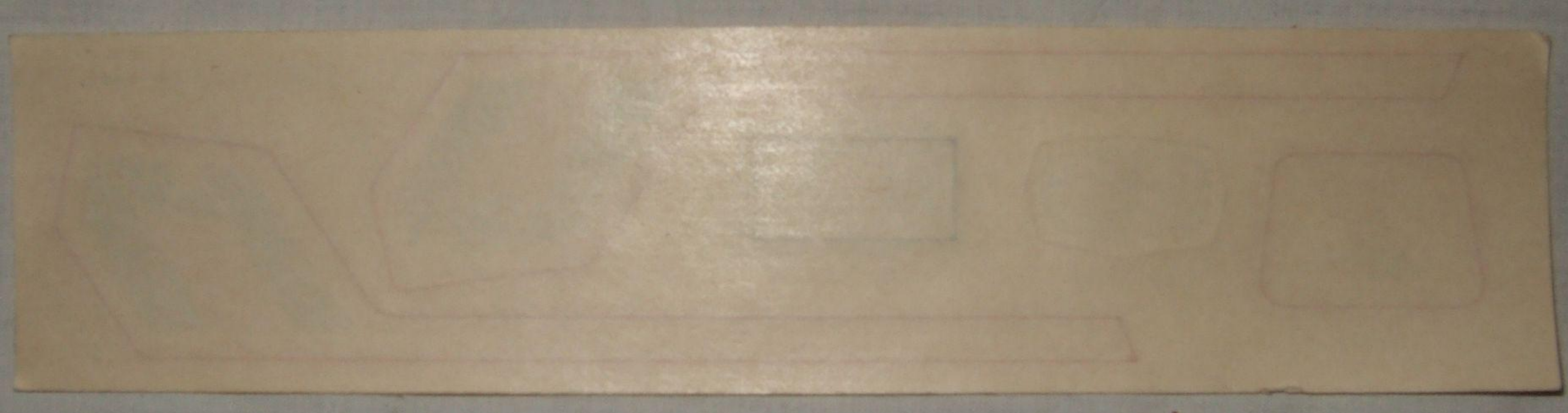


HEADLIGHT



FRONT

















**SUPER  
JET CYCLE**







# SUPER JET CYCLE

Super Jet Cycle with Blazing Twin  
Engines • Ever Knevel Figure • Energizer  
Needs no Batteries or Electricity

No. 3452-0

SR-1062  
RC

EVER KNEVEL  
TOY CO.







IDEAL



# SUPER JET CYCLE













