

# IDEAL 1976



LOOK  
TO THE FUTURE



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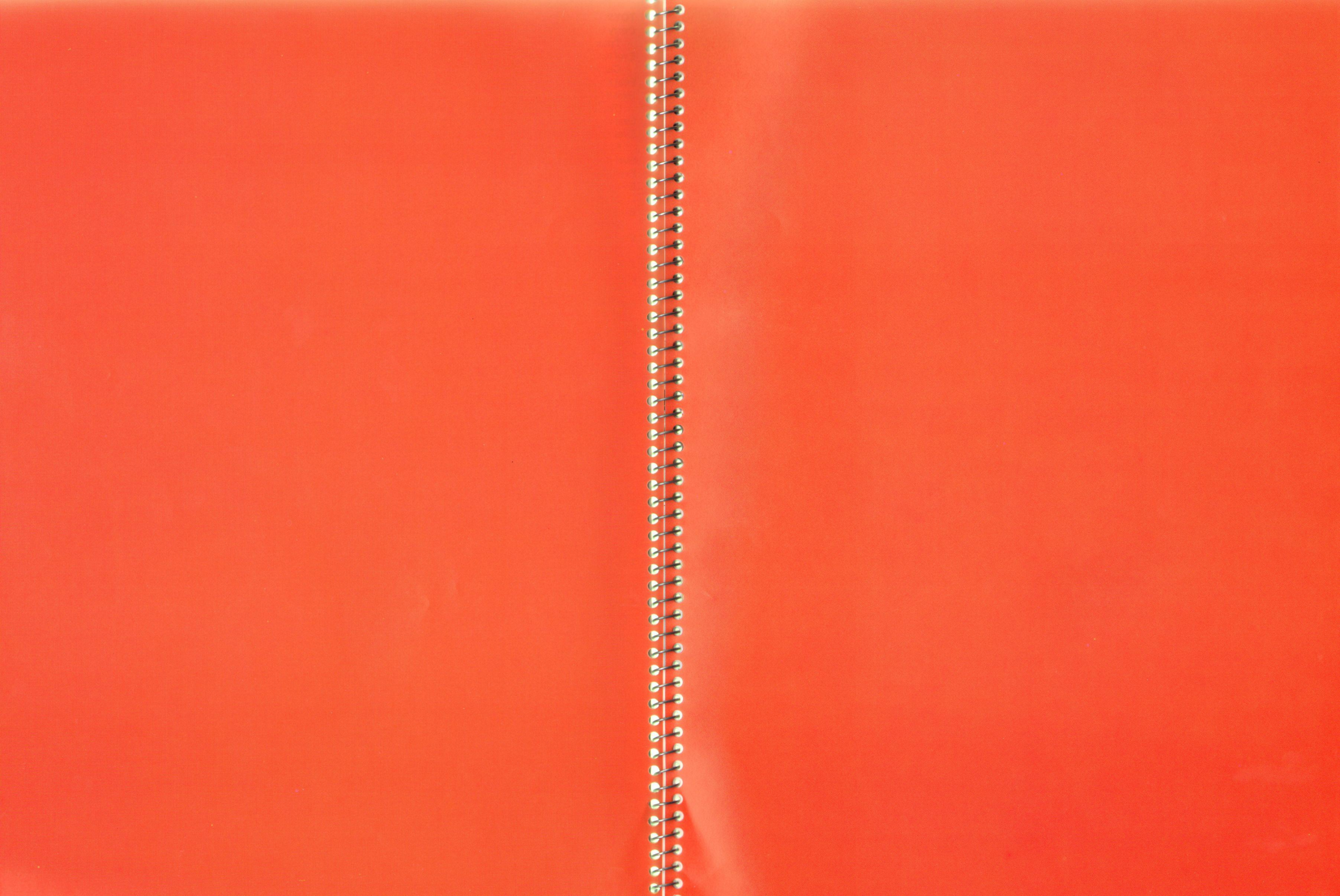
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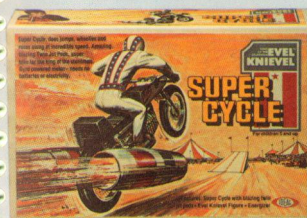
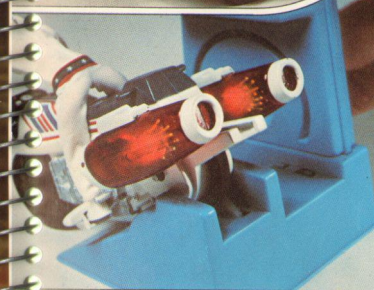
**EVEL KNieVEL™  
SUPER CYCLE™  
3452-0**

Any time Evel Knievel's around you know the stage is set for blazing action. But you haven't seen anything til you've seen Evel's newest two-wheel thrill machine—the Evel Knievel Super Cycle. Just look at it as it revs up in the energizer. It's a big bike, and all muscle. With streamlined racing fairing stretching out front. . . long, lean racing seat big enough

for two to ride. . . a strong, shock-absorbing front fork. . . and on the sides, fire-red plastic jet pods for that extra spark of action! Now the Super Cycle is ready. . . wound up to top speed. . . and there it goes, racing out and away in a wheelie, jet pods spitting "flame" and Evel leaning way forward in the classic racing position. The Evel Knievel Super Cycle does all the tricks, jumps and flips you expect from Evel—while the jet pods

add a new and sparkling dimension of excitement. If you thought nothing could top the original Evel Knievel Stunt Cycle for thrills—you were wrong! This is the one! (Comes complete with figure and energizer.)

Pack: 6 pcs. Wgt: 16 lbs.



**EVEL KNieVEL™ STUNT  
CYCLE® WITH FIGURE  
3407-4**

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 energizer. . . 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. 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. And if Evel crashes, a shock-absorbing front fork helps keep him and his cycle out of trouble. He's the greatest! The one and only Evel, 7" high, dressed for speed in his official uniform with removable helmet. When he lets loose, the thrills never stop coming! (Figure and energizer included.)

Pack: 6 pcs. Wgt: 15 lbs.





**EVEL KNEIVEL™  
"FUNNY CAR"™  
3451-2**

They call this a "funny car." But you can bet nobody laughs when Evel Knievel shows up at the drag strip to drive it in the big challenge race. What's a "funny car?" It's a stock body slipped over a dragster engine and chassis. This one's a real mean machine, styled to win and with power to burn. Even standing still it looks like it's

moving fast—hunched way down in front to beat the slipstream, with an oversize spoiler sticking up in back for stability, and fat slick tires for road-gripping traction. Tuck your Evel Knievel figure snugly in the driver's seat, then wind up the powerful gyromotor. Out it leaps in a wheelie, zooming up to 100 feet at race-winning speed! Time for a tune-up between races? The whole body lifts up to reveal a super-detailed chrome-look racing engine, with super-

charger on top and eight individual exhaust headers poking out the side. The Evel Knievel "Funny Car" looks as handsome on display as it does on the move. In fact, any way you look at it, it's a winner! (Comes complete with energizer; figure not included.)

Pack: 6 pcs. Wgt: 15 lbs.



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

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, figure and energizer not included.)

Pack: 6 pcs. Wgt: 26 lbs.





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

It's a whole 'nother kind of daredevil 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 energizer, 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 energizer and Evel Knievel figure. You better believe you've never seen action like this before!

Pack: 6 pcs. Wgt: 15 lbs.



**EVEL KNieVEL™ CHOPPER  
3450-4**

A whole different kind of riding excitement for Evel! It's his Chopper—a mean machine that can do its thing both on the road and on the track. Authentically detailed, it boasts a high backrest, dual headlights, four big exhaust pipes, and Evel's famous NUMBER ONE painted on the side. Just in case Evel crashes, the front fork sticks way out to cushion the shock. The Evel Knievel

Chopper comes roaring out of the winder and races 100 feet or more—doing all the wheelies, jumps, and flips Evel's famous for. The Evel Knievel Chopper... it's hot! (Figure and energizer included.)

Pack: 6 pcs. Wgt: 15 lb.



TV



### EVEL KNEIVEL™ CANYON SKY CYCLE WITH FIGURE 3417-3

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 super-sonic 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 impact. Will Evel ever try his famous 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 energizer included.)  
Pack: 6 pcs. Wgt: 17 lbs.

### ROBBIE KNEIVEL™ FIGURE 3456-1

Remember the exciting network TV special from Kings Island where Evel Knievel and his teen-age son, Robbie, both performed hair-raising stunts? Now a child can send them on adventures together! Robbie Knievel is a 6"-tall figure with poseable arms and legs, and a racing outfit with removable helmet. Just like his dad, Robbie's a born daredevil. He can handle all of Evel's stunt vehicles, or ride along with him—sitting on his father's shoulders, or behind him on the Super Cycle. Robbie and Evel... what a team!  
Pack: 6 pcs. Wgt: 2 lbs.

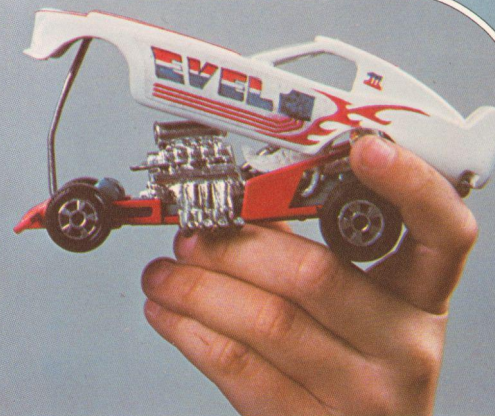
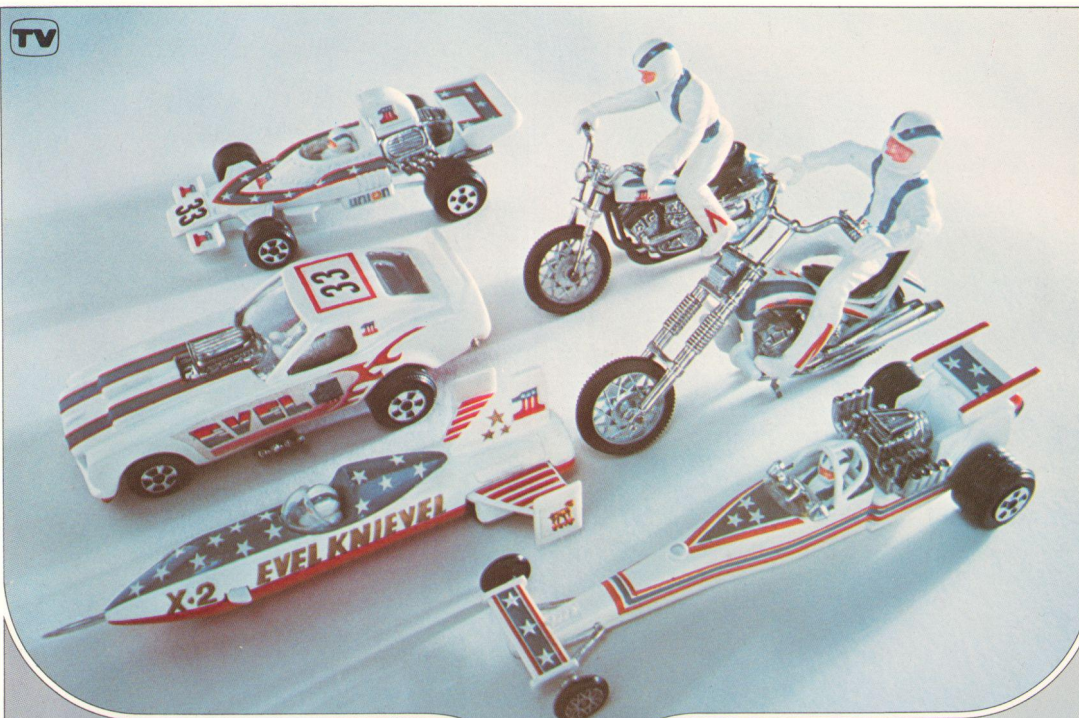


### ASSORTED EVEL KNEIVEL™ FIGURES 3462-9

Poseable Evel Knievel action figures come in three different-color racing outfits, complete with removable helmet. Figures are collectible, because they're all different. The white outfit has the familiar star-filled "V" design across the chest.

The blue outfit sports Evel's famous Number 1. And the red outfit shows a racing cycle in action. Package can stand by itself or hang from a peg board.  
Pack: 2 doz. Wgt: 6 lbs.

TV



### EVEL KNEIVEL™ DIE-CAST PRECISION MINIATURES 4300-0

Here's a set of 6 neat little Evel Knievel stunt vehicles that look just as great at play... as they do on display! Any child who's thrilled by Evel's adventures—and what child isn't—will want a complete set. There's terrific appeal in the accurately-scaled, highly-detailed look of

these miniatures. Why they look so real, you'd expect them to roar away at any moment. And that's just the point—because they do look so real, a child's imagination can easily create endless thrilling adventures with them. It's the whole world of Evel Knievel in miniature... big entertainment that's small enough to be carried anywhere, for play at home or away.

### STUNT CYCLE® 4301-8

CHOPPER 4302-6

FORMULA 1 DRAGSTER 4303-4

CANYON SKY CYCLE 4304-2

FUNNY CAR 4306-7

FORMULA 5000 4305-9

Pack: 3 doz. (6 ea. of 6 styles.) Wgt: 8 lbs.

### EVEL KNEIVEL™ DIE-CAST PRECISION MINIATURES 4300-0

Available in Open Stock.  
Pack: 1 doz. Wgt:





# **EVEL KNieVEL™ KID CYCLE**

**3436-2**  
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'S 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 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.

# **DERRY DARING® TRICK CYCLE WITH FIGURE**

**3350-6**  
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 removable helmet and white riding boots.

A terrific outfit for a terrific girl! Comes complete with figure and winder.  
Pack: 6 pcs. Wgt: 15 lbs.







**MEET JAY J. ARMES™ —  
WORLD'S GREATEST  
INVESTIGATOR**  
In 1973, Ideal proved that basing a toy on a real-life folk hero would multiply its excitement—and that the publicity generated by the real person could stimulate fantastic demand for the toys. It happened three years ago with Evel Knievel. Well, hold on to your hats—because it's about to happen all over again with Jay J. Armes, world's greatest investigator!

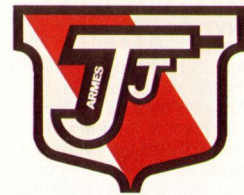
Jay J. Armes is the world's most successful private eye—despite the fact that he has no hands! In 15 years he's never left a case unsolved. Today he's a multi-millionaire, commanding a fee of \$50,000 to \$250,000 a case. He has a nationwide staff of 2,400 investigators . . . owns and pilots two jet helicopters and two airplanes . . . maintains a personal fleet of 11 automobiles . . . has survived 14 attempts on his life. He's a deadly marksman with pistol or machine gun, holds a black belt

in karate, and likes to stroll around his million-dollar estate with a cheetah or tiger on a short leash. And all with no hands! This is the incredible-but-true story of Jay J. Armes, world's greatest investigator. A boyhood accident took away his hands, but left him with an unconquerable will. And now his success in the face of overwhelming odds has captured the fascination of the world. *Newsweek* recently ran

a story about him. A few months ago, *People* magazine did the same. He's made TV guest appearances everywhere—and newspapers all over the country have told his amazing story.

Some of Jay J. Armes' cases have been so unusual, they've earned mountains of attention on their own. Like finding and freeing Marlon Brando's kidnapped son. Or retrieving the \$6 million ransom paid to kidnappers of a Midwest banker. Or—most astounding of all—swooping down by helicopter into the courtyard of a Mexican prison to rescue an American unjustly held there.

What's ahead for Jay J. Armes? Two books about his exploits will soon be published. And he's signed with CBS for a television pilot entitled "The Investigator." One thing's for sure—whatever he does from now on will make headlines!







# JAY J. ARMES™ MOBILE INVESTIGATION UNIT 4401-6

Although he's highly skilled in the use of weapons, Jay J. Armes is not a violent man. "My job is to prevent violence," he says. "I solve my cases by brainpower—not musclepower." A clever sleuth like J.J. often relies on advanced technical devices to help him. Quite a few of them are built into his Mobile Investigation Unit—a sort of traveling laboratory that serves as J.J.'s

base of operations when he's out working on a case. From the outside it looks like a sleek but harmless delivery van—but inside it's packed with the most modern anti-crime equipment, that J.J. operates from a master control panel while sitting in his swivel chair. Now suppose J.J.'s out on the highway, chasing a carful of bank robbers. They think there's no way he can get at them. Boy, are they surprised when the whole front of the van hinges

down and scoops up their car! In another case, kidnappers have left a bag of ransom money out in the open, hoping to ambush J.J. when he comes to retrieve it. But J.J.'s too smart for them! The back of the van tilts up to become a bulletproof shield. From the roof, safely hidden behind the shield, J.J. operates a giant lift hook that grabs the money-bag. Another case solved! Pack: 6 pcs. Wgt: 25 lbs.

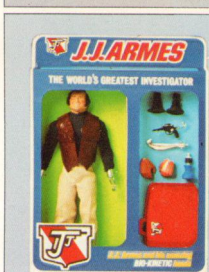


# JAY J. ARMES™ FIGURE 4400-8

Here's Jay J. Armes—a 9½"-tall, fully poseable figure that's modeled to resemble the real J.J. And he's dressed for action in a turtleneck, vest and pants outfit—complete down to his own breast-pocket insignia. The spring-loaded hooks he uses as hands can be opened and closed to grasp objects. By the way, J.J. doesn't consider his hooks a handicap. "Most people have

just one set of hands," he explains. "I have a dozen!" You'll see what he means when you look at the suitcase full of interchangeable action accessories we've designed for him. There's a pair of suction cups for climbing walls... a magnet for hanging onto steel structures... a machete for cutting his way out of tough situations... even a pair of false hands for use as part of an undercover disguise. But the niftiest weapon

of all is the hook that flips over to become a pistol! It's based on something J.J. actually uses—a secret pistol built into one of his hooks, that's saved his life more than once. With that pistol always ready for a super-fast draw, you can bet no criminal will ever catch Jay J. Armes unprepared! Pack: 2 doz. Wgt: 13 lbs.







## HERE COME ALL THE MIGHTY MO'S

There's just no stopping them! With the Mighty Mo's, power comes in all sizes—the original Mighty Mo, Tiny Mighty Mo, and the in-between size, Midi Mighty Mo. With new vehicles in all three sizes, kids now have a bigger choice than ever. All of them use the same

winning formula—a powerful motor that starts a Mighty Mo rolling with just a simple push, and keeps it rolling for a long, long time . . . plus an exclusive safety clutch that keeps gears from stripping if a youngster pushes down too hard on a vehicle while the motor is turning. Every Mighty Mo has careful detailing and realistic operating features that invite a child to create all sorts of imaginary adventures around

it. But 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!

TV



## MIGHTY MO® VEHICLES

This year there's a fourth Mighty Mo—a giant fire engine—in addition to the jeep, dump truck, and bulldozer. Just a push starts a Mighty Mo going, indoors or out. Then the powerful flywheel motor keeps it running . . . not fast but far, and with enough power to climb steep hills or push objects in its path. All four Mighty Mo vehicles have an

authentic motor sound and realistic features. The dump truck boasts true dumping action . . . the bulldozer can plow with its adjustable blade . . . the jeep comes with radio antenna and shovel . . . and the new fire engine features a telescoping aerial ladder. And all Mighty Mo's have the safety clutch that protects the gears during hard play.

## MIGHTY MO® MILITARY JEEP 4120-2

## MIGHTY MO® DUMP TRUCK 4121-0

## MIGHTY MO® BULLDOZER 4122-8

## MIGHTY MO® FIRE ENGINE 4125-1

## MIGHTY MO® ASSORTMENT 4123-6

## MIGHTY MO® JEEP (Red, not shown) 4124-4





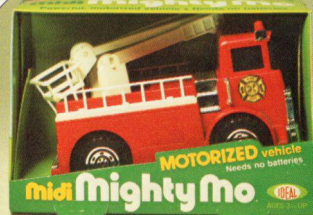
**MIDI MIGHTY MO'S**  
Now there are 6 Mid Mighty Mo's—2 more than last year. At 7" long, they're about twice the size of Tiny Mighty Mo's—but work just the same way. No batteries . . . no electricity . . . a single push sets the powerful flywheel motor going, and off go the Mid Mighty Mo's for a long, long ride. Each of the 6 Mid Mighty Mo's is carefully detailed, and each one has a realistic moving part. There's a fire engine with moveable aerial bucket . . . a tow truck

with a hoist that goes up and down . . . a pick-up camper with removable camping pod . . . a sand truck with real dumping action. New this year is a Ryder rental truck with back door that opens to reveal storage space inside . . . and an ambulance with opening doors and beautiful detail, inside and out.

**MIDI MIGHTY MO®  
FIRE ENGINE  
4167-3  
MIDI MIGHTY MO®  
PICK-UP CAMPER  
4169-9  
MIDI MIGHTY MO®  
TOW TRUCK  
4168-1  
MIDI MIGHTY MO®  
DUMP TRUCK  
4170-7**

**MIDI MIGHTY MO®  
RYDER VAN TRUCK  
4173-1  
MIDI MIGHTY MO®  
AMBULANCE  
4174-9**  
Pack: 6 pcs. Wgt: 6 lbs.

**MIDI MIGHTY MO®  
12-PIECE ASSORTMENT  
4172-3**  
Contains: 2 each of the 6 styles.  
Pack: 12 pcs. Wgt: 12 lbs.

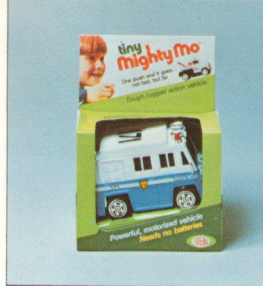


**TINY MIGHTY MO®  
EMERGENCY POLICE  
RESCUE VEHICLE  
4152-5  
TINY MIGHTY MO®  
SAFARI CAR  
4163-2  
TINY MIGHTY MO®  
MOUNTED WEAPONS  
CARRIER  
4162-4  
TINY MIGHTY MO®  
CEMENT MIXER  
4161-6  
TINY MIGHTY MO®  
FIRE TRUCK  
4140-0  
TINY MIGHTY MO®  
TOW TRUCK  
4141-8  
TINY MIGHTY MO®  
ARMORED VEHICLE  
4142-6  
TINY MIGHTY MO®  
DUMP TRUCK  
4143-4  
TINY MIGHTY MO®  
MOBILE HOSPITAL  
4160-8  
TINY MIGHTY MO®  
NUCLEAR MATERIALS  
CARRIER  
4164-0  
TINY MIGHTY MO®  
GAS TRUCK  
4144-2  
TINY MIGHTY MO®  
CAMPER  
4145-9**



**TINY MIGHTY MO®  
12-PIECE ASSORTMENT  
4147-5**  
Contains: 1 ea. of the 12 styles.  
Pack: 12 pcs. Wgt: 5 lbs.

**TINY MIGHTY MO®  
36-PIECE ASSORTMENT  
4138-4**  
Contains: 3 ea. of the 12 styles, packed in a display tray with colorful 27" x 9" header.  
Pack: 36 pcs. Wgt: 13 lbs.



**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 12 Tiny Mighty Mo's, all powered by the same powerful flywheel motor. Enough different vehicles to build a whole world of imaginative play—but so small you could fit all 12 in a drawer or on a shelf. Each is 3½" long

... beautifully detailed . . . 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!





**TINY MIGHTY MO®  
TRAILER TRUCK  
ASSORTMENT  
4205-1**  
A child can easily imagine he's handling the big rigs when he takes the new Tiny Mighty Mo trailer trucks out on the road. Small but solid, and authentically detailed, each one is a handful of performance... thanks to the same famous flywheel motor that powers all the Tiny Mighty Mo's. Just a push starts it rolling, and

keeps it rolling for a long time. There's a Pepsi-Cola trailer truck... a hook & ladder fire engine... and a heavy construction flat bed crane. Each one has a safety clutch to prevent gear damage during hard play. And each one offers double fun, because a child can disconnect the trailer and play with the front part alone. Once a child has a few Tiny Mighty Mo's, he'll want them all.  
Pack: 1 doz. (4 ea. of 3 styles.)  
Wgt: 5 lbs.

**PEP-SI-COLA TRAILER  
4202-8**  
Pack: 1 doz. Wgt: 5 lbs.

**HOOK & LADDER FIRE  
ENGINE TRAILER  
4203-6**  
Pack: 1 doz. Wgt: 5 lbs.

**FLATBED CRANE TRAILER  
4204-4**  
Pack: 1 doz. Wgt: 5 lbs.



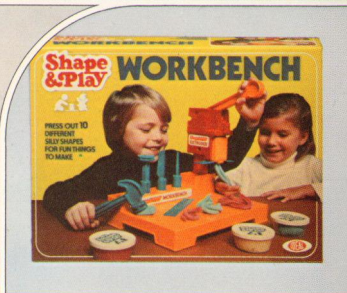
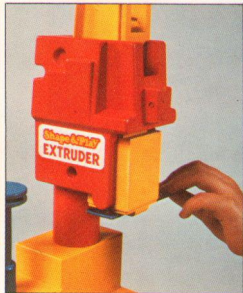
**TINY MIGHTY MO®  
ARMORED PLATOON  
4178-0**  
This miniature mobile army has a finely-detailed weapons carrier and tough armored vehicle (both with safety clutch)... four soldiers (one with a rifle, others with pistol, bazooka and radio)... plus gas cans, oil drums, and a brick wall to shoot behind.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

**TINY MIGHTY MO®  
SERVICE CENTER  
4177-2**  
Any child can play mechanic with a big gasoline truck and powerful tow truck (both with safety clutch)... and four attendants equipped with air hose, wrench, jack, and grease gun.  
Pack: 6 pcs. Wgt: 6 lbs.

**TINY MIGHTY MO®  
RESCUE SQUAD  
4179-8**  
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.

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





**SHAPE & PLAY™  
WORK BENCH  
6205-9**

As any father with a home workshop knows, children are fascinated by tools. They want to build things, just like adults do. But grown-up tools can be dangerous. And when working with hard materials, child-size tools aren't usually very satisfying. Here's the perfect solution—the Shape & Play Work Bench, a miniature workshop that looks just like Daddy's... is designed to be

safe even for 3-year-olds... and gives a child the endless satisfaction of squeezing, banging, cutting and building. The work bench includes 3 packages of Shape & Play molding dough—the new kind of molding dough that's the smoothest, longest-lasting, easiest-to-use stuff around. A child loads a lump of Shape & Play dough into the extruding "drill" press built into the work bench... inserts one of ten different-shaped dies... and pushes down on the handle. Out snakes a long piece of Shape & Play all ready

to have fun with. A child can hammer it with an authentically-styled claw hammer... flatten it with a punch... poke it with an awl... or cut it with a chisel. Anything a child can imagine—people, animals, vehicles, houses, he can build with the Shape & Play Work Bench. It's the excitement of imitating grown-up work, and the fun of endless creating—all wrapped up in one colorful package.

Pack: 6 pcs. Wgt: 18 lbs.



**SHAPE & PLAY™  
FINGER PUPPET SETS  
6204-2**

Children love to dream up new fun—especially when they can get some of their favorite TV cartoon characters into the act! Shape & Play Finger Puppet Sets make it easy! A child simply fills one of the molds most of the way with Shape & Play dough, and pushes his finger in. When the mold is opened, there's a perfectly-shaped, wonderfully-detailed puppet to play with. Each of

the 3 different Shape & Play Puppet Sets contains 4 finger puppets and 2 containers of Shape & Play molding dough—enough to make all 4 puppets at once. With Shape & Play Finger Puppet Sets, the play's the thing!

**FLINTSTONE (Fred, Barney, Wilma, Pebbles)  
6201-8**

**BATMAN (Batman, Robin, Joker, Penguin)  
6202-6**

Batman, Robin, Joker, Penguin—  
© National Periodicals Publications, Inc.



**SCOOPY-DO (Scooby-Do, Shaggy, Fred, Daphne)  
6203-4**

**SHAPE & PLAY™  
FINGER PUPPET SETS  
6204-2**

Available in open stock.  
Pack: 1 doz. Wgt: 13 lbs.

**FINGER PUPPET  
ASSORTMENT (4 ea. of 3 sets)  
6204-2**

Pack: 1 doz. Wgt: 13 lbs.

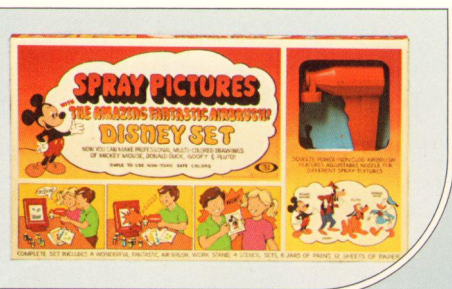
**SHAPE & PLAY™ REFILL KIT  
6200-0**

Bend it... twist it... mold it and squish it. A brilliantly colorful fine molding dough, that makes oodles and doodles of fun things to show. The 24-oz. container of Shape & Play molding dough contains 2 different colors, and comes in a clear package. Shape & Play molding dough can be used over and over again.

Pack: 1 doz. Wgt: 18 lbs.

Fred, Barney, Wilma, Pebbles,  
Scooby-Do, Shaggy, Fred, Daphne—  
© 1976 Hanna-Barbara Productions, Inc.





**THE AMAZING, FANTASTIC AIR BRUSH™ REFILL SETS 6366-9**  
12 different sets keep the creative fun going on and on. Each consists of 4 stencil sets (4 stencils per set), 5 jars of different-color paint and 12 sheets of paper.

**DISNEY STENCIL SET (Mickey Mouse, Donald Duck, Goofy, Pluto) 6354-5**

**SNOOPY STENCIL SET (Charlie Brown, Lucy, Snoopy, Linus) 6355-2**

**BUGS BUNNY STENCIL SET (Bugs Bunny, Porky Pig, Elmer Fudd, Tweety & Sylvester) 6356-0**

**BATMAN STENCIL SET (Batman, Robin, Penguin, Joker) 6357-8**

**SUPERMAN STENCIL SET (Superman, Jimmy Olsen, Lois Lane, Luthor) 6358-6**

**PIRATE STENCIL SET (Pirate, Ship, Peg Leg, Skull & Crossbones) 6359-4**

**AMERICAN HERITAGE STENCIL SET (Paul Revere, Minute Man, Fife & Drum, Liberty Bell) 6360-2**

**SLEEPING BEAUTY STENCIL SET (Sleeping Beauty, Wicked Witch, Prince, King) 6361-0**

**FLINTSTONE STENCIL SET (Fred, Wilma, Barney, Pebbles, Dino) 6362-8**

**AUTOMOBILE STENCIL SET (Can-Am, Formula 1, Dragster, Funny Car) 6363-6**

**MONSTER STENCIL SET (Witch, Mummy, Vampire Bat, Monster) 6364-4**

**ANIMAL STENCIL SET (Puppy, Kitten, Horse, Turtle) 6365-1**

Pack: 3 doz. Wgt: 12 lbs.

Mickey Mouse, Donald Duck, Goofy, Pluto, Sleeping Beauty, Wicked Witch, Prince, King—© Walt Disney Productions  
Batman, Robin, Superman, Flash, Penguin, Joker, Jimmy Olsen, Lois Lane, Luthor—© National Periodicals Publications, Inc.  
Charlie Brown, Lucy, Snoopy, Linus—© 1958 United Features Syndicate, Inc.  
Bugs Bunny, Porky Pig, Elmer Fudd, Tweety & Sylvester—© Warner Brothers  
Fred, Wilma, Barney, Pebbles, Dino—© 1976 Hanna-Barbera Productions, Inc.



**SPRAY AND PLAY™ WITH THE AMAZING, FANTASTIC™ AIR BRUSH 6353-7**  
There's never been a creative tool like this available to youngsters before! The Amazing, Fantastic Air Brush works on the same principle as air brush outfits used by professional artists—and the results a child can achieve will look professional, too! Spray pictures are easy to make. A child

selects the picture he wants to paint, and places the first stencil on the easel in front of a piece of paper. Then he screws the right jar of completely washable paint onto the Amazing, Fantastic Air Brush. A squeeze of the handle sends a soft puff of paint through the stencil and onto the paper. When the part of the paper that shows through the stencil is all covered with paint, change to another stencil and another paint color . . . then a third, and a fourth. . .

Behold! there's a terrific multi-color masterpiece any child will be delighted to hang or show. Especially because "I did it all by myself!" Spray & Play comes complete with the Amazing, Fantastic Air Brush, easel, 4 stencil sets (4 stencils per set), 5 jars of paint, 12 sheets of paper, and complete instructions.

12-piece assortment consists of:  
**VARIETY (Horse, Monster, Car, Butterfly) 6349-5**  
**COMIC BOOK HEROES (Batman, Robin, Superman, Flash) 6351-1**  
**SNOOPY (Charlie Brown, Lucy, Snoopy, Linus) 6352-9**  
Pack: 1 doz. (4 ea. of 3 sets)  
Wgt: 13 lbs.



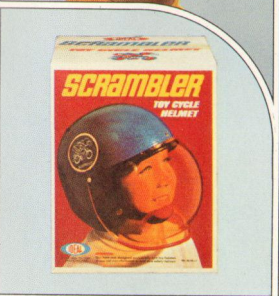


**R-R-R-Raw Power™**  
**3391-0**  
VROOOM! VROOOM!  
VROOOM! That's the snarly  
sound of a souped-up cycle  
engine revving up to top  
speed. It's also the powerful  
sound of R-R-R-Raw Power—the  
ultimate bicycle accessory

that gives any bike the smash-  
ing sound of full-bore motor-  
cycle action! R-R-R-Raw  
Power slips easily onto any  
standard round steel bicycle  
handlebar. Just 2 screws  
complete the job. Then  
R-R-R-Raw Power is ready to  
give any child that hot cycle  
feeling. Just a twist of the grip  
and it comes on loud and long  
and full of thunder! What kid

doesn't dream about riding a  
motorcycle? R-R-R-Raw  
Power makes a dream come  
true! American kids own more  
than 30 million bicycles—and  
R-R-R-Raw Power belongs on  
every one of them!  
Pack: 2 doz. Wgt: 16 lbs.

**R-R-R-Raw Power™**  
**3390-2**  
Packed in full-color display  
with header.  
Pack: 1 doz. Wgt: 9 lbs.



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

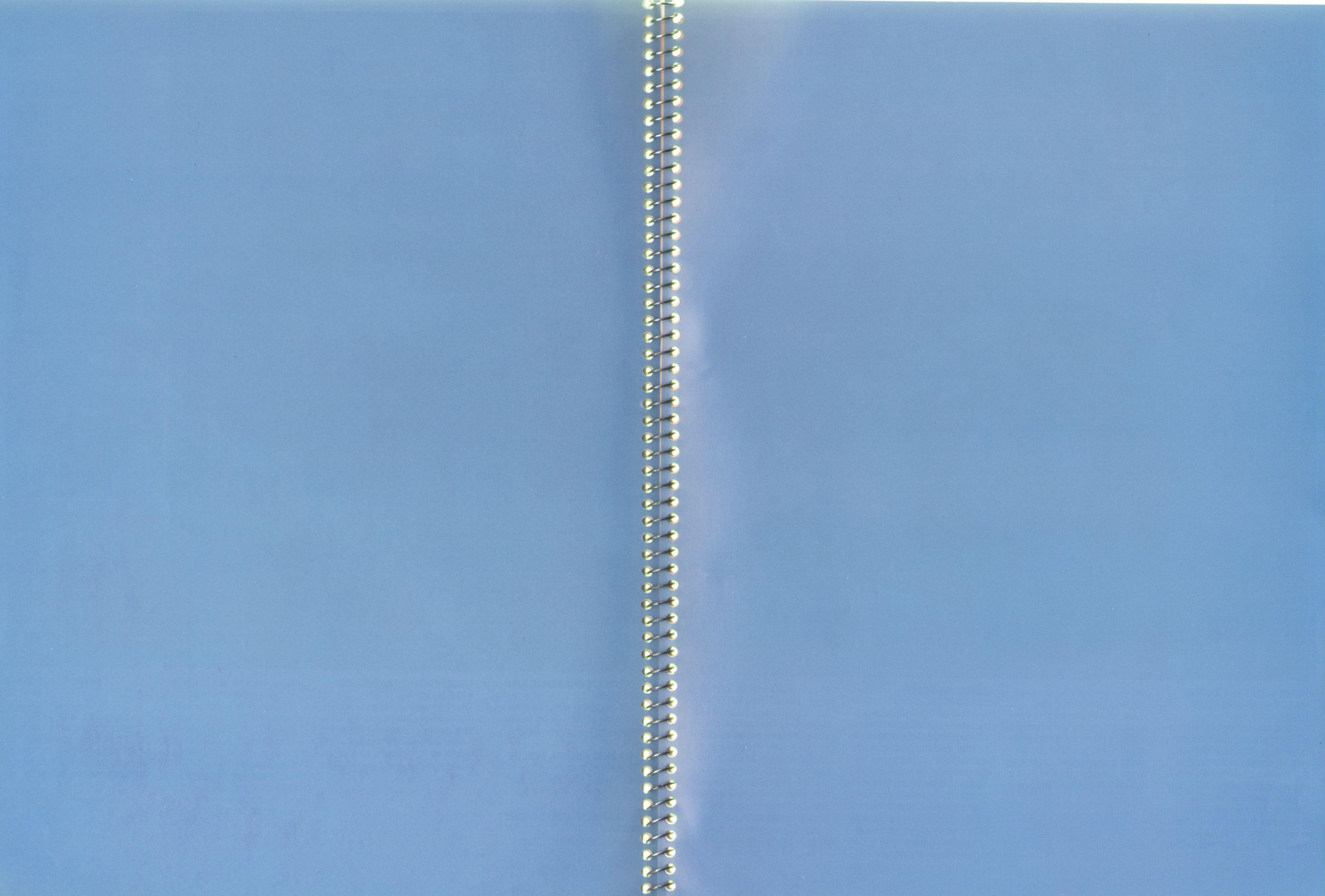
**MARINE AIR-SEA RESCUE  
PLANE**  
**4176-4**  
Pack: 12 pcs. Wgt: 17 lbs.



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

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









**PRESENTING THE EXTRA-VALUE RIDE-ONS FROM IDEAL**

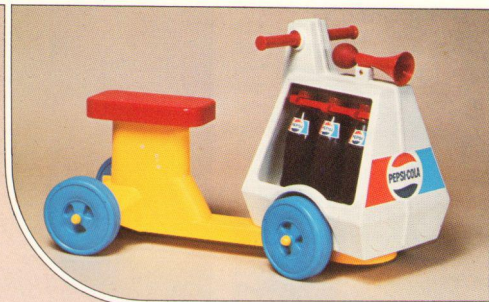
Among pre-schoolers, there's no toy more popular than the ride-on. It satisfies a child's natural urge to move around . . . lets him pretend he's driving a grown-up vehicle . . . and is good exercise besides! Sure, a child can get these things out of any ride-on. But no other ride-on in the world has the unique features of the

two you see here . . . features that add lots of extra play value, and eye-appeal to the product for the child who uses it. We've taken the traditional ride-on, and turned it into an exciting pre-school fun center. When is a ride-on more than a ride-on? When it's from Ideal!

**BAND WAGON™  
8210-7**

All children love to watch parades—but with the Band Wagon, any child can be a tuneful, colorful parade all by himself! Band Wagon has all the instruments a pre-schooler needs to create happy rhythms and make-believe melodies. There's a metal horn to toot . . . a safe plastic cymbal to crash (don't worry, it's not too loud) . . . and a big bass blow molded drum strong enough

to take the amount of punishment a small child is likely to dish out. Band Wagon takes two of the most-loved pre-school toys—the ride-on and the rhythm band—and combines them in one joyful package that will keep any child happy for a long time. Contains: 4-wheel steerable ride-on with horn, cymbal, bass drum, drumstick. Assembly required. Pack: 1 pc. Wgt: 8 lbs.



**Ideal's PEP-SI-COLA  
WHEEL ABOUT™  
8211-5**

Another day, and time to go to work delivering Pepsi-Cola. My truck holds 6 bottles—enough for all my friends. They're plastic, of course, but they look just like real Pepsi bottles. First I'll put them into the bottle carriers . . . pop on the caps . . . now load them into my truck and away I go. HONK! HONK! I'm blowing the horn to get everyone out of

the way. First stop, and a bottle of Pepsi for you. Another stop, and another, until the bottles are all gone. Has everyone finished his Pepsi? Good, because now I have to pick up the empty bottles and get them ready for my next delivery. Contains: 4-wheel steerable ride-on with horn, 6 plastic bottles, 6 bottle caps, 2 bottle carriers.

Pack: 1 pc. Wgt:



**CAN YOU CATCH IT,  
CHARLIE BROWN?™  
8282-6**

A child-sized pinball game specially designed to give pre-schoolers all the gleeful excitement of a big game. Youngsters don't just play this game—they build whole stories around it, because it features the delightful Peanuts characters every child loves. Each player, pretending to be Snoopy at bat, uses the shooter to send a big, safe plastic ball out into the field. It rings a bell along the way, just to let the fielders know it's coming. Waiting out there, with gloves held high, are Charlie Brown, Lucy, and Linus. If a ball falls into one of the three holes—KLOP!—down comes the glove to trap it. Youngsters can't get into arguments, because it's easy to see when a ball is caught... and the glove then keeps any other ball from going into the same hole. The player with the most catches wins. Contains: game base, 3 plastic balls, bell and shooter. Some assembly required.

Pack: 6 pcs. Wgt: 19 lbs.



**TOOT-L-OO® LOCO  
4251-5**  
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 the Toot-L-oo Loco rolling along whistling "This Old Man," and the smokestack head on top goes bobbing up and down in time to the music. The wind-up key that makes everything happen is big enough for little hands to turn easily, but guards against over-winding. And the whole thing is packed in an open-faced display box for easy point-of-purchase demonstration. What makes the Toot-L-oo such a great toy? That ought to be perfectly clear. Pack: 6 pcs. Wgt: 22 lbs.





#### **LIVE-IN TRAIN™**

**8221-4**

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, meet a family that really does live on a train. The MacMagnet family.™ Why are they called that?

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 family lives. 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.

#### **FIX-IT® TRUCKS**

Gives pre-schoolers ages 2 to 4 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.

#### **FIX-IT® CARRY-ALL TRUCK** **3223-5**

#### **FIX-IT® FIRE ENGINE** **3224-3**

#### **FIX-IT® TOW TRUCK** **3222-7**

#### **ASSORTED FIX-IT® TRUCKS** **3225-0**

Contains 24 trucks, 8 each of the 3 styles.

Pack: 24 pcs. Wgt: 24 lbs.

#### **BABY BOLTS®** **3140-1**

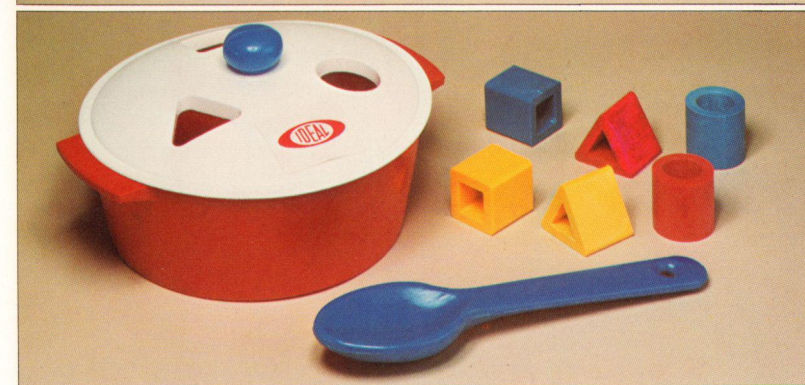
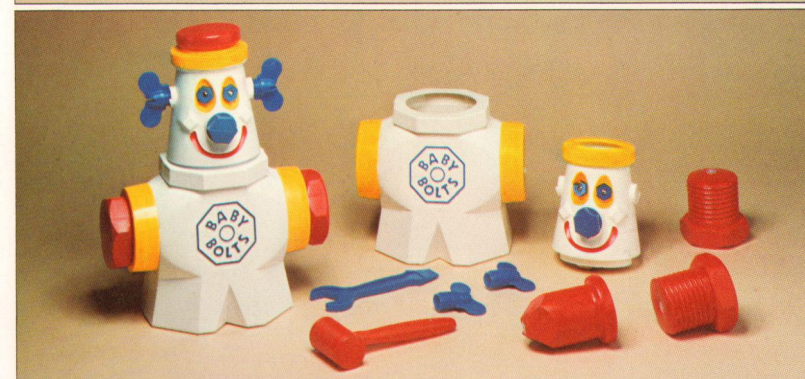
An assembly toy with parts big enough so even a 2-year-old can handle them without frustration. The toy has over-size screws and bolts needed to get it all together. When it's all done, a child has a happy 14" figure to play with. For ages 2 to 5.

Pack: 6 pcs. Wgt: 16 lbs.

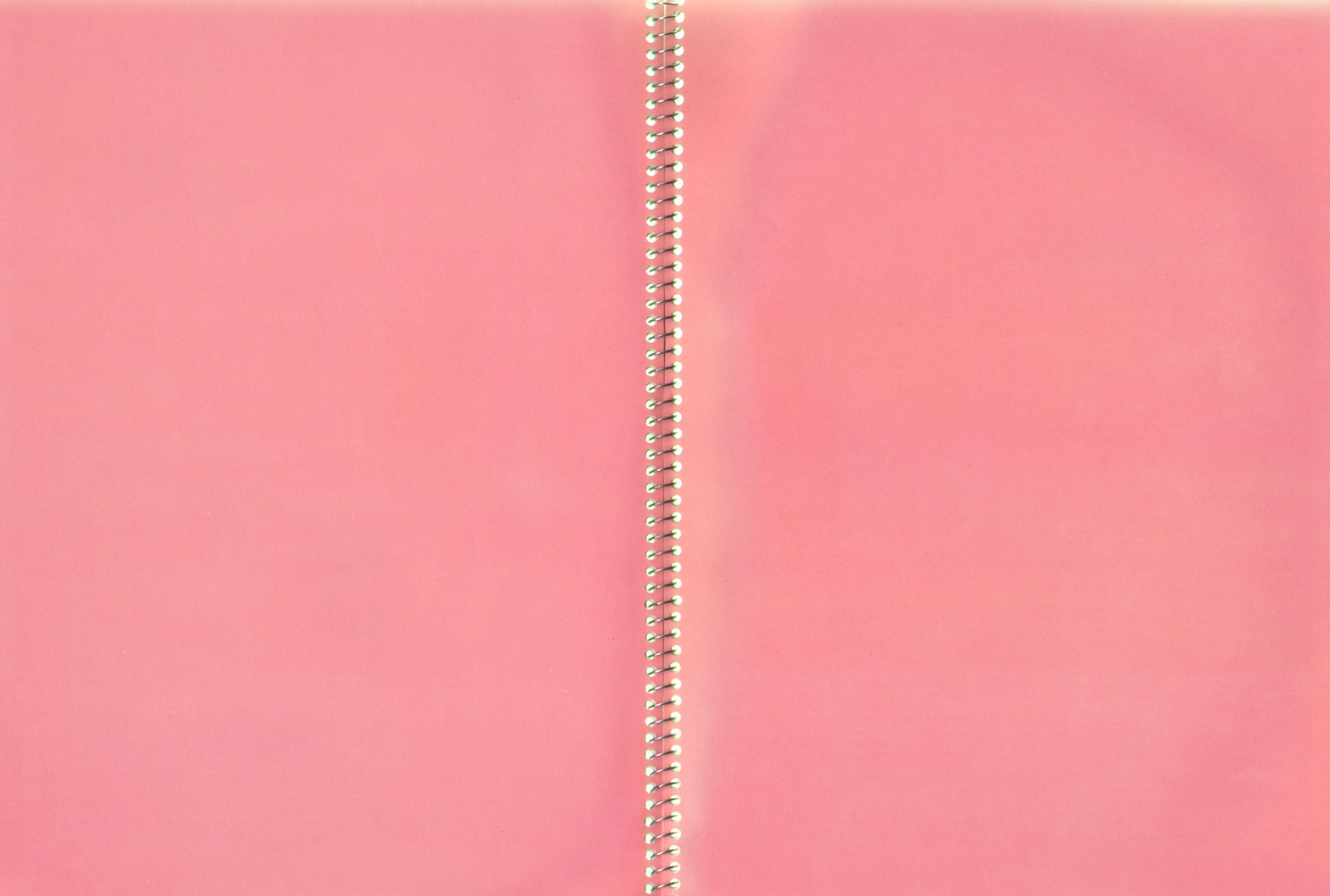
#### **POT'N SPOON™** **3057-7**

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. For ages 1½ to 4.

Pack: 12 pcs. Wgt: 20 lbs.











**TUESDAY TAYLOR™**  
**1250-0**  
**TAYLOR JONES™**  
**(BLACK)**  
**1251-8**  
**TUESDAY IS TODAY!**  
 Tuesday Taylor is the doll of today! Tuesday's a sophisticated big-city girl who goes to exciting places... has a fantastic job... and lives the kind of glamorous life little girls dream about. And Tuesday helps them dream. She's 11½"

of gorgeous, completely poseable doll with long eyelashes and just the right shade of lipstick. There's so much to do in the city that Tuesday wants to be ready for anything. She's wearing a stylish aqua dress with peek-a-boo lace down the front, that's just super for work or dating. Zip off the skirt and it becomes a beautiful bathing suit that's perfect for sun bathing on the terrace of her penthouse apartment. To match her mood or the outfit

she's wearing, Tuesday can also change the color of her hair from blonde to brunette with a simple turn of the top of her head. Terrific Tuesday Taylor is everything a little girl would like to be. Not just on Tuesday... but every day!  
 Pack: 1 doz. Wgt: 14 lbs.



**TUESDAY'S BOYFRIEND**  
**ERIC™**  
**1254-2**  
 Eric's a good-looking young guy with blonde hair and a winning smile. 12" tall and completely poseable, he comes dressed in a smart big-city casual-style turtle neck sweater, flared slacks, and Gucci-type loafers. Eric and Tuesday love to go on adventures all over town together. Don't they make a handsome couple?  
 Pack: 1 doz. Wgt: 14 lbs.

**TUESDAY TAYLOR™**  
**ASSORTED OUTFITS**  
**8004-4**  
 For Tuesday's city life we've created six convertible outfits, with realistic accessories, each designed to change her mood along with her hair color. She can be a blonde beauty in a bathing suit, then with a simple change, she's a brunette in a luscious evening gown... Just the ticket for Tuesday Taylor, the doll of Today!

Tennis to dress with tennis racquet  
**8005-1**  
 Bathing suit to gown with make-up mirror  
**8006-9**  
 2-piece aqua to lounge with hairdryer  
**8007-7**

Jeans to dress with "phonograph"  
**8008-5**  
 Jump suit to gown with "telephone"  
**8009-3**  
 Undies to robe with "television"  
**8010-1**





**TUESDAY'S PENTHOUSE™  
APARTMENT  
1253-4**

A stylish city girl of today deserves a place to live that's just as sophisticated as she is. The world of Tuesday's apartment is a luxurious place with contemporary design... the today style of Tuesday herself. Through the picture window, a panoramic daytime view of the City spreads out before her.

Tuesday's penthouse, with its photographic approach, is so realistically detailed that if you look at it from the outside, you'll see a reflection of the city in the window). Outside, a spiral staircase winds up to a sunny terrace where Tuesday likes to grill hamburgers on a summer afternoon. She's been working on a painting of the city. You can see it there on the easel. On hot days, a sunshade gives Tuesday a place to sit. As the sun sets, Tuesday



goes back downstairs to freshen up in her powder room, complete with a make-up mirror and vanity. When evening comes, you can turn the picture window around to show a view of the city by night. For her date with her boyfriend Eric, she prepares snacks, adjusts the "stereo," makes a "fire" in the fireplace. Finished just in time—for her boyfriend

is waiting at the "elevator." She thinks, "Oh wow, I'm so lucky to be Tuesday Taylor!" And you know what? Every little girl will want to be Tuesday Taylor, too! Assembly required.

Pack: 4 pcs. Wgt: 39 lbs.







**JODY® THE COUNTRY GIRL 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 that country girls loved . . . it's soft and silky and tumbles all the way down to

her toes. We've put Jody into four settings she knew well—her kitchen, her parlor, the general store in town—and now this year, her horse and farm. Each is authentically detailed, and tells a lot about what country life was like. And Jody herself? She's just 9" of gentle, poseable loveliness—the kind we need more than ever today.  
*Pack: 1 doz. Wgt: 14 lbs.*

**JODY® WITH GINGHAM DRESS  
 1312-8**

**BLACK JODY® WITH GINGHAM DRESS  
 1331-8**  
 This is the dress Jody wears for summer picnics. It's a perky red-and-white checked gingham dress with puffed sleeves and a charming ruffle. To shade her eyes from the sun, she's wearing a broad-brimmed straw hat decorated with flowers. And to keep it from flying off when she drives her horse and wagon, there's a wide red ribbon that ties under her chin. Just so her dress won't get soiled when she spreads her picnic out on the grass, Jody has a little white apron tied around her waist. With her long silky hair and pretty gingham dress, Jody is a picture of country loveliness! Doll 9" tall.

*Pack: 12 pcs. Wgt: 14 lbs.*

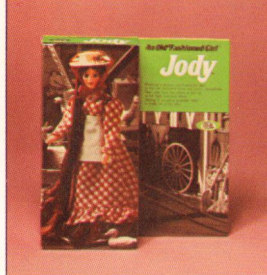
**JODY® WITH EYELET DRESS  
 1302-9**

**BLACK JODY® WITH EYELET DRESS  
 1307-8**  
 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 out, there's a matching picture hat decorated with pink ribbon. It all makes Jody a beautiful vision in lace. Doll 9" tall.

*Pack: 12 pcs. Wgt: 11 lbs.*

**JODY® WITH GIBSON GIRL DRESS  
 1303-7**

**BLACK JODY® WITH GIBSON GIRL DRESS  
 1308-6**  
 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 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! Doll 9" tall.

*Pack: 12 pcs. Wgt: 14 lbs.*

**JODY® WITH APRON DRESS  
 1300-3**

**BLACK JODY® WITH APRON DRESS  
 1306-0**  
 A young girl had a lot of household chores to do in Jody's day—and she'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 panta-

loons (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. Doll 9" tall.

*Pack: 12 pcs. Wgt: 14 lbs.*

**JODY® DOLL ASSORTMENT  
 1318-5 (White Doll)  
 1319-3 (Black Doll)  
*Pack: 12 pcs. (3 ea. of 4 styles.) Wgt:***

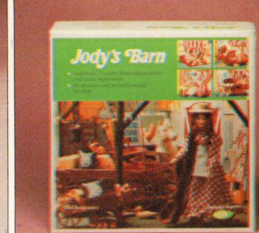
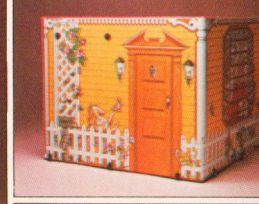
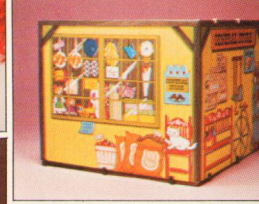




TV



TV



### 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, her general store, and her barn. 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!

### JODY'S® HORSE AND FARM™ 1311-0

Like all farm girls, Jody had a lot of work to do. And the barn is where she did most of it. Every day, she had to fill a wheelbarrow full of feed for all the farm animals—ducks, chickens, and rabbits. She also had to pitch hay with the pitchfork, and use the big saw to cut firewood to heat the farmhouse in winter. But Jody

liked it in the barn. There was always the fresh clean smell of hay, and the gentle sounds of her friends the animals to keep her company. Jody's cat liked it in the barn, too, because that's where the milk she loved came from! In summer, Jody would pack a picnic hamper full of good things to eat. Then she'd hitch up her horse, Duffy, to her bright red buckboard, and set off on a happy country picnic. Sometimes her animal friends would go with

her. At the end of the picnic, when Jody was very full and very sleepy, she'd just lie down on the two bales of sweet hay in the back of the buckboard, and let old Duffy pull her and the buckboard home. He always knew the way. Doll sold separately. Assembly required.

Pack: 6 pcs. Wgt: 33 lbs.

### JODY'S® COUNTRY KITCHEN 1315-1

This wonderful country 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. 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? Doll sold separately. Assembly required.

Pack: 6 pcs. Wgt: 33 lbs.

### JODY'S® ROOM ASSORTMENTS 1330-0

(Country Kitchen)

1315-1

(General Store)

1317-7

(Victorian Parlor)

1316-9

(Jody's Horse and Farm)

1311-0

Pack: 6 pcs. Wgt:

### JODY'S® GENERAL STORE 1317-7

Whatever Jody needed, she'd find it at the general store. Dishes and frying pans and coffee pots. . . yards and yards of cloth to make into pretty dresses. . . a barrel of apples in the corner, and a big jar full of "candy" that cost only a penny a handful. The money was kept in an old-fashioned cash register, with a money drawer that really opens. You could even mail a letter, because the general store was also the Post Office. On a cold day, Jody would stand in front of the pot-bellied stove to get warm. How she loved to play checkers with the store-keeper. Sometimes he'd even let her win! Doll sold separately. Assembly required.

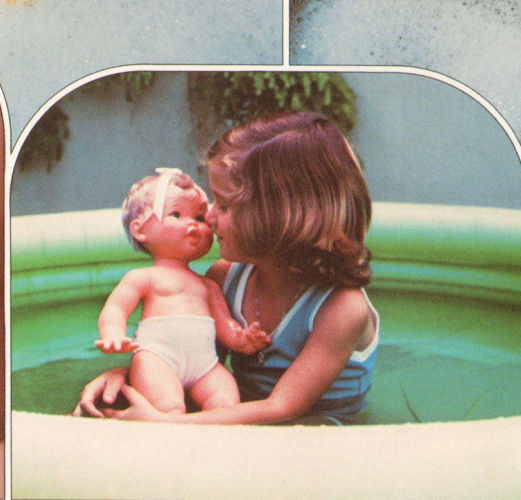
Pack: 6 pcs. Wgt: 33 lbs.

### JODY'S® VICTORIAN PARLOR 1316-9

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. The sofa Jody's sitting on feels just like velvet. Against the wall is the player piano and piano stool. On the table next to the shiny brass-color tea set is that amazing new phonograph. Jody's parlor also has a telephone, a Tiffany-type lamp, a grandfather 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. Doll sold separately. Assembly required.

Pack: 6 pcs. Wgt: 33 lbs.



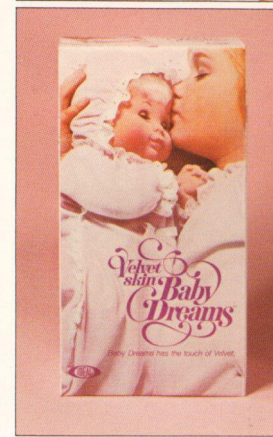


**RUB-A-DUB® DOLLY**  
1208-8  
**BLACK RUB-A-DUB® DOLLY**  
1209-6  
She's the doll who's lots of fun, 'cause two in the tub is more fun than one! No complaints when bath time comes around, if Rub-A-Dub's there to go in along with you. Splash her, scrub her, soak her, dunk her—it's okay, she's watertight. This 17" bundle of joy has moveable arms and legs and rooted hair. She comes com-

plete 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 when summer comes, Rub-A-Dub is just as much fun to go splashing with in the backyard pool or at the beach. Whether indoors or outdoors, you can tell by the happy expression on Rub-A-Dub's face that she's enjoying every minute of it.  
Pack: 6 pcs. Wgt: 18 lbs.

**RUB-A-DUB® TUGBOAT SHOWER™**  
1237-7  
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 the 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 pc. Wgt: 10 lbs.



**BABY DREAMS™... THE DOLL WITH VELVET SKIN™**  
1341-7  
**BLACK BABY DREAMS™... THE DOLL WITH VELVET SKIN™**  
1351-6  
"Rock-a-bye baby, in the tree-top..." Any time is 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—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.





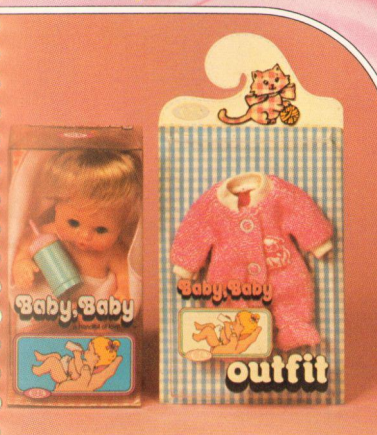
**BABY BABY™  
1340-9**

**BLACK BABY BABY™  
1343-3**

Baby Baby is a handful of love. Just 7" long from the top of her pert blonde rooted hair to the tips of her tiny pink toes, she just can't help making every little girl love her. Because she's a baby baby, she makes a little girl feel like a real mommy who wants to hold her baby tenderly and

protect her, always. And Baby Baby returns her mommy's love. When she's given her own baby bottle, she appears to be drinking; the bottle moves in and out—just like a real baby. Turn the bottle... her eyes close. Turn it back... they open again. Baby Baby comes dressed in a white diaper, with a fuzzy pink blanket to snuggle up in. She's so adorable that a little girl won't ever want to let her go.

Pack: 1 doz. Wgt: 10½ lbs.



**BABY BABY™ ASSORTED  
OUTFITS  
1350-8**

Baby Baby's six outfits are just as sweet and lovable as she is. There's one just right for any time she and her mommy are together, whether it's shopping time... playtime... partytime... or sleepypime. Assortment consists of pajamas; white lace-trimmed 3-piece dress; smock, dress & hat; overalls; bunting & hat; and kimono.

Pack: 6 outfits in a 24-pack asst. Wgt: 8 lbs.

**BABY BABY™ SOFT  
FURNITURE SET  
1359-9**

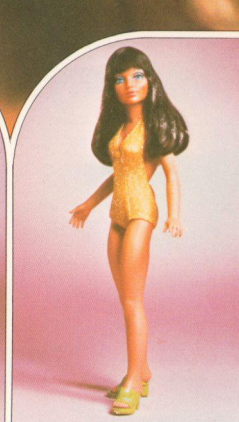
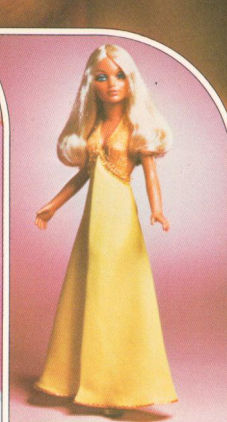
Baby Baby needs furniture that's just the right size to make her feel at home. For her, there's a pretty bird-shaped rocking cradle (it even has wings on the sides)... a little crib... and a clothes rack that looks like a giraffe, and comes

with two hangers to keep Baby Baby's outfits neat. All furniture is made of durable polyethylene that can be decorated, and snapped together easily. Assembly required.

Pack: 2 doz. Wgt: 9 lbs.



TV



#### TIFFANY TAYLOR™ 1202-1

#### BLACK TIFFANY TAYLOR™ 1203-9

Who gets the most whistles of any doll at the beach? It's Tiffany Taylor, America's exciting teen-age cover girl. As a model, Tiffany knows just how to prepare for a picture-shooting 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 color in a wink! 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. It's like having two dolls in one... both of them gorgeous! Tiffany has the kind of skin you'd expect a

model to have... smooth and creamy, with just the hint of a tan from those outdoor shooting sessions. As a fashion model, Tiffany has to be ready for any situation... so she needs an 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

smashing gold lamé bathing suit... just right for those shots at the beach. With her changeable hair and convertible outfit, Tiffany's whatever you want her to be! Doll 19" tall.

Pack: 6 pcs. Wgt: 12 lbs.

TV



#### TARA™ (BLACK DOLL) 1239-3

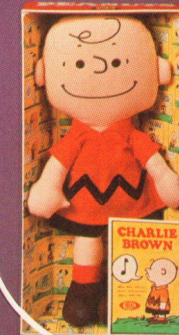
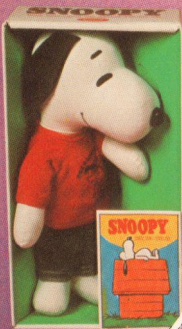
Tara, the doll with the beautiful hair. She's not just an adaptation... Tara is an original! There is no white counterpart. She's a 15½" poseable doll with authentically beautiful black features that will make any little girl love her. Tara has a cheerful yellow gingham

pants outfit with matching shoes, and lustrous black hair that "grows" from short, to medium, to long, and back again. There's never been a doll like Tara. She's the black doll who does her own thing!

Pack: 1 doz. Wgt: 20 lbs.







# MEET THE PEANUTS GANG

Good Old Charlie Brown... Lucy... Linus... Peppermint Patty... and of course, faithful friend Snoopy. They're everyone's pals... the most popular cartoon characters ever! And now Ideal has them, in soft, long-lasting stuffed dolls that are so lovable, so huggable, both boys and girls

will want to collect a whole set. And to keep the Peanuts crowd company, there's also Dennis the Menace, the terror of the neighborhood. There's a little bit of Dennis in every boy and girl. Maybe that's why they love him so much!

# GOOD OLD CHARLIE BROWN AND HIS PALS

Here's Charlie Brown and all the people who love him—although we're not so sure about Lucy! They come in two sizes—one just right for sticking in your pocket and taking places, the other for playing at home. They're all soft, and stuffed, and very lovable. Available in two assortments:

# 7" PEANUTS ASSORTMENT 1409-2

3 Lucy, Charlie Brown, Linus, Peppermint Patty.  
Pack: 1 doz. asst. Wgt: 8 lbs.

# 14" PEANUTS ASSORTMENT 1419-1

2 Lucy, 2 Charlie Brown, 1 Linus, 1 Peppermint Patty.  
Pack: 6 pcs. asst. Wgt: 9 lbs.

# SNOOPY

Snoopy's more than a dog. He's a playmate, an advisor, a conscience... in fact, Snoopy's just about the perfect friend for any boy or girl! Here he is, soft and cuddly, in three sizes. There's a 7" Snoopy, very cute and very portable... a 14" size for all-around play... and a huge 27" version that gives a child a lot more Snoopy to love. The 7" and 14" sizes come dressed in shirt and jeans, and the 27" size comes

in an assortment of 3 outfits—long red flannel nightshirt... Red Baron outfit... and jeans with knit sweater. Everybody knows Snoopy. And everybody loves him!

**1400-1 (7")**  
Pack: 1 doz. Wgt: 8 lbs.

**1410-0 (14")**  
Pack: 6 pcs. Wgt: 9 lbs.

**1420-9 (27")**  
Pack: 3 pcs. Wgt: 7 lbs.

# DENNIS THE MENACE, THE TERROR OF THE NEIGHBORHOOD

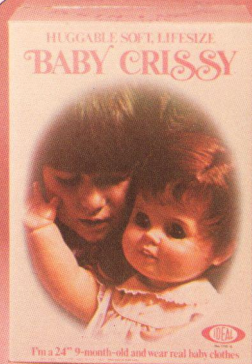
Boys and girls love Dennis's antics, and probably wish they could get away with them the way he does. Here are two versions of Dennis for them to get into all sorts of imaginary mischief with. Available in two sizes:

**1430-8 7"**  
Pack: 1 doz. Wgt: 8 lbs.

**1431-6 14"**  
Pack: 6 pcs. Wgt: 9 lbs.

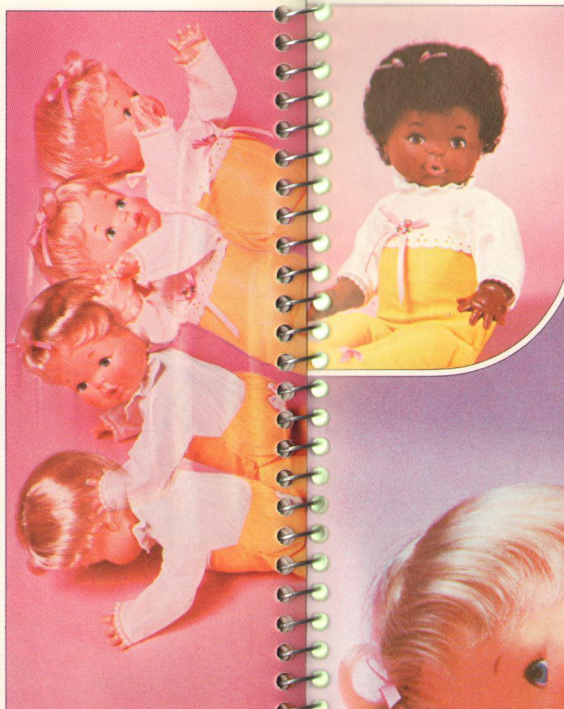
Dennis the Menace—Corp. © 1976 Hank Ketcham  
Linus—Corp. © 1952 United Feature Syndicate, Inc.  
Peppermint Patty—Corp. © 1966 United Feature Syndicate, Inc.  
Snoopy—Corp. © 1958 United Feature Syndicate, Inc.  
Lucy—Corp. © 1952 United Feature Syndicate, Inc.  
Charlie Brown Corp. © 1950 United Feature Syndicate, Inc.  
Joey—© 1976 Tandem Productions, Inc. All Rights Reserved



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

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.

**WAKE-UP THUMBELINA™****1360-7****BLACK THUMBELINA™****1361-5**

It's morning, and time for Thumbelina to get up. "Wake up, Thumbelina, wake up!" whispers her mommy, as she gently pats Wake Up Thumbelina's back. Slowly she raises her head. Can it be morning already? She turns



her head from side to side, as though asking, "Where are you, Mommy?" Playfully, she puts her head back down—but then a moment later she raises her body, rolls over, and holds her arms out for Mommy to pick her up. "Oh Thumbelina, now that you're awake, there are so many things for us to do today!" She's the amazing 17" action doll that does all these things—raises her head, turns it from side to side, raises her body, turns over, and holds up her arms. She's the closest thing to a real baby a little girl

could hope for. But even without her unique abilities, Wake Up Thumbelina is a precious doll—with soft skin, movable arms and legs, rooted hair and a face any little girl could love. Wake Up Thumbelina comes dressed in pajamas that keep her all snug and warm—until it's time for her mommy to say, "Wake up, Thumbelina!" (Requires 2 D-cells, not included.)

Pack: 6 pcs. Wgt: 20 lbs.



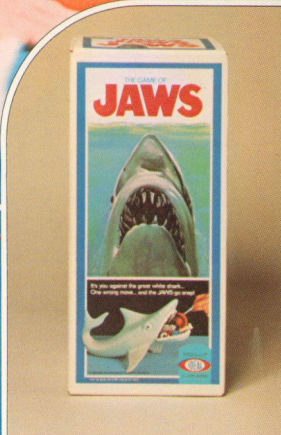
TV



ARCHIE BUNKER'S GRANDSON



# YOUNG FUN



## JAWS™ GAME 2008-1

Lights! Action! Roll'em! It's you against the Great White Shark, in this game of skill that captures all the suspense and terrifying swiftness of the movie, "Jaws." The idea is to carefully remove pieces of junk—like a camera, an anchor, a fish, an old tire—from the shark's gaping jaws, using a gaff hook. The first player to

remove four pieces of junk is the winner. But look out—as junk is removed, the shark's jaws start to quiver... then to move ever so slightly. If you make a wrong move now—CLACK! the terrible jaws snap shut! If it happens to you, you have to put back any junk you've removed, and start over. Everyone's talking about the movie, "Jaws"—the biggest box-office blockbuster of all time! Over 45 million people have already seen it, and it'll

continue to be shown across the country right through 1976. A sequel, "Jaws II," is now being produced! With all this publicity behind it, you might say the possibilities for this game of Jaws are... wide open! Some assembly required.

Age group: 6 and up.  
Pack: 6 pcs. Wgt: 11 lbs.



## BRONC BUSTER™ GAME 2004-0

What child isn't turned on by the idea of becoming a cowboy and taming wild stallions? Bronc Buster makes it happen! There's our hero, dressed for hard work in red shirt, 10-gallon hat, and chaps. And he's sitting on just about the most ornery-looking cayuse that ever saw the inside of a corral. The timer is set, and two players go at it. One tries to throw the bronc buster off

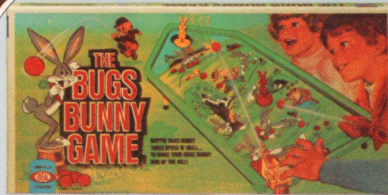
the horse by depressing the button that makes the horse buck wildly. When the other player squeezes his button, a miniature bellows sends air through a tube and clamps the rider's legs tightly to the horse's flanks... keeping him firmly in the saddle. Just one trouble, though... after a few seconds the air leaks out, and the bronc buster's leg begin to lose their grip! Then the button has to be pushed again.

That makes timing critical. The rider's trying to hold on tight when the horse bucks... while the horse is aiming to deliver his meanest licks just when the rider is losing his grip. Any rider who can stay aboard for 10 seconds gets the title of "champeen bronc buster"—and deserves it! Some assembly required.

Age group: 7 and up.  
Pack: 4 pcs. Wgt: 12 lbs.



TV



### BUGS BUNNY™ GAME 2135-2

Ehhhhh . . . what's up, doc? In this fast-moving action game for young children, what's up is Elmer Fudd's dander! He's just caught Bugs Bunny raiding his tomato patch (sure, rabbits like tomatoes, too!)—and he's not about to let Bugs get away with it. "All wight, you pesky wabbit, this time I'm gonna get you!" yells

Elmer, picking up tomatoes and heaving them at Bugs. Poor Bugs is getting red in the face . . . but if he can make it to his rabbit hole, he'll be safe. And that's the aim of the game . . . to see which of two players can be first to help Bugs into his hole. It's all done with plastic "tomatoes." Put one in the Elmer Fudd shooter . . . pull back . . . and let fly at your Bugs Bunny figure. Players keep re-loading and

firing until one of them wins by bopping his Bugs Bunny all the way up the board and into the rabbit hole. Any balls that go into the hole are caught in a basket so they won't get lost. Some assembly required.

Age group: 5 to 9.  
Pack: 6 pcs. Wgt: 15½ lbs.

TV



### KER-PLUNK® GAME 2415-8

Halfway up a transparent tower, a pile of marbles is suspended precariously on 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 a cascade of marbles! The player who lets the fewest marbles fall into his compartment wins.  
Age group: 6 and up.  
Pack: 12 pcs. Wgt: 22 lbs.

TV



### HANDS DOWN® GAME 2525-4

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.





# JUNK YARD™ GAME 2133-7

A target game with pinball action. Here's a target game that gives any number of players plenty of fast action with authentic pinball-type flippers and pop-up targets. There are 10 pieces of junk, each with its 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. 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: 22½ lbs.



# EVEL KNieVEL™ STUNT GAME™ 2061-0

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 the further you go, the harder they get! Stop 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: 15½ lbs.



# FAMILY GAMES



# LAST CHANCE™ GAME 2005-7

In this new family target game, quick thinking and strategy is just as important as straight shooting. Each of the two players shoots steel pellets at a moving target that comes rolling down the center track. Knock it into one of five scoring pockets and you collect the number of points shown. The more points a pocket is worth, the smaller it is—so it takes a keen eye and

steady hand to score high. But that's not all it takes to win this game! You see, each player has only three balls to shoot at four targets. You can shoot as often as you like—but if you use up your ammo too quickly, you could be in big trouble. Picture this situation. On the first target, both you and your opponent take a fast shot and miss. As the second target moves down the

track, you both fire again. You miss, but your opponent connects, and the target drops into his 75-point scoring pocket. Score: 75-0 against you. There's just one last chance—to win you'll have to knock the third target into the 150-point pocket. As it starts down the track, you move your hand on your shooter. Your opponent is faked out! He thinks you're about to shoot, and nervously gets off a shot

of his own. It misses! Now he's out of ammo, and you still have one shot left. Carefully your eye follows the target as it slides down toward high-score territory. Just as it gets there you squeeze off your last shot. CRACK! the target whizzes into the 150-point pocket. You've won! Some assembly required.

Age group: 7 and up.  
Pack: 6 pcs. Wgt: 23½ lbs.



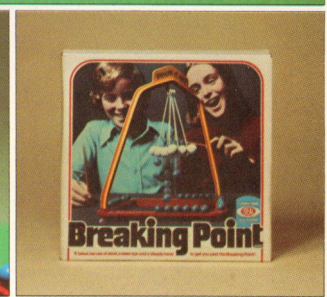
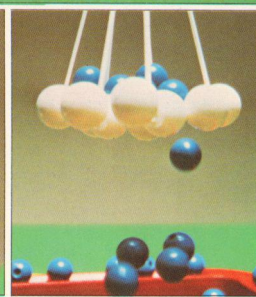
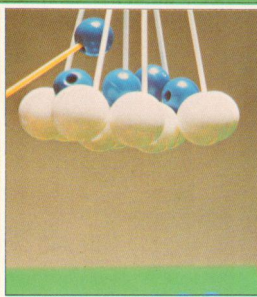
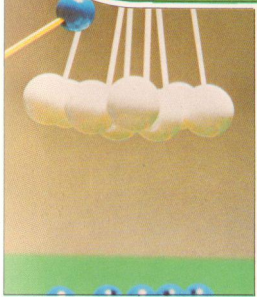
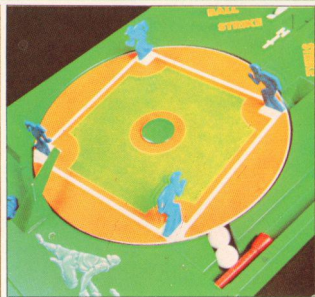


**HIT 'N RUN™ PINBALL GAME 2002-4**  
**The automatic baseball machine**  
 You've seen such high family excitement! The first player puts a man at homeplate . . . then uses the spring-loaded shooter to send a ball to the outfield. Just as in real base-

ball, hits don't come that often in this game. . . the ball has two chances to be an out, or it could be a ball or strike. When the ball drops into the "hit" pocket, the infield turns and the batter starts rounding the bases. And that's where the suspense builds . . . because there's no way of telling in advance whether the hit will be a single . . . double . . . triple . . . or home run! You see, we've programmed the mechanism that turns the infield to deliver different kinds

of hits in the same proportion you'd find in regular Major League play. But it works at random, so you can never tell what the next hit will be! Just as in real baseball, most hits are singles—but you never know when the next one will be a bases-clearing home run blast! The turning infield is actually powered by the shooter. No batteries . . . no winding. And when a man comes around to score, a

projecting arm sweeps him off the field and into the scoring dugout. At the end of the inning, just count the number of players in the dugout, and you know how many runs you've scored. Hit 'N Run Pinball—for real baseball excitement, there's never been anything like it! Some assembly required!  
 Age group: 7 and up.  
 Pack: 4 pcs. Wgt: 24 lbs.

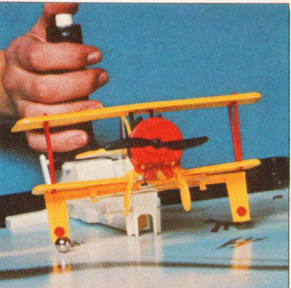
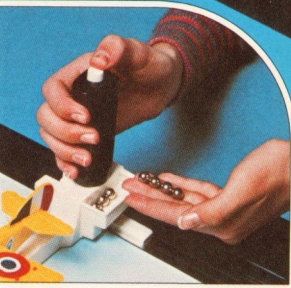
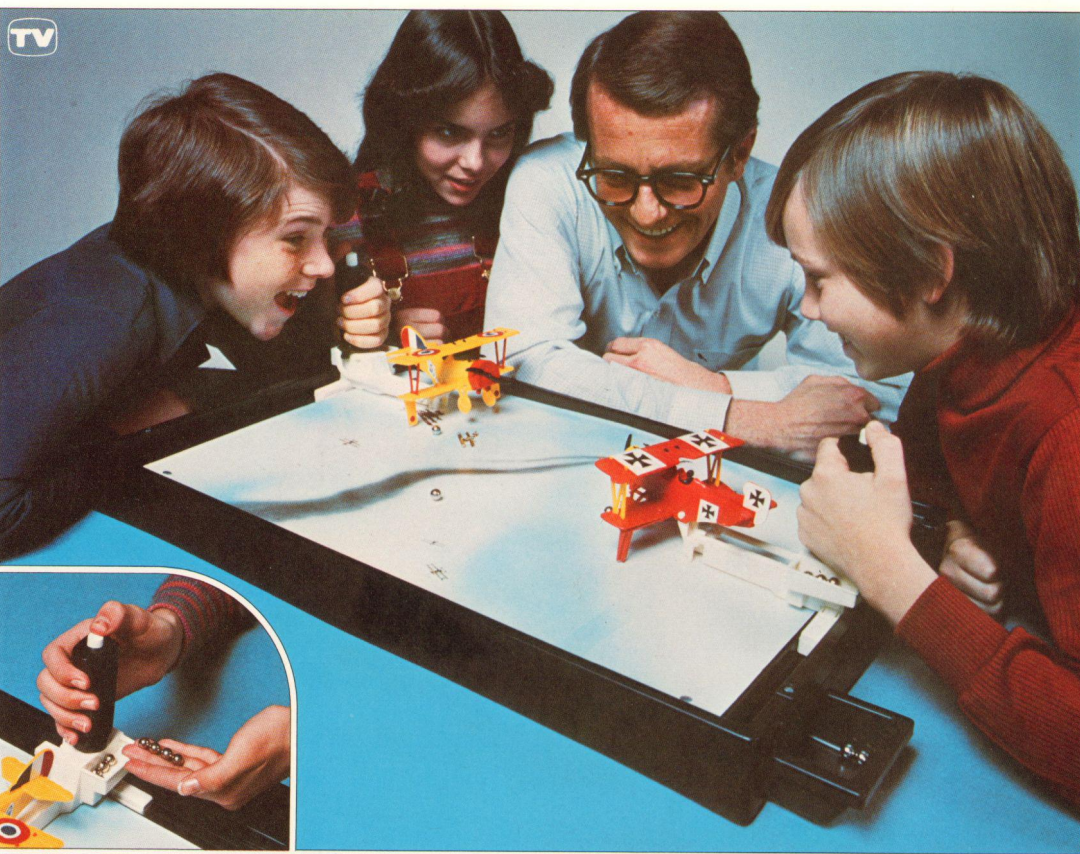


**BREAKING POINT™ GAME 2001-6**  
 You'll need a steady hand, nerves of steel, and a dash of daring to win this new family skill game—and just one look tells you why. There, hanging from a framework high above the table, is a nest of 12 white balls. Each player (up to 4 can play) starts out with 7 smaller dark balls—each with a hole through it so it can be picked up on the end of a stick. The

idea is to rest one blue ball at a time, very gently and very carefully, on top of the nest. Get all 7 of your balls up there, and you've won. But be warned—it's easier said than done! As the weight of the blue balls mount, the nest beneath them begins to tremble. . . then shift slightly. Make a wrong move now, and the nest will spread apart, sending an avalanche of blue balls crashing down to the table! And if you're the player

who made them fall, you have to add them to your supply. This is the game that's so easy to lose, just when you think you've got it won! It's guaranteed to bring shrieks, moans, cheers and groans from every member of the family. Why, it's enough to drive anyone to the breaking point! Some assembly required.  
 Age group: 7 and up.  
 Pack: 1 doz. Wgt: 20 lbs.

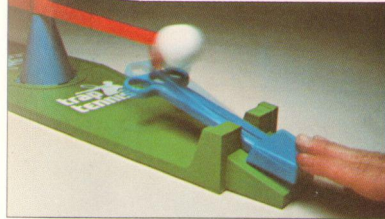




**SKY BATTLE™ GAME**  
**2136-0**  
 You take to the skies to test your skill in this rapid-fire game of aerial combat. The time: Summer, 1917. The place: somewhere over France. British fighter squadron on patrol. Suddenly they're jumped by the Red Baron and his flying circus—and it's every man for himself! Dogfights

rage all around you, but the only plane you care about is the enemy fighter that's closing with you fast. You can maneuver your plane by sliding it from side to side . . . or twist the handle to turn the plane for a better shot. Both pilots grip their machine gun handles tightly and squeeze the buttons on top to fire steel pellets at the enemy plane, trying to knock out both his wing targets and send him into a crash dive. Squeeze once for

single shots . . . repeatedly for machine-gun bursts. But watch your ammo supply—if it runs out, you're at the mercy of the enemy. You'd better use every skill at your command . . . because Sky Battle is a fight to the finish that only one pilot will fly away from. Assembly required.  
 Age group: 7 and up.  
 Pack: 4 pcs. Wgt: 19 lbs.

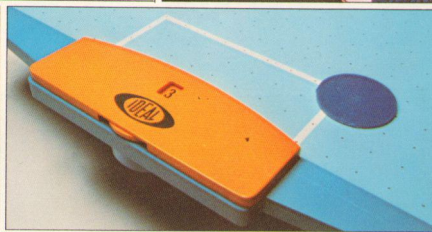
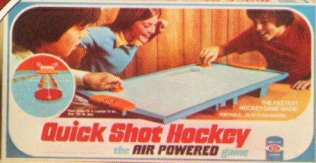
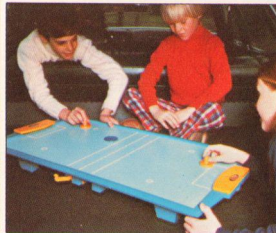
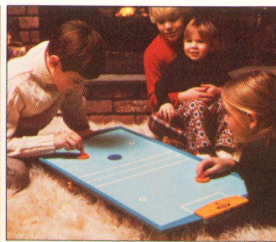
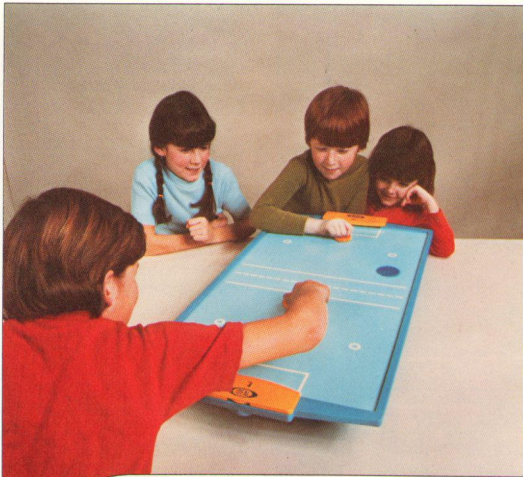


**TRAP TENNIS® GAME**  
**2132-9**  
 Trap Tennis—the game that puts all the skills and action of tennis at your fingertips. One player serves by hitting the ball on its revolving arm fast or slow. Then as it comes around each player can let it go by, hit it, or try to trap it in one of the three holes 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. Some assembly required.  
 Age group: 7 and up.  
 Pack: 6 pcs. Wgt: 11 lbs.

**BEAT THE 8 BALL™ GAME**  
**2106-3**  
 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. 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 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! Some assembly required.  
 Age group: 7 and up.  
 Pack: 6 pcs. Wgt: 11 lbs.





# **QUICK SHOT™ HOCKEY GAME 2104-8**

... 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 score-board 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! Some assembly required.

Age group: 7 and up.  
Pack: 3 pcs. Wgt: 26½ lbs.

TV

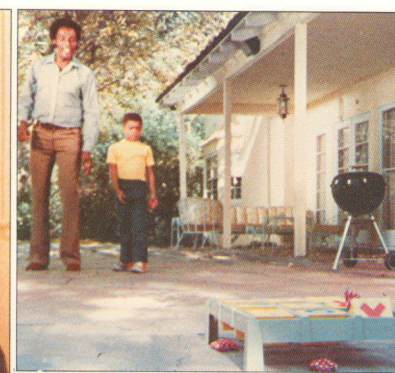
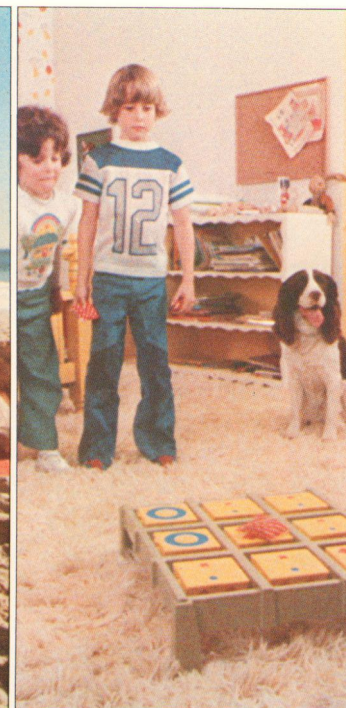
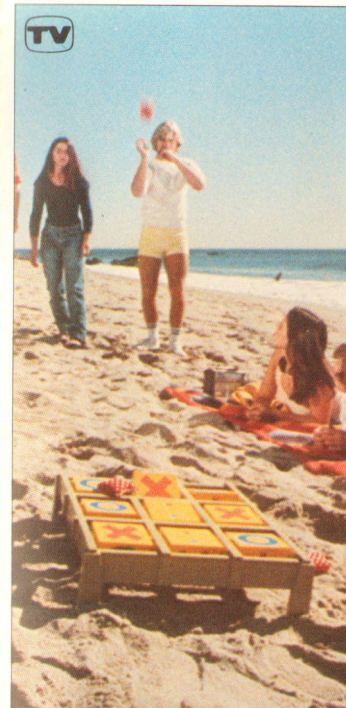


# **CROSSFIRE® GAME 2034-7**

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! Some assembly required.  
Age group: 10 and up.  
Pack: 4 pcs. Wgt: 30 lbs.

TV



TV



# **TOSS ACROSS® GAME 2140-2**

You've gotta be able to throw 'em where you want 'em in this giant beanbag tic-tac-toe game 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

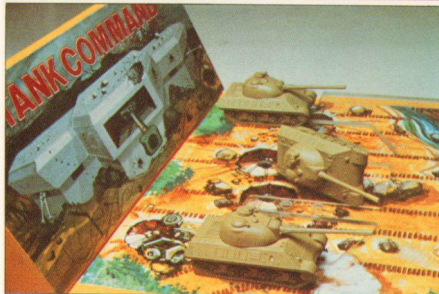
... if your beanbag lands wrong, you may turn up your opponent's symbol instead of yours, or lose a square you'd already won. For an extra challenge, older players can move further back... young children can stand up close. There's fun for every member of the family in this game of skill and concentration. Some assembly required.  
Age group: 6 and up.  
Pack: 6 pcs. Wgt: 35 lbs.

# **REBOUND® GAME 2035-4**

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 paydirt... 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! Some assembly required.  
Age group: 10 and up.  
Pack: 6 pcs. Wgt: 19 lbs.





### TANK COMMAND® GAME 2130-3

Here's the family game that brings out the military genius in you. Each player has four tanks and 10 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 BAR-ROOOM! 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 firepower 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. Some assembly required.

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

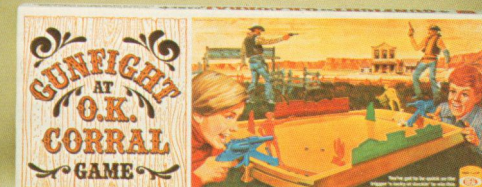


### SNAP BOWLING® GAME 2063-6

Here's table-top bowling with realistic action, because magnets in both pins and alley make them behave like real tenpins—giving you all the splits, strikes and action of real bowling. 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! Some assembly required.

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



### GUNFIGHT AT O.K. CORRAL® GAME 2065-1

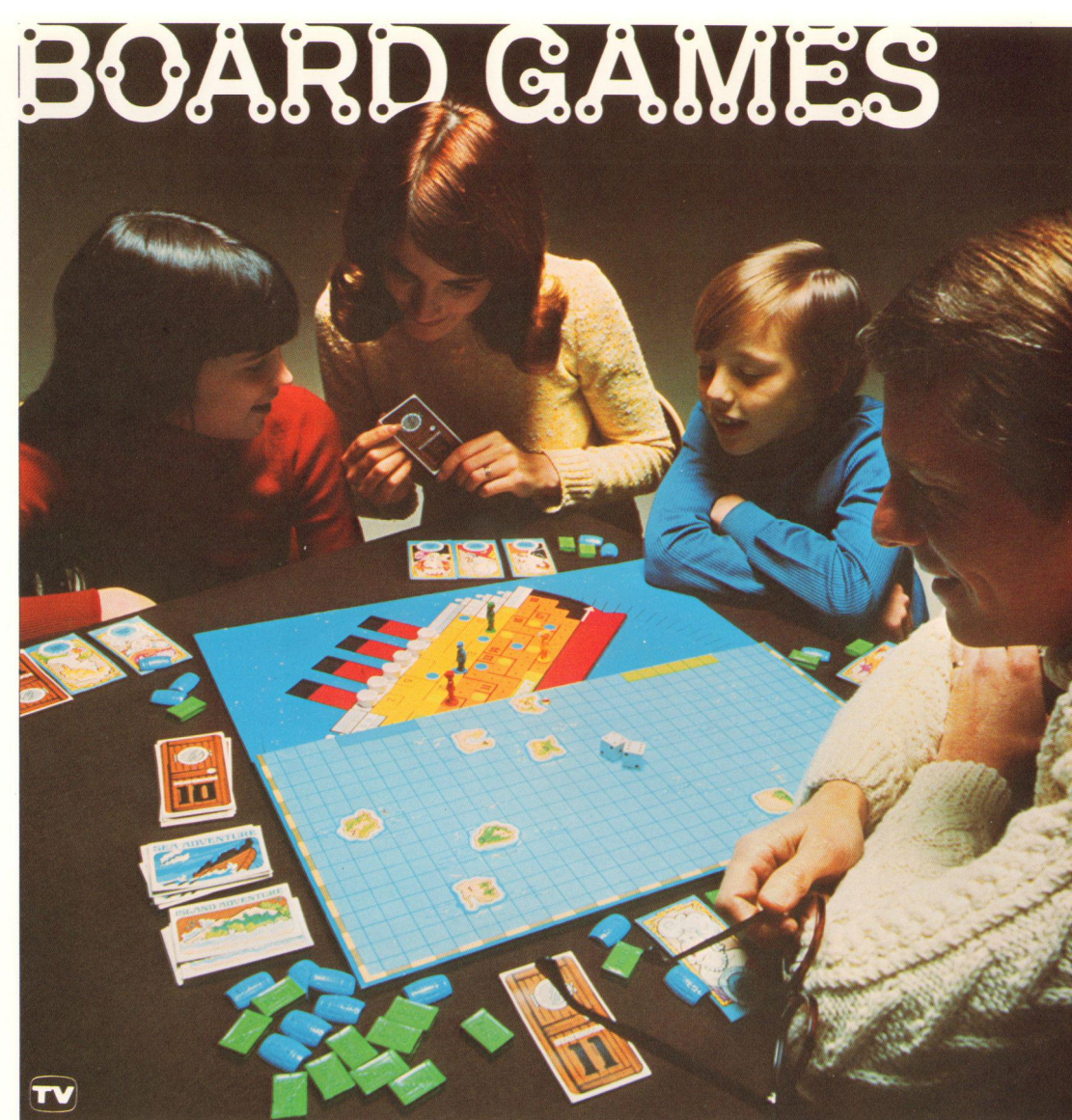
When two gunmen meet on the dusty main street of this Western frontier town, there's one thing you can be sure of—only one of them is going to walk away. The street's deserted except for the gunfighters... waiting... watching... then someone shouts, "All right, draw!" and they both open up with six-shooters that

shoot 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. Some assembly required.

Age group: 7 and up.  
Pack: 4 pcs. Wgt: 18 lbs.

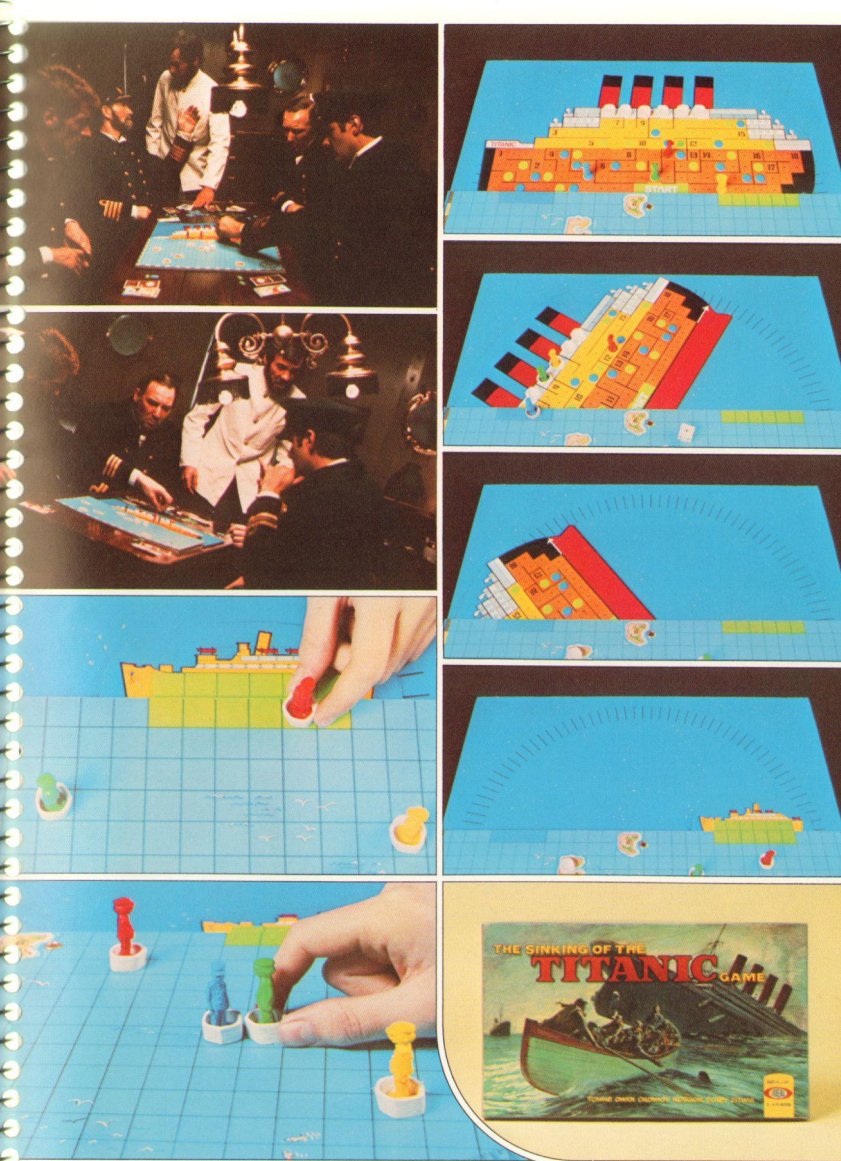


# BOARD GAMES



## THE SINKING OF THE TITANIC™ GAME 2003-2

On April 11, 1912, the huge British liner "Titanic"—the biggest in the world—struck an iceberg while on her maiden voyage, and sank within hours. Out of that disaster came the idea for a fascinating new kind of family board game that takes players from adventure aboard the sinking ship... to the perils of the open sea... and finally in a mad dash to

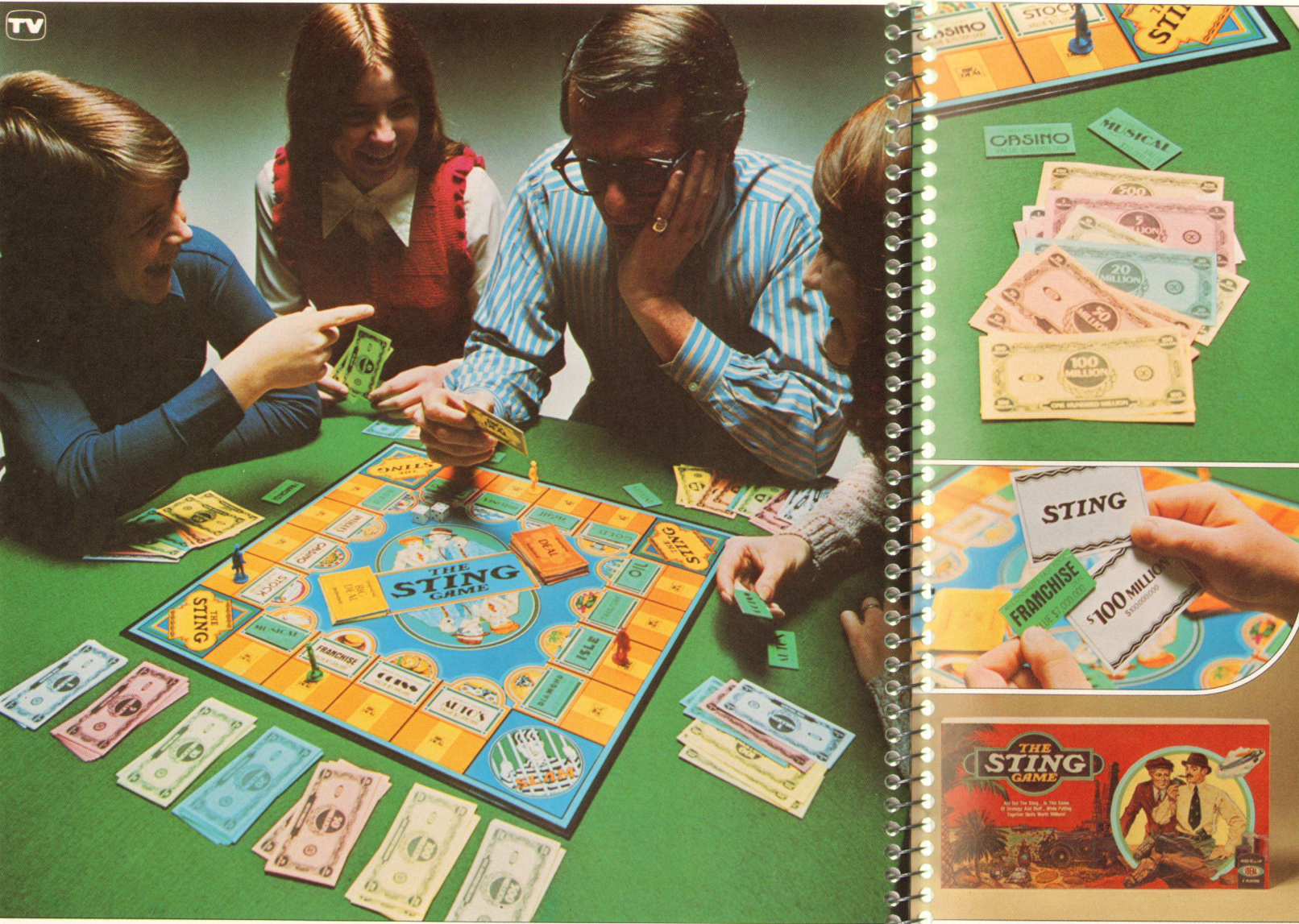


the rescue ship that comes steaming over the horizon just as the great Titanic finally slips beneath the waves. All the players take the parts of ship's officers. Your assignment: rescue selected passengers as the ship goes down. Collect food and water, too—you'll need it later! You roll the dice and race up and down decks and through dark passageways, trying to complete your mission as the ship slowly sinks. Finally, rising

water forces you to head for the lifeboats, and put to sea with whatever passengers, food and water you've managed to save. Now a whole new game begins, as you and the other players battle against the cruel sea, and each other. The roll of the dice or the pick of a card could plunge you into a violent storm, or land you on a cannibal island. And you have to be ready to repel your fellow players' attempts to board your lifeboat and take

your food and water. It's a merciless struggle, especially when the rescue ship heaves into sight—because the first player who reaches it with at least two passengers, two food, and two water tokens is the winner. And what about the others? Well, you might say they've lost at sea. Some assembly required.  
Age group: 8 to adult.  
Pack: 6 pcs. Wgt: 18 lbs.





**THE STING™ GAME**  
**2011-5**  
 The stakes are high, and so is the excitement, in this billion-dollar board game of strategy and bluff inspired by the hit movie, "The Sting." Just like the con-man heroes of the movie, players compete to see who can pull off the biggest sting. But be careful—if you don't work your deal with skill and finesse, instead of stinging you could get stung! Players

start out with a cool billion in folding money, and roll dice to move around the board, landing on properties of increasing value. Airlines... coins... stocks... diamonds... you can build your big con on just about anything. When you land on a property, you get a deal card that could be worth from \$1 million to \$250 million—or it could be a worthless "Sting" card. Which is it? Nobody knows except you! If your deal's a sting, try to bluff everyone into thinking it's

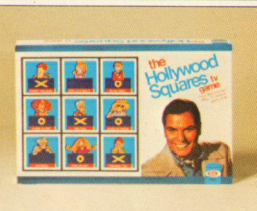
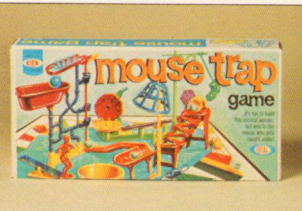
real. Get through two rounds of bidding and you've pulled off your sting. But your bluff could backfire! Any player who thinks a bid was too high can challenge. It all makes for a lot of fast-moving, fast-dealing, and especially fast-talking action! You could win a billion, or lose your shirt—but isn't that the whole fun of The Sting?  
 Age group: 10 to adult.  
 Pack: 6 pcs. Wgt: 13 lbs.

**MOUSE TRAP® GAME**  
**2601-3**  
 The insane comic classic game now in its 14th 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

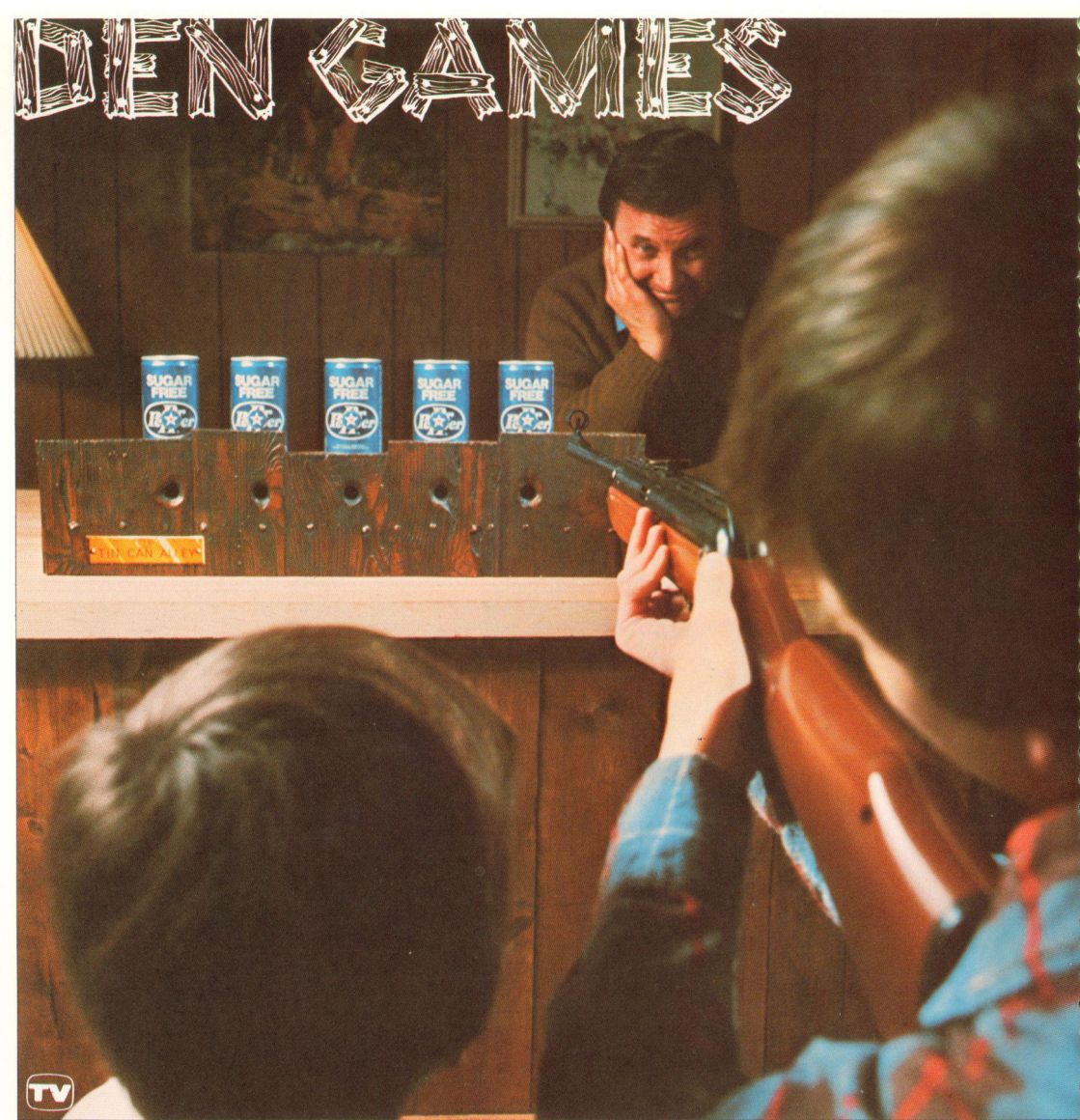
starts an amazing chain reaction of moving parts, rolling ball, shuttling levers and tilting "boards" until ZAP! your opponent is Mouse-trapped. Some assembly required.  
 Age group: 7 and up.  
 Pack: 6 pcs. Wgt: 13 lbs.

**HOLLYWOOD SQUARES™ GAME**  
**2090-9**  
 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 is different because there are over 1,000 questions to ask. Some assembly required.  
 Age group: 7 and up.  
 Pack: 12 pcs. Wgt: 16½ lbs.







# **TIN CAN ALLEY™ GAME** **2009-9**

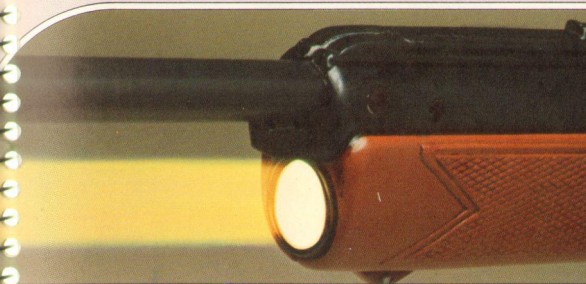
For generations, target-shooters have sharpened their aim by "plinking" at soda or beer cans set up on top of a handy fence. Now you can enjoy the same kind of action—right in your home! Tin Can Alley is absolutely the most exciting and realistic target shooting game ever. The fun

begins with a highly detailed rifle that has the look and feel of a real target rifle. Cocking the trigger by pulling back on the lever, you peer through the accurate sights to aim the rifle at the first of 5 cans sitting atop a realistically styled "board" fence. As you squeeze off a shot, you hear a loud BANG!—but what the rifle shoots isn't a bullet, but a momentary beam of light! If

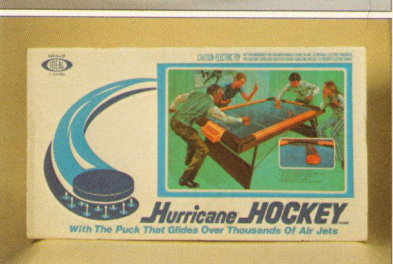
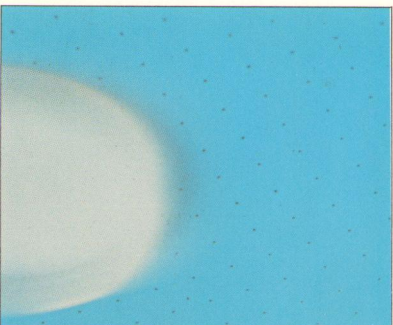
you've aimed right, the beam enters a "knothole" in the fence, and strikes a photo-cell that activates a mechanism to send the can clattering to the floor. Then the mechanism automatically moves behind the next can. (By the way, it's only strong enough to knock over a light empty can . . . and safe even for young children.) You can shoot from up to 30 feet away. At that range it's not easy to score a hit . . . but very satisfying when you do! Tin Can Alley brings out the competitor

in you. Challenge the whole family to a shooting match. Change the pace with variations like distance shooting and rapid fire shooting. It's so much fun, everyone's a winner! (Requires 4 C-cells, 3 D-cells, not included.) Some assembly required.

Age group: 8 and up.  
Pack: 3 pcs. Wgt: 19 lbs.



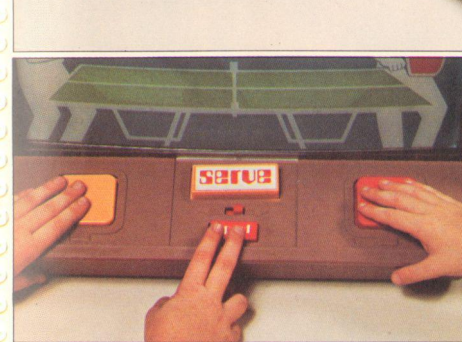




**HURRICANE® HOCKEY GAME 2089-1**  
 Not just a game—it's a family fun center all by itself! Hurricane Hockey is still the fastest game on ice, and in this big-table version it's an investment in family pleasure that will keep paying off for many years to come. The entire playing surface is honeycombed 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's a scoreboard at each end to keep 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. Assembly required.  
 Age group: 7 and up.  
 Pack: 1 ea. Wgt: 38 lbs.



**ELECTRONIC TABLE TENNIS™ GAME 2091-7**  
 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 go for fun any place, any time. (Requires 4 "D" batteries, not included.)  
 Age group: 7 and up.  
 Pack: 1 ea. Wgt: 10 lbs.



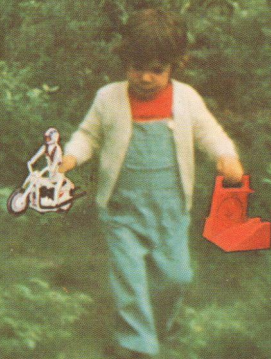






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