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TOYS





#### 3426-4 EVEL KNieVEL™ FORMULA 1 DRAGSTER

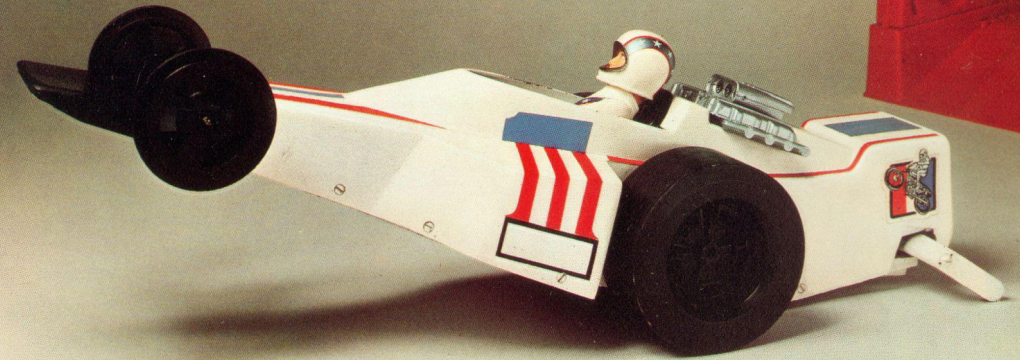
It's a whole new kind of dare-devil action for Evel. Two super-fast race cars in one! Extend the front wheels—it's a dragster. Push 'em back in—it's a Formula 1 sprint car. With Evel in the cockpit and the car

in the winder, wind it up and up and up 'til it screams—now let 'er go! Out it comes in a high wheelie, gunning down the straight at top speed. 25, 50, 100 feet it races, with gyro-powered motor roaring. When the front wheels finally touch down, out pops a big red-white-and-blue drag chute to slow the car down. If Evel hits

something he shouldn't, the front wheels soak up the shock. Evel's Formula 1 Dragster comes complete with winder and Evel Knievel figure. You better believe you've never seen action like this before!

Pack: 6 pcs.

Wgt.: 15 lbs.







TV



**3407-4  
EVEL KNieVEL™ STUNT  
CYCLE WITH FIGURE**  
Here's where it all started—Evel Knievel, King of the Stuntmen, and his super cycle that does all the great tricks Evel's famous for. Slip it into the winder . . . wind it up and up . . . and . . . suddenly Evel's off and away, racing 100

feet or more while he puts his bike through its daredevil paces. Jumps . . . flips . . . wheelies . . . all at top speed, and if Evel crashes (it does happen sometimes) a shock-absorbing front fork helps keep him and his cycle out of trouble. Evel's never been one to sit down on the job . . . he'd rather stand on

the seat or do a handstand on the handlebars. In any position, he's the greatest—the one and only Evel, 7" high, dressed for speed in his official uniform with removable helmet and swagger stick. When he lets loose, the thrills never stop coming! (Figure and winder included.)

Pack: 6 pcs. Wgt.: 15 lbs.



TV



**3415-7  
EVEL KNieVEL™ STUNT AND  
CRASH CAR WITH FIGURE**

Evel's always looking for a new way to beat the odds, and here it is—his gyro-powered Stunt and Crash Car that comes tearing out of the winder balanced up on just its two side wheels. This red-white-and-blue beauty stays in good shape until it hits an obstacle—then the whole car explodes, as the body goes hurtling end over end! But does all this commotion bother Evel? Not on your life—he's safely strapped inside his strong roll cage and just keeps on going. One crash run done? It takes just a couple of seconds to re-assemble the car for another one. And if you'd like the body to stay on the car this time, a simple twist of the air cleaner does the trick and Evel's ready to drive again. (Figure and winder included.)

Pack: 6 pcs. Wgt.: 18 lbs.



**3417-3  
EVEL KNieVEL™ CANYON  
SKY CYCLE™ WITH FIGURE**

With the Canyon Sky Cycle, anyone can re-create Evel's glorious adventures over and over again. The Sky Cycle looks and sounds like a supersonic jet plane on two wheels, as it leaps from the winder with its gyro-motor screaming and the Evel figure sitting snugly in the cockpit. Want to check out its performance? Send it racing up a ramp (not included) and see how far it'll jump. When it comes back down to earth the landing can be mighty hard . . . but a rubber nose cone cushions the shock. Will Evel ever try his Snake River Canyon jump again? We don't know . . . but why wait to find out? With the Canyon Sky Cycle you can re-create the most thrilling daredevil stunt of all time whenever you want! (Figure and winder included.)

Pack: 6 pcs. Wgt.: 17 lbs.





TV

**3425-6  
EVEL KNieVEL™ TRAIL BIKE**  
Everyone knows a different kind of riding needs a different kind of bike. Here's Evel's trail bike—the chrome-and-black beauty that's designed for off-the-road riding, and also does all the same stunts as Evel's Stunt Cycle. It has plenty of power to take Evel anywhere he wants to ride. Evel's trail bike has high exhausts and plenty of ground clearance for easy going over rough terrain. And whenever he races his bike in a scramble or enduro, his big NUMBER ONE up front and on the sides lets the world know it's Evel himself at the controls. (Figure and winder not included.)

Pack: 6 pcs. Wgt.: 6 lbs.

**3424-9  
EVEL KNieVEL™ CHOPPER**  
Here comes Evel playing it cool on his sassy new Chopper. That front fork sticking way, way out makes the bike look sleek and mean all at the same time. Right now Evel's feeling kinda relaxed—just tooling on down the highway, leaning way back against the high backrest and listening

to the purr of his four big exhaust pipes. But if he has to, Evel can twist the throttle and turn that purr into a snarl! Nobody dares to mess around with Evel when he's on his chopper. (Figure and winder not included.)

Pack: 6 pcs. Wgt.: 6 lbs.

**3437-1  
EVEL KNieVEL™ BIKE ASSORTMENT**  
6 Trail Bikes  
6 Choppers  
Wgt.: 12 lbs.

**Toys**  
Action vehicles  
Action outfits

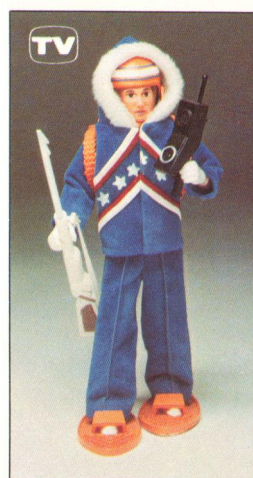


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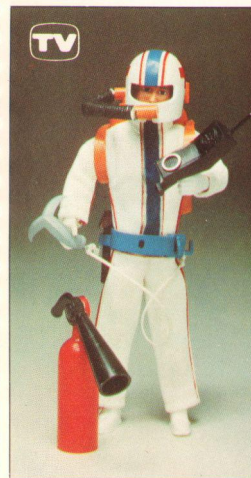
**3421-5  
EVEL KNieVEL™ RACING SET**  
Evel prepares for the big jump. How will he do? We'll soon know as he mounts his chopper in his racing suit with visored racing helmet. And to keep his chopper running he has a tool box, grease gun, ball-peen hammer, screwdriver, wrench, gas can, and jack stand.

Pack: 12 pcs. Wgt.: 12 lbs.



**3422-3  
EVEL KNieVEL™ ARCTIC SET**  
A snow tiger is plaguing mountain villages . . . and they've asked Evel to hunt him down. He's ready in his snug two-piece parka outfit with backpack, walkie-talkie, harpoon gun, helmet, and snow shoes.

Pack: 12 pcs. Wgt.: 12 lbs.



**3423-1  
EVEL KNieVEL™ RESCUE SET**  
When miners are trapped helplessly in a caved-in mine . . . it's Evel Knievel they call for help! Evel's ready in his rescue outfit, complete with oxygen tank and hose, throwing hook and line, pick ax, fire extinguisher, walkie-talkie, helmet, and emergency belt.

Pack: 12 pcs. Wgt.: 12 lbs.



**3420-7  
EVEL KNieVEL™ EXPLORER SET**  
Who's that trekking across the blazing desert in search of water? It's Evel Knievel, dressed in his two-piece explorer outfit complete with canteen, pith helmet, binoculars, rifle, backpack, and machete.

Pack: 12 pcs. Wgt.: 12 lbs.

**3433-0  
EVEL KNieVEL™ UNIFORM & ACCESSORY ASSORTMENT**  
Contains each of the four Evel Knievel action uniform sets: Rescue, Arctic, Explorer, and Racing.

Pack: 24 pcs. Wgt.: 24 lbs.

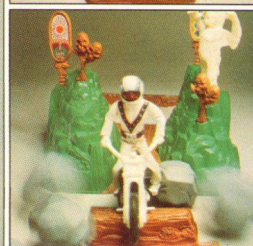
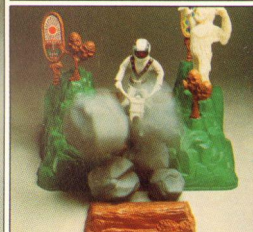
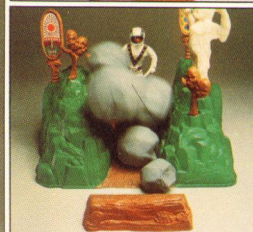
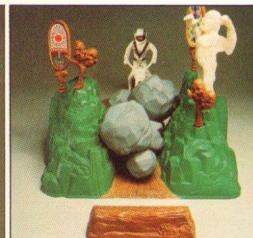


**3427-2**  
**EVEL KNieVEL™ ESCAPE FROM SKULL CANYON™**  
Oh, oh! Evel's really gotten himself into a jam this time. The hairy monster has him trapped in Skull Canyon. If he doesn't get out in a hurry, he's in big trouble! Evel's gonna try to jump out, but the hairy monster has thrown logs across

the road. There he goes—oh no, he missed! Now there's just one more chance. Evel has to crash right through the boulders the monster has used to block the passage—but you'll have to help. Wind up Evel's bike in the winder. Up, up,

up, up—now let him go. CRASH!!! Evel hits the boulders and powers right on through. Thanks to you, he made it! Set comes complete with canyon, boulders, log, monster, skull posts and voodoo hex signs. (Figure, cycle and winder not included.)

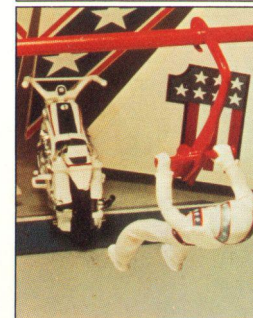
Pack: 6 pcs. Wgt.: 15 lbs.



**3418-1**  
**EVEL KNieVEL™ STUNT STADIUM™**

Hurry, it's almost time for the big Evel Knievel stunt show. The crowd is packed into Stunt Stadium, waiting excitedly for the King of the Stuntmen to appear. And here he comes now, racing down the red-white-and-blue track, hitting the ramp at stunning speed and shooting into the air to a scale height of 55 feet! Think that was something? You haven't seen anything yet. For his next stunt Evel does a spectacular double flip that has you on the edge of your seat with excitement. And for his incredible finale, Evel gets a good long start, hits the ramp at top speed, and using his "sky hook" yanks himself clear off the cycle and hangs there in mid-air while the cycle shoots out through the stadium doors and the crowd goes wild! When the show's over, all the stunt gear plus Evel, his stunt cycle and winder fit into the stadium, which closes up into a neat case to store or carry away. (Stunt cycle, winder and figure not included.)

Pack: 6 pcs. Wgt.: 20 lbs.





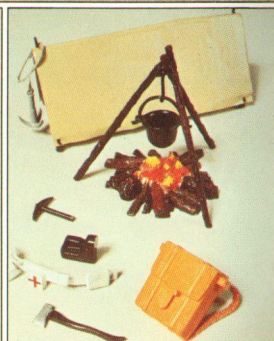
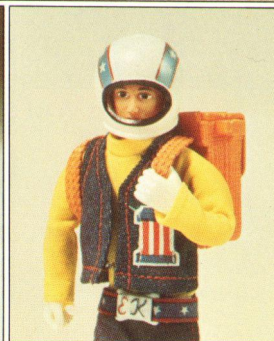
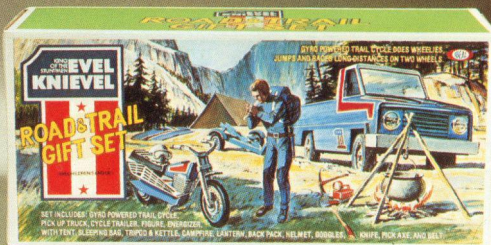
**3428-0  
EVEL KNIEVEL™ ROAD &  
TRAIL ADVENTURE SET**

What does Evel do on his day off? Goes riding in the woods! He's off to an early start at the wheel of his cool pick-up truck, painted in his own red-white-and-blue racing colors. The truck pulls Evel's scrambling

trail bike on its own trailer. The sun's just coming up as he hits the tall timber. Help Evel unload his bike and adjust his helmet and back-packing outfit, then crank up the winder and listen to it whine as Evel takes off for a day of exciting trail riding. At the end of the day, Evel chops some firewood

and builds a campfire to cook supper. Then it's time for a good night's rest, snug and warm in his own tent. Tomorrow will be another great day for riding, but right now a guy sure needs some sleep. (Trail bike, winder and figure included.)

Pack: 4 pcs. Wgt.: 18 lbs.



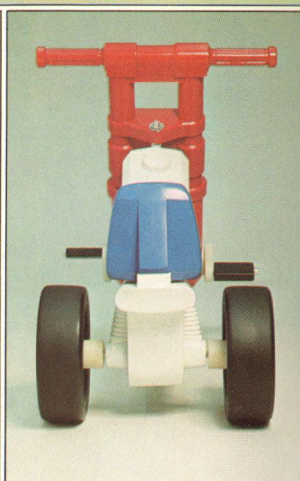
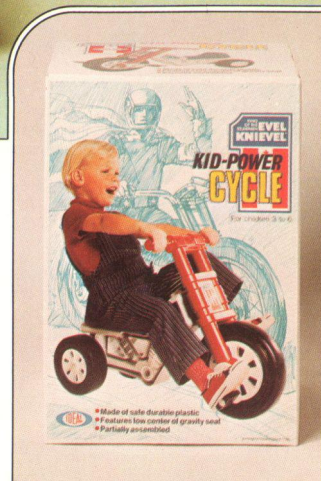
**3408-2  
EVEL KNIEVEL™  
SCRAMBLE VAN®**

Welcome to Evel's world—the big Scramble Van he calls home while on his way from one performance to the next. This brawny beauty, painted Evel's own red-white-and-blue racing colors, has everything he needs on the road... gas can, cycle jack, tool box with tools and even a grease gun so a youngster can help Evel keep his cycle in shape between stunts. Even the van itself becomes part of one of Evel's stunts. Just connect the 3-piece ramp and WHOOSH! Evel jumps right over the van. There's a fire extinguisher standing by just in case of trouble, and after the performance Evel can do a little relaxin' in his captain's chair, before it's time to load his stunt cycle on its own trailer and get his show on the road. (Stunt cycle, winder and figure not included.)

Pack: 6 pcs. Wgt.: 26 lbs.





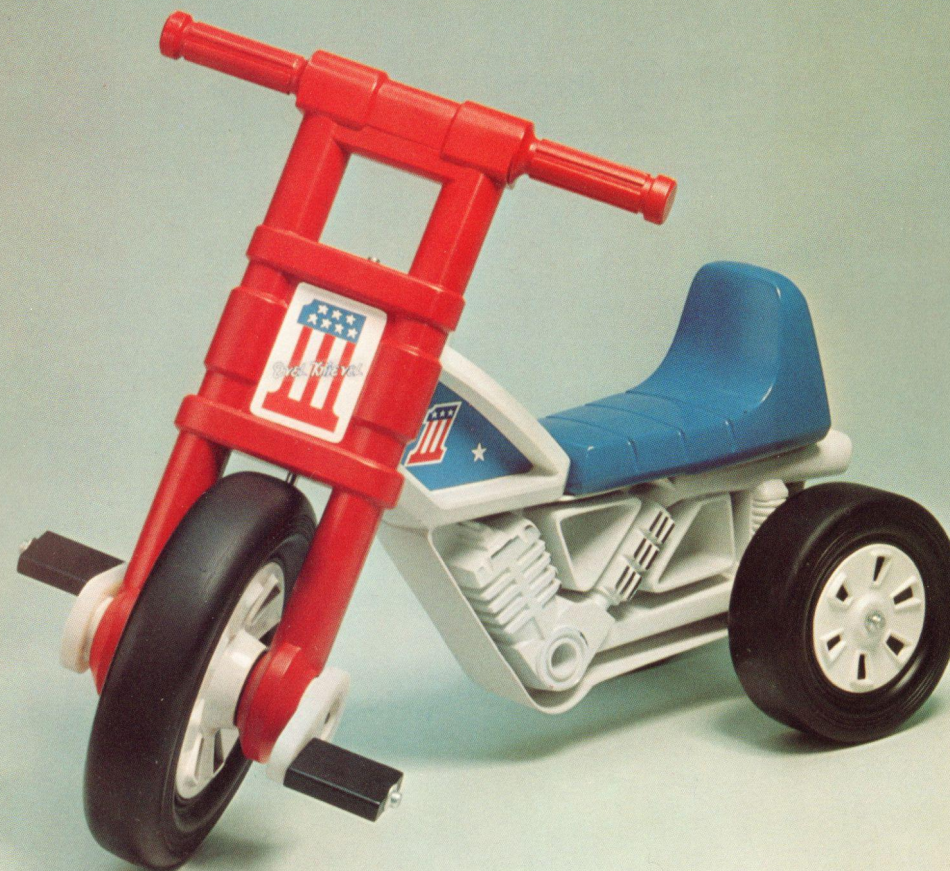


### 3436-2 EVEL KNEIEVEL™ KID-POWER CYCLE

Who's that riding down the sidewalk with a big wide grin? Is it Evel Knievel on his snarling stunt cycle? No—it's a youngster making like a Junior Evel on his Evel Knievel Kid-Power Cycle. The pedal action can whip this cycle up to the kind of speed Evel himself would appreciate. And it's

easy to feel like Evel on this sleek low-slung beauty inspired by Evel's own stunt cycle... featuring a banana seat, dual "exhausts" and racy-looking wheels. Wide-apart rear wheels make this a stable machine even at "top speed," and a strong double front fork soaks up shock... making this the perfect cycle for every junior daredevil.

Pack: 1 ea. Wgt.: 11 lbs.





**HERE COME THE  
MIGHTY MO'S**

There's just no stopping them! Mighty Mo's are an idea whose time has come. And now they come in three sizes—the original Mighty Mo, Tiny Mighty Mo, and the new in-between size, Midi Mighty Mo. . . giving kids a bigger choice than ever. All of them use the same winning formula. A magic motion motor that starts a Mighty Mo rolling with just a simple push, and keeps it rolling for a long, long time. An exclusive safety clutch that keeps gears from stripping if a youngster pushes down too hard on a vehicle while its motor is turning. Careful detailing and realistic operating features that make it easy for a child to create all sorts of imaginary adventures. This year Tiny Mighty Mo vehicles also come in three action sets . . . each containing 2 vehicles, 4 figures, and enough accessories to make it a tiny world in itself. The best thing about any Mighty Mo vehicle is its simplicity. No batteries . . . no electricity . . . Mighty Mo's are the toys that conserve energy while they give plenty of durable, long-lasting fun!





**TINY MIGHTY MO'S®**  
No batteries! No electricity!  
Just a simple push starts a  
Tiny Mighty Mo rolling and  
keeps it rolling for a long, long  
time. Now there are nine Tiny  
Mighty Mo's, all powered by  
the same powerful magic  
motion motor. Enough different  
vehicles to build a whole world  
of imagination—but so small  
you could fit all nine in a  
drawer or on a shelf. Each is

3½" long . . . beautifully de-  
tailed . . . brightly colored . . .  
and solidly built for long  
trouble-free play. And each  
has a safety clutch to keep  
gears from stripping if a  
youngster pushes down too  
hard on a vehicle while its  
motor is turning. Tiny Mighty  
Mo proves that good things  
really do come in small  
packages.

**4163-2**  
**Tiny Mighty Mo® Safari Car**  
**4162-4**  
**Tiny Mighty Mo® Mounted**  
**Weapons Carrier**  
**4161-6**  
**Tiny Mighty Mo® Cement**  
**Mixer**  
**4140-4**  
**Tiny Mighty Mo® Fire Truck**  
**4141-8**  
**Tiny Mighty Mo® Tow Truck**

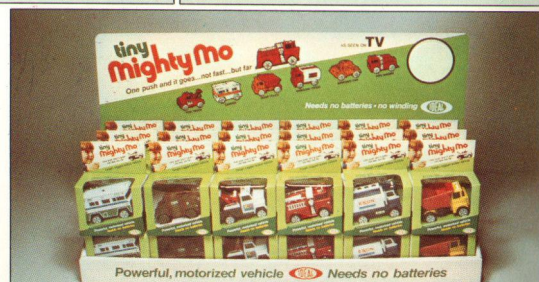
**4142-6**  
**Tiny Mighty Mo® Armored**  
**Vehicle**  
**4143-4**  
**Tiny Mighty Mo® Dump Truck**  
**4144-2**  
**Tiny Mighty Mo® Gas Truck**  
**4145-9**  
**Tiny Mighty Mo® Camper**  
Pack: 12 pcs. Wgt.: 5 lbs.



**4147-5**  
**TINY MIGHTY MO® 12 PIECE**  
**ASSORTMENT**  
Contains: 12 pcs. assorted.

Pack: 12 pcs. Wgt.: 5 lbs.

**4138-4**  
**TINY MIGHTY MO® 36 PIECE**  
**ASSORTMENT**  
Contains: 36 pcs. assorted,  
packed in a display with  
27" x 9" header.  
Pack: 36 pcs. Wgt.: 13 lbs.



TV

**4178-0**  
**TINY MIGHTY MO®**  
**ARMORED PLATOON**  
This miniature mobile army has  
a finely-detailed weapons car-  
rier and tough armored vehicle  
(both with safety clutch) . . .  
four soldiers with rifle, pistol,  
bazooka, and radio . . . plus  
gas cans, oil drums, and a  
brick wall to shoot behind.  
Pack: 6 pcs. Wgt.: 6 lbs.



TV

**4179-8**  
**TINY MIGHTY MO®**  
**RESCUE SQUAD**  
Set contains four firemen with  
ax, hose, equipment pack, and  
first-aid kit . . . a bright red fire  
truck and rescue vehicle with  
moveable aerial bucket (both  
with safety clutch) . . . plus a  
ladder and burning wall for  
extra play value.  
Pack: 6 pcs. Wgt.: 6 lbs.



TV

**4180-6**  
**TINY MIGHTY MO® ACTION**  
**SET ASSORTMENT**  
Contains: 6 pcs. assorted.  
Pack: 6 pcs. Wgt.: 6 lbs.



TV



# **MIDI MIGHTY MO'S™**

Now there's a Mighty Mo vehicle just the right size for any child . . . because now there's Midi Mighty Mo. At 7" long, it's about twice the size of Tiny Mighty Mo—but it works just the same way. No batteries . . . no electricity . . . a single push sets the magic motion motor going, and off goes Midi Mighty Mo for a long, long ride. Each of the four Midi Mighty Mo's is carefully detailed, and each one has a realistic moving part. There's a fire engine with an aerial bucket you can move anywhere you like . . . a tow truck with a hoist that goes up and down . . . a pick-up camper with removable camping pod . . . and a sand truck with real dumping action. And they all feature the safety clutch that prevents gear damage during hard play.

**4167-3**

**MIDI MIGHTY MO™ FIRE ENGINE**

**4169-9**

**MIDI MIGHTY MO™ PICK-UP CAMPER**

**4168-1**

**MIDI MIGHTY MO™ TOW TRUCK**

**4170-7**

**MIDI MIGHTY MO™ DUMP TRUCK**

Pack: 6 pcs.

Wgt.: 6 lbs.

**4172-3**

**MIDI MIGHTY MO™ 12 PIECE ASSORTMENT**

Contains:  
3 each of the 4 styles.

Pack: 12 pcs. Wgt.: 12 lbs.



# **MIGHTY MO® VEHICLES**

Just a push starts a Mighty Mo going on nearly any surface, indoors or out. Then the magic motion motor keeps it running without batteries or electricity . . . not fast but far, and with enough power to climb steep hills or push objects in its path. All three Mighty Mo vehicles have a powerful motor sound and realistic features. The dump truck boasts true dumping action, the bulldozer can plow with its adjustable blade, and the jeep comes with radio antenna and shovel. All feature a safety clutch to protect the gears during hard play.

**4120-2**

**MIGHTY MO® MILITARY JEEP**

**4121-0**

**MIGHTY MO® DUMP TRUCK**

**4122-8**

**MIGHTY MO® BULLDOZER**

**4123-6**

**MIGHTY MO® ASSORTMENT**

(2 ea. of 3 styles)

**4124-4**

**MIGHTY MO® JEEP**

(brightly colored, not shown)

Pack: 6 pcs.

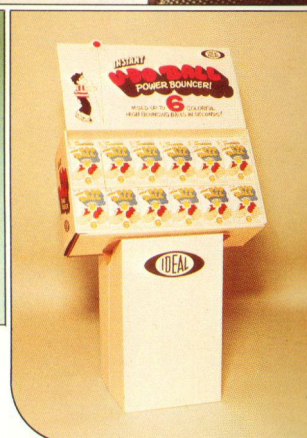
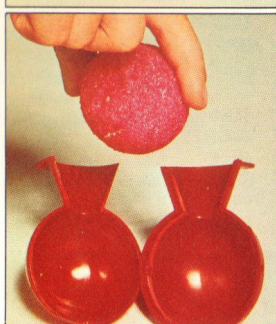
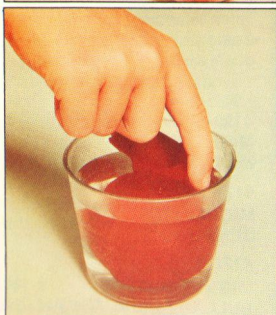
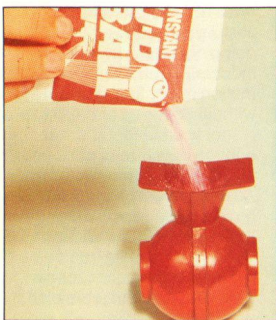
Wgt.: 22 lbs.





**6135-8 U-DO® BALL**  
 You've seen brightly-colored balls before. Lively high-bouncing balls, too. But have you ever made one all by yourself? That's a U-Do Ball, and it's amazingly easy to make:  
 1. Place the two halves of the mold together and pour in the U-Do magic powder. 2. Dip the mold in water for a few seconds. 3. Pull it out, count to 10, open the mold . . . and start bouncing! There's hours of fun in every ball, and enough powder for 6 balls in every box. Two mold sizes and three vibrant colors. Contains: 1 large mold, 1 small mold, 3 packages of U-Do powder.  
 Pack: 24 pcs. Wgt.: 11 lbs.

**6136-6 U-DO® BALL DISPLAY SHIPPER**  
 Pack: 24 pcs. Wgt.: 21 lbs.



**4175-6 MECHANICAL SEA PLANE**  
 9" float plane with powerful (but harmless) spring motor.  
 Pack: 12 pcs. Wgt.: 18 lbs.

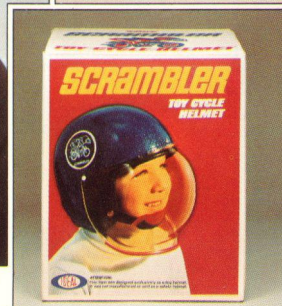
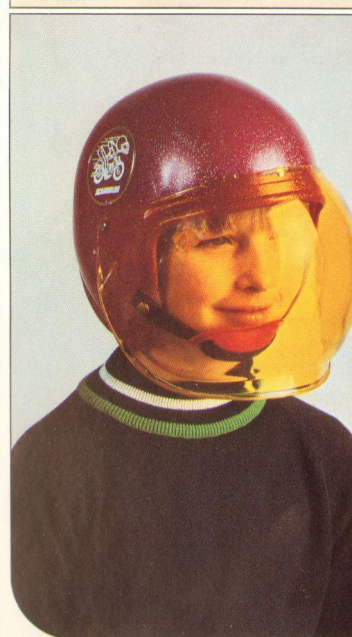


**4176-4 MARINE AIR-SEA RESCUE PLANE**  
 Pack: 12 pcs. Wgt.: 17 lbs.

**4115-2 SCARECROW™ TARGET SET**  
 There's plenty of target practice action built into this big target set. Shooter and three rubber-cup tipped darts are designed for safety.  
 Pack: 6 pcs. Wgt.: 25 lbs.



**4563-3 BOATERIFIC® BOAT CENTER DEAL**  
 This corrugated display with header holds 36 sea-going beauties, each powered by 2 "AA" batteries (not included). Contains: 12 each of 4560-9 Assorted Shark Pack® Boats; 12 each of 4546-8 Assorted Classics; 12 each of 4460-2 Assorted Outboards. Display is 27" L x 18½" W x 31" H.  
 Pack: 1 deal Wgt.: 28 lbs.



**4226-7 SCRAMBLER CYCLE HELMET**  
 Pack: 6 pcs. Wgt.: 13 lbs.

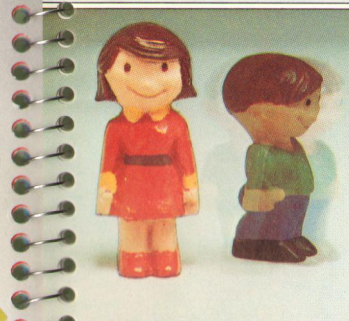


THE WORLD AS SEEN  
THROUGH THE EYES  
OF A CHILD



# THINK & LEARN

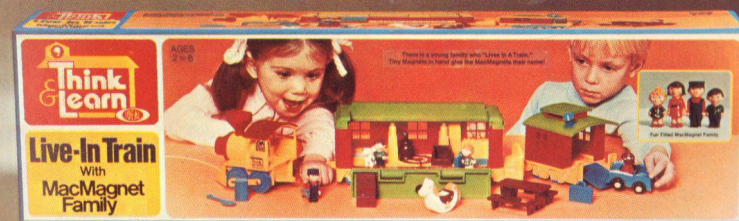




#### 8221-4 LIVE-IN TRAIN™

Wouldn't it be fun to live on a train? Every morning when you woke up, you'd be someplace else. You could go where it's warm in Winter and cool in Summer. Doesn't that sound nice? Well, we'd like you to meet a family that really does live on a train. The MacMagnet™ family. Why are they called the MacMagnets? Because they have magnets inside that let them do all sorts of things. When you move them close to each other—CLICK—they come together so they can all go for a walk. Their dog, too. With his magnet, Mr. MacMagnet can pick up a suitcase or hold a wrench to fix anything that breaks on the locomotive. And you can pull down the whole side of the car to see the play area inside where the MacMagnets live. When it's time to go shopping, just open the door of the caboose, and look—there's a cute little car inside, big enough for two of the MacMagnets to ride in. The Live-In Train carries everything the MacMagnet family needs, including 2 suitcases, oil drum, steps, picnic table, 2 picnic benches, potbellied stove, easy chair, rocking horse, wrench, and shovel.

Pack: 6 pcs. Wgt.: 24 lbs.





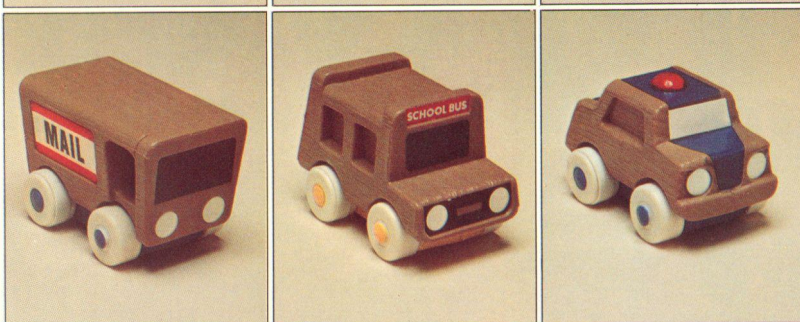
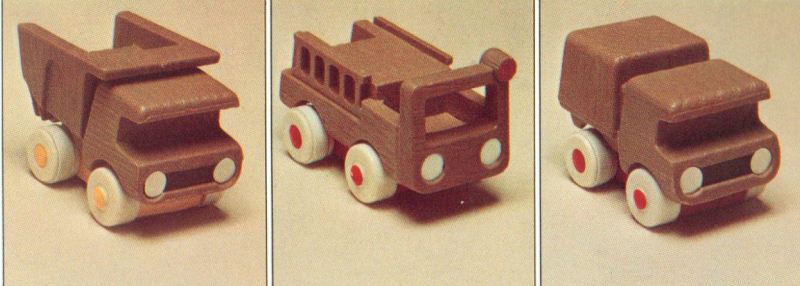
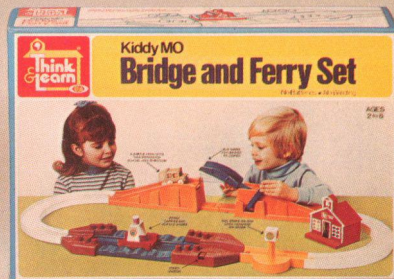
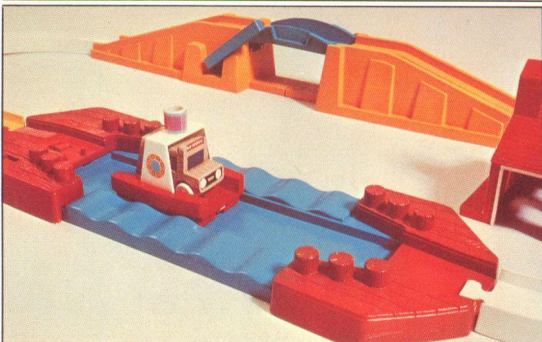
**8237-0  
KIDDY MO® BRIDGE  
AND FERRY SET**

It's morning and time for the Kiddy Mo Schoolbus to take the children to school. Help it get started by giving it a little push along the road. Uh-oh! Red light means STOP . . . so the bus has to wait 'til you turn the light green. Then off again to the ferry dock at the edge of the river. But where's the ferry?

There it is on the other side of the river. Please hurry back or the children will be late to school! When it arrives, the bus drives on and powers the ferry across the river. As soon as it reaches the other side it rushes off again, only to come to a halt at the overpass. What's this? Drawbridge open? The bus waits until you lower it, then over it goes and down the other side to school. Whew . . .

made it just in time! The Bridge and Ferry Set is a 45" x 17" oval when assembled. Contains: 1 motorized Kiddy Mo School Bus, 4 curved sections of track, 1 stoplight unit, 1 drawbridge unit, 1 ferry boat, 1 ferry unit, 1 schoolhouse.

Pack: 4 pcs. Wgt.: 20 lbs.



**KIDDY MO®  
ACTION VEHICLES™**

Six cute little vehicles with basic shapes that let a pre-schooler create endless play situations. Just a push keeps any of them rolling for a long time and the safety clutch prevents gear stripping. They're ruggedly constructed of molded plastic with a simulated wood-grain finish. Each is packaged in a look-in blister pack mounted on a display platform.

- 8232-1 KIDDY MO® DUMP TRUCK**
- 8230-5 KIDDY MO® FIRE ENGINE**
- 8231-3 KIDDY MO® PANEL TRUCK**
- 8235-4 KIDDY MO® MAIL VAN**
- 8233-9 KIDDY MO® SCHOOL BUS**
- 8234-7 KIDDY MO® POLICE CAR**

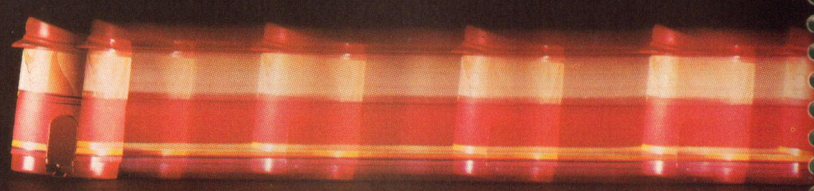
Pack: 12 pcs. Wgt.: 15 lbs.

**8246-1 KIDDY MO® VEHICLE  
COUNTER DISPLAY**

New merchandiser packs 36 Kiddy Mo Action Vehicles into a counter space only 28" long by 9 3/4" deep. Two-color header card stands 17" high, shows all 6 Kiddy Mo vehicles. Display holds 6 of each style.

Pack: 36 pcs. Wgt.: 21 lbs.



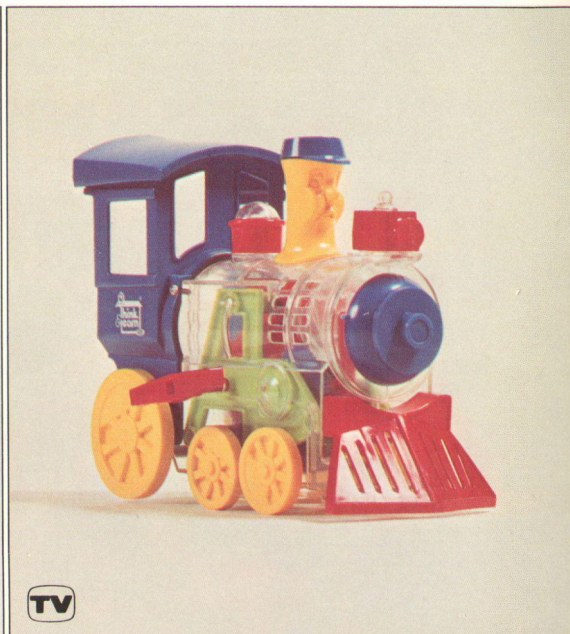
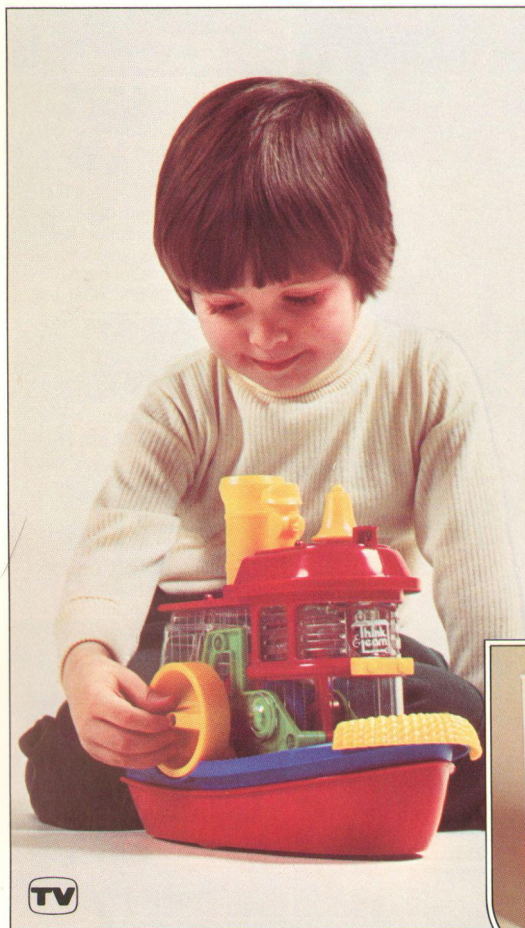


**MISTER MO®**  
Mister Mo is on the go. This round, happy-faced 4" figure really knows how to get around. A simple push and off he goes on his own two wheels—and his magic motion motor keeps him going for a long time. Mister Mo is versatile; he comes as a pilot, fire chief, boat captain or engineer. And being the practical fellow that he is, naturally he has the right vehicle for each job—a plane, fire engine, boat and locomotive. Put him in the driver's seat and he really makes his vehicle go, forward or backward and even uphill with just a push. No batteries or electricity needed. Figure and vehicle sold as a set only.

- 8260-2**  
**MISTER MO® CAPTAIN WITH BOAT**  
**8263-6**  
**MISTER MO® FIRE CHIEF WITH FIRE ENGINE**  
**8261-0**  
**MISTER MO® ENGINEER WITH LOCOMOTIVE**  
**8262-8**  
**MISTER MO® PILOT WITH PLANE**  
*Pack: 12 pcs. Wgt.: 30 lbs.*
- 8264-4**  
**MISTER MO® ASSORTMENT**  
Contains: 3 each of the 4 styles.  
*Pack: 12 pcs. Wgt.: 30 lbs.*







**4252-3  
TOOT-L-OO® TUG**  
For any child who loves to see how things work, here's a toy that gladly reveals all its secrets. You can look inside and see all the gears, levers, springs and bellows working away, as the wind-up motor sends it rolling along whistling "London Bridge." There's the captain up on the top deck

bobbing up and down as though his ship were really plowing through ocean waves. The wind-up key that makes everything happen is big enough for little hands to turn easily, but guards against over-winding. What makes the Toot-L-oo Tug such a great toy? That ought to be perfectly clear.  
Pack: 6 pcs. Wgt.: 22 lbs.

**4251-5  
TOOT-L-OO® LOCO**  
Chug, chug! This loco gives a child the same transparent delights as the Toot-L-oo Tug. The boiler of the loco is transparent and just like the tug you can see what makes it go. For even more fun, this loco plays "This Old Man" while it

chugs along, the whistling head on top bobbing up and down.  
Pack: 6 pcs. Wgt.: 22 lbs.

**8274-3  
TOOT-L-OO® ASSORTMENT**  
Contains: 3 Toot-L-oo Locos, 3 Toot-L-oo Tugs.  
Pack: 6 pcs. Wgt.: 22 lbs.



**FIX-IT® TRUCKS**  
Gives pre-schoolers the satisfaction of working with tools to assemble their own toys. These three 12" pull-trucks have wheels, nuts and bolts that go on and off. The wrenches that do the work store in handy recesses right in the sides of each truck, so they won't get lost.

**3223-5  
FIX-IT®  
CARRY-ALL TRUCK**  
**3224-3  
FIX-IT®  
FIRE ENGINE**  
**3222-7  
FIX-IT®  
TOW TRUCK**

**3225-0  
ASSORTED FIX-IT® TRUCKS**  
Contains 24 trucks, 8 each of the 3 styles.  
Pack: 24 pcs. Wgt.: 24 lbs.



**3140-1  
BABY BOLTS®**  
An assembly toy with parts big enough so even a 2-year-old can handle them without getting frustrated. The toy has over-size screws and the bolts needed to get them together. When it's all done, a child has a happy 14"-tall figure to play with.  
Pack: 6 pcs. Wgt.: 16 lbs.



**3057-7  
POT'N SPOON™**  
A child has to fit brightly-colored plastic blocks—circles, squares, triangles—into similarly-shaped holes in the pot cover. Helps teach shape recognition and hand-eye coordination. And just for fun, there's a big spoon to stir things up with.  
Pack: 12 pcs. Wgt.: 20 lbs.

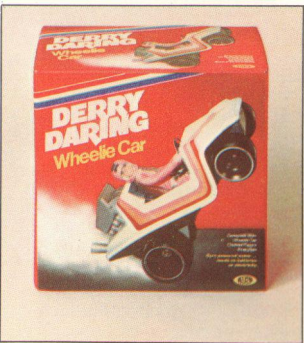
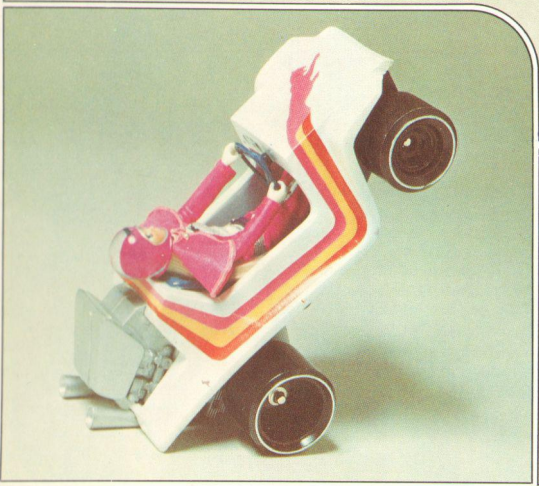


**FEMALE ACTION FIGURE**



**MEET DERRY DARING™**  
Today's little girl is no longer satisfied to do only what little girls have always done. Oh, she still loves cuddly dolls and little-girl games . . . but she also wants the kind of play action and adventure that used to be reserved for boys. We created Derry Daring just for her. Derry is a golden girl of adventure . . . a modern daredevil

who thrills girls the same way Evel Knievel fires the imagination of boys. But despite the wonderful sense of adventure about her, there's never any doubt that Derry is all girl—a beautiful, poseable 7" doll with rooted blonde hair that cascades to her waist. So welcome to the world of Derry Daring. It's the exciting world every little girl can call her own.



**3352-2 DERRY DARING™ WHEELIE CAR**  
Who said a girl can't handle a hot machine? Derry Daring can—and her Wheelie Car proves it! Put it on the winder . . . then wind it up to top speed . . . then let it go. Out it screams in an incredible vertical wheelie, with Derry's long blonde hair streaming out behind. Dream up your own stunts, too. You've never seen anything like it! The most fantastic fun car ever, with gutsy rear-engine styling and a racing stripe that matches Derry's own hot pink racing suit and helmet. Comes complete with figure and winder. A terrific car for a terrific gal!  
Pack: 6 pcs.      Wgt.: 15 lbs.







TV



#### 3351-4 DERRY DARING™ POP-TOP CAMPER™

Derry Daring is such a great girl of action, we decided she deserved a great vehicle to travel in from one adventure to the next. Here it is—her go-anywhere Pop-Top Camper, just as sleek and stylish as Derry herself. It unfolds into a

big camper tent, with transparent top and sides so you can see inside. When Derry's not camping, the camper pod lifts right out, converting the camper into a pick-up truck that's super for toting Derry's cycle. Even the roof of the cab comes off whenever Derry wants that "wind-in-the-face" feeling. When she camps,

Derry goes in comfort with a table, chair, lantern, stove, pan, and first-aid kit. It's all just the way Derry wants it. What a sweet set-up! (Figure, winder and cycle not included.)

Pack: 6 pcs. Wgt.: 18 lbs.



TV

#### 3353-2 DERRY DARING™ WESTERN SET

Derry's set to rope a steer or ride a bucking bronco in her Western outfit: Stetson hat, shoulder bag, canteen, and bow and arrow.

Pack: 12 pcs. Wgt.: 12 lbs.

#### 3355-5 DERRY DARING™ ACTION REPORTER

Derry not only makes news—she reports it too, with TV camera, tape recorder with mike, and safety helmet... plus a walkie-talkie to keep her in touch with the station.

Pack: 12 pcs. Wgt.: 12 lbs.



#### 3354-8 DERRY DARING™ RACING SET

Derry's ready to fix her car or drive it to victory. Her racing outfit includes helmet and visor, plus tool box, grease gun, ball-peen hammer, wrench, screwdriver, gas can, and jack stand.

Pack: 12 pcs. Wgt.: 12 lbs.

#### 3356-3 DERRY DARING™ MOUNTAIN CLIMBING SET

Who says girls can't climb mountains? Derry Daring can! Here she is in her mountain-climbing outfit complete with backpack, belt, knife, rope, pick ax, helmet, and goggles.

Pack: 12 pcs. Wgt.: 12 lbs.

#### 3358-9 DERRY DARING™ UNIFORM & ACCESSORY ASSORTMENT

Contains 6 each of the 4 Derry Daring uniform sets: Mountain Climbing, Racing, Western, and Action Reporter.

Pack: 24 pcs. Wgt.: 24 lbs.

#### 3350-6 DERRY DARING™ TRICK CYCLE WITH FIGURE

Derry's gyro-powered trick cycle is a snarly beast, but Derry tames it with ease. Watch her flash out of the winder and do wheelies, jumps, and flips. The cycle is decorated in Derry's own special way... and Derry comes in a pink and silver jumpsuit with helmet, detachable pink cape, and white riding boots.

Pack: 6 pcs. Wgt.: 15 lbs.

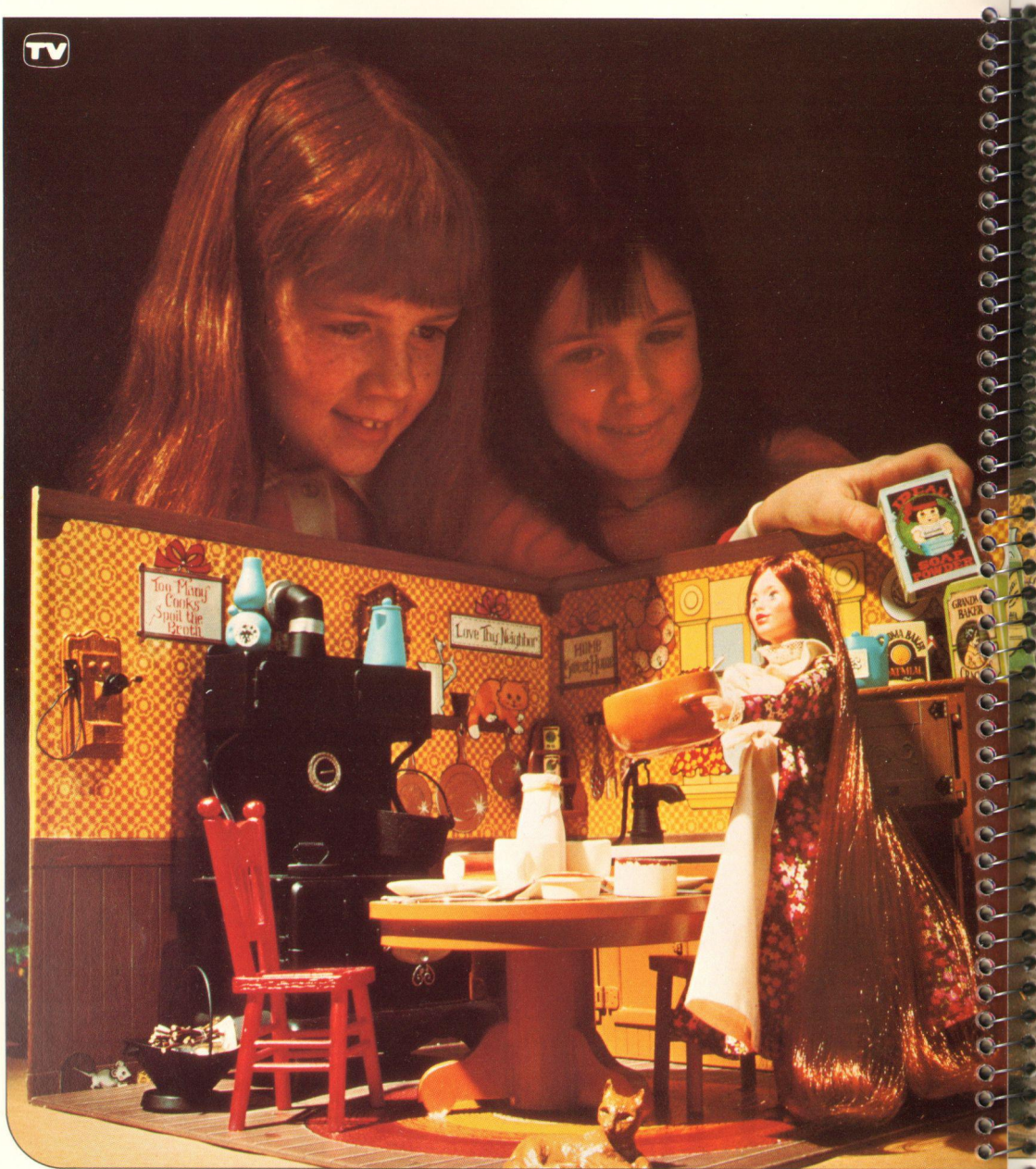


TV



DOLLS





# JODY™ THE OLD-FASHIONED DOLL

You've never seen a doll who looks, dresses, or lives like Jody. Her charming country ways take you back to a quieter, more innocent time . . . when life moved slower and people had time for each other. Jody's rooted auburn hair is the kind girls loved then . . . it's soft and silky and tum-

bles all the way down to her toes. We've put Jody into three settings she knew well—her kitchen, her parlor, and the general store in town. Each is authentically detailed, and tells a lot about what life was like in those days. And Jody herself? She's just 9" of gentle, poseable, old-fashioned loveliness—the kind we need more than ever today.

## 1300-3 JODY™ WITH APRON DRESS 1306-0 BLACK JODY™ WITH APRON DRESS

A young girl had a lot of household chores to do in those days—and Jody's dressed for them in a long flowered calico dress with a homespun apron down the front. There are fringes of lace at her wrists . . . at her

neckline . . . and around the edge of a calico bonnet that matches her dress. Underneath the dress she's wearing a pair of pretty pantaloons (all the well-dressed young ladies wore them back then) . . . and on her feet, a pair of high-button shoes just like Grandma wore when she was a little girl.

Pack: 12 pcs. Wgt.: 14 lbs.

GIBSON GIRL DRESS



## 1303-7 JODY™ WITH GIBSON GIRL DRESS 1308-6 BLACK JODY™ WITH GIBSON GIRL DRESS

This is the dress Jody wore to school or when she went to town. Her organdy blouse has a bright flowery pattern, and a row of perky pearly buttons down the front—topped off by a black velvet bow. Her full skirt covers her pantaloons and reaches almost to her high-button shoes, and around her tiny waist (the tinier the better in those days) is a black velvet belt with a shiny big buckle. A jaunty straw hat completes Jody's outfit. When she wore it, everyone must have thought she was the prettiest girl in town. And she was.

Pack: 12 pcs.

## 1302-9 JODY™ WITH EYELET DRESS 1307- BLACK JODY™ WITH EYELET DRESS

Jody's all ready to receive visitors—or go calling herself—in a beige eyelet dress, delicately embroidered all over. It has a fringe of lace around the bodice, long flaring sleeves, and a wide pink satin sash at the waist. A charming touch is the cameo attached to the dress at her neck. And of course, she's wearing pantaloons and high-button shoes. To shade her face from the sun when she goes outside, there's a matching picture hat decorated with pink ribbon. It all makes Jody a beautiful vision in lace.

Pack: 12 pcs. Wgt.: 11 lbs.

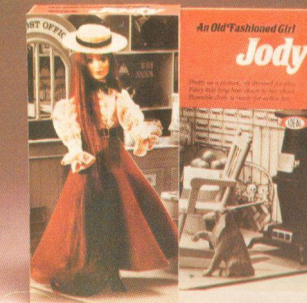
APRON DRESS



## 1318-5 JODY™ DOLL ASSORTMENT

### 1319-3 BLACK JODY™ DOLL ASSORTMENT

Four each of 3 styles.  
Pack: 12 pcs.  
Wgt.: 14 lbs.



EYELET DRESS





### 1301-1 JODY™ AND HER COUNTRY KITCHEN

This wonderfully old-fashioned kitchen is so real looking, you can almost hear the cheery crackling of wood burning in the big black stove . . . or smell those good breakfast fixin's sizzling on the griddle. Jody's here in her apron dress, and there's an ice box with a door that opens (they didn't have refrigerators in those days) . . . a kitchen sink with cabinets underneath . . . two bright red kitchen chairs and a solid-looking table all set for a hearty country breakfast. Little things, too . . . a cookie jar to snatch cookies from. An old-fashioned wall telephone. A cuckoo clock. A pail of wood for the stove. Even Jody's calico cat. There's so much here for any little girl to love. Can you imagine one who wouldn't?

Pack: 6 pcs. Wgt.: 33 lbs.



### 1305-2 JODY™ AND HER GENERAL STORE

Whatever Jody needed, she'd find it at the general store. Dishes and frying pans and coffeepots . . . yards and yards of cloth to make into pretty dresses . . . a barrel of apples in the corner, and a big clear jar full of "candy" that cost only a penny a handful. And the money was kept in the old-fashioned cash register, with a money drawer that really opens. You could even mail a letter at the general store, because the Post Office was there too. Whenever Jody came to town she'd wear her favorite Gibson girl dress. On a cold day she'd stand in front of the pot-bellied stove to get warm. How she loved to play checkers with the storekeeper. Sometimes he'd even let her win!

Pack: 6 pcs. Wgt.: 33 lbs.



### 1304-5 JODY™ AND HER VICTORIAN PARLOR

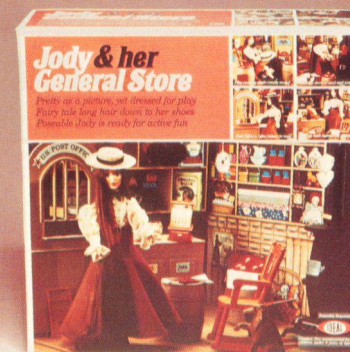
In the old days, the whole family would gather in the parlor after dinner. Of course there was no television to watch then, but people could sing songs around the piano, listen to their new phonograph, or just invite friends in for tea. Jody's ready for any of those things in her very best beige eyelet dress. The sofa she's sitting on feels just like velvet. Against the wall is the player piano and piano stool. On the table next to Jody's shiny brass color tea set is that amazing new phonograph. Jody's Parlor also has a telephone, a Tiffany type lamp, a grand father clock, a comfortable rocking chair and simulated gas lamps above the piano for a warm glow in the evening. Jody sure must have had a lot of fun in this room.

Pack: 6 pcs. Wgt.: 33 lbs.

Wgt.: 66 lbs.

### 1314-4 JODY'S™ ASSORTED ROOMS

Pack: 2 each Kitchen, Parlor and Store. Wgt.: 33 lbs.



### JODY'S™ WORLD IS BEAUTIFUL FROM ANY ANGLE

When we say that each of Jody's three environments is beautifully detailed, we mean the outsides as well as the insides. Here you see the outsides of Jody's kitchen, her parlor, and her general store. We've spared no effort to make even the outsides realistic enough to captivate a little girl's imagination and enhance her play enjoyment. And of course, the insides are even better.



**HERE COMES TIFFANY TAYLOR™!**

Who's the first doll in history to wear a "mink" coat? It could only be Tiffany Taylor, America's exciting teen-age cover girl. As a fashion model, Tiffany has to change her personality for every shot . . . sometimes looking young and fresh, sometimes glamorous and sophisticated. Doesn't she look sensational in "mink"?

Just wait 'til you see her in her twelve other terrific outfits. Tiffany knows just how to prepare for a modeling assignment. Two shades of eye shadow to set off her deep blue eyes . . . long eyelashes that make her eyes look even bigger . . . just the right subtle shade of lipstick . . . and hair that changes from blonde to brunette in a wink. Tiffany has the kind of skin you'd expect a

model to have . . . smooth and creamy, with just a hint of a tan from those outdoor shooting sessions. Tiffany's head, arms and legs are moveable. And she can stand by herself in her platform shoes. Tiffany's gorgeous face, long legs and terrific figure all add up to 19 beautiful inches of a little girl's dreams. Look out, world—here comes Tiffany Taylor!

**8035-8  
TIFFANY TAYLOR™  
"FUR" COAT OUTFIT**

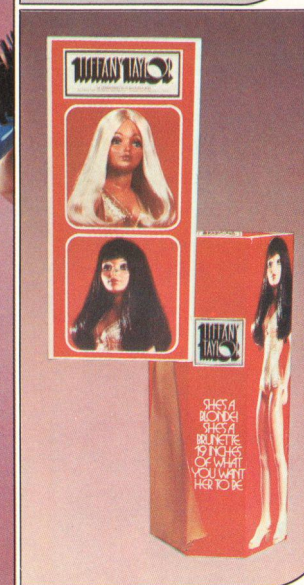
Pack: 6 pcs. Wgt.: 5 lbs.

TV


**1202-1  
TIFFANY TAYLOR™  
AND HER BASIC OUTFIT  
1203-9**
**BLACK TIFFANY TAYLOR™**

As a fashion model, Tiffany has to be ready to look beautiful in any situation . . . so she needs a basic outfit that's not only glamorous but flexible, too. Hers is a floor-length evening gown of sheer chartreuse crepe, very cool and sophisticated. But whisk off her skirt and it changes instantly to a striking gold lame bathing suit . . . just right for those shots at the beach. When she models, Tiffany has something else going for her . . . she can change the color of her hair! Flip, she's a blonde . . . flip, she's a brunette. Just turn the crown of Tiffany's head, brush for a moment . . . why, you'd hardly know it was the same girl. We've been asked: Does Tiffany look more beautiful as a blonde, or as a brunette? The answer is yes!

Pack: 6 pcs. Wgt.: 12 lbs.





**8037-4**  
**TIFFANY TAYLOR™**  
**ASSORTED OUTFITS**  
 Six assorted outfits for casual wear

**8043-2**  
**Evening Gown**  
**8040-8**  
**Hot pink sheer tricot shorty P.J.**

**8041-6**  
**Two piece shorts outfit**  
**8042-4**  
**Yellow knit mini dress**

**8050-7**  
**Dungaree set**  
**8059-8**  
**Green dress**

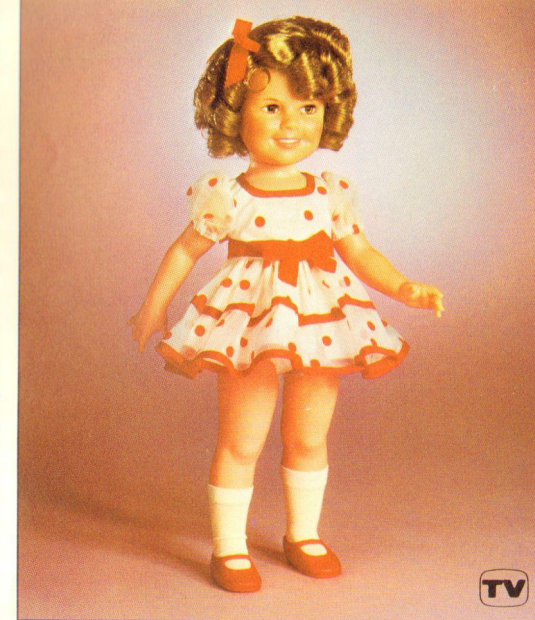
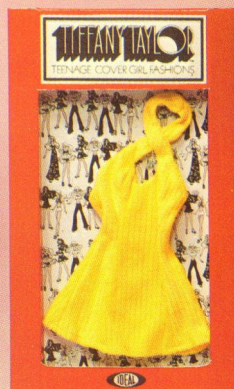
Pack: 24 pcs. 4 ea. of 6 styles  
 Wgt.: 9 lbs.

**8038-2**  
**TIFFANY TAYLOR™**  
**ASSORTED OUTFITS**  
 Six assorted outfits for boutique wear.

**8071-3**  
**Silver gown**  
**8073-9**  
**White gown/fur**  
**8074-7**  
**Swirl gown**  
**8069-7**  
**Long coat/hood**

**8070-5**  
**Blue 3 piece pants set**  
**8072-1**  
**Robe & pajama**  
 Pack: 12 pcs: 2 ea. of 5 styles  
 Wgt.: 5 lbs.

**8034-1**  
**TIFFANY TAYLOR™**  
**SHOE ASSORTMENT**  
 Pack: 12 Wgt.: 4 lbs.



**1125-4**  
**SHIRLEY TEMPLE**

Her curls. Her crinolines. Her knee socks and bows: Her dimpled smile. Everything that made Shirley Temple a star is back to capture the hearts of little girls all over again. She's 16½" of pure nostalgia with rooted curly hair and poseable head, arms, and legs.

Pack: 6 pcs. Wgt.: 17 lbs.



**SHIRLEY TEMPLE FAMOUS**  
**MOVIE COSTUMES**

**8178-6**  
**THE LITTLE COLONEL**

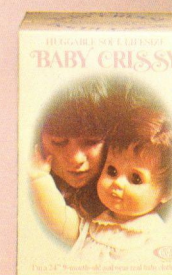
**8179-4**  
**CAPTAIN JANUARY**

**8180-2**  
**HEIDI**

**8181-0**  
**REBECCA OF SUNNYBROOK FARM**

**8182-8**  
**ASSORTMENT**  
 Contains: 3 each of the 4 styles.

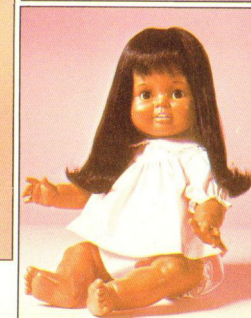
Pack: 12 pcs. Wgt.: 6 lbs.



**1110-6**  
**BABY CRISSY®**  
**1115-5**  
**BLACK BABY CRISSY®**

Baby-Crissy's a 24" life-size baby girl with foam-soft Magic Skin that makes her wonderful to hold, and lovely auburn hair that "grows" from short to long. She's so beautiful in her pink layette-size dress, every little girl wants to be her mommy.

Pack: 4 pcs. Wgt.: 20 lbs.







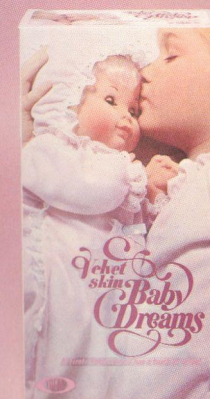
**1341-7  
BABY DREAMS™ ...  
THE DOLL WITH VELVET  
SKIN™**

**1351-6  
BLACK BABY DREAMS™ ...  
THE DOLL WITH  
VELVET SKIN™**

"Rock-a-bye baby, in the tree-top . . ." Any time's sleepy time for Baby Dreams . . . but she won't go to sleep unless she's treated just right. Lay her down on her back, and her big eyes stay wide open. But

when her mommy turns Baby Dreams on her side, her eyes close and she drifts off into dreamland. Baby Dreams is 17" long in her pink hooded bunting outfit, with floppy arms and legs, rooted hair, and something extra-special—new soft Velvet Skin™ that just begs to be caressed. She has an old fashioned cloth body that makes her a cuddly companion for any little girl . . . asleep or awake!

Pack: 6 pcs. Wgt.: 13 lbs.





**1208-8  
RUB-A-DUB® DOLLY  
1209-6**

**BLACK RUB-A-DUB® DOLLY**  
She's the doll who's lots of fun, 'cause two in the tub is more fun than one! No complaints when bath time comes around, if Rub-A-Dub's there to take into the tub along with you. Splash her, scrub her, soak her, dunk her—it's okay, she's watertight. This 17" bundle of

joy has moveable arms and legs and rooted hair. She comes complete with diaper and terry-cloth robe so a little girl can wash her, dry her, and wrap her up after a bath just the way she does herself. And you can tell by the happy expression on Rub-A-Dub's face that she's enjoying every minute of it.  
(Tugboat sold separately.)

Pack: 6 pcs. Wgt.: 18 lbs.

**1237-7  
RUB-A-DUB® TUGBOAT  
SHOWER™**

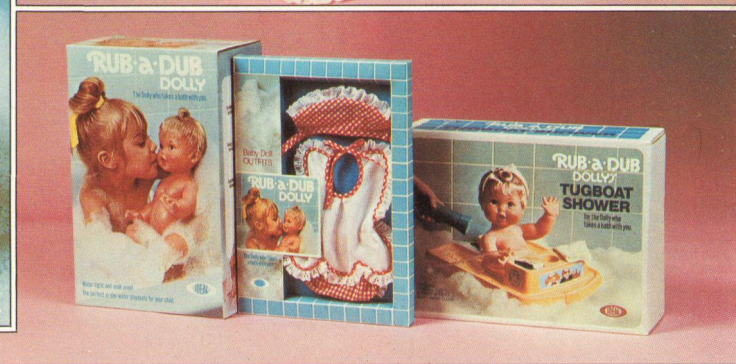
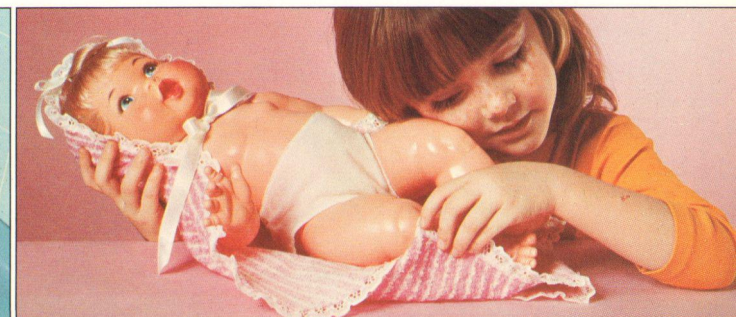
What's even more fun than taking a bath with Rub-A-Dub Dolly? That's easy—it's taking a bath with Rub-A-Dub and her Tugboat Shower. It's obvious that Rub-A-Dub's having fun too, sitting snugly in her very own tugboat bobbing up and down in the bathtub. Attached to the tugboat by a flexible plastic tube is a shower head. Every time you squeeze it, out squirts a spray of water. A little girl can give Rub-A-Dub a fun shower, and take one herself too. And it's so easy to shampoo Rub-A-Dub's hair. To make sure she gets good and clean all over, the Tugboat Shower comes with its own washcloth and cake of soap. With a Rub-A-Dub Tugboat Shower around, there's no problem getting a little girl into the bathtub . . . the problem is coaxing her out!  
(Doll sold separately.)

Pack: 6 pcs. Wgt.: 10 lbs.

**8028-3  
RUB-A-DUB® DOLLY  
ASSORTED OUTFITS**

Pack: 2 each of the 6 styles  
Wgt.: 6 lbs.

**8027-5 ROMPER**  
**8078-8 DRESS & BONNET**  
**8024-2 ROBE**  
**8025-9 PAJAMAS**  
**8026-7 DRESS**  
**8077-5 COAT & HAT**



TV





GAMES



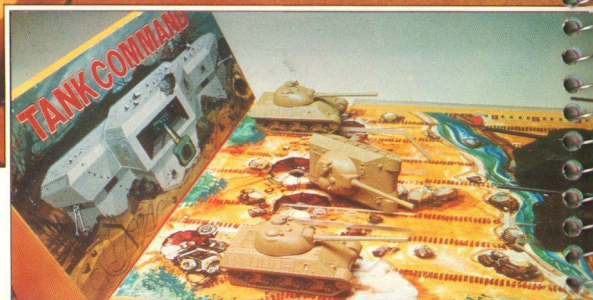


### 2130-3 TANK COMMAND™

Here's the family game that brings out the military genius in you. Each player has four tanks and ten shells with "explosive" power from 1 to 10. With your "fire control" panel up, you both move a marker behind one of your shells. Then at the same moment you both "fire your shells" by dropping the panels to reveal your choices. The player with the higher-value shell gets to push the enemy's tanks back a number of spaces equal to the total value of the two shells. When an enemy tank gets pushed all the way back to a "land mine" you pull

a lanyard and BARROOOM! the enemy tank is knocked out. Blast 'em all and you've won the game. But be careful . . . if you use up your heavy artillery while the enemy's firing only low-powered shells back at you, he may have enough fire-power left after your big guns are silenced to defeat you. The idea is to out-guess him . . . figure out what he'll do next . . . then use only as much "explosive" power as you need to win each battle. The suspense makes for pulse-pounding action from first shot to last.

Age group: 7 and up  
Pack: 4 pcs Wgt.: 15 lbs.



### 2061-0 EVEL KNieVEL™ STUNT GAME™

Loops . . . jumps . . . flips . . . wheelies. The Evel Knievel Stunt Game gives anyone the thrill of performing all the hair-raising stunts of the great Evel himself. And the fun really gets going when two or more players compete to see who can out-Evel the others and win the most "trophies." You control the action . . . turn on the switch and Evel speeds round and round on his stunt cycle. Push the BRAKE button in the middle of the track, and he screeches to a halt. There are 6 stunts, each one a challenge—and they get even harder as you go along. Stop the cycle on the ramp! Miss the wheel as it rolls across the track! Stop before hitting the barrels! Do a loop and stop in front of the grandstand! You have 3 chances to do each of our stunts . . . and you'll probably think up dozens more of your own. For every Junior Evel, it's the next best thing to doing Evel's daredevil stunts on a real cycle . . . and a lot safer!

(Requires 1 "D" battery, not included.)

Age group: 7 and up  
Pack: 6 pcs. Wgt.: 14 lbs.



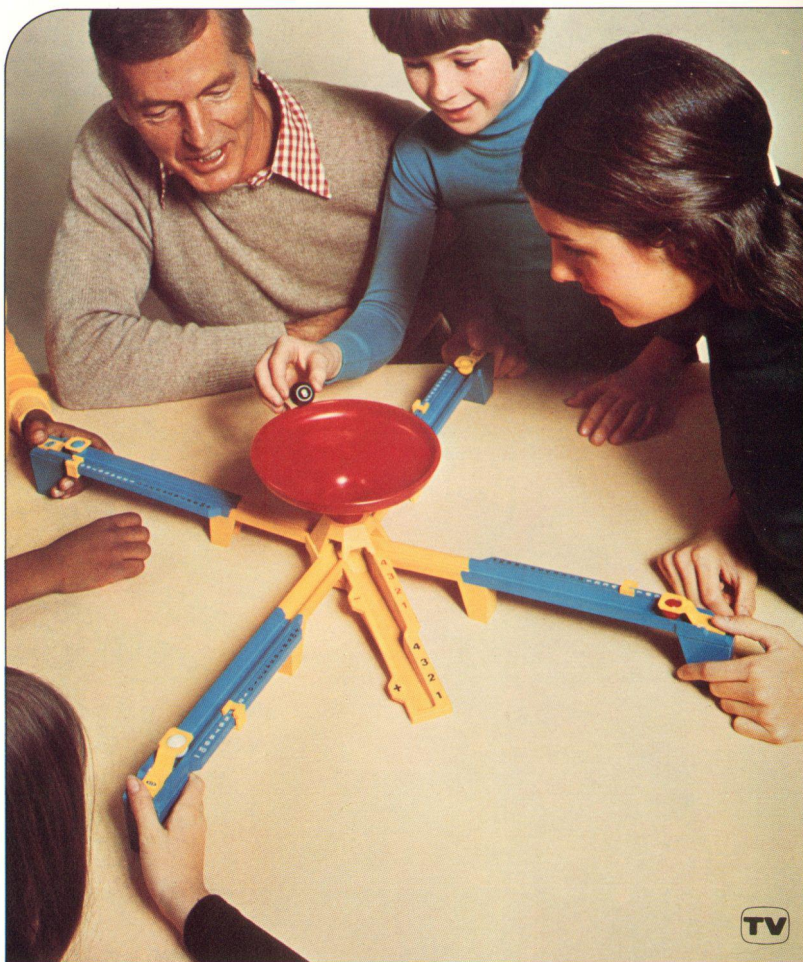


## 2106-3

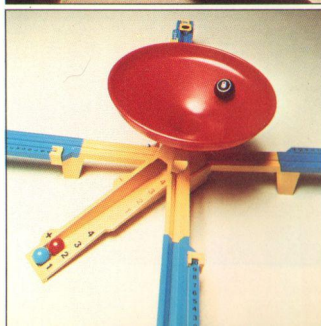
**BEAT THE 8 BALL™**

Split-seconds really count in this family fun game for 2 to 4 players that calls for strategy and a perfect sense of timing. Players take turns dropping the 8-ball into the funnel. At what he thinks is just the right instant, each player presses a lever to start his own ball rolling down his chute. At the bottom, all the balls come together in a scoring chute. The object is to beat the 8-ball down there—but just barely! If you release too soon and your ball is the first to reach the bottom, you score only one point. But if your ball is the last to sneak in just before the 8-ball, you can score up to 4 points. Collect 10 points and you're a winner. But look out... if the 8-ball beats you, you lose points. Drop down to minus-10 and you're out of the game. Where does the strategy come in? That's controlled by the player who releases the 8-ball. If he spins it around the funnel, the suspense builds as everyone watches it... all trying to decide how long they can wait before releasing their own balls. But instead of spinning it around the funnel, the player holding the 8-ball can drop it straight down the middle so it heads for the scoring chute fast... and maybe forces all the other players into minus scores. Only he knows what he's going to do, so you have to be ready for anything. Beat the 8 Ball... a big helping of good old-fashioned nerve-wracking fun.

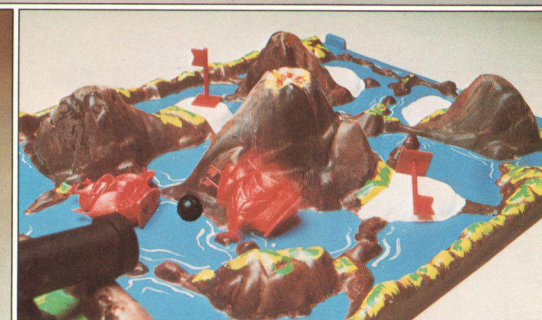
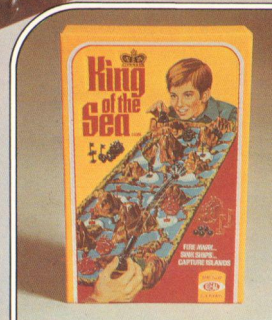
Age group: 7 and up  
Pack: 6 pcs. Wgt.: 15 lbs.



TV



TV

2131-1  
**KING OF THE SEA™**

"All right, me hearties, let's raise anchor, batten down the hatches, and stand by for action! Two fleets of man-o-wars will be battling for control of the sea this day... and it's for sure that only one of them can win!" In this game of nautical conquest, the two captains take turns moving their ships.

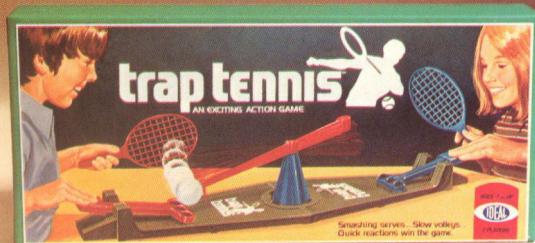
Sail into a lagoon and you can plant your flag on the adjacent beach and capture the island. But better look out for flying cannon balls while you're doing it, because the enemy has a powerful cannon mounted on a high bluff overlooking the scene... and every turn he gets two shots to try to blast your ships out of the water. Or if he knocks over

one of your flags with a well-aimed shot, you lose possession of that island and have to capture it all over again. Of course while he's shooting at your ships and flags, you're trying just as hard to get the range on his. So spread out your fleet to keep him from knocking off more than one ship with a lucky shot... and stay behind those mountains

for cover. The captain who captures five islands... or sinks all his enemy's ships first is the new King of the Sea. "Well shiver me timbers... if this isn't the most fun I've had since I set sail with Captain Kidd for a little buccaneering up and down the Spanish Main!"

Age group: 7 and up  
Pack: 6 pcs. Wgt.: 14 lbs.





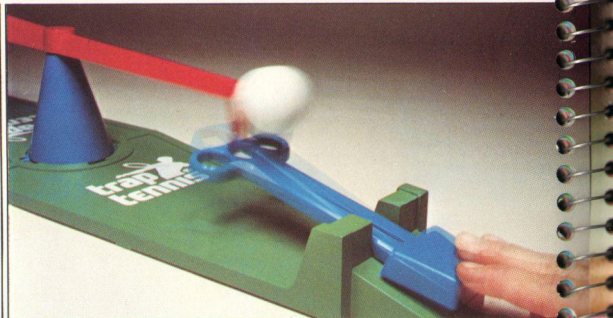
### 2132-9 TRAP TENNIS™

Trap Tennis—the game that takes all the skill and timing of the real thing. One player serves by hitting the ball on its revolving arm fast or slow—then as it comes around each player can let it go by, hit it, or try to trap it in one of the three holes on the end of his trap lever. If he traps it in the

middle hole he scores two points; either of the outside holes is worth one. 10 points spell victory, and just like in real tennis you can try to confuse your opponent by doing the unexpected.

Trap Tennis—a smashing family game.

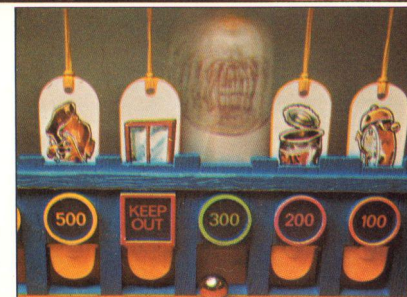
Age group: 7 and up  
Pack: 6 pcs. Wgt.: 15 lbs.



### 2133-7 JUNK YARD™

A target game with pinball action. Here's a target game for any number of players that gives you plenty of fast action with authentic pinball-type flippers. There are ten pieces of junk, each with their own point value. Work the flippers to keep the ball in play while you knock off as much junk as you can and score as many points as you can. You get two balls each turn; the winner can be the player who scores the most points in one turn, or a winning point total can be set: 1,000, 2,000, or whatever. You lose a ball by "breaking" one of the two windows, or letting the ball roll down past the flippers (either between them or around the ends). Lose two balls and your turn's over. It takes real concentration and a keen sense of timing to keep the ball under control as it ricochets around the target area . . . but Junk Yard is so much fun to play, everyone will really "flip" over it.

Age group: 7 and up  
Pack: 6 pcs. Wgt.: 17 lbs.

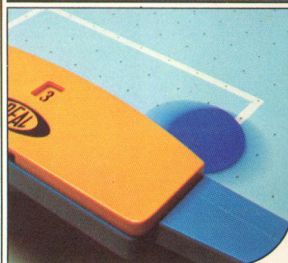
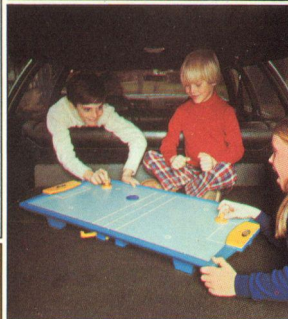
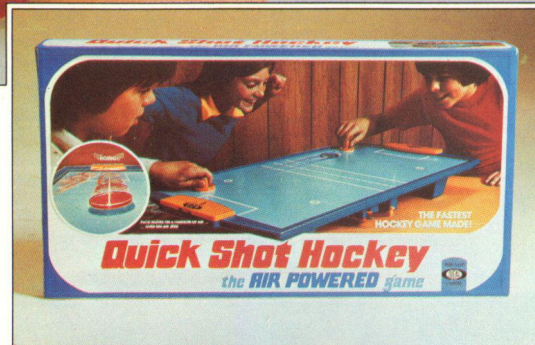
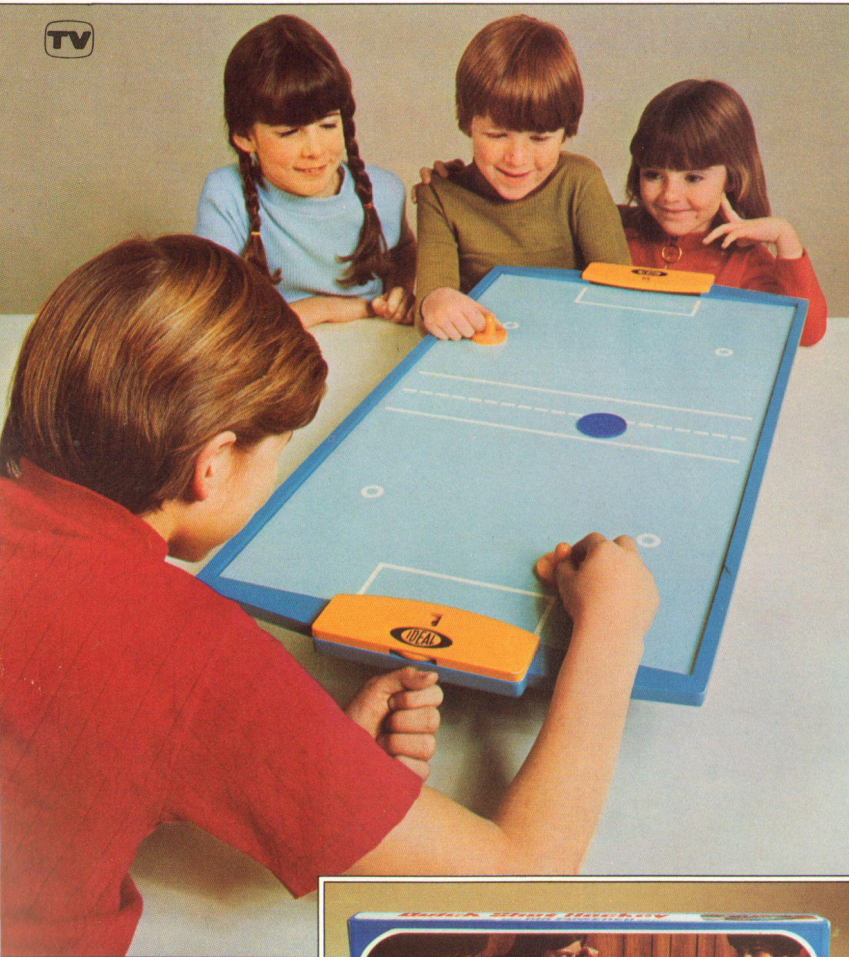




**2104-8 QUICK SHOT™ HOCKEY**  
 . . . The air powered game. All the speed, excitement and blazing competition of one of the big expensive air-powered hockey games—but in economical, portable, take-anywhere, play-anywhere form. Quick Shot Hockey uses 4 "D" batteries (not supplied) to

power the fan that spreads a cushion of air across the entire playing surface . . . making the puck whiz along at almost unbelievable speed. The game features an automatic puck return. . . . A bell rings to signal each goal. There's a scoreboard at each end for keeping track of individual scores. Quick Shot Hockey is high-speed

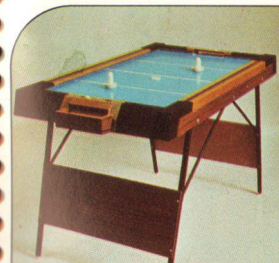
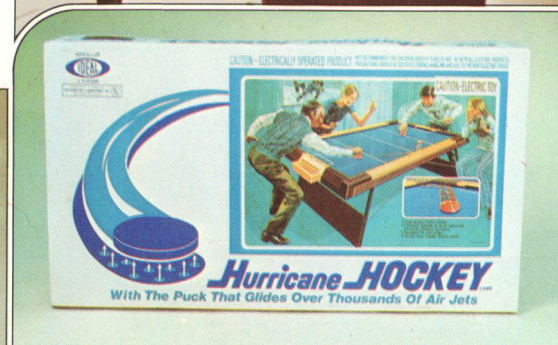
enjoyment that doesn't have to stay at home; it goes wherever you do!  
 Age group: 7 and up.  
 Pack: 3 pc. Wgt.: 33 lbs.



**2089-1 HURRICANE® HOCKEY**

Not just a game—it's a family fun center all by itself! Hurricane Hockey is still the fastest game on ice, and in this big-table version it's an investment in family pleasure that will keep paying off for many years to come. The entire playing surface is honeycombed with over 4,000 tiny air holes, and a 110-volt electric fan forces air up and through—creating a thin cushion of air on which the puck travels at incredible speed. Players use strikers to send the puck flashing right at the opponent's goal . . . or bounce it off the lively bumpers surrounding the playing area. Either way the speed is breathtaking and the action just never stops. There is a scoreboard at each end for keeping track of goals, and the first player to reach 6 is the winner and new family champ. The big 29" x 53" table stands on sturdy legs that fold for easy storage.

Age group: 7 and up  
 Pack: 1 ea. Wgt.: 38 lbs.

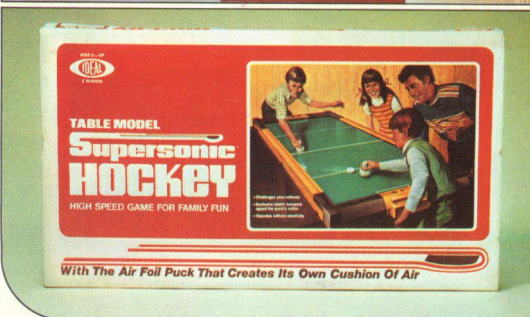
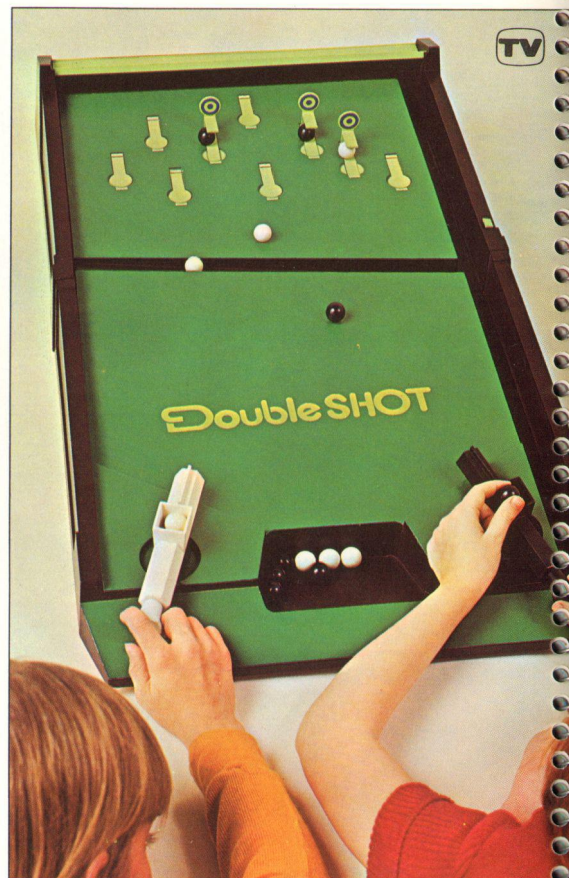






**2088-3  
DOUBLE SHOT™**  
"Ready on the left . . . ready on the right . . . ready on the firing line!" You never know where the next target will pop up . . . and when it does, you and your opponent have only 1½ seconds to blast it before it disappears again. Each player mans a spring-loaded shooter of a different color, and shoots marbles of that color. Both try

to wedge a marble underneath the same target to hold it up for a score. Or you can shoot to knock out an opponent's score. After 2½ minutes of rapid-fire action, a built-in timer automatically stops the action and the player who's held up the most targets wins. (Requires 2 "D" batteries, not included.)  
Age group: 7 and up  
Pack: 1 pc. Wgt.: 9 lbs.

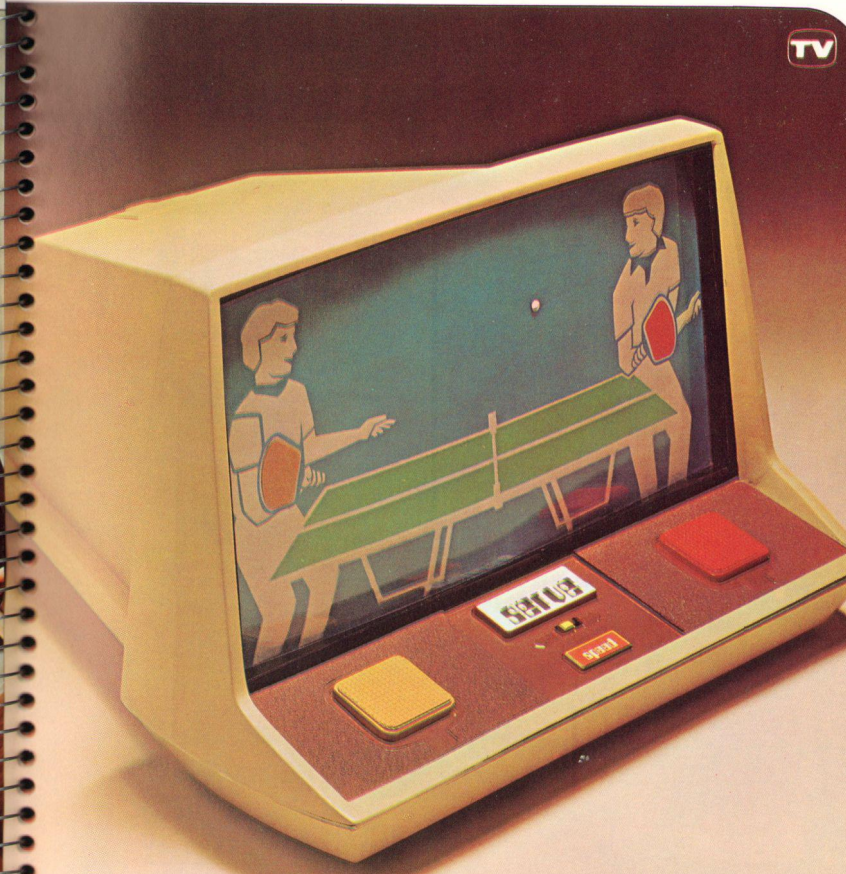
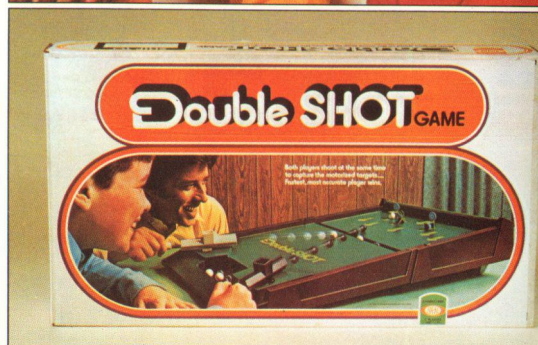


**2101-4  
SUPERSONIC™ TABLE  
HOCKEY**

No batteries . . . no motors . . . no electricity. In this super-action family game, the puck skims across the 29" x 53" table at astonishing speed because it's actually designed as a miniature airfoil. When a player hits it with his striker, the aerodynamic shape makes it rise and float on a thin layer of air 1/500th of an inch above the surface. No wonder it moves with such amazing speed,

whether streaking toward the opponent's goal or ricocheting off the bumpers. The action's so fast and furious it's hard to remember your score, but don't worry—there's a score-board at each end to help. Here's a game nobody ever gets tired of—and it's sturdy, it'll keep on giving enjoyment for a long, long time.

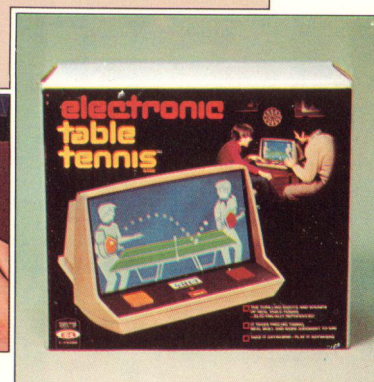
Age group: 7 and up  
Pack: 1 ea. Wgt.: 20 lbs.



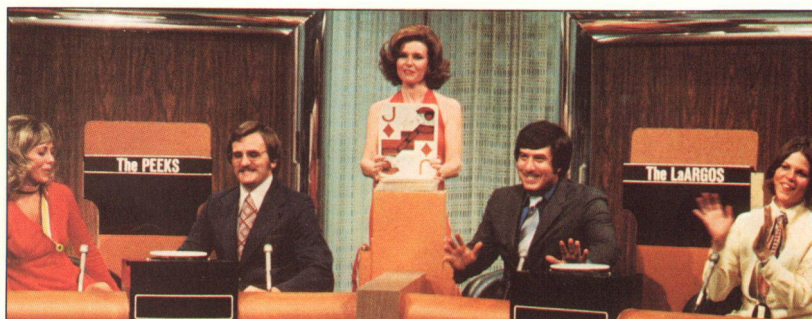
**2091-7  
ELECTRONIC TABLE  
TENNIS™**

It's like watching a championship table tennis game on TV, except that you're not just watching it . . . you're playing in it! The ball bounces back and forth on the screen in a random pattern of shots—smashes, volleys and lobs—all accompanied by a realistic table tennis sound. To return a shot you have to hit your paddle button at the precise moment the ball hits your paddle on the screen. Too early or too late and you miss the shot and lose the point. One player starts the action by pushing the serve button. If your opponent is serving, though, watch out for a sneaky trick; there's another button he can press that speeds up his serve to catch you off guard. To keep things even, the serve changes hands every 5 points just like in real table tennis. Portable Electronic Table Tennis can go where you do for fun any place, any time. (Requires 4 "D" batteries, not included.)

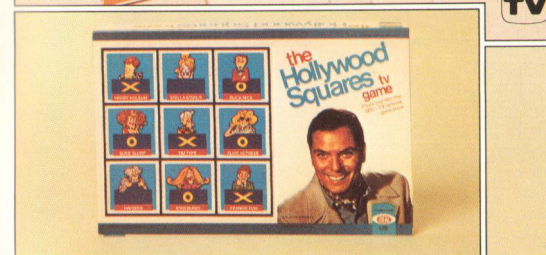
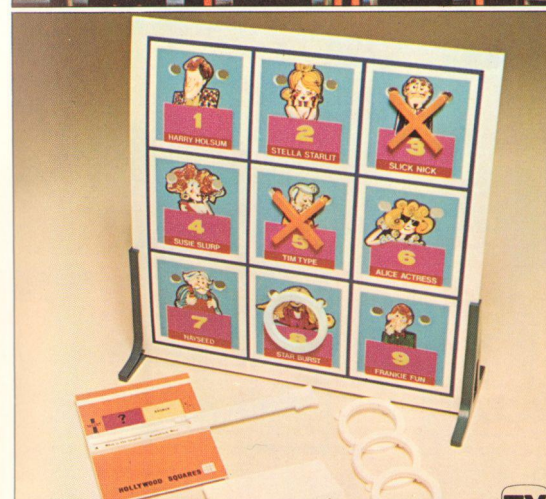
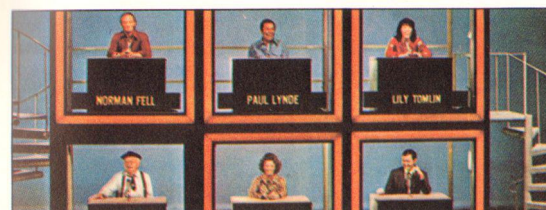
Age group: 7 and up.  
Pack: 1 ea. Wgt.: 10 lbs.







**2137-8**  
**GAMBIT™**  
 Based on the CBS-TV show, "Gambit" is great fun for the whole family. It's a card game (21 or Black Jack), it's a quiz game and a guessing game combined in one. Two teams of two players vie to answer first. After three games have been played "the match" team (winner of two out of three games) has a chance to go to the big board which contains 21 numbers. Here they compete for the "jackpot prize." It's a delightful game of skill, fame and fortune.  
 Age group: 7 and up  
 Pack: 12 pcs. Wgt.: 21 lbs.



**2090-9**  
**HOLLYWOOD SQUARES™**  
 Right off the TV screen for your family to play at home... the fun-tastic tic-tac-toe game where you score an X or O by agreeing or disagreeing with a Hollywood star. Pick the space you want, then ask the "star" who's sitting there a question. Is the answer right or wrong? If you choose correctly,

you get the square; if you're wrong it goes to your opponent. First player to get three squares in a row wins. Every game's different because there are over 1,000 questions to ask.  
 Age group: 7 and up.  
 Pack: 12 pcs. Wgt.: 21 lbs.



**2096-6**  
**LET'S MAKE A DEAL™**  
 The best deal in family fun is our home version of this fabulous TV wheel-and-deal game. 2 or 3 players challenge the M.C. who places a series of prizes from three different groups—"zonks," "medium value" and "high value" cards—behind the doors, curtain and gift box. Then the trading fun begins! After all contestants have taken their turn as M.C., they may qualify for a shot at the final "Big Deal" of the night. Then everyone totals up his cash to find the winner.  
 Age group: 7 and up.  
 Pack: 12 pcs. Wgt.: 21 lbs.





2525-4

**HANDS DOWN®**

The most gleeful game going. Pick a card . . . if it gives you a pair, quickly slap your number on the Slam-O-Matic machine. Everyone follows, and the last one down loses. Even if you don't have a pair you can try to pull a fake-out—but if your bluff is called then you're the one who loses. It's the slap-happiest game ever.

Age group: 7 and up.  
Pack: 6 pcs. Wgt.: 12 lbs.

2087-5

**OVER THE BRINK™**

Two teams are digging in for a fight-to-the-finish tug of war. Between them is a roaring river . . . and the cord they're attached to can pull them Over the Brink. Will you splash them, or save them? Each player throws a single die. The one who throws highest gets to turn a crank a number of turns equal to the total of both dice. As he turns, the other team's pulled toward the edge.

There's one desperation play . . . each player has a card that permits him to win double the turns. But he has to play it before his throw, and he can play it only once. So he'd better be right or it's Over the Brink and into the drink. Teams tug back and forth 'til one player loses all four men.  
Age group: 7 and up.  
Pack: 6 pcs. Wgt.: 19 lbs.



2415-8

**KER-PLUNK®**

Halfway up a transparent tower, a pile of marbles is supported precariously by a nest of plastic sticks. It's nerve-racking work to carefully remove one stick at a time, trying not to let any marbles fall. Players take turns until . . . Ker-Plunk! someone pulls out a critical stick and down comes the pile. The player who lets the fewest marbles fall into his compartment wins.

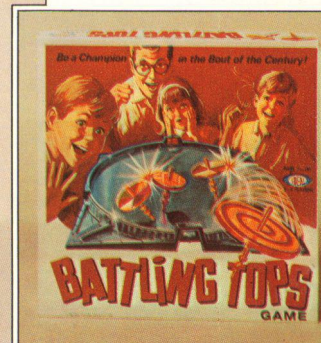
Age group: 7 to 14.  
Pack: 12 pcs. Wgt.: 24 lbs.

2340-8

**BATTLING TOPS®**

It's a knock-down fight to the finish when up to four mighty Battling Tops come spinning into the ring at high speed. They circle each other warily, looking for an opening. Suddenly CRACK! there's contact and one of the tops goes hurtling out of the ring . . . then another and another. When only one top is left spinning, the fight is over and we have a new champion!

Age group: 7 and up  
Pack: 12 pcs. Wgt.: 22 lbs.





2117-0

**TOSS ACROSS®**

You've gotta be able to throw 'em where you want 'em in this giant beanbag of tic-tac-toe that the whole family can enjoy indoors or out. The idea is to toss beanbags at squares mounted in a frame and turn them so an X or an O comes up. Two players or two teams take turns, and the first to turn up three of their symbols in a row is the winner. But take care . . . if your beanbag lands wrong, you may turn up your opponent's symbol instead of yours, or lose a square you'd already won. It takes cool confidence and a steady hand to win this game of skill and concentration.

Age group: 7 and up.

Pack: 4 pcs. Wgt.: 26 lbs.

2065-1

**GUNFIGHT AT OK CORRAL®**

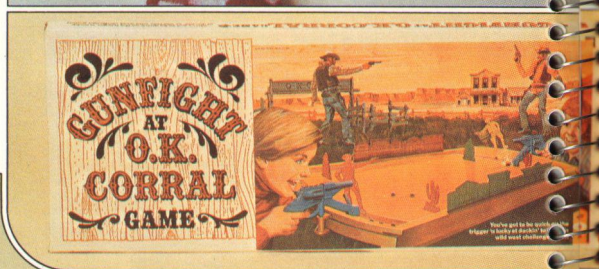
When two gunmen meet on the dusty main street of this Western frontier town, there's one thing you can be sure of—only one of them is going to walk away. The street's deserted except for the two men . . . waiting . . . watching . . . then someone yells "All right, draw!" and they both open up with six-shooters that roll steel balls to knock the other guy off his feet. They can dodge bullets by ducking behind a cactus or rock, but they have to come out to shoot. When it's all over, the one still on his feet is the new top gun in town.

Age group: 7 and up.

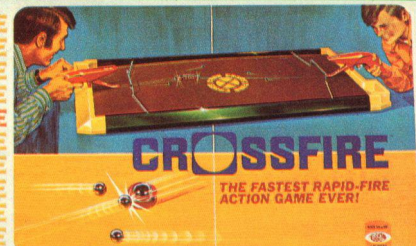
Pack: 4 pcs. Wgt.: 18 lbs.



TV



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2034-7

**CROSSFIRE®**

You need deadly accuracy plus rapid firepower to win this two-player shoot-out. At a signal both players open fire with their spring-loaded shooters, sending steel balls crashing against a ball-bearing puck to drive it downfield and through the opponent's goal. You've got to keep firing to win . . .

but be careful not to waste shots because if you run out of ammo before your opponent does, you could be in big trouble. Crossfire . . . non-stop excitement from GO! to GOAL!  
Age group: 10 and up.  
Pack: 4 pcs. Wgt.: 30 lbs.

2035-4

**REBOUND®**

Carefully you take aim and slide a puck up the alley. It bounces off the first cushion, then the second, and Rebounds toward the scoring area. Just the right touch scores points. Too weak and you stop short of payday; too strong and your puck slides all the way into the no-score

pit. With perfect aim you can even knock your opponent's puck out of the scoring area . . . but better not try it until you think you're good!  
Age group: 10 and up.  
Pack: 6 pcs. Wgt.: 19 lbs.

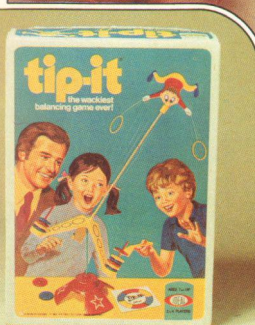


**2438-0  
TIP-IT®**

Don't move . . . don't even breathe! That little acrobat teetering atop the Tip-It machine has a very delicate sense of balance. One wrong move and down he comes. A spinner tells you what color disc to remove with a "scooper." If it's deep in one

of the 3 stacks, you've got to juggle discs carefully from one stack to another to reach the one you want before you Tip-It. Remove 10 discs safely and the game's yours.

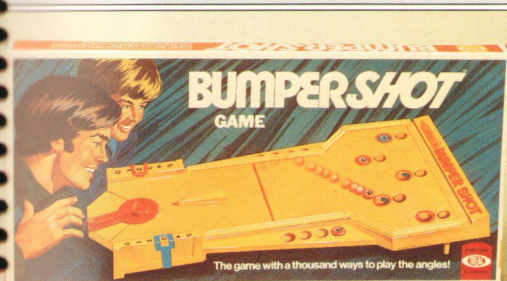
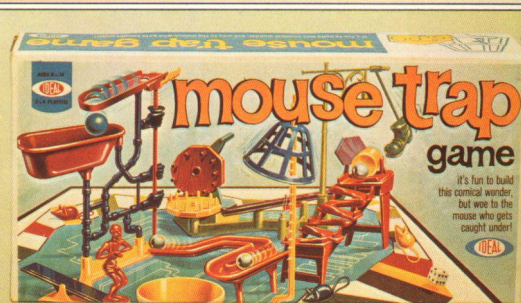
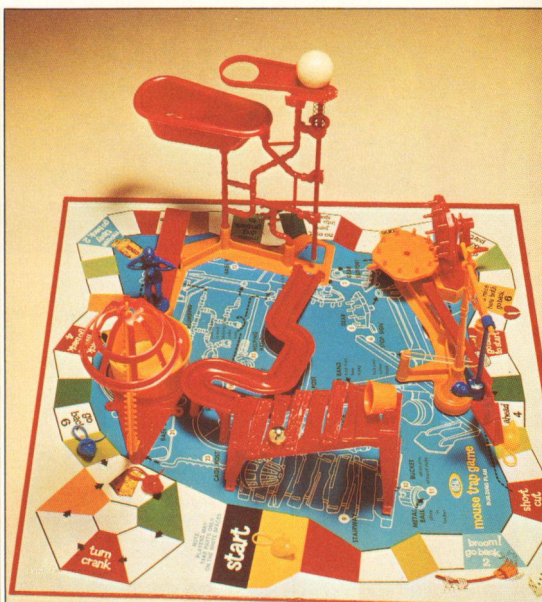
Age group: 7 and up.  
Pack: 6 pcs. Wgt.: 8 lbs.

**2601-3  
MOUSE TRAP®**

The insane comic classic now in its 13th year. The idea is to trap your opponent's mouse. A toss of a die directs the construction of the trap, which turns out to be the wackiest, most wonderful piece of mechanical nonsense ever. When

it's finished and your mouse lands on the right square, the turn of a handle starts an amazing chain reaction of moving parts, rolling ball, shuttling levers and tilting "boards" until ZAP! your opponent is Mousetrapped.

Age group: 7 and up  
Pack: 6 pcs. Wgt.: 13 lbs.

**2062-8  
BUMPER SHOT®**

Play all the angles in this suspenseful family game. Aim your shooter to bounce a puck off any number of bumpers and into a red-circled scoring hole. But wait . . . behind every scoring hole is a reject hole. Any puck that lands there drops out of the game, along with the puck in that scoring

hole. So you can also sacrifice a puck to cancel an opponent's score. Or if a puck's already on the board, you can try to knock it into a scoring hole. No matter how you play it, Bumper Shot provides a bumper crop of fun for two players or teams.

Age group: 7 and up  
Pack: 6 pcs. Wgt.: 18 lbs.

**2063-6  
SNAP BOWLING®**

Here's table-top bowling with realistic action because magnets in both pins and alley make them behave like real tenpins. Slide the shooter ball along the elastic cord to control the direction of your shot, then snap it forward against the bowling ball. POW! you scatter pins like real wood, but

leave the 4-pin and 6-pin standing. A tough spare. You take careful aim . . . SNAP! . . . BAM! the 4-pin goes flying against the side wall, then bounces back and cuts down the 6-pin. You made it!

Age group: 7 and up  
Pack: 4 pcs. Wgt.: 25 lbs.









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